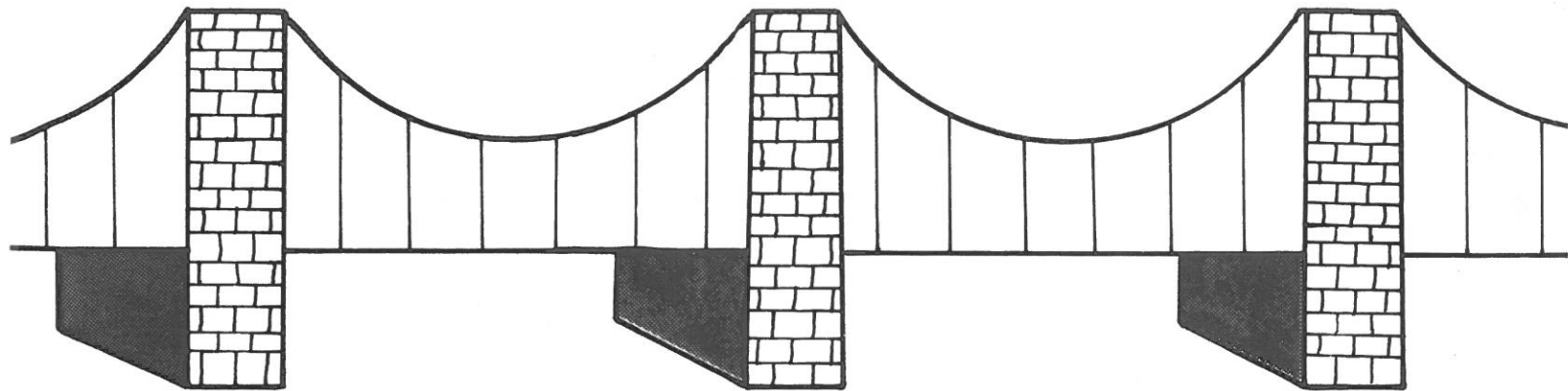


DETROIT AREA COUNCIL



November 2, 1991

NOVEMBER 2, 1991

WELCOME TO POW WOW 1991:

THIS YEAR'S THEME IS "THE BRIDGE TO THE FUTURE". THIS BRIDGE IS VERY SPECIAL. IT HAS NO TOLL OR FEE'S UNLESS YOU, YOURSELF PUT THEM THERE. THIS BRIDGE HAS NO SIDES OR WALLS TO PREVENT YOU FROM LOOKING ABOUT YOU; AND IT HAS NO BEGINNING OR END. THERE IS NO SPECIFIC LENGTH TO THIS BRIDGE, FOR IT MAY SPAN AS MUCH DISTANCE AS YOU LIKE. AS YOU TRAVEL ALONG, AROUND THIS BRIDGE, YOU WILL FIND MANY FRIENDLY AND ENTHUSIASTIC PEOPLE TO HELP YOU ALONG YOUR WAY. THIS IS A VERY SPECIAL BRIDGE FOR IT BELONGS TO YOU, AND IT GOES IN ONLY ONE DIRECTION AND THAT IS TO THE FUTURE.

AS I CROSSED MY BRIDGE TODAY, MANY OTHERS WALKED ALONG WITH ME. AS WE GOT TO THE OTHER SIDE, WE COULD SEE THE FUTURE. THE FUTURE, LAYS WITH YOU THE LEADERS. TODAY MANY HAVE SHARED THE SEEDS OF SCOUTING WITH YOU. NOW I CHALLENGE YOU TO TAKE THESE SEEDS HOME WITH YOU, PLANT THEM, CULTIVATE THEM, AND SHARE YOUR HARVEST WITH THE BOYS IN YOUR PACKS. AS YOU SHARE THE FRUITS OF YOUR HARVEST WITH YOUR CUB SCOUTS YOU WILL FIND THAT THESE BOYS ARE TRULY THE FUTURE.

I HOPE THAT TODAY HAS BEEN MEMORABLE, FILLED WITH FUN, ENTHUSIASM, AND FELLOWSHIP. MY STAFF AND I, HOPED THAT WE HAVE HELPED YOU CROSS THE BRIDGE TO THE FUTURE, INTO A WORLD OF SCOUTING.

YOURS IN SCOUTING;



BILL TURNER
1991 POW WOW CHAIRPERSON

1991 POW WOW STAFF

BILL TURNER	POW WOW CHAIRPERSON
COLLEEN LUCAS	VICE-CHAIRPERSON
PAUL BANNON	COUNCIL ADVISOR
ELAINE FRANCIS	COUNCIL TRAINING STAFF ADVISOR
SHERRY TERRY	BOOK CHAIRPERSON
JOYCE BANNON	REGISTRATION CHAIRPERSON
DAVID STWARD	HURON DISTRICT CHAIRPERSON
TONI JONES	CITY DIVISION CHAIRPERSON
GLORIA GALLAGHER	DOWNRIVER CHAIRPERSON
NINA MULLINS	TONQUISH DISTRICT CHAIRPERSON
MARGE RIEHL	MICHIGAMI DISTRICT CHAIRPERSON
PATRICK BASS	SAUK TRAILS
OWEN LITTLE	NORTH TRAILS
SUE HEINTZ & KATHY STERNFELS	GEMINI
IKE DIGMAN	NORTHRIDGE
LINDA DZIEKAN	LAKESHORE

December, 1991



FOLLOWS,
HELPS, GIVES



Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25 CHRISTMAS DAY	26	27	28
29	30	31				

PRESENTED BY
HURON DISTRICT
CHAIRPERSON-----DAVID STEWARD

**IMPORTANT
DATES
TO
REMEMBER**



**CUB LEADER BASIC TRAINING
FOR DECEMBER:**

SAT; DEC. 7, DOWNRIVER DISTRICT

OPENING CEREMONIES

CHRISTMAS

- Arrangement: Ten boys come onstage and stand in line. They can be holding Christmas gifts, decorations, etc. Each speaks his line in turn:
- 1st Cub: Secrets! Secrets! In the air!
Merry greetings everywhere! That's Christmas!
- 2nd Cub: Cedar boughs in every nook!
Holly! Everywhere you look! That's Christmas!
- 3rd Cub: Christmas trees with baubles bright,
Flashing in the candlelight! That's Christmas!
- 4th Cub: Hearth fires leaping high to show,
Faces in the firelight's glow! That's Christmas!
- 5th Cub: Spicy smells of things to eat,
Promising a welcome treat! That's Christmas!
- 6th Cub: Bundles big and bundles small!
And we must not look at all! That's Christmas!
- 7th Cub: Little whispers all about!
But we can't find one thing out! That's Christmas!
- 8th Cub: Such a lot of things to do!
Shopping trips and wrapping too! That's Christmas!
- 9th Cub: Time for fun and song and play!
Just the year's most happy day! That's Christmas!
- 10th Cub: Joy in all we have and do!
Wishing joy for others too! That's Christmas!
- All: So we gladly join to say,
Here's to wish your happiest day - That's Christmas!

CHRISTMAS ADVANCEMENT CEREMONY

Equipment: Cardboard Christmas Tree with various colored lights. Cut holes in cardboard so that bulbs fit into the holes. Tape light cord to back of tree and plug into outlet. Unscrew bulbs slightly so they can be screwed in and lighted at the appropriate time.

CUBMASTER:

(Advancement Chairman)

“As we look at our tree this evening, we see that it is dark, with only one light on. (Screw in top light). This is the light which represents the Spirit of Cubbing. Let us see if there are boys here tonight who can light the way to the top of the tree, to the highest rank in Cub Scouting...the Webelos light bar.

The first step along the Cub Scout trail is the Bobcat rank (Turn light representing Bobcat - at the bottom) (At this point, if there are Bobcats to be inducted, call them forward with their parents and use as regular induction ceremony).

Once a boy has achieved this honor, he is ready to climb. There are 12 achievements required to complete the rank of Wolf. Some of these require knowledge of the U.S. flag, of keeping strong, of safety, and being useful to his family. The following boys have completed all 12 of these requirements (call forward boys and their parents for Wolf badge and/or Arrow points). Thank you, boys. We are now able to turn on the light representing the Wolf rank. (Have one of the new Wolfs turn on the next light).

As a boy grows older and stronger, he is able to climb a little higher. But just as it is a little more difficult to climb the upper branches of a tree, so the achievements are a little more difficult for the Bear rank. (Call forward boys and parents for Bear Badge and Arrow points) (Turn on the next light).

These boys have helped us light our tree, but it is still not quite as bright as it might be. Since they have received help from their parents and leaders let us turn on lights for them, too. (Have Bears turn on several lights).

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

Congratulations to you and your parents for the fine job you have done”

(If Webelos Activity Badges are to be presented, include this in the proper place and present in the same manner, lighting another light).

CLOSING CEREMONIES

CHRISTMAS

- Arrangement:** Nine Scouts come onstage, one by one; each carrying a large cardboard letter. As he speaks his lines, he holds up his letter, which ultimately spells out the word Christmas.
- C:** C is for candles, we burn on Christmas night.
To gladden weary travelers with their light so bright.
- H:** H is for happiest, the happiest time of year.
It's jolly, gay old Christmas time, with all its mirth and cheer.
- R:** R is for ring, we ring the Christmas bell.
All the Christmas gladness, the world to tell.
- I:** I is for the infant who lay in a manger.
Little Lord Jesus, a dear little stranger.
- S:** S is for shepherds who kept their flocks by night,
And heard the angels singing, and saw a wondrous light.
- T:** T is for tree, all green and gold and red.
We see it Christmas morning when we jump out of bed.
- M:** M is for the mistletoe we hang at Christmas time;
In merry wreaths, when candles burn and Christmas time is here.
- A:** A is for all; to all men we wish cheer,
Joy and gladness, love and hope, for Christmas time is here.
- S:** S is for the star that shone on Christmas night.
Star and candle, bell and wreath, all make our Christmas brights.

OPENING

- S is for scouts filled with delight
H is for happy a feeling that's right
O is for ornaments all shiny & bright
W is for Winter, what a beautiful sight
- H is for helping to put up the tree
E is for excitement of the season you see
L is for the luscious goodies for thee
P is for popcorn strung on the tree
- G is for giving gifts that please
I is for icicles hanging from the eaves
V is for voices of childlike glees
E is for envelope to store all of these

SANTA'S COMING 'ROUND THE WORLD"

(Tune: "Are You Speeping")

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

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

Santa's coming, Santa's coming,
Round the world, round the world;
In Hungary he's Kris Kringle
Brings gifts to make tots tingle;
Santa Claus, Santa Claus.

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

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

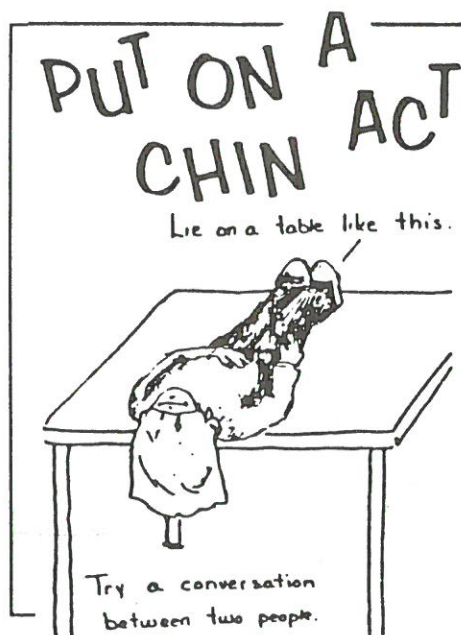
(To tune of: "Merrily We Roll Along")

Hanukkah is here at last
Here at last, here at last.
Hanaukkah is here at last,
There's fun for everyone.

We spin the dreidel merrily,
Merrily, merrily,
We spin the dreidel merrily,
Come on and join the fun!

There's fun for you and fun for me,
Fun for you, fun for me.
There's fun for you and fun for me
With toys and games and cheer.

The candles burn so cheerily,
Cheerily, cheerily,
The candles burn so cheerily,
It's the best week of the year.

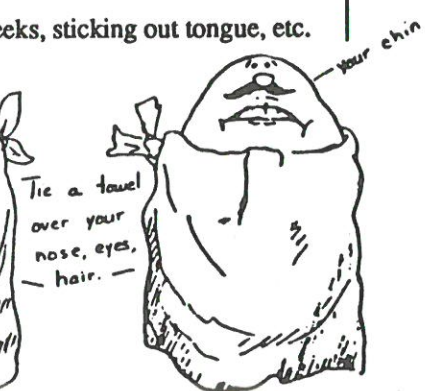
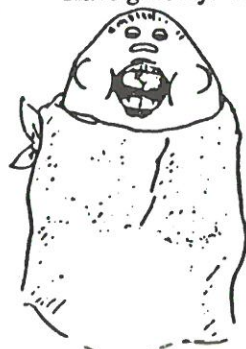


WHAT TO USE: Large napkin or a towel, cold cream, tempera paints or lipstick and eyebrow pencil or watercolor marking pens.

WHAT TO DO: Rub cold cream on chin. Draw or paint an upside-down face on chin. Girls can assist each other.

Lie on a table; hang head over the edge. Cover the eyes, nose and hair with a towel...and start talking. The effect is very strange and funny.

Have girls try: smacking lips, puffing out cheeks, sticking out tongue, etc.



GAMES

RING THE BELL

A holly wreath is hung from the ceiling or doorway and a small bell is suspended in center of wreath. The players line up 6 to 8 feet away and try to hit the bell with cranberries or beans. Each player gets three turns and the one with the most hits is the winner.

SNOWBALL RELAY

Players divide into two teams, and line up behind a starting line, at one end of the room. Each team is given a simulated snowball either cotton or styrofoam - and a piece of cardboard. On signal, the first player on each team tries to move the ball across the floor and back, by fanning it with cardboard. (Player may not touch snowball with hands or cardboard.) Player then gives cardboard to next team member, who repeats action. Game continues until all team members have fanned the "Snowball" to the finish line and back. The first team to finish is the winner.

WHAT'S WRONG WITH CHRISTMAS?

This is a variation of Kim's Games and is a good quiet game for use at Den Meetings. On a table or tray, place a number of Christmas type objects, such as candy canes, bell, sprig of holly, Christmas ornament, etc. Scatter through these a number of objects which are not a part of Christmas, such as Halloween mask, green shamrock, red heart, hard boiled egg... Cover all objects until time to play the game, then remove the cover and give Cub Scouts two minutes to look at all objects. Recover objects and give all a pencil and paper. Ask them to write down all non-Christmas objects. Cub Scouts who remember the most is the winner.

MUSICAL PACKAGES

A small package is wrapped in masses of paper and string. Players are seated in a circle and package is passed as music plays. When music stops, boy holding the package tries to unwrap it. No tearing or ripping is allowed. If music starts again, boy holding package must pass package on around circle. Game continues until one player is able to completely unwrap package. Small prize is in the package for winner.

GIFT CARRYING RELAY

Two teams are formed. First player of each team is given a gift wrapped package which he places on his head. He must walk across room, tag opposite wall and return to pass gift to next team member, who repeats procedure. No hands may be used except to hand package to next player. If package falls, player must stop and replace it. First team to finish is winner. Each package may contain team prizes, such as small candy canes or Christmas candy for players.

CHRISTMAS PRESENT RELAY

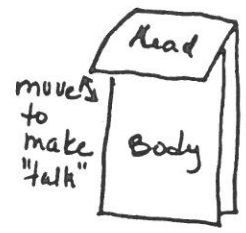
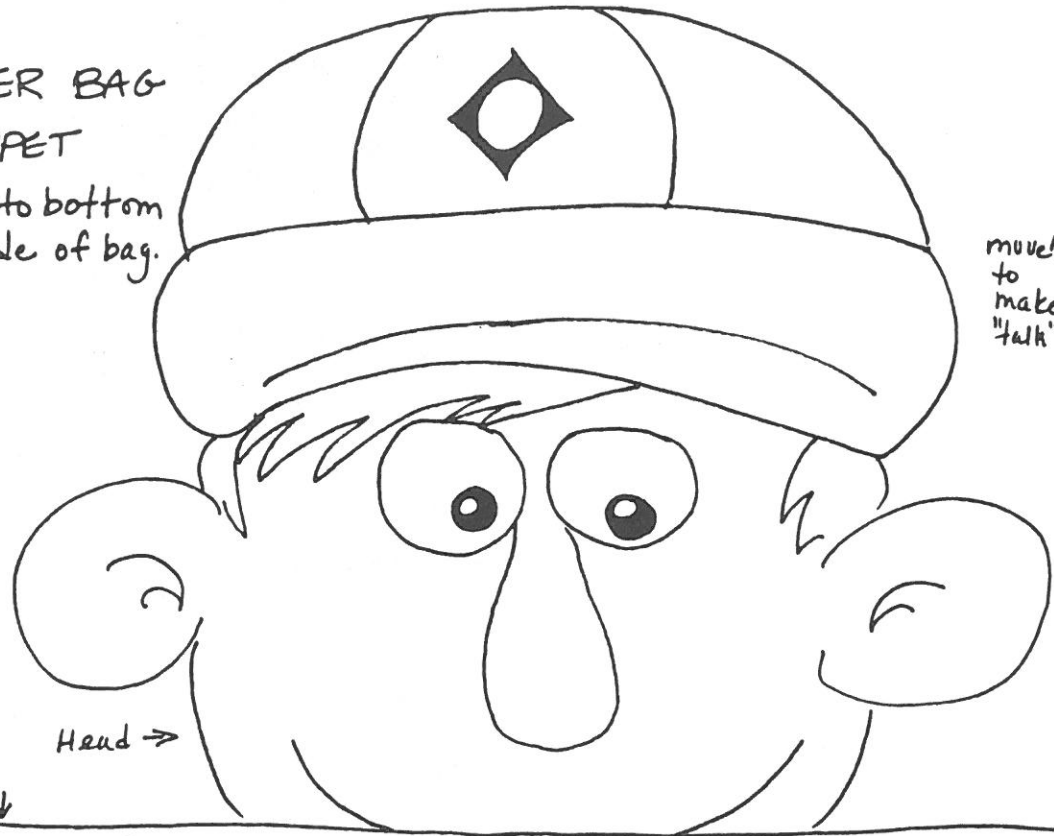
From four to ten players represent each side. The runners must run to a chair or table, untie, unwrap, retie, and rewrap a Christmas package. They then run back and touch off the next teammate.

DEN 9'S GIFT

- OFFSTAGE:** A boy's regular sized wagon with a cardboard box, with gaily wrapped paper on three sides with the back side of box open. A boy, dressed as a Den Leader sitting in it, holds a sack of Christmas paper and ribbons.
- NARRATOR:** The title of our skit Den 9's Gift (or whatever Den is doing skit.) You see before you Cubs gathering for a den meeting. They have no Den Leader.
- NO. 1 BOY:** (Wslking in:) Hi. What are you doing?
- NO. 2 BOY:** (Looking in catalog:) Looking for a Den Leader.
- NO. 1 BOY:** In a catalog?
- NO. 3 BOY:** (Looking over shoulder of No. 2:) My dad says you can find anything in a catalog!
- NO. 4 BOY:** (Walked in with No. 1:) What happened to our Den Leader?
- NO. 5 BOY:** (Sitting at table:) Mrs. Clark moved.
- NO. 2 BOY:** And Mrs. Smith quit because her boy went into Webelos.
- NO. 1 BOY:** (With expression:) OH! The shame of it all-to be a Cub Scout dropout!
- NO. 5 BOY:** I wrote to Santa Clause (or Action Line).
- NO. 6 BOY:** (Pretends to knock on door, then pulls wagon in:) Is this Den 9 (or whatever Den that is dong it)?
- NO'S. 1, 2, 3, 4, 5:** (All together) Yes.
- NO. 6 BOY:** This gift came by Santa Express (or Action Line). (Boys form a circle around the box pretending they are unwrapping it. Bits of ribbon and paper keep flying above the heads of the group, tossed by boy in box.)
- NO'S 1 & 4:** Wonder what it is?
- NO. 2 BOY:** I think it's alive!
- NO'S 3 & 5:** A DEN LEADER!
- NO. 7 BOY:** (Stepping out of back side of wagon, wearing a wig, navy blue shirt, own clothes and a Den Leader's hat:) "I'm not so pretty, I'm not so smart, but I've got that Cub Scout felling deep in my heart, so when do I start?!"
- NO'S 1,2,3,4,5,6:** Right now! Welcome to Den 9 (or whatever den is doing it.)
- END:** All boys join together and say "MERRY CHRISTMAS AND HAPPY CUBBING"!

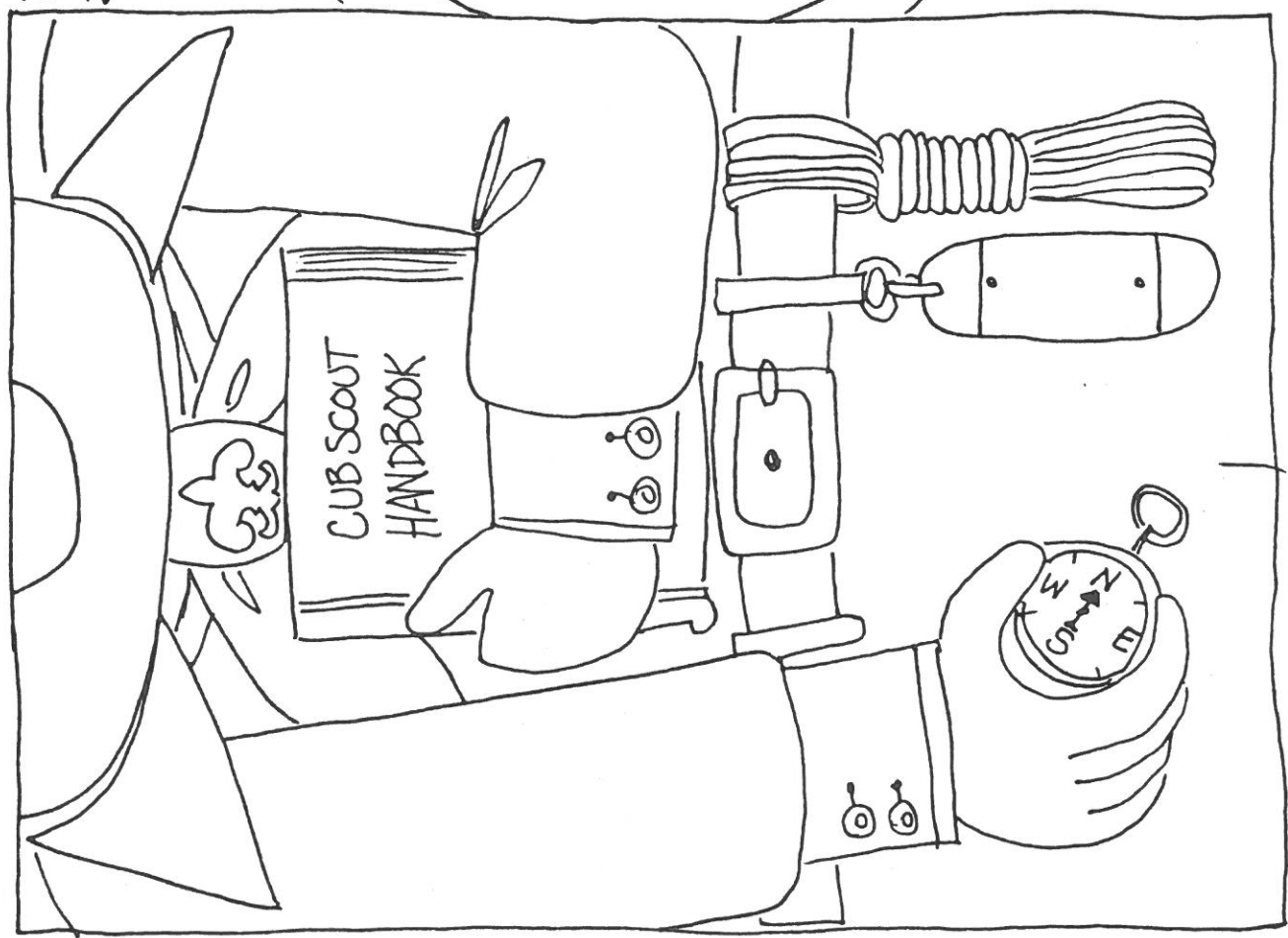
PAPER BAG POPPET

Glue to bottom
and side of bag.



Head →

Body ↓



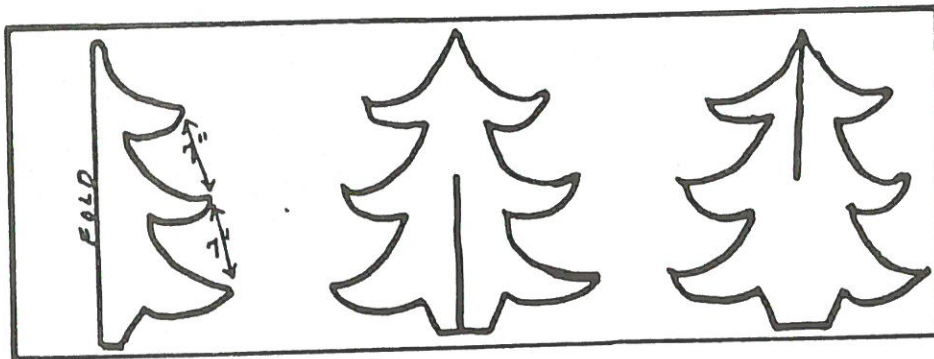
'TAKE-A-TREAT" TREE

A treat tree, decked with candy-filled ice cream cones, makes a wonderful centerpiece. It offers treats to all good children who come to call.

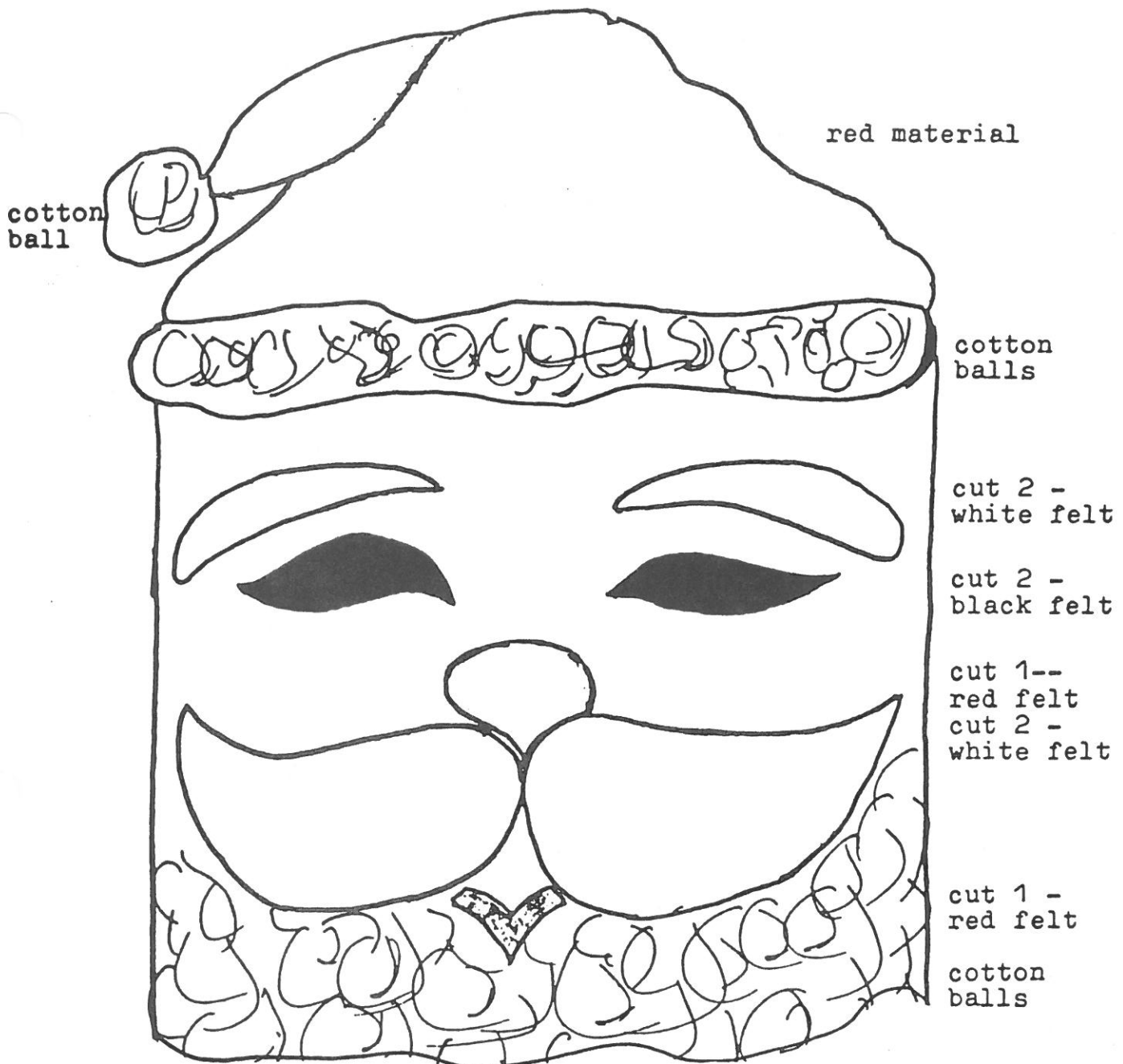
TREE - Make your tree from poster board, corrugated carton, or plywood. First draw a pattern on newspaper, making the tree about 24" tall with at least 7" allowed between branches to allow space for hanging cones. Cut out pattern, transfer it to board, and cut out two identical trees.

On one tree, cut a slot from bottom center to slightly over halfway up the tree; on other tree, cut an identical slot, running from top center down the tree. Make slots the width of material you are using. Paint both sides of trees; let dry. Fit together at right angles by slipping first tree down over second. The finished tree stands alone.

CONE ORNAMENTS - To decorate and protect ice cream cones, wrap with foil gift wrap, aluminum foil, or colored cellophane. Fill with wrapped candies or other goodies. Use a large needle and yarn to string a loop across the top for hanging. Hang one or two cones on the tip of each branch. Additional cones can be hung on ribbons from the top of the tree into the four open sections. Tinsel, bead garlands, and other decorations can be added to dress up your tree to suit your fancy.



NEWSPAPER PATTERN



SANTA'S TISSUE PAPER COVER:

Cut top off small bleach bottle. Cut pattern pieces for face and glue in place. Cut red material to fit around top (bottom) of bottle to look like Santa's hat. Glue cotton balls in place. Be sure open end of bottle is down to gove over toilet paper roll.

NAPKIN HOLDER:

On opposite side of 1/2 gallon bleach bottle cut out section about 2" wide from top of bottom. Decorate both sides of bottle the same. Paint or cover the top half red for hat, and bottom portion flesh color for face. Cut 2" plastic ball in half, stick half on each tip of Santa's hat. Noses-cut holes to insert and glue small Christmas ornaments. From paper, cut 4 eyes and 2 mouths, glue in place. Trim moustache, beard and hat with cotton.

WASHCLOTH ORNAMENTS

Cute Christmas characters from terrycloth!

MATERIALS:

(Reindeer) Lightweight tan terrycloth washcloth. Two 10mm moveable eyes. Red 3/8" pom-pom. Red satin ribbon, 1/4" wide, one yd. Small jingle bell. Two candy canes.

(Angel) Lightweight white terrycloth washcloth. Yellow loop-fringed edging, 1" wide, 4" Eyelet edging, 1" wide, 8" white satin ribbon, 1/4" wide, 8" Gold glitter stem. Pink and blue embroidery floss. Small, light-colored rubber bands. Thick craft glue or glue gun.

Angel:

1. Shape washcloth. Lay washcloth out flat. Roll each side to the middle, keeping rolls as tight as possible (Fig. 1)

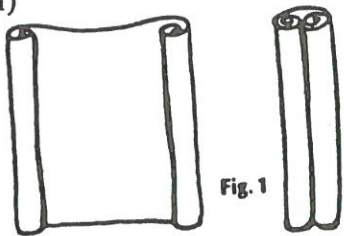


Fig. 1



Fold top half down over bottom half (Fig. 2)

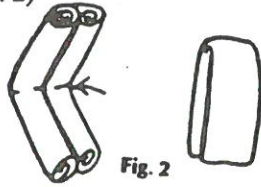


Fig. 2

Measure down 1 1/4" from fold and secure washcloth with a rubber band (Fig. 3). Wrap rubber band around washcloth several times

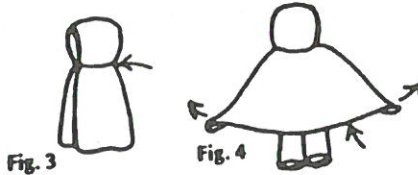


Fig. 3

Fig. 4

Take just the top rolls of the washcloth and unroll them (Fig. 4). (Note: For the angel, this will eventually form the wings.)

For the reindeer, start at the bottom edge of the unrolled section and roll up (Fig. 5).

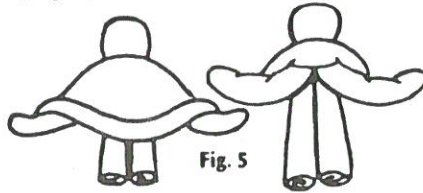


Fig. 5

2. Finishing. For reindeer, slide the curved end of the candy cane into the nose area of the reindeer from behind (Fig. 6). The curve of the candy cane shapes the reindeer's head. Spread "antlers" and glue to hold in place.

Glue on eyes and pom-pom nose. Slide jingle bell onto red ribbon and tie around reindeer's "neck".

For the angel, embroider face, using blue straight stitches for eyes and a pink french knot for the mouth. Glue loopy fringe onto the head, trimming ends if hair seems too long.

Unroll the skirt slightly and glue eyelets around edge, beginning and ending at center back.

For her halo, cut glitter stem to 8". Form a 1 1/2" diameter loop and twist ends together. Slip twisted ends under rubber band at the back of angel's neck. Tie ribbon around neck finishing off with a small bow under the chin.

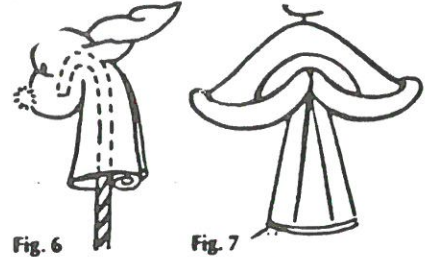


Fig. 6

Fig. 7

Bring up bottom edge of wings and glue to the back of angel's head (Fig. 7)

DOG BISCUIT REINDEER

MATERIALS:

Bone-shaped dog biscuit. White 1/2" pom-pom; red 7mm pom-pom. One pair 7mm wiggle eyes. Small plastic holly sprig. Dark brown chenille stem. Christmas ribbon, 1 1/2" wide, 4 1/2" piece. Metallic thread for hanger. Spray sealer. Spray glaze. Thick white glue or hot glue gun and glue sticks.

INSTRUCTIONS:

1. Make reindeer. Spray dog biscuit with sealer and let dry. Spray biscuit with two coats of glaze, letting dry between coats.

Glue the white pom-pom to the lower center front of the biscuit. Glue the red pom-pom on top of the white one. Center and glue eyes above the pom-poms.

(For antlers, cut two 3 1/2" pieces of chenille) fold each piece in half, measure down about 3/4" from the rounded end and bend forward. (Fig. 1)

Glue antlers in place, making sure that at least half of the straight section is glued to the back of the biscuit. Glue holly sprig to the top of the head, as pictured.

2. Finishing. Cut ends of ribbon in a "V" shape. Gather ribbon in the center and glue to the back of the biscuit. Glue on a loop of thread for a hanger.

TABLETOP TREE

Can be made half the size.

Finished size: 20" tall

MATERIALS:

White net, 70" wide, 3 1/2 yds. Matching thread.
Sewing needle. Dowel rod, 1/2" diameter, 20" long.
Plastic foam discs, 1" thick, 5" and 8" diameter. Craft glue.

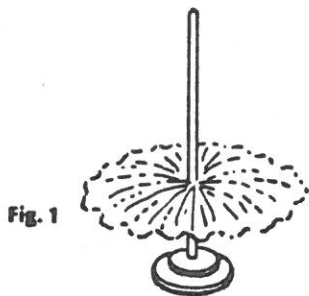
INSTRUCTIONS:

1. Make base. Glue smaller foam disc on top of larger disc. Apply glue to one end of dowel and insert in center of foam base.

2. Make ruffles. (Note: There are 22 layers altogether). Cut net to dimensions indicated below.

3 ruffles: 9"x70"	1 ruffle: 5"x60"
2 ruffles: 8"x70"	1 ruffle: 4"x60"
2 ruffles: 7 1/2" x 70"	2 ruffles: 3 1/2"x50"
2 ruffles: 7"x70"	2 ruffles: 3"x50"
2 ruffles: 6 1/2"x70"	1 ruffle: 2 1/2"x50"
1 ruffle: 6"x70"	1 ruffle: 2"x50"
1 ruffle: 5 1/2"x60"	1 ruffle: 1 1/2"x50"

To make each ruffle, run a gathering stitch 1/4" down from long cut edge. Gather tightly around dowel and knot to hold (Fig. 1). Repeat instructions for remaining ruffles.



Top the tree with an ornament and trim as desired. (Note: To keep the tree snow-white for years and years, hand wash in mild detergent. Rinse well, then stand upside down.



STRING-A-LOOP WREATH

A new twist for ribbon!

MATERIALS:

Ribbon: lace-edged taffeta, 1 1/4" wide, 1 1/4 yds.; lace ribbon, 1/2" wide, 1 1/4 yds.; satin ribbon, 1/8" wide, 1/2 yd. Low-temperature glue gun and glue sticks or thick craft glue. Scissors and ruler. Thread (for hanger)

INSTRUCTIONS:

1. Make ornament. Cut ten 4" pieces from lace-edged ribbon. Form each piece into a cylinder by overlapping and gluing cut ends together.

2. Finishing. Using narrow ribbon, tie a multi-loop bow. Glue to the front of the ornament. Glue on a loop of thread for a hanger.

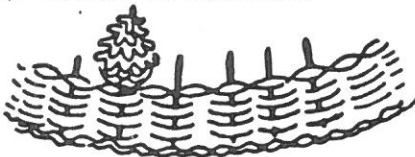
PINE CONE BASKET

Made from a paper plate holder.

MATERIALS:

One wicker plate-holder. Small pine cones. Sprigs of artificial berries. Toothpicks. Hot glue and glue sticks. Thin wire.

1. Decorate plate. For the top row, weave toothpicks vertically through rim of plate, approximately 1 1/2" apart. Place a dab of glue on toothpicks and push pine cones down onto picks. (Fig. 1). To attach the bottom row.



weave wire around existing toothpicks and remaining pine cones, with top of pine cone facing down (Fig. 2).



2. Finishing. Wire berries onto pine cones at random. Fill with nuts, fruit, hot rolls, etc.

WREATHS OF PAPER

So easy! Use plain typing paper or brown paper bags!

Paper plate can be used in place of foam.

MATERIALS:

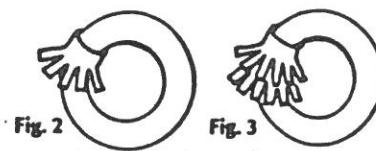
Brown bag or three sheets of typing paper.
Flat plastic foam wreath ring, 3" diameter.
Ribbon, 7/16" wide, 1/2 yd.
Optional: tiny pinecones, red berries, silk flowers.
Straight pins, Scissors. Craft glue, Ruler
Glossy wood tone spray paint (if using brown bag).

INSTRUCTIONS:

1. Make the wreath. Cut 15 strips of paper, 3"x4 1/4". Fold each strip in half to measure 1 1/2"x4 1/4". To fringe, start at the folded edge and make 3/4" cuts, 1/4" apart (Fig. 1). Repeat for each peice.



Wrap one fringed piece around wreath ring; pin in place (Fig. 2). Wrap the next piece around ring, overlapping previous piece; pin to hold (Fig. 3). Repeat until ring is completely covered.



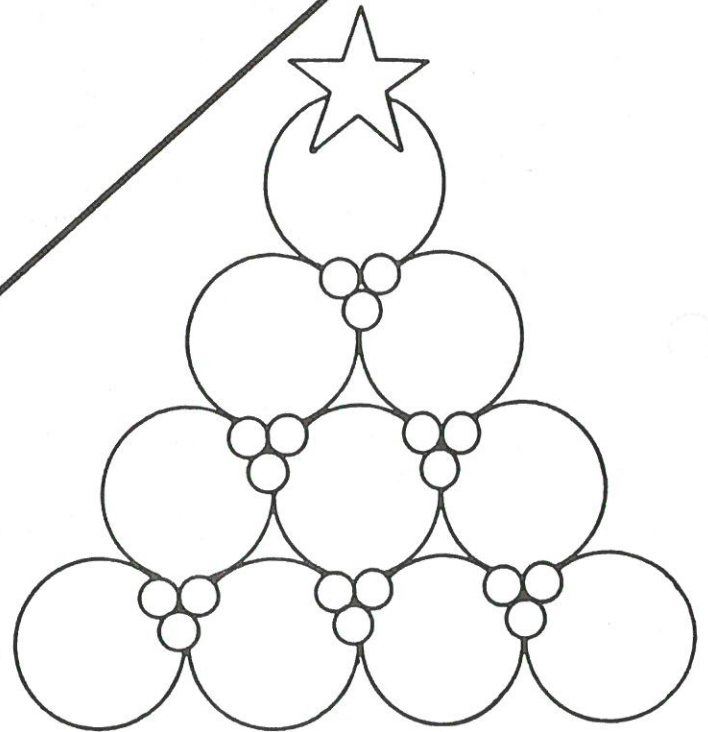
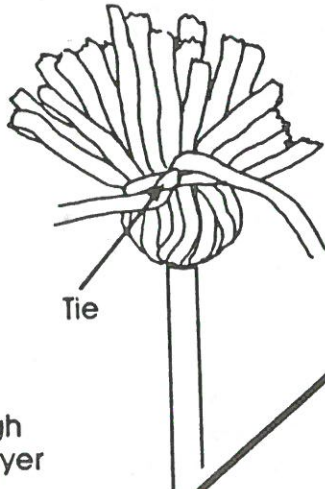
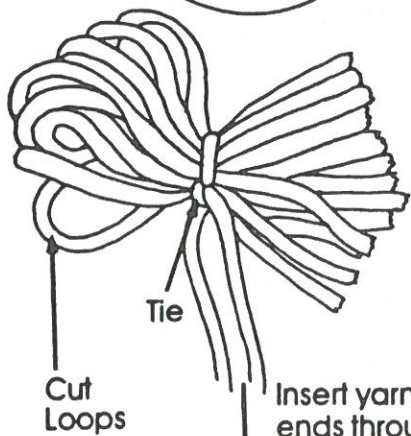
2. Finishing. If using brown bag, spray entire wreath with a light coat of glossy wood tone spray. With ribbon, make a multi-looped bow; glue to wreath. Glue berries and pinecones to center of bow, or trim as desires.

SNOWMAN ORNAMENT

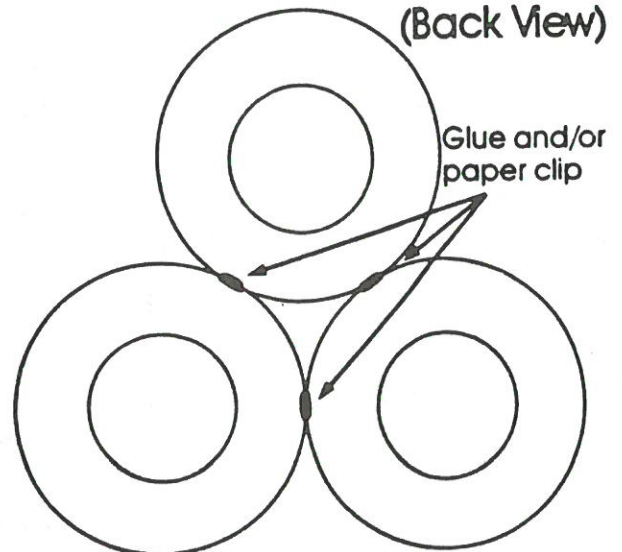


Supplies: Spray 'n Wash Stain Stick cap, stem from Spray 'n Wash Trigger Sprayer, one 2" styrofoam ball, one 2½" styrofoam ball, beads pins, sequins, ribbon, yarn, pipecleaners, string, glue, toothpick.

Directions: Punch small hole in top of Stain Stick cap and insert string for hanging. Use toothpick and glue to attach styrofoam balls together. Glue cap to snowman's head. Use sequins, beads and yarn for eyes, nose and mouth. Use pipecleaners for arms and ribbon for scarf and hat band. To make snowman's broom, use approximately 72" of yarn and wrap it around into a 2" loop. Use another piece of yarn approximately 18" long and tie around center of loop. Insert each end of this piece of yarn through the Trigger Sprayer stem and tie a knot at the end. Cut loops of yarn and tie a piece of yarn around middle of broom.



(Back View)



CHRISTMAS TREE

Supplies: 10 Dow Bathroom Cleaner caps, paper clips, glue, sequins, felt, construction paper.

Directions: Stack caps in a tree shape. Use paper clips and glue to attach caps together. Decorate as you wish, gluing on sequins and a star made from felt and sequins. Be creative! (We used gum balls on our tree.)

SANTA & ELVES

MATERIALS:

18mm wood head beads, red seed bead (Santa's nose), markers: red, black and green; felt: red, green, white and tan; Chenille Stems: green, red, white jumbo scraps: white and tan long fur fabric.

Make figures. To make Santa, fold a red chenille stem in half. Dip the folded end in glue and insert into Santa's head bead. Wrap a second red chenille stem around neck several times to form arms. Trim away excess stem - each arm should measure about 1 1/2" from shoulder to wrist. Wrap the remaining red stem around the first stem to form the fat tummy.



Glue red bead onto head for nose. Glue a piece of white jumbo chenille around chin for beard. Glue strands of fur fabric to head for hair.

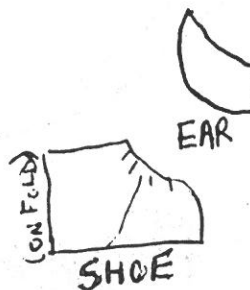
Using only two green chenille stems for each elf (no tummies!), make in the same way as Santa. Use white or tan fur for hair.

Using patterns, from tan felt, cut hands and ears. Placing the pattern on fold, trace and cut out. Cut shoes from white felt.

Use black marker to draw laces on shoes as shown on patterns.

Glue two matching hand pieces together over each arm end. Fold and glue shoes over leg ends. Glue ears to elves' heads.

Trace cap pattern on green felt. Overlap and glue the straight edges of each cap piece together, forming cones. Glue a jingle bell to the peak of each cap. Glue caps on heads of two of the elves. Cut a 1/2" x 3 1/2" red felt scarf and slash ends for fringe. Wrap and glue the scarf around the neck of one of the elves with a cap.



SNOWMAN BELL

Ring in the holiday cheer!

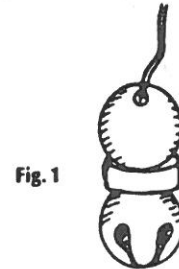
MATERIALS:

Small amounts of felt
Jingle bell and wood bead, 1 1/4" diameter each
Spray enamel paint, white
Acrylic paint: black and white. Liner brush
Scrap plaid ribbon; gold cord; red and pink velvet ribbon. White pom-pom, 1/2" diameter, Cottonball
Scrap white poster board
Strong, clear-drying glue. Rubber cement. Clear, acrylic spray sealer.

INSTRUCTIONS:

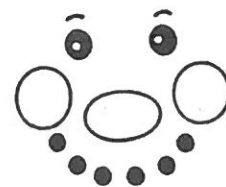
1. Make a cone shape felt hat.

2. Make head/body. Tie a long length of cord to top jingle bell. From poster board cut a "collar", 1/4"x2 1/2". Overlap and glue ends to form circle, slightly smaller in diameter than top of bell and bottom of wood bead. Glue collar circle to top of bell, pulling cord through center of circle then through center hole of wood bead. Glue bottom of bead to top of collar (Fig. 1); let dry. Spray paint white.



Thread ends of hanging cord through top of hat; slide hat down on wood bead head and glue. Tie ends of cord into a knot to form a loop for hanging.

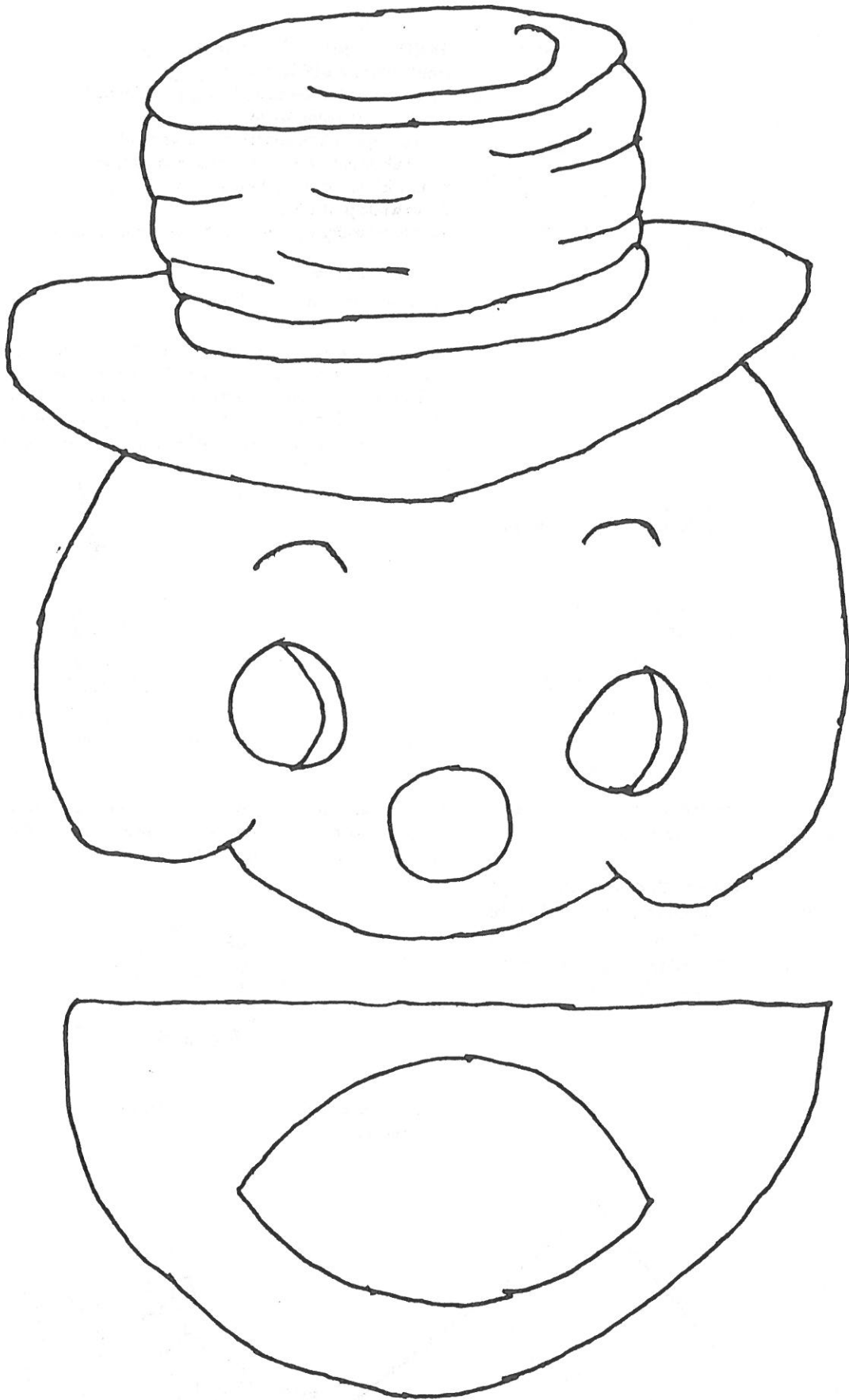
Paint eyes and mouth on front of face; cut nose and cheeks from velvet ribbon and glue with rubber cement to face (Fig. 2). When paint is dry, lightly spray face with clear sealer.



Fold ribbon in half lengthwise and tie ribbon around neck for a scarf; trim ends neatly.



Snowman



Paper Bag Puppet

CITIZEN

The Citizen activity area is important since it relates directly to developing responsible citizenship - one of the prime purposes of Cub Scouting and the Boy Scouts of America. Some requirements call for the boys to do things similar to schoolwork, but the badge can still be made interesting for your Webelos Scouts.

Your task is to plan carefully so that boys get a feeling for the real meaning of citizenship without spending a lot of time in study. There are two ways to do this: The first involves a close look at government, either by going to see local government in action or by bringing an official to your boys; the second and most effective - is by practicing good citizenship through a Good Turn.

Although doing a Good Turn is merely one of the optional requirements for the Citizen Badge, it should be almost a "must" for every boy. This is because the Good Turn is not merely a way to earn a badge; rather it is a "requirement" for a good Scout. During the den's work toward the Citizen Badge, plan at least one den Good Turn and encourage each member to look for his own Good Turn. If necessary, eliminate a regular den meeting to do it. Your Webelos Scouts will learn more about participating citizenship by contributing to the public good than they could at a formal meeting.

Actual work on some of the requirements can best be done by discussion-type den meetings. Some should be done by the boy at home with the help of his parents.

You can broaden his understanding of citizenship and help him prepare the logbook in which he records what he has learned.

If you would like to take the boys to visit a branch of local government, call the seat of local government early (city hall, borough hall, township building) to ask what evening meetings will be held at the time you want to take the den.

Be sure to make arrangements with the presiding officer to speak with your boys after they have seen the governing body in action. Otherwise, they may be more baffled than enlightened, because the proceedings of planning boards, zoning boards, city councils, and the like can be complicated.

To aid your Webelos Scouts in understanding how your local government works, have them make a chart. Consult an official or visit the mayor's office or the village clerk's office to get details for your chart. Have boys find out who makes the laws, who executes them, and where the money comes from to pay for government.

The story of American government is 200 years old, and there are hundreds of places in every part of the country that have historic meanings.

If one is located in your area, this year would be an appropriate time to visit it. Prepare the boys before going with a few facts about the significance of what they will see and what it has meant to the country and your region.

CRAFTSMAN ACTIVITY

Webelos Scouts who have spent a year or two in a Cub Scout den before coming into your den will have had some experience in craft work. Probably they will have learned how to use simple woodworking tools. Chances are they will not have done much in leather or tin craft.

Whatever their experience, however, make sure they can handle safely the tools you'll use before they embark on projects for the Craftsman activity. It is recommended that you stress tool use and safety at your first meeting.

To earn the badge, the boy must complete 10 craft projects. They can be quite simple. There is no way that a boy can complete them all during den meetings. Urge the boys to take their projects home and complete them there. Secure help from fathers. There are boys who do not have access to simple hand tools at home. Arrange for these boys to borrow tools or work with another boy at his home.

Ask the fathers of your den and your pack committee men for tools and materials to get boys started on projects at den meetings. You don't need a full set of tools for each boy. If you have a den of seven or eight boys, you probably will need two of each kind of tool you'll be using at the meetings.

FINDING PLANS FOR PROJECTS

Before your first den meeting this month, secure an assortment of plans for wood, tin and leatherworking projects. Give your Webelos Scouts a choice of items to make. They will be more interested than if all have to make birdhouses, tie racks, or whatever.

Webelos Scout Book (Craftsman Section)
Crafts for Cub Scouts
Webelos Scout Helps (Boys' Life reprint, 26-023)
Fun with Tools (Boys' Life reprint 26-025)
Handicraft (Boys' Life reprint 26-043)
Wolf and Bear Cub Scout Books

Your public library should have a few craft magazines and many books containing plans for craft work. Your boys are not expert craftsmen. Choose only plans requiring simple tools and simple skills.

TIN PROJECTS

DOGGIE BOOKENDS- Dog figure is tin mounted on wooden books. Prepare tin plate as explained in Webelos Scout Book. Enlarge dog figure to about 4-1/2" high. Trace on tin plate and cut out with tin shears. (Note tabs at feet and sides. These fit into slots in the wooden blocks to hold the figures upright.) Use a flat file and emery paper to smooth cut edges. Paint as desired. Wood blocks are of hardwood, 1/2x5x5 inches. Nail together, paint as desired, and cut small slots for tabs. Glue dog figures in place.

THERMOMETER HOLDER - You need a medium-sized can and a cheap thermometer mounted on wood. Enlarge the pattern to fit the thermometer. Trace pattern on tin plate and cut out with shears. Smooth edges with file and emery paper. Paint as desired. Bend sides as shown. Make bottom roll using a pencil or dowel stick. Punch hole at top for hanger nail, and file off burr. Mount thermometer with two small screws through back of holder.

CRAFTSMAN BIRDFEEDERS

You will need:

Three large screw eyes

A piece of wire

A brace and bits to drill 1/4 " and 3/4" holes

A small log about 10" long

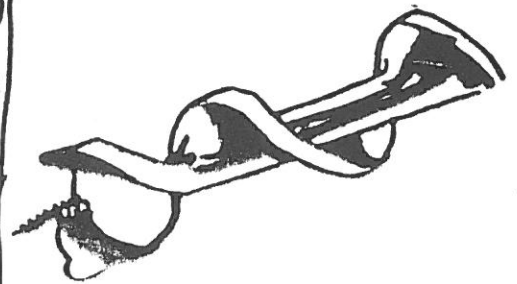
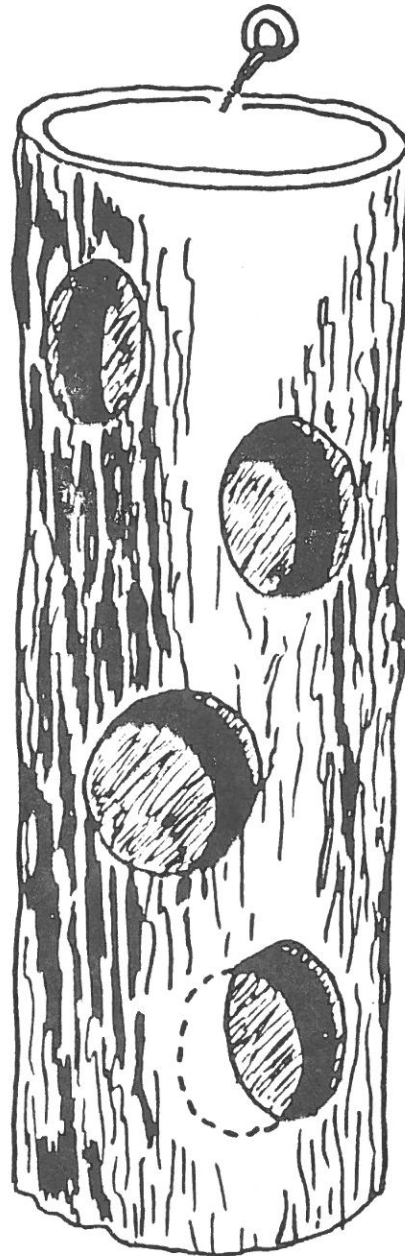
1/4" dowel or small sticks

A 2x4 piece of wood 10" long

Some evergreen twigs.

Note:

Birds do not like the smell of paint, so leave the feeders unpainted. Do not hand feeder against the house. Birds will flock to a bird feeder during cold weather when other food is scarce. Fill the holes in the feeder regularly with peanut butter or suet.



Once you start feeding birds, you must continue. They will depend on you!



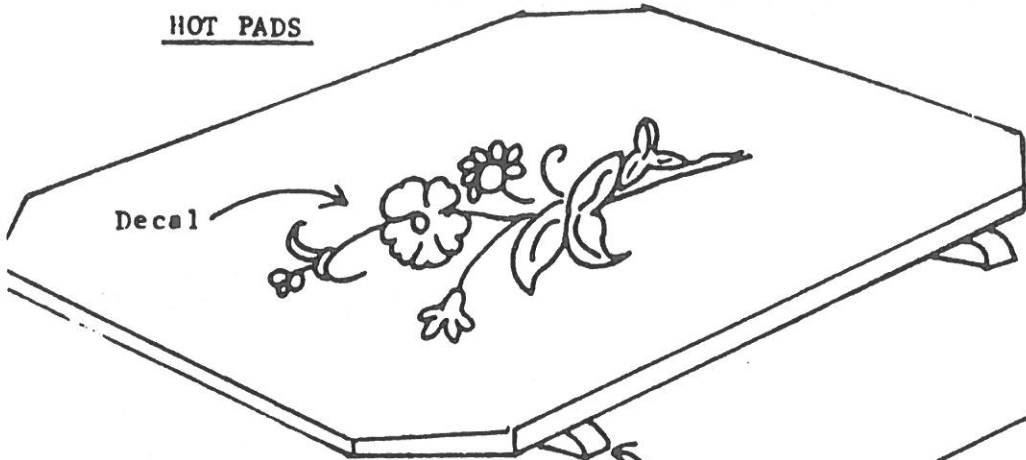
Remember to set out water for the birds, too.

1. Put a screw eye in the top center of a 10" log.
2. Use a brace and 3/4" bit to drill holes, 1/2" deep, as pictured. Holes should be staggered.
3. Holes slant downward.
4. Hang feeder from a tree with wire, where you can watch your bird visitors often.

HOT PADS

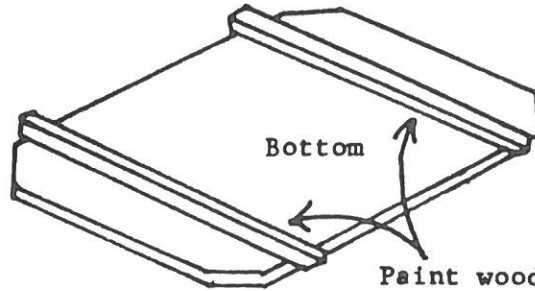


CRAFTSMAN

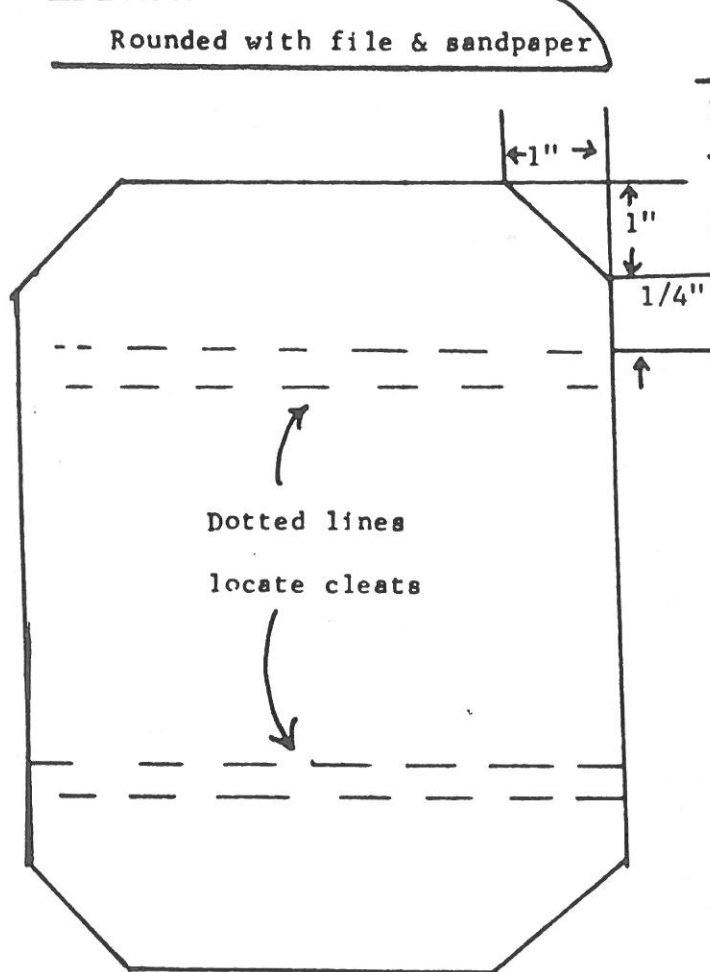
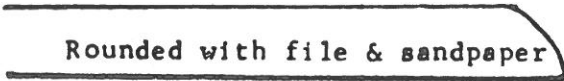


Pads are made with 1/8" masonite

Make cleats for large pad 3/8" x 3/8" x 8" and for small one 3/8" x 3/8" x 7"

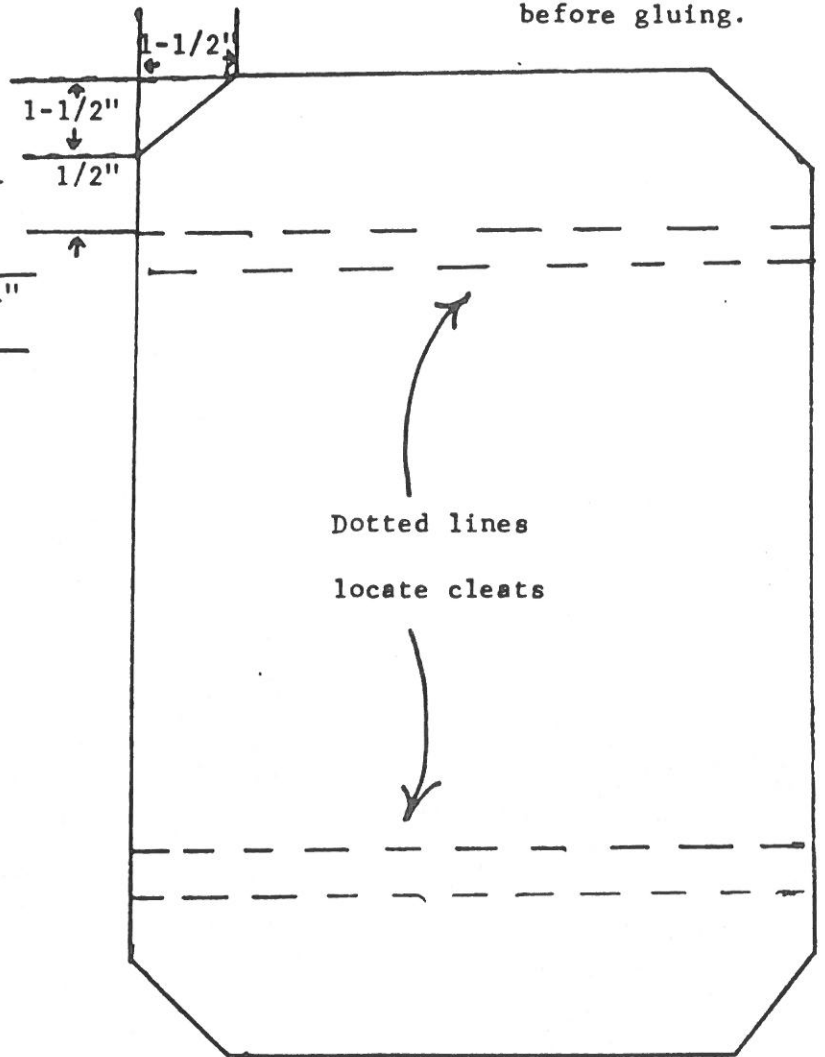


Paint wood cleats before gluing.



Dotted lines locate cleats

6" x 8" masonite



Dotted lines locate cleats

7" x 10" masonite

January, 1992



KIGHTS OF
THE
ROUNDTABLE



Sunday Monday Tuesday Wednesday Thursday Friday Saturday

			1 NEW YEAR'S DAY	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20 Martin Luther King's birthday observance	21	22	23	24	25
26	27	28	29	30	31	

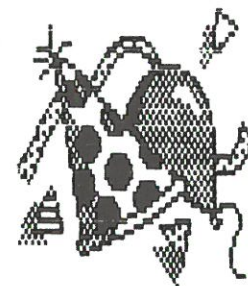
PRESENTED BY
CITY DIVISION
CHAIRPERSON———TONI JONES

IMPORTANT



DATES

TO



REMEMBER

CUB BASIC TRAINING
FOR JANUARY

THURS; JAN. 16, 23, & 30
MICHIGAMI DISTRICT

SAT; JAN. 11, TONGUISH DISTRICT

SAT; JAN. 11, HURON DISTRICT

WED; JAN. 22, & 29,
GEMINI DISTRICT

ACKNOWLEDGMENT

Join us on a journey back in time, to the days of long since past. We visit a place where men were Knights and Damsels were in distress. We hope your trip will be as enjoyable, exciting and memorable as it was for us.

It is with great pleasure that I present the Pow Wow Writing Staff for City Division. Their eagerness to accept the challenge, creativity, energy and willingness to go that extra mile helped to transform a seemingly overwhelming task into reality.

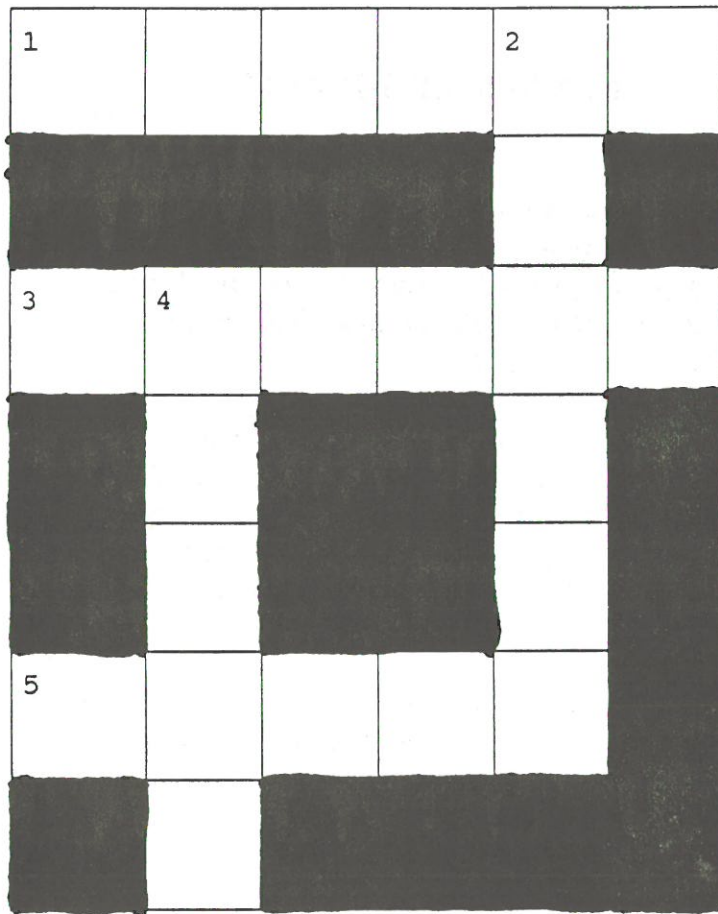
*Toni Jones
1991 Pow Wow Coordinator
City Division*

The Staff.....

*Lanelle Brooks
Arta Channel
Gwendolyn Davenport
Vickie Davis
Margaret James
Michael Kemper
James R. Kinsey
Princess Nunley*

Let the drama unfold.....

DAYS OF YORE - PRE-OPENER



ACROSS

- 1. Soldier of old
- 3. Fortress or home
- 5. Duel on horseback

DOWN

- 2. Metal head gear
- 4. Metal suit

ANSWERS

- 1. Knight
- 2. Helmet
- 3. Castle
- 4. Armor
- 5. Joust

SAYING CHARADES

- 1. T'was the _____ before Christmas. (Knight)
- 2. A man's home is his _____. (castle)
- 3. Old _____ Cole was a Merry Old Soul. (King)
- 4. Ride a white _____ to Banberry Cross. (horse)
- 5. On my _____ I will do my duty. (honor)
- 6. America, land of the free and home of the _____. (brave)
- 7. It's _____ luck! (jester)
- 8. It's his _____ against mine! (sword)
- 9. _____ be coming around the mountain. (shield)
- 10. Leave him alone, and he'll come home, _____ his tail behind him! (dragon)

PRE-OPENER (continued)

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

The Following Words are Hidden in the Puzzle

- | | |
|--|--|
| ARMOR
ARTHUR
BRAVERY
CAMELOT
CASTLE
COURTYARD
DAMSEL
DEED
DRAGON
HELMET | HONOR
HORSE
JESTER
JOUST
KING
KNIGHT
MOAT
PAGE
SHIELD
SWORD |
|--|--|

OPENINGS

Honor Code

Honesty in all of your acts and deeds.
 Open your mind to knowledge.
 Never tell a falsehood or lie.
 Obey your parents and teachers.
 Respect others and yourself.

Knighthood Training

Know yourself.
 Never stop trying.
 Ignore those that would hurt you.
 Give others a helping hand.
 Hold your head high.
 Thank God daily.

CLOSINGS

WHAT DOES HONOR MEAN TO YOU?

(Ask each boy to give a one sentence answer)

PRAYER

With...
 the Shield of Truth,
 the Sword of Honesty
 the Armor of Justice, and
 the Helmet of Loyalty,

I will do my best to bring
 honor to God, my country,
 my family and myself.

SONGS

WE ARE KNIGHTS

(Tune: Three Blind Mice)

We are Knights!
 We are Knights!
 We wear our swords!
 We wear our swords!
 We fight and joust and go off to war!
 We save fair damsels and slay
 dragons galore!
 We're loyal to King Arthur and
 Camelot's soil,
 Oh, we are Knights!

THE KNIGHTS' OATH

(Tune: Farmer in the Dell)

A dragon slayer am I
 I cannot tell a lie.
 For truth & honor & loyalty
 Are always on my side.

A cause is all I need,
 I'm ready to do a good deed
 To rescue and save in King
 Arthur's name
 for God and country!

PUFF THE MAGIC DRAGON

Puff the magic dragon lived by the sea
 And frolicked in the autumn mist in a land called Honnilee
 Little Jackie Paper, loved that rascal Puff
 And brought him string and sealing wax and other fancy stuff.

Together they would travel on a boat with billowed sail
 Jackie kept a lookout perched on Puff's gigantic tail
 Noble kings and princess would bow when 'er they came
 Pirate ships let down their flag when Puff roared out his name.

A dragon lives forever, but not so little boys
 Giant strings and painted wings make way for other toys
 One gray night it happened, Jackie Paper came no more
 Puff that mighty dragon ceased his fearless, mighty roar.

His head was bent in sorrow, green scales feel like rain
 Puff no longer came to play along the cherry lane
 Without his lifelong friend Puff could not be brave
 So Puff that magic dragon sadly slipped into his cave.



When- good King Ar - thur rul'd the land, he was a good - ly
 bag pud - ding the queen did make, and stuff'd it full of
 -king and queen sat down to dine, and all the court be -

Good King

Arthur

king; He - took three bags of bar - ley meal to
 plums; And - in it put two lumps of fat as
 side; And - what they could not eat that night, the

make a bag pud - ding. 2. A -
 big as my two thumbs. 3. The -
 queen next mor - ning
 fried!

WEBELOS

FITNESS ACTIVITY BADGE

Body Healthy

- B** Stands for Be Smart: Say "NO" to Drugs. Be a drug free kid! When you say "NO" to drugs you say "YES" to a healthy you.
- O** Stands for Our World: This is our world and you are a part of it. You are part of your family and neighborhood. You live in a big and beautiful world. You share wonderful things in this world with everyone. You have a part in this world to make it a clean and safe place.
- D** Stands for Drugs: Drugs hurt everyone. It hurts the people who use them, their families and friends.
- Y** Stands for You: You have learned about drugs. You know that some people use drugs. You know that drugs cause problems and are illegal.
- H** Stands for Hurt: What one person does can hurt everyone. What one person does can also help everyone. When people say "NO" to drugs, they help everyone.
- E** Stands for Everyone: Everyone is a part of our world. This is your world, too. You share the world with everyone. Some people are not good at sharing. People who use drugs are not good at sharing. People who use drugs have a problem. It is a problem that hurts many people. It is a problem that hurts the world we share.
- A** Stands for Addicted: Drugs change the way the body works. They make people sick. Drugs change the way the brain works. They change the people who use them. Drugs change the way people feel and act. People addicted to drugs care more about drugs than anything or anyone else. Most of all, they hurt the people they know and love.
- L** Stands for Laws: We have laws to keep our world safe from drugs. But not everyone obeys the law. Breaking the law can get people in big trouble. Therefore, people who break the law hurt other people, too. People who use drugs hurt everyone. That's why everyone should say "NO" to drugs. One law is easy to remember: *It is against the law to use drugs.*
- T** Stands for Tell: If someone in your family or someone you know uses drugs, what should you do? You don't have to be frightened; you don't have to feel alone; there is someone for you to talk to. You can share this problem with your parents, teacher or doctor. There are many people who will help you.
- H** Stands for How: How can I deal with drugs? How can anyone deal with drugs? Just say "NO".
- Y** Stands for Your World: It is a big world. It is a beautiful world. You share this world with many people and help to keep it safe and clean. Most of all, you are a drug-free kid. You constantly say "NO" to drugs. Saying "NO" to drugs keeps you, and our world safe for everyone. Remember...you say "YES" to happiness, intelligence, health, drug-free school, family, you and your world.

DID YOU KNOW?

Alcohol is America's No. 2 drug problem among youth?

Only 42% of fourth graders know that alcohol is a drug, compared to 81% who consider marijuana a drug?

The earlier in life a child starts using any dependence-producing drug, the more likely he or she is to experience dependence and other health problems, or go on to stronger drugs?

About one-third of the fourth graders (9 year-olds) said children their age pressured others to drink beer, wine or liquor?

CHOOSE A BALANCED DIET

Make sure your daily diet includes all the food groups: (1) milk/dairy (2) fruit/vegetable (3) meat (4) and grain.

SELF-ESTEEM

Center pack activities around "being special". Emphasis should be placed on everyone being a special individual, being unique, and having pride in themselves. Bring all components together showing how one interacts with each other.

"I Am Special"

I am a unique person
Created by God
In his own image and likeness.
I may look different than you,
Talk different,
Think different,
Dress different,
Even have a different lifestyle.
But I am still special,
'Cause God does not make junk!

PHYSICAL FITNESS: THINGS TO DO.....

- Tell an adult family member five bad effects smoking or chewing tobacco have on the body.
- Tell an adult family member what drugs can do to your body and how they affect your ability to think clearly.
- Tell an adult family member what a balanced diet is and whether or not his/her diet is balanced.
- Tell an adult family member four reasons why they should not or you should not use alcohol and how it could affect you.
- Choose six exercises that will keep different parts of your body fit. Perform these exercises daily.

READYMAN ACTIVITY BADGE

Objective: To teach Webelos simple first-aid and emergency techniques needed to treat "hurry cases". To acquaint the Scouts with safety around the house, car and bicycle.

Resources: American Red Cross
Webelos handbook
Local fire and police departments
Hospital E.R. rooms, physicians, nurses
Lifeguards

Related activities to earn the Readyman badge:

1. Attend a first aid class at the local American Red Cross Center. They also offer a class in First Aid and Rescue Breathing for children 9 years and older. It's called Basic Aid Training, (BAT).
2. Make a heaving jug and pole to use at swim sites to be used to rescue a swimmer in trouble.
3. Have a medical provider from your local Health Department speak to the Scouts on basic first aid techniques.
4. Using your meeting place (if space allows) put several safety hazards around the location and have boys list those found. Make a game of it by having the boys form teams and time each team as they find the hazards and correctly explains how to correct the problem.
5. Visit a local fire station or have a fireman out to explain to the boys about fire safety and how to plan an escape route from their home. Have each one make a fire escape plan for their home.
6. Have a certified lifeguard or high school swim instructor teach the boys the rules of safe swimming.
7. Contact your local recreation center about giving the boys swim lessons. There generally is only a small membership fee.
8. Make a first aid kit for the car, including road hazard emergency equipment.
9. Have a police officer from your local precinct come out and discuss bike safety and traffic rules. Take scouts to precinct to obtain licenses for their bikes.
10. Develop accident situations needing emergency first aid. Have the boys, either individually or as a team, discuss treatment for each situation. Event may be times. (See below for examples).

Sample accident situations needing emergency first aid:

1. A friend has been found floating in the backyard pool and is not breathing. What is the treatment?
2. You are having lunch with your neighbor and suddenly he appears to be having trouble breathing. He is choking on a piece of food. What is the treatment?

BUCKLE UP: PRACTICE CAR SAFETY

Seat belts save lives. To convince the Scouts, try the following experiment.

What you Need: Toy car, large enough to hold an egg.
Two raw eggs
Masking tape
A long board to make a ramp
One brick or concrete block

What to do:

1. Place one egg in the car. To make the ramp, wedge one end of the board against the brick. Hold up the other end of the board. Start the car rolling down the ramp. Let it crash into the brick. Splat!!! Clean up the mess.
2. Place the second egg in the car. Tape it firmly into the car as if it is wearing a seat belt. Put it at the top of the ramp. Let the car go. What happens? The egg didn't break! The same thing occurs when you wear seat belts!



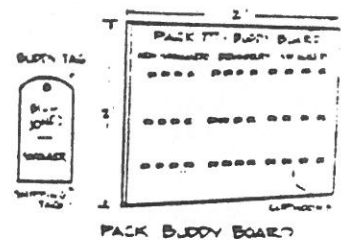
CRAFTS

SEAT BELT SIGN FOR THE CAR

Make two signs for the family car, to remind everyone to buckle up for safety. Be creative!! **FOR THE DASHBOARD:** Add a safety message to a photo or drawing of your family. Use "We love you-So Buckle Up!", or write your own slogan. **FOR THE BACK SEAT:** (Attach to the rear of the front seat.) Add a safety belt message to photos of yourself! Liven it up with stickers. Make it fun!!

MAKE BUDDY BOARDS AND TAGS

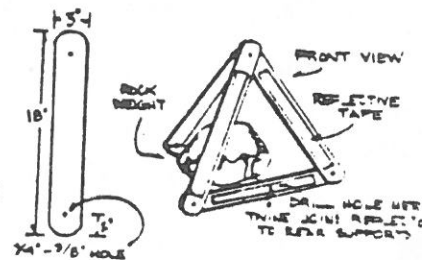
Buddy tags can be made from luggage tags or wooden tongue blades. Each tag should be marked with swimmers name and classification as a swimmer or non-swimmer. **BUDDY BOARD**-Equipment needed: board 2'x2', drill, shellac or varnish, sandpaper, waterproof marker, and cuphook, mark off the board for drilling holes in equal dimensions. Screw in cuphooks, shellac and varnish the wood.



CAR BREAKDOWN MARKER

Equipment needed: 5 wooden paddles cut from one-quarter inch plywood, 3 large brass paper fasteners, or 1/4 inch by one inch bolts with wing nuts, self adhesive reflective tape, and some strong twine.

Instructions: Cut paddles as shown. Cover one side of the paddles with reflective tape. Drill 1/4 or 3/8 inch holes in each end of the paddles. Bolt or fasten paddles together in a triangular shape. Fasten rear supports by tying with twine. The warning markers should be placed about 100 feet behind disabled car, reflective tape side facing oncoming traffic.




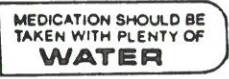



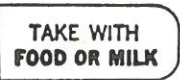







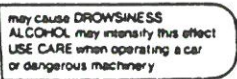


The pharmacist may also put some small labels on your medicine. Read these labels carefully. They use words and pictures to tell you about your medicine.

Here is a small label:



This label is a warning. If this label is on your medicine, you should not drink alcoholic drinks. Mixing alcoholic drinks with this medicine could be very dangerous.

Here are some other labels. They are cut in half. Can you match each picture with words that mean the same? Draw a line from each picture to the right words. The first one is done for you.

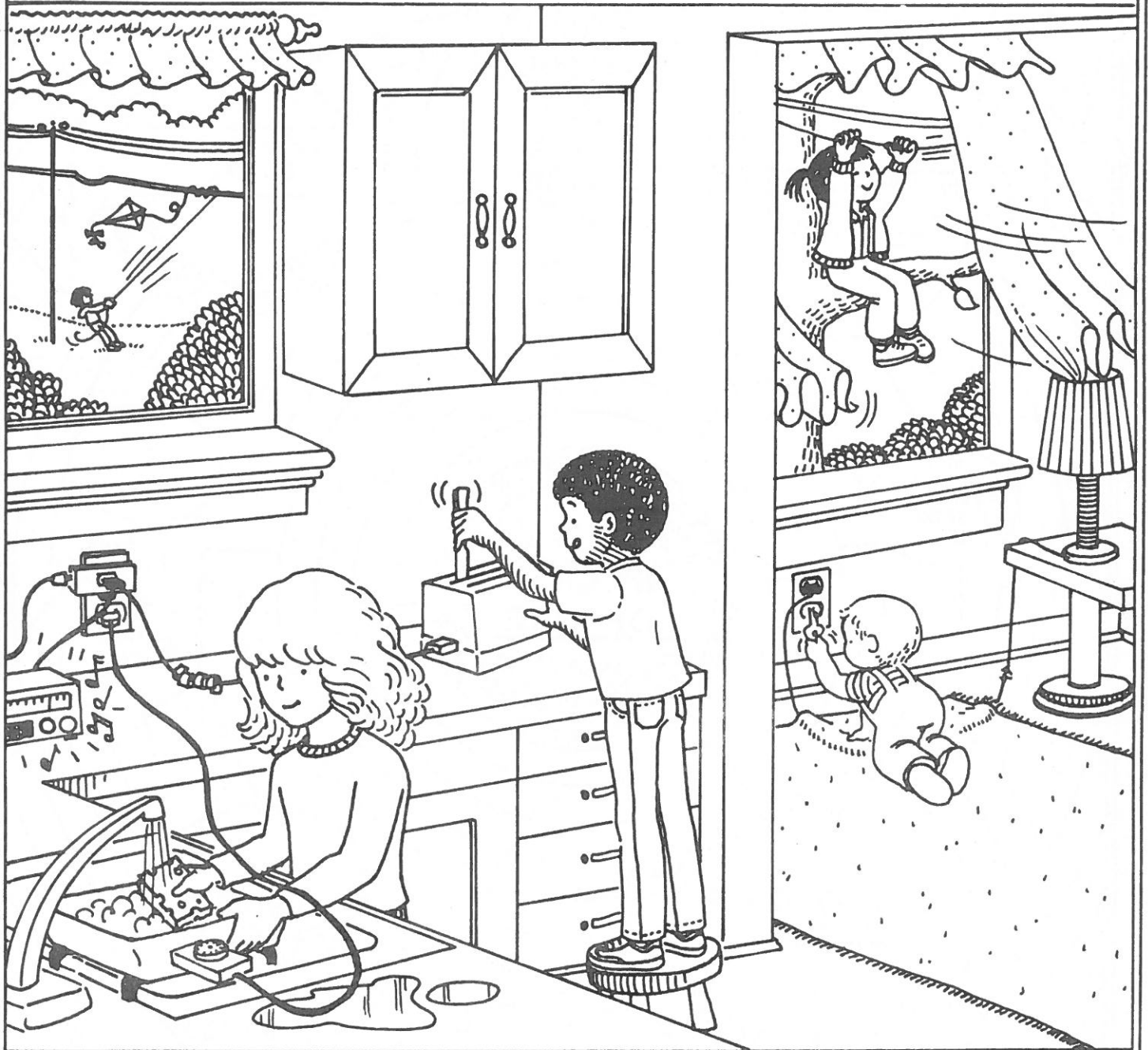
	
	
	
	
	
	
	
	

Can you complete these sentences correctly? Use these words:

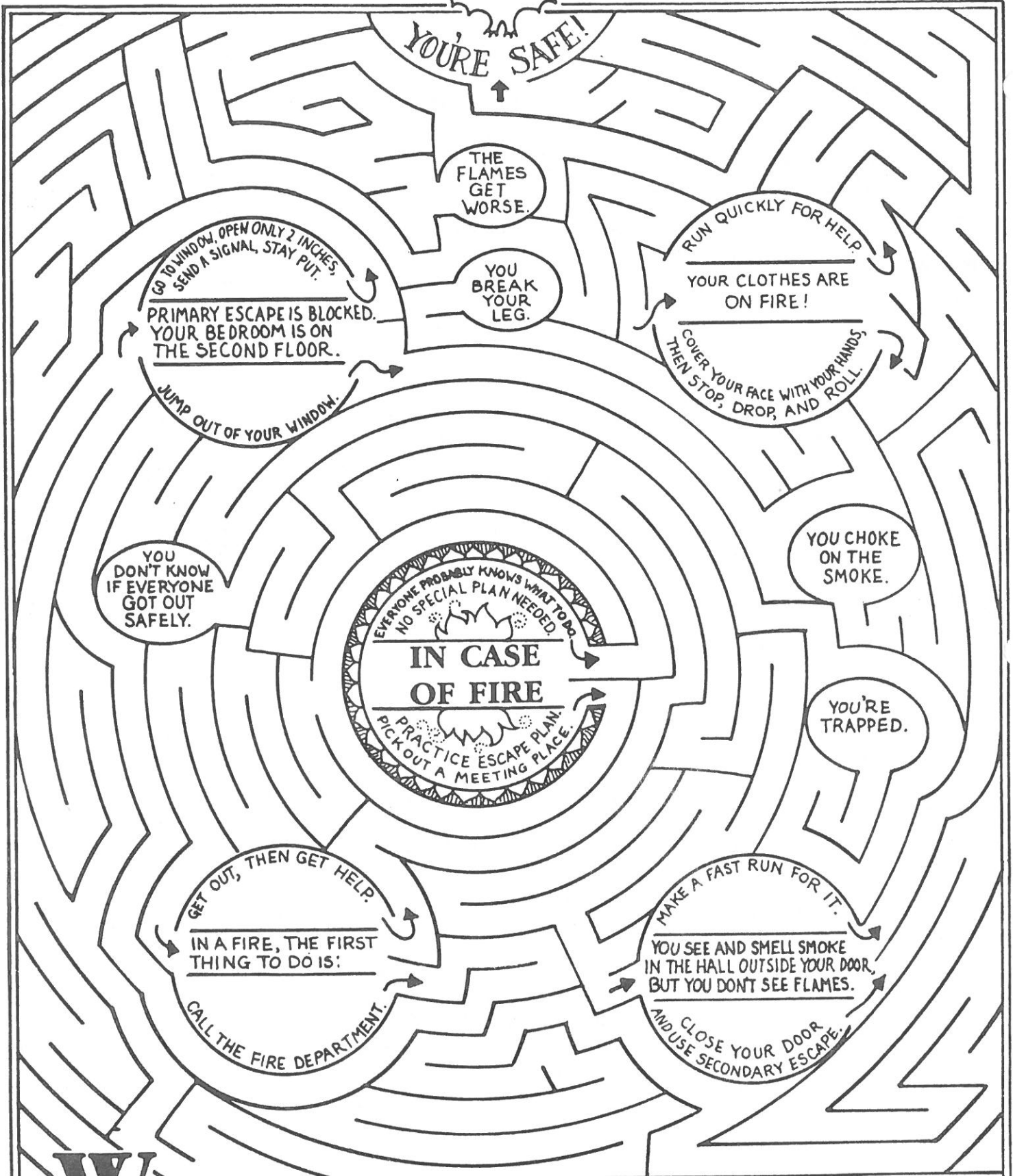
pharmacist pharmacy prescription

1. A _____ is a written order for medicine.
2. The place to fill a prescription is a _____.
3. A _____ is trained to prepare medicine.

Find the 10 electrical "OUCH!" hazards that appear in this picture. (Check your answers below)

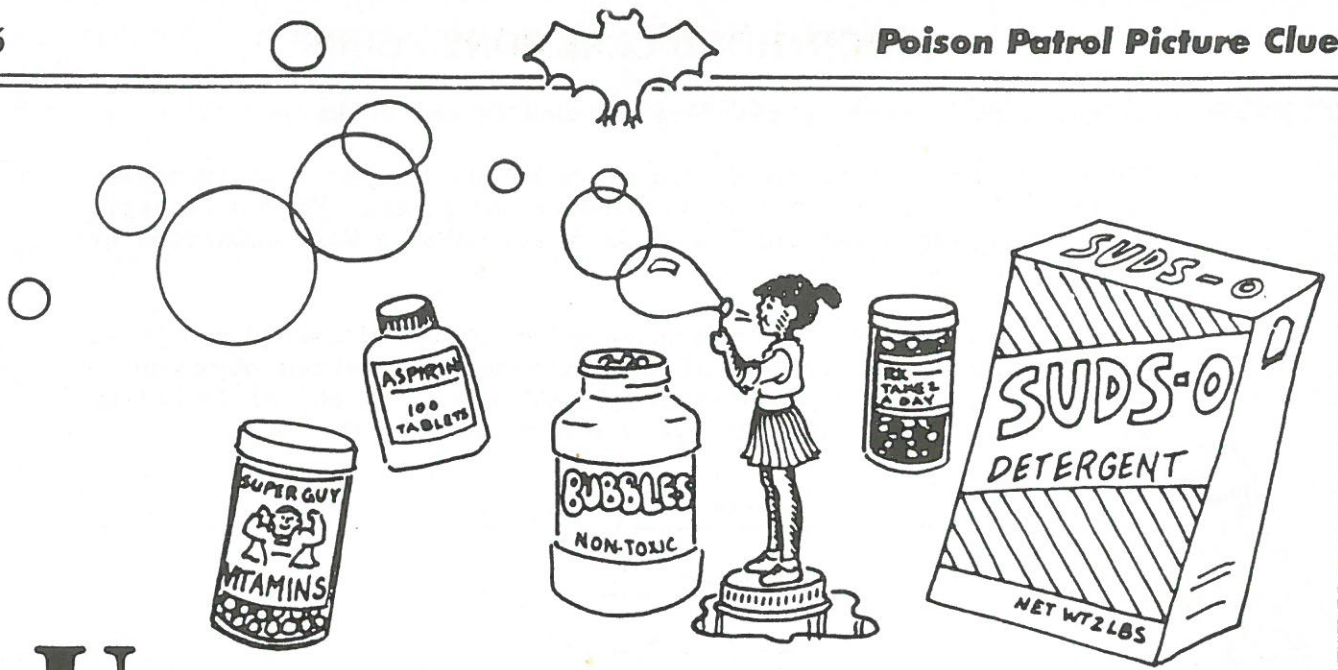


- ANSWERS:**
1. Small child playing with electrical socket.
 2. Frayed electrical cord that could cause fire.
 3. Electrical cord running under rug.
 4. Trying to undo kite that is caught in power lines.
 5. Climbing tree near power lines.
 6. Washing an electrical appliance while it's still plugged in.
 7. Repairing toaster while it's still plugged in.
 8. Overloading an outlet with too many cords.
 9. Curtains blowing against lamp.
 10. Sloppy bandage repair to broken electrical cord.



What **FAMOUS FIRE FACTS** do you know? Test to see if you are safe by following this maze from the center of the page to the safe place at the top of the page. Each time you reach a new circle on the path, you must make the right choice so you won't get trapped in the fire.





Using the pictures as clues, find the words to complete these **POISON PATROL** safety and first aid rules:

1. Because they are used mostly by children, some products are made non-poisonous or _____.
2. _____ poisons are poison ivy, poison oak, dumb cane, mistletoe, and some kinds of mushrooms.
3. Laundry _____ and _____ are poisons often found in every home.
4. _____, _____, and prescription _____ can be a poison if they are taken in the wrong amount.
5. Petroleum products like _____ are poisons.
6. _____ killers are dangerous poisons whether they are sprays, liquids or powder.
7. Drain _____ is a poison.
8. Makeup, _____, and aftershave contain alcohol which make them poisonous.

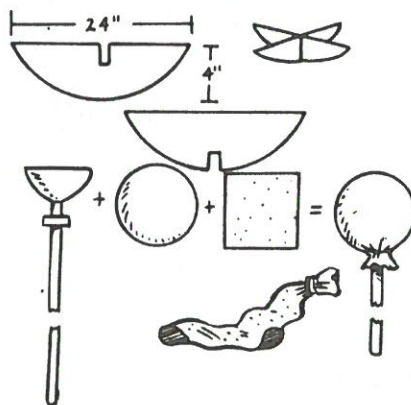


KNIGHTHOOD CEREMONY - CUBS

EQUIPMENT: Sword, armor, jousting platform, padded lance, books

The cub is brought forward. His peers are sitting at a round table, or in a circle on the floor, with books and paper. They will begin questioning him regarding his rank (i.e., make up Wolf questions or Bear questions).

The cub will then have to demonstrate how to use his sword and joust on a platform against one of the previously Knighted boys, or a selected champion by King Arthur (Cubmaster). The object is not to win or lose, but in the courage shown to attempt the feat.



(See "How To" book for detailed assembly instructions)

Once completed, the cub will be Knighted by King Arthur (Cubmaster):
*"In the name of the Great Master of all Scouts, I dub thee
 Sir _____, Knight of the Round Table."*

The Knight will be given an emblem bearing his Knighted name.

Emblem
 Sample:



KNIGHTHOOD CEREMONY - WEBELOS

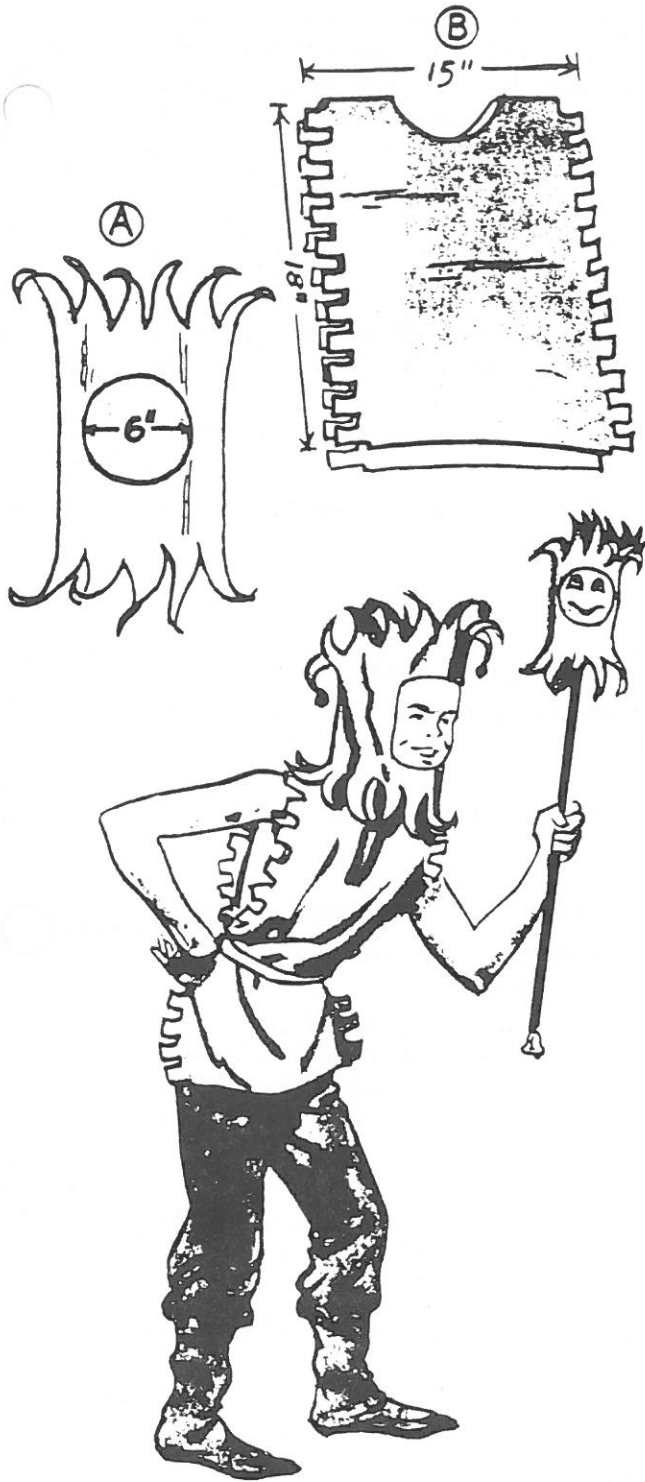
EQUIPMENT: Tub, large towel, brush, alter sword, shield

The bath of purification is symbolic of bathing away sin and worldly pleasures

The Webelos scout to be Knighted will have to take a fake bath in swimming trunks. He then walks to an alter where his armor and shield have been placed. Kneeling down, he recites the Scout law aloud. He then puts his armor on and kneels before King Arthur (Cubmaster) with all other Webelos standing around the Cubmaster and Knight, forming a circle. The Webelos then receives the accolade (Latin ad collum) on the neck or shoulder with a sword (cardboard). At the stroke, the Cubmaster will say:

"In the name of the Great Master of all Scouts, I dub thee
 Sir _____, Knight of the Round Table."

The Knight will be given an emblem bearing his Knighted name.



COURT JESTER SKIT ■ Have one of the Cub Scouts dress up as the court jester and perform for the "king and his court" at this month's Pack Meeting. Make a hat, doublet, and a "fool's bauble" (jester's stick) to add color and drama to the performance.

Cut two 20" wide strips of Crepe Paper (one orange, one yellow) long enough to go around head and overlap 1". Paste strips together to form tube. Cut six pointed scallops, six inches in, on each end (A). On the 8" left in the center, cut a round circle for the face (about 6" wide). Cut the bottom scallops up to stand around the neck and bend the top scallops down. Put bells on the tips of the top scallops.

DOUBLET. ■ Use Bright Orange Crepe Paper. Cut out according to measurements given (B). Scallop long edges with scissors as illustrated in B. Cut hole large enough for the head. Paste a 5" long and 1" wide strip of Yellow Gummed Crepe in the front for the neck opening and make a 4" cut down the center of it.

FOOL'S BAUBLE ■ Use a large rubber ball (or you might use a small tin can) on the end of a 20" stick. Wrap the ball or can with strips of Pink Crepe Paper. Make a hat to fit the ball following the directions for Hat above. Wind the stick with a ½" wide strip of Black Crepe Paper which has been cut across the grain. Cut eyes and smiling mouth from Gummed Crepe Paper and paste to face. Tie a bell to the end of stick.

Some suggestions for the Jester's Performance

The jester comes out, does a few tricks like jumping into the air and clicking heels together, somersaults, etc. Maybe the boy chosen to be the jester is good at juggling or balancing his jester's stick on the top of his head. Then he entertains the king and his court by telling funny stories, ones that are geared to knights, castles, dragons and that sort of thing. Many of our everyday classic jokes can be changed to "knights of yore" language. Here's one to give you a start.

Jester: Sir Lancelot was out in the woods this morning and he slew a Dragon and a Piecost.

Voice From The Audience: What's a Piecost?

Jester: 39c

HORSE ■ Stretch a fold of Black Crepe Paper (Instructions, page 1). Cut off a 52" length. Fold in half to 26". With white chalk, draw outline of horse's head on Black Crepe (A) and cut out. Make mane by cutting 26" from the package of Crepe Paper. Cut this in half the long way, leaving two 10" x 26" pieces. Fold one in half. Cut along the folded edge (B) in ½" strips. Do the same with the other strip of black. Put the two together and place inside the two pieces for the horse's head (C). Stitch on the sewing machine or by hand all along the open edges

except for the part that is slipped over the head. Turn inside out and stuff with tissue or crumpled newspaper. Cut ears from Black Crepe Paper and paste on. Cut eyes from Gummed Crepe. For body cut two 3' pieces from a package of Black Crepe Paper. Sew or tape these together along the 36" length. Make a horse's tail from an 18" length of Black Crepe Paper. Slash almost through the 20" width (D). Tie together at the uncut edge and paste to the body.

KNIGHTS IN SHINING ARMOR
(For five Cub Scouts or more if Act II is played)

CAST:

King Arthur

Sir Helpsalot

Good Deeds — Horse (2 Cub Scouts)

The Black Knight (Dressed the same as Sir Helpsalot except for a Black Hood on his face — a paper bag covered with Black Crepe or a black stocking)

Act One

The scene is the courtyard of Scoutland Castle. A wall of the castle stands in the background. Flags are flying. A tournament is underway. From off stage right, sounds of cheering are heard and occasional applause.

Sir Helpsalot enters from the left, leading his horse.

Sir Helpsalot (patting his horse): You've done a good job, Good Deeds, getting me here on time for the big event. I want to win the jousting tournament to gain special favor from King Arthur. I would like very much to be a Knight of the Round Table.

Good Deeds: Whinnies

The Black Knight enters from the right.

Black Knight: Oh-ho, Sir Helpsalot, I see you arrived on time for the jousting match. Do you think you are going to win it?

Sir Helpsalot: I think my chances are as good as any, and if I win it, I'm going to ask good King Arthur . . .

The Black Knight (aside to the audience): Little does he know, I am going to give his horse, Good Deeds, something that will make him dizzy and then he will be a poor mount in the jousting match and Sir Helpsalot will not be able to ride properly, and he will lose the match.

Sir Helpsalot: I am going to tell the judges that I will be entering the matches today. (Exits right)

The Black Knight (Moving towards Sir Helpsalot's horse): Now, there, Good Deeds, take some of this delicious hay. (He takes out a bag from underneath his cape and tries to give the horse some hay. He sprinkles something from a salt shaker on it.)

Good Deeds whinnies and moves away. He keeps tossing his head back and forth. The Black Knight tries again with no luck.

The Black Knight: Curses! Methinks, I will leave some of this hay here and Good Deeds is sure to eat it. (Puts hay on floor and exits left.)

Sir Helpsalot enters right, and goes to horse and leads him away.

Sir Helpsalot: Come along, now, Good Deeds, and I'll see to it that you are given some water and hay. (Exits left)

Act Two

Many flags are strung overhead. If one of the boys plays a cornet or trumpet, have a fanfare before the tournament.

A jousting match between two knights.

Act Three

Scene: *The same as the first act. King Arthur and Sir Helpsalot are talking.*

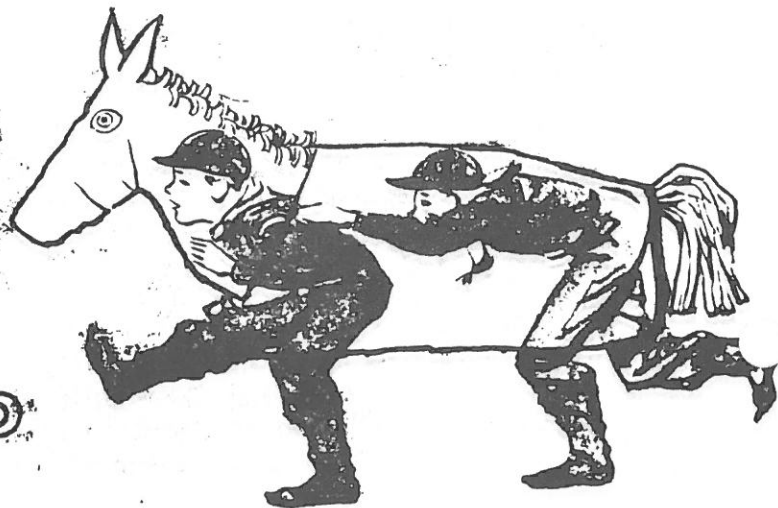
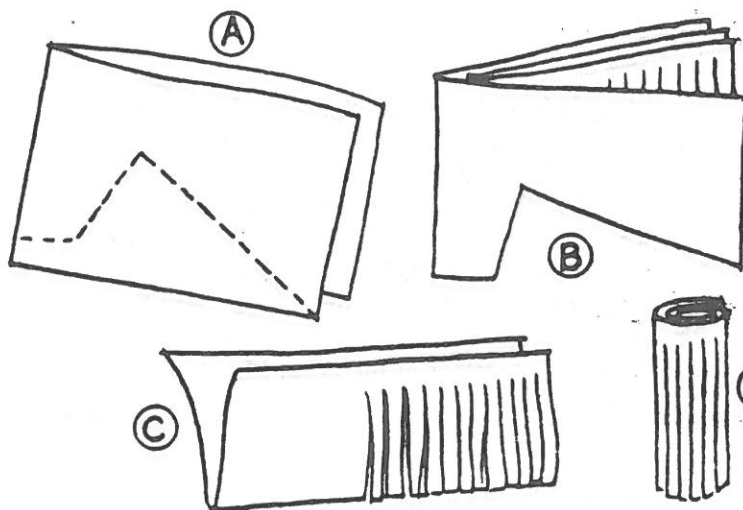
King Arthur: And so, in recognition of your feats of bravery and your skill in jousting, and your fair play, and how you have lived up to the Knight's Code of Honour, I would like to make you a Knight of the Round Table.

(Ceremony with sword)

Sir Helpsalot: My life's ambition has finally been granted. I am your willing slave forever, King Arthur.

Good Deeds: Whinnies

Sir Helpsalot: And Good Deeds, too, will always be ready to serve you.



Transport your Cub Scouts into the "days of old, when knights were bold", and some of the good deeds of King Arthur and his knights are sure to rub off.

SUIT OF ARMOR ■ Cut a doublet from Grey Crepe Paper (A). Cut 3" wide strips of Gray Crepe across the grain. Cut scallops along one edge. Paste rows of scallops over doublet starting at bottom (B). Cut a 2" belt from Silver Mat Stock. Fasten with a safety pin in back.

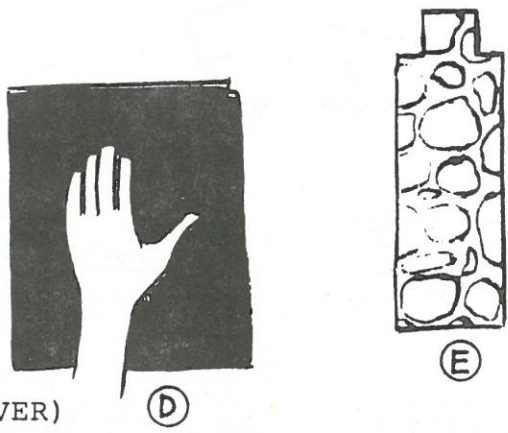
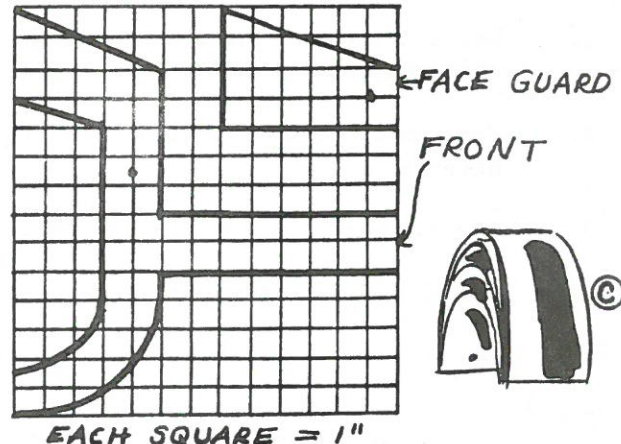
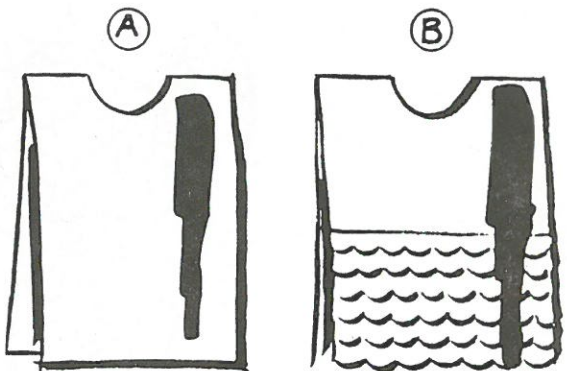
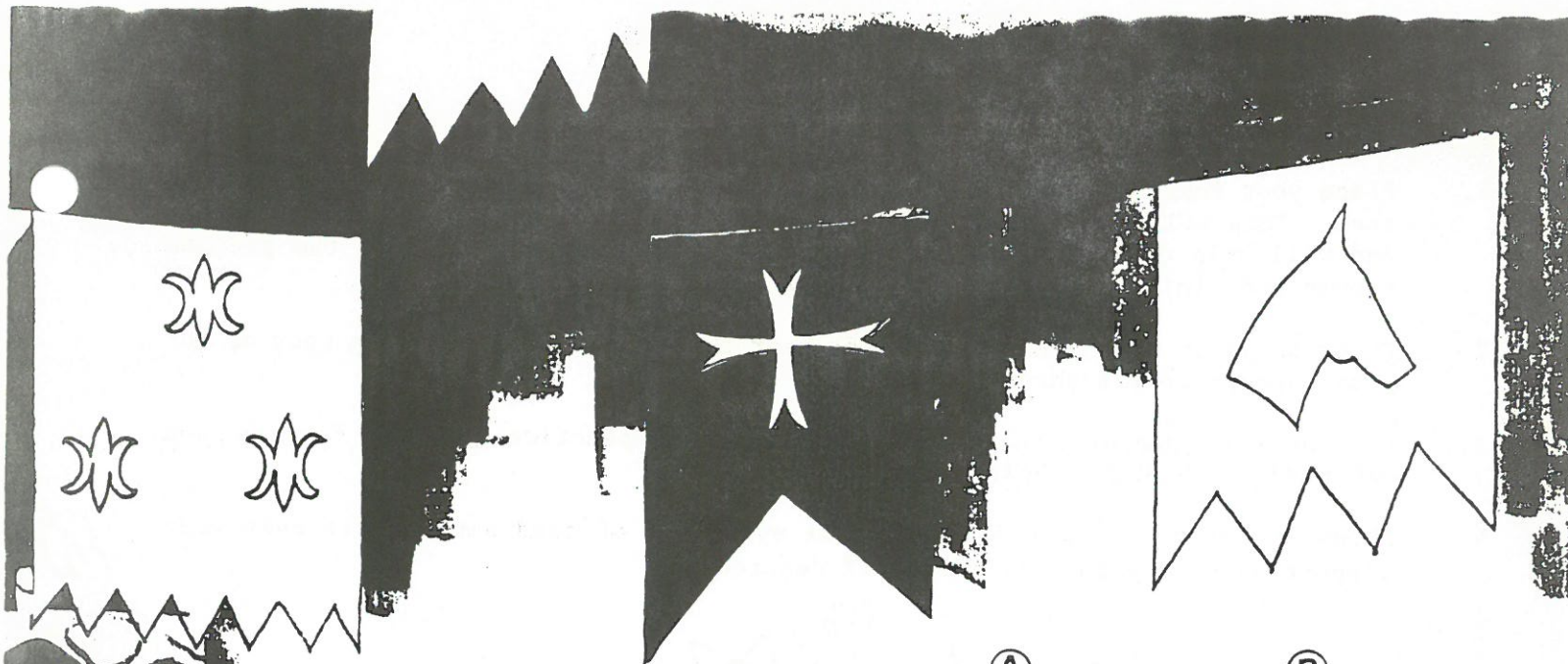
HELMET ■ Cut helmet FRONT and FACE GUARD from Silver Mat Stock following the scale patterns. Cut five 3" wide strips of Silver Mat Stock, each an inch longer than the other, starting with an 11" strip. Bend and clip strips together (C). Fasten front, face guard, and strips together with Paper Fasteners.

GAUNTLETS ■ Place each hand on a 20" square of Silver Crepe Paper, folded in half with the grain. Trace around hand leaving an inch margin all around (D). Be sure that the wrist part measures 5½". Cut hands out and paste together at edges leaving bottom open. Cut cuff (following pattern on page 18) from Silver Mat Stock. Paste seams overlapping ½". Paste cuff to glove at wrist.

PENNONS ■ Cut 26" lengths of Crepe Paper and paste to long poles. Cut designs from Gummed Crepe. The Fleur-de-lis design is similar to the Boy Scout Trefoil and was very popular in the days of yore. A cross is another design that was used when knights went off to the Holy Wars. String banners across stage for "Knights in Shining Armor" skit.

SCENERY ■ Tape full folds of Stonewall Decorated Crepe across wall for castle background. Three folds will build a castle 10' long and 5' high. Cut topmost folds as in diagram E to form battlements. Cut castle windows from Black Crepe Paper and paste in place.

(PATTERN FOR UNIFORMS ON SECTION COVER)

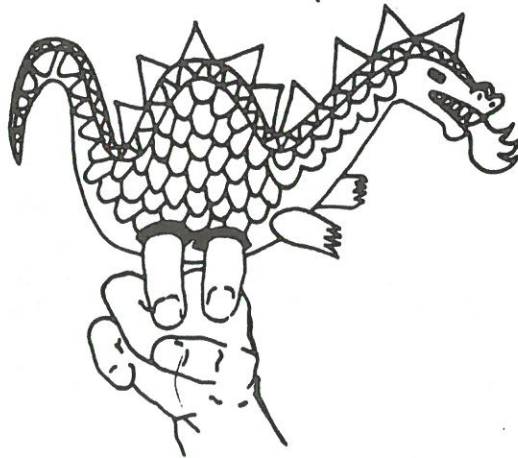


CRAFTS

Simple Finger Puppets

1. Place your index and middle fingers on a piece of poster board and trace around them. This will be where the legs (your fingers) will be located on the puppet and will help determine the size of the rest of the puppet. Turn the picture around and finish the drawing, adding a head, body, and arms.
2. Color or paint the figure. Cut holes near the base of your puppet's body or for your fingers to fit through, as shown.
3. Cut out the puppet, insert two fingers, and practice walking forward and backward, kneeling, jumping, kicking.
4. Shoes or boots can be made from small cylinders of cardboard to fit over your fingertips, and yarn hair added, if desired.

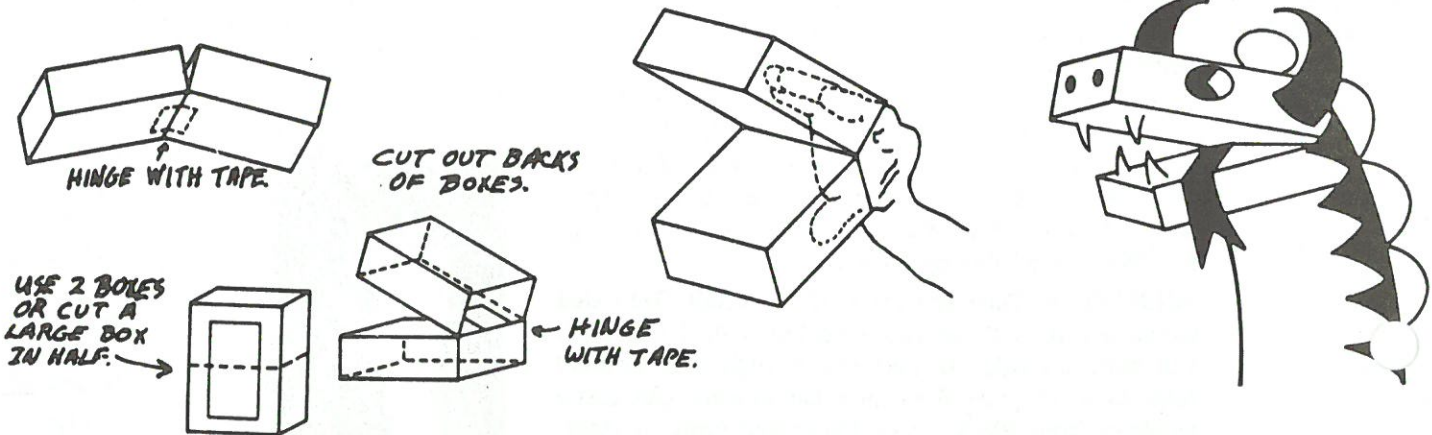
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Double-Box Puppet

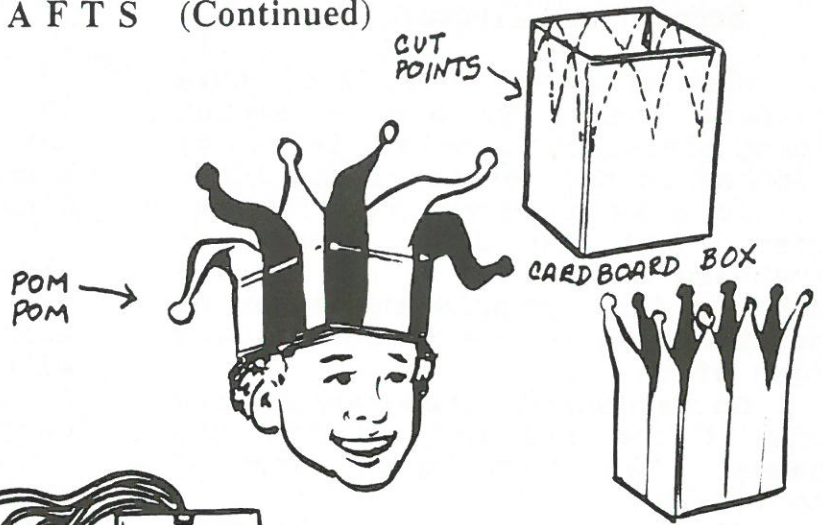
1. Use two boxes--the same size or different sizes, depending on the puppet. Or cut one large box (such as a cereal box) in half.
2. Tape the boxes together, as shown, so the back side of the puppet is open and hinged.
3. Add features and decorate as desired.
4. Add a fabric skirt which will cover the puppeteer's hand.
5. Operate by inserting thumb in lower section and fingers in upper section.

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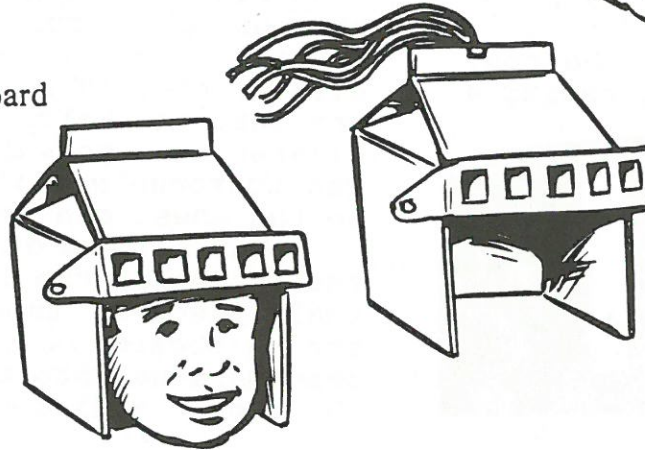
CRAFTS (Continued)

Jester's Hat

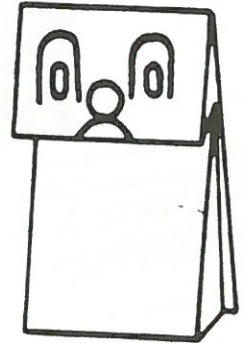


Knight's Helmet

Use a gallon cardboard milk carton

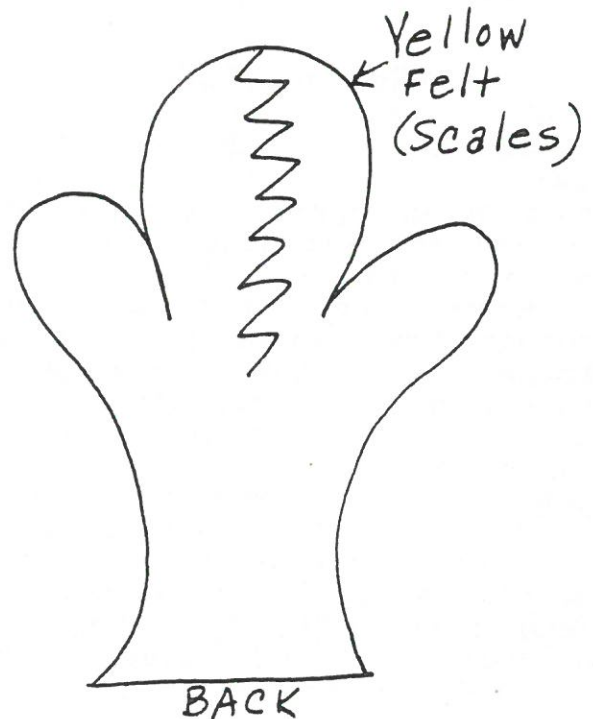
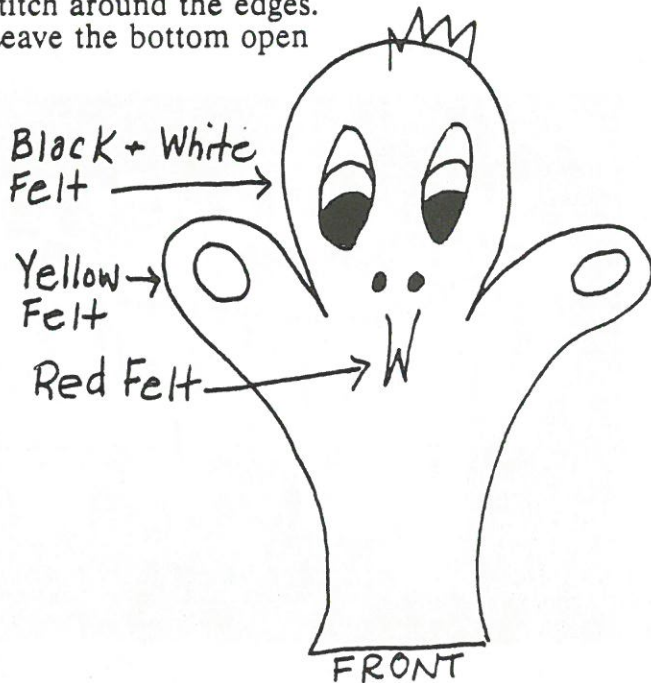


Paper Bag Dragon



Green Felt Hand Puppet

Cut two puppets the same size.
Stitch around the edges.
Leave the bottom open



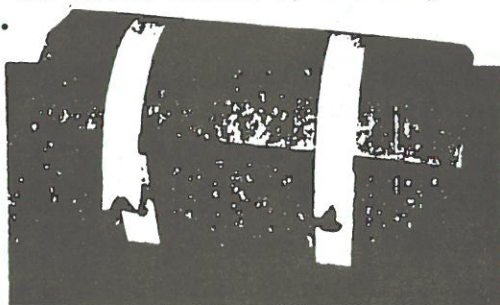
Secret Panel Treasure Chest

Use a shoe box for this treasure chest. To make a secret hiding place, cut a hole 2 inches by 5 inches in the center of the lid.

To make a curved top for the chest, cut another piece of cardboard as long as the lid and 3 inches wider. Staple the edges of the cardboard to the front and back edges of the lid.

On cardboard, trace around the ends of the lid and cut out the shapes. Tape them to the ends of the lid.

To attach the lid to the box, cut a slit at each corner, making a long hinge.



Spread glue along the inside of the hinge and the outside of the box where the hinge will join. Press the pieces together. Add tape along the hinge for added support.

Cover the entire chest by gluing or taping on cloth or paper.

Cut felt or ribbon straps long enough to go all around the chest, with about 2 inches extra to fasten a button. Glue the straps to the chest as shown.

Poke a hole for a button through each strap on the chest front. Slip a 2-inch piece of pipe cleaner through a wire shank button and into the hold. Spread the pipe cleaner ends to secure the buttons. Cut buttonhole slits in the straps so the chest can be buttoned shut.

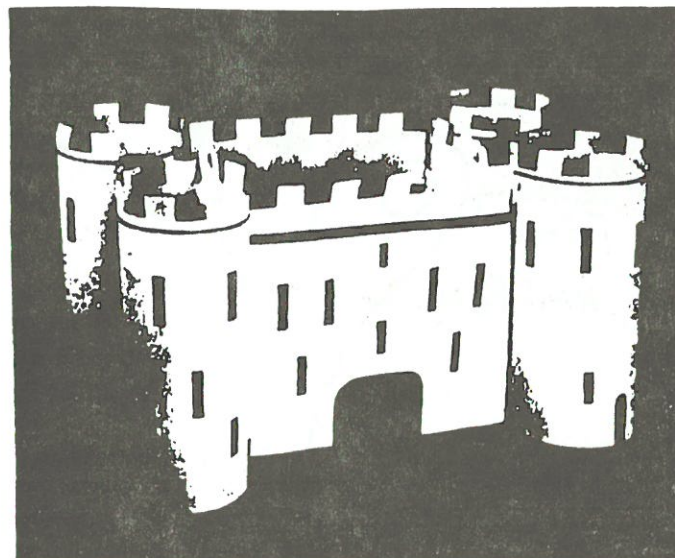
Cut a piece of cardboard to fit the inside of the lid, and attach a small piece of tape to the edge of the cardboard as a tab. Press the cardboard up into the lid, covering the secret hiding place.

Miniature Castle

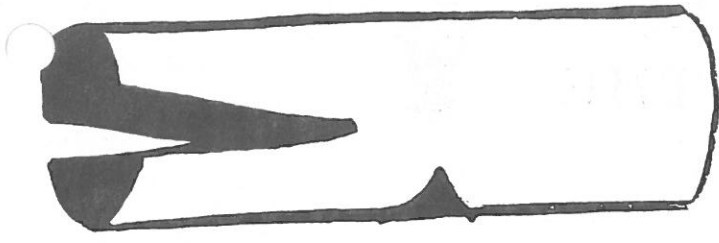
Cut teeth into the tops of four sheets of 8-1/2-by-11-inch construction paper. Role each sheet into a tube, and glue, staple, or tape it closed.

Remove the lid from a small cardboard box. Spread glue over the outside of the box, and cover it with colored construction paper. When dry, use colored pencils, crayons, or markers to sketch in a drawbridge and windows.

Cut teeth along the sides of four strips of construction paper. Glue the strips along the top edge of the inside of the box. Then glue the four rolls you made to the corners of the castle.

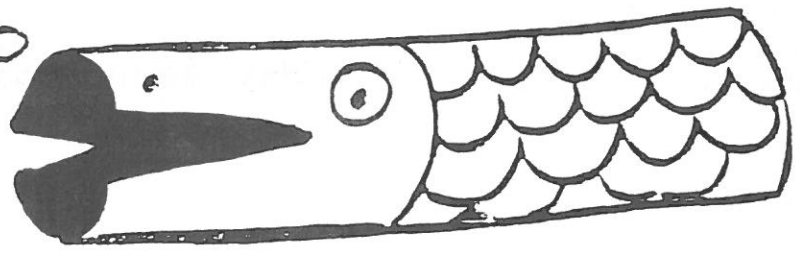


OATMEAL BOX DRAGON

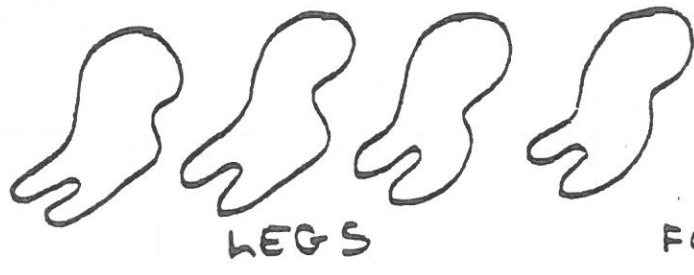


- CUT BOX AS SHOWN
- MAKE HOLE IN BOTTOM FOR YOUR FINGER OR MOUNT ON STICK.

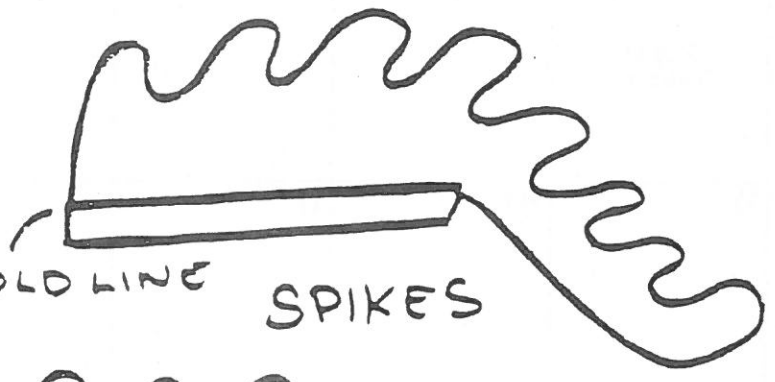
- COVER WITH COLORED PAPER OR PAINT.
- DRAW DRAGON SCALES AND EYES OR USE PAPER ADD ONS



BASIC PARTS



LEGS

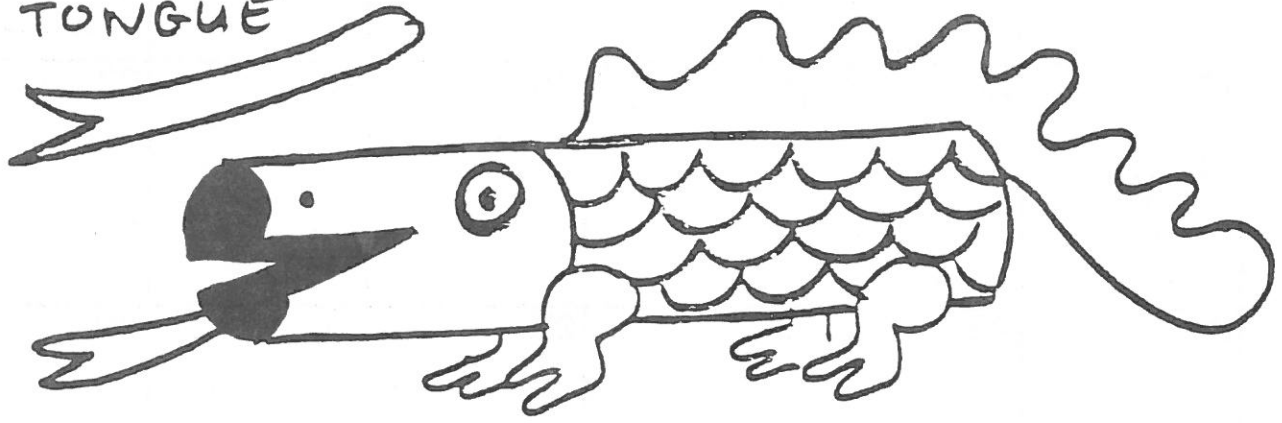


FOLD LINE

SPIKES



TONGUE



CUT DRAGON LEGS AND SPIKES FROM HEAVY PAPER - GLUE IN PLACE.

POKE FINGER THROUGH BOTTOM TO MAKE DRAGON MOVE. OR ADD STICK.



February, 1992



SCOUTING
AROUND THE
WORLD



Sunday Monday Tuesday Wednesday Thursday Friday Saturday

						1
2 Scout Sunday	3	4	5	6	7	8 Scout Sabbath
9	10	11	12	13	14	15
16	17 Presidents Day	18	19	20	21	22
23	24	25	26	27	28	29

PRESENTED BY
DOWNRIVER DISTRICT
CHAIRPERSON---GLORIA GALLAGHER

IMPORTANT DATES TO REMEMBER



CUB BASIC TRAINING
FOR FEBRUARY

SAT; FEB. 22, LAKESHORE DISTRICT

SAT; FEB. 1, DOWNRIVER DISTRICT

SAT; FEB. 8, SAUK TRAIL DISTRICT

WED; FEB. 5, GEMIMI DISTRICT

FEB. 2 - 8, SCOUT ANNIVERSARY WEEK

BLUE AND GOLD IDEAS

Assign each den a country to "adopt" for the Blue and Gold, preferably a country that is involved in Scouting.

Table centerpiece could be a flag from that country, made out of cloth or colored paper. The Scouting insignia from that country would be a great idea. Carry the theme through with the invitations and placemats. Name ribbons could be made for parents and special guests, using the colors from that nation's flag. Use the Webelos colors as an example.

Have each den bring either an appetizer or dessert from that country and have an international tasting table.

Have a parade of flags for your opening ceremony.

Invite dance groups representing different countries.

Pass out fliers describing the World Friendship Fund. Make a donation.

WORLD FRIENDSHIP FUND

The World Friendship Fund is administered by the Boy Scouts of America to help struggling Scouting associations in other lands. The contributions are used to provide uniforms and equipment for Cub Scouts and Boy Scouts, furnish literature and training materials, to give scholarships to Scout leaders to come to the U. S. for training, and for many other similar purposes.

Once a year the Boys Scouts of America asks packs to contribute to the World Friendship Fund.

Your pack can get a free kit of materials on the World Friendship Fund by writing to: World Friendship Fund, Boy Scouts of America, 1325 Walnut Hill Lane, Irving, Texas 75062-1296.

There are certain benefits to be gained by participating in the World Friendship Fund:

1. It provides the opportunity for both boys and adults to be part of a worldwide Good Turn.
2. It makes us more aware of the Scouting needs of others and provides an opportunity to help Scouting grow in other lands.
3. It increases both adult and boys' understanding of the meaning of belonging to the worldwide brotherhood of Scouting.

THIARA OR AIRPLANE

This is a game that children in Saudi Arabia play, a variation of "tag". A member of the den is chosen to be the airplane. The airplane tries to fly around and tag other players who are flying around. If a player can find something to stand on so that his feet are off the ground, he is "safe". When the airplane tags a player, that player becomes the airplane.

This is a great outdoor game, preferably at a park or playground where the boys can climb up on rocks, tree stumps or playground structure.

JAN, KEN PO from Japan (also known as stone, paper, scissors)

This game is great for small areas or quiet times.

The symbols for the are -- stone - a closed fist.

paper - an open hand, palm upward.

scissors - first two fingers held straight out.

Have the boys pair up. Each player flashes a symbol at the same time. Depending on how the symbols are played, anyone can be a winner.

Stone vs. Scissors - stone wins because stone can break scissors.

Scissors vs. Paper - scissors wins because scissors can cut paper.

Paper vs. Stone - paper wins because paper can wrap stone.

If both signs appear, it is a tie. Try again until someone wins!

AUSTRALIAN CIRCLE GAME

A Cub Scout stands in the center of the circle, holding a tennis ball. His object is to throw the ball to someone in the circle who will drop it. Another ball is started around the circle from one boy to another. The boy in the center may throw his ball to anyone, but he usually throws it to the boy about to receive the ball which is being passed around the circle. If either one of the balls is dropped, the boy in the center changes places with the boy who dropped it.

EARTH, AIR, FIRE, WATER

This oldie will be new to plenty of Cub Scouts, and is good for the quiet section of a den meeting (if any!). The Den Leader or Den Chief suddenly points to one of the boys and says, "Earth!" She then counts to ten as fast as she can. (She may say "Air", "Fire" or "Water".) If she says "Earth" the boy must name an animal before she ends the count. "Air" calls for a bird, "Water" calls for a fish, but if she says "Fire" the boy must remain silent. Forfeit a turn for each error.

HIDDEN WILD LIFE - a good pre-opener activity for a den or pack meeting
Various beasts, birds and reptiles from many distant lands may be found amid the sentences that follow. Each hidden name appears with all its letters in their

proper order. There are 23 in all, so see how many you can find.

"We were counting numbers and marking them up when the king came late and I showed him palaces where I took a picture of the most richly furnished rooms. He was in a daze, but not camera shy, enabling me to meet the gaze Llewellyn gave me and to gaze bravely back until I only could say a king is just a person, after all. I think I will tell a man to give them cars for their boats so they can go away happy tho not a vestige remains, as among our clientele phantoms are included. Don't worry if the baby is crying or ill, as he fits his crib exactly."

ANSWER: gnu, emu, camel, impala, oka, ostrich, zebu, hyena, gazelle, zebra, lion, yak, ape, llama, moa, boa, python, tiger, elephant, gorilla, ibex

TASTING FOODS FROM AROUND THE WORLD

Blindfold one den member at a time. He must hold his nose closed so the smells won't give him a clue.

Russia: Caviar (tapioca pudding)

Italy: Octopus (pimentos)

USA: Dog biscuits (zweiback toast)

France: Chocolate covered grasshoppers (chocolate covered pretzels)

Africa: Chocolate covered ants (chocolate covered raisins)

Scotland: Haggis (cooked oatmeal)

WORLD BROTHERHOOD - An opening ceremony

Personnel - Cubmaster, Webelos nearest to graduation into a Boy Scout Troop

Equipment - Large candle placed in a metal bowl on a sturdy tripod or on table with advancements

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

Our flame will be guarded by Webelos _____ (or den chiefs). Each of them will be on guard for 20 minutes during the course of our Blue and Gold Banquet.

Now I shall request Webelos _____ to come forward and light the flame of world brotherhood. (As boy lights flame, say the following prayer)

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

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

THE CUB SCOUT PROMISE FROM OTHER COUNTRIES

- Spanish - Nuestra promesa es:
Prometo hacer cuanto pueda para cumplir mis deberes para
con Dios y mi patria, ser honrado, y obedecer la
Ley del Pack.
- German - Unser Versprechen heisst:
Ich perspreche mein Bestes zu tun fuer Gott und mein
Waterland, ehrlich zu sein und das Gesetz des "Pack's"
zu befolgen.
- Italian - La promessa del Lupetto:
Io prometto di fare il possibile, di fare il mio dovere a Dio
e alla nazione di andare diritto e di obbedire la Legge del Gruppo.

"TAPS" FROM OTHER COUNTRIES

- French - C'est la nuit, tout se tait
Sur la plaine, les collines,
et les bois,
C'est la paix, tout est bien
Et Dieu vient.
- German - Durch die Nacht, tonet sacht
Unser Lied, Friede zieht
durch das Land,
Alles ruht, Gottes Hand
schutzt uns gut.
- Italian - E'la sera tutto face
La nei boschi, Sui monti,
Nel piano,
Tutt'e pace, Tutt'e bene
E Dio viene.
- Greek - Siopili, apali, sta vouna
petti nihta varia,
Storghika,
o Theos mas fila.
- American - Day is done, Gone the sun,
From the lake, from the hills,
From the sky; All is well,
Safely rest, God is nigh.

THE SURPRISE PARTY - A Sparkler for the Birthday of Scouting

CAKE - yum, yum
CANDLES - Oooooo
ICE CREAM - Brrrrr
INVITATIONS - say "Y'all come"
DECORATIONS - Beeeeeeautiful
PARTY - Whoopee
SCOUTING - Everyone applaud

There was excitement in the air when Mrs. Brown announced that there was going to be a surprise PARTY.... She asked the members of the group to participate by doing various tasks. Tom was to take care of the INVITATIONS.... Kevin and Mike said they would be glad to make the DECORATIONS.... Al was to bring PARTY favors.... For refreshments Scott said he would bring a CAKE.... and Chris would be the only boy to bring some chocolate ICE CREAM.... Matt, the only boy left, had trouble deciding what to bring. Finally it dawned on him; we will need to have CANDLES....and I will bring them. The group left the meeting with anxious anticipation, eager to prepare their part for the PARTY....

Tom's job was finished first when he made a list of people to invite and sent out all the INVITATIONS....being sure not to miss anyone.

Finally, the big day had arrived, and Kevin and Mike were there very early to put up the DECORATIONS....Chris arrived next with lots of ICE CREAM.... The PARTY....seemed to come to life when Al came in with a big assortment of PARTY favors.... No PARTY.... is complete without a CAKE.... Where is the CAKE?.... Matt was already there with the CANDLES.... Chris was worried about the ICE CREAM....melting. But still no CAKE.... When everyone was about to give up on the PARTY....in walked Scott with a scrumptious looking CAKE....and the PARTY....was in full swing. The CANDLES....were put ont he CAKE....and the ICE CREAM....was dished up.

Then there was a quietness about the PARTY....everyone looked at one another and said, "Hey! Who is this PARTY....for?" Then Mrs. Brown said, "This PARTY....is for all of you. We are here for the purpose of celebrating the birthday of SCOUTING...." (applaud)

This a story about Amulik the hunter and Oogjook the bearded one, a seal so big nobody ever caught him - just like the one that gets away when you go fishing. It's an exciting story with some very special sound effects. It should be read by one of the boys in your Den dressed in the ceremonial blanket and hat of a Tlingit Indian. Each character, dressed according to the part he plays, makes his special sound effect and does his action whenever his name is mentioned by the narrator.

AMULIK THE HUNTER

Amulik, the hunter: (lift hand to forehead) A-ha!

Hunters: (same action as Amulik) He-ya -ha-ya.

Snow: (lift hands over head and scatter white confetti) Shhh.

Aurora: (raise hands over head and wave) Dazzle, dazzle.

Sun: (arms out spread) Ahh.

Seals: (slap flippers together) Arf! Arf!

Oogjook, the bearded one: (same action as above) Arf! Arf! (nice deep bark)

Totem of my fathers: (stands with elbows at sides, hands clasped under chin).

A-woo! Churrump! Caw-caw! (imitating wolf, frog & raven)

(The narrator should stop after the name of each character long enough for the sound effect and action)

Many moons ago in the great darkness that spreads down over the northland, Amulik the hunter (pause) came out of his innie to look around. There had been a great snow (pause) that winter and everywhere he looked, Amulik the hunter (pause) saw nothing but the whiteness of the snow (pause). He heard no sound but the seals (pause) frolicking far off in the Bering Sea. He looked to the north and saw Aurora (pause) flash her bright, mysterious light and Amulik, the hunter (pause) knew it was not yet time to start the hunt for Oogjook, the bearded one (pause). The snow (pause) would fall for yet another moon. Amulik the hunter (pause) returned to his innie to wait for spring and dream of how he would capture Oogjook, the bearded one (pause). Far off in the Bering Sea, the seals (pause) frolicked undisturbed. The snow (pause) fell silently on all the land and Aurora (pause) flashed her bright, mysterious light. Came the time when the great darkness rolled itself up for a long sleep and Aurora (pause) flashed her last bright, mysterious light. Amulik the hunter (pause) felt the warm rays of the sun (pause) and came out of his innie.

Oogjook, the bearded one (pause), beware! Now is the time of the hunter. Amulik the hunter (pause) joined the other hunters (pause) in the village oomiak to journey many sleeps up the coast. The sun (pause) fell on the hunters (pause) and spread a great brightness on the snow (pause). They were blinded by it (pause for hunters to put on snow glasses). And Amulik, the hunter (pause) thought he saw Oogjook, the bearded one (pause). At last the prize would be his; but as Amulik, the hunter, (pause) raised his harpoon, Oogjook, the bearded one, (pause) vanished into the mist. The oomiak headed out toward the open sea and Amulik, the hunter, (pause) knew in his heart no hunters (pause) would ever capture Oogjook the bearded one, (pause) and he was sad. Be not sad, my brother from the North. It is written on the totem of my fathers (pause), "Wise hunter know, one seal in oomiak make better maktak than great seal in ocean." The meat pit will be full, my brother. Amulik, the hunter, (pause) will harpoon many seals (pause) and there will be much maktak for the whole village when the hunters (pause) return. All will be well when the great darkness rolls down from the north and Aurora (pause) flashes her bright, mysterious light. When the snow (pause) silently falls on all the land, and far to the north, the seals (pause) frolic in the Bering Sea, Oogjook, the bearded one (pause) will rise again from the mist and once more fill the heart of Amulik, the hunter (pause).

ANANSI GOES HUNGRY TONIGHT
(from a folktale from Ghana)

Cast of Characters:

Storyteller (should have a drum, bell or finger piano)

Chorus (three or more Cubs)

Anasi

Leopard

Elephant

Storyteller announces the title of the story along with sounds of his instrument.

Chorus: Poor Anasi, Poor Anansi.

Storyteller: He goes hungry tonight.

Chorus: Poor Anasi, Poor Anasi.

Storyteller: Should he go left? Or should he go right? Here he comes now.

Anansi: Hello! I am Anansi. I'm very hungry. I did not plant a garden, so I have no food. But don't worry. I will get something to eat. Look! Here comes my good friend, Brother Leopard.

Leopard (enter growling): Hello, Brother Anansi. How are you today?

Anansi: Hello, Brother Leopard. Do you have any food?

Leopard: Oh, no, Anasi, but I know here you can get some.

Anansi: Yes, yes, here? Where?

Leopard: I am on my way to a festival in the village on the left side. There is first going to be singing and dancing, and then a big feast.

Anansi: Say no more, Brother Leopard, I will get my hat and join you.

Sister Elephant (enters; makes a trumpeting sound): Hello, Brother Anansi!

Anansi: Hello Sister Elephant. I can't talk now. I must hurry.

Elephant: Oh, that is too bad, Anansi. I was going to invite you to a big feast. I know how you like to eat.

Anansi: A big feast! I know about it. It's in the village on the left side.

Elephant: Oh, no, Anansi, this is in the village on the right side. First there will be a festival with lots of singing and dancing. And then - all the food you can eat.

Anansi: Oh, what should I do? I want to go to the one with the most food (he runs around in circles). No problem! I will go to both festivals. Wait here.

Chorus: Poor Anansi, poor Anansi!

Storyteller: He is too greedy. Therefore, he must pay.

Anansi: (enters, carrying a long piece of cloth and two small bells): Yes, yes, I will tie this cloth around my waist. I will place a bell on each end of the cloth. Brother Leopard, you take this end. Pull and ring when it is time to eat.

Leopard: Very well, Anansi, if you say so.

Anansi: Sis Elephant, please take this other end of the cloth. Pull and ring for me when it is time to eat.

Elephant: Very well, Anansi. I hope you know what you are doing (makes an elephant sound).

Anansi: There is no worry. I will take a little nap and dream about all the food I will soon eat.

Storyteller (announcing): A few hours later.....(Bells on the left begin to ring. The rope is pulled to the left.)

Anansi: Yes, yes, time to eat. Brother Leopard is ringing and pulling. I will go to the village on the left. (Bells on the right begin to ring. The rope is pulled to the right side.)

Anansi: Oh, maybe I made a mistake. Sis Elephant is ringing and pulling. I will go to the village on the right. (Bells ring on the left.) It is the village on the left. (Bells ring on the right side.)

Anansi: It is the village on the right. (Both bells ring at the same time. The rope is pulled from both sides.) Oh, no! What should I do? Help! Don't pull the cloth! Stop ringing! Stop pulling! Help--Help!

Chorus: Poor Anansi, poor Anansi.

Storyteller: He goes hungry tonight.

Chorus: Poor Anansi, poor Anansi.

Storyteller: Should he go left? Or should he go right? (Pause) Anansi could not decide. And the animals would not stop pulling on the rope. His waist grew thinner and thinner.

Chorus: That is why the spider has a thin waist.

GRADUATION INTO SCOUTING

This program needs double planning: your part and a part for the Scout Troop receiving your Webelos. Be sure to check with the Scoutmaster to see what his plans are.

Equipment: Totem, 2 candles, bridge, Scout Neckerchief (may be supplied by the Troop)

The totem is appropriate for a young man to display the awards he earned as a Cub Scout. A flat, smooth board could be used, a sheet of leather in a wooden frame or other appropriate material.

The bridge may be pack property like the Pinewood Derby Track. If you don't have one, improvise with blue and yellow rope, or better yet, have some Dads in the pack build one (good parent/son activity).

DEN LEADER: Tonight one of our oldest and most active Webelos Scouts graduates into Boy Scouts. Members of Troop _____ are here to receive him. Will _____ and his parents please come forward. Our next oldest Webelos Scout (could be the den chief if you have one) _____, will come forward to assist.

(LEADER SHOULD TELL ABOUT BOY'S CUB SCOUTING ACCOMPLISHMENTS, ESPECIALLY IF HE HAS EARNED THE ARROW OF LIGHT AND IT'S SIGNIFICANCE.)

DEN LEADER: Now _____, we will remove your Webelos neckerchief and your colors because you will not need them in Boy Scouting. (Assisting Webelos or den chief removes them.) We will place them on your totem so you can display your Cub Scout activities. (After placing them on the totem, hand the totem to the Webelos Scout parents.) Mr. & Mrs. _____, _____ has done well as a Webelos, for he has a much decorated totem. This is for you to keep. Now we will turn out the lights and be very quiet and think about _____ going into Scouting. (Light candle) _____, you have been a good Webelos and I have enjoyed having you in my den. You are always welcome at our den meetings. But our light and our guidance has been small. There is another light which you should now follow, and it will take you into a greater world of Scouting. (Scouts on other side of the bridge light candle on their side). _____, there is your light to follow; good-bye and good luck, (handshake) Good-bye Mr. & Mrs. _____, (handshake). We ask you to follow your son into Scouting.

(NOW THE SCOUTS TAKE OVER FOR THEIR PART OF THE PROGRAM. LIGHTS ON.)

Boy crosses the bridge and is greeted by the Scoutmaster and the Senior Patrol Leader who place the Troop neckerchief around the boy's neck and welcome him and his parents into Scouting with the Boy Scout handshake.

CLOSING CEREMONY

Personnel: Narrator and a Den of uniformed Cub Scouts

Equipment: Cards with words printed on them for each Cub Scout and an upright stand such as a ladder for each sign to be attached at the proper time.

Narrator: We think of Cub Scouting as a ladder of good citizenship. Let us give you an idea of what we mean.

Cub #1: FRIENDSHIP. We make lots of friends in our school, church, neighborhood, den and pack.

Cub #2: TEAMWORK. We learn how important it is to work with others as a member of a team.

Cub #3: DEPENDABILITY. We learn to be places when we promise to do our part.

Cub #4: LEADERSHIP. We learn to lead games and help with other den and pack activities.

Cub #5: HONESTY. We learn to tell the truth, to handle money and to understand what honesty means.

Cub #6: LOYALTY. We learn to be true to our friends, our parents, our den and our pack, and to honor our country and its flag.

Cub #7: GOODWILL. We like to help our school, church, neighborhood and those less fortunate than we. Goodwill projects make us feel good.

Cub #8: RESPONSIBILITY. We learn to be responsible for certain jobs, our own belongings, things about our home, and for the property of others.

Narrator: GOOD CITIZENSHIP. Through Cub Scouting experiences, boys learn things that help make them better citizens as they grow into manhood. GOOD NIGHT.

SONG - SCOUTING GOES 'ROUND THE WORLD (Tune: Three Blind Mice)

Scouting goes, Scouting goes,
'Round the World, 'Round the World;
Switzerland and India,
Philippines and Austria,
Peru, Japan, America,
'Round the World.

MORE GAMES FROM AROUND THE WORLD

LEARN THE WORLD

This game can be played by two or more players. The "starter" names a place (city, state, country, etc.). The next person must name a place which starts with the last letter of player No. 1's place. The next player must name a place with the last letter of player No. 2's place and so on.

TAKARATORI from Japan

Number of players: 6-20, in equal teams.

Formation: Draw a large letter "S" with a stick or line outdoors; indoors or on a concrete court, use chalk. Place heavy object (such as a stone) at either end of the "S". Players of the 2 teams locate themselves around the letter.

Action: Other players locate themselves outside the "S" and venture in to try to capture the treasure belonging to their opponents. However, only when they are inside an island may they put both feet down. At all other times, they must HOP on one foot.

When a player tries to capture the treasure, he is tagged by an opposing player guarding the treasure. These two players then do "Jankepon" (the Japanese have a relay race built on this game. The course is square or rectangular in shape. On signal, the players start running around the square until they return back to start.) The loser is considered dead. He drops out of the game. All this time the players must stand or hop on one foot and can rest only by returning to one of the islands.

The first team to capture the treasure, wins.

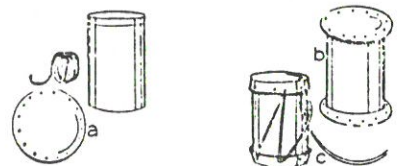
MORE CRAFTS

AFRICAN DRUM - The drum is used to beat the rhythms of dances and songs. It also announces ceremonies and times of conflict.

Materials:

oatmeal box, brown felt, yarn, paints, brushes, paper punch or sharp pencil, scissors.

Paint the oatmeal box and the cover a dark color. Cut out two felt circles making them larger than the top of the box. Punch an equal number of holes around the edge of the felt circles with a paper punch or the sharp pencil. Placing a felt circle on the top and bottom of the oatmeal box. Tie one end of a long piece of yarn into one hole on the bottom circle of felt and knot it. Bring the yarn up to a hole on the top felt circle and push the yarn through it. Move the yarn down through another hole in the bottom circle and then up again through a hole in the top circle. Continue on until all the holes have been laced with the yarn. Add on more yarn if needed. You may decorate the side of the drum with feathers if you wish.



AFRICAN TRADE BEADS

Trade beads have been used in different parts of Africa. You can vary the length by the number of beads you use. Different colors denote different meanings: Yellow means wealth, red indicates strength and white means love.

For making a "trade bead necklace" you will need the following:

Dried beans or unsalted pumpkins seeds
1 tsp. powdered dye or 2 tbsp. liquid dye for each color
Darning needle
String or heavy thread twice the desired length of necklace
Clothes hanger
Clear acrylic spray

Dye beans or seeds for five minutes or longer (but longer than 10 minutes). Rinse in cold water. String them together while still damp. Use a double thread and knot the ends together. String beans in whatever fashion desired. When completed, move beans or seeds together so that you may tie the ends of the string together. Place necklace over hanger to dry thoroughly. When dry, spray with a clear finish if desired.

AFRICAN THUMB PIANO

Materials needed:

Large oatmeal box
Five popsicle sticks
Two small pieces of wood, 6 inches long each

Cut off oatmeal box from bottom so that you have 4 inches from the bottom up. In the bottom of the box, cut a large hole. Put the lid back on the box for the sounding board of the piano.

Take the two small pieces of wood and place your popsicle sticks inbetween them. Nail the blocks of wood together on the ends. Your popsicle sticks should be firmly in place. If you need to, you may nail through the middle of the two blocks of wood, but do not nail through the popsicle sticks. You will need to be able to slide the popsicle sticks--that is how you tune the piano.

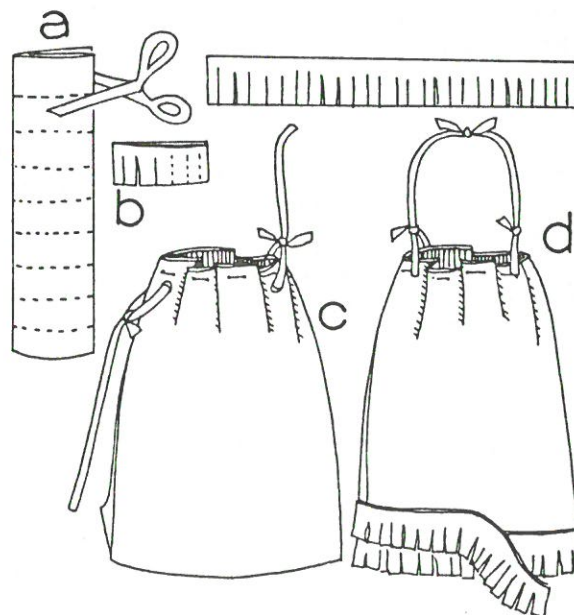
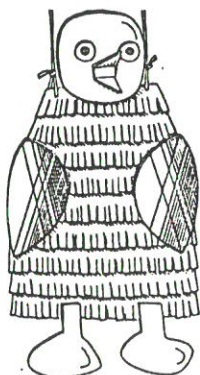
Glue the keyboard to the sounding board. Position it so you can your keys tune by pushing the keys down with your thumbs and quickly releasing them.



OJO de DIOS - EYE OF GOD

Materials: Popsicle sticks, dowel rods (any size you desire), colored yarn

Cross the two sticks (popsicle or dowel rods) in the middle and lash or tie together where they cross. Taking the yarn, weave it over one stick, then around and under, then over the stick toward the next stick. Repeat this on each stick, going around the square as many times as you like. Change colors by tying a new one onto one of the sticks. You may decorate the ends of the sticks with pieces of yarn made like a tassel or fringe hanging down.



PAPER BAG PINATA FROM MEXICO

Materials: 1 large brown paper bag, 1 package of crepe paper, 1 sheet of tracing paper, pencil, scissors, stapler or safety pins, tape or glue, twine, construction paper

Cut two packages of crepe paper into strips. Cut along the bottom edge of each rolled strip to create a fringe. Open up the rolls and you will have along piece of fringe. Take your large brown paper bag (you may wish to fill it with candy or treats at this time). Gathering the bag at the opening, staple or pin the bag closed leaving a small opening at the top.

Make a hole in the top of both sides of the bag with a paper punch or pencil. Place a length of twine through each hole and tie. Tie both cords together. Hang the pinata on a door handle or a hanger. Glue the strips of fringed crepe paper on the bag starting on the bottom and working your way up. Overlap your strips a little bit. Using the colored construction paper, you can cut out additional decorations for your pinata. Use your imagination--make an animal, a flower, a fish or an abstract object. Glue on your ideas. Allow to dry.

Hang your pinata as a decoration or use for a den or pack party. You can hang it from a tree or a doorway. Blindfold each person and spin them around. He tries to break open the pinata with a broom handle, bat (possible a foam bat) or other similar instrument.

Japanese Origami

Rocking Bird

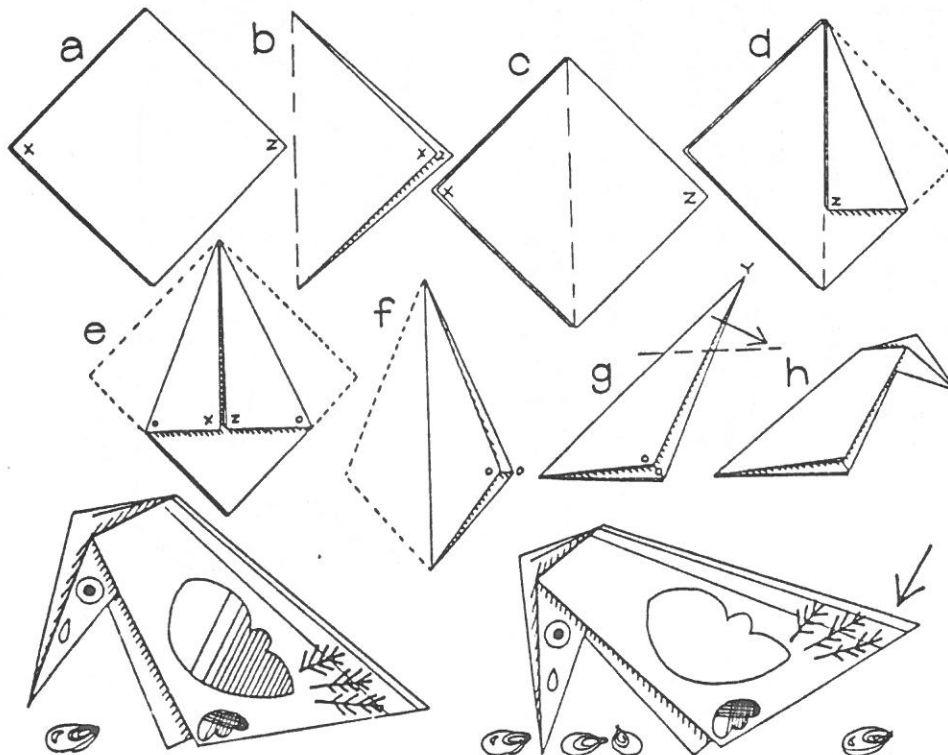
The children of Japan enjoy making toys from paper. It is amazing what can be made from a simple sheet of paper. There is a name for this craft. It is called origami. The origami project shown on the opposite page is one of the most popular. The rocking bird can sit on your dresser or can be hung from the ceiling. If you make enough, you can have a flock of beautiful birds flying high above your room.

Things You Need

1 sheet of colored construction paper
 crayons or colored felt-tipped markers
 scissors
 pencil

Let's Begin

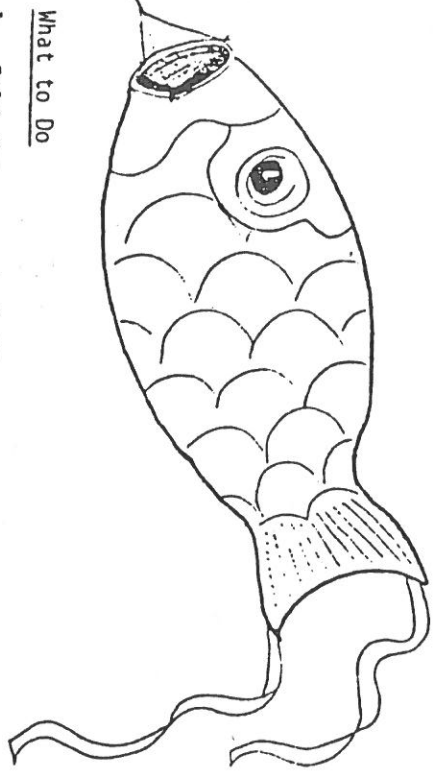
1. Cut a piece of construction paper in a square (all sides equal).
2. Place the paper on the table so that the shape looks like a diamond, Fig. a.
3. Draw a small x and z in the corners that are on the left and right, Fig. a.
4. Fold corner x over to corner z making a sharp crease down the middle, Fig. b.
5. Bring corner x back to its original place, Fig. c.
6. Bring corner z to the fold in the center of the square and crease the corner down, Fig. d.
7. Bring corner x to the fold in the center of the square and crease the corner down, Fig. e.
8. Draw a small letter o on the new corners that are on the left and right.
9. Fold the paper in the middle so that both corners (letter o) meet, Fig. f.
10. Tilt the folded paper so corner o is on the bottom, Fig. g.
11. The tip of the paper shape (corner y in Fig. g) is then pushed down into the fold, Fig. h.
12. Use crayons or colored felt-tipped markers to draw eyes, wings, feathers, and feet on the bird.
13. Spread the bird apart slightly, and stand it on the two bottom points.
14. If you push on its tail, the bird will rock.



TURN and TWIRL and WHIS and WHIRL and ...

- What to Use
- a yard of plain wrapping paper
 - 2 feet (or 60 cm.) thin wire
 - white glue
 - crayons or paint
 - kite string
 - scissors
 - stick of wood for a reel
 - pencil

a Chinese flying fish kite



What to Do

1. Fold the paper in half and draw a fish about 12 inches wide X 36 inches long (or 30 X 90 cm.).
2. Cut out the fish. Since your paper is doubled, you'll get two!
3. Glue the two pieces together by spreading a light coat of glue along the top and bottom edges of the fish. Do not glue the mouth or the back end together.
4. Paint or color both sides of the kite.
5. Cut a piece of wire a bit longer than the size of the fish's mouth. Bend it into a circle, twisting the ends together.
6. Fold the edges of the fish's mouth over the wire and glue or tape it down on the inside.
7. Tie a short piece of string at 3 places on the wire. Where these 3 join together, tie on a string for flying the fish.



SCHOLAR ACTIVITY BADGE

Suggestions for Den Activities

Invite the boys' teacher(s) to a den meeting to discuss the value of having an education, how your school system is structured, the history of your local school system. A school board member would make an interesting and informative speaker.

As a good turn, plant flowers, shrubs or a tree on school grounds. Check with proper authorities first.

Raise and lower the flag at school over a specified period of time.

Prepare a chart illustrating your school system from the superintendent down to the students, noting what their duties are at each level and names of current job holders.

Tour the local high school, vocational school or college.

Check at the local library for examples of old school books or check your own school library.

Invite grandparents to a den meeting to share with the boys what their school years were like. Many grandparents did not have the opportunity to complete 12 years of school. What subjects were taught, how many rooms in the school, what months did they go to school, were all the grades in one class room? This could be an interesting, enriching den meeting for all involved.

Have a Roundtable Discussion of School

Nearly all the requirements for the Scholar badge have to do either with what the boy is already doing in school or what he can learn by questioning and discussion outside of school.

You may be able to help by having a roundtable discussion within the den about the requirements. This may spark their thinking before they go out to talk with others about school and so improve their talents as researchers. In line with the requirements, the discussion might include the value of education, the things the boys can do as a result of their schooling, the good and bad things about the schools they attend, and job openings in the field of education.

You should prepare some specific questions to get the talk moving. For example, "Should gym class be eliminated? Why or why not?" "If a boy is not very good in math, should he be given extra work in that and less in English?" "What are some desirable traits for a good teacher?" "What other subjects should your school be teaching?"

A Brief History of Education in America

The education system in early America was of four types:

1. Apprenticeship Training - Poor children and orphans were bound as apprentices to learn a trade.
2. Elementary Schools - Many were supported by churches and similar groups. Town schools were first private; later they were supported by town taxes.
3. Secondary and higher institutions - The emphasis was on Latin to prepare the boys for college.
4. Pre-vocation schools - Technical subjects were taught. These were called academies.

There were nine universities established in America by 1751. Harvard was the first. All except the University of Pennsylvania were founded by religious groups.

The first of many Normal Schools for teacher training was established in 1739. Massachusetts passed the first compulsory public school attendance law and Boston opened the first public high school in that year.

ENGINEER ACTIVITY BADGE

Surveying Land

A piece of paper called a deed describes the property with relation to fixed points such as a tree, highway, river, longitude, or latitude. To check a boundary line, measure the distances and angles, setting points along the ground on the line described.

Try surveying your yard or the local school yard or park, using fixed points such as a tree, stake, or large rock. You will need a compass and a 100-ft. measuring tape. Put the compass on top of a 2 x 4 approximately 3-foot long. Start at one corner of your area to be surveyed. Take a reading of your compass and measure the distance to the next point. Do this all around your area that you have chosen to survey - marking down your distance and degree.

360 North 40'	Points A to B
90 East 100'	Points B to C
180 South 40'	Points C to D
270 West 100'	Points D to E

A surveyors transit works much the same way. It gives him degrees in elevation as well as the degrees horizontally.

SIMPLE BLOCK AND TACKLE

To show how a simple block and tackle increases pulling power, try this demonstration. Take two dowels of broomstick diameter and a length of clothesline. Tie the line to one of the sticks two or three times as shown. Have two larger boys grasp the sticks. Have a smaller boy pull on the line. He will be able to pull the two sticks no matter how hard the bigger boys try to hold back.

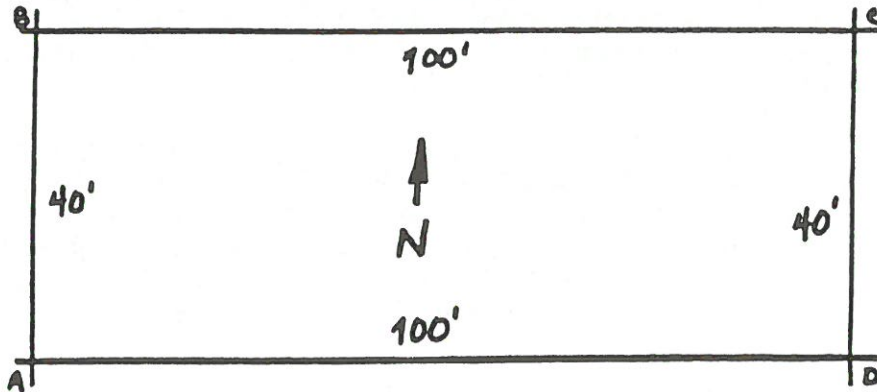
How this works may be explained by looking at one side only. As the small boy pulls, he will create a pull in the line, say of 10 lbs. Since this pull will be in each loop (neglecting friction) the boy on the left will be pulling 5 x 10 lbs. or 50 lbs. The same principle may be used on the block and tackle shown in the Webelos Book.

Engineer Activity Badge

SURVEYING LAND

Surveying land, yours or just stake out a section in the school yard or park, using fixed points, such as a nail pushed through a rag.

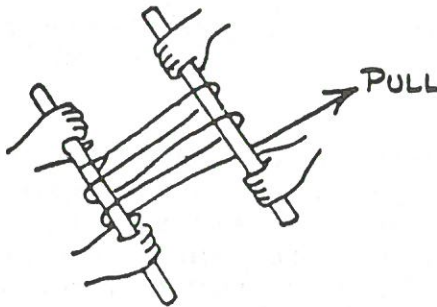
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How this works may be explained by looking at one side only. (See illustration below.) As the small boy pulls, he will create a pull in the line, say of 10 lbs. Since this pull will be in each loop (neglecting friction) the boy on the left will be pulling 5 x 10 lbs. or 50 lbs. The same principle may be used on the block and tackle shown in the Webelos Book.





MONKEY BRIDGE INSTRUCTIONS

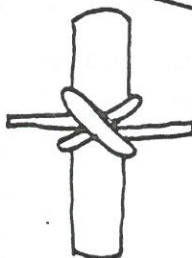
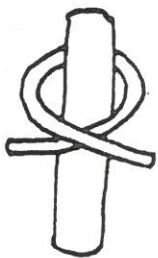
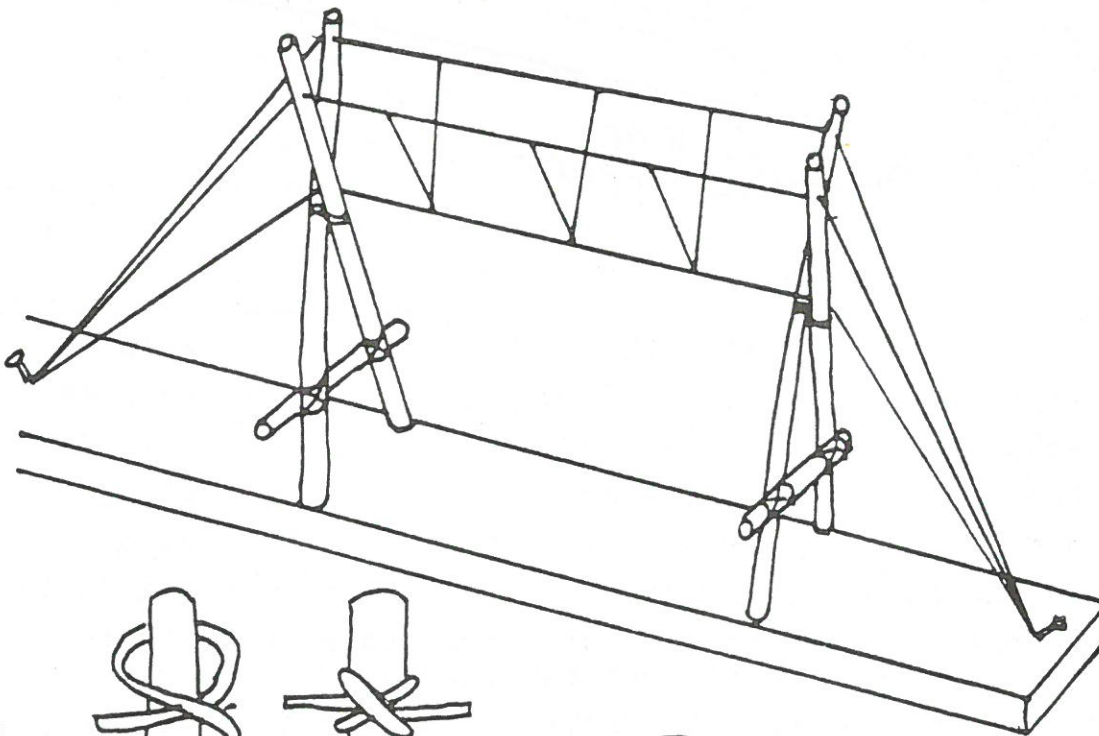
Based on a foot bridge found in the high mountains of India, the monkey bridge uses one thick rope to walk on and two others as hand ropes.

All the same knots and the same design are used in this model as are found in the full-sized version, which is often built in Scout camp or at the Scout-arama as part of the Pioneering Merit Badge.

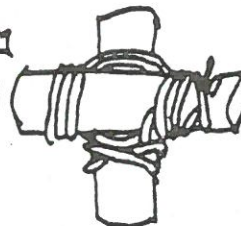
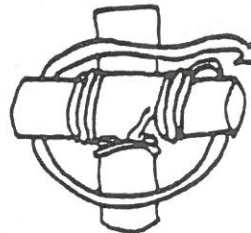
You will need some hemp cord, some pieces of strong string, four 1/4" dowels 10" long and two 1/4" dowels 4" long. A piece of scrap lumber at least 30" long and 4" wide makes a good base.

Make the shear lashings first, about 4" from the top of the shear legs. Tie loosely so the legs can open. Add the cross-pieces, fastened with square lashing about 1/2" from the bottom. All lashings begin and end with a clove hitch.

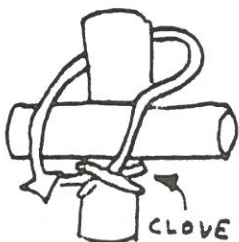
Stretch the cord between the supports and tack the ends in place. Add the hand ropes and fasten them to the same anchor. Paint or stain the wood to give the bridge a rustic look.



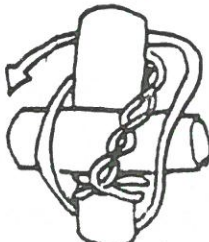
CLOVE HITCH



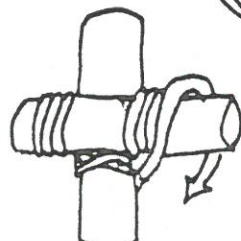
COMPLETED



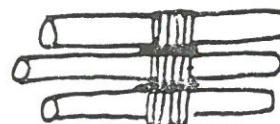
CLOVE HITCH



WRAPPING



FRAPPING

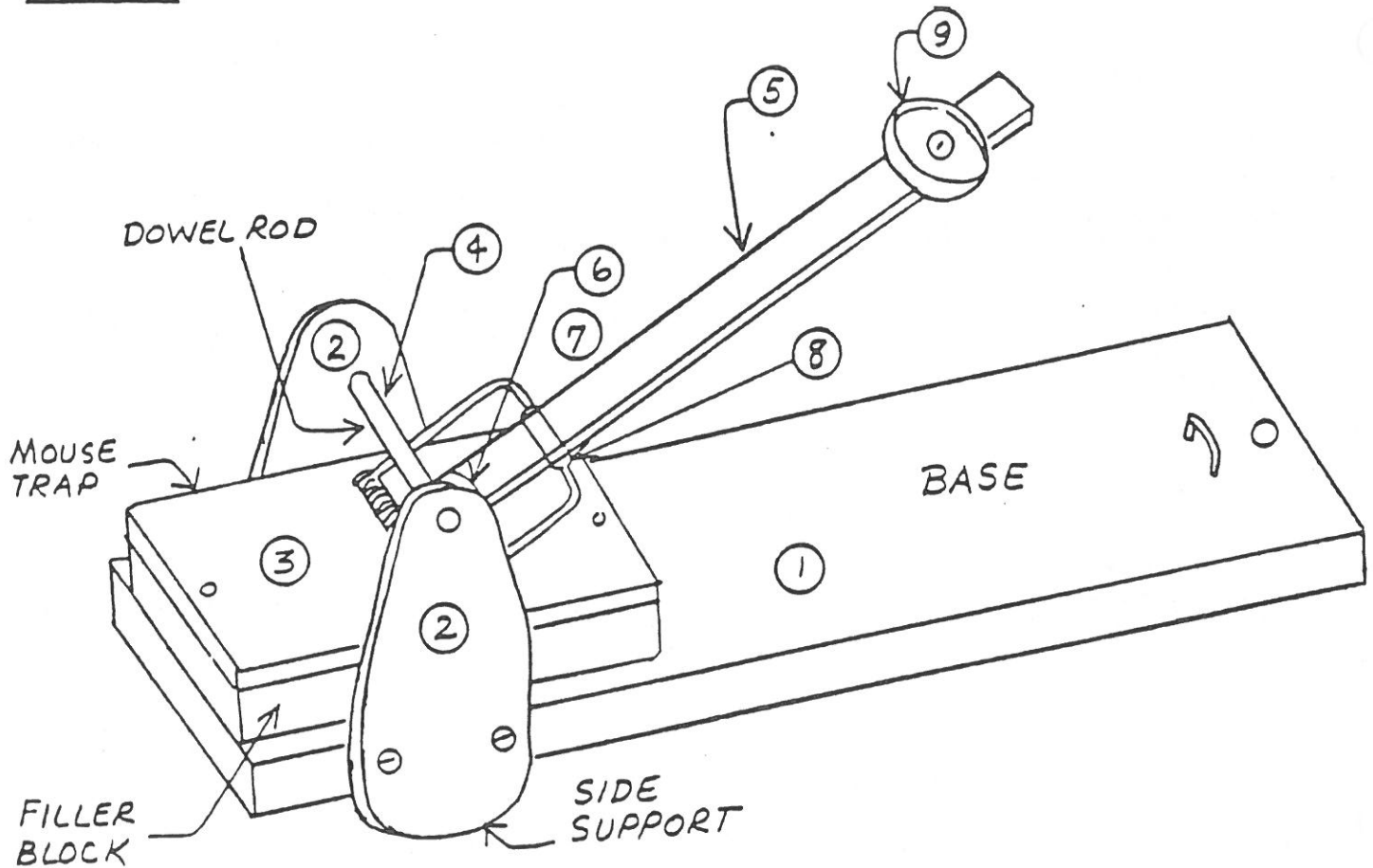


SHEAR LASHING

USED FOR TRIPODS



CATAPULT



PARTS LIST

- | | | |
|-----------------------|--|-----------|
| 1. Base | 3/4" x 2 1/2" x 15" | Wood |
| 2. Side Support | 1/4" x 2 3/8" x 5 3/4" | Plywood |
| 3. Mouse trap | | |
| 4. Dowel Rod | 1/4" diameter | Wood |
| 5. Swing Arm | 1/4" x 1/4" 10 1/4" | Wood |
| 6. Swing Arm Retainer | 1/2" x 2 1/2" | Tin Strip |
| 7. Nut and Bolt | (Use with tin strip to secure arm to mouse trap spring.) | |
| 8. String | (Use to secure swing arm to mouse trap wire.) | |
| 9. Nut Cup | | |
| 10. 6 Screws | | |

March, 1992



THINGS
THAT GO



Sunday Monday Tuesday Wednesday Thursday Friday Saturday

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

PRESENTED BY
TONQUISH DISTRICT
CHAIRPERSON-----NINA MULLINS

**IMPORTANT
DATES
TO
REMEMBER**



**CUB BASIC TRAINING
FOR MARCH**

SAT; MARCH 21, NORTH TRAILS DISTRICT

SAT; MARCH 7, CITY DIVISION

MON; MARCH 2 & 9, TONQUISH DISTRICT

SAT; MARCH 14, HURON DISTRICT

**WEBELOS LEADER OUTDOOR EXPERIENCE
(WLOE)**

**TO BE HELD ON MARCH 27 - 29, D - A
BY LAKESHORE & MICHIGAMI DISTRICTS**

PINEWOOD LAMENT

tune: Oscar Mayer Wiener Song

Oh, I wish my car had won the Pinewood Derby
Everything would truly be okay-ay-ay

If only it had raced and won the Derby
Then I could truly smile and shout Hurray

But I'm glad we got to put the car together
Racing was such fun on Derby day-ay-ay

So, even though my car has lost the trophy.
I had fun enough to smile and shout HURRAY!

(contributed by Debra Piper)

A PEANUT SAT ON A RAILROAD TRACK

tune: Polly Wolly Doodle

A peanut sat on a railroad track

His heart was all a flutter

Round the bend came number ten

TOOT TOOT (pull imaginary cord)

PEANUT BUTTER! (squish palms together)



RAILROAD APPLAUSE: "A Choo Choo, A Choo Choo, A Choo Choo"

RAILROAD CROSSING APPLAUSE: Begin by standing with arms raised high, looking to the left. Bring crossing guards (arms) down slowly while saying "ding, ding, ding, ding". Simulate a train noise approaching from a distance, passing (increase volume), and fading away, while moving head to right as though watching. When train has passed slowly raise crossing guards saying "ding, ding, ding, ding"

BLASTOFF APPLAUSE: Count backwards from 5 to 1 bending down until you get to 1. Yell "BLASTOFF" as you jump as high as you can.

WINNERS OPENING CEREMONY

I would like to welcome all our winners to Pinewood Derby Night. If you are not sure whether you are a winner consider this...a winner never loses, a winner always participates, a winner is a good sport, and a winner always does his best. Good Luck and congratulations on your win.

DO YOU KNOW YOUR CARS?

A famous rock? Plymouth
 An Ottawa Indian chief? Pontiac
 Eliminate one letter and you have a deer? Buick
 Second largest planet? Saturn
 Avoid by moving quickly? Dodge
 A very narrow intense beam of light? Laser
 A person who cares for forests and parks? Ranger
 A small wild horse of Southwestern United States? Mustang
 To carry from one place to another? Transport
 The dark image cast when blocking light? Shadow
 Known as a scarlet bird or Baltimore Oriole? Firebird
 Partial or total darkening of the sun when blocked by the moon?
 Eclipse
 A supernatural being? Spirit
 A person who searches out new places? Explorer

AIRPLANE RELAY

Divide cubs into teams. Each cub is given a balloon filled with fuel (water). The object of the game is to place the balloon between the knees with arms outstretched (wings of plane) to reach the other destination with fuel in tank. First team with most fuel still intact wins.

TRAIN RELAY

Line dens up for relay. The first Cub Scout runs to the finish line and back. He then tags the next in line who must hitch on. They go to the finish line and back to tag the next scout, etc. The last Cub being the caboose will hitch on backwards. The train must cross the finish line with the caboose to win.

LOOSE CABOOSE

Groups of 3-6 players are needed. Players line up behind "engines" (players first in line), holding arms or waist of player to the front. One player per line is left out of the formation to become a "loose caboose". This player tries to catch the end of any train. When a "caboose" is successful, the "engine" of that "train" becomes a "loose caboose".

CUBANAPOLIS 500

(guarantees 500 laughs or better)

**Cubmobiles are made from boxes

**The track is layed out with straightaways and curves.

**Track may be indoors or outdoors

**A pit stop is included for each team

**Three teams work well

**Drivers wear goggles or glasses, lace up shoes, and (clean?) socks

**The race is run in heats of three cars

**Each heat consists of three laps

**Each driver must make one pit stop during the 3 lap race

**During the pit stop the pit crew must:

-Clean the windshield (glasses or goggles)

-Change the tires (remove shoes and turn socks inside out then replace shoes and socks)

-Refuel driver (4 ounces of kool-aid thru straw)

**Driver then completes laps to finish line



Awards and Recognition could further the entertainment

Supplies:

BIG enough boxes

Highly volatile liquid fuel (kool-aid)

Cups and straws

Designing supplies

X-acto knife or cutting tool

Markers for track and pit areas

BIKE SLALOM SHUTTLE RELAY

You Need:

Cones or large cans for markers

As many flags as participants

Scorekeepers

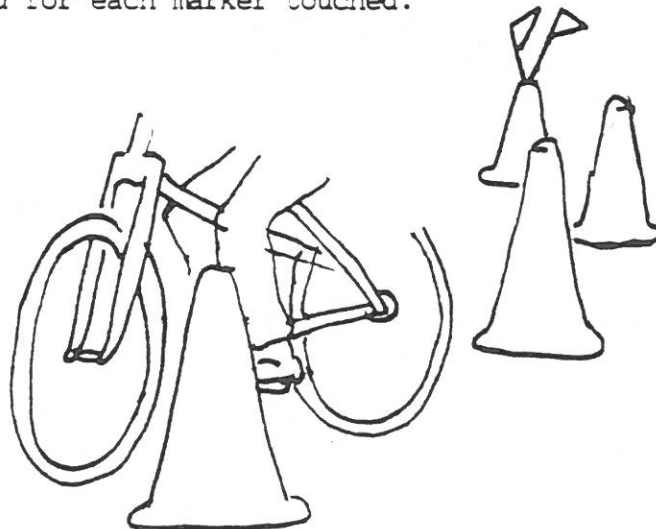
Two teams on bikes

Set-Up:

Use cans or cones for markers. Arrange two identical courses. Set markers so Scouts are able to weave through the course. Put as many flags in last markers as needed.

To Play:

Scouts must ride a bike through the course weaving around the markers. They should collect one flag from the last marker and return it to the first marker. The flag must be in the first marker before the next rider can go. Five points are awarded for each returned flag. One point is deducted for each marker touched.



MAGIC PROPELLER STICK

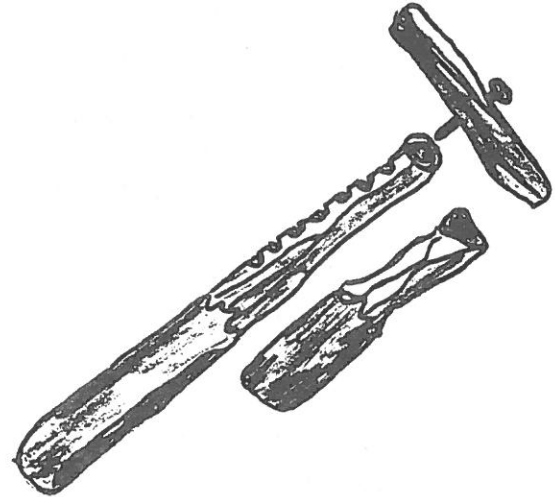
You Need:

small sticks about 1/2 and 3/4 inch in diameter
 headed nail
 pocket knife
 hammer
 drill

Whittle half the length of a 3/4" X 12" stick to bare wood. Cut 6-8 notches in bare wood.

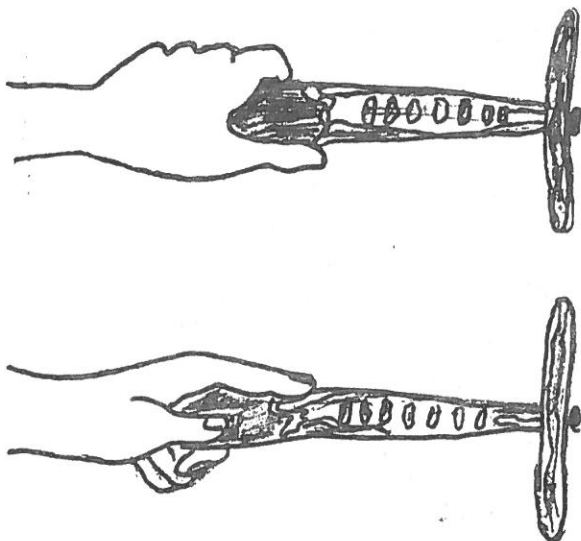
Make a propeller using a 1/2" X 3" stick and whittle to bare wood. Drill a hole at center and mount into notched stick. Leave nail out enough to allow the propeller to spin.

Make the rubbing stick about 3/4' X 6". Whittle one end to a slight point.



How It Works:

Hold the propeller stick in one hand, pointing slightly down. Hold rubbing stick in other hand and rub with pointed edge back and forth over notches. Find the right pressure and rhythm to make the propeller spin.



The Magic:

To change direction of propeller spin put your pointing finger along side of the notched stick.

American Indian Game:

The magic propeller stick can answer yes and no questions. A yes answer makes the propeller spin in one direction and a no answer will spin the propeller the other way. Remember, the hand is quicker than the eye.

HELICOPTER

You Need:

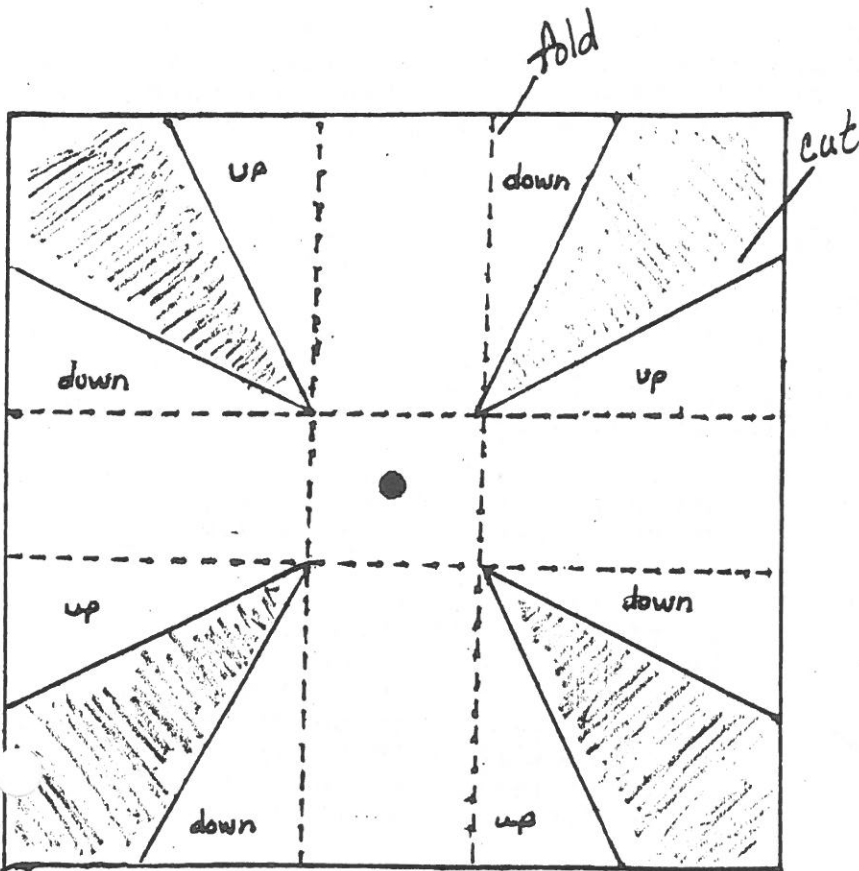
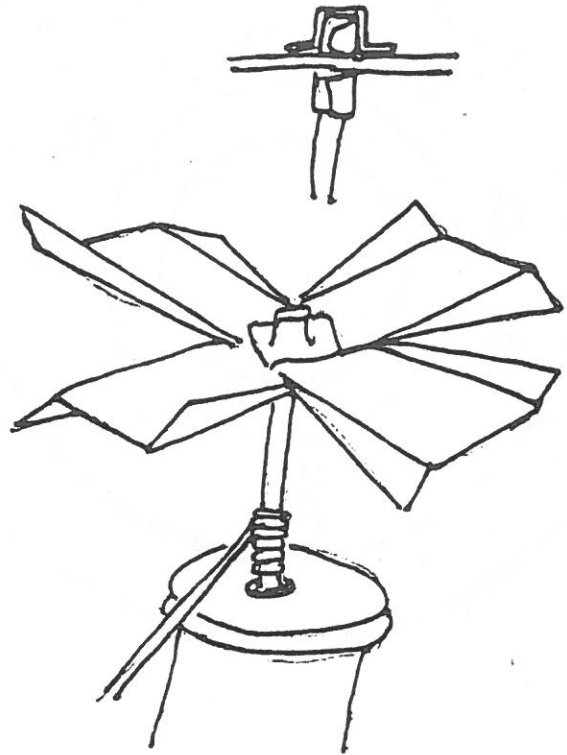
- 4 inch square piece of card
- Thread spool
- Thin dowel rod
- Tape or hot glue
- Thin string

To Make:

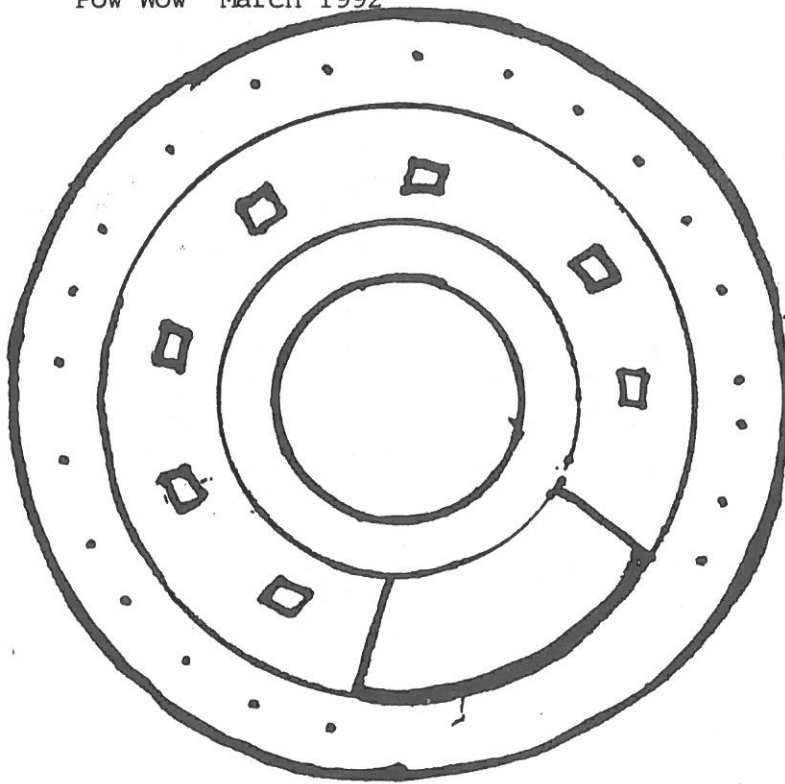
Trace design onto card. Cut and fold as shown. Tape or glue stick to the paper rotor. Push the stick into the spool hole. Wind the string around the stick near the spool.

To Work:

Hold the spool in one hand and pull the string with the other. You may have to try several times to get the hang of it.

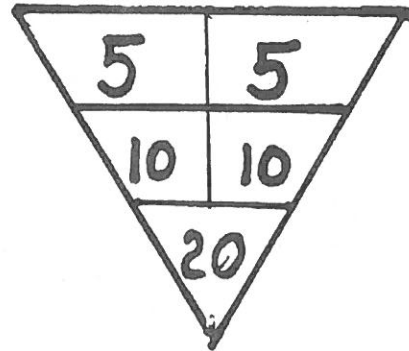


Compressed air helps a helicopter to lift off the ground. As the rotors on the top of the helicopter spin around, they push air down. This squashes the air under the rotors and the compressed air pushes the helicopter upward.



SPACE SHIP

Use two aluminum pie plates. Staple together and paint or tape on paper designs. Uses; decoration to hang, fly for distance, or perhaps use for the following flying saucer game?

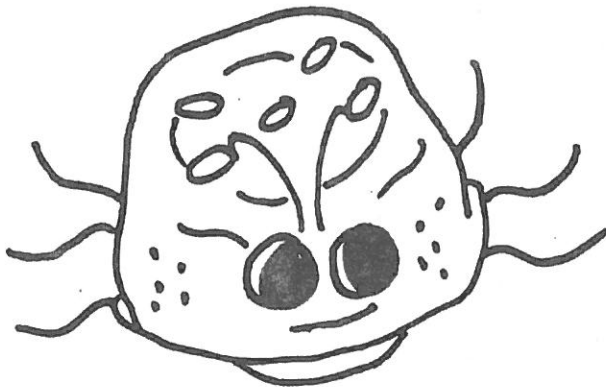


FLYING SAUCER GAME

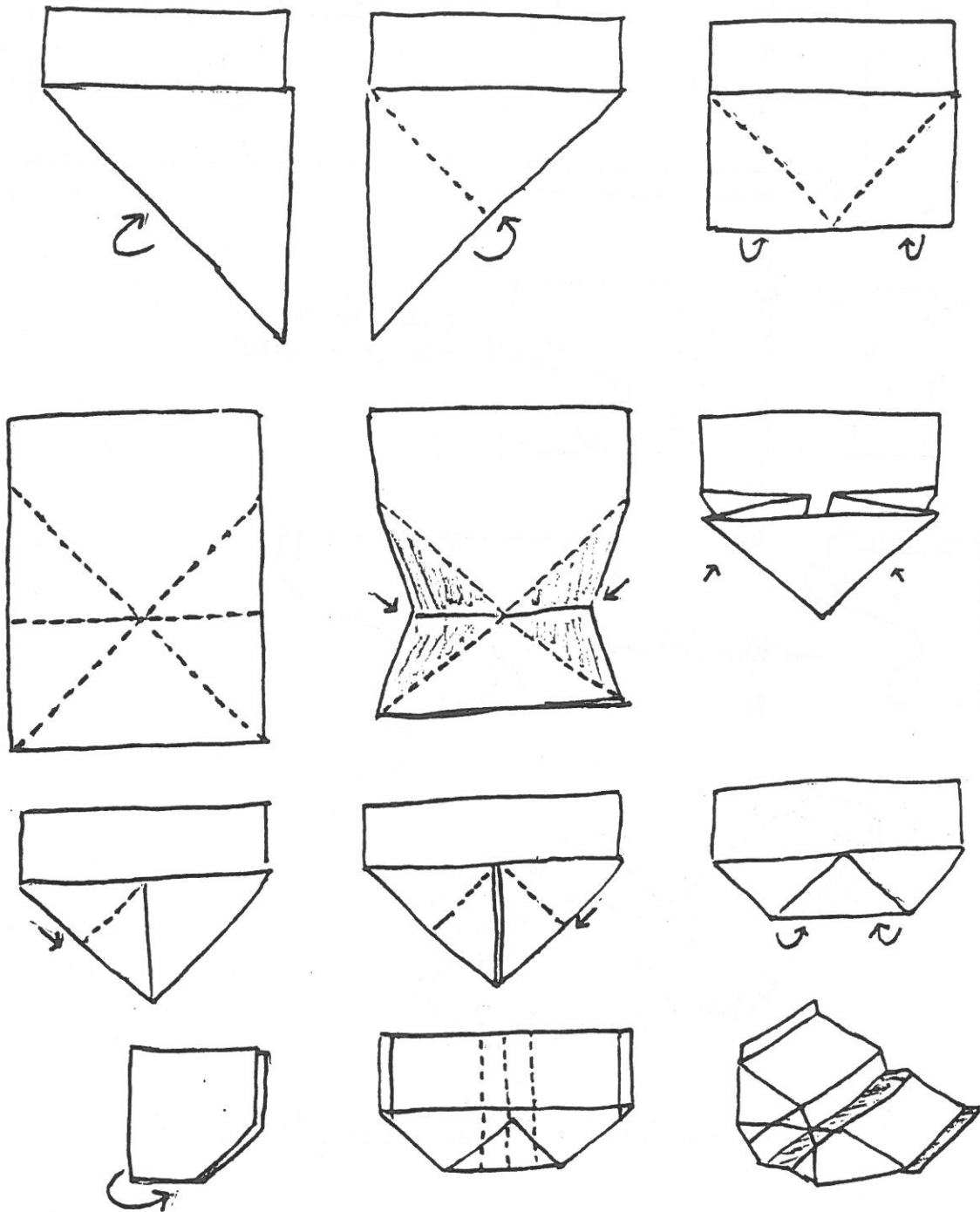
Make a board similar to a shuffle board with scores as shown. For flying saucers use paper plates or pie tins. To play, toss the pie tins from a distance of 8-10 feet. Each player has three turns. Tins landing on lines are not scored, but player is given one additional turn.

RACING LADYBUGS

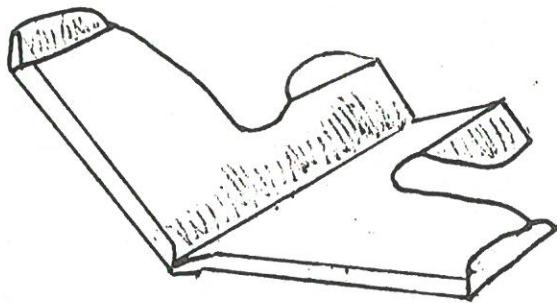
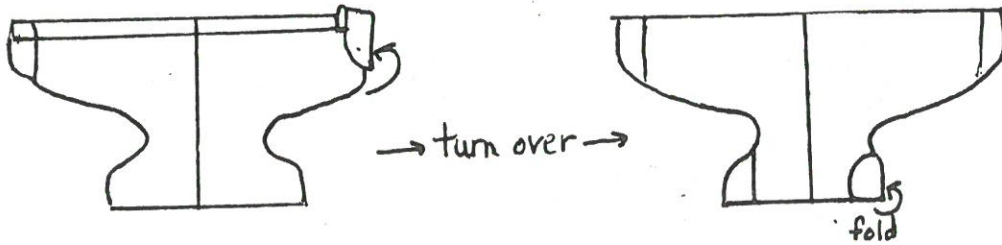
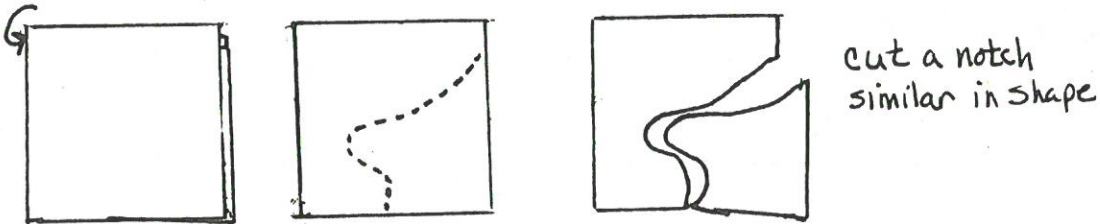
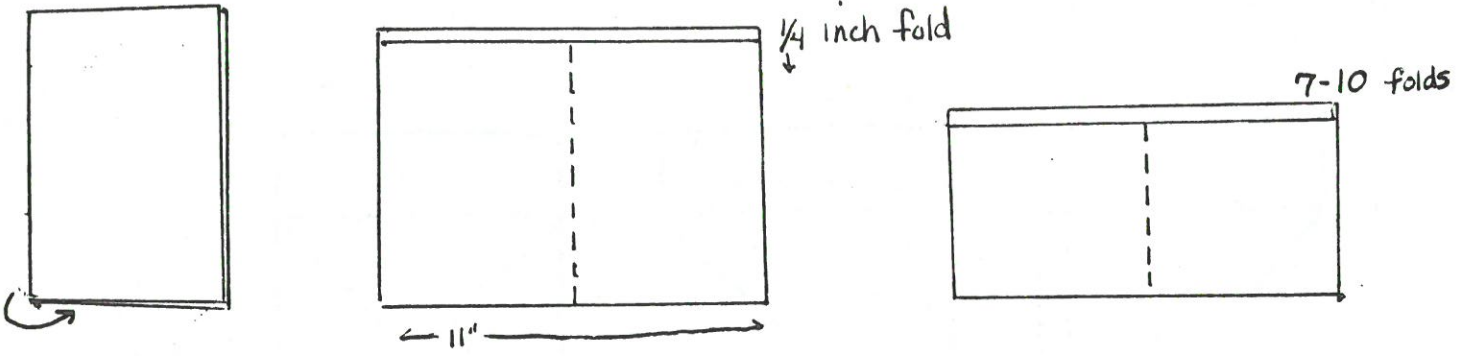
Here's an exciting action game. Ladybugs are made of inverted margarine tubs, walnut shells, or small cups with rollers. Paint and add details. Bend pipe cleaners for legs and antennae. Insert pipe cleaners in punched holes or tape. Use a marble, golf ball, or appropriate size ball for a roller.



To play the game:
Use chalk to mark a track on the sidewalk or driveway. Or, use a marked board set on an incline. Two or more players can push or release their ladybugs in teams, or each player can race alone. A point system can be worked out, allowing points for reaching the goal first, and deducting points if bugs collide.



This blunt-nosed airplane will fly a long straight line.



This great airplane will do acrobatic loops.

COURTESY AT THE WHEEL

Characters: six motorists

Motorists are gathered engaging in conversation.

Motorist #1 When I'm driving my car I try to keep one thing in mind-**courtesy**. Well...it's hard not to think about other things like Nintendo, baseball, week-ends...I'm usually rude but always courteous at the wheel!... Yes, sir, courtesy pays off.

Motorist #2 I agree, I remember the time when two of us came to an intersection at the same time. I waited, he waited, I waited, he waited...it was midnight before either of us **courteous** drivers got home!

Motorist #3: If there's one thing I can't stand it's a speeder. I am a self-appointed speeder stopper. The other day I saw a man rushing past me doing ninety. "What are you doing going ninety?" I **courteously** screamed at him. "What are you doing on the railroad tracks he screamed back.

Motorist #4: Of course, Sunday drivers are the worst. Last Sunday one joker piled into the rear of my car. I **courteously** said to him, "Look what you did to my car, you Sunday driver, you!" "My mistake," he admitted, "I usually do this on Thursday."

Motorist #5 One morning last month I came across a motorist who was stalled in the middle of the road. "Can I give you a push?" I **courteously** inquired. "Just down to the nearest gas station," he replied. Three days later we got out of the desert, and reached town.

Motorist #6 Of course, **courtesy** should be combined with humor whenever you meet a traffic cop. I got stopped last night and the cop snarled, "You were doing eighty, ran five red signals, knocked down three light poles! What does that add up to?" Quick as a flash I said, "eighty-eight...My quick wit must have pleased him. He even helped me load all the tickets he gave me into the trunk of my car.

ALL Yes sir, **courtesy** sure pays off. So remember, whatever you do when on the road, do it **courteously!**

FLAT TIRE SKIT

This is a pantomime that can be done with a minimum of preparation.

Select 5-7 Cubs

One chair for driver

Parts: 4 cubs for tires
1 cub for trunk (could also make engine noise)
1 cub for engine (optional)

Add parts if necessary

Place four cubs equal distance to represent the four tires of an automobile. Place one cub in the center of the two "rear tires". He represents the trunk. If needed place a cub between the two "front tires" to represent the engine.

All cubs should be on their hands and knees.

The "driver" opens the door and sits in the "drivers" seat. He turns to start the engine. The engine starts (engine noise). This is shortly followed by a hiss as one of the tires (cub) flattens from the hands and knees position.

The driver gets out of the car "closing" the door and goes back to the "trunk". He lifts the trunk (lift cub belt) and takes out an air pump. He goes to the flat tire and "pumps" up the tire (the "tire" cub rises back to his hands and knees).

The driver returns to his seat and starts the car. At this time another "tire" goes flat. The "driver" follows the same procedure as before.

This continues until all four "tires" have gone flat and been pumped up.

Variations can be made on this pantomime. For example: at the end "driver" could go on his merry way then all four "tires" could go flat. The "trunk" could run away after a "flat".

PINEWOOD LAMENT

tune: Oscar Mayer Wiener Song

Oh, I wish my car had won the Pinewood Derby
Everything would truly be okay-ay-ay

If only it had raced and won the Derby
Then I could truly smile and shout Hurray

But I'm glad we got to put the car together
Racing was such fun on Derby day-ay-ay

So, even though my car has lost the trophy.
I had fun enough to smile and shout HURRAY!

A PEANUT SAT ON A RAILROAD TRACK

tune: Polly Wolly Doodle

A peanut sat on a railroad track

His heart was all a flutter

Round the bend came number ten

TOOT TOOT (pull imaginary cord)

PEANUT BUTTER! (squish palms together)



RAILROAD APPLAUSE: "A Choo Choo, A Choo Choo, A Choo Choo"

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WINNERS OPENING CEREMONY

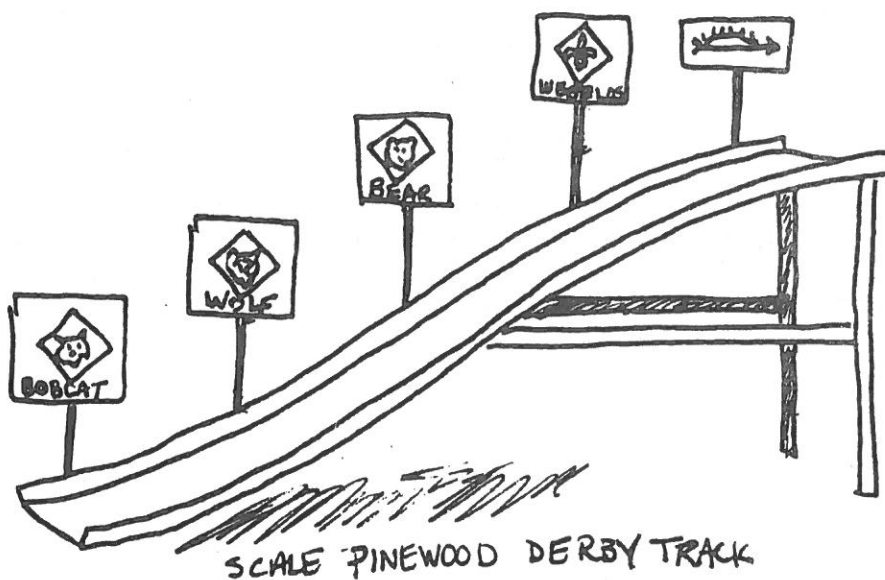
I would like to welcome all our winners to Pinewood Derby Night. If you are not sure whether you are a winner consider this...a winner never loses, a winner always participates, a winner is a good sport, and a winner always does his best. Good Luck and congratulations on your win.

ADVANCEMENT CEREMONY

For presenting advancement awards, use a small scale pinewood derby track. Use decals or actual badges of rank on sticks taped to side of track. Badges should be in ascending order, from Bobcat to Arrow of Light as shown.

Cubmaster: "We've seen a lot of cars speed down this track. Did you know that you can go uphill, too? It's a lot harder, but it's worth the climb from Bobcat to Arrow of Light. Tonight we have Cub Scouts who are just starting and have earned the bobcat badge. Will these Scouts please come forward with their parents?" or "Tonight we have Scouts who have achieved the rank of Wolf (Bear etc.)".

When boys and parents have assembled, remove awards from track if attached and have parents pin them on. Do the same for next rank(s).



PINEWOOD DERBY

Pinewood Derby has been a traditional Cub Scout pack activity since 1955. A respectable amount of planning and preparation is needed. Pinewood Derby Kits are available at your local Scouting distributor. Trophies, medals, ribbons, and spare car parts are available also. Pinewood Derby information can be found in the Cub Scout How to Book, at Roundtable, and in previous Pow Wow books.

Your district may host a District Pinewood Derby. If so, you will need one winner per rank to represent your pack. An overall pack entry fee may be involved.

You may have a former "Cub Dad" (or uncle) with a derby car from his Scouting days for display.

Larger packs would consider "Pinewood Derby" and "Home at a decent hour" the oxymoron of all time. To help avoid playing "Beat The Clock" on Derby night try these suggestions and more:

- *A pre-race car inspection can be done in the dens or as a pack several days to a week before race. This allows time to correct problems. Cars need to be re-inspected at registration.

- *Race schedule and rules sheet can be given with derby kits.

- *Post information for registration, rules, and schedule (poster size) in highly visible areas.

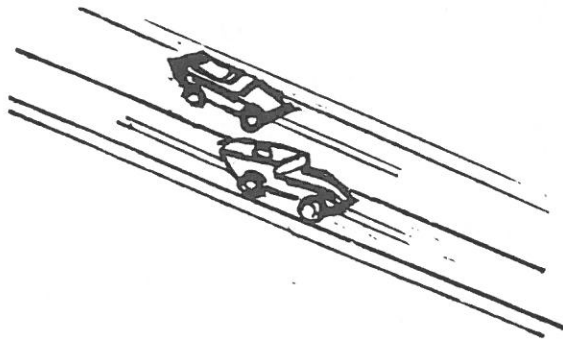
- * If possible, conduct the race prior to Pack Meeting night. Cancel den meetings during race week if necessary. This will allow time for an overall race with the four rank winners at the Pack Meeting. Add an anything goes adult race, a song, a nice awards presentation, some really good refreshments...ahh!

- *Pit passes worn to keep scheduled racers only in pit area. Scores marked on card can be used to correct any score chart problems.

- *A roped off authorized race area for organization (see sample layout).

- *Make bracket score charts visible (poster size) to spectators.

- *A two heat loss elimination is recommended. Also, it is nice to avoid labeling charts with "winners" and "losers".

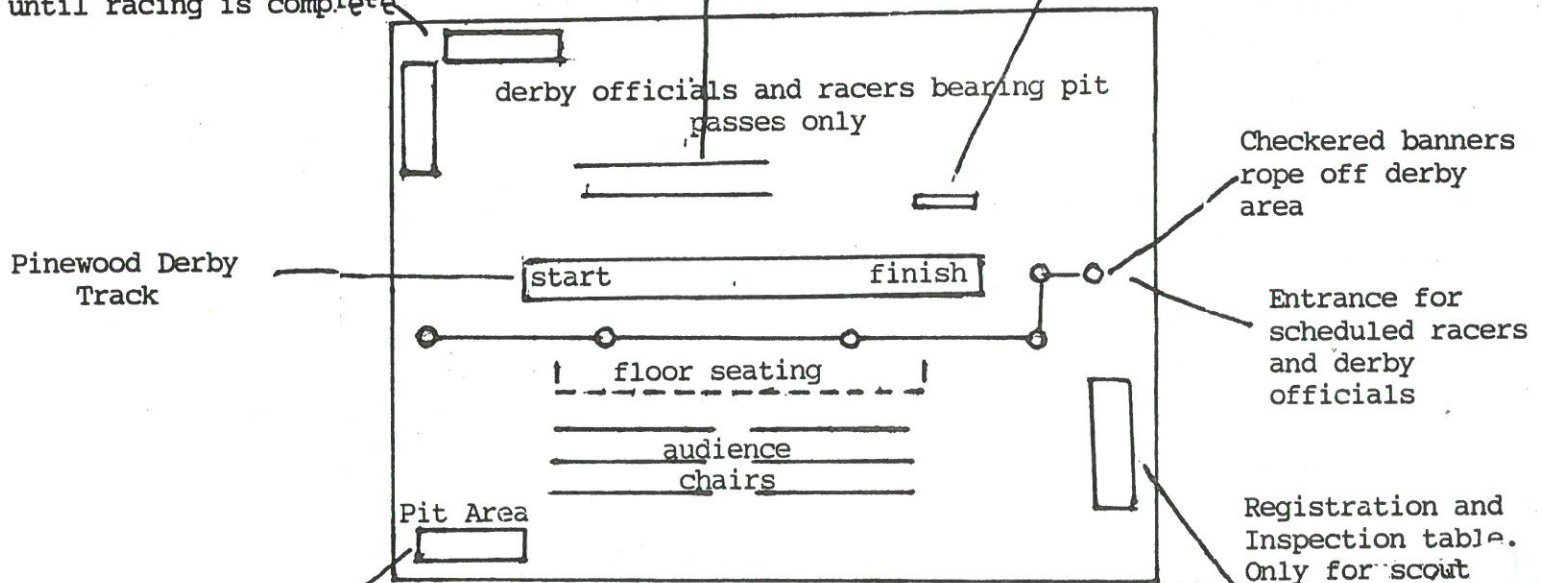


PINEWOOD DERBY SAMPLE SET UP

Registered and inspected cars here.
 Qualifying cars are kept here until
 needed to race. Scouts may pick up
 car when up next and return after heat.
 Cars do not leave area
 until racing is complete

Seats for racers

Derby Score Charts
 Charts are large enough
 for visibility (poster board)



Adjustment area
 used for pre-race changes
 needed to qualify cars.
 Equipped with hot glue, quarters,
 drill, replacement wheels, and
 dry graphite.

Enter and Exit on this side.

PINEWOOD DERBY SAMPLE RACE SCHEDULE

RANK	REGISTRATION	RACE TIME
Tigers	6:00	6:30
Wolves	6:30	7:00
Bears	7:00	7:30
Webelos	7:30	8:00

WEBELOS HANDYMAN

Suggestions:

- Visit an Auto Service Shop
- Visit a very Handyman's workshop
- Learn proper bike maintenance
- Have a bike repair game
- Demonstrate bike maintenance at Pack Meeting

BIKE REPAIR GAME

Make two or more teams. Each team will need a bike, tire gauge, adjustable wrench, and tire pump. Bikes should be similar. Adjust bikes to need the following repairs:

- handlebar and seat adjustment
- tire inflation
- brake adjustment
- chain mounting

Do not tell scouts what repairs are necessary. Give a generous amount of time to complete repairs. Score points for proper repairs.

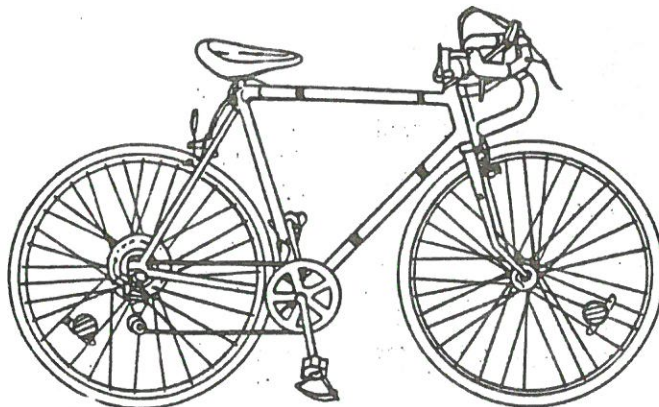
TIRE INFLATION GAME

If you have gone to the trouble of dragging out bikes and tools you may as well play this game too.

Let boys try to properly inflate a flattened bike tire without the use of a tire gauge. See who comes closest to the right amount of pressure.

KIM'S GAME VARIATION

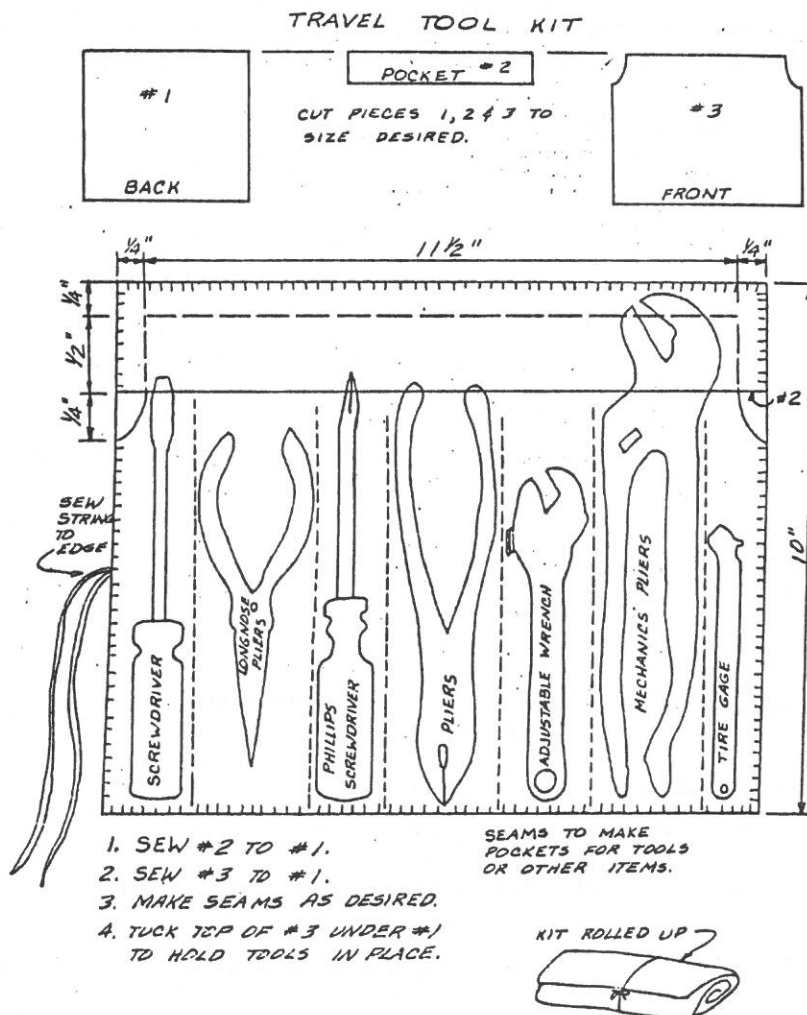
Lay 12 or more tools out on table. Keep covered with towel until game begins. Divide scouts into teams up to 4. Have scouts study tools about 1 minute or less. Cover tools and have scouts move to an area to write down as many tools as they can remember.



WEBELOS ENGINEER

Suggestions:

- *Visit an electric generating or transmitting plant
 Make a scale model of a house floor plan. Use miniature X-mas lights to wire lighting to all rooms. The plug end of the lights can be strung along utility poles to power source. Elaborate design and display at Pack Meeting
 Demonstrate safety tips on electricity at Pack Meeting
- *Make model bridges to display at the Pack Meeting and demonstrate bridge stress as in Webelos Scout Book
- *Make a Steamboat and Steam Turbine and demonstrate at the Pack Meeting
- *Visit a construction site, view the plans, discuss survey and property lines. Make a survey of property with a house or other building on it.

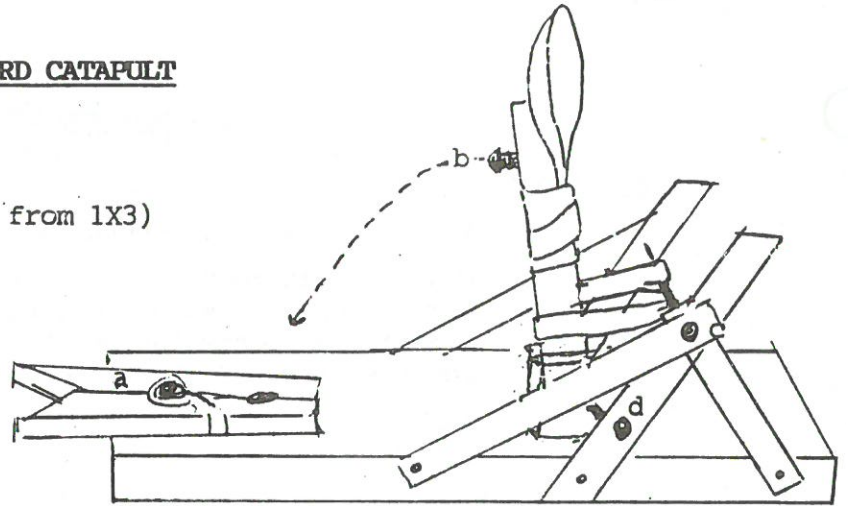


CRAWFORD CATAPULT

Supplies:

- wood clothespin
- one 1 X 2 X 8 inches (actual 2" cut from 1X3)
- two 1/4 X 1/2 X 6 inches
- two 1/4 X 1/2 X 4 inches
- one 1/2 X 1/2 X 4 1/2 inches
- two 1 X 1 X 1 inches

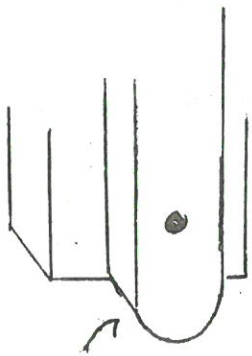
- plastic spoon
- hot glue
- tape
- #64 rubber band
- 1" wire nails
- 3" nails
- 1" wood screws (round head)
- drill
- hammer
- side cutters



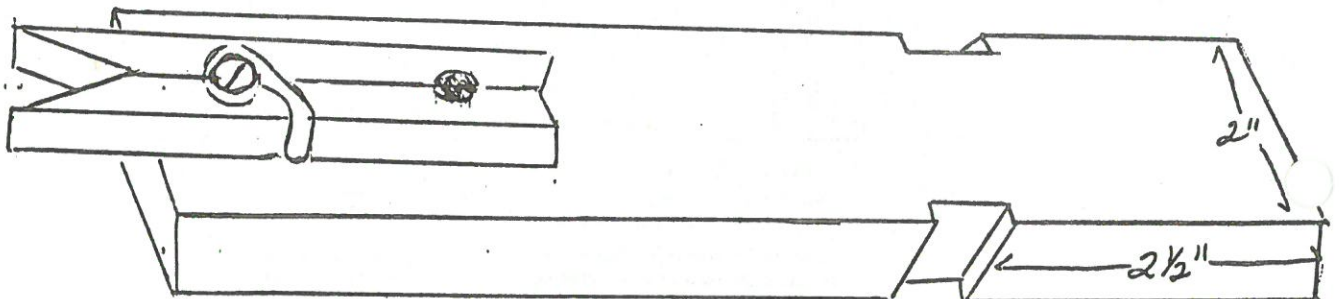
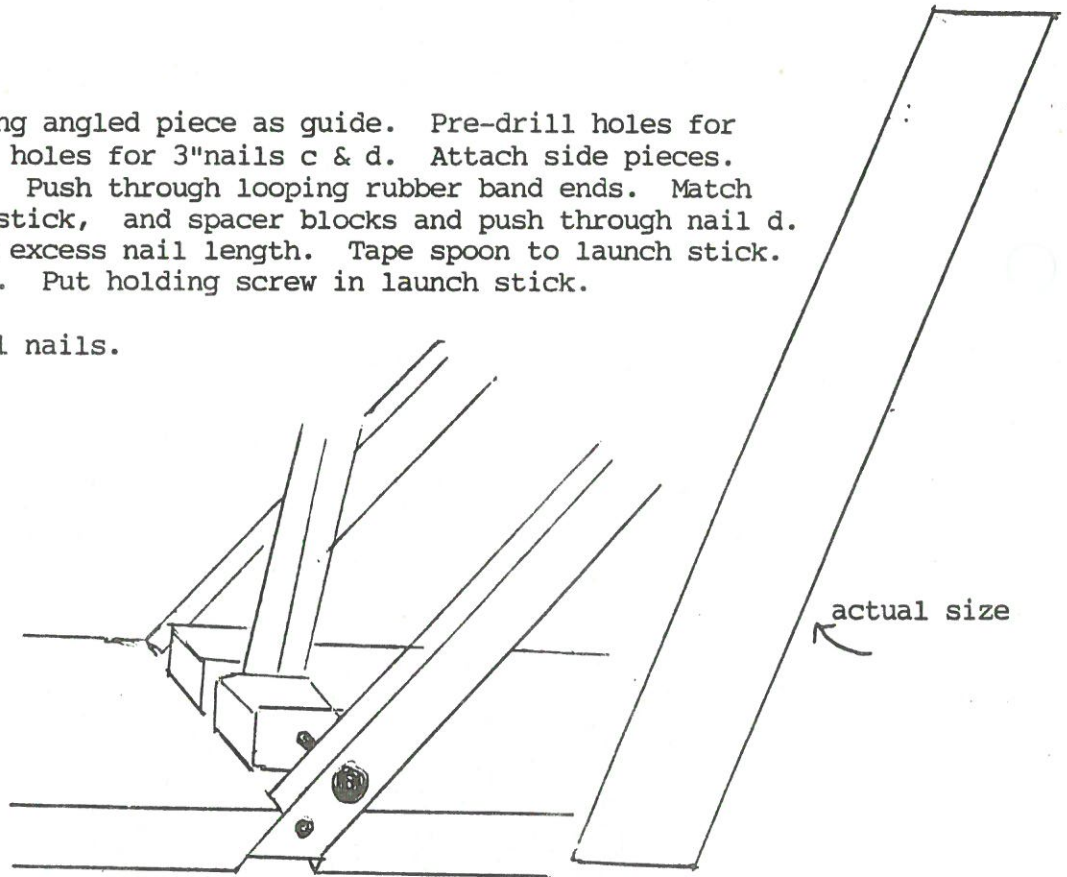
To Assemble:

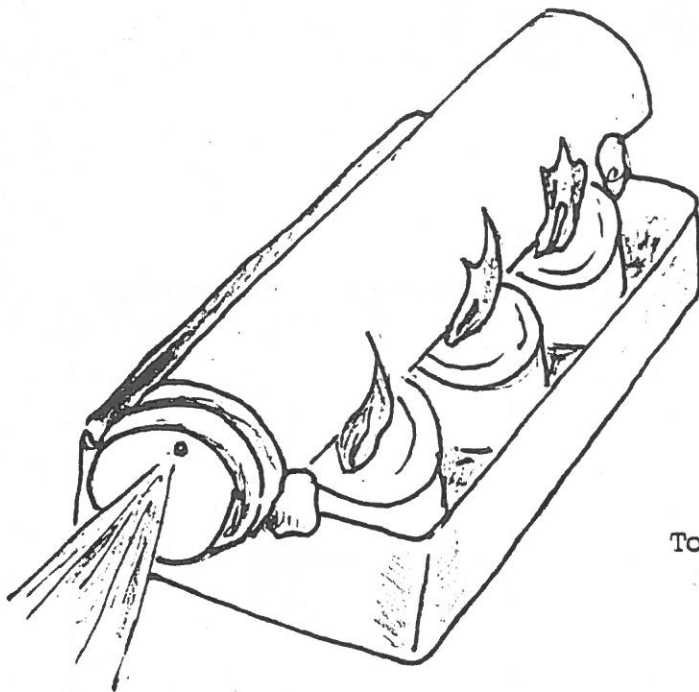
Groove base as shown using angled piece as guide. Pre-drill holes for screws a & b. Pre-drill holes for 3"nails c & d. Attach side pieces. Match holes for nail c . Push through looping rubber band ends. Match holes drilled in launch stick, and spacer blocks and push through nail d. Use side cutters to trim excess nail length. Tape spoon to launch stick. Screw clothespin to base. Put holding screw in launch stick.

Use hot glue to cover all nails.



trim bottom of launch stick as shown





STEAMBOAT

You Need:

- Aluminum cigar tube with screw on cap
- Sardine can or similar size plastic tub (foil line)
- 3 tea light or short pieces of candle
- Modeling clay
- Matches
- Tub of water

To Make:

- Make a small hole in cigar tube cap
- Add 3/4 inch water to cigar tube
- Screw cap on tube
- Use modeling clay to secure tube to boat making sure steam hole is near top
- Place steamboat in water and light candles

A steam engine turns heat into mechanical energy, which makes things move. The steam takes up more room than the water and pressure builds up. The pressure of the steam pushes pistons inside cylinders. The pistons push a drive shaft, which turns a wheel.

STEAM TURBINE

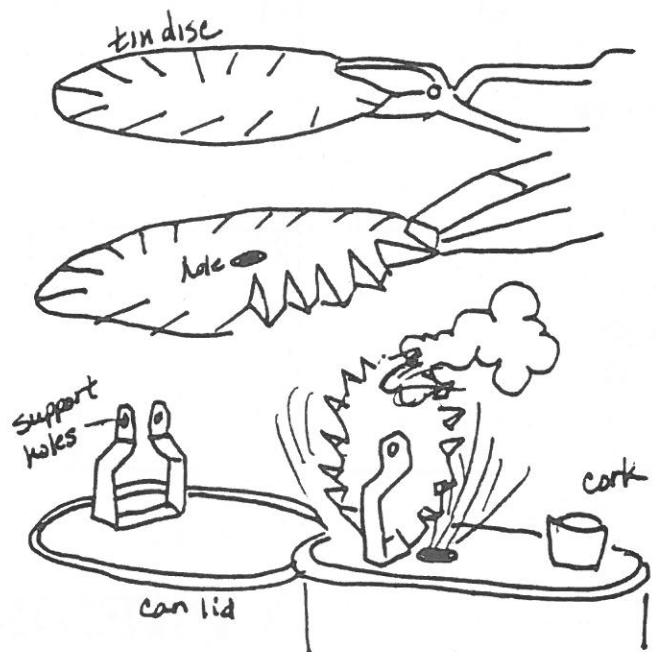
You Need:

- Tin can
- Tin snips
- Small cork
- Extra tin can lid

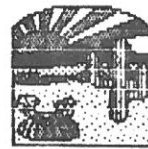
To Make:

- Assemble parts as shown
- Add a few inches of water
- Heat can from bottom

A turbine is a wheel that is turned by the force of water, steam, or gas. The wheel has hundreds of blades on a long axle. Turbines are used in power stations to produce electricity. They are also used to drive ships and submarines.



April, 1992
**FIRST
 AMERICANS**

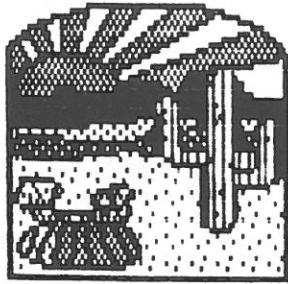


Sunday Monday Tuesday Wednesday Thursday Friday Saturday

			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19 EASTER	20	21	22	23	24	25 JUNGLE BOOK D-A
26 JUNGLE BOOK D-A	27	28	29	30		

**PRESENTED BY
 MICHIGAMI DISTRICT
 CHAIRPERSON-----MARGE RIEHL**

IMPORTANT



DATES TO



REMEMBER

CUB BASIC TRAINING
FOR APRIL

WED; APRIL 15, 22, & 29

MICHIGAMI DISTRICT

SAT; APRIL 4, SAUK TRAIL DISTRICT

SAT; APRIL 11, GEMINI DISTRICT

"JUNGLE BOOK"

CUB BASIC TRAINING, D - A

APRIL 25 - 26 ALL DISTRICTS

HOW THE INDIANS STARTED IT ALL (Audience Participation)

INDIAN: How!
CHIEF: Akela!

Many moons ago the INDIANS had many problems to solve, just as we do today. This is the story about a young INDIAN brave and how he solved his problem. The CHIEF, one evening, noticed that one of the young braves of his tribe was not present at the council fire and ceremonial dances. When the CHIEF inquired of the other INDIANS of the tribe as to the whereabouts of the brave, nobody seemed to know where he was. So after much inquiry the CHIEF finally discovered the young brave busily building something over on the far side of the INDIAN village.

Just as the CHIEF approached the young INDIAN brave, he turned around and wiping the sweat off his brow, said, "Heap big job done." The CHIEF stood there looking at the structure which stood before his eyes and stroking the feathers in his headdress, said, "What have you been up to my young brave?" In reply, the young INDIAN replied with a big grin on his face, "You see, CHIEF, I had heap big problem, but I solved it now. The nights get too chilly for me sleeping out in the open so I built this shelter to keep my wig warm." The CHIEF then grinned a grin that could be seen for miles and placing his hand on the young brave's shoulder he said, "Big CHIEF heap proud of you. Tomorrow we will build these, what'ya call 'ums - wigwams for the whole tribe. Thus the INDIANS' wigwam got it's name.

But that's not the end of this tale; for you see, a neighboring tribe of INDIANS who lived just south of the border soon heard about the wigwam and their CHIEF made the journey to that village to see how they were made for he thought it was such a great idea since his hair was thinning with age and he certainly felt the evening's chill on his wig as he tried to keep it warm.

As the visiting CHIEF came into the village, he was amazed at the sight of all the wigwams and stood in awe for a moment. It, indeed was a beautiful sight. He was spotted right away by the young brave who had originated the wigwam idea and the brave hurried over to greet this visiting INDIAN CHIEF. The brave greeted him and asked if he had come to see the wigwam. Of course, being from south of the border this CHIEF spoke with a spanish accent and his reply went like this, as he motioned toward the wigwam which was swaying slightly in the breeze, "Se, eet ees a leetle tepee!"

With that the young brave laughed and said, "You're right I think I like that name better, we'll call it a teepee." Thus the name teepee was created for an INDIAN abode. So whether you've heard an INDIAN'S dwelling called a wigwam or a teepee, you'll know how it all got started.

However, in case you're wondering how authentic this tale is, just remember that any resemblance between this tale and the truth is purely coincidental!

INDIAN PICTURE WRITING

Cub Scouts will have fun writing messages or stories in Indian picture writing or using the Cree Indian alphabet shown below.



Brothers



Rain



Home



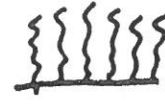
Hear



See



Speak



Summer



Wind



Morning



Noon



Evening



3 days



3 nights



below or down



above or up



tree



mountain



meet



everywhere



peace



war



hunt



water



lightning



question



corn



path



horse



honest



leader



wise



lake



birds



life



death



welcome



fish

CREE ALPHABET:

▽ ▲ ▷ ◁ V ^ > < U ㄩ ㄥ C ㄱ ㄷ J L
A B C D E F G H I J K L M N O P

q p d b 7 ㄱ J L 4 ㄱ
Q R S T U V W X Y Z

ㄱ ㄴ ㄷ ㄸ ㄹ ㄺ ㄻ ㄼ ㄽ ㄾ ㄿ
1 2 3 4 5 6 7 8 9 0

SONGS

THE SEAMEN SAILED OUT TO SEA
(Tune - The Bear Went Over
the Mountain)

The seamen sailed out to sea,
The seamen sailed out to sea,
The seamen sailed out to sea,
To see what they could see.
Sea is all they saw,
Sea is all they saw,
The seamen sailed out to sea;
See, all they saw was sea.

The sea surged over the seamen,
The sea surged over the seamen,
The sea surged over the seamen,
And all they saw was sea.
All they saw was sea,
All they saw was sea,
The sea surged over the seamen,
So sea is all they saw.

We saw the seasick seamen,
We saw the seasick seamen,
We saw the seasick seamen,
See-sawing on the sea.
See-sawing on the sea,
See-sawing on the sea,
We saw the seasick seamen,
So now it's seasick me!

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

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

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

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

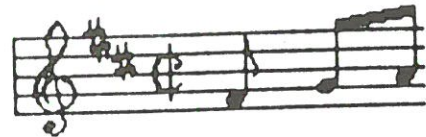
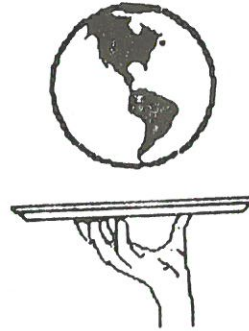
Bradford was the Governor, he was just and fair,
He thought it was important that each man received his share,
He planned the first Thanksgiving holiday to celebrate
A harvest good and great.

THE COLUMBUS ROUND
(Tune: Mary had a Little Lamb)

Columbus proved the world was round,
World was round, World was round,
Columbus proved the world was round,
And a brand new land he found.

Columbus sailed in a little ship,
Little ship, little ship,
Columbus sailed in a little ship,
And off the edge he didn't slip.

Columbus sailed for the Queen and King,
Queen and King, Queen and King,
Columbus sailed for the Queen and King,
So he got to do "His Thing".



PILGRIMS' FIRST THANKSGIVING

Divide the group into two groups and have them respond to the following key words as the narrator reads the story.

PILGRIMS: "Strong and brave"

INDIANS: "How"

Back in 1620 when the PILGRIMS---landed on Plymouth Rock, they found INDIANS--- living on the land. But that didn't bother them much for they decided there was enough room for both PILGRIMS---and INDIANS---, so they started out to help each other.

The PILGRIMS---soon found they had a rough winter ahead of them to brave and the INDIANS---found it wasn't all that bad having somebody to suffer through the winter with them 'cause misery always loves company. So the INDIANS---taught the PILGRIMS---how to grow corn for they had become masters at that. But for some reason, the INDIANS---still chose to kill the wild turkey with their bow and arrow while the PILGRIMS---chose to use their blunderbuss which was still a little frightening to the INDIANS---.

Thus, we read the story about the PILGRIMS---and the INDIANS---joining together in that famous feast called the first Thanksgiving. The PILGRIMS---being thankful that the INDIANS---hadn't scalped them yet and the INDIANS---giving thanks that they hadn't had their heads blown off by those frightful blunderbuss things which the PILGRIMS---insisted on using.

So all of Plymouth rocked on that first Thanksgiving Day when a big celebration occurred. Thus ended the first Thanksgiving with the PILGRIMS---and the INDIANS---.

MORE SONGS

THE U.S.A. FOREVER

(Tune: Dixie")

Come all who live in the U.S.A.
Join in our song and sign today,
Work away, work away, for the land
of the free.

United, firm, with every state,
To make a Nation good and great.
Work away, work away, for the land
of the free.

CHORUS:

The U.S.A. forever, Hurray! Hurray!
The stars and stripes shall wave above
The U.S.A. forever!
Hurray! Hurray! the U.S.A forever.
Hurray! Hurray! the stars and stripes
forever!

The North & South, the East & West,
We love them all, for all are best.
Work away, work away, for the land
of the free.

United States, and hearts, and hands
Will make the greatest of all lands.

Work away, work away, for the land of the free.

CHORUS

YANKEE DOODLE

Father and I went down to camp
Along with Captain Goodin;
And there we saw the men and boys
As thick as hasty puddin'.

Yankee Doodle keep it up,
Yankee Doodle dandy,
Mind the music and the step
And with the girls be handy.

And there was Captain Washington
Upon a slapping stallion,
A-giving orders to his men;
I guess there was a million.

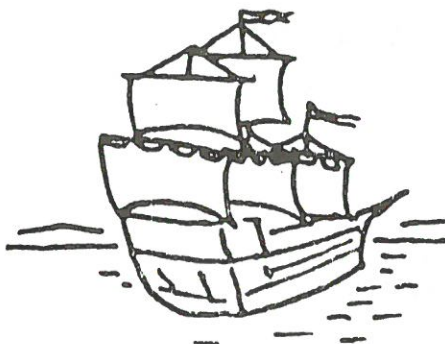
Repeat Chorus.

INDIAN (CUB) ADVANCEMENT CEREMONY

Setting: Indian should be standing in the center of the room and the room should be darkened. The Indian should be spot-lighted or lit by candle-light glow.

Props: Tomahawk (decorated axe) or a peace-pipe may be substituted.

1. **Indian:** Holds tomahawk aloft.
Narrator: "To our Father - the Great Spirit, who has given us so many blessings. You have told us that each boy needs to climb a mountain and look afar."
2. **Indian:** Extends arms downward and places tomahawk on ground.
Narrator: "To our Mother Earth, who has given us rich harvests. You have taught us that each boy needs to sit around an embered campfire with good friends."
3. **Indian:** Gestures toward the north and points tomahawk.
Narrator: "To the North Wind, with it's cold breath of winter that gives us endurance. You have shown us that each boy needs to test his strength and his skill on his very own and needs to be alone with his own thoughts and with his God."
4. **Indian:** Gestures toward the east and points tomahawk.
Narrator: "To the East Wind from the land of the rising sun, sending the morning light across the plains. You have shown us that each boy needs to reach out and find the hand of an understanding man, ready and willing to help, and that each boy needs to have a code to live by - easily understood and fair."
5. **Indian:** Gestures toward the south and points tomahawk.
Narrator: "To the South Wind and the warm sunshine. You have taught us that each boy needs a chance to play hard just for the fun of it - and to work hard for the thrill of it. Also that each boy needs a chance to fail - and to know why."
6. **Indian:** Gestures toward the west and points tomahawk.
Narrator: "To the West Wind from the land of the tall mountains. You have told us that each boy needs to have and to be a good friend and to have a chance to prove both, and that each boy needs to have a hero - and a vision to measure him by."
7. **Narrator:** In Cub Scouting these needs are not always filled for each boy. What Cub Scouting does do is to put each boy on a path, where he can travel the world in his background and fulfill his needs with confidence in himself and others.
8. **Indian:** This is indeed a proud moment for our Cub Pack, when we advance our young Braves (read boys' names) to the (Wolf, Bear, Webelos) rank. This advancement symbolizes sound cooperation in your homes and among your family. Without your help, the trail forward would have been difficult. Please present the boys' parents with their sons awards and have them pin them on their sons' uniform.



If April showers bring May flowers,
what do May flowers bring?

(Pilgrims!)

GAMES

LOG CABIN ON A BOTTLE

Materials Needed: Pop bottle and toothpicks

Divide boys into two groups. Give each boy ten toothpicks. The objects is for each player to alternately place a toothpick across the top of the bottle until the stack falls. His side must then take all the toothpicks knocked off. The first group to get rid of all their toothpicks wins.

INDIAN SNATCH CLUB

This game is best with 10 to 21 players. Divide the group into two equal teams of not more than 10 boys on a team. One other boy is the leader.

The teams stand in a straight line and face each other 30 feet apart. The goal line for each time is where each team stands. Place an Indian club or empty soda bottle midway between the two teams and their goal lines. Then the boys on each team number off. If there are 10 players on each team, then each team will count off the numbers from 1 to 10.

The leader calls out a number. He may call out "4" and then the boys on each team who are number 4 run out to grab the Indian club. The object of the game is for one of the boys to grab the Indian club and return to his goal line without being tagged by the other player, who chases him. If a boy carries the club to his goal line without being tagged, his team gets two points. If the player is tagged then the other team gets one point. A score of 20 points wins.

Sometimes the boys reach the Indian club at the same time and neither boy wants to grab it. In this case, both boys should watch very carefully for the other's slightest move. In this lies the real skill of the game. Finally one of the boys will grab the club and run.

INJUN AND PILGRIM

Divide group into two teams - one is Injuns, one is Pilgrims. The Pilgrims are given five "turkeys" (apples), which they must carry to their "village" (other side of room). They hide the apples on one or more of their group. On the way to their village they must pass the Injun camp (middle of floor), where the braves will look them over carefully for one minute - no "frisking", just looking. At end of minute, Injun leader points out Pilgrims his group thinks are carrying apples. Each wrong guess gives Pilgrims a point - each right guess gives Injuns a point. Team with most points keeps the apples. Vary game by increasing number of apples, adding return trips, etc.

WHO CHOPPED DOWN THE CHERRY TREE?

Fasten a sleigh bell to the top of a milk container to make the "cherry tree." Place it upright on the floor and have the den stand around it in a half-circle. One boy is named as George Washington's father and stands a short distance away with his back to the group. When someone in the circle knocks over the container (chops down the cherry tree), the "father" whirls and tries to see who did it before the player can resume his place. If the player is seen, he becomes George Washington's father. If not, the game continues as before.

OPENING

NARRATOR: As we all go about our busy lives, rushing from one place to another, today let us think back about five hundred years ago before America was discovered.

(Cubs in Indian Dress march in one by one.)

1st CUB: The first true Americans were the Indians.

2nd CUB: When Columbus discovered America, there were over 300 different Indian tribes speaking many different languages.

3rd CUB: Some Indians were hunters and moved about often, following animals. Others were farmers and lived in one place.

4th CUB: Some Indians lived in teepees made of skins. Others lived in pueblos made of baked bricks, while others lived in Hogans.

5th CUB: Many names of cities and counties are Indian words. Even Michigan is an Indian word.

NARRATOR: Today we honor the rich heritage passed down to us from the Indians, our first Americans. As we all stand and recite our pledge to the flag, let us remember that they are a part of our melting pot of Americans.

CLOSING

Cubs (by each den) form one large circle with Cubmaster. Each Cub places his left hand on the right shoulder of the boy next to him. Each Cub has his right hand extended out, palm up.

Parents may form outer circle by standing in similar fashion behind their son.

Cubmaster leads in Indian Close:

"And now as we close our meeting, may the Great Spirit guide us safely and be with us all till we meet again."

FIRST AMERICANS

(Tune: Winter Wonderland)

Plymouth Rock, we will hail,
For the dock, we will sail.
A beautiful sight;
We're happy tonight
American at last we see.

Here it is, our new home;
Where we're free--on our own.
We came on the sea
To gain liberty
America at last we're free.

In the winter we will get real cold.
Indians around us are too bold.
We hope they don't kill us in our sleep;
Instead they planted corn for us to eat.

What comes now - that we're here
All alone - filled with fear?
A turkey we'll carve
So we will not starve
America we give thee thanks.

SPORTSMAN ACTIVITY BADGE

Sports are high on the list of favorites of Webelos Scout-age boys. You can be certain of instant interest by most members of your den. Chances are that they spend much of their leisure time in organized sports and loosely organized neighborhood games. Some of them probably know enough already about rules, scoring, techniques for several sports so that they could pass those requirements immediately,

But that's not really enough! One of the prime purposes of Cub Scouting is "Encouraging good sportsmanship and pride in growing strong in mind and body." If your boys learn all the skills and rules involved in every sport this month, but don't get an inkling of what good sportsmanship means, then the den - and you - have wasted your time.

Agree on the importance of learning sportsmanship. What does that mean in practice? It means that the least skilled gets just as much instruction and encouragement as the best athlete. It means that the better athletes learn not just to tolerate the awkward boy, but to help him. It means that all boys can win and lose with grace and good sportsmanship.

Your own example will help to achieve these goals. Put stress on the fun of the game, not on winning. When you have inter-den competition, make up the teams so that the strength is about even. If you let boys choose teammates, there is a good chance that most of the best players will wind up on one team. Encourage the less skillful players. Discourage others for belittling them. Sports in a Webelos den should be fun for all.

DEN ACTIVITIES

- Explain and discuss football signals, using Big Print posters #26-061.
- Invite a referee or umpire to talk with the den about signals.
- Dads and sons attend a high school or college sports event.
- Hike around a golf course.
- Visit a bowling alley and bowl a few lanes - or challenge another Webelos den.
- Invite a team member to talk with the boys about sportsmanship and fair play.
- Have each boy list the sports in which he participated during the past year.
- Make shuffleboard discs and cues as shown in the Webelos Book.
- Decide on a demonstration for pack meeting.
- Practice archery, using a bale of hay behind paper targets.

Beanbag Baseball

Here is a crazy kind of baseball where the batter does all the pitching! The two teams and the small diamond are set up exactly as for softball. Stand a bottle or an indian club in a small circle in the pitcher's box. The pitcher stands back of this circle at all times and serves only as a fielder. The batter throws a beanbag underhand and tries to bowl over the bottle. He has only one try; if he misses he is out. If he hits the bottle, the pitcher fields it by setting the bottle in the circle; he then throws the beanbag to cut off any runners. The catcher handles throws to home. The batter can get out by missing his throw or being caught at first. If the pitcher knocks the bottle over in error, that counts the same as if it were hit and the runner may try to advance. When three men are out, the sides change.

Golf In A Tin Can

For this game you will need some of Mom's or Dad's old golf clubs. The play is to try to get the golf ball into a tin can (turned on its side) some twenty feet away. As many can play as you have clubs. To make it more fun, use small cans as well as big ones.

Ball Over

Equipment: Ball about volleyball size. Line is drawn. One team on either side of the line. Players cannot cross line. Leader with a whistle is blindfolded or stands so he cannot see players. When he blows whistle, the ball is put into play. Object of game is to keep the ball in the opposing team's territory. When leader blows whistle again, a point is counted against the team on whose side the ball is when the whistle blew.

Hop, Step, and Jump Relay

Get the denner to help you lead this relay race. Divide Webelos den into two groups and then let each side practice the hop, step, and jump until each member can do it. Then conduct the game. First member of each team toes a mark and takes in succession a hop, step, and jump. Second player does the same, toeing the last heel mark of his teammate. Other members repeat the performance. The team whose last man finishes out in front wins.

Team Sports

Baseball
Softball
Basketball
Volleyball
Soccer
Football

Individual Sports

Skiing Swimming
Bowling Ice-Skating
Tennis Badminton
Golf Boating
Fishing Rollerskating
Archery Tabletennis
Horseshoes Shuffleboard

ATHLETE

An athlete is one who keeps his body physically fit...strong, coordinated and agile...a desire of practically every boy. Tell your boys about the athlete and what it takes to become one. Impress them with the fact that the body is a priceless gift and only a few minutes of exercise each day are required to keep it physically fit. By adequate exercise, getting the proper food each day...adequate servings from the milk and meat food groups, vegetables, fruits, breads and cereals and taking care of himself, a boy can become an athlete.

The activities of the Athlete Activity Badge can help a boy measure up to the standards of strength, agility, endurance and coordination necessary for good active Boy Scouting and activities in later life.

Many Webelo leaders use Athlete as the first badge a boy earns upon joining the den. This starts off their year in Webelos with an early badge to inspire them onward. By laying out a permanent, accurately measured 50 yard dash and 600 yard run near your meeting place, you can easily test your new Webelos Scout in less than half an hour. Use a stop watch when timing these sprint and distance runs.

As the boy completed the requirements, fill in Column 1 of his Fitness Progress Chart in his Webelos Scout book. Check your boys, using the following chart for 10 year olds, and then help them overcome their weaknesses.

Rating	Sit -Ups Number	Pull-Ups Number	Broad Jump		50-Yd. Dash Seconds	600-Yd. Run Minutes
			Ft.	In.		
Excellent	60	6	5	6	7.6	2:15
Good	47	3	5	0	8.1	2:30
Satisfactory	30	2	4	8	8.6	2:45
Poor	22	1	4	4	9.0	2:58

For fun and to stimulate interest in improving their physical abilities, use some of the dual contests found in the Webelos Scout Book and the Webelos Leader's Book.

To be an athlete, a person must be physically fit. This means he can rise to each task with a bounce and enthusiasm and enjoy life more than anyone who is physically unfit. If he is fit as a boy, he can be fit as a man.

REMEMBER when putting boys to any test, the important thing is that they do their best! While some in physical feats do excel; some others in mental abilities do well. So don't compare and expect the same of all; rather let each set his goal, whether large or small. Give them encouragement and praise their skill; and you'll find they will strive their best to fulfill.

SUGGESTED DEN ACTIVITIES

1. Read the Athlete section of the Webelos Scout Book with the boys. Help them set up a regular schedule of exercising with a chart for keeping a record of improvement.
2. Make physical fitness equipment. A barbell can be made with a 3-foot dowel or broomstick with 3/4 inch pipe on the ends, embedded in 46 oz. cans filled with cement. Or, see the barbells illustrated on the following page. A bicycle inner tube is good for stretching exercises to build legs, arms, back and chest muscles.
3. Practice pull-ups and push ups.
4. Practice 600-yard run (walk).
5. Plan a short physical fitness demonstration for pack meeting. For example: show proper techniques for doing front roll, back roll, sit-ups, etc.
6. Practice lights, loosening-up exercises to be done before strenuous exercises.
7. Agility is the major requirement of an athlete. Try out the agility exercises described on the following pages.
8. Make a chinning bar by suspending a broomstick from an exposed beam in the basement or garage with rope. Make sure there is head clearance.
9. Plastic bleach bottles (1/2 gal to 1 gal size) filled with sand, make good barbells used to develop arm and shoulder muscles.

FLEXIBILITY EXERCISES

1. Fingers: Extend arms to the side, palms down. Quickly flex fingers by alternating between first and open hand position. (30 seconds)
2. Palms: Extend arms to the front, palms down, wrists locked. Turn palms inward and outward in quick, short movements. (30 seconds)
3. Wrists: Same position as palms (above). Rotate wrists clockwise, then counter-clockwise. (30 seconds)
4. Forarm Twist: Arms extended sideward and parallel to the ground. Flex at elbow bringing tips of fingers to shoulders. Return to starting position. Perform both palms up and palms down. (1 minute)
5. Shoulder Stretches: 3 part exercise. (A) Rotate one arm over your head and down slowly. Repeat with other arm. (B) Shrug your shoulders slowly in complete circle starting the movement by moving up and back. (C) Lock your hands behind your head and pull back slowly from shoulders. (2 minutes)

AMULETS

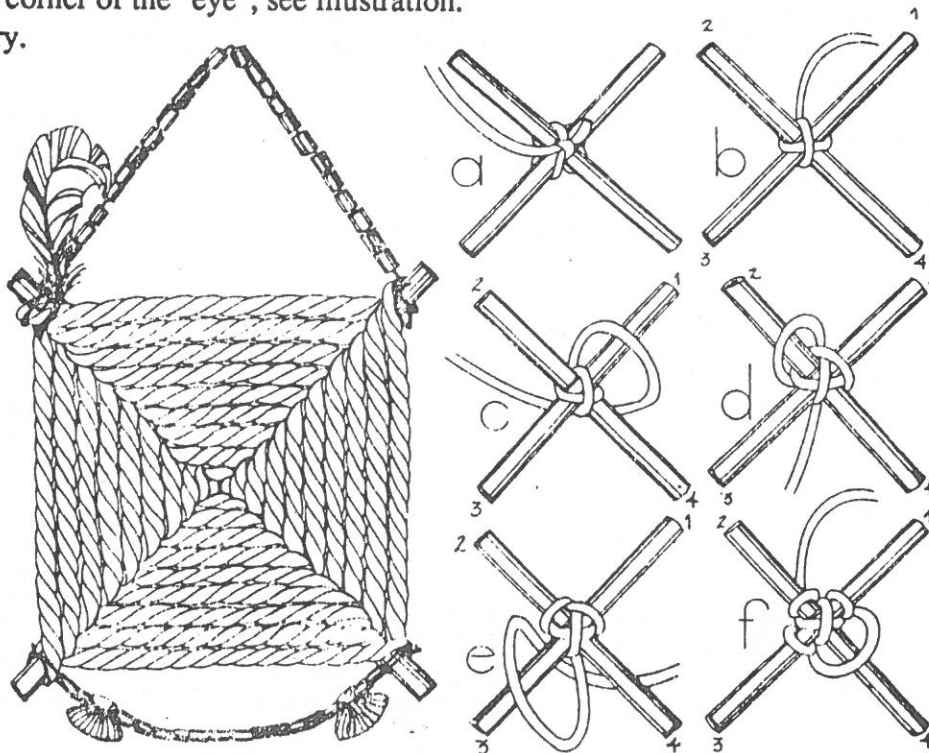
An amulet is a charm that is either carried or worn by a person. They believe that amulets protect them from black magic, the evil eye, or sickness. Eye-of-God amulets were made by the Indians of the Southwest. The tribe medicine man made them to be worn by sick tribespeople.

Here is how to make a Warrior Amulet:

2 Drinking straws
yarn
scissors
small beads
thin string

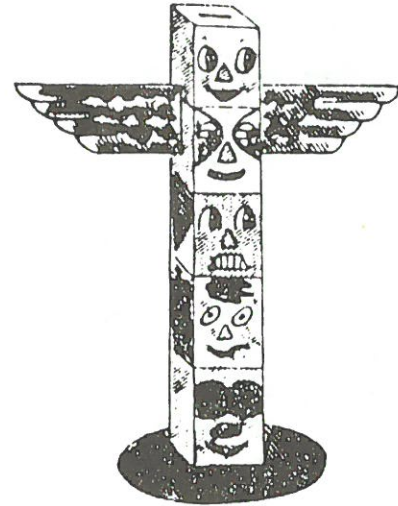
liquid white glue
waxed paper
small shells
feather

1. Cross two straws at their center to form a perfect X. Tie them together at the crossing point with a long length of yarn, Fig. A.
2. With the knot at the back, bring the yarn behind the upper righthand arm marked Arm 1 in Fig. B.
3. Bring the yarn over and under Arm 1 and then behind Arm 2, Fig. C.
4. Bring the yarn over and under Arm 2 and then behind Arm 3, Fig. D.
5. Bring the yarn over and under Arm 3 and then behind Arm 4, Fig. E.
6. Bring the yarn over and under Arm 4 and then behind Arm 1, Fig. F.
7. Start at Arm 1 again and begin wrapping the yarn as you did before.
8. Wrap yarn around the arms until only a small section of each straw end remains visible. You can use different colored yarn as you wrap. Just tie the end of the new yarn to that of the old.
9. Tie the end of the end of the wrapping to the nearest straw end.
10. String small beads on a small piece of thin string. Tie both ends of the string to two adjacent straw ends, see illustration. Add a dab of glue to the knots.
11. String a long length of thin string with beads, and tie the ends to the two remaining straw ends. Add a dab of glue to the knots. You will hang the amulet from this strand.
12. Lay the amulet on a sheet of waxed paper and glue tiny shells to the shorter string of beads. Glue a feather to one corner of the "eye", see illustration.
13. Hang when dry.



TOTEM POLE BANK

Glue the bottom of a toothpaste box to a cardboard base, and cut a slot in the top for coins. Cut cardboard wings proportionate to the box; then cut a slit in the box to insert the wings. Divide the box into sections for heads and decorate each head differently.



EARLY SETTLERS' TOWN

Popsicle sticks, clothespins, burnt matches and toothpicks are all used in making buildings for this early American town. The buildings can be made with removable roofs and doors that open. When finished, paint the roofs and doors in bright colors.

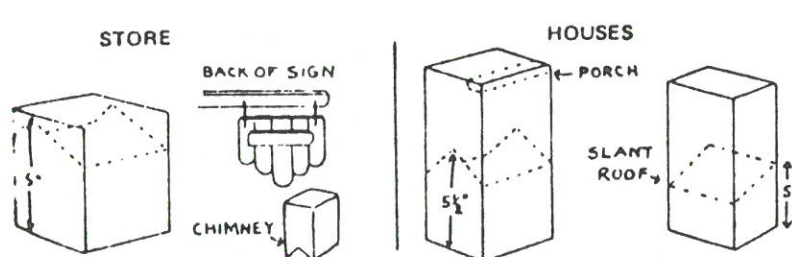
General Instructions: Use facial tissue boxes (regular boxes about 4" high and the taller, boutique boxes) for the bases of the buildings. Cut the boxes, as shown for the building you are making. If the open top of the box is used, cover the opening with a piece of light weight cardboard, glued in place.

Cover the sides of the buildings with popsicle sticks. They can be glued on whole, or cut and staggered. If you want, extend alternate sticks at the corners for effect. To cut the popsicle sticks, score repeatedly with a very sharp knife and cut with kitchen shears. For gluing, use white glue.

Cut the roofs from light weight cardboard, allowing about 1/2" overhang on all sides, and cover with toothpicks, popsicle sticks, or sections of clip clothespins. Cover the roof in layers (with pieces glued on vertically) starting at the bottom of the roof. Edges of the roof are covered with popsicle sticks. For variety, stagger popsicle sticks when covering the roof, crossing the ends of the sticks at the top. Glue the roof to the house or, if you want it removable, simply place it on top of the building.

Chimneys are made from clay with the bottoms molded to fit over the roof. You may also make the chimney to fit down along the side of the house, fitting it around the edge of the roof. For a stone effect, insert beans in the clay. Glue the chimneys in place on the top; simply stand the tall chimney in place at the side of the building.

Cut doors from cardboard and windows from paper; glue in place. Add a piece of popsicle stick along the bottom of the window for a sill. If you want the doors to open, cut an opening in the base before covering it with sticks. Then, tape one side of the door to the inside of the base; strips of tape will act as hinges.



Store: For the store, use a boutique tissue box, cutting off the top to make an off-center peak, as shown. Cover the box with popsicle sticks and make a roof. To cover the roof, remove the springs from wooden clip clothespins and glue the

sections in place. Add a chimney. Make a sign for the store from pieces of popsicle sticks. Glue two pieces together for the support and about five pieces of graduated sizes (with a stick across the back) for the sign itself. Attach the sign to the support with string glued at each end. Glue the support to the store.

(more)

More Buildings for Settlers' Town:

House with Porch: Stand a regular tissue box on end and cut it, as shown. For the porch, cut the other end of the box so the porch will be about 1/2" high and 1-1/2" deep. Glue the porch to the house. Cover the entire house with sticks. Make the roof and cover it. Cut off the ends of two sticks and glue them on the ends of the porch for roof supports. Add a chimney.

House with Slanted Roof: For the base, stand a regular tissue box on end. Cut the box, as shown, and cover with sticks. Cut a roof from cardboard and cover it with layers of toothpicks. If you want the roof removable, glue a stick to the underside of the roof, near the edge, to keep it from sliding off.

DANIEL BOONE COSTUME

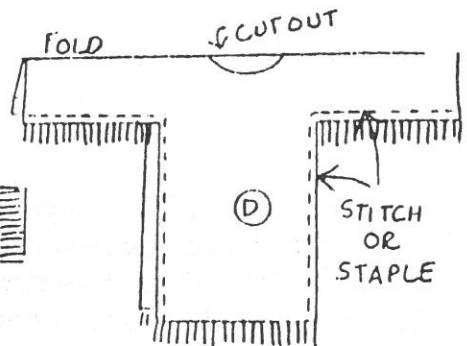
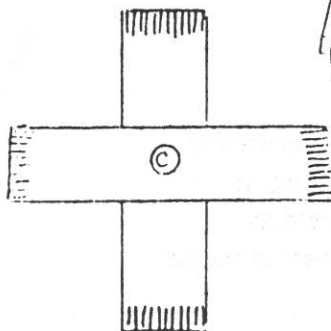
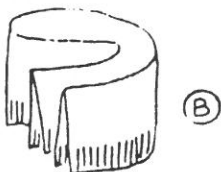
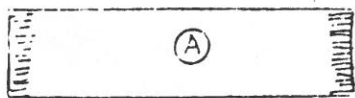
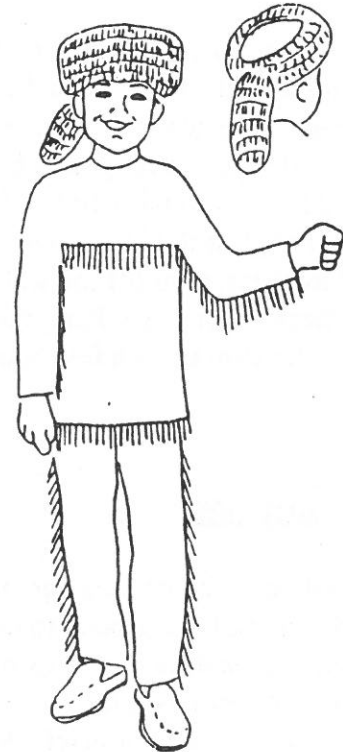
Coonskin Cap - Made from old fur pieces or crepe paper. For crepe paper hat, cut a 4" band of brown mat paper long enough to go around boy's head. Overlap one inch. Cut 2" wide strips of brown, grey and beige crepe paper across fold. Slash one edge into a 1-1/2" deep fringe. Paste alternate rows of three colors across band, starting at top. Keep rows close together. Overlap ends of band and paste to form cap.

For tail, cut off 8" length of brown crepe paper 10" wide. Twist into rope. Cut 2" wide strips of brown, grey and beige crepe. Cut into fringe as for cap. Put a little glue on tip of rope and wind with brown fringe for about an inch. Then switch to grey and beige together and wrap another inch, gluing as you wrap. Continue alternating colors to end of strip. Staple tail to back of cap.

Trousers - Wear old grey or brown slacks or dye old pajama bottoms. Fringe can be added down sides if desired.

Shoes - Wear moccasins or hiking boots.

Buckskin Shirt - This can either be an old shirt dyed brown and fringed, or made from crepe paper. For crepe paper shirt, measure boy from wrist to wrist and cut two pieces of beige crepe paper that length. Refold one piece and cut a 3" deep fringe along both edges (a). Double the other piece across grain and fold over twice with the grain. Cut a 3" fringe along edge (b). Glue together. Fold and glue or stitch sleeves together along dotted line as shown in (d).



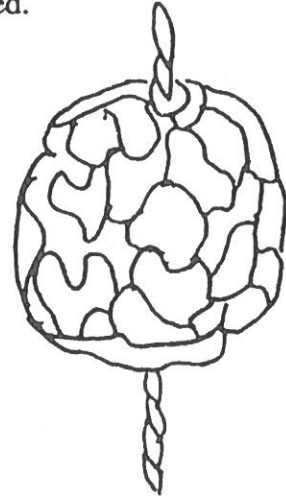
LITTLE LOG CABIN

Materials: 1/2 pint milk carton; brown wrapping paper; pencil and glue

Cover milk carton with brown wrapping paper. Draw on a door and windows. Cover the cabin with "logs" made by rolling brown wrapping paper around a pencil, and gluing to hold. When dry, cut the logs the sizes you need, and glue on the cabin, leaving the door and windows uncovered.

SOAP

Long ago, making soap took a long time. Tallow or lard was boiled and mixed with rosin and wood ashes or lye to make crude soap. To make your own soap, save your small pieces of soap. After you have quite a few, break the pieces into still smaller pieces, and soak in a bowl of very hot water. Use just enough water in the bowl to cover the soap. After 10 to 14 minutes, pour off the water. Mold the soap around a piece of heavy twine, and hang this ball of soap in your shower. The soap takes a few hours to dry.

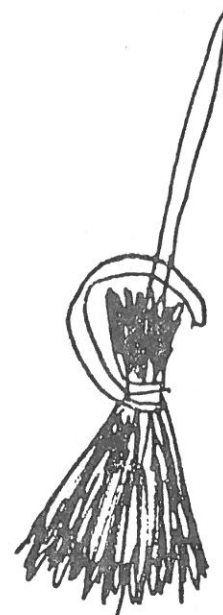


BESOM BROOM

When the housewife of long ago needed a new broom she asked her husband to make her one. A birch broom took three evenings of work to make, but a besom broom took less time and still did a good job. It was made of hemlock twigs tied onto a branch with strips of cane.

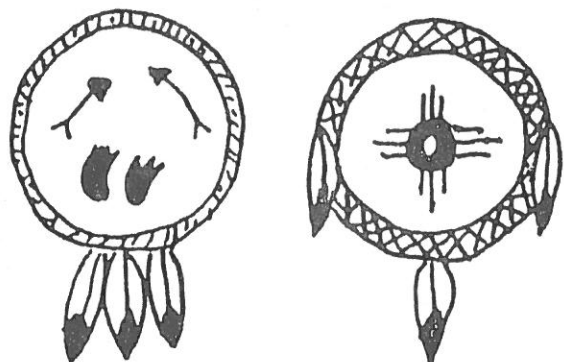
To make a besom, gather several twigs of about the same length for the bristles, one big stick for the handle, and twine. Gather the smaller twigs together around the end of the large stick. Tightly wind twine around the twigs to secure them to the handle, and tie the twine in a knot.

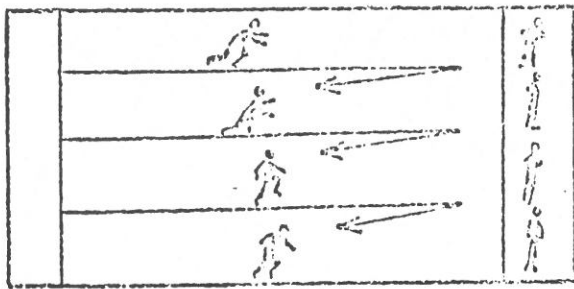
Give to dad or mom for the fireplace.



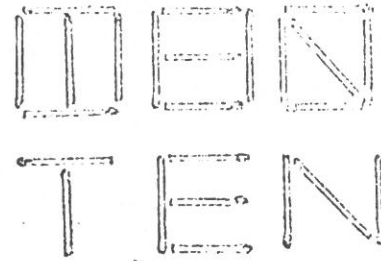
SHIELD SLIDE

Cut a small circle (approx. 10" dia.) from cardboard or plastic bottle scrap. Glue pipe cleaner ring to back for kerchief to fit through. Paint shield as desired. Add real feather fluffs or construction paper feathers.





Turks and Infidels



Stick or Match Trick

GAMES AND FUN

Fire! Police! Ambulance! Three "corners" are named "fire station," "police station" and "ambulance." The leader calls out a situation in which a Cub might find himself and the Cubs have to run to the correct "corner." The last one home loses a point for his den but does not drop out.

Suggested situations:

1. Smoke is seen coming from under the door of a house (fire).
2. Your window cleaner falls from a ladder while cleaning the bedroom windows of a house (ambulance).
3. When out fishing you spot some gorse bushes on fire (fire).
4. You see some older boys cutting the wire to a telephone in a call box (police).
5. Your friend falls from his bicycle while you are out for a ride (ambulance).
6. A cat has been in a tree for a long period (fire).
7. You find a transistor radio on the pavement (police).
8. Your bicycle is stolen (police).
9. An older person who has rescued a small girl from a river asks you to telephone for help (ambulance).

Games From Other Lands (December Theme) Nsikwi (Africa)-Two players (or two teams) sit on the floor facing each other about 10 feet apart. An empty soda bottle, stick, or other light object stands in front of each player. Each player has a rubber ball. In turn each player throws or rolls his ball, trying to knock down his opponent's bottle. Each hit registers one point.

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

Catching the Dragon's Tail (China)-All players form a line (the dragon) with hands on one another's shoulders. The first person in line is the head and the last is the tail. The head tries to catch the tail by tagging the end player. The other players do their best to keep him from catching the tail. They may not break the line. When the head finally catches the tail, the tail becomes the head. The player who was immediately in front of the old tail becomes the new one.

Stick or Match Trick-For den chief to use a den while Cub Scouts gather. Can Cub Scouts do this? Lay out matches as shown and tell Cub Scouts to take away SIX matches and leave ten.

Solution:

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

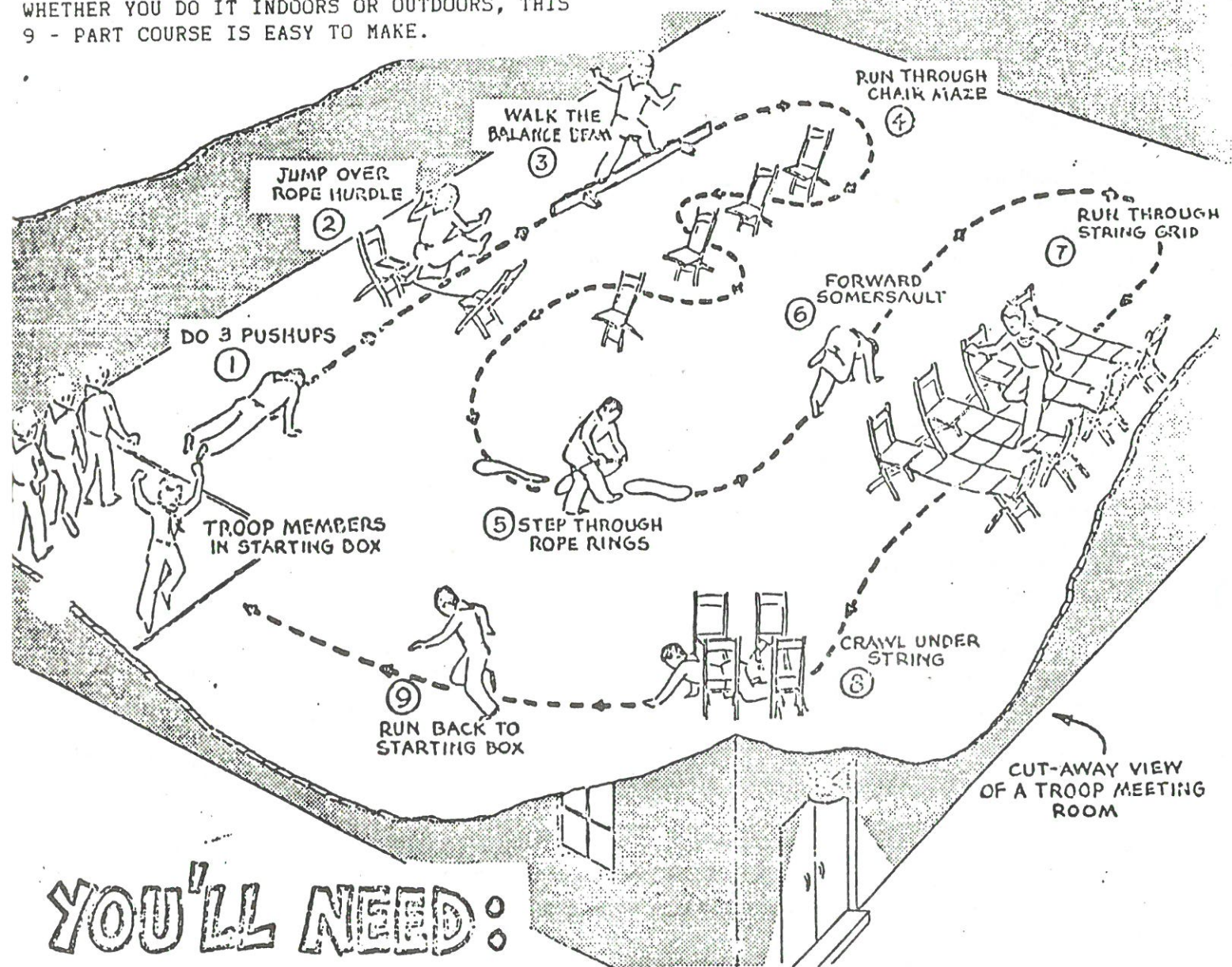
Turks and Infidals (Turkey)- Divide the den into two teams, the Turks and the Infidals. Teams line up about 15 feet apart with the infidals facing the Turks' backs. The game begins with the infidals sneaking up on the Turks. When the leader claps his hands, the Turks turn and chase the infidals back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

Conservation Game-Have dens make this game to be set up and played during the gathering time at the pack meeting

Toss Your Hat in for Recycling-Four 1/4 inch dowels, 14,6,5, and 11 inches placed in a board 13 inches long and about 5 inches apart. From a half gallon bleach bottle cut three hoops one inch wide. Toss hoops over dowels two points per ringer. Three tosses per person from a distance of six feet.

MAKE AN OBSTACLE COURSE

FOR YOUR SCOUTS TO TEST THEIR SKILL AND SPEED. WHETHER YOU DO IT INDOORS OR OUTDOORS, THIS 9 - PART COURSE IS EASY TO MAKE.



YOU'LL NEED:

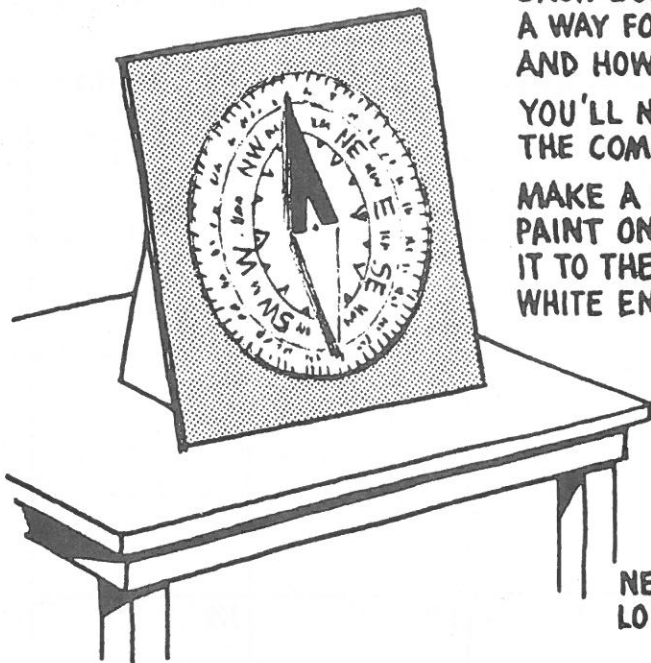
- * 18 CHAIRS (STAKES DRIVEN IN THE GROUND IF DONE OUTDOORS.) [2, 4, 7, & 8]
- * ABOUT 20 FEET OF CLOTHES LINE TO MAKE 3 RINGS (4 FOOT LENGTHS). [5] AND A ROPE HURDLE [2].
- * A BALL OF STRING TO MAKE STRING GRID [7], AND TO TIE BETWEEN CHAIRS TO CRAWL UNDER [8].
- * A 6 FOOT LENGTH OF 2X4 LUMBER TO MAKE A BALANCE BEAM [3].
- * CHALK (IF DONE INDOORS) TO MARK STARTING BOX ON FLOOR.

LAY OUT THE COURSE AS SHOWN IN THE DRAWING, SCOUTS GO THROUGH THE COURSE ONE AT A TIME. EACH SCOUT BEGINS WHEN THE PREVIOUS SCOUT HAS RUN THE COURSE AND RETURNS TO THE STARTING LINE. EACH SCOUT MAY BE TIMED, OR TIME HOW LONG IT TAKES FOR THE WHOLE DEN TO COMPLETE THE COURSE. BE SURE YOU ALLOW PLENTY OF SPACE BETWEEN EACH PART FOR SAFETY.

HERE'S A GOOD WAY TO TEACH A SKILL! MAKE YOUR OWN DEMONSTRATION COMPASS

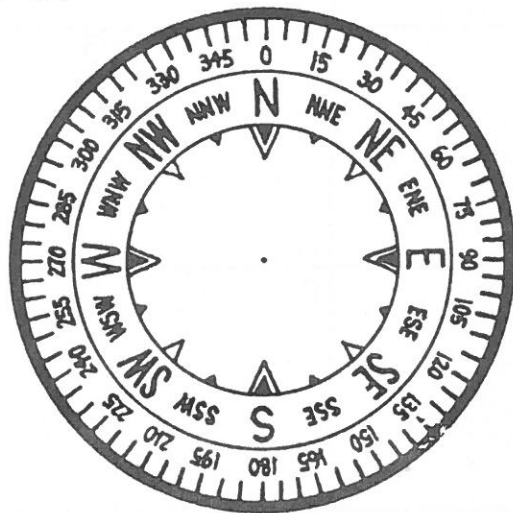
EACH SCOUT MAY NOT HAVE HIS OWN COMPASS, BUT HERE IS A WAY FOR EVERY SCOUT TO LEARN HOW A COMPASS WORKS AND HOW TO USE IT.

YOU'LL NEED A 2 FOOT SQUARE PIECE OF CARDBOARD. DRAW THE COMPASS FACE (AS SHOWN BELOW) ON THE CARDBOARD. MAKE A COMPASS NEEDLE FROM ANOTHER PIECE OF CARDBOARD. PAINT ONE END RED, THE OTHER WHITE. WITH A THIN NAIL, FIX IT TO THE COMPASS FACE. PUT A WEIGHT ON THE BACK OF THE WHITE END TO KEEP THE RED END UP.



LEAN YOUR DEMONSTRATION COMPASS AGAINST A WALL OR MAKE A STAND FOR IT.

NEEDLE IS 16" LONG, 3" WIDE.

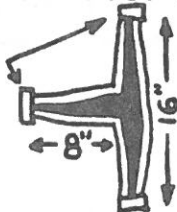


KEEP DRY WHEN IT RAINS! WEAR A PLASTIC PONCHO

YOU CAN SIT ON A PONCHO WHILE RESTING, WEAR IT OR HOLD IT OVER YOUR HEAD WHEN IT RAINS.

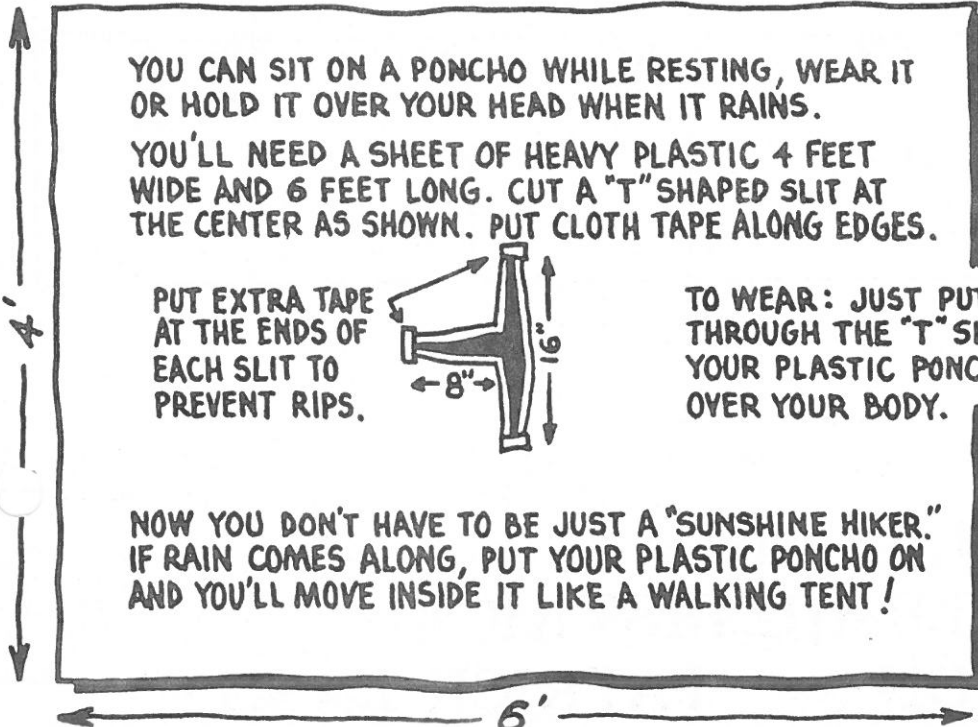
YOU'LL NEED A SHEET OF HEAVY PLASTIC 4 FEET WIDE AND 6 FEET LONG. CUT A "T" SHAPED SLIT AT THE CENTER AS SHOWN. PUT CLOTH TAPE ALONG EDGES.

PUT EXTRA TAPE AT THE ENDS OF EACH SLIT TO PREVENT RIPS.



TO WEAR: JUST PUT YOUR HEAD THROUGH THE "T" SLIT AND LET YOUR PLASTIC PONCHO HANG OVER YOUR BODY.

NOW YOU DON'T HAVE TO BE JUST A "SUNSHINE HIKER." IF RAIN COMES ALONG, PUT YOUR PLASTIC PONCHO ON AND YOU'LL MOVE INSIDE IT LIKE A WALKING TENT!



May, 1992



BUGS
AND THINGS

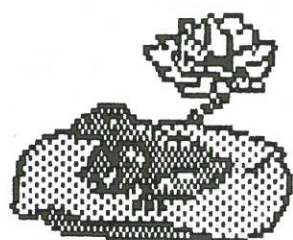


Sunday Monday Tuesday Wednesday Thursday Friday Saturday

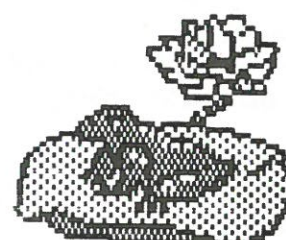
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25 MEMORIAL DAY	26	27	28	29	30
31						

PRESENTED BY
SAUK TRAIL DISTRICT
CHAIRPERSON-----PATRICK BASS

IMPORTANT



DATES



TO

REMEMBER

REGISTER NOW !!!

FOR YOUR

DISTRICT

DAY CAMP

GAMESGRASSHOPPER RACE

Needed - two small balls or similar objects.
Two teams, line up in relay style. First man in each line holding ball or other object. On signal, place ball between knees and hop or run forward around leader standing about 25' away and back to second player who repeats until all in line have done this. If ball is dropped enroute player must go back to starting point.

NATURE HIKE

Take a group on a nature hike. After initial briefing, see who can bring back the most leaves, flowers and unusual stones. (Be sure to give ample precautions against any noxious weeds such as ivy or sumac.)

COBWEB TREASURE HUNT

Equal lengths of string, all starting at approximately the same place, are wound in and out among table legs, chairs, or any available place. The strings may be intertwined with each other, but must not be knotted. On the other end of each string, which should be concealed, there is a small prize. Each pair of players, or each player, secures the free end of a string and strives to untangle it without cutting or breaking it.

MEASURING WORM RELAY

Players divide into teams. Each team stands single file facing turning point 10 feet away. First player of each team is on hands and toes, with body extended in straight line. Arms remain stationary and legs fully extended without body-sag throughout action. On starting, player takes very tiny steps until his feet reach his hands. Once feet are in position, he walks forward on his hands until his body is once more straight and fully extended. He repeats this until he returns and tags second player. At no time is the body allowed to sag. Continue with all players until each has completed the action.

SWAT THE MOSQUITO

Blindfold one Scout, give him a rolled newspaper, and seat him in the center of the room on a stool or box. The other Scouts are Mosquitoes. They tiptoe up to him and buzz in his ear, quickly withdrawing as he strikes at them with the newspaper. Anyone hit becomes the swatter. The swatter is permitted to swing only when he hear a buzz. Cub Scouts may buzz only when they are very near the swatter.

CENTIPEDE

Have the first three or four Scouts on each team straddle a broomstick with their left hands grasping the stick. On signal, they run to a designated line, return, and pass the stick to the next group in line. If any player releases his hold on the stick, he must regain it before his team may progress further. The first team through wins.

FROG HOP

Scouts take a squat position, feet pointing slightly outward. They place their hands on the floor with the elbows slightly bent, arms between their knees. Then they take short hops by putting their hands just ahead of their feet and bringing their feet up to their hands.

BUILD A BUG HOUSE

MATERIALS

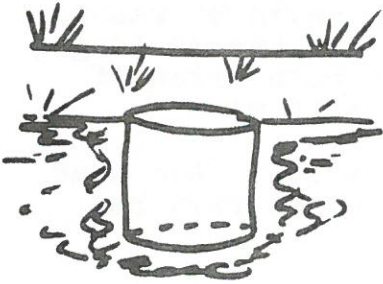
Two tuna or cat food cans
Screen wire 10" x 10"
Metal paper fasteners
Plaster

Bottle cap
Twig
Wire for handle
Paint & brush



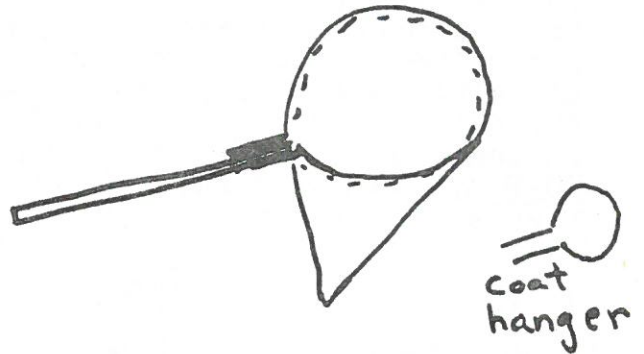
PROCEDURES

1. Form screen into a 10" long cylinder, overlapping sides. Secure with paper fasteners.
2. Paint cans with enamel paint.
3. Fill bottom can half full of plaster. Stick the twig and bottle cap into the plaster before it hardens.
4. Insert wire cylinder into plaster and let harden.
5. Attach wire handles to sides. Set lid on top.
6. Find bugs for your "bug house". Don't forget to feed and water your pet.



BEEBLE TRAP

Sink a small can into the ground with the top level with the surface. Pour in a sweet mixture, such as water and honey. Beetles and crickets will be attracted and fall in.



BUTTERFLY AND MOTH NET

Fold a 3 x 5-foot piece of mosquito netting into a cone and sew side and bottom. Sew netting over wire ring. Wrap wire ring on broom handle with friction tape.

MERRY MARBLE MENAGERIE

General Directions: Marbles are used for the bodies of the critters. Be sure to work on waxed paper so you will be able to remove your work after the glue dries. Use white glue for coating tissue paper for wings; for all other gluing, use craft glue. Use kitchen shears for cutting the bell wire. Paint on features with acrylic paint, or glue on tiny seed beads.

To Make Wings; Bend the wire, following the shape shown for each insect. For all wings (except the fly), overlap the ends of the wire slightly at the center, where the wings are joined, apply glue where the ends overlap and wrap with 2-ply yarn, gluing to hold.

Prepare the Tissue Paper; for applying to the wire frames. Lay tissue paper on a sheet of waxed paper and cut it to fit the shape of the wire. Glue it to the underside of the wire frame.

BEE; Glue a circle of felt under a $\frac{1}{2}$ " washer. For the legs, cut six pieces of wire 1" long. Bend each wire and glue to the felt, gluing three legs on each side. Glue a marble to the top of the washer for the body, and glue on a small bead for the head. Paint stripes and features. Add wire antennae. Make wings using a piece of wire $4\frac{1}{2}$ " long. Glue the wings in place on top of body.

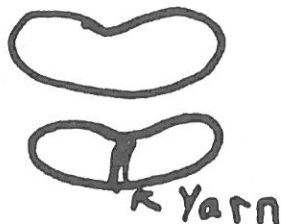
BEEBLE; Same as bee except omit the wings.

FLY; Make same as bee except for wings. Make each wing separately from a piece of wire $2\frac{1}{4}$ " long, bend it into the shape shown. Apply glue to the ends of each wire, and wrap the ends together with yarn, gluing to hold. Add the tissue paper and glue the wings to the sides of the body. Omit antennae.

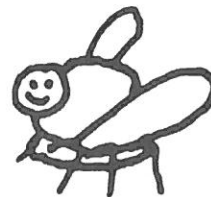
CATERPILLAR; Since we are going to make his "humps" are made individually, you can place him so that he's crawling over a rock. Lay two pieces of yarn 4" long, side by side. Glue seven $\frac{1}{2}$ " washers along the top of the yarn. For legs cut 12 pieces of wire $\frac{1}{2}$ " long and glue them to the yarn in between each washer on both sides of the body. Glue marbles on top of the washers. Glue 1" wire antennae to the top of the head, Add features.

TURTLE; Make a circle with 6 marbles glued around a 7th. Add head, legs and tail cut from one piece of cardboard. Paint on features.

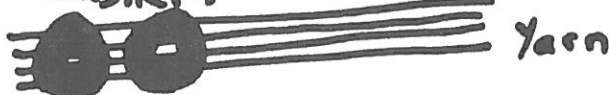
BEE



FLY

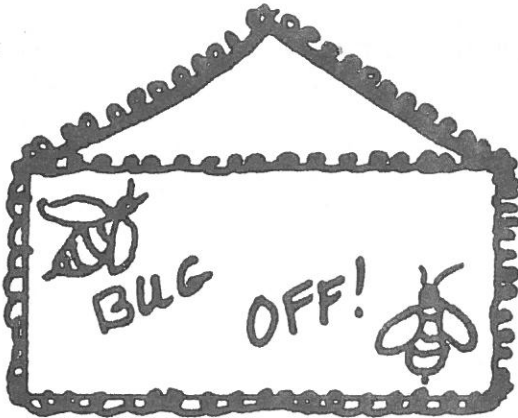


washers



Caterpillar

REVERSIBLE DOOR PLAQUE

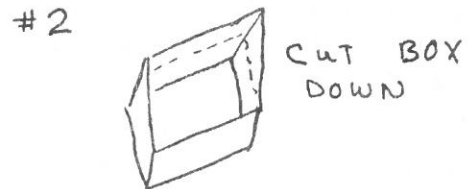
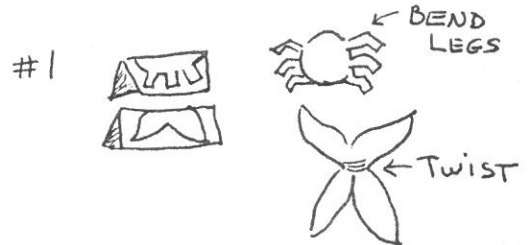


Sand, stain and varnish both sides of a piece of wood at least 6" x 18". Decorate using paint, contact paper or purchased items. Glue heavy cord around the wood for a finishing touch and as a hanger. Nail at each end of the top for security.

STATIC ELECTRICITY

1. Spiders and Butterflies
Spiders - cut from construction paper, bend legs as shown
Butterflies - cut from tissue paper, twist in middle
2. Cut down a small box and cut acetate to cover (or use a Xmas card box).
3. Fill the box with six or seven "pets" and tape cover on.
4. Just rub the acetate and watch them creep and flutter.

When you rub certain things you get static electricity. This is why your pets jump. Static electricity makes your hair stick out when you comb it hard on a very dry, cold day. In a dark room you might see sparks.



THE ANTS GO MARCHING

The ants go marching one by one, hurrah, hurrah
 The ants go marching one by one, hurrah, hurrah
 The ants go marching one by one, the little stopped
 to pick up some gum,
 And the ants go marching down to the ground to get out of
 the rain, boom, boom, boom!

- Verses
1. Pick up some gum
 2. Tie his shoe
 3. Look at a tree
 4. Shut the door
 5. Look at the sky
 6. Pick up sticks
 7. Look at the heavens
 8. To see what he are
 9. Pick up a dime
 10. Because this is the end!

IT'S AN INSECT COVERED WORLD

Tune: It's a Small World

Chorus: It's an insect covered world, it's an insect covered world,
 It's an insect covered world, it's an insect covered world.

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

CHORUS:

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

CHORUS

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

Ants on a Log Snack

Fill celery sticks with cream cheese and top with a few raisens.

BUG SKIT

(BOYS ARE DRESSED IN VARIOUS COSTUMES OR HAVE SIGNS SUGGESTING WHAT BUGS THEY ARE.)

WE ARE THE BUGS AND CRAWLY THINGS,
WE MAKE MEN SWAT AND LADIES SCREAM,
WE ARE COLLECTED BY BOYS AND PUT IN JARS LICKETY SPLIT,
THEY POKE AND STUDY US AND SEE HOW WE TICK,
WE CAN BE LOVABLE AND THE BEST FRIEND YOU EVER MET,
WE ONLY ASK ONE FAVOR AND THAT IS TO WATCH YOUR STEP
SPLAT ! ! !

(Make a big swatter out of a broom by covering a wire coat hanger with paper and decorate it to look like a flyswatter. The boy who says "SPLAT" Raises the broom and lowers it to the ground and all the bugs scatter.

SPARKLERS

Giant Beehive -Tell the group to buzz like a bee. When your hand is raised, the volume should increase. When you lower your hand, the volume should decrease.

Flea Clap - Have everyone raise his hands above his head. Applaud by clicking the nails of the thumb and forefinger on each hand.

Turtle Clap - Fold arms, place in front of bowed head, spread arms and stick head out saying "Nerk! Nerk!"

Mosquito Clap- Rapidly slap shoulders saying "Ow! Ow! Ow!"

SKIT - PICNIC FOR INSECTS ONLY

The Scene is a meeting hall of the INTERNATIONAL INSECT LEAGUE
 A sign at the back of the stage says: INTERNATIONAL INSECT LEAGUE

Props: Seven actors
 Chairs
 Table

Costumes: Can be simple or elaborate as you want. Simple signs such as "CHAIRMAN TERMITE", etc. can be worn by actors. If you want more, wings could be made from wire-stiffened tissue paper and tied to the body. Antennae could be made from wire with plastic foam balls on the tips.

CHAIRMAN TERMITE: This meeting will come to order. Tonight, we make our plans for this summer's picnic. Treasurer's report...

MR. GRASSHOPPER: As of today we have on hand two sacks of honey, donated by the bees; 25 drops of blood, courtesy of the mosquitos; and 5 bread crumbs the ants left after taxes. Our supplies are really getting low.

CHAIRMAN TERMITE: Thank you Mr. Grasshopper. Mr. Ant, will you tell us how plans for food are going?

MR. ANT: We plan to hit a lot of human kitchens before the big day. I think I can promise you all a real crummy time. Ha-Ha!

CHAIRMAN TERMITE: Thank you Mr. Ant. Mr. Caterpillar, may be have a report on the decorations?

MR. CATERPILLAR: You'll have about 2,000 butterflies arranged on trees and bushes. Really spectacular!

CHAIRMAN TERMITE: And Now, in charge of lighting, a report from Mr. Firefly.

MR. FIREFLY: 10,000 fireflies are coming. Let's just say, we're going to get a charge out of doing our part!

CHAIRMAN TERMITE: Now, for the surprise, the entertainment. We are happy to say that the BEATLES will be the main attraction. (APPLAUSE) Let's have a final important check with the grasshoppers about the invitations. Have they all gone out?

MR. GRASSHOPPER: All the invitations have gone out. I tell you it has sure kept us hopping. WE'll really have to watch so no people get in.

MR. ANT: Remember last year? Those human insects were terrible!!!

MR. FIREFLY: Human insects? I'm sorry , Mr. Chairman, but I wasn't around last year. What human insects?

MR. ANT: These human insects have been around for a long time, and Boy, I don't want to be anywhere they are!

MR. FIREFLY: Human insects? What are they called?

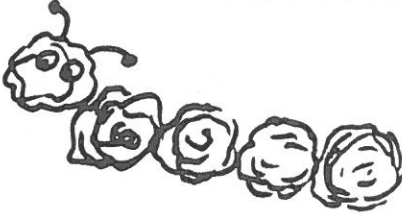
ALL: LITTER BUGS ! ! ! ! !

THE END

FUZZY WUZZY

Materials required: Yarn (or purchased pom poms), pipecleaner, scraps of felt for eyes, glue

Glue enough pom-poms to pipecleaner to cover it. Put eyes on the last pom-pom and shape as desired.

LADY BUG

Materials required: 1½" styrofoam ball cut in half, red felt cut into 3¼" circles, black pom-pom, black felt cut into tiny circles, black yarn, wiggle eyes.

Cover ball with red felt, put two black yarn pieces on the back to make wings, glue pom-pom on the front for the face and glue eyes to it. You may wish to put a piece of felt on the bottom for a finished look. Use as a toy friend or magnet for the refrigerator.

CATERPILLAR MAGNET

Cut a piece of felt to a strip that will fit up to 5 small pom-pom balls. (You may want to reinforce the bottom of the strip with a light weight cardboard.) Glue pom-poms to strip and add small wiggle eyes to one end and antennas to top of that pom-pom. Put a strip of magnet on bottom of caterpillar.



A PACK MEETING TO REALLY "BUG" YOU !

1. Make it a COSTUME party. Come as your favorite bug. Have prizes for the best, ugliest, scarriest, cutest, etc.
2. Open with PICNIC SKIT
3. Song: ANTS GO MARCHING
4. Game: GRASSHOPPER RACE
5. Song: IT'S AN INSECT COVERED WORLD
6. Closing: BUG SPLAT SKIT
7. Use WORD SEARCH for pre-opener
8. Refreshments: Bug-shaped cookies, ants on a log and bug juice.

Have the boys make their chart showing the jobs that they and other family members have in their homes. Have them bring the charts to the meeting and tell what jobs they are taking on for the next 2 months, and how they will do them.

Before the boys inspect the home and grounds to make a list of hazards or lack of security you might want to talk over some of the home hazards they may find. You could also contact the Police Department and ask if someone from Crime Prevention could attend one of your meetings to talk about security in your home.

Make a contest out of making a list of things families spend money for. See who can make the longest list. Talk about the list and see what important expenses were omitted. Give one point for each item. Most boys will forget things like rent, utilities, car payments, stamps, insurance, etc. You might think up a list of things that most boys will omit and award 2 points if they happen to list one.

Invite a Mother to your den meeting to talk about cleaning a room properly. I bet the mother would enjoy talking to the boys about this!

While you have a Mother at your den meeting talking about cleaning a room, you might ask her to talk about looking after your clothes. And how to do a family wash.

Have a contest --- take a small piece of cloth and a button, needle and thread. Have the boys sew a button on -- judge the button that is sewen best.

Have a cooking contest. Have each boy cook one dish and bring it to the meeting. Be sure they can tell how they made the dish. You might think about making a small recipe book for your den. This could include breakfast dishes, lunch, and dinner dishes. Also you might adopt some of these for your cook outs!

Have the boys fix a meal and invite the parents to your meeting for a feast! In the meal planning they must plan the meal, shop for the food and then cook it.

Have a "Family" meeting at your den meeting and have the boys show Cub Scout Spirit by doing their best to make plans for the rest of the year -- or at least three months.

You might invite a Mother to show some cooking skills to the boys -- or to explain recipes. Have the boys use measuring spoons, cups etc. Have them explain such terms as cream, braising, stewing, steaming.

Plan a family game night -- each family brings a game and takes part in sharing the game with another family. The boys could even "invent" games for the families to play.

Have a contest on folding the wash. Let Mother judge the teams to make sure they are doing things the right way.

BREAKFAST GRANOLA BARS

2 Cups granola (make your own)
 2 eggs - beaten
 1/4 tsp. vanilla

Combine and pat onto a greased 8" square pan. Bake at 350° for 15 minutes.
 Cut into bars. Spread with Jam, honey or peanut butter.

BREAKFAST QUICKEE

1 Cup milk
 1 egg
 1/2 Cup fresh fruit or chilled bottled fruit.

Blend in blender on low speed until smooth. Top with a sprinkle of nutmeg.

FRIENDSHIP SOUP

Have the boys each bring a can of soup to den meeting. Mix them together and come up with some fun combinations.

For example :

- 1 can CREAM of chicken soup
- 1 can split pea
- 1 can milk
- 1 can water

Heat and stir well.

SUPER SPEEDY SEEDY BREAD STICKS

7.5 oz. can Pillsbury Refrigerated Buttermilk Biscuits
 1/2 Cup Rice Crispy cereal (slightly crushed)
 2 tsp. salt
 1/2 Cup milk
 Sesame or Poppy seeds

Heat oven to 400 degrees. Cut each biscuit in half, then roll into 5 inch sticks. Dip each stick into milk then roll in cereal and salt mixture to coat. Place on cookie sheet then sprinkle with sesame or poppy seeds. Bake for 8 to 10 min. Makes 20 sticks.

Have boys bring family favorite recipes from home and have a recipe exchange meeting.

It might be fun to have the boys make a recipe book with their favorite recipes from home or a campout recipe book for den campouts.

Have a meeting where boys try food that they have never tasted before -- have a "Taste it you may like it" party.

Have each boy prepare a dish at home and bring it to the meeting and share the recipe with den. You could assign each boy a dish i.e. salad, vegetable, main dish, dessert, and drink. You might ask 2 boys to fix the main dish.

Talk about how to choose foods and store them. Talk about good nutrition.

HANGING THE FAMILY LAUNDRY

The following game can demonstrate the team work of a family. Two teams compete against each other to see who can hang the family laundry the fastest and most correct.

MATERIALS: Large grocery bag or box
Clothespins
Line (of some type)
Laundry (Sheets of wadded up paper with large letters - one on each article - to spell out FAMILY LAUNDRY)

To make this one a lot of fun provide a team with a brown shopping bag which contains the materials needed for hanging the family laundry. The less you tell them about how to do it, the more fun it will be to watch. For instance, tell them it has to be hung in a certain order, but don't tell them why or how to hold or string up the line etc. Blow the starting whistle and let them have at it. How they hold or tie up the line is their problem, for there can be several possibilities with trees, tables, posts or team members to hold it. Let them discover what it is the wrinkled laundry must spell out on the line, etc. To add more interest the sheets of paper could be different colors and cut in shapes of shirts, socks, pants etc. An organized team would probably assign a certain part of the job to each member.

Also, to keep watching teams from memorizing the pieces, such as a red sock is the letter F, so they have an unfair advantage over the first team competing, use different bag of laundry for each team using the same number of articles but perhaps spell out something different such as LAUNDRY on seven, with other articles blank. Many comical words could be used such as OUR RAGS, WHO NEEDS IT, KEEP IT CLEAN, WASH DAY BLUES.

FEED THE BABY

Divide group into teams. Each team is either the "feeder" or the "baby". Neither team knows beforehand what the activity will be. The "babies" are seated in a row, facing the "feeders" who stand in front of the "babies". Bibs are tied on the "babies". Each boy taking part is given a small cup or bowl of apple sauce, a plastic spoon, and is blindfolded. At the signal, the "feeders" try to feed the apple sauce to the "babies". "Babies" may not use their hands to guide the spoon to their mouths, but may give the "feeders" all kinds of advice and direction as to how to reach their mouths. First pair to finish the apple sauce wins points for their team. Then they switch positions.

CHURNING BUTTER

Put a small amount of half-and half or cream into a jar and screw the lid on tightly. Boys shake jars until butter is formed. (Try this in advance to determine just how long it will take). Boy who finishes first is the winner. (You may want to add just a pinch of salt to cream).

You may want to have a car wash at one of your meetings, you could even use this to raise money for your den

Or you may want to try a Lad and Dad cake bake, where the Lad and Dad bake a cake at home and decorate it at the meeting.

This badge is one of the most important in the Webelos program because it gives the Webelos Scout a preview of what lies ahead for him in Scouting. The activities that the Webelos Scout will do with his father and his Webelos Den Leader in earning this badge will influence his feelings about camping and the out-of-doors in general. and since the Scout program emphasizes hiking and camping, it is important that the Webelos start off right, that they have fun as they learn to make themselves comfortable in the Out-of-doors with a small amount of equipment.

The best way to work on this badge is on a den campout with the webelos Den Leader and the boys' fathers. Policies of the Boy Scouts of America encourage overnight campouts. This is not full-fledged Scout camping, but is only a taste of what is to come when the boys join a troop.

DEN ACTIVITIES

1. Have a tent making project of a simple tarp tent which will provide adequate shelter for two boys. (See Webelos Scout Book for instructions)
2. Do fire laying for regular wood fires or charcoal fires so Webelos can learn to lay them for cooking for campfires.
3. Build a charcoal stove from a #10 can obtained from school cafeterias. Be sure to vent them at the top and bottom with can opener and help your Webelos to build a fire in them.
4. Show the boys how to make an improvised sleeping bag or bed.
5. Make sure the boys are familiar with fire safety principles which include no flame lights in tents and no liquid starters for charcoal fires.
6. Show the boys how to make a list of items they will need for camping.
7. Learn several cooking techniques, including the foil pack method.
8. Have a den cookout
9. Go camping
10. Have a Scout visit a den meeting and show the boys his pack. Have him describe the different kinds of packs and what he carries in his.
11. Make up a den first aid kit which would include the following ideas:
A number of kits are on the market, but as a Webelos den project, you can make one for the den. The first aid kit is best packed in a water-proof container such as a plastic refrigerator box. Include soap, box of adhesive dressings, adhesive tape, sterile gauze bandages (small and large), burn ointment, small scissors, tweezers, and a packet of needles, safety pins, ammonia inhalant capsules, chapstick, snake bite kit, poison ivy lotion.

PACK ACTIVITIES

Exhibit: First aid kit, improvised sleeping bags, posters on safety.

SHOW: Slides from overnight campout; explain foil pack cooking method.

Check the Cub Scout Leaders How To Book for help in making Buddy Burner page 3-26 , Tin Can Stove, Charcoal Chimney on page 3-27, Outdoor Cooking Utensils on page 3-32.

Check the Cub Scout leaders How to Book for help on Camping in Comfort, Tent Living, Setting up Camp page 8-36. Fires, disposing of trash, Cooking fires, Fire starters on page 8-37. Check the rest of the chapter in this book for ideas on your camp out.

Another book you might want to check out of your local library is BACKYARD ROUGHING IT EASY, by Diane Thomas, Fawcett 1980.

WHY NOT CONTACT A NEARBY SCOUTMASTER WHO COULD PROVIDE YOU WITH METHODS OF COOKING AND IDEAS.

CAMPOUT PREPARATION

The key to any successful program is planning. In preparing for a Webelos father-son campout, certain amounts of planning are necessary to obtain good results... that is, happy boys and fathers and a relaxed leader.

The information below is intended as a guide for you to use along with the Webelos Den Leader's Book, The Webelos Scout Book and other literature available.

Prepare Yourself -- select the date and camping area. This should be done well in advance..several weeks if possible.

Make Reservations -- If you decide to use a privately owned campsite, arrangements should be made with the owner . If you plan to use Scouting facilities, make reservations through the Scout Service Center 297-1965. In either case, a Local Camping Permit is required. Turn this in to the Scout Service Center at least two weeks prior to campout.

PREPARE THE BOYS - Preparing the boys goes beyond informing them that a campout has been planned. This period of preparation for the campout offers many opportunities to introduce materials which will be helpful to the boys in their Webelos training.

PREPARE THE DADS- Preparing the dads is equally important as preparing the boys. The end result of this operation is smoothly run campout with everyone knowing what is expected. Properly informed dads will reduce the load of responsibility on the Webelos Leader to a minimum and will make the campout more enjoyable for everyone.

A Meeting with Dads held about two to three weeks prior to campout. This should give a fairly good estimate of how many dads will be going and is close enough to the actual date that last minute changes can be avoided. Probably 10% of the dads will not attend, so be sure that those who don't are contacted soon after the meeting and informed of its content. This is a planning meeting for adults. More will be accomplished if the boys do not attend.

PREPARE THE DADS. CON'T

Cover these items at your meeting:

Date of campout

Location -give out maps and cover in detail how to get there.

Time and place of rendezvous and estimated time of arrival back home.

Schedule of events of campout. Plan activities you feel the boys would like to participate in. For example : nature walk, hikes, swimming, fishing, campfire program.

Menu for Webelos Cub Scouts and dads.

Keep the menu simple, remembering that each dad and his son cook, eat, and clean up together. (This includes cleaning up afterward).

Suggest that similar (not necessarily identical) meals be planned for all involved.

At least two meals involving some cooking should be anticipated. (Saturday evening and Sunday morning). Bring sack lunch for Saturday noon.

A light snack could also be included for Sunday noon.

Equipment. Each dad should have a checklist of personal equipment similar to his boy's. Don't forget the first aid kit.

Remember -- pressure gas stoves and lanterns (the coleman type) cannot be used at Scout camps. THIS IS A NATIONAL REGULATION.

The meeting with the dads can be an excellent time to get to know each other better. Don't overlook the leadership potential within this group. Give the dads an opportunity to participate in leading the activities.

IN SUMMARY: Aside from the fun your Webelos Scouts will experience on this campout, they should have satisfied the requirements for most of the Outdoorsman Activity Badge by the time they return home. In addition to this badge, certain requirements for other badges may be completed on this campout.

NOTE: Plan your camp schedule to take into consideration the religious duties of the boys. If your camp extends into Sunday morning, be sure they have an opportunity to attend services at their own church back home, a nearby church, or include a camp church service in your planning.

A planned program is necessary so that your Webelos Scouts do and learn as well as live in a camp setting. Your schedule should be flexible. The plan may look rigid, but it should be used only as a guide. If you have allotted 1 hour for a nature hike and the boys are enjoying it and learning from it, don't hesitate to extend the time. In the same way, cut short any period which is not working out as well as planned.

BE SURE TO MAKE PLANS INCASE OF RAIN -- HAVE PLAN B READY --TRY NOT TO CANCEL THE CAMPOUT BECAUSE OF RAIN UNLESS IT IS FLOODING OR COLD.

HAVE FUN! Keep in mind that some boys do not have fathers to go with them on a campout -- you might arrange for one father to take 2 boys or have an older Scout camp with at boy, or see if they have an uncle, grandfather or big brother who would go with you.

1. Fishing Game - Get a large tub of water and about five clothespins for each cub. Make a rod from a foot long piece of 1/2" dowel with a 14" piece of string tied to it and a small nut tied to the end of the string. On the signal, each boy tries to hook as many clothespins as he can. The one who gets the most wins.

2. Stepping stones - Pieces of paper are set around the room to form a path, with some pieces closer together than others. The cubs step from one page to the other placing only one foot on each page at a time. The cub who finishes fastest wins as long as they don't lose their balance or step off the page. This can also be done with partners by having both line up and give one two sheets of paper. At the signal, the first cub places one sheet in front of the partner and he places both feet on it. The first cub then places the second sheet in front of this partner and he steps on this sheet. This continues until both cross the finish line and the fastest wins.

3. Rolling Race - Cubs lie prone on the starting line in one long line and about three feet apart. On "Go!", they roll toward the finish line. The first one across the finish line is the winner. (This game can be related to fire safety and how to put yourself out.)

4. Conservation Puzzle - Decipher the message. The letters are correct but the spacing is not. I NO RDE RTOS UR VIV EO NEA RTH, WEM US TUS EOU RRESO UR CESWI SELY

Answer: In order to survive on earth, we must use our resources wisely.

5. Square Puzzle - Clean up the environment by making the pollutants "silt" and "dirt" disappear by changing one letter at a time. Each new letter must result in a correctly spelled word.

SILT	DIRT	Answer:	SILT	DIRT
_____	_____		SALT	DIRE
_____	_____		SALE	DIKE
_____	_____		SAKE	LIKE
_____	_____		LAKE	LAKE

6. Duck Race - Webelos line up on the starting line, get in a deep knee bend position, and grasp their ankles with their hands. On "Go!", they waddle to the finish line (40 - 50 feet away). The first one across the finish line wins.

7. Rabbit Hop - Webelos line up on the starting line and get in a deep knee bend position with their hands in front of them on the ground. On "Go!", they hop like rabbits to the finish line. The first one across the finish line wins.

8. Six Legged Race - The Webelos pair up and line up on the starting line with one behind the other. The front boy bends over and places his hands on the ground. The second boy takes the same position but places his hands on the first boy's ankles. On "Go!", the boys race to the finish line. The first team across the finish line wins.

9. Spider Race - Webelos line up on all fours on the starting line. On "Go!", the boys race to the finish line. The first one across wins. One variation of this is to have the boys get on all fours with their back to the finish line and race backward.

10. Crab Race - Webelos line up on the starting line facing the finish line with their feet in front of them and their hands behind them on the ground. On "go!", the boys race to the finish line. The first one across wins. One variation is to have the boys have their backs to the finish line and race backward. Another variation is to have the boys blindfolded with a paper bag over their heads. The boys keep racing until someone crosses the finish line.

11. Crab Kick - The Webelos line up in front of a beanbag on the starting line and get into position for a crab race. On "Go!", they crab walk kicking their beanbag toward the finish line. The first boy to go across the finish line after kicking his beanbag across wins.

12. Hunting Blind - Webelos line up on the starting line and place a paper bag over their heads. After they are blindfolded, throw out a beanbag. On "Go!", the boys try to find the beanbag. The one who finds it wins.

12. Nature Trailing - The leader marks off an area no more than 200 yards in any direction from the camp site, beyond which the players may not go. One player then sets off by himself. As he walks he scuffs up fallen leaves, scrapes away moss on rocks, bends twigs and impresses his footprints in wet or sandy spots - in order to leave a trail that the others may follow. Ten minutes later, the other players set out to find the trail blazer. They try to follow his trail, either individually or in groups. Meanwhile, the trail blazer finds a place to hide-in thick brush or in the branches of a tree. The first player to spot him is the winner.

13. Memory Hike - This game is played after a hike in the woods. During the hike, players are told to observe everything very carefully so that they can make a list of all they have seen. Just after the hike ends, perhaps back at the camping site or in the car, the leader hands out the paper and pencils and the players begin their lists. The player with the greatest number of correct observations wins. Large groups may be divided into teams, the members of each conferring on their lists.

VARIATION: Hear, Smell, See is played during a break in a hike. Each player is given pencil and paper and is asked to write down all the different sounds, smells and sights he observes. As time goes by, players become acutely aware of a tremendous number of things happening; things that are usually unnoticed and taken for granted such as the rustling of leaves in the wind, the reflection of the sun in a stream, insects crawling through the grass. After 15 minutes, the list are read; each player gets a point for items noticed by others, two points for a unique observation.

June, 1992



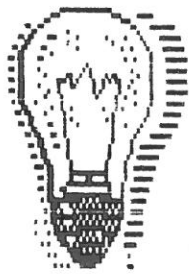
GENIUS NIGHT



Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25 1ST SESSION CUB SCOUT SUMMER CAMP, D-A	26	27
28 2ND SESSION CUB SCOUT SUMMER CAMP, D-A	29	30				

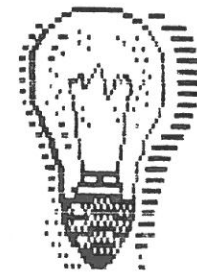
PRESENTED BY
GEMINI DISTRICT
CHAIRPERSON---SUE HEINTZ

IMPORTANT



DATES

TO



REMEMBER

DAY CAMP

JUNE 16 - 19

SAUK TRAIL & DOWNRIVER DISTRICTS

JUNE 22 - 25,

LAKESHORE & HURON DISTRICTS

JUNE 23 - 26,

NORTHRIDGE & GEMINI DISTRICTS

JUNE 23 - 26, CITY DIVISION

OPENING CEREMONY

Personnel: 7 boys, 6 holding cards with letters spelling G E N I U S

DEN CHIEF: This month the theme is "Genius"
Of which there are quite a few
Here are some we've learned about
And what they've done for you.

1ST CUB: (G) Gutenberg invented moveable type for printing presses so
that more people could have books to read.

2ND CUB: (E) Edison gave us the light bulb, the phonograph, storage
batteries, and many other things that we regard as neces-
sities today.

3RD CUB: (N) Newton's studies of gravity and light started many another
genius on his way.

4TH CUB: (I) Irving's stories have enchanted young and old for years.

5TH CUB: (U) Urey's discoveries in chemistry and nuclear power will be
used for generations to come.

6TH CUB (S) Scouting's founder, Lord Baden Powell, developed a plan
for using the genius of every boy.

CLOSING CEREMONY

1ST CUB: Everyone cannot be brilliant, everyone cannot be smart,
I may not be a genius, but I can guild a neat go-cart.

2ND CUB: I can dam a stream with boulders, I can climb trees to the top,
I can run for blocks and blocks and never even stop.

3RD CUB: I can't solve a chemical equation or lecture on Newton's rule,
But I make a peanut butter sandwich that will really make you drool.

4TH CUB: I don't know much about flowers, but smelling them is a joy,
I don't think I'm a failure. I'm a genius at being a boy.

GENIUS KITS:

Each boy in the den is given a "Genius Kit" This is a bag containing odds and ends. The kits must have identical items for each boy.

Working at home, and with help from parents, the boy uses the kit to make anything he desires. It may be a relatively realistic ship or spacecraft, or it could be some construction that looks like nothing on earth!

SAMPLE GENIUS KIT:

- Board, 1-by-6-by-10 inches
- Small tube of glue
- Eight one-inch nails
- $\frac{1}{2}$ inch dowel, 12 inches long
- Four feet of string
- Eight pipe cleaners
- No. 2 tin can
- Wire coat hanger
- Two spools
- Two corks
- 12 tacks
- Copy of the Rules

RULES:

- Use only the materials supplied. You don not have to use them all.
- Cut them up or shape them any way you wish.
- Use any tools you want. Make anything you like.
- Bring your genius project and your parent to the Pack Activity.

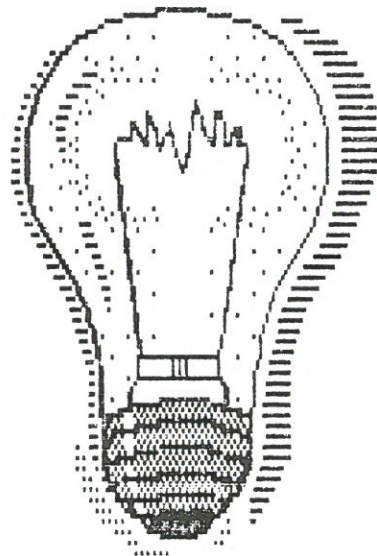
CALCULATOR SPELLING

You can spell with a calculator. Punch in 1, 3, 4, 5, 7, 8, and 0. Now turn the calculator so you can see the number upside down. You will see the letters: O,B,L,S,h,E,I. If you do the following math problems correctly, the answers spell words. There is a clue to each answer beside the problem.

- | | | | |
|----|-----------------------|--------------------------------|-------|
| 1- | $821 + 1669 + 5224 =$ | (You might want to Climb it.) | HILL |
| 2- | $46852 + 10886 =$ | (Many churches have them.) | BELLS |
| 3- | $3 \times 1836 =$ | (Who's in charge?) | Boss |
| 4- | $29632 \quad 8 =$ | (Don't fall into one) | HOLE |
| 5- | $1763 - 945 =$ | (A baby wears this.) | BIB |
| 6- | $3302 + 403 =$ | (Your shoe has one.) | SOLE |

PARTICIPATION AWARD

CUB SCOUT _____



CERTIFIED GENIUS

PACK _____

DATE: __ / __ / __

CUBMASTER _____

GATHERING ACTIVITIES:

FAMOUS GENIUS GAME Unscramble these famous names:

PATRIOTIC GENIUS	EOGREG HIASWNNOTG	(George Washington)
PRESIDENTIAL GENIUS	BRRAAM NOILLNC	(Abraham Lincoln)
GENIUS PLAYWRIGHT	LILIWAM EAREPSKEDHA	(William Shakespeare)
GENIUS DECTECTIVE	LOERCKSH MELSHO	(Sherlock Holmes)
SONGWRITING GENIUS	SPHEENT SOFRET	(Stephen Foster)
INDUSTRIAL GENIUS	NHERY DOFR	(Henry Ford)
SLEEPING GENIUS	PIR NAV WKLINE	(Rip Van Winkle)
QUACKING GENIUS	ONADLD CUKD	(Donald Duck)
ATHLETIC GENIUS	BAEB THRU	(Babe Ruth)
GENIUS INVENTOR	MASOHT DIOSEN	(Thomas Edison)

RIDDLES

WHAT HAS A TAIL BUT IS NOT AN ANIMAL ?	A Kite
WHAT DID TENNESSEE?	The same thing that Arkansas
WHAT GOES UP THAT NEVER COMES DOWN?	Your age.
WHAT ANIMAL ARE YOU WHEN YOU HAVE A COLD?	HORSE
WHAT CAN FALL DOWN AND NEVER GET HURT?	SNOW

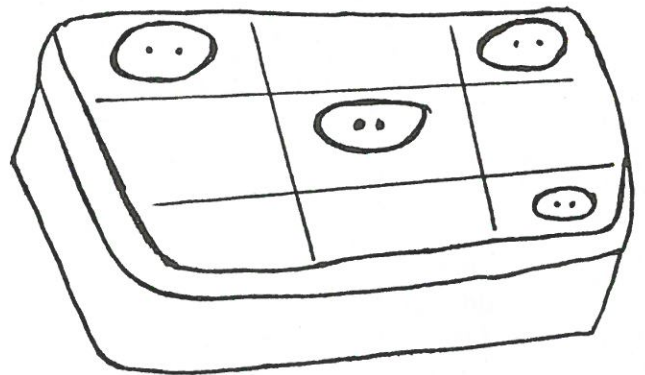
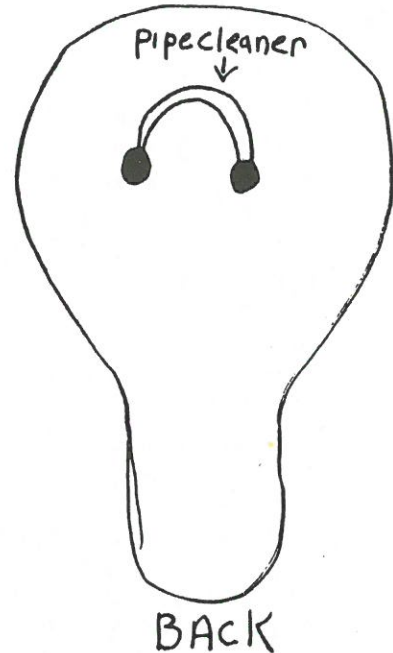
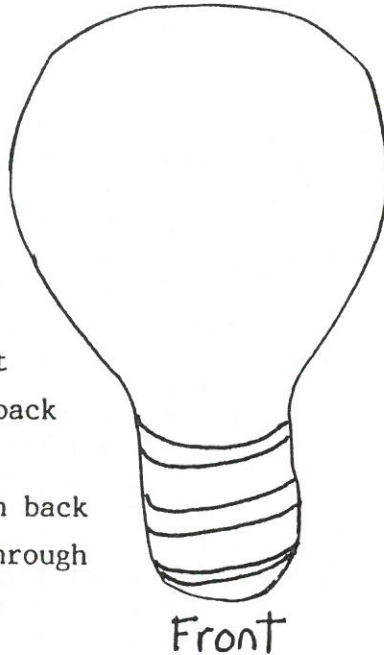
RIDDLES IN RHYME

Hello there! Listen well! Who gave us the phone With its tinkling bell? (Alexander Graham Bell)	Engineer, painter, Inventor of note; Remembered best for His famous steamboar. (Robert Fulton)
Like a famous president Was this great man's name; And the lowly peanut Helped to bring him fame (Geo Washington Carver)	Two brothers who owned a bicycle shop Worked patiently side by side; Succeeded in making a flying machine In which a man could ride. (Wilbur & Orville Wright)
The honk, honk, honk of an automobile Brings this inventor to mind; For more of his cars were once produced Than any other kind. (Henry Ford)	With never-ending patience He worked through day and night. He gave to us the phonograph And the electric light. (Thomas Alva Edison)

CRAFTS

NECKERCHIEF SLIDE

- 1 Cut 4 light blubs from light weight cardboard (Poster-board)
- 2 Glue 2 together for front and glue 2 together for back
- 3 When dry punch 2 holes in back and place pipe cleaner through making a loop in back
- 4 Glue all pieces together
- 5 With felt marker mark lines at bottom
- 6 Optional- Cover with clear nail polish or varnish



TRAVEL TIC-TAC-TOE

Take this game on your next trip. Cover top of box with a piece of felt, then use colored permanent marker to make lines on top of a margarine tub or "Sucrets" box. Use felt cutouts or buttons for markers. Keep them inside the box when not playing.

10 Felt Discs; 5 of each Color

GENIUS WORD SEARCH

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

BOOK
CHALLENGE
MYSTERY
IDEAS

LIBRARY
SKILLS
GENIUS
SCIENCE

IMAGINATION
PROJECTS
ACHIEVEMENT
MUSEUM

GENIUS WORD SEARCH

ANSWER KEY

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

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GENIUS 3 MINUTE TIME TEST

Material: Pencil or pen and copy of test for each boy.

Can you follow directions?

1. Read everything before doing anything.
2. Put your name in the upper right hand corner of this paper.
3. Circle the word "name" in sentence two.
4. Draw 5 small squares in the upper right hand corner of the paper.
5. Put an "X" in each square.
6. Put a circle around each square.
7. Sign your name under the title of this paper.
8. After the title write ... "yes, yes, yes"
9. Put a circle around sentence seven.
10. Put an "X" in the lower left hand corner of this paper.
11. Draw a triangle around the "X" you just made.
12. On the back side of this paper, multiply 703 X 66.
13. Draw a rectangle around the word "paper" in sentence seven.
14. Loudly call out your first name when you get to this point.
15. If you think you have followed directions carefully to this point in the test, call out loudly, "I have."
16. On the reverse side of this paper, add 8950 and 9805.
17. Put a circle around your answer, then put a square around the circle.
18. Count out in normal speaking voice, from one to ten backwards.
19. Punch three small holes in the top of this paper with your pencil or pen.
20. If you are the first person to get this far, call out loudly "I am the first person to this point and I am a leader in following directions."
21. Underline all even numbers on this side of the paper.
22. Say out loudly, "I am nerly finished, and I have followed directions."
23. Now that you have finished, and read everything carefully, do only sentences one and two.

ANSWERS TO WORD PUZZLE:

- | | |
|----------------------------|-----------------------------|
| 1- SAND BOX | 16- SCRAMBLE EGGS |
| 2- DOWN TOWN | 17- TOUCH DOWN |
| 3- SWIMMING UNDER WATER | 18- FORECAST |
| 4- JUST BETWEEN YOU AND ME | 19- SPLIT LEVEL or BI LEVEL |
| 5- SIX FEET UNDER GROUND | 20- NEON LIGHTS |
| 6- MIND OVER MATTER | 21- UP STAIRS |
| 7- ALL MIXED UP | 22- MAN OVER BOARD |
| 8- TRICYCLE | 23- I UNDERSTAND |
| 9- LONG UNDERWARE | 24- HE'S BESIDE HIMSELF |
| 10- HALF MOON | 25- HIGH FIVE |
| 11- NOTE BOOK | 26- THE BIRDS & THE BEES |
| 12- MONEY IN THE BANK | 27- HIGH CHAIR |
| 13- READ BETWEEN THE LINES | 28- JUST BETWEEN US |
| 14- CROSS ROADS | 29- CIRCLES UNDER THE EYES |
| 15- ONCE UPON A TIME | 30- SINGING IN THE RAIN |

"GENIUS NIGHT"

A GENIUS THIS AND THAT

Norman: "Oh my!" (raise both hands) This: "Right!" (raise right hand)
Right: "This!" (raise right hand) That: "Left!" (raise left hand)
Left: "That!" (raise left hand) Genius: All clap and cheer

This is the story of Norman ____, a boy who wanted very much to be a genius ____. But no matter how hard he tried, it just didn't work out. You see, Norman ____ had a problem. He could not tell right ____ from left ____. At school, the teacher would say, "When you know the answer, raise your right ____ hand." By the time Norman ____ figured which hand was which, it was too late! At home, it was the same thing. It was, "Norman ____, you have your left ____ shoe on the right ____ foot."

Things weren't any better outside. In football, they'd send him in at left ____ end and he'd be right ____. In baseball, they'd yell "Norman ____, move to your left ____". He'd move to the right ____.

Poor Norman ____. No matter what he did, it wasn't right ____ or left ____. But Norman ____ was determined! Finally, he figured out what to do. He called it "This" ____ and "That" ____. "This" ____ was for right ____ and "That" ____ was for left ____. Somehow it all seemed easier. And in no time, he had it down pat.

One day, while Norman ____ was home alone, a burglar forced his way in. Norman ____ was frightened! The burglar asked where his mother's jewels and furs were. Norman ____ said, "In the closet". But when the burglar said "Which was is that ____?", Norman ____ of course answered "Left" ____. The burglar followed these instructions and found himself in the kitchen. Being a smart burglar, he said "This ____ isn't right ____". And Norman ____ said, "Oh, yes it is, but you asked for that ____"

The burglar became angry and said: "Now listen. I asked where the closet is. Do you understand that ____? Norman ____ answered, "Oh yes, that ____ is left ____". The burglar said "This ____ is enough!" And Norman ____ said, "Oh no. This ____ is right ____." Exasperated, the burglar said "Oh, forget it! Just tell me where the closet is!" And Norman ____ said, "Turn this ____" But naturally the burglar misunderstood and turned the knob on the door in front of him, and he plunged headlong down the basement stairs.

Just then, Norman's ____ parents came home, and when he told them what had happened, his father said the words he'd been waiting so very, very long to hear, "Norman ____, you're a Genius ____!"

NATIONAL SUMMERTIME PACK AWARD:

Your pack can qualify for the National Summertime Pack Award certificate and streamer by planning and conducting three pack activities- one each in June, July and August.

Dens averaging at least half their members at the three summer events will be eligible for a colorful den participation ribbon. Boys in packs earning the award who participate in all three pack events are eligible to receive the National Summertime Award pin (worn on the right pocket flap of the uniform.)

OUTING SUGGESTIONS:

CUB SCOUT DAY CAMP-	make sure your Graduated Tigers attend this!
HIKING	- The area Metro Parks offer lots!
YANKEE AIR FORCE	- Willow Run Airport (313-483-4030)
FORT WAYNE	- 6325 W Jefferson (849-0299)
DETROIT INS.OF ARTS	5200 Woodward Ave. (833-7900)
DETROIT SCIENCE CTR	5020 John R. (833-1892)
FAIR LANE MANSION	- U of M Dearborn campus (593-5590)
TIGER BASEBALL GAME	CUB SCOUT SPORTS
PUTT-PUTT GOLF	CAMPFIRES
PACK PICNIC	FAMILY CAMPING
BICYCLE RODEO	RAINGUTTER REGATTA

ONE-OF-A-KIND HUNT:

Cub scouts line up about five feet apart at edge of yard or playground. Each is given a bag. On signal, they drop to hands and knees and begin crawling toward finish line, picking up one of each nature object they see and put it in their bag. This is not a race; they are allowed five minutes to reach the finish line, which may be any distance away up to about 100 feet. Score 1 point for each inanimate object (blade of grass, stick tree leaf, clover leaf, etc.) , 2 points for animal life (worm, insect, spider, etc.) After scoring return all objects to the soil.

TRANSLATE THIS PUZZLER:

Puzzle: YYURYYUBICURYY4ME

Solution:

Too wise you are,
Too wise you be,
I see you are
Too wise for me

BOY WITH A BRIGHT IDEA

- Characters:** 3 - 4 boys (or you can add on to make more).
- Scene:** First boy is sitting on the chair. Toys and clothes are scattered around the room. He is in deep thought. Several of his friends have come over to see him.
- They enter.
- All Boys:** Hi _____! What are you doing?
- 1st Cub Scout:** Just thinking about a bright idea.
- 2nd Cub Scout:** Thinking about what bright idea?
- 1st Cub Scout:** My invention.
- 3rd Cub Scout:** Are you inventing something?
- 1st Cub Scout:** Sure I want to be famous like Alexander Graham Bell or Thomas Edison.
- 4th Cub Scout:** What do you have in mind? Maybe we can help.
- 1st Cub Scout:** Really? Do you all want to help?
- All Boys:** Sure!
- 1st Cub Scout:** O.K. (getting up) thanks. First, of all, I need a big box. _____ there is one in the closet. _____, I need two toy airplanes. _____ then I'll need some kite string. Last I need some rags. You can use my clothes there for that. Great, now put everything in the box. (Looking around the room - then in the box). Well that just about takes care of it.
- 4th Cub Scout:** Takes care of what?
- 1st Cub Scout:** My invention. I just invented a way to get my room cleaned before my mom gets home.

GEOLOGIST

Try to arrange for a visit to a museum for a study of rocks and minerals and how they are formed.

Organizing a Collection:

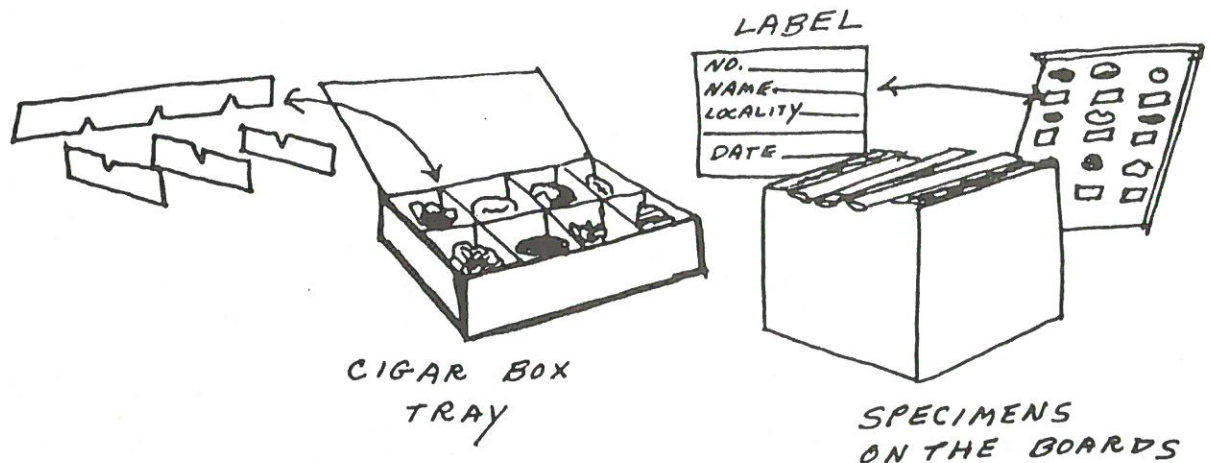
Your Webelos Scouts do not have to make a very extensive or elaborate collection of rocks and minerals to earn this badge. However, those who really become interested and want to establish a regular collection may want advice on how to keep their specimens.

The drawings, illustrated in Guide to Nature Projects, W. W. Norton, publisher, show two simple methods. Emphasize correct and complete labeling.

Here are tips on display:

- For best display, minerals should be cleaned with lukewarm water and ordinary soap. Hot water will crack or damage some minerals.
- Some minerals will discolor when exposed to light for long periods or when acted upon by the smog in a city atmosphere. These should be coated with a clear fingernail polish, plastic, or a lacquer.
- Boys who want to keep their collections in reasonable orderly fashion but don't expect to continue rock collecting as a hobby will find that egg cartons serve nicely as temporary trays for specimens.

ROCK COLLECTIONS:



AQUANAUT

WATER GAMES

Duck Tag - Play in waist-deep water. Regular tag, except that a player is safe if he ducks completely underwater when "it" is near. NOTE: He does not have to stay under more than a second or two.

Shark Tag- Play in waist to chest-deep water. Boys line up on one side of pool or swimming area. "It" is 20 feet in front of them. When he yells "Shark!" all players swim or walk to the other end while "It" tries to tag them. Those who are tagged join "It" in trying to tag others for the next round. Last player tagged is the winner.

Water Dodgeball- Play in waist-to chest-deep water. Use a large, soft, ball, such as a partially inflated beach ball. Boys make a circle about 25 feet in diameter. "It" is in the center. Object of the game is to hit "It" with the ball. When hit, he changes places with the boy who hit him.

Balloon Relay - Divide the den into two teams. Play in waist- to chest-deep water. Each team is given an inflated, round balloon. On signal, first player pushes or blows the balloon to a turning line, turns, and pushes it back. Second player repeats the action, and so on until all have raced. The balloon may not be carried, but may be batted with hands. First team through wins.

Shark's Teeth - Equipment: At least five corks for each player. Players: two or more teams of three players each. The teams line-up on both sides of the pool. The corks are thrown into the water. At a signal, the players jump into the water, recover the corks by getting them between their teeth without the use of the hands, carry them to their collecting spot, and return for more. The team that secures the most corks wins.

Pearl Divers - Equipment: One ping-pong ball and a blindfold. Players: four or more. One player, the oyster, is blindfolded. The ping-pong ball is placed directly in front of the oyster. One by one, the players advance to see who can get the pearl from the oyster. The oyster must keep his hands at least 6 inches above the pearl; but, if he hears any noise or feels the water ripple, he may strike out in the direction where he thinks the diver is. If a diver is touched by the oyster, he must return and give the other players a chance. The diver who succeeds changes places with the oyster.

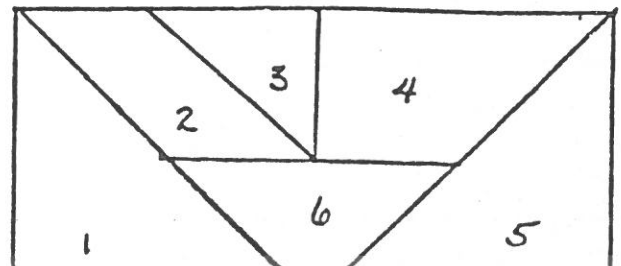
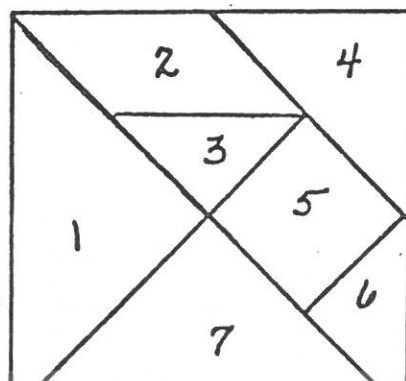
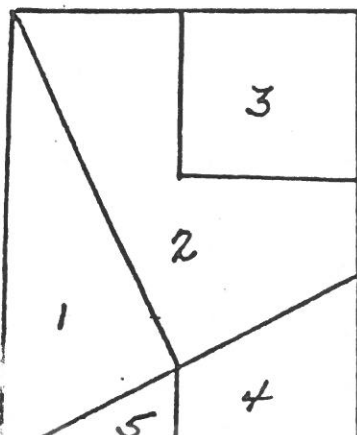
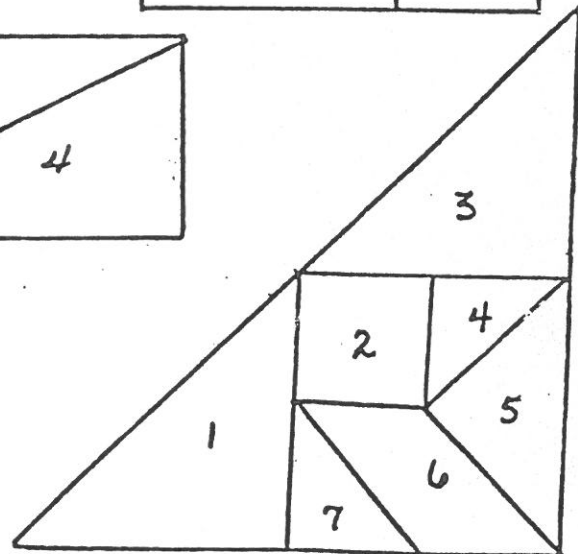
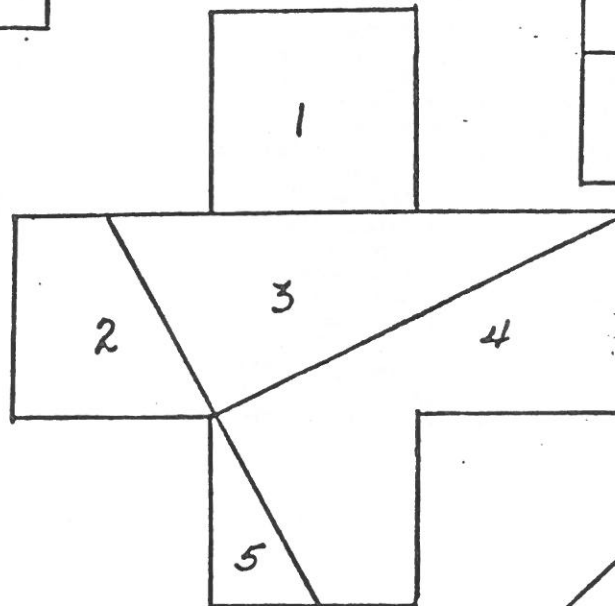
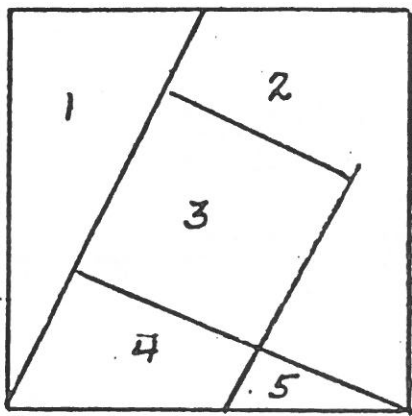
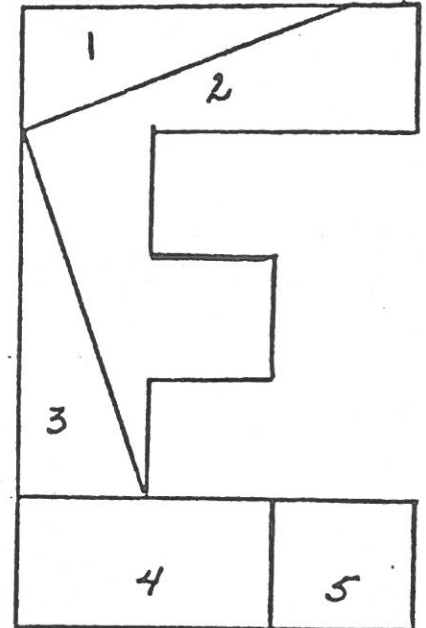
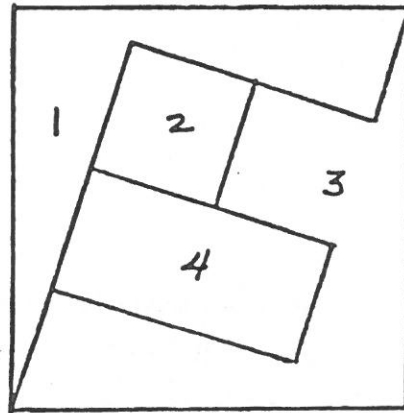
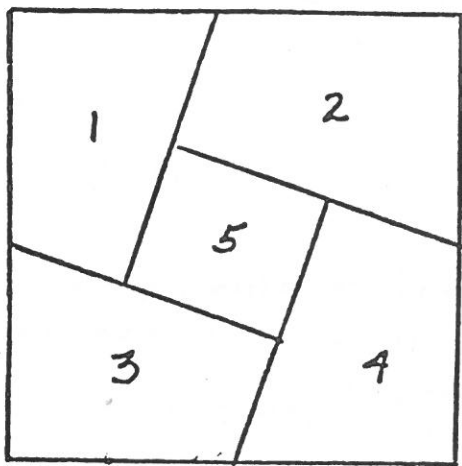
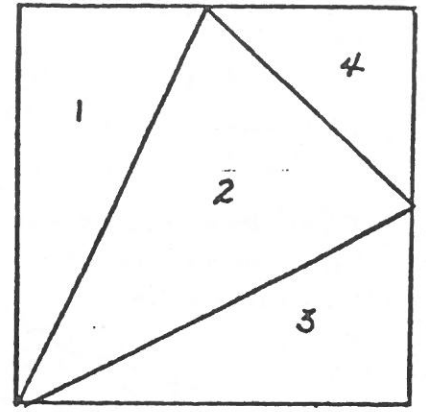
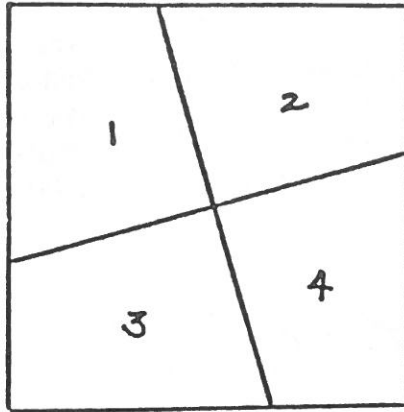
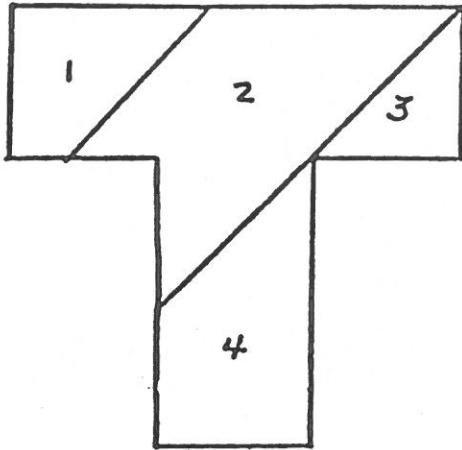
Water Spud - Equipment: One rubber ball. Players: Five or more. The starter throws the ball high into the air and calls out a player's name. That player recovers the ball while the others scatter about the pool. From then on he tries to hit one of the other players with the ball. A player must stay in the same spot, but he may duck under to keep from being hit. If a person is hit, he picks up the ball and tries to hit someone else. If the ball goes wild, the thrower gets one spud counted against him. When a player gets three spuds against him, he must stand up, hands at sides, and let all the players give him a good splashing.

PUZZLES AND GAMES

CAN YOU READ These Words AND Phrases ?

<div style="border: 1px solid black; padding: 5px; display: inline-block;">SAND</div> <p style="text-align: right;">1</p>	<p style="text-align: center;">T O W N</p> <p style="text-align: right;">2</p>	<p style="text-align: center;">H₂O</p> <hr style="width: 50%; margin: auto;"/> <p style="text-align: center;">SWIMMING</p> <p style="text-align: right;">3</p>	<p style="text-align: center;">J U S T</p> <p style="text-align: center;">You me</p> <p style="text-align: right;">4</p>	<p style="text-align: center;">Ground</p> <hr style="width: 50%; margin: auto;"/> <p style="text-align: center;">feet feet feet feet feet feet</p> <p style="text-align: right;">5</p>
<p style="text-align: center;"><u>MIND</u></p> <p style="text-align: center;">MATTER</p> <p style="text-align: right;">6</p>	<p style="text-align: center;">L V L</p> <p style="text-align: right;">7</p>	<p style="text-align: center;">cycle cycle cycle</p> <p style="text-align: right;">8</p>	<p style="text-align: center;"><u>Wear</u></p> <p style="text-align: center;">LONG</p> <p style="text-align: right;">9</p>	<p style="text-align: center;">MANN</p> <p style="text-align: right;">10</p>
<p style="text-align: center;">🎵 BOOK</p> <p style="text-align: right;">11</p>	<p style="text-align: center;">BA\$NK</p> <p style="text-align: right;">12</p>	<p style="text-align: center;"> R E A D </p> <p style="text-align: right;">13</p>	<p style="text-align: center;">R ROADS A D S</p> <p style="text-align: right;">14</p>	<p style="text-align: center;">ONCE TIME</p> <p style="text-align: right;">15</p>
<p style="text-align: center;">gegs segg gsge gges</p> <p style="text-align: right;">16</p>	<p style="text-align: center;">T O U C H</p> <p style="text-align: right;">17</p>	<p style="text-align: center;">cast cast cast cast</p> <p style="text-align: right;">18</p>	<p style="text-align: center;">Le vel</p> <p style="text-align: right;">19</p>	<p style="text-align: center;">Knee LIGHTS</p> <p style="text-align: right;">20</p>
<p style="text-align: center;">STAIRS</p> <p style="text-align: right;">21</p>	<p style="text-align: center;"><u>MAN</u></p> <p style="text-align: center;">BOARD</p> <p style="text-align: right;">22</p>	<p style="text-align: center;"><u>STAND</u></p> <p style="text-align: center;">I</p> <p style="text-align: right;">23</p>	<p style="text-align: center;">He's/Himself</p> <p style="text-align: right;">24</p>	<p style="text-align: center;">Five</p> <p style="text-align: right;">25</p>
<p>Robin BBB</p> <p>Crow BBB</p> <p>BlueJAY BBB</p> <p style="text-align: right;">26</p>	<p style="text-align: center;">Chair</p> <p style="text-align: right;">27</p>	<p style="text-align: center;">U JUST S</p> <p style="text-align: right;">28</p>	<p style="text-align: center;">I I I</p> <hr style="width: 50%; margin: auto;"/> <p style="text-align: center;">o o o o o o o</p> <p style="text-align: right;">29</p>	<p style="text-align: center;">SINGING</p> <p style="text-align: right;">30</p>

PUZZLES--- ENLARGE & PREPARE FROM WOOD OR CARDBOARD.

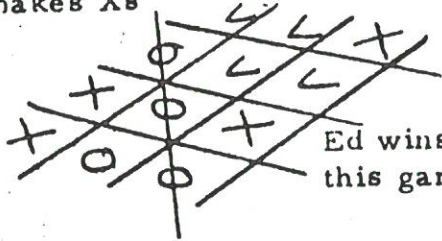


THREE-MAN TICKTACKTOE



Draw three horizontal and three diagonal lines

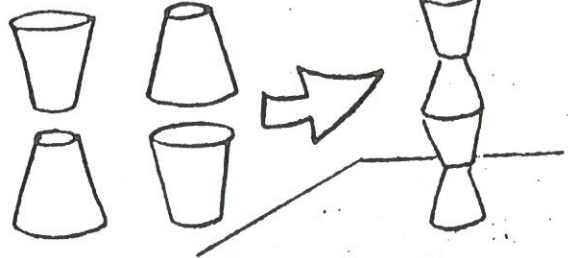
Ed makes circles - O
 Jim makes checks -
 Bill makes Xs



Ed wins this game

TOWER OF CUPS

Using only one hand, see how high you can stack paper cups bottom-to-bottom and top-to-top before they fall.



LEADER GENIUS:

Would you believe that all of the items listed below will fit in a 35 mm film can? This is easy to carry and will contain those often forgotten items which you need at meetings.

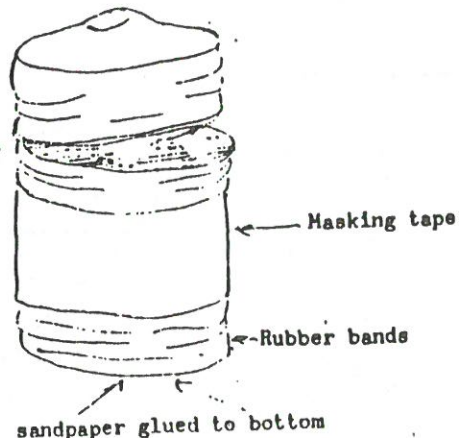
Inside

- 1 Pc Chalk
- 4 Paper clips
- 1 Stub Pencil
- 2 Dimes
- 4 Aspirin
- 2 Antiacid Tablets
- 2 Stamps
- 6 Straight Pins
- 2 Safety Pins
- 2 Thumb Tacks
- 1 Black crayon
- 1 Red crayon
- 1 Bandaid
- 1 Razor Blade
- 1 Piece of string
- 1/3 Book of matches
- 2 Kitchen matches

Outside

- 2 Rubber Bands
- 1 Piece of Masking Tape
- 1 Piece of sandpaper on bottom for striking match

And there will still be room for;
 1 gallon of Good Humor
 2 pounds of Laughter
 1 yard of Twinkle (for eye)
 1 barrel of Fun
 1 bushel of Patience
 1 cubic foot of Wisdom
 1 bucket full of Thankfulness for the Boy Scouts of America



SONGS

THE TIGER

(Tune: Alice the Camel)

_____, the Tiger will be a --- Great Cub
_____, the Tiger will be a --- Great Cub
_____, the Tiger will be a --- Great Cub
We want him in OUR PACK Grrr, Grrr, Grrr
(Repeat Inserting the name of each Tiger Cub)

Final Verse:

All the Tigers will be --- Great Cubs,
All the Tigers will be --- Great Cubs,
All the Tigers will be --- Great Cubs
We want them in our Pack

Create A Song: (song used is "Three Blind Mice")

_____ ,
number adjective noun

_____ ,
number adjective noun

See how they _____ , see how they _____ ,
verb verb

They all _____ after the _____ wife.
verb a profession

She cut off their _____ with a _____ .
body part adjective noun

Did you ever see such a sight in your life, as

_____ .
number adjective noun

Now fill in words where the blanks appear and you have a new song.
Here is an example of one.

NINE GREEN HIPPOS

Nine green hippos, nine green hippos,
See how they skate, see how they skate,
They all skate after the doctors wife.
She cut off their toes with a rusty nail.
Did you ever see such a sight in your life, as
Nine green hippos.

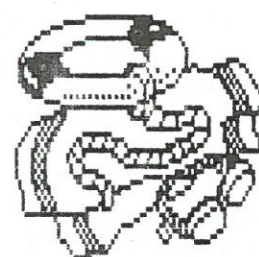
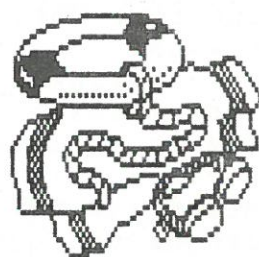
July, 1992 OUTINGS & CAMPING



Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			1	2	3	4 
5 3RD SESSION CUB SCOUT SUMMER CAMP, D-A	6	7	8	9 4TH SESSION CUB SCOUT SUMMER CAMP, D-A	10	11
12 5TH SESSION CUB SCOUT SUMMER CAMP, D-A	13	14	15	16 6TH SESSION CUB SCOUT SUMMER CAMP, D-A	17	18
19 7TH SESSION CUB SCOUT SUMMER CAMP, D-A	20	21	22	23 8TH SESSION CUB SCOUT SUMMER CAMP, D-A	24	25
26 9TH SESSION CUB SCOUT SUMMER CAMP, D-A	27	28	29	30 10TH SESSION CUB SCOUT SUMMER CAMP, D-A	31	

**PRESENTED BY
NORTH TRAILS DISTRICT
CHAIRPERSON-----OWEN LITTLE**

**IMPORTANT
DATES
TO
REMEMBER**



DAY CAMP

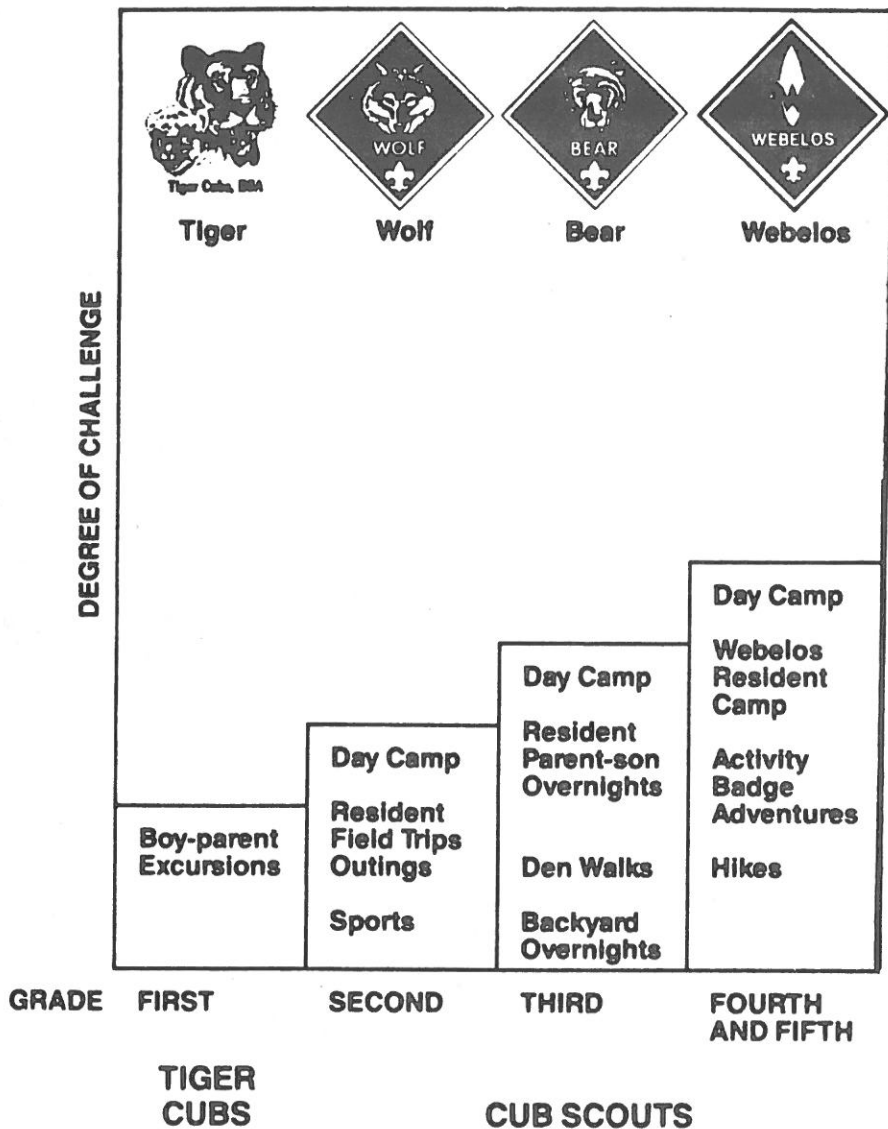
JULY 7 - 10,
NORTHRIDGE & TONQUISH DISTRICTS
JULY 14 - 17,
MICHIGAMI DISTRICT

INTRODUCTION

Outing is an important part of the word Scouting. Outing activities help Cub Scouts learn to appreciate and care for our beautiful outdoors as they camp, hike, explore and investigate the world around them. Cub Scout leaders have an exciting opportunity to help prepare Cub Scouts for the activities that they will enjoy later as Boy Scouts. Camping is an outing activity; however, since it is a specialized activity, this session is subdivided into the categories of **CAMPING** and **OUTING**. Included are the highlights of activities that can be conducted in the city and/or the country during spring, summer, fall, and winter.

Remember that the health and safety of the boys, leaders, and families must be one of the first considerations in planning any activity. Try to anticipate and eliminate hazards - or at least warn against them. Most accidents can be prevented. Refer to chapters 7 and 8 of the Cub Scout Leader Book for the policies and rules covering health and safety.

OUTDOOR PROGRAM



CAMPING



INTRODUCTION TO CAMPING

Camping is the great outdoor adventure of the Boy Scouts of America. As a Cub Scout becomes accustomed to the out-of-doors with his den, he unconsciously absorbs some of the greatness of nature itself. In working with nature to help provide his food and comfort, he learns some of the skills, resourcefulness, and self-reliance of the pioneer. The woods, the streams, the trail, and the wild creatures that inhabit them become his friends, and the out-of-doors a lifelong source of recreation.

The ideal method of camping for Cub Scouts involves the chartered pack by dens and families.

The camping program provides an opportunity for continuation of the Cub Scout program throughout the summer (and acquisition of the National Summertime Pack Award). The program of the camp is designed to meet the needs and interests of Cub Scouts, Webelos Scouts, and families; therefore, preparation for achievements and electives (activity badges, also) should be continuous and consistent with the program in the pack.

Camping for Cub Scouts, Webelos Scouts, and families can and should help boys maintain the interest generated the rest of the year and also strengthen the den and pack organization for a better year-round operation.

All of Scouting is an educational program, and since education is mainly determining the individual's needs and then proceeding to satisfy those needs, you have every reason to promote a meaningful and educational summer program for the Cub Scouting segment of the Boy Scouts of America membership.

CAMPING

TYPES OF CAMPING

In general, there are four types of camping opportunities for Cub Scouts. They are: Family Camping, Backyard Camping, Day Camp, and Resident Camp. The first two may also involve Tiger Cubs. Remember that what distinguishes these as Cub Scout camping experiences is that they include planned activities that revolve around the advancement program (big idea, achievements, electives, activity badges). Of course, the campouts should be fun!

FAMILY CAMPING

Between job, social and community activities, phone calls, and similar things that fill waking moments, there is very little quality time left for the family. Family camping offers a great chance for lots of family quality time - time to have direct and meaningful interchanges between parents and their children. It starts with the first planning and doesn't end until the final trip wrap-up. There's the first talk about where to go and what to see, and studying maps and campground guides - not telling, but sharing. Then comes menu planning, food buying, assembly of gear, and packing to leave - all shared. Don't forget to learn about camp sanitation, first aid, safety, and campground courtesy for the rights of others. Excellent guidelines for family camping can be found in the "How To Book" on page 8-35.

Places to camp include national, state, and private campgrounds. In addition to these, there are local camping facilities available at Huron-Clinton Metroparks and Oakland County Parks. Listed below are the parks with camping within these two systems; information telephone numbers are included:

METROPARK

Stony Creek...781-4242
Lower Huron...697-9181
Kensington...685-1561
Hudson Mills..426-8211

OAKLAND COUNTY

Groveland Oaks.....634-9811
Independence Oaks..625-0877
Addison Oaks.....693-2432

Cabin and tent camping is available for families on the Detroit Area Council facilities at D bar A and Cole Canoe Base. One family unit may find it cost prohibitive to rent a cabin, but it is very feasible for the multiple families in a den or a pack. Campers are expected to supply their own camping gear; however, D bar A and Cole Canoe Base have a limited quantity of tents and cooking utensils that may be rented for a weekend at nominal fees. For more information on Detroit Area Council family camping, call the DAC Service Center at 897-1965, extension 234 or 236.

CAMPING

BACKYARD CAMPING

A good way to introduce young Cub Scouts (or Tiger Cubs) to camping in the outdoors is by way of backyard camping. This could be a den project in the backyard of the den leader or one of the other parents. If possible, the yard campsite should be near a doorway that provides easy access to a toilet facility whose use by the campers causes the least inconvenience to the household. Don't be surprised if some or all of the boys decide to shorten their overnight camping experience. For further backyard camping suggestions, refer to page 8-34 of the "How To Book" and page 57 of the "Cub Scout Leader Book."

DAY CAMP

During June and July, each district in the council conducts Cub Scout Day Camp. Each Day Camp runs for four days per week with program activities including: archery, nature, sports, BB gun range, and crafts. The program is conducted under certified leadership at an approved campsite during daylight hours. Boys attend with den members under den and/or pack leadership. Day Camp provides an opportunity for boys to earn achievements, electives, and activity badges. Watch for the announcement giving the dates and locations for 1992 Cub Scout Day Camp.

CUB SCOUT SUMMER CAMP

During July and August the council conducts a resident camp at D-Bar-A Ranch for newly graduated Tiger Cubs, Cub Scouts, and Webelos Scouts. Multiple sessions are scheduled with each session lasting three days and three nights. Boys can earn advancement through fun activities such as: fishing, rafting, archery, arts and crafts, BB guns, nature, hiking, swimming and biking. Watch for the dates for the 1992 Cub Scout Summer Camp.

WEBELOS SUMMER CAMP

WEBELOS summer camp is a council-operated resident camp of five days and four nights at the D-Bar-A Ranch. In 1991 there was only one scheduled session, but look for an expanded program in 1992. WEBELOS camp is open to registered Cub Scouts who have completed the third grade. Boys can earn advancement through such fun activities as: swimming, canoeing, fishing, craft projects, hiking, fire building, archery, cooking, and sports. WEBELOS can also have fun riding a horse among longhorn cattle and buffalo.

OUTING



INTRODUCTION TO OUTING

Besides camping, some outing activities are: conservation projects, hiking, bicycling, sports, picnics, outdoor cooking, nature study, and one-day trips to visit interesting places. In the places-to-visit descriptions an information telephone number has been included wherever possible. The person in charge of outings should check out the destination for health, safety, restrictions (age limit, reservation requirements, etc.), and any costs involved. The telephone is a good starting point to check on suitability but there should be a visit by the outing person prior to a final commitment. The places-to-visit suggestions are not all-inclusive and are meant to give you a start in planning interesting outings for your den and pack. Refer to chapter 5 in the "Cub Scout Leader Book" and sections 8 and 9 of the "How To Book."

GUIDELINES FOR PLANNING

- Someone in charge
- A place to go of value for the boys
- Check out for suitability, health, and safety
- Make arrangements with hosts
- Arrange transportation
- Fill out Tour Permit
- Arrange food and drink
- Set behavior rules
- Select clothing standard (uniform usually)
- Wear identification
- Two adults per den
- Permission slips
- Check roll at departure, return, and dismissal points

CAMPING/OUTING**OUTING**CUB SCOUT SPORTS

Sports activities are encouraged as part of a well-balanced physical fitness program. For the policy on sports activities refer to page 89 of the "Cub Scout Leader Book." A den or pack may conduct its own informal sports activity or the pack may decide to participate in the BSA Cub Scout Sports program. The BSA program includes summer and winter sports, both indoor and outdoor, team and individual, and active and less active types. A Cub Scout may participate in his unit, in his community, or by himself. The program emphasizes participation of the family by involving an adult teammate. Throughout, the Cub Scout is encouraged to learn and practice good sportsmanship and "to do his best." For more information refer to page 56 of the "Cub Scout Leader Book" and page 9-3 of the "How To Book."

HIKING

Hiking is not the same as walking. Walking from point A to point B might be good exercise, but it can be very boring. Hiking is walking with a purpose; such as, nature study, environmental improvement, or history study. Hikes can be in the woods, on the seashore, in the mountains, or on city streets. For example, a Detroit city hike could include the Riverfront, Civic Center, Hart Plaza, Renaissance Center, and the Old Mariner's Church. If the group is tired, rest your feet by hopping on the trolley or the people mover. Check with your local public library to help set up a city hike in your local community. Nature centers and nature hiking trails are provided at parks and recreation areas within easy access of Cub Scout Packs in the Detroit Area Council. Some of these are included in the places-to-visit entries. For more information on hiking refer to page 8-3 of the "How To Book."

PARADES

Many communities have parades on special occasions; such as, Memorial Day, Independence Day, and Founder's Day. The parade organizers are usually eager to include your Pack as one of the marching units. If your community doesn't have a parade, participate in the parade of a nearby community. Prepare the boys for their participation by emphasizing proper uniforms and behavior - they may appear on television!

OUTING

PICNICS

Picnics are a wonderful summertime activity. Boys (and adults) like to eat and play; picnics provide an opportunity for good food along with fun and games for the whole family! A successful picnic outing begins with the Pack Committee selecting a picnic subcommittee that will be in charge of planning the event. This presents a good opportunity for involving parents that have been unable to be involved on a regular basis. The picnic subcommittee has the primary responsibility for site selection, food plan, announcement to the families, directions to the picnic site (maps, road signs, etc.), and preparation of the picnic site (decorations, tables, cook grills, etc.). As with any pack meeting, the Cubmaster and Den Leaders are responsible for the program content; however, they are supported by the picnic subcommittee as a secondary responsibility.

Select a picnic site nearby to the regular pack meeting place, if possible. Many communities have parks with picnic areas, but some do not reserve areas for use by groups. If a community does not reserve picnic areas, this can be overcome by scheduling a father/son breakfast cookout in the picnic area; thereby, taking early possession of the picnic site - try it, you'll like it! The food plan can be family provided, potluck by den families, or pack provided (paid by family donations - not pack treasury). The program content can follow the theme of the month or it may be pack originated. The Raingutter Regatta is well-suited for a picnic program because of the water splashes that are sure to happen (refer to 9-47 in the "How To Book"). There are more suggestions for picnic activities on page 9-4 of the "How To Book."

CONSERVATION

Since its founding the Boy Scouts of America has shown concern about our environment. This is a dynamic concern as shown by policy changes whenever it is determined that Scout practices have any possibility of having an adverse effect on the environment. Every Cub Scout needs to learn the importance of protecting the environment and conserving all living things that depend upon it. Some conservation projects for Cub Scouts are:

- Build and set out bird houses, feeding stations or bird baths

- Plant shrubs that provide food or cover for wildlife

- Plant grass seed on bare ground to prevent erosion

Other suggestions are on page 51 of the "Cub Scout Leader Book." For information on community projects contact the local Parks and Recreation or Beautification Commission.

OUTING

PLACES TO VISIT

The Metropolitan Detroit area has many interesting places to visit. What follows is a sampling of some of these places. Each entry is concluded with an indication of whether or not there is a cost to visit or use the facility - (cost) or (free). The information is believed to be correct, but you should telephone for the latest information.

Indian Springs Metropark, 5200 Indian Trail, Route 2, Clarkston 48016. Phone: 625-7280. Located nine miles northwest of Pontiac. Bike/hike trails, picnic area, nature center, and nature trails. (cost)*

Kensington Metropark, 2240 W. Bruno Road, Milford 48042. Phone: 685-1561. Boating, swimming, and fishing in Kent Lake. Camping, bike/hike trails, nature center, picnic areas, and winter sports. (cost)*

Lower Huron Metropark, 17845 Savage Road, Belleville 48111. Phone: 697-9181. Fishing, nature trails, picnic areas, swimming, hike/bike trails, and winter sports. (cost)*

Oakwoods Metropark, Entrance on Willow Road, P.O. Box 332, Flat Rock 48134. Phone: 782-3856. Nature center, nature trail, fishing, picnic area, and winter sports. (cost)*

Stony Creek Metropark, 4300 Main Park Road, Washington 48094. Phone: 781-4242. Located near Rochester/Utica. Camping, boating, bike/hike trail, nature center, nature trails, picnic areas, swimming, and winter sports. (cost)*

Hudson Mills Metropark, 8801 North Territorial Road, Dexter 48130. Phone: 426-8211. Located northwest of Ann Arbor. Camping, picnic areas, fishing, bike/hike trail, nature trails, and winter sports. (cost)*

Addison Oaks, 1480 W. Romeo Road, Oxford 48051. Phone: 693-2432. Camping, fishing, hiking trails, picnic area, swimming, and boating. (cost)*

Independence Oaks, 9501 Sashabaw Road, Clarkston 48016. Phone 625-0877. Camping, nature center, nature trails, picnic areas, fishing, swimming, boating, and winter sports. (cost)*

Groveland Oaks, 5990 Grange Hall Road, Holly 48442. Phone: 634-9811. Camping, hiking, picnic areas, boating, fishing, and swimming. (cost)*

*Vehicular entry permits available by year or day.

OUTING

PLACES TO VISIT (continued)

Anna Scripps Whitcomb Conservatory, Belle Isle Park, Detroit 48207. Phone: 267-7134. This greenhouse conservatory displays plants and blossoms that range from the floral of the tropics to the deserts. Ferns, palms, formal and perennial gardens, and a lily pond are featured. (free)

Belle Isle Aquarium, Belle Isle Park, Detroit 48207. Phone: 267-7159. The nation's oldest fresh-water aquarium is home to many fascinating species including electric eels, piranhas, and stingrays! (free)

Belle Isle Nature Center, Belle Isle Park, Detroit 48207. Phone: 267-7157. Take a walk down a sensory trail through unusual plants, gardens, and wildlife that thrive in this unique, natural setting. (free)

Dossin Great Lakes Museum, Belle Isle Park, Detroit 48207. Phone: 267-6440. Ship models, artwork and artifacts from salvaged shipwrecks are featured along with the "smoking room" of a Great Lakes steamship and the famous "Miss Pepsi" hydroplane boat. (free)

Zoo On Belle Isle, Belle Isle Park, Detroit 48207. Phone: 267-7160. Children and adults alike will enjoy traveling along the three-quarter-mile-long elevated walkway offering an excellent view of exotic and native animals and birds in a natural setting. (cost)

Detroit Mounted Police, 100 E. Bethune, Detroit 48202. Phone: 876-0061. Learn about the fascinating history and traditions of the Detroit Mounted Police, founded in 1893. Visitors can tour the barns and the blacksmith and leather shops of the division's headquarters. (free)

Detroit Public Library, 5201 Woodward Avenue, Detroit 48202. Phone: 833-1000. Browse through 2.5 million books, periodicals, videos, maps, pictures, and music recordings. Admire the magnificent murals depicting Detroit's history. Some of the special collections at the library include the Burton Historical Collection (local history and genealogy), the E. Azalia Hackley Collection (Blacks in the performing arts), the National Automotive History Collection (research on the development of automobiles and other vehicles), U.S. government documents and patents, and the Rare Book Collection. (free)

OUTING

PLACES TO VISIT (continued)

Detroit Water and Sewerage Department, 9300 W. Jefferson Avenue, Detroit 48209. Phone: 297-9187. Tours of this waste water treatment facility, one of the largest of its kind in the nation, include an overview of plant functions and a film presentation. More than 700 million gallons of water are treated each day. Reservations must be made. (free)

Detroit Zoological Park, P.O. Box 39, 8450 W. Ten Mile Road, Royal Oak 48068. Phone: 398-0903. Every season brings a different experience at the Detroit Zoo, home of more than 1,200 animals from 300 different species. The animals are in barless exhibits, as they would appear in their natural habitats. The Zoo has a penguinarium, a walk-through aviary, a reptile house, an indoor elephant/rhino house and a new chimpanzee exhibit. The newly expanded and renovated Zoo has beautiful theme gardens planted by volunteers. (cost)

Foreman's Cider Mill & Orchard, 50050 W. Seven Mile Road, Northville 48167. Phone: 349-1256. In the fall watch cider being made and pick your own apples from the orchard. Call for days and hours of operation. (free)*

Franklin Cider Mill, 7450 Franklin Road, P.O. Box 41, Franklin 48025. Phone: 626-2968. Watch cider being made from beginning to end. Call for days and hours of operation in the fall. (free)*

Plymouth Orchards & Cider Mill, 10685 Warren Road, Plymouth 48170. Phone: 455-2290. In the fall pick apples and watch the cider-making process. Call for days and hours of operation. (free)*

Rochester Cider Mill, 5215 Rochester Road, Rochester 48064. Phone: 651-4224. Watch the fall apples being turned into delicious cider. Call for days and hours of operation. (free)*

Yates Cider Mill, 1990 E. Avon Road, Rochester Hills 48063. Phone: 651-8300. Apple-squeezing in the fall produces a beverage which is good hot or cold. Call for days and hours of operation in the fall. (free)*

*No charge for observing the cider-making process. Apples, cider, and fresh doughnuts are for sale.

OUTING

PLACES TO VISIT (continued)

Children's Museum, 67 E. Kirby, Detroit 48202. Phone: 494-1210. Around the corner from the Detroit Public Library and housed in a picturesque mansion, the museum features exhibits, programs, workshops, and planetarium demonstrations. Visitors are greeted by Silverbolt - a horse sculpture made of auto bumpers. (free)

The Detroit Institute of Arts, 5200 Woodward Avenue, Detroit 48202. Phone: 833-7900. Wander through more than 100 galleries featuring 5,000 years of world famous art treasures, including works by Van Gogh, Rembrandt, Renoir, Moore, and the third-largest collection of Italian art outside of Italy. The Diego Rivera mural, "Detroit Industry," is a must to see. The DIA's American collection features works by Whistler, Copley, and Peale. View artifacts from the ancient cultures of Greece, Rome, and Egypt. Frequent special exhibitions, tours, film, and lecture programs. (cost)

Detroit Historical Museum, 5401 Woodward Avenue, Detroit 48202. Phone: 833-1805. Explore the "Streets of Old Detroit," a reconstruction of the city's main street in the 1800's. The museum also boasts a costume gallery and changing exhibits that reflect the history of Detroit, the oldest city in the Midwest. (cost)

Detroit Science Center, 5020 John R Street, Detroit 48202. Phone: 577-8400. Conduct your own scientific experiments with over 50 hands-on exhibits. Experience the thrill of presentations at the Omnimax Space Theater, which features a wrap-around screen that is 66½ feet tall and 33½ feet wide. The new interactive video theater (seats up to 200) has a central 9' x 12' monitor, flanked by two 5' x 6' monitors. It can receive live satellite telecasts and allows standard viewing of VHS for most tapes. (cost)

Museum of African American History, 301 Frederick Douglass Street, Detroit 48202. Phone: 833-9800. Exhibits and audio-visual presentations celebrate the heritage and culture of the African American. Detroit's role in this heritage is portrayed in the Museum's ongoing exhibit, "An Epic of Heroism: The Underground Railroad in Michigan, 1837 - 1870." (cost)

Your Heritage House, 110 E. Ferry, Detroit 48202. Phone: 871-1667. A 100-year-old Victorian house and children's museum offers a multi-culture fine arts experience to children and youth. (cost)

OUTING

PLACES TO VISIT (continued)

Historic Fort Wayne, 6325 W. Jefferson, Detroit 48209. Phone: 297-9360. This riverfront fort, built in the 1840's, is now staffed by costumed guides who tell the story of Detroit's military history. The commanding officer's house, powder magazine, and barracks are featured on the grounds of the fort. Historic Fort Wayne is also the home of the North American Indian Museum and the Tuskegee Airman Museum which celebrates the famed black aviation organization founded in World War II. (cost)

Cranbrook Academy of Art Museum, 500 Lone Pine Road, Bloomfield Hills 48013. Phone 645-3312 (general information), 695-3323 (tour information). One of the primary cultural centers of the region, Cranbrook Academy of Art museum presents major exhibitions of contemporary art and the Cranbrook Collection of Cranbrook artists, architects, and designers. Guided tours are available by advance notice. (cost)

Cranbrook Institute of Science, 550 Lone Pine Road, Bloomfield Hills 48013. Phone: 645-3210. Experience the wonder of natural history through a large mineral collection, changing exhibits, an observatory, a physics hall, and a planetarium with laser-light shows. See darting, sizzling geometric forms weaving brilliantly across the planetarium done to the beat of varieties of music. (cost)

Henry Ford Museum & Greenfield Village, 20900 Oakwood Blvd. Dearborn 48121. Phone: 271-1620. America's largest indoor/outdoor museum tells the story of the country's evolution from a rural to an industrial society. "The Automobile in American Life," a multimedia study of car culture in the United States, headlines the museum's exhibits on transportation, communication, household furnishings, and entertainment. Visitors to the Village can tour the historic homes and workplaces of famous Americans such as Thomas Edison, George Washington Carver, and the Wright brothers. (cost)

Holocaust Memorial Center, 6602 W. Maple Road, West Bloomfield 48033. Phone: 661-0840. This unique museum documents the horror of the Holocaust and events leading up to it. It also preserves a wealth of Jewish culture and history. (free)

Michigan Transit Museum, 200 Grand, Mount Clemens 48043. Phone: 463-1863. This museum, housed in the 1859 historic depot where young Thomas Edison once worked, features railroad artifacts. The museum also sponsors train tours on Sundays, May through September. The Museum is open on Sundays year-round. (cost)

OUTING

PLACES TO VISIT (continued)

Selfridge Military Air Museum, Selfridge Air National Guard Base, Mount Clemens 48045. Phone: 466-5035. World War II to modern military aircraft, memorabilia, models, aircraft engines, photographs, and paintings highlight the histories of Selfridge Field and its past and present military units. One of the nation's oldest and most historic military airbases, Selfridge has been in operation since 1917. (cost)

Yankee Air Museum, Willow Run Airport, Hanger 2041, A Street, Ypsilanti 48197. Phone: 483-4030. Displays of aviation history from World War I through Vietnam in a collection of restored aircraft housed at historic Willow Run Airport. The airport was built in 1941 to serve the Ford Motor Company's B-24 Bomber plant. (cost)

PERMISSION SLIPS

Every Cub Scout who is attending a den or pack activity away from the regular meeting place must be accompanied by a parent/guardian or have a permission slip. This action is necessary to ensure that the boy's parents are aware of his whereabouts and that the leader has pertinent information available in case of emergency. For an example of a permission slip, refer to page 84 of the "Cub Scout Leader Book." The example shown below may be purchased at the DAC Service Center Trading Post. Another example is shown on the next page.

Detroit Area Council

Boy Scouts of America

PARENT'S CONSENT

In consideration of the benefits to be derived, and in view of the fact that the BSA is an educational organization, membership in which is voluntary, and having full confidence that every precaution will be taken to ensure the safety and well-being of my son(s) or daughter(s), in case of Explorer co-ed participant(s) during this activity or trip. I hereby agree to their participation and waive all claims against the leaders of this activity or trip and officers, agents and representatives of the BSA.

NAME _____ DATE _____

SIGNED _____

ADDRESS _____

CITY, STATE, ZIP _____

TELEPHONE _____

CAMPING/OUTING

OUTING

PERMISSION SLIPS (continued)

Den # _____ Pack # _____ has scheduled an outing to _____

Date and Time of Departure _____

Place of Departure _____

Return Time _____ Place _____

Person in Charge _____ Phone # _____

Cost per Boy _____ For _____

Each Boy Should Bring _____

Parents Are Needed To _____

(Detach and Keep Upper Part For Reference)

Return This Portion To the Den Leader By _____.

My Son _____ Has Permission To Go With

Den # _____ Pack # _____ On The Event Planned For _____.

I Can Help the Den Leader By _____.

Can Not

If my son is ill on the day of the event, I will not permit him to attend. I am aware that every effort will be made to contact parents through home and emergency numbers in case of accident or illness; however, if it is necessary for a physician to attend my child before I can be reached, he may have emergency medical attention at my expense.

Signed _____

Parent's phone # _____

Doctor _____

Emergency alternate person's name and phone no. _____

Resources

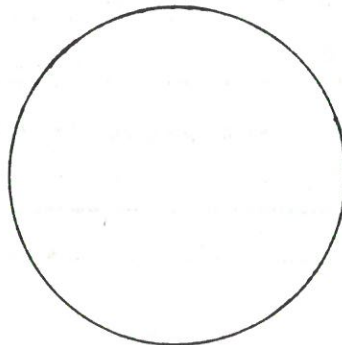
Unless you are new to Scouting, you are aware that the resources available are many and varied. In addition to the listing below, refer to section 12 of the "How To Book" and chapter 15 of the "Cub Scout Leader Book." The four digit numbers (9999) in the listing are BSA publication numbers.

1991 Pow Wow Book	Cub Scout Leader Book (3220)
Program Helps	How To Book (3831)
Boy's Life	Webelos Den Activities (3853)
Scouting Magazine	Den Chief Handbook (3211)
Leaders Digest	Cub Scout Fun Book (3213)
Roundtable Meetings	Wolf Cub Scout Book (3234)
Commissioner Staff	Bear Cub Scout Book (3228)
Professional Scouters	Webelos Scout Book (3235)
Libraries	Local Tour Permit (4426)
Staging Den and Pack	Boy Scout Handbook (3229)
Ceremonies (3212)	Campfire Program Planner (3696)
BSA Family Book (3012)	Sharing Nature With
National Summertime Pack Award	Children (3530)
Guide (3748)	Sharing The Joy Of Nature (3531)
Metropolitan Detroit Convention &	Tiger Cub Family Activity
Visitors Bureau (Ph.567-1170)	Book (3930)
Huron-Clinton Metropark	BSA Field Book (3200)
Authority (Ph.227-2757)	Trail and Campfire Stories (4661)
Oakland County Parks	Golden Book Nature Series
(Ph.858-0906)	Camp Cookery For Small
Camping Merit Badge Book (3256)	Groups (3592)
Cooking Merit Badge Book (3257)	Cub Scout Sports Manuals
Pathways To History II	(20 in the series)
(Migisi Opawgan Lodge 162)	

QUICK HEALTH TEST FOR CUB SCOUT LEADERS

Hold the circle on this page about two inches in front of your mouth and breath on it for at least ten seconds.

If the area within the circle turns green, call your physician.
 If the area turns brown, make 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!!



August, 1992



**PACK
ADMINISTRATION**

Sunday Monday Tuesday Wednesday Thursday Friday Saturday

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

**PRESENTED BY
NORTHRIDGE DISTRICT
CHAIRPERSON-----WILLIAM DIGMAN**

**IMPORTANT
DATES
TO
REMEMBER**



PROGRAM KICK-OFF ROUNTABLES

AUGUST 11,
LAKE SHORE & MICHIGAMI DISTRICTS

AUGUST 12,
NORTHRIDGE

AUGUST 13,
NORTH TRAILS, DOWNRIVER, SAUK TRAIL,
TONQUISH, & HURON DISTRICTS

AUG. 17. CITY DIVISION

TRAINING

Every Cub Scout deserves a qualified, trained leader who will provide him with the best program possible, in the way it is intended. A trained leader ensures that the goals of Cub Scouting are met.

The following training is available for den and pack leaders:

Fast Start: A series of video tapes and pamphlets is available for trainers and experienced leaders to use in coaching new leaders. This provides temporary help until new leaders can receive Cub Scout Leader Basic Training.

Basic Training: This is job-oriented training. Each leader attends training sessions which relate to his job. Personal coaching is available to leaders who cannot attend the direct group training sessions. Leaders are encouraged to attend basic training before assuming job responsibilities so they will be qualified to conduct the program.

Roundtable: A monthly district meeting of leaders, to provide program ideas on the next month's theme and activity badge, which can be used in den and pack meetings. It is also an informal sharing of ideas and experiences.

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

The most successful leaders not only attend basic training, but take advantage of continuing training opportunities such as monthly roundtables, Pow Wow, etc.



INSURANCE

COMPREHENSIVE GENERAL LIABILITY INSURANCE coverage is provided by the Council for all Scouting officials, professional employees, currently registered Scout units, their chartered organizations, and volunteer Scouters, whether or not registered, with respect to liability claims arising out of negligence in the performance of their duties in Scouting.

Persons or organizations, public or private, granting use of premises or other facilities for BSA activities are included as additional insured for their liability arising out of the use of such premises or facilities by the BSA, except when liability is due to sole negligence of the person or organization granting such use. Also included as additional insured are states or political subdivisions who issue permits to a Named Insured, but only for liability arising out of Named Insured's activities under said permit.

This Comprehensive General Liability Insurance coverage does not take the place of any volunteer's personal liability insurance under a homeowners or automobile liability policy; nor does it provide medical payments. The BSA coverage is to cover excess over other collectible insurance a person may have in force. In other words...it provides you with additional protection over and above what you presently have under your own insurance program.

Drivers for Scouting activities should carry a minimum AUTOMOBILE LIABILITY INSURANCE of \$100,000/\$300,000/\$10,000. See the National Tour Permit for Details.

The above information is intended to be explanatory only and cannot cover all possible situations. Nothing on this page can be construed to extend, alter, vary or waive any of the provisions of the policy.

Many Scouters have the mistaken idea that the Boy Scouts of America includes accident or medical payment insurance as a part of membership...this is not true. A Unit Accident Insurance program has been made available to Scouting units by Mutual of Omaha, with the endorsement of the Boy Scouts of America. This plan is very broad in scope...it covers members at unit activities as well as on the way to and from these activities.

Information and application forms for the Mutual of Omaha Unit Accident Insurance Program can be obtained from your Council Service Center. Other questions concerning insurance should be directed to the business office of the Service Center.

TAX DEDUCTIONS

A considerable amount of money is expended each year by Scouters in carrying out their volunteer service to the youth of the council. Certain allowable deduction are authorized under Internal Revenue Code.

- Annual registration fees and dues.
- Transportation expenses to and from Scouting events and meetings per IRS mileage standards.
- Purchase price of uniforms, emblems, and insignia.
- Maintenance and cleaning of uniforms and equipments which are required for use in the performance of volunteer services.
- Actual un-reimbursed expenses incurred by attending Scouting conventions, training conferences, regional meetings, and all such events in or out of the council territory, including out-of-the-pocket expenses and reasonable expenditures for meals and lodging necessarily incurred while away from home in rendering such donated services.
- SME contributions, stationary, mailing and telephone expenses, serving refreshment at meetings, cost of training literature, equipment, memorial contributions, and supplies.

NATURALLY, EACH DEDUCTIBLE ITEM MUST BE SUBSTANTIATED BY ADEQUATE RECORDS.



PACK COMMITTEE MEETING

The following is an example of an agenda for a pack parents/committee meeting. Encourage all parents to attend not just registered leaders. (This is a good opportunity to recruit those that come). Change this agenda to fit your requirements. It is the committee chairman's job to keep things on-track and moving.

SAMPLE PACK COMMITTEE MEETING AGENDA

OLD BUSINESS

- I. READING OF LAST MONTH'S MINUTES
- II. TREASURER'S REPORT
- III. ADVANCEMENTS REPORT
- IV. DEN LEADERS' REPORT-OR DEN LEADER COACH REPORT
- V. ANY SUBCOMMITTEE REPORTS SUCH AS:
 - A. FUNDRAISER REPORT
 - B. ACTIVITIES REPORT
 - C. BLUE AND GOLD BANQUET REPORT
- VI. REVIEW OF LAST PACK MEETING
- VII. REVIEW OF PAST ACTIVITIES

(AT THIS POINT, REMEMBER ANY SPECIAL AWARDS, LIKE PINWOOD DERBY TROPHIES MUST BE SECURED FOR THE PACK MEETING OR ANY MATERIALS THAT WILL BE NEEDED TO CARRY OUT THE MEETING)

- X. ACTIVITIES COMING UP SUCH AS:
 - A. DISTRICT CUB OLYMPICS
 - B. FUNDRAISERS
 - C. SERVICE PROJECTS
 - D. OUTINGS
- XI. OPEN DISCUSSION

SCOUT RECRUITING

YEAR-ROUND RECRUITING

The Webelos in your pack move to a Scout Troop throughout the year, and boys move from their dens on to the Webelos den as they become old enough, this leaves a need to bring new boys into your Pack to fill the dens to capacity. This can be done as part of your year-round recruiting effort. Remind your Cubs that they earn the Recruiter patch for recruiting a new boy. Each time you present a recruiting award encourage the other Cubs to earn one, too. Have contests between dens to bring in the most new members. (Be sure the boys understand that a new boy might not become a part of their den.) When you organize your dens, why not leave an opening or two for friends of the boys in the den to join.

SCHOOL NIGHT

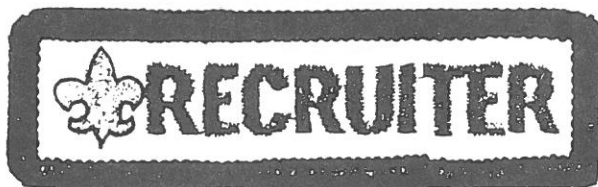
School Night permits a concentrated effort in cooperation with the school system to make all Cub aged boys and their parents aware of the Cub Scout program and what it can mean to a young boy.

Your Pack's in School Night is to conduct a rally in the school served by your unit. Be sure to explain the benefits of Cub Scouting to a boy and his family. The key to parent involvement is to make them understand what Cubbing will do for their family. Plan ahead, prepare exhibits of the things your dens have done, make a display of pictures from your Pack's outings, show how Cub Scouts can be fun. You can also help make your School Night a success by encouraging the Cubs to spread the word about the activities of your Pack to their friends. Announce plans for any special activities planned for the year so the potential Cubs can know what they can expect. Working with your District and Council team, you can use School Night to enrich your Pack in many ways.

KEEP YOUR PACK GROWING

There are two factors that affect the growth of your Cub Pack. The first is retaining the Cubs in the pack until they are ready to graduate into a Scout Troop. This is done by having an effective program for the boys. The second is bringing more boys into your Pack through various methods of recruiting efforts. This is a year-round effort that must be conducted by your Pack, but each fall your Council organizes School Night for Cub Scouting to help you in your efforts. The new Tiger Cubs BSA can give you a great start.

Another way to keep your Pack growing is by using the Tiger Cubs BSA program as a part of your Pack's activity in the community.



DEN CHIEFS

The den chief is an older Boy Scout (or Explorer who has been a Boy Scout), selected by the Scoutmaster (or Explorer advisor) in cooperation with the Cubmaster. He may be of any age or rank, but he can be the greatest help if he is a former Cub Scout, and if he is mature enough to assume this important responsibility. As a selected leader of younger boys, he has the opportunity to help them complete their Cub Scout or Webelos Scout advancement requirements and live up to Cub Scouting ideals in their everyday life.

The den chief is a member of a leadership team which also includes the den leader, assistant den leader, and denner. The den chief is already what every Cub Scout and Webelos Scout would like to be - a Boy Scout. As far as the younger boys are concerned, he is the person they would most like to follow and that makes him a natural leader for them. By directing this natural leader wisely, we can influence the den of boys under his leadership.

Den chiefs should receive training at a Den Chiefs' Training Conference. They also receive continuous and regular training from the den leaders.

Fortunately, most den chiefs serve because it is fun, and because they like it. The den chief's shoulder cord is presented in front of his troop. The pack may use an appreciation certificate as a method of recognition.



TIGER CUBS

The newest program in Scouting is the Tiger Cubs.

The program is super simple, flexible and fun. A Tiger Cub group consists of four to eight adult/boy teams who meet once a month. The leadership is shared, there are no officers. On adult/boy team volunteers to plan each month's group activity. There is very little business. The emphasis is on fun and action. Each month the group selects an activity from one of 17 "Big Ideas" found in the "Tiger Cubs BSA Family Activity Book." During the month between meetings, each Tiger Cub and Adult, at home, choose and do things from the list of suggestions for family activities found with each Big Idea, or any other activity they find to be interesting. These activities are planned to bring the boy and adult closer together and could easily include the whole family.



UNIFORMING

The Boy Scout of America has always been a uniformed movement. Its uniform help create a sense of belonging to the largest organization of this type in the world. Uniforms symbolize character development, citizenship training, and personal fitness.

Wearing a uniform gives youth and adult members a feeling of:

Personal Equality - The uniform represents a democratic idea of equality, bringing racial, economic, religious, national, ethnic, political, and geographical differences together in the Scouting tradition.

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

Achievement - What each youth or adult member has accomplished with program opportunities can be recognized by the badges and insignia worn on the uniform.

Personal commitment - It is a content reminder to every Cub Scout, Boy Scout, Explorer, or adult of their commitment to the ideals and purposes of the Boy Scouts of America. It's a way of making visible a member's commitment to a belief in God, loyalty to country, and to helping people who need them.

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

UNIFORM POLICY

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

- When soliciting funds or engaging in any commercial enterprise. This does not forbid BSA members from participating in uniform, in local council-approved money-earning projects which do not involve the sale of a commercial product or service. (For example: Uniforms may be worn when selling Scout-O-Rama tickets, but may not be worn to sell candy or light bulbs as a pack money-raising project.)
- When engaging in a distinctly political endeavor.
- When appearing professionally in any entertainment medium without the specific authority of the executive board.

UNIFORM INSPECTIONS

Dens and packs are encouraged to hold regular uniform inspections for continued good uniforming and appearance. A pack uniform inspection is necessary for charter renewal and to earn the Quality Unit Award.

RELIGIOUS EMPHASIS

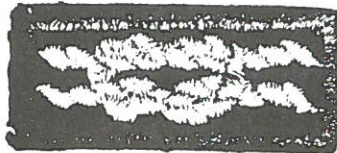
It is worth noting that nearly half of the members of the Boy Scout of America are in Packs, Troops and Posts related to religious faiths and denominations across the nation. They represent more than 75,000 units with an average yearly growth of more than 2,000 units. For some, Scouting is their official youth program. For others, it is a supplement to other regular youth programs.

Why the affinity between Scouting and religious groups? It is because religious leaders recognize that Scouting is an ally in promoting spiritual growth among our youngsters. It happens through partnership.

The term, "Partnership", suggests an active and idealistic alliance from which our youngsters will greatly benefit. Simply, the Boy Scouts of America provides program and support services. The partner provides adult volunteer leadership and a place for units to meet.

Religious organizations make Scouting an integral part of youth ministry programs.

Scouting itself is not a religious movement. But through its emphasis on the boy's living the words of his faith it becomes a true ally of the church beneficial for partners and Scouting alike. More thoughts on the Religious Award Program may be found in the Family Enrichment section.



FIRST AID

HEALTH & SAFETY

Even though Cub Scout leaders are with the boys during only a fraction of their waking hours, a boy's health and safety should be of primary importance during that time. Leaders should set a good example of staying healthy and following safety rules. They can also have an influence in these ways:

- 1 - Convince the family of the importance of regular medical checkups. A brief talk by a physician at pack meeting or an occasional reminder will be sufficient.
- 2 - Teach the boys new games, contests, and physical tests to help them grow strong and healthy.
- 3 - Teach them the rules of safety around the home, fire safety, water safety using Cub Scout achievements and electives.
- 4 - Make sure that safety rules are followed at all times during den and pack activities.

MEDICAL PROBLEMS:

Leaders should be aware of any complication that can occur in any boy, due to a temporary or permanent medical condition. Be sure you know about any boy who is diabetic or suffers from epilepsy, asthma or any other ailment which requires any form of regular medication. If boys do have a problem, an informed leader can help fast.

Leaders are responsible for the health and safety of the boys while in their care. If leaders accept this responsibility seriously, there is rarely any problem. Get to know each boy as an individual and observe his normal behavior problems. It will then be easier to spot any irregularities.

OUTDOOR SAFETY:

Certain safety precautions should be taken during outdoor activities.

- Always have a first aid kit handy. It's also a good idea to have along an adult who is trained in first aid.
- Adequate leadership and supervision prevents accidents.
- Have a plan for personal or natural emergencies which occur during an outdoor activity. Know where emergency medical care can be obtained.
- Avoid such dangers as buildings in disrepair or under construction, high diving, fire hazards, stinging insect nests, poison plants, too-rough sports. Accidents can be prevented. Think ahead.
- An adult should always supervise Cub Scouts who are using fires and cooking.

SERVICE PROJECTS

Service, best exemplified by the Good Turn has long been a tradition in Scouting. Good citizenship is best taught by service in action.

To get the most Cub Scouting has to offer, boys should have opportunities to take part in den and pack service projects. This is one of the best ways to show boys that helping other people is not only beneficial to others, but is fun and rewarding for themselves, as well.

Some suggestions are:

- Spring clean up. Adopt a person with a handicap or an elderly person in the neighborhood. Mow the yard, wash windows and screens, run errands. This could be a year-round project.
- Paint and clean-up project at building and grounds of chartered organization. Paint oil drums or heavy fiber drums with metal lids and use as litter containers.
- Adopt an area. Clean debris and litter from a section of a nearby 'open space'. Or adopt a park. Clean it up; paint benches, make minor repairs, plant shrubbery. Contact your local Parks Dept.
- Take part in community tree-planting project. Plant trees or shrubs for erosion control or beautification. Some cities have "Arbor Day" activities.
- Start a park tradition by having an annual tree-planting event by Webelos Scouts to celebrate their 10th birthday. Use a local area or a Scout camp.
- Keep neighborhood fire hydrants clear. Be sure weeds and shrubs are trimmed.
- Collect paper, glass or aluminum for recycling. Explain to boys that recycling of old waste saves energy because it usually takes less energy to recycle than to use raw materials.

Service projects related to conservation will help Cub Scouts and Webelos Scouts to complete many advancement requirements in Wolf, Bear and Webelos activity badges.



GLOSSARY

Achievement: One of the 12 requirements found in the Wolf and/or Bear book. Twelve must be obtained to receive the Wolf or Bear badge.

Activity Badges: Metal pins worn on Webelos tri-colors, awarded at pack meetings for finishing one or more of the 15 activities in the Webelos book.

Akela: A good leader. In the pack, the Cubmaster; in the den the den leader; at school, the teacher; at home, mom or dad.

Arrow of Light: Cub Scouting's highest rank and most prized award, earned by Webelos Scouts who have been active in a Webelos den for at least 6 months, earned the Webelos badge, and have completed the other requirements in the Webelos book. This is the only Cub Scout badge that can be worn on the Boy Scout uniform.

Arrow points: Awarded for earning 10 electives in the Wolf or Bear book, gold for the first 10 electives, silver for each additional 10 electives.

Badge: (See patch)

Basic Training: Formal induction into the program, purposes, ideals, and procedures of the Cub Scout program necessary for a volunteer to function with the ease and confidence that comes from knowledge.

Bear: Rank awarded to the 3rd grader Cub Scout for completing 12 of the 24 achievements in the Bear book and new Bear Enrichment supplement.

Blue and Gold Banquet: Generally held in February to celebrate the anniversary of Cub Scouting, this celebration can be an annual pot luck dinner, banquet, or whatever your pack decides to make it.

Blue and Gold Colors: Blue stands for truth and spirituality, loyalty, and the sky above. Gold stands for warm sunlight, good cheer and happiness.

Bobcat: The rank earned by all Cub Scouts no matter what age, and earned before any other.

Boys Life: The Scouting magazine for boys to help broaden their horizons in Cubbing.

Charter: Formal permission from the Boy Scouts of America allowing a pack to organize.

Chartered Organization: The organization that sponsors your pack (may be a church or school). Monthly meetings are usually held in a building owned by that organization.

GLOSSARY cont.

Charter Partner: This may be a church, school, community organization or group of interested citizens which is chartered by the Boy Scouts of America to use the Scouting program.

Council: Headquarters for the Cub Scout program in our area.

Cub Scout: A boy who is registered with a Cub Scout pack.

Cubmaster: The Cubmaster is the pack leader and is Akela for the pack.

Cub Wood Badge: An advanced training session (open by invitation only) for qualified Cub Scout leaders.

Day Camp: Summertime fun for all registered Cub Scouts. This daytime program usually is held for 5 consecutive days, involves an entire district, allows boys to interact with boys from other packs, and keeps boys and adults active in the Cub Scout movement. There are no overnight programs in Cub Scouting.

Den: A small group of Cub Scouts who meet once a week in the home of a den leader to work on projects, learn games, songs, and tricks and skits to be presented at monthly pack meetings.

Den Chief: A Boy Scout or Explorer who helps with weekly den meetings, monthly pack meetings and various other projects and outings in which the den may participate.

Den Dad: Adult male who helps a woman who is the den leader with projects and outings. He also serves as an example of the male role for the Cub Scouts.

Den Leader Coach: An experienced Cub Scout leader trained to coach den leaders.

Den Doodle: Advancement record in the form of beads, spools or markers which are hung on wire, string or strips by each boy for all to see. It is generally made by the boys with the help of the den dad and is usually some type of totem topped by a figure or symbol.

Den Dues: Funds collected from Cub Scouts weekly so that dens and packs may plan projects and outings and purchase supplies, awards, and other necessary items.

Den Leader/Webelos Den Leaders: An adult willing to plan and provide space for weekly den meetings, who registers with the pack and attends basic training.

GLOSSARY cont.

Den Leader's Training Award: A gold square knot on a blue field worn over the left pocket on the uniform of den leaders and Webelos den leaders or assistants who have completed the requirements listed on the Leaders of Dens Progress Card.

Den Leader Coach (DLC): Adult who works with den leaders and cubmaster to help organize and coordinate pack and den activities. This person should be a former den leader.

Den Leader Coach's Training Award: Blue and gold square knot on a blue field awarded for completing the requirements which are listed on DLC Progress Card, worn above the left pocket of a uniform.

Denner: Cub Scout who helps den leader with den and pack meetings. This is generally a rotating position so each Cub Scout may serve and thus may learn a little about leading and helping, (assistant denner has similar duties and is especially needed in a large den).

District: The level of the Cub Scout organization directly under the council. Each Cub Scout belongs to a den, each den belongs to a pack, each pack belongs to a district, each district belongs to a council, each council belongs to a region, and all regions belong to the national organization, Boy Scout of America.

District Award of Merit: The highest award on the district level for outstanding service by a volunteer. Patch is a silver square knot on a dark blue field, worn over the left pocket of uniform.

District Executive (DE): The professional salaried Scouter who serves a district and who offices at the BSA Service Center.

(DOE) Den Leader Outdoor Experience: A training session that allows den leaders to participate in an outdoor program and which teaches them to carry out an outdoor program for their Cub Scouts. To attend this learning experience, a den leader must first attend basic training.

Elective: Activity in Wolf or Bear book, 10 of which, when completed, will earn the Cub Scout an arrow point. (See arrow point.)

Explorer: Young adult who has passed the age of Boy Scouting or Girl Scouting but is not yet old enough to be an adult leader, who still wants to be active in the program. An explorer post consists of both male and female participants and generally an adult advisor who is active in the Boy Scout program.

Fast Start: A program (which is strictly supplemental) for new leaders designed to help them until they can attend basic training.

GLOSSARY cont.

Friends of Scouting (FOS): Major source of income realized from annual donation which supports Scouting. Without SME the Scouting program could not exist. Many people in the community who are not otherwise a part of the program donate to FOS. Previously called Sustaining Membership Enrollment (SME).

Grand Howl: A howl of respect granted to those who have earned it, performed by the Cub Scouts who form a circle around the honored person.

Honor Medal: A lifesaving award presented to a registered Cub Scout, Boy Scout, Explorer or Scouter who has demonstrated unusual heroines in saving or attempting to save life at the risk of his own. Presented by the National Court of Honor.

Honor Unit: Award given to a pack that, among other things, has completed its charter renewal on time, and has received the National Summertime Pack Award. Check with council for all requirements.

Living Circle: A special ceremony for Cub Scouts, (See "Staging Den and Pack Ceremonies" book.)

Instant Recognition Patch/Progress Towards Rank Patch: Diamond shaped patch to which a plastic thong and beads are attached for instant recognition of achievements. Each time a boy completes 3 achievements he will receive one bead. Wolf earns yellow and Bear earns red beads awarded in the den.

Quality Unit: Award given to a pack that, among others things, has completed its charter renewal on time, and has received the National Summertime Pack Award. Check with council for all requirements.

National BSA: Headquarters of the Boy Scouts of America, located in Irving, Texas where the Cub Scout program is developed and the literature developed and printed.

Pack: The Scouting unit that provides the Cub Scout program.

Pack Committee: Committee consisting of at least 3 or more persons responsible for the effect operation of the pack.

Pack Committee Chairman: One committee member, designated by the pack, who conducts committee meetings.

Pack Meeting: Monthly meeting of Cub Scout, adult leaders, committee members, and parents, where Cub Scouts and adults receive recognition for their advancement in rank or service to Scouting. Skits, songs, and other entertainment should be performed by dens.

GLOSSARY cont.

Patrol: A Boy Scout term, basically the same as a Cub Scout den only on a Boy Scout level. Webelos Scouts will learn the term.

Parents Supplement: Booklet in the front of Wolf, Bear, or Webelos book to explain to the parents how to understand the program and use the book. This should be removed and kept by the parents.

Patches/Badges: Worn on the uniform to designate rank or training awards. Refer to the Wolf, Bear, Webelos books, Den Leader's Book, or Insignia Guide for specific information.

Pow Wow: All-day learning experience for leaders and parents who went to know more about the Cub Scout program.

Program Helps: A supplement that provides an excellent resource for monthly themes and the planning of weekly den meetings. Also included by sections in the Scouting Magazine received by registered den leaders and DLCs.

Program Planning Conference, (Annual): All leaders of the pack meet to decide upon a program for the forthcoming year.

Pinewood Derby: A race in which the Cub Scouts enter their own cars built from a block of wood, providing a sense of achievement and the joy of competition.

Region: One of six geographic areas into which the United States has been divided for ease in administering the Scouting program.

Religious Award: Special religious denominations' award earned by Cub Scouts or Webelos. Check with the service center for information.

Roll Call and Inspection: Part of the annual charter renewal. All Cub Scouts and leaders answer to roll call and are inspected for proper uniform.

Roundtable: Monthly district-level meeting where leaders learn new ideas on monthly themes, receive information on district and council activities, and a general exchange of ideas.

Scouters Training Award: Green training knot on a khaki field (formerly blue field) worn above left uniform pocket, received by Scouter who has been registered for three years and completes requirements on the Scouters Progress Card.

Scouter: A registered adult member of the Boy Scouts of America.

GLOSSARY cont.

Scouters Key: Award given to recognize cubmasters, scoutmasters, explorer advisors, sea explorer skippers, and commissioners who have taken the recommended training for their positions and have achieved a high standard of performance over a 3-year period.

Scouting Coordinator (SC): Adult who serves as liaison between the pack and chartered organization and between the chartered organization and the council, and who is a member of the local council and the district committee.

Scouting Magazine: Publication sent to registered Scouters. Den leaders will receive a copy of Program Helps in their issues.

Scouting Library of Literature: Publication from council office that lists all printed materials available for use of leaders.

School Night for Scouting: Annual recruitment drive for new Cub Scouts and leaders, usually held at a school.

Scoutmaster: Boy Scout counterpart of the cubmaster.

Service Star: Worn on the uniform above the left uniform pocket to denote years of service in the Scouting program.

Silver Beaver Award: National recognition bestowed by the council to an adult Scouter for distinguished service within the council.

Summertime Pack Award (or) National Summertime Pack Award: Award for packs that plan and hold activities in June, July and August. It is exhibited by a streamer and certificate. Dens averaging at least half of their members for these pack activities will receive a ribbon for their den flags. Individual boys who participate are awarded a special pin.

Temporary Patch: Any patch that is not considered a permanent part of the uniform, day camp patches, anniversary patches, camporee patches (for Webelos). It is to be worn on the right pocket. Only one temporary patch can be worn at one time.

Theme: A main idea around which a program for pack and den meetings are centered. Monthly themes are discussed in Program Helps.

Tiger Cub: Program introduced in 1982 for boys who are in the first grade, to introduce them to Scouting. An adult must join with the child, the uniform is a T-shirt and hat, and meetings are round-robin in parents' homes. Motto: "Search, discover, and share". Promise: "I promise to love God, my family, and my country, and learn about the world."

GLOSSARY cont.

Tour Permit: Permit approved by council for any outing that is to be taken by a group of Cub Scouts, if it involves traveling. Check with Service Center.

Tri-Colors (Webelos Badge Colors): Three woven streamers (one gold, one green, one red) attached to a metal bar with the word "Webelos" on it, worn at the top of the right sleeve of the Cub Scout uniform touching the shoulder seam, used as a place to display earned activity badges.

Troop: The Boy Scout counterpart of the Cub Scout pack. A Webelos Scout must visit a troop as a part of the Arrow of Light requirements.

Train The Trainer (TTT): Supplemental training available for leaders who are interested in learning training techniques. This course is required for leaders who plan to train other leaders and is a prerequisite for attending Wood Badge training.

Unit: Term used to designate any one of the following: Cub Scout Pack, Boy Scout Troop, Varsity Team, Explorer Post or Ship.

Unit Commissioner (UC): Volunteer who helps your pack on a district level. He or she will help with charter renewal, solve pack problems, and provide leadership and guidance when needed.

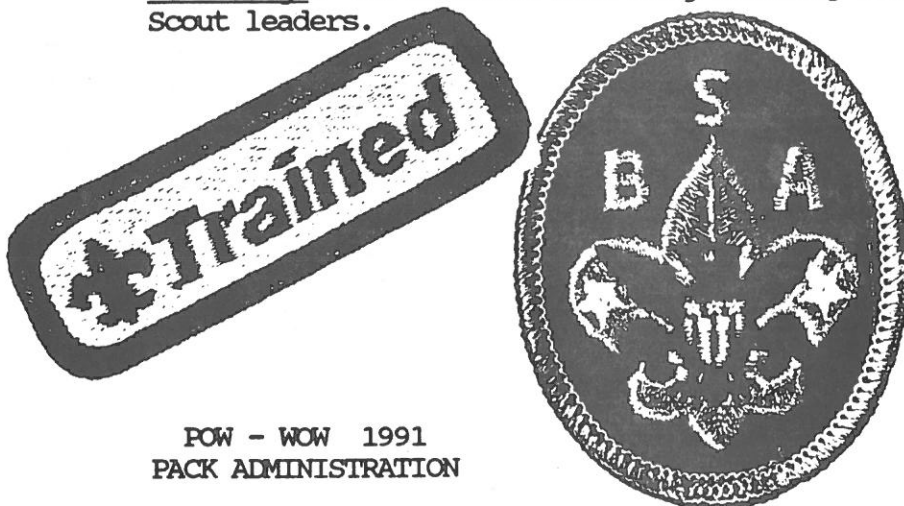
Unit ID Number: The number by which the council recognizes your pack.

Webelos: The fourth grade, age 10, or fifth grade scout who belongs to a Webelos den. He is the only Cub Scout who may go on an overnight campout with his den. Acronym for "WE'll BE Loyal Scouts".

Webelos Badge: Rank earned by the 10 year old Scout which is a part of the requirements for the Arrow of Light.

Wolf: Rank earned by the Second grade Scout when he completes the 12 achievements in the Wolf book.

Wood Badge: An advanced week-long training session for qualified Boy Scout leaders.



POW - WOW 1991
PACK ADMINISTRATION

Northridge District
Detroit Area Council

September, 1992



OUR TOWN
U.S.A.



Sunday Monday Tuesday Wednesday Thursday Friday Saturday

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

PRESENTED BY
LAKESHORE DISTRICT
CHAIRPERSON-----LINDA DZIEKAN

OPENING CEREMONIES:

Citizens

Personnel: One den of eight boys

Equipment: Individual cards containing each of the eight letters

Arrangement: As each boy recites his line, he holds his card high.
Denner or Den Chief gives final thought.

C is for our country.
I is for being involved.
T is for treasuring the great graditions of our land.
I is for the ideals of freedom.
Z is for the zeal we put into life.
E is for the example we set.
N is for the needs of our nation.
S is for sharing of ourselves.

It takes more than letters and words to make good citizens. What do you think would happen if each and every one of us would put just one of these thoughts into practice?

Our Town, U.S.A.

Use the same directions as above, using ten boys.

O Our town, U.S.A.
U United we are as a community.
R Raring to forge ahead.

T Trying to make life better.
O Our town, U.S.A.
W Winners in all we do.
N Neighbors one and all.

U Using resources God gave us.
S Sharing our wealth with others.
A America and our town -- we sing thee praise.

SKIT: Telephone Talk

Place a screen at center stage to separate the two Cubs on phones.

Woman on Telephone: Hello. Fish Market? Will you please send me a pound of cod?

Voice: We don't have any cod.

Woman: Then make it mackerel.

Voice: No mackerel.

Woman: How about some salmon?

Voice: No salmon.

Woman: How come you're all out of fish?

Voice: Because this is the fire station!

September, 1992

Our Town, U.S.A.

GAMES

Explorers

Give each boy a pencil and sheet of paper. Quiz them with questions about your community. Examples:

1. What street is St. Joan of Arc Church on?
2. Where is the nearest fire station?
3. Name three stores that sell candy.
4. Who is the mayor?
5. How many blocks is it to Hubbard School?
6. Where is the nearest police station?
7. What do you think is the oldest building in our community?

Our Town, U.S.A. Map Test

You need a large map of your community and a wide assortment of photos of landmarks, well-known buildings, parks, etc., in the area. The photos may be taken from unusual angles; but should be recognizable to anyone familiar with the community.

In turn, dens are asked to identify the landmark in a photo, and the denner is called up to show its location on the map. Score one point for correct identification, and one for correct location.

Den with the most points wins.

Scavenger Hunt

A scavenger hunt is a great way to make children aware of their surroundings. When you walk, try having individuals or teams search for items. You can do this by giving them words and having them find something that begins with each letter of the name of your town, or the words "Cub Scout", or any other appropriate word.

Another method is to give them a list of things to find, such as the one that follows:

Something perfectly straight	Something round
A seed dispersed by the wind	A sun catcher
Something that reminds you	A stone
of you	100 of something
Something yellow	Something fuzzy
The oldest thing you can find	Pine needles

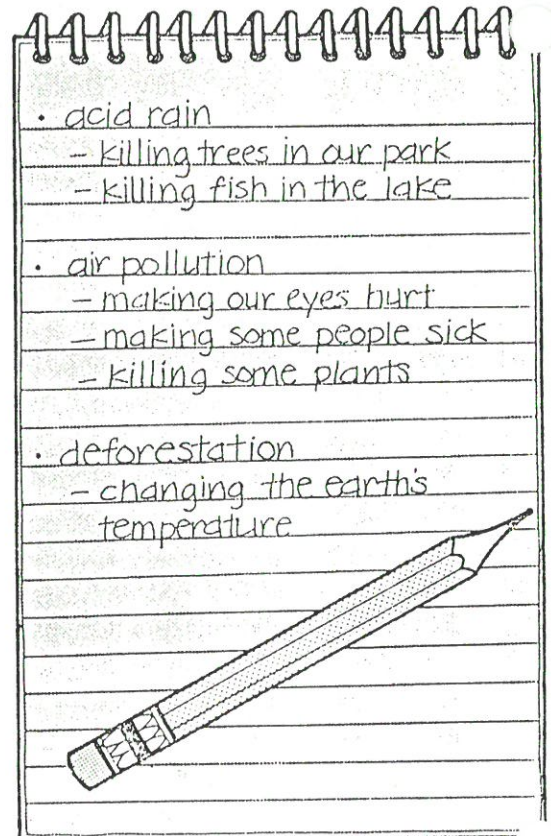
This could also be done with paper and pencil, seated at a table, listing things in the community that begin with each letter of the alphabet, or things that begin with the letters that spell out certain words, such as "Our Town, U.S.A."

Today, the earth faces many problems. It is impossible to read a newspaper or to hear a news broadcast without learning about an environmental problem of some kind. Sometimes, the situation seems hopeless; but you can make a difference if you focus your energies. Start by listing environmental problems that concern you. Here are some general topics. Add others you can think of:

- | | |
|---------------|--------------------|
| Acid Rain | Air Pollution |
| Deforestation | Endangered Animals |
| Litter | Water Pollution |

List specific examples of these problems that affect your daily life at home and at school.

Expand your list to include environmental issues that affect
 your state,
 your country,
 and your world.



Your Community

<ul style="list-style-type: none"> • trash in Roosevelt Park • dead fish in Pike's Pond • loose dogs chasing deer 	<ul style="list-style-type: none"> • landfill almost full • development in the Back Bay • improper disposal of motor oil
--	---

<p style="text-align: center;">Your State</p> <ul style="list-style-type: none"> • toxic waste near Monarch State Beach • use of pesticides in agriculture 	<p style="text-align: center;">Your Country</p> <ul style="list-style-type: none"> • spilled oil in Alaska • pollution in the Great Lakes • endangered Bald Eagles 	<p style="text-align: center;">Your World</p> <ul style="list-style-type: none"> • rain forest destruction • plastic trash in the oceans • acid rain
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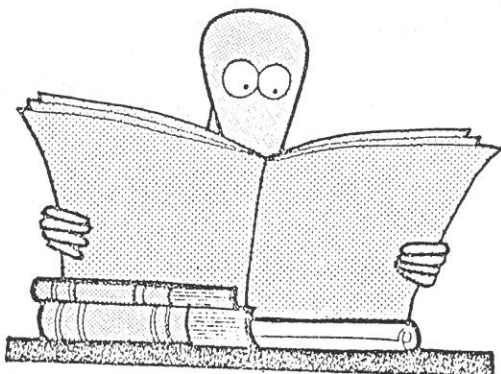
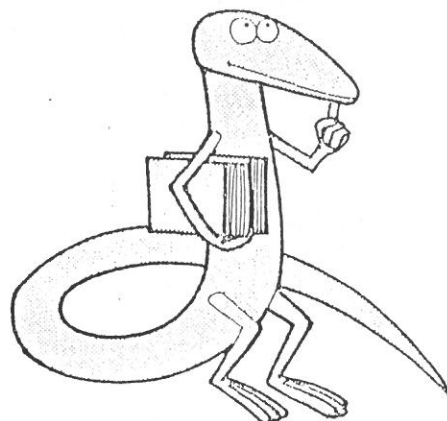
For your efforts to be effective, you must focus your attention on one problem at a time, instead of worrying about all of them all at once. Here are some questions you might ask yourself when you narrow choices.

- Which problem do I think the most about?
- Which problem do I know the most about?
- Which problem do I care the most about?
- In which problem area could I make the biggest difference?
- Which problem most needs my attention?
- Which problem has the greatest effect on my family and me?

Once you have selected an environmental problem, you need to lay out a plan of action. Follow these steps:

Step 1. Learn all you can about the problem.

Look up the problem category in dictionaries, encyclopedias, and other reference works. Read articles about the specific problem that concerns you in newspapers and magazines. If the problem is a community one, interview experts and/or talk to local authorities.



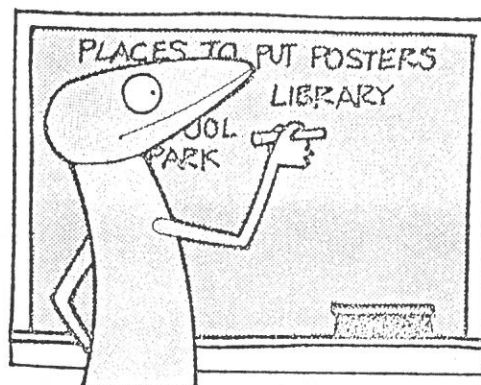
Step 2. Set a goal for yourself.

Think about what you hope to accomplish. List three or four specific goals. Be sure that they are workable and realistic.

Step 3. List the steps you will take.

Suggestions:

- Create posters
- Design awards
- Publish a newsletter
- Raise money
- Volunteer your time

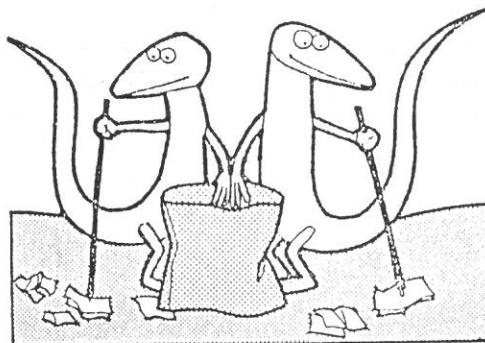


Step 4. Involve others.

Enlist the help of family members, classmates, and friends. By sharing tasks and talents, you can get more done and have more fun doing it.

Step 5. Take the steps you have listed.

It's time to quit planning and start doing. Commit yourself. Take steps toward your goals.



Step 6. Evaluate your results.

Did your plan work? What have you accomplished? What goals have you achieved? What would you do differently next time?

Research such topics about your community as:

History	Jobs
Manufacturing & Industry	Transportation
Communication	Government
Public Safety (Fire, Police)	Health Care
Recreation	Minorities
Religion	Education

Resources:

Historical Societies	Museums
Newspapers	Longtime residents
Local government offices	Cemeteries
Public Library	

The findings could be presented at a Pack meeting in one or more of the following ways:

Paint a mural	Put on a play or compose a song
Make a diorama	Invite members of the community
Make a scrapbook	to give a talk
Arrange a bulletin board	Make a montage of pictures
display	Draw maps to show how your
Write a book for children	community grew

CLOSING THOUGHTS

Cub Scouts keep themselves strong and personally fit, not just for their own sakes, but so they can be more useful citizens of their community and our great country. Keeping fit allows us to help the people around us. If our country is to remain strong, its citizens must be strong in mind, body, and spirit.

Most of us are happiest when we are doing something for others. Think for a moment of a time when you were helpful to someone. Chances are it made you feel pretty good. Of course, we feel best when we do something for others without being found out. When we help others regularly, it soon becomes a habit and gets to be a natural part of our lives. Once a Cub Scout develops this habit, he learns the real meaning of the Good Turn.

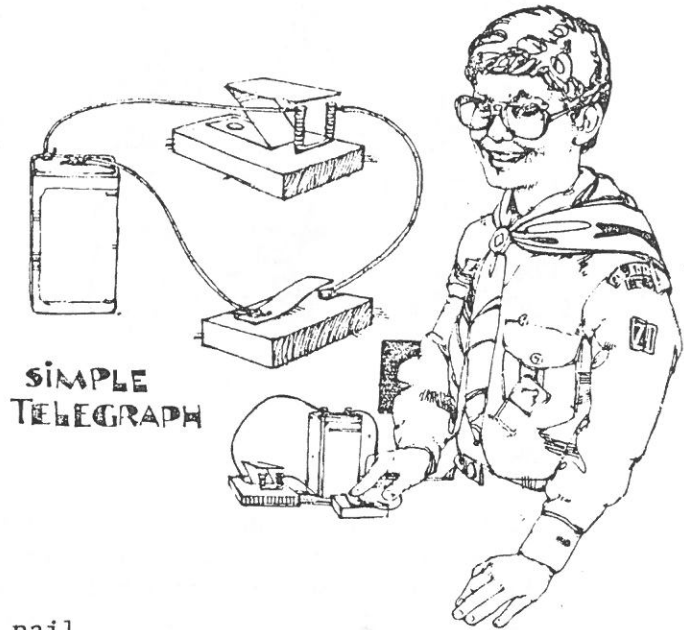
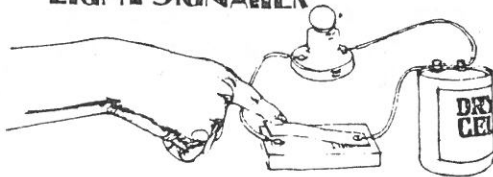
The Good Turns we do in our daily living are the things that make us useful. The Good Turn enables us to be useful in our home, school, church, community and country. The Good Turn raises us above the ordinary person. It makes our lives worthwhile.

Simple Telegraph

Materials: Six-volt battery with two terminals on top; flexible, easy-to-cut metal like a tin can; blocks of wood; screws and nails; and wire.

Cut and bend metal pieces as shown. Screw them to blocks of wood. Hammer in nails for the receiver. Wire as shown. In wrapping wire around nails, start at the top of one nail and work down. Then go across to the other nail and work up. Have at least eight turns on each nail.

When you close the switch, your receiver or sounder will be drawn down to the two nails and make a click. The Morse Code can be used on this telegraph.

**SIMPLE TELEGRAPH**LIGHT SIGNALLERLight Signaller

This device sends Morse or other code by flashing light. You need a miniature socket with a flash-light bulb plus necessary wiring.

Using the same sender as in the telegraph and wire as shown. When you close the switch, the bulb lights.

Radio Experiment

To see how electromagnetic waves are sent, unscrew the bulb in a lamp until it is so loose that you have to move it to make it light when the switch is on. Now turn on a radio in another room. Set the dial so that it is not on any station. When you move the bulb enough to light it up, you will hear a "click" on the radio.

Caution: Use a low-wattage bulb (20- or 40-watts) to avoid burning a finger. Don't touch the metal base of the bulb or the socket.

**RADIO EXPERIMENT**

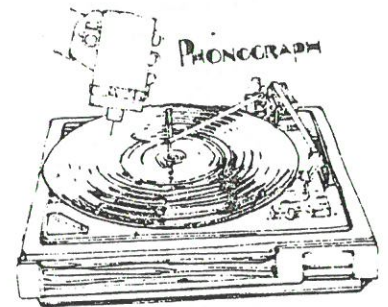


Tin Can Telephones

Punch two holes in the end of two small, empty tin cans. Thread through the holes 20 feet of sturdy cotton string and tie knots in the ends to keep the string from pulling through. Pull the string tight between the two "phones" and talk.

Phonograph

With this simple device, you can hear a phonograph play. You need an empty frozen juice can, some aluminum foil, a strong rubber band, a small cork, a sewing needle, record turntable, and an old record. (This experiment may harm the record.)



Remove both ends of the juice can. Over one end, stretch a piece of aluminum foil, making it as tight as you can without tearing it, and fasten with the rubber band. Next, tap the needle through the cork until its eye end is flush with the cork and the pointed end extends about a half- to one-inch. Glue the back of the cork to the center of the aluminum diaphragm. Now you're ready to hear the record. Turn on the turntable. Hold your phonograph pickup at an angle and let the point of the needle rest lightly in the record's grooves. Put your ear down to the can, and you'll hear music.

GAMES

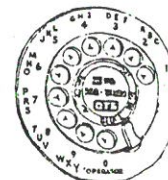
Spinning yarns

Boys sit in a circle. First player starts to tell any story (his choice). At any point, he may stop and the next player must pick up the same story and continue it. Continue around the circle. The last player must end it.

Telephone Number Game

This is based on a secret code from the telephone dial. Write a message using telephone numbers as in the example below. It's tricky because a digit may represent any one of three letters.

282	CUB
726887	SCOUTS
36	DO
84347	THEIR
2378	BEST

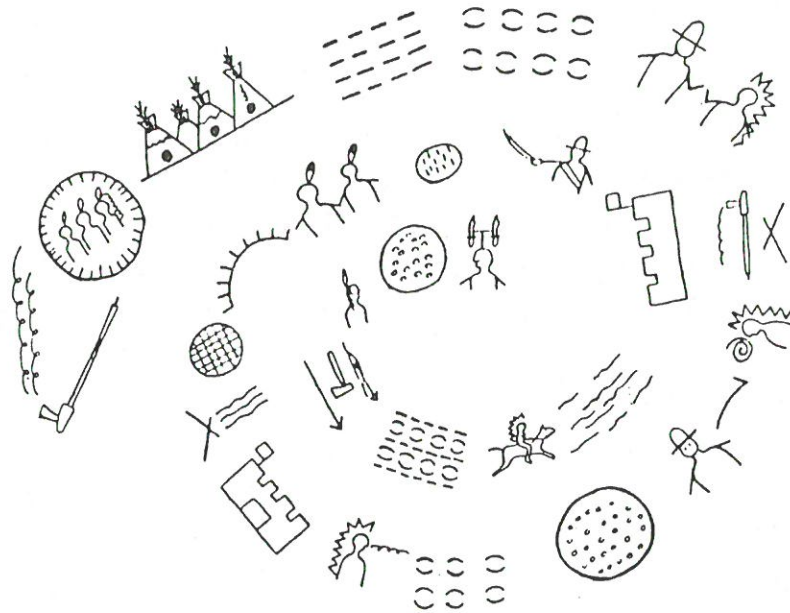


Can you follow directions?

This is a timed test. You have only 5 minutes.

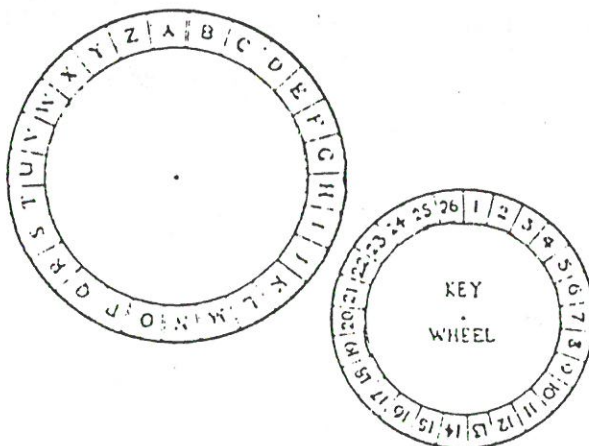
1. Read everything carefully before doing anything.
2. Smile, then sit back comfortably for as long as you choose.
3. Circle the word "everything" in instruction No. 1.
4. Brush away an imaginary fly. Blink 12 times.
5. Sign your name after instruction No. 1.
6. Mentally subtract 19 from 26 and extend as many fingers as there are digits in the answer.
7. If 9 is divisible by 3, touch your head while you count silently to 11.
8. Draw a rectangle around the word "doing" in instruction 1.
9. On the reverse side of this paper add 8,950 and 9,805.
10. Loudly call out your name when you get this far along.
11. Put a circle around your answer for No. 9.
12. If you think you have followed directions carefully to this point, call out loudly, "I have".
13. Cross your left ankle over your right ankle. Then uncross your ankles and slap your right heel.
14. In your normal speaking voice, count from 10 to 1, backward.
15. Punch three holes in the top of this paper with your pencil.
16. If you are the first person to reach this point, call out loudly, "I am the leader in following directions".
17. Grasp your throat with both hands and open your mouth.
18. Underline all even numbers on the left side of this paper.
19. Say clearly: "I am nearly finished. I have followed directions."
20. Now that you have finished reading everything carefully, do only instructions 1 and 2, then raise your hand.

Picture Writing



Reading from center outward: Chief Two Knife and many Indians are going to war on horses. They travel to a fort where a few soldiers are stationed. The Indians waited all day for night and camped near the fort. The chief heard horses and many soldiers coming to the fort that day. The chief thought it over and at the fort they talked peace and smoked the pipe. All the Indians and horses went back to their camp and held a peace council.

Secret Code Wheel



Glue both wheels on light cardboard and cut out. Place the smaller key wheel on the alphabet wheel and fasten together through the center with a brass fastener. Use the code wheel to encipher and decipher number codes.

Solar Water Circulator

This experiment shows the sun's power to move water. You will need two peanut butter or similar jars, two three-foot lengths of aquarium tubing, black paint, electrician's tape, thermometer, food coloring or ink.

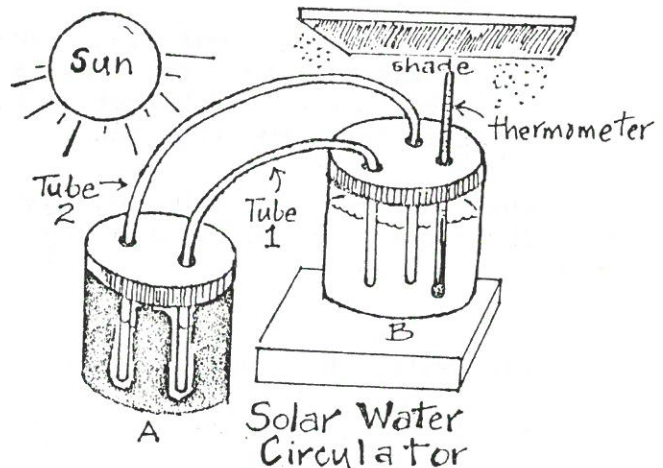
Paint Jar A black and fill with colored water. Place in the sun. Leave Jar B clear and fill with clear water. Raise it an inch or two above Jar A and place Jar B in the shade.

Punch two holes in the top of Jar A's cover and three in Jar B's cover. Run the tubing and thermometer through the tops as shown and seal openings with tape.

When the sun warms Jar A, watch what happens. Colored water will rise through Tube 1 and replace the clear water. How long does it take for the water in Jar B to turn color and warm up? Why does it happen?

The scientific explanation for what happens is that the painted jar and the water inside absorb heat from the sun. Heated water is less dense than cold water. The heated water expands, pushing through Tube 1 and into Jar B with its colder and therefore denser water. The incoming heated water pushes water in Tube 2 back into Jar A. (The colored water simply helps you observe the action of the water.)

This same principle is used in home passive solar water heating systems.



The Effect of Air Pressure

Atmospheric pressure bears on us from all directions. One way to demonstrate this is with a cup or glass of water and a piece of stiff cardboard to cover its mouth.

Fill the container to the brim with water. Carefully lay the card over the top. Hold the card firmly in place and invert the container. Do this experiment over a bowl or sink in case it doesn't work for you. Now remove your hand holding the card in place. The card stays and the water remains inside the container.

Air pressure bearing upward on the bottom of the card is more than the water pressure pushing downward and the weight of the card.



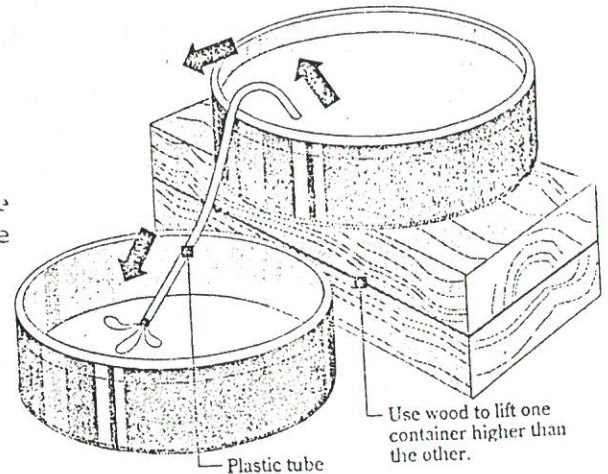
EFFECT OF
AIR PRESSURE

These experiments demonstrate how water can defy the law of gravity and flow upward and how air pressure affects water.

Make water flow upward:

You'll need: Two large bowls, two feet of plastic tubing, some blocks of wood, water.

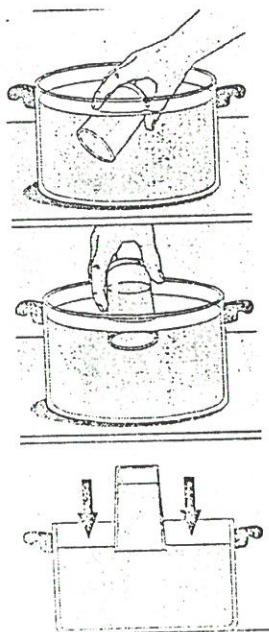
1. Place a bowl filled with water on the wood. Put an empty bowl on a surface that is lower.
2. Put the plastic tube under the surface of the water, filling it.
3. Put a finger over one end of the plastic tube and lower it to the empty bowl.
4. When you take your finger away, you should see the water flow up the tube, out of the higher bowl and down into the other bowl.



What happens: The tube forms a siphon, which works because air presses on the surface of the water in the higher bowl and forces water up the tube.

Lift water in an upside-down glass:

You'll need: A glass, a pot, water.

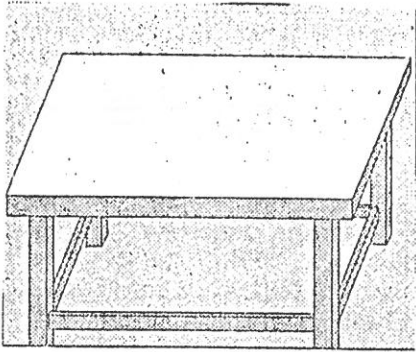


1. Put a glass under the surface of the water in a pot. Then turn it upside down.
2. Lift it slowly but don't let the rim of the glass come above the surface of the water. Now what happens?
3. Then try lifting the glass above the surface of the water. Now what happens?

What happens: Air presses down on the surface of the water and pushes some of the water up into the glass. But when the rim of the glass goes above the surface, the air no longer supports the water and it falls out of the glass.

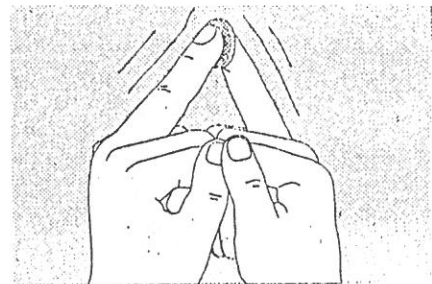
These experiments demonstrate how your senses and body can fool you. The way you perceive the world is not always the way it really is.

Try to fit a penny on the top of the table in this picture so that it doesn't touch any of the edges.



It doesn't fit. Here's what fools you. The table is a parallelogram, not a rectangle. We think the penny will fit because a rectangle with sides the same length as the parallelogram would be large enough for the penny to fit inside comfortably.

Place the tips of your ring fingers together. Fold the other fingers down so the knuckles touch. Have an assistant put a penny between the tips of your ring fingers. Now try to open your fingers and drop the penny.



The ring fingers cannot move independently of the other fingers. Ligaments connect them to the other digits, especially the middle finger. When the middle finger is immobilized, so is the ring finger. The penny is trapped.

Can you make two pencil points meet on the first try? Hold a sharp pencil in each hand about two feet apart with the points facing each other. Close one eye. Now try to get the points to meet.

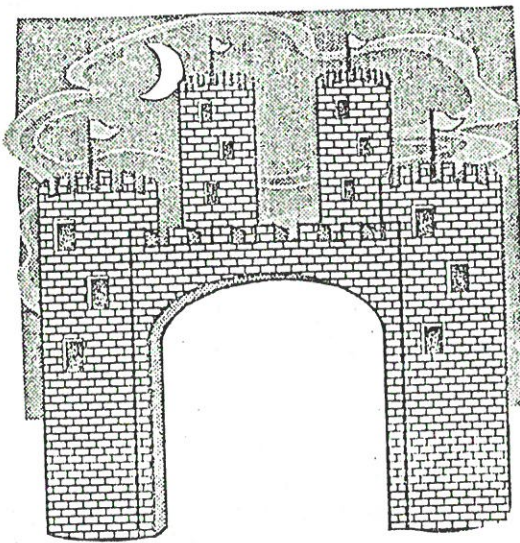
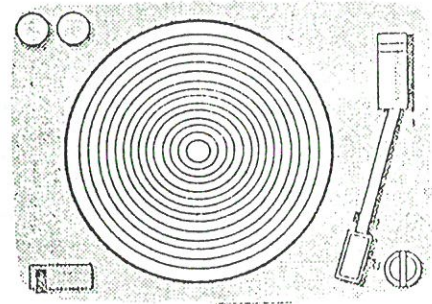


This proves that you can't always believe your eyes. You can't bring the points together because you lack binocular vision (vision from two separate vantage points), which allows you to calculate the distance of an object.

The body learns other ways to judge depth when given practice. See if you can get the pencil points to meet after a few more tries.

These experiments demonstrate how your eyes work with your brain to see object.

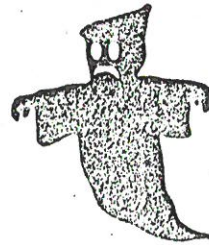
Keep your hand on a corner of this picture and rotate it in a 2-inch circle. Your eyes cannot follow the dark and light stripes around and around because they keep changing their position so quickly. Your brain interprets the picture as a record turning, which is what it expects to see.



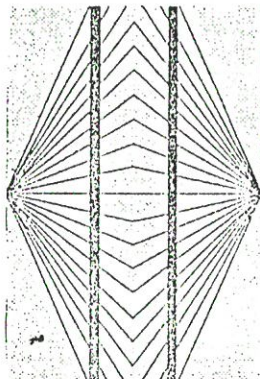
1. Hold this picture up in front of you about 1 foot from your eyes and stare hard at the black ghost's face.

2. Count slowly to 30. Then immediately look into the archway of the castle.

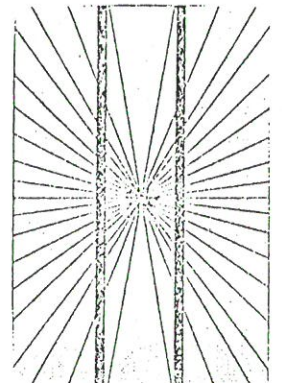
3. Count to 10 and you will see a white ghost appear.



When you stared at the black ghost, the part of the retina on which the image was formed did not receive any bright light. But the surrounding area worked hard to send back messages to your brain about the bright, white background around the ghost. When you looked at the archway, the area that had formed an image of the background was tired and did not respond fully to the white of the archway. This made some of the archway appear slightly gray. But the area of the retina that formed the image of the ghost did work properly and made some of the archway (in the shape of the ghost) appear white. This is why you see a white, ghostly image in the archway.



In these two diagrams, the vertical, heavy lines appear to be bent but they are really straight.



October, 1992



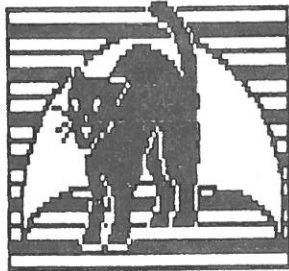
**FIRE
DETECTIVE**

Sunday Monday Tuesday Wednesday Thursday Friday Saturday

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

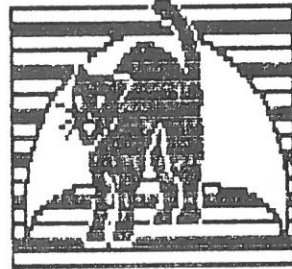
**PRESENTED BY
POW BOOK COMMITTEE**

IMPORTANT



DATES

TO



REMEMBER

CUB LEADER BASIC TRAINING;

SAT; OCT. 17, CITY DIVISION

REGISTER NOW!!!

POW WOW 1992

FIRE DETECTIVES

MAKE YOUR CUB SCOUTS "FIRE DETECTIVE" BY TEACHING THEM HOW TO MAKE THEIR HOMES SAFER AND WHAT TO DO IF FIRE STRIKES. THAT'S THE AIM OF THIS MONTH'S THEME.

DENS SHOULD PRACTICE FUNDAMENTAL SKILLS OF HOME FIRE SAFETY AND MAY VISIT A FIRE STATION. FOR THE PACK MEETING, THEY SHOULD DISPLAY FIRE SAFETY POSTERS AND HOME MADE FIRE FIGHTERS' HATS.

OPENING

WITH THE ROOM LIGHTS TURNED OUT, THE CUB MASTER LIGHTS A CANDLE AND SAYS "CUB SCOUTS THIS CANDLE REPRESENTS THE SPIRIT OF CUB SCOUTING, LIGHTING OUR WAY THROUGH LIFE."

"THIS FLAME ALSO REPRESENTS DANGER. AS FIRE DETECTIVES YOU HAVE LEARNED ABOUT THE DANGER OF FIRE AND HOW TO PREVENT IT. LET'S REMEMBER WHAT WE HAVE LEARNED SO WE WILL ALWAYS USE FIRE WISELY AND SAFELY, NOT ONLY AS BOYS BUT LATER ON AS MEN."

"THIS LIGHT OF CUB SCOUTING GIVES US WARMTH AND CHEER. MAKE SURE IT IS NEVER ALLOWED TO RUN WILD AND DESTROY LIVES AND PROPERTY, LET'S ALWAYS BE FIRE DETECTIVES."

LIGHTS ON. HAVE WEBELOS DEN POST THE U.S. FLAG AND THE PACK FLAG AND LEAD IN THE PLEDGE OF ALLEGIANCE.

DEN GAMES

HOME FIRE HAZARDS HUNT:

PREPARE FOR THIS GAME BY CREATING SOME FIRE HAZARDS AROUND YOUR DEN MEETING PLACE. YOU MIGHT INCLUDE: MATCHES LEFT CARELESSLY WITHIN REACH OF CHILDREN, OILY RAGS PILED IN AA CORNER OF THE GARAGE, AN OUTSIDE DOOR BLOCKED BY A CHAIR, GREASE SPILLED NEAR A STOVE BURNER, SCREEN FALLEN AWAY FROM A FIREPLACE, ELECTRIC CORD ON THE FLOOR WHERE PEOPLE WALK.

GIVE THE BOYS 10 MINUTES TO MAKE AN INSPECTION AND FIND AS MANY HAZARDS AS THEY CAN. URGE THE BOYS TO INSPECT THEIR OWN HOMES AND WORK WITH THEIR PARENTS TO CORRECT ANY HAZARDS.

ROLL IN A BLANKET:

FORM THE DEN IN A CIRCLE WITH THE LEADER IN THE CENTER. LEADER POINTS TO A CUB SCOUT AND SAYS, "YOUR CLOTHES ARE ON FIRE!" THE BOY SHOULD DROP TO THE FLOOR, COVER FACE WITH ARMS, AND ROLL AS HE WOULD IF HE WERE TRYING TO EXTINGUISH FLAMES ON HIS CLOTHING. IF POSSIBLE, HAVE AN OLD BLANKET FOR HIM TO ROLL IN.

DEN GAMES
(CONTINUED)

FIREMAN, SAVE MY CHILD:

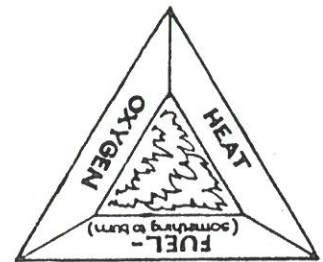
DIVIDE DEN INTO TWO TEAMS. ONE MEMBER OF EACH TEAM (THE CHILD) SITS ON A PIECE OF CARDBOARD ABOUT 15 FEET FROM THE OTHER MEMBERS OF HIS TEAM.

GIVE EACH BOY EXCEPT THE CHILD A FOUR-FOOT LENGTH OF ROPE. ON SIGNAL, THE BOYS TIE THEIR ROPES TOGETHER, USING SQUARE KNOTS, TO FORM A RESCUE ROPE. WHEN ALL ROPES ARE TIED, ONE CUB SCOUT THROWS ONE END OF THE RESCUE LINE TO THE CHILD, AND THE TEAM PULLS HIM TO SAFETY (SLIDING ON THE PIECE OF CARDBOARD). FIRST TEAM TO RESCUE ITS CHILD WINS.

SAFETY PROJECTS FOR DEN MEETINGS

1. LEARN HOW TO BUILD A FIRE AND PUT IT OUT
2. LEARN HOW TO CALL THE FIRE DEPARTMENT AND HOW TO ESCAPE FROM HOME IN CASE OF FIRE.
3. LEARN HOW TO PUT OUT FIRE ON A PERSON AND GIVE HIM FIRST AID; LEARN EXITS IN PUBLIC PLACES BOYS FREQUENT SUCH AS MOVIES, SCHOOLS, AND CHURCHES.
4. ASK BOYS TO TELL HOW THEY HELD A HOME FIRE INSPECTION.
5. MAKE A CARD OF EMERGENCY PHONE NUMBERS.

FIRE- TRIANGLE EXPERIMENT



FIRE REQUIRES THREE THINGS: AIR, FUEL, AND HEAT. TAKE AWAY ANY ONE AND THE FIRE GOES OUT. DEMONSTRATE THIS WITH A WOODEN MATCH AND BOTTLE.

HAVE A CUB SCOUT STRIKE A MATCH (CREATING HEAT BY FRICTION), LET IT BURN A MOMENT ((USING OXYGEN TO BURN THE WOOD OR FUEL), AND THEN DROP IT INTO THE BOTTLE AND PLACE HIS HAND OVER THE TOP. THIS CUTS OFF THE OXYGEN AND THE MATCH GOES OUT EVEN THOUGH THERE IS STILL PLENTY OF FUEL.

HAVE A CUB SCOUT STRIKE A MATCH AND DIP IT INTO A GLASS OF WATER. THE WATER CUTS OFF THE AIR AND COOLS THE FUEL, EXTINGUISHING THE FIRE EVEN QUICKER

YOUR BOYS MAY WANT TO MAKE A POSTER SHOWING THE FIRE TRIANGLE AS ILLUSTRATED ON THIS PAGE.

FIRE-FIGHTING PAIL

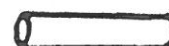
QUICK USE OF THIS FIRE-FIGHTING PAIL CAN AVERT TRAGEDY FROM A SMALL COOKING FIRE IN THE KITCHEN. KEEP THE PAIL IN PLAIN SIGHT, SO IT'S ALWAYS RIGHT AT HAND. THE PAIL IS ALSO HANDY TO HAVE ON COOKOUTS OR ON CAMPING TRIPS. THE FIRE PAIL MAKES A GOOD GROUP PROJECT, ESPECIALLY THIS MONTH. EACH MEMBER CAN MAKE HIS OWN PAIL.

THE PAIL ITSELF IS A ONE-POUND COFFEE CAN AND PLASTIC LID. TO MAKE A "FIRE" LABEL TO COVER THE PAIL, CUT A PIECE OF RED PAPER TO GO AROUND PAIL. WITH WHITE PAINT OR CUT-OUT LETTERS, PUT THE WORD "FIRE" ON TWO SIDES OF THE LABEL. IN ADDITION, PRINT EMERGENCY NUMBERS ON A PIECE OF PAPER AND GLUE IT TO THE LABEL. THE EMERGENCY NUMBERS SHOULD INCLUDE THE FIRE DEPARTMENT, AMBULANCE, POLICE DEPARTMENT, AND DOCTOR. GLUE THE "FIRE" LABEL AROUND THE PAIL.

FOR THE HANDLE, USE A PIECE OF COAT HANGER WIRE 12" LONG. SLIP A PACKAGE HANDLE TUBE, TWO CORKS, OR THREE SPOOLS TO THE CENTER OF THE WIRE. PUNCH HOLES, 1/2" FROM THE TOP, ON OPPOSITE SIDES OF THE PAIL. CURVE AND RUN THE ENDS OF THE WIRE THROUGH THE PUNCHED HOLES, BENDING UP THE ENDS INSIDE THE PAIL TO ANCHOR THE HANDLE IN PLACE. PAINT THE HANDLE.

FILL THE PAIL WITH BAKING SODA AND REPLACE THE PLASTIC LID TO KEEP THE SODA DRY. IF A SMALL GREASE FIRE STARTS, FIRST TURN OFF THE BURNER ON THE STOVE AND STAND BACK. THEN, TOSS HANDFULS OF BAKING SODA AT THE BASE OF THE FLAMES UNTIL THE FIRE IS OUT. REMARKABLY YOUR FAVORITE HAMBURGERS WILL BE SAVED. SIMPLY RINSE THEM OFF AND PAT DRY WITH PAPER TOWELS. CONTINUE COOKING.

(CAUTION: AVOID SPILLING ANY BURNING LIQUID - DO NOT REMOVE PAN FROM STOVE.)



Tube from package carrying handle



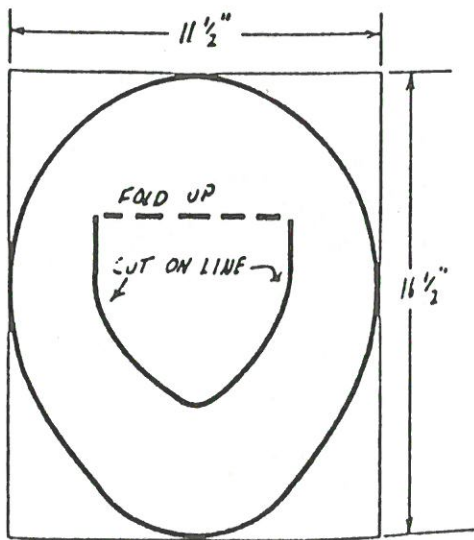
2 corks



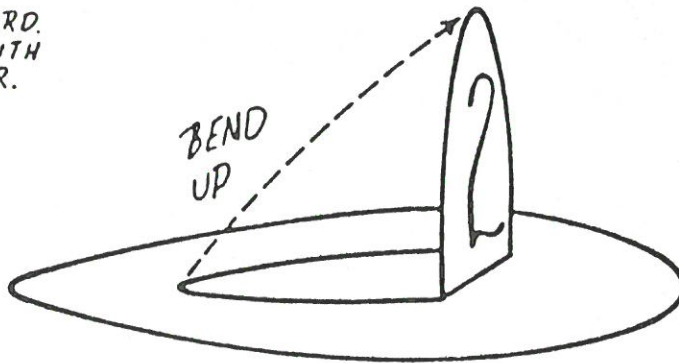
3 spools



PAPER FIRE HAT

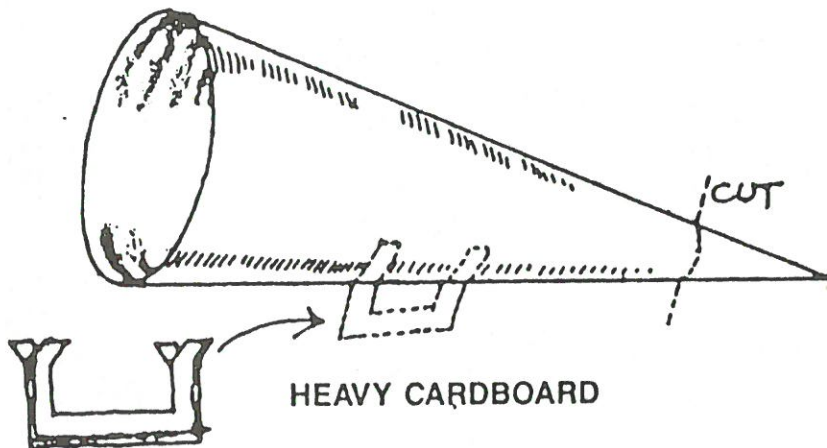


CUT FROM
RED CARDBOARD.
DECORATE WITH
DEN NUMBER.



CUT PAPER FIRE HAT 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 FIT HEADS OF CUB SCOUTS.

FIRE CHIEF'S MEGAPHONE



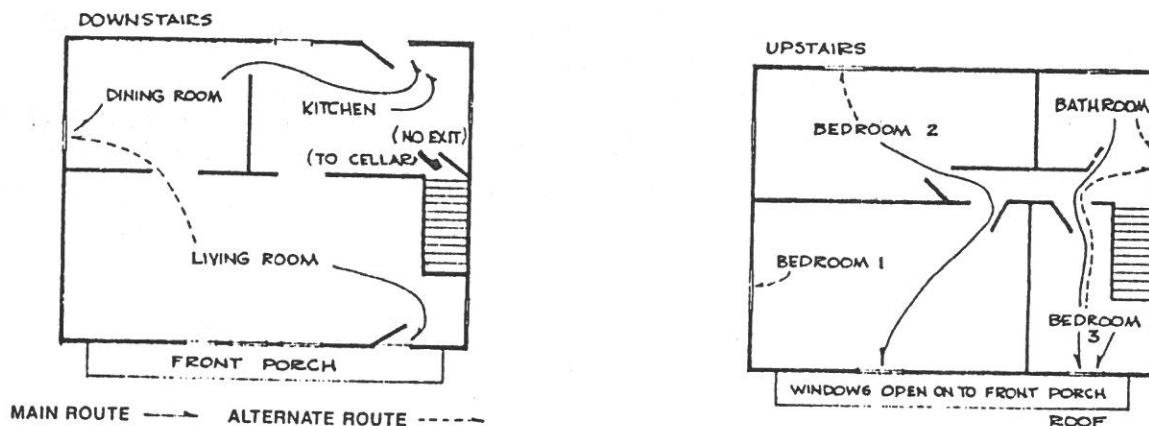
ROLL SHEET OF LIGHT CARDBOARD INTO CONE AND FASTEN WITH TAPE. CUT THE END AND TAPE ON THE HANDLE.

DOUSE THAT FIRE

DIVIDE THE GROUP INTO DEN-SIZE TEAMS AND GIVE EACH A PAIL WITH A CANDLE STUB IN A HOLDER ON THE BOTTOM. FILL THE BUCKET WITH WATER TO WITHIN 2 INCHES OF THE CANDLEWICK AND LIGHT THE CANDLE. EACH TEAM ALSO HAS A CUP AND A CONTAINER OF WATER. ON SIGNAL, THE FIRST PLAYER ON EACH TEAM FILLS HIS CUP, RUNS TO THE PAIL AND EMPTIES THE WATER INTO IT. HE THEN RUNS BACK AND THE NEXT PLAYER REPEATS THE ACTION. CONTINUE UNTIL ONE TEAM HAS DOUSED ITS FIRE BY FILLING THE BUCKET TO CANDLEWICK LEVEL. A TEAM IS DISQUALIFIED IF A MEMBER POURS WATER ON THE CANDLE FLAME.

BUCKET BRIGADE RELAY (PLAY OUTDOORS)

DIVIDE DEN INTO TWO TEAMS. GIVE EACH TEAM TWO PAILS, ONE FILLED WITH WATER AND ONE EMPTY. PLACE THE EMPTY BUCKETS SOME DISTANCE FROM EACH TEAM. ON SIGNAL, THE FIRST BOY ON EACH TEAM CARRIES THE FULL BUCKET TO THE EMPTY ONE, POURS THE WATER INTO IT, AND RETURNS TO HIS TEAM CARRYING THE FULL PAIL. THE NEXT BOY REPEATS THE ACTION, AND SO ON UNTIL ALL HAVE CARRIED THE WATER. THIS IS NOT A SPEED CONTEST. THE WINNING TEAM IS THE ONE WITH THE MOST WATER IN ONE WITH THE MOST WATER IN THE MOST WATER IN ONE PAIL WHEN ALL MEMBERS HAVE FINISHED.



FAMILY FIRE ESCAPE PLAN

TO HELP MAKE CUB SCOUTS SAFETY-CONSCIOUS, ASK THEM TO MAKE AN ESCAPE PLAN FOR THEIR HOME. THE KEY IS TO HAVE TWO WAYS OF EXITING EVERY ROOM, IN A TWO-STORY HOUSE, IT MIGHT BE NECESSARY TO HAVE CHAIN LADDERS FOR BEDROOM WINDOWS. SUGGEST THAT THE BOYS TALK TO THEIR PARENTS ABOUT THE ESCAPE PLAN.

DEN LEADER INDUCTION

EQUIPMENT: CANDELABRA WITH ONE CANDLE FOR EACH LEADER BEING INDUCTED;
A SEPARATE "SPIRIT OF CUB SCOUTING" CANDLE;
REGISTRATION CARD FOR EACH NEW LEADER.

PERSONNEL: PACK COMMITTEE CHAIRMAN
NEW LEADERS

CHAIRMAN: "TONIGHT WE WELCOME INTO OUR PACK LEADERSHIP ___ (NUMBER) NEW DEN LEADERS.
WILL THEY PLEASE COME FORWARD." (LIGHT "SPIRIT" CANDLE.)

"THIS CANDLE REPRESENTS THE SPIRIT OF CUB SCOUTING. THAT IS SUMMED UP IN THE CUB SCOUT PROMISE--OUR DUTY TO GOD AND COUNTRY, OUR DUTY TO HELP OTHER PEOPLE, AND OUR DUTY TO HELP OTHER PEOPLE, AND OUR DUTY TO OBEY THE LAW OF THE PACK. WE ASK EVERY CUB SCOUT-- AND EVERY LEADER TO PLEDGE HIMSELF OF HERSELF TO THAT SPIRIT. AS NEW LEADERS, DO YOU PLEDGE TO FOLLOW THAT SPIRIT AND TO DO YOUR BEST TO INSTILL IT IN THE BOYS IN YOUR DEN?" (LEADERS GIVE ASSENT.) "THEN I ASK EACH OF YOU TO TAKE THIS CANDLE, REPRESENTING THE SPIRIT, AND LIGHT YOUR CANDLE SHOWING YOUR ACCEPTANCE OF THAT RESPONSIBILITY." (IN TURN, LEADERS LIGHT CANDLE.)

" MAY YOUR SERVICE TO OUR CUB SCOUTS BE AS BRIGHT AND SHINING AS THESE CANDLES. NOW, YOU CUB SCOUTS, LET'S HAVE THREE CHEERS FOR OUR NEW LEADERS!" (LEAD CHEERS.)

CLOSING

EXTINGUISH THE ROOM LIGHTS, SHINE A SMALL SPOTLIGHT OF FLASHLIGHT ON THE U.S. FLAG AND ASK ALL TO JOIN IN SINGING "GOD BLESS AMERICA."

CUB MASTER THEN SAYS, "CUB SCOUTS, ALL DURING OUR MEETING THE CANDLE REPRESENTING THE SPIRIT OF CUB SCOUTING HAS CONTINUED TO BURN. NOW WE'LL BLOW IT OUT, REMINDING OURSELVES THAT A FLAME MUST NEVER BE LEFT BURNING WHEN NO ONE IS AROUND. BUT LET US KEEP THE LIGHT OF CUB SCOUTING BURNING IN OUR HEARTS."

GAME

THERE'S A LEAK IN THE HOSE: EQUIPMENT; ABOUT 50' OF TWINE
2-3 WATER PISTOLS

CUBS ARE STATIONED ALONG THE TWINE. TWO OR THREE OTHER CUBS HAVE WATER PISTOLS. THE 2-3 SECRETLY DECIDE WHO IS #1, 2, AND 3. AT A SIGNAL OF "GO" #1 RUNS ANYWHERE ALONG THE ROPE, SQUIRTS THE GUN IN THE AIR AND YELLS, "THERE'S A LEAK IN THE HOSE!" THE CUB AT THE FRONT END OF THE ROPE, AND ALL OTHERS FOLLOWING RUNS WITH THE ROPE THEN RUNS AROUND AND UNDER THE CUB NEAREST THE LEAK TO FORM A KNOT IN THE ROPE AND "PLUG" UP THE LEAK. THE AUDIENCE IN THE MEANTIME, COUNTS OUT LOUD TO 10. THIS IS DONE UNTIL 6 KNOTS ARE MADE.

FAMILY FIRST AID KIT

MATERIALS NEEDED: OLD LUNCH OR LARGE COFFEE CAN;
WHITE ACRYLIC SPRAY PAINT;
RED TAPE;
COPY OF EMERGENCY PHONE NUMBERS;
SCOTCH TAPE;
FIRST AID KIT STARTERS: A FEW BAND-AIDS
A QUARTER
FIRST AID BOOKLET
PENCIL AND PAD OF PAPER

SPRAY PAINT OUTSIDE LUNCH BOX OR CAN. WHEN DRY, MAKE A RED CROSS ON TOP WITH TAPE .

SCOTCH TAPE QUARTER (FOR EMERGENCY PHONE CALLS ONLY!) AND EMERGENCY PHONE NUMBERS (EMERGENCY...911, POLICE, DOCTOR, POISON CONTROL, FIRE, HOME PHONE, NEIGHBOR, AND RELATIVE. PARENTS HELP WITH THIS.)

CUBS SHOULD COMPLETE THE KIT AT HOME. THE KITS CAN BE TAKEN ON FAMILY TRIPS AND ON DEN ACTIVITIES.

SONG

STARTING FROM SCRATCH

(TUNE: BILLY BOY)

OH, YOU CANNOT BLAME A MATCH, CAREFUL CUB, CAREFUL CUB,
WHEN YOU GIVE THE HEAD A SCRATCH, CAREFUL CUB, CAREFUL CUB
IT IS PRETTY SURE TO LIGHT
AND TO CATCH THINGS LEFT AND RIGHT;
AND A FIRE MAY BE VERY HARD TO SMOTHER.

WHEN YOU HAVE A MATCH TO STRIKE, CAREFUL CUB, CAREFUL CUB,
TO COOK LUNCH WHILE ON A HIKE, CAREFUL CUB, CAREFUL CUB,
JUST BE SURE THE FLAME CAN'T SPREAD
LEFT OR RIGHT OR OVERHEAD.
FOR A FIRE MAY BE VERY HARD TO SMOTHER

DID YOU EVER SEE A FIRE, CAREFUL CUB, CAREFUL CUB,
SWEEPING GRASS AND WEED AND BRIAR, CAREFUL CUB, CAREFUL CUB,
IT'S A FRIGHTFUL SIGHT TO SEE,
AND I'M SURE YOU WILL AGREE
THAT A FIRE MAY BE VERY HARD TO SMOTHER.

SO TREAT A MATCH WITH CARE, CAREFUL CUB, CAREFUL CUB,
WHEN YOU STRIKE ONE ANYWHERE, CAREFUL CUB SCOUT,
FOR YOU CANNOT BLAME THE MATCH
IF YOU START A FIRE FROM SCRATCH,
AND A FIRE MAY BE VERY HARD TO SMOTHER.

RECOGNITION

ADVANCEMENT CEREMONY:

AS CUB SCOUTS WE MUST BE AWARE OF BEING FIRE SAFE. AS WE DEVELOP IN SCOUTING, OUR KNOWLEDGE INCREASES, OUR AWARENESS OF SAFETY PROTECTS OURSELVES AND THOSE WHO LIVE, PLAY AND WORK WITH US. OUR RESPONSIBILITY TO BE FIRE SAFE AND GUIDE OTHERS INCREASES AS TIME GOES ON.

ENTERING INTO THIS BEGINNING CLASS ARE _____. WILL THESE BOYS AND THEIR PARENTS COME FORWARD. THESE BOYS ARE RECEIVING THE BOBCAT AWARD. THIS AWARD IS THE BEGINNING OF THEIR TRAINING IN CUB SCOUTING; A PART OF THIS TRAINING IS FIRE SAFETY. THE PARENTS WILL PRESENT THIS BOBCAT AWARD TO THEIR SON. CONGRATULATIONS AND WELCOME TO THE PACK.

ADVANCING IN KNOWLEDGE AS A WOLF CUB SCOUT ARE _____. ONE OF THE REQUIREMENTS FOR THE WOLF SCOUT IS TO KNOW THE LOCATION OF THE FIRE STATION AND FIRE CALL BOXES IN THEIR NEIGHBORHOOD. THIS TRAINING DIRECTS THE BOYS TO SAFETY WITHIN THEIR COMMUNITY. THIS AWARD IS PRESENTED TO THE BOYS BY HIS PARENTS. CONGRATULATIONS.

ANOTHER ACHIEVEMENT IN CUB SCOUTING IS THE EARNING OF THE BEAR AWARD. TONIGHT SEVERAL BOYS HAVE EARNED THIS AWARD. WILL THE FOLLOWING CUBS AND THEIR PARENTS COME FORWARD, _____. WHILE ATTAINING SKILLS IN SEVERAL ACHIEVEMENTS, THE BEAT CUB HAS GAINED ADVANCED KNOWLEDGE IN FIRE SAFETY. THE ACHIEVEMENT CALLS FOR ACTION WHEN A PERSON'S CLOTHING IS ON FIRE. WE ARE PROUD THAT THE PROPER RESPONSE HAS BEEN LEARNED BY THESE BOYS. THE PARENTS WILL PRESENT THE BEAR AWARD TO THEIR SON. CONGRATULATIONS.

RECEIVING THE WEBELOS AWARD TONIGHT ARE _____. WILL _____ AND HIS PARENTS COME FORWARD. THE KNOWLEDGE INITIATED IN THE WEBELOS ACTIVITIES. ALONG WITH THIS KNOWLEDGE IS THE LEARNING OF OUTDOOR FIRE SAFETY. THE CAMPING EXPERIENCES INCLUDE FIRE SAFETY IN THE OUTDOORS. PART OF THE FORESTER ACTIVITY IS THE OUTDOOR CODE. A PART OF THIS CODE IS AS FOLLOWS: "AS AMERICAN, I WILL DO MY BEST TO BE CAREFUL WITH FIRE. I WILL BUILD MY FIRE IN A SAFE PLACE AND BE SURE IT IS OUT BEFORE I LEAVE." FOLLOWING THIS CODE CAN BE BOTH LAND - SAVING AND LIFE - SAVING AND LEAD TO A WORTHY SCOUT AND CITIZEN. THE WEBELOS LEADER WILL PRESENT THE AWARD TO THE PARENTS AND _____
CONGRATULATIONS ON YOUR SUCCESS IN SCOUTING.

SKITS

GHOSTS FROM FIRELAND:

CHARACTERS: SEVEN CUB SCOUT DRESSED AS GHOST OR USE GHOST FINGER PUPPETS.

EFFECTS; DIM LIGHTS, SHEET DRAPED OVER A TABLE FOR GRAVEYARD EFFECT, CAN USE PAPER FOR MARKERS, ADD NAMES HAVE CUBS COME UP FROM BEHIND THEM WHEN THEY SAY THEIR PARTS

1ST GHOST: I SMOKED AND SMOKED AND SMOKED IN BED, AND NOW YOU SEE THAT I AM DEAD.

2ND. GHOST: MY POP SAID FRAYED WIRES WERE OK. I BECAME A SPOOK WITHOUT DELAY.

3RD. GHOST: I SAVED OILY RAGS TO USE AGAIN, NO TELLING WHAT I MIGHT HAVE BEEN.

4TH. GHOST: WE THOUGHT THE CAMPFIRE WAS UNDER CONTROL. I JUST CLIMBED OUT OF MY 6-FOOT HOLE.

5TH. GHOST: I PLAYED WITH MATCHES, IT WAS SUCH FUN, TIL I CAUGHT FIRE AND BEGAN TO RUN!

6TH. GHOST: WHILE IN A HURRY, THE HOT GREASE SPLATTERED; I DIDN'T KNOW IT REALLY MATTERED.

7TH. GHOST: I FILLED IT WITH GAS, THE LAWN MOWER WAS HOT; SO, LIKE THE OTHERS, NOW I'M NOT!

FIRE SAFETY: (SKIT)

ACTORS: 2 PERSONS
COSTUMES: NONE
PROPS: MATCHED PROPS

1ST BOY IS PRETENDING TO STRIKE A MATCH AND THROWS IT DOWN AND REPEATS IT A COUPLE OF TIMES. 2ND BOY WALKS UP TO HIM.

2ND BOY: HEY, STOP THAT.

1ST BOY WHY?

2ND BOY DON'T YOU KNOW YOU CAN START A FIRE THAT WAY?

1ST BOY YEAH, AIN'T IT NEAT?

2ND BOY: NO, IT'S NOT. FIRE KILLS AND DESTROYS. PEOPLE COULD DIE, AND YOU WOULD BE THE CAUSE.

1ST BOY AW, COME ON, JUST ONE MATCH?

2ND BOY THAT'S ALL IT TAKES (BOTH EXIT)

THE FIREMAN'S SONG
(TUNE: "THREE LITTLE FISHIES")

THE FIREMAN HAS A BELL THAT GOES, "CLANG, CLANG, CLANG!"
THE FIREMAN HAS A SIREN THAT GOES, "OOOOOOOOOO!"
THE FIREMAN HAS A HORN THAT GOES, (HONK, HONK, HONK!)
AS HE GOES ALL THE WAY, ALL THE WAY TO THE FIRE.

THE FIREMEN GO DOWN THE STREET GOING, "CLANG, CLANG, CLANG!"
THE FIREMEN GO DOWN THE STREET GOING, "OOOOOOOOOO!"
THE FIREMEN GO DOWN THE STREET GOING, "HONK, HONK, HONK!"
AS THEY GO ALL THE WAY, ALL THE WAY TO THE FIRE.

THE FIREMEN ROUND THE CORNER GOING, "CLANG, CLANG, CLANG!"
(CONTINUE AS ON THE OTHER VERSES.)

THEY GET TO THE FIRE GOING, "CLANG, CLANG, CLANG!"
(SAME AS BEFORE)

THEY FIGHT THE FIRE WITHOUT THE, "CLANG, CLANG, CLANG!"
THEY FIGHT THE FIRE WITHOUT THE, "OOOOOO!"
THEY FIGHT THE FIRE WITHOUT THE, "HONK, HONK, HONK!"
THEY PUT OUT THE FIRE WITH THE WATER THAT GOES, "SWOOSH..."

(ON THE LAST LINE, HAVE CUT UP PIECES OF PAPER IN A BUCKET AND THROW OUT THE PAPER.)

CUB SCOUT FIREMEN
(TUNE: "HOT TIME IN THE OLD TOWN TONIGHT")

CUBS, CUBS, CUBS
WE'RE PLAYING FIREMEN GAMES,
ALL JOIN IN AND YELL OUT YOUR FIRST NAME, _____
ALL CLAP YOUR HANDS, THEN BLOW OUT ALL THE FLAMES,
WE'LL HAVE A HOT TIME IN THE OLD TOWN TONIGHT!

(SING THIS A 2ND AND 3RD TIME GETTING LOUDER EACH TIME.)

FIRE SAFETY (SKIT)

ACTORS; 7 PERSONS
COSTUMES: NOT NECESSARY
PROPS: FIRE EXTINGUISHER, TWO FIRE ENGINES AND ONE FIRE HYDRANT SILHOUETTES.

THE SKIT OPENS WITH A CUB SCOUT WITH A MICROPHONE TALKING TO TWO OTHER CUB SCOUTS DRESSED AS FIREMEN.

TV REPORTER: TODAY WE ARE HERE AT STATION 7 TO SPEAK WITH FIRE CHIEF NOFIRES AND HIS ASSISTANT, LT. NOSMOKE. THEY ARE THE HEROES FROM YESTERDAY'S FOUR ALARM FIRE AT THE BANG-BANG FIREWORKS FACTORY. CHIEF, CAN YOU GIVE SOME SAFETY HINTS TO OUR LISTENERS AT HOME?

CHIEF: YES, DON'T SMOKE IN BED, DON'T STORE EXTRA GASOLINE IN YOUR CAR OR HOME; AND DON'T LET CHILDREN PLAY WITH MATCHES.

LT. NOSMOKE ALSO, EVERY FAMILY SHOULD PLAN AND PRACTICE A FAMILY ESCAPE ROUTE.

REPORTER HOW DID YOU MANAGE TO PUTOUT THAT BIG FIRE YESTERDAY?

VOICES: WE HELPED! WE HELPED!

EXTINGUISHER: I USED MY STRONG CHEMICALS TO HELP PUT OUT THE SMALL FIRES

HYDRANT: I SUPPLIED THE WATER TO THE FIRE ENGINE TO PUT OUT THE FIRE. PLEASE TELL PEOPLE NOT TO PARK NEAR ME YESTERDAY THE FIREMAN ALMOST DIDN'T SEE ME BECAUSE A GREEN STATION WAGON WAS IN FRONT OF ME.

ENGINE #1: WE CARRIED 10 FIREMEN TO THE FIRE!

ENGINE #2: OUR LADDERS AND EMERGENCY FIRST AID EQUIPMENT HELPED THE FIREMEN SAVE LIVES

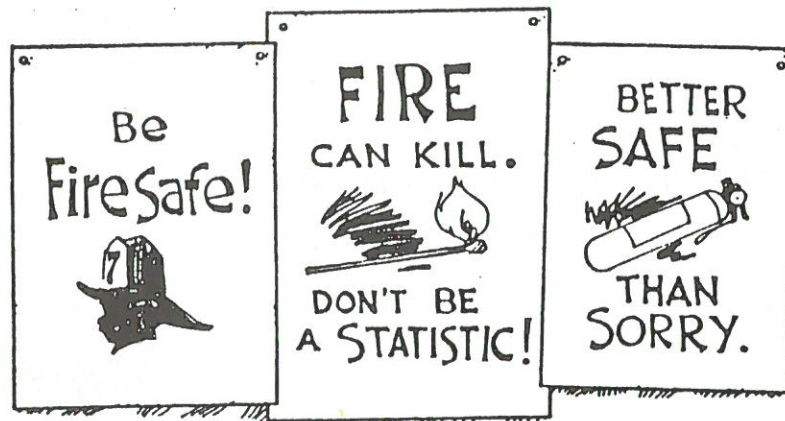
ENGINE #1: DID YOU KNOW THAT SOME DRIVERS DIDN'T GET OUT OF OUR WAY WHEN WE WERE HURRYING TO THE FIREWORKS FACTORY?

ENGINE #2: WE WERE ALMOST TOO LATE TO SAVE THE FIREWORKS FOR THE FOURTH OF JULY FIREWORKS SHOW

REPORTER: CHIEF, DO YOU HAVE ANYTHING ELSE TO SAY TO OUR LISTENERS?

CHIEF: YOU CAN PREVENT MOST FIRES.

REPORTER: THIS HAS BEEN YOUR ROVING TV REPORTER SIGNING OFF FROM FIRE STATION 7.



FIRE SAFETY POSTERS: HAVE YOUR CUB SCOUTS MAKE POSTERS FOR DISPLAY AT SCHOOL AND THE PACK MEETING. USE POSTER BOARD AND FELT-TIP PENS, CRAYONS, OR PAINT. HAVE THE BOYS CREATE THEIR OWN SLOGANS.

FIRE PREVENTION (SKIT)

ACTORS: 4 TO 8 PERSONS
COSTUMES: FIRE CHIEF UNIFORM
PROPS: FIRE TRUCK SILHOUETTE, AMBULANCE SILHOUETTE

SKIT OPENS WITH AMBULANCE SILHOUETTE LEAVING. FIRE CHIEF SEES CUBS STANDING, WATCHING. HE COMES UP TO THE BOYS AND BEGINS TO TALK TO THEM.

FIRE CHIEF: DO YOU KNOW WHAT CAUSED THIS FIRE?

CUB SCOUTS: NO (SHAKING THEIR HEADS)

FIRE CHIEF: TRASH NEAR A HOT WATER TANK. DO YOU BOYS KNOW ABOUT FIRE SAFETY?

1ST CUB: YES, OUR DEN LEADER TAUGHT US AT OUR MEETING.

2ND CUB: WE EVEN WENT THROUGH THE BUILDING LOOKING FOR UNSAFE THINGS.

FIRE CHIEF: GOOD, HOW ABOUT YOUR HOUSES?

3RD CUB: I HAVE, AND WE CLEANED UP A LOT OF STUFF.

1ST CUB: WE'RE GOING TO TOMORROW.

FIRE CHIEF: WHY NOT GO HOME RIGHT NOW AND CHECK IT OUT, SO THIS WON'T BE HAPPENING AT YOUR HOME. TELL YOUR NEIGHBORS ABOUT FIRE SAFETY, TOO.

FIRE PREVENTION QUIZ:

READ THE QUESTIONS AND ASK THE BOYS TO WRITE DOWN THE LETTER OF THE CORRECT ANSWER, OR MAKE COPIES AND GIVE ONE TO EACH BOY.
(CORRECT ANSWERS ARE UNDERLINED.)

1. WHAT SHOULD YOU DO TO BE READY IF FIRE SHOULD STRIKE YOUR HOME?
 - (A) KEEP PAILS OF WATER ON HAND.
 - (B) HAVE AN ESCAPE PLAN AND REHEARSE IT OFTEN.
 - (C) BE READY TO CARRY OUT FURNITURE.
 - (D) HAVE AA SUITCASE ALREADY PACKED.

2. IN MAKING YOUR ESCAPE PLAN, WHY SHOULD YOU KNOW TWO WAYS OUT OF EVERY ROOM?
 - (A) SO I CAN SEE DIFFERENT PARTS OF THE HOUSE WHEN I PRACTICE THE PLAN.
 - (B) IN CASE FIRE OR SMOKE BLOCKS ONE ESCAPE ROUTE.
 - (C) TO KEEP PEOPLE GUESSING.
 - (D) TO MAKE HOME FIRE DRILLS MORE FUN.

3. IF YOUR CLOTHING CATCHES ON FIRE, WHAT DO YOU DO?
 - (A) RUN FOR HELP.
 - (B) LOOK FOR WATER TO THROW ON YOURSELF.
 - (C) ROLL ON THE FLOOR OR GROUND, WRAPPING YOURSELF IN A COAT, BLANKET, OR RUG, IF POSSIBLE.
 - (D) TRY TO BLOW OUT THE FIRE.

4. WHAT SHOULD YOU USE FOR LIGHT IN A DARK CLOSET WHERE THERE IS NO LIGHT BULB.
 - (A) A MATCH.
 - (B) A CANDLE.
 - (C) A CIGARETTE LIGHTER.
 - (D) A FLASH LIGHT.

5. WHEN YOU CHECK EXTENSION CORDS IN YOUR HOME FOR FIRE HAZARDS, WHAT SHOULD YOU LOOK FOR? CHOOSE TWO.
 - (A) FRAYED, BROKEN INSULATION.
 - (B) WHETHER THE COLOR MATCHES THE WOODWORK.
 - (C) WHETHER THEY RUN UNDER RUGS OF FURNITURE LEGS
 - (D) WHETHER THE PLUG IS BROWN OF WHITE

6. IF THERE ARE SMALL CHILDREN IN YOUR HOME, YOU SHOULD BE ESPECIALLY CAREFUL THEY CANNOT PLAY WITH WHICH OF THESE?
 - (A) A PILE OF BLANKETS
 - (B) MATCHES
 - (C) TENNIS BALLS
 - (D) POTS AND PANS

FIRE SAFETY STUNT
(SKIT)

THIS STUNT NEEDS AT LEAST FIVE BOYS. MR. JAMES AND NARRATOR WEAR SUITS OR SHIRT AND TIES. HOSE MAN CARRIES A GARDEN HOSE, LADDER MAN CARRIES A CHAIR, CHIEF WEARS A FIREMAN'S HAT AND RAIN COAT. OTHER PROPS ARE A CANDLE AND MATCHES, AND AN OFFSTAGE SIREN. (ONE OF THE BOYS CAN MAKE THE SIREN NOISE, AS BOYS SEEM TO DO THIS SO WELL.)

NARRATOR: NOW THIS EVENING, FOLKS WE HAVE MR. JAMES TO TALK TO US ON FIRE SAFETY. LET'S WELCOME MR. JAMES. (NARRATOR BEGINS APPLAUSE, AUDIENCE FOLLOWS.)

MR. JAMES: HELLO, LADIES AND GENTLEMEN. THIS EVENING I WOULD LIKE TO DISCUSS THE HAZARDS OF AN UNWATCHED OPEN FLAME. I SHALL LIGHT THIS CANDLE NOW AS THE FIRST PART OF MY DEMONSTRATION.

(MR. JAMES LIGHTS CANDLE. JUST AS HE IS ABOUT TO OPEN HIS MOUTH TO BEGIN HIS TALK A SIREN GOES OFF.)

HOSE MAN: (ENTERS SHOUTING) FIRE! FIRE! FIRE!

LADDER MAN: (ENTERS AND SETS UP CHAIR NEXT TO MR. JAMES.)

OTHERS (MAY ALSO ENTER, ADDING TO THE EXCITEMENT.)
(ALL SHOUTING) CHIEF! CHIEF! CHIEF! FIRE! FIRE! FIRE!

CHIEF: (ENTERS AND CLIMBS CHAIR, HE CEREMONIOUSLY BLOWS OUT THE CANDLE. ALL FIREMEN RUN OFF STAGE.)

NARRATOR: THAT CONCLUDES OUR FIRE SAFETY DEMONSTRATION. THANK YOU, MR. JAMES. (SHAKES MR. JAMES' HAND.) I'M SURE WE'LL ALL REMEMBER THAT AN UNWATCHED OPEN FLAME CAN CAUSE A LOT OF TROUBLE!

(NARRATOR EXITS, MR. JAMES PICKS UP CANDLE AND EXITS SINGING "HAPPY BIRTHDAY".)

SCHOLAR ACTIVITY BADGE

LET'S FACE IT, THE MAJORITY OF WEBELOS-AGE BOYS MAY NOT LIKE SCHOOL. THERE MAY BE ONE OR A DOZEN REASONS. PROBABLY THE MAIN REASON IS THAT BOY THIS AGE IS...OR WOULD LIKE TO BE...A FREE SPIRIT, DOING WHATEVER HE FEELS LIKE, WHEN HE FEELS LIKE IT. SCHOOL IS OFTEN SEEN AS A PLACE OF CONFINEMENT RATHER THAN LEARNING.

A WEBELOS-AGE BOY HAS A VERY HIGH QUOTIENT OF CURIOSITY AND A THIRST FOR KNOWLEDGE. THERE IS AT LEAST ONE BOY IN YOUR DEN WHO CAN ASK SEVEN STRAIGHT QUESTIONS ABOUT A SUBJECT THAT INTERESTS HIM. THE PROBLEM IS THAT FOR MANY BOYS, MATHEMATICS, ENGLISH, HISTORY AND GEOGRAPHY ARE NOT VERY HIGH ON THEIR LIST OF INTERESTS.

THROUGH THE SCHOLAR ACTIVITY BADGE, WE HOPE TO ENCOURAGE BOYS TO DO WELL IN THEIR SCHOOL WORK, TO UNDERSTAND WHY SCHOOLS ARE NECESSARY AND WHAT THEY OFFER, AND TO LEARN HOW SCHOOLS ARE RUN IN THIS COUNTRY. IF A BOY IS AT LEAST A FAIR STUDENT, HE SHOULD HAVE NO TROUBLE EARNING THIS BADGE. THE REQUIREMENTS ARE QUITE EASY.

IDEAS FOR DEN MEETINGS:

1. DISCUSS THE HISTORY OF EDUCATION - HOW SCHOOLS DEVELOPED IN AMERICA.
2. INVITE A MEMBER OF THE SCHOOL BOARD OR A PROFESSIONAL EDUCATOR TO TALK TO THE BOYS ON THE VALUE OF AN EDUCATION AND WHAT SCHOOL HAS TO OFFER A BOY.
3. PLANT FLOWERS OR SHRUBS ON SCHOOL GROUNDS.
4. HELP THE CUSTODIAN SET UP THE MEETING ROOM FOR PTA.
5. RAISE FLAG AT SCHOOL OVER A PERIOD OF SEVERAL WEEKS.
6. TAKE A TOUR OF THE EDUCATION SERVICE CENTER
7. INVITE SOMEONE TO COME AND DISCUSS CAREERS WHICH ARE AVAILABLE IN THE FIELD OF EDUCATION.
8. PREPARE A LARGE CHART OF THE SCHOOL SYSTEM, SHOWING WHERE THE CHILDREN FIT IN BOTH AS STUDENTS AND HELPERS. DISPLAY THIS AT A PACK MEETING. YOU MAY WANT TO CONTACT THE EDUCATION SERVICE CENTER FOR INFORMATION ABOUT THE EDUCATIONAL CHAIN-OF-COMMAND IN YOUR AREA.
9. ENCOURAGE THE BOYS TO TALK ABOUT WHAT IS GOING ON AT SCHOOL - THE PEOPLE WHO WORK AT THE SCHOOL - HOW EACH BOY IS PROGRESSING IN SCHOOL. GET THEM TO TALK ABOUT THE JOBS THEY ARE DOING AT SCHOOL (SUCH AS SAFETY PATROL) AND WHY THEY ARE IMPORTANT

IDEAS FOR DEN MEETINGS
(CONTINUED)

10. OBTAIN SOME OLD SCHOOL BOOKS FOR THE BOYS TO BROWSE THROUGH. IT WILL BE INTERESTING FOR THEM TO SEE HOW FAST EDUCATION IS MOVING FORWARD.
11. ENCOURAGE THE BOYS TO FIND OUT ALL THEY CAN ABOUT THE SCHOOLS IN YOUR COMMUNITY - THE GOOD THINGS, THE PROBLEMS. DISCUSS THESE POINTS AT A DEN MEETING.

ONE OF THE SCHOLAR ACTIVITY BADGE REQUIREMENTS CALLS FOR THE BOY TO TAKE PART IN A SCHOOL ACTIVITY OR SERVICE. TO COVER THIS REQUIREMENT, THE DEN MAY PLAN A SERVICE PROJECT. (IF THE BOYS CAN PASS THIS REQUIREMENT THROUGH SOME RELATED ACTIVITY, YOU COULD COUNT THE SERVICE PROJECT TOWARD THEIR WORK ON THE CITIZEN ACTIVITY BADGE.)

TALK TO THE SCHOOL PRINCIPAL ABOUT SERVICES THE DEN MIGHT PERFORM. HERE ARE A FEW POSSIBILITIES.

1. HELP THE SCHOOL LIBRARIAN TO SHELVE BOOKS.
2. PROVIDE MESSENGER SERVICE FOR THE PRINCIPAL FOR A FEW WEEKS.
3. PROVIDE A STAGE CREW FOR AN ASSEMBLY PROGRAM.

THESE POSSIBILITIES ARE LIMITLESS, JUST LET YOUR IMAGINATION RUN WILD AND COME UP WITH OTHER IDEAS. ALBERT EINSTEIN SAID " THE MOST IMPORTANT METHOD OF EDUCATION ALWAYS HAS CONSISTED OF THAT IN WHICH THE PUPIL WAS URGED TO ACTUAL PERFORMANCE". MAKE IT HAPPEN IN YOUR WEBELOS DEN SO THAT THE BOYS ARE DOING SOMETHING WHICH WILL HELP THEM GET MORE OUT OF LIFE AND BECOME BETTER CITIZENS.

SHOWMAN ACTIVITY BADGE

THE SHOWMAN ACTIVITY BADGE CAN BE ACHIEVED BY ANY WEBELOS SCOUT WHO IS WILLING TO PARTICIPATE IN THE DEN SKITS WHICH ARE PERFORMED AT MOST PACK MEETINGS. THESE SKITS ARE NORMALLY DESIGNED TO INCLUDE THE COMPLETE DEN. WITH A LITTLE IMAGINATION, ENTERTAINMENT WILL INCORPORATE MUSICAL TALENTS, ACTING PARTS FOR THE HAMS, PUPPETRY FOR THE SHYER BOYS AND ONE OR MORE INDIVIDUALS WHO SERVE AS NARRATORS.

THE STIMULATION OF THE VARIOUS ELEMENTS OF THIS BADGE WILL HELP THE SCOUT IN HIS ADULT LIFE. IT WILL ENABLE HIM TO BE AT EASE WHEN ADDRESSING A GROUP OR CONDUCTING A MEETING. THE SHOWMAN BADGE WILL STIMULATE HIS CREATIVITY AND HELP HIM MEET CHALLENGES THAT HE MAY FACE IN GROUP SITUATIONS.

ANY MONTHLY THEME CAN BE USED IF THE BOYS WANT TO USE IT TO ENTERTAIN OR TO SPOTLIGHT A WEBELOS OR PACK MEETING. WITH A LITTLE PLANNING, SEVERAL REQUIREMENTS IN THE CRAFTSMAN ACTIVITY BADGE, SUCH AS PROP BUILDING, PUPPET-MAKING AND MAKING MUSICAL INSTRUMENTS, CAN BE FULFILLED WHILE WORKING ON THE SHOWMAN ACTIVITY BADGE.

THE AIM OF THIS ACTIVITY BADGE IS NOT TO PRODUCE SKILLED ENTERTAINERS, BUT TO EXPOSE BOYS TO THE THEATER AND MUSICAL ARTS. AND OF COURSE TO HAVE FUN.

IDEAS FOR DEN MEETINGS:

1. ATTEND A HIGH SCHOOL PLAY.
2. INVITE A HIGH SCHOOL DRAMA TEACHER TO EXPLAIN AND DEMONSTRATE MAKE-UP TECHNIQUES.
3. USE A TAPE RECORDER TO RECORD BOY'S VOICES SO THAT THEY CAN HEAR HOW THEY SOUND.
4. WRITE A PUPPET PLAY AND MAKE PUPPETS TO GO WITH IT.
5. WRITE A ONE ACT PLAY FOR A PACK MEETING.
6. VISIT A COSTUME SHOP.
7. MAKE A PUPPET STAGE FROM A CARDBOARD BOX.
8. TAKE YOUR ENTERTAINMENT TO A CHILDREN'S HOME, SENIOR CITIZEN COMPLEX, OR HOSPITAL AS A GOOD TURN.
9. MAKE A SHADOW PUPPET SCREEN AND SHADOW PUPPETS.
10. DISCUSS STAGE DIRECTIONS AND WHAT THEY MEAN.
11. INVITE A CAST MEMBER FROM A PROFESSIONAL OR AMATEUR COMMUNITY THEATER GROUP NEARBY TO ATTEND YOUR DEN MEETING TO DEMONSTRATE AND ANSWER QUESTIONS ABOUT HIS SPECIALTY.

SHOWMAN ACTIVITY BADGE
(CONTINUED)

REMEMBER THE OLD "LAUGH IN" TELEVISION SHOW? YOUR WEBELOES CAN STAGE SOMETHING SIMILAR. FOR THE STAGE, REMOVE TOP AND BOTTOM FROM A LARGE CARDBOARD CARTON. CUT ONE SIDE AND OPEN IT OUT. MARK SIX-INCH SQUARES ON IT AND MAKE WINDOWS BY CUTTING THREE SIDES OF EACH SQUARE AND CAREFULLY SCORING THE FORTH SIDE. A WEBELOES SCOUT IS BEHIND EACH WINDOW WITH A FIST PUPPET OR OTHER SMALL PUPPET.

THE DEN LEADER OF DEN CHIEF STANDS IN FRONT AND KNOCKS AT EACH WINDOW IN TURN. THE WINDOW OPENS, THE PUPPET POPS OUT, AND THE JOKES FOLLOW. HERE ARE SOME EXAMPLES.

LEADER: "HI, JOHNNY, HOW DO YOU FEEL?"
JOHN: "I FEEL LIKE A PRETZEL."
LEADER: "LIKE A PRETZEL? HOW'S THAT?"
JOHN: "A CRACKER WITH CRAMPS."

LEADER: "HOW DO YOU FEEL, MARK?"
MARK: "I FEEL JUST LIKE A WINDOW."
LEADER: "A WINDOW? HOW'S THAT?"
MARK: "FULL OF PANES."

LEADER: "TELL ME, JOE, WHAT IS A BLACK EYE?"
JOE: "THAT'S EASY. A BLACK EYE IS THE RESULT OF A GUIDED MUSCLE."

November, 1992



TURKEY DAY

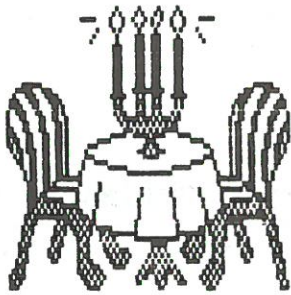


Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	3	4	5	6	7 POW WOW
8	9	10	11	12	13	14
15	16	17	18	19	20	21 FOOD GOOD TURN
22	23	24	25	26	27	28
29	30					

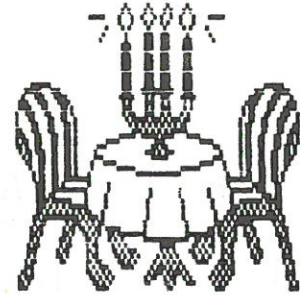
**PRESENTED BY
POW WOW BOOK COMMITTEE**

2024-2025

IMPORTANT



DATES TO



REMEMBER

NOVEMBER 7,
POW WOW 1992

NOVEMBER 11 - 19,
FOOD GOOD TURN BAG DISTRIBUTION

NOVEMBER 21,
FOOD GOOD TURN

2024-2025
2024-2025

OPENING

HAVE A WEBELOS COLOR GUARD POST THE U.S. AND PACK FLAGS AND LEAD THE PLEDGE OF ALLEGIANCE. THE AUDIENCE IS ASKED TO REMAIN STANDING WHILE A CUB SCOUT OR CUB MASTER OFFERS THE FOLLOWING PRAYER:

"O LORD OF US ALL, LIKE THE PILGRIMS WE GATHER TOGETHER TO PRAISE THEE AND TO GIVE THANKS FOR ALL OUR BLESSINGS. GIVE US THE GIFT OF JOY TONIGHT, AND HELP US TO GIVE GOODWILL TO ALL MEN NOW AND FOREVER. AMEN."

OPENING

ARRANGEMENTS: TWO SCENES ARE FORMED BEHIND THE CURTAIN AS THE NARRATOR SPEAKS. AS HE FINISHES HIS NARRATIVE IN EACH CASE, THE CURTAIN OPENS TO SHOW THE TABLEAU.

NARRATOR: THE PILGRIMS CAME TO AMERICA BECAUSE THEY WANTED FREEDOM OF RELIGION. ABOUT 100 MEN WOMEN AND CHILDREN SAILED FOR AMERICA ON THE MAYFLOWER. THEY SUFFERED A GREAT DEAL DURING THE FIRST WINTER AND NEARLY HALF OF THEM DIED. WHILE LIFE THAT FIST YEAR WAS HARD, FORTUNATELY THE INDIANS WERE FRIENDLY AND SHOWED THEM HOW TO GROW CORN. FOLLOWING THE FIRST HARVEST, THE PILGRIMS INVITED THE FRIENDLY INDIANS WHO HAD HELPED THEM, TO JOIN IN GIBING THANKS TO GOD WITH A FEAST.

(CURTAIN OPENS TO SHOW SCENE OF PILGRIMS AND INDIANS SEATED AROUND TABLE)

THUS IN 1621, THE WHITE MAN AND HIS RED BROTHER CELEBRATED THE FIRST THANKSGIVING DAY.

(CURTAIN CLOSES)

THE STORY OF OUR FOREFATHERS IS ONE OF WHICH WE CAN BE PROUD. TODAY WE ARE LIVING IN A NEW AGE, WITH NEW TASKS AND PROBLEMS THE PEOPLE OF THIS BAND ARE WORKING TO FIND NEW AND BETTER WAYS OF ADDING TO MAN'S COMFORT, HAPPINESS AND KNOWLEDGE OF THE WORLD IN WHICH HE LIVES. MUCH REMAINS TO BE DONE. LET'S DO OUR SHARE BY HELPING AMERICA CONTINUE TO PLAY ITS PART IN THE FUTURE OF THE WORLD.

(CURTAIN OPENS TO SHOW CUB SCOUTS IN UNIFORM SALUTING AMERICAN FLAG)

BY FOLLOWING THE CUB SCOUT PROMISE AND THE LAW OF THE PACK, WE ARE SETTING HIGH STANDARDS FOR OURSELVES AND DEVELOPING INTO THE KIND OF CITIZENS OUR COUNTRY WILL ALWAYS NEED. AS MEN, WE WILL BE ABLE TO STEP FORWARD UNFLINCHINGLY, TAKE OUR PLACE WITH OUR COUNTRY'S FINEST, AND REPEAT WITH THEM.....

CUBS ON STAGE: "I WILL DO MY BEST."

(CURTAIN CLOSES)

AUDIENCE PARTICIPATION

A FRONTIER THANKSGIVING

DIVIDE THE AUDIENCE INTO EIGHT GROUPS. ASSIGN A CHARACTER ROLE TO EACH. HAVE THEM REHEARSE THEIR PARTS ONCE. AS EACH CHARACTER IS MENTIONED, THE GROUP STANDS UP, MAKES THE PROPER RESPONSE, AND SITS DOWN. NOTE THE GUN IS TWO PARTS AND ON THANKSGIVING EVERYONE GETS IN THE ACT. READ THE STORY.

SETTLER....."DAVY CROCKETT" (STAND AND SALUTE.)
GUN....."BANG! BANG!" (TWO PARTS, IN QUICK SUCCESSION.)
DOG....."MAN'S BEST FRIEND!" (WAG ARM.)
TURKEY....."YUM, YUM!" (FLAP ARMS.)
CABIN....."SHUT THE DOOR!" (SLAM THE DOOR.)
FRONTIER....."WAY OUT WEST!" (SPREAD ARMS.)
INDIAN....."GERONIMO!" (PULL BOW.)
THANKSGIVING.....(EVERY ONE PATS TUMMY.)

EARLY ONE THANKSGIVING MORNING, MANY YEARS AGO ON THE OLD FRONTIER, A SETTLER STOOD BEFORE HIS LONELY CABIN WITH HIS TRUSTY GUN AND FAITHFUL DOG READY TO HUNT THE TURKEY HE NEEDED FOR DINNER, HOPING NO INDIANS WOULD SPOIL HIS FEAST. WHISTLING TO HIS DOG, THE SETTLER SHOULDERED HIS GUN AND STARTED DOWN THE FOREST TRAIL. MEANTIME, THE INDIAN, ALSO WITH A DOG, CAME DOWN THE FOREST TRAIL FROM THE OTHER DIRECTION. JUST AT THAT MOMENT A FAT TURKEY FLEW BETWEEN THEM. OUT FLEW AN ARROW, OFF WENT THE GUN, DOWN FELL THE TURKEY, IN BOUNDED THE DOGS, UP RUSHED THE INDIAN AND THE SETTLER. "IT'S MINE," CLAIMED THE SETTLER. "UGH-HIM MINE," SAID THE INDIAN. "GRRR," SNARLED THE DOGS. THE NOISE OF THE ARGUMENT SHOOK THE CABIN AND AWOKE THE WHOLE FRONTIER. BUT THE TURKEY, WHICH WAS ONLY STUNNED, TOOK OFF UNSTEADILY AND FLEW IN THE OPEN DOOR OF THE CABIN WHERE IT WAS PROMPTLY CAPTURED BY THE INDIAN AND THE SETTLER AND THE DOGS. AND THUS, THANKSGIVING CAME TO A LONELY CABIN ON THE OLD FRONTIER.

SONGS

TURKEY PLIGHT

TUNE: DEEP IN THE
HEART OF TEXAS

THE TURKEY'S PLIGHT,
IS JUST A FRIGHT.
BACK IN THE FARMER'S BARNYARD,
OUR SAD-EYES CROON
WOULD MAKE YOU SWOON
BACK IN THE FARMER'S BARNYARD;
WE SKINNY BIRDS,
NOW SING SAD WORDS,
BACK IN THE FARMER'S BARNYARD;
SOME THANKSGIVING DAY,
WE'LL FLY AWAY,
AND LEAVE THE FARMER'S BARNYARD;
WE'LL FIND A TABLE,
WITH A THANKSGIVING LABEL,
FAR FROM THE FARMER'S BARNYARD;
WE'LL FLY OR HOBBLE,
AND WE WILL GOBBLE,
FAR FROM THE FARMER'S BARNYARD;
WE'LL HAVE A FEAST,
TO SAY THE LEAST,
FAR FROM THE FARMER'S BARNYARD:

TURKEY DAY

TUNE : JINGLE BELLS

TURKEY DAY, TURKEY DAY
TURKEY DAY TODAY.
OH WHAT FUN IT IS TO EAT
AND STUFF OUR SELF ALL THE DAY.

DASHING TO THE TABLE
WHEN THE DINNER BELL DOES RING
JUST TO BE THE FIRST ONE
TO EAT OF THOSE GOOD THINGS.

OH.....

TURKEY DAY, TURKEY DAY,
TURKEY DAY TODAY.
OH WHAT FUN IT IS TO EAT,
AND STUFF OUR SELF ALL THE DAY.

TOMMY THE TALL-TAILED TURKEY
TUNE: RUDOLF THE RED NOSE REINDEER

TOMMY THE TALL-TAILED TURKEY,
HAD AN ENORMOUS TAIL,
AND WHEN HE STARTS IN RUNNING,
IT WILL MAKE A WINDY GALE.

ALL THE OTHER TURKEYS,
TEASED POOR TOMMY EVERY DAY,
'CAUSE WHEN HE SPREADS HIS FEATHERS,
WITH THEM HE COULD NOT PLAY.

ON THANKSGIVING MORN ONE YEAR,
WHEN FIRE BURNED THE BARN,
TOMMY WAVED HIS TAIL SO HARD,
TO STOP IT WITHOUT HARM.

NOW ALL THE OTHER TURKEYS,
END UP A GREAT BIG DISH
BUT ON THANKSGIVING MORNING
TOMMY AND HIS TAIL STILL SWISH.

TURKEY VS. JERKY

CAST:

TWO PILGRIMS.....JOHN AND MILES
THREE INDIANS.....WINKUM, BLINKUM, AND NOD
TURKEY.....BOY IN TURKEY MASK OR HEADDRESS
PILGRIMS COULD WEAR HATS; INDIANS HEADBANDS

SCENE:

FOREST, DURING PILGRIM DAYS. CARDBOARD BACKDROPS OF ROCKS AND TREES, ETC. WITH REAL OF ARTIFICIAL GREENERY. TREE BRANCHES COULD BE USED. ENTER TWO PILGRIMS, ONE WITH MUSKET, OTHER WITH GAME BAG.

JOHN: GOOD FRIEND, MILES, IT SEEMS A SHAME.....ALL THIS FOREST AND NO GAME.

MILES: BUT JOHN, MY FRIEND, WE CAN'T GO BACK, UNTIL WE'VE SOMETHING IN OUR SACK!

JOHN: 'TIS TRUE, FRIEND MILES, IT WOULD SEEM RUDE. WE CAN'T GO BACK 'TIL WE FIND FOOD.

MILES: LOOK YOU THERE, JOHN, IF YOU'D RATHER. ME THINKS I SEE A TURKEY FEATHER.

JOHN: YES, FRIEND MILES, I SEE IT TOO. IN BUT A MINUTE IT'S TURKEY STEW!

(HE AIMS MUSKET, PREPARES TO FIRE. BEHIND BUSH THERE IS A COMMOTION. THREE INDIANS POP UP, WAVING HANDS FOR HIM NOT TO FIRE.)

NOD: SPARE OUR LIVES, FOR WE ARE MEEK...AND WE WILL FIND YOU WHAT YOU SEEK.

JOHN: OH MY, AND JUST WHAT'S THIS I SEE.....

NOD: (POINTS TO EACH AS HE GIVES THEIR NAMES) THAT'S WINKUM....BLINKUM...AND NOD I BE. (POINTS TO HIMSELF)

JOHN: HAVE NO FEAR...WE WILL NOT FIRE. YOU SEE, IT'S FOOD THAT WE DESIRE.

BLINKUM: TO FIND-UM FOOD WE CAN'T BE BEAT. PALE FACE LIKE TO HAVE-UM MEAT?

MILES: OH YES, BUT WHERE? YOUR FOREST LACKS..WHY, WE CAN'T EVEN FIND A TRACKS.

WINKUM: YOU NOT LOOK IN PROPER SPACE. ONLY INDIAN FIND-UM PLACE!

JOHN: I'M SURE WE'D ALL FEEL RATHER PERKY, IF ONLY WE COULD FIND A TURKEY.

BLINKUM: WE NO EAT TURKEY FOR A FEAST...HE TOUGH OLD BIRD TO SAY-UM LEAST.

MILES: NOT EAT TURKEY? WHY HOW STRANGE! WHAT DO YOU EAT TO MAKE THE CHANGE?

NOD: GREATEST FEAST INSTEAD OF TURKEY, FOR OUR PEOPLE IS BEEF JERKY. SO COME WITH US...WE FILL-UM SACK...WITH LOTS OF JERKY TO TAKE BACK.
(PILGRIMS SHRUG SHOULDERS. EXIT WITH INDIANS.)

TURKEY: (ENTERS, LOOKING SMUG) OUR FEATHER MOM, SHE RAISED NO FOOLS. SHE ENTERED US ALL IN TURKEY SCHOOL. YES, YOU'RE RIGHT, I'M FEELING PERKY. I GOT THEM TO EAT THE JERKY. (HE STRUTS OFFSTAGE, WEARING THE END SIGN ON FEATHERS.)

THE TURKEY THAT USED HER HEAD
(A THANKSGIVING SKIT)

AS A NARRATOR READS THE VERSE IT IS ACTED OUT ON STAGE. IF DESIRED, THE WHOLE DEN COULD CHANT THE FIRST VERSE AS CURTAIN OPENS AND TURKEY IS SETTING WITH HEAD DOWN.

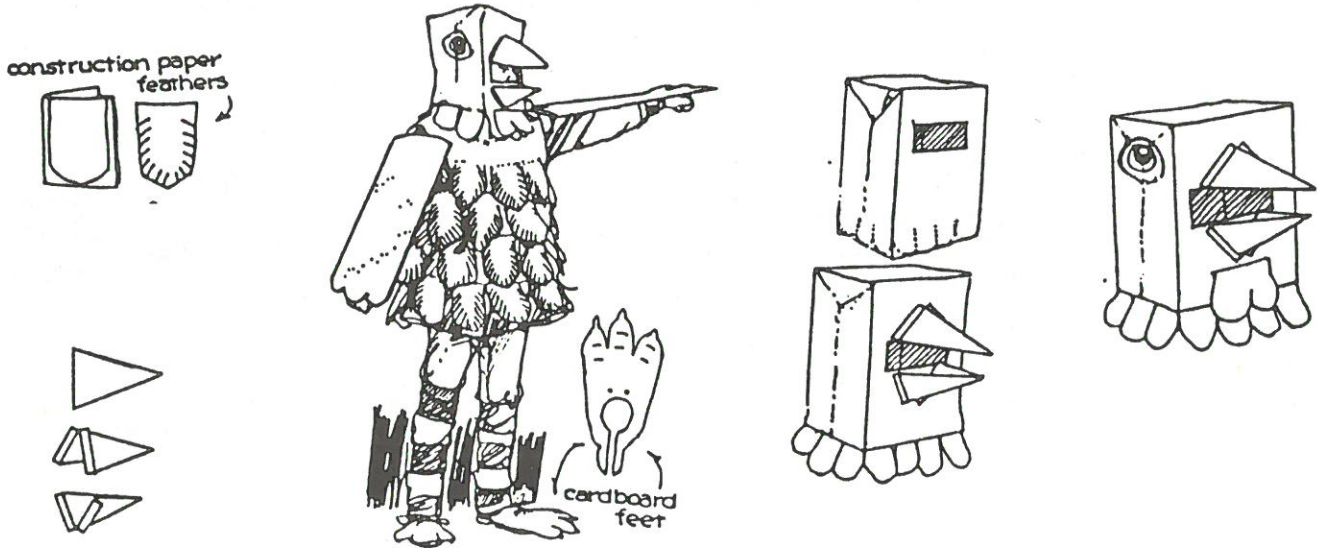
- (1) HANG DOWN YOUR HEAD, POOR TURKEY
HAND DOWN YOUR HEAD AND SIGH,
HANG DOWN YOUR HEAD, POOR TURKEY,
POOR BIRD, YOUR GOING TO DIE,

(ENTER FARMER WITH HATCHET IN HAND)
- (2) THEN ONE DAY IT HAPPENED,
THEN ONE DAY HE CAME,
THE FARMER AND HIS HATCHET
CAME TO KILL HIS GAME.
- (3) SUDDENLY THE EARTH SHOOK,
WITH A MIGHTY QUAKE,
THE TURKEY AND HER SOBBING,
MADE THE FARMER SHAKE.
- (4) THEN THE HATCHET FROM HIS HAND
FELL DOWN TO THE GROUND,
AND THE TURKEY JUMPED UPON IT,
AND PROMPTLY SHE SAT DOWN.
- (5) THERE SHE SAT UPON IT,
WHILE THANKSGIVING DAY DREW NIGH,
THE FARMER HE KEPT WATCH,
KNOWING FROM HUNGER SHE WOULD DIE.
- (6) THE DAY AFTER THANKSGIVING DAWNED,
BRIGHT AND SNAPPY CLEAR,
THE TURKEY GAVE A GOBBLE,
AS THE FARMER DID DRAW NEAR.
- (7) THEN WITH A FLAP OF HER LARGE WINGS,
SHE GOT UP AND STRUTTED AWAY,
SHE HAD TRIED TO HATCH IT.
AND SAVED HER NECK THAT WAY.
- (8) THE MORAL OF THIS STORY,
IS EVIDENT MY FRIEND,
IF YOU ONLY USE YOUR HEAD,
THEN YOU WON'T LOSE IT IN THE END,

TURKEY COSTUME

USE BROWN, TRASH-CAN SIZE PLASTIC BAG. CUT NECK AND ARM HOLES. FOR FEATHERS, WHICH ARE ATTACHED WITH TAPE, FOLD 9 X 12 SHEETS OF BLACK, RED AND GREEN CONSTRUCTION PAPER IN QUARTERS AND CUT AS SHOWN. WINGS ARE LIGHTWEIGHT CARDBOARD TIED TO ARMS WITH STRING. TURKEY FEET ARE ALSO OF CARDBOARD AND ARE SLIPPED OVER SHOES.

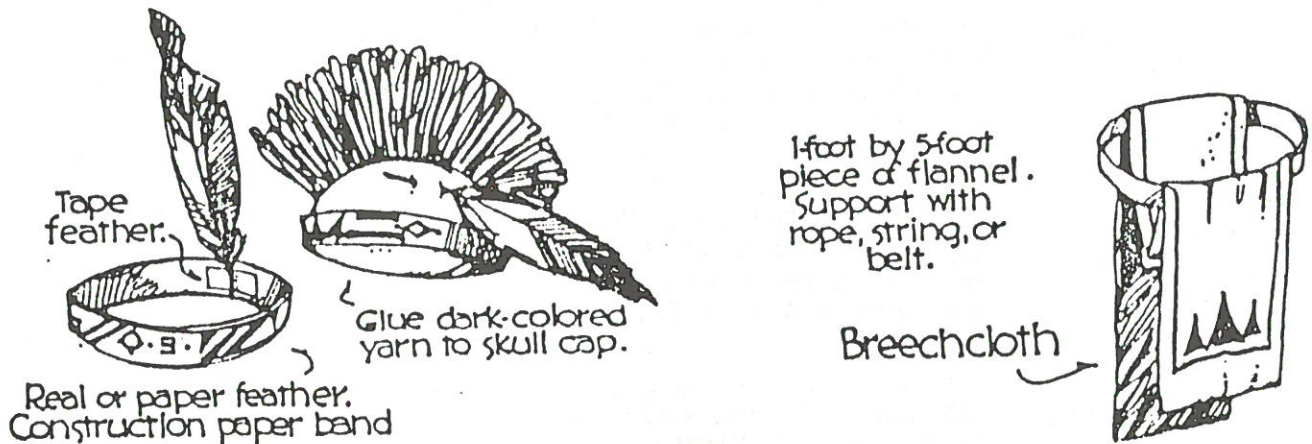
MASK: CUT EYE OPENING AND SCALLOPS IN GROCERY BAG. CUT TRIANGLES FOR BEAK FROM YELLOW CONSTRUCTION PAPER, FOLD, AND TAPE TO HEAD. PAINT EYES ON SIDES OF BAGS.



HOME MADE BOW AND ARROW

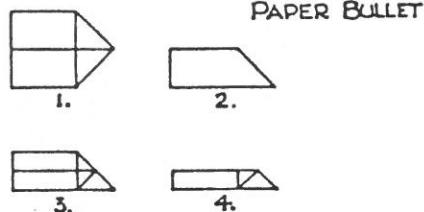
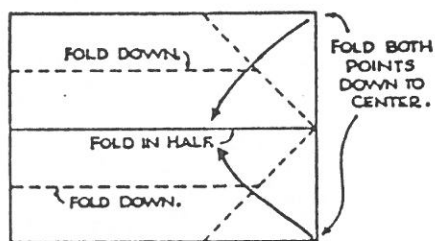
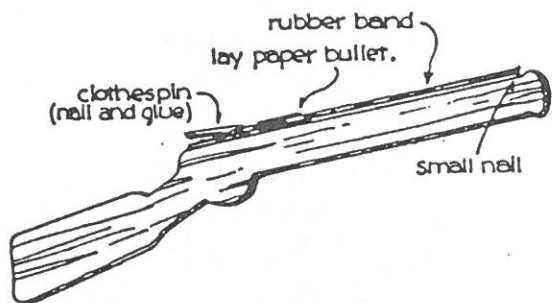
FOR THE BOW, USE A 24 INCH LONG, QUARTER INCH WOOD DOWEL OR STRIP. FOR THE BOWSTRING, USE HEAVY STRING TIED AND TAPED BETWEEN THE BOW'S ENDS. FOR AN ARROW, NOTCH ONE END OF A QUARTER-INCH DOWEL ABOUT 12 INCHES LONG. AT THE POINT, TIE AND TAPE A PIECE OF SPONGE OF A LARGE CORK.

INDIAN COSTUME



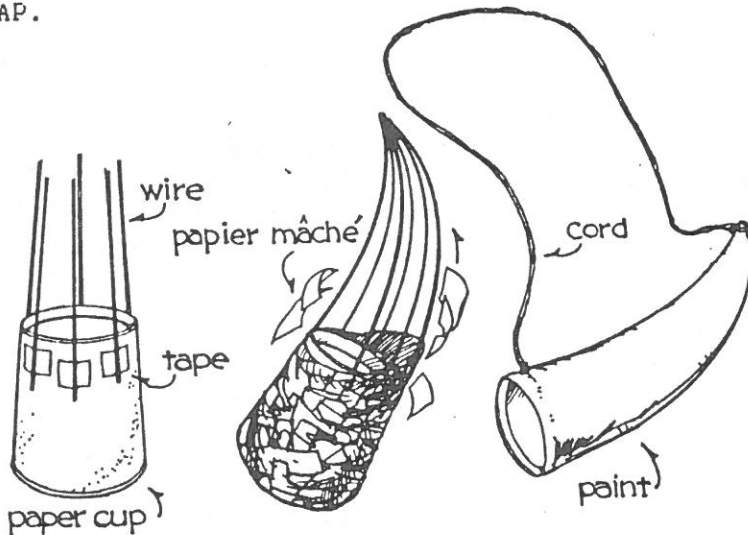
PILGRIM BLUNDERBUSS

MAKE PATTERN ABOUT THREE FEET LONG AND CUT FROM 3/4 INCH THICK SCRAP WOOD. TRIGGER IS A WOODEN, SPRING-TYPE CLOTHESPIN. TAKE CLOTHESPIN APART AND NAIL OR SCREW AND GLUE THE PART WITH THE SPRING TO BLUNDERBUSS. THEN REASSEMBLE CLOTHESPIN. DRIVE SMALL FINISHING NAIL INTO END OF BARREL. STRONG RUBBER BAND "LOADS" THE WEAPON BY BEING STRETCHED FROM THE NAIL TO CLOTHESPIN TRIGGER. MAKE PAPER BULLETS AS SHOWN. SET THE BULLET JUST IN FRONT OF THE CLOTHESPIN.



POWDER HORN

TAPE SIX THIN WIRES AROUND PAPER CUP AND BEND AS SHOWN. COVER WITH STRIP PAPER MACHE. ADD CORD STRAP.

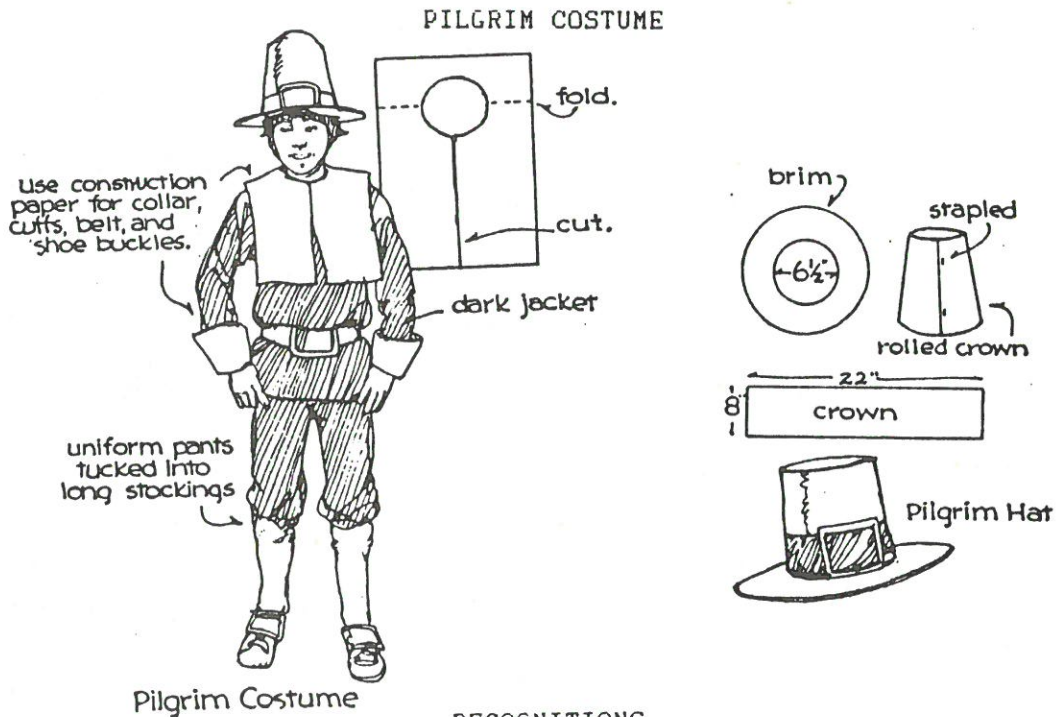


PILGRIM CHILDREN'S GAMES

PILGRIM CHILDREN ARE KNOWN TO HAVE SKIPPED ROPE, RACED, AND WRESTLED. THEY PROBABLY ALSO PLAYED A GAME CALLED STOOLBALL, WHICH IS SIMILAR TO CROQUET. NO DOUBT THEY ALSO PLAYED GAMES THAT WERE COMMON IN ENGLAND, SUCH AS BLINDMAN'S BLUFF AND VARIOUS TAGS. LIKE OTHER PIONEER CHILDREN IN AMERICA, THEY PROBABLY LEARNED TO USE THE BOW AND ARROW, SO IF YOU HAVE ACCESS TO AN ARCHERY SET WITH RUBBER-TIPPED ARROWS, YOU MIGHT HOLD A DEN ARCHERY TOURNAMENT

JUMP ROPE RACE

DIVIDE DEN INTO TWO TEAMS. OBJECT OF THE GAME IS TO MAKE AS MANY JUMPS AS POSSIBLE IN ONE MINUTE. AFTER EACH BOY HAS JUMPED, FIGURE THE AVERAGE SCORE FOR EACH TEAM. (ADD GRAND TOTAL OF ALL JUMPS DIVIDED BY NUMBER OF CUB SCOUTS JUMPING.) HIGHEST AVERAGE WINS.



RECOGNITIONS

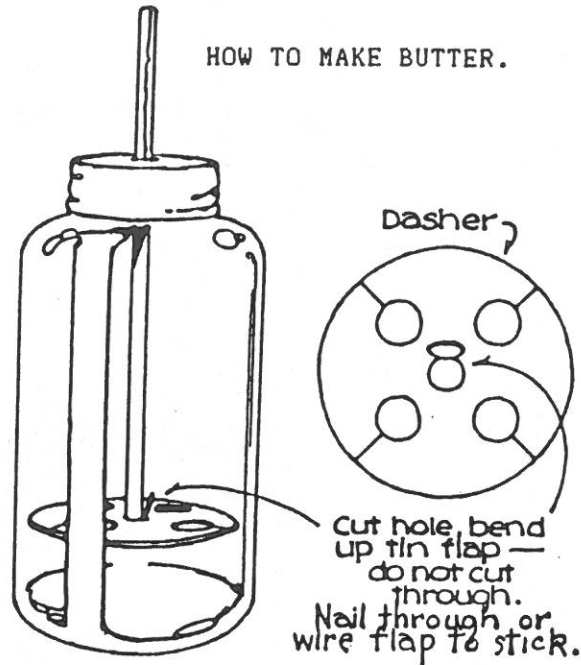
WEARING A PILGRIM COSTUME, THE CUBMASTER INDUCTS NEW BOBCATS AND PRESENTS WOLF AND BEAR BADGES AND ARROW POINTS. WEBELOS DEN LEADERS AWARD ACTIVITY PINS AND WEBELOS BADGES TO ELIGIBLE BOYS. AS EACH BOY RECEIVES HIS AWARD, HAVE HIM SIGN THE "MAYFLOWER COMPACT," WHICH IS POSTED BEHIND THE AWARDS TABLE.

MAYFLOWER COMPACT



USE HEAVY, WHITE PAPER. CRUMPLE THE PAPER, THEN IRON. CHAR EDGES LIGHTLY TO SHOW AGE. PRINT CUB SCOUT PROMISE ON PAPER.

HOW TO MAKE BUTTER.



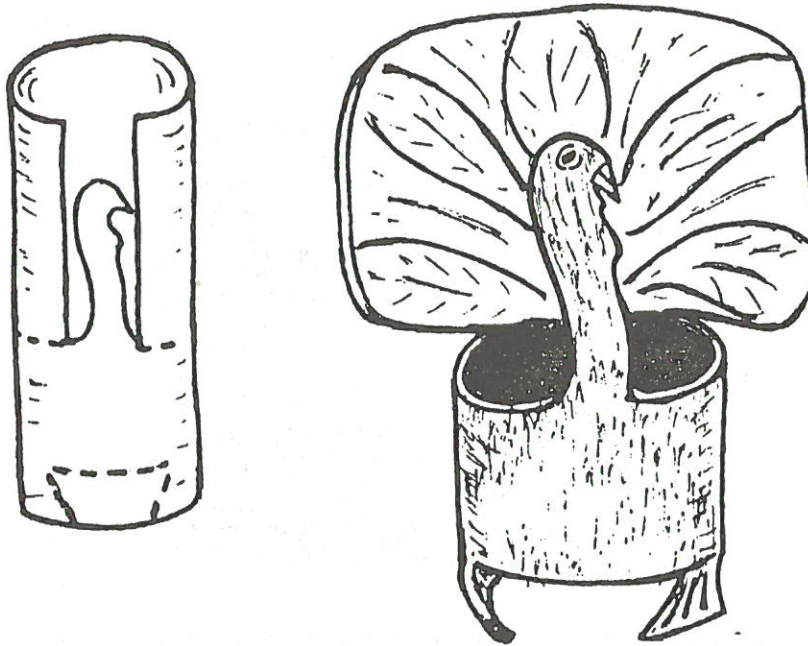
BUTTER CHURN. USE PINT GLASS JAR WITH METAL TOP. CUT DASHER FROM TIN CAN AND FASTEN TIN FLAP TO SMALL DOWEL WITH SMALL NAILS ABOVE AND BELOW IT. TIE TIN FLAP TO DOWEL WITH CLEAN STRING. PLACE HALF-PINT OF WHIPPING CREAM IN CHURN AND LET BOYS TAKE TURNS MOVING DASHER UP AND DOWN FOR ABOUT 25 MINUTES. WHEN BUTTER BEGINS SOLIDIFYING ON THE DASHER, SHAKE UNTIL SMALL PIECES FORM ONE LARGE PIECE. POUR OFF BUTTERMILK. WITH WOODEN SPOON, STIR AND PRESS BUTTER TO REMOVE WATER. RINSE BUTTER WITH TAP WATER TO KEEP BUTTER FROM TURNING SOUR. IF BUTTER IS TOO SWEET, BLEND IN A PINCH OR TWO OF SALT. HALF-PINT OF CREAM MAKES ABOUT ONE-THIRD CUP OF BUTTER.

PILGRIM HAT FAVOR

CUT THE BOTTOM OUT OF A PAPER CUP. COVER THE CUP WITH BLACK PAPER, AND STAPLE IN PLACE. CUT A CIRCLE FROM BLACK CONSTRUCTION PAPER ONE-HALF INCH BIGGER ALL THE WAY AROUND THAN THE OPENING OF THE CUP. GLUE CUP UPSIDE DOWN TO THE BLACK CIRCLE. MAKE HAT BAND FROM BLUE PAPER WITH A YELLOW BUCKLE. FILL THE HAT WITH POPCORN FOR EACH THANKSGIVING GUEST, OR TAKE THEM AS TREATS TO A CHILDREN'S PARTY.



TUBE TURKEY



USE AN EMPTY TUBE FROM BATHROOM TISSUE TO MAKE THIS TURKEY. CUT SECTIONS FROM THE BOTTOM OF THE ROLL FOR FEET AS SHOWN IN ILLUSTRATION.

AT THE FRONT OF THE TURKEY, CUT TWO 3-INCH SLITS, ABOUT 1 INCH APART, STARTING AT THE TOP OF THE ROLL. TRIM THIS 1-INCH PORTION INTO THE TURKEY'S NECK AND HEAD. ROUND OFF THE CORNERS OF THE REMAINDER OF THE ROLL TO FORM THE TAIL. PAINT WITH TEMPERA.

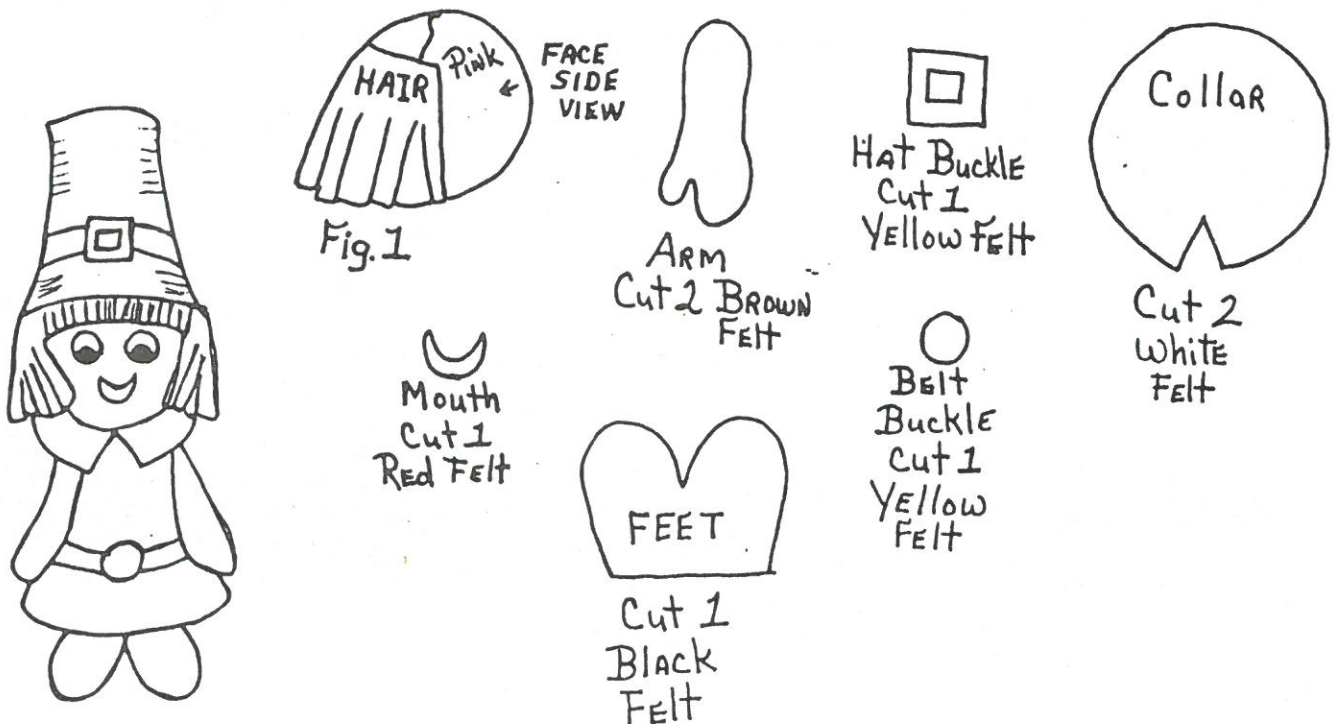
PILGRIM FAVORS (CORN HUSK)

TO MAKE BODIES EITHER FOR MAN OR WOMAN, FOLD FIVE HUSKS IN HALF. TAKE ANOTHER HUSK AND PLACE OVER THIS FOLD. TIE THIS IN PLACE FOR A HEAD. TRIM BOTTOM EDGE. PULL OUT ONE OR TWO PIECES OF HUSK FOR THE ARMS, FOLD BACK AND TIE TO HOLD. (ARMS) TIE OFF THE WAIST AND LEGS OF THE MAN, ALLOW THE FLARE FOR THE WOMAN. PAINT THE GARMENTS OF THE MAN OR WOMAN AND ALLOW TO DRY. CAN BE DRESSED WITH CLOTH OR CONSTRUCTION PAPER CLOTHES.

PILGRIM BOY

MATERIALS: 2 BROWN PUTTER CUPS, 1-1" STYROFOAM BALL, 2-mm WIGGLE EYES, 4" X 2' BLACK FELT, 1 1/2" X 1 1/2" WHITE FELT, 2" X 2" PINK FELT, 1 1/2" X 2" BROWN FELT, 2 1/2" X 2" YELLOW FELT, SCRAP OF RED FELT.

1. CUT OUT ALL OF THE FELT PIECES FOLLOWING THE PATTERNS. ALSO CUT THE FOLLOWING FELT PIECES: A 1 3/4" PINK FACE CIRCLE, A 2 1/4" X 1" PIECE OF YELLOW FOR THE HAIR, A 1/2" X 1/2" PIECE OF YELLOW FOR THE BANGS, A 4" X 1/4" BLACK BELT.
2. APPLY GLUE ALL OVER ONE SIDE OF THE 1 3/4" PINK FACE CIRCLE. PRESS AND STRETCH THIS CIRCLE OVER ONE SIDE OF THE STYROFOAM BALL, SMOOTHING WITH YOUR FINGERS. (NOTE: THIS CIRCLE WON'T COVER THE ENTIRE BALL)
3. TAKE 1/2" CUTS IN THE HAIR PIECE TO FRINGE IT. TAKE 1/4" CUTS IN THE BANGS PIECE TO FRINGE IT. GLUE THE HAIR AROUND THE BACK AND SIDES OF THE HEAD (FIG. 1). GLUE THE BANGS ACROSS THE TOP OF FACE.
4. GLUE THE BELT, BUCKLE, ARMS, FEET, AND COLLAR TO ONE CUP.
5. GLUE THE HEAD TO THE TOP OF THE BODY.
6. GLUE ON EYES AND MOUTH. GLUE ON THE SECOND CUP FOR THE HAT. GLUE ON THE HAT BAND AND BUCKLE.



THANKSGIVING FEAST

REFRESHMENTS FOR A DEN OR PACK MEETING, IF DESIRED. CORN WAS THE STAPLE FOOD OF THE PILGRIMS WHO LEARNED TO GROW IT FROM THEIR INDIAN FRIENDS. POPCORN WAS PROBABLY AMONG THE TREATS AT THE FIRST THANKSGIVING DINNER IN 1621, SO IT WOULD BE APPROPRIATE TO SERVE. SERVE WITH SWEET CIDER OR SODA.

CLOSING

FORM CUB SCOUTS IN LARGE CIRCLE WITH ARMS AROUND EACH OTHER'S SHOULDERS. CUBMASTER CALLS FOR ALL BOYS AND PARENTS TO OBSERVE A MOMENT OF REVERENCE. AFTER A MOMENT, HE LEADS THE SCOUT BENEDICTION BY REPEAT-AFTER-ME METHOD: "AND MAY THE GREAT MASTER/ OF ALL SCOUTS/ BE WITH US/ TILL WE MEET AGAIN.

CLOSING

PRAYER AT THANKSGIVING TIME:

FOR THE TURKEY AND THE DRESSING
FOR THE CRANBERRY AND THE PUMPKIN PIE
WE THANK THEE LORD.

FOR OUR FAMILY AND OUR FRIENDS
WITH WHOM WE SHARE THIS DAY
WE THANK THEE LORD.

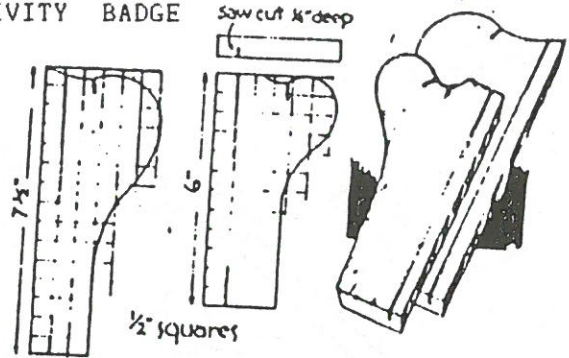
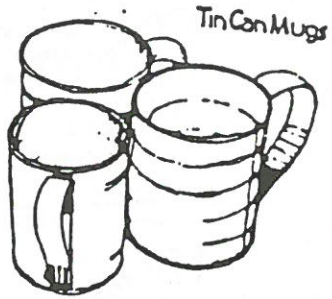
FOR OUR PACK AND OUR AKELAS
WHO SHOW US NEW SKILLS AND NEW ADVENTURES
WE THANK THEE LORD.

FOR A CHANCE OF BEING A BOY LIKE ME
IN A COUNTRY LIKE OURS
WE THANK THE LORD.
AMEN.

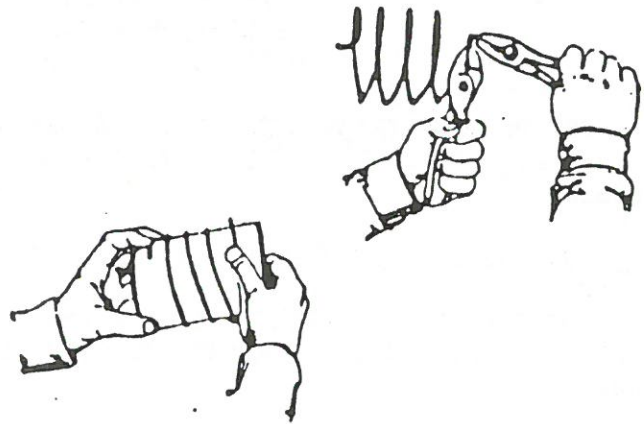
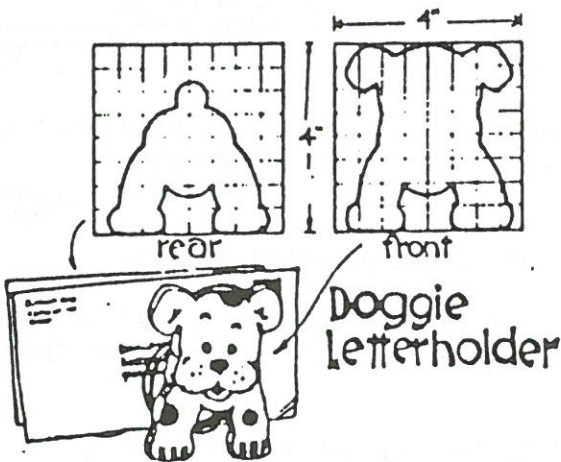
PACK MEETING IDEAS

SETTING UP THE ROOM FOR THE PACK MEETING AND DECORATING IT IN A THANKSGIVING MOTIF, MAKES IT FUN FOR BOTH YOUNG AND OLD. CORNSTALKS AND CONSTRUCTION PAPER CUTOUTS OF TURKEYS, PUMPKINS, VEGETABLES, DEER, MUSKETS, AND OTHER FARM AND HOME IMPLEMENTS. ARTICLES MADE BY THE DENS MAY ALSO BE USED. USING THIS IDEA MAKES A DIFFERENCE, IT HELPS CREATE A FUN AND EXCITING ATMOSPHERE AT YOUR PACK MEETING.

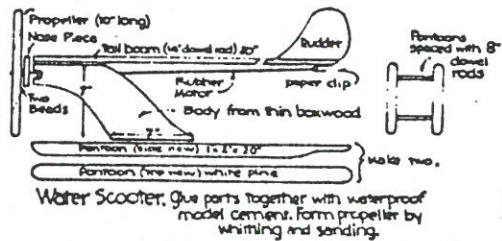
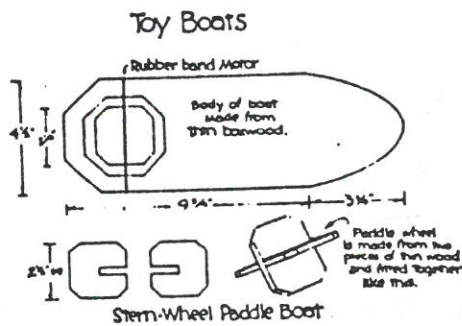
CRAFTSMAN ACTIVITY BADGE



TIN CAN MUGS: LARGE MUGS ARE 29 - OUNCE CANS; SMALL ONE IS 10 3/4 - OUNCE CAN. FOR LARGE HANDLE, CUT STRIP 1 1/2 -BY-6 1/2 INCHES; SMALL, 1-BY-5. SMOOTH ALL SHARP EDGES WITH A FILE. CUT JIGS OUT OF HARDWOOD TO FORM HANDLES. QUARTER-INCH GROOVE IS USED FOR BENDING SIDES OF HANDLE STRIPS. THEN FLATTEN BENDS WITH MALLET. ASK A PARENT TO SOLDER HANDLES TO CANS. OR ATTACH METAL STRIP HANDLES WITH EPOXY STEEL.

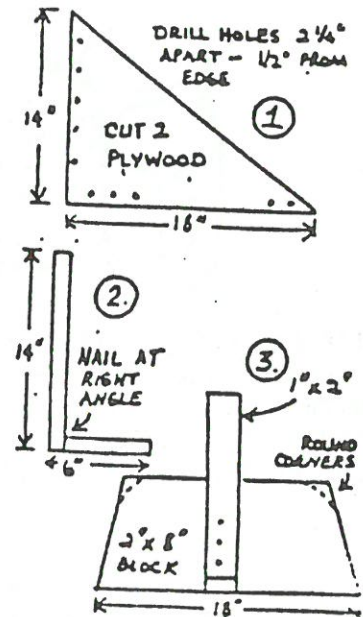
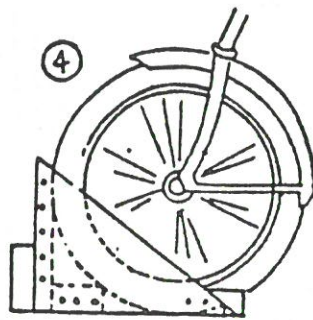
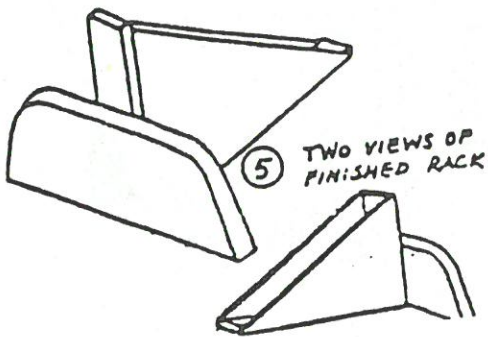


DOGGIE LETTER HOLDER: CUT PIECES FROM 3/4-INCH PINE. LETTER HOLDER IS A SPIRAL OF COAT HANGER WIRE BETWEEN PIECES WRAP STRAIGHTENED COAT HANGER WIRE TIGHT ON A SOUP CAN, WITH 1/2 -INCH BETWEEN SPIRALS. THEN USE TOW PLIERS TO BEND 1/2-INCH OF EACH END AT RIGHT ANGLES TO SPIRALS. THE WIRE ENDS ARE THEN CEMENTED INTO HOLES DRILLED INTO BACK SIDE OF DOG'S FRONT PIECE AND FRONT SIDE OF REAR PIECE.



WATER SCOOTER. GLUE PARTS TOGETHER WITH WATERPROOF MODEL CEMENT. FORM PROPELLER BY WHITTLING AND SANDING.

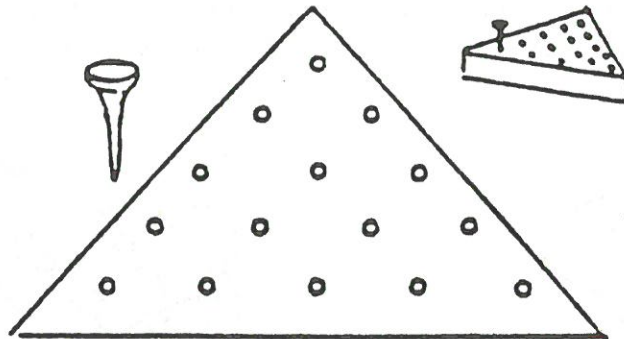
CRAFTSMAN
(CONTINUED)



PERSONAL BIKE RACK:

MATERIALS: ONE 14" X 18" $\frac{1}{2}$ " PLYWOOD
 ONE 1" X 2" X 2' PLYWOOD
 ONE 2" X 8" X 18" PLYWOOD
 NO. 6 FLATHEAD SCREWS (1 $\frac{1}{4}$ " LONG)
 SIX-PENNY NAILS
 VARNISH OR PAINT
 WHITE GLUE OR POWDERED RESIN GLUE

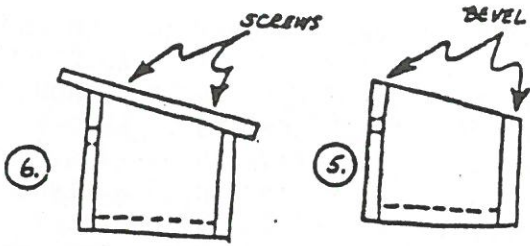
1. CUT PLYWOOD TRIANGLES. DRILL HOLES AS SHOWN WITH A $\frac{5}{32}$ " DRILL. PAINT OR VARNISH THE INSIDE OF PLYWOOD AT THIS TIME. IT WILL BE DIFFICULT TO DO AFTER RACK IS ASSEMBLED.
2. CUT THE 1" X 2" PIECES. NAIL THE TWO LONGEST PIECES AT RIGHT ANGLES.
3. CUT THE 2" X 8" PIECE. ATTACH THE NAILED 1" X 2" WITH SCREWS. PAINT OR VARNISH THE 1" X 2" NOW. (NOW THE RIGHT ANGLE IS FASTENED TO 2" X 8" WITH SCREWS FROM THE INSIDE)
4. FASTEN THE PLYWOOD TRIANGLES IN PLACE WITH SCREWS THROUGH PRE-DRILLED HOLES. DON'T FORGET THE SMALL PIECE OF 1" X 2" THAT JOINS THE TIPS OF THE TRIANGLE.
5. SAND AND COMPLETE PAINT OR VARNISH JOB.



ONE MAN CHINESE CHECKERS: CUT BOARD FROM 1" X 4" OR 1" X 6" LUMBER. MARK OFF 15 EQUALLY SPACED HOLES AS SHOWN. DRILL HOLES WITH $\frac{1}{8}$ " DRILL. USE 14 GOLF TEES, PLACING THEM IN THE HOLES, WITH ONE HOLE LEFT VACANT. OBJECT OF THE GAME IS TO JUMP THE TEES AND REMOVE THEM FROM THE BOARD. ONLY ONE TEE CAN BE JUMPED AT A TIME. THE WINNER IS THE ONE WHO LEAVES THE LEAST NUMBER OF TEES ON THE BOARD.

CRAFTSMAN
(CONTINUED)

ONE-BOARD BIRDHOUSE

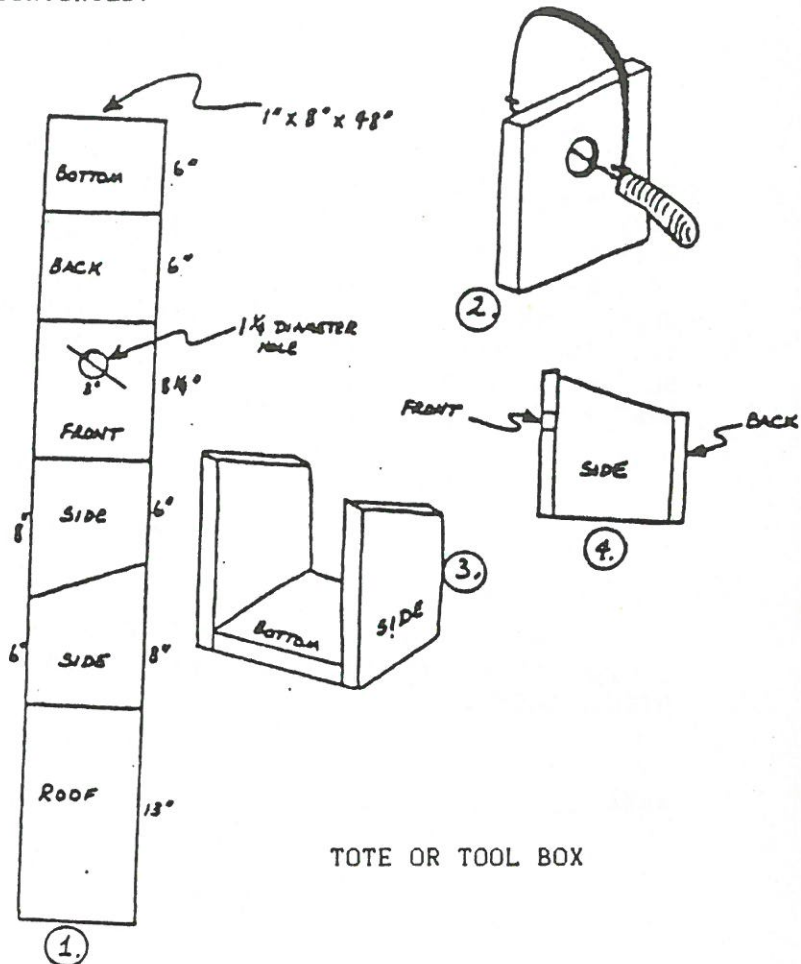


CUT ALL PIECES AS SHOWN IN ILLUSTRATION (BOTTOM FIRST, ROOF LAST)

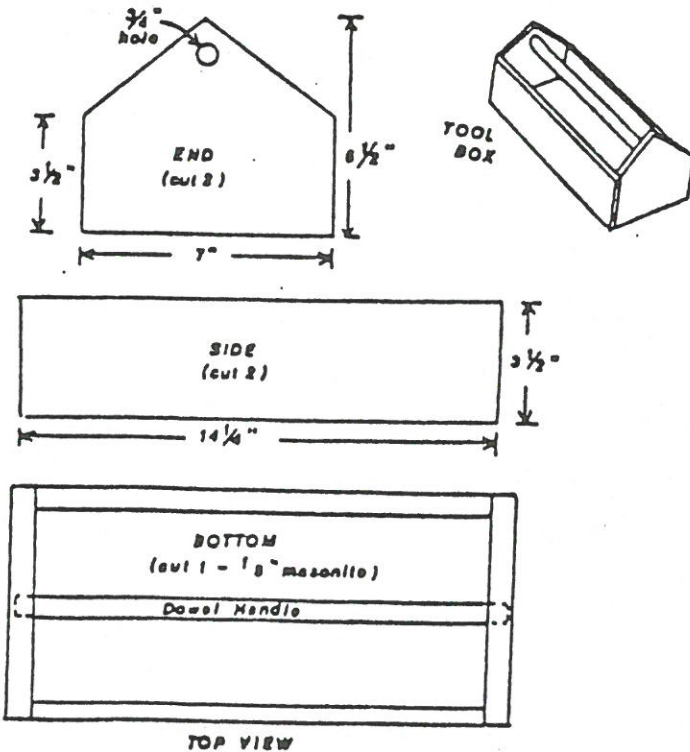
CUT ENTRANCE HOLE IN FRONT. NAIL SIDES TO BOTTOM. NAIL FRONT AND BACK TO SIDES AND BOTTOM.

BEVEL FRONT AND BACK TO MATCH SLOPE OF SIDES.

FASTEN ROOF ON WITH SCREWS OR HINGE.



TOTE OR TOOL BOX



TOP VIEW

MATERIALS:

- ENDS; TWO 3/4" PINE. 6 1/2" X 7"
- SIDES; TWO 3/4" PINE, 3 1/2" X 14 1/4"
- BOTTOM: TWO 1/8" MASONITE,
7" X 15 3/4"
- HANDLE: ONE 3/4" DOWEL, 14 7/8" LONG
- NAILS; EIGHT 1 1/2" FOR SIDES
FOURTEEN 1" FOR BOTTOM

CUT TOP ENDS, TWO SIDES, BOTTOM AND HANDLE AS SHOWN. DRILL 3/4" HOLES, 1/2" DEEP IN EACH END PIECE/

NAIL ONE END PIECE TO SIDES, WITH SIDE PIECES ON INSIDE. INSERT HANDLE IN HOLES BEFORE NAILING IN SECOND END. NAIL ON BOTTOM.

SAND SMOOTH AND SHELLAC.

CITIZEN

WEBELOES SCOUT AGE BOY'S ARE NOT NORMALLY INTROSPECTIVE, BUT THEY ARE OLD ENOUGH TO VIEW THEIR ACTIONS OBJECTIVELY. IN THIS MONTH ON THE CITIZEN ACTIVITY BADGE YOU ASK THE BOYS TO RATE THEMSELVES ON THEIR CITIZENSHIP, USING A CHART LIKE THE ONE SHOWN HERE. RATING THEMSELVES MAY HAVE THE EFFECT OF IMPROVING THEIR EFFORTS TO BECOME BETTER CITIZENS. TELL THE BOYS THAT NO ONE WILL KNOW HOW THEY RATE THEMSELVES, UNLESS THEY WANT TO TELL. URGE THEM TO BE HONEST WITH THEMSELVES IN MAKING THEIR RATINGS EACH WEEK. THE CITIZENSHIP RATING SHEET SHOWN HERE IS MERELY A GUIDE USE IT OR ADAPT IT AS YOU WISH. DON'T ASK TO SEE A BOY'S SHEET. IF HE WANTS TO SHOW IT TO YOU, FINE; HE MAY BE SEEKING YOUR APPROVAL. IF HIS SCORES SEEM OUT OF LINE WITH YOUR OWN OBSERVATIONS, GENTLY QUESTION HIM BUT DON'T CHALLENGE HIS VERACITY.

CITIZENSHIP RATING SHEET

I WILL TRY TO RATE MYSELF ON EACH OF THE FOLLOWING TRAITS OF GOOD CITIZENSHIP. I WILL TRY TO IMPROVE MYSELF SO THAT ON FUTURE RATINGS I CAN HONESTLY GIVE MYSELF A HIGHER SCORE.

NAME _____

TRAITS	SCORES		
	DATE	DATE	DATE
1. I AM HONEST, EVEN IN LITTLE THINGS.			
2. I AM COURTEOUS, LOYAL AND KIND TO MY PARENTS, TEACHERS AND WEBELOS LEADERS.			
3. I TRY TO SHOW GOOD SPORTSMANSHIP.			
4. MY PARENTS AND FRIENDS CAN TRUST ME TO DO WHAT I SAY I WILL DO.			
5. I WORK AND PLAY CHEERFULLY WITH OTHERS.			
6. I ALWAYS KEEP MY PROMISES.			
7. I TAKE GOOD CARE OF MY OWN THINGS AND THINGS THAT DON'T BELONG TO ME, SUCH AS SCHOOL BOOKS, SCHOOL PROPERTY, ETC.			
8. I DO MY BEST TO KEEP THE CUB SCOUT PROMISE ALL THE TIME.			
9. I ALWAYS HELP CLEAN UP AFTER DEN MEETINGS AND WHEN I'M NEEDED IN MY SCHOOL CLASSROOM.			
10. I NEVER MAKE FUN OF PEOPLE (EXCEPT MAYBE KIDDING AROUND WITH MY FRIENDS.			

TOTAL

RATING SCALE: 5__VERY GOOD; 4__GOOD; 3__FAIR; 2__POOR; 0__VERY POOR

CITIZEN
(CONTINUED)

NATIONAL ANTHEM STORY: READ THIS BRIEF HISTORY SLOWLY. IT CONTAINS THREE GLARING ERRORS. IF THE BOYS DO NOT IMMEDIATELY CATCH ALL THREE, READ IT AGAIN AND ASK THE BOYS TO FIND THE ERRORS THE MISSED BY NEXT WEEK.

"'THE STAR-SPANGLED BANNER' WAS WRITTEN BY A NAMED FRANCIS SCOTT KEY. HE WROTE IT DURING THE WAR OF 1812 WHILE WATCHING A BATTLE AT FORT McHENRY, CALIFORNIA. (WRONG-- MARYLAND) MR. KEY WAS IN THE FORT WHEN HE BEGAN WRITING. (HE WAS ON AN ENGLISH SHIP UNDER A FLAG OF TRUCE.) THE STAR-SPANGLED BANNER HAS 15 STARS__ONE FOR EACH STATE AT THAT TIME. IT HAD 13 STRIPES JUST LIKE TODAY. (15 STRIPES) MR. KEY FINISHED THE POEM THE NIGHT AFTER THE BATTLE. IT WAS LATER SET TO MUSIC AND BECAME OUR NATIONAL ANTHEM.

GOVERNMENT QUIZ

GIVE EACH BOY PAPER AND PENCIL. READ THE FOLLOWING QUESTIONS AND SCORE AS SHOWN.

1. WHO IS THE PRESIDENT OF THE UNITED STATES?.....(3 POINTS)
2. WHO IS THE VICE-PRESIDENT?.....(5 POINTS)
3. WHO IS THE GOVERNOR OF OUR STATE?.....(7 POINTS)
4. WHO IS OUR MAYOR (OR HEAD OF LOCAL GOVERNMENT)?.....(7 POINTS)
5. WHAT IS OUR STATE CAPITAL?.....(5 POINTS)
6. NAME THREE LAWS.....(3 POINTS)

CITIZEN PROJECT

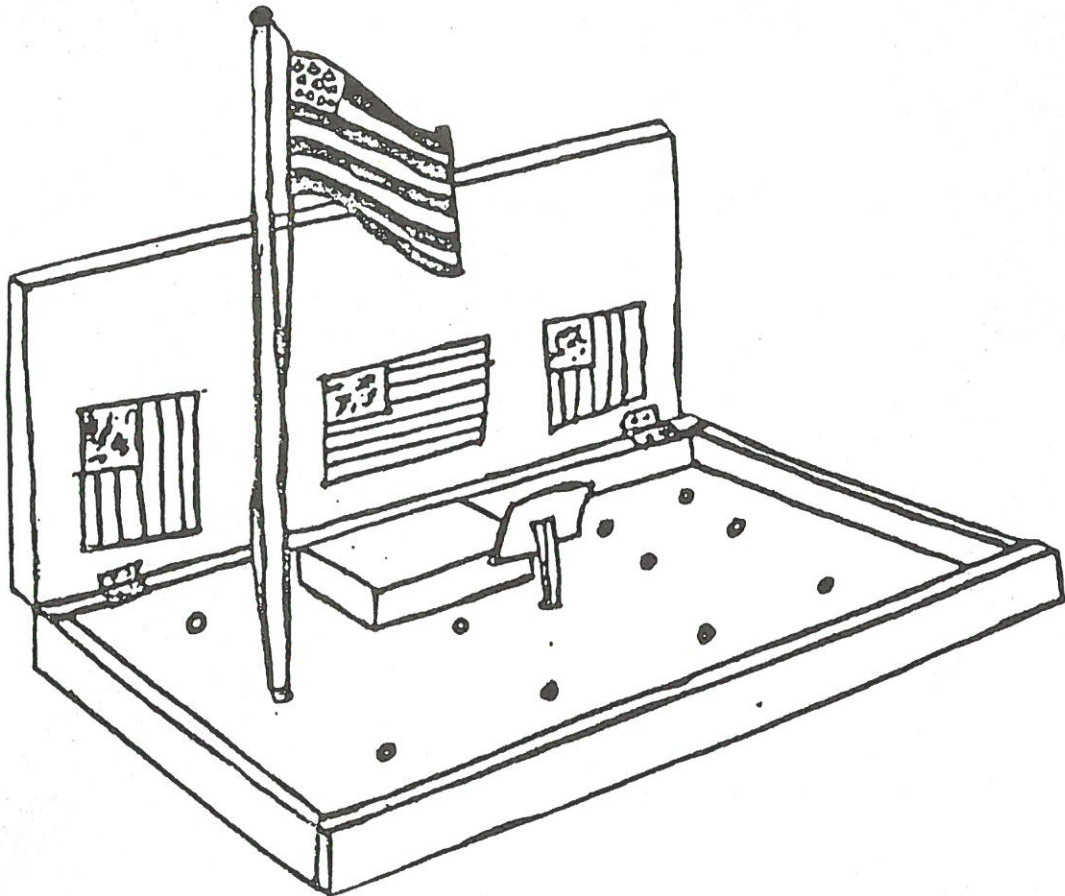
THIS DISPLAY CAN BE MADE BY THE WEBELOES AS A GROUP OR INDIVIDUAL PROJECT.

MATERIALS;

1/4" PLYWOOD
2 HINGES
1/2" DOWEL X 28" LONG
SMALL FLAGS (APPROXIMATELY 5" X 7")
1 SCREW EYE
PLASTIC STRING
NAILS AND/OR WOOD GLUE

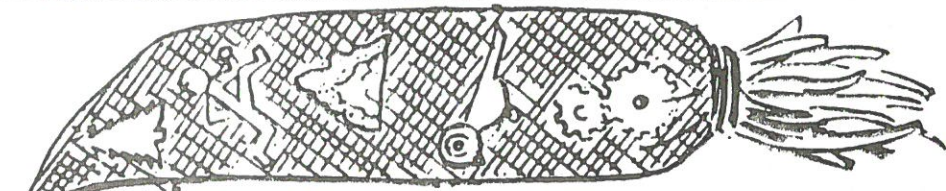
USING THE SAMPLE BELOW FOR DIRECTIONS CUT THE PLYWOOD AS INDICATED. THE PLYWOOD CAN BE GLUED OR NAILED TOGETHER.

THIS DISPLAY CAN BE USED TO SHOW VARIOUS FLAG COURTESY SITUATION.



CERTIFICATES





Certificate of Achievement for



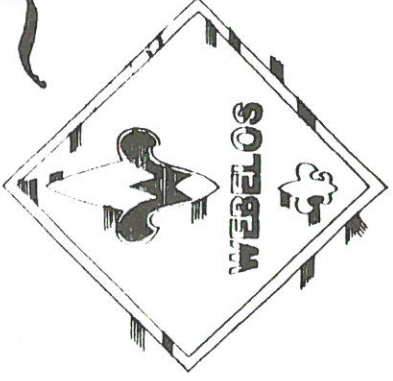
who has successfully completed all

Webelos Activity Badges

_____ Cub Master

_____ Scout Leader

_____ Date



Parents Appreciation Award

given by

Cub Scout Pack _____

to

*Thanks for your continued support
to the Boy Scouts of America
and Cub Scout Pack _____
Your time and contributions
have made our pack a success.*

Cubmaster

Assistant Cubmaster

Certificate of Appreciation

given by

Cub Scout Pack _____

to

*for the generous contribution
and continued support to
the Boy Scouts of America
and Cub Scout Pack 360.*

Thanks for _____

Cubmaster

Assistant Cubmaster

*"GREAT!"
in any Language*



Presented to

for

date

signature

Leaders
Scouting
Award

given by

Cub Scout Pack _____

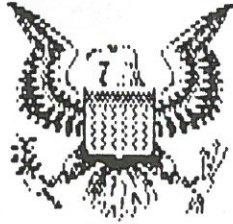
to

*In appreciation for their many hours of hard work,
their endless amount of patients,
their courage at showing up every week
to face the dens of wild animals
(Tiger, Wolf and Bear),
their great leadership and teaching skills,
and their dedication to boys in Cub Scout Pack _____
and the Boy Scouts of America.*

Cubmaster

American Hero Award

_____ name



for helping keep
America beautiful

_____ unit

_____ date

_____ signature

For showing us the road to take

SUPER TRAILBLAZER

_____ name



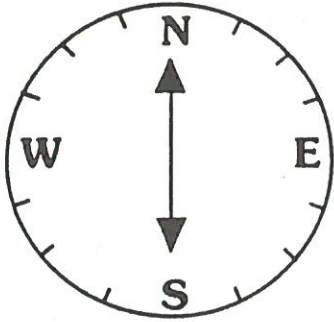
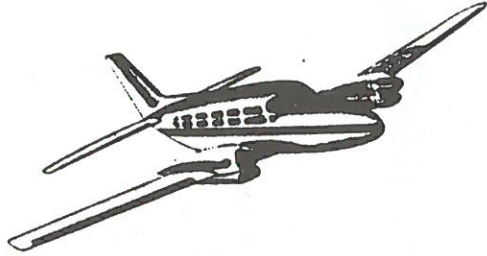
_____ unit

_____ date

_____ signature

_____ is
name

**moving in the
right direction**

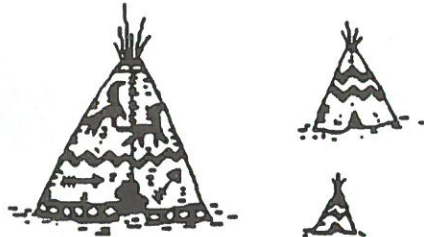


signature

_____ date _____ unit

name

SHOWS GREAT SPIRIT



date

signature

Parents Scouting Award

given by

Cub Scout Pack _____

to

In appreciation for their continued support to the

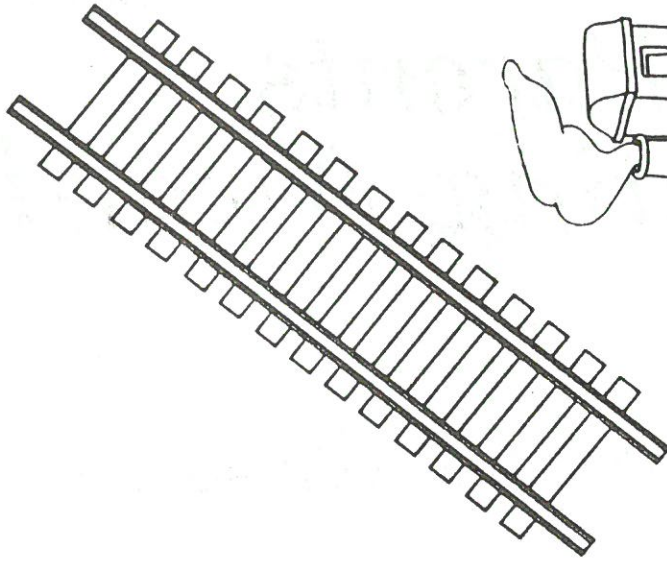
Boy Scouts of America

and Cub Scout Pack _____

Cubmaster

Assistant Cubmaster

Thanks!
for keeping us
on the right track



name

unit

date

signature

Directions: Cut board to desired length. Stain or paint. Attach model railroad track on plaque. Print message.

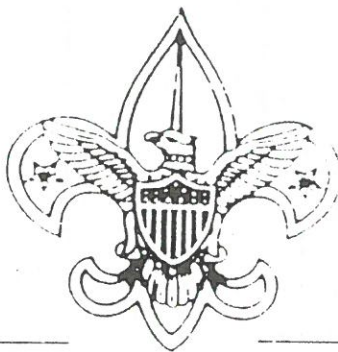
Certificate of Appreciation

This Certificate is presented to

in appreciation of
the commitment and support
given to Scouting.

Thank you for helping with our _____

Pack _____



Cubmaster

Date

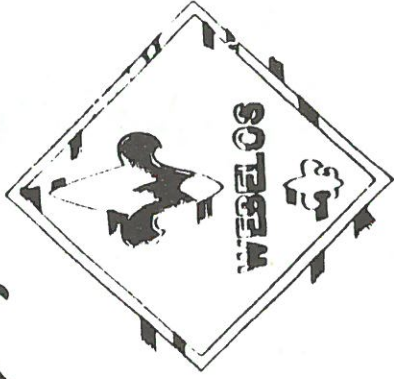
Arrow of Flight

Back _____

Awards This Certificate

on

to



for completing the requirements
for the Arrow of Flight.
the highest rank in
Cub Scouting.

Submaster

Den Leader

TIGER CUBS



WHAT IS TIGER CUBS?

T - Time spent building a stronger relationship with a boy and his family.

I - Introducing a boy and his family to Scouting

G - Getting to know others and one's self better.

E - Entering into a group; being part of something Special.

R - Reaching out to one another and getting hands on experiences.

S - Sharing and Discovering new things and ideas.

That is what TIGER CUBS is all about...

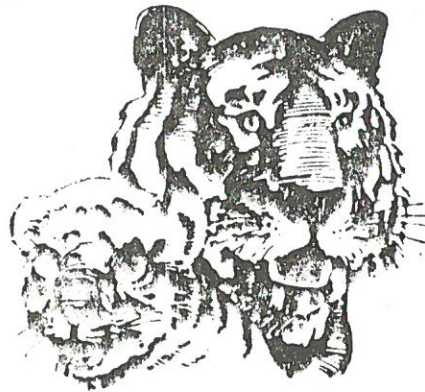
SEARCHING

DISCOVERING

SHARING

TIGER MOTTO: Search Discover Share

(You may want to use this as an Opening Ceremony.)



Tiger Cub - Success Recipe

Ingredients:

- 1 small boy in the first grade or seven years old
- 1 supportive pack
- 1 enthusiastic trained Tiger Cub Coach
- 1 caring adult at least 18 years old

Mix all ingredients well adding a large measure of FUN. Pour into a small friendly mold. Allow time to set up - about 1 year or until firm. Turn out of mold onto the Bobcat Trail. Sit back and enjoy!!!

SONGS FOR TIGERS



HI THERE, TIGER CUB!
Tune: "Hail, Hail the Gang's
All Hear"

Hi! Hi! Hi! there, Tiger Cub!
We are glad to meet you,
We are glad to greet you,
Hi! Hi! Hi! there Tiger Cub!
You are welcome to our group.

TIGER CUB WELCOME SONG
Tune: "Auld Lang Syne"

We welcome you to our Tiger group
We're mighty glad you're here.
We'll start the air reverberating
With a mighty cheer.
We'll sing you in, We'll sing you out,
For you we'll raise a shout.
Hail, Hail, the gang's all here (tonight/today)
You're welcome to our group!

RECOGNITION SONG
Tune: "Farmer in the Dell"

Our honored guest are here,
Our honored guest are her,
Stand up now and take a bow (stand)
Our honored guests are here.

WHERE HAS MY LITTLE TIGER GONE?

Oh where, or where has my little tiger gone?
Oh where, or where can he be?
With his ears cut short and his tail cut long,
Oh where, oh where can he be?

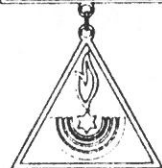
RELIGIOUS EMBLEMS FOR TIGER CUBS

GOD AND COUNTRY



God and Me
Protestant

MACCABEE



Maccabee
Jewish

God and Me, Protestant. bar pin and medal. Tiger Cub. Tiger Cub T-shirt or may be worn on Cub Scout uniform. above left pocket.

Maccabee, Jewish. bar pin and medal. Tiger Cub. Tiger Cub T-shirt or may be worn on Cub Scout uniform. above left pocket.

Note: For additional information on religious emblems, write for Religious Emblems Programs flier, No. 5-206, from Religious Relationships, S226, Boy Scouts of America, 1325 Walnut Hill Lane, P.O. Box 152079, Irving, TX 75015-2079.

LONE RANGER SKIT
FOR TIGER CUBS

WE SEE THE
LONE RANGER AND TONTO
RIDING THRU THE DESERT.
WHEN ALL OF A SUDDEN
UP FROM THE RIGHT RIDES
ONE THOUSAND INDIANS AND
FROM THE LEFT ONE THOUSAND
MORE.

LONE RANGER SAYS TO TONTO
"WE'RE IN BIG TROUBLE NOW"

TONTO SAYS TO LONE RANGER
"WHAT DO YOU MEAN WE, PALE FACE"

REQUIREMENTS ;

CAN BE DONE WITH FOUR BOYS EVEN THREE
ONE TO PLAY LONE RANGER , ONE TONTO,
THE REST INDIANS

HAVE BOYS MAKE COSTUMES;

VESTS OUT OF PAPER BAGS
* COLOR DESIGNS ON THEM

MAKE FEATHER HATS OUT OF CONSTRUCTION PAPER
HAVE SIGNS ON INDIANS; SAYING ONE THOUSAND
INDIANS

SCENERY ; CARDBOARD CACTUS
STUFFED PAPER BAG ROCKS

TIGERTOOTH NECKLACE

For this necklace save the bones from a cooked turkey neck. Clean as much meat off the bones as you can.

Boil the bones until there is no meat left on them at all. Then soak them overnight in some water and bleach.

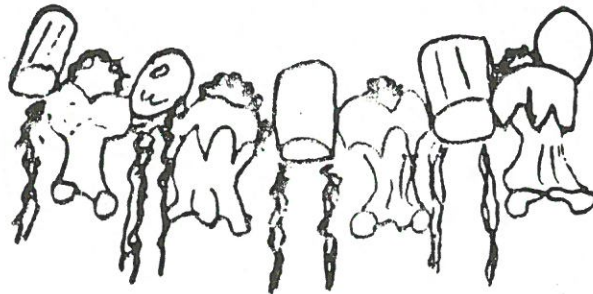
Dry the bones out in the sun until they are white.

Put a wire through one of the holes in the top of the bones. Roll up the bottom end of the wire with a pair of pliers.

Fill the wire almost to the end with small beads. Put the other end of the wire through the other hole in the bone and roll this end up.

String the bones on a piece of leather, a chain, or a piece of twine. Put large beads after each set of wires to keep the "teeth" from sliding together.

Use other kinds of beads on your necklace if you want to. Tie a knot after every bead.



Calendar

Materials

Patterns (p. 28)
6" x 9" yellow art paper (kitty)
6" x 9" tagboard
Two plastic eyes (optional)
Small desk calendar
Tagboard scrap

Procedure

1. Trace kitty pattern on yellow paper with black felt pen.
2. Color markings with brown felt pen or crayon.
3. Glue kitty to tagboard and cut out.
4. Glue plastic eyes in place, or draw them with crayon or felt pen.
5. Glue calendar in place (fig. A).
6. Trace hanger pattern on tagboard scrap, cut out, and glue to back of kitty.

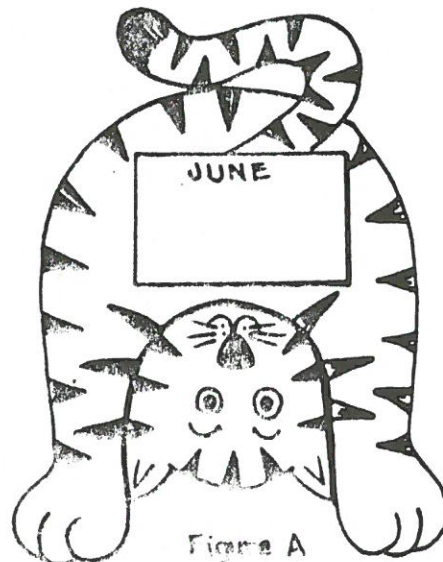


Figure A

RUMPLESTILTSKIN
HIDDEN PICTURE



In the picture find the spoon, fish, umbrella, cup, sailboat, mallet, pencil, horn, butterfly, book, scissors, whistle, snake, mushroom, carrot, paper clip, fork, pair of glasses, spacecraft and bird.

scrambled pictures



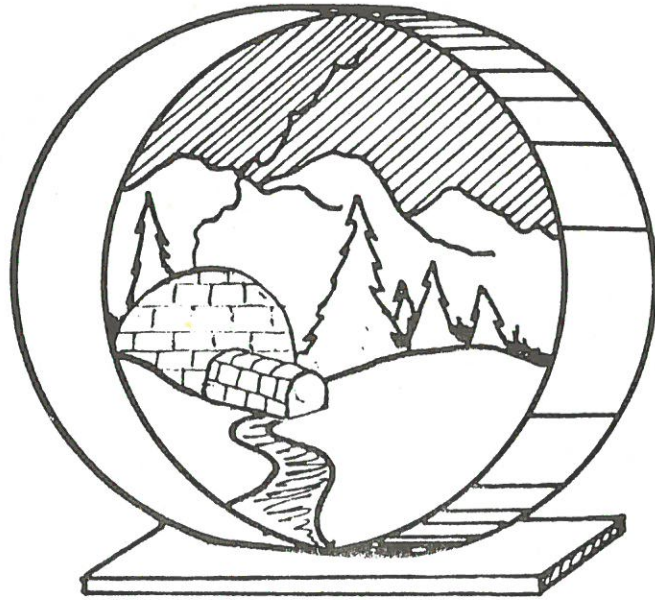
HOW MANY WINTER CLOTHES CAN YOU FIND ?

ANSWER: 10

Container Lid Stand-Up Picture

Materials

Greeting card or photo
Ice-cream lid
2" x 2" cardboard
Stapler
Poster paint and brush
Hair spray and glitter



Procedure

1. Paint lid and cardboard with poster paint. Allow to dry.
2. Trace lid on back of selected card or photo. Cut and trim card to fit circular lid. Glue in place (fig. A).
3. Staple lid to cardboard base (fig. A).
4. Spray picture with hair spray and sprinkle with glitter.



Figure A

Angel and Candle Paper Plate Hang-Ups

Materials

Patterns

Two 7" red paper plates

Art paper:

8" x 8" white (candle glow,
angel, wings)

4" x 4½" yellow (candle,
halo)

5" x 6" black (candle
holder, hair)

2" x 2" red (flame)

2" x 2" tagboard (hanger)

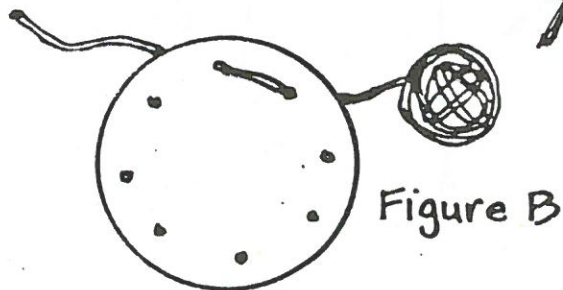
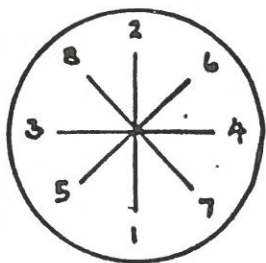
Three yards green yarn

Hole punch

Hair spray

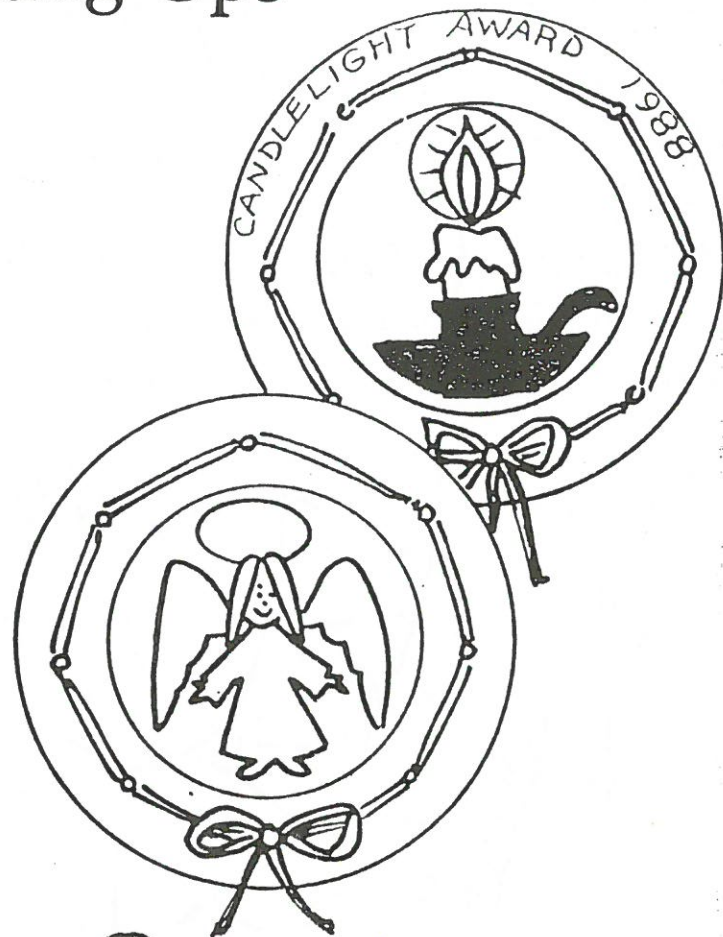
Gold or silver glitter

Figure A

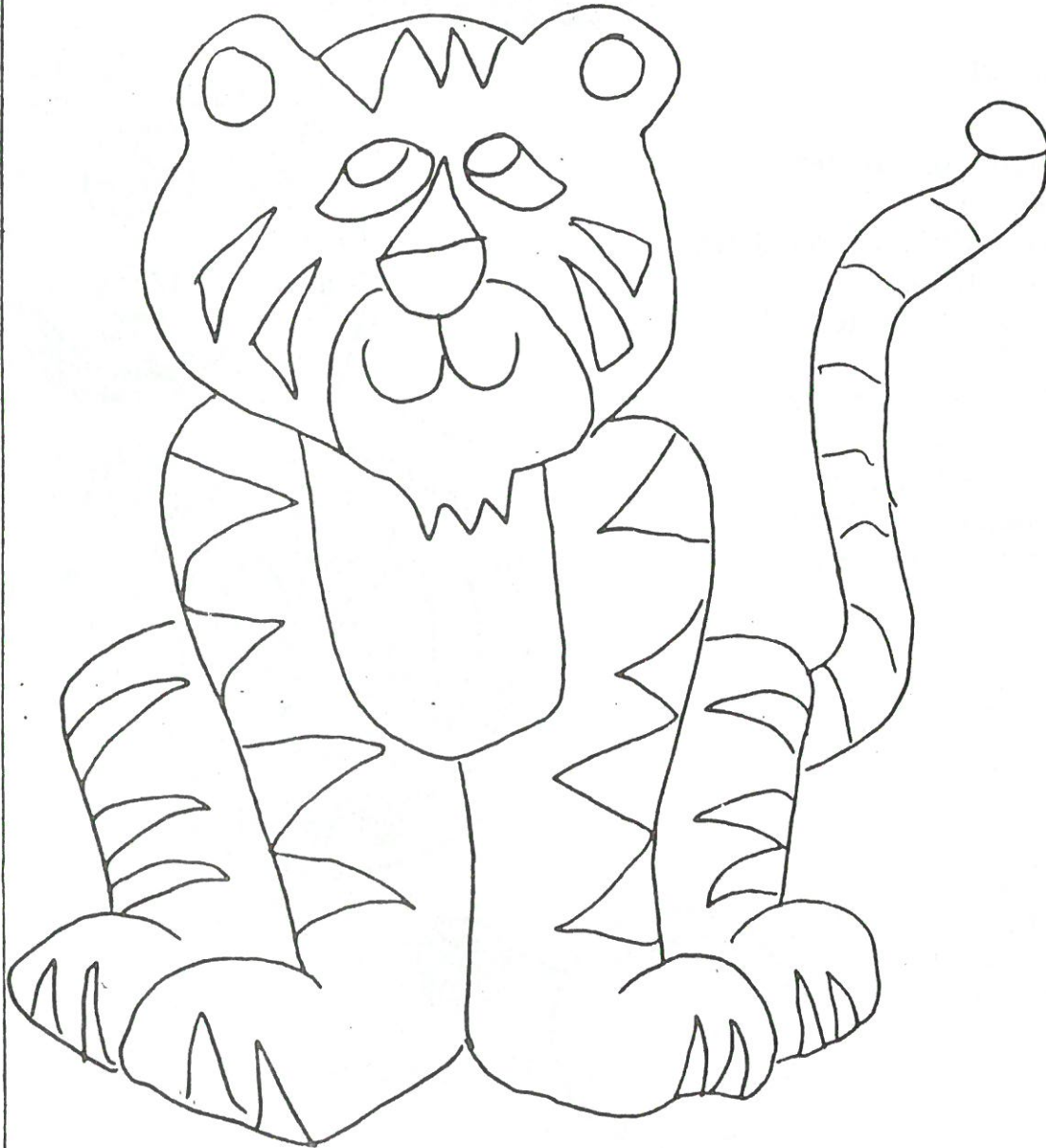


Procedure

1. Punch eight equally spaced holes around each plate, one inch from edge (fig. A).
2. Thread yarn through holes once around plate. Repeat in opposite direction and tie a bow at bottom to finish (fig. B).
3. Trace patterns on art paper and cut out. Assemble and glue in place as shown.
4. Spray plates with hair spray and sprinkle with glitter.
5. Trace hanger pattern on tagboard and cut out two. Glue one to back of each plate.



HERE COME THE TIGERS!! Here's an idea for your Tiger Cubs at Blue and Gold.



TIGER CUBS
BLUE AND GOLD



Place Cards



Nut Cups



Napkin Rings



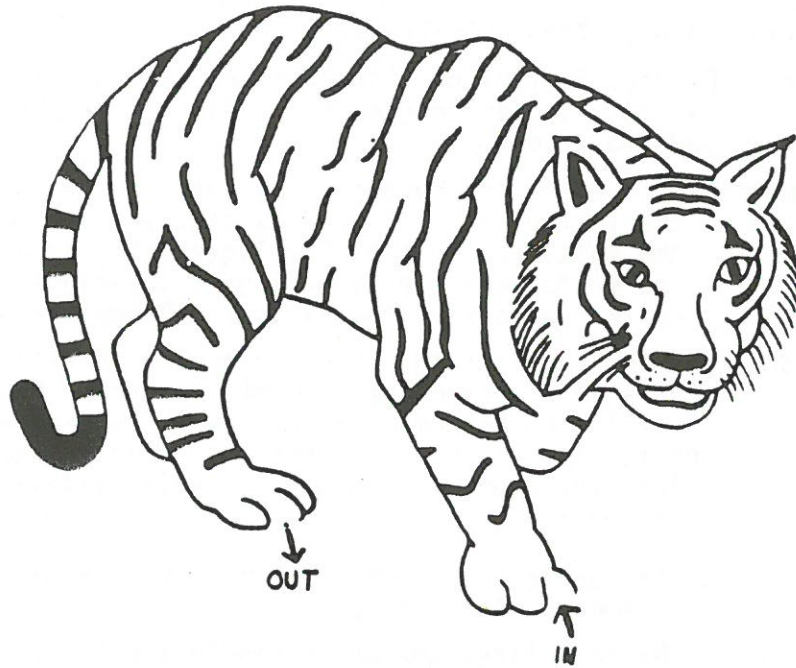
Invitations



Placemats

MAZE PLACEMATS

Enlarge this maze and print on your placemats for an activity the banquet goers can do while waiting for things to begin. (Solution is shown in miniature.)



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

TIGER CUBS

FIND THE WORDS

SEARCH
DISCOVER
SHARE
TIGER
CUBS
FAMILY
FUN
HELP
PLAY
PROMISE
LEARN
BOYS
SUN

TIGER CUB GRADUATION

Characters: Akela, Tiger Cub Leader

Equipment: Bridge, Rank Cards, Candleholder with white, blue, gold and orange candles, Bobcat Badges, Pack Flag, Tiger Cub Flag, a small table and two drums.

Arrangement: Bridge set in the center of the room, with the small table to the left of the bridge. The candleholder on the table, with the white candle lit, the Tiger Cub Flag on the left side of the bridge and the Pack Flag on the right side. The drums will be in the back of the Pack, the Bobcat Badges on the table.

Directions: At the start of the ceremony the drums will beat very softly. Akela enters from the back of the Pack. He will be dressed in full Indian costume. He will walk very slowly toward the center of the table. He will then raise his arm and give the Cub Scout sign, the drums stop beating, Akela raises both arms up toward the sky.

Akela: "Oh! Great Spirit of Scouting. We are here for a very special ceremony. Be with us.

(He then takes the white candle and lights orange candle, gold candle and blue candle and then turns to the front of the room)

Akela: "Would the Tiger Leader please come forward?"

Tiger Leader: "Oh! Akela of the Bobcat, Wolf, Bear and Webelos, we of the Tiger Cub have some braves that wish to become Bobcats."

Akela: "Have these Tiger braves completed all requirements in their tribe?"

Tiger Leader: "They have."

Akela: "Do you have the names of these Tiger braves?"

Tiger Leader: "I do."

(Tiger Leader then calls out each name and each brave and parent comes across the bridge, up to the front of the Pack and stands in front of Akela. Akela raises his arms toward the sky)

Akela: "Oh! Great Spirit of the Bobcat, Wolf, Bear and Webelos, we ask that you receive these Tiger Cub braves into our ranks; that your spirit will touch them and help them to grow into great braves in our ranks."

Akela: "Would each boy and parent raise their arm with the Cub Scout Sign and repeat after me the Cub Scout Promise?"

(Akela then gives each new brave his Bobcat badge and the new braves and their parents are congratulated by the rest of the Pack).

TIGER CUB GRADUATION

Tiger Cubs graduate into the pack at the May pack meeting. There is a graduation ceremony in the Tiger Cub Organizer Manual or you may develop your own ceremony.

Ceremony

Materials: Candle for each boy (with a good guard to protect his hands from the hot wax).

Matches for parents.

Candle log with a blue candle, yellow candle, and white candle.

Setting: Head table with candle log with the three candles.
Light only the blue and yellow candles.

Cubmaster:

Cub Scouting is an organization that is very special and unique. It is one in which a lot of parents devote their time and talents to provide a program which will aid and guide their sons' growth. As parents work to strengthen Cub Scouting, so Cub Scouting helps to strengthen families.

(Call forward boys and their parents. They stand behind the table, facing the audience.)

I call your attention to the three candles in the candle log. The blue and gold stand for Cub Scouting. Blue, like that of your uniform, stands for truth, love of God, loyalty, and the blue sky. The gold like that in your neckerchief, stands for sunlight, good cheer, and happiness. The white candle represents parents and the important part they play in the Cub Scouting program.

Parents, would you please light the candle your son is holding as a symbol of the encouragement and support you will be giving him as he moves along the Cub Scouting trail. (They do.)

Will you accept the responsibility to participate in den and pack activities, help your son with advancement, and support the pack as much as possible? (Parents answer: "We will.")

Please give the candle to your son to hold in his left hand. Boys, please raise your right hand in the Cub Scout sign and repeat with me the Cub Scout Promise.

And now with your parents guiding your hands, as they will do to help you in Cub Scouting, I will ask that all of you join your individual flames together and light the center (white) candle as a sign that we are all united as members of pack (number).

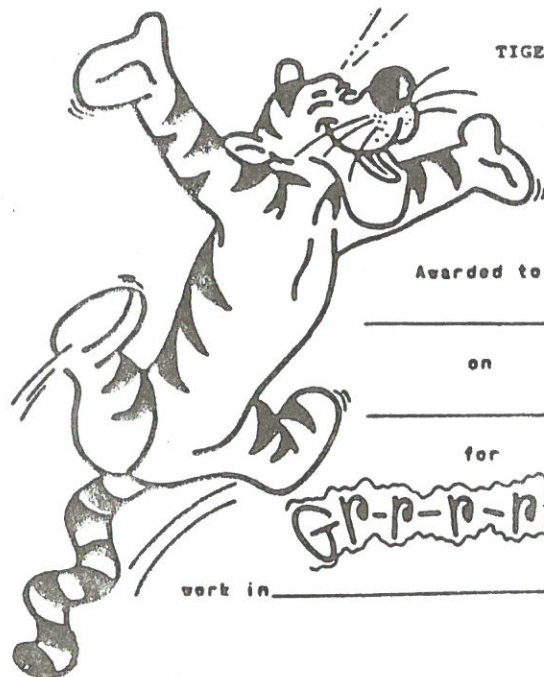
(Parents are asked to extinguish individual candles.)



Tiger Cubs BSA



CONGRATULATIONS



TIGER CUB AWARD

Awarded to _____

on _____

for

Gr-p-p-reat

work in _____

**RELIGIOUS
EMBLEMS
PROGRAMS**

THE RELIGIOUS EMBLEMS PROGRAMS

From the beginning, the Scouting movement has encouraged its members to be faithful in the practice of their religions. The Cub Scout Promise, Scout Oath, and Explorer Code all call upon boys to pledge themselves to do their duty to God. Scouting espouses no creed and favors no faith over another. Rather, it provides programs and ideals that complement the aims of all religions, with the result that religious bodies are the single largest category of chartered partners for packs, troops, and posts.

All of the major churches and other religious bodies in the United States have programs to recognize the Cub Scouts, Boy Scouts, and Explorers who demonstrate faith, observe their creeds or principles, and give service. The religious emblems are not Scouting awards. They are presented by religious groups to boys (and young women in Exploring) who work with their religious leader or a counselor on a fairly demanding program of requirements which often takes a year or more to complete.

In most cases, a youth member may start work toward a religious emblem as soon as he joins a unit. However, some religious bodies require that he achieve a certain rank or progress awarded, or have been in the unit for a minimum period, before he can receive the emblem.

A summary of the requirements for each emblem and the address to write for more information are given here. Additional information can also be obtained from Religious Relationships Service, Boy Scouts of America, P.O. Box 61030, Dallas/Ft. Worth Airport, Texas, 75261.

ALEPH (Jewish) - For Cub Scouts and Webelos Scouts who have earned Bear rank or five activity badges and have been registered at least six months. Requirements cover knowledge of the Torah, prayer, religious holidays, the synagogue, a Bible hero, American heritage, and Israel. Requirements, No. 3184, available from Relationships Service, BSA.

PARVULI DEI (Roman Catholic) - For Cub Scouts and Webelos Scouts. Requirements cover understanding Christian love, knowledge of the church and the home parish, and service. Requirements, No. 3-086, available from Relationships Service, BSA.

SILVER CREST (Salvation Army) - For Cub Scouts with at least six months service. Requirements cover Salvation Army doctrines and history, prayer, Bible reading, and service. Requirements available from the Salvation Army, 120 W. 14th St., N.Y., N.Y. 10011.

FAITH IN GOD (Church of Jesus Christ of Latter-Day Saints) - For Cub Scouts who have earned Bear rank or at least five Webelos activity badges. Requirements include prayer, Bible stories, geneological chart, leadership, and service. Information from Church Distribution Center, 1999 W. 1700 So., Salt Lake City, Utah, 84104.

PRO DEO ET PATRIA (God and Family - Lutheran) - For 9 and 10 year-old Cub Scouts and Webelos Scouts, Camp Fire Adventurers, and Junior Girl Scouts. Requirements cover projects in the child's faith, worship, witness, the church's ministry, and service. (Information from Dept. of National Youth Agency Relationships, Lutheran Council in the U.S.A., 360 Park Ave. So., N.Y., N.Y. 10016).

GOD AND FAMILY (Protestant) - For 9 and 10 year-old Cub Scouts, under supervision of pastor, with parents or guardians involved in the home as counselors. Basic thrust is to help boys to understand more deeply their faith as it relates to the church. Information available from P.R.A.Y., P.O. Box 179, St. Louis, Mo. 63166.

GOD AND FAMILY (Episcopal) - Similar to above. Information from P.R.A.Y., P.O. Box 179, St. Louis, Mo. 63166. Specify Episcopal.

METTA (Buddhist) - Designed to help Cub Scouts of the Buddhist faith deepen their faith and further their knowledge and practice of the Buddhist religion. Earned by Cub Scouts with at least three months of service, the Metta provides deeper understanding of the Buddhist shrine, Buddhist holidays, the childhood teachings of Buddha, and the search for Buddhahood. Information from Buddhist Churches of America, National Headquarters, 1710 Octavia St., San Francisco, Ca. 94109.

CHI RHO (Orthodox) - For Cub Scouts and Webelos Scouts. To help a boy become more aware of God's presence in his daily life, especially through things he does in his home and church. There is close cooperation between family and church by using parents or guardians and parish priests as counselors. Information from Orthodox Scouting Commission, 1345 Fairfield Woods Rd., Fairfield, Conn. 06430.

WORLD COMMUNITY (Reorganized Church of Jesus Christ of Latter Day Saints) - For boys between the ages of 8 and 11. Emphasis is on personal, family, and church relationships in activity-centered requirements. Information from Reorganized Church of Jesus Christ of Latter Day Saints, The Auditorium, Independence, Mo. 64501.

NOTE: Religious emblems medals are worn on formal occasions only. Boys may wear square knot No. 5014 (silver knot on purple background) centered above left uniform pocket. Adults who earned a religious emblem as a youth may wear this same square knot.

Those who earn adult religious awards may wear square knot No. 5022 (purple knot on silver background) centered above left uniform pocket.

RELIGIOUS EMBLEMS FOR CUB SCOUTS



Aloph, Jewish, bar pin and medal, Cub Scout, above left pocket.



Chi Rho, Eastern Orthodox, bar pin and medal, Cub Scout, above left pocket.



Faith in God, Church of Jesus Christ of Latter-day Saints, bar pin and medal, Cub Scout, above left pocket.



Bismillah, Islamic, bar pin and medal, Cub Scout, above left pocket.



Dharma, Hindu, bar pin and medal, Cub Scout, above left pocket.



God and Country, First Church of Christ Scientist, bar pin and medal, Cub Scout, above left pocket.



God and Country—God and Family, bar pin and medal, Cub Scout, above left pocket: Protestant and Episcopal.



Light of the World, The World Community, Reorganized Church of Jesus Christ of Latter Day Saints, device worn on ribbon, Cub Scout, above left pocket.



Silver Crest, Salvation Army for Salvationists, bar pin, Cub Scout, above left pocket.



Parvuli Dei, Roman Catholic and Eastern Rite Catholic, bar pin and medal, Cub Scout, above left pocket.



God and Family, Lutheran, bar pin and medal, Cub Scout, above left pocket.



Love and Help, Unitarian Universalist, bar pin and medal, Cub Scout, above left pocket.



Unity of Mankind, Baha'i, bar pin and medal, Cub Scout, above left pocket.



God and Family, Salvation Army for non-Salvationists, bar pin and medal, Cub Scout, above left pocket.



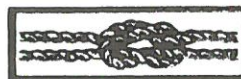
God in Me, Association of Unity Churches, bar pin and medal, Cub Scout, above left pocket.



God and Me, Protestant, bar pin and medal, Tiger Cub or Cub Scout, above left pocket.



Metta, Buddhist, bar pin and medal, Cub Scout, above left pocket.



Religious emblem square knot, cloth, silver knot on purple, No. 5014A; Cub Scout, above left pocket.

ADULT RELIGIOUS EMBLEMS

There are seven religious emblems for adult Scouters as described below. These awards are presented for exceptional service to boyhood through Scouting. For additional information, contact: Relationships Service, Boy Scouts of America P.O. Box 61030, Dallas/Ft. Worth Airport, Texas 75261, or the address shown below.

GOOD SHEPHERD - Baptist. For distinguished service by Baptist laypersons and Pastors leading toward the spiritual, physical, mental and moral development of youth through service to the church and its Scouting program at all levels.

LAMB - Lutheran. For recognition of laymen and Pastors who render exceptional service to boyhood through Scouting. Information available from Office of Community Youth Agency Relationships, Lutheran Council of the U.S.A., 315 Park Ave., N.Y., N.Y. 10010.

SALVATION ARMY SCOUTER'S AWARD - For Salvationists who give noteworthy service of exceptional character to the spiritual, moral, and physical development of boyhood through or in the Scout program in the Salvation Army. Information available from Salvation Army Conference on Scouting, Salvation Army, 120 W. 14 St., N.Y., N.Y. 10011.

ST. GEORGE - Roman Catholic. For outstanding contributions to the spiritual development of Catholic youth in the programs of the Boy Scouts of America.

SHOFAR - Jewish. To recognize outstanding service by adults in promotion of Scouting among Jewish boys.

GOD AND SERVICE AWARD - Protestant.

BRONZE PELICAN - Roman Catholic. For outstanding service to Scouting and Catholic religious training given by the local Diocese to both men and women in the Scouting program.

RELIGIOUS EMBLEMS FOR ADULTS



Allaho Akber, pendant and ribbon, presented by Islamic Council on Scouting, Scouter, formal wear.



Distinguished Youth Service Award, pendant and ribbon, presented by the Association of Unity Churches, Scouter, formal wear.



Presbyterian Church (U.S.A.)



God and Service Protestant

God and Service Award, pendant with the words: "family, life, church." Crusader shield and white ribbon, presented by the Commission for Church and Youth Agency Relationships; crusader shield and blue ribbon, presented by other Protestant churches; cross and flame, presented by the Methodist Church; Presbyterian Church (U.S.A.) emblem, presented by the Presbyterian Church; formal wear for all.



Good Shepherd, pendant and ribbon, presented by the Baptist Church, formal wear.



International Youth Service Award, pendant and ribbon, presented by Reorganized Church of Jesus Christ of Latter Day Saints, Scouter, formal wear.



Lamb, pendant and ribbon, presented by the Lutheran Churches, formal wear.



On My Honor, pendant and ribbon, presented by Church of Jesus Christ of Latter-day Saints, Scouter, formal wear.



Prophet Elias Award, pendant and ribbon, presented by the Eastern Orthodox Church, Scouter, formal wear.



Religion and Youth, pendant and ribbon, presented by Unitarian Universalist Association, Scouter, formal wear.



Saint George, pendant and gold ribbon, presented by the Roman Catholic Church and the Eastern Rite Catholic Church, formal wear; pendant and red ribbon, presented by the Episcopal Church, formal wear.



The Salvation Army Scouter's Award, pendant and ribbon, presented by The Salvation Army, formal wear.



Shofar, pendant, and blue and white ribbon, presented by the Jewish Committee on Scouting, formal wear.



Scouter religious emblem square knot, cloth, purple knot on silver background, No. 5022, Scouter who has received an adult religious recognition, above left pocket.

Note: For additional information on religious emblems, write for Religious Emblems Programs flier, No. 5-206, from Religious Relationships, S226, Boy Scouts of America, 1325 Walnut Hill Lane, P.O. Box 152079, Irving, TX 75015-2079.

S C O U T S U N D A Y C E R E M O N Y

BOY SCOUT RESPONSIVE READING

BASED UPON THE SCOUT LAW

- ALL: Blessed is the man that walketh not in the counsel of the ungodly nor standeth in the way of sinners, nor sitteth in the seat of the scornful. But his delight is in the law of the Lord; and in his law doth he meditate day and night. And he shall be like a tree planted by the rivers of water, that bringeth forth his fruit in his season, his leaf also shall not wither, and whatsoever he doeth shall prosper.
- CLERGY: Lie not to one another. A faithful witness will not lie.
- SCOUTS: A Scout is trustworthy. A Scout's honor is to be trusted. If he were to violate his honor by telling a lie, or by cheating, or by not doing exactly a given task, when trusted on his honor, he may be directed to hand over his Scout badge.
- CLERGY: Watch ye, stand fast in the faith, quit you like men, be strong.
- SCOUTS: A Scout is loyal. He is loyal to all to whom loyalty is due; his Scout leader, his home, and parents and country.
- CLERGY: Let us not be weary in well-doing. But as we have opportunity let us do good to all men. All things whatsoever ye would that men should do to you, do ye even so to them.
- SCOUTS: A Scout is helpful. He must be prepared at any time to save life, save injured persons, and share the home duties. He must do at least one good turn to somebody every day.
- CLERGY: A man that hath friends must show himself friendly. A friend loveth at all times, and a brother is born for adversity.
- SCOUTS: A Scout is friendly. He is a friend to all and a brother to every other Scout.
- CLERGY: Let your speech be always with grace, that ye may know how ye ought to answer every man.
- SCOUTS: A Scout is courteous. He is polite to all, especially to women, children, old people, and the weak and helpless. He must not take pay for being helpful or courteous.
- CLERGY: Be ye kind one to another, for love suffereth long and is kind.
- SCOUTS: A Scout is kind. He is a friend to animals. He will not kill nor hurt any living creature needlessly, but will strive to save and protect all harmless life.
- CLERGY: Obey your parents in the Lord. Honor thy father and mother, that it may be well with thee. Obey them that have the rule over you.



