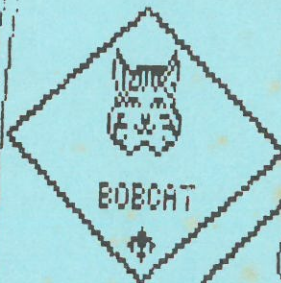




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## PACK MEETING PIZZAZ

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A HANDBOOK FOR CUBMASTERS, DEN LEADERS,  
AND OTHERS WITH THE RESPONSIBILITY FOR PLANNING AND  
DIRECTING CUB SCOUT DEN AND PACK PROGRAMS.

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### PACK PIZZAZ

TUNE: McNAMARA'S BAND

WORDS BY: ELIZABETH MOUK AND ELAINE BRACKMAN

Oh, my name is Pizzaz and I'm a member of your pack.  
I hide in secret corners, just waiting to attack.  
I add the spice and ginger, that keeps your Scouts alert.  
You never know when I'll appear and give your life a squirt.

The games we play, the songs we sing, the skits we do for you.  
Pizzaz should be included in everything we do.  
For special ceremonies, awards that are just fine.  
Remember to include me, I work great every time.

Allow your Scouts to showcase their abilities so fine.  
Make everyone feel special, like Tarzan on the vine.  
Use me as your assistant and I will do my best.  
To add excitement to your pack, put pizzaz to the test.

Oh, my name is Pizzaz and I'm a member of your pack.  
I hide in secret corners, just waiting to attack.  
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You never know when I'll appear and give your life a squirt.



## **PACK MEETING PIZZAZ**

### **INTRODUCTION AND PURPOSE**

Congratulations! If you're a Cubmaster, you've got the best job in Scouting. Sure, it's hard work, but what other job gives you the chance to have so much fun? What other job give you the chance to be a child again, to act the fool, if you will, and to have people applaud you and thank you for doing it?

As Cubmaster, you're in charge of the monthly pack meeting. You're the Emcee, and you have the primary responsibility for deciding what will be done at the pack meeting and how the meeting will be conducted.

Your monthly pack meeting will be just as much fun or just as dull as YOU plan it to be and make it. A pack meeting can be a great experience for you, for your cubs, and their families. It can also be a dreadful, terrible experience for all concerned. It's all up to YOU.

That's where this material comes in. **PACK MEETING PIZZAZ** is designed to give you the information you need to put some sparkle in your pack meeting. We'll be giving you some ideas about pack meeting planning and about how you can make every pack meeting an exciting, fun, learning experience for everyone present, including you. And you know, fun, like smiles and the measles, is contagious.

So let's take a look at how you -- yes, you -- can put some pizzaz in YOUR pack meeting!



## CHAPTER I BE PREPARED

Someone once asked Lord Baden-Powell what he had meant by the Boy Scout motto "Be Prepared" and asked "Be Prepared for what?" The quick response was "For any old thing". In planning a pack meeting, expect the unexpected, expect things to go wrong, and be prepared when they do.

The best way to "Be Prepared" for a pack meeting, is to plan it.

### Pack Meeting Planning

Every pack meeting should be different. But every good pack meeting has certain things in common. Here is a recipe for a basic pack meeting:

- 1 Cup of Opening (on time)
- 1 Tbsp. Welcoming
- 1 Tbsp. Ice-Breakers
- 1 tsp. Old Business
- 1 Tbsp. Den Skit or Game
- 1 tsp. New Business
- 1/2 Cup of Cub Awards
- 1/4 Cup of Den Songs or Cheers
- 1/2 Cup of Webelos Awards
- 1 Cup of Den Table Craft Awards
- 1 Tbsp. of Announcements
- 1 Cup of Closing (on time)

Stir to fit your pack needs and bake tenderly.

If you have fun leading, they will enjoy following.  
"Do your best!"

Planning your pack meeting forces you to be prepared. Planning your pack meeting forces you to think through what you are going to do and what the members of your pack are going to do at the meeting.

At an absolute minimum, every pack meeting should include:

1. Some gathering activity to keep those busy that arrive early.
2. An opening ceremony consisting of a song, yell, Scout promise, pledge to the flag, or any other device used to note the beginning of the formal meeting.
3. Business items of the pack including announcements of upcoming events and reports on progress and advancement.
4. Some specific activities related to the monthly theme, if possible.
5. A closing ceremony.



### USE A PRINTED PROGRAM

One of the best ways to keep your pack meeting running smoothly is to utilize a printed program. Just as in a sporting event you can't tell the players without a score card, in a pack meeting, you can't tell where the meeting is without a program. A program can be as simple as a mimeographed sheet listing 1, 2, 3, etc. the events that will be taking place during the pack meeting or it can be an elaborate illustrated guide containing the words to the songs that will be sung, specific announcements that will be made, names of people being recognized or receiving advancement awards, and just about anything else you want to put in the program.

Preparing a printed program forces you, the Cubmaster, and your planning committee, to think through the whole pack meeting, forces you to organize yourself and plan what you are going to do and what you will need in the way of equipment and supplies to do the things you want to do. This extra planning will pay off in making for a smoother, more effective pack meeting, one with PIZZAZ built in.

In addition to helping you out by forcing you to plan, the program gives the people in your audience, the Scouts and their family members, an idea of what's going on and helps them to know what to expect. And, when you know what to expect, you begin to look forward to it and that expectation adds some sparkle and pizzaz to the meeting.

The printed program also gives your Cubs and their families a souvenir to take home, something to remember the meeting by, and, if you include on the program, the announcements of upcoming events, your Cubs and their family members have something to put on the bulletin board or on the refrigerator to remind them of those upcoming events.

A printed program will pay off big benefits for you and your pack. The extra effort required in planning the program and preparing the printed program will be well worth the benefits to your pack.

### PLAY IT COOL

An opportunist has been defined as someone who, upon finding himself in hot water, decides to take a bath. That's what you need to be as a Cubmaster. When things start going wrong at your pack meeting, play it cool, and make the most of things going wrong. Turn to the applause section of this booklet, think of a song, or a game or a joke. Sometimes the funniest and best remembered pack meeting is the one where things do go wrong, the one where the special Indian dance group that was going to entertain your pack didn't show up and you were forced to have an Indian costume contest or an Indian yelling contest or anything else you can think of. Use your imagination; don't be bound by the preplanned program and above all be prepared.

More ideas follow in this booklet to help you "play it cool"

## CHAPTER II

### THE PHILOSOPHY OF PACK MEETING PIZZAZ

The philosophy of pack meeting pizzaz can be summed up in one three letter word, and that word is not sex: FUN. If the pack meeting isn't fun, for you or for your Cubs, then something is wrong with the planning.

Fun can be built into a pack meeting by:

1. Use of a theme;
2. Special efforts at getting group participation, parents as well as Cubs;
3. Adding some suspense, mystery and changes of pace; and
4. Having some items of continuity, some things that are the same month to month so that people know what to expect and know what to do so that they will feel a part of the meeting.

What do we mean by participation? Participation in the philosophy of pack meeting pizzaz is simply making a special effort to get everybody in the group to participate, to take a part. Plan games that require special groups of people to take part. For example, a game could be scheduled just for the adults or you could have a parent-child singing contest with all the parents singing against all the Cubs. Or you could just have a group sing and could announce to the group that those who don't sing will have to accompany the rest of them and then pass out bells or sticks or any other musical instrument. The idea is to get everybody to do something.

Another way to add participation is to require everybody to get up, to stand up and stretch, to shake each others hands, to pat themselves on the backs, to do anything other than just sitting and watching the meeting. Participation means taking part.

What do we mean by theme? Each month your committee should select a theme. The theme can be the recommended theme of the month or any theme your pack wants to select. Then your pack activities should be built around that theme. Use your imagination and make the games, the songs, the skits you use somehow relate to that theme. Think about holidays and special events and use them as a theme. Use your imagination in adjusting common games and songs to your theme. For example, the game of musical chairs can usually be adapted to just about any theme. For an Indian theme, let someone beat a drum as the "braves" march in Indian style around a "campfire" with one less seating space than there are "braves". For a "growing things" theme, put some potatoes in a pile, one less than there are participants, and play musical potatoes.



What do we mean by suspense, mystery, and change of pace? In planning your pack meeting, don't have a rapid-fire, one event after the other, pack meeting every time. Plan for changes of pace, quiet moments, serious moments, and space them throughout the pack meeting so that a busy activity will be followed by a quieter one.

Have some mystery and suspense in the planning. Announce at the start of the meeting that there will be a surprise later on in the meeting or on the program itself have a "mystery time" listed and build suspense by continuing to mention the fact that "mystery time" is coming up. The trick here is to let everybody know what is coming without letting them know everything that is coming, and to keep the meeting sparkling by changing the pace of the meeting from time to time.

What do we mean by continuity? Everybody likes to feel that they are part of a group and know what the group is doing. For that reason, every pack should have some items that are the same from month to month. These things could be a pack yell that everybody knows and does each month or a pack motto or standard answer to a certain question that would be asked from month to month or even several times during a single meeting. For example, in my pack we had a pack motto, "Sure enough:", that was the standard answer to a lot of questions. We would start the meetings by asking "Are we going to have a good time?" and the answer would always be "Sure enough". Another continuity item would be that everytime a certain word, like "announcement" is said, everyone would then sing a little song using that word.

Another type of continuity item that is very effective in adding some pizzaz to a meeting, is to have some activity that is going on throughout the entire meeting while other things are going on. For example, the Cub bingo game can be started as a gathering activity and then, during the meeting, between other events, names can be called off in checking Cub bingo. An effective continuity item used in my pack was a popcorn stringing contest that started as a gathering activity and throughout the meeting those people playing the game were asked to hold up their strings of popcorn to see how much progress had been made. At the end of the meeting, the winner was selected.

The philosophy of pack meeting pizzaz is "fun". Use participation, themes, suspense, mystery, changes of pace, and continuity to add sparkle and pizzaz to your pack meeting so that you and your pack members can have F U N.

## CHAPTER III

### SONGS

One of the best ways for adding pizzaz to any pack meeting is to sing songs. Particularly songs people like to sing and enjoy hearing sung.

Who leads the singing? Well, you do, whether you sing well or not. In fact, it may be that the worse you sing the more the other people will want to sing in order to drown you out.

Here are some tips for a song leader: Be convinced that singing builds and produces group participation; select songs that fit the occasion; establish pitch by trying it softly to yourself, then aloud so all can get it. If too high or too low, stop, laugh a little bit, and start over again; be sure the whole group knows the song, and if they don't know the song, teach them. Don't ask what song they want to sing, tell them what you are ready to lead them in singing. Use easy to follow motions to set the tempo. Start with lively, action songs. Encourage pep and enthusiasm by your example and if the pep and enthusiasm in the audience is lacking, stop and cajole them into participating. Have your den leaders teach the den the words to songs before the pack meeting so that they are ready to join you in singing and in teaching their parents how to sing the song.

Let someone else lead the singing. Call on one of your Cubs to lead a song. Have some white gloves or a director's baton to use in directing the singing. Let that be a reward to some deserving Scout or parent to wear that glove or use the baton in directing the singing.

Make singing a game. Take a simple song and turn it into a game. Let one side of the room see if it can sing louder or better or softer than the other side. Let the Cubs sing against their parents or the men against the women.

SING SYMPHONICALLY. What we mean here is don't just sing the song at the usual tempo with the usual rhythm but make the group sing in accordance with your direction. When you motion your hands upward, you want the volume to go up. When you motion down, you want the volume to get softer. When you "hold the note" with your hand in the air, make the audience and the participants hold that note. Change the tempo by beating a faster rhythm. Making the audience watch you as they sing will add some sparkle and pizzaz.



Make everybody participate. At the start of singing, tell the people that everyone has to sing and that those who don't sing will have to come up and sing a solo. Once in a pack meeting, I told my pack that and when four people out of the audience weren't singing, I called on them to come up and sing a solo. Unbeknownst to the pack members, those four "ringers" had been planted in the audience and were trained barber shop quarter singers. When they came up and let fly with melodious harmony, everyone cheered and applauded. Some people are not going to sing no matter what you do. For them, pass out bells or sticks or let them tap the rhythm with their feet.

Songs don't always have to be sung. Since some people won't sing, hum a tune now and then or applaud the rhythm of a song.

Make songs activities. Some songs are perfect for getting people moving physically. Use "My Bonnie Lies Over the Ocean" and let everybody stand or sit each time a word with the letter "B" is sung. Use "The Grand Ole Duke of York" and when the Duke goes up the hill, everybody stands, and when they go down, everybody sits. Use motion songs like "My Hat it Has Three Corners". Use your imagination in making songs activities.

## CHAPTER IV

### APPLAUSES AND CHEERS

If nothing else, people will participate by applauding when something else has been done. We applaud when advancement is given, when a skit is completed, or when someone is recognized. Use this applause participation to get the audience to doing something more than simply applauding.

Use different types of applause. Use the big hand instead of an applause where everyone simply raises their hands. Give a "round of applause" with the audience making a circle as they applaud. Use the "ordinary" applause and describe to the audience that they are going to do the "ordinary" applause and then tell them how the "ordinary" applause is done. Make it sound like something other than what it is until they see you do it.

Let the audience applaud in rhythm or applaud only when you applaud and then trick them by missing your hands, applauding faster or applauding slower.

Applauses can be truly special events. The Philmont Rain Applause is a good one. Announce to the audience that they will do the Philmont Rain Applause and tell them that at the Philmont Scout Ranch when a rainstorm begins, it starts out with one or two big drops plopping on the tent and at that time, beat slowly on your upper shoulder. Tell the audience that then the rain starts coming faster and faster and demonstrate by moving your hand down your arm beating faster and faster until you reach the back of your hand, at which point there is a rapid pitter-pat of rain. Then, as the rain cloud passes on overhead, the rain slows down as your hand moves back up to your shoulder to end with one or two big "plumps" on your shoulder.

Use the mosquito applause where the audience buzzes like a mosquito with their hand clasped into a fist up in the air for a second or two and then have the hands come together in a resounding clap as the mosquito is squashed into oblivion. Use the clam clap where one hand applauds as the fingers are brought over to touch the inside of the palm.

It only takes a little imagination to think of many more special applauses.

Cheers are also good. Each den should have its own den cheer to use throughout the meetings and you can have a special pack cheer or pack motto.

Other cheers are real favorites of Cubs. The watermelon cheer, where each participant holds the slice of juicy watermelon out in front of his mouth and then slurps it in and then spits the seeds out. For smaller events, the cantaloupe cheer would be done in the same way as the watermelon cheer.

Other cheers of this type include:

1. The Cookie Cheer, where everybody yells "Crumb-ie, Crumb-ie, Crumb-ie";
2. The Countdown Cheer, "10, 9, 8, 7, sick, sick, sick."
3. The Chinese Cheer: "Ah, fuie."

A little imagination and you'll come up with many more cheers.



## APPLAUSE STUNTS

Applause stunts serve two purposes: they provide recognition and they inject "sparkle" into the pack meeting. The "sparkle" comes from including the entire audience (yes, even parents) in the participation of the stunt. Good applause stunts help let off a lot of steam and thereby help a restless group get rid of their jitters. Repetition should be avoided. Variety is essential if an audience is to respond. One way to keep variety is to create applause stunts to fit the monthly theme. Of course, a real good stunt may become a favorite to be hauled out again and again or an old standby might be called on to fill in a void, but neither should be overdone. One time when a "familiar" stunt should be done is early in the meeting to encourage everyone to participate.

Stamp Collectors- Hold left hand in front of you, palm up. Place 1st. two fingers of right hand to mouth as if licking a stamp and then strike the palm of your left hand smartly with them. Do this several times rapidly.

Jet Plane- Hold palm of right hand straight and move in swooping motion from right to left, back to right and then to left. Give a good loud "zoom" with each motion.

Steam Boat- Use both hands to make large rotary motions as if they were paddle wheels on a old side wheeler. At the same time, say "chug-a-chug-chug"... At intervals reach up with right hand and pull down as if operating a steam whistle and say "Toot! Toot!"

Sail Boat Regatta- Hold right hand palm up in front of face and blow across it with a series of puffs.

Tourist- Look around the room in a exaggerated fashion and say "Oooo--and Ah-h-h" This is supposed to represent rubbernecking tourists gawking at some of the Wonders of the World.

Cub Scout Chef- Use right hand to rub tummy with circular motions while saying "Yum-Yum!"

Ferris Wheel- Move right hand in a large circle on the up swing, say "oh-h-h-h..." and on the down swing shriek "Ah-h-h-h---."

Roller Coaster- Make wavy motion with hand, getting higher and higher, saying "Ah-h-h-h" while doing this then pause at the top, rapidly lower hand while giving shriek.

Additional Applause Stunts may be found in Group Meeting Sparklers and the Program Helps.

## CHAPTER V

### SKITS

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

What makes a good skit? Fun! Whether the theme is serious or humorous, the skit must be fun for the Cub.

In planning skits, follow these simple rules:

1. Keep it simple;
2. Keep it short (3-5 minutes at the most);
3. Avoid long memorized dialogue;
4. Use simple props; and
5. Let every body participate.

One of the most common faults of Cub Scout skits is that the audience can't hear the lines. Teach the Cubs their lines and teach them to speak slowly, clearly, and loudly. Remind actors that they should never turn their backs on the audience while they are speaking, that they should look at the audience when they are speaking. They should move around as much as possible and use sweeping gestures and exaggerated actions. When the audience laughs, the actor should remember to pause a moment before going on with his lines.

Don't worry about props, scenery or costumes. Props can be made from cardboard and signs can be used to indicate scenery. Costumes can be made by adding appropriate accessories to everyday attire.

Don't forget, too, that adult participation can also be used in skits. Have an "Adults Only" skit and let the parents entertain their children.

Here are some simple skits.

1. "Suckers on the Line": (Don't use this title in announcing the skit to the audience since its the punch line). Have two boys with a tin can telephone between them with the line dangling on the floor.

Boy One: Hello, hello

Boy Two: Hello, hello

Boy One: Hello, hello

Boy Two: Hello, hello

Boy One: There must be something wrong with this line. (He call to someone in the audience). Come up here and help me hold this line. (He gets someone from the audience to stand and hold up a part of the line).

Telephone Skit continued from previous page.

Boy One: Hello, hello

Boy Two: Hello, hello

Boy One: Hello, hello

Boy Two: Hello, hello

Boy One: There is still something wrong with this line. How about helping me hold up the line. (He says to someone in the audience) (Once line is held up by another participant the play continues).

Boy One: Hello, hello

Boy Two: Hello, hello (They go through this as many times as you need until finally you have as many people on the line as you need and the skit continues).

Boy One: Hello, hello

Boy Two: Hello, how ya doin'?

Boy One: Just fine. I went fishing today.

Boy Two: Did you catch anything?

Boy One: No. But I've got \_\_\_\_\_ suckers on the line now. (Fill in the blank with the number of people you have on the line). Note the easily memorized "Hello, hello" dialogue here.

2. "Ugliest Man in the World": Have a "barker" or announcer imitating a circus announcer inviting people to come up and see the ugliest man in the world who is hidden behind a curtain or within a large box. Have him say to the audience that one look at this ugliest man in the world will cause you to faint dead away. Then as each member of the den comes up and pays his admission fee and looks in the box, or behind the curtain, have those people "faint". After a number of Cubs have gone through this routine, have the "barker" call for an adult from the audience to come up and when one finally comes up, either a volunteer or someone planted in the audience, have the "barker" remind them that one look at the ugliest man in the world will cause you to faint dead away. And then as the adult looks behind the curtain, or in the box, have the "ugliest man" behind the curtain or in the box, fall out so the audience can see him. When everyone realizes that the "ugliest man" is now the adult who has caused the earlier "ugliest man" to faint away, everyone breaks up into laughter.

3. "Doctor Blue Bonnet": Have the stage set a simple doctor's office with a chair or two and a nurse sitting at a desk. (Cubs like to dress up like women for some reason) One by one have the Cubs come in as patients.

Nurse: Good morning. What can we do for you?

Patient #1: Oh, I need to see Dr. Blue Bonnet because I have a pain in my \_\_\_\_\_. (Have each Cub give a different problem.

Nurse: Well, Dr. Blue Bonnet is not in right now but have a seat and he'll be with you in a moment. (The patient takes a seat in the row of chairs and each patient thereafter sits beside the last one.

Dr. Blue Bonnet skit continued from previous page.

Go through this with as many Cubs as you have. Finally, when the last Cub has come in and had a seat, have Dr. Blue Bonnet come in. At which time, the Nurse says:

Nurse: Good morning Dr. Blue Bonnet. You have a number of patients.

Dr. Blue Bonnet: Well, yes I do. (Dr. Blue Bonnet then goes over and lies down in the laps of all his patients. At which time, everyone stands up and sings "Everything's better with Blue Bonnet on it!" End of skit.

Skits don't have to be funny in order to be fun. You can use a skit to make an announcement. Have one Cub come out and ask another "Hey, what are we going to do for fun next month?" Have the second Cub say, "I don't know, what can we do?" Then have another Cub come out and ask the same question, and go through this several times with several Cub until finally one well-informed Cub comes out and answers the question by telling them all the events that are scheduled for next month.

Sometimes, no skit becomes a skit. Have each Cub, one by one, come out, stand on the stage, and begin "crying". After all the Cubs are out there, except one, have that one come out and ask the others "What is the matter?" Then have those who are crying yell "We don't have a skit!"

Use your imagination, look around for jokes, for children's stories that can be adapted into fun skits for your Cubs.

## CHAPTER VI

### GAMES

Games can always add Pizzaz to a pack meeting, particularly if the games force some people to participate who would not otherwise be participating.

Use a game for the parents. The popcorn stringing contest is a good way to get parents participating. Pass out bowls of popcorn and needles to adults only as the meeting starts, and then throughout the meeting let them hold up their strings so that everyone can see who is ahead. Let the adults play musical chairs or "Simon Says" with Simon being one of the Cubs. The next few pages contain some "games for your pack to play.

SIAMESE TWIN TAG This is like ordinary tag except that "it" and all other players are in pairs, with hands clasped. Any pair of players unclasping hands becomes "it", or a pair which is tagged becomes "it".



## Games continued

CIRCUS Players are divided into teams with a captain for each team. The captains sit about four feet apart, facing each other. The other players get as close to their captains as possible. One captain mentions an animal whose name starts with the letter A and then counts to 10. Before he reaches 10, the other captain must mention the name of an animal beginning with that letter, and so on until neither can think of any more animals beginning with A. Then they go on to the letter B. The other players on each team think of names and help their captain. When a team fails to give a word before the count of ten, the opposing captain chooses a player from that team.

LION IN THE CAGE The players form a ring around the "lion" holding hands. The "lion" tries to break through. He may rush, lunge, or pull, to try to break the ring. If he escapes, the players chase him. Whoever catches him becomes "lion" in turn. It isn't fair for the "lion" to duck under the players' hands to escape.

PUSHING PEANUTS Players are required to push peanuts across the floor with toothpicks, while on their hands and knees.

FEEDING THE ELEPHANT Hang a megaphone so that it is slightly tilted with the mouthpiece down and the large end toward the tosser. Have a basket or other receptacle to catch peanuts as they fall through the megaphone. Each tosser is given ten peanuts. He tries to toss them into the elephant's open mouth (the megaphone's large end), while standing eight to ten feet away. The player who scores the most hits is the winner.

AUTO TRIP Players are seated in a circle. Each one is given the name of some part of a car, such as tires, tank, starter, hood, etc. The storyteller tells a story of an auto trip. "We got out the old jalopy and had the "tank" filled with "gas"...etc. As each part is mentioned in the story, the player representing that part gets up and runs around his chair. When the storyteller yells "blowout", everyone must leave his seat and find a different one, including the storyteller. The person left without a chair becomes the storyteller.

AIR ROUTE Players are seated in a circle. Each one is given the name of some city or airport. One player has no chair. He stands inside the circle and calls "All aboard for plane from Oklahoma City to Boston". The two players representing these cities must change seats. The caller tries to get a seat during the scramble. The player left without a seat becomes the caller. This is fun when the caller names a city which has not been assigned to anyone, thus causing confusion and excitement.

Games continued

RUNAWAY TRAIN This is a den or pack game. It may be played by individual dens or the pack. Designate one Cub Scout as the locomotive to catch the runaway cars. When caught, they hook on behind the locomotive. The game continues until the train is completed.

BAGGAGE CAR RELAY Have the dens line up for a relay, each with a suitcase filled with the following clothing: dad's old hat, trousers, shirt, jacket or overcoat. On signal, the first boy in each den races with the suitcase to the center of the room, dons the clothing, then scrambles back with the suitcase to the starting point. He then takes off the clothing and repacks it in the suitcase. The second boy repeats the performance and so on until all have finished. The first den through is the winner.

CLOWN VOLLEYBALL A row of chairs across room serves as the net. Two toy balloons, inflated, are used as balls. Both sides serve at the same time, putting both balls in play. The ball doesn't have to go over the net on a serve - the other players can help knock it over. The ball is in play as long as it is in the air. A side scores a point when a ball is grounded in their opponents' territory. When one ball is grounded, the teams continue to play with the other ball. No serve is allowed until both balls are grounded.

FOUR CLOWNS IN A ROW This is a good pack meeting mixer or get-acquainted game. It is played similar to Bingo. Give each boy a sheet of paper which has been marked off in twenty squares. Give him a supply of circus stickers. The boys circulate around the room, getting a signature of someone in each of the twenty squares. Allow time for boys to get sheets filled. Then ask everyone present to sign their name on a small slip of paper. Slips are put in a hat for drawing. As their name is drawn, that person responds with "here" and the boys with that name on their sheet put a sticker over it. When any boy gets four stickers in a row, either down or across, he shouts "Four Clown in a Row", and is awarded a prize.

CLOWN HAT PITCH Two clown hats are placed on the floor, open side up. Each boy is given three peanuts in the shell. From a distance of about 10 feet, each in turn tries to toss his peanuts into the hat which belongs to his team. After all have played, the team with the most peanuts in their clown hat wins.

More games can be found in the How-To Book, or at the library in the children's section. The most important ingredient is fun.

## CHAPTER VII

### CEREMONIES

#### WHY HAVE CEREMONIES?

Ceremonies are as necessary to American life as dishes are to the harvest table. They are of assorted sizes, appearances, and meanings, but they go together to satisfy a fundamental human desire, the desire for recognition. Ceremonies are now, and - history, literature, and tradition show - they always have been, the best recognition events known to man.

It follows, then, that any organization with a serious purpose must recognize the people helping to attain it, its members. It must also mark off its progress from time to time in the best remembered manner. Ceremonies do both: A school holds a graduation; a government has an inauguration; and a church traces birth, marriage, and death in fitting rituals. Ceremonies are just as necessary to Cub Scouting as they are to the other institutions, and in the same basic ways.

#### CEREMONIES ARE SATISFYING

Cub Scout-age boys like to watch pageantry, with its pomp, its flourish, and its color. If they like anything better, it's being part of it, for participants get attention. Getting attention is a major occupation of boys 8 to 10, and it is one of the strongest influences on their lives.

Careful staging and a good sense of timing by adults will transfer attention-getting exuberance into a setting of make-believe --- a flickering candle in a darkened room, a solemn voice, and a real-live Cub Scout from a den or pack, marching up before an audience to receive a real award for a real reason. If he learns poise and confidence in the process, it's a bonus to him. He's already got what he wants; the show... and the attention.

#### THE PURPOSES OF CEREMONIES

Generally defined, ceremonies are forms of ritual that make more impressive the recognition in public of some work accomplished or the presentation of an award earned.

They are important in these ways\_

- \* Acknowledge formally the work of a Cub Scout or Scouter, spotlighting him before the public.
- \* Impress the meaning of Cub Scouting on boys and parents.
- \* Stimulate advancement by creating incentive.
- \* Offer public recognition of parents, increasing in them a desire to help in den and pack activities.

## BUILDING GOOD CEREMONIES

An alert pack leadership takes advantage of every opportunity for recognizing boys, their families, and leaders-through ceremonies.

Let's name a few of these opportunities: A new family joins the pack; a lad completes his Bobcat, Wolf, or Bear requirements or earns his Webelos activity badges, and Arrow of Light award; a 10 year old Bear Cub Scout transfers to the Webelos den; a new den leader or denner is installed; a den leader or Webelos den leader is retiring; a new den chief has come into the pack.

And, of course, no den or pack meeting achieves quite the dignity it deserves unless opened and closed with a ceremony- simple, but effective.

### INGREDIENTS

There will be occasions when no ready-made ceremony seems to fit your need. Then build your own. Use these ingredients and you'll come up with a satisfying, worthwhile production every time-

Action	Adventure	Coordination
Delegation of responsibility		Dignity
Imagination	Improvisation	Inspiration and ideals
Mood	Participation	Simplicity
Symbolism	Proper staging	Variety

Now, let's take a Cub's-eye view of each of these points-

**ACTION-** Use as many people as possible. Force them to move about by having them use ceremonial props-boards, candles, enlarged cutouts. This applies to those in charge of the ceremony as well as the person or persons being recognized.

**ADVENTURE-** Relate your ceremony to the theme of the month, if possible, having participants identified with the theme through action, narration, and costume. For example, an advancement ceremony during the month when Canada, Our Neighbor, is the theme might have the Cub Scouts referred to as Mounties and a "charge" given them as they receive their new badge of rank.

**COORDINATION-** Plan ahead, anticipating each step in the ceremony and the props, if any, that will be needed. Before the ceremony starts, tell dens, parents, and others in the audience exactly what they will be asked to do and when as the ceremony progresses. Brief behind-the-scenes helpers in advance so they will be ready. Check everything just before the meeting starts-take nothing for granted.

**DELEGATION OF RESPONSIBILITY-** Rely on your assistants, committee members, and others. Don't try to do everything yourself. Start by securing a dramatics-minded dad or mother to be your ceremonies leader for the year.



## CEREMONY INGREDIENTS continued

**DIGNITY-** Permit no horseplay or other action that will distract from the dignity of the occasion if you would hold the attention of your audience.

**IMAGINATION-** Get showmanship into the act. Again, if the Cubmaster or leader emceeding the ceremony doesn't have a dramatic flair, rely on someone else in the pack to produce your ceremonies and props.

**IMPROVISATION-** Use materials easily found, low-cost materials. A blanket and a dyed turkey feather are enough to turn a Cub Scout into an Indian brave. A bandanna, an eye patch, a wooden sword, and a gold earring are the only props needed to produce a pirate.

**INSPIRATION AND IDEALS-** Help your participants and audience understand the spirit of Cub Scouting through your interpretation of the ideals of the movement as expressed in the Cub Scout Promise, the Law of the Pack, the Pledge of Allegiance to the Flag, poems (short ones), and inspirational skits based on the lives of great Americans.

**MOOD-** Set the stage. This is another way of saying, "Get your audience into a receptive frame of mind." How? Sometimes through an announcement, proper lighting, music, display of a prop - or all of these. Remember, a bottle can't be filled until the cork is removed.

**PARTICIPATION-** Bring parents into the ceremony with their sons. Invite den chiefs and den leaders to participate with their dens. It is through participation that boys develop poise, self-reliance, and confidence.

Inviting outsiders who are related to the theme or a special subject of the month lends variety and emphasizes the importance of the advancement program. A fireman, a policeman, or a first aid instructor may be invited to participate in a theme related to safety. Others you may consider are conservationists, athletes, railroaders, scientists.

**SIMPLICITY-** "Keep it simple, make it fun" is an old Cub Scout saying that is as applicable to ceremonies as to other phases of the program, Remember, KISMIF.

**SYMBOLISM-** Use props as symbols of deeper meanings and values you want to instill. A lighted candle can represent the spirit of Cub Scouting; a chain (a paper one) may help your audience visualize the power of unity, or lack of it; a simple target and a rubber-tipped dart may get across the idea of hitting the bull's-eye of parent participation.

## CEREMONY INGREDIENTS continued

PROPER STAGING- Picture yourself in a seat in the audience. Recipients of awards or honors should always face the audience with the emcee at the side in such a position that he can be seen and heard by everyone. Use a public-address system if you have one and the setting justifies it. Keep in mind that Cub Scout-age boys do not naturally speak with strong voices-before an audience, that is. Your audience must be able to see and hear or you've lost them. Select ceremonies that lend themselves to the setting.

VARIETY- Avoid repeating the same ceremony meeting after meeting, either in the den or in the pack, no matter how well it seems to be received.

## SOME DO'S AND DON'TS

1. Keep speaking parts to a minimum- boys seldom talk loud enough (from a stage) to be heard. Caution them against letting their voices trail off to a whisper near the end of a sentence. Be considerate of your audience. No ceremony can succeed unless it can be seen and heard.

Consider use of a public-address system or record parts in advance on a tape recorder for use at the ceremony.

2. Pronounce words distinctly and correctly. Two words commonly mispronounced are Webelos (wee!-buh-lows) and Akela (Ah-kay'-la!).

3. If badges are to be presented as a part of the ceremony, have them arranged on a table in a manner that will enable the leader to present them quickly and without hesitation. If a pin-type badge is to be presented, will you pin it on the recipient, hand it to someone else who will pin it, or will you hand it to the recipient?

4. Elevate Cub Scouts who are being recognized, if possible. It's hard for the audience to appreciate a ceremony if they can't see what is going on.

5. You will find it easy to light candles if you saturate wicks with lighter fluid shortly before the ceremony.

## PACK MEETING PIZZAZ

### SUMMING UP

Well, now you know a little more about how to put some sparkle and pizzaz into your pack meetings and activities. Planning is THE KEY. Plan fun into your meeting and your Cubs and you will have fun. Plan songs, games, skits, ceremonies, Den activities, parent participation events and family fun into your meeting and everyone will participate and be ready to come back next month for more.

It's up to you.

One more KEY: ATTITUDE. "Attitudes are contagious, is yours worth catching?" Remember, you're the leader. Everyone is watching you. If you're not smiling and having a good time, no one else will be either. If you're not alive, awake, alert and ENTHUSIASTIC about the pack meeting, no one else will be either.

It really is UP TO YOU!!

Reprinted with permission of original author, Ron Self;  
Chattahoochee Council Cub Scout Pow Wow.

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# HOW TO PLAN FOR THAT SPECIAL EVENT





## Planning Special Events

Here is the setting - You just volunteered to organize a pack special event. You begin to say to yourself "What have I gotten myself into?" What do I do first? What will I need to buy? You could go on and on and on. Your head is spinning and your stomach is upset.

So many cubmasters, den leaders and parents will find themselves in this setting at one time or another. Don't fear. Things are not as bad as they seem. Planning is the answer. Hopefully this session will make your planning a little easier. Planning involves organization. We will explore the many aspects of planning a special event in a step by step outline form.

### Areas to consider in planning

1. **KEEP WRITTEN RECORDS FROM THE BEGINNING**

(Makes the next person's job easier)

2. List all possible people you will need to help

- A. People to register
- B. People to judge
- C. People to count money
- D. People to cook
- E. People to serve
- F. People to run ceremonies/awards
- G. People to be starters
- H. People to coordinate race brackets
- I. People to do publicity
- J. People to be repair crew
- K. People to set up & take down
- L. People to . . . . .
- M. People to . . . . .

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total

NOTE Some people could do more than one job.

3. Consider who you might get to help & how you will ask them

- A. Sign up sheets at begining of season
- B. Ask them personally
- C. Tell them what is involved
  - a. Time commitment (one time works best)
  - b. Be honest
- D. They have worked on this event before - did a good job
- E. Ask them to be on a committee; not as threatening
- F. They complained about how the event was run - ask them to work on it next year
- G. Boy Scouts sister troop - service project
- H. Charter organization (existing groups within)
- I. Tell them you have records from previous events that will make their job much easier
- J. Beg - Pray - Etc.

4. Will there be food available
  - A. Where will the food come from
    - a. Pack will furnish
    - b. Dens will furnish
    - c. Everyone will bring something to share (pot luck)
    - d. Catered
    - e. Charter organization will provide
    - f. Family brings their own
    - g. Combination of above items
  - B. Who will pay for food
    - a. Pack budget
    - b. Den dues
    - c. Ask for donations
  - C. Who will serve food
    - a. Dens - take turns
    - b. Event committee members
    - c. Charter organization (existing groups within)
    - d. Self serve
    - e. Family style
  - D. What type of food
    - a. Sit down dinner (served)
    - b. Refreshments (snack & drink)
    - c. Pot luck
    - d. Bring your own
    - e. Family style (serve yourself)
  - E. How much to buy
    - a. Advance reservation by certain date
    - b. Guess
    - c. Records of past events
    - d. Better to have extra than to run out  
(Ask families to purchase what is left)
5. What type of supplies/arrangements will be needed
  - A. What you will need for registration
    - a. Forms typed & copied
    - b. Pencils/pens
    - c. Blank sheets of paper
    - d. Something to write on (table)
    - e. Something to sit on
    - f. Signs
  - B. Where will event take place
    - a. Normal pack meeting location
    - b. Special location
    - c. Inside or outside
    - d. Will room have to be set up & taken down
  - C. Will tables & chairs be needed
    - a. Room all ready has these items
    - b. Will have to rent
    - c. Ask families to bring their own
    - d. Borrow from another pack
    - e. Borrow from local group (church, school)
  - D. What other props, fixtures, race tracks or items will be needed
    - a. Pack all ready owns
    - b. Will have to rent
    - c. Borrow from another pack
    - d. Borrow from local group (church, school)
      - e. Purchase new
      - f. Build
      - g. Have dens/families provide
      - h. Cub scouts provide

- E. Will any permits need to be filled out
  - a. Tour permit - scout office
  - b. Permission slips - den/pack
  - c. Reservation of room or area
  
- 6. What type of publicity will be needed
  - A. Handouts to each cub scout
    - a. Contain
      - 1. Date & time
      - 2. Location
      - 3. Rules or guidelines (BE SPECIFIC)
      - 4. Contact person for questions and phone number
  - B. Pack newsletter
  - C. Posters
  - D. Announcements at pack meeting
  - E. Announcements at den meetings
  - F. Pictures of past events
  - G. Program - listing appropriate items

NOTE Announce dates & times as early as possible so parents can put event on calendar. Yearly schedule is most helpful at registration time.
  
- 7. Who is invited to come
  - A. All boys in pack
  - B. Cub scouts only NO tigers
  - C. Tigers only
  - D. Webelos only
  - E. Brothers & sisters of boys in pack
  - F. Friends of boys in pack
  - G. Immediate family of boys in pack
  - H. Extended family of boys in pack (grandparents, aunts, uncles)
  - I. Charter organization members
  - J. Boy Scout sister troop members
  - K. District executive
  
- 8. Who is eligible to compete
  - A. (See above - BE SPECIFIC)
  - B. If boy - partner event CONSIDER:
    - a. Fathers not present in family
    - b. Some fathers not as handy as others
    - c. Many single parent families
  - C. Be flexiable
  
- 9. How will eliminations be handled
  - A. Single elimination
  - B. Double elimination
  - C. Best time
  - D. Have to win two times to advance - different lane
  - E. Point system
  
- 10. Will people participating receive anything
  - A. Participation certificate
  - B. Awards for winners
    - a. Define catagories (Tiger, Wolf, Bear, Webelos, Overall)
    - b. Define winners of awards (1st., 2nd., 3rd. place)
    - c. Define type of awards
      - 1. Trophies
      - 2. Ribbons
      - 3. Home made awards
      - 4. Gift certificates



- C. How will they receive awards
    - a. Pack meeting
    - b. After event
    - c. Listed in pack newsletter
    - d. Picture displayed somewhere
11. Will judges be required
- A. Who will judge
    - a. Chairperson of event
    - b. Chairperson of pack
    - c. Cubmaster
    - d. Boys involved
    - e. Boy scouts - sister troop
    - f. Parents
    - g. Event committee members
    - h. Charter organization members (principal, minister, teacher)
    - i. Combination of above
    - j. Honorary local official
  - B. How will judging be done
    - a. Written ballot
    - b. By eyesight
    - c. Process of elimination
    - d. Timing lights
    - e. High score/low score

12. Who has the final say in a controversy?

- A. Pack committee chairperson
- B. Cubmaster
- C. Event chairperson
- D. Event committee

NOTE: BE SPECIFIC

13. Where to go for help

- A. Roundtable
- B. Pow Wow
- C. District Executive
- D. Cubmasters of other packs
- E. Pack records of past events  
(If you don't have them - START NOW)
- F. Local organizations
- G. Boy scout sister troops (past cub scouts)
- H. Charter organization
- I. Cub scout leader HOW-TO BOOK

14. Setting up & taking down

- A. Who will do these jobs
  - a. Dens take turns
  - b. Event committee
  - c. Whole pack
  - d. Den leaders
  - e. Families who come early
- B. How long will it take
  - a. Refer to previous records
  - b. Guess - allow plenty of time
  - c. Depends on the number of helpers
  - d. Always takes longer to set up than to take down

15. Will entertainment be required?

A. Who will provide?

- a. Pack
- b. Dens
- c. Den leaders
- d. Hire professional
- e. Event committee
- f. Someone that someone knows

B. What will entertainment be?

- a. Skits
- b. Songs
- c. Magic act
- d. Guest speaker
- e. Combination of the above
- f. The sky is the limit for your ~~entertainment~~ *IMAGINATION*

C. How long should entertainment last?

- a. Depends on event

16. Will event be independent of pack meeting?

- A. Depends on event
- B. Depends on length of event
- C. Depends on size of pack

17. What problems you might run into

- A. Always have a back up plan
- B. Consider the weather and season if outside  
(List raindates and alternate meeting location)
- C. Consider the sports season for the boys
- D. Consider the sports season for dads watching games
- E. Consider other special events (Mother's Day, church social)
- F. Consider the event takes longer than you figured
- G. Consider if you helpers don't show up like they said
- H. Consider that the boys didn't follow the rules  
(How do you not hurt their feelings)
- I. Complaints from the parents about almost anything
- J. Not enough money
- K. Not enough help
- L. Something will not work or will break in the middle of the event
- M. When you have planned for everything still figure that something will go wrong.
- N. Fill in your own

18. Evaluate event afterwards - record results into records

A. Who will evaluate

- a. Event committee
- b. Pack committee
- c. Den leaders
- d. Parents - survey end of the year
- e. Boys - survey end of the year
- f. Boys - survey at den meetings

19. Misc.

- A. Need more than one person to run an event
- B. Set up a committee
- C. Elect or appoint a chairperson
- D. Have committee report to pack committee or cubmaster
- E. Review what was done in the past

20. How to keep volunteers

A. ~~THANK THEM~~ - ~~THANK THEM~~ - THANK THEM

- a. Right after the event
- b. At the next pack meeting
  1. Bring them up front - special applause
  2. Give them something small and meaningful
    - aa. Little award
    - bb. Ribbon
    - cc. Certificate
    - dd. handshake
- c. In pack newsletter

DATES FOR PACK

MONTH	ACTIVITY	WHEN	WHERE
Oct.	Theme - <u>Land of Make-Believe</u>		
Oct.	14 Pack Mtg. - Halloween Party	2:00 - 4:00	School Aud.
Oct.	27 Pop Corn Sale Begins		
Nov.	Theme - <u>Heroes in Books</u>		
Nov.	3 Pow Wow (For leaders)	8:00 - 4:00	
Nov.	11 Pack Mtg. - Cake Bake	2:00 - 4:00	School Aud.
	Cake Theme (Heroes in Books)		
	Hand out Reggata Boats		
Nov.	16 Pop Corn Sale over		
Nov.	30 Pop Corn Pickup		
Dec.	Theme - <u>Giving Gifts</u>		
Dec.	9 Pack Mtg.	2:00 - 4:00	School Aud.
Jan.	Theme - <u>Sea Adventures</u>		
Jan.	13 Pack Mtg. - SME Talk	2:00 - 4:00	School Aud.
	Raingutter Reggata		
Feb.	Theme - <u>Blue &amp; Gold Traditions</u>		
Feb.	3 Scout Sunday	9:00 Mass	Church
Feb.	9 Scouting for Food Bag Distribution		
Feb.	10 Pack Mtg.	2:00 - 5:00	School Aud.
	Blue & Gold Banquet		
Feb.	16 Scouting for Food Bag Pick up		
Feb. 18 - 22	No Meetings		
Mar.	Theme - <u>Fiesta</u>		
Mar.	Bowl A Thon	?	?
Mar.	10 Pack Mtg.	2:00 - 4:00	School Aud.
Apr.	Theme - <u>Canada, Our Neighbor</u>		
Apr.	14 Pack Mtg.	2:00 - 4:00	School Aud.
	Bike Rodeo		
May	Theme - <u>Working with Wood</u>		
May	19 Pack Mtg.	2:00 - 4:00	School Aud.
	Graduation & Advancement		or Belmont Park



## BLUE & GOLD BANQUET

- THEME - BLUE & GOLD TRADITIONS
- COLORS - BLUE & GOLD
- ENTERTAINMENT - THE DEN LEADERS AND ASSISTANTS WILL BE RESPONSIBLE FOR THE ENTERTAINMENT. IT CAN BE A SKIT, SONG, PLAY OR WHATEVER YOU DESIRE. WE NEED EVERYONE INVOLVED. YOU WILL HAVE 5 MINUTES MAX. PROPS, SCENERY, COSTUMES ARE WELCOME.
- THE OTHER OPTION IS TO BRING SOME FORM OF ENTERTAINMENT IN. I WILL SET \$50 ASIDE FOR ENTERTAINMENT
- PLACEMATS - EACH DEN WILL PROVIDE THEIR OWN. HANDMADE OR BOUGHT. ONE FOR EVERY PERSON IN YOUR DEN WHO IS COMING. KEEP WITH THE THEME.
- NAMETAGS - THESE ARE THE NAMETAGS THAT MARK WHERE PEOPLE SIT. THESE ARE OPTIONAL. I FEEL PEOPLE SHOULD SIT WITH THEIR FAMILY. IF YOU DO USE THESE YOU CAN MAKE ONE FOR EVERY PERSON WITH THEIR NAME ON IT. OR YOU CAN MAKE A FAMILY NAME ON AS MANY AS THERE ARE IN EACH FAMILY. SOME PEOPLE WILL WANT TO SIT NEXT TO ANOTHER FAMILY. YOU COULD CHECK AHEAD OF TIME. OR PLACE THEM WHERE YOU WANT. YOU WILL NEVER PLEASE EVERYONE.
- CENTERPIECES - EACH DEN WILL PROVIDE THEIR OWN. KEEP WITH THE THEME.
- PROGRAMS - THE PACK WILL PROVIDE ONE PROGRAM PER FAMILY. WE WOULD LIST AS MUCH INFORMATION AS POSSIBLE IN THE PROGRAM AS WE CAN.
- INVITATIONS - BECAUSE WE HAVE SUCH A LARGE PACK THIS YEAR WE ARE GIVING INVITATIONS TO IMMEDIATE FAMILY ONLY THERE IS ONE EXCEPTION. WE DON'T WANT ANYONE TO MISS THIS BANQUET FOR ANY REASON. GRANDPARENTS CAN BE USED AS SUBSTITUTES IN SPECIAL CASES. WITH MY APPROVAL. I MUST BE CONSULTED AHEAD OF TIME. SUCH AS: IF THERE IS A SINGLE PARENT FAMILY WITH TWO BOYS IN SCOUTS. PARENT WILL SIT WITH ONE BOY AT ONE TABLE. GRANDPARENTS AT ANOTHER TABLE WITH OTHER SON. OR IF THE PARENTS CAN'T COME THAT DAY - GRANDPARENTS CAN BRING THE BOY.

EVENTS OF THE DAY - ALL DEN LEADERS AND ASSTS. WILL BE ASKED TO COME TO THE SCHOOL ON FEB 9th. AT 1:00 TO HELP SET UP FOR THE BANQUET. AT THIS TIME WE WILL SET UP THE CAFETERIA FOR THE DINNER. WE WILL SET UP THE AUDITORIUM FOR THE PACK MEETING AND ENTERTAINMENT. AT THIS TIME YOU WILL ALSO SET UP YOUR TABLES. DEN 5, WILL NEED TO HAVE PEOPLE THERE AT 11:30 AS GREETERS BECAUSE THINGS WILL BE CONFUSING. ALL OTHER DEN LEADERS SHOULD BE THERE BETWEEN 11:30 AND 11:45 AT THE LATEST. EVERYONE WILL GATHER IN THE AUDITORIUM, SIT WITH DENS AS BEFORE. WE WILL HAVE AN OPENING CEREMONY BY DEN 2, HAVING TO DO WITH THE THEME. THEN WE WILL HAVE OPENING REMARKS, INVOCATION, AND INTRODUCTION OF GUESTS. WE WILL THEN GO TO DINNER. AFTER DINNER WE WILL GO BACK DOWN TO THE AUDITORIUM FOR AWARDS. AFTER THE AWARDS WE WILL HAVE THE DEN LEADER ENTERTAINMENT. THERE WILL BE A SHORT CLOSING BY DEN 1. WE HAVE GUESSED THAT IF EVERYTHING RUNS WELL WE WILL BE DONE BY 3:00. DEN 6,7,8,10 ARE ASSIGNED CLEAN UP BUT I HOPE THAT WE CAN ALL PITCH IN AND HELP AND EVERYONE CAN GO HOME EARLY.

## DINNER

WE WILL PROVIDE THE FOLLOWING:

- MEAT - SPAGHETTI CASSEROLE
- ROLL
- TOSSED SALAD
- DRINKS - WATER ON THE TABLE, APPLE JUICE, COFFEE, HOT WATER FOR TEA
- DESSERT - PIES & CAKES

BIKE RODEO SCORE SHEET

Name: \_\_\_\_\_ Grade \_\_\_\_\_

Registration - Inspection \_\_\_\_\_ / 100 possible points

Test Scores

K - 1st. \_\_\_\_\_ / 12 pt.  
 2nd., 3rd., 4th. \_\_\_\_\_ / 26 pts.  
 5th., 6th. \_\_\_\_\_ / 46 pts.

Balance Slow Speed

Time \_\_\_\_\_ seconds  
 Points \_\_\_\_\_ / 50 seconds

Circling & Changing In Direction \_\_\_\_\_ / 52 pts.

Straight Line Control \_\_\_\_\_ / 52 pts.

Maneuvering - Weaving \_\_\_\_\_ / 60 pts.

Maneuvering in Limited Space \_\_\_\_\_ / 40 pts.

Total Score  
 K - 1st. \_\_\_\_\_ / 366 pts.  
 2nd., 3rd., 4th. \_\_\_\_\_ / 380 pts.  
 5th., 6th. \_\_\_\_\_ / 400 pts.

BIKE RODEO SCORE SHEET

Scouts Name: \_\_\_\_\_ Grade \_\_\_\_\_

Registration - Inspection \_\_\_\_\_ / 100 possible points

Test Scores

K - 1st. \_\_\_\_\_ / 12 pt.  
 2nd., 3rd., 4th. \_\_\_\_\_ / 26 pts.  
 5th., 6th. \_\_\_\_\_ / 46 pts.

Balance Slow Speed

Time \_\_\_\_\_ seconds  
 Points \_\_\_\_\_ / 50 seconds

Circling & Changing In Direction \_\_\_\_\_ / 52 pts.

Straight Line Control \_\_\_\_\_ / 52 pts.

Maneuvering - Weaving \_\_\_\_\_ / 60 pts.

Maneuvering in Limited Space \_\_\_\_\_ / 40 pts.

Total Score  
 K - 1st. \_\_\_\_\_ / 366 pts.  
 2nd., 3rd., 4th. \_\_\_\_\_ / 380 pts.  
 5th., 6th. \_\_\_\_\_ / 400 pts.

CUBANAPOLIS RULES

Belmont Park

Pack

April 9, 1989

1. The car must be made from a cardboard box or pieces of cardboard put together to look like a box. The box, or car must be big enough for the boy to stand in, the box will be worn over the shoulders or hand holes may be used in the side of the car so that the boy carries the car. The interior dimensions of the box will be no less than 12 inches high, 14 inches wide, and 30 inches long.
2. The car should be decorated as desired. There will be prizes for the best decorated car as well as the winners in the race.
3. The car should have some sort of wheels, or something that looks like wheels. A minimum of 8 inch diameter wheels will be required. Examples of the wheels would be paper plates, metal pie pans, cut out wheels from cardboard, pizza liners, etc. etc. All other equipment is optional, the sky is the limit. Some possibilities would be a windshield, head and tail lights, grills, bumpers, dashboards, license plates, and so on.
4. The car will be carried by the boy during the race and should not ride on the ground. The car can have holes in the sides for handles or the driver can reach over the sides and hold the bottom.
5. Boys will race in their own group:  
Tiger - - 2 laps  
Wolf - - 3 laps  
Bear - - 3 laps  
Webelos - - 4 laps
6. Each driver must have his own pit crew (2 minimum, 3 maximum) family members are preferred.
7. Each driver must wear goggles supplied by the starter, and a pair of lace-up tennis shoes with socks.
8. Each heat will consist of 3 to 4 drivers. This will be a double elimination race and thus the two winners from each heat will move to the next heat while the 3rd. and or 4th. place drivers will be moved into the second chance bracket. If a driver finds himself in the second chance bracket he can continue to the next heat by placing 1st. or 2nd. in his heat, placing 3rd. or 4th. will result in the elimination of the driver. The final two racers from each bracket will then race for trophies in their division. During the race the driver must make one pit stop.
9. A pitstop consists of: the pit crew must clean the windshield (goggles) with the provided spray bottle and paper towels, change tires (remove shoes by untying, turn socks inside out and retie shoes), and refuel (driver drinks four ounces of gatoraide through a straw) before the driver can restart.
10. The car whose front part of the car is first over the finish line is the winner.

All decisions of the judges will be final. Any interpretation of the rules will be made by the Cubanapolis Chairman Paul Smith. His ruling will be final.

Participation certificates will be given to all entrants.

2:00 - Registration and car & driver inspection  
3:00 - Races  
4:00 - Awards

## CUBANAPOLIS

Possible people needed: Can be Boy Scouts or parents or both

- (1) Official Starter - to start the race by flag, whistle, gun, etc.
- (4) Pit Crew Observers - check to see that each team:
  - a) changes tires per rules
  - b) washes windshield per rules
  - c) refuels per rules
- (2) Registration people
  - a) Sign boys in according to rank
  - b) check that car meets requirements
    - I) be made of cardboard
    - II) has some sort of wheels
    - III) any others that might be added
- (4) Course Observers - check to see that boys and cars do not go outside of racetrack. Check to see that there is no pushing or bumping.
- (4) Lap Counters & Finish Line Judges - count to make sure each boy makes four complete laps with one pitstop. Determine who was the first to cross the finish line.
- (OPTIONAL) - The above people could also be timers for heat placement if so desired.
- (1) Chairman - to coordinate all aspects of this race. To work with the Cubmaster in planning the race. To have the final say in any problems that might occur the day of the race.  
(Chairman will work with Cubmaster in presenting awards)
- (1) Person in charge of standings chart. Who races who, and who advances after winning their race. Must keep official starter informed of next racers. Needs to inform chairman of race winners for awards.
- (1) Person to coordinate publicity - contact the following:
  - a) Parish bulletin
  - b) T.V. stations (22, 7, 2 etc.)
  - c) Newspaper
  - d) Boy Scout paper
  - e) Any other source

## OTHER NEEDS

1. Go over rules, determine if they are clear enough so there will be no problems. See if any rules need to be deleted or added.  
What to do about false starts? What to do about pushing or bumping. Should there be a warning or a restart or disqualified? Should there be a min. or max. for car length, height and width?
2. Need container for trash (cups & straws) pit crew area.
3. Determine actual race course. How many turns, straight-aways, and length of course. NOTE: boys are younger than Boy Scouts age 6 - 10.
4. Determine means to mark race course. It needs to be wide enough to race (4) cars across at one time. Outside boundaries parking cones vs. string vs. chalk vs. another source. NOTE: tripping hazard has to be considered. Discuss any expense with Cubmaster.
5. Determine any other items needed to be worked out or purchased.
6. Need to mark off (4) pit crew areas.
7. Set up rain date ? April 16th.
8. Provide water jug for refueling at pit area.
9. Set up area for cars once they are registered.
10. Possible First-Aider, with first aid kit - for falls and cuts on race course.
11. Determine if troop will purchase paper cups & straws for refueling  
Determine if troop will purchase (4) plastic safety glasses for windshields.  
OR will Pack purchase - either way Pack will pay.

NOTE: Judging of cars will be done by boys themselves or outside judge.



Cub Scout Pack would like to invite all parishioners to  
join us on Sunday April 9th. at 2:00  
Belmont Park (lower level).

#### WHAT IS A CUBANAPOLIS?

The boys in the Pack with the help of their parents will build and decorate their own race cars out of cardboard boxes. These boys range in age from the 1st. grade to the 5th. grade. They will race in their own age group. The boys will carry the box cars around the race course. The cars are powered by running. The whole event will be sponsored and run by our Boy Scout troop.

During the race they must make one pit stop. Their pit crew will be their family members. While they are in their pit area they must: (1) Change their tires - by taking off their gym shoes, taking off their socks and turning them inside out. Now they must put them both back on. (2) They will have their windshields washed - which is safety glasses washed with water and paper towels. (3) They must refuel by drinking gatorade through a straw. Then back out on the race course.

There will be trophies for all the winners. There will also be judging of the decorated cars. Judging will be done by the priests and the principal. Ribbons will be awarded for the winners.

#### WHO CAN COME?

Anyone. Maybe you were in scouts in the past, or one of your children, or maybe you are interested in scouts for a younger child. Or maybe you just want to come and watch the fun. We want to make this a church activity because we are all part of this church. Come and support the Cub Scouts. We hope to have T.V. and newspaper coverage, so show up and maybe you will get on T.V.

A PARENT'S GUIDE TO WEBELOS CAMPING AT CRICKET HOLLER  
Webelos Weekend  
November 17 & 18

Camping for a Cub Scout can be both a fun and rewarding experience. This guide provides parents with information about the fun and responsibilities of camping at Cricket Holler. The guide has been tailored to Pack \_\_\_\_\_

Friday November 16th.

6:30 P.M. Church basement  
Shakedown - all scouts going on the weekend must bring all the gear they are bringing to camp. This includes clothes, sleeping bags etc. Everything required on the list. These will remain with the leaders till the following morning.

NOTE

No Webelos will be allowed to go to camp if he does not have the proper gear. The weather will most probably be cold. - He must bring warm clothes to wear and something warm enough to sleep in. If there is a problem with gear please contact me ahead of time. It will be too late Friday night to run out and buy something warmer.

John Smith  
Cubmaster  
256-9901

Saturday November 17th.

7:00 A.M. Meet at church parking lot  
7:30 Depart as a group (caravan style)  
8:00 Arrive at Cricket Holler  
8:00 - 8:45 Check-in / settle-in - set up camp, assign camp duties  
learn lay-out of the camp  
9:00 - 11:00 Learning to use a compass, following a compass course  
11:00 -12:00 Lunch  
12:30 - 2:15 Knot tying (Group A)  
Fire building (Group B)  
2:15 Snack  
2:30 - 4:30 Knot tying (Group B)  
Fire building (Group A)  
4:30 - 5:30 Meal preparation  
5:30 - 6:30 Dinner & clean up  
7:00 Campfire - songs - food

Sunday November 18th.

8:00 Breakfast  
9:30 Religious Service  
10:00 - 10:30 Parents arrive to pick up boys

WHITTILING CHIP CARD A Cub Scout must earn his Whittling Chip Card prior to using a pocket knife at Cricket Holler. Each scout who does not safely follow these rules will lose his knife privilege for that day and get one corner of his whittling chip card cut off. After he loses all four corners he will have to earn the card again.

All pocket knives will be kept in the lock box at our camp. During free time (non - scheduled times) a scout can ask any of the leaders to retrieve his knife. He will then be supervised in the use of the knife as he follows the rules of knife safety. We have decided to restrict knife use to the area of our camp only. When the scout is finished with his knife he will be required to return his knife to a leader for proper storage in the lock box.

WHAT TO BRING

- ( ) Cold weather clothes
- ( ) Shirts, long sleeve, flannel best
- ( ) Long pants
- ( ) Boots or 2 pair of shoes
- ( ) Plenty of socks, wool best
- ( ) Hat, warm, pull over type

- ( ) Gloves, possible extra pair
- ( ) Long underwear or sweatsuit
- ( ) Sweater or sweatshirt
- ( ) Jacket
- ( ) Rain gear or poncho
- ( ) Sleeping bag \* Required to be a warm one, not a slumber bag
- ( ) Flashlight
- ( ) One set of eating utensils, fork, spoon, knife
- ( ) One plate & cup or mess kit

**OPTIONAL ITEMS**

- ( ) Air mattress or foam
- ( ) Pocket knife
- ( ) Pillow
- ( ) Compass

**DUTIES AT CAMP** As with any activity involving kids, there will be a need to ensure discipline for all scouts. If verbal corrections by adult leaders do not work, the following discipline policy will be put in effect.

\* For major infractions or continual minor infractions the scout may be required to spend "Time Out" away from the other scouts; at bunk or possibly reassigned to another adironack.

\* If the problem still persists the scout's parents could be called and he could be sent home.

The leaders will be told to watch out for trouble between kids, to intercede when necessary and to avoid punishing any scout in front of the entire group. No real problems are anticipated, however, it is important to know the policy in case it will need to be enforced.

**CAMPFIRE** Most nights a campfire will be started for light, warmth and companionship of scouts getting together to share songs, stories and sometimes snacks. Only an adult leader will be permitted to light the campfire. However, the scouts will participate by gathering wood for the fire and helping to build it. Some scouts will help extinguish the fire at night with adult help. NO playing in the campfire will be permitted.

**BUDDY SYSTEM** Since the activities are spread throughout Cricket Holler, each scout will need to pick a buddy to accompany him to any and all locations. It is not uncommon for an older scout to "adopt" a younger scout, or vice versa. The leaders will be informed that no scout is to be left out, and that it may be necessary to reassign "buddies" to ensure that fights are kept to a minimum and that all kids have a good time.

**COST**

The cost will be \$5 per person payed in advance to den leader. This will cover the cost of the food for the weekend.

**NOTE** THE DEADLINE FOR SIGN UP AND PAYMENT IS FRIDAY NOVEMBER 9th.

## A PARENT'S GUIDE TO CUB SCOUT CAMPING AT CRICKET HOLLER

Camping for a Cub Scout can be both a fun and rewarding experience. This guide provides parents with information about the fun and responsibilities of camping at Cricket Holler. The guide has been tailored to Pack \_\_\_\_\_ While most of the information was taken from the Cub Scout guide as printed by the Miami Valley Council, this particular booklet also includes procedures that our Pack will follow at camp this year.

### GOING TO CAMP (Sunday July 8th.)

1:00	Meet at church parking lot
1:30	Depart as a group (caravan style)
2:00	Arrive at Cricket Holler
2:00 - 3:00	Check-in / settle-in - set up camp, assign camp duties learn lay-out of the camp
2:00 - 3:00	Parents not staying say goodbye
3:00 - 4:00	Swim test (non-swimmer, beginner, advanced)
4:00	Adult leaders meeting
5:30	Dinner at the K Lodge
6:30 - 8:00	Campsite time
8:00	Opening campfire
9:30	Taps (lights out)

### DAILY SCHEDULE (Monday thru Friday)

7:00	Wake up
7:30	Waiters to K Lodge
7:45 - 8:30	Breakfast
8:30	Assemble near flag pole
8:45	Flag raising
9:00 - 9:50	Program areas
10:00 - 10:50	Program areas
10:00 - 11:50	Program areas
12:00 - 12:50	Siesta
12:45	Waiters to K Lodge
1:00 - 1:45	Lunch
2:00 - 2:50	Program areas
3:00 - 3:50	Program areas
4:00	Flag retreat
4:10 - 5:30	Free time
5:10	Waiters to K Lodge
5:30 - 6:30	Dinner
6:30 - 8:30	Evening program
7:30 - 8:00	Snack
9:30	Taps

### PROGRAM ACTIVITIES

The scouts will have a chance to visit each one of the "program areas", sometimes more than once. Program activities include:

- \* Aquatics (swimming or wading) - lessons
- \* Field sports (BB gun and Archery safety)
- \* Sports
- \* Nature / Ecology
- \* Handicrafts
- \* Pioneer Village (knot tying, campfire building, knife safety)
- \* Obstacle course
- \* First aid
- \* Nature trail (hikes)
- \* New games
- \* Conservation project



WHITTLING CHIP CARD A Cub Scout must earn his Whittling Chip Card prior to using a pocket knife at Cricket Holler. For those scouts who have not earned their card yet, the use and safety of a pocket knife will be taught at camp and each scout who proves that he knows the rules will earn a whittling chip card. Each scout who does not safely follow these rules will lose his knife privilege for that day and get one corner of his whittling chip card cut off. After he loses all four corners he will have to earn the card again.

Rules listed on card are:

1. I will handle my pocketknife with care.
2. I will always close my pocketknife and put it away when not in use.
3. I will not use my pocketknife when it might injure someone near me.
4. I promise never to throw my pocketknife for any reason.
5. I will use my pocketknife in a safe manner at all times.

All pocket knives will be kept in the lock box at our camp. During free time (non - scheduled times) a scout can ask any of the leaders to retrieve his knife. He will then be supervised in the use of the knife as he follows the rules of knife safety. We have decided to restrict knife use to the area of our camp only. When the scout is finished with his knife he will be required to return his knife to a leader for proper storage in the lock box.

Points that we (the leaders) will be discussing with the scouts include:

1. Boy must always be sitting when he wants to use his knife.
2. No standing or walking with an open knife.
3. Before a boy opens up his knife he must check for a safe clearance all around him, arms length on all sides. If it is not safe he needs to find another spot and check his clearance again.
4. Boy needs to know proper way to open a knife. Use fingers on blade, not the sharp part, all other fingers clear.
5. Boy needs to know proper way to close knife. Opposite of how he opened it. Fingers on the blade, not the sharp part, all other fingers clear.
6. The two types of strokes used with a knife. The long stroke for cleaning the bark off. The shorter, more controlled, stroke called whittling which just takes out small pieces. With this stroke you push the back part of the blade with your thumb.
7. The proper way to sharpen a knife.
8. The proper way to hand a knife to someone. Closed is the best. If the knife is open, pass the knife so the boy who is passing has the sharp part in his hand. The boy receiving will grab the handle. The boy receiving should say "Thank you I have the knife" so the one passing knows he has it.
9. Other basics will also be covered, such as: A sharp knife is a safe knife. A knife is a tool not a toy. Do not throw a knife at anyone or anything. Do not point a knife at anyone. Two different types of knives: one is the regular pocketknife, the other is the lockblade knife, the safer of the two.

#### WHAT TO BRING

- ( ) Summer uniform (for evening meal)
  - Webeles - tan or blue scout shirt, yellow or plaid neckerchief & slide
  - Bears - blue scout shirt, yellow or blue neckerchief & slide
  - Wolf - blue scout shirt, yellow neckerchief & slide
- ( ) Shirts, long sleeve & several short sleeve t-shirts
- ( ) Long pants
- ( ) Two pair of shoes
- ( ) Extra shorts
- ( ) Underwear
- ( ) Plenty of socks
- ( ) Handkerchiefs
- ( ) Pillow
- ( ) Sweater or sweatshirt
- ( ) Jacket
- ( ) Swim trunks
- ( ) Beach towel
- ( ) Rain gear or poncho
- ( ) Soap, comb, toothbrush, toothpaste and shampoo
- ( ) Wash clothes (2)
- ( ) Bath towels (2)
- ( ) Sleeping bag or blanket & sheet  
(check with coordinator if you need sleeping bag)

- ( ) Flashlight
- ( ) Plastic bag for dirty laundry
- ( ) One set of eating utensils or mess kit (for Webelos)

**OPTIONAL ITEMS**

- ( ) Air mattress or foam
- ( ) Pocket knife
- ( ) Money for trading post in a zip-lock bag with name in or on the bag (\$5.00 is suggested)
- ( ) Pajamas
- ( ) insect repellent
- ( ) paper, pencil, self addressed stamped envelopes to send home
- ( ) snacks

**DUTIES AT CAMP** As with any activity involving kids, there will be a need to ensure discipline for all scouts. If verbal corrections by adult leaders do not work, the following discipline policy will be put in effect.

- \* For major infractions or continual minor infractions the scout may be required to spend "Time Out" away from the other scouts; at bunk or possibly reassigned to another adironack.
- \* If the problem persists a loss of privileges (such as no trading post visit or remaining at camp during program activities) may be necessary.
- \* If the problem still persists the scout's parents could be called and he could be sent home.

The leaders will be told to watch out for trouble between kids, to intercede when necessary and to avoid punishing any scout in front of the entire group. No real problems are anticipated, however, it is important to know the policy in case it will need to be enforced.

**CAMPFIRE** Most nights a campfire will be started for light, warmth and companionship of scouts getting together to share songs, stories and sometimes snacks. Only an adult leader will be permitted to light the campfire. However, the scouts will participate by gathering wood for the fire and helping to build it. Some scouts will help extinguish the fire at night with adult help. NO playing in the campfire will be permitted.

**BUDDY SYSTEM** Since the activities are spread throughout Cricket Holler, each scout will need to pick a buddy to accompany him to any and all locations. These "buddies" may change throughout the week, and it is not uncommon for an older scout to "adopt" a younger scout, or vice versa. The leaders will be informed that no scout is to be left out, and that it may be necessary to reassign "buddies" to ensure that fights are kept to a minimum and that all kids have a good time.

**CAMP MEETING** A brief camp meeting will be held each morning to discuss the day's activities. Leader's meetings will be scheduled as needed, but especially when new leaders arrive.

**PATCHES/AWARDS** During this week at camp each scout can earn patches, belt loops and credit towards next years achievement activities. Some of the specific awards include:

Patches: Webelos can earn a Kit Cricket patch, and the Cricket Trail patch for completing the 4.7 mile Kit Cricket hike. Bears can earn a Kit Cricket patch. All boys can work on earning a conservation patch.

Belt loops: The swimming, and archery belt loops can be earned at camp.

Achievements: The den leaders will be notified as to what the boys worked on at camp. This will go towards the rank they are at now.

**MAIL** At least once during the week, the boys should receive a letter from home. This note from you will help him to avoid home-sickness, which is common for boys who have never been away from home or parents for a couple of days. Send your letters early so they will start to receive them the first part of the week. If you want your son to write home, please give him paper and a pencil or a pen. You will also need to send as many self addressed stamped envelopes as you feel are needed.

Your letters should be sent to :

(Your son's name)  
Pack  
Cricket Holler Cub Scout Camp  
6675 Brantford Road  
Dayton, Ohio 45414

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
Trevor Bachman	Firewood	Sweep #1	Waiter	Fire - Fill	Latrine	Police
Michael Beck	Fire - Fill	Firewood	Waiter	Latrine	Police	Sweep #1
Anthony B.	Fire - Fill	Firewood	Waiter	Latrine	Sweep #1	Police
Bobby Brumberg	Firewood	Sweep #2	Waiter	Fire - Fill	Latrine	Police
Tim Marrinan	Firewood	Sweep #3	Fire - Out	Waiter	Latrine	Fire - Fill
John Draper	Waiter	Firewood	Latrine	Police	Fire - Fill	Sweep #2
Joey Buerger	Waiter	Firewood	Latrine	Police	Sweep #2	Fire - Fill
Jason Bullens	Waiter	Firewood	Latrine	Sweep #1	Police	Police
Andy Crabtree	Waiter	Latrine	Police	Sweep #2	Fire - Fill	Waiter
Michael Carter	Latrine	Sweep #4	Police	Waiter	Firewood	Waiter
Tony Rouhier	Latrine	Police	Sweep #1	Waiter	Sweep #3	Latrine
Matt Bunn	Latrine	Police	Firewood	Waiter	Sweep #4	Police
Chris Chauncey	Police	Latrine	Sweep #2	Firewood	Waiter	Police
David Cooper	Police	Latrine	Sweep #3	Firewood	Waiter	Police
Paul Marrinan	Sweep #1	Fire - Fill	Firewood	Latrine	Fire - Out	Waiter
Scott Clark	Sweep #2	Fire - Fill	Firewood	Police	Waiter	Latrine
Adam Hundt	Sweep #3	Waiter	Firewood	Fire - Out	Firewood	Latrine
Nick Culver	Sweep #4	Waiter	Firewood	Latrine	Firewood	Sweep #3
Marcus Potts	Firewood	Waiter	Sweep #4	Firewood	Firewood	Police
Brian Citrigno	Fire - Out	Waiter	Fire - Fill	Firewood	Firewood	Sweep #4
Ben Singer	Firewood	Fire - Out	Fire - Fill	Sweep #4	Waiter	Police
Charlie Thoerner	Fire - Fill	Firewood	Latrine	Sweep #3	Police	Waiter
Aaron Marcheski						
Shane Williams						
Art Wright						

Waiters - Set table, Clear & Clean Table, Get food & drinks for table - 15 min. early

Fire - Fill -> See that all fire buckets & fire barrel is full of water

Fire - Out -> See that fire is totaly out at night (Adult supervision)

Firewood -> See that there is enough of the 3 types of firewood for todays fire

Tinder - Kindling - Fuel

Sweep -> Sweep out all leaves & trash in adirondack of your number

Make sure boys have their bunks in order - everything picked up

Police Area -> Make sure all trash in campsite is picked up, towels are hung up

Latrine -> Make sure all latrines have toilet paper, spray latrine with spray bottle, all paper picked up inside

CAKE BAKE - AUCTION

Pack

Nov. 12, 1989

CAKE BAKE THEME FOR ALL CAKES - PARADE OF PRESIDENTS

1. All cakes must be designed by the boy and his adult team member.
2. All supplies must be purchased by the boy and his adult team member.
3. All baking and decorating must be done by the boy and his adult team member.
4. All clean up must be done by the boy and his adult team member.
5. An adult team member should be a male preferably, a dad would be the best choice. Sometimes a father may not be around. Try asking a grandfather, uncle, good friend or a neighbor. If you still don't know of a man that can help in working on this project please contact your den leader. We want all boys to be involved.
6. NO moms are to help in any way in this project. See rule #5 above.
7. The cakes will be judged in two categories.
  - A. Totally Edible - you have to be able to eat everything on the cake.
  - B. Cake with decorations that are non-edible.
8. There will be ribbons for winners in both categories for the following groups:
  - A. Best cake
  - B. Theme cake
  - C. Longest cake
  - D. Funniest cake
  - E. Most original
  - F. Most colorful
  - G. Cake that best depicts Cub Scouts
9. The cakes will be auctioned off after the judging and the Pack meeting. The cake will go to the highest bidder. Payment should be made that day when you pick up the cake. We will take cash or a check. All money will go back to the Pack to cover Pack expenses. (NOTE: Mom & Dad be aware that your son will want you to buy back his cake after he put all that work into it). You can bid on other people's cakes, that is part of the fun.
10. Parents only can bid on cakes. Children need to be cheering on.
11. All cakes must be registered when you arrive at the pack meeting. Cakes will then receive a number. The cakes will then be placed on a table for later judging. Numbers will be drawn at random to see which cake is auctioned off next. The ribbons will be awarded when a winning cake is brought up for auction.
12. Please stay till all cakes are auctioned off. It is not fair to the boys whose cake is not called till later to have an empty room. We will try to keep things moving.
13. All boys who participate in the cake bake will receive a certificate.





**Certificate**  
**of**  
**Appreciation**

**John Smith**

*This certificate is for the great job you did  
on the Pinewood Derby committee. Thanks  
to your help the race was a success.*

\_\_\_\_\_  
Cubmaster

\_\_\_\_\_  
Pact Chairperson

**November 2, 1991**

# Outstanding Performance

*Mary Jones*

*You did a super job in organizing this year's  
Blue & Gold Banquet. We will remember this  
banquet for many years.*

Cubmaster

Pact Chairperson

*November 2, 1991*

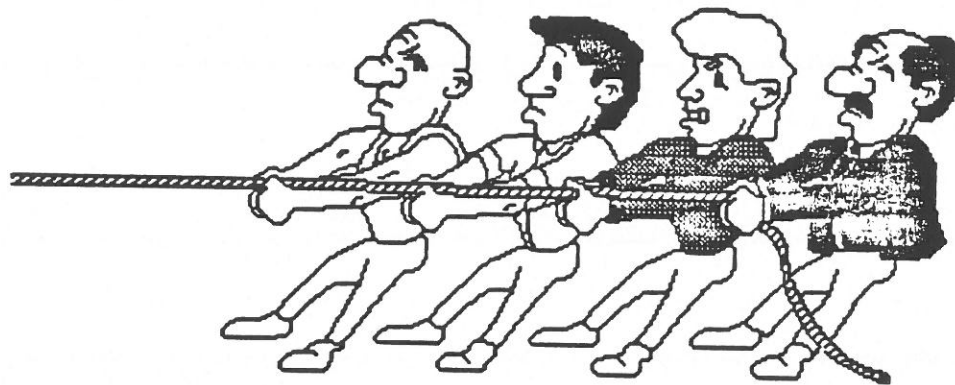
# Teamwork Award

*Bill Murry*

*This year's Cake Bake was a great success thanks to the efforts of you and your committee. Everyone had a lot of fun and the Pack raised lots of money.*

*November 2, 1991*

\_\_\_\_\_  
Cubmaster



VOLUNTEER LIST

1. WORK ON CAKE BAKE COMMITTEE (ONE TIME) - NOVEMBER
- Help register cakes when they come in
  - Help in supplying cakes to stage during auction
  - Help in taking money
  - Take care of judges & ribbons for best cakes

SIGN HERE

NAME	PHONE NUMBER
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

2. WORK ON RAINGUTTER REGGATA COMMITTEE (ONE TIME) - JANUARY
- Help set up track & take down
  - Help register, weigh and repair boats
  - Help with race details
  - Help with boat judging
  - Etc.

SIGN HERE

NAME	PHONE NUMBER
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____



VOLUNTEER LIST

3. WORK ON BLUE & GOLD BANQUET COMMITTEE (ONE TIME) - FEBRUARY
- Help plan the meal
  - Help order the food
  - Help prepare the food
  - Help decorate
  - Help plan entertainment
  - Help sell any food left over

SIGN HERE

NAME

PHONE NUMBER

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4. WORK ON THE BOWL-A-THON COMMITTEE (ONE TIME) - MARCH
- Help pass out information to den leaders
  - Help register bowlers at bowling alley
  - Help figure up amounts bowlers are to collect after bowling
  - Etc.

SIGN HERE

NAME

PHONE NUMBER

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5. TAKE CARE OF CUB SCOUT BULLETIN BOARD (ONCE PER MONTH)
- Put new pictures in bulletin for recent events
  - Put any scout related information in as needed
  - Be creative - make the bulletin board look good
  - Mention up coming events

SIGN HERE

NAME

PHONE NUMBER

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VOLUNTEER LIST

6. BE ON THE PACK COMMITTEE (ONCE PER MONTH) - (AUGUST - APRIL)
- Help in planning scout events for the year
  - Review events before and after to see that everything goes well
  - Set policy for Pack 232
  - Come up with new ideas for pack
  - Etc. Etc. Etc.

SIGN HERE

NAME

PHONE NUMBER

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7. BE ON BIKE RODEO COMMITTEE (1 MEETINGS)
- Help organize bike rodeo from AAA kit
  - Help on the day of rodeo with set up
  - Help on the day of rodeo with judging
  - Etc.

SIGN HERE

NAME

PHONE NUMBER

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VOLUNTEER LIST

8. WORK ON HALLOWEEN PARTY COMMITTEE (ONE TIME) - OCTOBER  
- HELP PLAN GAMES  
- HELP RUN GAMES  
- HELP WITH REFRESHMENTS  
- ETC.

SIGN HERE

NAME

PHONE NUMBER

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Dear Parents,

Last year at this time we put out a questionnaire about Pack activities. Your response was very helpful in planning this year's program. We would like to have your input again this year and in years to come. Please be honest in your answers. If the question is asking you to rate an activity from 1 to 10 and you need more room for further suggestions or comments please use the back side.

RATE THE FOLLOWING PACK ACTIVITIES

	Poor					Great				
	1	2	3	4	5	6	7	8	9	10
Halloween Party	1	2	3	4	5	6	7	8	9	10
Cake Bake	1	2	3	4	5	6	7	8	9	10
Pinewood Derby	1	2	3	4	5	6	7	8	9	10
Blue & Gold Banquet	1	2	3	4	5	6	7	8	9	10
Ceremonies - Awards	1	2	3	4	5	6	7	8	9	10
Pop Corn Sale	1	2	3	4	5	6	7	8	9	10
Xmas Tree Sale	1	2	3	4	5	6	7	8	9	10
Bowl-A-Thon	1	2	3	4	5	6	7	8	9	10
Scout Sunday	1	2	3	4	5	6	7	8	9	10
Bulletin Board	1	2	3	4	5	6	7	8	9	10
Information coming home from dens	1	2	3	4	5	6	7	8	9	10

\*\*\*\*\*

Next year we will need to have another large fund raiser. Please mark which option you would rather Pack 232 be involved in.

- \_\_\_\_\_ Option #1 Sell Boy Scout Popcorn
  - \_\_\_\_\_ Option #2 Sell Tom-Wat again with different products
  - \_\_\_\_\_ Option #3 Sell Popcorn one year and Tom-Wat the next
  - \_\_\_\_\_ Option #4 Suggest another fund raiser that could bring in the same amount of money
- \*\*\*\*\*

If you have any further comments, suggestions, or new ideas about Pack 232's program please list on the back side.

The Cub Scout program is for parents as well as boys. We have a fine group of families that have indicated willingness to help according to their abilities. We invite you to add your talents and interests so the best possible program can be developed for your boy and his friends.

Den leaders are always busy with den activities. Our Pack leaders and committee members know you have some talent that will help in the operation of our pack. Although you may not be on a full-time basis, whatever you do to help will be appreciated.

In making this survey, your pack committee wishes to uncover ways you can enjoy giving assistance. Please check any of the following areas that you would be interested in helping with.

Den leader or assistant - one meeting per week with boys

Work on one of the following committees - One time involvement

- |  |  |
|--|--|
| <input type="checkbox"/> Halloween Party | <input type="checkbox"/> Cake Bake               |
| <input type="checkbox"/> Pinewood Derby  | <input type="checkbox"/> Blue & Gold Banquet     |
| <input type="checkbox"/> PopCorn Sale    | <input type="checkbox"/> Bowl-A-Thon             |
| <input type="checkbox"/> Scout Sunday    | <input type="checkbox"/> Xmas Tree Sale          |
| <input type="checkbox"/> Summer Camp     | <input type="checkbox"/> Summer Scout Activities |

Pack Committee Member - one meeting per month - help plan Pack activities

Work with a Webelos den helping boys earn activity pins

(One time involvement) Further information on a particular area can be supplied by Cubmaster.

Aquanaut - Teach safety precautions on, in or near water. To increase boys' swimming skills.

Artist - Help boys experiment with different art mediums.

Athlete - To encourage pride in growing strong in mind and body.

Citizen - To foster citizenship, introduce boys to the structure of U.S. government, convince boys that laws are beneficial.

Communicator - To show different forms of communication, and how people communicate.

Craftsman - To increase boys' knowledge of tools and how to handle them.

Engineer - To acquaint boys with engineering careers, teach principles of simple machines, introduce simple drafting.

Family Member - Help boys gain a sense of family, insight into running a household, how finances affect a family.

Fitness - Help boys to be aware of what can harm their bodies, what can keep them healthy, and start a physical fitness program.

Forester - Observant and appreciative of trees, ideas about conservation.

Geologist - Recognize common rock specimens, awareness of earth and its resources.

Handyman - Proper care and storage of tools and chemicals, odd jobs that can be done around the home.

Naturalist - Awareness of animal behavior, love of nature, wildlife conservation.

Outdoorsman - Introduce boys to Boy Scout camping, teach fire safety

Readyman - Teach simple first aid for hurry cases, safety around home, bicycle and car safety.

Scholar - To convince boys schooling is essential, careers in education

Scientist - Teach the basic laws of physics, boys perform experiments, look at optics and the atmosphere

Showman - Appreciation of the fine arts, expand the imagination and creativity, self-confidence in front of audiences.

Sportsman - Teach good sportsmanship, variety of sports, care and handling of sports equipment, and safety

Traveler - Interest in taking trips, road maps and timetables, travel safety and the expenses of traveling.

Name \_\_\_\_\_

Thanks for your help,  
Your Pack Committee



BOY'S SURVEY

Name \_\_\_\_\_

RATE THE FOLLOWING PACK ACTIVITIES

	Poor		Fair		Great
Halloween Party	1	2	3	4	5
Cake Bake	1	2	3	4	5
Raingutter Reggata	1	2	3	4	5
Blue & Gold Banquet	1	2	3	4	5
Ceremonies - Awards	1	2	3	4	5
Pop Corn Sale	1	2	3	4	5
Bowl-A-Thon	1	2	3	4	5

What do you like most about den meetings? \_\_\_\_\_

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

What don't you like about den meetings? \_\_\_\_\_

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

What are some of the things you would like to do in Cub Scouts that you haven't been able to do.

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

RAINGUTTER REGATTA RULES  
PACK  
JANUARY 8, 1989

1. All boats must pass inspection.  
Inspection Points
  - a. Hull may be no longer than 7 inches nor shorter than 6 1/2 inches.
  - b. Mast should measure 6 1/2 inches from deck to top.
  - c. The keel and rudder supplied in the kit must be used with NO alterations.
  - d. The sail should be no larger than the material supplied in the kit. The sail should be the one provided in the kit.
  - e. There are no restrictions on color or design.
2. Each heat will be announced. Captains will report to the starting line and place their boats in the water. All other persons must remain behind the barrier.
3. The starter will make sure that the boats are in the raceway properly then start the race.
4. Both captains will then report to the finish line to record results.
5. The boat whose nose is first over the finish line is the winner.
6. If a captain touches any part of the boat with any part of his body during the race he will be disqualified.
7. When the results of each heat are recorded the captains will take their boats to the official table and return to their seats.
8. Winners will be announced shortly after their respective heats for which awards will be given for 1st., 2nd., and 3rd. place in their Scout rank group.
9. There are a total of four race groups (one per Scout rank) and fifteen awards to be given. Winners will be determined from each Scout rank. The first three places in each group will advance to the Pack championship race.

Scout Rank Groups

Tiger Cubs	-	1st, 2nd, 3rd.
Wolves	-	1st, 2nd, 3rd.
Bears	-	1st, 2nd, 3rd.
Webelos	-	1st, 2nd, 3rd.
Pack Champions	-	1st, 2nd, 3rd.

Race Day Schedule - Sunday January 8 - School Auditorium

12:00 - 12:30	Track Set-Up
12:30 - 1:30	Registration & Boat inspection 1 trial run per boat
1:30 - 2:00	Drawing for heats
2:00 - 4:00	Boat Races Pack Meeting Awards

All boats must be inspected between 12:30 - 1:30 NO EXCEPTIONS  
Raingutter Reggata Committee will retain custody of boats from the time they are certified until after the race.  
All decisions of the judges will be final. Any interpretation of the rules will be made by the Raingutter Reggata Chairman. His ruling will be final.

Participation certificates will be given to all entrants.

Pack judging of the best looking boat will be done before the race. All scouts will get to vote by ballot for the boat they like the best.

ONE VOTE PER CATEGORY

MOST COLORFUL BOAT BOAT # \_\_\_\_\_  
BEST LOOKING BOAT BOAT # \_\_\_\_\_  
MOST ORIGINAL BOAT BOAT # \_\_\_\_\_  
BOAT THAT BEST LOOKS LIKE CUB SCOUTS BOAT # \_\_\_\_\_

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ONE VOTE PER CATEGORY

MOST COLORFUL BOAT BOAT # \_\_\_\_\_  
BEST LOOKING BOAT BOAT # \_\_\_\_\_  
MOST ORIGINAL BOAT BOAT # \_\_\_\_\_  
BOAT THAT BEST LOOKS LIKE CUB SCOUTS BOAT # \_\_\_\_\_

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ONE VOTE PER CATEGORY

MOST COLORFUL BOAT BOAT # \_\_\_\_\_  
BEST LOOKING BOAT BOAT # \_\_\_\_\_  
MOST ORIGINAL BOAT BOAT # \_\_\_\_\_  
BOAT THAT BEST LOOKS LIKE CUB SCOUTS BOAT # \_\_\_\_\_

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ONE VOTE PER CATEGORY

MOST COLORFUL BOAT BOAT # \_\_\_\_\_  
BEST LOOKING BOAT BOAT # \_\_\_\_\_  
MOST ORIGINAL BOAT BOAT # \_\_\_\_\_  
BOAT THAT BEST LOOKS LIKE CUB SCOUTS BOAT # \_\_\_\_\_

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ONE VOTE PER CATEGORY

MOST COLORFUL BOAT BOAT # \_\_\_\_\_  
BEST LOOKING BOAT BOAT # \_\_\_\_\_  
MOST ORIGINAL BOAT BOAT # \_\_\_\_\_  
BOAT THAT BEST LOOKS LIKE CUB SCOUTS BOAT # \_\_\_\_\_

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PINEWOOD DERBY RULES

PACK

JANUARY 14, 1990

1. All cars must pass inspection to qualify for the race.

Inspection Points

- a. Cars must have been made this year.
- b. Width shall not exceed 2 3/4 inches.
- c. Length shall not exceed 7 inches.
- d. Weight shall not exceed 5 ounces.
- e. Axles, wheels, and body wood shall be as provided in kit.
- f. Wheel bearings, washers, and bushings are prohibited.
- g. The car shall not ride on any type of springs.
- h. Details added must be within length, width and weight limits.
- i. The car must be free-wheeling with no starting device.
- j. No loose materials of any kind are allowed in the car (such as a lead shot)
- k. The official number must be clearly marked or visible on both sides of the car.
- l. All cars must have official Pack stamp on car. If you need to have it moved contact Cubmaster.
- m. The wheels shall remain the same width.

2. Each heat will be announced. Drivers will report to the starting line and place their cars on the track. All other persons must remain behind the barrier.

3. The starter will make sure the cars are on the track properly and then start the race.

4. The starter and drivers will then report to the finish line to record results.

5. The car whose nose is first over the finish line is the winner. Place spotters will pick 1st, 2nd, 3rd, and 4th. places.

6. If a car leaves the track, runs out of it's lane, interferes with another car or loses an axel, etc. the heat will be run over. If the same car gets into trouble on the second run, the contestant automatically loses that race. If, on the second run, another car is interfered with, the heat will be run a third time but without the car that was disqualified.

7. When the results of each heat are recorded, the drivers will take their car to the official table and return to their seats.

8. Winners will be announced shortly after their respective heats for which awards will be given for 1st, 2nd, and 3rd. place in their Scout rank group.

9. There are a total of four race groups (one per Scout rank) and fifteen awards to be given. Winners will be determined from each Scout rank. The first three places in each group will advance to the Pack championship race.

Scout Rank Groups

Tiger Cubs	-	1st, 2nd, 3rd.
Wolves	-	1st, 2nd, 3rd.
Bears	-	1st, 2nd, 3rd.
Webeles	-	1st, 2nd, 3rd.
Pack Champions	-	1st, 2nd, 3rd.

Race Day Schedule - Saturday January 14 - School Auditorium

9:00 - 10:00	Track Set-up
10:00 - 12:00	Weigh in & Certification
12:00 - 1:00	Two trial runs per car
2:00 - 4:00	Tiger Cub Race
	Paçk Mtg. & rest of race

All cars MUST be weighed in between 10:00 - 12:00 NO EXCEPTIONS  
Pinewood Derby Committee will retain custody of cars from the time they are certified until after the race.

The scale used at the weighin is the official scale.  
All decisions of the judges will be final. Any interpretation of the rules will be made by the Pinewood Derby Chairman. His ruling will be final.

Participation certificates will be given to all entrants.

Paçk judging of the best looking car will be done before the race. All scouts will get to vote by ballot for the car they like the best.

Tim Smith      222-9901  
Mike Jones     854-7790  
Pinewood Derby Co-Chairman



# Certificate of



# Participation



*This certifies that the holder of this award helped build and race his own Pinewood Derby car for 1990. This award also certifies that doing your best at what you do is just as important as winning.*



\_\_\_\_\_  
Cubmaster



\_\_\_\_\_  
Race Chairman



*January 14, 1990*





ONE VOTE PER CATEGORY

MOST COLORFUL CAR CAR # \_\_\_\_\_  
BEST LOOKING CAR CAR # \_\_\_\_\_  
MOST ORIGINAL CAR CAR # \_\_\_\_\_  
WILDEST CAR CAR # \_\_\_\_\_

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ONE VOTE PER CATEGORY

MOST COLORFUL CAR CAR # \_\_\_\_\_  
BEST LOOKING CAR CAR # \_\_\_\_\_  
MOST ORIGINAL CAR CAR # \_\_\_\_\_  
WILDEST CAR CAR # \_\_\_\_\_

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ONE VOTE PER CATEGORY

MOST COLORFUL CAR CAR # \_\_\_\_\_  
BEST LOOKING CAR CAR # \_\_\_\_\_  
MOST ORIGINAL CAR CAR # \_\_\_\_\_  
WILDEST CAR CAR # \_\_\_\_\_

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ONE VOTE PER CATEGORY

MOST COLORFUL CAR CAR # \_\_\_\_\_  
BEST LOOKING CAR CAR # \_\_\_\_\_  
MOST ORIGINAL CAR CAR # \_\_\_\_\_  
WILDEST CAR CAR # \_\_\_\_\_

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ONE VOTE PER CATEGORY

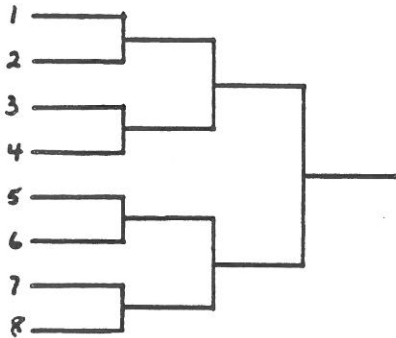
MOST COLORFUL CAR CAR # \_\_\_\_\_  
BEST LOOKING CAR CAR # \_\_\_\_\_  
MOST ORIGINAL CAR CAR # \_\_\_\_\_  
WILDEST CAR CAR # \_\_\_\_\_

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# TOURNAMENT DRAWINGS

WHEN THE NUMBER OF COMPETITORS IS 4, 8, 16, 32, 64 OR 128, OR ANY HIGHER POWER OF "2" THEY SHALL MEET IN PAIRS, WHEN THE NUMBER OF COMPETITORS IS NOT A POWER OF "2" THERE SHALL BE BYES IN THE FIRST ROUND. FOR EXAMPLE: IF THERE ARE 13 ENTRIES, A BRACKET OF 16 WITH 3 BYES IS REQUIRED. TO DETERMINE THE NUMBER OF BYES SUBTRACT THE NUMBER OF COMPETITORS FROM THE NEXT HIGHER POWER OF "2". THE PURPOSE OF HAVING BYES IS TO BRING INTO THE SECOND ROUND A NUMBER OF COMPETITORS THAT IS A POWER OF "2".

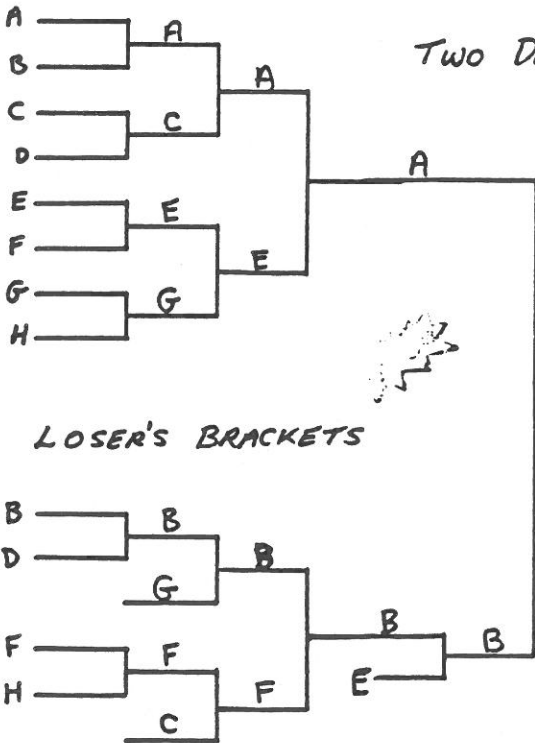
## SINGLE ELIMINATION BRACKETS



ONE DEFEAT ELIMINATES AN ENTRY, ADD BYES AS NECESSARY TO INCREASE BRACKET TO A POWER OF TWO (ENTRIES + BYES = POWER OF TWO)



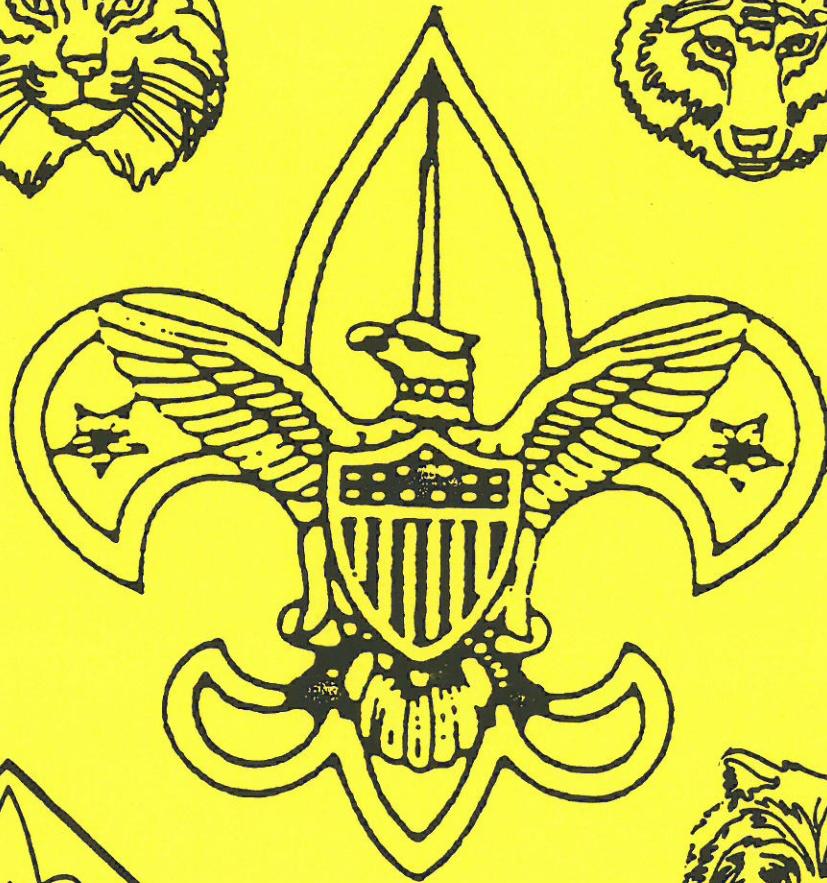
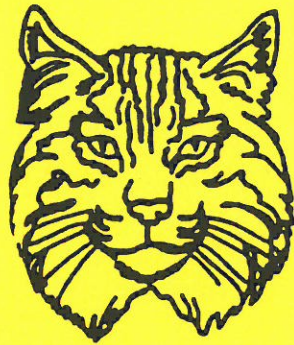
## DOUBLE ELIMINATION BRACKETS



TWO DEFEATS ELIMINATE AN ENTRY IN THIS TOURNAMENT, THE LOSERS IN THE FIRST ROUNDS MOVE INTO THE LOSERS' BRACKETS, THE ENTRIES ADVANCING THE FARTHEST IN EACH BRACKET MEET EACH OTHER FOR THE CHAMPIONSHIP, SHOULD THE WINNER OF THE LOSERS' BRACKET DEFEAT THE WINNER OF THE FIRST ROUND BRACKET, THEY ARE REMATCHED FOR THE CHAMPIONSHIP WHEN ONE TEAM WILL HAVE LOST TWO GAMES.

BYES ARE DISTRIBUTED IN THE 1ST ROUND AS IN A SINGLE ELIMINATION BRACKET, BUT IN LOSERS BRACKET, BYES MUST BE ARRANGED TO AVOID GIVING A 2ND BYE TO AN ENTRY. IF POSSIBLE AVOID PAIRING ENTRIES THAT HAVE MET IN EARLIER ROUNDS. IF MORE THAN EIGHT ENTRIES, DOUBLE THE PROCESS & THE TWO WINNERS MEET FOR TITLE.

# BLUE AND GOLD







## BLUE AND GOLD BANQUET

On February 8, 1910, the original incorporation papers for the Boy Scouts of America were approved in Washington, D.C. Cub Scouting began officially after a period of experimentation in 1930. So -- a Blue and Gold Banquet is really a birthday dinner, held during February, The anniversary month of the Boys Scouts of America.

It is suggested the pack meeting be a dinner program -- A Blue and Gold Banquet named from the Cub Scout colors. The pack meeting becomes a part of the dinner program.

The type of food for the dinner and the method of serving are decisions to be made by the pack committee. Some packs make the dinner a Pot Luck affair with each family bringing a covered dish. Others prefer the idea of a local catering service. Local restaurants will sometimes furnish the food at a reasonable cost. Some packs prefer to buy the food, have it prepared by a committee, then prorate the cost among those attending the dinner. Your pack could also plan an indoor picnic. There is no set rule or regulation -- only that the plan selected be best for all pack families. The plan for feeding is not as important as the Cub Scouting that happens in making the program come true.

Each den usually takes care of its own invitations, table decorations and contributes to the entertainment. The printed program is usually found at each place setting or handed to each person upon entering. Each den is assigned certain banquet jobs. The seating and serving is best done when handled by dens. This depends upon the size of the pack, the location and type of dinner.

Invitations should be extended to heads of the sponsoring organization, local Scout (District and Council) officials and friends of the pack. Hosting these additional guests should be shared among the various dens, or they may be seated at a head table as honored guests.

The program should include a visual highlight of last year's activities, special recognition of the pack and its leaders, summary of Cub Scout advancement and a special thank you to those who helped.

## PLANNING

The pack committee should begin planning the Blue and Gold very early - preferable two or three months in advance. Usually a different meeting place must be secured because the whole family attends, which means that the pack will have its biggest crowd of the year. The family banquet is designed to attract the whole family of every Cub Scout with a program of fun and a hearty meal. There are no tickets to sell and very little expense.

The committee must give consideration to seating space, restrooms, areas for den exhibits and parking. If your pack is larger, you may want a public address system.

Cub Scouts and their families should sit together as dens, either at their own table or at a special section of a long table. It's a good idea for one of the mothers in the den to coordinate the menu by checking all parents in the den to see what they are bringing and perhaps make suggestions. This way you don't have 7 pots of beans and nothing else.

REMEMBER, be sure to begin early in planning for your banquet. Also, keep the party atmosphere as you plan your program, avoid any dry, after dinner speeches, and fill it out with good Cub Scout fun and entertainment. The room and table decorations should be simple and appropriate for a birthday party. This program should be full of fellowship and not just another work session for leaders.



## BLUE AND GOLD BANQUET (cont.)

### COMMITTEE ASSIGNMENTS

**PHYSICAL ARRANGEMENTS COMMITTEE** - Secures room for banquet and exhibits, sets up tables and chairs per plan. Checks restroom and coat facilities. Develops seating plan for tables.

**INVITATIONS COMMITTEE** - Makes sure all families are invited. Be sure to invite the officers of your sponsoring organization. You should also invite your Unit Commissioner and/or your Assistant District Commissioner or Roundtable Commissioner or anyone you feel you would enjoy having. If you intend to ask anyone to say a few words, be sure to let them know in advance and just how much time will be allotted. Be sure to invite any non-scouters who may have made a special contribution to your pack (such as allowing the pack to use their property or making some type of donation). All invitations should include both husband and wife and be marked RSVP by a certain date. Special guests may be seated together at a head table or scattered about at den tables. If a head table is used, each den contributes a dish of food for it. If children of head table adults are present, they may feel more comfortable sitting with a den - adopt one.

Sometimes a Pack asks its Troop to serve the head table and also serve the dens with a Pack supplied dessert. This gives the Troop an opportunity for service and helps to encourage Cubs to go into the Troop at a later date. The Scoutmaster should be among the invited guests whether his Troop serves or not.

**DINNER COMMITTEE** - (Most important after the Cubs). Determines meal type and menu, serving needs, beverages and desserts (if Pack provided). Recruits a kitchen and banquet room clean up crew, and suggests ideas for decorations for the den to make. This should be made up of one parent from each den (not to be the den leader). The Dinner Chairman coordinates the head table if one is planned.

**PROGRAM COMMITTEE** - Gets room decorated and secures props for ceremonies and skits. Plans and operates the banquet program. Check *Den and Pack Ceremonies* book for ideas.

## STEPS TO PLANNING A BLUE & GOLD BANQUET

- I. A. Banquet often takes the place of the February pack meeting, although it is not necessarily held on the regular meeting night.
  - B. In selecting place consider the following:
    1. Adequate space for seating and displays.
    2. Availability of parking space, restrooms, coat racks.
    3. Program needs, such as stage, etc.
    4. Convenience for food preparation and/or serving.
    5. Reserve meeting place well in advance.

### II. Dinner Committee

- A. Select meal plan - catered or pot luck.
- B. Determine serving needs-- kitchen and utensils.
- C. Select menu and estimate cost.
- D. Assign serving and cleanup jobs.

### III. Program

- A. Entertainment
- B. Props for skits and ceremonies.
- C. Recognition of boys and leaders.
- D. Make assignments for various parts of program.
  1. Invocation
  2. Welcome and Introduction of Guests
  3. Ceremonies
  4. Recognitions
  5. Entertainment

### IV. Decorations

- A. Room Decorations
- B. Table Decorations
- C. Displays

### V. Publicity

- A. Inform all pack families of date, time, place and cost.
- B. Invitations

Consider inviting guests such as head of sponsoring institution, school principal, Institutional Representative, Scoutmaster, etc.

# BLUE AND GOLD CHECKLIST

PROJECT	ASSIGNED TO
INVITATIONS	
FOOD	
PROGRAM	
INVOCATION	
SONGS	
WELCOME	
GREETINGS	
INTRODUCTIONS	
CEREMONIES	
SKITS	
AWARDS	
ANNOUNCEMENTS	
DECORATIONS	
BENEDICTION	
TRANSPORTATION	
CLOSING	
SPECIAL GUESTS	
THANK YOU	
CLEAN UP	

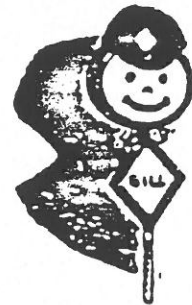
## BLUE AND GOLD OPENING

This flannel-board picture story is suitable for an opening ceremony using blue and gold candles to light up the board. You might also just want to use poster cards with each saying on it for the boys to hold.

- Den Chief: Back in the good old days, the waving of the school colors gave people a feeling of school pride and loyalty. Today, the blue and gold of Cub Scouting helps to build this spirit among Cub Scouts.
- 1st Cub: (Pointing to the blue flannel) The blue reminds us of the sky above. It stands for truth, spirituality, and steadfast loyalty.
- 2nd Cub: (Placing "truth" card in upper left corner of board) Truth means we must always be honest.
- 3rd Cub: (Placing "spirituality" card in upper right corner) Spirituality means a belief and faith in God.
- 4th Cub: (Placing "steadfast loyalty" card across bottom) Steadfast loyalty means being faithful and loyal to God, Country and Fellow Men.
- 5th Cub: (Placing "sun" in center of board) The gold stands for the warm sunlight (Places "warm sunlight" card across top of sun.)
- 6th Cub: Gold also stands for good cheer and happiness. We always feel better when the sun is shining and so will those to whom we give good will. (Places "good cheer and happiness" card in sun.)
- 7th Cub: As we wear our Cub Scout uniforms, may the meaning of the blue and gold colors make us more mindful of our Cub Scout ideals, the Cub Scout Promise and the Law of the Pack.

## CUB SCOUT LOLLIPOP

Use a lollipop for the Cub Scout's head. Stick on a "Smile" decal for a face, or draw the face on a paper circle and glue it to the wrapped lollipop. Cut a cap from an egg carton cup, and paint it blue. Glue a yellow front on cap and paint in insignia. Print each guest's name on a large yellow diamond. Glue the diamond to the front of the lollipop stick.



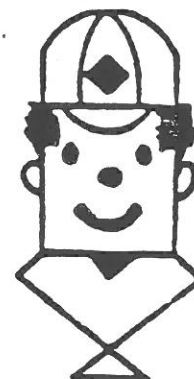
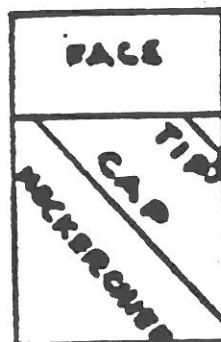
## BLUE AND GOLD CLOSING CEREMONY

- Cubmaster:** Cub Scouting is a part of family life in sixty countries around the world. In all to these free countries, on an evening such as this, Cub Scouts are joining in a grand howl and repeating the Cub Scout Motto. What is our motto?
- Cub Scouts:** DO YOUR BEST.
- Cubmaster:** As we face each other around our blue and gold tables, let us look at the candle's flame and silently thank God for the Cub Scout friendships we are privileged to enjoy. Now, join me in rededicating ourselves to our Cub Scout Promise.
- All:** \_\_\_\_\_ Promise to do my best,  
to do my duty to God and my country,  
to help other people,  
and to obey the Law of the Pack.
- Cubmaster:** Thanks to everyone for your assistance tonight. We'll say good night after \_\_\_\_\_ reads Edgar A. Guest's "A CREED".
- Narrator:** Lord, let me not in service lag,  
Let me be worthy of our flag;  
Let me remember, when I'm tired,  
The sons heroic who have died.  
In freedom's name, and in my way,  
Teach me to be as brave as they.
- In all I am, in all I do,  
Unto our flag I would be true;  
For God and country let me stand,  
Unstained of soul and clean of hand,  
Teach me to serve and guard and love,  
The Starry Flag which flies above.

## CUB SCOUT CAKE

Bake a Cub Scout birthday cake in a 9" X 13" pan. Cut 5 inches from one end for the face. Cut diagonally across the larger piece (an inch off the center line as shown.) The largest piece is the neckerchief, small triangle for the neckerchief ends, and remaining piece round off for the cap.

Arrange the pieces on a tray or foil-covered cardboard and frost with pink icing for the face, gold for the neckerchief and trim on the cap, and blue for the cap and trim on the neckerchief. Use gumdrops for the facial features and coconut for the hair.

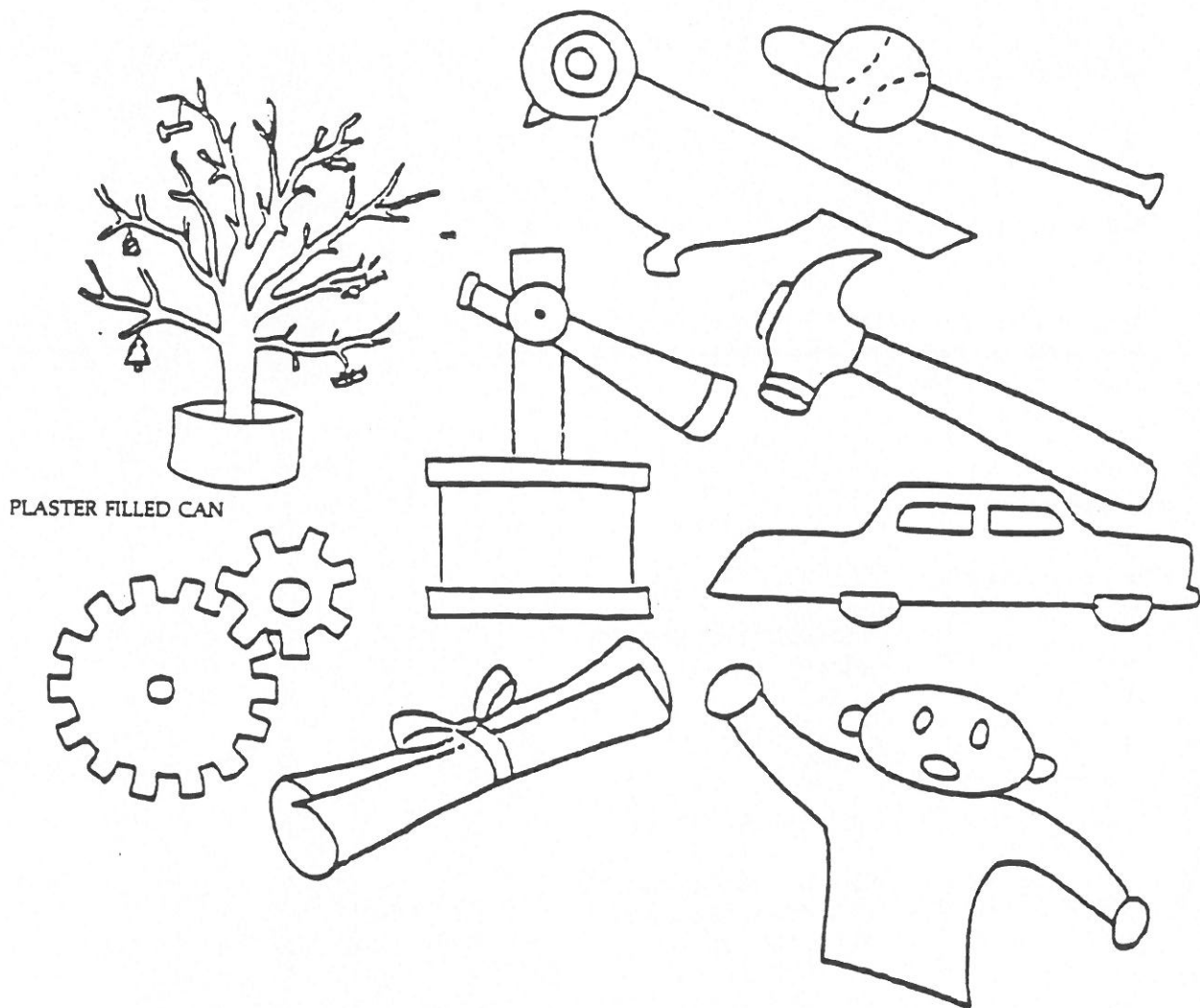




## WEBELOS CENTERPIECE

Select a tree branch approximately 16" long with several small limbs. Be sure it is dry. Spray paint branch white. Stand branch in shallow can which has been filled with plaster. Let set. Plaster will act as a weight so tree will not fall over. Paint can or cover with felt.

Cut out enlarged patterns of activity badges...such as those shown below, from silver poster board. Punch a hole in the top and hang with a transparent thread from the tree branches.



A similar tree can be made for a Cub Scout centerpiece, using Cub caps made from egg carton cups to hang on the tree.

PAINT EGG CARTON CUP BLUE



GLUE TO BLUE PAPER BRIM



PAINT FRONT PANEL GOLD



## CUB SCOUT CENTERPIECE

This centerpiece gives everyone an idea of what it feels like to be a cub because the face of the scout is a mirror. Anyone looking at it will see his face reflected in the centerpiece.

A fabric softener bottle is used as the Scout's body. Insert the handle of a hand mirror into the neck of the bottle. Cover handle with aluminum foil until it fits securely.

Glue on felt ears. Glue half of a salt box to the back of the mirror, and cover with hair.

Glue or tape on a cardboard arm giving the Scout salute.

Cut a neckerchief from crepe paper. Use a neckerchief slide around the neckerchief. Add a real Scout cap to the bottle.



## ROPE MATS

Materials needed: clothesline  
shellac  
thick-boiled starch  
tempera paints  
scissors  
wax paper  
a pin

1. Cut a piece of clothesline about six feet long.
2. Prepare some thick-boiled starch.
3. When starch is no longer hot, but still warm, dip the rope in it.
4. Wind the starched rope into a flat coil on top of the waxed paper. Flatten the coil as you wind it.
5. When the rope is all coiled, put a pin in the end to keep it from unwinding.
6. When the rope is dry, lift it off the wax paper. Now you have your mat. If you wish, you can take out the pin and put a dab of paste in its place.
7. Decorate the mat with tempera paints.
8. Cover both sides with shellac. The shellac will keep dishes that are hot or wet from smearing your design.

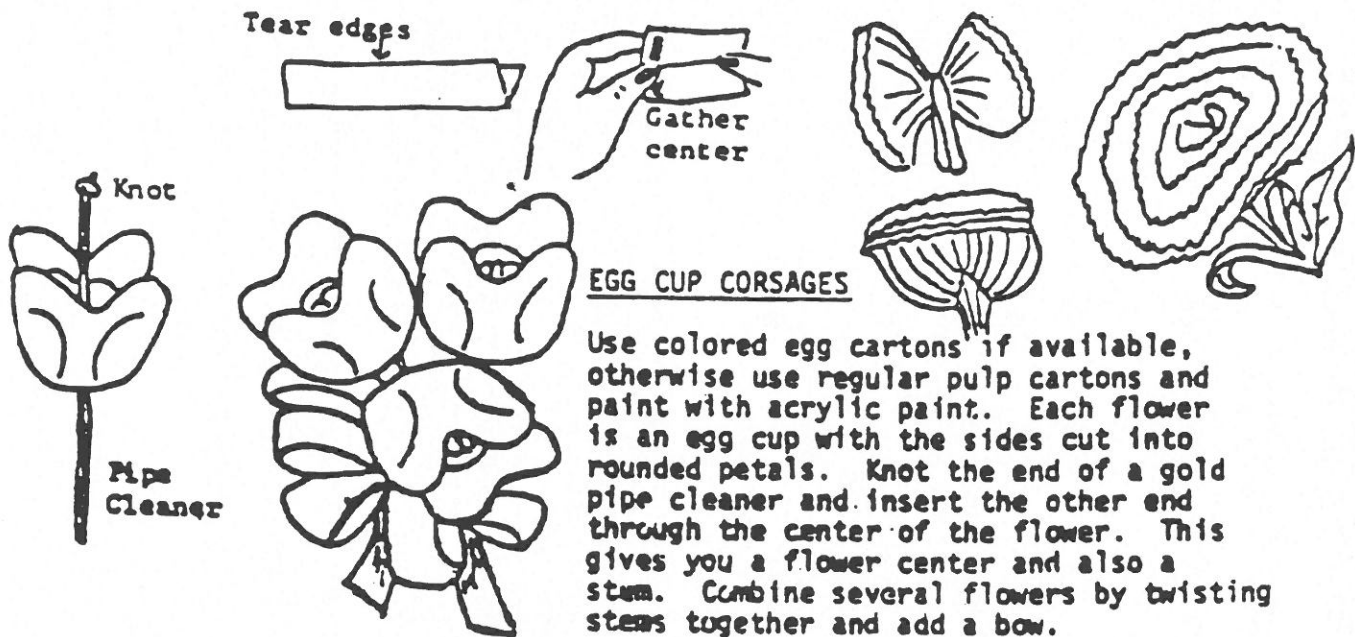


(From the Make and Do, Volume 9 of Childcraft--The How and Why Library.  
© 1965 Field Enterprises Educational Corporation.)

## CORSAGES AND FLOWERS

### TISSUE FLOWERS

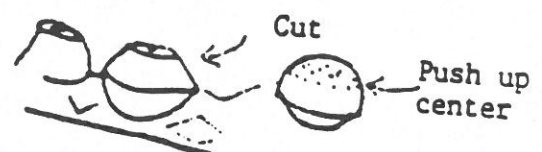
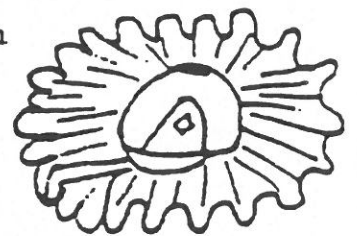
You need some yellow or blue facial tissue, pipe cleaners. Open a tissue and fold it in the opposite direction to the natural fold. As carefully as you can, tear the edges of tissue to give a ragged appearance. Gather along center to make the tiniest gathers you can. Push gathered center into the doubled pipe cleaner and twist pipe cleaner. Separate tissues where there is double thickness, so that flower is formed. Add a festive ribbon and you have a corsage, or the flowers can be used in a centerpiece.



### BANQUET CORSAGE FOR MOTHER

Make the Scout cap by cutting and shaping the cup section of an egg liner as shown. Paint cap blue and add yellow for center and details. Make a ruffle from strips of net or crepe paper,  $1\frac{1}{2}$ " wide, and glue to circle of yellow construction paper 3" in diameter.

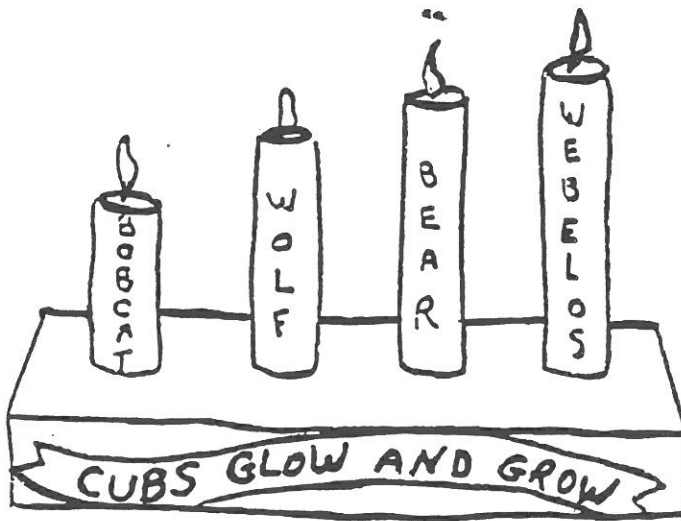
Glue cap to center of ruffle and add a pin at back of circle.



## BLUE AND GOLD DECORATION

Take a large shoe box top, cut four holes to hold cardboard roll candles, and cover box with dark blue foil paper. Cut the cardboard rolls for the candles in four graduated sizes and cover with gold foil paper. Print the names, Bobcat, Wolf, Bear and Webelos on both sides of candles with a felt-tip pen. To complete the candle, glue a flame made from red construction paper, to the top.

Insert the candles into the holes you cut in the box top. Finally, print "Cubs Grow and Glow" on yellow construction paper, and staple or glue to both sides of box.

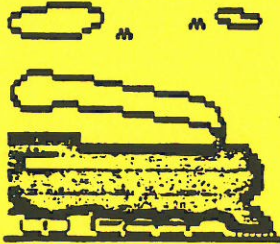
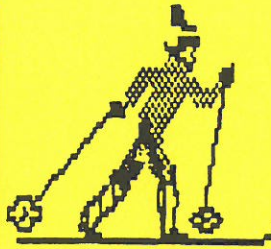
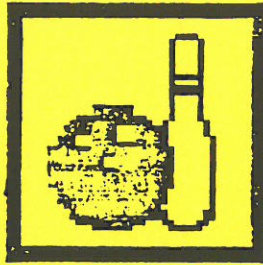
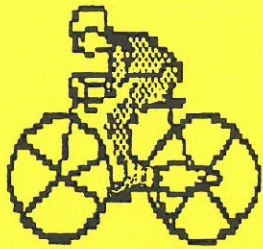


## BLUE AND GOLD FLAG CEREMONY

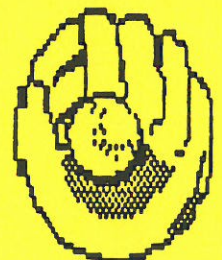
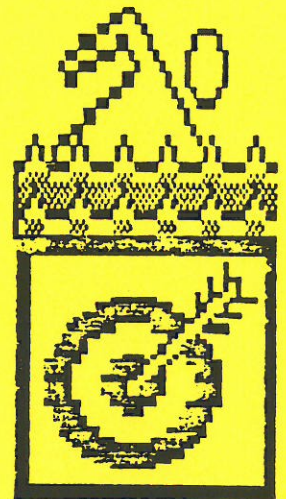
- Narator: I represent the Spirit of Lord Baden-Powell, the founder of Boy Scouting. I am also the Spirit of Scouting Past and Present. Here is our future... Cub Scouts of America.
- 1st Boy: (carrying a Bible) In the Cub Scout Promise, we say "I promise to do my duty to God" and religious activities are part of our rank advancement program I like to wear my uniform to church on Scout Sunday Nearly half of all Cub Scout packs are sponsored by churches
- 2nd Boy (in complete uniform) I wear my uniform with pride People know that I am a Cub Scout, growing straight and strong through Cub Scouting. There is only one official uniform. The colors of the uniform have meaning Blue stands for truth and loyalty; gold for good cheer and happiness.
- 3rd Boy: (carrying Indian headdress) Early Cub Scout ceremonies were based on Kipling's Jungle Tales. When Cub Scouting was established in America in 1930. Indian themes were used. Akela was the big chief of the Webelos tribe to which all Cub Scouts belong. Chief Akela's father Arrow of Light, stated that all men were brothers and a tribe could be no greater than its boys.
- 4th Boy: (carrying wood object) Cub Scouting means FUN! We have lots of fun, but I like making things - real boy projects things that we can make with or follow a theme. Cub Scout arrow points and Webelos activity badges give us many different projects to work on so we make useful things and learn new skills while we progress.
- 5th Boy: (carrying a collection) I like to go on hikes and collect things for my nature collection. Hikes help us to appreciate the outdoors and help us grow physically
- 6th Boy: (carrying American flag) I am proud to be an American so I can salute our flag, I also like to see our Pack flag (points to flag) because then I know I am part of 75 years of Scouting. I belong! When you salute the U.S. Flag you salute a lot of other things too. You salute your family, your friends, your Cub Scout den, your fellow Americans, and this land of freedom, because they are America!!!
- Narator: Yes I represent the Past and the Present. These boys Cub Scouts now, are the men of tomorrow. They will be the preservers of our American heritage. (pause) Please stand and join in us in the Pledge of Allegiance.



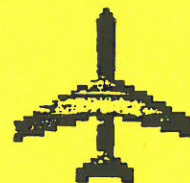




**TOURS  
TRIPS  
&  
PROGRAMS  
FOR  
DENS  
&  
PACKS**



**HAPPY SKIING!**







# TOURS, TRIPS AND PROGRAMS FOR TROOPS, PACKS AND DENS

The following list has been compiled for use by Troops, Packs and Den Leaders in providing their boys with fun and exciting new things to do and places to visit.

**ALWAYS** call in advance to arrange tours and or to verify details. Be sure to get a tour permit from the Council Office. Remember, this is not a complete list.

(All phone numbers are area code 513 unless otherwise specified)

## COMMUNICATIONS:

Dayton Daily News - 606 Taywood Road, 225-2183 (Darlla Wahydroeho). Tours available on Tuesdays and Thursdays 9:30 and 10:45 AM. Call in advance.

WDTN (Channel 2) - 4595 S. Dixie, 293-2101 (Lisa Ratermann). Tours available Monday through Thursday 10:00 AM or 4:00 PM. Tours least about 30 minutes, get to see Newsroom, Studio, and Control Room. Kids must be at least 10 years old. To watch the Noon or 5:30 PM new cast live, kids must be 12 years old. Call in advance.

WPTD (Channel 16) - 4th & Jefferson, 220-1600 (Mike Jarvis). Tours available during business hours. Call at least three months in advance to make reservations.

WRGT-TV (Channel 45) - 2045 Gettysburg Ave., 263-4500 (Ann Love). Guided tours available 9:00 a.m. to 7:00 p.m. Call at least 2 weeks in advance.

WWSN FM (STAR 107.7) - 101 Pine St., 224-1137 (Steve Jefferis). Tours available during business hours. Call at least two weeks in advance.

WCLR FM RADIO (95.7 FM) - 1625 Carlotta Drive, 299-1101 (Lorna). Tours available during business hours. Call at least two weeks in advance.

## COMMUNITY SERVICE:

Check with your chartered organization to see what service projects your Troop/Pack can do for them or for the community.

CRICKET HOLLER: 278-4825. Check with Council regarding service and/or conservation projects which need to be done.

DAYTON AREA CHAPTER OF THE AMERICA RED CROSS: 370 W. First St., 222-6711 (Riesa Croom). Tours available 8:30 a.m. to 5:00 pm. weekdays. Let her know if there are specific things you'd like her to discuss with the boys.

FIRE HOUSES: Call local fire department.

POLICE STATIONS: Call local station.

SICSA (Society for the Improvement of Conditions for Stray Animals). 2600 Wilmington Pike, 293-6505 between 10:00 a.m. and 3:00 p.m. Call to arrange a visit to your location by a SICSA employee. There are different topics to choose from.

CHILDREN'S MEDICAL CENTER: One Children's Plaza, 226-8341. Tours not available. However, can have your group make "tray Favors" for the children's meal trays (cannot be food items). For additional information call the Volunteer Office at 226 8347.

### CULTURAL

DAYTON ART INSTITUTE: Forest Ave. & W. Riverview Ave., 233-5277. (Elizabeth Reynolds). Brochure available. Tours available Tuesday to Friday 9:00 a.m. to 4:00 p.m., weekends noon to 4:00 p.m. Call 6 weeks in advance.

### EDUCATIONAL

Bigger Road Veterinary Clinic: 435-3262 (Pam Hurst). Call to arrange a tour during office hours.

CARILLON PARK: 2001 S. Patterson, 293-3412 (no point of contact). Guided tours available Tuesday-Friday 10:00 a.m. to 6:00 p.m. Closed on Mondays except on Holidays, open 1:00 p.m. to 6:00 pm. Unguided tours (Guides in buildings) Saturdays, 10:00 a.m. to 6:00 p.m. and Sundays, 1:00 to 6:00 p.m. No cost, but donations are welcome.

COUNTY COURTHOUSE: 3rd & Main Street, 225-4432 (Mrs Harvey). Tours available weekdays, approximately 9:00 a.m. to 3:00 p.m. If age and trail are compatible, children may be allowed to sit in courtroom during trial (Tues, Weds, & Thurs best days for this).

DAYTON INTERNATIONAL AIRPORT: (Tour Guide), 454-8200. Guided tours available 9:00 a.m. to 12:00 p.m. weekday mornings. Call at least two week in advance.

DAYTON MUSEUM OF NATURAL HISTORY: 2629 Ridge Road, 275-7431. Admission: \$2.00/Adults; \$1.00 children; under 5 free. Hours: M-W-Th-S 9:00 a.m. to 6:00 p.m.; T-F 9:00 a.m. to 9:00 p.m.; Sundays 2:00 to 6:00 p.m.



Polar World Exhibit Sept 15th through Dec 31st (add'l cost)  
Plannetarium: call for hours and shows

DAYTON POWER & LIGHT MUSEUM: 227-2241, Call for additional information.

MIAMI VALLEY CONSERVANCY DISTRICT: 38 E. Monument, 223-1271. Call Don Holtvoigt. Will arrange personal visits or tours at damsites. Programs include topics on history of Dayton area, geology of Dayton area, flood control, waste water treatment, hydraulic power.

SUNWATCH: 2301 West River Road., 268-8199. Fee: \$5.00/adult; \$4.00/child; under 6 free. Guided tours (1 to 2 hours) include audio-visual presentation. Hours: M-S 9:00 a.m. to 5:00 p.m.; Sun. noon to 5:00 p.m.

U.S. AIR FORCE MUSEUM: Springfield Street, Harshman Rd. Exit off Route 4, 255-3284. Hours: 9:00 a.m. to 5:00 p.m. every day (closed Christmas, Thanksgiving and New Year's Day) No guided tours available. If you are bringing a group, please provide 1 adult to every 10 children and brief your group on the rules posted at the museum. They have just added the IMAX which feature different shows throughout the year. Cost is \$4.00/adults; \$3.00 children between the ages of 18 to 8; \$2.00 for children between the ages of 3 to 7 and children under 2 are free.

CENTER OF SCIENCE INDUSTRY (COSI) MUSEUM: Columbus Ohio, 280 E. Broad St., 614-228-COSI. COST IS \$5.00/Adults; \$3.00 children; \$15.00 per family and they do offer group rates. Call for additional information.

OHIO HISTORICAL SOCIETY MUSEUM: Columbus Ohio, 614-297-2439. Call for additional information.

CHILDREN'S MUSEUM: Indianapolis Indiana, 30th & Meridian, 317-924-5431. Call for additional information.

NEIL ARMSTRONG AIR AND SPACE MUSEUM: Wapakonetta Ohio 419-738-8811. Call for additional information.

MUSEUM CENTER UNION TERMINAL: Cincinnati Ohio, 513-287-7000. Call for additional information and prices.

#### EDUCATIONAL - NATURE

AULLWOOD FARM: 9109 Frederick Road, 890-2963 (call Margaret). FEE: \$1.50/child, \$2.00/adult. Guided tours available until 3:30 p.m. weekdays (close at 5:00 p.m.). Let Margaret know 2-3 weeks in advance if you are working on a particular badge and they will try to help. Unguided tours available Mon - Sat 9-5 p.m., Sun 1-5 p.m.

CAESAR CREEK LAKE VISITOR CENTER: 897-1050. US Army Corps of Engineers offers many programs. Call for information and a brochure. Open for group visits Mon - Sat 8:00 a.m. - 4:00 p.m.

CARRIAGE HILL FARM: Schull Road, 879-0461. Guided tours available weekdays year round from 10:00 a.m. until 5:00 p.m. (closed Christmas & New Year's Day. Open weekends 1:00 - 5:00 p.m. - demonstrations on going with people in various buildings to talk with. Hay rides offered, weather permitting, each weekend. Charge is .50 cents per person. Yearly scheduled events: Spring on the Farm (last wknd in April) and Autumn on the Farm (first wknd in October). Charge is \$1.00/adult.

DEPARTMENT OF NATURAL RESOURCES - DIVISION OF WILDLIFE: 426-4961. Call Dave Wilson to do programs regarding wildlife.

PARK DISTRICT - DAYTON & MONTGOMERY COUNTY: 278-8231. Arrange to have a naturalist put on a program for you.

FORT ANCIENT: Rt 350, 7 miles S.E. of Lebanon. 932-4421.

OHIO CAVERNS, PIATT CASTLES: Bellfontaine/Logan Co. Convention and Tourist Bureau. 100 S. Main St, Bellfontaine 43311. 599-5121.

PIONEER VILLAGE: Caesar Creek, Waynesville. 897-2672. (East of dam off Oregonia Road).

ALLWOOD AUDUBON CENTER: 1000 Aullwood Road. 890-7360.

COX ARBORETUM: 6733 Springboro Pike. 434-9005.

BLUE JACKET OUTDOOR DRAMA: Near Xenia. 427-0897.

#### JUST FOR FUN

CINCINNATI REDS BASEBALL: Call 421-4510 for information.

CINCINNATI ZOO: 281-4701. Group programs and special admissions available. (They have an overnight program.)

COLUMBUS ZOO: 614-645-3400. Group rates available.

DOMINOES PIZZA: Bigger Road, 433-0968. Tour restaurant and make your own pizza (during closed hours).

YOUNG'S DAIRY FARM: Yellow Springs, 325-0629. Contact Ben Young. Tours available which include touring the barn, bakery and ice cream making facilities. Fee of \$1.00 per person includes feed for the goats, a cookie, ice cream cone, and coupon for a free double dip cone on their next visit. Allow approx 30 minutes for tour.

AMERICAN AMUSEMENT PARK: Middletown, 539-7339.

CLIFTON MILL: St Route 370, Yellow Springs, 767-1274.

TAFT MUSEUM: 316 Pike St., Cincinnati OH. 241-0343.

RIVERBOAT CRUISES: P.O. Box 1112, Covington Kentucky 41012.  
606-261-8500.

TRAIN RIDE BETWEEN MASON AND LEBANON: On weekends. 777-5777

TECUMSEH OUTDOOR DRAMA: Chillothe. 614-775-0900.

KETTERING YMCA (SWIMMING): 4545 Marshall Road. 434-1964.

KETTERING RECREATION CENTER - INDIAN RIFFLE COMPLEX (POOL): 2900  
Glengarry Drive. 296-2587.

MORAINÉ NATATORIUM (INDOOR POOL): 4000 Trail-On. 298-0801.

SEVEN CAVES: 13 Miles East of Hillsboro on U.S. 50.

CLIFTON GORGE: Yellow Springs, OH.

#### HISTORICAL

CENTERVILLE HISTORICAL SOCIETY: 89 W. Franklin, 433-0123.  
Guided tours available by appointment after school.

DEEDS PARK: 200 Deeds Park Dr., 223-4523. Call for information.

HISTORICAL SOCIETY: Old Courthouse, 228-6271 (Claudia Bailey).  
Tours available 10:00 a.m. - 4:30 p.m. Call in advance.  
Includes brief history of Dayton and the old courthouse. Varied  
displays on exhibit. Can participate in a short play about a  
famous murder which took place in Dayton. Tour approx 40  
minutes. No fee.

KETTERING-MORAINÉ MUSEUM: 36 Moraine Cir., S., 299-2722. Guided  
tours available by appointment during the week.

OAKWOOD HISTORICAL SOCIETY: 1947 Far Hills Ave., 299-3793.  
Call for information.

PAUL DUNBAR HOMESTEAD: 219 North Summitt Street, 224-7061.

#### RECREATIONAL

CHARLESTON FALLS PRESERVE: 2535 E. Ross Rd., Tipp City OH., 667-  
1086. Self guided trail includes a pine plantation observation  
platform, forest tunnel and waterfalls. Be sure to get a trail  
map.

GLEN HELEN NATURE PRESERVE: 1075 State Route 343, 767-7648. 1000-acre nature preserve and outdoor education facility owned and managed by Antioch University. Brochures and trail maps available. RAPTOR CENTER: Classroom and center for disabled and recuperating birds of prey. Guided tours available - book two weeks in advance.

GRANT NATURE CENTER: 401 Normandy Ridge Rd., 433-2809. Trails and special programs available.

BOWLING: Call local alleys for open bowling times.

KETTERING ICE ARENA: Glengarry Rd., 296-2587. Call for times of open skating sessions. Fee.

KETTERING REC CENTER: Glengarry Rd., 296-2587. Call for open swim times. Fee: \$1:00/youth; \$1.50/adult.

MONTGOMERY COUNTY RESERVE SYSTEM: 278-8231. Visit one of the reserves.

RIVER BIKEWAY: Call 226-1444 for information and map.

#### PLACES TO VISIT

KLOSTERMAN BAKING CO: Springfield, Ohio, 1-800-321-2402 (Brad Henry). Tours available (call two weeks in advance).

SUNBEAM BREAD: Ft Wayne, Indiana, 1-800-347-7373. Tours available (call two weeks in advance).

PEPSI: 461-4664 (Jack Armstrong). Tours available by appointment only. Call 10 days in advance.

OHIO BELL: 227-4930. Tours available by appointment only.

ENERGY DEPARTMENT: Call 865-4020.

WEATHER SERVICE: Call 898-4541.

SOIL CONSERVATION SERVICE: Call 224-9654.

FT JEFFERSON: Route 121, Greenville Ohio 44331.

FT GREENVILLE: Greenville, Ohio.

FT RECOVERY: Ft Recovery, Ohio.

## STATE PARKS

FOR INFORMATION ON WHAT'S HAPPENING AT THE LOCAL STATE PARKS,  
CALL THE FOLLOWING NUMBERS:

BUCK CREEK: Springfield, 322-5284.

CAESAR CREEK: Waynesville, 897-3138.

JOHN BRYAN: Yellow Spring, 767-1274.

HUESTON WOODS: College Corner, 523-6347.

COWAN LAKE: Wilmington, 289-2105.

GUILFORD LAKE: Lisbon, 216-222-1712.

SYCAMORE: Trotwood, 854-4452.

## IDEAS FOR TRIPS

YOUR GUIDE TO NATURE & RECREATION - is published in the Dayton Daily News. It is an insert to the Sunday paper, published the last Sunday of every other month (next issue 27 Oct 91). This guide includes the Passport to Nature for children and their families. Children visit the designated parks (Carriage Hill Reserve, Cox Arboretum, Englewood Reserve, Germantown Reserve, Huffman Reserve, Possum Creek Reserve, Sugar Creek Reserve, and Taylorsville Reserve), have their "Passport to Nature" stamped, and when completed can send their passports in to the Park District of Dayton-Montgomery County to receive a free patch and their name will appear in the next insert to the Dayton Daily News. For more information, contact the Park District at 276-PARK.

GO - An insert to the Dayton Daily News, published every Friday, has the week's to come activities in the local area. Call the Dayton Daily News at 225-2425 for more information.

NURSING HOMES: Goodwill projects for packs or dens.

BURGER CHEF RESTAURANTS: Arrange in local area.

MCDONALD'S RESTAURANTS: Arrange in local area.

SAFETY BUILDING: Arrange for guided tour.

DAYTON BOY'S CLUB: 127 Bradford Street.

DAYTON AND MONTGOMERY PUBLIC LIBRARIES.

HILLS AND DALES PARK: Patterson Road at Adirondak Trail.



KENTUCKY FRIED CHICKEN RESTAURANTS: Arrange in local area.

HOSPITALS

BANKS

U.S. POST OFFICES

RECYCLING CENTERS

**CHAMBER OF COMMERCE**

FOR AN UPDATE ON WHAT IS HAPPENING IN THE LOCAL COMMUNITY, CALL YOUR LOCAL CHAMBER OF COMMERCE:

FAIRBORN - 878-3191

CLARK - 325-7621

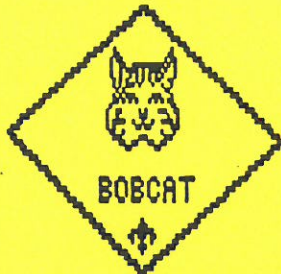
MONTGOMERY - 226-1444

MIAMI - 773-2765

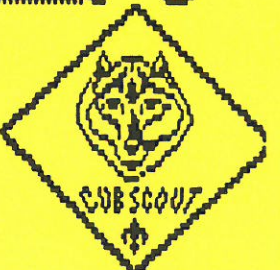
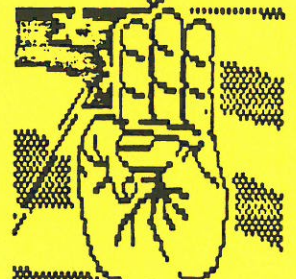
The above information came from several resource lists. If you have a special resource and would like to share it with the rest of us, please contact me at 252-0512 (after 6:00 p.m.) or send me the information at 5108 Access Road, Dayton OH 45431.

ARTURO C. AGUIRRE Jr.  
District Commissioner  
Pioneer District  
Miami Valley Council, BSA

Revised: 9/91



# DIFFERENT TYPES OF CEREMONIES





# **CEREMONIES**

## **FLAG CEREMONIES**

*CR-1*

## **OPENING CEREMONIES**

*CR-3*

## **CLOSING CEREMONIES**

*CR-6*

## **ADVANCEMENT CEREMONIES**

*CR-8*

## **WEBELOS SCOUT CEREMONIES**

*CR-18*

## **GRADUATION CEREMONIES**

*CR-27*

## **LEADER INDUCTIONS AND RECOGNITIONS**

*CR-31*

## **PACK CHARTER PRESENTATIONS**

*CR-39*

# Explanation of the Pledge of Allegiance—Opening

## PERSONNEL

Narrator and 13 Cub Scouts (or let the boys do more than one line each).

## EQUIPMENT

A flag.

## ARRANGEMENT

The Cub Scouts stand in a row or semicircle.

**Narrator:** We often recite the Pledge of Allegiance without really listening to or understanding the words we are saying. We will recite it and try to explain the meaning of each word.

**1st Cub Scout:** I . . .

**Narrator:** I, an individual, a committee of one.

**2d Cub Scout:** Pledge . . .

**Narrator:** Dedicate all my worldly goods to give without self pity.

**3d Cub Scout:** Allegiance . . .

**Narrator:** My love and devotion.

**4th Cub Scout:** To the flag . . .

**Narrator:** Our standard, Old Glory, a symbol of freedom. Wherever she waves there is respect because your loyalty has given her a dignity that shouts "Freedom is everybody's job."

**5th Cub Scout:** Of the United . . .

**Narrator:** United means that we are one.

**6th Cub Scout:** States of America . . .

**Narrator:** States—individual communities that have united into 50 great states—50 individual communities, with pride and dignity and purpose; all separated by imaginary boundaries, yet united in a common bond, love for country.



**7th Cub Scout:** And to the Republic . . .

**Narrator:** Republic—a state in which sovereign power is invested in representatives chosen by the people to govern, and the government is the people; and it's from the people to the leaders, not from the leaders to the people.

**8th Cub Scout:** For which it stands . . .

**9th Cub Scout:** One Nation under God, . . .

**Narrator:** Blessed by God.

**10th Cub Scout:** Indivisible, . . .

**Narrator:** Incapable of being divided.

**11th Cub Scout:** With liberty . . .

**Narrator:** Which is freedom, the right to live one's own life without threats, or fear of some sort of revenge.

**12th Cub Scout:** And justice . . .

**Narrator:** The principle or qualities of dealing fairly with others.

**13th Cub Scout:** For all.

**Narrator:** For all, which means, boys and girls, ladies and gentlemen, it's your country as much as it is mine. Will you all please stand and repeat with me the Pledge of Allegiance?

## Formal Flag Ceremony

The following procedure is suggested for a formal posting of the colors ceremony:

1. The colors will be located to the audience's right at the rear of the room.
2. The color guard, a bearer, and a guard for each flag, is posted at the rear of the room with the colors. At the appropriate time, the person in charge asks the audience to stand for the posting of the colors. After the audience stands, he commands: "Post the colors!"

If only a single narrow aisle is available, the color guard marches in single file in this order: guard, national colors, other flag, guard.

3. The color guards should time their march so that they cross the U.S. flag in front of other flags when centered on the stage or speaker's platform. When the colors are placed in their stands on the platform, the color guard faces the U.S. flag and salutes 3 seconds. Then the leader of the guard faces the person in charge and reports: "The colors are posted."
4. If the Pledge of Allegiance is recited or if the national anthem is played immediately after the colors are posted, the leader of the guard would NOT report, "The colors are posted." The color guards would instead hold their salute during the Pledge of Allegiance or national anthem.
5. If the speaker's platform is too small for the color guards to accompany the color bearers to the flag stands, the color guards may position themselves at the foot of the stairs during the posting and the pledge. They will then fall in behind the color bearers as they leave the platform and march to the rear of the room.



OPENING CEREMONY  
LIGHTS OUT

EQUIPMENT: three flashlights (one covered with red crepe paper, one with white, and one with blue) shining on the American flag.

1ST CUB (turns on red flashlight on flag) and says:

Red is for courage.

2ND CUB (turns on white flashlight on flag) and says:

White is for purity

3RD CUB (turns on blue flashlight on flag) and says:

Blue is for honor.

NARRATOR OR  
CUBMASTER:

Have you ever thought of the blood and tears that have been shed for our nation throughout the years? We've won all our wars, but we have not learned to conquer our fears and hates. No, it hasn't been easy to keep our land free. Now the challenge is passed on to YOU AND ME. So be PROUD you're and AMERICAN. Hold your head high. Think of these things as our flag passes by.



## To Our Mothers

This is an appropriate ceremony for opening or closing a pack meeting.

### PERSONNEL

A mother, a Cub Scout, a reader.

### EQUIPMENT

A spotlight, an armchair.

### ARRANGEMENT

A Cub Scout sleeps in an armchair with a book in his lap. A mother stands beside his chair looking down at him. The spotlight is on them. The reader is concealed.

**Reader:** This month we pay tribute to our mothers. We appreciate their importance in our lives and in our Cub Scouting. May I read a poem titled "A Cub Mother's Prayer" by Mary C. Branning?

"He's just a little laddie, God,  
This blue-eyed Cub o' mine.  
"Take Thou his hand along the way,  
Help him be square and to obey.  
"Bless all these busy Cubs, dear God!  
Grant they true Cubs may be—  
"For if they follow all Cub rules,  
They won't stray far from Thee.  
"Bless all, dear God, who guide them,  
Crown each effort, noble, true—  
"Sustain the good Cub mothers  
They need Thy blessings, too!"

'WELCOME BACK' OPENING CEREMONY. Equipment: None.  
Personnel: Eight Cub Scouts; a song leader.

Eight Cub Scouts stand side by side. In turn, they step forward and recite the following verses:

Another year is starting  
And we'd like to welcome you,  
And tell you what our purpose is  
And what we hope to do.

Cub Scouts is a group of boys,  
It helps us grow up strong,  
And teaches us to do what's right  
And fight against what's wrong.

It shows us how much we can do  
If we just work as a team;  
Then we'll have fun and jobs won't be  
As hard as they first seem.

We'll go on hikes and field trips  
To learn of nature's wonders,  
So we'll respect her when we're grown  
And not make any blunders.

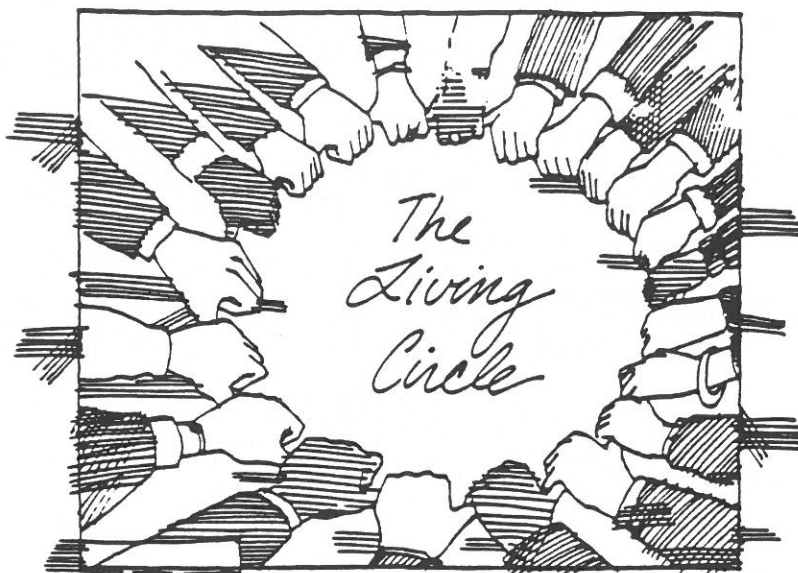
And we'll be shown in many ways  
That each man is our brother;  
And we will see the joy there is  
In helping one another.

We'll learn to be good citizens  
And, hopefully, we'll see  
That laws are made for every man  
So each man can be free.

To do all this the Cub Scouts need  
Good leaders, this is true;  
That means we need the help of all  
of you—and you, and you!  
(Cub Scouts point at audience.)

And now, to start the year off right,  
In a good and proper manner,  
We'd like you all to rise and sing  
Our own "Star-Spangled Banner."

(Song leader leads National Anthem.)  
Submitted by Roundtable Commissioner Edna Wolf, Central Point, Ore.



- **The Living Circle.** The Living Circle may be used alone as a ceremony, or it may be used as a part of one. It reminds a Cub Scout of the fine friendships he is making in Cub Scouting and of the fact that he and all other Cub Scouts are linked as members of the tribe of the Webelos.

It is made by a den and its leaders in a close circle facing inward. They turn slightly to the right in the circle, and each extends his left hand into the circle, palm downward and left thumb pointing to the right.

Each person grasps the extended left thumb of the one to his left—thus making a complete living circle handclasp. Meanwhile, the right hand of each is held high above the head in the Cub Scout sign.

The Living Circle is the simplest kind of ceremony and can be put into action by pumping all left hands up and down while Cub Scouts say "Ah-h—kay-y—la, we-e'll do-o-o ou-u-r best!" Snap into a circle or have an individual salute while saying the word "best."

A word of caution: Don't continue to use the Living Circle until the boys are tired of it.

# A Dinner Closing

This is an impressive closing for a blue and gold banquet or any other type of dinner.

## PERSONNEL

Cubmaster, Cub Scout poem reader, person to turn lights off, pack.

## EQUIPMENT

Candles, one on each den's table.

## ARRANGEMENT

A single lighted candle burns on each den's table. All houselights are out.

**Cubmaster:** Cub Scouting is a part of family life in 60 countries around the world. In all of these free countries, on an evening such as this, Cub Scouts are joining in a grand howl and repeating the Cub Scout motto. What is the Cub Scout motto?

**Cub Scouts:** Do Your Best.

**Cubmaster:** As we face each other around our blue and gold tables, let us look at the candle's flame and thank God for the Cub Scout friendships we are privileged to enjoy. Now join me as we rededicate ourselves to our Cub Scout Promise.

*(All repeat the Cub Scout Promise.)*

**Cubmaster:** Thanks to everyone for your assistance tonight. We'll say good night after Cub Scout *(name)* reads Edgar A. Guest's "A Creed."<sup>2</sup>

**Cub Scout:** "Lord, let me not in service lag,  
Let me be worthy of our flag;  
Let me remember, when I'm tired,  
The sons heroic who have died  
In freedom's name, and in my way  
Teach me to be as brave as they.

"In all I am, in all I do,  
Unto our flag, I would be true;  
For God and country let me stand.  
Unstained of soul and clean of hand.  
Teach me to serve and guard and love  
The starry flag which flies above."

THE OUTDOOR CODE (Opening)

"As an American, I will do my best to:  
Be clean in my outdoor manners----  
I will treat the outdoors as a heritage,  
to be improved for our greater enjoyment.  
I will always keep my trash and garbage out of  
America's waters, fields, woods and roadways."

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

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

OUTDOOR CODE (Closing)

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

INDIAN PRAYER CLOSING

Oh, Great Spirit, whose voice I hear in the winds and whose breath gives life  
to all the world; hear me. I come before you, one of your many children. I  
am weak and small. I need your strength and wisdom. Let me walk in beauty  
and make my eyes ever to behold the red and purple sunset; my ears sharp so  
I may hear your voice. Make me wise, so I may learn the things you have taught  
my people; the lessons you have hidden under every rock and leaf. I seek  
strength, not to be superior to my brothers, but to be able to fight my greatest  
enemy...myself. Make me ever ready to come to you with clean hands and straight  
eyes, so whenever life fades, like the fading sunset, my spirit will come to  
you without shame.

(This prayer, composed by Chief Yellow Lark, Blackfoot Tribe, may be read  
as a closing.)



BOBCAT INDUCTION

Equipment: Council fire

Personnel: Cubmaster, Bobcat candidates, parents

Cubmaster: To the North Wind---which gives us endurance  
To the East Wind---which brings us morning light  
To the South Wind---with its warm breath of summer  
To the West Wind---from the lands of tall mountains and  
great plains which bring us rain, also  
the land of Akela's forefathers

I now declare this Council open.

Will the following Cub(s) and his parents please come forward.  
1. \_\_\_\_\_ 2. \_\_\_\_\_ 3. \_\_\_\_\_ 4. \_\_\_\_\_

(Have parents stand behind fire-boys kneel by side of fire)

Many, many moons ago the great Chief Akela called a council to see what could be done to make his Tribe the best of all the Tribes. After many hours Akela called the braves to the Council fire. Welcome you braves who wish to become a Cub Scout in Pack # \_\_\_\_\_.

Your presence here signifies to me, Chief Akela, that you are sincere in your desire to join this pack. This is your first time to come before me.

Who is Akela? Akela is the Cub Scout name for a good leader. The Cubmaster is the one called Akela in Cub Scouting. During your time in Cub Scouting I hope you will come to Akela's council many times.

(Have boy(s) stand and face the pack.)

Now give the Cub Scout sign and repeat the Cub Scout Promise with me:

I \_\_\_\_\_ (name) \_\_\_\_\_ promise to do my best to do my duty to God and my country, to help other people, and to obey the Law of the Pack.

From this day forward, blue will stand for truth and loyalty, yellow will stand for the sun, light and good cheer.

(Put on cap and neckerchief. Present the parents the Bobcat badge to present to their son. Give a big Pow.)

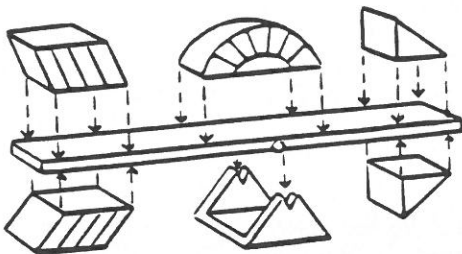
# Akela's Scale

## PERSONNEL

Cubmaster, den chief, den leader, Bobcat candidates, and parents.

## EQUIPMENT

A ceremonial board consisting of an arrow with three candles on a balance (wood dowels painted blue and gold or painted as totem poles could be substituted for candles).



**Cubmaster:** Will the candidates and their parents please come forward and face the pack? *(Pause)* You have come to be inducted into our Cub Scout family as members of Pack [number]. You are ready to start your adventure along Akela's trail.

Here is the arrow *(points to ceremonial board)* that points the way along the trail. You see on the arrow the badges you can earn: the Wolf, the Bear, the Webeles badges, and the Arrow of Light Award. The parts of Cub Scouting that do not show are the values of things you will learn and the good times you will have. This is the scale of Akela. Both the parents and the Cub Scouts are important to keep the scale in balance.

*(To den chief:)* [Name], will you light the candle representing the Cub Scouts. *(Lights the candle on feather end.)* *(To den leader:)* [Name], will you light the candle for the parents? *(Points to the candle on the arrow point. If substituting, dowels could be placed in arrow simultaneously at this time.)*

If the boy does not do his part, the scale is out of balance, and the program goes downhill *(Removes candle—or dowel—representing boys, then replaces it.)* On the other hand, if the parents' part is taken away, the scale is out of balance in the other direction and the Cub Scout loses his way along Akela's trail. *(Removes candle—dowel—representing parents, then replaces it.)*

So you see, to keep Cub Scouting in perfect balance, both Cub Scouts and parents must take part in the activities by coming to meetings, following the leaders, and advancing from point to point along Akela's trail.

Now, boys give the Cub Scout sign and repeat the promise with me. *(They repeat the Cub Scout Promise.)*

And, parents, will you please repeat the following: "As a parent, I will do my best to aid and assist my son in his Cub Scout activities. I will encourage him with enthusiasm, criticize him with fairness, and judge him with leniency. And, realizing that Cub Scouting is a program of equal participation for boys and parents, I will assist as I am able, in serving as a leader, adviser, or worker."

Now, as Cubmaster of Pack [number], I am happy to welcome you into the pack. Parents, I will give you the Bobcat badges and certificates of membership to pass on to your sons.

# Family Circle

## PERSONNEL

Cubmaster, Bobcat candidates and parents, all Cub Scouts and parents.

## EQUIPMENT

Imitation council fire, Bobcat badges, certificates.

## ARRANGEMENT

The Bobcat candidates to be inducted and their parents are placed within a circle of Cub Scouts and parents.

The Cubmaster, standing at one side, faces them over the fire.

**Cubmaster:** You have come tonight seeking admission to the friendship and fun of Cub Scouting. You have attended a meeting of the den you expect to join. You have learned, along with your parents, those things necessary to become a Bobcat. Will you give the Cub Scout sign and repeat with me the Cub Scout Promise? *(They do so.)*

Parents, we welcome you. Cub Scouting is for the whole family. Fun and friendship within this circle come because we have all joined hands. Cub Scouts and parents, in order to make it so. As parents, you have certain responsibilities in Cub Scouting. We expect that you will attend the monthly pack meetings and work with your son on his achievements, approving them for him when satisfactorily completed. We will expect you to assist, when called upon, along with the rest of the parents, in various leadership capacities. Will you accept this responsibility?

**Parents:** We will.

**Cubmaster:** Parents, will you pin this Bobcat badge on your son making him an official Cub Scout? *(Parents place pins on sons.)* This privilege will be yours for each badge he earns. We expect that you will work as hard as he on some of the projects. *(Cubmaster presents membership cards.)* Your boy is now starting up the Cub Scout trail. May you all be happy with us in this pack. Cub Scouts, what is your motto?

**Cub Scouts:** Do Your Best! *(The Cubmaster gives each family the Cub Scout handshake and congratulations.)*

# Bear Neckerchief Ceremony

## PERSONNEL

Leader, the Cub Scout, and parent(s).

## EQUIPMENT

The four neckerchiefs of the Scouting program: Wolf, Bear, Webelos, and Boy Scout. A Bear neckerchief and slide.

**Leader:** When a boy becomes a Cub Scout he starts on an upward trail. I say "upward" because as he grows older he advances in Cub Scouting. He does not join a Cub Scout pack and then wait idly for three years until he becomes a Boy Scout.

As a boy moves along the Scouting trail, his badges of rank and his changes in uniform show his progress. One of the changes in uniform is the neckerchief. Before you are the four neckerchiefs of Scouting. On the bottom is the yellow neckerchief worn by those working in the *Wolf Cub Scout Book*. The next neckerchief is the blue one worn by those working in the *Big Bear Cub Scout book*. The third neckerchief is for the Webelos Scouts. The neckerchief on the top represents those worn by Boy Scouts.

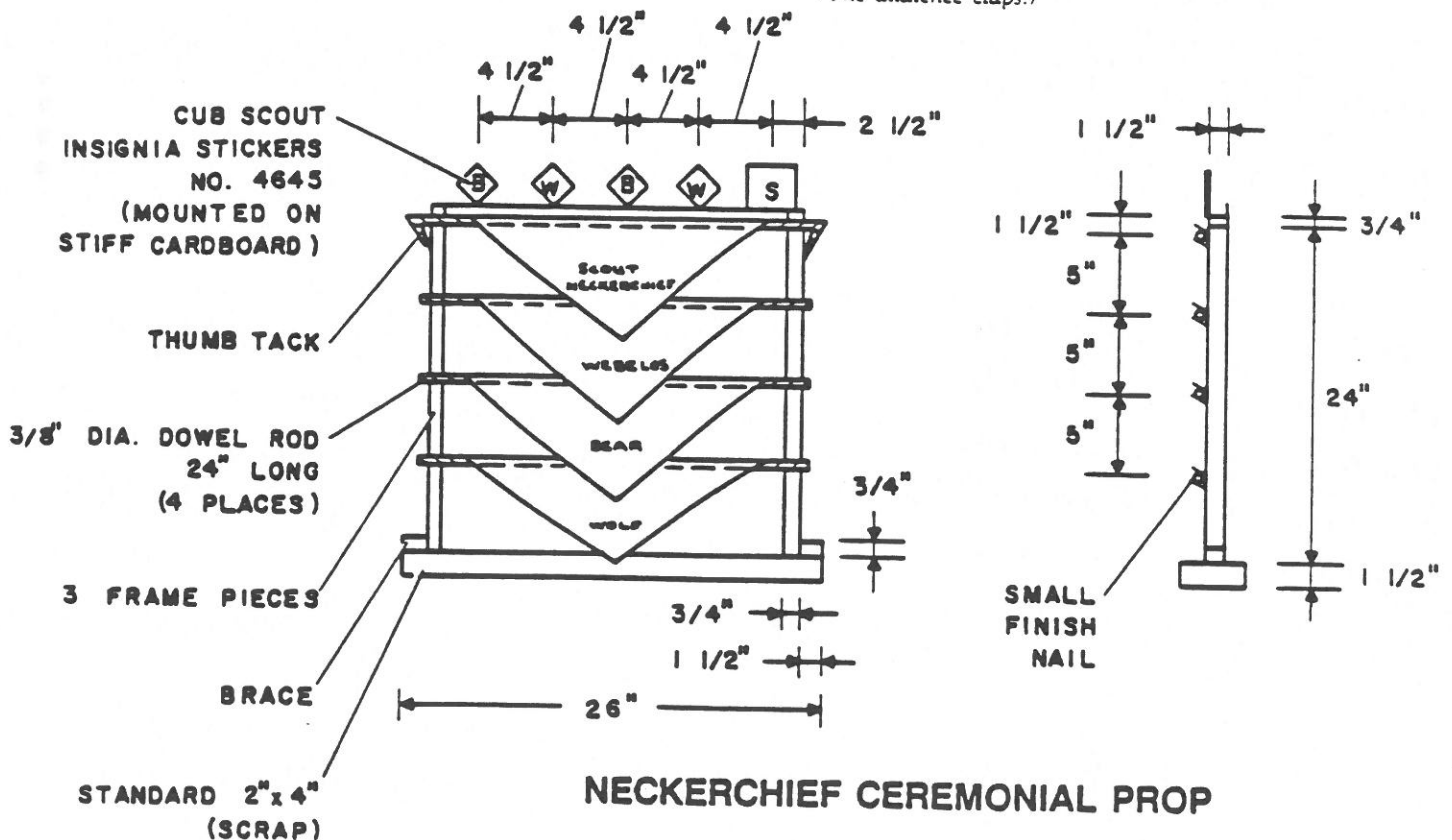
[Boy's name], tonight you will receive your Bear neckerchief. The Bear neckerchief is blue. Blue stands for truth, loyalty, and obedience. You must learn to obey before you can expect others to obey you. This blue neckerchief stands for obedience to the Law of the Pack:

The Cub Scout follows Akela.  
The Cub Scout helps the pack go.  
The pack helps the Cub Scout grow.  
The Cub Scout gives goodwill.

Will the parent(s) now remove your son's yellow neckerchief and replace it with his new Bear neckerchief.

*(The parent removes the yellow neckerchief and holds it while the other parent places the Bear neckerchief around the boy's neck and secures it with a slide.)*

**Leader:** Let's have a round of applause for [boy's name].  
*(The audience claps.)*



### ARROW POINTS

There are several ranks in Cub Scouting to which a plan of advancement is set through which boys can learn by doing. We call these things he learns, achievements. After a Cub has earned his Wolf or Bear badge, he may work on electives for which he receives arrow points which he can wear under the proper badge. The Cub must do ten electives for each arrow, the first being gold and each after, silver. Will the following Wolf and/or Bear Cubs come forward, please:

RANK	NAME	ARROW POINTS
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Today we honor these cubs who have been working hard on their electives in their Wolf or Bear books to earn these arrow points. We would also like to thank the parents because without your help these awards would not have been possible.

Give a big POW



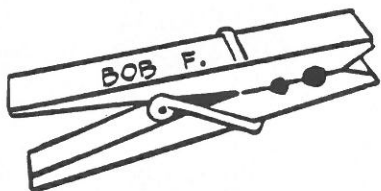
## Advancement Ladder With Clothespins

Shown is a ceremonial board that can be used in many ways. You can develop your own ceremony for use with it. The ladder has five rungs, one for each of the Cub Scout ranks. On the appropriate rungs are clipped spring-type clothespins, one for each Cub Scout in the pack. Each den's pins are painted a different color, and a boy's name is printed on each pin.

When a boy joins as a Bobcat, he is given a clothespin to place on the first rung as a part of his Bobcat induction ceremony. When a Cub Scout transfers



Square at top is made of ¼-inch plywood, 4½ inches square. Mount on pivot bolt to swing down for transportation. Paint yellow with blue numerals. Rungs, spaced 5 inches apart, are ¼ x 3 x 18 inches. Paint yellow, with blue letters. Spring-type clothespins, one for each Cub Scout, are painted blue; letter Cub Scout's name in yellow. Uprights are 1 x 1½ x 41 inches, painted blue. Corner irons for braces are 3 x 3 inches. Baseboard is 1 x 10 x 24 inches.



into the pack, he is given a clothespin that he places on the rung corresponding to his rank—a part of the welcoming ceremony for the new family.

As a Cub Scout advances to each new rank and the badge is presented to his parents, he moves his pin up to the next rung on the ladder.

In addition to giving the Cub Scout and his parents a physical part in the ceremony, the ladder provides a visual picture of the number of Cub Scouts from each den in each rank.

## Ladder Advancement Ceremony

### PERSONNEL

Cubmaster, pack chairman, parents.

### EQUIPMENT

Ladder and clothespins, awards.

**Note:** This ceremony can be done using all ranks or separate ranks as the situation dictates.

**Cubmaster:** Several of our Cub Scouts have advanced in rank during the last month. Our pack committee chairman will take charge of the awards.

**Committee Chairman:** The pack helps the Cub Scout grow. This is a part of the Law of the Pack. Tonight we honor those Cub Scouts who have grown in knowledge and achieved a higher rank in Cub Scouting. Will the following Cub Scouts and their parents please come forward as I call their names. *(Cub Scouts and parents come forward and face the chairman as their names are called.)*

*(The chairman calls each boy by name as he talks to him.)* [Cub Scout's name], tell us one of the things that you did to become a [rank] Cub Scout.

**Cub Scout:** *(In his own words, he briefly tells about one of the achievements he completed for his rank. Thirty seconds for each boy is long enough for this part. This will run more smoothly if Cub Scouts and parents know ahead of time that the Cub Scout will be asked to comment.)*

**Committee Chairman:** [Cub Scout's name], will you please advance your name to the [insert rank] level of the advancement ladder. *(The Cub Scout does this, then returns to his position in front of the chairman. After all the Cub Scouts have been called on, the chairman continues.)*

**Committee Chairman:** Your parents helped you complete the achievements that led to your new badge. Therefore, I want to ask each of your parents to come forward and present this badge and certificate to you. *(The awards are given to the parents to present to their boys.)*

# The Braves' Feathers

## PERSONNEL

Akela (Cubmaster), two or more Cub Scouts for tom-tom beaters, three persons to wear masks, pack committee chairman.

## EQUIPMENT

Two or more large tom-toms, full Indian headdress for Akela, headbands for all Cub Scouts, feathers for presenting to advancing Cub Scouts (different color for each rank), large Wolf and Bear masks, flashlights with colored cellophane over lenses (different color for each den) for each Cub Scout in the pack, appropriate badges and certificates, safety pins.

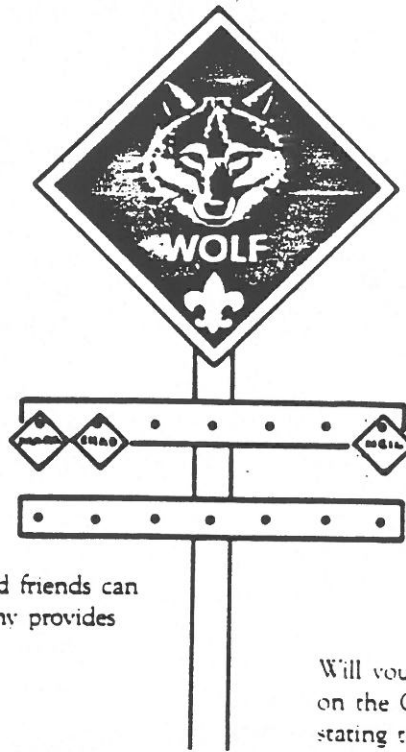
## ARRANGEMENT

All Cub Scouts in the pack sit on the floor by dens in a horseshoe (good luck) circle.

Parents sit on chairs behind the Cub Scouts. Akela stands at the open end of the good luck circle, a large tom-tom and beater on each side of him. Each Cub Scout has a flashlight. The Cub Scouts flash their lights only on Akela's signal. The wearers of the Wolf and Bear masks are inside the circle opposite Akela and facing him. (Beat tom-toms softly during ceremony.)

**Akela:** These Cub Scout braves, (names of Cub Scouts), have proved themselves good Indians. They have performed feats on the trail that a brave follows to manhood. A member of our tribe who represents the rank the brave has earned will award the proper feather to be worn until the next rank is reached. Our chairman will give the badges to the parents, who will present them to their sons. (Akela signals all Cub Scouts in dens with a member receiving the Wolf badge to flash their lights on the recipients. The wearer of the Wolf mask then presents feathers representing the Wolf rank to the Cub Scouts who have been named. The chairman presents badges and certificates to parents. The same procedure is followed for other presentations.)





Cub Scout Insignia Poster Set, available from your Scouting distributor or council service center, is excellent for use in this ceremony.

## Akela's Totem

A grassy slope or lawn where parents and friends can relax as they view the advancement ceremony provides an excellent setting for this ceremony.

### PERSONNEL

Cubmaster, Cub Scouts receiving awards, and parents.

### EQUIPMENT

A table; a cutout or picture of the Arrow of Light Award, which is Akela's totem and the sign of the tribe of the Webelos; display posters of the Bobcat, Wolf, Bear, Webelos, and Arrow of Light, on standards; a diamond-shaped name tag for each Cub Scout, hanging from the totem of his rank; badges to be awarded, in labeled envelopes on the table; eight gold and eight silver cords (representing arrow points) to be tied to the name tags; safety pins.

### ARRANGEMENT

The Arrow of Light emblem is in the center of the table. Posters of ranks are fastened to standards behind it.

The Cubmaster stands behind the Arrow of Light emblem and welcomes everybody to the pack's recognition ceremony. Cub Scouts are seated on the ground facing him.

**Cubmaster:** I compliment all the pack members and parents on the advancements made. Cub Scouting is a year-round family program. You Cub Scouts will benefit according to the effort made by you and your parents.

Will all new Bobcats and parents present themselves before Akela's totem, the Arrow of Light? (The Cubmaster reviews briefly what Cub Scouting is and encourages Cub Scouts, parents, and members of their families to participate in pack and den activities.)

Will you parents publicly accept the three statements on the Cub Scout application, which you signed, stating that you will help your son:

- By instructing and assisting your son in completing his Cub Scout achievements and electives; and by approving his work when he has done a job that measures up to his skill and ability? (If so, respond, "We will.")
- By attending monthly pack meetings and by taking part in other den and pack activities? (Parents respond, "We will.")
- By assisting and cooperating with den and pack officers? (Parents respond, "We will.")

Will new Bobcats give the Cub Scout Promise together? (They do.)

Will parents pin their son's badge on the left shirt pocket? (They do.)

Now, parents may return to your seats. All Bobcats stand behind the Bobcat totem.

As we look forward to advancing another rank in Cub Scouting, let's sing together the "Cub Scout Advancement Song," from the *Cub Scout Songbook*, page 32.

(In like manner, Wolf, Bear, Webelos badges, and the Arrow of Light Awards are given. The Cub Scouts then move their name tags to the totem of higher rank. In each case, fellow Cub Scouts holding those ranks rise and group themselves behind their totem, after which the parents return to audience.)

(Next, Cub Scouts who have earned arrow points come forward as their names are called. In addition to the arrow point, each receives an 3-inch gold or silver cord which he ties to his name tag.)



## Welcome Bear Cub Scout

### PERSONNEL

Cubmaster, Webelos den leader, the transferring Cub Scout's den leader, Webelos den chief, the transferring Cub Scout and his parents, member of Webelos den to hold the pack flag.

### EQUIPMENT

Pack flag, the transferring Cub Scout's den flag, Webelos den flag, Webelos colors, insignia, Webelos ceremonial board with candles, a copy of the *Webelos Scout Book*.

**Cubmaster:** Tonight we have a Bear Cub Scout who is transferring to the Webelos den. Before we call this boy and his parents forward, I will ask that our pack flag be brought to the center of the stage, and that Webelos Den Leader [name] and Webelos Den Chief [name] come forward with the Webelos den flag. *(When they are in position Cubmaster continues.)*

Now will Bear Cub Scout [name] come forward with his parents and den leader and stand at the left of our pack flag? *(If he is new to Cub Scouting, adapt accordingly.)*

Webelos Den Leader [name], will you please explain the purpose of the Webelos den?

**Webelos Den Leader:** Our Webelos den has one big purpose. That's to prepare our Webelos Scouts for Boy Scouting. We work on very exciting activity badge areas, learning things that may lead us to lifelong hobbies or vocations. At the same time, we study the Boy Scout requirements so the boys will be ready to become Boy Scouts when they reach 11.

Our Webelos den meets at my home *(gives address, time, and day of the week).*

We participate in all regular pack activities, work on selected activity badges, and work toward finishing the requirements for the Webelos badge and the Arrow of Light Award. We also visit several Boy Scout troops in our neighborhood to help our boys decide what troop they wish to join.

We have made a promise to our boys to help them know the great outdoors and to go on hikes and one or two overnight camping trips every year with our dads. The Webelos den activity starts the Webelos Scouts along the outdoor Scouting trail.

I will call on our Webelos den chief to present the Webelos colors. *(Webelos den chief steps forward with Webelos den flag, which he hands to the den leader to hold.)*

**Webelos Den Chief:** [Boy's name], we welcome you into our Webelos den. We have fun as we practice and learn the activity badges and Scout requirements. As we work and play together, a lot will be expected of you. I am happy to present to you your Webelos colors, which you will wear on your right sleeve. Here is your *Webelos Scout Book*. Its pages will lead you into many hours of pleasure and knowledge. May it be your constant companion. Welcome to our Webelos den.

*(Adapt the following to suit if the boy is new to Cub Scouting.)*

**Webelos Den Leader:** [Name], your former den leader, extends the best wishes of your old den.

**Den Leader:** [Boy's name], Den [number] has been glad to have you as a member. We have had much fun together. Now, your former den mates wish you much happiness and success in your new den. *(He or she salutes or shakes hands with him.)*

**Cubmaster:** [Cub Scout's parent(s) name] has helped [boy's name] along the Cub Scout trail this far. It is important now that you continue to stay with him and become thoroughly familiar with the Scout trail in our Webelos den. We will soon have the pleasure, we know, of seeing you present your son with the Arrow of Light Award. *(The pack gives yell, flags are replaced, and the group retires.)*

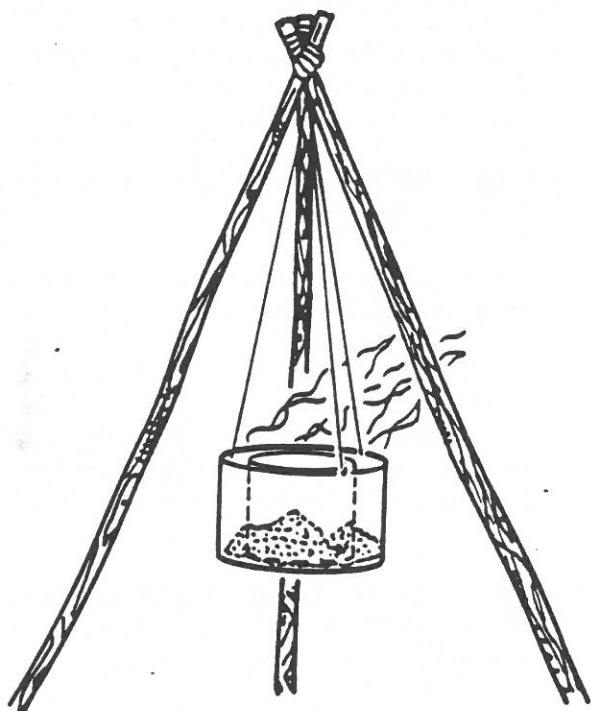
# Story of the Cub Scout Colors

## PERSONNEL

Akela, two Cub Scouts dressed as Indian braves, narrator.

## EQUIPMENT

A tripod with a large cooking pot suspended over a fire. A small pot fits inside the large one and contains a yellow Wolf neckerchief and a blue Bear neckerchief and awards. Dry ice may be packed around the small pot to give a smoking effect (smoke increases as water is added). Two small clear bottles, one filled with diluted yellow food coloring and the other with diluted blue coloring. An Indian headdress. Awards.



## ARRANGEMENT

The audience is seated in a semicircle, and Akela is standing behind the boiling pot.

**Narrator:** Many, many moons ago the great chief Akela called a council to see what could be done to make the Webelos tribe the best of all tribes. After many hours he called his two most trusted braves to the council fire. *(He pauses as two braves come in and stand, one on each side of their chief.)* He told the first brave to climb the mountain and tell the great eagle to fly high into the sky and bring back part of the beauty of the sun. *(The first brave leaves.)* He told the second brave to go to the forest and tell the sparrow to fly high into the sky and bring back part of the sky. *(The second brave leaves, and both return immediately. One carries a bottle of blue water and the other a bottle of yellow water. They take positions, one on each side of the fire, kneel, and hold bottles up for everyone to see.)*

**Akela:** *(Addressing the first brave.)* Pour some of the beauty of the sun into our council mixing pot. *(The brave pours the liquid over the dry ice, being careful not to get any in the small pot. Akela signals the second brave.)* Pour some of the beauty of the sky into our council mixing pot. *(The second brave responds, and the boiling action increases. Raising his right hand, Akela speaks again.)* From this day forward, blue will stand for truth and loyalty. Yellow will stand for warm sunlight, happiness, and good cheer. *(Akela stirs the pot, reaches in, and pulls out the yellow and blue Cub Scout neckerchiefs. He holds them open for all to see, and speaks.)* And that is why Cub Scouts use the colors blue and gold. Now let us meet the parents and Cub Scouts who helped to keep the blue and gold of Cub Scouting alive and growing this month. *(Akela stirs the pot again and takes the awards from the small pot. The boys and the parents are called forward and the awards are presented.)*





## Webelos Badge

### PERSONNEL

Cubmaster, Webelos leader, Webelos Scouts, and their parents.

### EQUIPMENT

Webelos badges.

**Cubmaster:** When our boys become Cub Scouts, they begin to work to earn four badges to form a diamond on their left pocket. First, when they become Cub Scouts, they must earn their Bobcat badge.

They earn the Wolf badge and then they go on to achieve the Bear badge.

The final part of the Cub Scout diamond is earned as they move up the Cub Scout trail to the Webelos den. Our Webelos leader will tell us what is required to earn this badge.

**Webelos Leader:** The Webelos badge is earned in the den meetings by completing three activity badges, having three months' active participation as a Webelos Scout, and learning the requirements to become a Boy Scout. Also, each boy must know about the Webelos Scout and Boy Scout uniforms, lead a flag ceremony in the den, and complete religious requirements. He must also understand and agree to follow the Outdoor Code.

This step on the Scouting trail prepares our boys to earn the highest Cub Scout award, the Arrow of Light, and move on to a Boy Scout troop.

Tonight, Webelos Scout [name] has earned this final section of the diamond.

Will Webelos Scout [name] and his parents please come forward? *(They do.)*

Webelos Scout [name], you have completed the activity badges *(name them)*, and demonstrated that you understand the Scout Oath, Law, motto, and slogan. You have also learned the Scout sign and handshake along with the Scout salute, and completed the other requirements of this badge.

I am very pleased to present this Webelos badge to your parents to pin on your uniform. *(Repeat this for each Webelos Scout who receives the badge.)*

**Cubmaster:** We are very proud of the Webelos Scouts who have received the Webelos badge tonight. The final step as a Cub Scout before graduating to a Boy Scout troop will be to earn the Arrow of Light Award. I look forward to presenting this to you in the near future.

Congratulations!

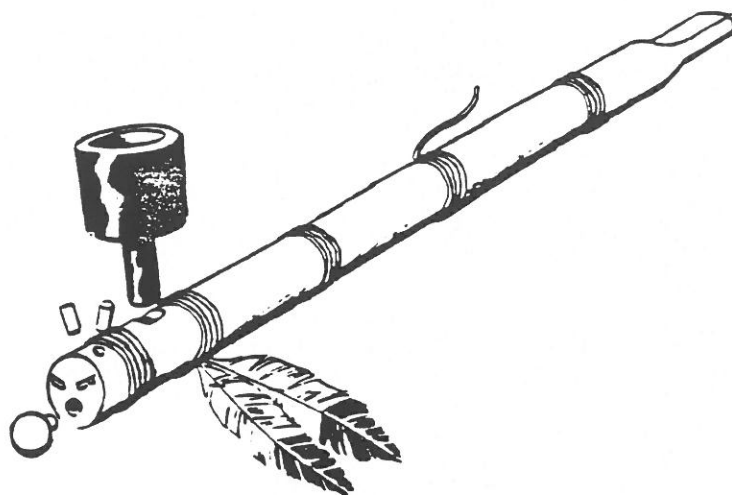
# Indian Webelos Den Induction

## PERSONNEL

Pack advancement chairman or Webelos den leader, Indian Scout (den chief), Indian chief (Webelos den leader), Bear Cub Scouts, Indian drummer, and Webelos den members.

## EQUIPMENT

Indian drum, artificial campfire, and a peace pipe.



Scout you have been happy, game, and fair,  
and a credit to your den and pack.

## ARRANGEMENT

The Webelos den members in Indian costumes sit on the stage or floor in a circle with the artificial campfire in the center. The Indian chief stands in a prominent position with the Indian drummer standing to one side or sitting in the circle, as desired. The Indian Scout stands in front of the circle.

**Advancement Chairman:** *(As the drum is sounded with a soft "boom boom," he comes to the center of the room, calls the names of the boys who are entering the Webelos den and says:)* Scouts of the Indian tribe of Webelos, we have [number] boys who wish to enter the Webelos circle.

**Indian Scout:** Whom do you have?

**Advancement Chairman:**  
I have Bear Cub Scout(s)  
[names] of Den [number].

**Indian Scout:** Come forward, Bear(s) [names]. *(Boom of the drum is heard as the boys advance toward him.)*  
Give the Cub Scout salute. *(The boys do so.)* Give the Cub Scout handshake. *(The boys do so.)* *(The drum booms again as the Indian Scout escorts the boys to the Indian Chief. They stand on his right.)*

**Webelos Leader:** Do I hear the South Wind?

**Webelos Scout:** I am the South Wind. I wish you good Scouting. Over hill and dale I have carried stories of you and your Cub Scout experiences. As a Cub

**Webelos Leader:** Do I hear the East Wind?

**Webelos Scout:** I am the East Wind. I wish you well. I have spread the story of your fun and happiness as Bobcats, Wolves, and Bears in Cub Scouting with Pack [number], and how you lived up to the Cub Scout Promise.

**Webelos Leader:** Do I hear the West Wind?

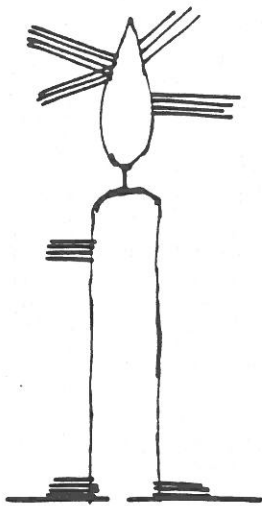
**Webelos Scout:** I am the West Wind. I would like everyone to know that these Cub Scouts going into the Webelos den did not walk the trail of Cub Scouting alone. Each had the wonderful help of his parents. Please continue to help your Cub Scouts go, and also to grow.

**Webelos Leader:** What are all the winds saying?

**Webelos Scouts:** *(All the winds in unison.)* We will be with you forever. We wish you the best of luck in the Webelos den.

**Webelos Leader:** The purpose of the Webelos den is to help our boys earn Cub Scouting's highest award, the Arrow of Light Award, and to help them become Boy Scouts when they are 11 years old.

**Webelos Leader:** Our Webelos den meets at my house on [give day of the week and time]. We also have meetings and trips on Saturdays. We will also visit Boy Scout troops to help the boys about to graduate to decide which one they want to join. As you notice in the *Webelos Scout Book*, we work on the activity badge areas. I will be calling upon each of you parents to assist me with one of these activity badge areas. Now I would like to award Cub Scout [name] his Webelos neckerchief and slide, his Webelos handbook, and Webelos colors.



## Arrow of Light

### PERSONNEL

Cubmaster, narrator, boys, parents.

### EQUIPMENT

Webelos prop stand, Arrow of Light with stand, *The Official Boy Scout Handbook*, Boy Scout Eagle badge poster, council fire, spotlight.

**Cubmaster:** Tonight we have the special privilege of witnessing the presentation of the most sought-after award in Cub Scouting, the Arrow of Light. *(Lights are turned out, a drum beats slowly, the campfire is lit.)*

**Narrator:** I, Akela, have heard the drums speak. I call to the council fire: Webelos Scout(s) [names], and [his/their] parent(s). Gather around this campfire so that the other braves may look upon you. I, Akela, have heard of your great achievements and have brought for you the reward of your deeds. Look upon the symbol that stands beside you. *(Spotlight on the Webelos prop stand.)*

It is empty, and before you lie symbols placed here by your leaders. I, the Great Spirit of Akela, say to you Webelos Scout [name], pick up the green arrow and place it in the left portion of the stand. Now with your left hand on the arrow, give the Cub Scout sign. Do you promise to continue to follow the trail

of the Eagle, wherever it may lead you? If you do, say, I do promise. *(If more than one, say, "Do each of you promise?")* Webelos Scout [name], pick up the red arrow and place it in the right portion of the stand. With your left hand on the arrow, give the Boy Scout sign. Do you now promise to obey the Boy Scout Oath? Now, Webelos Scout [name], pick up the yellow arrow and place it in the center of the stand. With your left hand upon the shaft, give the Boy Scout sign. Do you promise to be forever trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent? If you do, say, I do so promise. *(If more than one, have all give sign and ask them to repeat, We do so promise.)* Now as you look at this symbol of the Webelos, you see that it resembles the Scout sign. Like your three outstretched fingers, it stands for the three parts of the Scout Oath. The sides of the fleur-de-lis are like your thumb and little finger that, when brought together, stand for the bond that ties all Scouts together. Now you are ready to receive the highest award of Cub Scouting, the Arrow of Light.

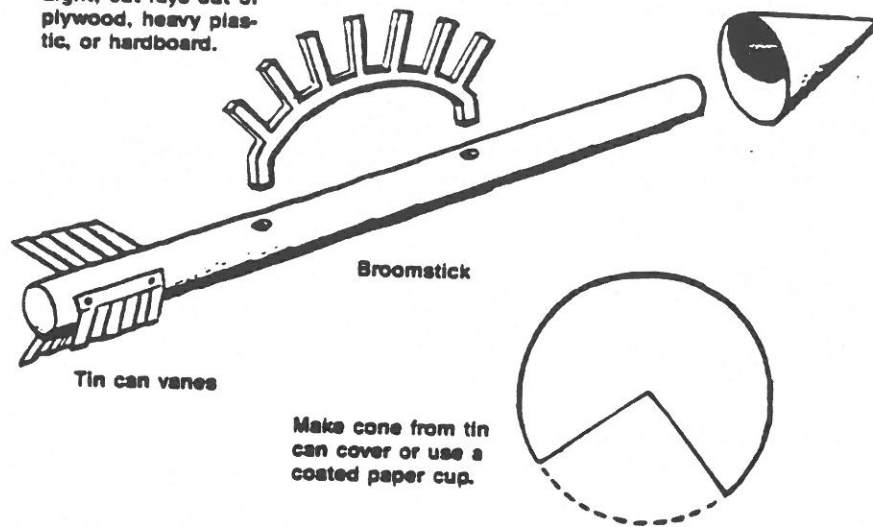
Before you stands the Arrow of Light. Within the tepee of many braves, this symbol has an honored place. Its shaft is straight and narrow—just as the path that you should follow throughout your life. Its tip points the way—the way to success in all that you do. It is pointing to the right—a symbol that nothing should be left undone; if it is within your power to do it—see that it is done. And lastly, the symbol of the seven rays of the sun—one for each day of the week—to remind you that every day is a new day—a day to do your best in everything. A day to honor your God and your country, to do your Good Turn, a new chance to follow the Scout laws and to remember these words: ON MY HONOR.

Will Cubmaster [name] hand to the parent(s) the Scout handbook and have them pin upon their boy the Arrow of Light? Now the boy(s) will pin upon [his/their] mom or dad the miniature Arrow of Light, and give them a big hug and kiss for all their help. Will Cubmaster [name] hand to the boy(s) the ceremonial Arrow of Light? *(If more than one boy, say, "Each boy will hold the Arrow of Light and pass it to the next.")* Now that you have received the Arrow of Light, let its light shine forth from you. Promise now to set an example for others to follow in your footsteps, set your eye on the Eagle *(spotlight on Eagle poster)* and never waiver. Do you so promise?

**Candidates:** We promise.

**Narrator:** I, Akela, say to you, you are now full-fledged Arrow of Light holders.

To make an Arrow of Light, cut rays out of plywood, heavy plastic, or hardboard.



## Arrow of Light, Indian Style

### PERSONNEL

Akela (Cubmaster), Webelos den leader, light switch operator, tom-tom beater, Arrow of Light Award candidates and their parents.

### EQUIPMENT

Large symbol of the Arrow of Light Award made from 1 1/4" dowels painted gold and dusted with glitter. Mount this as a background to a simple candle board containing a blue, a white, and a yellow candle. Indian headdress and blanket for Akela, tom-tom, Arrow of Light Awards and certificates, safety pins.

### ARRANGEMENT

The pack sits in a semicircle, Indian fashion. Parents sit behind their sons.

**Webelos Leader:** Tonight we honor those Webelos Scouts who have completed the requirements for the Arrow of Light Award, highest rank in Cub Scouting.

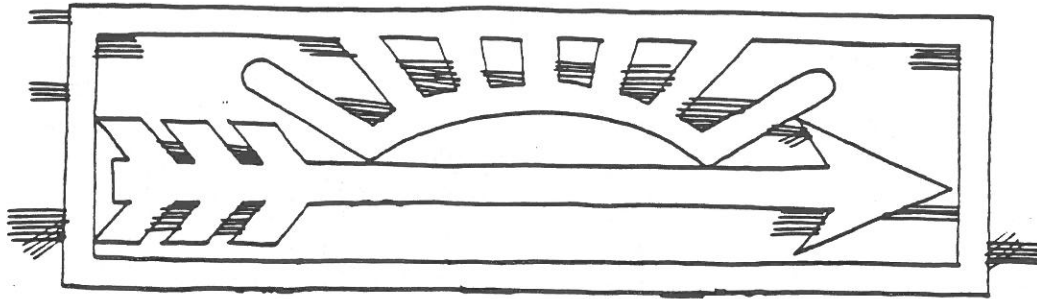
Will the following Webelos Scouts come forward with their parents. (Announces Arrow of Light candidates, then lights the blue candle, as the room lights are dimmed or turned off. The tom-tom beats offstage. Akela, the Cubmaster, appears in Indian costume and stands partly facing the pack and the Arrow of Light candidates.)

**Akela:** Many moons ago these braves joined the Webelos tribe to enjoy the fun and advancement activities of the Cub Scout trail. To become a Webelos each boy had to fulfill certain requirements. You Cub Scouts have learned to follow Akela, which means the leadership of your Cubmaster, parents, teachers, Webelos den leader, or others who are striving to help you become good citizens. Now you have earned the Arrow of Light Award. All these people have guided you along the Scout trail. (Points to the candles.)

The blue candle represents your experiences as Cub Scouts. The white one reveals a bright new trail ahead filled with many thrilling Boy Scout experiences. The yellow candle is to remind you that a little work, along with good hearty fun, can produce rich rewards.

I am pleased to present this Arrow of Light Award to you with the help of your parents. (Presents awards and certificates to the parents. The Webelos den leader hands them a safety pin, which one parent uses to pin the award to the left pocket flap of the boy's shirt.)

Good luck as you enter Boy Scouting. Keep advancing, and remember that a good Scout makes a good citizen.



## The Twin Archers

### PERSONNEL

Akela, medicine man, two archers (Cub Scouts or den chief), Arrow of Light candidates and their parents.

### EQUIPMENT

An archery target, 3 to 4 feet in diameter; a candelabrum with five lighted candles representing the ranks of Cub Scouting; bow and arrow for each archer (arrow is later presented to candidate); Arrow of Light Awards and certificates; safety pins.

### ARRANGEMENT

The target is at the rear of the stage in such a position that no person can pass behind it; the candelabrum is at the front.

**Akela:** Medicine Man, I understand there are those among us tonight who have earned the Arrow of Light Award. Present them to this council for proper recognition.

**Medicine Man:** Will the following Webelos Scouts come forward? Please bring your parents with you. *(Arrow of Light candidates and their parents come forward.)*

**Akela:** You Webelos Scouts have fulfilled all requirements for the Arrow of Light Award. This is your last step in Cub Scouting before entering Boy Scouting. You have already visited a Boy Scout troop and have talked to the Scoutmaster. Before you are the burning candles that represent the ranks of Cub Scouting. May it always be said of you, as a brave of the tribe of the Webelos, that you reach the top of any ladder of achievement set before you. You are soon to go into Boy Scouting, there to be tested again. May you ever be successful. Will you always do your best?

**Arrow of Light Candidates:** We will.

**Akela:** I now ask that two of the best archers of the tribe come forward. As each Webelos Scout's name is called, an archer will shoot from a strong bow an Arrow of Light, signifying the highest honor that this tribe can bestow on one of its worthy braves. *(Archers come forward.)* Will the Webelos Scouts and their parents form a living circle? *(Akela may coach parents.)* As the Arrow of Light speeds to its target may you remember that the spirit of Cub Scouting and of Boy Scouting are one and the same. The spirit of the entire Scouting movement is one of service, high ideals, and fellowship. *(At this point the name of each candidate is announced, slowly and with dignity, by the Medicine Man, who pauses after each name until an arrow is shot. The distance to the target should be no more than 10 feet. The archers retrieve their arrows and stand near Akela.)*

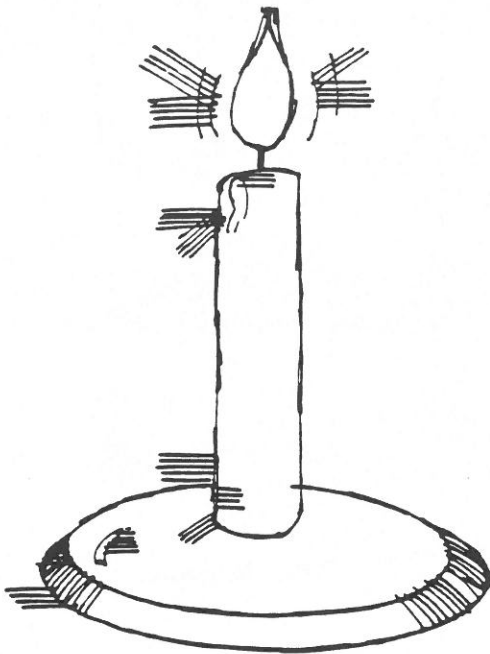
To you parents I give these Arrow of Light Awards and certificates, which you will present to your sons. The badge may be worn on his uniform now, centered on the flap of his left shirt pocket, and on his Boy Scout uniform later. *(Presents awards.)*

It is an honor for me to recognize you Webelos Scouts and to present you with these arrows. You may hang your arrow in your room to remind you of the good times we have had together in Pack [number]. *(Presents arrows. The archers may assist, if necessary.)*

We know that you will become worthy members of your Boy Scout troop. Boy Scouting will be a grand adventure open to each of you on your 11th birthday.

Good luck.





## Arrow of Light Cutout

### PERSONNEL

Webelos den leader, Arrow of Light candidate and his parents.

### EQUIPMENT

Arrow of Light cutout with electric light, Arrow of Light Award and certificate, safety pin.

### ARRANGEMENT

The Arrow of Light cutout draws attention to center stage. It is made by cutting out the Arrow of Light from the side of a large paper carton and pasting tissue paper behind the cutout section. A light bulb is inserted in the box. (Be careful that the bulb does not come in contact with the side of the box.) After the Arrow of Light candidate and his parents are on stage, the houselights are dimmed or turned off.

**Webelos Den Leader:** Tonight we honor a Webelos Scout who has completed the requirements for Cub Scouting's highest rank, the Arrow of Light Award. Will Webelos Scout [name] and his parents come to the front? *(They do.)* You have been a faithful member of our Webelos den. Soon you will become 11 years

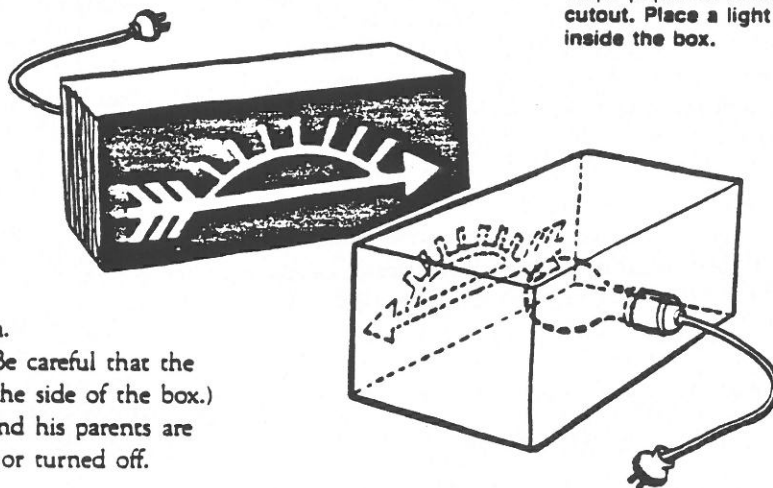
old. You have learned the Boy Scout requirements, visited the Boy Scout troop of your choice, and secured a Boy Scout application. Tonight you receive the Arrow of Light Award. Within a short time you will be eligible to enter Boy Scouting.

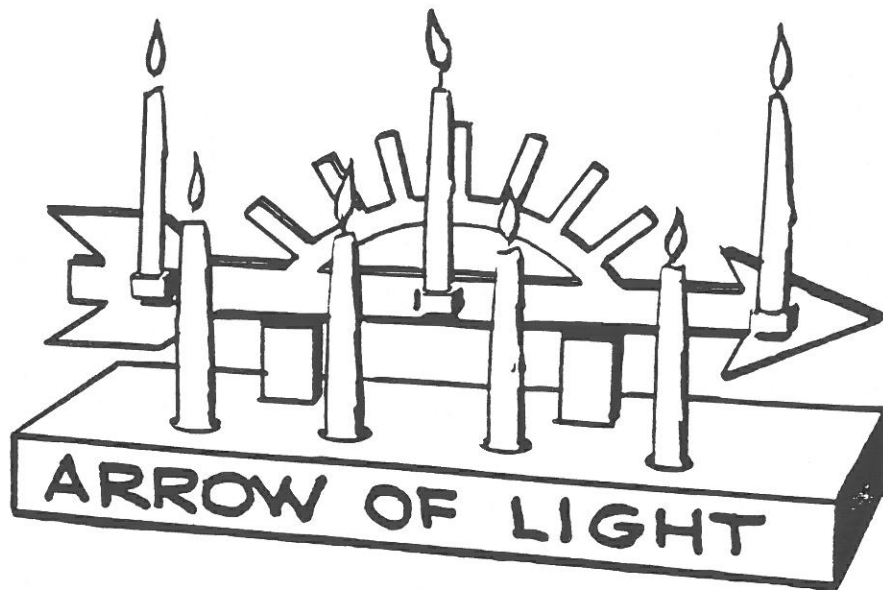
You were guided in your progress through Cub Scouting's ranks by the Arrow of Light *(points to it)*, which is this emblem. Let this Arrow of Light continue to light your way as you move onward and upward along the Scout trail.

It is now my pleasure to present to you the Arrow of Light Award, which you may wear on the flap of your left shirt pocket of your Webelos Scout uniform. Later, you may wear it on your Boy Scout uniform. Because your father and mother came up through the ranks of Cub Scouting with you, I shall present the award to them and ask them, in turn, to present it to you. *(Pause while this is carried out.)*

Now, I congratulate you for the fine work you have done in Cub Scouting and extend the best wishes of the entire pack to you and your parents as you continue up the Scout trail into Boy Scouting.

This Arrow of Light cutout can be used in many ceremonies. Cut the design in the side of a cardboard box. Paint entire box blue and paste yellow crepe paper on under side of cutout. Place a light bulb inside the box.





## Top of the Mountain

From the story, "Climbing the Mountain," by Ernest Thompson Seton.

**Cubmaster:** Tonight we have the honor of presenting the Arrow of Light Award(s) to [names of member(s)] of this pack. But before I present these awards, let me take a moment to relate an appropriate story.

Afar in our dry southwestern country is an Indian village, behind which is a high mountain towering out of the desert. It is considered a great feat to climb this mountain, so all the young braves of the village were eager to attempt it.

One day, the chief said, "Now, boys, you may all go today and try to climb the mountain. Start right after breakfast, and each go as far as you can. Then when you are tired, come back; but let each one bring me a twig from the place where he turned."

Away they all went, full of hope, each feeling that he surely could reach the top. Soon the first boy came slowly back, puffing and sweating. He stood before the chief, and in his hand he held a piece of cactus. The chief smiled and said, "My boy, you barely got started. You did not reach the mountain, you did not even cross the desert." I like to think this boy is like a newly inducted Cub Scout; he has just barely started.

An hour later the second boy returned. He carried a twig of sagebrush. "Well," said the chief, "you reached the foot of the mountain, but you did not start the climb." This boy is like the Cub Scout who has earned his Bobcat badge; he has progressed on his journey but has not really started his climb.

After another hour, the third boy came back. He held out a cottonwood sprig. "Good," said the chief, "you got as far as the springs." This may remind of the Cub Scout who has reached the first level of his climb and received his Wolf badge.

A longer wait, and then came a boy with some cedar. The chief smiled when he saw it, and spoke, "Well done, my boy, you went halfway up." This is like the Cub Scout who has progressed halfway up the advancement trail and earned his Bear badge.

Later in the afternoon, the next boy returned carrying a branch of pine. To him the chief said, "Good, you went to the third level. You made three-quarters of the climb. Keep on trying. Next year you will undoubtedly reach the top." The Cub Scout who has earned his Webelos badge has reached the three-quarter mark and is in sight of the top. The sun was low when the last boy returned. He was a tall, splendid boy of noble character. He approached the chief and held up his hand. It was empty. But he was radiant as he spoke. "My father, there were no trees where I got to. I saw no twigs, no living thing upon the peak. But far and away I saw other mountain peaks, and beyond them the shining sea."

Now the old chief's face glowed as he said, "I knew it! I knew it when I looked upon your face. You have reached the top. It is written in your eyes and rings in your voice. My boy, you need no twigs for token, you have seen the glory of the mountain."

The brave who reached the top is like the Cub Scout who has reached the top—the Arrow of Light Award. But, beyond the top are the peaks of the Boy Scouting program that must be met and climbed to reach the shining sea of adulthood. I would now like to call forward [names] and present them their Arrow of Light.

# We'll Be Loyal Scouts

## PERSONNEL

Cubmaster, Webelos den leader, Webelos den chief, Scoutmaster, Arrow of Light candidates and their parents, and the pack.

## EQUIPMENT

Arrow of Light Awards, advancement certificates, and safety pins.

**Cubmaster:** Tonight we are assembled to honor those Webelos Scouts who have earned the Arrow of Light Award. Webelos has a wonderful meaning—"We'll be loyal Scouts." The Arrow of Light is the highest rank a Cub Scout can reach. So, it is an honor tonight to present the Arrow of Light Award to these Webelos Scouts. We are striving to make it possible for every Cub Scout to attain this rank before he leaves the pack to go into Scouting. These Webelos Scouts have brought honor to the Webelos tribe. They have diligently climbed the Cub Scouting trail. They are now ready to go on to a bigger adventure in the great brotherhood of Scouting. Webelos Den Chief [name], will you escort (*names of Arrow of Light candidates*) and their parents to the front? (*He does so.*) The parents will please stand behind their boys. Webelos Den Leader [name], you have had much to do with the progress of these Webelos Scouts. Do you think them worthy of the Webelos tribe?

**Webelos Den Leader:** We count them worthy.

**Cubmaster:** Den Chief, are they worthy?

**Den Chief:** They are.

**Cubmaster:** (*To parents.*) You have played the most important part in developing the character of these candidates. One of the greatest purposes of Cub Scouting is to develop comradeship between parents and sons. As you have worked together your Webelos Scout sons have learned to do things, to be useful, and to appreciate dad and mother. To you should go the honor of presenting your sons their awards. Our Webelos den leader will give the awards and certificates to you for presentation to your sons. Will the candidates face their parents? (*Webelos den leader presents certificates, awards, and safety pins to parents. The parents then pin the awards on their boys and congratulate them.*)

# Webelos Scout Uniform

## PERSONNEL

Webelos den leader, Webelos den chief, the transferring Cub Scout's leader, the transferring Cub Scout and his parents, member of Webelos den to hold pack flag.

## EQUIPMENT

The pack flag, the transferring Cub Scout's den flag, the Webelos den flag, the Webelos cap, neckerchief, and Webelos colors.

## Graduation To Webelos Den

When a member of a Cub Scout den is transferring to a Webelos den, the denner of the den he is leaving may read this poem as a closing part of a ceremony. Then give him *The Official Boy Scout Handbook* or *Webelos Scout Book*.

So long, good luck!  
We've played together and worked together.  
Had maybe a fight or two.  
We've taken trips and had some slips  
And seen many projects through.  
You earned your Wolf and arrow points,  
You earned your Bear degree.  
But now you'll earn your Webelos,  
A good Boy Scout soon to be.  
So as you follow the Arrow of Light  
Along the Scouting trail,  
We hope you remember Den [number] with delight.  
We salute you! Good luck!  
Happy Scouting!

**Webelos Den Leader:** Tonight we welcome Bear Cub Scout [name] into our Webelos den. He has reached the age of 10 and has shown himself worthy of Webelos by working hard through the Wolf and Bear Cub Scout ranks. Before we call Cub Scout [name] and his parents forward, I will ask that the pack flag and his former den flag and the flag of the Webelos den be brought to the center of the stage. *(Members of the Webelos den present the flags.)*

Now, will Bear Cub Scout [name] come forward with his parents and den leader?

**Den Chief:** [Name], will you please present Bear Cub Scout [name] with his new Webelos neckerchief?

**Den Chief:** [Name], we welcome you into our Webelos den. You're sure to have fun with us because we do lots of exciting things, like hikes and overnight campouts.

Wear your Webelos neckerchief proudly. It means you're soon going to be a Boy Scout.

**Den Leader:** And now, Bear Cub Scout [name], we want to give you the other parts of the Webelos uniform, the Webelos cap and your Webelos colors. These will tell everybody that you are an older boy, getting ready for the adventures of Boy Scouting. The Webelos colors will hold the activity badges you earn as you explore some of the Webelos activity badges. Welcome to our Webelos den. Now I believe your former den leader wants to say a few words.

**Den Leader:** [Name], we have enjoyed having you with us in Den [number]. I'm sure you'll do as well in the Webelos den as you have in ours. Your former den mates wish you good luck as you move farther along the Cub Scout trail. *(He or she salutes or shakes hands with him.)*

**Webelos Den Leader:** [New Webelos Scout's parent], you have helped [name] this far along the Cub Scout trail. It is important now that you continue to stay with him and become thoroughly familiar with the Scouting trail in our Webelos den. We will soon have the pleasure, we know, of seeing you present your son with activity badges, the Webelos badge, and finally, the Arrow of Light Award, the highest award in Cub Scouting. *(The pack gives its yell. The flags are replaced, and the group retires to their seats.)*

# Cub Scout Family Graduation

This ceremony can be held indoors or outdoors, in uniform or in Indian costume.

## PERSONNEL

Webelos den leader, graduating Webelos Scout and his parents, Scoutmaster, patrol leader, five Cub Scouts to hold signs, den leaders, pack committee members.

## EQUIPMENT

Display signs of all Cub Scout ranks, Boy Scout neckerchief, and neckerchief slide.

## ARRANGEMENT

All Cub Scouts, Webelos Scouts, den leaders, and committee members line up in two columns as illustrated. Small signs or posters bearing the five Cub Scout ranks are held by Cub Scouts. The Webelos den leader, graduating Webelos Scout, and his parents stand at one end of the double column. The Scoutmaster of the troop the graduate is joining faces them at the other end of the column. With him is the patrol leader of the patrol the graduate will join, if this is known.

When all are in their places, the Webelos den leader reads a review of the graduate's accomplishments during his Cub Scout years, mentioning awards he has received.

**Webelos Den Leader:** Our accomplishments are never made without help. And significant in [graduate's name's] growth has been the help he has received from his parents. I thank you for the help you have given your son and your cooperation with his den and pack leaders. Of course, we shall miss you as you move on into Boy Scouting—but, we are honored to present Troop [number] such an outstanding family! All of us here wish you continued success as you climb the Scouting trail.

*(The graduate and his parents now pass down the line between the two columns, receiving good wishes and good-byes from all pack members.)*

*Cub Scouts might sing, "For They're a Jolly Good Family," to the tune of "For He's a Jolly Good Fellow" as the graduate and his parents pass down the line. When the graduating Webelos Scout and his parents reach the end of the column, the Scoutmaster welcomes them.)*

**Scoutmaster:** You have had a great experience in Cub Scouting and Webelos Scouting.

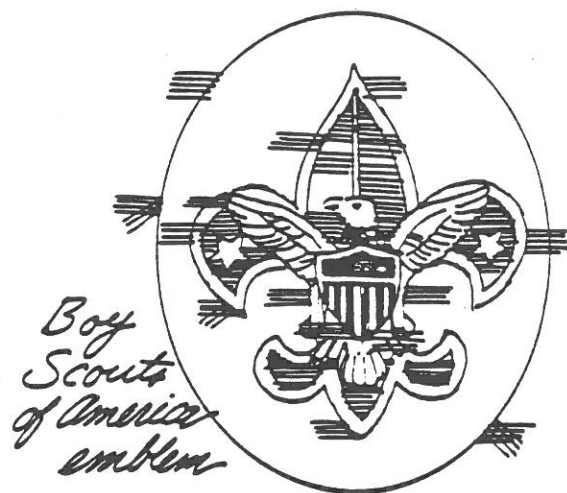
The Boy Scouting program will introduce you to new skills that lead to more great fun—hiking and camping. Mrs. [name], we hope you will continue to help your son.

Mr. [name], we will look forward to your active participation with the other dads as they assist us in making our troop one of the best.

In so doing you will be assured that your son is receiving full benefits from his Scouting experience.

*(The graduate's patrol leader now replaces the Webelos Scout neckerchief with the neckerchief of his new troop and gives him the Scout handshake. Close with a graduation song, grand houl, or other appropriate closing.)*





## Graduation From Pack To Troop

The whole ceremony, as presented here, has been made informal, with the idea that those taking part will use their own words. This merely suggests what packs can work up for themselves.

### PERSONNEL

Cubmaster, denner, den chief, Scoutmaster, patrol leader, Webelos Scout.

### ARRANGEMENT

The lights are dimmed. An artificial fire is lit at one end of the room. The Cub Scouts are called together in a formation that will make the ceremony easy to conduct (square or half circle).

The denner brings forward the graduating Webelos Scout(s).

**Cubmaster:** Friends and parents, Webelos Scout [name] has reached his 11th birthday and is ready to graduate into the Boy Scout troop. [Name], you have looked forward to this for 3 years. You have been a good Cub Scout, and we know you will be a good Boy Scout. We are all proud of you.

**Denner:** [Name], the members of Den [number] are happy to see you graduate into the Scout troop. We don't feel bad about your going because in a few

years we will all be Boy Scouts, maybe even in the same patrol. (The denner leads the den in a yell for the departing Webelos Scout.)

**Den Chief:** There are two things, [name]. First, I want to tell you that I have enjoyed my association with you in Den [number], and second, I'm glad to welcome you to Troop [number], where we will be able to keep on doing things together.

**Cubmaster:** (Presents graduation certificate to the graduate.) Mr. Scoutmaster, we now present to you and Troop [number] Webelos Scout [name], who is 11 years old and eager to be a Boy Scout. We recommend him highly. He has been a fine member of our pack.

**Scoutmaster:** [Name], on behalf of Troop [number], I want to welcome you into the great Scouting brotherhood. The boys tell me that you have been asked to join the [name] Patrol, so I would like to have you meet [name], who will be your patrol leader.

**Patrol Leader:** There are already two Scouts in our patrol who were in your den. They are fine Scouts and we are glad to welcome another graduate of Den [number]. We hope there will soon be more of you. We are having a meeting of our patrol [day, time, and place], and we would like to have you attend.

**Cubmaster:** (Asks the parents of the graduating Webelos Scout to come forward.) Friends, we of the pack wish to congratulate you upon the graduation of your son. You have done much to keep him interested and happy in Cub Scouting, and we appreciate it. I would like to have you meet the Scoutmaster. (Introduces the Scoutmaster to the parents. The pack forms a living circle with the Cubmaster, Scoutmaster, and graduate inside.)

In Boy Scouting, you will have the Scout Oath and Law to guide you, but as you leave us to follow the trail through Scouting, we would like you to renew with us the Cub Scout Promise. (The whole group repeats the promise. The circle then breaks to let the Scoutmaster and graduate out, and recloses with only the Cubmaster inside. The group faces the graduate and gives the Cub Scout salute. The entire group shouts: "D. Your Best!")

# Archway To Boy Scouting

Here is a graduation ceremony with a musical touch.

## PERSONNEL

Cubmaster, assistant Cubmaster, Webelos den leader, denner, den chiefs, parents of graduates, Scoutmaster, patrol leaders, graduating Webelos Scouts.

## EQUIPMENT

Rustic archway, as described; artificial campfire; United State flag, pack flag, troop flag; graduation certificates.

## ARRANGEMENTS

Set up the rustic archway at the center of the stage with Boy Scout and Webelos Scout emblems suspended from its top. On each upright hang acoustical tile squares on which you have fastened drawings or decals of the Bobcat, Wolf, Bear, and Arrow of Light emblems. The artificial campfire and the pack flag are to the left of the arch. The troop and United States flags are to the right. Graduating Webelos Scouts and their parents are on stage.

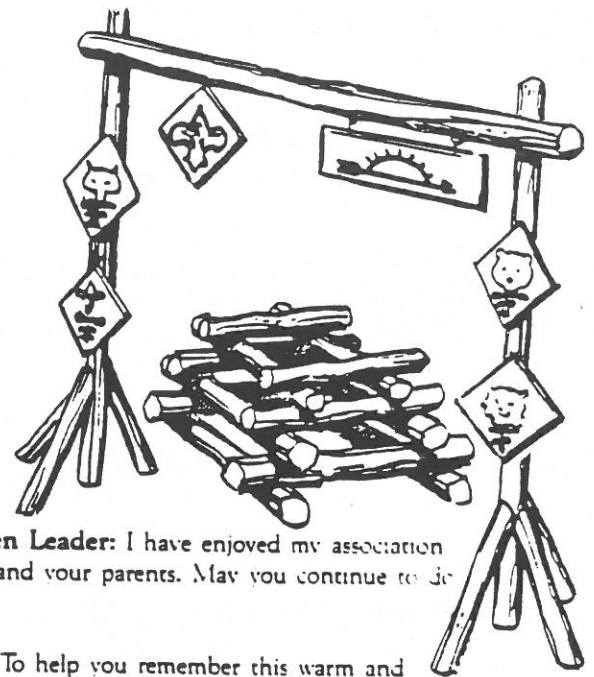
**Cubmaster:** Tonight we honor graduating Webelos Scouts [names]. Will the graduates' den leader, den chief, and denner come forward and stand behind the graduates?

Scoutmaster [name] and Patrol Leader [name], of the [name] Patrol, please stand to the right of the arch.

In honor of these graduates, let's all sing "We're On the Upward Trail," found in the *Cub Scout Songbook*. (After the song, the Cubmaster continues.)

Webelos Scouts [names], you have reached your 11th birthday and are graduating from Cub Scouting. With your dads you have visited and decided to join Troop [number]. You have been active members of our pack for [number] years and we are proud to recommend you and your parents to Scoutmaster [name]. Come join our group and stand by our campfire and flag.

**Denner:** [Graduates' names], the members of our Webelos den regret losing you. You have earned each of the Cub Scout ranks displayed on the archway and are ready to become Boy Scouts. We hope to join you soon.



**Webelos Den Leader:** I have enjoyed my association with you and your parents. May you continue to do your best.

**Cubmaster:** To help you remember this warm and friendly campfire, our assistant Cubmaster will lead us in singing "Akela's Pack." (After the song, the Cubmaster continues.)

As you leave the warmth of our fire please accept this certificate of graduation. (Presents certificates.) Remove your Webelos Scout neckerchief. I now escort you and your parents through the archway to meet Scoutmaster [name]. (As they go through the arch, ask the audience to sing "Ho! Ho! For the Pack" from the *Cub Scout Songbook*.)

**Scoutmaster:** (Giving Scout handshake to the graduates and their parents.) On behalf of Troop [number], I welcome you to the Scouting brotherhood. Our troop has great traditions and high standards. We hope you will help keep them high. Since you wish to join the [name] Patrol, I have [name], the patrol leader, with me.

**Patrol Leader:** We welcome you into the [name] Patrol. Our troop furnishes den chiefs for Pack [number]. Our patrol tries to be the best in our troop. We will count on you to help us. (He gives graduates the Scout handshake.)

**Scoutmaster:** (To the parents.) As you and your boy enter Boy Scouting, you and he should realize that he is entering a new world of activity. However, he will continue to need your help and encouragement.

There are many ways you can help. I will look forward to your participation in our activities.

(To graduates.) We have already had a visit together. As soon as we have another conference on your Boy Scout requirements, you will be invested at a troop meeting. You may now wear this Scout neckerchief to show you belong to our troop. (Places neckerchief around neck of pack graduate.)

Congratulations!

# The Milepost

## PERSONNEL

Cubmaster, Webelos den chief, graduating Webelos Scout and his parents, Scoutmaster, and two Scout aides.

## EQUIPMENT

Troop neckerchief for graduate.

**Cubmaster:** *(Addressing audience.)* Cub Scouting is part of the great Scouting movement.

In the final months of his Cub Scouting experience, a boy learns the requirements for the Boy Scout badge. He decides what troop he will join and, with his parent, arranges for his entrance into Boy Scouting on his 11th birthday. Tonight our pack has the privilege of bringing another Webelos Scout to this significant milepost.

*(Addressing den chief.)* Den Chief [name], will you escort Webelos Scout [name] and his parents forward? *(The Cubmaster greets them.)* [Webelos Scout's name] has chosen Troop [number] as his preference. The Scoutmaster of Troop [number], Mr. [name], is here. We will ask him to come forward with his aides. *(The Cubmaster introduces the Scoutmaster and his aides to the Webelos Scout, his parents, and the audience.)*

[Webelos Scout's name], I remember the night you became a Cub Scout. You and your parents stood in this same spot. That night a whole new world of opportunity was opened to you through Cub Scouting. During the past 3 years you have experienced that good feeling that comes in giving goodwill to others. As you reach your 11th birthday, you have the privilege of becoming a Boy Scout. This ceremony marks the completion of your Cub Scouting, just as it marks the beginning of a whole new experience in Boy Scouting.

*(Addressing Scoutmaster.)* Scoutmaster [name], Pack [number] is proud to present Webelos Scout [name], holder of the Arrow of Light Award. It is our hope and belief that you and your Scouts will provide him the finest opportunity to carry on his Scouting.



**Scoutmaster:** [Webelos Scout's name], it is a real privilege to welcome you into Troop [number]. As a Boy Scout you will hike and camp. You will learn many useful things. You will have an opportunity to continue to grow into a useful citizen because you will participate in civic activities and learn the thrill of helping other people by practicing the habit of doing a Good Turn everyday.

And now Scouts [name] and [name] will exchange your Webelos Scout neckerchief for our troop neckerchief, a symbol of graduation into Boy Scouting.

*(Aides replace the Webelos Scout neckerchief with a Boy Scout neckerchief, give the Scout handshake, step back, and salute. The graduating Webelos Scout should have been coached to return this salute. The Webelos den chief leads the pack in a yell for the graduate. The Cubmaster dismisses the graduate with a warm handshake, and aides escort the graduate, the Scoutmaster, and the family off the stage.)*

*Den leader  
appreciation*



## Leader Appreciation

### PERSONNEL

Narrator, four adult leaders.

### EQUIPMENT

Four large candles. Adults in the audience should bring flashlights.

### ARRANGEMENT

All lights are out. The four leaders stand behind the narrator.

**Narrator:** To a Cub Scout it looks so very grim,  
When there is no leader, no pack or den.

Wait—here is a leader (*first leader lights his candle*)  
with a candle. But the job is more than one can  
handle.

He needs den leaders and committee members, too,  
Because there is so much to do.

Now he has found one (*second leader lights his light*)  
and now another. Here's a committee member (*third  
leader lights his light, fourth leader lights his light and  
one adult in each den lights his light*).

Here's a mother. Now each to his neighbor, please  
pass a light. (*The narrator pauses while all adults light  
their lights.*) For our Cub Scouts it is now getting  
bright.

Out of the blackness we now have hope  
Our Cub Scouts no more will have to grope  
To find their way along the road that millions  
like them often strode—  
To wear the uniform of the blue and gold,  
The laws of their country and God to uphold,  
All of you can now see your way, too!

So if all together we hold our lights high,  
Cub Scouting will shine and never die.

## DEN LEADER INDUCTION

Equipment: Den Leader patch and Ass't Den Leader patch

We have two parents here with us this evening who have agreed to become leaders. Will \_\_\_\_\_ and \_\_\_\_\_ please come up front. (Pause)

I would like to read you something before you receive your badge of office. You can be a Den Leader and enjoy it. You've taken care of your own son for eight years, and you're still fairly normal, so adding a few more boys to the roost isn't all that hard.

The first rule is, clothe yourself with optimism and grin a lot. As soon as the meeting opens, collect the dues, make announcements, and explain the day's projects. You're likely to get the Cub Scouts' undivided attention again.

Good Den Leaders know where to look for supplies. Scout your basements, attics and trash barrels. Cub Scouts love to hammer, but an adult male craftsman might do most of the sawing before hand. Remember to be patient. Keep one-inch bandages on hand. Decide what you'll do about unsavory words that might follow when the boys bang their fingers with a hammer a few times. Even if it's a birdhouse they have to paint, use a washable paint. Remember to protect their uniforms and never leave a room full of Cub Scouts all alone with paint buckets.

Cub Scouts love to wait their turn to use supplies or tools because it gives them time to explore your closets, test other's endurance for punches and pokes, and leaves time for races and shouting contests. Always make it clear that everyone left in your house after the Den Meeting must take a hot bath and help clean out the garage. This spurs the boys to have their Moms pick them up right after the meeting.

Den Leaders gain some very useful knowledge. They learn that their son is quite typical and normal. He even behaves better than some of the other boys. The boys you've gotten to know as a Den Leader will be around your house for years as your son grows up.

Believe it or not, some of your dearest memories will be of them in their Cub Scout days. With that I would like to present you both with your badge of office and your Den Flag.



# A Den Leader Farewell and an Induction

## PERSONNEL

Cubmaster, Cub Scout, all den leaders, including the retiring den leader and the new den leader and spouse, pack committee chairman.

## EQUIPMENT

Gift for retiring den leader, den leader's badge of office, Den Leader's Job Description Card, current issue of *Scouting* magazine with Cub Scout Program Helps, copy of *Cub Scout Leader Book*.

## ARRANGEMENT

All den leaders line up on stage as a background for this ceremony. Cubmaster is in front.

**Cubmaster:** Cub Scouts and parents, tonight we are bidding good-bye to one of our den leaders and saying hello to another. [Name] has been a loyal den leader for the past year. It is now necessary for her to give up this work. We shall miss her. Will you please step forward, [name]. *(A Cub Scout from den steps forward and presents her with an inexpensive gift.)*

**Cub Scout:** This gift will remind you of the many hours that you have spent in giving something to us Cub Scouts so that we may grow into better men and good citizens of our country. Will you introduce the new den leader who will take over Den [number].

**Retiring Den Leader:** [Name] has already been working with me and is prepared to take over. I know that the boys like her very much and that she will be an excellent den leader. *(The pack chairman escorts the new den leader forward.)*

**Pack Chairman:** [Name], we welcome you as a den leader in our pack. Yours is a big but rewarding responsibility. Without den leaders, we could have no Cub Scouting—not, at least, in the fine way we have it now. As chairman of our pack, I think I speak for the parents and boys of your den when I say we'll do our best to help you make the den go. And that goes for all of us in the pack, too. And now, [name], here are your badge of office, a card describing your duties, your first issue of *Scouting* magazine with Cub Scout Program Helps, and the *Cub Scout Leader Book* to help you in your den program.

Now may I introduce a partner *(introduces spouse)*, a person whose faith in Cub Scouting and what it means to all the boys in the neighborhood will make him a very active partner.

**Cubmaster:** OK, Cub Scouts, let's give three cheers for both of these den leaders. Hip, Hip, hurray! Hip, Hip, hurray! Hip, Hip, hooray!

# Den Chief Installation

## PERSONNEL

Cubmaster, den chiefs.

## EQUIPMENT

Appreciation certificate for each den chief.

**Cubmaster:** Cub Scouting is different than Boy Scouting. Like Boy Scouting, it has its games, crafts, advancements, and goodwill projects. The difference is in the type of activities that younger boys like to do. The person who knows these activities best is one who has been a Cub Scout.

It is the job of the den chief to help lead den activities that will help younger boys to be good Cub Scouts and Webelos Scouts and eventually, good Boy Scouts, Varsity Scouts, and Explorers. Den chiefs set a good example by being both a leader and a friend. Tonight we would like to recognize those who serve our pack as den chiefs.

*(Call names and den numbers of all den chiefs.)*

We would like to ask that you re-pledge yourself to your responsibility as den chief. Please repeat the Den Chief Pledge after me:

I promise to help the Cub Scouts in my den  
To the best of my ability,  
To encourage, guide and protect them  
In all den and pack activities,  
And to show them by my example  
What a Boy Scout is.  
I will strive to be prompt and dependable,  
And to cooperate with the leaders  
In carrying out the den program.  
As each Cub Scout reaches 10 years of age  
Or completes the fourth grade,  
I will encourage him to join a Webelos den.  
As he reaches 11 years of age  
I will do all in my power to  
Interest him in becoming a Boy Scout.

*(Present each den chief with an appreciation certificate.)*



Two 4-foot lengths of blue and gold cord can be used to dramatize the den chief's induction. See "Den Chief Recognition."

## Den Chief Recognition

After a new den chief has been appointed and inducted (in his troop), this ceremony may be used to recognize him in the pack.

### PERSONNEL

Akela (Cubmaster), a Cub Scout, new den chief, an older den chief, den leader.

### EQUIPMENT

Two 4-foot lengths of rope made of yarn, one blue, one yellow; table; copy of *Den Chief Handbook*.

### ARRANGEMENT

On Akela's right stands a Cub Scout holding rope of blue yarn; on his left, an older den chief holds the rope of yellow yarn. On the table is the *Den Chief Handbook*.

**Akela:** Cub Scouts and friends of Pack [number], we wish to recognize a new leader who will serve as den chief of Den [number]. (*Reads from a scroll, if necessary.*) I, Akela, chief of the Webelos, pondered long into the night who should lead the young Cub Scouts of our pack. An important council was held with the Scoutmaster, chief of our older brothers, to choose this important leader. Now, we call to our council the chosen one, Scout [name] of Troop [number]. (*Points to blue rope.*) This blue totem represents the Cub Scout pack with all its Cub Scouts, leaders, and parents—also the Cub Scout Promise and Law of the Pack.

This gold totem (*points to yellow rope*) represents the Scout troop, its leaders, the Scout Oath and Law.

You will notice the ropes are made up of many strands, representing all the boys in the troop and pack. Let us bind together these ropes into a bond of friendship. (*The Cub Scout and the older den chief each grasp an end of the two cords and twist in opposite directions.*) You now see these symbols become the totem of the den chief's office. This is known as the den chief's cord. You will notice that our new den chief is wearing this shoulder cord encircling his left sleeve. This badge of office was presented to him in his troop in recognition of his new position as an officer of his troop. (*To new den chief.*) And now we of Pack [number], in recognition of your high office and the important service you will be rendering your troop and your pack, want to present to you this *Den Chief Handbook* in the presence of your new friends. (*Hands book to him and gives Cub Scout handshake.*)

When Akela was a boy, he was taken on trips by his chief to learn the ways of the braves to prepare him for the day when he would become a chief. You have now become a chief in Akela's pack. Lead the younger ones that they shall become mighty hunters and honorable Webelos Scouts. Your den leader will be with you to lead the Cub Scouts of your den along the Cub Scout trail. Den Leader [name], will you stand by your new den chief as we give him the grand howl of welcome. (*Den gives him the grand howl and all return to places. The new den chief sits with the den.*)

# Committee Chairman Induction

## PERSONNEL

Presenter and committee chairman

## EQUIPMENT

Gavel for new committee chairman, candles—one unlit.

## ARRANGEMENT

A head table with lighted candles will add to the atmosphere. The unit commissioner, Cubmaster, or Scouting coordinator can perform the induction.

**Narrator:** What is leadership? It is a process by which a person influences others. In Cub Scouting, leadership is the ability to accomplish the Cub Scout program in an efficient and effective manner. As in most groups, our pack is evidence of the willingness of its members to work together. Working together is a give-and-take business, and the leader gives guidance and direction. The leader also lives up to the standards of the group.

*(Ask new committee chairman to come forward.)* The job of pack committee chairman is one of variety and responsibility. It touches on all the aspects of Cub Scouting. The chairman has the final responsibility for the successful operation of the pack, working closely with the Cubmaster and other pack leaders. The chairman, like other pack leaders, must set a good example and lead the way for Cub Scouts to follow. A successful chairman will not ask of anyone something he would not willingly do himself.

I would like to introduce [name], our new pack committee chairman. *(To chairman)* Would you please repeat with me the Cub Scout Promise?

I, [name], promise to do my best  
To do my duty to God and my country,  
To help other people, and  
To obey the Law of the Pack

These are meaningful words and they apply to all of us. They are words to which all Cub Scout leaders, to the best of their ability, should try to live. As I turn over the chairman's gavel to you, I ask that you light this candle to symbolize the guiding light you and the other leaders of the pack must show for the boys to follow.

## Welcome, New Leader

**Den Leader Coach:** The Cub Scout sign means something more to those who are leaders; the two upright fingers mean to obey and to be fair.

The three folded fingers stand for three secret letters in our law, F-H-G.

These letters mean:  
follows—helps—gives. They  
also mean: fair—  
happy—game.

And finally they can remind us of some things each Cub Scout respects: freedom—home—God.

All our leaders want to do their best to teach our Cub Scouts to learn to follow, to help, to give, and to be fair and happy whatever the game might be, and to respect their freedom, home, and God.



Will the following new leaders please come forward and repeat after me: *(They come forward.)*

I, [name], promise to do my best, to help the Cub Scouts in my den and in my pack to be fair, to do their duty to God and their country, and to obey the Law of the Pack.

**Den Leader Coach:** As den leader coach of this pack, I take pleasure in welcoming you into active leadership in our program. May the days ahead be happy, game, and fair!



# Cubmaster Induction

## PERSONNEL

Narrator, new Cubmaster, Cub Scouts.

## EQUIPMENT

Indian blanket and headdress.

## ARRANGEMENT

The narrator and new Cubmaster stand at the front of the room in front of the Cub Scouts.

**Narrator:** [Name], you have been chosen to be the new chief of the tribe of the Webelos. Will you be loyal to the trust that has been placed in you by our committee, Cub Scouts, and parents?

**New Cubmaster:** I will be loyal. *(The narrator puts the Indian blanket on his shoulders and Indian headdress on his head.)*

**Narrator:** I declare you to be Chief Akela, of the tribe of Webelos of Pack [number] in the name of the Boy Scouts of America. Do the young braves know the Law of the Pack?

**New Cubmaster:** They do.

**Narrator:** Let them stand and say together the Law of the Pack.

**Cub Scouts:** The Cub Scout follows Akela. The Cub Scout helps the pack go. The pack helps the Cub Scout grow. The Cub Scout gives goodwill.

# Candlelight Charter Presentation

The charter is presented to a representative of the chartered organization at one of its meetings.

## PERSONNEL

Unit commissioner, Scouting coordinator, Cubmaster, pack committee chairman, seven Cub Scouts.

## EQUIPMENT

Seven flashlights, the lens of one covered with blue tissue paper and the other six covered with yellow tissue paper (or plastic wrap).

## ARRANGEMENT

The Cubmaster calls the meeting to order. The first Cub Scout lights the blue light.

**Pack Committee Chairman:** This blue light represents the spirit of Cub Scouting. May it ever burn brightly.

**2d Cub Scout:** (*Lights yellow light.*) I promise to do my best. To do my duty to God and my country . . .

**3d Cub Scout:** (*Lights yellow light.*) To help other people . . .

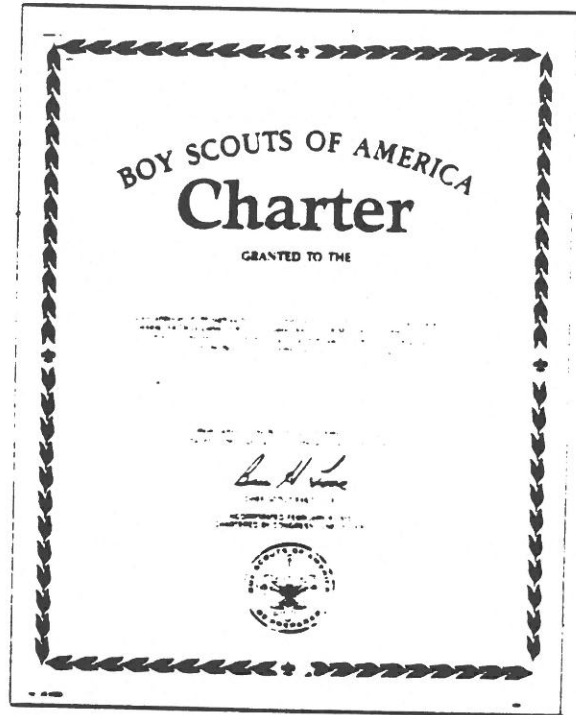
**4th Cub Scout:** (*Lights yellow light.*) And to obey the Law of the Pack.

*(Fifth, 6th, and 7th Cub Scouts come forward. No. 5 holds the charter.)*

**Commissioner:** (*To chairman.*) In presenting this charter to [name of chartered organization], I ask if the pack committees agree to work with and recruit the best adult leadership available, to conduct regular monthly pack leaders' meetings, and to assist the Cubmaster?

**Chairman:** We will.

**Commissioner:** (*To the Scouting coordinator.*) Do you, as the representative of the chartered organization, promise to serve boys by providing the best leadership available; to keep informed of this pack's condition and performance, and relay this to your organization regularly; to see that the best possible Cub Scouting gets to these boys through adherence to the rules and regulations set forth by the Boy Scouts of America, and the [name of local council]; and to place this charter in a prominent place for all to see that this organization operates Pack [number]?



**Scouting Coordinator:** I do promise.

*(The 5th Cub Scout then gives the charter to the Scouting coordinator and salutes him.)*

**5th Cub Scout:** (*Lights yellow light.*) The Cub Scout follows Akela.

**6th Cub Scout:** (*Lights yellow light.*) The Cub Scout helps the pack go.

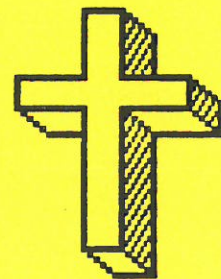
**7th Cub Scout:** (*Lights yellow light.*) The pack helps the Cub Scout grow. The Cub Scout gives goodwill.

*(The Cubmaster and Cub Scouts leave with lights still burning.)*





***GOD  
&  
COUNTRY***









## Philosophy

# PURPOSE OF THE BOY SCOUTS OF AMERICA AS IT RELATES TO RELIGIOUS GROUPS

The history of the Scouting movement gives the key to its purpose and success. There was Scouting in America before there was a "Boy Scouts of America." Many religious groups were using the Scouting program as a part of their ministry to the youth and families in their neighborhoods. Scouting developed as a movement and became a part of religious groups' youth ministry.

Today, many churches, synagogues, mosques, and temples and their leaders, with other community organizations, use the Boy Scouts of America program. The BSA exists to give unity to the program and to provide support services for groups desiring to use the program.

During the first 6 years (1910-16), the Scouting movement became so popular throughout America that the Congress of the United States recognized Scouting's potential as an educational resource for religious organizations and other groups interested in a positive program for youth. In 1916, Congress, representing the people of the United States, granted a charter to the Boy Scouts of America to make the program available through community organizations.

Under the authority of its congressional mandate, the Boy Scouts of America issues two kinds of charters in each local council area: One type of charter is issued to a community organization such as a church or religious institution or one of its affiliate groups to use the Scouting program (one or more parts) under its own leadership to serve the youth and families for which it has concern and which will help it accomplish its own objectives.

The other type of charter is issued to a local Scouting council: (1) To provide service to help the chartered organization be continuously successful in their use of the Scouting program and (2) To extend an invitation to other organizations to use the program—interpreting how it will help them.

A council is divided into districts that have these same two responsibilities in that geographical area of the council which they serve. The district is the structure closest to the religious group, the families, and the youth who benefit from the program; therefore, it is a most important part of the total Scouting structure. A district must help make Scouting happen.

It may be helpful to consider Scouting in two ways: (1) The program of the Boy Scouts of America—Tiger Cubs, BSA, Cub Scouting, Boy Scouting, Varsity Scouting, and Exploring—is designed to implant in youth desirable qualities of character, to train them in the responsibilities of participating citizenship, and to develop in them personal fitness, and (2) The support service system of the Boy Scouts of America—district, council, area, region, and national—all aimed at assisting religious groups and other organizations using the program.

This time-tested program has really worked. More than 75 million lives have been directly touched by community organizations (mostly religious groups) of the United States through their use of the Scouting program, supported by the BSA.

Scouting is not something that a religious group "sponsors" for the Boy Scouts of America. Scouting is a resource, a way to help with youth outreach. A religious organization provides the Scouting program according to its own principles, and follows the recognized ideals and practices of Scouting.

To achieve its ultimate effectiveness, therefore, the BSA makes a total commitment of its resources to help religious groups serve youth.

**BOY SCOUTS OF AMERICA**

**RELIGIOUS RELATIONSHIPS**



## RELIGIOUS EMBLEM PROGRAM

### FOR CATHOLICS

#### PRINCIPLES OF THE BOY SCOUTS OF AMERICA:

The Boy Scouts of America maintains that no youth can grow into the best kind of citizen without recognizing his obligation to God.

Through the Religions Emblem Program the Catholic Committee on Scouting, the member can learn how to put his faith and his Scouting together in an integrated program. By working on the Religions Emblem for his age, the boy reinforces what he learns in the Parish Religious education program, and it often can lead a boy into a religions vacation.



#### PARVULI DEI PROGRAM

The purpose of the Parvuli Dei Program is to help Cub Scouts grow in the knowledge of their faith and love of God as they progress in Scouting. The scout undertakes the program and with the help of his parents or guardians, becomes more aware of God's presence in his daily life, especially within his home and community. This program can be undertaken year around. PRESENTATION--at a Liturgical Celebration in the parish.

#### AD ALTARE DEI PROGRAM

The purpose of the Ad Altare Dei Program is to help scouts develop a fully Christian way of life. With a Religious Emblem Counselor, the scout meets requirements on eight steps covering the Sacraments. The scout must be a registered Boy Scout, active one year in Boy Scouting before receiving the emblem,  
BOARD OF REVIEW-- AS NEEDED  
DIOCESAN PRESENTATION-- RECEIVED IN THE PARISH

#### POPE PIUS XII PROGRAM

This program was developed in recognition of the need of Catholic lay leaders in church and community affairs. The requirements cover five units: We As Christians, Today's Vocation, Awareness of Responsibilities Self and Society, Citizenship-Home and Community, and Our Response to Faith. Registered \scouts of High School age and young men and women who are registered Explorers are eligible for this program.

BOARD OF REVIEW-- AS NEEDED  
DIOCESAN PRESENTATION-- RECEIVED IN THE PARISH

### BOARD OF REVIEW -- AD ALTARE DEI and POPE XI1

Upon completing the Ad Altare Dei and Pope XI1 Program. it is necessary that the Scout or Explorer pass a Board of Review, approved by the Diocesan Chaplain. Board of reviews are held in Areas by the Area Catholic Committee on Scouting.

### RELIGIOUS EMBLEM COUNSELOR

The Unit Religious Emblem Counselors set the program into action. they promote the Spiritual phase of Scouting within the Unit and encourage greater participation by Catholic Youth in the program. They also provide guidance and assistance to non-catholic youth, urging them to participate in the Religious Emblem Program of their own church and synagogue.

### POPE PAUL VI NATIONAL UNIT RECOGNITION

This recognition is for Scouting under Catholic Auspices--Catholic Chartered Units. The purpose is to recognize the Chartered Partner and to help motivate and improve the effectiveness of the individual Unit and its adult leadership and to provide each youth with top-quality programming which encompasses the religious, vocational and educational aspects of Scouting under Catholic auspices. Each Unit of a chartered partner may earn this recognition on its own merit for a particular calendar year and may re-earn it for succeeding years providing the yearly requirements are met. Each January eligible Units should submit their certification as required. Completed applications are to be forwarded to-- 100 EAST EIGHTH ST.  
BY--JANUARY 15TH OF THE NEW YEAR. CINCINNATI, OHIO  
Various requirements apply..

### ADULT RECOGNITION

The purpose for Adult Awards is to give recognition for exceptional service to the aims of the Catholic Committee on Scouting by those men and women (clergy, laity, of religious) who have furthered the spiritual development of Catholic youth in the Scouting Program.

BRONZE PELICAN--a Diocesan Award made at the Area level with the approval of the Area Chaplain and Committee Chairman  
Various requirements apply.

ST. GEORGE AWARD--a National Award made at the Diocesan level with the approval of the Diocesan Chaplain on the recommendation of the Diocesan Committee.  
Various requirements apply.

NANCY BUDDENDICK MEMORIAL AWARD-- a Religious Award given at council level, with the approval of the Diocesan Chaplain and Catholic Committee--Various requirements apply.

Roy D. Miller Award-- a Religious Award give with the approval of the Church and Synagogue Committee--Various other requirements apply,

CATHOLIC COMMITTEE ON SCOUTIN

CHAIRMAN :	Dale Herbst	3412 Stocker Dr. Kettering, Oh. 45429	298-3463
Vic- Chair/Trea. :	Joseph Wade	417 Chatham Dr. Ketterin, Oh 45429	299-6475
Secretary :	Madonna Homan	3101 Regent St. kettering, Oh. 45409	293-2291
Rep. B.S.A. :	Cindy Ferguson	Miami Valley Council	278-4825
Religions Emblen : Counselor	Dorothy Strong	2837 Rushland Dr. Kettering, Oh. 45406	298-8898
Religious Awards :	Catherine Hatton	2901 Marimont Ave. Dayton, Ohio 45410	256-1444

# The Protestant Committee on Scouting \*

## THE JEWISH COMMITTEE ON SCOUTING

The Protestant Committee on Scouting in a local council acts in behalf of the Protestant churches in providing a ministry to the Scouts who are Protestant. It is not an operating committee of the local council. It is a medium through which the churches work cooperatively in all relationships to the Scouting program. It is organized through joint action between the Scout council and the Protestant churches.

### Structure of Committee

This committee may be related to the council of churches and/or ministerial associations. In some Scout councils an independent committee is necessary. Membership may consist of at least one key clergyman and one top layman from each district with members at large for denominational connections. A member of the Scout council staff may serve as a consultant on the committee.

### Functions of the Committee

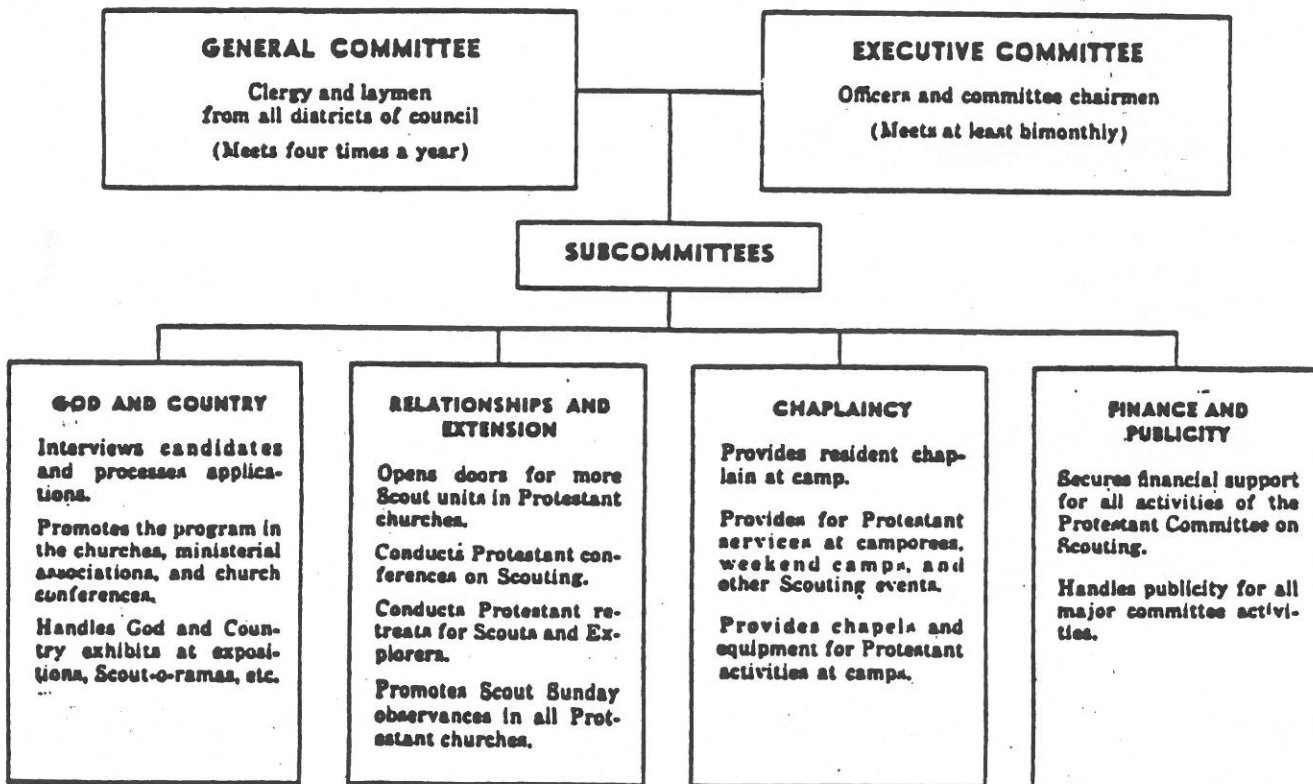
The functions of a Protestant Committee on Scouting can be briefly outlined as follows:

1. Administer and promote the God and Coun-

try program in all Protestant churches in the local council.

2. Provide for chaplain service and religious observances at Scout camps, camporees, and other Scouting events in the district and council.
3. Promote the observance of Boy Scout Sunday in all Protestant churches in the council.
4. Interpret for the churches Scouting as a part of the ongoing program of the churches for children and young people.
5. Sponsor conferences on Scouting for ministers or laymen; conduct spiritual retreats at camp for Boy Scouts and Explorers who are Protestant.
6. Serve as a medium for clearing all relationships between the Protestant churches and the local council of the Boy Scouts of America.

To carry out these functions the committee may follow the plan of organization outlined in the chart below:



\* This resource sheet is produced by the National BSA. Miami Valley Council incorporates the Jewish and the Protestant relationships. So please add Jewish everywhere the word Protestant appears.



# JEWISH RELIGIOUS EMBLEM PROGRAM

## AS PREPARED BY

### THE NATIONAL JEWISH

### COMMITTEE ON SCOUTING

**MACCABEE**  
Tiger Cubs



**ALEPH**  
Cub Scouts



**NER TAMID**  
Boy Scouts and Explorers



**SHOFAR**  
Adults



#### MACCABEE (Tiger Cub)

1. Names
2. Holidays
3. Terms
4. Symbols, Objects and Articles
5. Community Helpers
6. Heros

#### ALEPH (Cub Scout)

1. The Torah
2. Prayer
3. Religious Holidays
4. The Synagogue
5. Bible Hero
6. Famous American Jews
7. The Land of Israel

#### NER TAMID (Boy Scout)

1. Home Observance
2. Synagogue Worship
3. Jewish Study
4. The American Jewish Community
5. World Jewry

#### SHOFAR (Adult)

The National Jewish Committee on Scouting established the Shofar Award to recognize outstanding service by adults in the promotion of Scouting among Jewish youth. Just as the Shofar (Ram's Horn) calls people to the service of God, so the Shofar Award is a recognition of the individual who has answered the call to serve Jewish youth in Scouting.



SCOUTING/USA

# Fact Sheet

Communications, BOY SCOUTS OF AMERICA  
1325 Walnut Hill Lane, Irving, Texas 75038-3096  
Telephone: 214-659-2000

## SCOUTING IN PROTESTANT CHURCHES

### BACKGROUND

Many local Protestant churches organized Scout troops in the early days of the Scouting movement. Of the 7,375 registered troops at the close of 1915, more than 4,000 were chartered to Protestant churches and 1,645 Scoutmasters were ministers. When church troops became numerous, some of the denominational bodies decided to give recognition to the values of Scouting as a resource for the churches in their youth ministries. Among the earliest endorsements were the following: Northern Baptist Convention, 1918; Presbyterian Church in the U.S.A., 1918; United Lutheran Church in America, 1918; Congregational Churches, 1919; The Methodist Church, 1919; Southern Baptist Convention, 1923. Today, Protestant churches have organized more than 26 percent of all packs, troops, and posts, making them the largest user of the Scouting program.

### NATIONAL COMMITTEE

The first interdenominational Protestant Committee on Scouting was organized under auspices of the Federal Council of Churches, with 13 denominations represented. Later the protestant committee affiliated with the International Council of Religious Education. When the National Council of Churches came into existence, the Protestant Committee on Scouting became a subcommittee of the Commission on General Christian Education. Today, the Protestant Committee on Scouting is a subcommittee of the BSA Religious Relationships committee that consists of representatives from major faiths.

### RESPONSIBILITIES

The Protestant Committee on Scouting carries out four specific functions:

*Chaplaincy.* Chaplains are provided for Boy Scout summer camps, national and world jamborees, and national high-adventure bases. In addition, materials are provided to local councils for selecting and training unit chaplains (adults) and chaplain aides (Boy Scouts).

*Religious Emblems.* The God and Country Program Series, developed and administered by the Church Commission for Civic Youth Serving Agencies and distributed by Programs of Religious Activities with Youth (P.R.A.Y.) provides spiritual growth experiences for members of the BSA who are Protestant, as well as members of Girl Scouts of the U.S.A., CampFire, Inc., and 4-H.

God and Me—for Tiger Cubs and 8-year-old Cub Scouts

God and Family—for 9-year-old Cub Scouts and Webelos Scouts

God and Church—for 11- to 14-year-old Boy Scouts

God and Life—for 15- to 17-year-old Boy Scouts, 15- to 17-year-old Varsity Scouts, and 15- to 20-year-old female and male Explorers

God and Service—presented to deserving adults who have given distinguished service to youth through Scouting in a local church or at the council, regional, or national level.

*Religious Activities.* Local council support materials are provided for a variety of religious activities including annual Scout Sunday observances, retreats, "Duty to God" encampments, religious emblem recognition dinners and Scouting show displays. An annual "Scouting in the Church's Ministry" conference at Philmont Scout Ranch, Cimarron, N. M., attracts participants from across the nation who come together for a week to learn about the role of Scouting in local churches.

*Relationships.* National liaison is maintained with more than 25 denominations that are chartered to use the Scouting program as part of their ministry to children, youth, and families. Representatives of these denominations are invited to membership on the Protestant Committee on Scouting.

**LOCAL  
COMMITTEES**

Local BSA councils are encouraged to form Protestant Committees on Scouting whose functions are similar to those of the national committee, namely:

1. The interpretation of Scouting as a resource for ministry.
2. Promotion of the God and Country religious emblems program and other denominational emblems programs.
3. Promotion of Scout Sunday.
4. Provision for a summer camp chaplain.
5. Offer guidance to districts and councils in religious matters.
6. Organization of new Scouting units in Protestant churches.

**COMMUNICATION**

*Scouting Ministry Newsletter*, published three times a year by the Protestant Committee on Scouting, is the main organ for sharing news and information regarding Scouting activities in Protestant churches across the nation. Suggested articles, including photos, are always welcomed.

For further information write: Boy Scouts of America; Protestant Relationships, SUM 0205; 1325 Walnut Hill Lane; Irving, TX 75038-3096.

CHURCH AND SYNAGOGUE COMMITTEE ON SCOUTING  
MIAMI VALLEY COUNCIL  
BOY SCOUTS OF AMERICA

How can a young person keep his/her life prue?  
By obeying GOD'S commands. (PSALMS 119:9)

This committee promotes Scouting, and pays for chaplains for Cub Scouts and Boy Scouts at two separate camps during the summer. We are entirely dependent upon the religious institutions in the 5-county Miami Valley area to pay the chaplains salaries, plus the other religious activities relating to scouting in this area.

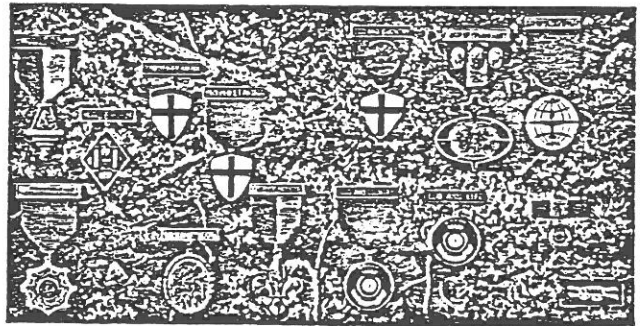
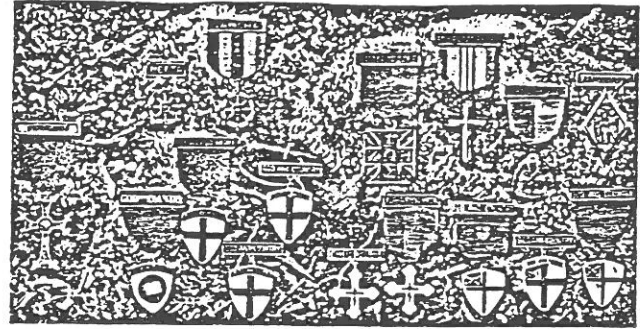
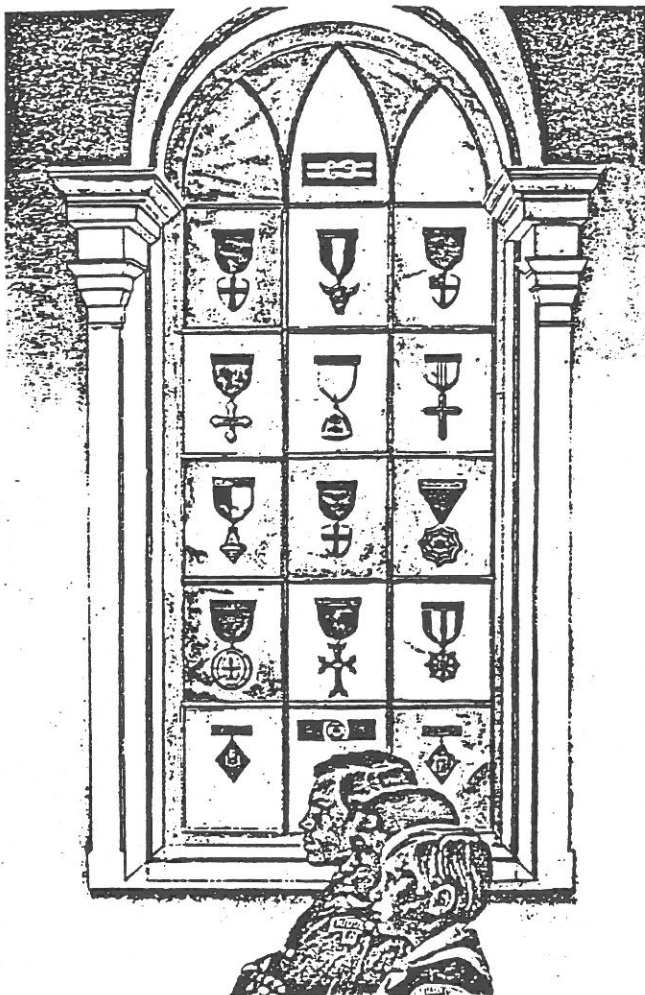
In 1990, our two chaplains served 3,100 Cub Scouts, Boy Scouts, Unit leaders, and Camp Staffers for a combined 17 weeks of summer camping

CHURCH AND SYNAGOGUE COMMITTEE ON SCOUTING

Chairman :	David Andrews	2624 Meadow Park Dr. Kettering, Ohio 45440	299-9705
Vic-Chairman :			
Sec./Tres. :	Bert Stoackel	3009 Swigert Rd. Kettering, Ohio 45440	293-9055
Rep. BSA :	Cincy Ferguson	Miami Valley Council	278-4525
Finance :	Clark Oursler	7190 Old Troy Rd. Huber Heights, Ohio 45424	233-5931
Personal :	Bob Thornton	1010 W. Hilcrest Dayton, Ohio 45406	276-4690
Religious Awards :	Richard Duke	5601 Marblehead Dayton, Ohio 45431	455-3820
Chaplaincy :	Roger Schalnat	4432 Clardon Rd. Kettering, Ohio 45440	298-3789

COUNTY REPRESENTATIVES:

MIAMI:	Ed Sensenbrenner	20 S. Walnut St. Troy, Ohio 45373	339-0628
MONTGOMERY:	Bert Stoeckel	3009 Swigert Rd. Kettering, Ohio 45440	293-9055
PREBLE:	Myrna Hayward	1521 N. Clayton Rd. Brookville, Ohio 45309	687-1830
DARKE:	Ted Wonder	116 Meadow Lane Greenville, Ohio 45331	547-2210
SHELBY:	Joel Hixon	107 Bay St. Sidney, Ohio 45365	492-0375



**The Tiger Cub Promise**  
I promise to love God,  
my family and my country,  
and to find out about the  
world.

**The Cub Scout Promise**  
I promise to do my best  
to do my duty to God and  
my country . . .















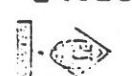
**The Scout Oath**  
On my honor  
I will do my best  
To do my duty to  
God and my country . . .

**The Explorer Code**  
I believe that America's  
strength lies in her trust  
in God and in the courage  
and strength of her people.

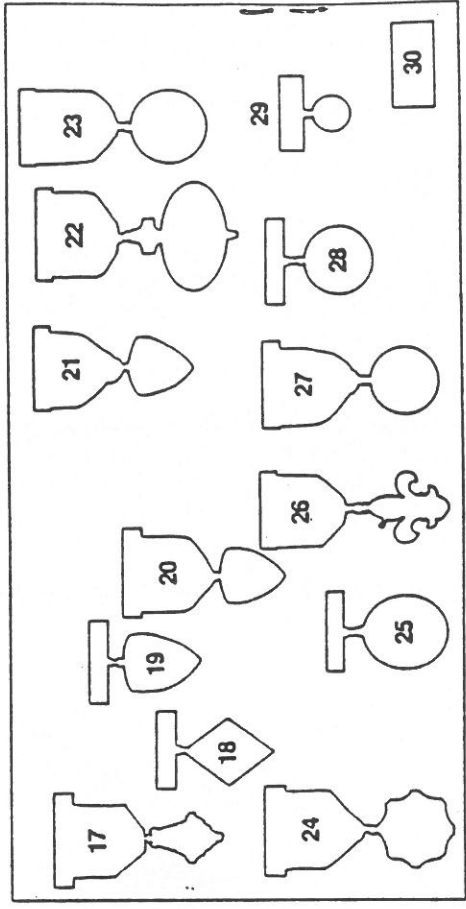
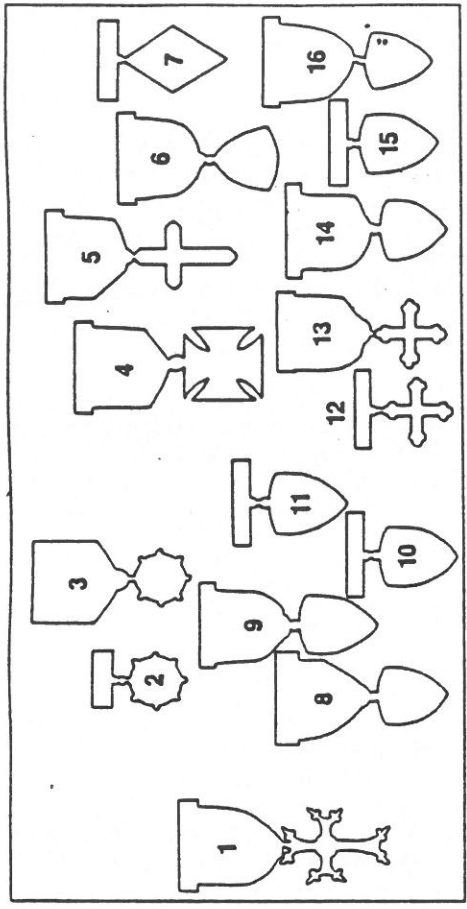


# Religious Emblems Programs

These programs help a young person grow spiritually, with guidance from his own religious leader. The emblem is not a Scouting emblem. It is conferred on a boy through his own religious organization.

 <p><b>Universal Religious Emblem</b> This embroidered square knot may be worn by any Scout or Explorer (not Cub) Emblem recipient.</p>	<p><b>God and Country</b> Protestant. Bestowed on Scout or Explorer by his minister. Method calls for planning, exploration, reporting and evaluation.</p> 	<p><b>God and Country</b> A commendation for Scouts and Explorers of Episcopal faith. Emblem displays Episcopal church seal.</p> 
<p><b>"Duty to God"</b> Church of Jesus Christ of Latter Day Saints emblem is presented to qualifying Scouts and Explorers.</p> 	<p><b>Alpha Omega</b> Eastern Orthodox Catholic Church, for studies in four areas; Christian faith, hope, love and church participation.</p> 	<p><b>Ad Altare Dei</b> For Scouts of Roman Catholic faith. A reminder that living close to the altar of God brings joy.</p> 
<p><b>Ner Tamid</b> Jewish boys who are Scouts can earn this emblem which represents the Eternal Light found above the Holy Ark.</p> 	<p><b>Pro Deo et Patria</b> Lutheran emblem. Program bears Latin inscription, "For God and Country."</p> 	<p><b>In the Name of God</b> Scouts and Explorers of Islamic faith. "Glory and praise to God is above all" is inscribed on emblem.</p> 
<p><b>Religion in Life</b> Earned by Scouts in Unitarian Universalist churches or other liberal religious groups.</p> 	<p><b>Ararat</b> Earned by Scouts of the Armenian faith. The emblem depicts Mt. Ararat from which it gets its name.</p> 	<p><b>Sangha</b> The Wheel of the Most Excellent Law depicts the eight laws of pure conduct for the Scout of Buddhist faith.</p> 
<p><b>Allep</b> A program to help Jewish boys who are Cubs advance in knowledge and practice of Jewish religious living.</p> 	<p><b>Silver Crest</b> The Salvation Army gives to Cubs who are Junior Soldiers qualified for advancement in religious knowledge and service.</p> 	<p><b>Parvuli Dei</b> Little Children of God. Available to a Cub of Catholic faith to help him be more aware of God's presence in his daily life.</p> 

These emblems represent some of the Boy Scouts of America's many religious partners and are indicative of our cooperative relationship in



- |   |  |   |
|---|--|---|
| <p><b>ARMENIAN CHURCH OF AMERICA</b><br/>1. ARARAT<br/>2. BUDDHIST<br/>3. SANGHA<br/>4. EASTERN RITE CATHOLIC<br/>5. LIGHT IS LIFE<br/>6. ROMAN CATHOLIC<br/>7. AD ALTARE DEI<br/>8. POPE PIUS XII<br/>(Also EASTERN RITE CATHOLIC)<br/>9. PARVULI DEI<br/>10. BAPTIST<br/>11. GOD AND COUNTRY<br/>12. GENERAL PROTESTANT<br/>13. GOD AND CHURCH<br/>14. GOD AND LIFE<br/>15. GOD AND FAMILY<br/>16. GOD AND CHURCH<br/>17. JEWISH<br/>18. NER TAMID<br/>19. ALLEP<br/>20. SALVATION ARMY<br/>21. SILVER CREST<br/>22. ALL FAITHS<br/>23. UNIVERSAL RELIGIOUS EMBLEM<br/>24. CUB SCOUTS, BOY SCOUTS and Explorers</p> | <p><b>EASTERN ORTHODOX</b><br/>12. CHI RHO<br/>13. ALPHA OMEGA<br/>14. EPISCOPAL<br/>15. GOD AND LIFE<br/>16. GOD AND FAMILY<br/>17. GOD AND CHURCH<br/>18. JEWISH<br/>19. NER TAMID<br/>20. ALLEP<br/>21. LUTHERAN<br/>22. GOD AND FAMILY LUTHERAN<br/>23. PRO DEO ET PATRIA<br/>24. POLISH NATIONAL CATHOLIC<br/>25. BOG I OJCZYNA<br/>26. RLOS "SAINTS"<br/>27. WORLD COMMUNITY<br/>28. UNITARIAN-UNIVERSALIST<br/>29. RELIGION IN LIFE</p> | <p><b>ISLAMIC</b><br/>24. IN THE NAME OF GOD<br/>25. LDS "MORMON"<br/>26. FAITH IN GOD<br/>27. ON MY HONOR<br/>28. SALVATION ARMY<br/>29. GOD AND LIFE<br/>30. SILVER CREST</p> |
|---|--|---|

\* New Program "LIVING FAITH" 1983



## GOD AND COUNTRY PROGRAM

The God and Country Program is an interdenominational series of Christian education resources for church groups in their ministries with youth. The complete program is developed and offered for use to the Boy Scouts, Girl Scouts, Camp Fire, and 4-H Clubs and includes the following four titles: God and Me, God and Family, God and Church and God and Life. This program series was developed by the Commission for Church and Youth Agency Relationships. Recognition items and their use by various organizations are explained on the application form in each packet. The medallions as pictured are not to scale.

Each piece of the God and Country Series is published in an 8½ x 11, loose leaf format with holes punched for notebook use. Students should have their own workbook as they are required to keep a personal record of their progress. A medal application/order form is found in the back of every student workbook which should be filled out after all requirements have been completed. A \$2.00 processing fee per applicant will be assessed in any order not using the official application form provided in the packet and/or submitted on an unauthorized duplicated form.

P.R.A.Y. Box 6900 St. Louis, Missouri 63123 Phone (314) 638-1017

The **GOD AND ME** unit encourages children to tell the story of their lives, think about the life and teachings of Jesus, and see how God is present in their lives today.



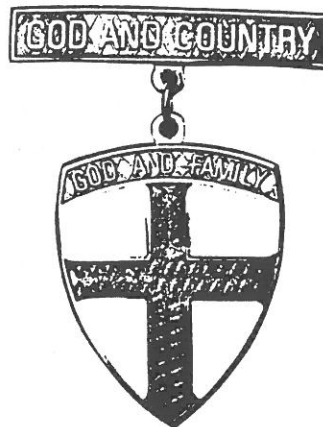
### GOD AND ME Sections

1. **Me:** The Story of My Life.
2. **God:** The Story of Jesus' Life.
3. **God and Me:** The Story of Jesus and Me Together.

Each section has projects to be completed by the child with the help of the counselor. Parents or other adults are encouraged to work side-by-side with the child, serving in the role of counselor.

### I. GOD AND ME: grades 1, 2, 3 (ages 6 - 8)

The **GOD AND FAMILY** unit is "home-centered," with parents or guardians directly involved under the supervision of the pastor. This unit encourages Christian nurturing in the home and church and emphasizes the individual's understanding of his faith as it relates to his home, the family relationship to the church, and his own identity in society.



### GOD AND FAMILY Sections

1. God and Me
2. God and My Senses
3. God, Me and My Family
4. God, Me and My Friends
5. God, Me and People Who Care
6. God, Me and My Future

### II. GOD AND FAMILY: grades 4 and 5 (ages 9 - 10)

The **GOD AND CHURCH** unit provides individuals with an opportunity to know their pastor and counselor more intimately, to understand the church's structures and objectives, and to participate in services and projects that will give them a better understanding of the mission of their church.

1. To earn this emblem the youth should use the standard printed program and order the standard recognition items at this level.
2. United Methodist youth should use the standard printed program and order United Methodist recognition items at this level.
3. Christian Church (Disciples of Christ) youth should use the standard printed program and order Disciples of Christ recognition items at this level.
4. Presbyterian Church (USA) youth should use the standard printed program and order Presbyterian recognition items at this level.
5. Baptist youth wanting to earn this emblem must order Booklets #3024 and #3025.
6. Lutheran youth must use Booklet #3635 to earn this emblem.



1. GOD & CHURCH



2. UNITED METHODIST GOD & CHURCH



3. DISCIPLES OF CHRIST GOD & CHURCH



4. PRESBYTERIAN CHURCH (USA)



5. GOD & COUNTRY BAPTIST



6. LUTHERAN LIVING FAITH

- GOD AND CHURCH REQUIREMENTS:**
- I. God at work. Learn how God works with people.
  - II. Christians at work in my church. Learn the history of your congregation and the working of your church.
  - III. Christians at work in my town. Report on the ways your local church reaches out to the community.
  - IV. Christians at work beyond my town. Learn the history of your local denomination.
  - V. Christians at work in the world. Identify the areas of the world in which your denomination is engaged in mission work.

**III. GOD AND CHURCH: grades 6, 7, 8 and 9 (ages 11 - 14)**

The **GOD AND LIFE** unit consists of exercises for students seeking to increase faith, make responsible choices, to find identity in family, church, country. A counselor or minister is designated by the church and works with this age level, however, it is largely a self-examination/independent study unit.

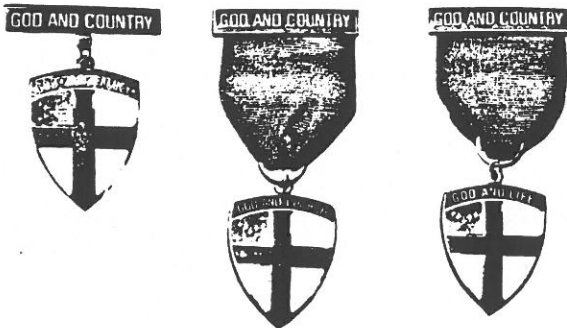


**GOD AND LIFE:** Series of Self Guidance and Developmental Exercises.

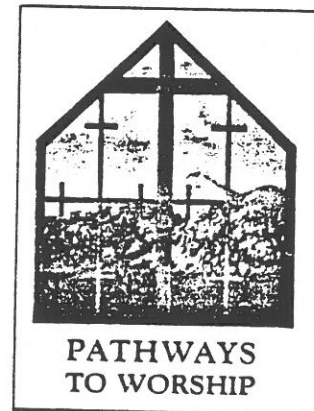
- I. Faith
- II. Me, \_\_\_\_\_
- III. Family
- IV. My Church
- V. Love and Service
- VI. Future

**IV. GOD AND LIFE: grades 10, 11, 12 (ages 15 - 20)**

**EPISCOPAL SUPPLEMENT TO THE GOD AND COUNTRY COUNSELOR MANUAL**



For use with Programs II, III, and IV, this manual follows the general outline of each unit and makes each session better suited to the Episcopal Church. As a supplement, this manual is to be used in conjunction with the regular counselor manual for each program.



**PATHWAYS TO WORSHIP**

This compact booklet provides ideas for camp worship experiences, Devotions, Songs and Orders of Worship. Pathways to Worship Song Leader Cassette Tape presents a soloist and pianist performing each of the songs included in the booklet.

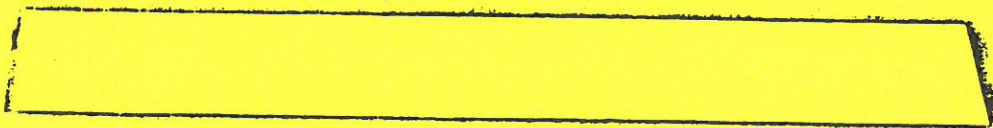






# Tiger Cubs

Information for  
Tiger Coaches







# Tiger Cubs, B.S.A.

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## Tiger Cub Motto

Search      Discover      Share

## Tiger Cub Promise

I promise to love God,  
my family, and my Country,  
and to learn about the world.

# BSA Intent

## for the Tiger Cub Program

Tiger Cubs, BSA, is a program that is geared to first-grade boys. Major characteristics of the program are as follows:

- o It is heavily family oriented with a boy and an adult partner working together on virtually all activities.
- o It has the goal of allowing the boy and the adult partner to build a stronger relationship with each other, with the rest of their family, and other members of Tiger Cubs, BSA.
- o It is aimed specifically at the boy and his partner, but many if not all of the activities are suitable for participation by the rest of the family as well.
- o This is not, strictly speaking, a boy-parent program. Instead, it is a one-on-one boy-adult program. It is organized so that each boy is registered as a Tiger Cub along with his adult partner. He must participate with an adult. That adult can be a parent, aunt or uncle, grandparent, older brother or sister, even a neighbor. What is important is that the adult needs to be someone who cares about that boy and is committed to his well-being.
- o The program is designed to be operated on a casual, relaxed basis. There are no achievements, and no advancement requirements. The thrust of this program is fun for a boy and his partner, pure and simple.
- o Boy Scouts of America research shows that this program fills a critical need. American youth and adults today want more family-orientated programs.

1990 Pow-Wow  
Hand-out



## Youth Protection

"The Pack helps the Cub Scout grow" is an important part of the Cub Scout Law of the Pack. It is the heart of the program designed to assist and encourage elementary school-age boys develop the attributes of good character, personal fitness and citizenship. It is in the spirit of helping the Cub Scout grow that Boy Scouts of America developed a Youth Protection program for the adult leaders.

The program has a two fold purpose:

- 1) to provide as much protection as possible for your child through the structure of the Tiger Cub program and other Boy Scouts of America programs.
- 2) and to provide as much protection as possible for you, the adult leader, and the Boy Scouts of America and its programs.

The video program and training is well worth your time and effort to view. Make sure that you have the opportunity and that you view it.

## Tiger Cubs

### Relationship to Cub Scouting

One of the goals of Tiger Cubs, BSA, is to provide an introduction to Scouting for both the boy and his adult partner. It provides a chance for Scouting to explain some of its goals and ideals to both the boys and adults. Tiger Cubs, BSA, will inform parents and adults about Scouting with the anticipated result that more of them will be interested in becoming Scouting volunteers.

However, we stress that at no time should any Tiger Cub adult partner be asked to take on a Cub Scout or Boy Scout job until after the graduation of the boy from Tiger Cubs, BSA. Tiger Cubs, BSA, is meant to be a special time of maximum fun and activity for both boy and adult.

1990 Pow-Wow  
Hand-out

Tiger Cubs are not Cub Scouts; just as our Webelos are neither Cub Scouts nor Boy Scouts. Just as Webelos are preparation for Boy Scouts, Tiger Cubs are preparation for Cub Scouts. Tiger Cubs are affiliated with a Cub Scout Pack and are under the guidance of the Pack Committee. As part of their introduction into Cub Scouting, they should take part in some Cub Scout activities, but the overall direction of the program is separate from the Pack. They do their own thing.

## Expectations

Yes, there are expectations.

- o The Tiger Cubs are going to expect **FUN**.
- o The adult partners are going to expect a planned program that is fun for the Tiger Cubs and that allows them to participate and share with their Tiger Cub.
- o The Tiger Coach should expect cooperation from all the adult partners to share in the planning and leading of the Tiger Cub program.

To be successful - all three expectations have to be met. The consequences of not meeting those expectations are boys lost to Scouting. Future adult leaders lost to Scouting. And adult leader burn-out.

## The Role of the Tiger Coach

The groups are intended to run by themselves, with help and support from the Tiger Coach. You have two major tasks to accomplish as the Tiger Coach:

- 1) introduce the Tiger Cubs to the **Fun** of Scouting, and a bit later
- 2) draw their adult partners into the Pack and Dens as participants and adult leaders.

Your role is to

- o organize the group.
- o introduce the members of the group, facilitate group interaction, and start the building of relationships within the group.
- o plan and lead the first few meetings.
- o establish the agenda for future meetings and assign planning, organization, and execution of those meetings to the adult partners.
- o ensure that the adult partners understand their role as leaders in the meetings.
- o be a resource for your Tiger Cub adult partners. To provide ideas and suggestions.
- o act as the liaison between the Pack and the Tiger Cub Group and to keep both apprised. Ensure that the Tiger Cubs are invited to Pack functions.
- o re-register the Tiger Group. Verify the registration forms and make the necessary corrections. Collect the appropriate fees.
- o prepare the Tiger Cubs for Cub Scouts via the Big Idea "Cub Scouts Here We Come", which covers the Bobcat requirements.
- o see that the Tigers have a suitable graduation ceremony to welcome them into Cub Scouting.

The intent of the Tiger Cub program is to provide an introduction into Cub Scouting and Scouting for boys and adults. The Tiger Cub program is a source for future adult leaders and scouts. The first impression that these boys and their adult partners form will be the basis for their thoughts on Scouting and based upon that first impression, they will stay in Scouting or they will look elsewhere for a different activity.

"If it is to be, it is up to us."

It is up to us to ensure that the first impression is a good and lasting impression.

## Expenses

Who pays for Tiger Cubs? Craft supplies? Membership fees? Refreshments? Re-registration fees?

Ideally, there should be no dues collected from Tiger Cubs.

The Tiger Cub and his adult partner are responsible for the Application fees (and Boy's life, if they desire it) at the time the boy is enrolled. The Pack pays the re-registration fees at the time of re-charter, but whether the fees are paid from Pack funds or collected from each Tiger Cub is left to the discretion of the Pack. Boy's Life is highly recommended, but, again, it is at the discretion of the Pack as to who ultimately pays for the subscription.

Tiger Cub refreshments, craft supplies, meeting expenses, . . . ? There are two options:

- 1) The Tiger Cub and his partner who lead a specific meeting are responsible for the costs incurred. They provide it all and the expense is shared as each one assumes the leader role. This may lead to some unfairness as some can scrounge better than others, some can afford better than others, but in the long haul ingenuity and money should balance out.
- 2) Require dues for each meeting and ensure that the leaders understand the limits of their budget. This will require some means of accounting and accountability. It may also place a hardship on some families.

The Tiger Group should discuss the options available and find an acceptable solution.

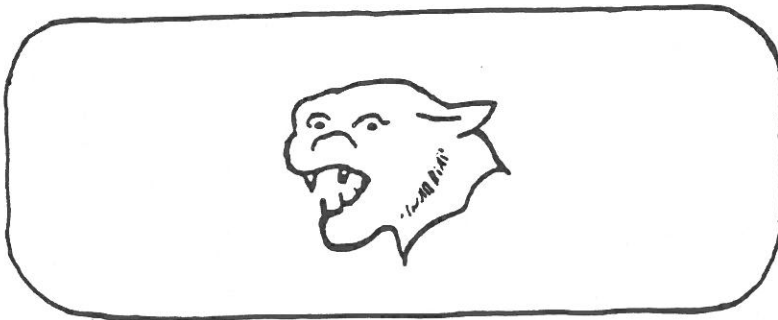
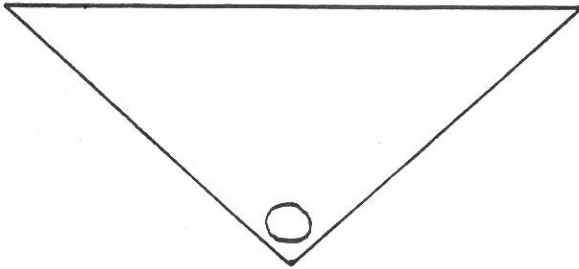


## Uniforms

It is important that the Tiger Cubs have a uniform. Just as the Cub Scout uniform indicates a boy's belonging to a group, the wearing of the Tiger Cub uniform indicates the boy's acceptance into that group. It helps to build the relationships, friendships and camaraderie that Tiger Cubs should foster. It clearly shows that he belongs!

Tiger Cubs have the choice of Two uniforms: the orange Tiger Cub T-shirt and cap for the boys and their adult partner, or the use of the Tiger Cub Iron on Emblem on a white t-shirt. This decision should be made by the Tiger Group and, if there is more than one Tiger Group, it is recommended that all groups within the pack wear the same uniform.

To date, there is not an "official" Tiger Cub Neckerchief and Slide. The following ideas for a neckerchief and slide comes from Pack 746, Dulaney District, Baltimore Area Council:



(The "Tiger Cubs BSA" patch, the Tiger Stamp, and the blank leather slide are available at the Service Center

## Tiger Cub Big Ideas

1. Getting to Know You
2. Family Entertainment
3. Discover Nature and Energy
4. Prepare For Emergencies
5. Know Your Family
6. Know Your Community
7. Helping Others
8. Go See It
9. Getting There
10. Something Special, All Your Own
11. Making Your Family Special
12. Make Your Own
13. Caring For Your Home and Household
14. Family Games, Tricks, Puzzles
15. Fitness and Sports
16. Tell It Like It Is
17. Cub Scouting, Here We Come

## A Short Look at The Big Ideas

1. Getting to know you - This Big Idea is used by the Tiger Coach to introduce the individuals to each other, the fun of Tiger Cubs, and to provide a format for future meetings. It is intended to bring out ideas (I wish we could . . . , I'd like to . . . ) that can be incorporated into other Big Ideas that will be lead by the Tiger Cubs' partners as they take their turns leading the group.
2. Family entertainment - have fun together. What do families do for entertainment? What did your grandparents do? Sing songs. Read stories. Tell stories. Play cards, games. Take a walk. Visit neighbors and friends.
3. Discover nature and energy - This Big Idea should develop an appreciation of the world around you and an awe for its Creator. Use it to develop an awareness of energy conservation and to interpret the relationship of one energy source to another. Make a leaf print. Plant a seed or garden. Feed the birds. Build a bird house. Observe the sky and learn cloud shapes. Look at the stars and learn some important constellations. Learn about different trees, flowers. Study some insects. Visit a park. Hike a nature trail. Visit a recycling center.
4. Prepare for emergencies - The Boy Scout Motto is "Be Prepared". This Big Idea is to help equip your child to deal with an emergency. Emergencies need not be natural catastrophes, but can be family crises and personal problems and how to deal with strangers or strange situations. Learn emergency phone numbers and phone numbers for family or neighbors to call for help. How to dial a phone. First aid supplies and where they are kept in the home. How to take care of a cut. How to get help. A home emergency escape plan. What to do for sunburn. A nose bleed. Visit a fire station, police station, hospital, . . . . Discuss what to do if a strange person advances or calls.
5. Know your family - This Big Idea is an exploration of your family background, heritage, structure, . . . . Draw your family tree. Discuss your family "traditions" or culture. What makes your family special? Where did your family come from? What is the history of your house? or neighborhood? Where were you born? Where do your parents work? What do they do? Share family photos.

6. Know your community - One of the underlying purposes of Boy Scouts of America is to develop responsible citizenship. This begins with an understanding of the community. This Big Idea starts to build this awareness of his community. Study a map of your town or community and find the location of your house, school, church, . . . . Where do the other Tiger Cubs live? Plan a trip and follow your route on the map. Go to the library and find out something about your community. Visit City Hall. Talk to your local political representative. Find and visit a local historical site or monument.
7. Helping others - Part of the Cub Scout Promise is "to help other people". Helping others should be part of everyone's life because it gives good feelings to both the helper and the one being helped. Perform a service project for your Pack's sponsoring organization. Help a neighbor. Donate some used clothing to "Goodwill". Help in a "soup kitchen". Collect and donate some food to someone in need. Clean-up and/or pick-up in your community.
8. Go see it - This Big Idea should be an opportunity to visit or see some of the special places and activities in your community. Go to a circus, parade, fair, ball game, . . . . Visit a museum. Go to the zoo. See a live performance of a play, concert, ballet, . . . . Arrange a tour of a business, farm, . . . .
9. Getting there - lets you explore the many ways that we get from one place to another. Make a map of your community and plan a hike or car or bicycle trip. Learn to use a map. Visit an airport, train station, subway station. Ride a horse, ride a subway, ride on a wagon, . . . . Discuss some old ways of travel - boat, horse and wagon, walk. Discuss space travel. Build a model plane, car, boat, or spaceship.
10. Something special, all your own - This Big Idea is yours and yours alone. Plan a special activity as a group and **make it happen**.
11. Making your family special - This Big Idea explores the uniqueness of your family. What does your family name mean? Where does it come from? Who else has the same name? Share some family photos. Put together a family calendar or message board.

12. Make your own - is a Big Idea to develop a sense of pride, satisfaction, and accomplishment by making something special. Learn about some tools. How to sew on a button. Make cookies. Draw a silhouette. Make hand puppets and put on a show. Make ice cream. Finger paint. Make and play quoits.
13. Caring for our home and household - this Big Idea should develop an awareness about what is required to keep yourself and your home neat, clean and safe. It is important that everyone understand their role in the home and what they can do. It is important that everyone does their part. Discuss personal hygiene. Shine shoes. Clean and trim fingernails. Comb hair. Organize chores. Use a broom and dustpan. Discuss home safety. Plan emergency exits and procedures. Check the smoke/fire alarms. Visit a veterinary and learn to care for pets. Discuss the different kind of homes that people live in (Tepees, caves, igloos, castles, . . .). Collect glass, paper, aluminum cans, and take it to a recycling center.
14. Family games, tricks, puzzles - This Big Idea introduces some quiet activities and reinforces good winning and good losing. Fair play. Good sportsmanship. Play by the rules. Learn a new game, a magic trick. Make paper air planes and hold races and contests. Make a jigsaw puzzle. Make a button holer and try it on your friends.
15. Fitness and sports - This Big Idea should develop sportsmanship and teamwork and work towards a healthy mind and body. Hike and walk. Attend a game that you haven't seen (don't forget about high school and college athletics). Have you been bowling, skating, . . . ? Take the President's Physical Fitness Test.
16. Tell it like it is - Communications is a big word for a 1st Grader. This Big Idea lets the Tiger Cub learn some of the ways that people send ideas and thoughts to others. Discuss telephone use and etiquette. Sign language. Charades. Read a newspaper or news magazine. Visit a TV station or radio station. Discuss the truth and lies.



17. Cub Scouting, here we come - Tiger Cubs are affiliated with a Cub Scout Pack. Cub Scouting and the Cub Scout Pack are looking forward to having the Tiger Cubs join the Pack. Cub Scouting builds on the Big Ideas that your boy has been learning and discovering as a Tiger Cub. This is an opportunity to look over Cub Scouting. Learn the Bobcat requirements. Meet with the Cub Master and new Den Leader. Discuss how you can help in the Pack. Plan the graduation ceremony. And start a new Cub Scout Den.

## First Meetings

The first Tiger Cub Group meetings are crucial to the success of the group. During the first meetings relationships are started and the individuals start to develop their roles within the group. The Tiger Coach leads these first meetings to set the tone for the future.

### Agenda

- o Registration - sign in, check the names, addresses, and phone numbers.
- o Distribute a list of members with names, addresses, and phone numbers, so that all may reach the others to inquire/inform of arrangements for the next meeting.
- o "Getting to know you" - introductions and relationship building. Introduce the members of the group. As an activity - pass out blank paper to everyone, ensure that everyone has a pencil, and ask them to look at and talk to the person next to them. Then draw that person as an animal. Next, ask each person to tell why they drew what they did.
- o "Getting to know us" - the purpose of Tiger Cubs. Where Tiger Cubs fit into Cub Scouting and the Pack. Who the Pack leaders are and how to contact them. Explain your role as Tiger Coach. Discuss the Tiger Cub uniform. Discuss their role and responsibilities.
- o The Big Ideas - plan the calendar for the year and ensure that everyone carries their share of the work. Discuss the Big Ideas and other ideas and help the group plan their meetings.
- o Ensure that everyone knows when and where the next meeting will be held and who is responsible for the next meeting.
- o Send them off thinking about Tiger Cubs and the fun that they have to look forward to.

Need a prayer? Part of the Cub Scout Promise is "to do my duty to God . . .".

My God, as we start a new year in Tiger Cubs, we have hopes and dreams. Help us to get along with each other, so that we can fulfill them. May we not lose track of our goals in the newness of people, place, or time. Help us to make a new start today, leaving behind yesterday's troubles.

## Graduation Ceremonies

The following ceremony is from the Tiger Cubs, BSA, Group Coach (Organizer) Manual

**Purpose:** a ceremony designed to graduate a boy and his adult partner, or a Tiger Group, from Tiger Cubs into their pack.

**Method:** Recitation of a simple ceremony by the Cubmaster to boys and adults, with assistance from the Tiger Coach and the new Den Leader. Conduct the ceremony in a darkened room.

**Materials:** Four large candles, with three in front and one behind and raised.  
Service Star with Tiger Cub backing (orange)  
Cub Scout Wolf Neckerchief and Slide (optional)

**Cubmaster:** (calls the boys and adults forward)  
For the past few months, you and your partner have explored all sorts of new and exciting things and places. You have taken each part of the Tiger Cub motto: "Search, Discover, and Share" and used it in your home, school, and neighborhood.

(Light the candle on the left)

You and your adult partner have searched out in your home and community new activities which have shown you how people work together and have fun together.

(Light second candle.)

You and your adult partner have discovered that by doing things together with friends and family you feel a sense of being part of a great family, community, and country.

(Light the third candle.)

The things you have searched out and discovered have been shared with your family, friends, and fellow Tiger Cubs, which let them learn about you and the things you saw and did.

Now it is time to move along the Scouting trail to the next part of the program (Cub Scouting).

(Light the fourth candle.)

In Cub Scouting, your family is still important - as it is throughout your whole Scouting experience. Support in earning each badge comes from your family as well as from your den leader. Your family will help you each step of the way.

[Boy's name] and [adult's name], on behalf of Pack number \_\_\_\_, I'd like to welcome you and present you with your Tiger Cub service star. Wear this on your Cub Scout uniform to show that you have been a Tiger Cub. (Present the service star.)

I'm pleased to announce that this Tiger Cub group will become a new den in our pack, den number \_\_\_\_\_. [Den Leader's name] will serve as the den leader, and [assistant's name] will be the assistant den leader. We welcome you to our Pack.

**Note:** this ceremony should be short. The pack may wish to present the boy with a neckerchief and neckerchief slide to welcome him into the pack, (either the Pack or the adult partner can purchase the neckerchief and slide) as well as the Tiger Cub service star. The Tiger Cub Graduation Certificate and/or the Tiger Cub Graduate emblem may also be presented.

## Crafts, Games, and Activities

When you are thinking about crafts, games, and activities, to reinforce your Big Idea, there are some things that need to be considered:

- 1) the age and interests of the boys.
- 2) their ability.
- 3) can they perform the tasks and end up with something that will instill pride in their accomplishment.
- 4) will it hold together long enough to get home and to perform its stated use?
- 5) is the concept within their grasp or is it over their head?
- 6) can it be completed within the allocated time?
- 7) can you focus on a part of the activity that has the boy's interest or is fun - and not try to capture the whole idea or concept?
- 8) can you do the boring work before hand and leave the assembly to the Tiger Cub?
- 9) Cub Scouting's Motto is "Do Your Best". Nothing will turn out exactly as it was planned. Accept the differences and **praise** each effort.
- 10) Last but not least - KISMIF. Keep it simple - make it fun.

Ideas for Crafts, Games, and Activities, have been appended at the back of this booklet. All of them can be modified with just a wee bit of imagination. There are many other ideas that are available. The Tiger Cubs can probably come up with some if you ask them. As you do other things, please try to remember that there are other Tiger Coaches who are leading other Tiger Groups. Your ideas may help them. Please try to share your ideas.



## Resources

### Boy's Life Magazine

#### 3-2-1 Contact

3-2-1 Contact  
P.O.Box 53051  
Boulder, CO 80322-3051

### Scouting Magazine

#### Highlights

#### Ranger Rick

National Wildlife Federation  
1400 Sixteenth St. N.W.  
Washington, D.C. 20036-2266

#### Your Big Backyard

National Wildlife Federation  
1400 Sixteenth St. N.W.  
Washington, D.C. 20036-2266

Past Pow-Wow Handouts

Past Round Table Handouts

#### Cub Scout "How-to Book

#### The New Cub Scout Fun Book

Tiger Cubs, BSA Group Organizer Manual 3923

Tiger Cub Family Activity Book 3930

Tiger Cub Family Activity Packet 3932

your local library

#### The Pack Resources Book

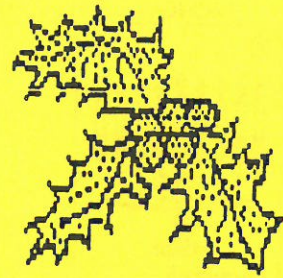
Scouts Canada National Council

#### The Cooperative Sports & Games Book

by Terry Orlick  
through Scouts Canada National Council

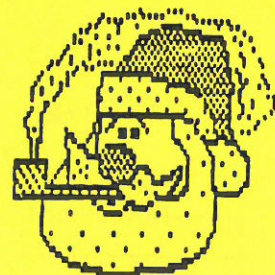
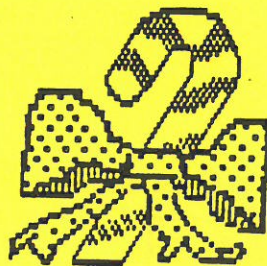
#### Cub Scout Song Book

#### Cub Scout Leader Book






**DECEMBER  
1991**

**FOLLOWS  
HELPS  
GIVES**





# December 1991

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1	2  <i>Hanukah</i>	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22 <i>Winter begins</i>	23	24	25  <i>Christmas</i>	26	27	28
29	30	31  <i>New Year's Eve</i>				

November 1991

S	M	T	W	T	F	S
					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

January 1992

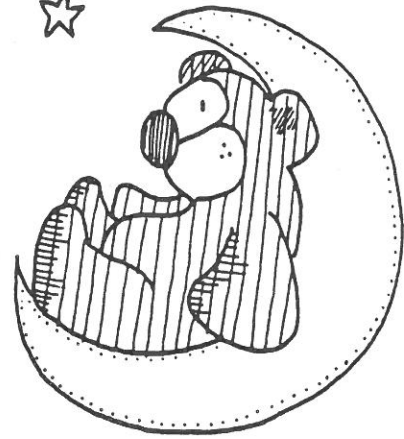
S	M	T	W	T	F	S
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

## ALL THE "D" APPLAUSES WE COULD FIND

### NOTES

- DEEP SEA DIVER APPLAUSE** Pretend to put on your diving suit and adjust your helmet, pretend to close the face door, screw the locks in place. Then pretend to jump into the water by jumping one step ahead, pretend to be sinking to the ocean floor, mumbling, "BLUG, BLUG, BLUG!!!
- DEEP SEA DIVER II —** Same as above except when you reach the "bottom" walk around in a circle and very stiffly bend down pick up something and yell: I found the Treasure!!! I found the Treasure!!!
- DESERT APPLAUSE —** This is the desert applause because of all of these kinds of trees - YUCCA, YUCCA, YUCCA!!!
- DIP STICK APPLAUSE —** Pretend to get under the hood of your car, find the dip stick, pull it out, and say, OH, NO, YOU'RE A QUART LOW!!!
- DIP STICK APPLAUSE II —** Same as above except add: You sure could use an oil change, then wipe the dip stick off and pretend to put it back, close the hood, with a SLAM!!!
- DOUBLE HOW APPLAUSE —** Say: "HOW, HOW" Very Quickly, or say: HOW, HOW real slow, making the last as loud as you can!!!
- DREAMERS APPLAUSE —** Pretend to snore and then wake up. Stretch and say: WOW, that was a Great Dream!!!
- DRUM APPLAUSE —** Everyone stands and bends slightly at the waist, smacking their legs to the rhythm while saying: Rat-a-tat-tat, Rat-a-tat-tat, Rat-a-tat-tat. Then stand up straight tap your stomach and yell: BOOM, BOOM!! Do this all three times making the last BOOM, BOOM!! as loud as you can!!
- DESERT RAT APPLAUSE —** Clutch at your throat, say: HOW, HOW, HOW, WATER, WATER, WATER, GLUG, GLUG, GLUG. Wipe your mouth and sigh AHHHHhhhhhhhh!!!
- DESERT RAT APPLAUSE II —** Same as above except: when you get the water pretend to pick your comb out of your back pocket, dip it in the water, pretend to run the comb through your hair, pull out your pretend mirror, look at yourself and say: AHHHHhhhhhhhh, I sure feel and look better!!!

# CHRISTMAS



## I've Been Waiting for Christmas

Sung to: "I've Been Working on the Railroad"

<sup>G</sup>  
I've been waiting for Christmas,  
<sup>C</sup> And it's almost here. <sup>G</sup>

I've been waiting for Christmas,  
<sup>A7</sup> Santa's getting near. <sup>D7</sup>

Can't you hear the sleigh bells ringing? <sup>G</sup>  
<sup>C</sup> Reindeer up so high. <sup>B7</sup>

<sup>C</sup> Can't you hear the children singing, <sup>G</sup>  
As they watch the sky? <sup>D7</sup> <sup>G</sup>

<sup>G</sup> Santa, hurry up,  
<sup>C</sup> Santa, hurry up,  
<sup>D</sup> Santa, hurry up today-ay-ay. <sup>G</sup>

Santa, hurry up,  
<sup>C</sup> Santa, hurry up,  
<sup>D</sup> Santa, hurry up today. <sup>G</sup>

<sup>G</sup> Toys in the sleigh with Santa,  
Toys in the sleigh I know-oh-oh-oh. <sup>D</sup>  
<sup>G</sup> Toys in the sleigh with Santa, <sup>C</sup>  
<sup>G</sup> Waiting's oh, so slow! <sup>D</sup> <sup>G</sup>

Elizabeth Vollrath  
Stevens Pt., WI

## Christmas Star

Sung to: "Twinkle, Twinkle, Little Star"

<sup>C</sup> Twinkle, twinkle, <sup>F</sup> Christmas star, <sup>C</sup>  
<sup>G7</sup> Way up high is where you are. <sup>C</sup> <sup>G7</sup>

<sup>G7</sup> Shining there for all to see, <sup>C</sup> <sup>G7</sup>

<sup>C</sup> On the tiptop of our tree. <sup>G7</sup>

<sup>C</sup> Twinkle, twinkle, star so bright, <sup>F</sup> <sup>C</sup>

<sup>G7</sup> Shine up there till morning light. <sup>C</sup> <sup>G7</sup>

Bonnie Woodard  
Shreveport, LA

## Advent Song

Sung to: "Twinkle, Twinkle, Little Star"

<sup>C</sup> Advent is a time to wait, <sup>F</sup> <sup>C</sup>

<sup>G7</sup> Not quite time to celebrate. <sup>C</sup> <sup>G7</sup> <sup>C</sup>

<sup>C</sup> Light the candles one by one, <sup>G7</sup> <sup>C</sup> <sup>G7</sup>

<sup>C</sup> Till this Advent time is done. <sup>G7</sup>

<sup>C</sup> Christmas Day will soon be here, <sup>F</sup> <sup>C</sup>

<sup>G7</sup> Time for joy and time for cheer! <sup>C</sup> <sup>G7</sup> <sup>C</sup>

Karen Leslie  
Erie, PA



## SONGS

### CHRISTMAS SONG

(Tune: Rudolph the Red-Nosed Reindeer)

Here's to the Cubs in our den,  
As they follow, help and give;  
All of the BOYS in our den  
Know just how a Cub should live.

Now that it's time for Christmas,  
We've been very helpful BOYS,  
We've gathered lots of old things,  
Fixed them up like brand new toys.

Saved our pennies every meeting,  
Bought a lovely Christmas tree,  
Trimmed it up to take to our  
Den-adopted family.

Bright and early Christmas morning,  
When they see our shiny toys,  
We'll be happy that we shared  
Our Christmas joy with other BOYS.



### CHRISTMAS COLORS

(Tune: The Merry Widow Waltz)

Christmas colors, Christmas colors,  
Red and green.  
Bright and jolly, like the holly,  
Full of sheen.  
Red for light and laughter,  
Green for growth and strength,  
May the meaning, linger  
Through the year's full length.

### Up on the Housetop

Down in the basement Cub Scouts pause -  
They are helping Santa Claus.  
Toys games and puzzles and goodies too -  
Make children happy, yes they do.  
Ho, ho, ho, who wouldn't go -  
Ho, ho, ho, who wouldn't go,  
Out helping Santa click,click, click,  
Try a goodwill project quick, quick, quick.

## HOLIDAY GAMES

**HUNGRY SANTA** Draw colorful Santa head on a paper plate. Cut large hole for the mouth. Suspend from doorway. Object of the game is to throw snowballs (wadded up paper napkins) into Santa's mouth.

**SANTA NODS** Leader points at a child and says, "Santa says yes," or "Santa says no." The child must quickly nod "Yes" or shake head "No." If the leader says merely "Yes" or "No," the child must not respond; child is out of the game if he or she responds. The leader should give commands quickly. Last child remaining is winner.

**SANTA'S BAG** Number 10 paper bags from 1 through 10. Put familiar holiday article in each bag and staple shut. Children try to guess what's in each bag. A variation of this game can be played just like Kim's Game; a number of holiday items are placed on a covered tray, revealed for a short period of time, and then recalled by players.

**HERRY CHRISTMAS! HAPPY NEW YEAR!** Players are seated in a circle. Game begins with the first player saying "one," the second "two," and so on. But when a player comes to the number "five" or a number with five in it he says, "Merry Christmas!" When a number with "seven" in it comes up, the player says, "Happy New Year!" When a player misses, he drops out and the next player begins over with "one."

**KRIS KRINGLE RELAY** Divide children into 2 teams for relay race. Each team has Kris Kringle "boots" (two shoe boxes). Each player in turn puts his feet in the boxes and shuffles around a chair at the opposite end of the room and back to the starting line. First team through wins.

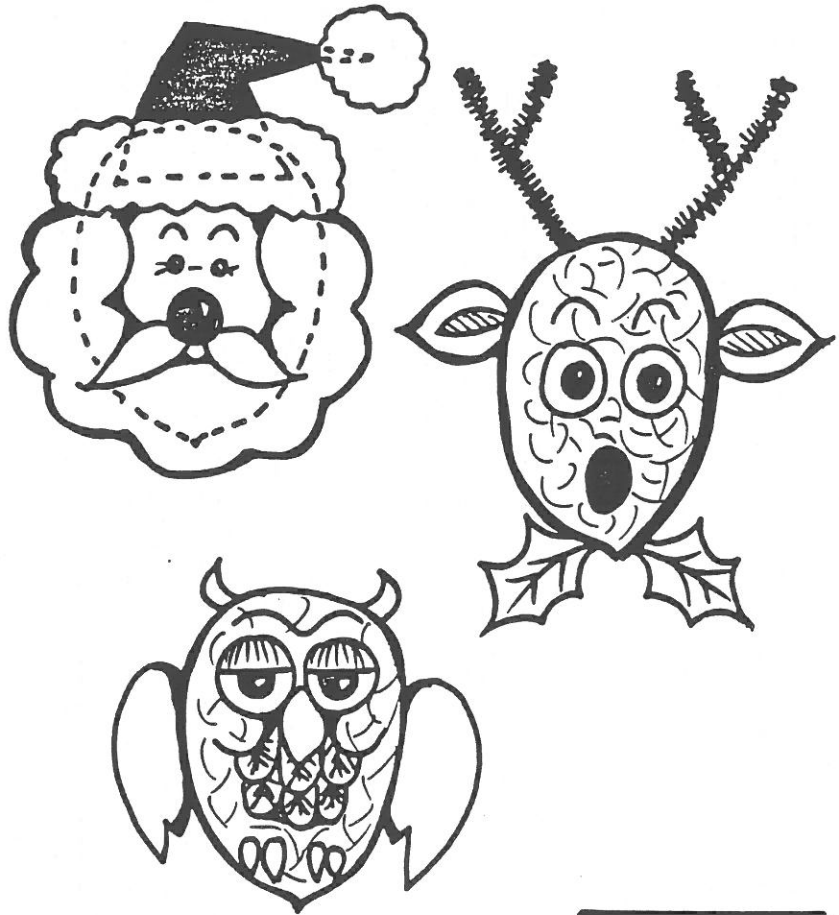
**HANUKKAH PEANUT HUNT** Write the following letters with ink on four peanuts each: H, A, N, U, and K. Hide these 20 peanuts and many unmarked peanuts in the meeting room. On signal, children hunt for the peanuts. At the end of 5 minutes, stop the hunt and score as follows: 10 points for the greatest number of peanuts, 5 points for each lettered peanut, 20 points for finding peanuts that spell HANUKKAH.



# Walnut Shell Creatures

## Materials

- 1/2 walnut shell
- 3" x 3" black art paper (backing)
- Art paper of various colors
- Plastic eyes (optional)
- Pipe cleaner (reindeer)
- Safety pin
- Shellac (optional)
- Tempera paint and brush (optional)
- Cotton balls (Santa)



## Procedure

### For Santa and reindeer:

1. Shellac or paint walnut shell if you desire.
2. Glue walnut shell to black paper (fig. A).
3. When glue is dry, trim off excess black paper.
4. Use art-paper scraps to make details. Glue on plastic or art-paper eyes.
5. For reindeer, make antlers with pipe cleaner and glue in place. For Santa, cut up cotton balls and make beard and trim. Glue in place.
6. Tape safety pin in place (fig. B).

### For owl:

1. Follow procedures 2 and 3 above. Do not shellac or paint shell.
2. Cut wings and horns from brown art paper and glue in place.
3. Cut beak from yellow paper and glue in place.
4. Glue plastic or art-paper eyes in place.
5. Draw chest feathers and feet with felt pen.
6. Tape safety pin in place (fig. B).

Figure A

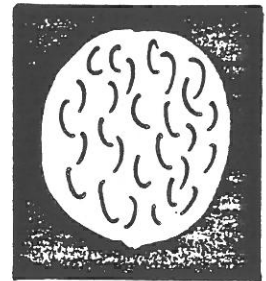
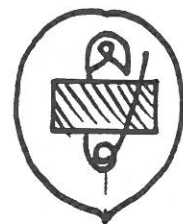


Figure B



# Santa and Rudolph

**Supplies:** Clothespins

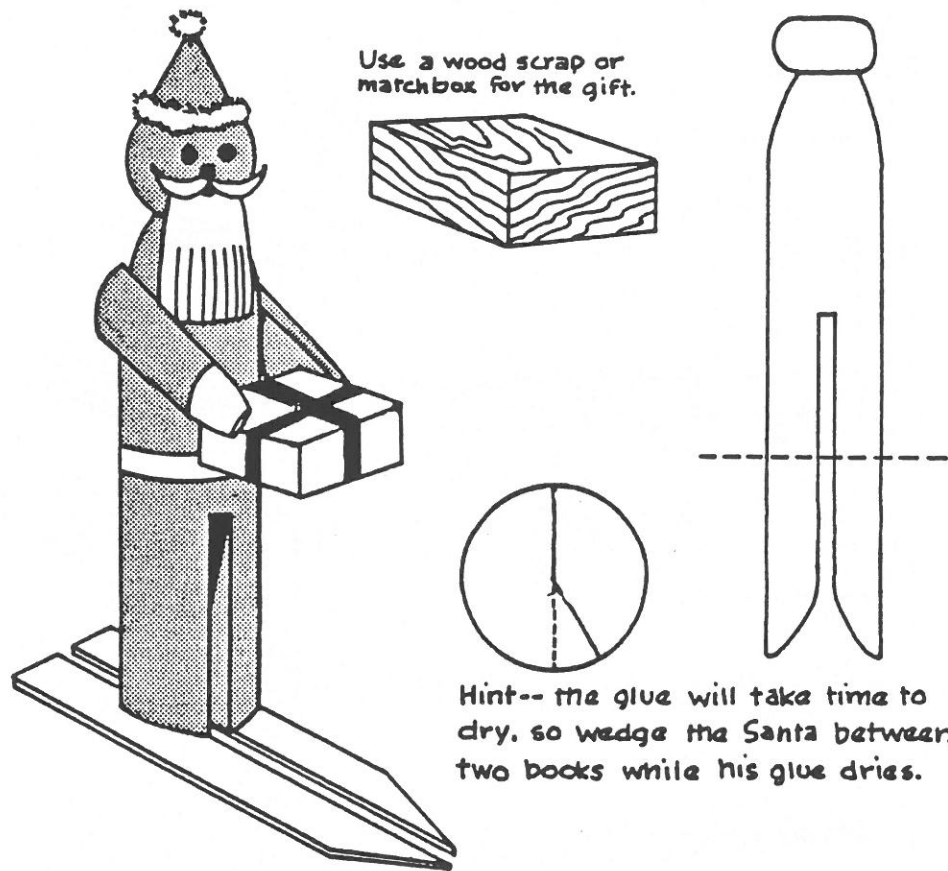
A saw (It would probably be easier to do all the sawing beforehand with a power saw.)

White glue, epoxy glue

Cardboard, colored paper, wrapping paper scraps

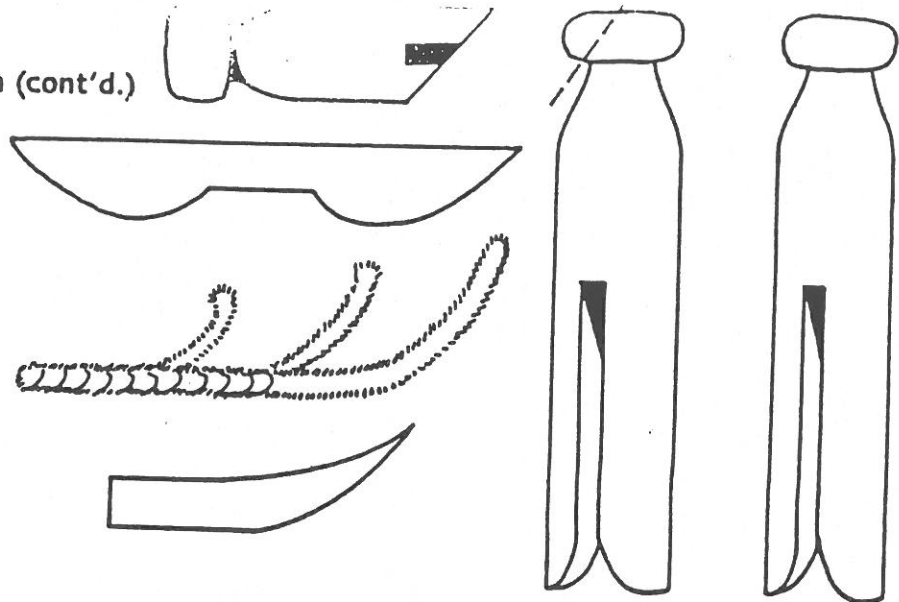
Acrylic paints or tempera and shellac

Pipe cleaners



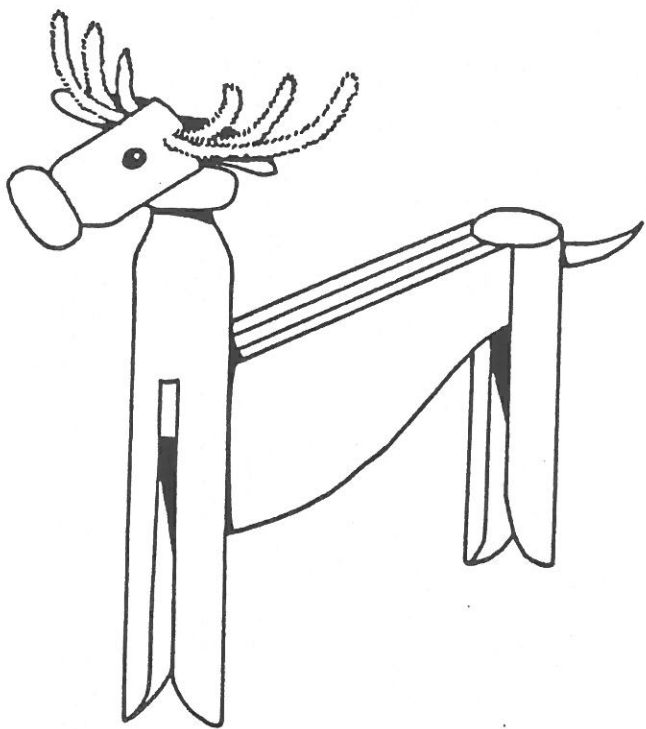
**Procedure:** For the Santa, cut off the bottom of a clothespin as shown and glue the sawed off pieces on as arms. Make the skis with pieces of cardboard and glue them on the legs. Paint the clothespin red except for the hands and belt. Paint the eyes and nose with black paint. Make the mustache and beard from stiff, white paper. Wrap a matchbox for a gift and glue it in Santa's arms. The hat is made by forming a cone from a paper circle (see sketch above for how to cut, leaving overlap for glue ).

number  
and Rudolph (cont'd.)

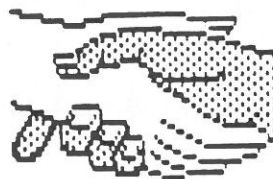
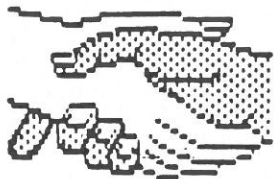


Fill out the body with layers of this pattern.

Fill the slot with layers of this pattern.



**Procedure:** The reindeer is made from three clothespins: one whole one, one cut off at the top to make the back legs, and a third cut at a slant for the head. Use three pipe cleaners of graduating lengths for the antlers; twist them together as shown and glue them into the slot in the head. Make the ears of heavy paper and glue them on, covering the slot. You'll need epoxy glue to secure the head to the other clothespin. The body is made of cardboard, several layers built up to fill the slot, then more layers to fatten up the sides. The tail is made of paper.



## S N O W S T O R M J A R

### MATERIALS:

Jar with screw on lid  
 Waterproof cement  
 Small figure of your choice  
 Moth flakes, mica snow  
 or crushed moth balls



### DIRECTIONS:

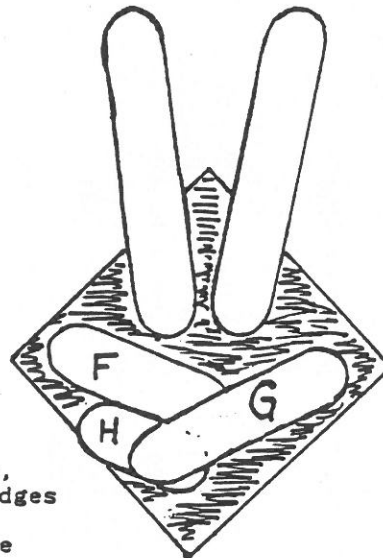
With glue (waterproof cement), glue a small figure inside bottom of jar or inside lid. Let dry thoroughly. Fill jar with water and add a teaspoon or two of moth flakes, mica snow or crushed moth balls. Apply cement liberally around rim of jar. Replace lid and let dry thoroughly. Jars made a few weeks in advance allow the snow to settle rather than float. Use as a gift or just a fun craft.

NAME : Scout Sign Slide

TYPE : Construction

MATERIALS : 2" X 2" Square of 1/8" Plywood or Balsa  
 2 - Popsicle Sticks  
 Slide Ring

TOOLS : Sand Paper  
 File  
 Knife  
 Glue Gun  
 Light and Dark Stain  
 Dark Permanent Fine line Marker



### DIRECTIONS:

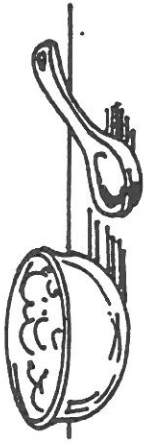
- 1) Cut the popsicle sticks into two pieces 1 7/8" long, two pieces 1 1/2" long and one 1 1/8" long. Round the edges to the same radius as in the original uncut ends.
- 2) Sand wood pieces smooth and stain the 2" X 2" square dark and the popsicle sticks light.
- 3) Glue popsicle sticks to form a stylized Cub Scout sign. Glue slide ring to the back.
- 4) Add F, H, and G to the lower fingers as shown to represent the hidden values of Follow, Help and Give.



# Kids in the

# Kitchen

## Make a snack for Santa



### Graham Cracker Sled

A cute holiday favor!

Make up your favorite recipe of white frosting, or use store-bought. Unwrap small candy canes, and spread frosting on one long edge. Place the graham cracker on top. With a cake decorating tube, print or write "Merry Christmas!"

Lois Brown  
Sioux Falls, SD

### Ice Cream Snowballs

Delicious!

On a sheet of waxed paper, spread flaked coconut. Scoop vanilla ice cream balls and roll in coconut. Place one snowball in each dish. Freeze until serving, then add your favorite topping.

Tess Koltes  
St. Cloud, MN



### Hats Off to Santa

You can eat everything but his hat!

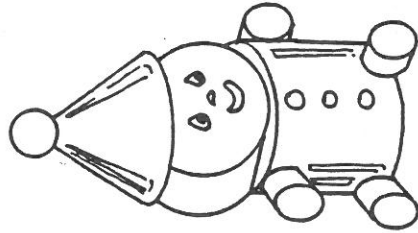
For the body, use a large marshmallow, flat side down. For the head, use white frosting to connect another large marshmallow to the body, flat side facing you.

For the arms and legs, attach miniature marshmallows to body with frosting.

Using colored frosting, add eyes, nose, mouth and buttons.

From red paper, cut a small half circle. Shape circle into a cone, and tape back seam. Place hat on head. Place one small marshmallow on top of hat.

Mary Jo Vacovsky  
Berlin, MD



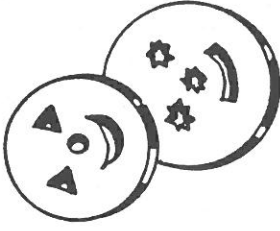
### Potato Faces

Mrs. Daniel Waltenbaugh  
Freeport, PA

Ask mom to help you with this!

Peel potato, and slice potato in 1/8" slices. Place potato slices on a breadboard. Using cake decorating tips, cut out eyes, nose and mouth.

Melt 1/2 cup vegetable shortening in frying pan. Place potatoes in pan. On low heat, fry potatoes until done and lightly brown. Drain on paper towel, then eat and enjoy!



### Candied Popcorn Tree

Lisa Nachreiner  
Kenosha, WI

Too pretty to eat (well almost!).

Melt the following in the top of a double boiler:

1/2 lb. vanilla caramels (about 30)

1/2 cup chocolate chips

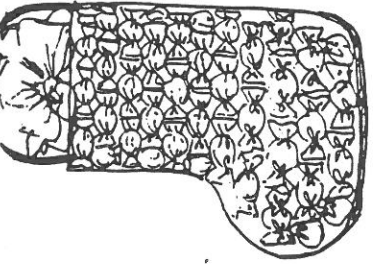
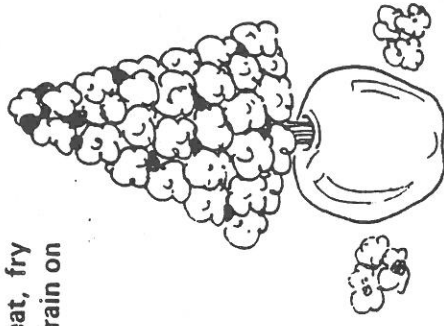
1/4 cup peanut butter

1/4 cup water

Mix with 21 cups of popped corn.

To make the tree, place a couple of pieces of small red or green hard candies in the bottom of a paper cone-shaped cup. Pack popcorn mixture into the cup.

Insert a wood skewer into a red apple. Remove the molded popcorn tree from the cup, and place it on the skewer.



### Wrapped Candy Stocking

Lisa Nachreiner  
Kenosha, WI

Give it as a gift!

Cut a large stocking shape from cardboard. Cover it with red or silver foil. Poke a hole through the top, and tie on a yarn loop for hanging.

Glue on rows of wrapped candy to cover the stocking. Glue a ribbon bow to the top.

# Craft Recipe



Doris Schmidt  
Cincinnati, OH

## Artificial Snowflakes

Ask mom to help you find the following ingredients. (DO NOT eat this mixture.)

In a bowl, mix the following:

- 6 Tbsp. salt
- 6 Tbsp. bluing
- 6 Tbsp. water
- 1 Tbsp. household ammonia

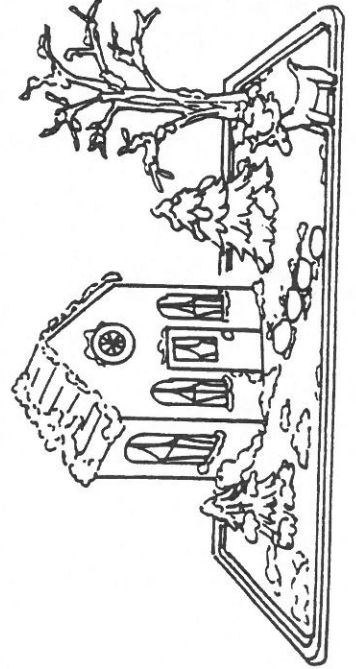
## Snow Scene

For the base, use a plastic meat tray with sides. Place a plastic foam meat tray in the bottom of the plastic tray. (Do not use any metal or foil trays.)

For the scene, glue tiny branches, pinecones, plastic houses, animals -- whatever you like -- to the foam base. Spray the scene lightly with water.

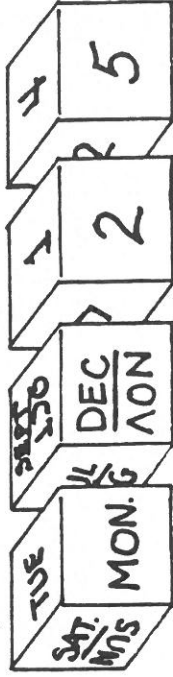
Carefully spoon mixture over the objects in the scene. Within a few hours the snowflakes will start to form. They will continue to grow for several days.

Remember, these snowflakes are very delicate. Set your scene on a shelf out of the reach of a small brother or sister.



# Quick Gifts for Mom and Dad

Make it... wrap it... give it with love



## Calendar Blocks

This calendar will last for years!

Use four blocks of wood, about 2" square. (You can use wooden toy blocks, that are painted or covered with paper.) On the first block, list the months of the year, two months to a side as shown.

On the next block, paint numbers 1 through 6.

On the third block, numbers 0, 1, 2 and 7, 8, 9.

The last block has the days of the week with Saturday and Sunday combined on one side.

Simply turn the blocks, changing the numbers to get the days 1 through 31.

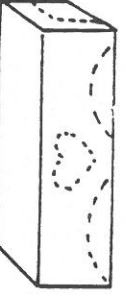
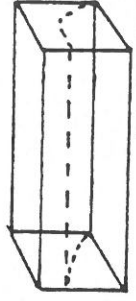
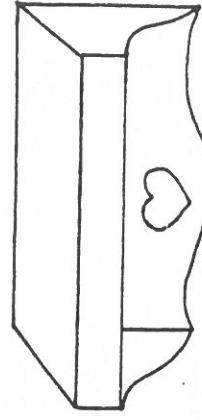
## Cheese Box Shelf

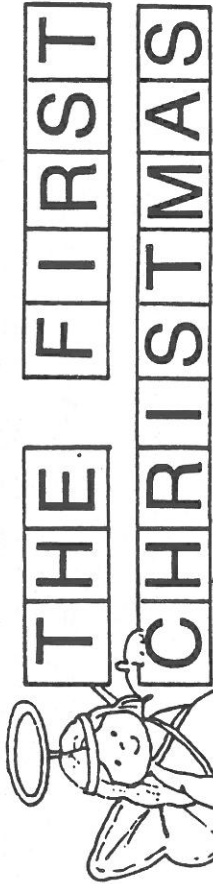
Charlotte Christner  
Wauneta, NE

Dress it up with lace!

Take the cover off of an empty, long cheese box. Use the bottom of the box to make the shelf, and cut as shown. Paint the shelf brown. Let it dry.

Glue lace along the front edge of the shelf. Ask an adult to help you find three small screws. Include the screws with the shelf when you wrap this as a gift for someone special.





## A rhyming skit tells the story

(On large pieces of posterboard, print each letter spelling "THE FIRST CHRISTMAS." Hold up the letters, one at a time, and recite the corresponding verse. When the last letter is held up, the closing lines should be said by all in unison.)

- T - 'Twas long ago in Bethlehem,  
The night was blue and clear.
- H - High in the heavens was a star  
So far and yet so near.
- E - Each wiseman came to follow  
The light of the shining star.
- F - From the East they traveled  
To find the town afar.
- I - In a stable by the road,  
The tiny baby lay.
- R - Rejoicing, they knelt down  
To honor the special day.
- S - Standing by the manger,  
Mother Mary came to tell:
- T - The name of the Messiah  
Shall be Immanuel.
- C - Carrying their gifts  
Of frankincense, myrrh and gold,
- H - Humbly the wisemen gathered,  
The Christ Child to behold.
- R - Rejoicing by the manger,  
Were the shepherds and their sheep.
- I - In silence they worshipped  
The Babe so fast asleep.
- S - Shining down from heaven  
Was an angel high above,
- T - Tenderly smiling  
To all who came in love.
- M - Majestic was the birth  
That happened long ago,
- A - And so we speak of Jesus  
For all the world to know.

(In unison)

S - Sing "Happy Birthday Jesus!"  
We celebrate your day!



## Holiday Ideas Great fun for groups

### Class Wish List

Sharon Vandike  
Rolla, MO

On a large sheet of butcher paper, draw an old-fashioned scroll and an ink bottle as shown.

Make a quill pen from black construction paper as follows: Cut a small triangle from paper. Roll the triangle into a tube. The pointed end represents the tip of the pen. Glue a large feather into the other end as shown. Tape the quill pen above the ink bottle drawing.

Hang the Wish List on the bulletin board. Everyone can write one special wish on the scroll!

### Who Am I?

If you're having a Christmas party, this game is a great ice-breaker!

On separate sheets of paper, write down as many Christmas characters, objects and places you can think of, such as "Santa," "ornament," "North Pole," etc.

As each friend arrives, tape one sheet to his back. Tell him he is a Christmas character (or place, or object). Tell him he is allowed to ask each person three questions in order to guess who he is. In turn, when he's asked a question, he must only answer "yes" or "no."

It's fun to see who will be the first to guess what part of Christmas he represents!

### Red or Green!

Bring silly gifts in Christmas colors!

On the invitation, ask each friend to select something that is either red or green. Without putting it into a box, each guest should wrap it and write either "red" or "green" on the outside.

(This could get very silly -- they could bring red beets, red pepper, a red truck...or green grass, a green leaf, green toothpaste!)

Have your friends sit in a circle, and begin passing the packages around. Each guest must try to guess what's in the package. They can shake it and feel it! Keep score to see who can guess what's "red" or what's "green!"

# SNOW PALACE

Winter wonderlands can have their own palace with this easy construction technique. Together, players will be able to build a home for the ruling monarch—but filling the job may have to be done democratically.

## EQUIPMENT

7 to 10 bread pans or meatloaf pans

## SITUATION

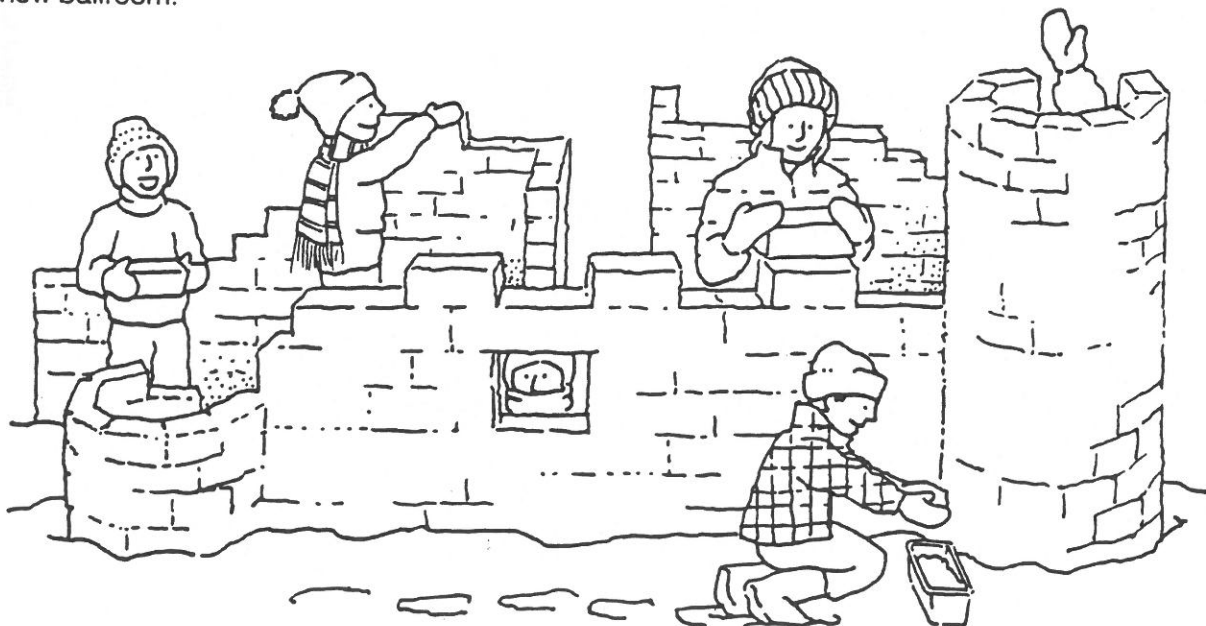
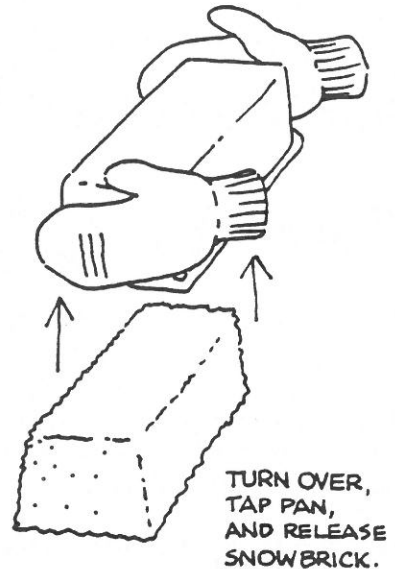
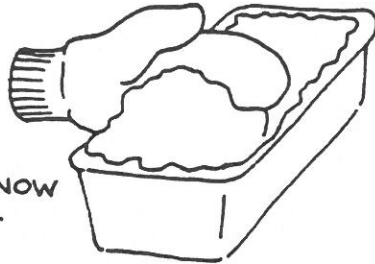
Snowy area

## TIME

35 minutes

## DIRECTIONS

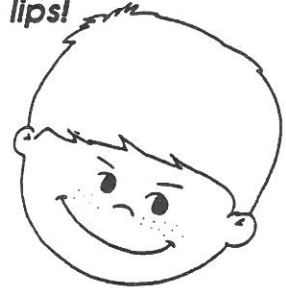
1. Divide the group into smaller groups of three.
2. Players discuss the design of the snow palace. Define the number of rooms and their shape—rectangular, circular, or square. Each group is responsible for a different area of the palace.
3. Give each group a bread pan or meatloaf pan. Players pack snow in the pan, turn it over, tap it, and release a molded snowbrick. This works best if the snow is a bit moist. Sprinkle a little water on very dry snow to make it more malleable.
4. Players continue to pile bricks, stacking them the long way for a stronger wall. Pack snow between bricks to make them solid.
5. Finish off the palace with a moat and a turret—and a reception in the snow ballroom.



# FLOUR DIVE

*A game requiring a steady hand, a good eye, and dexterity of the lips!*

EQUIPMENT NEEDED: one paper plate  
one butter knife  
one eight oz. drinking cup  
one dime  
flour



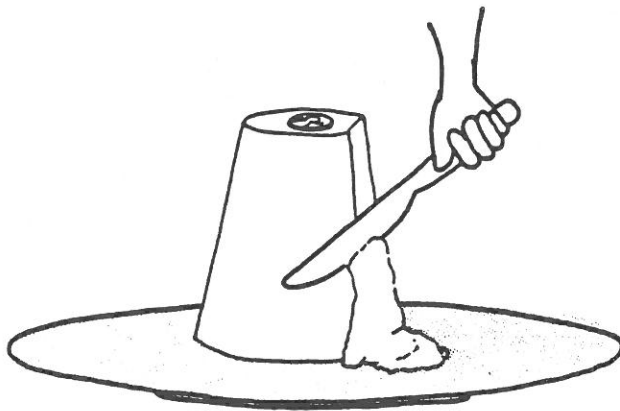
Up to eight people can play this game. Pack the cup firmly to the rim with flour. Place the paper plate on top of the cup and turn the plate and cup over together and set it on the table. Gently lift the cup upward leaving the formed flour standing. Place the dime on top of the flour.

Begin with one person taking the knife and slicing off a part of the flour, being careful not to cut too deeply so the dime falls.

After slicing off one slice of flour the player passes the knife to the player on the left who attempts the same feat.

If the dime falls down into the flour the person making the slice at that time gently removes it using only his lips (and teeth if necessary)! He is then eliminated from the game.

Pack the cup with flour again and continue until there is only one player left.





## CHRISTMAS - GAMES

Christmas Stocking Contest - Two or more red stockings are hung up, the number depending on the number of contestants you have for each side. Each boy is provided with a teaspoon and three apples. These apples must be picked up off the floor with the spoon, carried to the stocking and dropped into it. It may be run as a relay, with each runner putting in just one apple, returning and handing the spoon to the next runner. The apples must be gotten into the stocking without the aid of the extra hand.

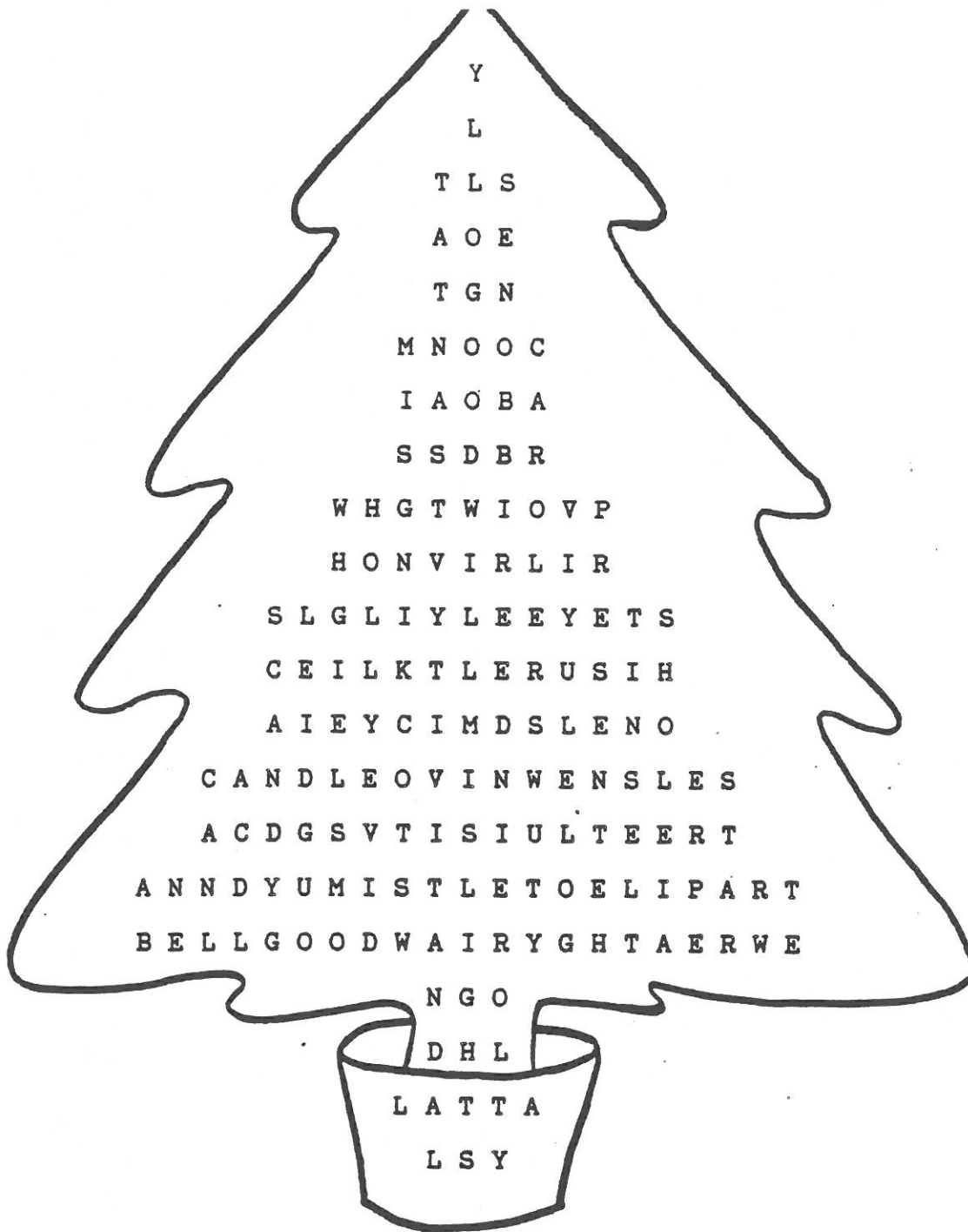
Santa's Bag - Number ten brown paper bags from one to ten. Put a familiar Christmas-related article in each bag and staple shut. Each boy is given a pencil and paper on which he lists numbers one through ten. He tries to guess what is in each bag by feeling through the paper, and records on his paper his guess. Boy with greatest number of correct answers is winner.

Christmas Swipe - A large sack containing candies and trinkets of various sorts is hung in the center of the room. Players from the Red Caps and the Green Caps take turns in being blindfolded, turned about, and given an opportunity to bring the sack down with a swipe of the wand. If a Red Cap brings down the sack, then his teammates are privileged to scramble for the contents. If it is brought down by a Green Cap, only the Greens have that privilege. Players are not allowed to coach a contestant.

What's Wrong with Christmas - This is a variation of Kim's Game 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, 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, etc. 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 all objects, and give each boy a pencil and paper. Ask them to write down all non-Christmas items. Cub Scout with longest list wins.

Snowball Relay - Players divide into two teams and line up behind starting line. Give each team a "snowball", either styrofoam or cotton and a piece of cardboard. On signal, first player on each team tries to move ball across floor and back by fanning it with cardboard. Player may not touch snowball with hands or cardboard. Player gives cardboard to next team member who repeats action. First team to finish is winner.

Marshmallow Race - Tie a marshmallow in the center of three foot string. Cub Scouts put ends of the string in their mouths, and place their hands behind their backs. On signal they begin chewing the string to see who gets the marshmallow.



CHRISTMAS WORD SEARCH PUZZLE

Bell  
 Candle  
 Candy  
 Carolers  
 Goodwill

Holly  
 Lights  
 Mistletoe  
 Nativity  
 Present

Reindeer  
 Ribbon  
 Santa  
 Sleigh  
 Star

Stocking  
 Wreath  
 Tinsel  
 Tree  
 Yule Log

DECEMBER  
HAPPY HOLIDAYS

The Cub's Christmas Greeting

Arrangement; Eight Cub Scouts come on stage, one by one; carrying appropriate props and face audience to deliver lines. (Lines may be written on the props; or for younger Scouts narrator may read the lines.)

1st Boy: (carrying a wreath with a sign across it, saying "Season's Greetings")

Season's Greetings to everyone.  
We're glad you joined us for the fun.  
'Tis certainly a happy time of year,  
Everyone is bursting with holiday cheer.

2nd Boy: (carrying a globe with Christmas tinsel around base)

To find out about Christmas across the seas,  
Our theme tonight is "Customs of Other Countries"  
For each country has its own way  
Of celebrating Christmas Day.

3rd Boy: (carrying a candle)

On Christmas Eve in Ireland,  
Candles shine so bright;  
Children place them in windows  
To shine into the night.

4th Boy: (carrying a pinata)

In Mexico children gather  
Goodies from the floor,  
After they break the pinata,  
Filled with good things galore.

5th Boy: (Carrying a plate with straw under it)

In Poland, under the table dishes  
Someone puts some straw  
And leaves a vacant chair  
For the Holiest Child of all.

6th Boy: (carrying a wooden shoe)

In Holland the children put  
Wooden shoes in their window sill  
They get up on Christmas morning  
And everyone has their fill

7th Boy: (carrying a Christmas stocking)

Right here in America  
Children hang their stockings at night  
Knowing that Santa will certainly come  
And fill them with presents so bright.

8th boy: (carrying small manger scene)

No matter what land that you live in  
Be the climate cold or mild  
Everyone will be celebrating  
The birthday of the Christ Child.



## THE BOX

Boy in Santa Suit comes in, leading a big, shabby box by the hand. (Cut holes in an old cardboard grocery box, Cub can wear it. Tacky wrapping paper can be used to decorate it.)

Santa: "I'll just leave you here, Box, maybe someone will take you home, this year."

(Enter 1st Cub)

BOX: "Please take me home, as a Christmas present."

1st Cub: (carrying a feather duster) "Are you kidding. My Mother would kill me if I brought in a junky thing like you. She's very particular about our house."

(Enter 2nd Cub)

BOX: Please, will you take me home?

2nd Cub: (carrying a ball bat and ball.) "Nah, we are a sports minded family. I want a new bat, and a new glove and a new basketball and a new.... (goes on and on while walking off.)"

(Enter 3rd Cub)

BOX: "Please, please take me home."

3rd Cub: (carrying a broom or mop) "Gosh no. I can't stand dirty stuff and neither can my Mom. She'd never let you in"

(Enter 4th Cub)

BOX: Would you take me home?

4th Cub: (carrying a garbage bag) "I think you belong in this bag; you are littering up the streets."

(Enter 5th Cub)

BOX: How about you-would you take me home?

5th Cub: (covered in Christmas ribbons) "No, no, no. We only like new presents. All wrapped in fancy ribbons and bows."

(Enter 6th Cub)

BOX: Please?

6th Cub: (carrying shopping bag from a very exclusive store)

"Are you crazy. We buy all our presents at expensive, exclusive stores. We don't want any junk."

(Santa re-enters)

Santa: "So another year and still no one wants You."

BOX: "I haven't given up hope. Maybe someone will want me next year.)"

Santa: "Say, BOX- I've been hauling you around for so long; I've forgotten what you are."

BOX: "'I'm not sure any more either. But when God packed me almost 2,000 years ago; He called me

"PEACE ON EARTH"

(holds up sign)



## CHRISTMAS

### A CHRISTMAS PAGEANT

Enter: The Christmas Tree

I am the most important at Christmas  
I, the little tree  
Without my ornaments, tinsel and lights  
Christmas just wouldn't be.

Christmas Bell

You think you are important; but  
Without my musical chime  
There just wouldn't be any spirit  
That comes with Christmas time.

Christmas Card

I think you are all mistaken  
For I'm more important than you  
Without Christmas cards at Christmas  
What would millions of folks ever do?

Christmas Present

I wish you would all stop your fussing  
You are as wrong as wrong can be  
If there weren't any gifts, with ribbons bright  
A glad face you just wouldn't see

Holly wreath

A wreath in a door or a window  
Is a pretty sight to see  
I think the most important at Christmas  
Is nobody else but me.

Santa Claus

Ho-Ho, you make me chuckle  
Your arguing is all in vain  
You know that there wouldn't be Christmas  
If I didn't show up again.

An angel

You are all so wrong about Christmas  
And why it is this way  
Here are the ones who make Christmas  
A joyful and blessed day.

Enter: Mary, Joseph and the Christ Child

Joseph

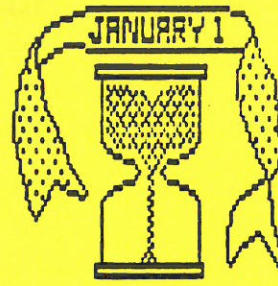
The Heavenly Father has sent Him  
To bring peace to men on Earth  
Each of you in your own way  
Help people remember His birth.

Mary

I lift my Babe in blessing  
Over all who are gathered here  
For His joy, His grace and His burning love  
To stay on through the coming New Year.

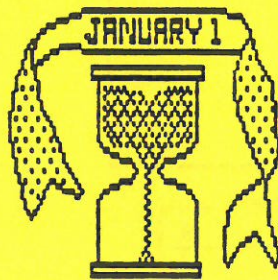






**JANUARY  
1992**

**KNIGHTS  
OF  
THE  
ROUNDTABLE**





# January 1992

SUNDAY

MONDAY


TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

			1 <i>New Year's Day</i>	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20  <i>Martin Luther King, Jr.</i>	21	22	23	24	25
26	27	28	29	30	31	

December 1991

S	M	T	W	T	F	S
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				

February 1992

S	M	T	W	T	F	S
						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

## ALL THE "J" APPLAUSES WE COULD FIND

### NOTES

- JAPANESE APPLAUSE —** Place palms together, fingertips up about chest high and bow head 4 times each time saying " AHHHHH, SO!
- JAPANESE APPLAUSE II —** Same as above except say: WE ARE HONORED TO HAVE YOU IN OUR MOST HUMBLE PLACE!!!
- JAPANESE APPLAUSE III —** Same as above except say: YOU HAVE DONE A MOST HONORABLE JOB!!!
- JAPANESE APPLAUSE IV —** Same as others except say: WELCOME TO OUR MOST HUMBLE GROUP!!!
- JET PLANE APPLAUSE —** While making the sound of a jet move one hand as if you were flying.
- JET PLANE APPLAUSE II —** Hold palm of right hand straight and move in swooping motion from right to left, back and forth from left to right, right to left each time giving a loud "ZOOOOMMMM" with each motion.
- JIM BOWIE APPLAUSE —** Simulate throwing a knife.
- JIM BOWIE APPLAUSE II —** Same as above except add: Got that Indian!!!
- JIM BOWIE APPLAUSE III —** Same as above except add: Let's do it for Texas!!!
- JOLLY GREEN GIANT —** Sing: You're in the Valley of the Jolly, HO, HO, HO Green Giant!!
- JOLLY GREEN GIANT II —** Say: HO, HO, Ho, This is my valley, HO, HO, HO!!!
- JET BREAKING THE SOUND BARRIER APPLAUSE —** "Fly" your hand as if it were a Jet, as it comes past your body bring the other hand up and clap as loud as you can and say "BOOM!!"
- JOCKEY APPLAUSE —** The whole group stands, with knees slightly bent, holding their hands as if they were riding a horse in a race. Have them pull back on the reins and yell: WHOA!! Then you say: "the winner is \_\_\_\_\_ (naming the person that just received the award, won a race or contest.
- JUGGLER'S APPLAUSE —** Take out the pretend objects you are going to juggle (make it fun by mixing them up such as an egg, a bowling ball, a baseball, pie, or you pick some objects). Pretend to juggle all of the items then slip and let one of them fall on your toe or head. You yell: "OOPS" or "OUCH".
- JUMP UP, SIT DOWN JUMP UP APPLAUSE —** Have the group jump up, sit down, and jump up, then yell: " \_\_\_\_\_ just can't be beat!!"

## Cheer the Year

Sung to: "Row, Row, Row Your Boat"

<sup>C</sup>  
Cheer, cheer, cheer the year,

A new one's just begun.

Celebrate with all your friends,

<sup>G7</sup> Let's go have some <sup>C</sup> fun!

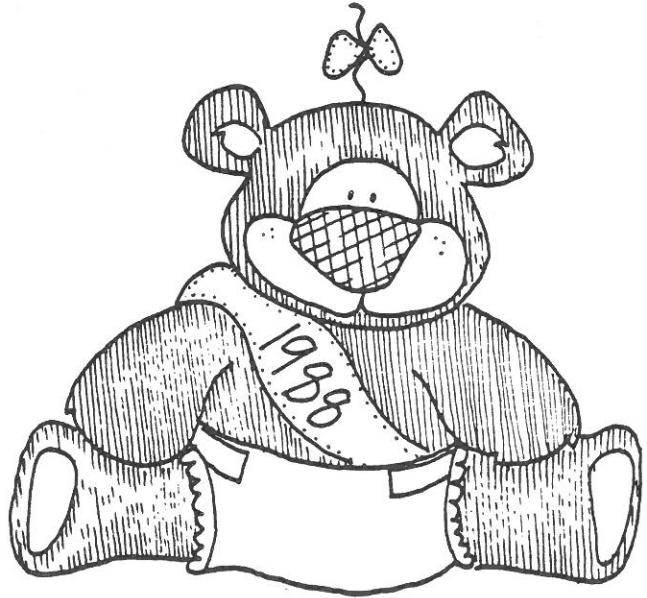
<sup>C</sup>  
Clap, clap, clap your hands,

A brand new year is here.

Learning, laughing, singing, clapping,

<sup>G7</sup> Through another <sup>C</sup> year.

**Susan Paprocki**  
Northbrook, IL



## A New Year on Our Calendar

Sung to: "She'll Be Coming Round the Mountain"

<sup>F</sup>  
There's a new year on our calendar today.

"(Name of year)!"

<sup>C7</sup>  
There's a new year on our calendar today.

"(Name of year)!"

<sup>F</sup>  
There's a new year on our calendar,

<sup>B<sup>b</sup></sup>  
A year to grow and learn much more.

<sup>F</sup> <sup>C7</sup> <sup>F</sup>  
There's a new year on our calendar today.

"(Name of year)!"

**Nancy Nason Biddinger**  
Orlando, FL

## Let's Celebrate

Sung to: "Frere Jacques"

<sup>C</sup>  
Happy New Year, Happy New Year,

Let's celebrate, let's celebrate.

Goodbye to the old year,

Hello to the new year.

<sup>C</sup>  
Hurray, hurray! Hurray, hurray!

**Patricia Coyne**  
Mansfield, MA



# Tissue Box Coupon Holder

## Materials

Patterns (p. 14)

$4\frac{3}{4}$ "  $\times$   $9\frac{1}{2}$ "  $\times$  3" facial tissue  
box

X-acto knife

Art paper:

two 12"  $\times$  18" brown  
(box, head, paws)

$3\frac{1}{2}$ "  $\times$   $3\frac{1}{2}$ " pink (muzzle)

$2\frac{1}{2}$ "  $\times$   $3\frac{1}{2}$ " red (bow)

$1\frac{1}{4}$ "  $\times$  12" brown (arms)

2"  $\times$  2" black (nose)

$1\frac{1}{2}$ "  $\times$   $3\frac{1}{2}$ " yellow (label)

CUT AWAY  
SHADED  
AREA

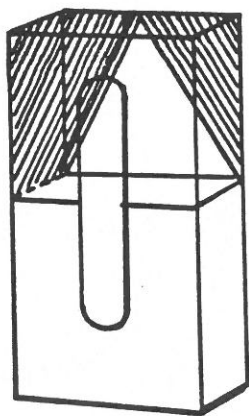


Figure A

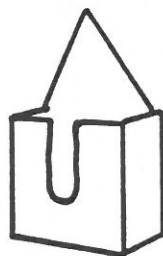


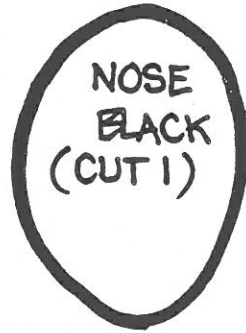
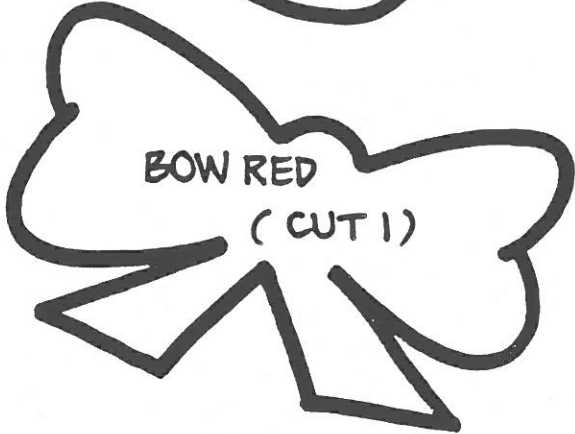
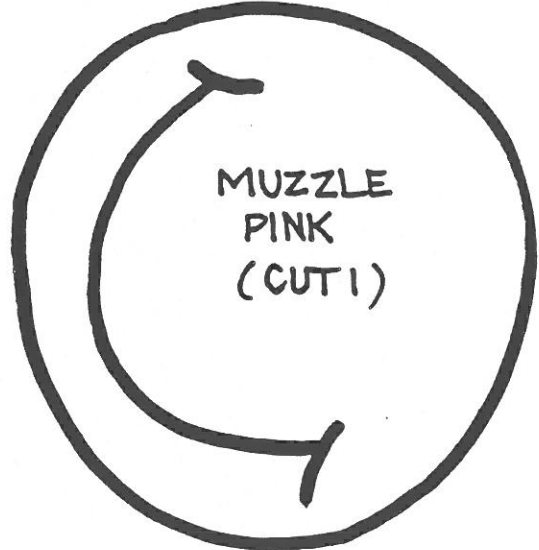
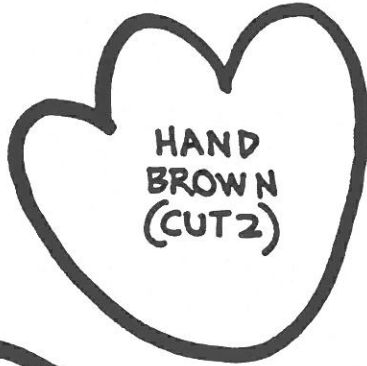
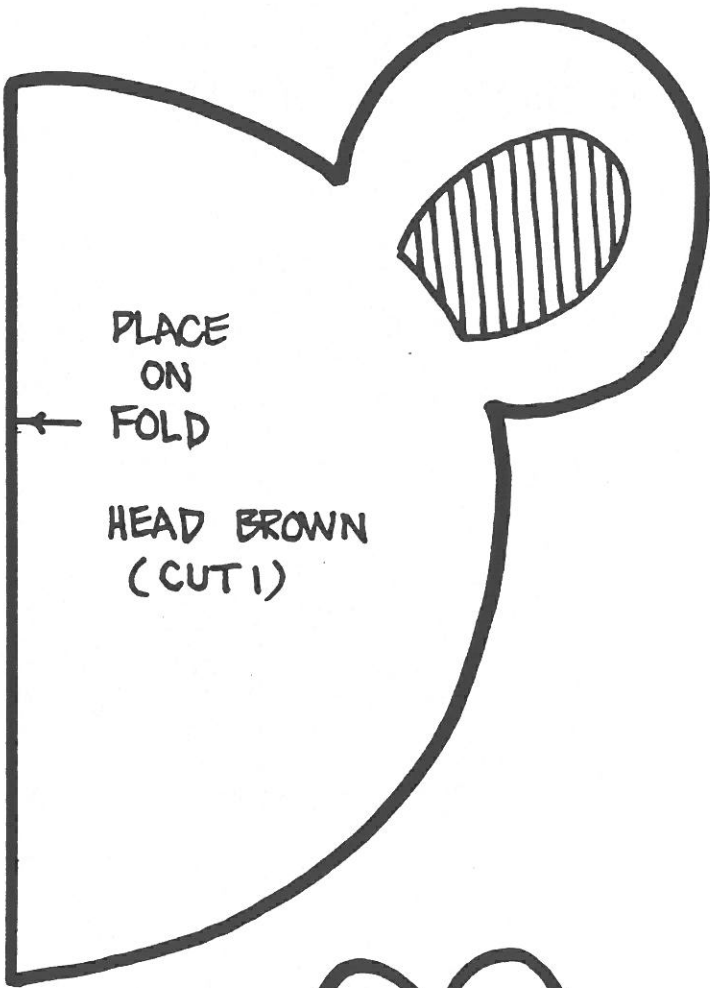
Figure B



Figure C

## Procedure

1. With X-acto knife, cut box as shown (figs. A and B).
2. Cover box with brown paper and glue in place.
3. Trace patterns on art paper and cut out. Cut two  $1\frac{1}{4}$ "  $\times$  6" strips of brown paper for arms.
4. Assemble and glue all cutouts as shown (fig. C).
5. Draw details on face and feet with black felt pen or crayon.
6. Print *Coupons* on yellow paper with felt pen or crayon. Glue to front of bear.

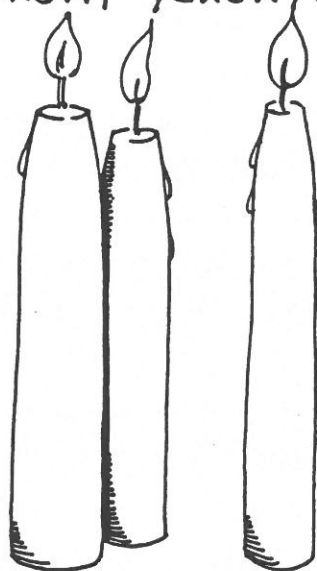


Tissue Box Coupon Holder

January

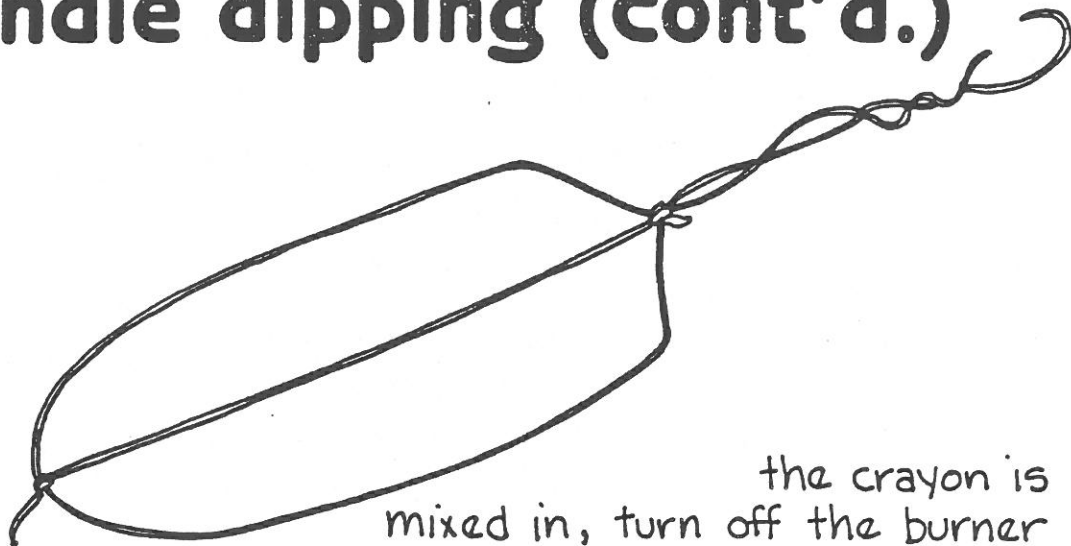
# Candle Dipping

**Supplies:** 2 32-ounce juice cans  
A two-burner hot plate  
Cooking oil  
2 large saucepans  
8-10 16-ounce boxes unrefined paraffin  
Wire coat hangers (one or two per student)  
Medium-sized candlewick  
2 coordinating colors of wax crayons  
(red/yellow, yellow/green, blue/purple)  
Scissors



**Procedure:** Clean the cans inside and out and wipe with a coat of cooking oil. Place the cans in 3 to 4 inches of water in the saucepans. Cut the paraffin into small chunks and place the chunks in the cans. Turn on the hot plate and heat the water to boiling. Allow the wax to melt. There should be enough wax in the containers to fill the cans one inch below the rim. Keep the water at a low boil. While the wax is melting you can prepare the candle dippers. Bend the hangers as shown on the next page and tie on the wicks. When the wax is melted, take the paper off the crayons and drop them into the cans to color the wax. When

# candle dipping (cont'd.)

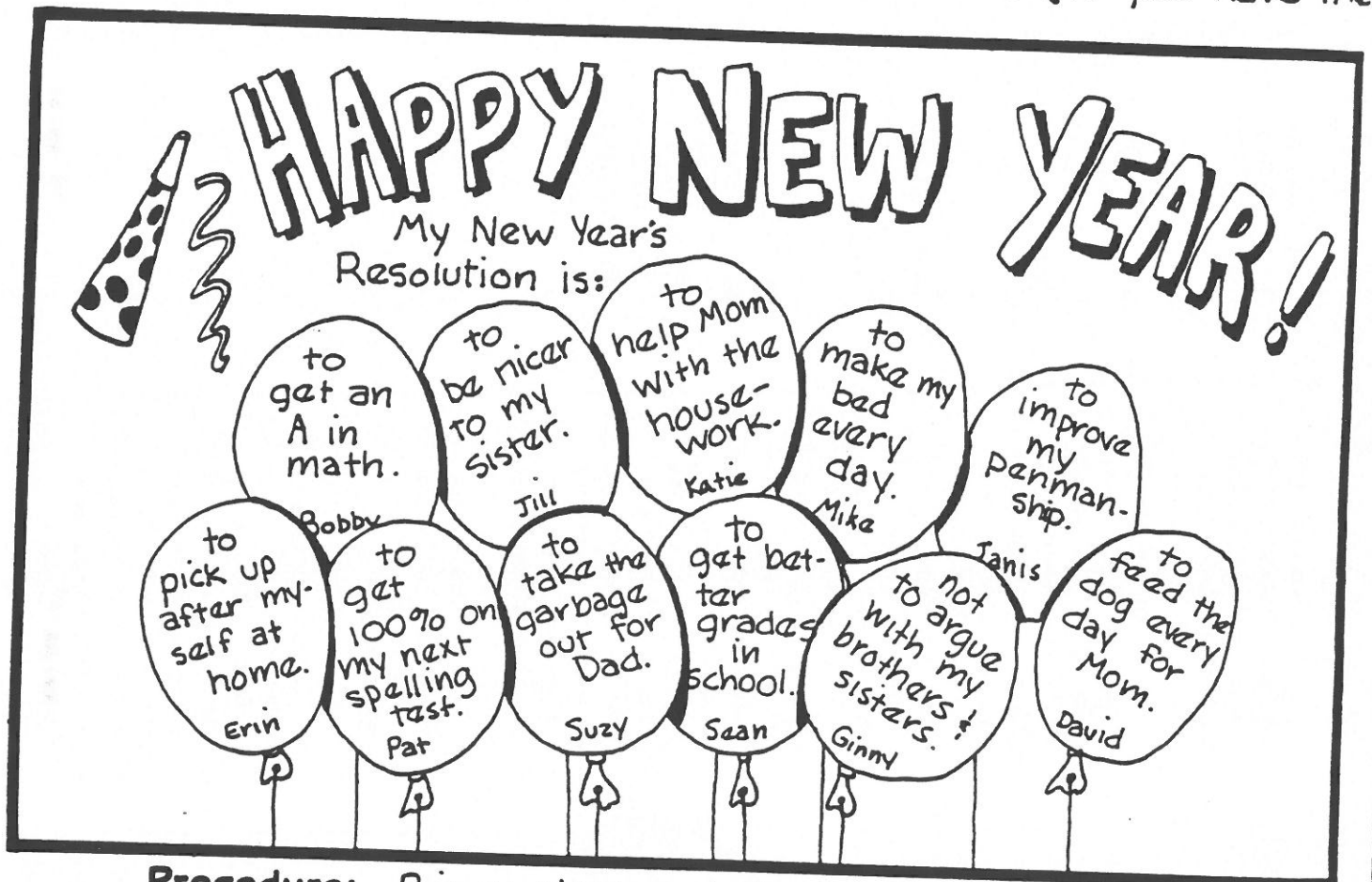


the crayon is mixed in, turn off the burner and let the wax cool slightly. Dip the wire frames and wicks into the wax up to within an inch of the wick end. Hang them up until the wax hardens. As the wax in the cans cools, a shorter solidifying time will be required. Just dip and hold the frame over the can for a few moments, then dip again. About half an hour of repeated dipping will complete the candles. Hang the frames up for the final drying period - about an hour or until the wax is firm. With scissors cut the wick at the top and bottom and free the candles from the frame. Scrape the wax off the frames back into the cans to reuse.

The remaining liquid wax can be turned into candles by putting the cans into the refrigerator for the wax to harden. Then remove the wax from the cans by putting the cans in hot water. To add the wicks, heat a straight piece of wire coat hanger and push it all the way through the middle of the candle. Now insert the wick into this hole, pushing it through with the straightened coat hanger. Seal the opening with some melted wax.

# January Bulletin Board Idea

**Supplies:** Colored construction paper  
Pins or tacks  
String or yarn  
Brightly colored background paper  
Scissors  
Markers  
Party horns or streamers (if you have them)



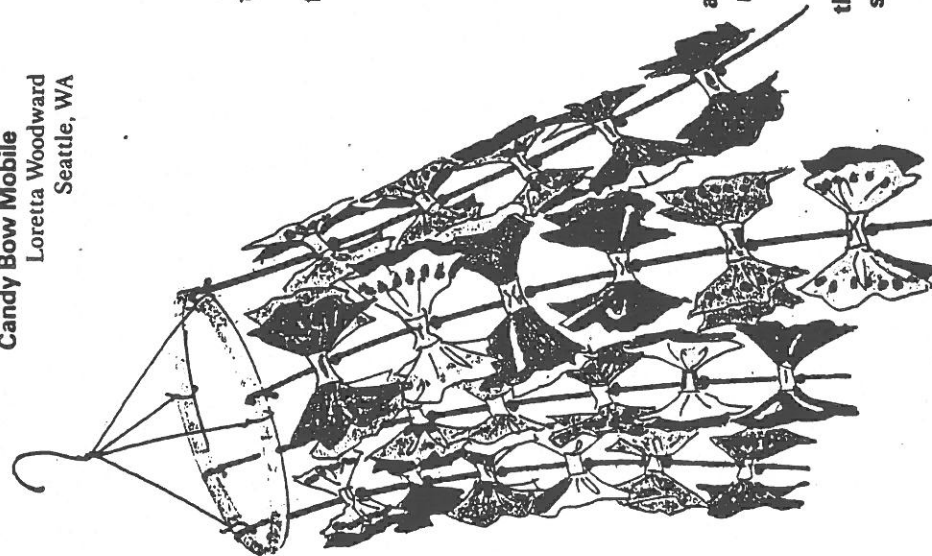
**Procedure:** Pin or staple a brightly colored background paper onto the bulletin board. Cut the letters from colored construction paper. Cut out a pattern for a balloon that you can draw around. Make enough so that each student will have one balloon on which to write his/her New Year's resolution. Punch a hole in the bottom of each balloon and thread a string through the hole. Pin or tack the balloons up to the bulletin board.



(Continued from page 1)

### Candy Bow Mobile

Loretta Woodward  
Seattle, WA



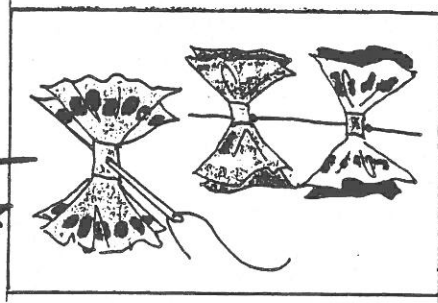
*Light and colorful!*  
You'll need lots of colored wrappers from hard candies and gold and silver foil from candy bars.

Flatten two colored wrappers that look nice together. Place one on top of the other, colored sides facing out. Pinch together in the middle. Wrap a piece of candy foil around the middle, and tape to hold. Continue until you have made about 6 or 7 bows.

Thread a needle with a long string of nylon thread; knot the end. Take a stitch through the middle of one candy bow, as shown, making sure to go through all layers. Knot the string. Do not cut the thread, but leave about 2" of thread and sew on another bow, knotting the end. Be sure to knot after sewing on each bow, so that bows will stay in place. Repeat, until you have one long string of 6-7 bows.

Make another 3-4 strings of 6-7 bows.

For the hanger, use a medium sized embroidery hoop. Cut four 12" lengths of yarn or string. Tie one end of each string to the hoop, as shown. Bring the four loose ends together and tie. Tie a yarn loop to top for hanging. Tie the strings of bows to the hanger.

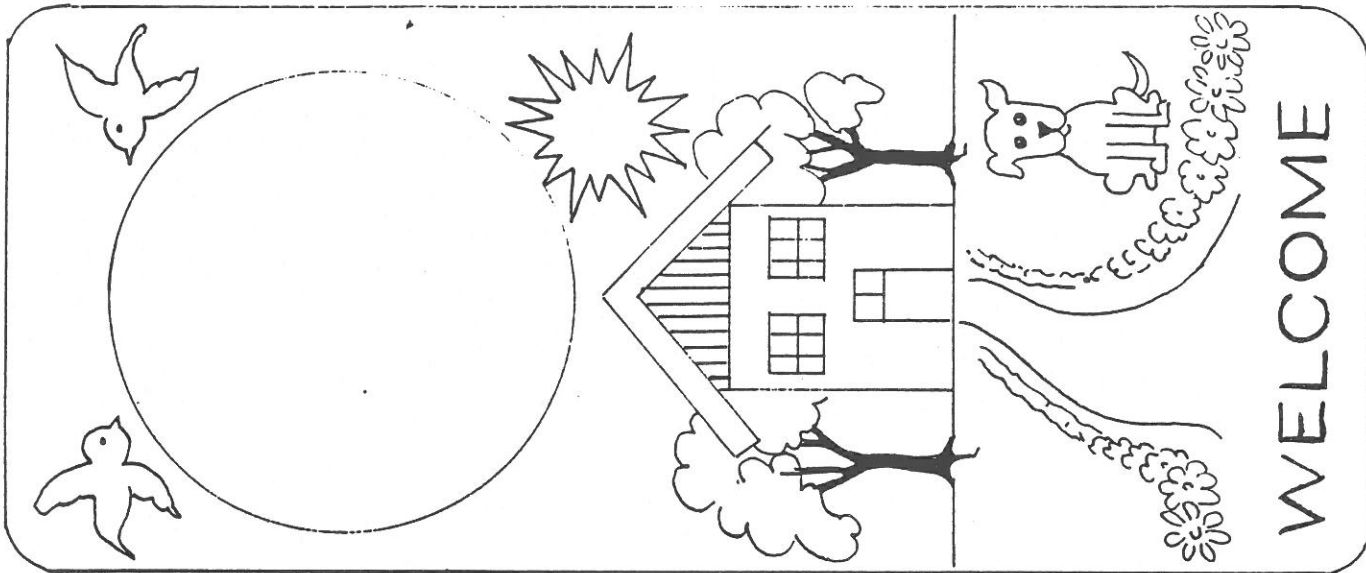
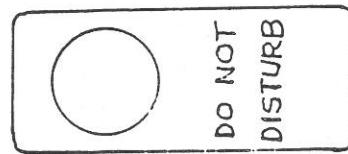


### Door Knob Sign

Michelle Glunt  
Norman, OK

*With a two-sided message!*  
You'll need white poster board, crayons or markers and scissors.

Trace and cut the pattern on white light weight cardboard. With pointed scissors, cut out the hole. With markers or crayons, draw the design shown, or choose your own design. Turn the hanger over. Write "Please do not disturb," and draw a pretty picture.



(More winter fun on page 10)

# TIGHTROPE WALKING

Unlike the brave high-wire walkers in the circus, players won't have far to fall with their tightropes on the ground. But like the skilled circus performers, they will have to keep their balance.

## EQUIPMENT

20 yards of clothesline rope

## SITUATION

Open playground

## TIME

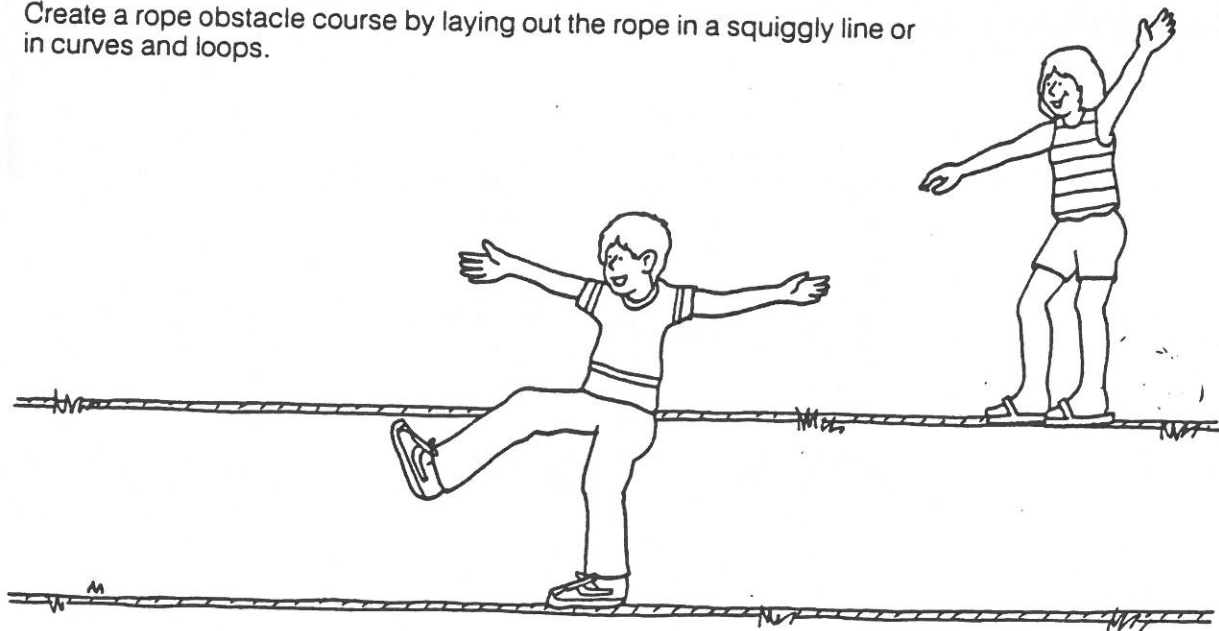
15 minutes

## DIRECTIONS

1. Stretch two parallel ropes across the playground, keeping them on the ground, three or four feet apart. Tie the ends to trees, fences, or playground equipment.
2. To walk the "tightrope," place the heel of one foot on the start line and begin to walk—placing the heel of one foot directly to the toe of the other foot—all the way to the finish line.
3. Divide the group into two teams. When the leader says "Go," members of each team begin on their tightropes. Each player waits until the person ahead is finished "walking the rope" before beginning. The first team to finish walking the tightrope is the winner.

## VARIATION

Create a rope obstacle course by laying out the rope in a squiggly line or in curves and loops.



## TABLE GAMES

# SLAMMERS & CREEPERS

*This is a game designed to be played at a table. CAUTION--it's an addictive game that you'll play over and over again!*

EQUIPMENT NEEDED: one quarter

This game is for six to ten players. Divide the players into two teams. Have them sit opposite each other at a table. The starting team puts their hands under the table and begins passing the coin back and forth between their team members. The opposing team then says "One, two, three, UP!" at which time the starting team must raise their hands above the table with fists clenched to hide the quarter.

The opposing team then calls for "Slammers" or "Creepers". The team holding the quarters must put their hands on the table in that way.

**SLAMMERS-** Hands are quickly brought to the table "slamming" the palms down to conceal the holder of the coin. All hands should end up flat on the table top.

**CREEPERS-** Fists are brought down slowly, "creeping" to the table top and fingers are uncurled being careful not to expose the holder of the coin. All hands should end up flat on the table top.

The opposing team then selects the hands of the starting team which do not hold the coin. One by one the hands are chosen and turned over. The object is to leave the coin covered until the last. If the starting team is successful in their attempt to fool the opposing team, they earn one point and maintain possession of the coin. If the opposing team is successful in uncovering the coin last, they gain one point and take possession of the coin. Play continues until one team has earned an allotted amount of points or until the time limit is up. Set time limits or points to win at the beginning of the game.



## KNIGHTS OF YORE CONTESTS

### Ball and Chain Duel

The ball and chain are made from a stuffed sock. The contestants ride sawhorse chargers. Each has a shield and wears a paper hat. The knights try to defeat their opponents by knocking off their hats with the ball and chain.

### Rooster Fight

Each Cub Scout stands on one foot, holding the other behind him. Boys try to upset each other by jumping, dodging, and pushing with shoulder or elbow only.

### Pillow Fight

This is a mass battle royal with each person holding a broomstick horse in one hand and swinging his pillowlike weapon in the other. Each Cub Scout wears a paper hat and leaves the contest when he loses his hat.

### Teeter-Board Jousting

The contestants square off, using padded rubber plungers as their lances. The boy who upsets the other is the winner. Each contestant is backed up by a squire (a Cub Scout who prevents him from falling).

### Sack Fight

Each boy stands in a burlap or similar type of bag. He must use both hands to keep the bag stretched to its full length. He tries to upset others by thrusting and pushing with shoulders and hips. This can be a duel contest or a mass battle where the boys are eliminated as they lose their balance and fall.

### Staff "Rassle"

Two Cub Scouts hold a broomstick between them. One end is painted blue and the other is painted red. On signal, each tries to touch his color to the floor.

### Stick Twist

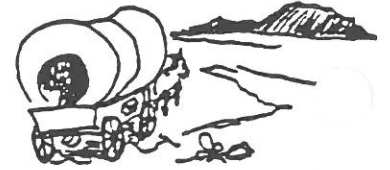
Two Cub Scouts hold a broomstick between them with hands alternating over the top. On signal, they bring it down slowly between them. Each tries to turn the stick in his opponent's hands.

### Spearing the Ring

Boys gallop by on their broomstick chargers and, in full stride, try to pick off the ring with their lance. The contest can start with a fairly large ring. Then, as boys are eliminated, decrease the size of the ring.

JANUARY  
AMERICAN FOLKLORE

Perils of the Pioneers



Characters: Any number of pioneers. They could be in costume or simply wear signs. At least one should be a "lady".

Props: As indicated in the script.

Narrator reads the skit while the action is taking place.

NARRATOR: Oh pioneers! Oh pioneers! Your courage we admire. Not for the reasons history gives do you our awe inspire. It's hard for us to understand and know what it was like; you didn't have the things we have--a car, a plane, and a bike.

(PIONEERS ENTER WITH SEVERAL RED WAGONS COVERED WITH BLANKETS, CROSS STAGE AND EXIT)

NARRATOR: We heard you crossed the mountains; through forests thin and thick. In only covered wagons--Now that was quite a trick!!

(PIONEERS ENTER WITH A VARIETY OF SIGNS "EAT AT JOE'S, STOP, YIELD, ETC. CROSS STAGE AND EXIT.)

NARRATOR: We read how then you had no roads, no highways lined with pines. One question we must ask you--What'd you do with all these signs?

(PIONEER LADY DRAGS SHOPPING BAG LOADED WITH GIANT BEAR MADE FROM OLD RUG WITH CARDBOARD HEAD ACROSS STAGE.)

NARRATOR: And then we heard about your meals of wild bear--There's a stopper. The one thing we can say is this; your wife was quite a shopper.

(PIONEER ENTERS WITH LARGE SACK MARKED "DIRT" SHOWS IT TO AUDIENCE AND EXITS)

NARRATOR: Yes, we read of all your hardships, but you beat us on one thing--You had the true original indoor-outdoor carpeting!

(PIONEERS ENTER HOLDING SIGNS MARKED INCOME TAX, SALES TAX, PROPERTY TAX, ETC. AND EXIT.)

NARRATOR: It's true you have no phones, no gas, no lights, no cars about; but there's one thing you didn't have that we could do without!

(ALL PIONEERS ENTER AND FORM SEMI-CIRCLE AROUND THE NARRATOR)

NARRATOR: But one thing does amaze us when we read about your deeds--You made it through your travels minus something each man needs.

(ALL SALUTE AUDIENCE EXCEPT ONE WHO RUNS OFFSTAGE AND RETURNS CARRYING GIANT CREDIT CARD)

NARRATOR: Oh, Pioneers! Oh, Pioneers! We salute you long and hard. You went across this whole wide land without one CREDIT CARD!!!



THE GOLD DETECTOR

GOLD °° EUREKA

Setting: Miners are sitting around a campfire. Boys in old jeans and shirts. Dude salesman wears loud suit and carries box painted with dials and symbols, etc. for "detector."

Characters: As indicated in script.

JOHN: Well, not much luck today. Hope we can do better tomorrow. Pete, it's your turn to cook supper tonight, isn't it?

PETE: Aw, John, you know I can't even boil an egg. How's about Joe cooking? He's the best!

JOE: I cooked last night but I suppose I can do it again.

JOHN: Thanks, Joe! But then Pete you'd better go down to the river and get some water.

PETE: Gee, John. I hurt my back today when I tripped over that rock. I don't think I'd better carry those heavy buckets. Can't someone else do it?

Ed: Pete, the only way you'd ever hurt your back is by falling on it getting into the sack or if the shovel handle broke. OH! I'll get the water, John.

JOHN: Thanks, Ed. Just what are you going to do. Pete? Everyone else is pitching in and helping.

PETE: Aw, I don't know. I don't feel so good. My feet hurt and my stomach's going around in circles. I think I'll just lie down until it's time for chow. (Pete goes and lies down off to the side where he can be seen. General Chatter goes on. Suddenly, Slippery Sam, the salesman breezes in.)

SAM: Well, howdy, boys! Long time no see! How's the mining? Made your killing yet?

BILL: Howdy, Sam! Naw, we aren't doing so good. There's gold up there in those hills but we can't hit it. We haven't found one little speck in days.

SAM: If there's gold there, I've got just the thing for you. This box here's a real GOLD DETECTOR! (Sam goes into a long spiel about his machine and shows it.)

JOHN: (Finally interrupting) Ah, cut it out Sam. It's probably just as bad as those lousy whatches you sold us last time. It just won't work.

SAM: I'll just show you, John. I'll show you just how good this gold detector works. Now all I do is set these dials, turn the crank, and start her working. This big needle on top will turn in the direction where there's gold and all we have to do is watch the needle and go that way. It takes a little while to get adjusted but then it will take us right to the gold. When we're on top of a big deposit, the needle will start going around like crazy. It's all ready now. Let's go. (Sam starts working around the stage while the others follow him. Finally they practically trip over Pete who's sleeping)

SAM: Look at that needle! It's going crazy! We've found GOLD!!!

JOE: You sure have!!! You've stopped right on top of the BIGGEST GOLDBRICK IN THIS WHOLE COUNTRY!!!

"WE THE PEOPLE....

"OUR FLAG---Shadow Puppet Play"

Scene: Empty stage, with movie screen or white backdrop.

Props: Spot light, or movie/slide projector. Color wheel or pieces of blue and red cellophane to change the light.

Puppets: All our cut out of heavy cardboard and mounted on long dowel sticks (balloon sticks are the perfect size and can be purchased very cheap.) All necessary puppets will be underlined. Only their shadows will show on the screen.

Hi, Cub Scouts. I am the American Flag. Let me tell you about myself. I'm your flag and my nickname is Old Glory. I represent the United States of America (outline map) I fly on American ships and I am painted on the sides of American planes.

I also fly in many places around the world, where Americans live and are proud of this country. I'm made up of three colors with stars and stripes. 13 stripes and 50 stars. And everything has a special meaning.

(Change to the red light) The red stands for the bravery and love of country and many Americans who fought and died to protect our great nation.

The white color stands for the purity of deed and thought and the honesty on which our country was started.

The blue (change to the blue light) stands for justice and freedom for all.

The 13 stripes represent the first 13 colonies that began our nation. The white stars and the blue field are the symbol of God (cross) over us all and shows us that we live in a country (map) where the sky is the limit, if we want to try. 50 stars stand for 50 states. (outline maps of several recognizable states) Each state has its own star to show it is an independent state, with its own laws and government; but all the stars are on the same blue field, showing that they are united and will stand together, protecting our freedom (Statue of Liberty) You Scouts (fleur-de-lis) like all good Americans, are united. Holding together, protecting our freedom; making the US (map) strong.

(close by asking everyone to sing a patriotic song. On screen, show the following shadows: US map, the cross and the Boy Scout fleur-de-lis.)

THE RED WHITE AND BLUE

NARRATOR 1: What does it stand for-the Red, White, and Blue?

Cub 1:

It stands for our counrty  
And what it went through  
To win us our freedom,  
When freedom was new.

NARRATOR 2: What do they stand for- the stripes, red and white?

Cub 2:

The States on the seaboard  
That braved England's might  
Thirteen in number  
United to fight.

NARRATOR 3: What do they stand for- the stars, one and all?

Cub 3:

The states in the Union,  
The big states and small,  
Ready to answer  
America's call.

NARRATOR 4: What do they stand for- the colors we see?

Cub 4:

Red stands for courage  
And white-liberty  
And blue for the staunch  
In this land of the free.

ALL:

Hail to our banner,  
Still shining like new,  
Symbol of faith in the  
Brave and the true,  
Symbol of freedom,  
The Red, White, and Blue.

# paging all knights

Or, the night the page turned out to be the bravest knight of all!

Chris Hober, Lockport, NY

**CAST:** Speaking parts: Narrator, King, Knights 1, 2 and 3 and Page. Non-speaking parts: Queen, Townspeople and extra Pages.

**PROPS:** 4 scrolls (*paper tied with ribbon*), large cardboard scene of a forest.

**SETTING:** King, Queen, Page and Knights are on one side of stage. Forest scenery is on center of stage, and townspeople are gathered together on the other side of forest. Narrator speaks from on or off stage.

**Narrator:** Somewhere off in a distant land just outside the treacherous Yellow Fingers Forest lived a King and a Queen. The forest had grown so dense that for years it had separated the King from his townspeople. Now the King desperately wanted to send a message to the townspeople.

**KING** (*waving the scroll*): Page! Page! I must send this message through the Yellow Fingers Forest to the townspeople. Send me my bravest knight. (*Page runs to knight 1 and escorts him to the King.*)

**KNIGHT 1** (*bowing*): Yes, your Majesty?

**KING** (*excitedly*): You must take this message through the Yellow Fingers. It is of utmost importance.

**KNIGHT 1** (*taking scroll from King*): I am your bravest knight. I shall return before sundown. (*Knight gallops off through the Yellow Fingers Forest.*)

**NARRATOR:** Five days later and the knight is not back.

**KING** (*pacing back and forth*): Page! You sent me the wrong knight. Bring me another. (*Page runs to knight 2 and escorts him to King.*)

**KNIGHT 2:** I keep telling you that I'm your bravest knight. I will take the message and will be back before the crow flies! (*Knight 2 rides off.*)

**NARRATOR:** Six days have passed.

**KING** (*burying his head in his hands*): Page! You failed again. Bring me another knight. (*Page hurries off to escort the last knight.*)

**KNIGHT 3:** I see you've saved the best for last, my King. I'll take the message through the Yellow Fingers Forest. (*Knight 3 gallops off.*)

**NARRATOR:** 7 days have passed and the King is furious.

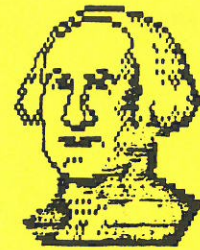
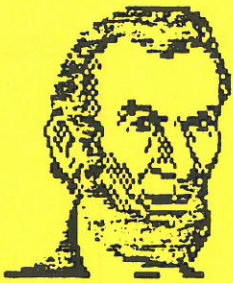
**KING** (*holding page by the ear*): Thrice you have failed me. Now, page, you will take your turn going through the Yellow Fingers. (*Hands scroll to page and pushes him out the door.*)

**NARRATOR:** The next day there is jubilant shouting in the distance. The page and the knights have returned. (*The knights wear torn clothes and bandages all over.*)

**KING** (*very confused*): What do you have to say for yourself, my page! I would never have guessed that you could fight your way through the forest!

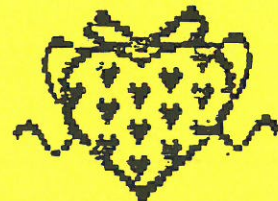
**PAGE** (*proudly*): I could have told you — at least once a KNIGHT — let your PAGES DO THE WALKING THROUGH THE YELLOW FINGERS!





**FEBRUARY  
1992**

**SCOUTING  
AROUND  
THE  
WORLD**





# February 1992

SUNDAY

MONDAY




TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

						1
2	3	4	5	6	7	8
9	10	11	12  Lincoln's Birthday	13	14  Valentine's Day	15
16	17 President's Day	18	19	20	21	22  Washington's Birthday
23	24	25	26	27	28	29

January

S	M	T	W	T	F	S
			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	

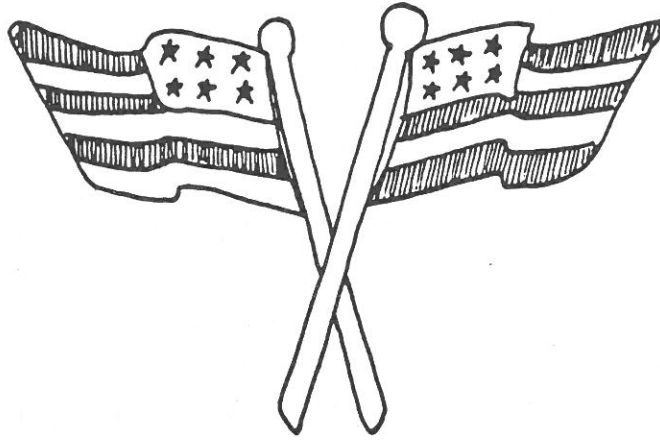
March

S	M	T	W	T	F	S
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				

# ALL THE "F" APPLAUSES WE COULD FIND

## NOTES

- FERRIS WHEEL APPLAUSE** — Move right arm in a large circle, on the upswing say: "OHHHHH". On the downswing say: "AHHHH".
- FERRIS WHEEL APPLAUSE** — Same as above, except when you are at the top hold arm in place and rock back and forth and hold other hand over the eyes and say: GEE, YOU SURE CAN SEE A LOT FROM UP HERE!!! Then start your downswing saying "AHHHHH".
- FIRE ENGINE APPLAUSE** — Divide group into four sections: (1) rings bell fast, DING (2) Honks the Horn, HONK, HONK, HONK (3) Sounds the siren, Rrrr, Rrrr, Rrrr and (4) clangs the clanger, with a CLANG, CLANG, CLANG!!! All of the groups do their parts together.
- FISH APPLAUSE** — Pretend to hold a fish up by it's tail with one hand and plug your nose with the other and say: PEEE-U-EEEE!!!!
- FISH APPLAUSE II** — Suck in your cheeks, form an "O" with your mouth, move it as if you were a fish, make no sound!!!
- FISH APPLAUSE III** — Move your hand as if it were a fish out of water and say: HOW, HOW, HOW, FLOP, FLOP, FLOP!!!
- FISH APPLAUSE IV** — Hold your nose and say: SMELLY, SMELLY, SMELLY!!!
- FISHERMAN APPLAUSE** — Pretend to reel out some line, let it drift, yank your pretend pole or rod back and start to reel in the fish. Struggle with it for a short time and say: I'VE GOT IT!!! I'VE GOT IT!!!
- FISHERMAN APPLAUSE II** — Pretend to cast out and reel in three times, on the forth try, reel in slowly and yell out how big you THINK it is and then hold your hands out to show how big it really is!!! Yell: YEAAAAA!!! I caught the biggest one!!!
- FISHERMAN APPLAUSE III** — Same as above except you don't yell out anything!!!
- FRUIT SALAD APPLAUSE** — Eat a large piece of pretend watermelon, spit out the seeds, pretend to have a piece of cantaloupe, spit out the seeds, then have a cherry, place a finger in your cheek and give one small pop, as if spitting out the pit of the cherry!!!
- FLAPJACK APPLAUSE** — Pretend to pry your spatula under your flapjack, throw it into the air, move your head as if you were watching it turn over and over and then pretend to catch it in your pan or skillet.



### Whose Fine Face?

Sung to: "London Bridge"

<sup>C</sup>  
Whose fine face is on the penny,

<sup>G7</sup>                    <sup>C</sup>  
On the penny, on the penny?

Whose fine face is on the penny?

<sup>G7</sup>                    <sup>C</sup>  
Abraham Lincoln's.

<sup>C</sup>  
Whose fine face is on the quarter,

<sup>G7</sup>                    <sup>C</sup>  
On the quarter, on the quarter?

Whose fine face is on the quarter?

<sup>G7</sup>                    <sup>C</sup>  
George Washington's.

**Betty Silkunas**  
Lansdale, PA

### Our First President

Sung to: "Ten Little Indians"

<sup>C</sup>  
George Washington was our President,

<sup>G7</sup>  
George Washington was our President.

<sup>C</sup>  
He was the first President,

<sup>G</sup>                    <sup>C</sup>  
George Washington.

<sup>C</sup>  
He was a hero to the people,

<sup>G7</sup>  
He was a hero to the people.

<sup>C</sup>  
He helped our country win its freedom,

<sup>G</sup>                    <sup>C</sup>  
George Washington.

**Patricia Coyne**  
Mansfield, MA



GOD BLESS THE U.S.A.

If tomorrow all the things were gone  
I'd worked for all my life,  
And I had to start again with just  
my children and my wife.  
I'd thank my lucky stars to be livin' here today,  
'Cause the flag still stands for freedom,  
and they can't take that away.

And I'm proud to be an American  
where at least I know I'm free.  
And I won't forget the men who died,  
who gave that right to me.  
And I'd gladly stand up -  
next to you and defend her still today.  
'Cause there ain't no doubt I love this land -  
God bless the U.S.A.

From the lakes of Minnesota, to the hills of Tennessee,  
Cross the plains of Texas, from sea to shining sea,  
From Detroit down to Houston and New York to L.A.  
Well, there's pride in ev'ry American heart,  
and it's time to stand and say -

That I'm proud to be an American  
where at least I know I'm free.  
And I won't forget the men who died,  
who gave that right to me.  
And I'd gladly stand up -  
next to you and defend her still today.  
'Cause there ain't no doubt I love this land -  
God bless the U.S.A.

THIS LAND IS YOUR LAND

(Chorus) This land is your land, this land is my land,  
From California - to the New York Island,  
From the redwood forest - to the Gulf Stream waters,  
This land was made for you and me.

As I was walking that ribbon of highway  
I saw above me that endless skyway,  
I saw below me that golden valley,  
This land was made for you and me.

(Chorus)

I roamed and rambled, and I followed my footsteps,  
To the sparkling sands of her diamond deserts,  
All around me a voice was sounding,  
This land was made for you and me.

(Chorus)

When the sun came shining, then I was strolling,  
And the wheat fields waving, and the dust clouds rolling,  
A voice was chanting as the fog was lifting,  
This land was made for you and me.

(Chorus)



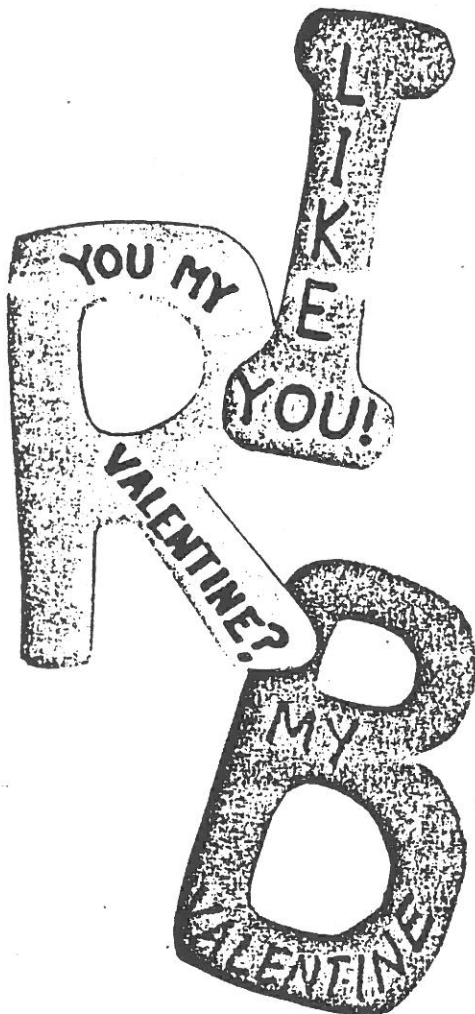
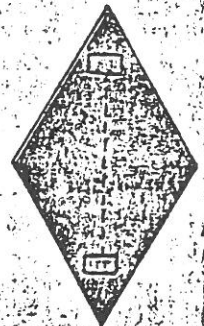
# Things to Make



**George Washington Hat**

By Jennifer Carling

Cut a 12-inch-by-18-inch sheet of construction paper into a diamond shape. In the center of the diamond, cut a slit about 11 inches long. Reinforce each end of the slit with a piece of tape. Draw and cut from construction paper a bunch of cherries, and glue it to the top of the hat. Your head fits into the slit of the hat.

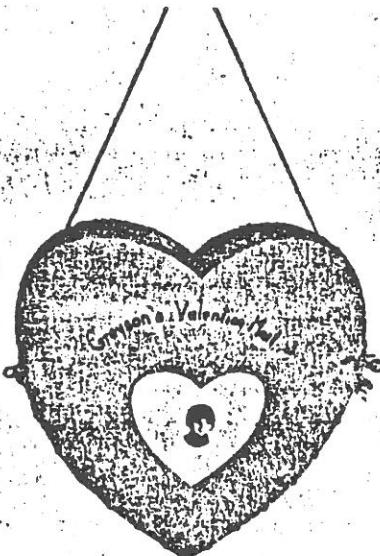


**Alphabet Valentines**

By June Swanson

The secret to these valentines is that the first word of the message is the shape of the valentine itself. For example, you might cut a large letter B from red construction paper. Then on the B, print the words "My Valentine." You are really saying, "Be My Valentine." Or on a large cut-out I, write "Like You." ("I Like You.") On an R, you might write "You My Valentine?"

C, A, O, G, U, and Y are letters that also make words. Maybe you can think of others.



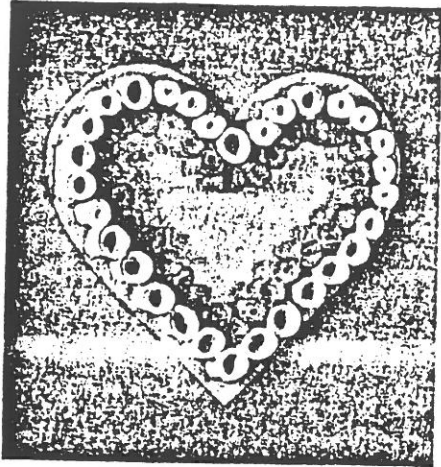
**Heart Photo Mail Bag**

By Kathy Ross

Cut two hearts the same size from red paper. Cut a smaller heart out of pink paper. Glue a photo of yourself onto the pink heart. Glue the heart with your photo onto the center of one of the large red hearts.

Hold the two large hearts together, and punch holes around the bottom half. Thread yarn through the holes, and tie a knot in each end. Punch a hole on each side of the mail bag, and attach a piece of yarn to make a handle. Fill your bag with cards.





### Roll-a-Heart Valentine

By Francis Wales

Cut colored paper into long narrow strips. Roll the strips around a pencil. Glue the rolls onto a piece of paper in the shape of a heart.

Add more designs from additional rolls of paper. Write a greeting on the back.



### Heart Pin

By Karen Lee Davidow

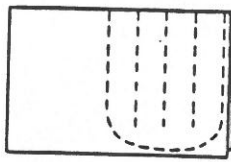
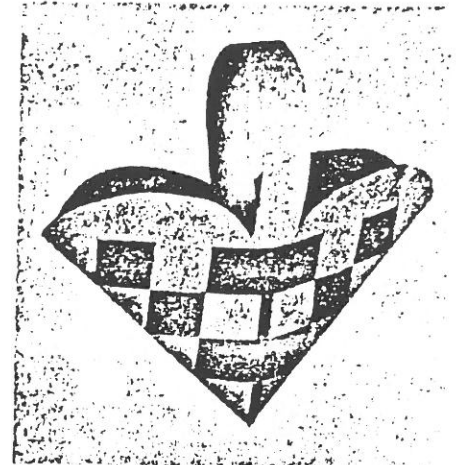
Cut a heart shape from heavy cardboard. Tape a safety pin to one side. Cover the front of the heart with glue, and sprinkle with glitter. Let dry thoroughly; then shake off any excess glitter.

### Valentine Baskets

By Deborah Bowen

Fold a piece of white paper in half. Draw and cut out a large U-shape, and cut three slits as shown in the diagram. Do the same with a piece of red paper.

Weave the red and white pieces together as shown in the diagrams. Then fold through the center of the woven heart. Glue a handle made from construction paper onto the basket.

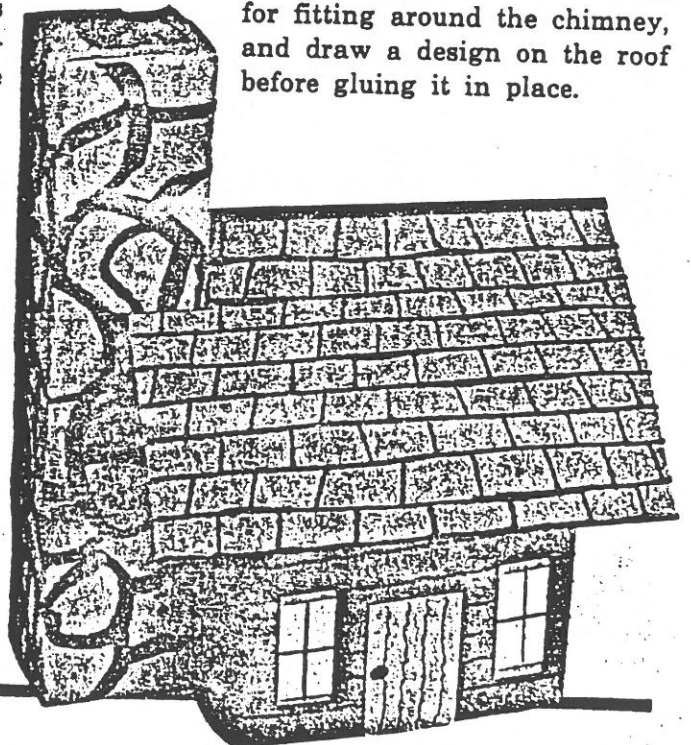
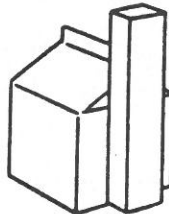
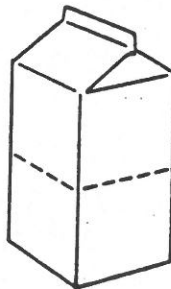


### Lincoln's Cabin

By Mathew Stockton

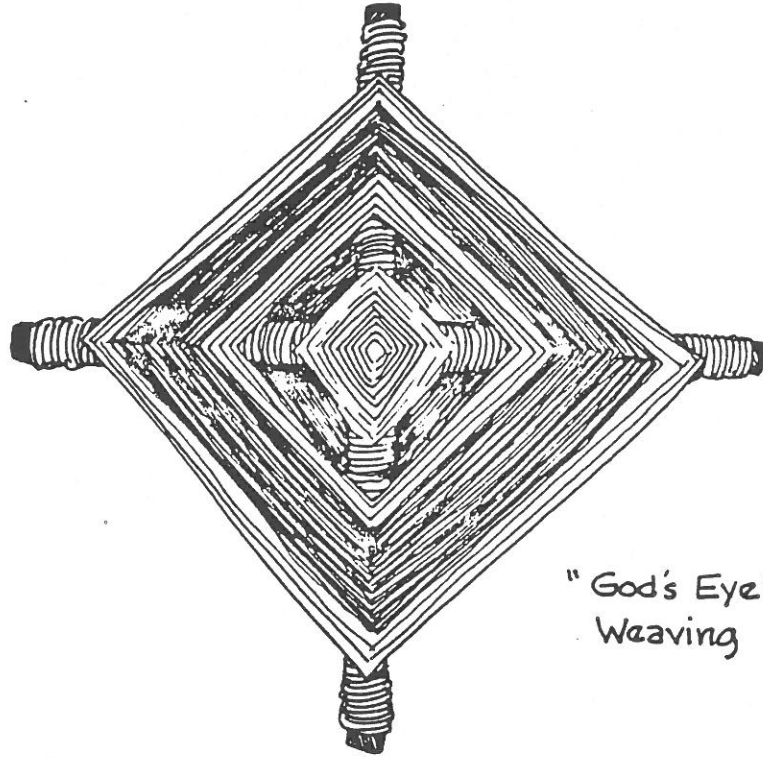
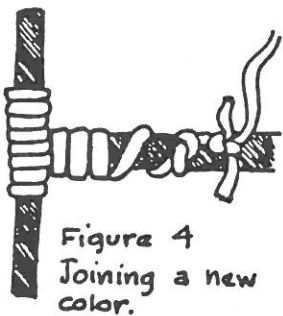
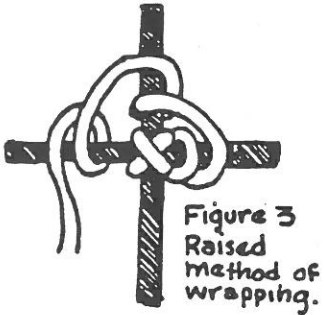
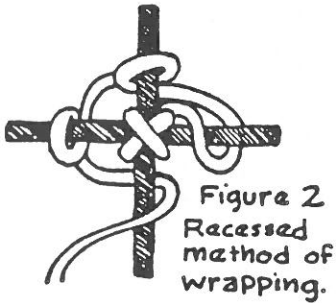
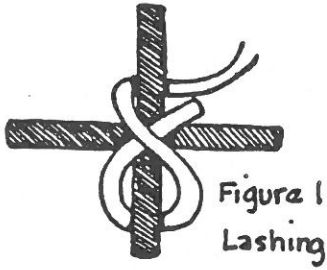
Wash and dry a half-gallon milk carton. Cut it in half, and use the top half for the cabin. Use a toothpaste box for the chimney. Cut out brown paper to cover the cabin and the chimney. Draw log designs on the cabin section and stone

designs on the chimney section; then glue the paper in place. Cut windows and doors from construction paper, and glue them on. Fold a piece of brown paper in half for the roof. Cut out a notch for fitting around the chimney, and draw a design on the roof before gluing it in place.



# Star Weaving

**Supplies:** Sticks or dowels (enough for 2 sticks per student)  
Plenty of brightly colored yarn (at least 2-ply)



## Procedure:

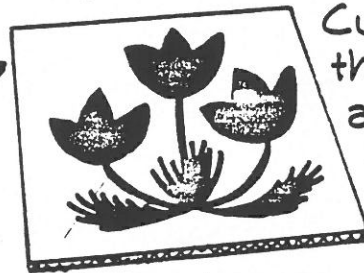
Lay 2 sticks of approximately the same length at right angles. Lash the 2 sticks together with yarn as shown in figure 1, winding the yarn around in a "figure 8" pattern until the center wood is completely covered. Tie a knot on the backside of the sticks using the original tail of the yarn and the yarn you now hold in your hand. Do not cut the yarn. Begin weaving with this yarn using one of the two methods shown in figures 2 and 3, the recessed method or the raised method. In both cases, all of the wood is covered until the ends of the sticks are reached. Changing colors is easily managed by joining the colors with a knot on the backside of the star as shown in figure 4. Finish the star by tying a knot on the back of the star. Make certain all knots are tight and trimmed.

# Printmaking

**Supplies:** Paper (manilla, colored, newsprint, etc.)  
Water soluble printing ink  
The rest of the supplies will vary according to the printing technique.

## Inner Tube Prints

**Procedure:** You'll need: pieces of old inner tubes, scissors, heavy cardboard, white glue, brayers, and something to use for an ink slab. (A piece of glass with the edges taped will work well.)



Cut shapes from the inner tube and glue them to the cardboard backing.

Squeeze

some ink onto the ink slab and roll it with a brayer until it is spread evenly. Roll the brayer over the design from side to side and top to bottom to make sure the ink is even. Place a piece of paper over the design and rub it with your fingers until the whole design has transferred to the paper. Re-ink the rubber design for each additional print.

## Clothespin Prints

You'll need: a clothespin, a couple of small pieces of cardboard, white glue, scissors, and



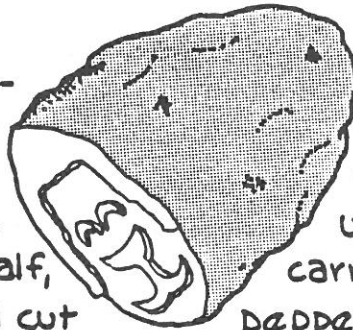
printing ink or tempera paint. Cut one small piece of cardboard and on it glue a design cut from another piece of cardboard.

Glue these pieces to the end of a clothespin. Apply tempera paint to the raised area with a brush and stamp the design in a pattern on a piece of paper.

# printmaking (cont'd.)

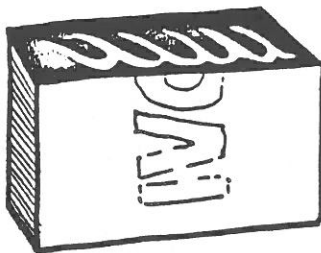
## Potato Prints

You'll need: a potato, scratching tool, paring knife and tempera paint. Cut the potato in half, sketch a design and cut the background away.



All kinds of fruits and vegetables can be used successfully; carrots, cabbage, peppers, apples, turnips, etc.

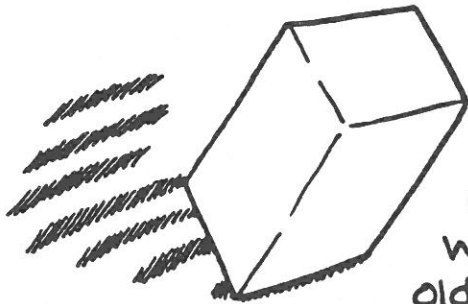
## Soap Prints



You'll need: a large bar of soap, a carving tool (nail file, knife, scissors, etc.) and tempera paint. Carve the design out of the soap and print.

## String Prints

You'll need: a spool, string, white glue and printing ink or tempera paint. Glue the string on the spool in a predetermined pattern. Run a pencil through the middle hole for a handle. Roll the spool in tempera paint or printer's ink and print.



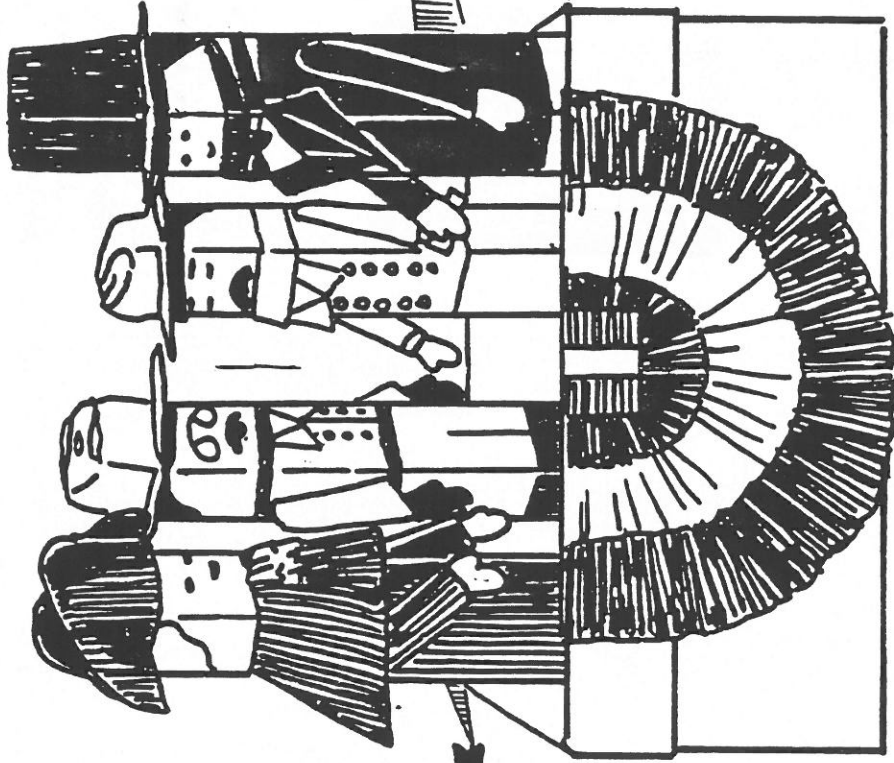
## Eraser Prints

You'll need: an old eraser and some tempera paint or water soluble ink. Use the old eraser to print a repetitive pattern on paper. Either use one edge of the eraser to print with or carve a design into one side. Print as in the projects described above.



# Proud of Our Presidents

Presidential Centerpiece  
Four of our best known presidents...  
Washington, Teddy Roosevelt,  
Grant and Lincoln...  
come to life!



Honor them  
with crafts  
and games

black paper strip around bottom of body. For his jacket, cut a 5" x 10" strip of brown paper, and cut a 2" slit at the center. Cut into two pieces, as shown; overlap and glue in place. Fold paper back as shown for coat lapels. Glue on a black paper collar, belt and buttons. Glue tiny squares of paper to jacket for pockets. Glue arms with white gloves in place.

Cut glasses from paper, and tie on a thread chain. Glue glasses to face.

For the hat brim, cut a 4" circle of paper. For the crown, cut a 2" x 5" rectangle of paper. Roll the crown into a tube, and glue the back seam. Glue crown to brim. Glue hat to head. Fold top of crown down slightly.

circles as shown. Glue one half on the front of the head, and one on the back. Glue the sides of the hat together. Add cotton hair in center of hat.

Roosevelt: Brown wrapping paper is perfect for the Rough Rider's uniform. For his pants, wrap and glue a 7" x 10" piece of paper around his body. For his boots, glue a 1-1/2" wide

## Clothing

Washington: For the long cape, cut an 8-1/2" x 12" piece of blue construction paper. Wrap it around the body, and trim the front edge at an angle, so it flares out slightly. Cut the short cape in an arc as shown. Glue the cape around body. Glue a small paper ruffle to neck edge of cape. Glue gloves to end of sleeves.

For the hat, cut two half-

## Basic Figure

The head and body of each president is made from a wax paper box set on end. Cover about 3-1/2" at upper end of box with a strip of flesh-colored construction paper for the face. Cut features, beards, mustaches and hair from colored paper. Cut the gloves from white or black paper. See art for clothes and hats on page 26.





**Grant:** For his pants, cut a 7" x 10" piece of blue paper. Wrap and glue around body. For the collar, cut a 3" x 10" strip of white paper. Fold down a 1/2" strip along one long side. Cut collar notches at center of strip. Wrap around body, and glue at the back.

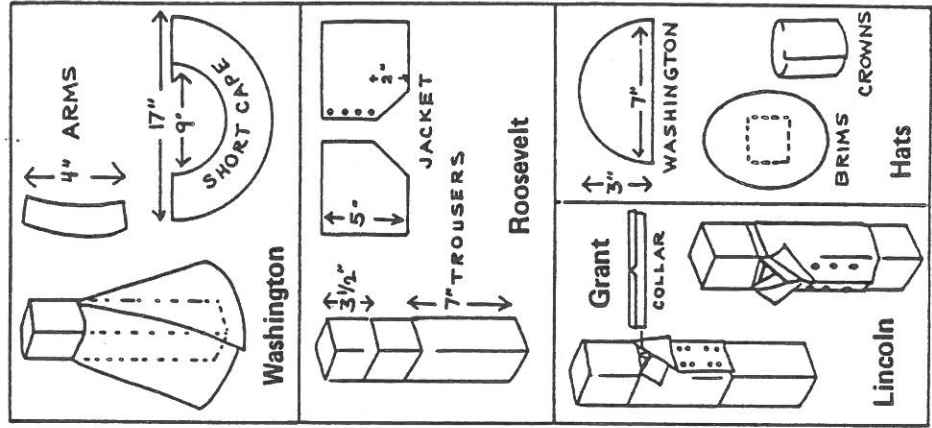
For the jacket, cut a 4-1/2" x 10" strip of blue paper. Wrap around body, and fold down lapels. Glue jacket to body. Glue gold paper buttons and chevrons to jacket. Glue arms with white gloves in place.

Make hat the same as for President Grant.

**Lincoln:** Use black paper for the clothing, and make trousers as for Grant. For the collar, wrap a 4" x 10" strip of white paper around neck. For the vest, cut a 5" x 10" strip with a "V" at the center. Wrap around body, and glue in place.

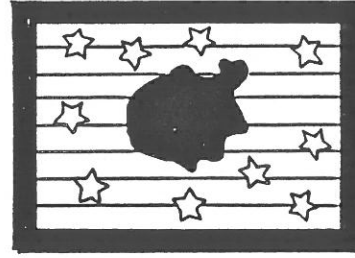
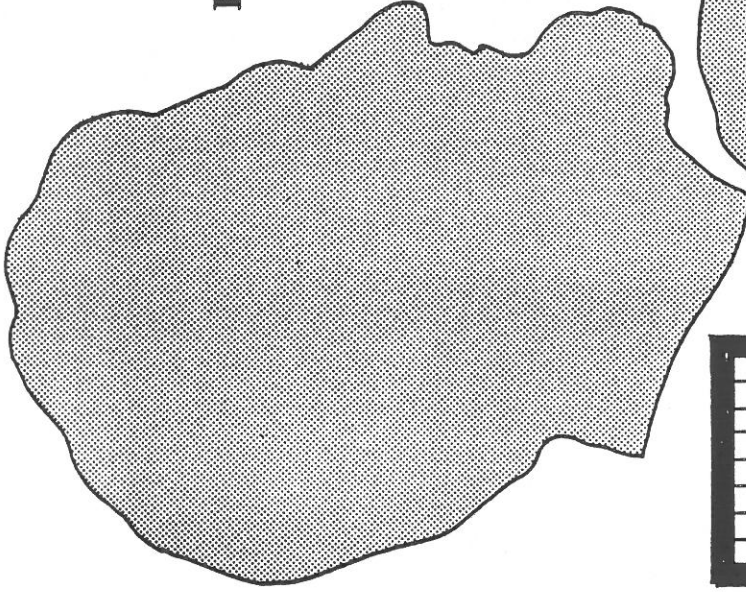
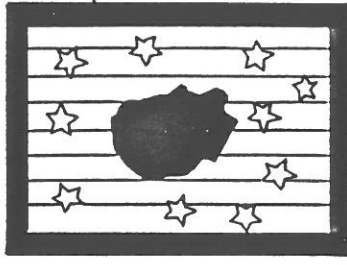
For the coat, cut a 7" x 10-1/2" piece of black paper. Wrap around body, and fold paper back to form the lapels. Glue on a black tie, coat buttons, and paper arms with white gloves. Make hat the same as for Roosevelt, but leave the crown in a tube shape.

**Platform:** Remove the cover from a shoe box. Turn the shoe box upside down. Glue the lid on top of the box, flat sides together. Cover the platform with red, white and blue crepe paper.



# Patriotic Pictures

Frame a famous silhouette



For the background, use blue construction paper. From red and white tissue paper, cut strips of paper. Glue the strips to the background, alternating colors.

Trace the pattern on black paper. Cut out, and glue to center of striped background.

Cut small stars from gold or yellow paper. Glue the stars around the silhouette.

Poke a hole on either side of the picture. Tie on a yarn hanger.



# Kids in the

Terri Quillen  
Indianapolis, IN

## Green Creme Pie

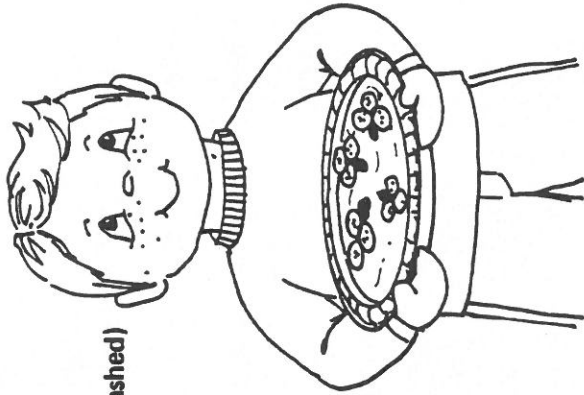
### Ingredients:

- 3-medium size bananas (3/4 cup well mashed)
- 1-small banana (sliced)
- 1-1/4 cups milk
- 2-envelopes Dream Whip topping mix
- 1-3 oz. pistachio flavor instant pudding
- 1-readymade pie shell  
pecans or walnuts

In a mixing bowl, with beaters on low speed, mash 3 bananas. Add the milk, and blend well. Add the topping mix, and beat well for three minutes. Add the pudding mix and a drop of green food coloring. Beat well for two minutes.

Pour into pie crust. When mix-

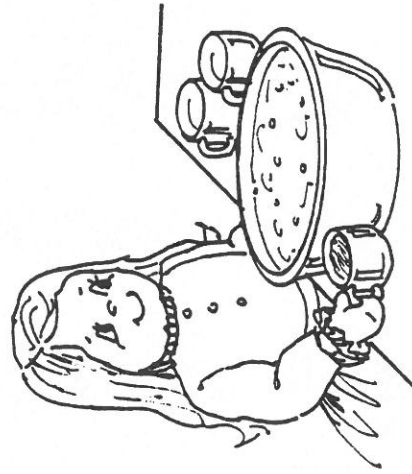
ture is set, place sliced bananas on the pie in the shape of shamrock leaves. Place nuts under the bananas to form the stem. Repeat with remaining bananas and nuts. Refrigerate for two hours before serving.



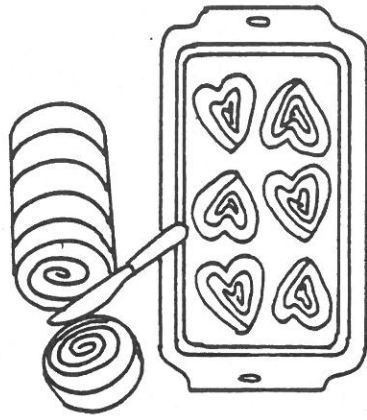
## Leprechaun Punch

### Ingredients:

- 1-6 oz. can frozen lemon or lime-ade (thawed)
  - 4-16 oz. bottles gingerale
  - 1-quart lime sherbet, softened
- Mix all together. Sprinkle green sugar crystals on the top. Refrigerate until serving time.



# Kitchen



## Sticky Cinnamon Hearts

### Ingredients:

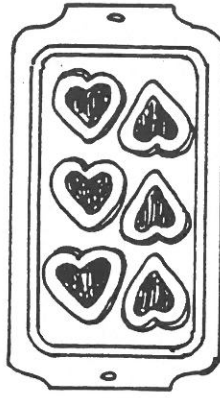
- 12-slices, very soft, fresh white bread with crusts trimmed
- 3-sticks butter, melted (divided)
- 1-jar cinnamon sugar sprinkles
- 1/2 cup dark brown sugar
- 1/2 cup chopped pecans

Preheat oven to 350 degrees. With rolling pin, roll each bread slice out on a breadboard (or waxed paper) to be very thin. Drizzle melted butter over each slice, and sprinkle generously with cinnamon sugar. Stack six slices of bread together. You will have two stacks.

Place a piece of waxed paper over each stack, and roll down firmly with rolling pin. Roll each flattened stack up tightly, jelly-roll fashion. Cut each roll into six slices. Shape the slices into heart shapes.

Place the heart-shaped slices on a well-greased cookie sheet, several inches apart. Drizzle with remaining melted butter, and sprinkle with brown sugar and nuts.

Bake for ten minutes until hot. This recipe makes one dozen.



## Stained-Glass Heart Cookies

### Ingredients:

- 1-roll refrigerated sugar cookie dough
- 1/2 pound red, hard candies (crushed finely in a blender)

Divide the roll of cookie dough in half. Place one-half of the dough on a breadboard (or waxed paper). With rolling pin, roll the dough out thinly. Cut out dough with a heart-shaped cookie cutter.

With the other half of the dough, pinch off 2" balls of dough. With your hand, roll the dough into pencil-thin logs. Place a thin log around one heart-shaped dough cutout, pinching the dough together to hold, and make a shallow shell. Fill the indented center with crushed candies. Repeat for each cookie.

Bake on cookie sheet according to package directions. This recipe makes about 1-1/2 to 2 dozen cookies.

**PRESIDENTIAL QUIZ** (from page 34)  
(1. eye, 2. mouth, 3. brow, 4. head, 5. arms, 6. neck, 7. locks (of hair), 8. ears, 9. liberty, 10. America, 11. coat, 12. date, 13. copper, 14. scent, 15. God, 16. trust, 17. we, 18. united, 19. numbers, 20. E. pluribus unum.)



ANSWERS ON PAGE 46

**Know your Presidents**

Dolores Chartrand  
East Detroit, MI

- Answer the questions below to quiz yourself.
1. What president is honored by a 555 ft. monument in Washington, D.C.?
  2. Which president lived in Blair House while the White House was being renovated in 1948-1953?
  3. Where is the largest presidential mounment in the U.S.?
  4. Which president is buried in Springfield, IL?
  5. Who was the largest president?
  6. Who was the smallest president?
  7. Which president served the longest term?
  8. Which president's family owned a peanut farm?
  9. Who fought with the "Rough Riders" before he became president?
  10. Who wrote the Declaration of Independence?
  11. What president is remembered by the Eternal Flame in Arlington National Cemetery?
  12. Name a father and son who were both presidents.

# SNOWBALL SHOOTING RANGE

Get ready for a showdown as players show off their snowball sharpshooting skills.

## EQUIPMENT

Tin cans, plastic containers, hula hoops—any nonbreakable object that can be used as a snowball target

## SITUATION

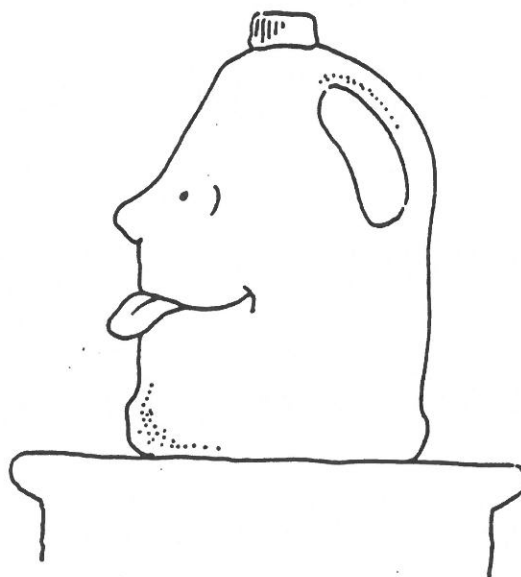
Open playground after a fresh snowfall

## TIME

20 minutes

## DIRECTIONS

1. Divide the group into two teams.
2. Set up the shooting range on a table, fence, or wall. Suspend hula hoops from a tree and arrange cans and containers in a stack or across a table top.
3. Each team makes a pile of snowballs (two per player). Teams line up 5 to 10 yards away from the targets.
4. One player is selected to reset the objects. One by one, players take a turn throwing their snowballs. Each time an object is hit, his or her team gets a point. The team with the most points after every player has thrown is the winner.



# CELEBRATION OF FLIGHT

*What a GREAT time you'll have with paper airplanes!*

EQUIPMENT NEEDED: one piece of type paper for each person  
hula hoops  
pencils

This is a contest with paper airplanes. Decide how many planes each participant gets. Have them fold their own plane and clearly write their name on it to avoid any disputes on the landing field. Go to your local high school and have everyone fly their planes from the stadium seats. Place hula hoops in various places on the ground as targets. To increase the fun even more, place prizes inside each hula hoop. The closest plane wins the prize!

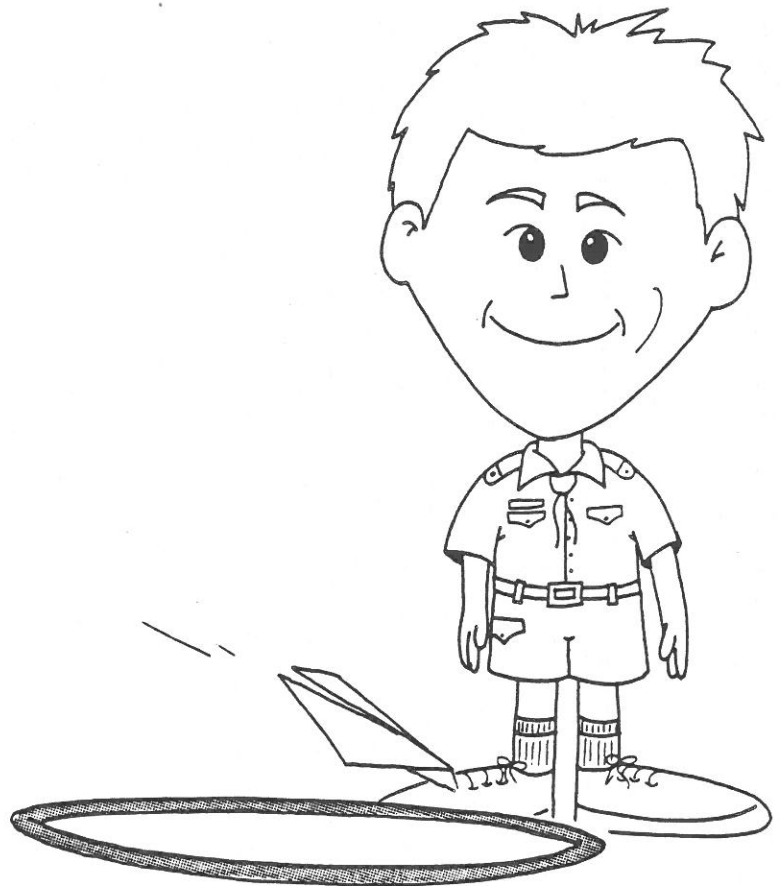
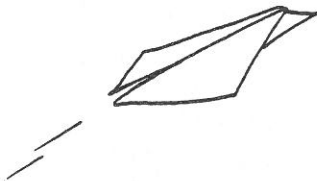
Judge them in the following categories:

Design

Flight for distance

Flight for amount of time aloft

Accuracy





FEBRUARY  
GREAT EVENTS OF SCOUTING

The Story of Scouting

A pantomime skit with four scenes. Pantomime takes place, then curtain closes and narrator describes scene, allowing time for scenery changes.

Scene 1: (Outdoor setting; artificial campfire in clearing. Several boys in shorts and t-shirts, setting up a tent. A man stands to one side, giving directions. Boys seat selves around campfire; man faces them, gesturing with his hands as if telling a story. Curtain closes)

Narrator. The date was July 29, 1907; the place Brownsea Island, off England's southern coast. 21 boys and 2 men had set up a makeshift camp; their home for the next 2 history-making weeks. The boys came from all over England. They were the first Scouts. The man was Lord Robert Baden Powell. (Curtain opens)

Scene 2: (Street scene in London-lamp posts, road signs. Man is walking down street. He glances at his paper, looks around, obviously lost. He shakes his head, discouraged. A boy appears, pantomimes questioning the man, shows him the way. Man offers boy money; he refuses, smiles and walks away. Curtain closes.)

Narrator: Two years later. The place was London. The man was William D. Boyce, a Chicago businessman, lost in the fog. The boy helped him to his destination; but refused a tip; explaining that Scouts do not accept money for doing a good turn. Boyce visits with Baden-Powell and finds out about Scouting.

Scene 3: (Steamship in Background. Boyce is boarding. Carries luggage. Sign nearby points to America. Curtain closes.)

Narrator: When Boyce boarded the transatlantic steamer for home, he was afire with enthusiasm about Scouting. His suitcase was full of ideas. On February 8, 1910, he incorporated the Boy Scouts of America, in Washington, D.C. Four years later the B.S.A. was granted a Federal Charter by Congress. (Curtain opens.)

Scene 4: (Small group of boys with woman in old-style uniforms. They are working on a craft project around table. U.S. map in background. Curtain closes.)

Narrator: Cub Scouting began in the United States in 1930, when boys of a younger age asked for a program of their own. The first year there were five thousand Cub Scouts registered.

(Curtain opens to reveal three boys in today's Cub Scout uniform; saluting the U.S. flag.)

Narrator: and now, over 57 years later, there are more than two million Cub Scouts in our country. And Scouting continues to grow.

(CURTAIN)

## THE CUB SCOUT TRAIL

Props needed: Teepee or tent  
Large boxes to make store and mountain  
Cardboard signs that read Bobcat Store  
Wolf Tunnel  
Bear Mountain  
Webelos Bridge  
Rugged Road  
(You may need to include some reference to Tiger Cubs.)

Setting: A simulated trail, with the teepee standing at the beginning, four signs held along the way by Cub Scouts, and the Den Chief at the end with the fifth sign. Blue and gold crepe paper streamers are wound around the signs marking the trail. Akela, attired in an Indian blanket and headband, is at the teepee. The prospective Cub Scout wears an old baggy shirt and hat over his uniform as he steps up to meet Akela.

Akela: Can I help you?

Boy: I'm on my way to manhood.

Akela: Come, let's follow the blue and gold trail. It's the best way. First, we'll stop at the Bobcat Store. Here we'll prepare for the journey.

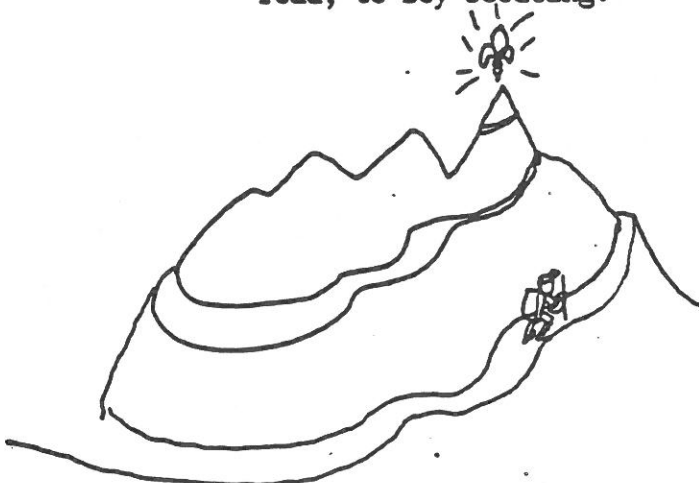
Boy ducks down and removes old shirt, changes Cub Scout cap at Wolf Tunnel.

Cub Scout: (at Wolf Tunnel), I hope there aren't real wolves here. (Comes to Bear Mountain), a mountain - wow! Are you sure this is the best way?

Akela: You're doing fine. (Comes to Webelos Bridge). I must go help others now. Good luck!

Cub Scout: Salutes. Thanks for your help. (Crosses bridge.) This is the end of the trail. Is this manhood?

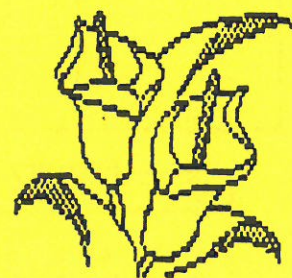
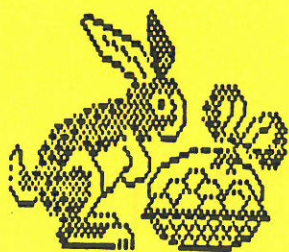
Den Chief: No, but you're getting there. Just follow the rugged road, to Boy Scouting.






**MARCH  
1992**

**THINGS  
THAT  
GO**





# March 1992

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1	2	3	4 <i>Ash Wednesday</i>	5	6	7
8	9	10	11	12	13	14
15	16	17 <i>St. Patrick's</i> 	18	19	20 <i>Spring begins</i>	21
22	23	24	25	26	27	28
29	30	31				

February

S	M	T	W	T	F	S
						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

April

S	M	T	W	T	F	S
			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		

## ALL THE "M" APPLAUSES WE COULD FIND

### NOTES

- MAGIC APPLAUSE —** Group waves hands back and forth and says: "Hoke-us Poke-us!!! Do this three times!!!
- MAP APPLAUSE —** Have group get out their pretend map, unfold it look up and down several times and then yell: "IT'S THAT A WAY!!!!" All point in a different direction!!!!
- MAP APPLAUSE II —** Same as above except say: I know exactly where we are!!! Now, what is the name of the street we're on??
- MAGICIANS APPLAUSE —** Have group pretend to take off top hat, reach into the hat with the free hand and pretend to pull out a rabbit, as they say: "Ta Daaaaaaa!"
- MAGICIANS APPLAUSE II —** Have group take off their pretend top hat, wave their hands over the hat, say: "Hoke-us, Poke-us", then pretend to reach into the hat and pull out a LION with a: "ROAR!!" and have them say "Whooooops, wrong spell!!!" and shove hand back into the pretend hat!!





# Eensy, Weensy Leprechaun

Sung to: "Eensy, Weensy Spider"

An <sup>F</sup>eensy, weensy leprechaun

Came <sup>C7</sup>out St. Patrick's <sup>F</sup>Day

To look for the gold

That was <sup>C7</sup>hidden <sup>F</sup>far away.

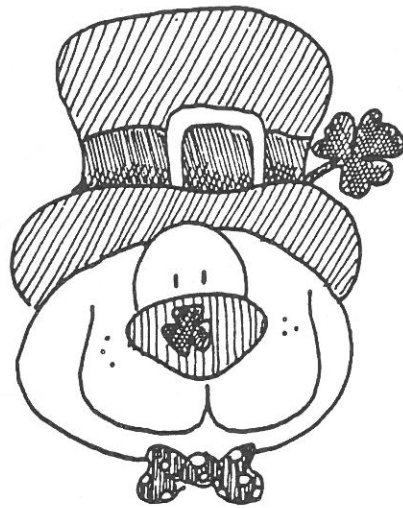
Over the rainbow

Was <sup>C7</sup>where he was <sup>F</sup>told,

So, with a wink of his green eye,

<sup>C7</sup>He ran to get the <sup>F</sup>gold.

**Sharon Smith**  
Doylestown, PA



# Paddy Is His Name

Sung to: "Bingo"

<sup>F</sup>I know a <sup>B<sup>b</sup></sup>tiny <sup>F</sup>little man

Who <sup>C</sup>dresses <sup>F</sup>all in green.

He is a <sup>B<sup>b</sup></sup>leprechaun,

<sup>C</sup>He is a <sup>F</sup>leprechaun,

He is a <sup>B<sup>b</sup></sup>leprechaun,

And <sup>C</sup>Paddy is his <sup>F</sup>name.

<sup>F</sup>He lives <sup>B<sup>b</sup></sup>across the <sup>F</sup>ocean wide,

He's <sup>C</sup>rarely <sup>F</sup>ever seen.

He is a <sup>B<sup>b</sup></sup>leprechaun,

<sup>C</sup>He is a <sup>F</sup>leprechaun,

He is a <sup>B<sup>b</sup></sup>leprechaun,

And <sup>C</sup>Paddy is his <sup>F</sup>name.

**Maureen Gutyan**  
Williams Lake, B.C.

CALOMINE LOTION  
(Tune: My Bonnie)

My body needs Calomine Lotion,  
My body's all red, you can see,  
The flowers I picked for my mommie  
Turned out to be poison ivy!  
Don't touch, don't touch,  
Because it is poison ivy, ivy!  
Don't touch, don't touch!  
Because it is poison ivy!

\*\*\*\*\*

THE WRONG END  
(Tune: "My Bonnie")

Oh, rabbits have bright, shiny noses,  
I'm telling you this as a friend.  
The reason their noses are shiny,  
The powder puff's on the wrong end.

(Chorus) Wrong end, wrong end,  
The powder puff's on the wrong end, wrong end.  
Wrong end, wrong end,  
The powder puff's on the wrong end.

PINEWOOD DERBY CAR

(Tune: My Bonnie)

My car is hung up on the race track,  
The darn thing won't move up or down,  
If only I'd followed instructions,  
I'd have the best race car in town.

Chorus

Bring back, bring back,  
Oh bring back my pinewood to me again,  
Bring back, bring back  
The race, cause next time I will win.

GRACES

(Tune: "Michael, Row the Boat Ashore")

Thank you for the food we eat, alleluia,  
Thank you for the friends we meet, alleluia,  
Thank you for the birds that sing, alleluia,  
Thank you, Lord, for everything, alleluia.

(Tune: "Wendy")

Thanks be to God, the Father Almighty,  
Thanks be to God, the giver of bread.  
Thanks be to God, the Spirit Eternal,  
Thanks be to God forever.....

(Tune: "Edelweiss")

Bless this place, bless this bread,  
Come, O Lord, and be with us.  
May our hearts glow with peace,  
Come with Your love and surround us.

Friendship and love, may they bloom and glow,  
Bloom and glow forever.  
Bless our friends, bless us all,  
Bless all Scouters together.

JOHNNY APPLE SEED GRACE

O, the Lord is good to me,  
And so I thank the Lord  
For giving me the things I need,  
The Sun and the rain and the appleseed,  
O, the Lord is good to me.

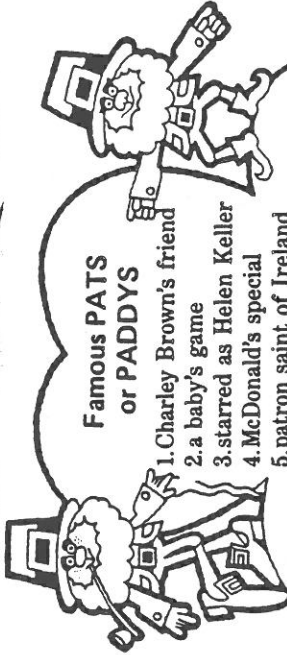
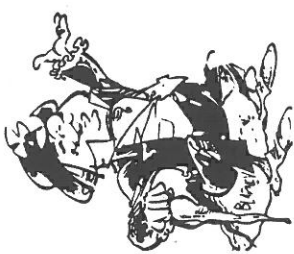
BENEDICTION

(Tune: Edelweiss)

May the Lord, Mighty God,  
Bless, preserve you and keep you.  
Give you peace, perfect peace,  
Courage in every endeavor.  
Lift up your eyes  
And see his face,  
And His grace forever.  
May the Lord, Mighty God,  
Bless, preserve you and keep you!

# Let's Celebrate St. Patrick's Day

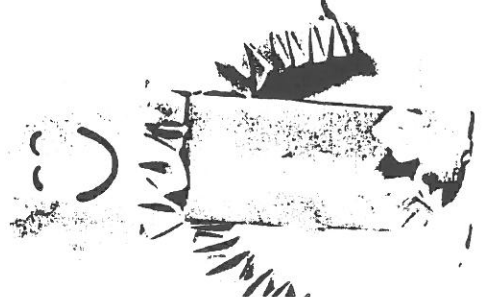
Hats off to a party with festive favors and games to top off St. Patrick's Day!



## Famous PATS or PADDYS

1. Charley Brown's friend
2. a baby's game
3. starred as Helen Keller
4. McDonald's special
5. patron saint of Ireland
6. wife of the 37th President
7. Who said, "Give me liberty, or give me death."
8. female rock and roll singer
9. wet land in which rice is grown
10. patrol vehicle

Answers on page 44



## Shamrock Party Masks

For a bit o' Irish mystery!

For the mask, use a large cereal box. Remove one end and back of box. Cover box with paper.

Determine where eyes and mouth should be. Then, cut out openings.

For the shamrock design, draw a shamrock shape on front of box. Then, cut strips of green crepe paper. Glue crepe paper in two rows, gently pleating

Glue crepe paper stem at bottom of box.

Poke a hole on either side of box. Attach string through each hole. Tie on head.

## Irish Edibles

Make candy favors fun and festive.

**Shamrock Garden:** Place a candy bar on a paper doily. Cut small green paper shamrocks and push onto one end of toothpicks. Insert other end into the candy bar.

**Bag 'o Gold:** Cut out gold paper dollar signs and glue on each side of a white sandwich bag. Fill with small candies and tie with green ribbon.

## Meet the O'Shamrocks

From paper and boxes you can create a family of shamrocks to decorate your table for St. Patrick's Day!

**Centerpiece:** For the body, use a cake mix box, cheese cracker box or similar size container.

Cover with green paper and decorate with white paper shamrock buttons.

**Paper Springs:** The arms, legs and neck ruffle consist of paper springs made from green paper strips. Cut the strips about 1" wide for the arms, 1 1/2" wide for the legs and 2" wide for the neck ruffle. Strips can be made the desired length by pasting or stapling several together.

To make the springs, lay the end of two strips at right angles and glue together. Fold each strip over the other, back and forth, as shown. Glue arms, and legs to body. Add green paper shamrocks candy cup for each guest.

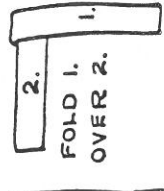
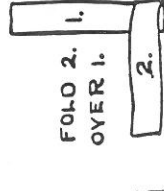
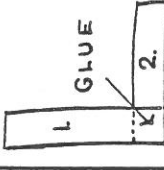
For the head, cut a large green paper shamrock with a tab at bottom. Paint features and glue tiny shamrocks in place for hair. Pin or glue tab inside neck ruffle.

**Candy Cup:** For the head, cut a large paper shamrock. Draw on features, and glue on tiny shamrocks for hair. Glue shamrock stem inside nut cup.

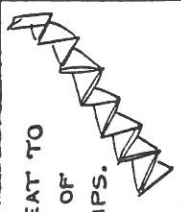
For the arms and legs, cut strips of paper 3/4" wide and make paper springs following the directions for centerpiece. Glue arms and legs to paper nut cup.

Cut paper shamrocks for hands and feet and glue to arms and legs. Make one candy cup for each guest.

## SPRINGS



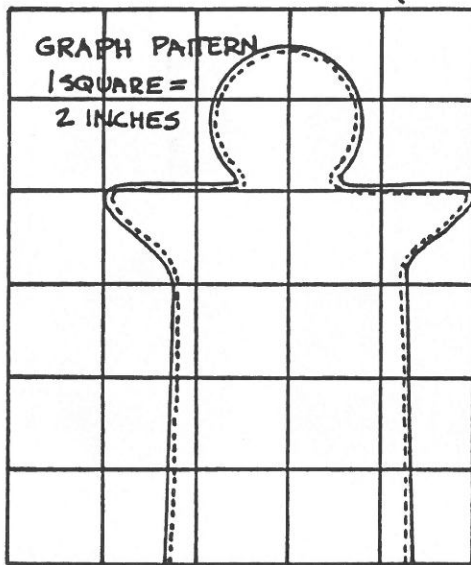
REPEAT TO END OF STRIPS.



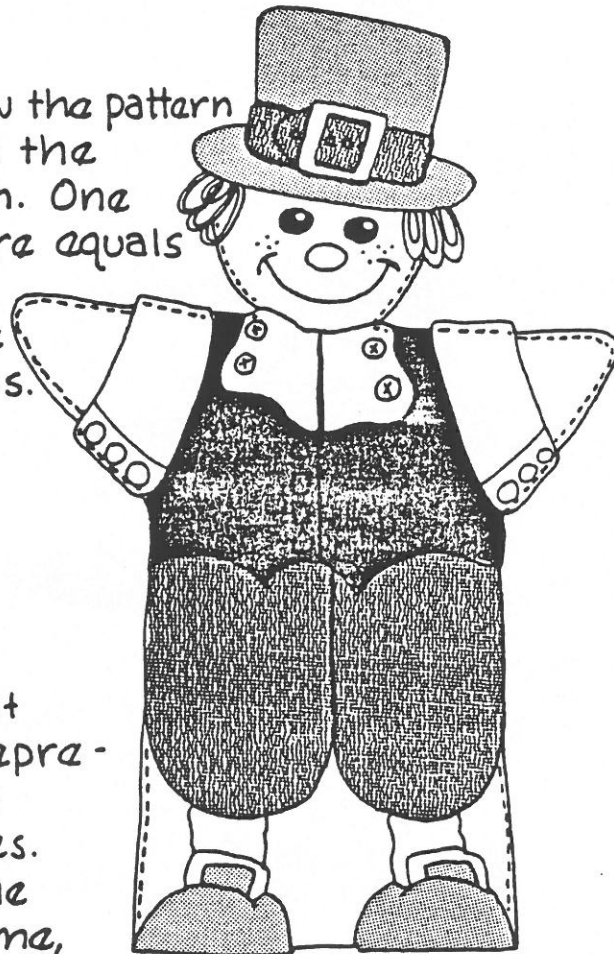
March

# Leprechaun Puppets

**Supplies:** Two 12-inch squares of felt for each body  
Felt or fabric scraps for details and features  
Black buttons or felt for eyes  
White glue or fabric adhesive  
Scissors  
Needle and thread  
Paper for the pattern



Draw the pattern from the graph. One square equals two inches.



**Procedure:** Cut out two leprechaun shapes. Cut the costume, hat, nose, buckles and buttons from felt or fabric scraps. Glue or sew them into position on one of the leprechaun shapes. Glue or sew the eyes into position. Sew the two halves of the puppet together, following the dotted line.

**Note to the Teacher:** If you don't have felt and have to use fabric for the body, sew the two sides together on the wrong side; turn. Iron and glue feature

# Dip 'n Dye

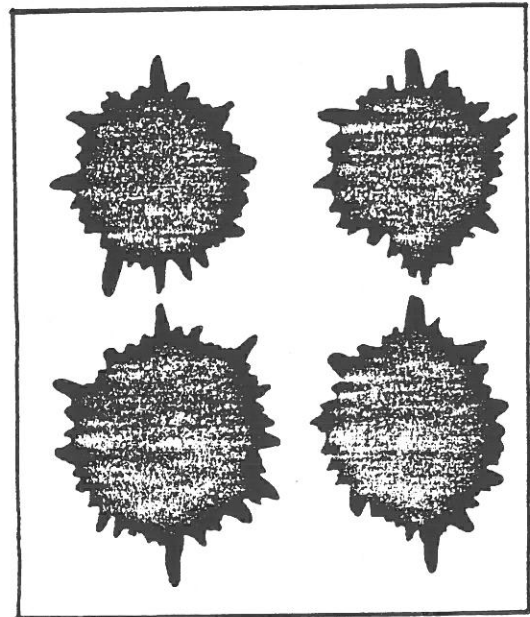
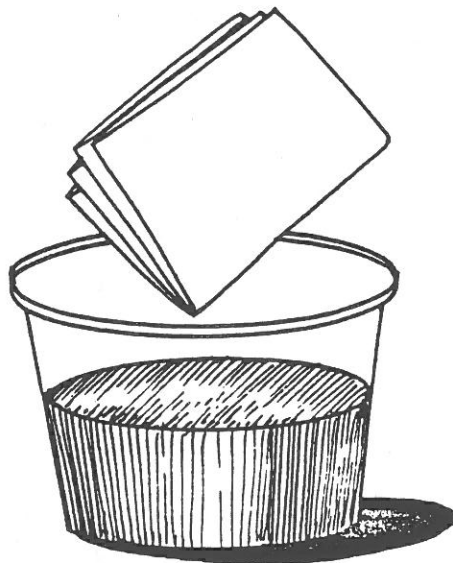
**Supplies:** Food dye (The institutional kind that comes in one-quart-sized bottles is the least expensive. You can get it through your school cafeteria.)

Unperforated, white paper toweling (the kind used in the crank-type dispensers)

Plastic liver containers (free from your butcher)

Scissors

Water



**Procedure:** Fill the plastic containers half full with water. Put in enough food dye to make an intense, dark solution. Cut strips of the paper toweling to various lengths. Fold the paper in different patterns and dip. The way the towel is folded determines the design on it. Unfold the paper and let dry completely.

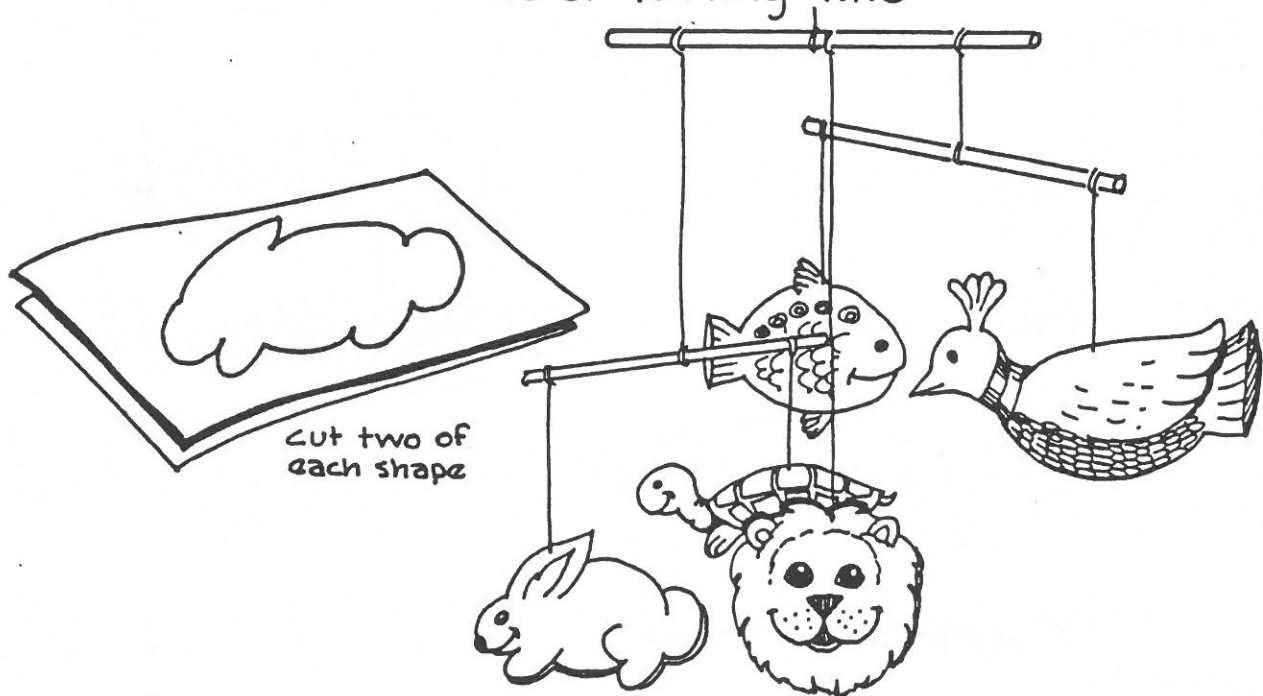
**Note to the Teacher:** The strips of paper toweling can then be glued together along the edges and used for kites, gift wrap, room dividers, origami, or wall decoration.



# Tissue Creatures

Mobiles for gentle spring breezes

**Supplies:** Art tissue (brightly colored tissue paper)  
Pencils  
Scissors, glue  
Facial tissues, toilet paper newspapers (for stuffing)  
Sticks or dowels  
Thread or fishing line



**Procedure:** Design several simple animals for the mobile. Draw the outlines of the animals on pieces of brightly colored tissue paper. Lay this pattern on top of another piece of tissue paper and cut two of each creature. Glue the two pieces together by drizzling a thin stream of glue along the edges, leaving either the right or left side of the creature open as shown in the sketch above. Let dry completely and draw details with black or colored ink. Stuff them gently with crumpled tissues, toilet paper or newspaper. Hang the creatures by thread or fishing line, then hang from sticks or dowels.

# Melted Crayon Thank-You Notes

## Materials

Old electric fry pan

Art paper:

six 4" × 10" white  
(note cards)

six 3½" × 4¼" black  
(mounting paper)

Six pieces 4¼" × 5¼" typing  
paper (crayon design)

Paper towels or clean cloth

Used crayons

Six 4¼" × 5" envelopes

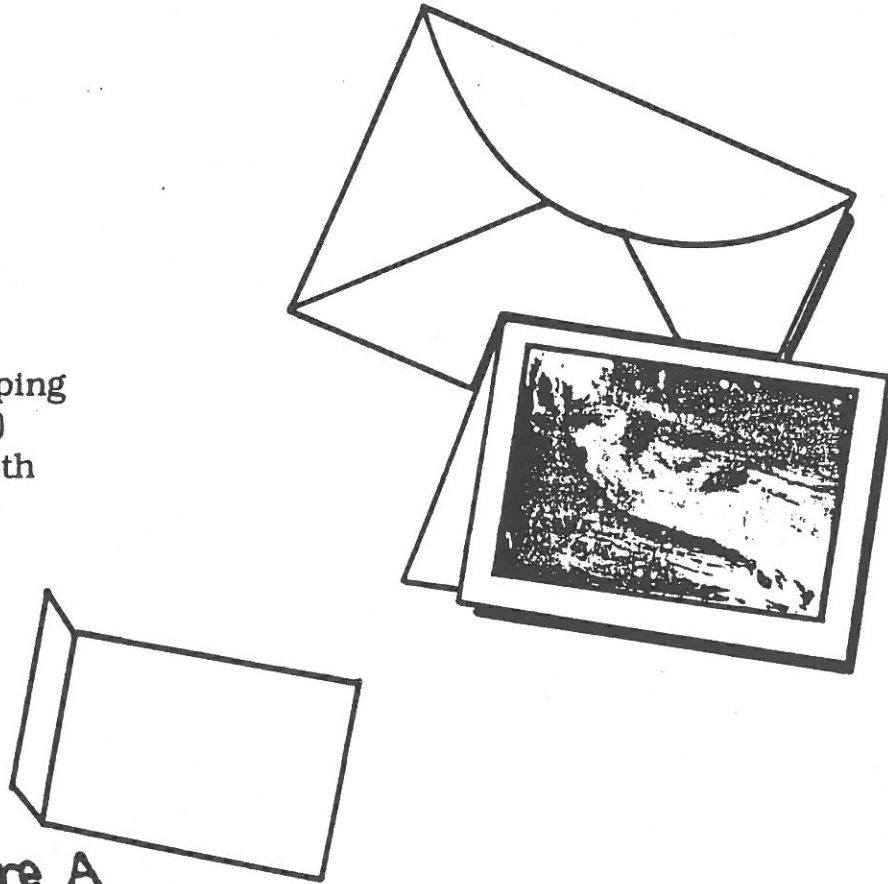


Figure A

## Procedure

1. Set pan temperature at 250 degrees.
2. With a crayon, draw a small circle in center of pan. Then draw another circle around the first one, using a different color. Continue this until five circles, each one a different color, are drawn.
3. Make a one-inch-deep fold along short edge of typing paper. Use this as a handle when you apply paper to melted crayon (fig. A).
4. Lay paper on top of melted crayon, then lift it off.
5. Wipe crayon residue from pan with cloth or paper towel.
6. Apply a different combination of crayon colors to pan and make another printing on second piece of typing paper. Make six printings in all for six notes.
7. Fold 4" × 10" white paper in half to 4" × 5".
8. Glue black paper to front of folded white paper.
9. Trim melted crayon designs to 3" × 4" and glue them to black paper. Lay several books on top and allow to dry.

## BALL GAMES

# ONE STEP SCRAMBLE

*This game is designed to be played in a room free of tables, chairs, breakable objects or in a confined outdoor area. This is a fast, fun variation of dodge ball. There are no teams and individual size is of no importance.*

EQUIPMENT NEEDED: 1 volleyball

The ball is put into play by the leader who randomly tosses it into the playing area.

Any player may pick it up and throw it at any other player. If hit, that player is eliminated. If a player catches a ball thrown at him the thrower is out and the player who caught the ball remains in play. A player may pick up a ricochet or loose ball without penalty.

Once a ball is picked up, the player may advance only one step in any direction before throwing it. If playing indoors a player may move down the room by bouncing the ball off the wall and catching it himself, moving one step per bounce. He may not dribble the ball as a basketball.

If a loose ball results in a pile up, the player on the bottom always receives the ball for his efforts.

Play continues until there is only one player left.



## KITE DERBY

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

There may be several classifications of kites; box, tailless, those with tails, etc.

### Entrance Requirements:

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

### Pre-Flight Judging:

Prizes for:

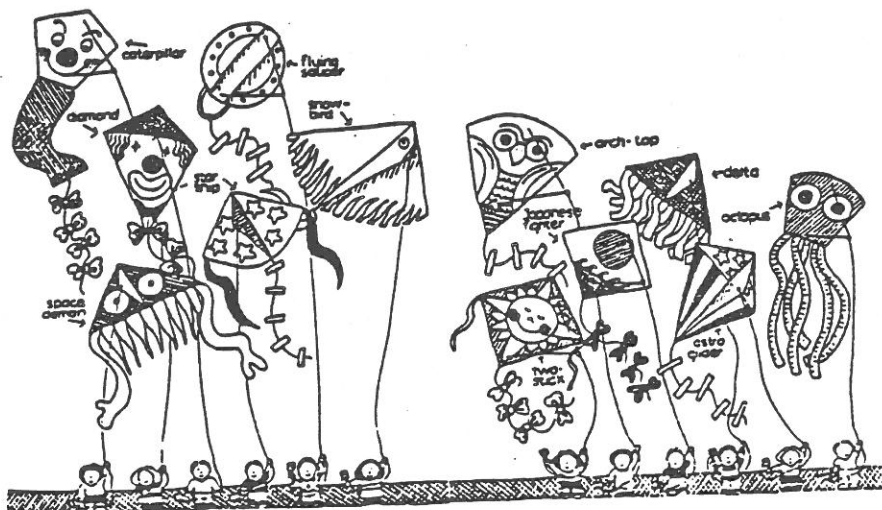
Smallest kite  
Largest kite  
Funniest kite  
Prettiest kite  
Most unusual kite  
Strangest kite  
Best craftsmanship kite

### Judging While in Flight:

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

You might want to include events in the derby such as 100-yard dash with kites being flown at the end of a 100-yard kite string; an altitude race; etc.

SEE "CUB SCOUT ACTIVITIES" BOOK FOR MORE INFORMATION ON KITE DERBY.

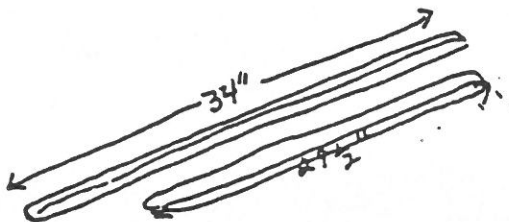


## HOW TO MAKE A HIGH-FLYING KITE

You will need:

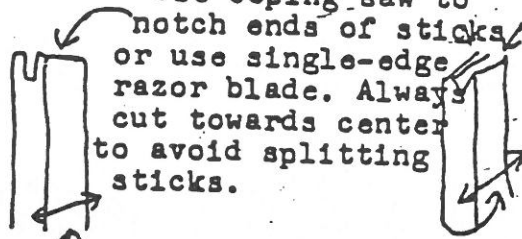
Two kite sticks  
Ball of strong string  
Sheet of strong, lightweight paper, 36 by 34 inches  
Coping saw or single-edge razor blade  
Scissors, pencil, and ruler  
The white of an egg for pasting

Kite sticks must be lightweight and flexible--but strong. If you don't have kite sticks, you can purchase 1/8 inch dowel sticks or strips of flat, narrow screen molding at your lumberyard for 10 or 15 cents. A large laundry or dry-cleaning sack makes a good kite paper.

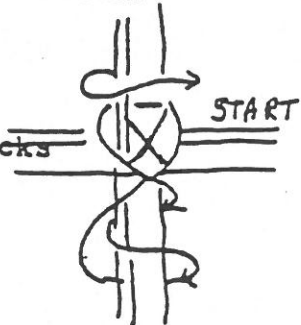
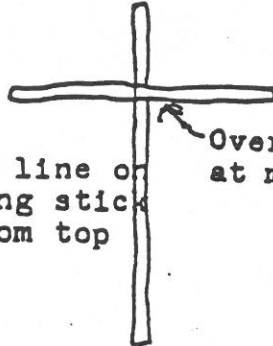
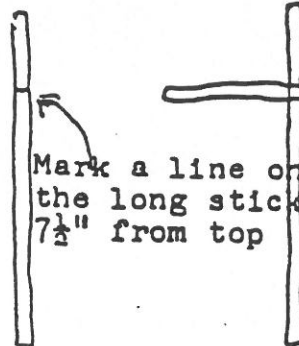
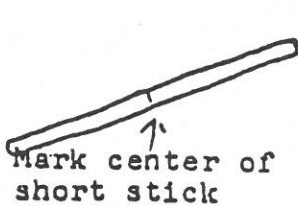


1. Cut the two kite sticks to size, then notch ends.

Use coping saw to notch ends of sticks or use single-edge razor blade. Always cut towards center to avoid splitting sticks.

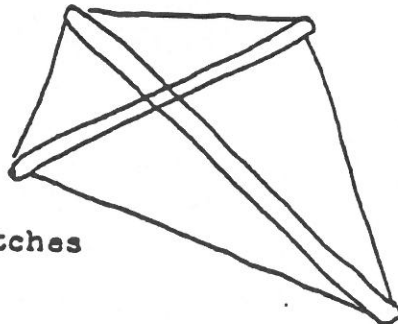


Cut notches parallel to wide side of stick.



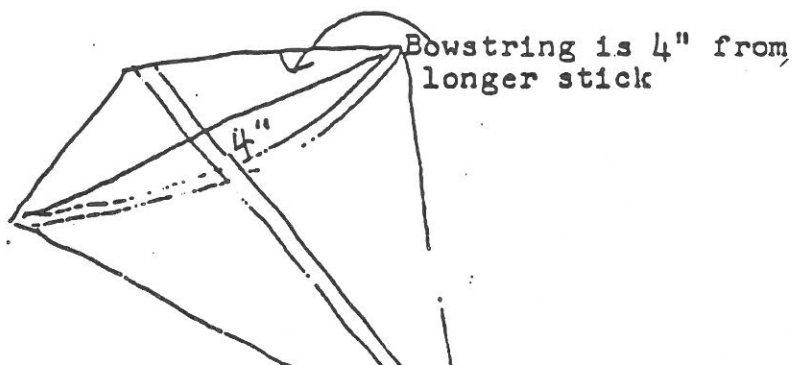
2. Tie the two sticks together as shown here.

3. String outer edge of the kite frame slipping string through notches at the ends of sticks, then tie.

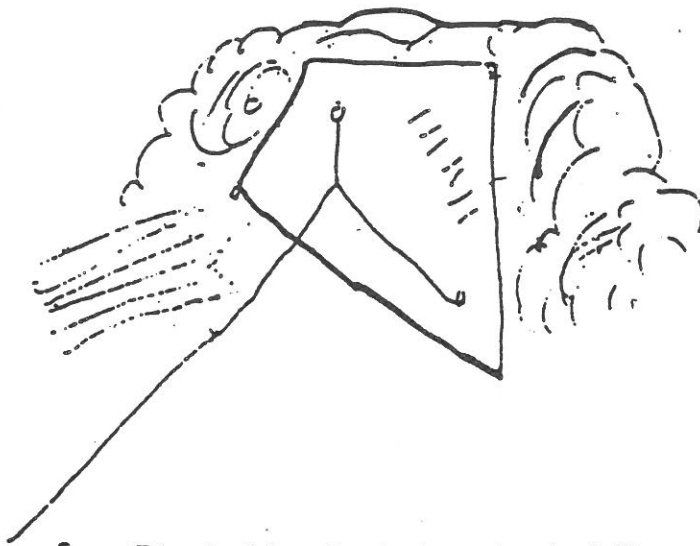




## HOW TO MAKE A HIGH-FLYING KITE (cont.)

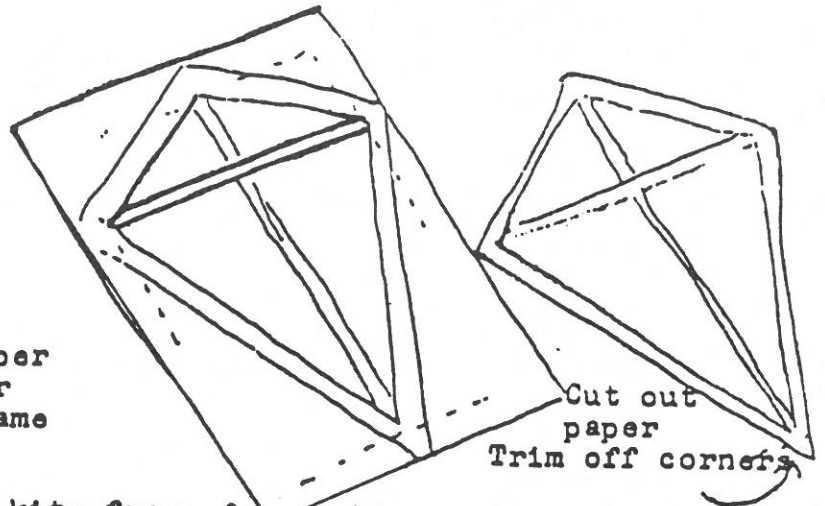


7. Turn kite over, frame side up. Tie a "bowstring" through notches at the ends of the cross-stick. Draw bow-string taut so cross-stick bows about 4 inches.



8. Tie ball of string to bridle about  $\frac{1}{3}$  of the distance from the top. No tail is needed for flying the kite in a moderate wind.

# HOW TO MAKE A HIGH-FLYING KITE (cont.)

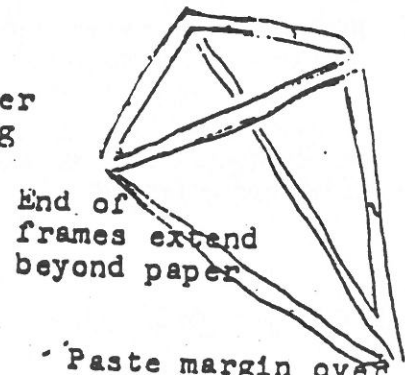


Make paper  
1" wider  
than frame

Cut out  
paper  
Trim off corners

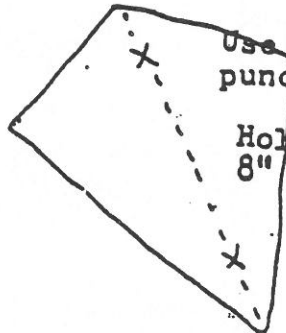
4. Use kite frame for marking pattern on kite paper.

5. Turn margins of paper over string and paste with egg white.



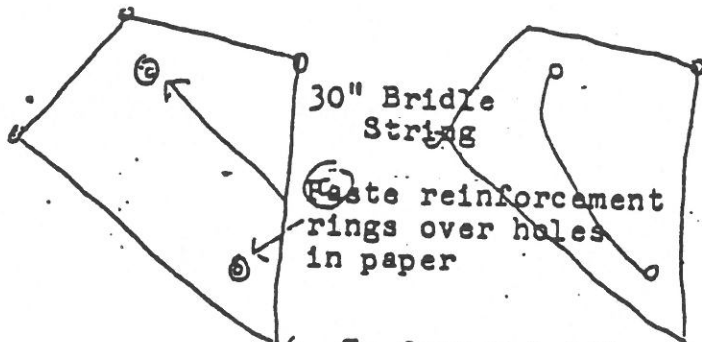
End of  
frames extend  
beyond paper

Paste margin over  
string



Use scissors to  
punch two holes

Hole No. 1 is  
8" from top of  
long stick.



30" Bridle  
String

Paste reinforcement  
rings over holes  
in paper

6. To fasten bridle string to kite, punch two holes in the paper and tie a 30" string to the longer string.

# HOOPLA

This is a hoop hop for hoopful players.

## EQUIPMENT

A hula hoop for each player

## SITUATION

Open space

## TIME

10 minutes

## DIRECTIONS

1. Mark start and finish lines about 30 or 40 feet apart. Players line up at the start line, each holding a hula hoop. If there are only a few hula hoops to share, divide players into smaller groups for several races.
2. When the leader says "Go," each player places his or her hoop on the ground in front at a reasonable jumping distance.
3. Players jump into their hoops, pull them up over their heads, and toss them again to move toward the finish line. Players who fail to make their jump into the hoop must go back to the start line and begin again.
4. The first player to hop over the finish line into his or her hoop gets a "Hoop, hoop, hooray!"



MARCH  
LIVING IN A.D. 2030

A TRIP TO THE MOON

Captain and 7 crewmen (more or less crewmen, as you have Cubs.) They wear helmets covered with aluminum foil or sprayed with silver paint. Each carries a covered box, suitcase or sack, with his luggage; as described below.

The crew is lined up (sideways to the audience) for inspection.

Captain: (Walking up and down the line; he could have a clipboard with his lines on it. He consults his watch.)  
It is now five minutes to blast-off, to the Moon. Because the success of this mission depends on me, I cannot allow you to take any excess baggage. I will now inspect your gear.

Crewman #1: Salutes) Sir, I am the navigator. I need my instruments to guide us on our long voyage. (He shows a jumble of wires or junk.)

Captain: Nonsense! Columbus didn't need all that stuff to discover America. Leave it Here! (Reluctantly, he does.)

Crewman #2: I am the space ship's doctor (carries large box with Red Cross on it)

Captain: No siree. A first aid kit will do.

Crewman #3: Sir, I am the dietician. I have all the tubes of food. (shows several tubes)

Captain: We are just going to the Moon; not Pluto! One per man.

Crewman #4: Sir, I am the engineer. My tools are very important.

Captain: (Picks up a tool) Much too heavy, leave them behind.

Crewman #5: (Salutes) Sir, I'm the radarman.. We need to see if anything approaches.

Captain: I can't stand that weird light! We'll get by.

Crewman #6: (Salutes) Sir, I am your radioman, I'll keep us in contact with Houston.

Captain: (Looks at a headphone or a fascimile). Too noisy. Leave it.

Crewman #7: (Salutes) Sir, I'll need my line for my walk in space.

Captain: (Considers one end of a rope) Too heavy. Just stay close to the ship. (He checks his watch) Alright men, this is it. Right face, march! (He pauses to watch the Crewmen march out of sight.)

Captain: This is a tough job, but someone has to do it.  
(he rummages in his luggage, he pulls out a teddy bear, tucks it under his arm and marches off.)

MISSION CONTROL TO ASTRONAUTS

CHARACTERS: One, or more, persons as Mission Control; five Astronauts

SETTING: Mission Control is in one location-talking to Astronauts, in Space Capsule.

1ST ASTRONAUT: Mission Control! Mission Control! Do you read me?

M. CONTROL: This is Mission Control. We are ready to give you the new orders for today.

2ND ASTRONAUT: We read you loud and clear. What are the orders?

M. CONTROL: Telemetry is green for all systems. You are approaching us over the coast of California. Your speed is 17,500 miles per hour.

3RD ASTRONAUT: WE read you, Mission Control.

M. CONTROL: You will need to adjust your trajectory 10 degrees.

4TH ASTRONAUT: L.K. Mission Control. At 2100 hours we will adjust 10 degrees.

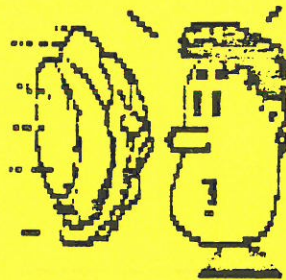
M. CONTROL: The rear camera is getting too much light. Can you adjust the shade over it?

5TH ASTRONAUT: Roger. We will see what we can do. Any other orders?

M. CONTROL: Yes, today is the day you change your underwear. Conrad, you change with Bean. Bean, you change with Shepard, Shepard with Erwin. Erwin, you change with Armstrong. Armstrong, you change with Conrad.

(CURTAIN)







**APRIL  
1992**

**THE  
FIRST  
AMERICANS**





# April 1992

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
			1 <i>April Fools Day</i>	2	3	4
5  <i>Daylight Savings</i>	6	7	8	9	10	11
12 <i>Palm Sunday</i>	13	14	15	16	17 <i>Good Friday</i>	18 <i>Passover</i>
19  <i>Easter</i>	20	21	22	23	24	25
26	27	28	29	30		

March

S	M	T	W	T	F	S
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				

May

S	M	T	W	T	F	S
						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						

## ALL THE "A" APPLAUSES WE COULD FIND

### NOTES

- APPLE APPLAUSE II —** SAME AS ABOVE EXCEPT YELL: OH, NO!! I've eaten half a worm!! Pretend to spit it out, make a face and stick out your tongue!!
- APPLE APPLAUSE III —** SAME AS APPLE APPLAUSE II EXCEPT while group is sticking out tongue, say to them, better than eating a whole worm!!!
- ANT APPLAUSE —** WALK Two fingers up your arm while singing "The ants go marching two by two hurrah, hurrah!!!
- ANT APPLAUSE II —** SAME AS ABOVE EXCEPT instead of singing, march them up and down your arm with a: Hup two, three, four, hup, two, three, four!!!
- ANT APPLAUSE III —** SAME AS ABOVE EXCEPT as they get half way up you grab them and shout: GOT YA!!!
- ANTEATER APPLAUSE —** Put one arm out in front of yourself with your chin touching your upper arm, sway back and forth then say: "Look there's an anthill" make a slurping sound as if you were sucking all the ants from the anthill, then say, phoo, as if spitting out something, then say: "EEEECK, that was a beetle".
- ANTEATER APPLAUSE II —** Have group look around pretend to spy an anthill, walk a couple of steps, bend at the waist and say: SLURP, SLURP, SLURP!!!
- AEROBICS APPLAUSE —** Have the group sway from side to side, hop up and down swing arms out and over the head, while saying: We're doing well, we're getting fit, we're on our way, Wheeeeeew, Now we'll sit!!!
- AN "A" APPLAUSE —** Have the group stand and ask them to give you an "A". You can make this as long or as short as you wish by telling the group that as long as you hold your hands with the palms up they should hold the "A" sound. When you wish you turn your hands over and stop the applause.
- AVON LADY APPLAUSE —** Have Group stand and tidy themselves up, make a fist with the right hand, point the index finger, push it out in front as if pressing a doorbell, then say: "DING-DONG AVON CALLING".
- ALMOST APPLAUSE —** Have group stand, spread hands and arms wide bring hands towards one another, just as they are about to meet let them pass one another, and you have your almost applause.
- A NICKLES WORTH APPLAUSE —** Pretend to dig for a nickel, show it to everyone, make a fist place the nickel on the thumb and pretend to flip it high in the air, catch it in your hands and flop it on the back of either hand, keeping it covered with the other hand, yell: HEADS, lift up the covering hand and say: I WON!!
- A-MOO APPLAUSE —** What does A-COW SAY: A-MOO, of course!!

## Joe the Bunny

Sung to: "I'm a Little Teapot"

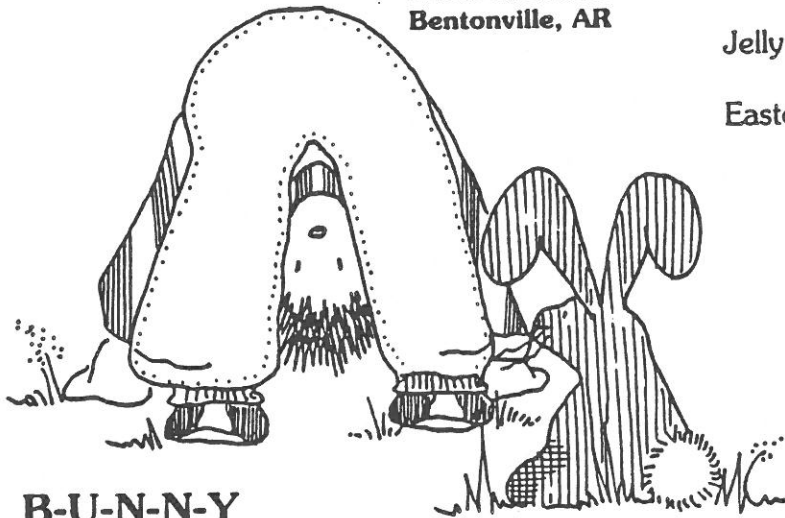
<sup>C</sup> I'm a little bunny, my name is <sup>F</sup> Joe. <sup>C</sup>  
(Hold up two fingers.)

<sup>G7</sup> I hop <sup>C</sup> fast and I hop <sup>G7</sup> <sup>C</sup> slow.  
(Hop fingers around fast and slow.)

<sup>C</sup> Whenever I get sleepy, my ears droop <sup>F</sup> low, <sup>C</sup>  
(Bend fingers down.)

<sup>F</sup> But after my nap, up they go! <sup>G7</sup> <sup>C</sup>  
(Hold fingers straight up.)

Karen L. Brown  
Bentonville, AR



## B-U-N-N-Y

Sung to: "Old MacDonald Had a Farm"

<sup>F</sup> Who wiggles his nose, <sup>B<sup>b</sup></sup> twitch, twitch, <sup>F</sup> twitch?

<sup>C7</sup> B-U-N-N-Y! <sup>F</sup>

<sup>B<sup>b</sup></sup> Who flops his ears, <sup>F</sup> swish, swish, swish?

<sup>C7</sup> B-U-N-N-Y! <sup>F</sup>

He's bringing eggs, his baskets are filled,

He knows the children will be thrilled.

<sup>B<sup>b</sup></sup> Who moves this way, <sup>F</sup> hop, hop, hop?

<sup>C7</sup> B-U-N-N-Y! <sup>F</sup>

Debra Lindahl  
Libertyville, IL

## I'm an Easter Bunny

Sung to: "I'm a Little Teapot"

<sup>C</sup> I'm an Easter Bunny, watch me <sup>F</sup> hop, <sup>C</sup>

<sup>G7</sup> Here are my two ears, see how they <sup>C</sup> flop. <sup>G7</sup> <sup>C</sup>

<sup>F</sup> I'm a happy fellow, here's my <sup>C</sup> nose,

<sup>F</sup> I'm all furry from my <sup>G7</sup> head to my <sup>C</sup> toes.

<sup>C</sup> I bring Easter goodies to your <sup>F</sup> house, <sup>C</sup>

<sup>G7</sup> Carrying my baskets, quiet as a <sup>C</sup> mouse. <sup>G7</sup> <sup>C</sup>

<sup>F</sup> Jelly beans and chocolates, colored eggs, <sup>C</sup> too,

<sup>F</sup> Easter Bunny <sup>G7</sup> yummys, just for <sup>C</sup> you.

Susan Paprocki  
Northbrook, IL

## Three Easter Bunnies

Sung to: "Three Blind Mice"

<sup>C</sup> Three Easter Bunnies, three <sup>G7</sup> Easter <sup>C</sup> Bunnies,

<sup>G7</sup> Hip, hip, hop; hip, hip, <sup>C</sup> hop.

<sup>G7</sup> With baskets full, they <sup>C</sup> hop around,

<sup>G7</sup> They hide their Easter <sup>C</sup> eggs on the ground,

<sup>G7</sup> Then hop away without a <sup>C</sup> sound.

<sup>G7</sup> Hip, hip, hop; hip, <sup>C</sup> hip, hop.

Betty Silkunas  
Lansdale, PA

# Paintbrush Calendar

## Materials

Pattern (p. 22)

Art paper:

6" × 10" red (brush)

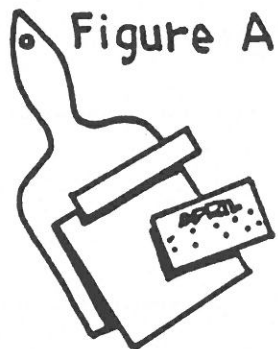
4½" × 5" black (bristles)

1" × 5" aluminum foil (trim)

6" × 10" tagboard

Hot punch

Small desk calendar



## Procedure

1. Trace brush pattern on red paper.
2. Glue red paper to tagboard and cut out along lines.
3. Glue on black paper for bristles. Trim off excess. Glue aluminum foil in place (fig. A).
4. Glue calendar in place.
5. Punch hole at top of handle for hanging.





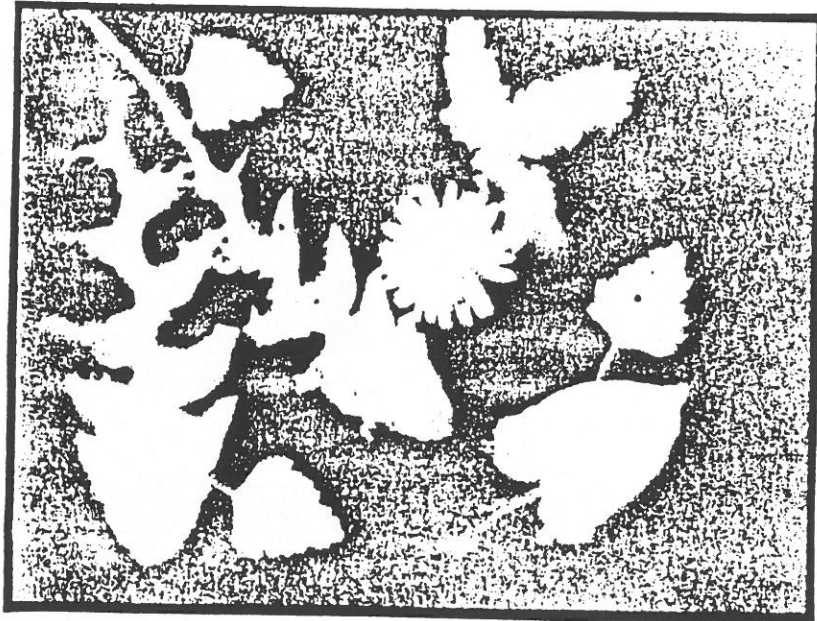
PAINTBRUSH  
RED  
(CUT 1)

GLUE CALENDAR  
HERE

# Spattered Leaf Designs

Arbor Day is usually celebrated in the spring.

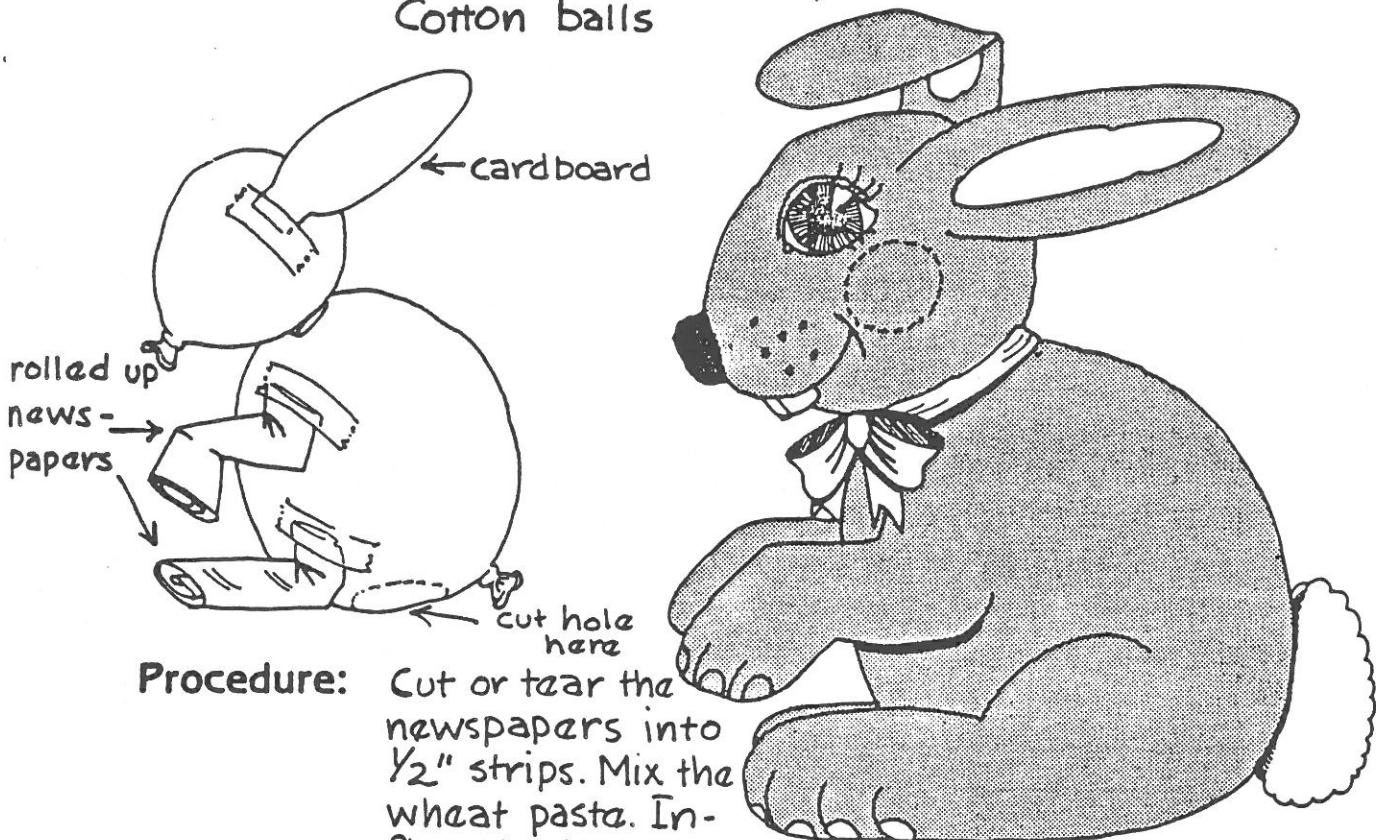
- Supplies:** Tempera paints  
 Interestingly shaped leaves  
 Drawing paper  
 Small pieces of window screen  
 Old toothbrushes  
 Rubber cement or pins  
 Newspapers and tape



**Procedure:** Pin or rubber cement interestingly shaped leaves and plants to a piece of drawing paper. Fasten the drawing paper to the middle of some old newspapers with a piece of tape. Pick up a small amount of paint with the toothbrush. Hold the screen above the paper and rub the toothbrush back and forth across it, producing a fine spatter of paint. When the paint is dry, remove the leaves and rub off the excess rubber cement.

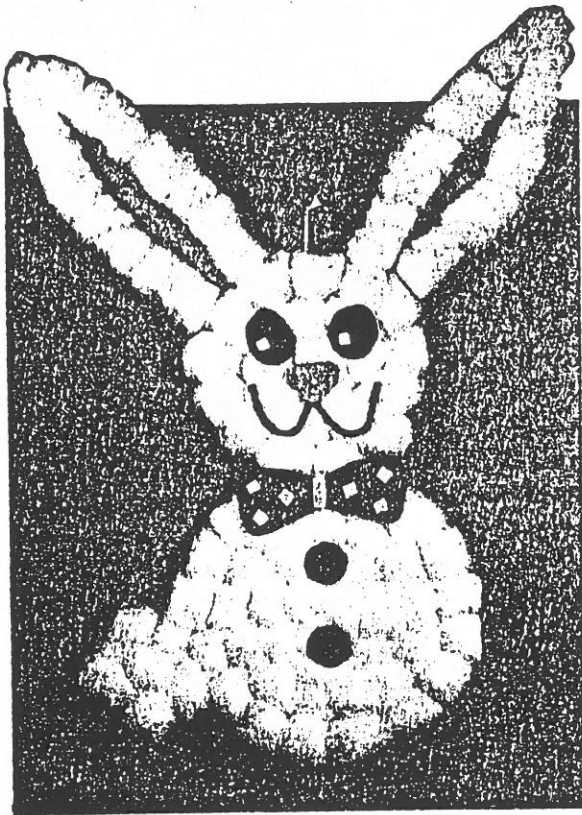
# Papier-mâché Rabbit

**Supplies:** Balloons  
 Newspapers or paper towels  
 Scissors, pieces of cardboard to lay down  
 Wheat paste mixed with water to the consistency of cream  
 Sandpaper, tape  
 Paint (tempera or acrylic) and brushes  
 Clear acrylic spray  
 Cotton balls



**Procedure:** Cut or tear the newspapers into  $\frac{1}{2}$ " strips. Mix the wheat paste. Inflate the balloons as shown: one about the size of a tennis ball, one the size of a small cantaloupe. Attach them with a piece of tape. Tape on ears and legs. Dip the newspaper strips into the paste. Drape the strips carefully over the armature until it is completely covered. Repeat until 6 layers have been applied (except ears, where only 2 layers are needed.) When the rabbit is dry, cut a hole as shown for inside to dry completely. Paint with tempera or acrylics and spray with acrylic spray.

# Things to Make



## Cottonball Rabbit

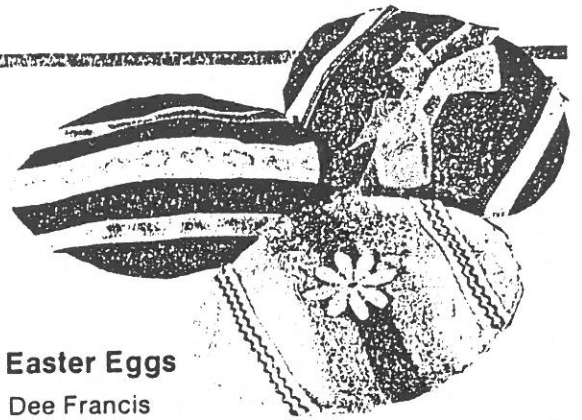
By Edna Harrington

Draw a rabbit shape on a piece of cardboard by making a large circle for the body and a smaller circle for the head. Add two ears to the head and a small circle for the tail. Cut the rabbit shape out in one piece, as shown in the diagram.

Glue pink felt on the ears, and trim around the edges with scissors. Outline the edges with glue, and place cottonballs in the glue. Spread glue over the rest of the rabbit, and place more cottonballs in the glue, completely covering the rabbit.

Glue on eyes, a nose, and a bow tie, all made from felt. Then glue buttons onto the body and black yarn for the mouth.

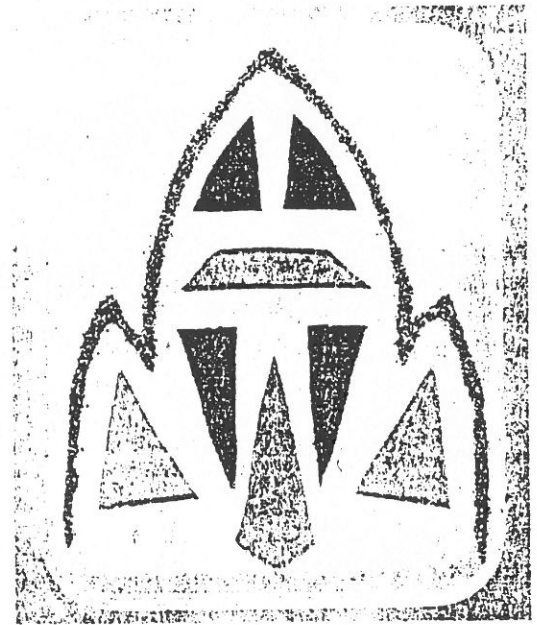
Attach a piece of short string to the top of the rabbit to hang it as a wall or door decoration.



## Felt Easter Eggs

By Dee Francis

Cut two ovals from felt. Glue lace or ribbon scraps on top of the ovals for decoration. Trim away the material that hangs over the edges. Spread glue on the edges of the ovals, and place a few cottonballs in the center of one oval. Place the second oval on top of the first, pressing the ovals together at the edges.



## Stained-Glass Window

By Paige Eckard

Draw the outline of a stained-glass window design on a plastic-foam meat tray. Press out sections of the window with a dull table knife.

Cut pieces of colored tissue paper slightly larger than the cutout sections of the window. Tape or glue these pieces to the back of the tray, covering the cutout sections. Put glue on the outline of the window, and sprinkle with glitter.



## Easter Basket

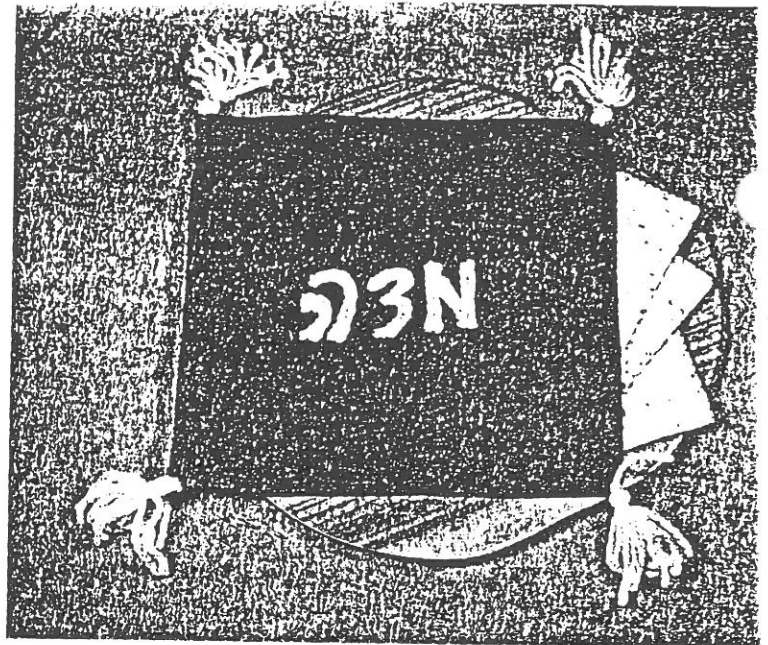
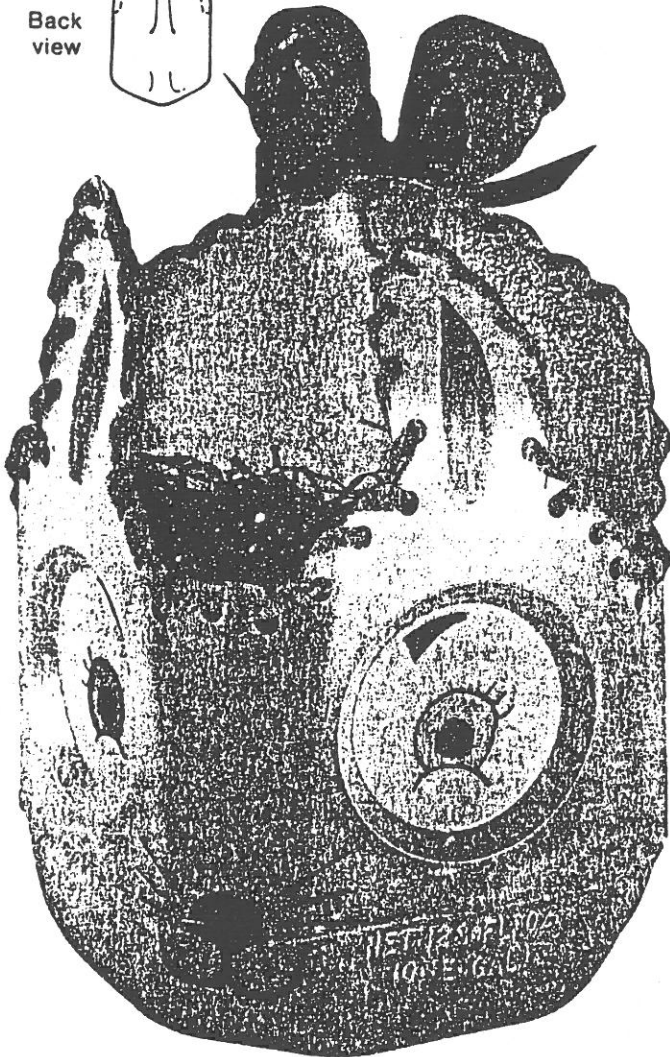
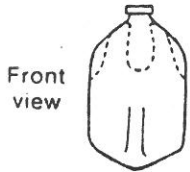
By Lloydene Cook

Soak a plastic milk jug in warm, sudsy water to clean it and soften it for cutting. Dry it. Draw a rabbit design on it, using permanent markers.

Carefully cut with scissors along the lines you have drawn.

To make a border, punch holes around the edges with a hole puncher. Weave a piece of yarn in and out of the holes to make a colorful trim. Tie a ribbon onto the handle.

Fill your basket with colored tissue paper or paper grass, and you're ready to hunt for eggs.



## Passover Matzoh Cover

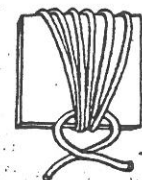
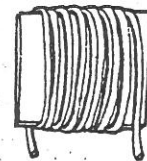
By Andrea Weiss

Cut two pieces of cotton fabric about 12 inches square. Place the pieces on top of each other and, using the simple running stitch shown in the diagram, sew three of the sides together. Leave one end open. Then turn the fabric inside out, concealing the stitches.

Use a pencil to lightly sketch on the cloth the Hebrew letters for *Matzoh*, as shown in the picture above. Make the letters fairly wide. Then fill them in by gluing pieces of colored yarn, one right next to the other, onto the fabric.

Attach tassels to each corner of the cover with a needle and thread or with glue.

To make a tassel, wrap a long piece of yarn several times around a piece of cardboard three inches square. Before removing the yarn from the cardboard, slip a piece of yarn under the wrapped yarn on one side of the cardboard. Pull the yarn toward one edge of the cardboard, and tie it tightly together as shown in the diagram. Now remove the yarn, keeping the loops together. Tie another piece of yarn just below the first tie, as shown in the diagram. Cut through the loops at the loose end.

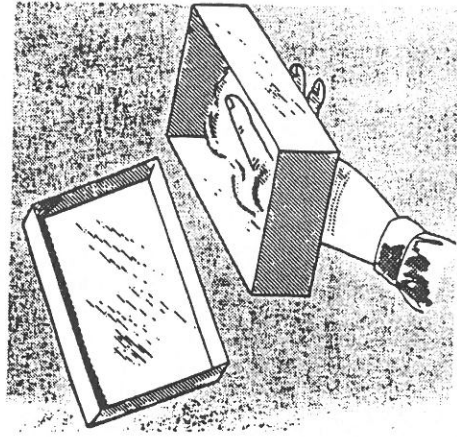




# APRIL FOOL'S TRICKS

## April Fool's Day Fun & Tricks

*Let's all have some silly fun  
With friends and family and  
everyone!*



### Floating Finger

This is an old trick but still a good one!

You'll need a small box, cotton batting and scissors. Cut a hole in the bottom of the box, slightly off center. Make the hole large enough for your index finger to poke through. Line the box with cotton batting.

guess what is in the box. Give him some clues. Remove the cover and watch him jump back when you show him the amazing "floating finger."

Poke your index finger in the hole and hold the box as shown, but with the cover on. Ask your friend if he can

### A Meal Fit for Fools!

*Laugh your way through this foolish family fun!*

Tell everyone to come to the table with their shirts on inside out.

Push the kitchen table off to the side and lay newspapers on the floor where the table was. This will be your dining area.

Use pie tins for plates, clean glass jars for glasses and your fingers for utensils.

Serve blueberry milk by adding some drops of blue food coloring to milk.

Serve dessert first and finish off with a salad.

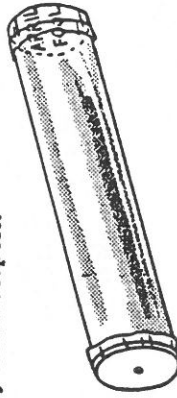
Most of all, just have fun together being silly with each other!



### Mock Ink Blot

Has brother or sister been up half the night working on a report for school? This will surely do him in.

Just pour a large blob of dull black paint onto a piece of aluminum foil. When it's thoroughly dry, carefully cut it out. Place it in the center of the nearly finished report!



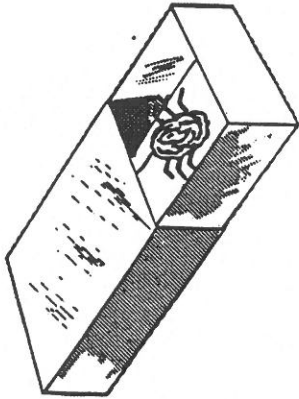
### Peek-a-Boo on You

Youngsters can have a lot of fun with this simple idea.

Use a cardboard tube like the roll from paper towels. Cut two paper circles about 1" larger all around than the circular end of the tube.

On one circle in black ink, write APRIL FOOL. With the lettering on the inside, fasten this circle over one end of the tube with a rubber band. Make a small peep hole in the other circle, and fasten it to the other end of the tube.

When you see a friend, put the tube to your eye and exclaim, "Hurry and see this!" When he looks into the tube, it will say "April Fool" on you!



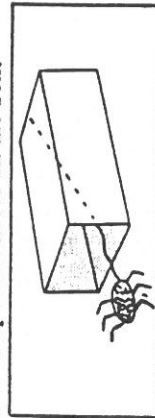
*Practice keeping a straight face (if you can!). But be prepared to be on the receiving end, too!*

### Spider-in-a-Box

*Remind me not to tell my kids about this one! I hate spiders!* Lois

You'll need a large match box with a sleeve. To make the spider, cut a 3/4" paper oval for the body, and cover it with crinkled black crepe paper. For the eight legs, cut a 1" wide strip of black crepe paper. Fold in half lengthwise and twist. Use a 1 1/2" length of the twisted paper for each leg; glue to the body.

Line the box with white paper. Using white thread, slightly longer than the box, tie one end to the underside of the spider and the other end to the sleeve of the box, as shown. Place the spider inside and put the sleeve on the box.



When displaying your pet, quickly slide the sleeve open, and the spider will crawl along the bottom of the box.

### Imitation Milk

Of course, Mom has probably just washed the kitchen floor!

Fill a clear plastic glass with plaster of Paris, to within 1/2" from the top. Pretend to take your first sip, and let the glass slip from your hands on the floor. Just when Mom says, "Oh, no!" yell, "April Fool!"

# Gardening Gear for Green Thumbs

*In spring, a green thumb's fancy turns to gardening. What better time is there than right now to start getting ready for summer? Here are some ideas to get you going!*



## Instant Water for Cut Flowers

If you grow your own flowers, you'll wonder where this nifty gadget has been all your life. Filled with warm water, it goes with you as you cut flowers in your garden. Right after cutting, plunge flowers into the warm water. Let them soak several hours before arranging them. They'll last a lot longer.

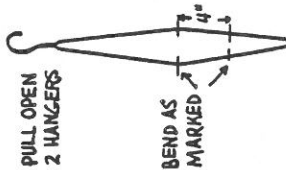
Cut and discard the peaks from two half-gallon milk cartons. If you want them decorated, cover with self-adhesive paper or burlap.

For holders and handles, bend two coat hanger wires, as shown. Assemble, as shown, and tape handles together above the tops of the cartons. Cover the tape with garden-green twine.

Set cartons in the holders and tie together with green twine. First, tie end of twine to one loop in coat hanger holder. Then, wind around cartons at least six times. The first time around, run twine through the loop opposite the one you tied. Finish by tying to the first loop.

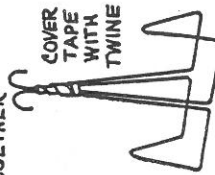
## WIRE HOLDER FOR FLOWER CONTAINER

PULL OPEN 2 HANGERS



BEND AS MARKED

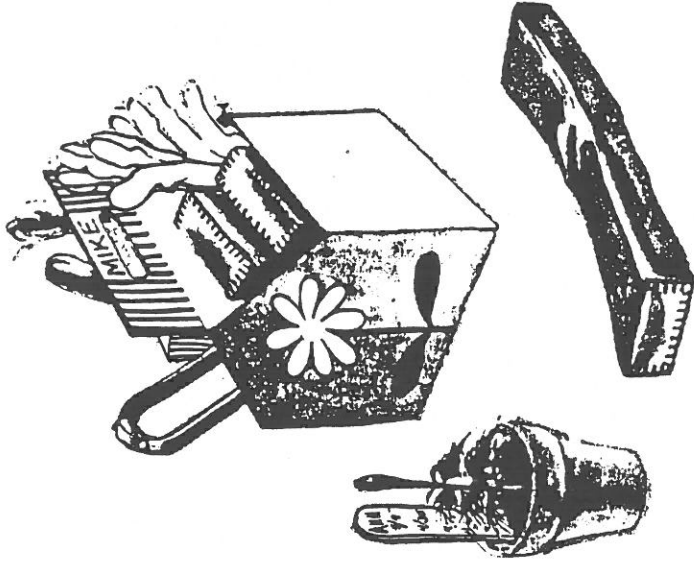
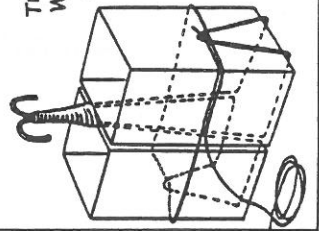
TAPE HANGERS TOGETHER



COVER TAPE WITH TWINE

TIE TWINE TO WIRE LOOP - WRAP AROUND CARTONS AND THROUGH LOOP ON OTHER SIDE.

WIND AROUND CARTONS AT LEAST 6 TIMES



## Seedlings

Children love to watch their own seedlings grow. Try a dwarf marigold, for it germinates quickly and often blooms within six weeks.

You may make up your own potting soil by simply mixing together equal parts of mulch (vermiculite or peat moss), sand, and soil.

Plant the seed and add a measuring stick - a tongue depressor or ice cream stick. Print child's name on one side and mark off inches on the other. Keep a record of growth by marking the date the plant sprouts and dates for every inch of growth. Transplant into the garden in the summer.

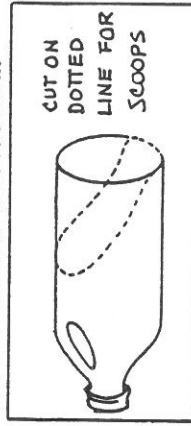
## Kneeling Pad

Round up a piece of leftover rubber carpet or foam upholstery padding in a size that's right for you. A 1" thickness or thicker is recommended. If padding is too thin, use two layers. Cover with oil-cloth or plastic. Bind edges with fabric tape or blanket stitch.

## Giant Scoops

Make one of these scoops to keep handy in each bag of fertilizer, potting soil, mulch, peat moss and other supplies you have on hand.

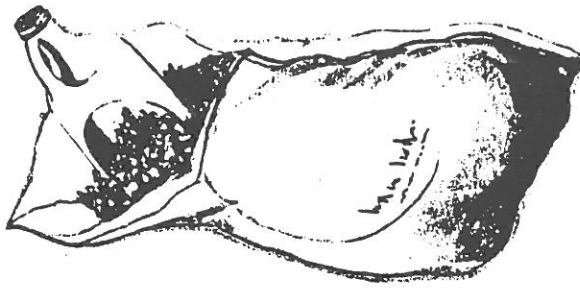
Use gallon plastic bottles with handles. Cut on dotted lines as shown.



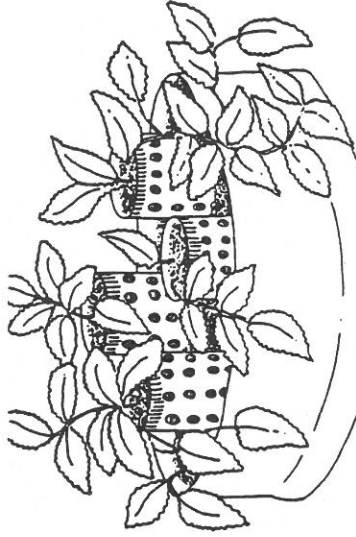
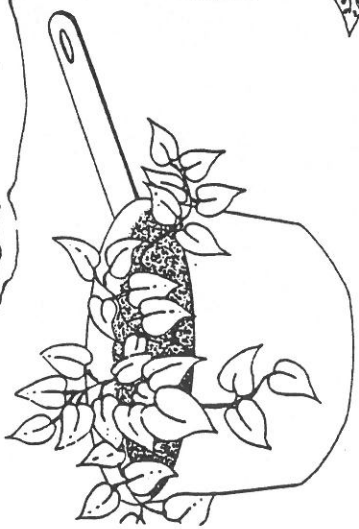
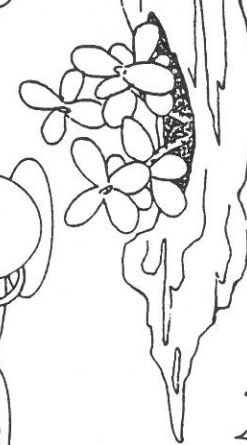
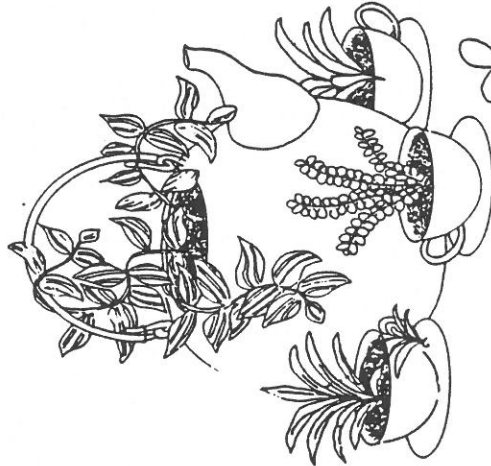
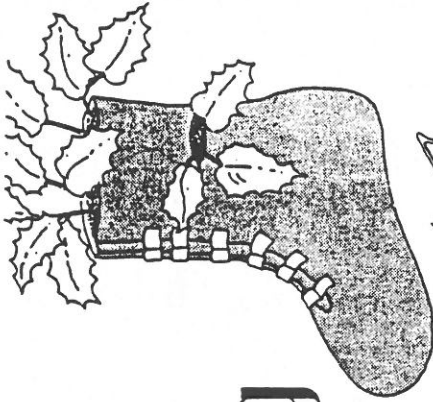
## Garden Caddy

Encourage a child to take an early interest in gardening by making him a caddy, personalized with his own name.

Use a six or eight-bottle soft drink carton. Cut and discard the dividers in one side. Cut cardboard to fit the upright in the center of the carton, separating the two sides. Tape in place. Paint your caddy, or cover it with burlap. Fill it with small garden tools, a kneeling pad and much-needed gear.



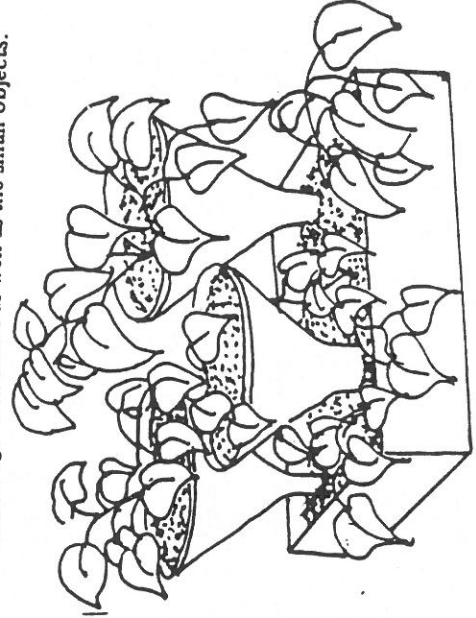
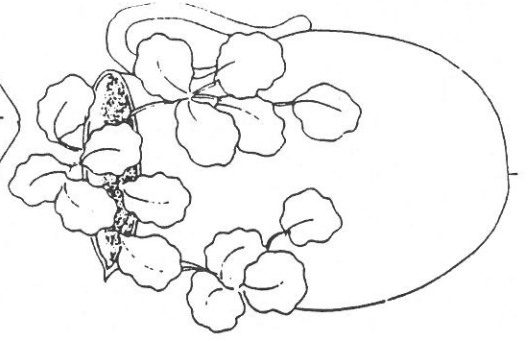
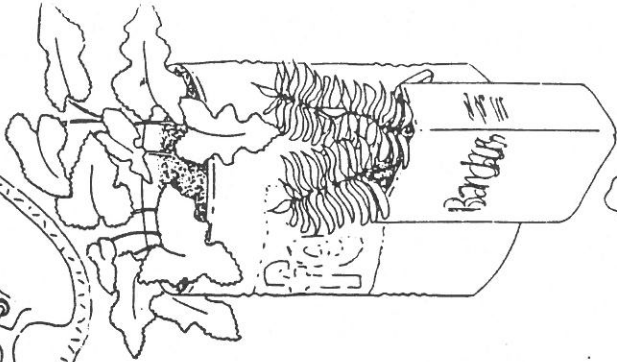
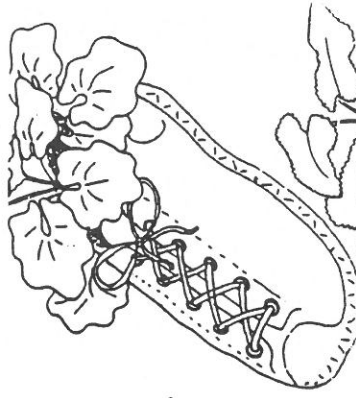
# Silly Planters for Blooming Idiots



Almost anything can become a planter ...  
an old tennis shoe, a sea shell, a piece of driftwood.  
If you have an old anything with an interesting shape,  
convert it into a planter! Your friends will know  
for sure that you're a blooming idiot!

There are just a few things to remember if you're  
going to make a goofy garden.

1. If your planter is something which will deteriorate, line planter with foil.
2. For good drainage, make holes in the container whenever possible. (This is easy with rubber, plastic, fabric or tin containers.)
3. Also for proper drainage, add small pieces of broken clay pots to the bottom of the planter. Then add a layer of gravel (to soak up excess moisture) and a layer of broken charcoal (to prevent the soil from going sour). Add soil and plants or seeds.
4. If you are using small objects (like hair rollers or funnels) set them in a waterproof container like a plastic bleach bottle or milk carton bottom. Put soil in the larger containers as well as the small objects.



# COPY CAT

In this whodunit, no one knows who is copying who.

## EQUIPMENT

None

## SITUATION

Open area

## TIME

10 minutes

## DIRECTIONS

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



## TAG GAMES

# KNOCK YOUR SOCKS OFF!

*A low level scrambling event.*

**EQUIPMENT NEEDED:** at least three players, (or as many as you can stand!)  
wearing socks only

Participants must remove their shoes and position themselves on their hands and feet, belly up, like a crab.

When the game leader gives the signal to start, all players attempt to remove the socks off the other players feet.

If a players socks are successfully taken from him, he must stand and leave the playing area.

A player may put his bottom down and spin away from an attacker but may not use his feet to kick an opponent.

Anyone who kicks is out. If a player does not maintain the crab position they are eliminated from the game.

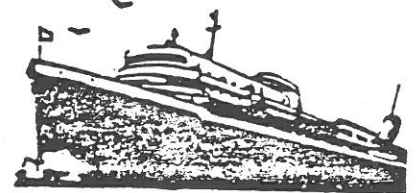
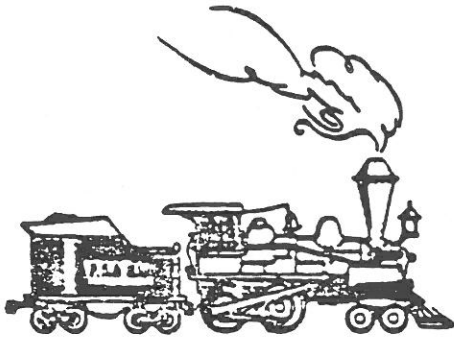
The player who keeps his socks on longest is the winner!





Word Search Puzzle

# THINGS THAT GO



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

BALLOON  
BICYCLE  
BOAT  
BUS  
CAB  
CAMPER  
CANOE  
CAR  
ELEVATOR  
FERRIS WHEEL

GLIDER  
JET  
KITE  
MOTORCYCLE  
PARACHUTE  
PLANE  
ROCKET  
SATELLITE  
SHIP  
SKATES

SLED  
SUBWAY  
TRACTOR  
TRAIN  
TRICYCLE  
TROLLEY  
TRUCK  
UNICYCLE  
VAN  
WAGON  
WHEEL

APRIL  
CUB SCOUT BIRD WATCHERS

THE BIRD FEEDER

This is a musical skit, to the tune of "My Bonnie Lies Over the Ocean." It would make a perfect puppet skit. The boys could make sock puppets or even marionettes. All would join in on the chorus.

To be nice one spring I decided  
A front yard bird feeder to build  
And stock it with seeds for the birdies  
Then watch all the birdies get filled.

CHORUS: Feed me, feed me, the birdies all whistle to me, to me  
Feed me, feed me, the birdies all whistle to me.

Came cardinals and blue jays and sparrows  
Then larks and the thrushes and crows  
Wrens, mockinbirds, chickadees, juncos,  
The noise seemed to grow and to grow.

CHORUS:

I filled it with all sorts of good seeds  
Nuts, millet and grains they would eat  
Some raisins and breadcrumbs and suet  
And even some leftover sweets!

CHORUS:

The squirrels soon discovered the feeder,  
Then all of the cats found the squirrels  
Soon here came dogs after the kitties  
My front yard soon was awirl,

CHORUS:

As the fur and the feathers went flying,  
I climbed to the top of a tree.  
All the neighbors and kids soon came running  
This animal riot to see!

CHORUS:

I'd now learned my lesson so lowly  
Bird feeding is fun as can be  
Be sure to take all precautions  
So squirrels, cats and doggies can't see!

CHORUS:



CAP'N EPSOM

Characters: Six pirates, in home made pirate costumes  
Salesman- in the "Ye olde Pet Shoppe"  
Cap'n Epsom- very fat

Setting: There are two scenes. In the first the pirates are shopping at the pet store. In the second, Cap'n is asleep at a small table as pirates come in. Simple scenery and props can make this skit lots of fun for everyone.

(Pirates enter the Pet store)

Salesman: Ahoy there, are ye just in from a battle?

Black Bart: Aye, that's true enough.

One Eye: Aye and we've sunk a few of the king's ships.

Scarface: Aye, the plunder was good on the high seas.

Red Jack: Our chests are filled with bounty and we owe it all to our Cap'n

(All say in unison) Cap'n Epsom

Salesman: Don't believe I've heard of Cap'n Epsom.

(All pirates, in disbelief) Why, he's an old salt.

One Tooth: He's the best cap'n in the world and we want the best gift in the world, for him.

Salesman: I've got just the thing; a one of a kind. Every cap'n needs one. A parrot to ride on his shoulder. Her's the best.

Crow: Can he talk?

Salesman: In seven languages and he can curse in two.

(All pirates-together) We'll take it. Never mind the cost.  
(All pirates pay with jewels and baubles they are wearing.)

SCENE TWO

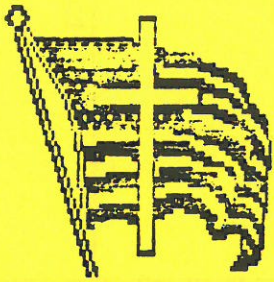
Cap'n: Welcome mates.

Black Bart: Did you get our gift?

Cap'n : Aye; but it must have cost a pretty penny.

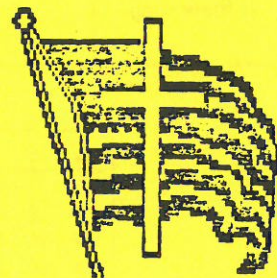
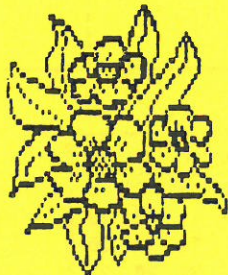
One Eye: Aye; nothing but the best for ye Cap'n.

Cap'n: Aye, aye. It was the best bird I ever ate!  
(Pats stomach and burps, while other pirates fall to the floor.)



**MAY  
1992**

**BUGS  
&  
THINGS**





# May 1992

SUNDAY

MONDAY




TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

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## ALL THE "M" APPLAUSES WE COULD FIND

### NOTES

- MAD SCIENTIST APPLAUSE** — Hold up your imaginary test tube in one hand, pretend to pour something into the tube with a pretend bottle in the other hand, put that bottle down pick up another, pour something out of that, swirl the test tube around saying "Blugg, blugg", clap your hands together and yell out "BOOOOOOOM"
- MAD SCIENTIST II** — Do all the above except laugh very wickedly as you are mixing the liquids!!
- MAD DOCTOR APPLAUSE** — Laughing wickedly, prepare the patient, lift up the sheet, put on your mask, turn to your assistant and say: Scapel, Sponge, sponge, (faster and faster) Sponge, sponge, sponge, Oh, no!!! Transfusion!!!
- MAD DOCTOR II** — Say: "Are you vreedly, my sweet patient, laugh ha, ha, ha ha ha!! You are in my clutches now (then do as above in first applause)
- MAD PERSON APPLAUSE** — Take your hand run it through your hair or pretend to mess it up, make funny faces and say: "That's crazy, that's crazy oh, oh, that's crazy!!!
- MAD PERSON APPLAUSE II** — Jump around your chair or in place and sing "They're coming to take me away, ha, ha!! They're coming to take me away, ha, ha!! They're coming to take me away, ha, ha!!"
- MAN IN THE MOON** — Circle your face with your hands and say: "I Eat Green Cheeze!!"
- MAN IN THE MOON II** — Same as above except say: "You thought all I was, was GREEN CHEEZE!! FOOLED YOU!!!
- MAN IN THE MOON III** — Yell: "Hey, you Astronauts, go away!!! I was here first!!!
- MAN IN THE MOON IV** — Yell: "Say Jupiter, do you have any of that spray, I'm getting people infested!!" Pretend to scratch all over!!!
- MAN IN THE MOON V** — Say: "Can you believe this they are on me, walk all over me and then leave their litter behind!!
- MATCH APPLAUSE** — Pretend to take out a match, strike it on the seat of your pants, it doesn't light, try it again, it lights, you hold it, look at it, blow on it, shake your hand and yell: "YEEEEEOOOOWW!!



## A Mom's a Special Lady

Sung to: "Eensy, Weensy Spider"

<sup>F</sup>  
A mom's a special lady,

<sup>C7</sup> So hug her every day. <sup>F</sup>

She gives you lots of food to eat,

<sup>C7</sup> And takes you out to play. <sup>F</sup>

Your mother reads you stories,

<sup>C7</sup> And buys you sneakers, too. <sup>F</sup>

Aren't you happy that you have

<sup>C7</sup> A mom who loves you so? <sup>F</sup>

**Betty Silkunas**  
Lansdale, PA

## Thank You, Mom!

Sung to: "London Bridge"

<sup>C</sup>  
Thank you, Mom, for all your hugs,

<sup>G7</sup> All your hugs, all your hugs. <sup>C</sup>

Thank you, Mom, for all your hugs.

<sup>G7</sup> They feel good to me. <sup>C</sup>

<sup>C</sup>  
Thank you, Mom, for all your kisses,

<sup>G7</sup> All your kisses, all your kisses. <sup>C</sup>

Thank you, Mom, for all your kisses.

<sup>G7</sup> They feel good to me. <sup>C</sup>

<sup>C</sup>  
Thank you, Mom, for all your love,

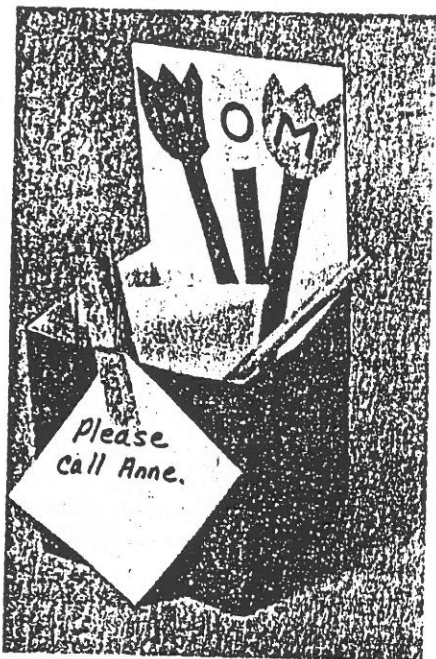
<sup>G7</sup> All your love, all your love. <sup>C</sup>

Thank you, Mom, for all your love.

<sup>G7</sup> It feels good to me. <sup>C</sup>

**Becky Valenick**  
Mesa, AZ

# Things to Make



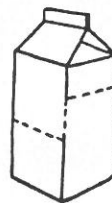
## Note Catcher for Mom

By Linda Bloomgren

Cut off the top pouring folds of an empty paper half-gallon milk carton. Then cut away the upper half of the carton on three sides as shown.

Glue construction paper to the outside of the carton. Tear a strip of green construction paper to look like grass, and glue it on top of the paper.

Decorate with cut-out flowers, printing "MOM" on them. Put a pencil and some note-paper inside the carton. Clip a clothespin to the front of the carton to hold the messages.



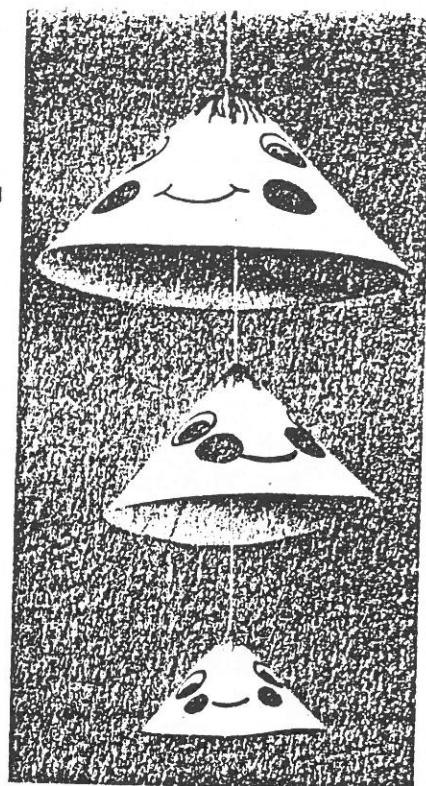
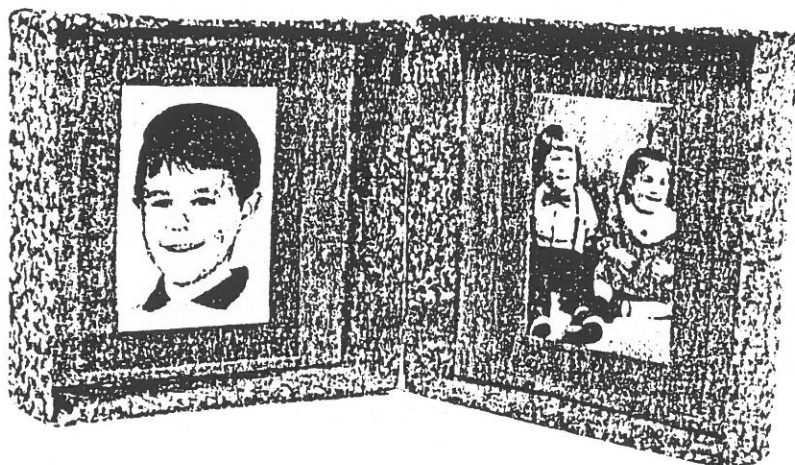
## Stand-Up Picture Frames

By Jennifer Carling

Cover a small gift box and lid with glue. Place fabric all around the boxes, overlapping the fabric onto the inside.

Cut two pieces of cardboard that will fit snugly into the boxes. Cover each piece of cardboard with glue, and wrap another color of fabric around it. Glue a picture to each one. Cut strips of felt or another color of fabric, and glue them around the picture as trim. Then glue these to the insides of the boxes.

To join the boxes, cut small pieces of felt, ribbon, or fabric, and glue them to each box, making hinges. When the glue is dry, stand the boxes up.



## Stacking Cone Family

By Andrew Smith

Cut out a small, a medium, and a large circle from white poster board or heavy paper. Cut a slit to the center of the circle. Pull one edge of the paper over the other to form a cone shape, and tape the cone along the seam edge.

Draw friendly faces with colored markers. Tie a knot near the bottom of a long piece of string, and thread the string through the cones, starting with the smallest. With the smallest cone resting on top of the first knot, tie another knot a few inches higher, and thread the medium cone. Repeat for the large cone. Tape the string inside each cone to keep it from slipping. Knot a loop at the very top.

Stack the cones with the biggest on top. As you lift the string, each smaller cone will appear. Hang it as a decoration, or play with it as a stacking toy.

## Body Collage "Me, Myself, and I"

By Necia Sneed Ramsey

Cut open two large brown paper grocery bags. Tape the ends together to form one long piece of paper, a little longer and a little wider than yourself.

Carefully lie down on the paper, making sure all of you is inside the edges. Have someone

trace around you, using a pencil. Then cut out the body shape along the pencil line.

Glue on pictures, cut from old magazines, of things you like and some family photos. Attach a loop of yarn to the top to hang the collage on a door.



## Mother's Day Card

By Francis Wales

Fold a sheet of paper in half. Write the word MOM on the front of the card in pencil. Spread glue over the letters, and press yarn into the glue. Add more yarn of different colors around the letters. Write your message inside.



## Pencil Toppers

By Carol L. McCall

Glue a strip of construction paper around an empty sewing spool that will fit on the end of a pencil. Decorate with markers or pieces of paper to make funny character heads. Slide the spool onto a pencil.



# Tiger or Owl Book Cover

## Materials

Patterns (p. 6)

Art paper:

12" × 18" brown (cover)

6" × 9" yellow (tiger)

6" × 9" white (owl)

2" × 4" white (tiger label)

2" × 2" white (owl label)

Two plastic eyes (optional)

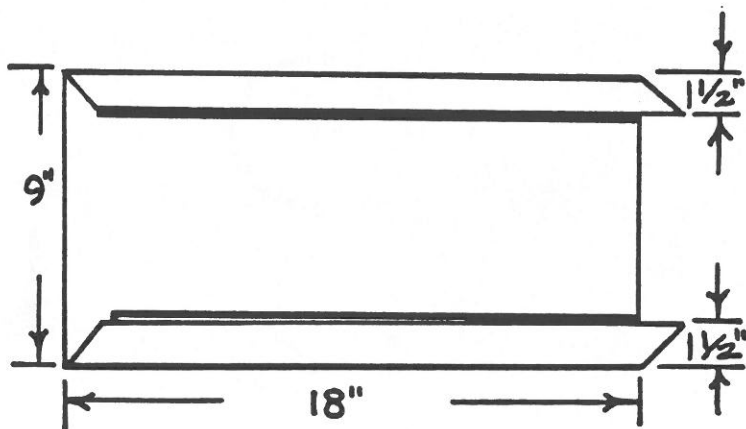
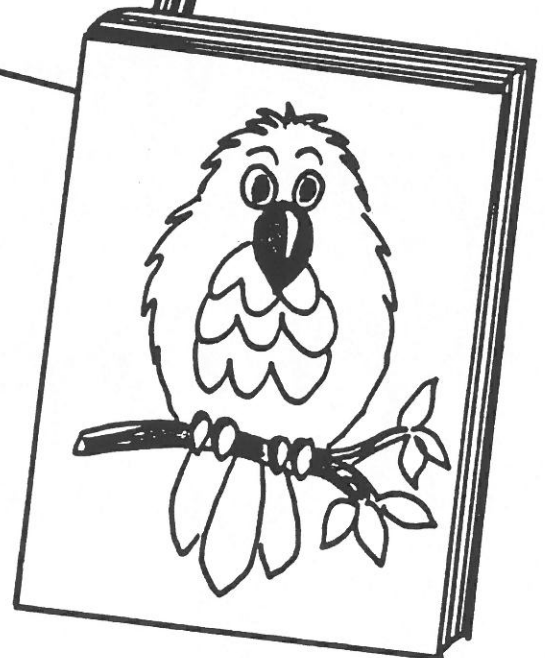


Figure A

## Procedure

1. Make a 1 1/2" fold along both long edges of brown paper (fig. A). This will make a 9"-wide book cover.
2. Trace chosen pattern on art paper with black felt pen. Color, cut out, and glue to front of cover.
3. Glue plastic eyes in place or draw eyes with felt pen.
4. Print letters with felt pen on white label. Glue in place.





*Tiger or Owl Book Cover*

# Gifts with a Gimmick

Down with clothes and candy, cologne and sprouting seeds—  
This year let's give Mother the things she REALLY needs!

**CHARACTERS:** Eight children, one mom.

**CURTAIN OPENS:** Children are lined up on stage, holding gifts behind them. Mom stands to one side of stage. As verses are said, gifts are presented to Mom.

**1ST CHILD:** There's laundry, office, and chauffeuring.  
Mom has the busy day blues.

I've thought to bring the nicest thing--  
That **THIRD HAND** she can use!



**2ND CHILD:** I've heard Mom say it's hard to pay  
For groceries that she fetches.  
She'll get a lift from her next gift--  
A **DOLLAR BILL THAT STRETCHES!**



**3RD CHILD:** When we play on a muddy day,  
Mom says we look like disgraces.  
So here's a very practical set  
Of **WINDSHIELD WIPERS FOR FACES!**



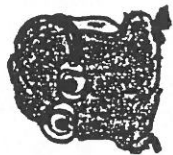
**4TH CHILD:** A kitchen ransacked in search of a snack  
Is apt to irritate her.  
Mom will adore this **ALARM FOR THE DOOR**  
Of her tempting re-friger-a-tor!



**5TH CHILD:** No silly antic makes Mom more frantic  
Than fighting between sister and brother.  
I have a nice **QUARREL-SETTLING DEVICE**  
For bumping their heads together!



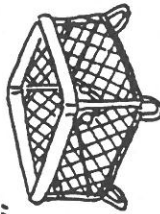
**6TH CHILD:** "Mischief? They're in it, the very minute  
My back is turned," Mom said.  
It's only fair she should have a pair  
Of **EYES IN THE BACK OF HER HEAD!**



**7TH CHILD:** Faulty plumbing, company's coming,  
The washer has broken, meanwhile.  
On days like these, my gift will please--  
It's a box of **EXTRA SMILES!**



**8TH CHILD:** The family always yells, "Hey, Mom!"  
She's at their beck and call.  
I've seen the rest, but my gift's best--  
A **PLACE TO ESCAPE** from it all!



*(Playpen is pushed on stage. Mom climbs in, arranges pillow and begins to read her book...without laughing, of course!)*

**ALL (in unison):** And so you see, Dear Mother,  
We're always thinking of you.  
We've planned our gifts so carefully  
To let you know we love you!



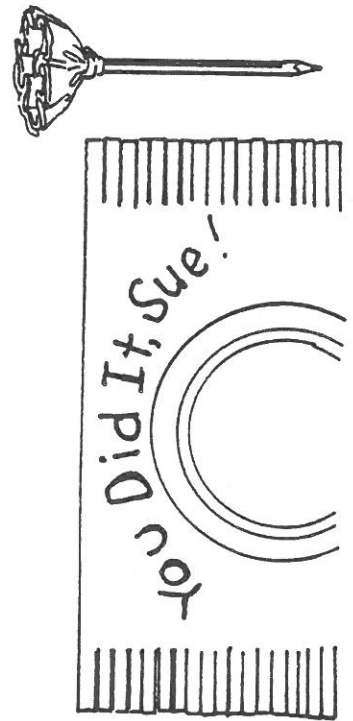
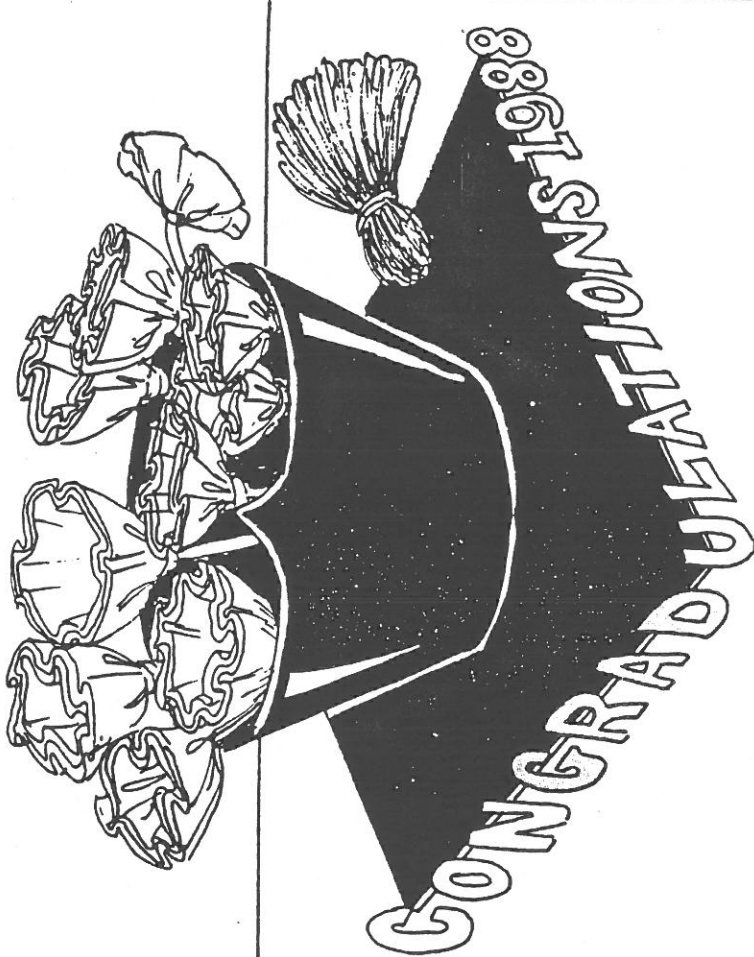
*(Children run to playpen and give Mom a hug!)*

**PROPS:** The "gifts" shown can be made as follows:

- 1. THIRD HAND.** Stuff a rubber glove and tie to a stick.
- 2. DOLLAR BILL THAT STRETCHES.** Cut a large rectangle from green crepe paper. With black marker, draw on dollar bill markings. When it's presented to mom, stretch it as far as you can.
- 3. WINDSHIELD WIPER FOR FACES.** Make a cardboard headband to fit head loosely. Glue or staple ends together. Glue a sponge to a strip of stiff cardboard as shown. Punch a hole in the end of the cardboard. Put a paper fastener through hole, then through headband. Put on head and move wiper back and forth.
- 4. ALARM FOR REFRIGERATOR:** Give child an alarm clock set to go off at the appropriate time. Additional alarms can be the banging of pots and pans off stage.
- 5. QUARREL SETTLER.** Cut two large boxing gloves from brown paper. Hold them up high.
- 6. EYES IN BACK OF HER HEAD.** Paint bottom of nut cups to look like eyes. Poke a hole on either side of each cup. Thread elastic through cups, then around head and tie.
- 7. EXTRA SMILES.** Glue paper cutouts of smiling red lips to a long string. Put them in a box for safe keeping.
- 8. PLACE TO ESCAPE.** Borrow a playpen. Put a pillow and a book inside the playpen for mom.

# Con-GRAD

You did it!



# -ulations

Liz Shah  
North Richland Hills, TX

## Graduation Hat Centerpiece

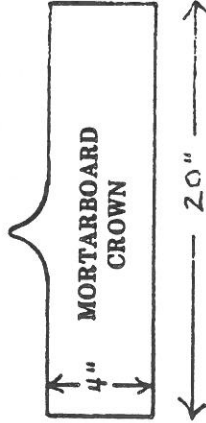
Place the hat upside down in the center of the table so flowers can be put inside.

For the mortarboard, cut a large square from the back of a cereal box. Cover this square with black construction paper. Cut yarn strips and tape underneath mortarboard for tassel.

Cut the crown from black paper as shown. Shape the crown and tape back seam. Place the crown on the mortarboard and tape to hold in place.

From colored tissue paper, cut three 3" circles for each flower. Stack the circles, then gather and pinch at the bottom. Attach to a straw stem with tape as shown. Make enough flowers to fill the hat.

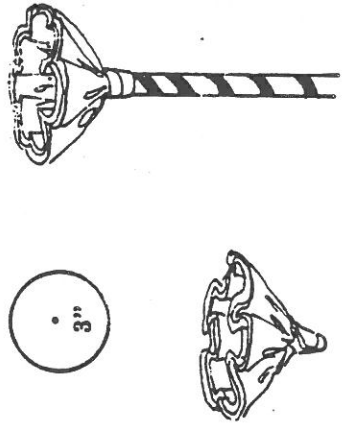
Cut large letters from cereal boxes to say "Con-GRAD-ulations 1988." Color the letters and place on table around hat.



## Place Mat

Use paper or burlap for the place mat. Cut paper to measure 12" x 20". With scissors, fringe each end.

With marker, print "You did it!" and the graduate's name on each place mat. Or, cut letters from cereal boxes. Color and glue them to place mat.



## Flower Pencil Favors

Make tissue paper flowers following instructions for hat. Tape flowers to the end of a new pencil. Set flower pencil favor next to place mat.

# It's Graduation Time

## Favors add to the celebration

### Cardboard Roll Grad

Charlotte Christner  
Wauneta, NE

For the head, cut a cardboard roll to measure 2½" high. Glue white paper around the roll. With marker, draw on hair, face, and name of graduate.

For the mortarboard, glue a 3" square of paper on head. For the tassel, cut two 8" lengths of yarn. Fold the strips in half, and tie a knot at the fold. Glue the knotted end to the center of mortarboard.

### Diploma Fuzzies

For each favor, roll a 6" square of white paper, and tie with a ribbon. Print graduate's name on the diploma.

For the graduate's head, glue a pom-pom to one end of the diploma. Glue on movable eyes and a sequin mouth.

For the mortarboard, glue a 1" square of felt on top of the pom-pom head. For the tassel, glue short strips of yarn to the felt mortarboard.

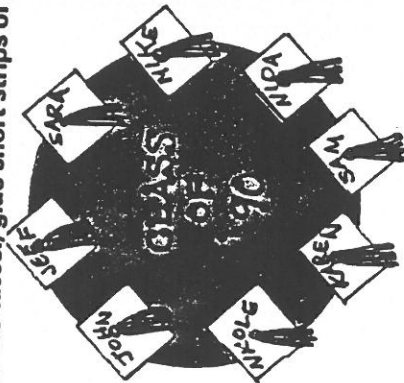
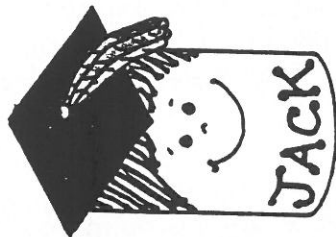
With marker, print "Class of '90" in center of base.

For the mortarboards, cut 4" squares from colored poster board. Glue the squares around the outside edge of the base. For each tassel, cut two 8" pieces of yarn. Fold the yarn in half, and make a knot at the folded end. Glue the knotted end to center of mortarboard. Repeat for each tassel.

Ask each classmate to sign his or her name on one of the mortarboards. Tape a pipe cleaner loop to back of base for hanging.

### Class-y Autographed Plaque

For the base, use a large, round piece of cardboard. (The cardboard from pizza works well.) Cover the cardboard with paper, or paint it.



## BACKYARD FIELD DAY

You can bring fun, excitement and challenge to your own backyard as you plan a BACKYARD FIELD DAY. Set up traditional events or try some of the following fun activities. You will want to have medals or ribbons for each event. Each player is assigned to a team. (You may want to provide a participation ribbon for each Cub competing in your field day.)

Before your events start, get together all the materials you will need. Mark off your playing area. Decide who will keep score, judge the events and serve as official timekeepers. Use an old egg timer or a watch with a second hand. Ask your Den Chief and parents to be officials. Provide them with badges made from cardboard or paper.

### TRIATHLON:

Players run, jump and throw their way to victory in this three part event. Mark off the playing area. You might put a chalk or tape line at the start and finish line for the running portion of the race. Or mark the spot with colorfully painted cardboard boxes. Then place several obstacles that players must jump over for the jumping portion. You might use shoe boxes, plastic milk bottles or milk cartons painted red, white and blue. Use five to seven obstacles and place them six to nine feet apart. Add five seconds for each marker knocked over. One player completes his run, jump and throw before the next Cub begins. Both the running and jumping are judged by time, while the throwing will be judged by distance. Use a bean bag for throwing because it won't roll. If you don't have enough bean bags for each player, mark each Cub's throw with a stick or dowel to which a flag bearing the Cub's name has been tied. Fastest run, jump and farthest throw gets 3 points, second - 2 points - third - 1 point.

### INSTANT RELAY:

Divide players into teams so that four or five boys are on each team. The first Cub in each team lines up at the starting line. The second lines up behind the first, and so on. As a signal, the first Cub in each team runs to a given point and returns, tagging the hand of the second player who then continues the race. Play goes on in similar fashion until all the players have completed the race. The team whose players finish first wins. You can run, jump, crawl or hop.

### LOG ROLL:

Players line on the ground parallel to the starting line and roll to the midpoint and back.

### SUITCASE SHUFFLE:

The first Cub must drag an old suitcase, shuffling his feet to the midpoint where the suitcase must be emptied of its silly contents. (You fill the suitcase before-hand with things like old clothes, old neckties, a bunch of books, an old shoe or a baby rattle.) That Cub then shuffles back to tag a player who must shuffle to the mid-point, repack the suitcase and return it to player three. Play continues in similar fashion until the last person packs the suitcase and drags it back to the starting line. No player may lift a foot off the ground while shuffling along to victory. In teams having an uneven number of Cubs, the first player must race again to retrieve the suitcase after the last player has left it at mid-point.

### EGG HOP:

Players race carrying a hardboiled egg on the back of his hand. Any player dropping an egg must replace it before continuing the race. Don't race too fast, or you're bound to lose your egg.



# JEEPERS CREEPERS

Players are prone to get the creeps as they creep through the grass in a prone position.

## EQUIPMENT

A roll of crepe paper for each team

## SITUATION

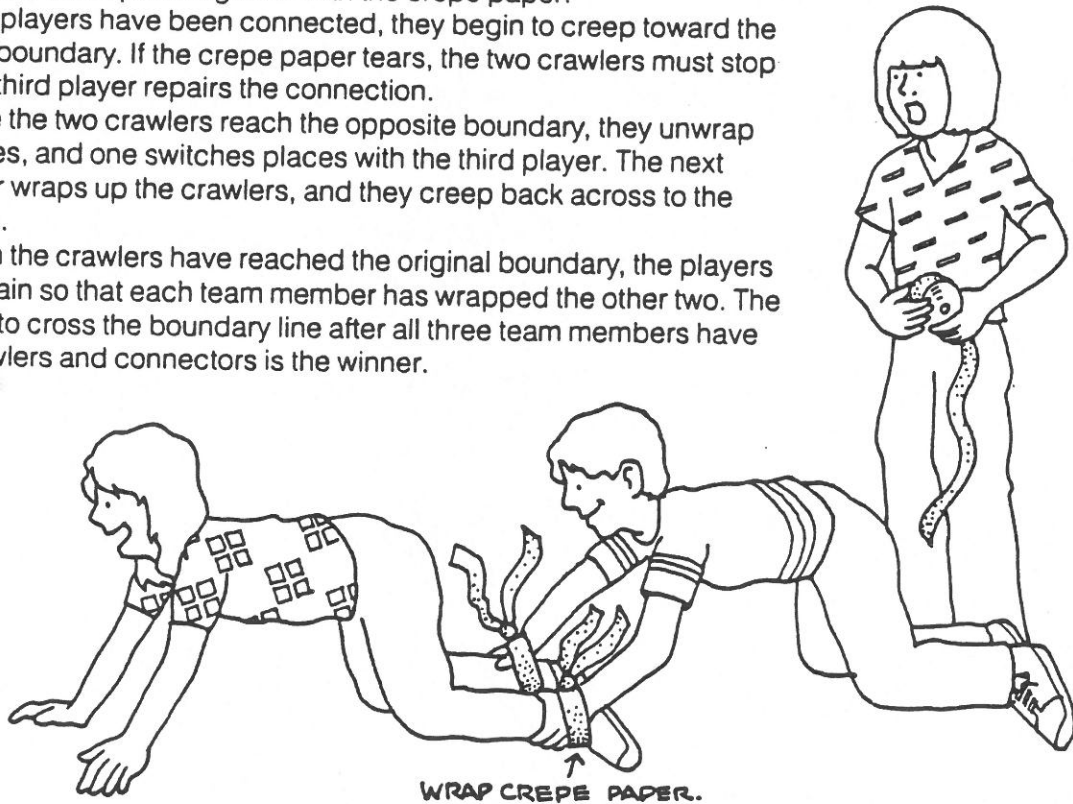
Open grassy area

## TIME

15 minutes

## DIRECTIONS

1. Divide the group into teams of three. Each team receives a roll of crepe paper.
2. Mark two parallel boundary lines about 10 yards apart. Each team lines up behind one of the boundaries.
3. When the leader says "Go," two players on each team get down on their hands and knees, one behind the other. The rear player places his or her hands on the ankles of the front player. The third team member becomes the connector and connects the other two players by wrapping the wrist and ankle pairs together with the crepe paper.
4. After players have been connected, they begin to creep toward the opposite boundary. If the crepe paper tears, the two crawlers must stop while the third player repairs the connection.
5. Once the two crawlers reach the opposite boundary, they unwrap themselves, and one switches places with the third player. The next connector wraps up the crawlers, and they creep back across to the other side.
6. When the crawlers have reached the original boundary, the players switch again so that each team member has wrapped the other two. The first team to cross the boundary line after all three team members have been crawlers and connectors is the winner.



# SPINNER

*A spinning game requiring coordination, skill, and a strong stomach. It is best played outside in a grassy area. Get ready for laughter!*

EQUIPMENT NEEDED: one four feet long stick

Let each person have a turn holding the stick straight above his head with both arms extended into the air. He then turns around ten times counting each turn aloud, constantly watching the stick as he turns, and drops the stick to the ground. He must then jump over the stick and salute! It sounds easy, but is very hard to do when you're dizzy!



MAY  
OUTDOOR ADVENTURE

BACK TO NATURE

**The Time and Place:** The time is Spring! Ah, Kids it's Spring!  
The setting is the woods where our group of Cubs and their Den leader have come for their first all-day outing of the season.

**Characters:** Several Cubs and their Den Leader.

**Costumes:** All the boys are in full uniform and have over stuffed back packs and gear. One has a card table fastened to his back, another an electric toaster and another an electric frying pan (or anyother electrical appliance. One has a table cloth and napkins; but they do not look like picnic supplies. Dishes are very fancy, too.)

**Leader:** Well, boys we've been hiking for ten minutes, now. I think its time for breakfast. Let's have some scrambled eggs and toast. (Boys drop to the ground as if exhausted.)  
Tom, get the frying pan going and the toaster connected; while the rest of us fix the table.

(Tom gets the plate and toaster set up, and connects them to an extension cord. He starts hunting for a place to plug in the cord. Keeps looking; getting more and more perplexed.)

Bob, set up the table and Jack, get out the dishes.

Bill, see if you can find some flowers for the table.

(Boys set the table to look like an elaborate banquet, complete with ornate vase and candles. Tom is still looking for a place to plug in the cord.)

**Tom:** Mr. Jones, where do I plug this in? I've looked everywhere. And I can't find a light socket.

**Den Leader:** There should be a plug near the bottom of those trees.

**Tom:** Well there isn't.

**Den Leader;** Oh, great! How disgusting! How can anyone eat if there is no place to plug in the appliances. We'll just have to eat breat and butter. Jim, get out the bread.

**Jim:** I thought Jerry was bringing the bread. I've just got eggs.

**Jerry:** No, I've got eggs too.

**Den Leader:** Oh dear, no bread! No electricity! Well, we'll have to be satisfied with dessert only. Peter, you brought dessert didn't you?

**Peter:** Sure did. Here's the ICE CREAM, right here! (Holds up a dripping, squishy carton, as skit ends.)

## THE OUTING

Characters: A Den Chief or Den Leader and any number of Cub Scouts in uniform.  
Setting: The skit is a story about a Nature Hike. Narrator reads the story while the boys pantomime the action and sing where indicated.  
Narrator is the Den Chief.

NARRATOR: (Den Chief talking to his Cub Scouts) I'll take you on a nature trail, you boys in Gold and Blue. You'll know what hiking's all about before the day is through.

(BOYS SING TOGETHER JUST ONE LINE EACH TIME OF I'VE GOT THAT CUB SCOUT SPIRIT AT THIS POINT BOYS SING "I'VE GOT THAT CUB SCOUT SPIRIT....TRAILING OFF AS IF SETTING OFF ON TRAIL).

NARRATOR: Whose magnifying glass is this? You should have held it higher! You see, the rays come from the sun and set poor Tom on fire! But never fear the Red River is nearby--first aid is what we're learning. But you fellas threw in the wrong guy. It's Tommy who is burning.

(BOYS SING "I'VE GOT THAT CUB SCOUT SPIRIT UP IN MY HEAD".)

NARRATOR: Please don't wade out beyond the buoy, you'll drown and I'll not know. Besides a snapping turtle there just bit off Bill's big toe! Please Steve don't hang there by your knees, you're apt to come to harm. CRASH! What's that you're trying to say, you think you broke your arm?

(BOYS SING I'VE GOT THAT CUB SCOUT SPIRIT DEEP IN MY HEART)

NARRATOR: I know you're from the city Rick. I'm not the one who gripes, but black cats from these woods out there just don't have those white stripes! Your foot's caught in a gopher hole, is that the trouble, Gary? Well, don't go away, I'll be right back. A snake has bitten Larry.

(BOYS SING I'VE GOT THAT CUB SCOUT SPIRIT DOWN IN MY FEET)

NARRATOR: Don't eat those little berries Stoltz, they're apt to lay you low- You already ate two cupfuls? Now you think you've got to go? All right Billy, where's the treats? We all could use a snack. A hole tore in your paper bag about a half mile back?

(BOYS SING I'VE GOT THAT CUB SCOUT SPIRIT ALL OVER ME)

NARRATOR: OK boys hit the trail for home. I hate to be a pill. But this ain't the twist I'm doing...I just sat on an anthill!! Now that we're home, what's that you say about this plant a-livey? I should have left it in the woods because it's poison whatey?

(BOYS SING THE ENTIRE FINAL VERSE OF THE SONG INCLUDING HEAD, HEART, FEET, AND ALL OVER)

## THE GIANT CATERPILLAR

A group of Cubs are in a line, bending over to represent a large caterpillar. Sheets or blankets are over them. The explorer who has captured the monster tells the audience, he wants them to watch this phenomenal creature devour food. He sticks a box of fruit in the caterpillar's mouth and it eats it. (Cubs underneath shake cans filled with rocks, move up and down, suggesting digestion.) Contents of the box are emptied and the Cub in the rear tosses out the empty box. Do the same procedure with a sack of food. Then caterpillar grabs explorer. After a great commotion, clothes are tossed out and caterpillar makes hasty exit with victim hidden under the sheets.

## MOTHER'S DAY

### THE PERFECT MOTHER

This is a rhyming story of a search for the flawless Mom. Any number of boys can be used. Props are three large signs which read, "Mother Nature," "Mother Goose," and "Mother Hubbard." Unison lines can be memorized or read.

In Unison: Tonight we'll elect the best mom in the world,  
A mother who's well worth her salt,  
A mom who is perfect and makes no mistakes,  
A mom without one single fault.

Our first nominee is the mom of us all.  
We've known Mother Nature since birth. (Hold up sign)  
She's given us oceans and trees and sweet fruits,  
And all the world knows of her worth.

We've found one more mom who's deserving to win,  
For who doesn't love Mother Goose? (Hold up sign)  
She's given us verses and rhymes by the score  
We've all put her poems to good use.

And Old Mother Hubbard, who loved her poor dog (Hold up sign)  
And gave him all kinds of good care.  
So why can't we name her the world's perfect mom  
And get this game out of our hair!

Child: (stepping out of group) Hold it!  
Mother Nature cannot be the world's perfect mom.  
One fault keeps her from being a pal:  
The world's perfect mama can laugh at a joke,  
But it's not nice to fool That gal. (Tears up sign)

Child: How could you forget Mother Hubbard's big flaw!  
She forgot to buy food for her pet!  
And with a severe memory problem like that  
She's misplace our award, you can bet! (Tears up sign)

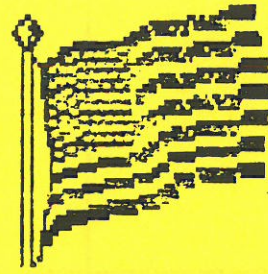
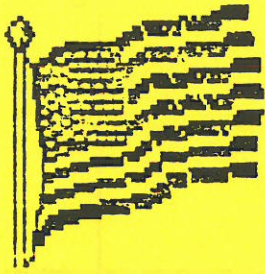
Child: Mother Goose would be perfect except for one thing.  
She's a goose and you cannot deny  
When the going gets rough, she takes off for the South.  
If there's trouble, she heads for the sky. (Tears up sign)

(Group gathers together to discuss the problem. After a few minutes, they have resolved it, and reassemble to recite the last verse.)

In Unison: We've finished our study, and no one will doubt  
Our conclusions because they are true.  
Though no mom is perfect and each has her faults.  
The mom nearest perfect is YOU! (Points to moms in audience.)

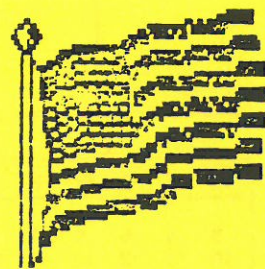
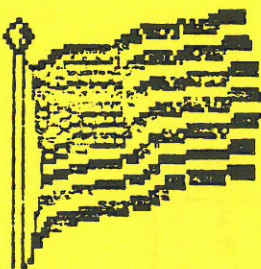






**JUNE  
1992**

**GENIUS  
NIGHT**





# June 1992

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	1	2	3	4	5	6
7	8	9	10	11	12	13
14 <i>Flag Day</i> 	15	16	17	18	19	20 <i>Summer begins</i>
21  <i>Father's Day</i>	22	23	24	25	26	27
28	29	30				

May

S	M	T	W	T	F	S
					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						

July

S	M	T	W	T	F	S
			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	

## ALL THE "Z" APPLAUSES WE COULD FIND

### NOTES

- Z APPLAUSE —** Just have group yell out the letter "Z", then: "that's it that's the end!!!"
- ZZZZZZZZ APPLAUSE —** Have the group applause, close their eyes and pretend to be asleep and say: "Zzzzzzzzzzz!!!"
- ZZZZZZZZZ APPLAUSE II —** Do as above except pretend to wake up, rub your eyes and stretch.
- ZEBRA APPLAUSE —** Have group yell out: "Zebra, zebra, zebra!!!"  
You answer: "Now that's a horse of a different color!!!"
- ZEBRA APPLAUSE II —** Divide group into two sections and have one section yell: "Zee" and the other yell "Bra"!!! Do this three times!!!
- ZEBRA APPLAUSE III —** Divide group into two sections and see who can yell: "Zebra, zebra, zebra" the loudest!!!
- ZEE END APPLAUSE —** Tell your group this is to be the last applause for the night, have them take a deep breath, and yell: "This is zeeee end!!!"



## SONGS

### The Invention

(Tune: Farmer in the Dell)

I had a invention kit,  
Thought lots about it,

I laid the pieces side by side,  
And examined them bit by bit.

A cork, a bolt, a screw,

From biggest to the teeniest,  
A leather scrap, some furry nap,  
And a little bottle of glue.

A needle and some thread,  
A nail without a head,  
A piece of tire, a bit of wire,  
And this is what I said:

"I don't see how this mess,  
Can really quite express  
My urge for building something grand."  
But now I must confess;

I sewed and nailed and glued,  
Until the thing I viewed,  
Was something grand, you understand,  
A mechanical dog that mooed.

### Cub Scout Inventor

(Tune: Whistle While You Work)

Cub Scouts whistle while they work,  
(Whistle)  
They pitch right in and laugh and grin  
And they whistle while they work.

Cub Scouts hum a merry tune!

(Hum)

They hum all day to work and play,  
They hum a merry tune!

Now take these genius kits,  
A sack of scraps and gunk,  
With paint and glue and nails, a few,  
Turn them into priceless junk.

Cub Scouts whistle while they work,  
(Whistle)

They do their bit, they never quit,  
Cub Scouts whistle while they work.

### Whoops, You're a Genius

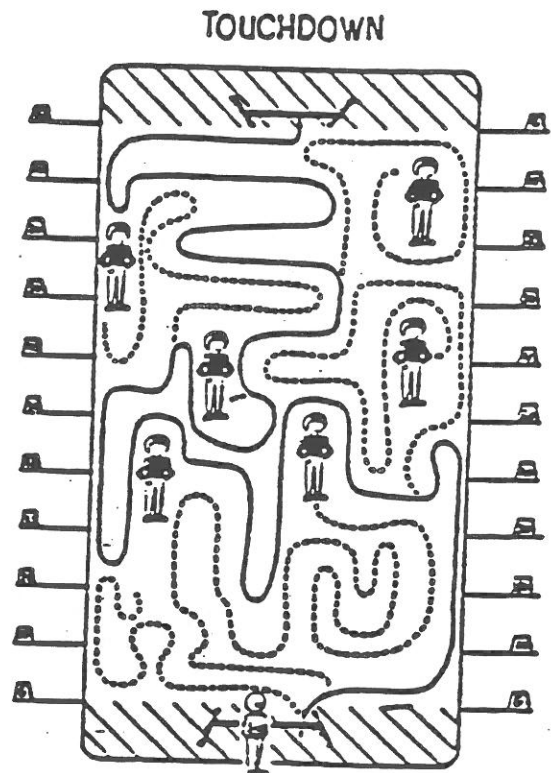
(Tune: Round the Mulberry Bush)

A block of wood, a piece of  
wire,

Just put it all together now,  
Whoops, your a genius.

You never know the size or  
shape, A piece of wood, too,

But put it all together now,  
Whoops, your a genius.





## Down at the Flagpole

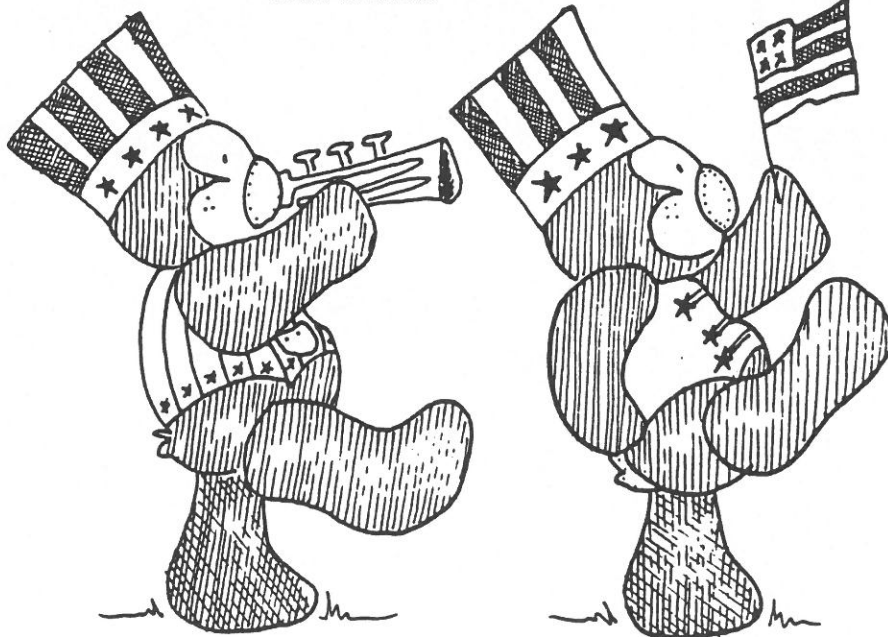
Sung to: "Down by the Station"

<sup>F</sup> Down at the flagpole <sup>C</sup> early in <sup>F</sup> morning, <sup>C7</sup>  
<sup>F</sup> We will raise our flag to honor this great <sup>C7</sup> land. <sup>F</sup>  
We will play our bells as we march around it. <sup>C7</sup> <sup>F</sup> <sup>C</sup>  
<sup>F</sup> Ring, ring, ring, ring goes our band. <sup>Am</sup> <sup>B<sup>b</sup></sup> <sup>C7</sup> <sup>F</sup>

<sup>F</sup> Down at the flagpole <sup>C</sup> early in <sup>F</sup> morning, <sup>C7</sup>  
<sup>F</sup> We will raise our flag to honor this great <sup>C7</sup> land. <sup>F</sup>  
We will play our drums as we march around it. <sup>C7</sup> <sup>F</sup> <sup>C</sup>  
<sup>F</sup> Rat-a-tat, rat-a-tat goes our band. <sup>Am</sup> <sup>B<sup>b</sup></sup> <sup>C7</sup> <sup>F</sup>

<sup>F</sup> Down at the flagpole <sup>C</sup> early in <sup>F</sup> morning, <sup>C7</sup>  
<sup>F</sup> We will raise our flag to honor this great <sup>C7</sup> land. <sup>F</sup>  
We will play our horns as we march around it. <sup>C7</sup> <sup>F</sup> <sup>C</sup>  
<sup>F</sup> Toot, toot, toot, toot goes our band. <sup>Am</sup> <sup>B<sup>b</sup></sup> <sup>C7</sup> <sup>F</sup>

Jean Warren



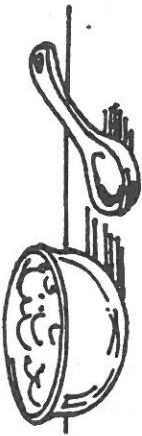
## Way up in the Sky

Sung to: "Row, Row, Row Your Boat"

<sup>C</sup> Wave, wave, wave the flag,  
Hold it very high.  
Watch the colors gently wave,  
<sup>G</sup> <sup>C</sup>  
Way up in the sky.

<sup>C</sup> March, march, march around,  
Hold the flag up high.  
Wave, wave, wave the flag,  
<sup>G</sup> <sup>C</sup>  
Way up in the sky.

Sue Brown  
Louisville, KY



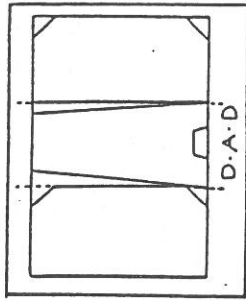
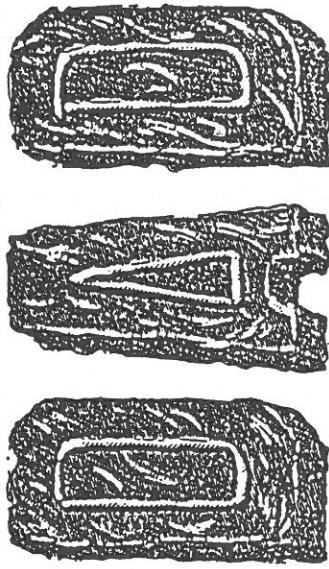
# Kids in the

# Kitchen

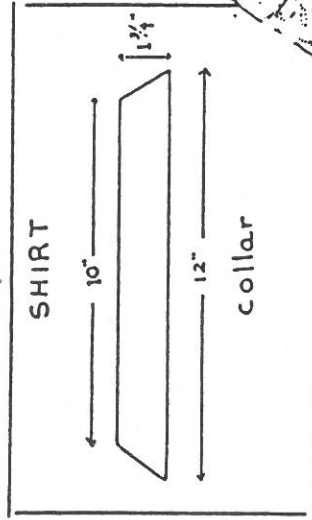
Surprise Dad on his day with a special cake!

## How to Make a Cake

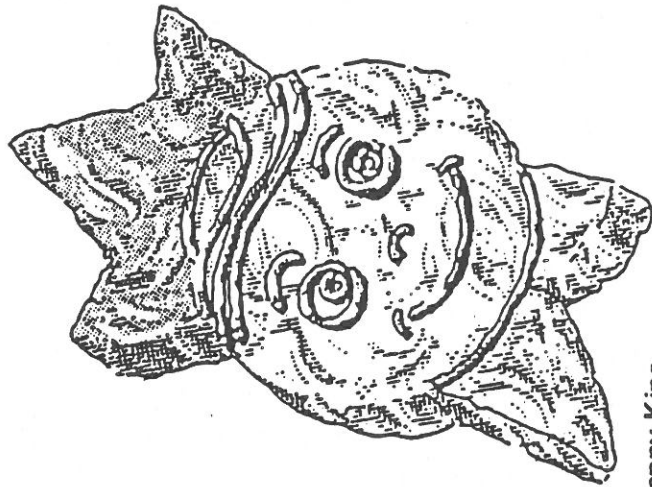
In a large bowl, mix up your favorite box cake. Pour batter into the size pan needed. (See instructions under each cake.) Bake the cake according to directions on the box. Remove from oven. When cool, remove cake from pan, and place on a foil-covered cookie sheet or large piece of cardboard. Color frosting with food coloring. Use a tube of decorating gel to draw on details.



For D-A-D  
You'll need one 9" x 12" rectangular cake. Cut cake into three equal pieces. Cut out two "D" pieces and one "A" piece as shown. Frost and decorate letters.

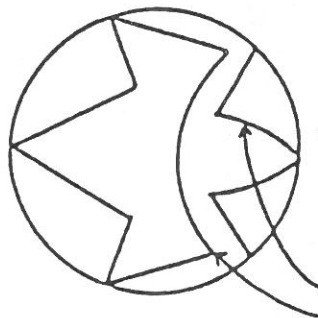


A Shirt for Dad  
You'll need one 9" x 12" rectangular cake, frosted white. For the collar, cut a 1-3/4" x 12" strip of paper. Cut ends of collar as shown. Place collar on cake, and draw on a tie. Decorate tie with stripes.

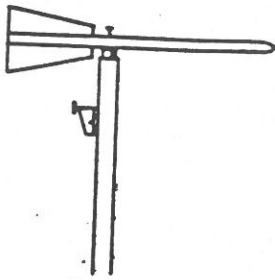


## The Happy King

You'll need two round cakes. Frost one cake for the head and face. From the second cake, cut a crown and shirt collar as shown. Put the crown next to the top of the head and the collar next to the bottom. Color frosting yellow, and frost crown and collar. Draw on hair, eyes, nose and mouth.



Use cake pan edge for curves

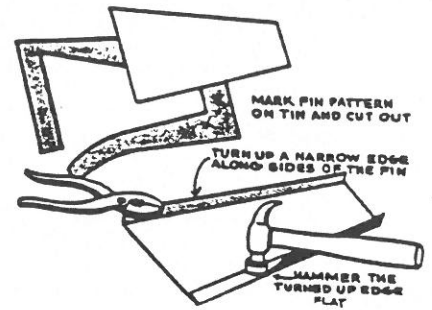


# How to Make a Weather Vane

A successful weather vane must be well balanced, must revolve easily, and have a well-marked indicator for showing true north. This weather vane is easily made, but you may need dad's help in cutting the tin pieces.

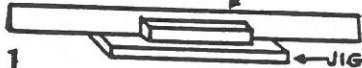
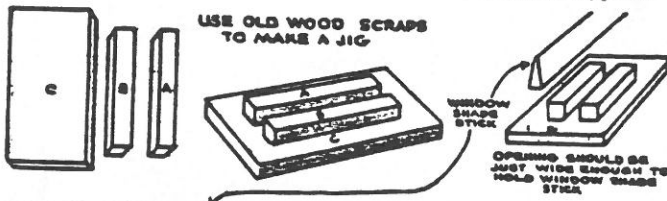
## YOU WILL NEED

- A broom handle
- A small nut
- Some four-penny nails
- The stick out of an old window shade
- Adhesive tape
- Small brads
- No. 2 tin can, or a piece of tin
- Tin snips or heavy scissors
- Pieces of scrap wood
- Hammer, saw, pliers



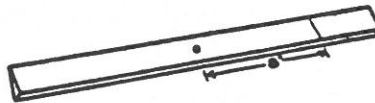
6.

Place the window-shade stick in the jig with the wide edge of the stick on top. Center the fin on the 8-inch end of the stick and nail it fast. Use very small (No. 8) brads or nails, or the wood might split.



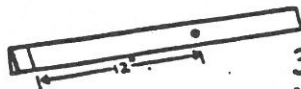
1

First, make the jig pictured above. The jig is a wooden frame used for holding the window-shade stick as you work with it. The jig takes only a few minutes to make, but it will save much time in making the weather vane.



2

Mark a line 8 inches from the rivet in the center of the window-shade stick. Now set the stick in the jig and saw the stick in two at the pencil mark.



3

Measure 12 inches from the rivet on the other end of the window-shade stick and saw the stick in two at that point.

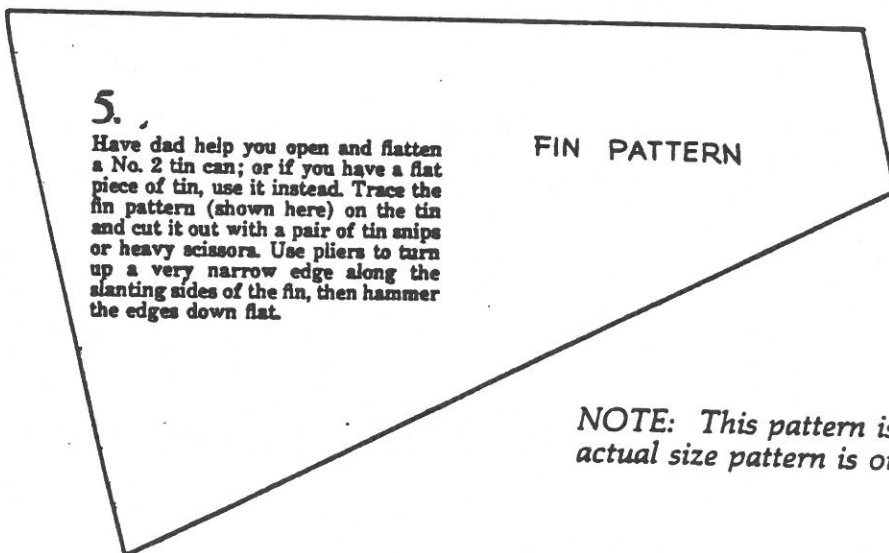
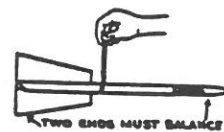


4

With a knife, sharpen the 12-inch side of the stick into a blunt point.

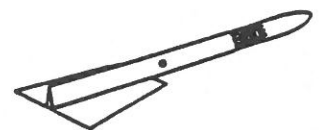
7.

At the 12-inch end of the stick, tape enough small nails to the narrow edge to balance the stick as pictured.



5.

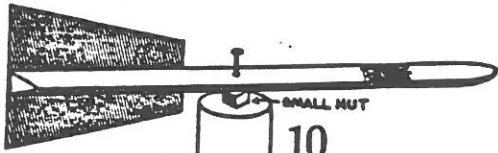
Have dad help you open and flatten a No. 2 tin can; or if you have a flat piece of tin, use it instead. Trace the fin pattern (shown here) on the tin and cut it out with a pair of tin snips or heavy scissors. Use pliers to turn up a very narrow edge along the slanting sides of the fin, then hammer the edges down flat.



NOTE: This pattern is not the correct size, actual size pattern is on back of this page.

8.

Sharpen one end of a broomstick so it can be driven into the ground. Then fold a "tin flag" around a broadhead nail. Nail the flag to the broomstick, 4 inches from the top. The flag on the broomstick is to be your "true north" indicator.

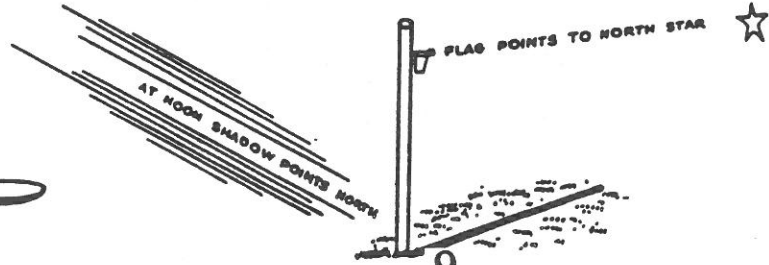


PAINT FIN AND FLAG WITH OIL PAINT TO PROTECT TIN FROM RUSTING

SMALL NUT

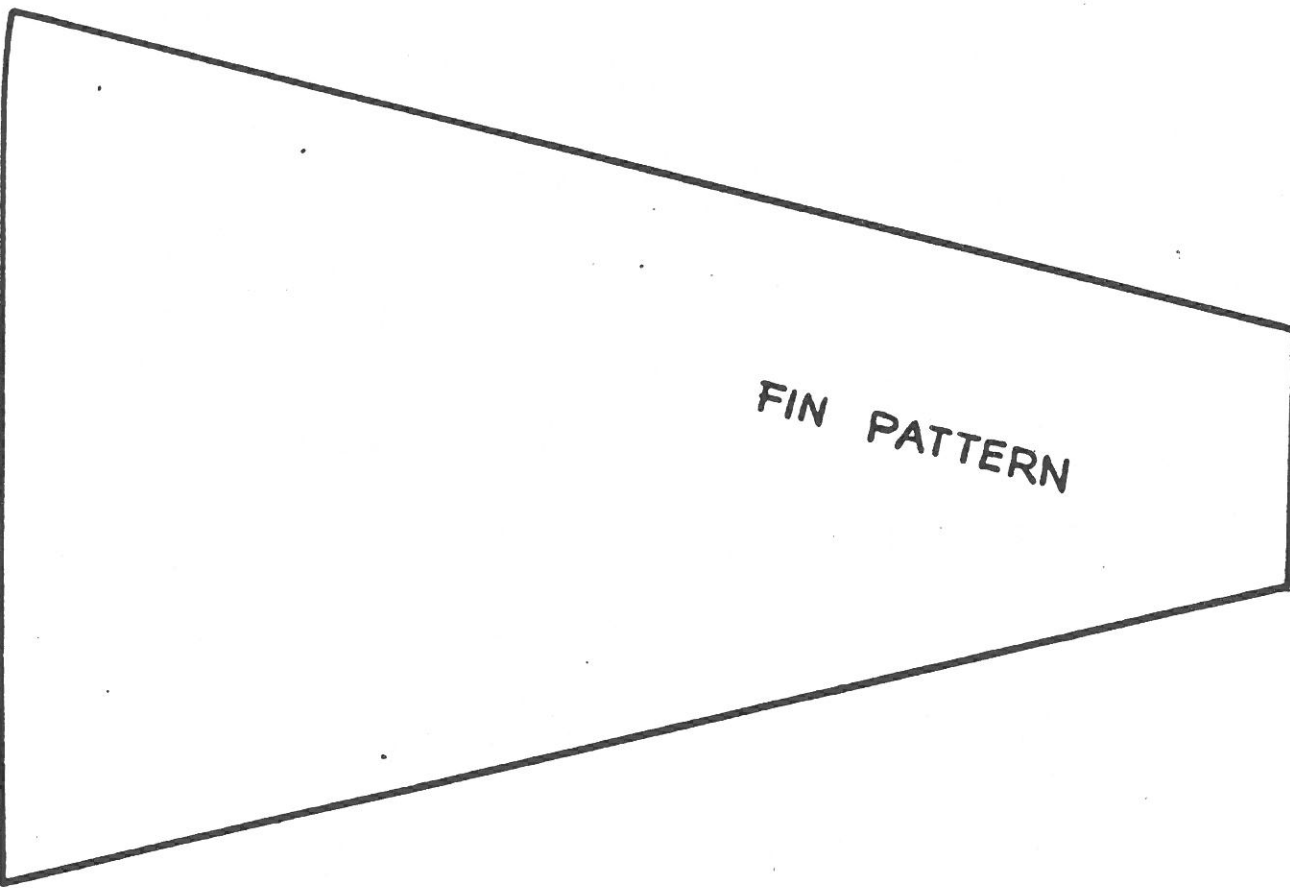
10.

Put a four-penny nail through the rivet in the wind vane, then slip a small nut over the end of the nail and hammer the nail into the top of the broomstick.



9.

Select a good spot in your yard for the weather vane. Drive the broomstick into the ground with the "flag" pointing north. Later, on a starry night, adjust the broomstick so the "flag" points directly to the North Star. On sunny days, at 12 o'clock noon, the shadow of the broomstick will also point "true north."

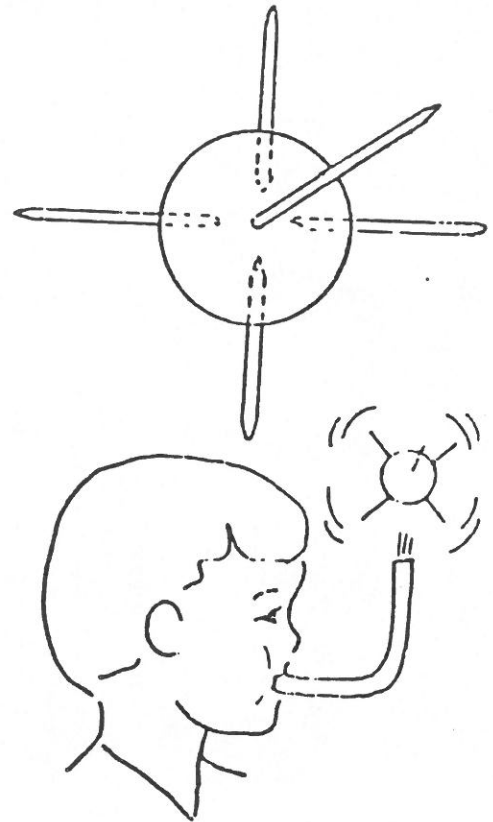


### EARTH WEATHER SATELLITE

Use a small block of foam plastic, a ball of cotton, fast-drying glue, six wooden matches or round toothpicks, about 6" of plastic or rubber tubing approximately 3/8" diameter, a pocket knife and sandpaper.

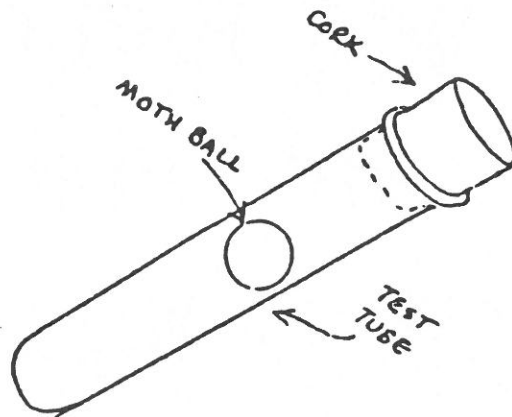
1. Carve a ball out of the foam plastic about the size of a ping pong ball. Smooth it with sandpaper.
2. Using the matches or toothpicks, make six sticks 3/4" long and 1/8" thick.
3. Push the sticks at even intervals into the foam plastic ball.

To operate the satellite, place it on the tube with one of the sticks inserted in the hole in the tube. Place the other end of the tube in your mouth and blow a steady stream of air through it. (don't blow too hard) As the satellite slowly rises, increase the air pressure. After the ball is in the air, adjust the air stream to keep the ball afloat.



### MYSTERIOUS MOTHBALL

Use a medicine vial (test tube) 10" long and 1" wide, filled to the 3/4 mark with carbonated soda water. Add a mothball and cork it tightly. As the mothball sinks to the bottom, it collects enough bubbles to make it light enough to float to the top where it loses its bubbles. The mothball keeps rising and sinking as if by magic.



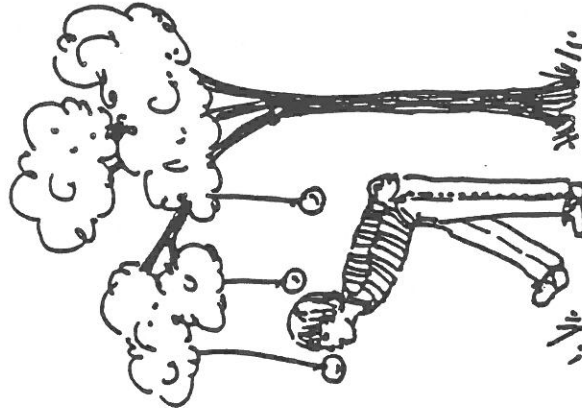


# SUMMER SPORTS CARNIVAL

## Speedway Races

For the necessary cars, use two cartons large enough for a child to get inside. Place one carton inside the other. Paint car details, such as lights, and wheels.

The contestants work in pairs, one pulling the other in the car over a set



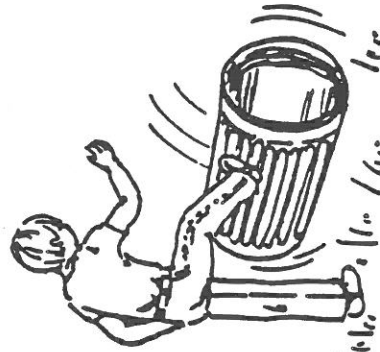
course of about 12 feet. On the return trip, the youngsters change places. The pair making the trip in the least time is the winner.

## Sugar Plum Tree

Hang marshmallows on strings at reasonable levels from a tree branch. Let each contestant, with his hands behind his back, eat as many as possible in two minutes' time. Give the winner a bag of marshmallows!

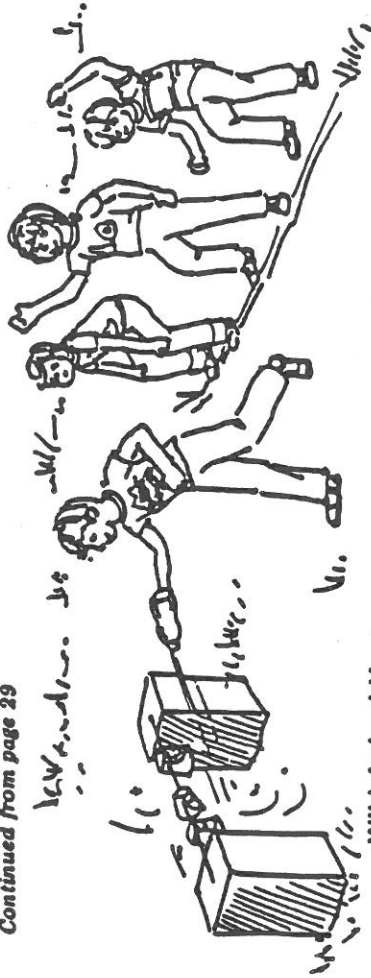
## Garbage Can Roll

Mark off a distance for the race of about 20 feet. Use a garbage can with lid removed. Each player rolls the can, using only one foot to move it to the 20-foot mark. On the return trip, the player may use both feet. This race can be run singly or in teams, as you wish.



Continued on page 30

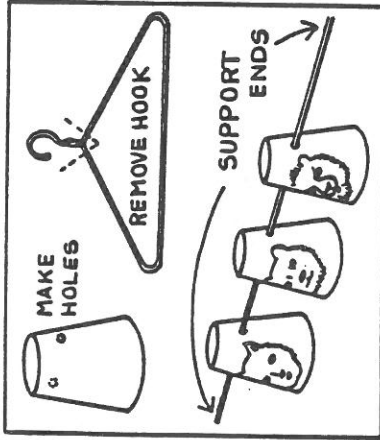
Continued from page 29



## Wild Animal Hunt

For guns, use medium-size, plastic detergent bottles with squirt tops. Fill with water for ammunition.

Invert plastic foam cups and draw on heads of wild animals with felt tip pen, as pictured.



Remove hook from a wire coat hanger and straighten the wire. Insert wire through holes punched in opposite sides of cups about 1" from top of head. Tape ends of wire to top of two supports.

Mark a starting line about 12 feet from the animals and a second line 5 feet from animals. Players start from first line, race to second line and shoot (squirt water) at each animal head in turn until head flips over the wire. Player then returns to start.

If a player runs out of ammunition he must return to start, refill the bottle and start over.



## Balloon Race

You will need a bat or paddle for each team in this relay race. Simply glue a paper plate to the end of a flat wooden stick, such as a ruler, for a bat. Use a partially inflated balloon for the ball.

Mark a starting and finishing line possibly 12 feet apart. A player from each team, at a given signal, tosses up the balloon and bats it toward the finish line, hitting it repeatedly until reaching the finish line. If the balloon touches the ground, the player must start over.

Player carries bat and balloon as he runs back from the finish line. Player gives them to the next member of the team. First team to complete the race, of course, is the winner.



# Games for Dad's Day

## Name the Famous Fathers

The answer to each clue contains some form of the word "father."

1. Another name for Santa Claus
2. Kernel treat
3. Former TV show starring Danny Thomas
4. Lil' Abner's father
5. Soft drink brand
6. Man of the New Year
7. Song Eddie Fisher made popular
8. Goldilocks found his chair too hard
9. Famous Sailor
10. Spice
11. Former TV show starring John Forsythe
12. Back in the 50's, he was real "cool"
13. Insect
14. Tree
15. Brand of flavored colored ice
16. Priest
17. Former TV show starring Robert Young
18. Hollow bread shaped like a muffin

## Put on your thinking cap and try these games on for size!

### How well do you know Dad?

A silly game for Mom to hand out to the kids. Great to play at suppertime! (But the question is ... just how well do you know your Dad?)

1. Year of birth
2. Favorite color
3. Name of high school
4. Color of eyes
5. Favorite subject in school
6. Height
7. Weight
8. Favorite sport
9. Nickname as a kid
10. Favorite TV show
11. What makes Dad laugh the most?
12. What makes Dad the maddest?

(Answers: 1. Father Christmas, 2. Popcorn, 3. Make Room for Daddy, 4. Pappy Yokum, 5. Dad's Root Beer, 6. Father Time, 7. Oh Mein Papa, 8. Papa Bear, 9. Popeye, 10. Poppy Seed, 11. Bachelor Father, 12. Daddy-O, 13. Daddy-longlegs, 14. Poplar, 15. Popsticle, 16. Father, 17. Father Knows Best, 18. Popover)

# SHAPE UP!

Your scale may not speak, but it does tell all!  
by Terry DeMarco, Lockport, NY

**CAST:** Speaking parts: Scale and Dad. (Dad's part may also be played by a boy or girl). Non-speaking parts: extra children.  
**PROPS:** 1 scale (a standing or doctor's scale is best), any kind of brochure.

**SCENE I:** Dad, padded with small pillows in his shirt, is walking down the street and sees a scale. He stops to get weighed.

**SCALE (gruffly):** Hey! GET OFF MY BACK!

**DAD (looking around and very confused):** What is this ... some kind of joke?

**SCALE:** Believe me, your shape is no joke! You really should do something about it!

**DAD:** Like what? I don't have time to work out ... I'm a big man in my company.

**SCALE (chuckling):** You're a BIG MAN alright!

**DAD (sheepishly):** I guess I could shed a few pounds. But how do I do it?

**SCALE:** Exercise and the right diet! Take a brochure from the box. Follow it and come back in one month. (Dad takes the brochure and exits off stage.)

**SCENE II:** This scene has no speaking parts — only action parts — and the theme song from "Rocky" is played continually.

Child walks across stage with sign saying, "Week 1 - Plan a daily exercise program. Dad and two children follow behind sign carrier, jogging and exercising, until they reach the other side of the stage and are out of sight. Offstage, one pillow is removed from Dad's shirt.

Child walks across stage with sign saying, "Week 2 — Eat three well balanced meals a day." Dad and 4 children follow behind, jogging faster and doing a few new exercises. Backstage, another pillow is removed from Dad's shirt.

Child walks across stage with sign saying, "Week 3 -Get plenty of fresh air and sunshine." Dad and 6 to 8 children follow behind, really exercising now. Backstage, another pillow is removed from Dad's shirt.

Child walks across stage with sign saying, "Week 4 - Get plenty of rest." Dad and 8 to 10 children follow behind, jogging to center stage. They fall down exhausted and pretend to be asleep. After a few seconds, Dad and children get up and sleep walk off stage. Backstage, all pillows are removed from Dad's shirt.



**SCENE III:** Dad is jogging down the street in satin boxer shorts. Rocky's theme song is still playing in the background. He sees the scale and hops on to get weighed.

**DAD:** Wow! I've lost 15 pounds. Well, Mr. Scale, what do you have to say now!

**SCALE (speaking like Rocky):** And now ... in my corner ... the first lightweight champion on our block ...

**DAD:** Is that all?

**SCALE (very politely):** There is one more thing. Please, sit, would you mind getting all that muscle OFF MY BACK! (Dad jumps off and takes a bow. Theme song music swells as entire cast comes on stage for their bows.)

## GAMES

Who Invented It? Each of the following inventions has played an important part in modern industrial development. Who invented each of them?

- |               |                      |                 |
|---------------|----------------------|-----------------|
| 1. Telephone  | 5. Power Loom        | 9. Nylon        |
| 2. Phonograph | 6. Steamboat         | 10. Thermometer |
| 3. Telegraph  | 7. Reaper            | 11. Penicillin  |
| 4. Dynamite   | 8. Vulcanized rubber | 12. Airplane    |

Answers: 1. Alexander Graham Bell 2. Thomas Alva Edison 3. Samuel F. B. Morse 4. Alfred Nobel 5. Edmund Cartwright 6. Robert Fulton 7. Cyrus McCormick 8. Charles Goodyear 9. The DuPont Company 10. Galileo Galilei 11. Sir Alexander Fleming 12. Wilbur and Orville Wright.

Lift The Cube Put an ice cube in a glass of water. Have a salt shaker handy. Ask a Cub Scout to try to lift the ice cube out of the glass with a string but without tying a knot.

Solution--- Sprinkle salt on the ice cube and lay the string over it. The salt will melt a little ice, and when it freezes again, the string will stick to the cube. Then lift it out.

### Who Collects What?

- |                       |                   |
|-----------------------|-------------------|
| 1. Rock Hound         | A. Stamps         |
| 2. Folk Singer        | B. Recipes        |
| 3. Numismatist        | C. Times Table    |
| 4. Ham Radio Operator | D. Coins          |
| 5. Cook               | E. Old Furniture  |
| 6. Lexicographer      | F. Call Numbers   |
| 7. Philatelist        | G. First Editions |
| 8. Antique Collector  | H. Ballads        |
| 9. Railroad Buff      | I. Obsidian       |
| 10. Book Lover        | J. Words          |

Answers: 1-I, 2-H, 3-D, 4-F, 5-B, 6-J, 7-A, 8-E, 9-C, 10-G

### Head Word

Equipment: paper and pencils for each individual. Instructions: The leader writes a word or phrase from which the boys make as many words as possible in a timed period. An example is Lord Baden Powell; rod, ball, bad, pole, etc.

### Toothpick Pickup

Dump a pile of cocktail toothpicks on a table. Each player tries to pick up five toothpicks, using the corresponding fingers from each hand; right thumb and left thumb, right index and left index, etc. Winner is the first to finish, holding each of the five toothpicks between matched fingers or thumbs.

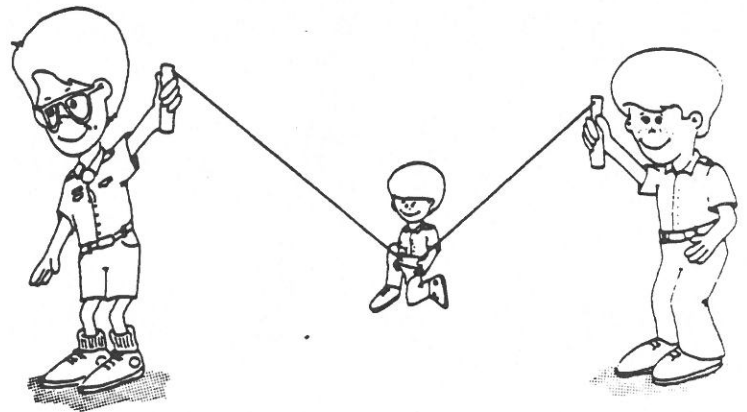
# BALLOON LAUNCH

*An outdoor game designed for a minimum of seven participants. It requires coordination and lots of team work.*

**EQUIPMENT NEEDED:** water balloons  
one ten x ten foot sheet of heavy plastic for the target  
materials for water balloon launcher  
two dowels one inch x six inches  
two, four feet long surgical tubing  
one, eight to nine inch plastic funnel.

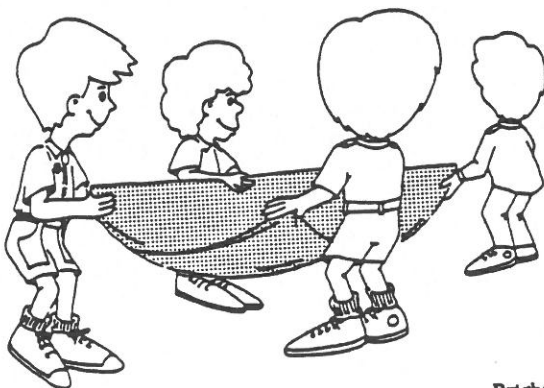
Three participants man the launcher and four participants man the ten x ten foot target.

**The launch:** Two players hold the handles with arms extended upward. The third player of the launch team loads the water balloon into the launcher and pulls down, being careful not to allow his body or head to lean over the path of the launcher. As he lets go the balloon is launched high into the air.



**The target:** Each of the four remaining players take a corner of the target. As the balloon is launched, they must move together as a team to catch it. The object of the game is to not only catch the balloon, but do it without letting it break.

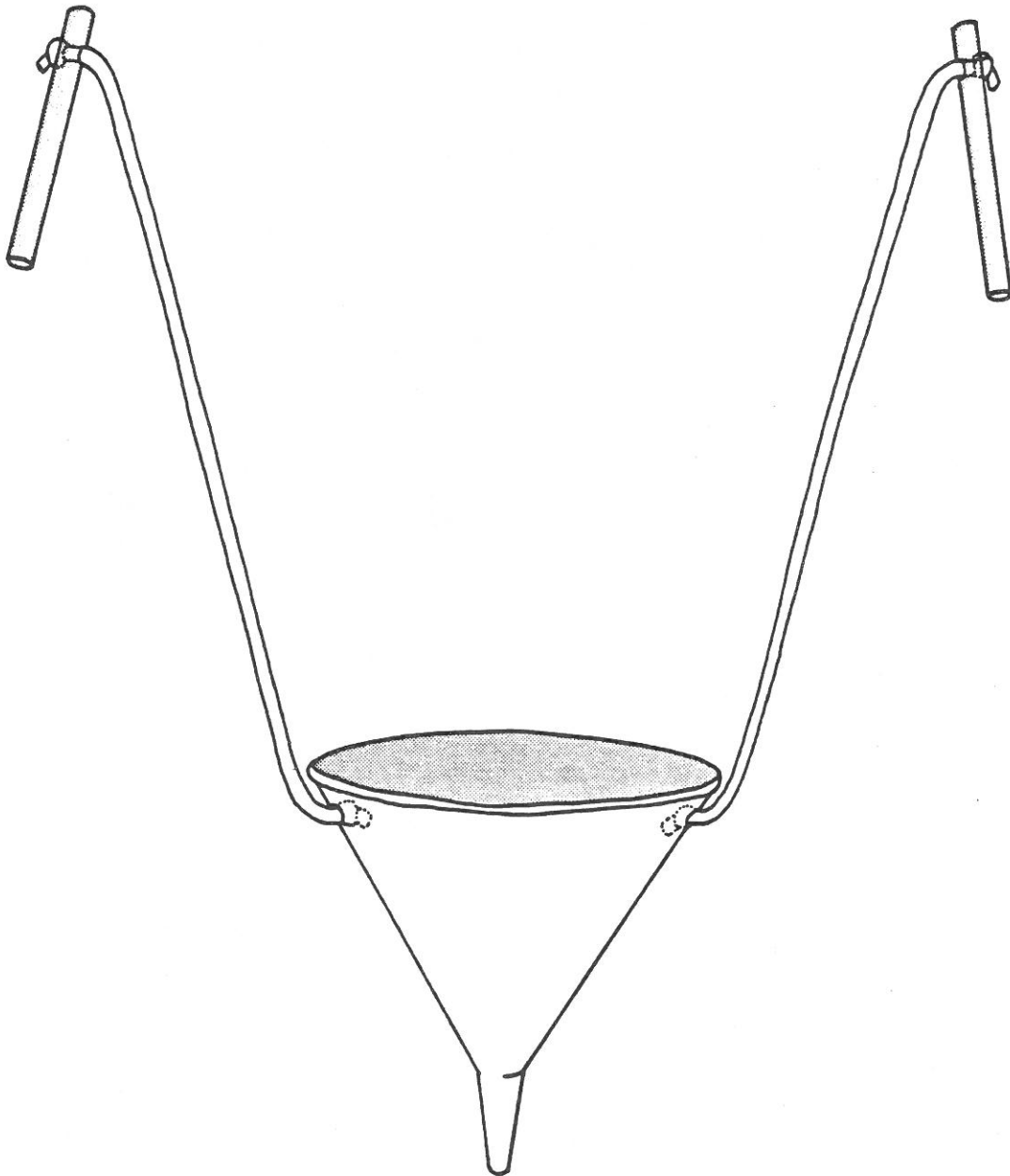
Prizes may be awarded by the leader for successful launches, catches, and good teamwork.



## COOPERATION GAMES

The launcher: Drill a hole going completely through both dowels. Drill two holes at the widest edge of funnel directly across from each other.

For each handle insert surgical tube in one hole, bring it through the other hole, and tie a knot in the tubing.





## Brain Teasers

Which is heavier, a pound of feathers or a pound of gold? (Be careful, because there is more to this than meets the eye. The correct answer is feathers, as gold and other precious metals are weighed in Troy weight - which has only twelve ounces to the pound, feathers however, are weighed in Avoirdupois weight - sixteen ounces to the pound.

Can water ever run uphill? (Yes, into a sponge)

A man asked: "How old are your boys, John and Bill?" The dad replied: "John is 24 years and Bill doesn't like to tell his age, but John is twice as old as Bill was when John was as old as Bill is now." What's Bill's age? (Bill is 18)

## Secrets

The mind reader gives blank strips of paper to 8 different people. Six are asked to write the name of a Cub Scout on theirs. Two are asked to write the name of a den leader. Each person folds his paper to hide the name written on it. The mind reader collects them on a plate. One at a time he places them to his forehead - closing his eyes he concentrates - then says "My powers tell me this is the name of a Cub Scout." The strip is then opened and the name is read - or the Scout may say: "I have a feeling this is the name of a den leader." Each strip is identified in a like manner.

How this is done---Tear a strip of heavy paper into eight strips. Notice the two end strips have one smooth edge and one rough edge. The others have two rough edges. When you hand the end ones out ask for den leaders. When you pass out the ones with two rough edges ask for Cub Scout names. As you press them to your forehead, remember those with one smooth edge are Den Leaders, the others are Cub Scouts.

## The Case of the Locked Room

Just as John Archer reached his apartment door, he heard the tinkle of breaking glass. "What has happened?", he asked himself as he hurried to unlock the door. His cat, Tom, brushed him in welcome, but John Archer had no time for welcomes. There on the floor, lay Mollie and Ben! "Thank goodness, they are still breathing", said John. "Their lives can be saved." "Poor Mollie! Poor Ben! Who could have done this dastardly deed? All the windows were locked. The only other way to get in was through the door. The only key to the door was in John's pocket. Nevertheless, there they lay on the livingroom floor amid broken glass and a pool of water. Yet John knew at once who the criminal was. Can you figure out what happened --- and how?

**Answer:** The deed was done by Tom, John Archer's cat! The victims were the goldfish. The sound of breaking glass was that of Tom breaking the fishbowl. The pool of water on the livingroom floor was the water from the fishbowl.

## Tongue Twister

Jasper the genius genially jogged and jumped joyously.

# GOOD IMPRESSIONS

A rubbing is a picture made by holding a piece of paper over a raised or textured surface and rubbing it with a crayon. The result is a picture of the object.

## EQUIPMENT

A piece of paper for each player (Have a few extra pieces on hand for those who make mistakes or who are very prolific.)

A crayon for each player

## SITUATION

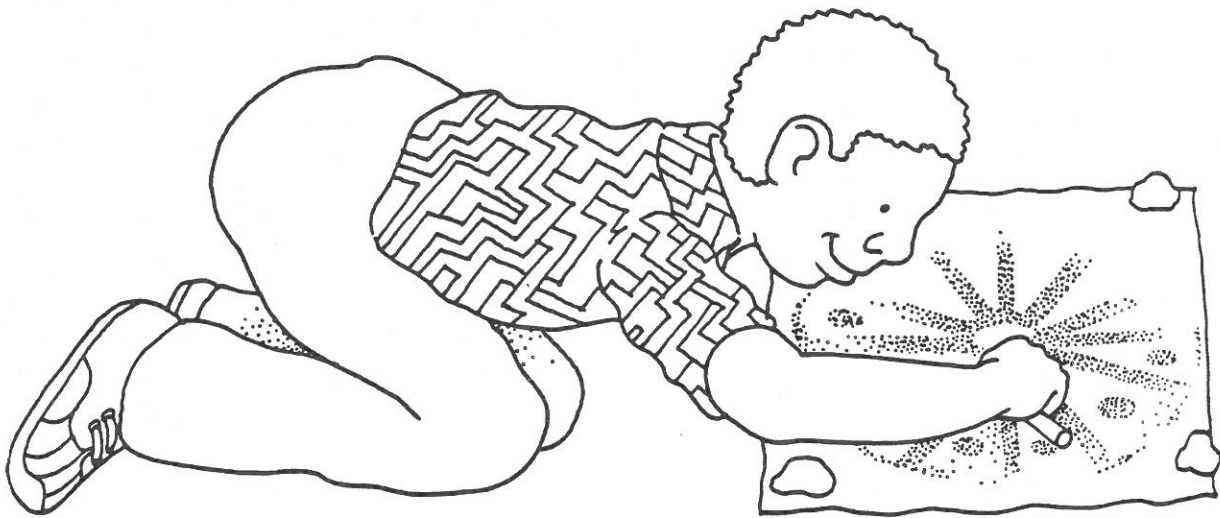
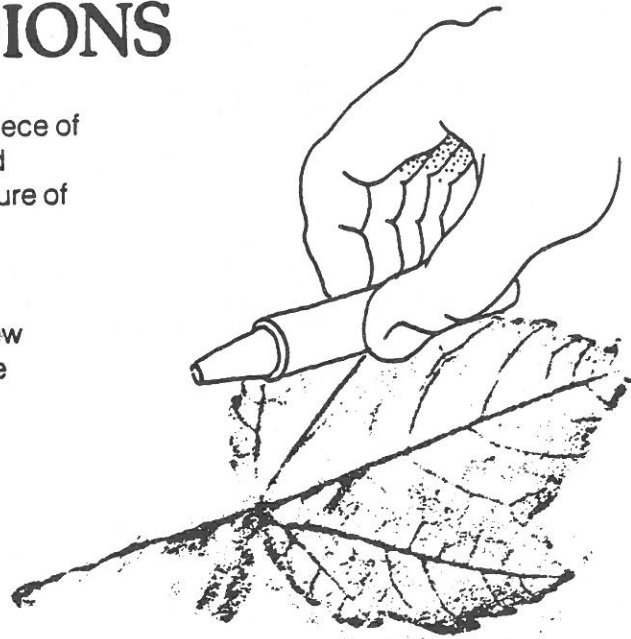
A relief or textured surface

## TIME

30 minutes

## DIRECTIONS

1. Give each player a piece of paper and a crayon.
2. With players, search around the area for things to rub such as metal plaques on buildings, cornerstones, architectural decorations, sewer covers, tombstones (a traditional favorite), or leaves on the sidewalk. Anything flat with a texture will work.
3. When everyone has found a surface to rub, first brush off the rubbing surface. Next, peel the wrapper off the crayon and hold the paper firmly over the object. Rub the side of the crayon over the surface. Don't bear down too hard—rubblings will look nicer.
4. After players have completed their rubbings, collect them. Show each one to the group. Have players give their impressions of each, guessing where each rubbing came from and the places that seem best to rub.



The Wonderful Dr. Wonderful

SKITS

Cast: Master of ceremonies, Dr. Wonderful, as many Cubs as you need for "stooges" for Dr. Wonderful's tricks.

Master of Ceremonies: (read) Ladies and gentlemen. We are very lucky tonight. We have with us a great genius. This amazing man will show you feats of brain power and magic beyond your wildest dreams. Now may I present the wonderful Dr. Wonderful.

DR. WONDERFUL: Appears in a magician's costume - dress suit, top hat or turban, mustache and beard - and stands beside a table where all the equipment for his tricks is set up.

DR. WONDERFUL: Thank you, thank you. I hope this group is smarter than the last - (He stops as a Cub wanders across the stage drinking from a bottle of soda with a straw). Hey, what are you doing wandering in here interrupting my stupendous magic act?

CUB #1: Just drinking my soda.

DR. WONDERFUL: Come here. I'll bet you that bottle of soda that I can do something with it that you can't do.

CUB #1: OK!

DR. WONDERFUL: Can you lift that bottle by the drinking straw?

(Cub tries to lift the bottle and fails)

DR. WONDERFUL: (Performs trick #1 and Cub #1 goes away) I can see I'll have to keep it simple for this group. You there. (Calls Cub#2) You can have the soda if you can tell me how many sides there are to this piece of paper.

CUB #2: Two sides.

DR. WONDERFUL: Sorry, you are wrong. There is only one.

CUB #2: Two sides!

DR. WONDERFUL: Ok, mark them. (Dr. Wonderful performs trick #2)

DR. WONDERFUL: Well, I'm going to have to make the tricks very, very simple for this crowd. You there. (Calls out Cub #3) Here's a very simple problem. (He works trick #3) Excuse me, ladies and gentlemen, I have a slight cold and I can't seem to find my handkerchief. (Looks through his pockets, then works trick #4)

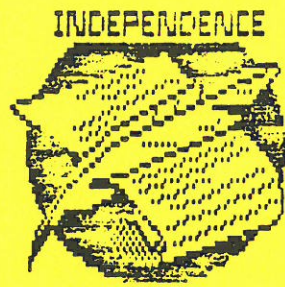
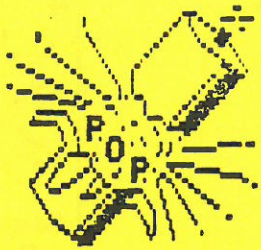
CUB #4: Oh, doctor, I feel sick. I don't know what's the matter.

DR. WONDERFUL: Sit down. Let me look at you. Aha! Just as I thought. Your shirt is too tight. (he works trick #5) Thank you very much. I like an audience that gives me the shirt off its back. (He bows. Curtain).

## BOY WITH A BRIGHT IDEA

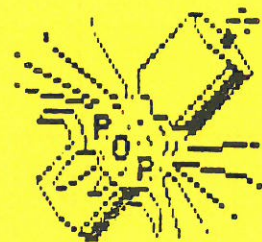
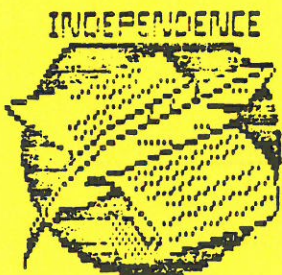
- Characters:** 3 - 4 boys (or you can add on to make more).
- Scene:** First boy is sitting on the chair. Toys and clothes are scattered around the room. He is in deep thought. Several of his friends have come over to see him.
- They enter.
- All Boys:** Hi \_\_\_\_\_! What are you doing?
- 1st Cub 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.





**JULY  
1992**

**FUN  
IN  
THE  
SUN**





# July 1992

SUNDAY

MONDAY


TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

1 <i>Dominion Day (Canada)</i>	2	3	4  <i>Independence Day</i>
---------------------------------------	---	---	---

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	

June

S	M	T	W	T	F	S
	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				

August

S	M	T	W	T	F	S
						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					

## ALL THE "Y" APPLAUSES WE COULD FIND

### NOTES

**YELL APPLAUSE —** Have group yell as loud as they can as long as your hand is up and stop when hand is at your side, vary the level of the yell by raising or lowering the hand!!!

This applause is best done outside!!!

**YELL AND CLAP APPLAUSE** Same as above except add the clapping.

**YELL AND STAMP FEET APPLAUSE —** Same as above except instead of clapping, stamp your feet!!!

**YELL STAMP FEET AND CLAP** Same as above except combine all three motions.

**YELL (HANKERCHIEF) APPLAUSE —** Same as Yell Applause except yell when the hankerchief is in air when it hits ground or is caught, stop yelling!!!

**YELL AND CLAP (HANKERCHIEF) APPLAUSE** Same as above except add clapping.

**YELL, CLAP, STAMP FEET (HANKERCHIEF) APPLAUSE** Same as above except add all three motions.

**YELLOW, GREEN AND RED APPLAUSE —** Divide group into three sections: give each a color, as you point to their section they are to yell out their color, vary the speed and direction or you can see how loud each section can yell against each other section, then say: "Let's see if we can rock the rafters," and have all three yell their color at once as loud as they can.

**YELLOW, GREEN AND RED APPLAUSE II —** Same as above except: point to each section in a rhythm and a chant: "Yellow, green, red; yellow, green, red; yellow, green, red!!!" Vary speed and volume by raising your hands or lowering them, stop the applause by placing hands down by your sides.



## It's the Fourth of July

Sung to: "Row, Row, Row Your Boat"

<sup>C</sup>  
Eat, eat, eat the food,

It's picnic time once more.

Hot dogs, burgers and apple pie,

Let's <sup>G</sup>hope the rain won't <sup>C</sup>pour!

<sup>C</sup>  
Play, play, play the games,

The gang's together now.

Racing, throwing, pitching, rowing,

Please <sup>G</sup>now take a <sup>C</sup>bow!

<sup>C</sup>  
Bang, pop, crackle, hiss!

The fireworks light the sky.

We all are here to celebrate,

Because it's <sup>G</sup>Fourth of <sup>C</sup>July!

**Debra Lindahl**  
Libertyville, IL

## On Independence Day

Sung to: "Mary Had a Little Lamb"

<sup>C</sup>  
Fireworks go snap, snap, snap!

<sup>G7</sup>  
Crack, crack, crack! <sup>C</sup>Zap, zap, zap!

Fireworks make me clap, clap, clap

<sup>G7</sup>  
On Independence <sup>C</sup>Day!

**Barbara Paxson**  
Warren, OH

## Hurrah for July Fourth!

Sung to: "The Muffin Man"

<sup>F</sup>  
Oh, hurrah for July Fourth,

<sup>G7</sup> July Fourth, <sup>C7</sup> July Fourth.

<sup>F</sup>  
Oh, hurrah for July Fourth,

<sup>G7</sup> It comes just once a year. <sup>C</sup> <sup>F</sup>

<sup>F</sup>  
Let's go to the picnic,

<sup>G7</sup> The fireworks, the parade. <sup>C7</sup>

<sup>F</sup>  
There's so much to do today,

<sup>G7</sup> To celebrate <sup>C</sup>Independence Day! <sup>F</sup>

**Patricia Coyne**  
Mansfield, MA



# Tissue Box Mailbox

## Materials

Patterns (p. 16)

$4\frac{3}{4}$ "  $\times$   $9\frac{1}{2}$ "  $\times$  3" facial tissue  
box

X-acto knife

Art paper:

12"  $\times$  18" blue (box)

7"  $\times$  6" white (eagle)

$2\frac{1}{2}$ "  $\times$  9" yellow (stars)

4"  $\times$  6" red (flag)

Hole punch

Brass fastener

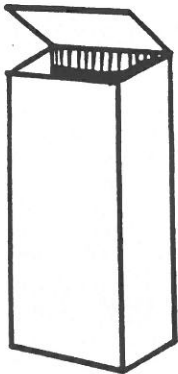


Figure A

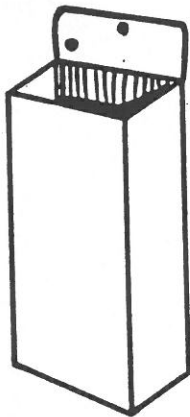
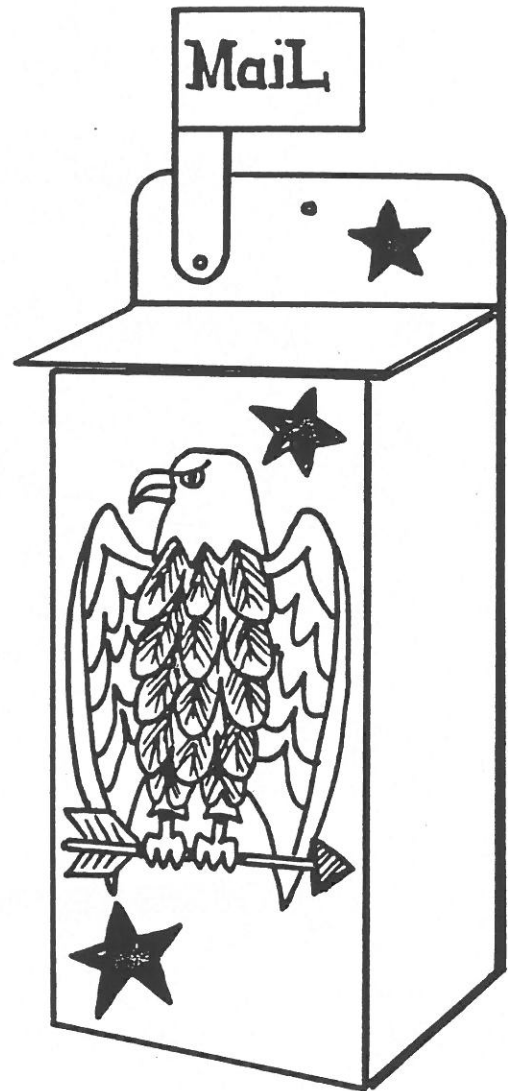
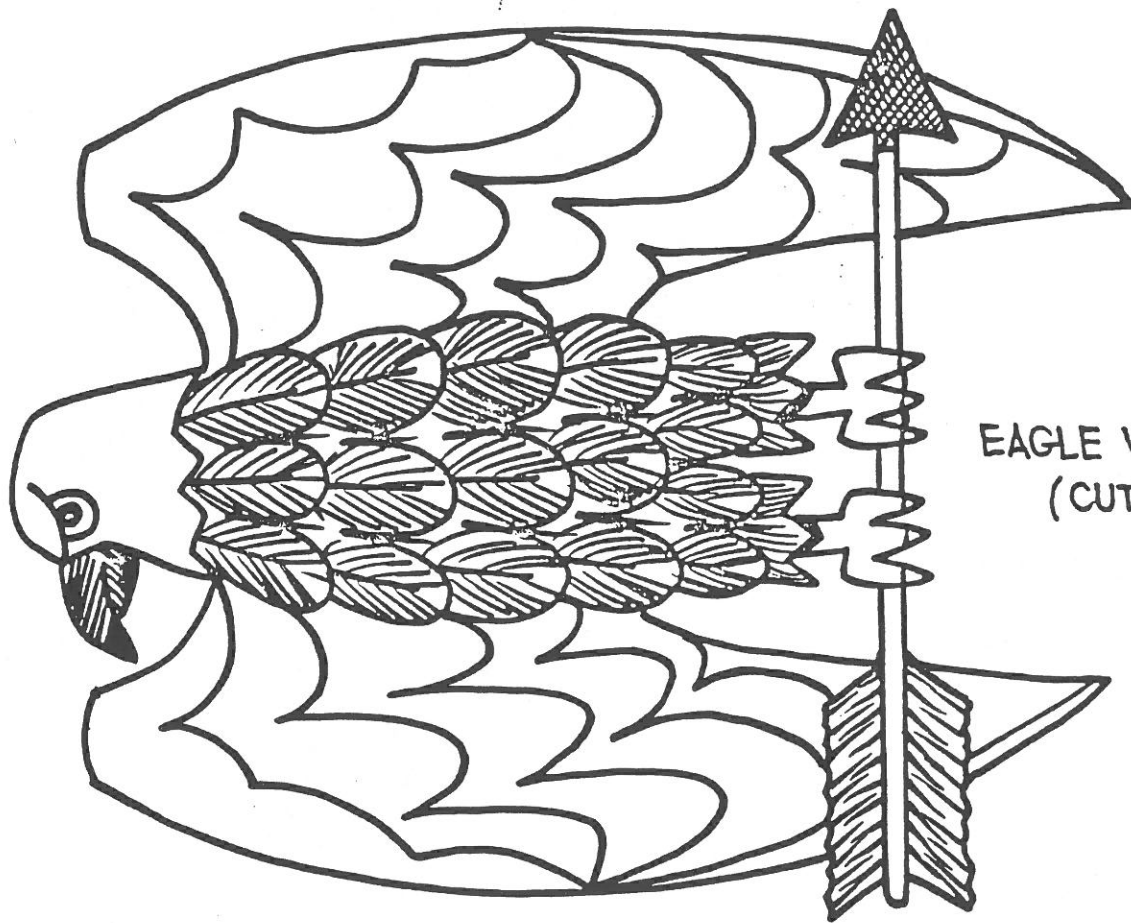


Figure B



## Procedure

1. With X-acto knife, cut one end of box to make flap (fig. A).
2. Cover outside and flap with blue paper. Glue in place.
3. Trace patterns on art paper and cut out.
4. Draw details on eagle and color with crayons or felt pens.
5. Glue eagle and stars on box as shown.
6. Print letters on flag with black felt pen. Punch two holes on flap—one to hang mailbox and the other to attach brass fastener and flag (fig. B).

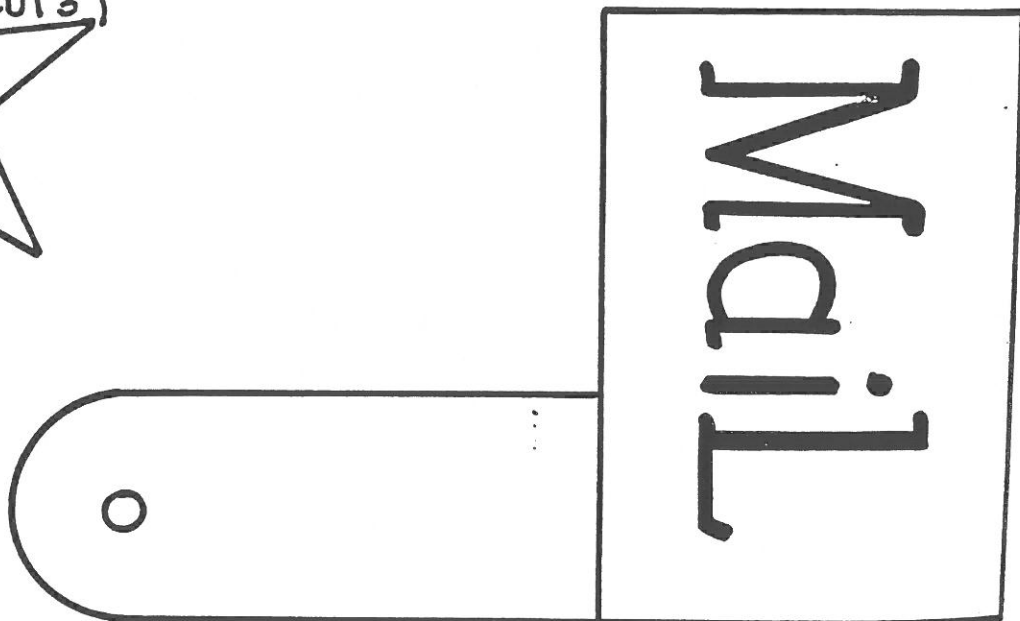


EAGLE WHITE  
(CUT 1)



STARS YELLOW  
(CUT 3)

FLAG-RED  
(CUT 1)



Tissue Box Mailbox



# Things to Make

## Statue of Liberty

By Matthew Stockton

Wash and dry a detergent bottle. Cut the arms, torch, and tablet from heavy paper. Tape them in place onto the bottle.

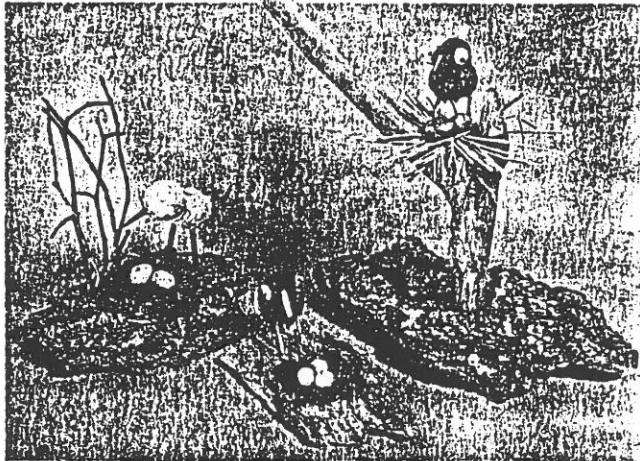
Dip a piece of cloth in a solution of half water and half white glue. Place it over a small plastic foam ball, and push the extra fabric into the spout of the bottle for the head.

Cut a circle of plain, lightweight cloth that will cover the bottle. Cut a slit in the middle

of the cloth. Dip the cloth in the glue mixture, and fit it down over the head and arms. Press the cloth up around the neck and shoulders.

Draw and cut the crown from cardboard. Cut a small circle from the center of the crown, and glue the crown to the head.

Then glue the statue to the lid of a box for a platform. Paint the whole arrangement with green paint, and let it dry.



## Nesting Birds

By Francis Wales

Collect pieces of bark from the ground as a base for the nesting bird. Glue on sticks for bushes or trees.

Paint a peanut with tempera, and let it dry. Glue on pieces of toothpicks for the legs and beak. Make eyes from circles of paper, or glue on wiggle eyes.

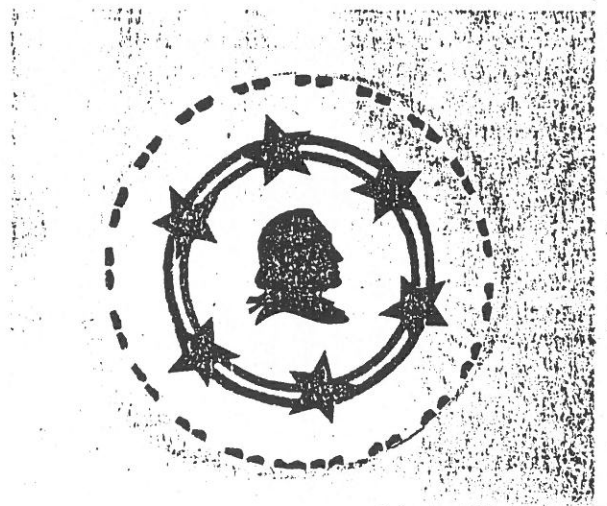
Place a blob of white glue where you want the nest. Mix little pieces of straw, grass, or hay with the glue. Let the nest dry. Color dried beans with paint, and glue them into the nest as eggs.

## Patriotic Paper Plates

By Dee Leone

Color the edges of a paper plate red, white, and blue with felt-tipped markers or crayons. Draw a red circle and a blue circle in the center of the plate. Cut out stars from red and blue paper, and glue them on in a design of your choice.

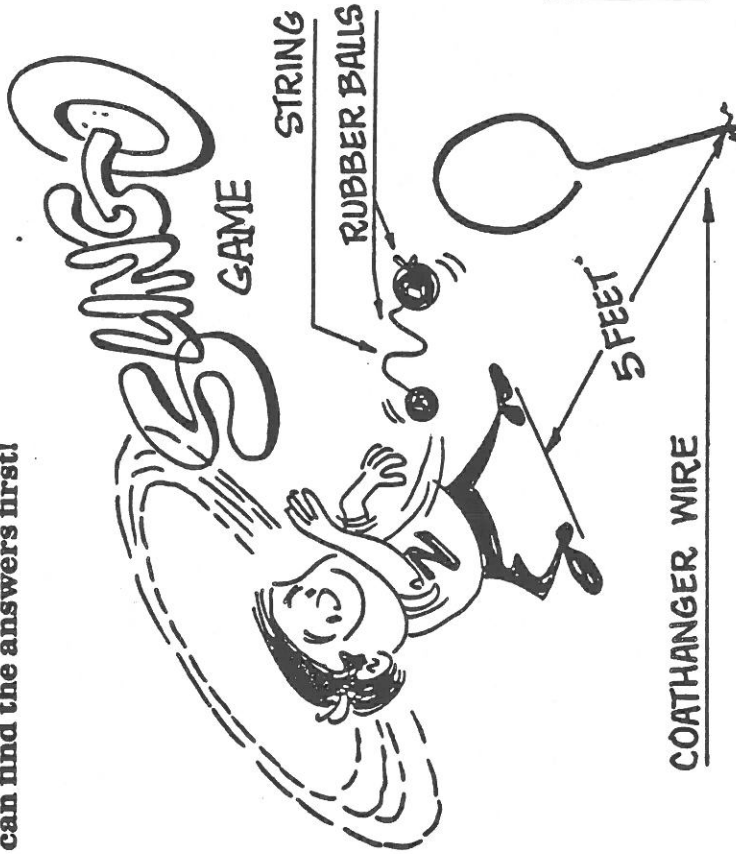
Then cut out an eagle, a flag, a president's profile, or some other national symbol, and glue it to the center of the plate. Add a yarn hanger to the back of the plate.



# Summertime Fun ... each day of the week

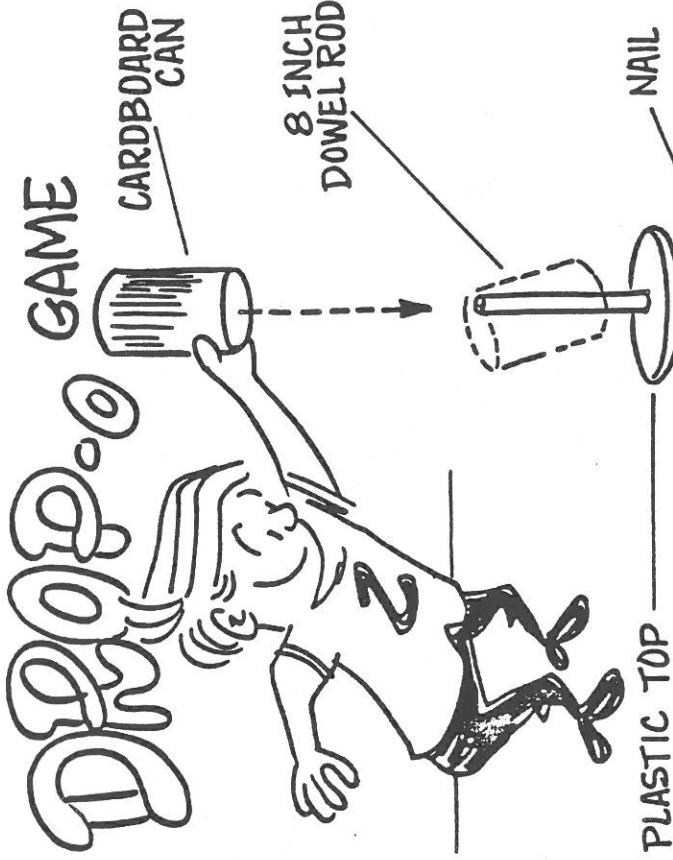
If it's sunny, you can make a game to play outdoors. Ask mom or dad to help you find the supplies needed. You may also need help using a hammer and nails.

If it's raining, try one of the word games. It would be fun having a contest with the whole family to see who can find the answers first!



HOLD THE STRING BETWEEN THE BALLS AND SWING THEM OVER THE HEAD. RELEASE THE STRING AND TRY TO GET BOTH BALLS THROUGH THE HOOP. BOTH BALLS THROUGH THE HOOP COUNTS FOR 10. ONE BALL THROUGH THE HOOP COUNTS FOR 5. MISSING COUNTS ZERO. THE PLAYER WITH THE HIGHEST TOTAL AFTER FIVE THROWS WINS.

JZANCO



PLASTIC TOP

HOLD THE CAN AS FAR FORWARD AS POSSIBLE, THEN TRY TO DROP IT OVER THE DOWEL ROD WITHOUT TIPPING THE ROD AND BASE OVER. THE PLAYER GETTING THE CAN OVER THE ROD THE MOST TIMES AFTER 15 DROPS WINS.

JZANCO

## QUOTABLE QUOTES (from page 29)

(Answers: 1. owl, 2. rock, 3. pie, 4. picture, 5. bear, 6. fox, 7. mouse, 8. lamb, 9. bee, 10. daisy, 11. turtle, 12. pig, 13. swan, 14. snout, 15. cucumber, 16. coal)

## Quotable Quotes

Edith Jensen  
Milwaukee, WI

1. wise as an \_\_\_\_\_
2. hard as a \_\_\_\_\_
3. sweet as \_\_\_\_\_
4. pretty as a \_\_\_\_\_
5. hungry as a \_\_\_\_\_
6. sly as a \_\_\_\_\_
7. quiet as a \_\_\_\_\_
8. gentle as a \_\_\_\_\_

9. busy as a \_\_\_\_\_
10. fresh as a \_\_\_\_\_
11. slow as a \_\_\_\_\_
12. fat as a \_\_\_\_\_
13. graceful as a \_\_\_\_\_
14. white as \_\_\_\_\_
15. cold as a \_\_\_\_\_
16. black as \_\_\_\_\_

ANSWERS ON PAGE 40

**Vacation Puzzle**

Phyllis Joy Persun  
Bellwood, PA

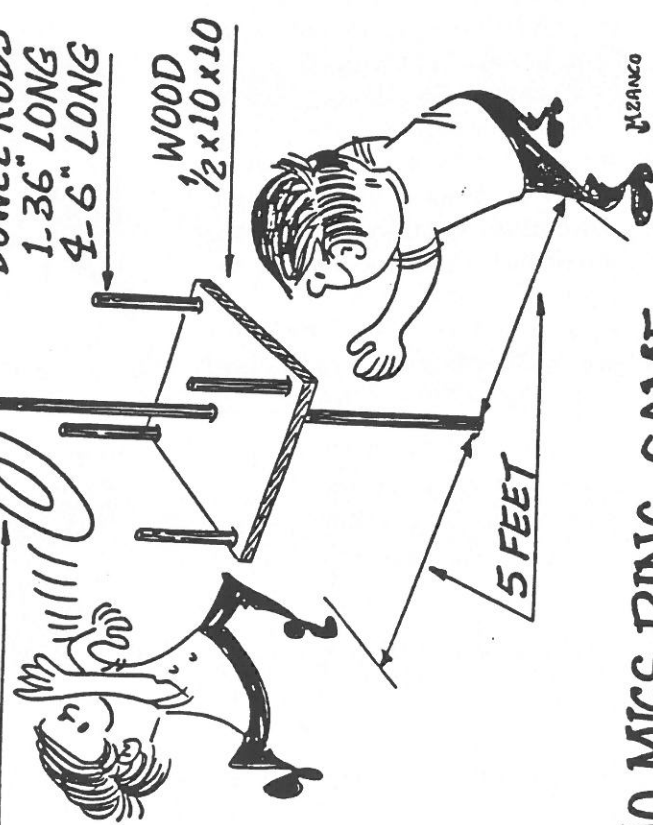
Fill in the missing letters to spell out a secret message.

- state
- body of water
- home of the President
- Rocky \_\_\_\_\_
- white precipitation
- smaller bodies of water
- mallards
- Florida amusement park
- cartoon character
- opposite of city

W O \_ \_ H \_ \_ T \_ N  
 W \_ \_ T E \_ H \_ \_ A N \_ E  
 S \_ \_ \_ \_ W \_ \_ A \_ \_ S  
 D U \_ \_ K \_ \_  
 D \_ \_ S \_ \_ Y W \_ \_ L D  
 M \_ \_ K \_ \_ E \_ \_ M \_ \_ S \_ \_ E \_ \_  
 C \_ \_ \_ \_ N \_ \_ \_ Y

LUKO S. TOCHS : (Secret Message)

PLASTIC LID WITH HOLE CUT OUT



**NO MISS RING GAME**

MZANCO

**CAN CAN GAME**

PING PONG BALL



PUT THE BALL IN ONE CAN THEN FLIP IT OVER THE HEAD AND TRY TO CATCH IT WITH THE OTHER CAN. THE PLAYER WITH THE MOST CATCHES AFTER 20 FLIPS WINS.

MZANCO

Man, Oh Man

Virginia Kroll  
Hamburg, NY

Read the clues, then write down the occupation. Remember, each answer ends with the word "man."

- keeps law and order
- a fair player, a happy winner, a good loser
- navy, army, air force, marines
- fight's fire
- representative of the people
- born in Great Britain
- rides on a long-legged animal that trots, cantors and gallops
- speaks for someone else
- made of cold, white, wintry precipitation

MAN, OH MAN (from page 31)  
 (Answers: 1. policeman, 2. sportsman, 3. ser-  
 viceman, 4. fireman, 5. congressman, 6. En-  
 glishman, 7. horseman, 8. spokesman, 9.  
 snowman)



# Things to Make

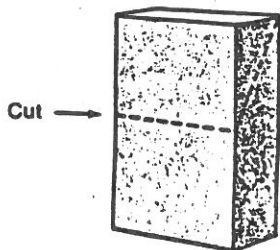


**Mailbox**

By Norah Grubmeyer

Use a small, sturdy box such as one from hot cereal. Cut the top off. Draw a line across the front of the box about three inches down. Then draw lines on the sides of the box from the three-inch mark to the top of the back panel. Cut along this line, as shown in the diagram below.

Decorate the mailbox with pictures cut from old magazines, showing people on vacation, swimming, camping, bicycling, or fishing. Punch a hole at the top of the mailbox so it can be hung on the wall. Store the letters and postcards you have received from friends during the summer.



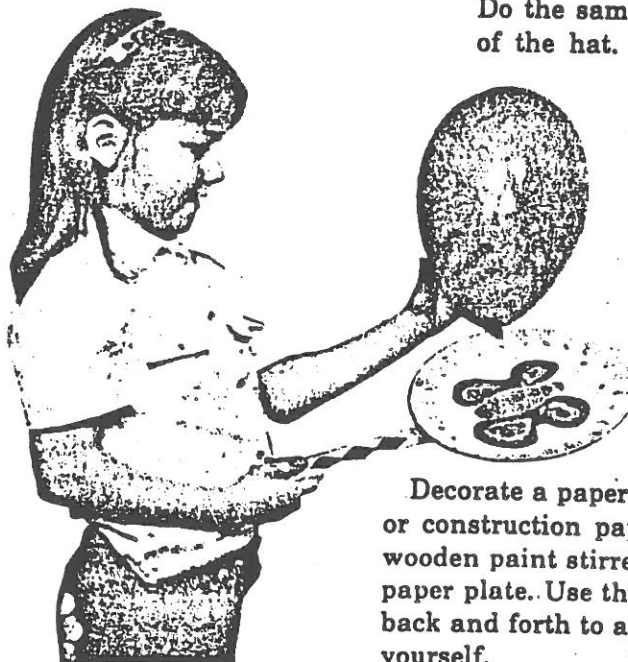
**Party Hat**

By Patsy N. Zimmerman

Cut a wide strip of poster board long enough to fit around your head. Staple the two ends together. Place this on another piece of poster board, and draw around the circle. Measure about two inches out from the circle you have just drawn, and draw

another circle. Cut out on both lines, as shown in the diagram above.

Cut eight tabs, one inch wide and two inches long, from poster board. Fold them in half. Glue one half of each tab to the large circular piece. Then glue the other half to the inside of the hat, as shown in the diagram. Do the same to attach the brim of the hat.



**Balloon Bat**

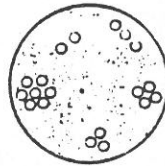
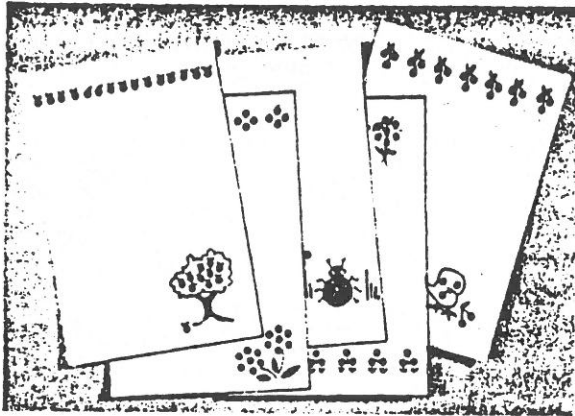
By Lory Golden

Decorate a paper plate with markers or construction paper. Glue or tape a wooden paint stirrer to the back of the paper plate. Use this to pass a balloon back and forth to a partner, or play by yourself.

## Stencil-Art Stationery

By Nellie deVries

Cut the rim off a clear plastic margarine or whipped topping lid. Using a paper punch, put holes in the lid to make a design. Place the lid on a plain piece of paper. Color through the stencil with colored pencils or crayons. Create your own unique design.



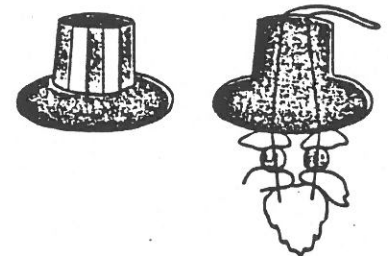
## Uncle Sam Mobile

By Deanna Peters

Celebrate America's birthday by making a mobile of Uncle Sam.

Cut two hats out of blue construction paper. Decorate each hat with red and white stripes cut from construction paper, as shown in the diagram. For a hatband, cut a strip of blue construction paper. Cut out three white stars, and glue them onto the hatband for decoration.

Next, cut four eyebrows, four eyes, four mustache pieces, and two beards from paper. Cut two pieces of string as long as your arm. Tie them together at one end. Lay one hat, two eyebrows, two eyes, two mustache pieces, and one beard facedown, and place the strings as shown in the diagram. Glue the strings in place, and add the other pieces of Uncle Sam on top. Cut and glue small circles of black paper to the centers of the eyes.



## Juice-Cap Wind Chimes

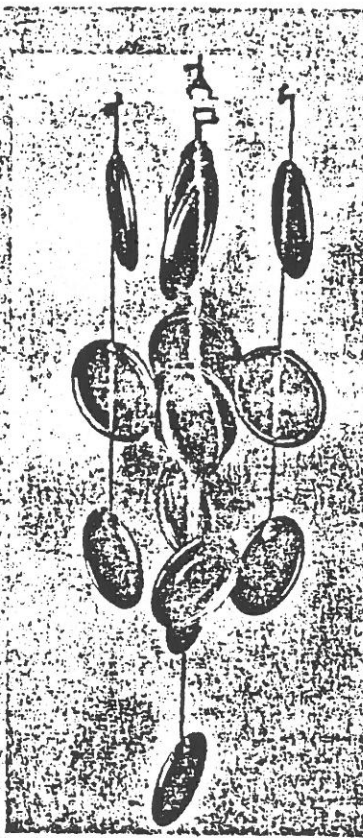
By Edna Harrington

Glue two ice-cream sticks together at their centers to form an X. Tie a piece of yarn at the X to help hold the sticks together and to make a loop for hanging.

Wash and dry sixteen frozen-juice caps. Cut four one-foot pieces of yarn and a fifth piece 1½ feet long.

Using three caps, glue one of the caps to the end of a piece of yarn, another one almost at the center, and the last one near the top, leaving about three inches of yarn. Repeat this three more times. Tie each piece of yarn to an end of one of the sticks.

Glue the remaining four caps onto the 1½-foot length of yarn, leaving about 2½ inches to be tied to the center of the sticks.

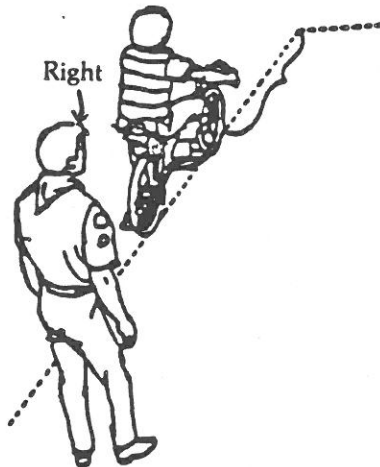




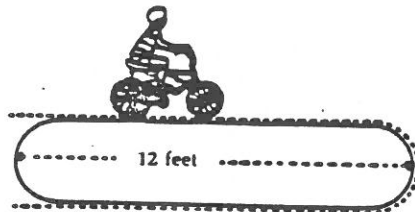
# BIKE RODEO



**STOPPING ACCURACY:** Drive in the street parallel to the curb and stop within 3 inches of a line running out from a mark on the curb.

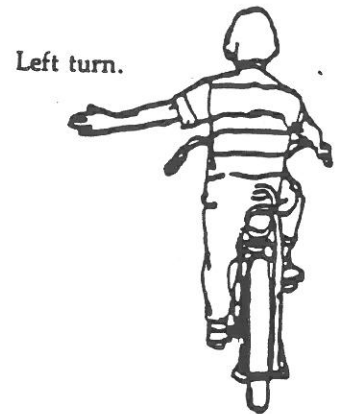
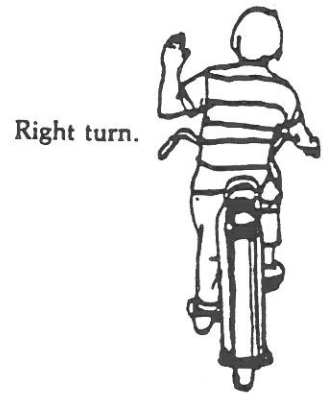


**CHANGE DIRECTION BY SOUND:** Advance in a straight path and change direction on command.

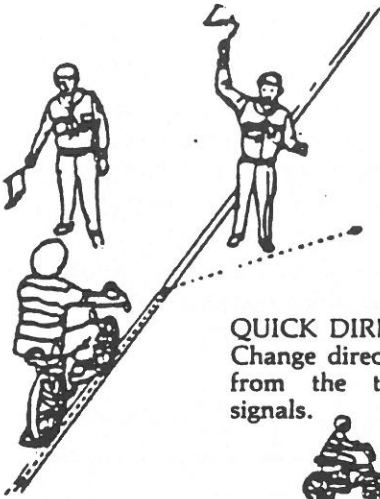


**REVERSING DIRECTION:** Go to the left side of a 12-foot wide lane, turn around clockwise, drive in the opposite direction and turn around counterclockwise.

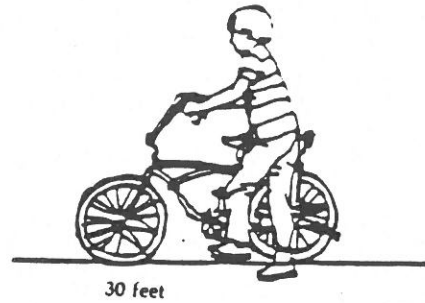
In a bike rodeo, winners are selected for their skill in avoiding path lines and obstacles, making proper signals, and for staying in full control of the bike. Scouts can be trained as scorers and instructors, and adult leaders can be recruited from fire departments, bike dealers, school industrial arts departments, service clubs, police departments and other groups.



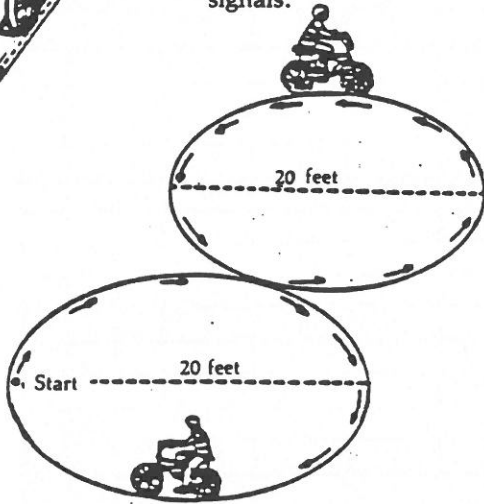
**SIGNALING:** Demonstrate all hand signals while driving and properly execute all the signaled stops and turns.



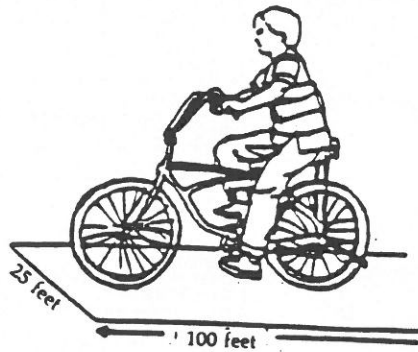
**QUICK DIRECTION CHANGES:** Change direction quickly on signal from the tester, giving proper signals.



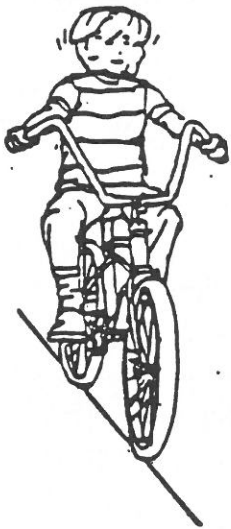
**BALANCE TEST:** Coast for 30 feet following a straight line not more than 4 inches wide...with the body intirely on the left side of the bike. The left foot is on the left pedal, and the right foot pushes off the ground to provide momentum.



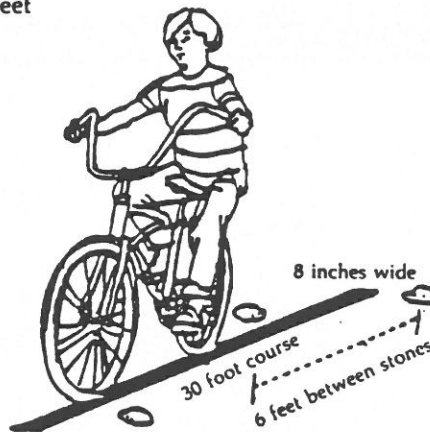
**CHANGES IN BALANCE:** Drive three times around a figure 8 formed by two touching circles each 20 feet in diameter.



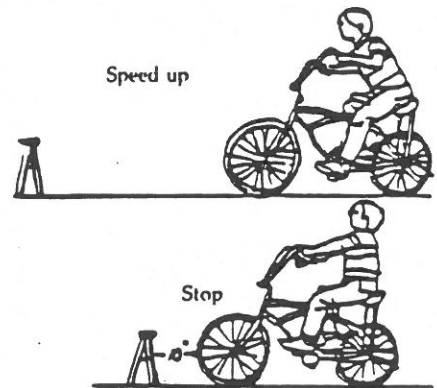
**PEDALING AND BRAKING:** Mount and drive 100 feet at average speed, pedaling and braking correctly, and then dismount and park the bike.



**MANEUVERING:** Mount and coast 12 feet before turning the pedals more than a half turn.



**DRIVE A STRAIGHT PATH:** Drive 30 feet on a straight path 8 inches wide.



**EMERGENCY STOP:** Drive Directly toward an obstacle and stop 10 to 14 inches from it.

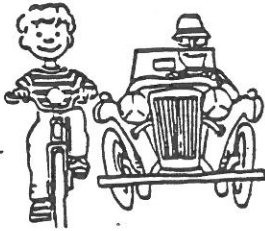
# GET YOUR BIKE IN SHAPE!



Riding a bike around is fun, but it can be dangerous too. Smart riders avoid accidents by always obeying the rules of the road and by keeping their bikes in good condition.

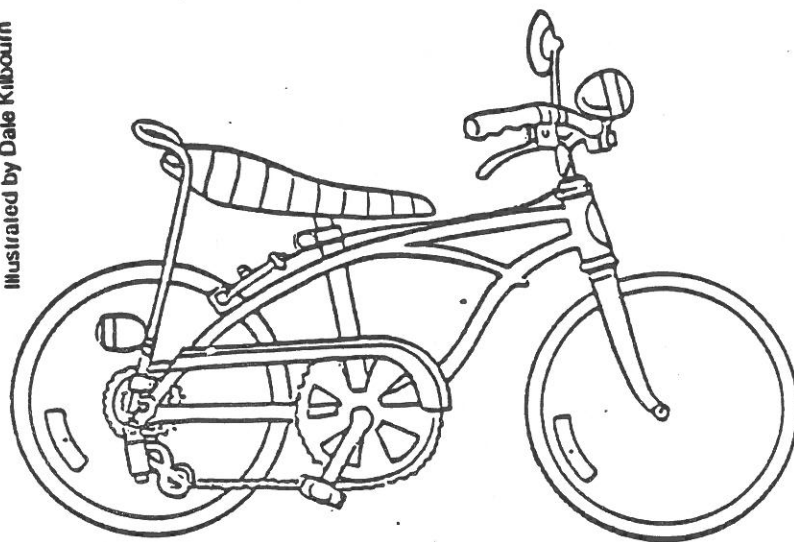
Make sure your bike frame is the right size for you. Then

the saddle or seat should be positioned so that your leg is fully extended when one crank is at its lowest point with your foot on the pedal. Periodically you should check your bike's parts and equipment and lubricate when necessary to keep it running properly.



	OK	OK	OK	OK	OK	OK	OK	OK	OK	OK	OK
DATE											
handlebars and grips											
saddle (seat)											
wheels											
reflectors											
brakes											
chain											
pedals											
crank or hanger											
bell or horn											
sprockets											
fork											
lights											
spokes											
tires											
valve stems and cores											
mirror											
cones and bearings											
derailleur (10-speed)											

Illustrated by Dale Kilbourn



# LAUGHING MATTER

This game explores the old saying, "He who laughs last, laughs best."

## EQUIPMENT

None

## SITUATION

Dry grassy area

## TIME

5 minutes

## DIRECTIONS

1. A dry grassy area is needed for this game. A single person is selected to be the Laugh Igniter. He or she lies down on the grass.
2. The rest of the group is divided into two groups. A player from each group lies down on either side of the Laugh Igniter with his or her head on the Laugh Igniter's stomach.
3. One by one players lie down placing their heads on the stomach of the last player. This makes two branches of players with the Laugh Igniter at the center connecting them both. This is useful when shy boys and girls prefer separate groups.
4. After everyone is arranged, the Laugh Igniter takes a deep breath and yells "Ha!" The two people resting on his or her stomach yell "Ha ha!" The people resting on their stomachs yell "Ha ha ha!" and so forth. The idea, of course, is that each person adds to the number of "ha's" at each turn.
5. Suggest that players yell in different tones of voice and rhythms. Some "Ho ho's" or "hee hee's" wouldn't hurt either. If the group hasn't been reduced to total hysteria, reverse the sequence and start from the end of the branches, reducing the number of "ha's."



# CAPTURE THE FLAG



*Of all the responses to the question asked at the National Jamboree, "What is your all time favorite game?" "Capture The Flag" was named from every nation as the most popular. Many variations of the game were given, but the one following was most often mentioned.*

**EQUIPMENT NEEDED:** one large white flag for each team  
one smaller white flag for each player

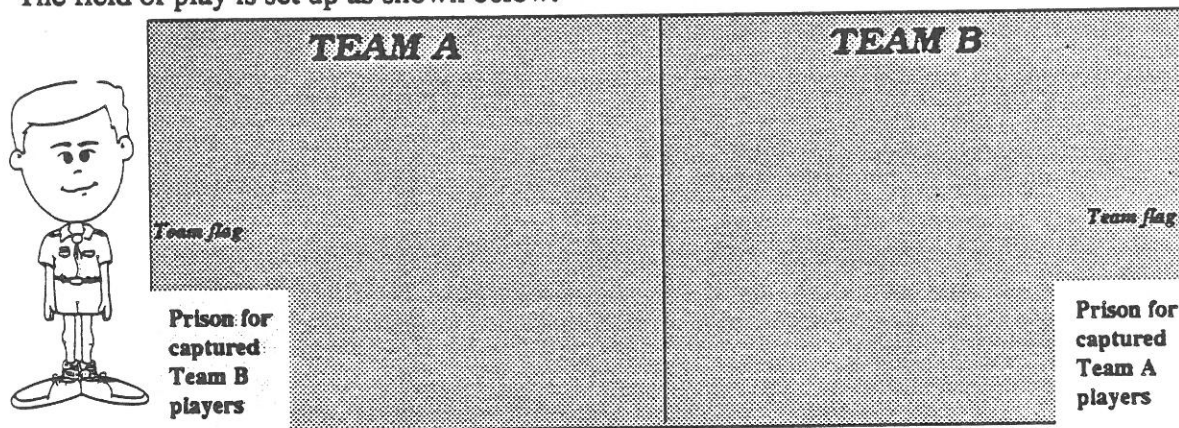
This is a game designed for play over a large outdoor area by either small or large groups.

Teams must have a method of identifying other team members. This may be shirts and skins, different colored hats, different color of grease paint on the faces. Use your imagination.

The players are divided into two teams. Each team is given a white team flag to post at the back of their playing field.

Each player is given a small white flag which must be hung from the back of the belt.

The field of play is set up as shown below.



The object of the game is to capture the flag of the opposing team. The team flag is captured by grabbing it and returning it to your area without being captured.

Players may capture the opposing team members by pulling the flag from their belts.

If captured, the player must go directly to prison in the opposing teams territory.

Players may only be captured if they are in opposing team territory. A player in his own territory is safe.

**Jail break:** Prisoners may be released by having a team mate run through the opposing teams territory and give them a flag that they have obtained from the opposing team.

Play continues until a team flag is captured, all opposing players are in prison, or the pre-assigned time runs out. At which time the team with the most prisoners wins.



JULY  
THE WORLD AROUND US

IN THE WOODS

This is a good skit to perform around the campfire. Boys who play the parts of leaders can wear identification signs or mock uniforms (make them funny or resembling real leaders.)

Cubmaster: How can you do so many silly things?  
Scout #1: Cause I get up early like you, sir!

Den Leader: Why are you casting your fishing line straight up  
in the air, instead of in the water?  
Scout #2: I'm trying to catch a sunfish.

Cubmaster: I cooked for the whole den and what did I get? Nothing!  
Scout #3: (groaning) You're lucky! We all got sick!

Cubmaster: Where did you take your bath?  
Scout #4: In the spring, sir.  
Cubmaster: I asked where...not when.

Den Leader: After your hike this morning, which pine would  
you say has the sharpest needles?  
Scout #5: The porcupine, sir.

Den Leader: Are all the boys out of woods yet?  
Den Chief: Yes sir.  
Den Leader: All seven of them?  
Den Chief: Yes sir, all seven of them.  
Den Leader: Are you sure?  
Den Chief: Yes sir. They are all here.  
Den Leader: Are they safe?  
Den Chief: Yes, they are all safe.  
Den Leader: Then by golly, I've shot a deer!

Den Leader: What is the best way to prevent infection caused  
by biting insects?  
Scout#6: Don't bite any.

Den Leader: How do you make a bed roll!  
Den Chief: Push it.

Scout #7: What are we having for dinner?  
Scout #8: Oh, hundreds of things!  
Scout #7: Good! I'm starving! What are they?  
Scout #8: Beans!

The boys can devise simple props to go with each situation.

### THREE RIVERS

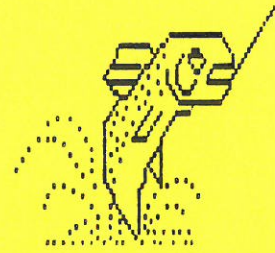
Setting: Two prospectors meet. First prospector has camp set up and is cooking. Dog is sitting beside him. (Boy on hands and knees is dog.) Second prospector comes in, pulling a mule named Sunshine. (Two boys covered with a blanket, are the mule.)

Props: Pick, pans, No. 10 can for cooking, two beat up hats.

First Prospector: Howdy  
2nd Prospector: Howdy  
1st: Any luck?  
2nd: Nope!  
1st: Come fur?  
2nd: Quite a jog!  
1st: Et lately?  
2nd: Yesturday!  
1st: Hungry?  
2nd: Yep!  
1st: Join me?  
2nd: Don't mind iffen I do!  
1st: Have a plate.  
2nd: (holds up plate and looks at it) Don't want to seem pickyunish, but ain't this plate a mite dirty here in this here corner?  
1st: (looks scornfully at him) Well now, it all depends on how you look at it. But I'll tell you one thing for sure. It's as clean as Three Rivers can get it.  
2nd: (shakes head, looking at plate) Clean as Three Rivers can get it? Huh!  
(Loud braying from the mule)  
2nd: Shut your mouth, Sunshine. You heard what the man said.  
(They begin eating)  
2nd: Mighty good vittles!  
1st: Thank ye, pardner. Mind handin' me the plates, so as we can clean 'em up?  
(2nd prospector hands hem the plates; 1st prospector lays them out on the ground and calls loudly over his shoulder.  
Here Three Rivers, Here, Three Rivers!  
(Dog comes up and starts licking the plates.

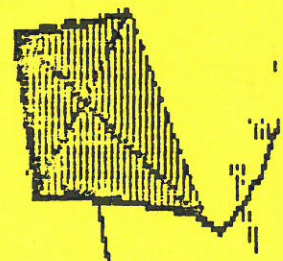
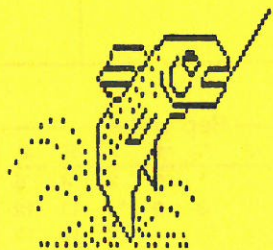
SOMETIMES THE BEST SKITS ARE THE OLD STAND-BYS, LIKE THIS.





**AUGUST  
1992**

**INSIDE  
NOAH'S  
ARK**





# August 1992

SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

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## ALL THE "A" APPLAUSES WE COULD FIND

### NOTES

- A CHEER APPLAUSE —** Ask everyone to stand, while applauding, throw their head back and yell: "A — CHEER"
- ALLIGATOR APPLAUSE —** Everyone puts their arms out in front of their body palms together, open the jaws of the alligator by spreading the arms in vertical motion, slowly, then snapping the jaws shut very quickly -- do this three times!!!
- AMERICA APPLAUSE —** Have group applaud or clap three times then yell: America America, clap three times, you are the greatest, clap three times ---- do all of this three times.
- APPLAUD AND CHEER —** Announce to the group that when you raise your right hand everyone is to applaud, when you raise your left hand everyone is to cheer, When you raise both hands they are to applaud and cheer --- you can vary this by telling them that the higher you raise the hand the louder they applaud or cheer or both, and as you lower one or the other, down goes the volume.
- ARTILLERY APPLAUSE —** Begin applauding in unison slowly and gradually increase your speed. Once you have it at the level you want it slowly decrease the speed until the hands are not brought together at all.
- AIRPLANE APPLAUSE —** Have the audience pretend to check all the switches and dials preparing to take off. Then have them cup their hand over their mouth and say "Flight 222 requests permission to depart (your city) you or an assistant reply "Permission Granted" "Runway 27 left". Pretend to rev up your engines and "Take Off" by moving your hand along in front of your body and upwards, all the time making the sound of an Airplane. (Vary by sounding like a Jet or a Prop type plane.
- ALAMO APPLAUSE —** Ride your pretend horse, and yell: "Remember the Alamo" "Remember the Alamo".
- ALL STAR APPLAUSE —** Clap to this rhythm clap clap, pause pause, clap clap. These guys are our ALL STARS clap clap, pause pause, clap clap. THEY DESERVE OUR BEST, clap clap, pause pause, clap clap. They are our ALL STARS (Repeat the Clapping) They deserve our Best -- Yea All Stars!!!
- APPLE APPLAUSE —** Get out your apple, pretend to shine it on your shirt look it over, open your mouth, breath on the apple, pretend to shine it again, then pretend to take a bite out of it, say: yum, yum!!



### TOM THE TOAD

(Tune: Oh, Christmas Tree)

Oh Tom the toad, Oh Tom the toad  
Why did you jump out in the road?  
Oh Tom the toad, Oh Tom the toad,  
Why did you jump out in the road?  
You were so big and green and fat  
But now you're small and red and flat.  
Oh Tom the toad, Oh Tom the toad  
Why did you jump out in the road.

Oh Tom the toad, Oh Tom the toad  
Why are you lying in the road?  
Oh Tom the toad, Oh Tom the toad  
Why are you lying in the road?  
You did not see that car ahead  
And you were flattened by the tread.  
Oh Tom the toad, Oh Tom the toad  
Why are you lying in the road?

Oh Sue the skunk, Oh Sue the skunk,  
Why did you make my tires go klunk?  
Oh Sue the skunk, Oh Sue the skunk  
Why did you make my tires go klunk?  
You did not look from East to West,  
Now on the road there's such a mess.  
Oh Sue the skunk, Oh Sue the skunk  
Why did you make my tires go klunk?

Oh Sam the snake, Oh Sam the snake,  
Why do you lie out there and bake? (2X)  
You did not see that truck go by,  
Now you look like a butterfly.  
Oh Sam the snake, Oh Sam the snake  
Why do you lie out there and bake?

Oh Possum Pete, Oh Possum Pete,  
There's nothing left but hair and feet (2X)  
You thought you'd beat that bus across  
Now you look like a pile of moss.  
Oh Possum Pete, Oh Possum Pete,  
There's nothing left but hair and feet.

### RAIN VESPER

(Tune: O, Christmas Tree)

Softly falls the rain today,  
As our campfire floats away.  
Silently each Scout should ask  
Did I close my tent flaps?  
Did I bring my rain poncho,  
Should I stay or should I go?  
Did the weatherman say  
Anything 'bout rain today?

### FIRE SAFETY.

(Tune: Auld Lang Syne)

Be carefull where you throw a match  
An awful fire could start,  
Break every match at least in two,  
It pays to do your part.

### UNDERWEAR (Tune: "Over there")

Underwear, Underwear,  
How I itch in my wooley underwear!  
How I wish I'd gotten a pair of cotton,  
So I wouldn't itch everywhere.

B.V.D.'s make me sneeze,  
When the breeze, from the trees, hit my knees.  
Coming over, I'm coming over,  
In my gosh darn ding dong wooley underwear.

### THE WOODPECKER

(Tune: Turkey in the Straw)

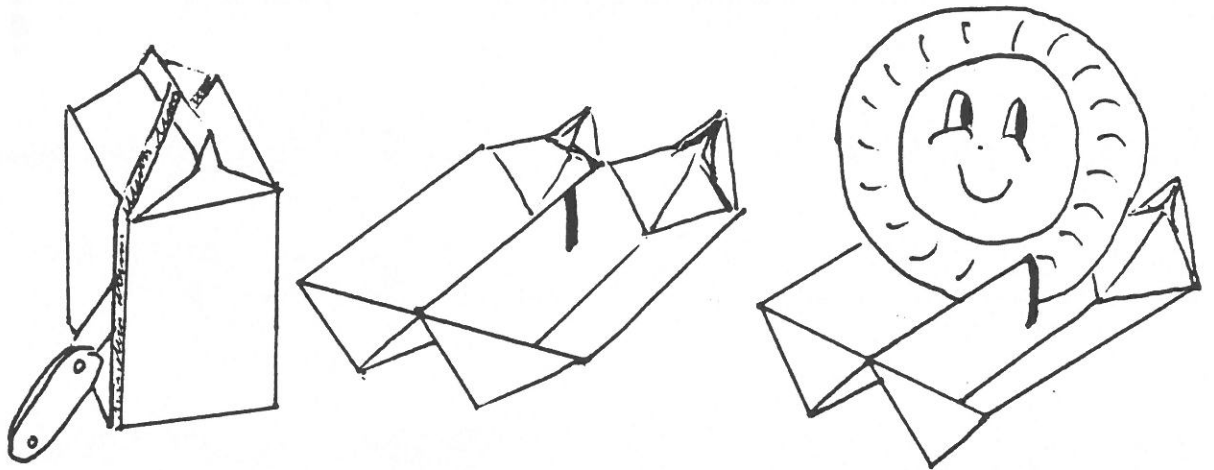
The woodpecker pecked out a little  
round hole,  
And made him a house in the telephone  
pole.  
One day when I watched, he poked out  
his head,  
And he had on a hood and collar of red.  
When the streams of rain pour out of  
the sky,  
And the sparkles of lightning go flash-  
ing by,  
And the big, big wheels of thunder roll,  
He can snuggle back in the telephone pole.

## BOATS ARE A BLAST

You can make a boat out of almost anything that floats. Use your imagination. A cork, a Bottle cap, a piece of wood, cut or carved, or (my favorite) a zucchini squash. Just cut the squash in half lengthwise, scrape out the seeds, add a stick mast with a paper sail and you're on your way. Or try a milk carton boat.

### MILK CARTON BOAT

Materials needed: paper milk carton, paper plate, pocket-knife, and markers.

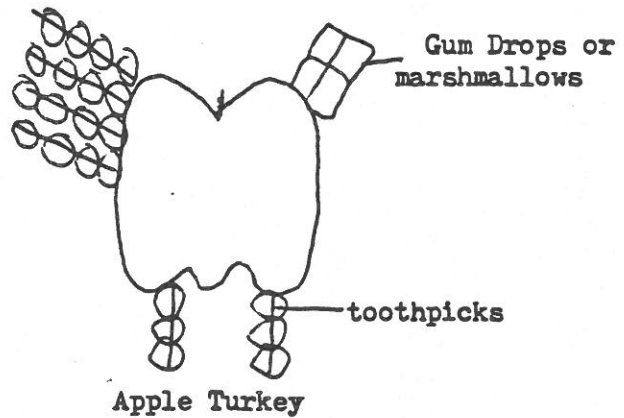
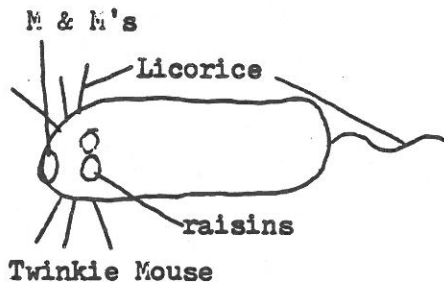
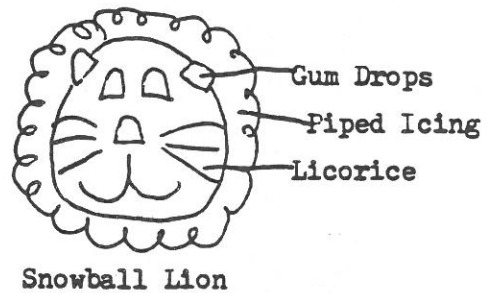
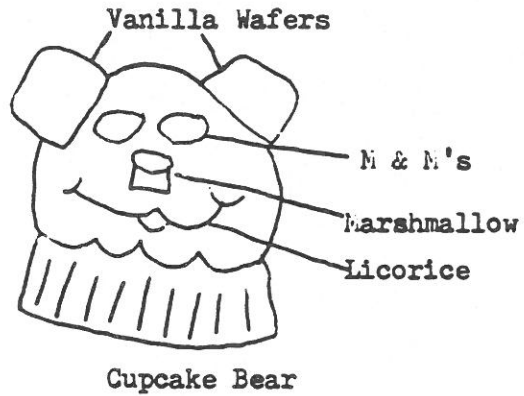


Construction: Rinse milk carton out thoroughly. Using a pocketknife, cut down one long edge of the milk carton, and diagonally across the top and bottom. Hinge open the carton. Continue to fold the carton back on itself and make a knife cut about one third of the way back from the front of the boat to accommodate the paper plate sail. The slot should go halfway down through the two thicknesses of the carton, and be angled slightly to match the angle of the paper plate edge. Fold open the two boat halves and fit the paper plate into the slot to form the sail. Use the markers to create a sail design. Now take to the water and wind!

EDIBLE ANIMALS

Use For Body: Snowballs  
Cupcakes  
Apples  
Twinkies

Decorate With: Raisins  
Gum Drops  
Licorice  
Vanilla Wafers  
M & M's  
Marshmallows  
Other Small Candy  
Icing (Use For Glue)



Bring Supplies, Let boys be creative, and then let them eat up the creation and mess.

NOAH'S ARK-BRIGHT IDEAS

Noah's Ark-Aug. 1958

1. Record bird calls and see if the boys can identify them-may be available at local library or Fish and Game Office.
2. As a den, visit a veterinary office, zoo, bird sanctuary, kennel, pet shop, Humane Society, or dairy. Make sure you make arrangements ahead of time. Some of these places will often have free literature to give out on pet care etc.
3. As a pack, have a pet show with ribbons for biggest, oldest, slowest, funniest etc. pet. Have each boy introduce their pet and tell a little about it.
4. SERVICE PROJECT-collect dogfood coupons, old blankets, rugs for your local Humane Society.
5. CRAFTS-Find out what kind of pet toys your local animal shelter may be in need of and spend a den meeting making some.
6. Fish Game and Wildlife or the Forest Service will often have excellent slide shows available on wildlife. Make arrangements to view some of these.
7. Often these same departments need nesting boxes made. Call them for the specifics.
8. After some preliminary instructions, make various animals out of balloons. Make sure to use the long skinny ones that are designed for that.
9. Make copies of different animal footprints on paper and see if boys can identify them. Discuss how they differ.
10. Make bird suet by taking a pine cone, rolling or dipping it in liquid fat, then immediately rolling it in bird seed and hanging it in a tree with yarn. You can also cram peanut butter into the spaces of the cone and then roll it in bird seed.

## INSIDE NOAH'S ARK AUGUST BRIGHT IDEAS 1992

Did you ever wonder what it was really like inside Noah's Ark? A wordless book, Noah's Ark, written by Peter Spier is an excellent book to share with the boys to kick off the theme in your den. It is a Caldecott Medal book. Mr. Spier uses illustrations to show what he thought it was like inside the ark. As you look at the book you can discuss the pictures and add your own words. You can see the amazement and wonder in Noah's face as all the animals come; how he throws up his hands and signals with two fingers that he can only take two flies; watch him scratch his head when one day he finds that the two bunnies he started out with are 10; and more!

You might want to create your own ark. Set up a large camping tent in your back yard and conduct part of your den meeting inside the "ark".

Use a tape recorder, and record various animal sounds or do it yourself. Then ask the Cub Scouts to identify all the sounds they can.

The library will be a great resource for this month's theme. They have pictures and books that you can use to identify and read about birds, pets, fish, and animals.

There are lots of great places to visit this month. Visit a farm, a zoo (If you go to Hogle Zoo in Salt Lake City, make arrangements to work on the Salt Lake Council Cub Scout Hogle Zoo Trail Patch. It is simple to earn.), a wildlife or bird refuge, a fish hatchery, a pet store, a dog training school, a dog pound, a museum, veterinarian, taxidermy store, aviary, parks, forests, fields.

State Fish and Game Hatchery is a fun place to go. There is one in Springville. Contact them well in advance so you can also meet with a Conservation officer. This can be a fun and informative trip. Contact your local ranger station to see what they have to offer. At the Ranger Station in Pleasant Grove there is a fire and conservation talk and a guest visit with Smokey the Bear.

For Pack Meeting you might have a pet show with the Cub Scouts as exhibitors. Each exhibit should be properly labeled and manned with a Cub Scout to answer any questions. Judges with sufficient supply of ribbons (for various classes) should check each exhibit and make sure that each exhibitor receives an award.

Ask a few parents to serve on this committee. Provide them with ribbon awards (may be homemade) and a list of about 15 to 20 classes for judging. The latter may include: smallest, largest, thinnest, fattest, quietest, noisiest, most beautiful, ugliest, most feather, most legs, most unique, etc.

For your ribbons, have first, second, third, and fourth classifications and use blue, red, yellow, and white colors respectively.

Prepare a guideline sheet for each participant, giving the rules for exhibitors and a list of entry classification. Also show a sample exhibit tag that will give the following information when filled out: entry classification; name of pet; pet's special tricks; owner's name, address and den number.



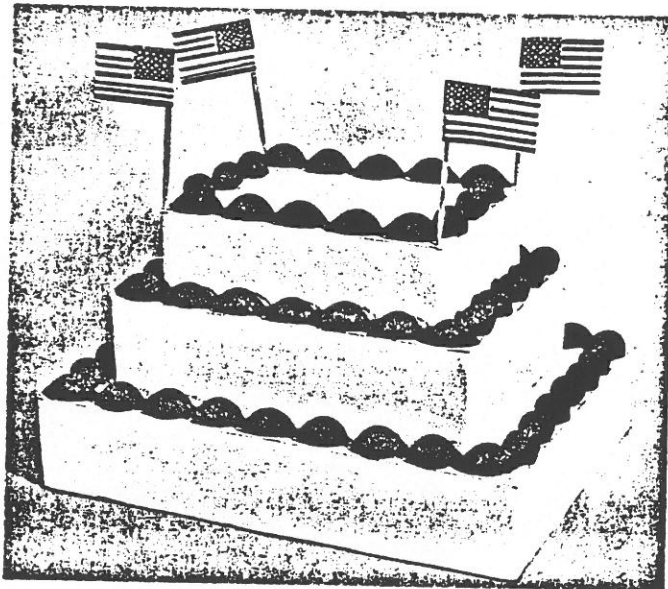
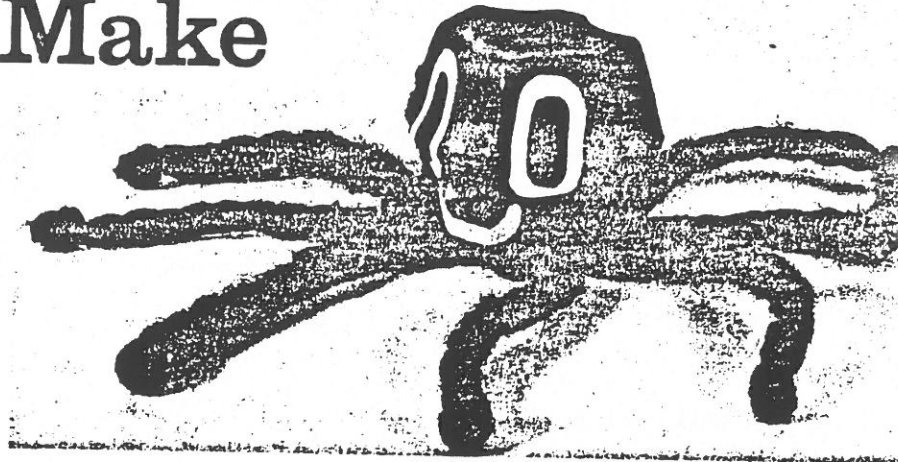
# Things to Make

## Octopus

By Francis Wales

Glue together two cup sections from the bottom of a cardboard egg carton, and let them dry. Cover them with black paint.

Attach eight yarn tentacles with glue to the bottom. Cut eyes and a mouth from paper, and glue them in place.



## Celebration Cake

By Sheila Perry

For the cake base, find three boxes of different sizes. Cereal, pasta, frozen vegetable, writing paper, or greeting card boxes may be used.

Cover the boxes with white paper, stack them, and attach them to one another with glue.

Working over old newspapers, put 1 tablespoon of blue poster paint and 1 tablespoon of water into a small, leak-proof plastic bag. Squeeze the bag gently to blend the paint and water.

Put small pasta shells in the bag. Close the bag tightly with a twister tie, and move the shells back and forth until they are covered with paint.

Empty the shells from the bag, spreading them onto the newspapers. Using a toothpick, turn them right side up. Add extra paint with a paintbrush if needed, and let the shells dry. Glue the shells along the borders like cake icing.

Make flags from paper, and glue them to toothpicks. With a pen, poke a small hole in each corner of the layers, and attach the flags with glue.

Use the celebration cake as a centerpiece.

## Over the Moon

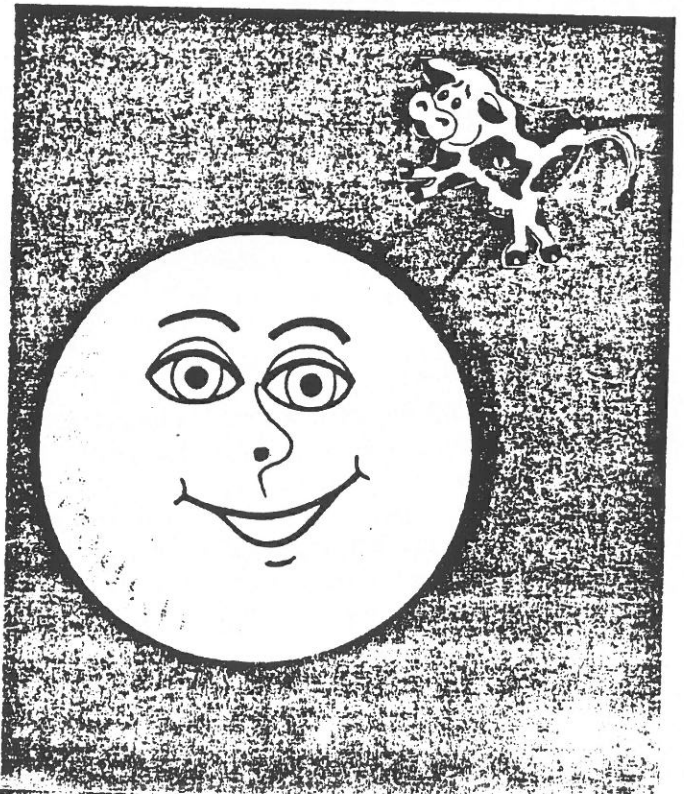
By Kathy Ross

Make a cow from posterboard. Draw on features with markers.

With a marker, draw a face on the paper plate to make it look like the moon.

Attach the cow to one end of a long strip of posterboard with a brass fastener. Attach the other end of the strip to the center of the plate with another brass fastener.

By moving the cow around the plate, you can make the cow jump over the moon.



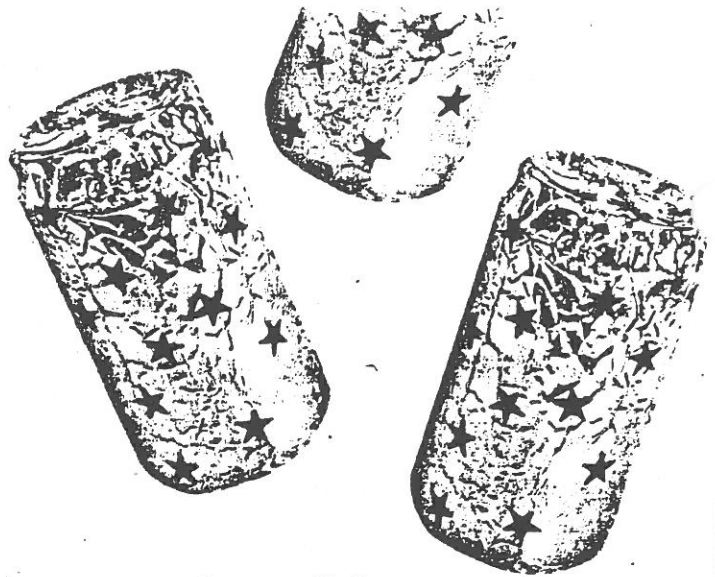
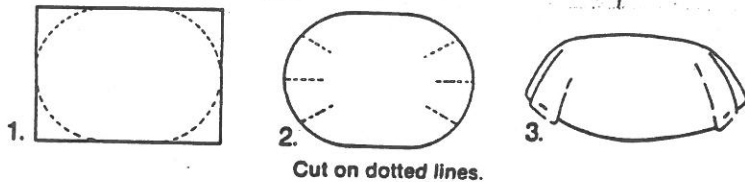
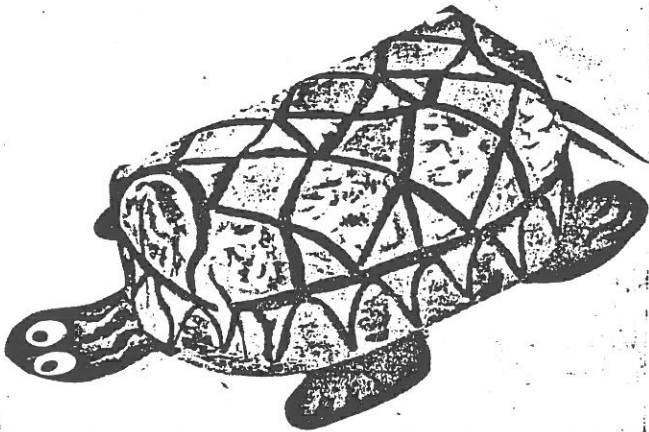
**Turtle Pal**  
By Agnes Maddy

Cut the corners from a rectangular piece of green paper, making it an oblong shape.

Cut six slits from the edge of the oblong toward the center as shown. Overlap the paper at each slit, and staple it in place to form the shape of a turtle shell.

Place the shell in the center of a larger sheet of paper, and trace around it. Add a head, tail, and four legs. Cut out the turtle shape, and attach the turtle shell with staples.

Decorate the turtle with paint.

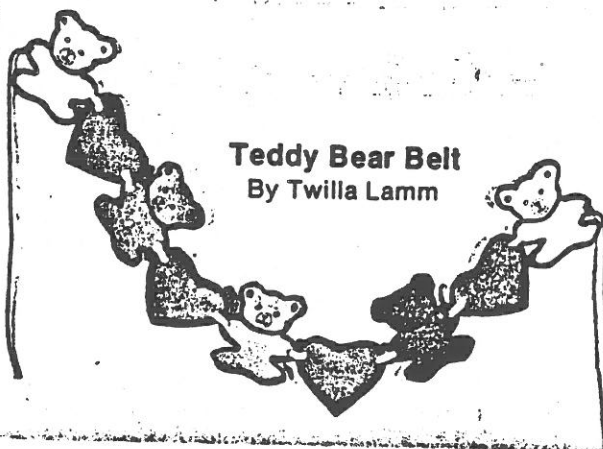


**Noisemakers**  
By Kathy Everett

Wash and dry aluminum soft drink cans. Place fifteen to twenty dried beans in each can, and cover the opening with tape.

Cover the cans completely with aluminum foil. Decorate with paper cutouts. Shake the cans to make noise.

**Teddy Bear Belt**  
By Twilla Lamm



Cut bear and heart designs from plastic lids, such as those used on coffee, margarine, peanut, or cereal containers. Color the edges of the bears and hearts with a permanent marking pen. Punch a hole at the edge of

each design, and join them with pieces of pipe cleaners, ribbon, or yarn. Continue to make as many bears or hearts as you need to go around your waist. At each end of the belt, tie on a longer piece of yarn or ribbon.



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

THERE ARE 25 WORDS HERE - CAN YOU FIND THEM?

HERE ARE THE WORDS TO LOOK FOR:

ALLIGATOR

BAT

CAT

COW

ELEPHANT

FOX

GRASSHOPPER

LION

PARROT

RABBIT

SPARROW

TIGER

ZEBRA

ANT

BIRD

CHICKEN

DOG

FISH

GOAT

HORSE

MONKEY

PIG

SHEEP

SPIDER

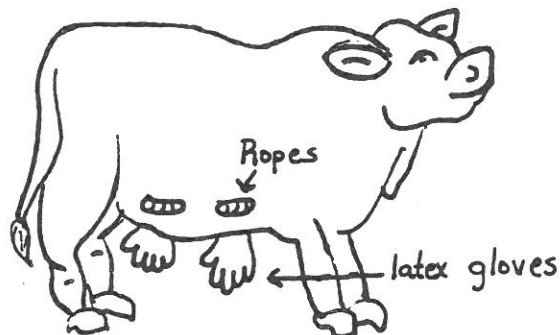
TROUT

### Ostrich Tag

The players all stand at different places about the ground and "it" says, "Ready." Then the players run to get away from "it." They can save themselves from being tagged and made "it" by holding their right foot in their left hand and holding their noses with their right hand. If "it" has a certain person whom he wishes to make "it," he tries to make that person lose his balance by tiring him out or making remarks that will cause him to forget himself and drop his foot or take the other hand from his nose. The tagger is not allowed to touch anyone in an effort to make him lose position.

### Wooden Cow Milking Contest

Cut a board in the shape of a cow. Make it large enough for 2 gallon cans to be attached behind it. Drill holes in the cow in a position to strap a gallon can to the board. Punch holes in the bottom of two cans, stretch rubber gloves over the bottom of the cans, and strap them to the board. Fill the can with white-colored water or powdered milk. In each finger of the glove, stick a hole the size of a little pin. Give the contestants a cup to hold in one hand. The other hand is used to "milk" the finger of the glove. They may milk as many fingers as they can put in one hand. The contestant who fills the cup first wins.



### Artists of the Ark

Divide the players into groups of from four to eight and station them in separate corners of the room. The leader stands in the center. Give each group several sheets of paper and a pencil.

Each group sends one player to the leader. He whispers to them the name of an animal. The players dash back and begin to draw the animal. As soon as a player thinks he knows the name he ventures a guess to the leader. This continues until someone succeeds. The player who names the animal first scores one point for his team. Five points win the game. No comments are allowed by the drawer as he is drawing.

It's fun to look at all of the pictures when the game is over.



# VOLCANO

Playgrounds will erupt into a good time as players let off steam in this explosive activity.

## EQUIPMENT

None

## SITUATION

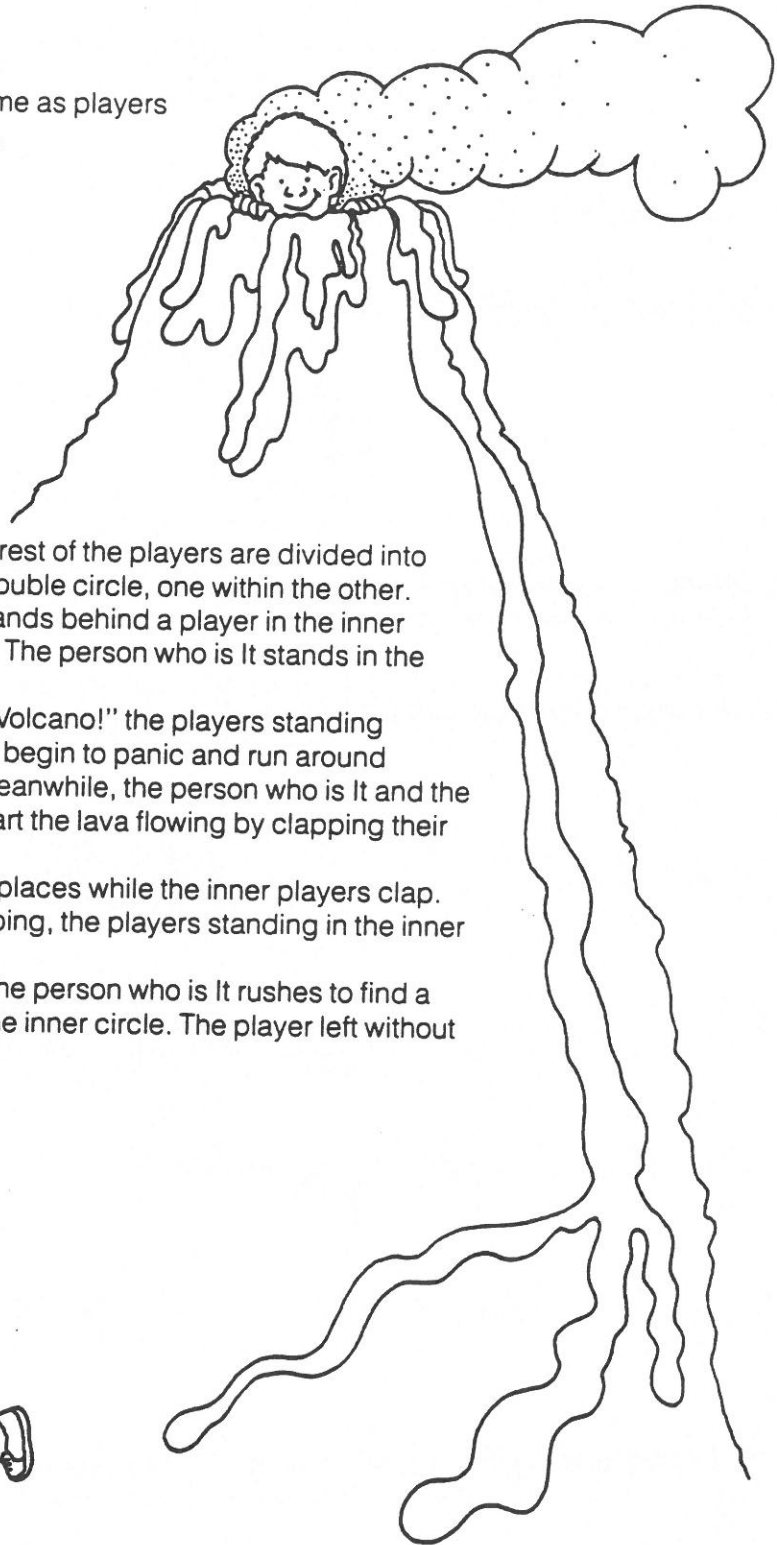
Open area

## TIME

10 minutes

## DIRECTIONS

1. A player is selected to be It. The rest of the players are divided into two groups. The two groups form a double circle, one within the other.
2. Each player in the outer circle stands behind a player in the inner circle. The inner circle is the volcano. The person who is It stands in the center ready to erupt.
3. When the person who is It calls "Volcano!" the players standing around the volcano in the outer circle begin to panic and run around changing places with one another. Meanwhile, the person who is It and the players standing in the inner circle start the lava flowing by clapping their hands.
4. Outer players continue to switch places while the inner players clap. When the person who is It stops clapping, the players standing in the inner circle stop also.
5. Everyone in the outer circle and the person who is It rushes to find a spot behind one of the players from the inner circle. The player left without a spot is the next erupting It.





## MISCELLANEOUS GAMES

# CANDY BAR SCAMPER

*Dress up for a fast junk food attack!*

EQUIPMENT NEEDED:    old hat  
                              necktie or scarf  
                              one pair of gloves  
                              butter knife  
                              fork  
                              assorted candy bars individually gift wrapped  
                              one pair of dice

This game is designed for four or more players. Everyone sits on the floor in a circle. One person must dress up in the clothing items named above.

The person to his left has the dice. Upon the "GO" signal the "dressed up player" tries to quickly open a gift wrapped candy bar with the butter knife and fork, while the player to his left begins to roll the dice.



Each player gets three tries to roll doubles. If that player is unsuccessful, he quickly passes the dice to the person on his left. As soon as someone has rolled doubles, the clothes, knife and fork are quickly passed to the person who successfully rolled the doubles. That player then puts on the clothes and has a chance to extract the candy from it's wrapping, while the others are attempting to roll doubles.

Play continues until all the candy bars are successfully removed from their wrapping.

**CAUTION:** This game can become very fast and frantic. Be careful not to throw the utensils when changing players.

## FISHING DERBY

Assign parents to secure a site, arrange transportation, plan and secure funny prizes, and get food and equipment for a corn roast or fish fry. Try special promotional gimmicks such as invitations in the shape of fish.

A sign-making committee should get to work making identifying signs for each activity area. Use ropes, posts, colored streamers, and colorful signs to mark each game area. You might consider a loud-speaker with mike and record player to control the activities and provide lively music.

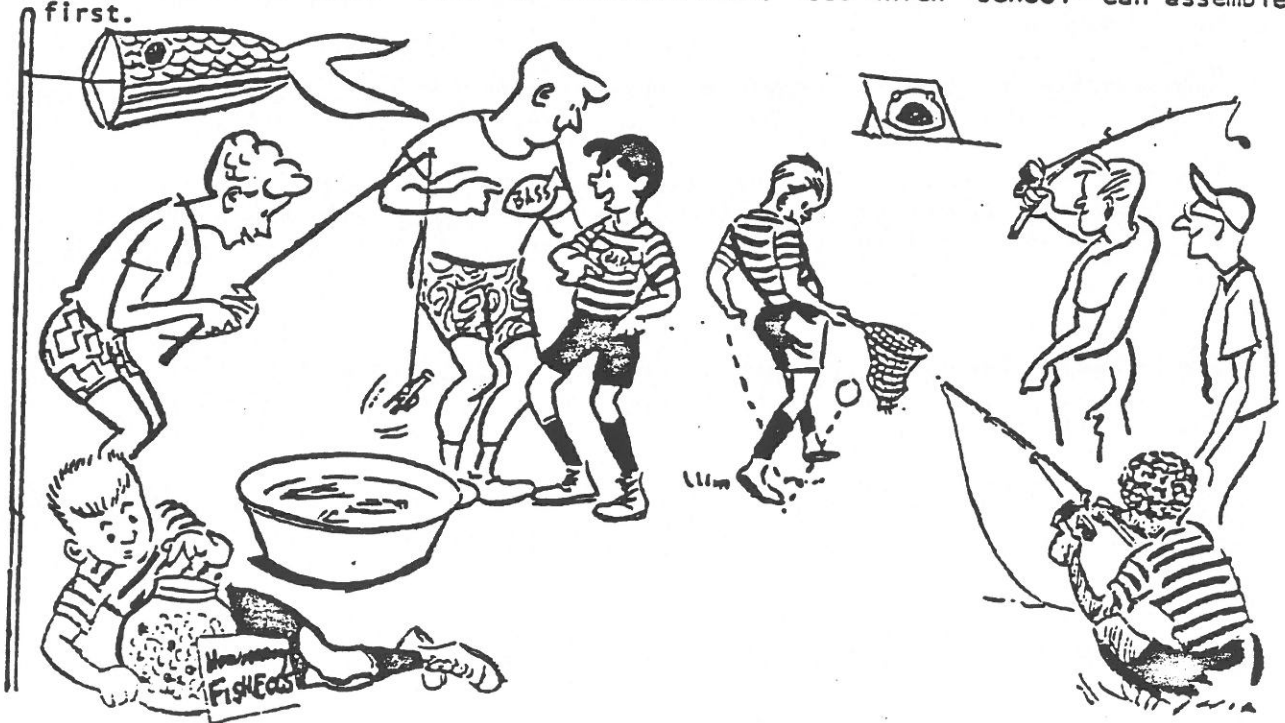
### GATHERING-TIME ACTIVITIES

**Guessing Contest ...** How many fish eggs are in the jar? Use marbles for eggs. The winner gets the jar of marbles.

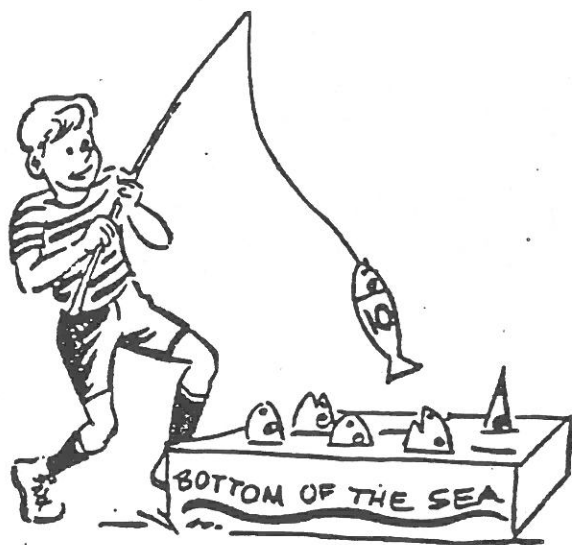
**Japanese Fish Kite Contest ...** Each boy brings a kite he and his parents have made and decorated. Kites are attached to 6-foot sticks. Judge the entries and choose winners for the most beautiful, colorful, fantastic, etc.

**Clothespin Fishery ...** Give each person a chance to catch a "fish" using a pole with a 5-foot string to which is tied a metal nut. Slide the string into the fork of the clothespin so the nut catches.

**Gathering of the Schools ...** Give each person a cut-out of a fish. Print the name of the fish on each cutout so that you have about 20 bass, 20 swordfish, tuna, trout, etc. Stack the cutouts in one pile, but with the "fish" scattered in the stack so that there won't be two fish of the same kind in a row. Cub Scouts and their families pin these on as name tags. To start the activity, tell everyone to find other "fish" of the same kind. See which "school" can assemble first.



## FISHING DERBY (cont.)



### SPECIAL CONTESTS

**Fishing Relay ...** Dens line up in relay fashion, each with a fish pole. On signal, the first Cub in each den runs to the "fishpond" and catches a "fish." The fish's weight (written on it) is recorded for his den. If the fish is below legal length, he must put it back and try again. The den with the greatest total weight of fish wins.

**Reeling Relay ...** On signal, the first member of the den places a fish pole and reel on the ground in front of him, takes the plug, and runs to a line 25 feet away, unwinding the line as he goes. He then runs back, sits on the ground, and reels in the line. The next den member follows, and so forth, until all have played. First den through wins.

**Land that Fish ...** Each den member in turn runs to a line and picks up a landing net and rubber ball. He bounces the ball behind him and quickly turns around and nets the ball before it hits the ground the second time. He then places the net and ball on the ground and returns to touch off the next Cub Scout. First den through wins.

**Heave-the-Anchor Relay ...** Each den member in turn throws out 25 feet of rope, recoils it, and hands it to the next boy. First den through wins.

**Know-Your-Fish Relay ...** Each den has a stack of cards with the names of fresh water and saltwater fish. On signal, the first boy in each den runs to a bulletin board, takes the top card, and places it on the board under a sign reading "fresh" or "salt." First den through with all cards placed correctly wins.

**Casting Relay for Dads ...** Teams of fathers line up and each one in turn casts a plug at a target. As soon as he scores a hit, he gives the rod to the man behind him. First team through wins.

AUGUST  
PHYSICAL FITNESS

THE RACE OF A LIFETIME

**CHARACTERS:** Announcer, Cubby Scout, Igor the Great, Freddy Fast, Steven Speed and Marty Marathon. (All super-fast runners, in jogging suits or shorts. Ideally, all would have racing numbers.)

**SETTING:** The race will have a starting line and finish line, at opposite sides of the stage. All racers are on the stage warming up, as announcer starts.

**ANNOUNCER:** We are gathered here today to witness the greatest race ever held. With us today are the running greats of the world. Men who have set records for speed and endurance and have astounded the world with their athletic ability. As we prepare for this race to begin; I'll introduce the runners. (Each runner steps forward and continues to warm up, as he is introduced, then returns to the starting line.) Wearing the number 1, we have IGOR THE GREAT. Igor has run the mile in 1.05 minutes. He is said to be one of the fastest men in the world. Wearing the number 2 is FREDDY FAST. Freddy has just won the four-mile race at Pensacola, Florida. He ran four miles in 5 minutes! Wearing the number 3 is STEVEN SPEED. Steven runs 20 miles in 22 minutes. A fantastic runner...he is a favorite to win this event today. Wearing number 4 is MARTY MARATHON. Marty is a world champion runner and has been clocked running 45 mph for five minutes straight! Wearing the number 5 is CUBBY SCOUT.....Cubby Scout.....there has to be a mistake here. It says he runs a mile in under 15 minutes? Are you kidding me? What's this kid doing in our race.....he doesn't have a chance! Oh well.....we're about to begin the race. This race is 100 yards (give or take a few) and the winner will be the champion of the world and other places. Racers, to your starting positions. On your mark....get set.....go! (Racers start and all run fast; but back and forth away from and toward the audience. Cubby Scout runs straight to the finish.) I don't believe it, I don't believe it! The Scout won the race!!! Let's talk to him and see what happened. Tell me Cubby, how did you win this race, against all of these faster racers? What was your secret.

**CUBBY SCOUT:** There's no secret really. It's just something that I learned in Scouting.....It's not how fast you run the race of life; but how straight your path.

**ANNOUNCER:** Well, there you have it, folks. Straight from the winner's mouth. A straight path is what makes the winner's difference and apparently Scouting teaches that straight path.



## THE ANNUAL PHYSICAL

Characters: Doctor wearing white shirt backwards and cardboard headband which has foil circle attached.  
Five Cub Scouts in Cub Scout T-Shirts and shorts, with bandages as indicated in script.

Setting: Doctor is sitting at a desk which has a large sign THE DOCTOR IS IN on it. Placed on the desk are a large medicine bottle, a piece of cardboard with rib cage drawn on it to resemble X-ray, pencil, and index cards. Desk is located near center stage with 5 chairs near it. Cub Scouts enter together, jogging flexing muscles.

Cub 1: (To other Cub Scouts) Well, today is the day for our annual physicals. As Cub Scouts we should stay in good physical shape.

DOCTOR: Come in, come in. Please sit down.

Cub 2: Sorry we're late, doctor.

DOCTOR: Doesn't your watch tell the time?

Cub 2: Oh, no. I have to look at it.

DOCTOR: (To all Cubs) Now let's check your sense of balance. Lift your left foot. (Cubs lift left feet) And now your right foot. (Cubs lift right feet.) And now, both (Cubs try.) Hmm. (Doctor rubs chin.) Now tell me, do you have any special problems?

Cub 3: (Holding up X-ray) I'm worried because I swallowed a roll of film at our last den meeting.

DOCTOR: Don't worry. I'm sure nothing will develop. Next?

CUB 4: (Holding up bandaged finger) Tell me, doctor, will I be able to play piano when my finger is well?

DOCTOR: (Looking at finger) of course, of course.

CUB 4: Good! I never played before.

DOCTOR: (To Cub 5) I see you've a little thinner.

CUB 5: Yes, I've been exercising regularly. This morning I touched the floor without bending my knees.

DOCTOR: Excellent. How did you do it?

CUB 5: I fell out of bed.

CUB 1: Doctor, what can I do for my black eye?

DOCTOR: Wow! Who gave you that shiner?

CUB 1: Nobody. I had to fight for it.

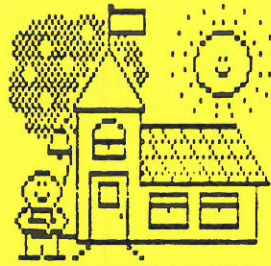
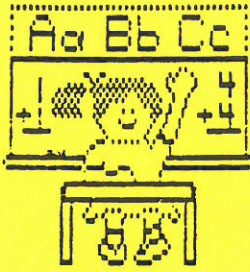
CUB 2: Doctor, my leg hurts.

DOCTOR: (Handing him a large bottle) Here, rub this on your leg. It will relieve pain.

CUB 2: Will it make my leg smart?

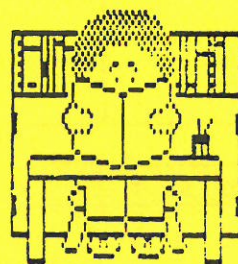
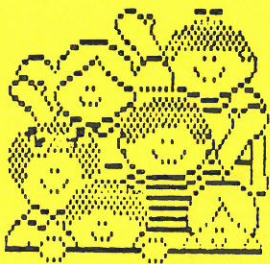
DOCTOR: (Disgusted) If it does, try rubbing some on your head! Seems to me there's only one thing wrong with you boys. (Writes prescription) Excess energy. I recommend a balanced diet, daily exercise, fresh air, plenty of rest, and at least one den meeting a week followed by a good, rousing pack meeting.





SEPTEMBER  
1992

OUR  
TOWN  
USA





# September 1992

SUNDAY

MONDAY

TUESDAY


WEDNESDAY

THURSDAY

FRIDAY


SATURDAY

1	2	3	4	5
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6	7  Labor Day	8	9	10	11	12
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13	14	15	16	17	18	19
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20	21	22 Autumn begins	23	24	25	26
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27	28  Rosh Hashan- ah	29	30
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August

S	M	T	W	T	F	S
						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					

October

S	M	T	W	T	F	S
						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

## ALL THE "S" APPLAUSES WE COULD FIND

### NOTES

- SATELLITE APPLAUSE —** Move your hand and arm around your head in a circle, opening and closing the hand while saying: "Gleep, gleep, gleep!!!"
- SATELLITE APPLAUSE II —** Begin with a count-down from 10, at zero, yell: "Blastoff" stretch arm over head and say: "Gleep gleep, gleep, gleep!!"
- SATELLITE APPLAUSE III —** Same as above except turn whole body around as if you were the satellite spinning in space!!
- SATELLITE APPLAUSE IV —** Blastoff as in applause II, get into orbit then pretend you are an astronaut and prepare to launch the satellite into orbit by hand (tell group there has been a malfunction and you must launch by hand). "Crank in place, ready to launch". Launch, then: pretend to push satellite away from you: "Satellite away", all the time cranking to get it spinning, then say: "Gleep, gleep, gleep!!!"
- SAW APPLAUSE —** Pretend to get a piece of lumber, measure it, pretend to draw a line, place the pencil behind your ear, pick up your pretend saw and begin to saw holding your lumber with one hand sawing with the other, while making your best sawing noise impression.
- SAW APPLAUSE II —** Get your lumber, measure it, mark it, pick up your "electric saw" flick your index finger and say "Zzzzzzz". Then hold the board with one hand and saw with the other as you saw through the board with a "Zzzzzzzzzzz" and as you cut through "Zzzziinnnnngggggg".
- SAW APPLAUSE III —** Pair off the group having each pair face each other, stretch out their arms making a fist with thumbs extended, have them grip the other person's thumbs and do a push pull motion while saying "Zzzzz, zzzzzz, zzzzzzzzz", each time they move in either direction!!!
- SAW APPLAUSE IV —** Same as above except after they have sawed for a short while have them look up, shade their eyes with their hand, then yell: "Tiiimmmmm-buuuurrrrrr", as the tree crashes to the ground then yell: "Thuddd!!!"
- SEAL APPLAUSE —** Extend arms out in front of you, cross the hands like they were flippers, and clap hands several times.

## CUB SCOUT INDIANS

(Tune: On Top of Old Smokey)

Down in the basement  
Of the den leader's house,  
The Cub Scouts were working  
As still as a mouse.  
They made bows and arrows  
And headdresses, too.  
They were going to be Indians  
Creek, Blackfoot and Sioux.

They painted their headbands  
In red, green and blue,  
And some of the Cub Scouts  
Had painted arms, too.  
They made shields and breechcloths  
And moccasins, too.  
And a big Indian tepee  
Large enough to walk through.

Pack meeting night came.  
They arrived on the scene,  
All dressed up like Indians,  
Painted red, blue and green.  
They danced and sang war chants  
Around the campfire.  
They had Indian contests;  
No one seem-ed to tire.

The room was all filled  
With excitement and noise.  
No one could believe  
Those wild Indians were boys.  
When the wild Indians got home,  
Their parents all said  
They were glad that the boys  
Were now Cubs instead.

## KUM BA YAH

Kum Ba Yah, My Lord, Kum Ba Yah!  
Kum Ba Yah, My Lord, Kum Ba Yah!  
Kum Ba Yah, My Lord, Kum Ba Yah!  
Oh Lord, Kum Ba Yah!

Someone's crying, My Lord,  
Kum Ba Yah!  
Someone's crying my Lord,  
Kum Ba Yah!  
Someone's crying, My Lord,  
Kum Ba Yah!  
Oh Lord, Kum Ba Yah!

3rd verse -  
Someone's singing, My Lord,

4th verse -  
Someone's praying, My Lord.

## CUB SCOUT KUM PA YAH

I'll do my best, Lord, Kum Ba Yah  
I'll do my best, Lord, Kum Ba Yah  
It was my best, Lord, Kum Ba Yah  
O Lord, Kum Ba Yah  
I know Akela, Lord, Kum Ba Yah  
He's my leader, Lord, Kum Pa Yah  
I follow Akela, Lord, Kum Ba Yah  
O Lord, Kum Ba Yah  
It helps me grow, Lord, Kum Ba Yah  
I'm part of the Pack, Lord, Kum Ba Yah  
I like the Pack, Lord, Kum Ba Yah  
O Lord, Kum Ba Yah  
I give goodwill, Lord, Kum Ba Yah  
I give goodwill, Lord, Kum Ba Yah  
Goodwill is great, Lord, Kum Ba Yah  
O Lord, Kum Ba Yah  
O Lord, Kum Ba Yah

## TELL ME WHY

Tell me why the stars do shine,  
Tell me why the ivy twines,  
Tell me why the sky's so blue,  
And I will tell you just why I love you.

Because God made the stars to shine,  
Because God made the ivy twine,  
Because God made the sky so blue,  
Because God made you, that's why I love you.

# Schoolhouse or Apple Photo Display

## Materials

Patterns (p. 60)

Art paper:

6" × 9" red (apple or schoolhouse)

3" × 4" green (stem and leaf)

2" × 2" black (window)

2" × 2" yellow (bell)

5" × 6" tagboard

Small photo



Figure A

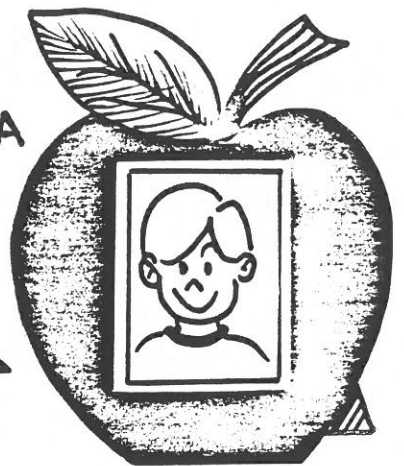


Figure B

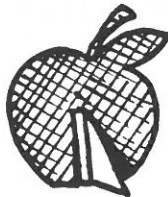


Figure C

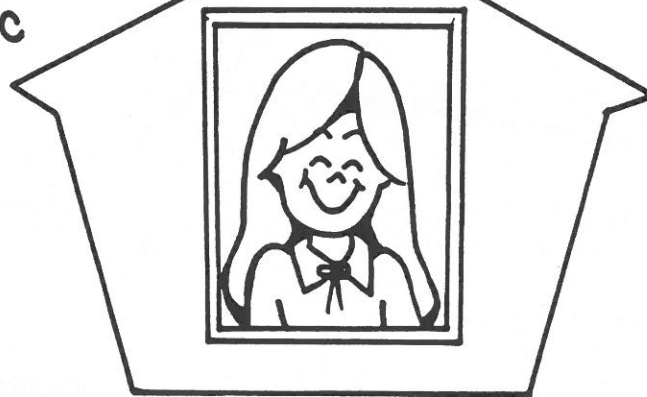


Figure D

## Procedure

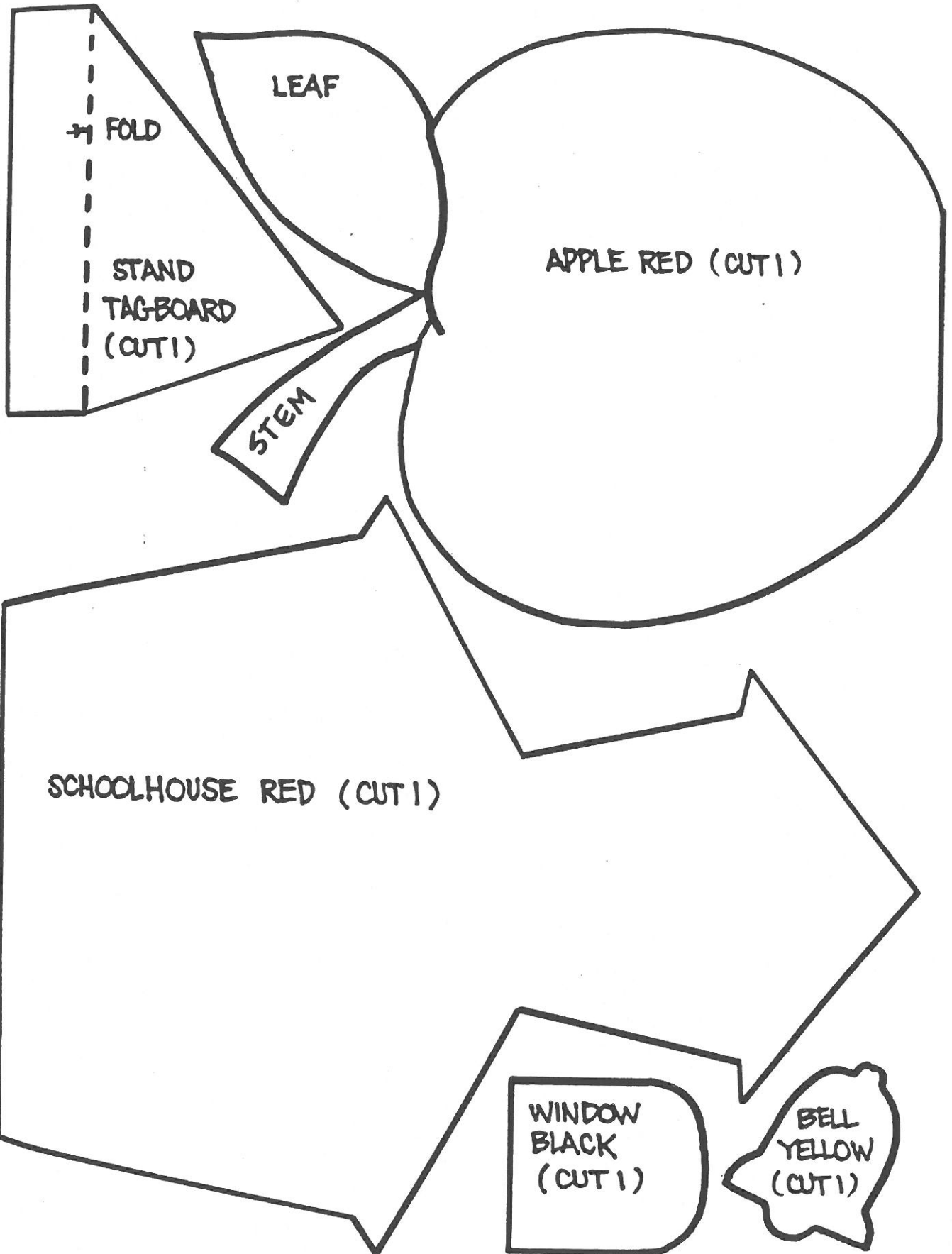
*For apple:*

1. Trace apple pattern including stem and leaf on red paper.
2. Glue red paper to tagboard and cut out apple.
3. Trace leaf and stem pattern on green paper. Cut out and glue in place on apple (fig. A).
4. Glue photo in center of apple (fig. A).
5. Trace stand on tagboard scrap and cut out. Fold where indicated and glue to back of apple (fig. B).

*For schoolhouse:*

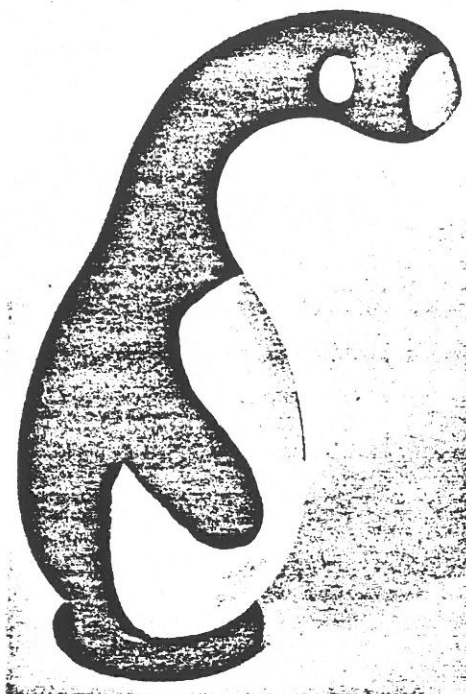
1. Trace schoolhouse pattern on red paper.
2. Glue red paper to tagboard and cut out schoolhouse.
3. Trace bell pattern on yellow paper, and trace window pattern on black paper. Cut out and glue in place (fig. C).
4. Glue photo in center of schoolhouse.
5. Trace stand on tagboard scrap and cut out. Fold where indicated and glue to back of schoolhouse (fig. D).





*Schoolhouse or Apple Photo Display*

# Things to Make



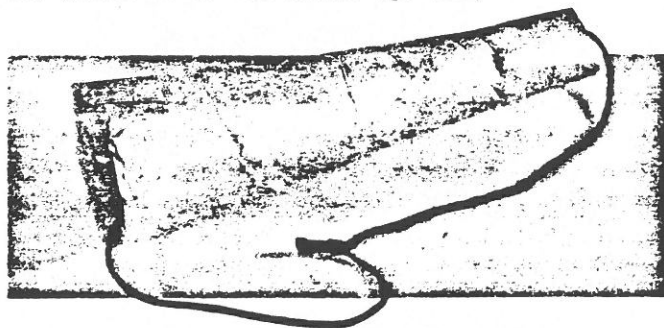
## Gourd Animals

By Norma Bennett Woolf

Wash a small gourd with soapy water. When the gourd is dry, polish the outer skin with a cloth.

With a pencil, draw the pattern of a penguin, goose, kangaroo, or other animal onto the gourd shape. Paint the gourd with acrylic paint. Add details made from colorful construction paper.

Glue a metal washer about the size of a quarter to the bottom of the gourd so it will stand up.



## Shofar for Yom Kippur

By Garnett C. Kooker

Roll a large paper plate into a cone shape. Fasten it with tape.

Tear strips of brown paper from a paper bag to cover the cone shape. Glue them in place.

Slip a piece of yarn through the inside of the horn and tie the ends to make a hanger.

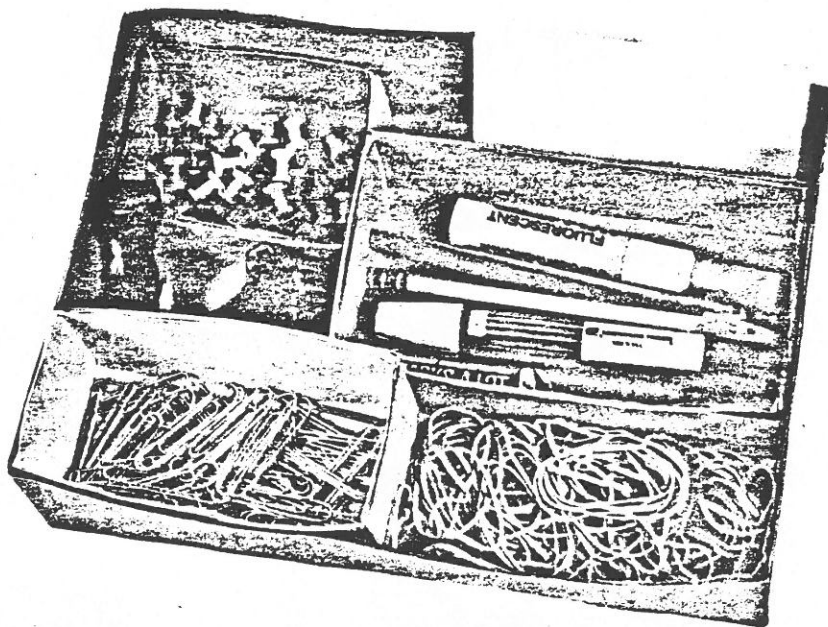
## Desk Organizer

By Carol McCall

Cut away the front of a large cereal box. Cover the sides, inside and out, along with the inside bottom of the box with glue and construction paper.

Arrange several small boxes inside the large box. Cover the small boxes with paper and glue them into position.

When they have dried, place rubber bands, pencils, pens, and other supplies in the boxes.

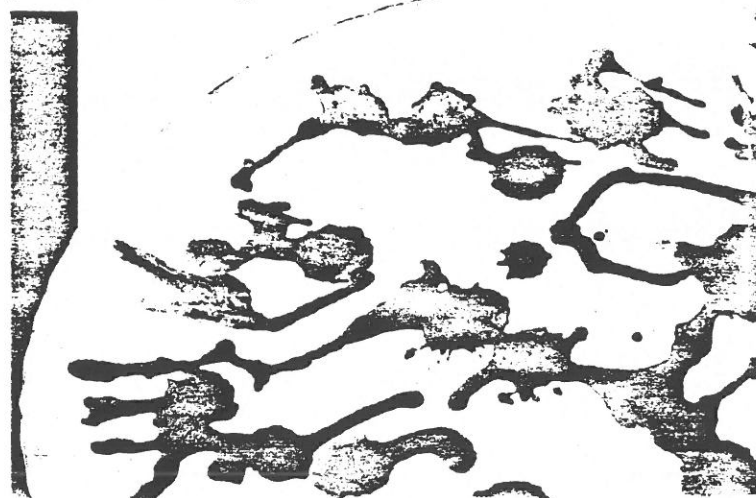


## Spin Art

By Sally Nahas O'Brien

Place a white paper plate in a cardboard box. Drop small drips of watery poster paints from a paintbrush onto the plate.

Give the box a quick spin. With each spin the picture will change.

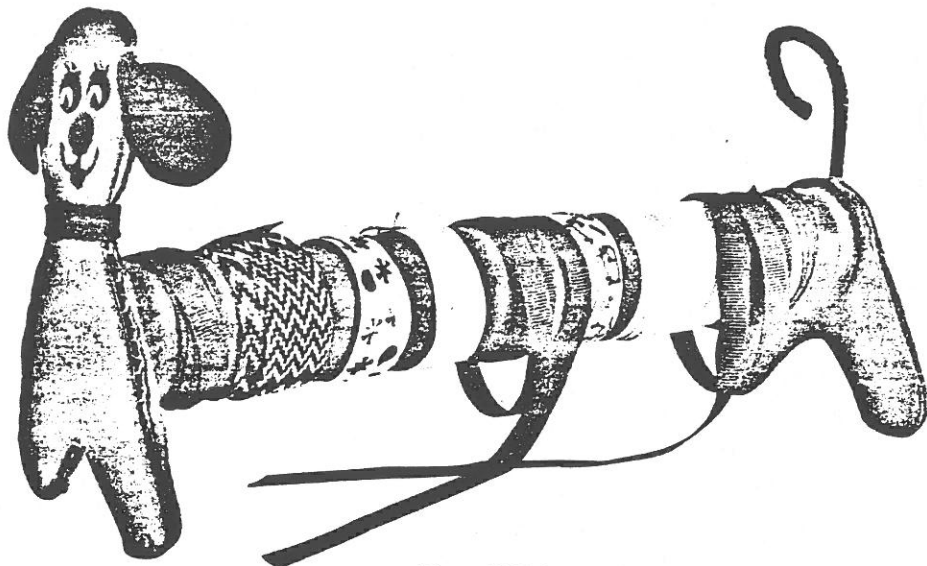


## L'Shanah Tova Card

By Elizabeth Weber

Fold a piece of lightweight cardboard in half. Using a marker, write "L'Shanah Tova!" ("A Good Year!") on the front.

Cut a slice from an apple with a table knife. Press the apple slice onto a stamp pad, then onto the card. When the apple imprints are dry, write a message inside the card.



## Dog Ribbon Caddy

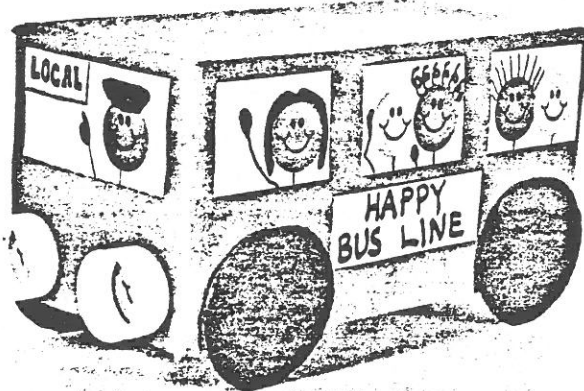
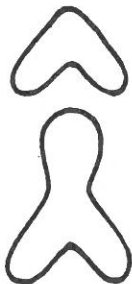
By Olive Howie

For the body, spread glue on a long cardboard tube and cover it with scrap fabric.

From cardboard, cut front and back pieces for the dog's body, as shown in the diagram. Cover them with glue and fabric. When they are dry, attach them to the tube with glue, and let them dry.

For the tail, poke a hole in the back piece and glue on a section of pipe cleaner. At the other end, add features to make the head.

Wrap lengths of ribbon around the dog's body, and fasten them in place with paper clips.



## Half-Gallon Bus

By Edna Harrington

Open the top of a half-gallon cardboard milk carton. Trim the flaps with scissors so you can close the ends with tape.

Cover the carton with glue and paper. Decorate the bus with paper and markers to make a

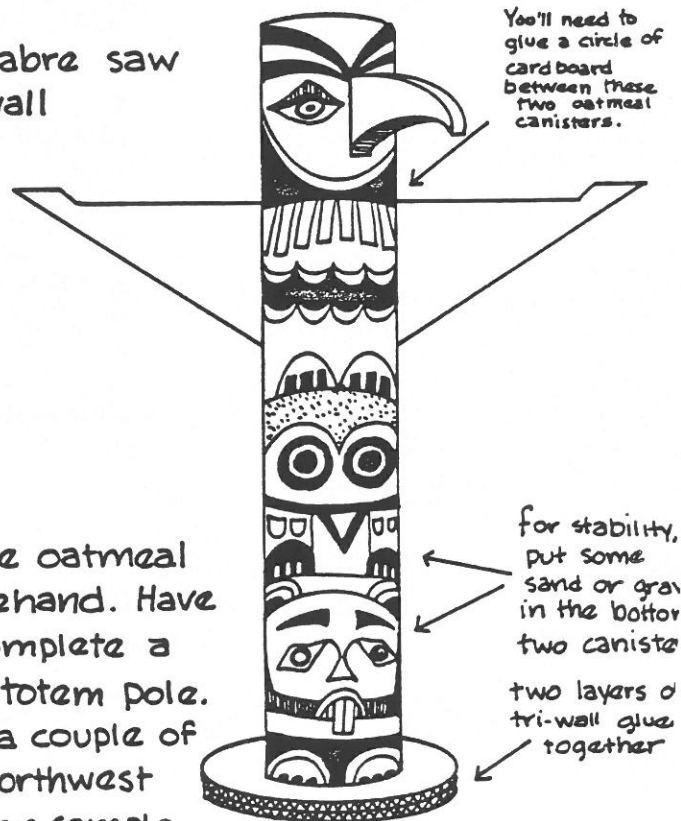
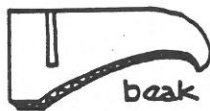
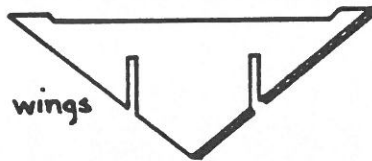
sign and windows. Add stickers or cutouts from old catalogs.

Draw and cut out wheels from cardboard. Paint them black, and when they are dry, glue them to the bus. Glue on bottle tops for headlights.

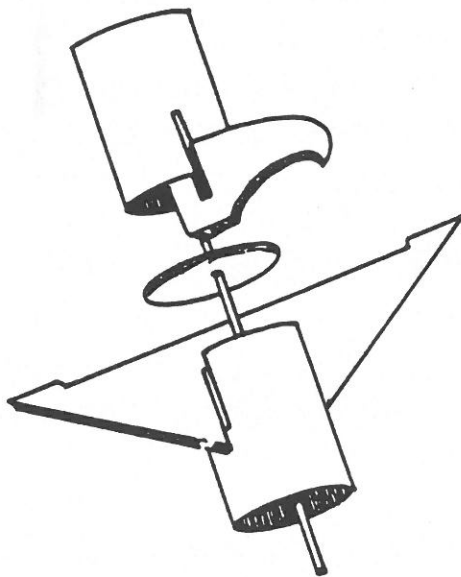
# Totem Pole Coatrack

American Indian Day is September 26.

- Supplies:** 2 lb., 10 oz. oatmeal canisters (six for each rack)  
Black enamel spray paint  
Triple laminated cardboard or regular cardboard  
Dowel rods (a 5-foot length for each rack)  
Sand (for weight)  
Colored paper, Con-Tact paper, fabric scraps  
Scissors, glue  
Handsaw or sabre saw for the tri-wall

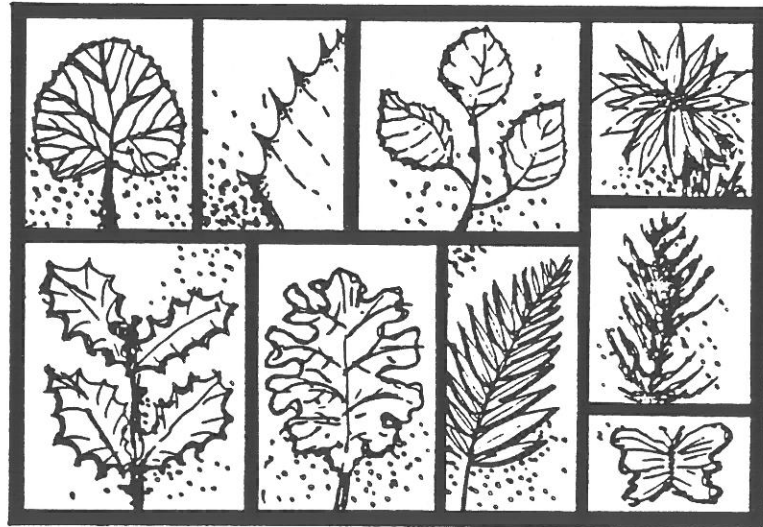


**Procedure:** Spray paint the oatmeal canisters beforehand. Have each student complete a section of the totem pole. (Have on hand a couple of books on the Northwest Coast Indians for sample totem pole designs.) Cut two 12-inch circles from triple-laminated cardboard for the base. (Glue several layers of regular cardboard together if you don't have tri-wall.) Drill or gouge a hole in the center of the base large enough to hold a dowel rod and insert the rod into this hole. Gouge holes in the center of each oatmeal canister (top and bottom) and begin sliding them onto the dowel rod, one at a time. Make the wings and beak and assemble as shown in sketch.



# Fall Leaf Collage

**Supplies:** Several different kinds of fresh leaves  
Different colors and textures of paper: manilla, parchment, paper bag, newsprint, etc.  
A sturdy piece of cardboard for a backing  
Brown or black construction paper  
Water soluble block printing ink and a brayer  
Scissors, rubber cement



**Procedure:** You should have at least ten different objects to print. Using the water soluble block printing ink, make at least twenty small prints, using different colors of ink and several different colors and textures of paper. When the prints are dry, choose the 10-12 best ones and trim them. Experiment with different arrangements and when one is satisfactory, rubber cement the prints onto the cardboard backing. (You may have to trim the cardboard to suit your arrangement.) Take strips of brown or black construction paper and rubber cement border trim around the prints. As a finishing touch, a little bit of spatter painting will add an antique, textured look to the prints.



# OCTOPUS

Since this game needs an octopus and an ocean, a little pretending is in order.

## EQUIPMENT

None

## SITUATION

Large open area

## TIME

15 minutes

## DIRECTIONS

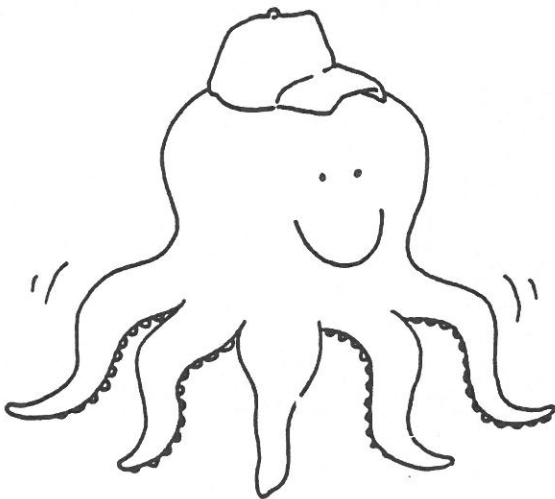
1. Define two lines on either end of the playground about 15 or 20 yards apart. The lines are the "shores" and the "ocean" is the area in between.

2. One person is selected to be the Octopus. The Octopus wanders around the ocean while the rest of the players are swimmers standing on the shore behind one of the goal lines. The object of the game is for the swimmers to cross to the other shore without getting caught by the Octopus.

3. When the Octopus calls "Octopus!" swimmers dash across the waters. Those tagged by the Octopus freeze in place.

4. On the next round, those frozen become the tentacles of the Octopus, capable of tagging swimmers. Anyone caught is frozen and becomes another tentacle of the growing creature.

5. Inevitably, one lone player is left to take one last plunge before becoming the next Octopus.



# PAPER PLATE SHUFFLE

*This game encourages team cooperation and coordination.*

EQUIPMENT NEEDED: one paper plate for each player plus one extra plate

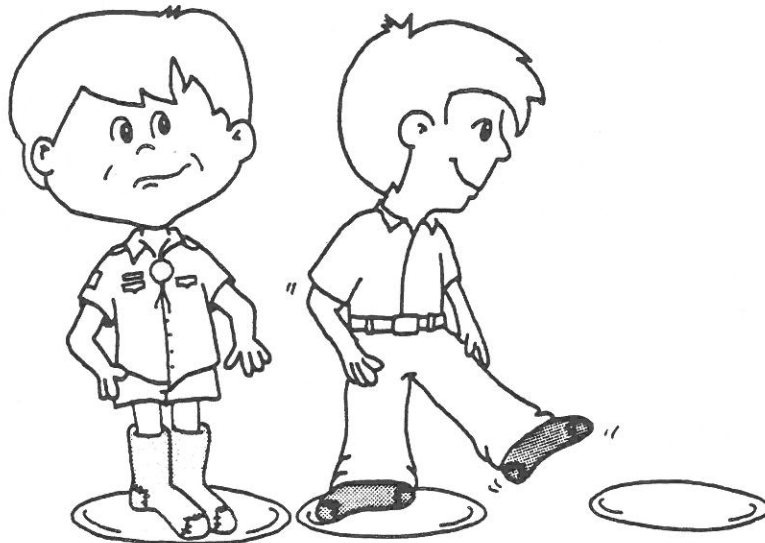
Mark a starting line and a finishing line about thirty feet apart.

Divide the group into several teams of about five to six people. Give a paper plate to each team member plus one extra per team.

The object is to move from the starting line to the finishing line, stepping only on the paper plates.

The most effective way to move your team forward is to move in a single file line. Each person stands on their paper plate. The last person passes the extra plate quickly up the line to the first who places it on the ground and the team moves one step forward. Players must stay on the plates.

The team that crosses the finish line first is the winner!!



## HIGH-LOW BRAVES

**Cast:** Chief High, Chief Low, and any number of braves. Narrator.  
(Indians dressed in costume)

**Setting:** Chief High and Chief Low are on opposite sides of stage with their braves.

**NARRATOR:** Chief High and his tribe lived down in the valley, and Chief Low and his tribe lived up on the mountains. Every morning Chief High would go out, look up at Chief Low's camp and call out.

**CHIEF HIGH:** 'Lo Low. (waving)

**CHIEF LOW:** Hi, High. (answering)

**NARRATOR:** This went on for many moons and everyone was happy. Then one day Chief High's braves began to wonder how come High was low and Low was high and they became confused and unhappy. Soon Chief Low's braves heard about what Chief High's braves were saying and they became confused and unhappy, too.

(All braves pace around in circles, shaking their heads, frowning)

**NARRATOR:** When Chief High and Chief Low heard about their braves they laughed, and said....

**CHIEFS:** (Together, laughing) We can soon fix that!

**NARRATOR:** And so, the next morning ..

**CHIEF HIGH:** (Calling up the mountain)  
Hi, Low!

**CHIEF LOW:** (Calling down the valley)  
Lo, High!

**NARRATOR:** But the braves were still unhappy and more confused than ever. (Braves repeat actions above) So the chiefs got together and talked it over.

(Two chiefs move to center of stage and talk)

**CHIEF HIGH:** We gottum problem!

**CHIEF LOW:** You betcha! What we do?

**CHIEF HIGH:** We exchange camps.

(Chief High gathers his braves and moves to opposite side of stage. Chief Low does the same)

**NARRATOR:** Now, every morning Chief High calls down ...

**CHIEF HIGH:** Hi, Low!

**CHIEF LOW:** 'Lo High!

**NARRATOR:** The braves are happy and wonder why they were ever unhappy in the first place.

**ALL BRAVES:** (Smiling, sing together)  
So whether you're high or whether you're low, you can be happy wherever you go. Whether you're up or whether you're down; it's as easy to smile as it is to frown.



## OLD SETTLERS

Characters: Main Cowboy, 4 (or more) other cowboys

Props and Scenery: Campfire; a backdrop painted to show outdoor scenery.

Costumes: Cowboy vests and hats

Setting: Cowboys are sitting around campfire

MAIN COWBOY: Who's the oldest settler in the West?

1ST COWBOY: Death Valley Scotty?

MAIN COWBOY: Nope.

2ND COWBOY: Buffalo Bill?

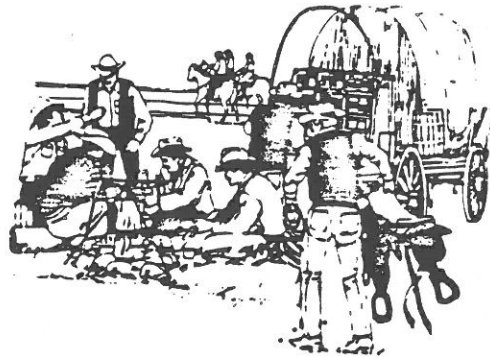
MAIN COWBOY: Nope.

3RD COWBOY: Daniel Boone"

MAIN COWBOY: Nope.

4TH COWBOY: I give up. Who is it?

MAIN COWBOY: The sun

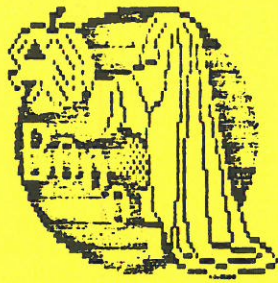


It's a Short, Short Life

(Have cubs stand in a straight line looking very sad.)

- Cub #1; It's a short, short life that we live here.  
Cub #2: (With a big smile) So lets laugh while we may;  
Cub #3: (smile) with a song for every moment  
Cub #4: Of the whole bright day  
Cub #5, What's the use of being gloomy?  
Cub #6: Or what's the use of our tears?  
Cub #7: When we know a mummy's had no fun  
Cub #8; For the last three thousand years!





**OCTOBER  
1992**

**FIRE  
DETECTIVES**





# October 1992

SUNDAY

MONDAY


TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

				1	2	3
4	5	6	7  Yom Kippur	8	9	10
11	12  Columbus Day (Observed)	13	14	15	16	17
18	19	20	21	22	23	24
25  Daylight Savings	26	27	28	29	30	31 Halloween 

September

S	M	T	W	T	F	S
		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			

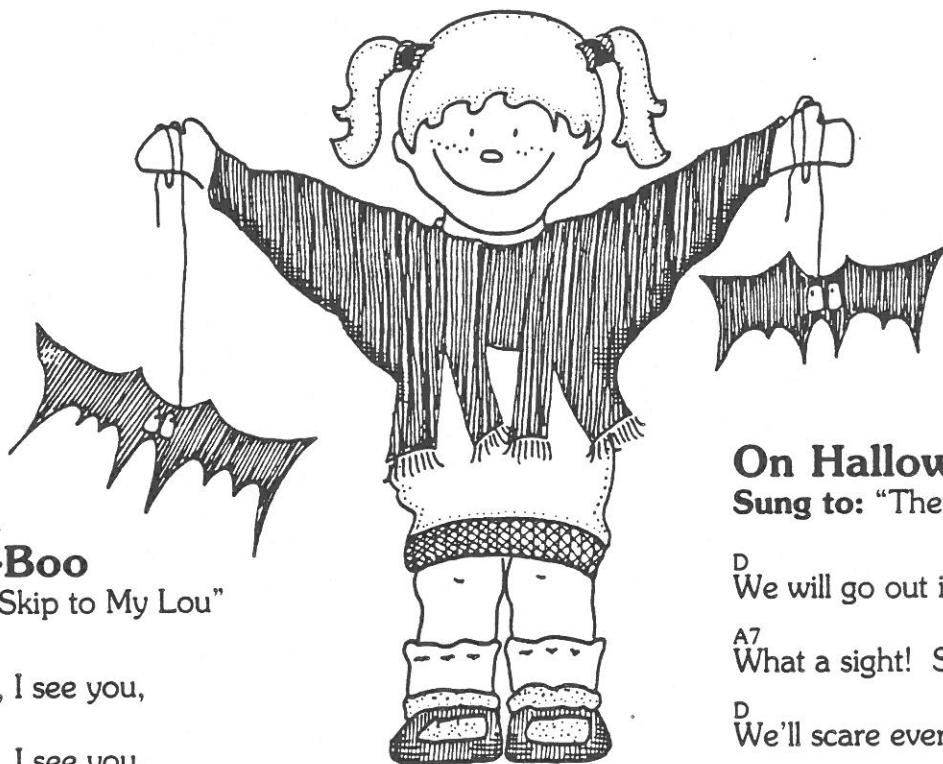
November

S	M	T	W	T	F	S
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					

# ALL THE "O" APPLAUSES WE COULD FIND

## NOTES

- ORDINARY APPLAUSE —** This is just plain hand clapping!!! Some people would say this is used by people who lack any imagination, but it always gets a good response, (and makes people in the group participate) that's what this book is all about!!!
- ORIENTAL APPLAUSE —** (To be used to reward only the very PUN-NY.)  
Cup your hands around your mouth and yell:  
"Phooey, Phooey, Phooey!!!
- ORION APPLAUSE —** Make the motions as if you were placing an arrow into a bow, pretend to pull back the string, and let go while yelling: Twannng (pause)  
Thud!!! as the arrow hits it's mark!!!
- OWL APPLAUSE —** Open your eyes as wide as possible, flap your arms as if they were wings, bring them close to your body as if settling down then make the sound of an owl: "Whoooo!! Whooo!! Whooo!!
- OWL APPLAUSE II —** Same as above except at the end: "Hoot!! Hoot!!  
Hoot!! We're special owls, we give a hoot!!"
- OWL APPLAUSE III —  
SOUTHERN STYLE** Same as owl applause except at the end:  
"Whooo, ya'alllll, whooo, ya'alllll, whoooo,  
ya'alllllll!"
- OWL APPLAUSE IV —** Say: "Whoooo's the greatest? Yooouuuuu!!!  
That's whoooooo!!!"
- OWL APPLAUSE V —** Same as above except insert the name of the person that you're honoring after you say  
"Whoooo's the greatest?"
- OWL APPLAUSE VI —** "Say to \_\_\_\_\_ here's our salute, the owl applause, hoot! hoot! hoot!"
- \*\*\*\*YOU CAN VARY ANY OF THESE WITH HAND, ARM AND EYE MOVEMENTS\*\*\*\***
- OVEREATERS APPLAUSE —** Look very uncomfortable, rub your stomach, and say: "I can't believe I ate the whole thing!!!"
- OCEAN APPLAUSE —** (Best done with a big group or where you have at least four rows of seats.) Have the whole group stand, start the first row swaying from side to side, start the next row swaying the opposite direction, the third row the same direction as the first and the fourth the same as the second then have them start to sing "Sailing, sailing over the bounding main!!!"



## Peek-A-Boo

Sung to: "Skip to My Lou"

<sup>F</sup>  
Peek-a-boo, I see you,

<sup>C7</sup>  
Peek-a-boo, I see you,

<sup>F</sup>  
Peek-a-boo, I see you.

<sup>C7</sup> <sup>F</sup>  
It is Halloween time!

**Colraine Pettipaw Hunley**  
Doylestown, PA

## We're Not Afraid

Sung to: "Twinkle, Twinkle, Little Star"

<sup>C</sup> <sup>F</sup> <sup>C</sup>  
Ghosts and goblins, cats and bats,

<sup>G7</sup> <sup>C</sup> <sup>G7</sup> <sup>C</sup>  
We're not afraid of this or that.

<sup>G7</sup> <sup>C</sup> <sup>G7</sup>  
They are only make-believe,

<sup>C</sup> <sup>G7</sup> <sup>C</sup> <sup>G7</sup>  
Funny costumes on Halloween.

<sup>C</sup> <sup>F</sup> <sup>C</sup>  
Ghosts and goblins, cats and bats,

<sup>G7</sup> <sup>C</sup> <sup>G7</sup> <sup>C</sup>  
We're not afraid of this or that.

**Karen L. Brown**  
Bentonville, AR

## On Halloween Night

Sung to: "The Mulberry Bush"

<sup>D</sup>  
We will go out into the night.

<sup>A7</sup>  
What a sight! Such a fright!

<sup>D</sup>  
We'll scare everyone in sight,

<sup>A7</sup> <sup>D</sup>  
On Halloween night!

**Barbara Paxson**  
Warren, OH

## Being Afraid

Sung to: "Twinkle, Twinkle, Little Star"

<sup>C</sup> <sup>F</sup> <sup>C</sup>  
Being afraid is a scary thing,

<sup>G7</sup> <sup>C</sup> <sup>G7</sup> <sup>C</sup>  
And everyone feels the same.

<sup>G7</sup> <sup>C</sup> <sup>G7</sup>  
Afraid of darkness, afraid of ghosts,

<sup>C</sup> <sup>G7</sup> <sup>C</sup> <sup>G7</sup>  
Afraid of noises and being alone.

<sup>C</sup> <sup>F</sup> <sup>C</sup>  
Being afraid is a scary thing,

<sup>G7</sup> <sup>C</sup> <sup>G7</sup> <sup>C</sup>  
But it's okay to feel afraid.

**Kristine Wagoner**  
Pacific, WA





# Trick or Treat Totes

## Grocery Bag

Cuff down the sides of a grocery bag. Decorate the bag with a cut paper Halloween scene. Use heavy yarn for the handle. Reinforce the area where the handle is attached by gluing on a circle of paper. Add a piece of cardboard inside the bottom for added strength.

## Burlap Bag

Cut a rectangle of burlap. Glue or stitch a hem in one long side of the burlap. Glue the other two sides together or stitch them. Add a drawstring for a closure. Decorate with a jack-o-lantern cut from felt.

## Tissue Box

Cover a large tissue box with orange paper. Decorate with jack-o-lanterns cut paper doll style. Use yarn for the handle. Make the handle extra long so it can be worn in front like a necklace.

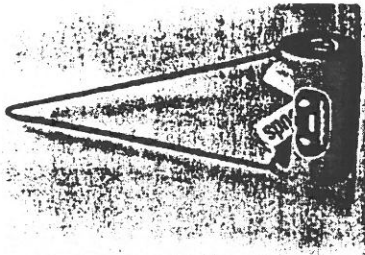
## Plastic Milk Gallon

Cut a mouth opposite the handle. Cut features from paper, and glue in place. Use yarn for the hair, and glue into the spout.



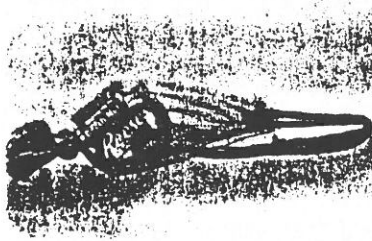
## Oatmeal Box

Cover an oatmeal box with paper. Cut out a rectangular area on one side of box for opening. Decorate with pumpkins. Add yarn handle.



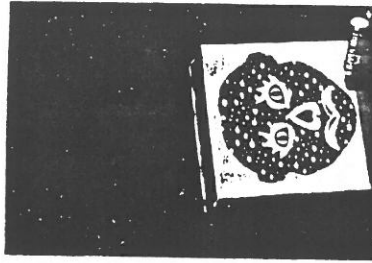
## Onion Sack

Make a yarn tassel of orange and black for the bottom. Fold down the top into a hem. Run a drawstring through the hem.



## Cereal Box

Cover a cereal box with paper. Cut a monster face from fabric. Glue on features cut from paper. Add a yarn tie handle.



# HALLOWEEN GAMES!

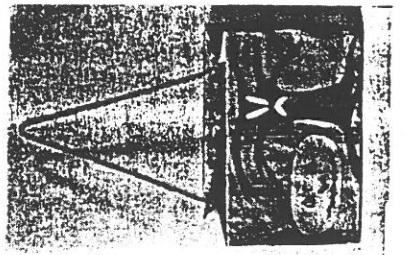
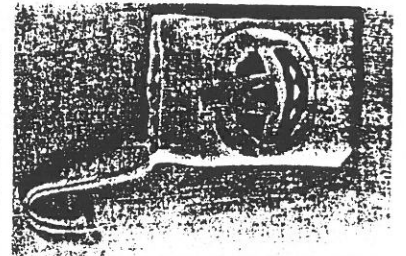
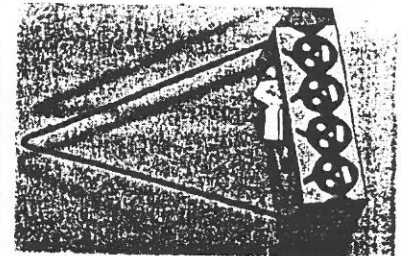
Answers on page 20.

## Scrambled Symbols

- |             |           |               |             |
|-------------|-----------|---------------|-------------|
| 1. kpnupmi  | 5. tciwh  | 9. dceal      | 13. krtic   |
| 2. ntlrena  | 6. smka   | 10. rwsocacre | 14. ettra   |
| 3. neslokte | 7. irsdpe | 11. maprevi   | 15. bogini  |
| 4. thsog    | 8. luksl  | 12. nueadht   | 16. calruda |

## "Cat" Match-up

- |  |                     |
|--|---------------------|
| 1. to take, seize                      | a. cattle           |
| 2. malicious; spiteful                 | b. catechism        |
| 3. religious instruction               | c. catty            |
| 4. kitty food                          | d. catacomb         |
| 5. livestock                           | e. catsup           |
| 6. comprehensive description of things | f. catch            |
| 7. publication listing wares for sale  | g. catnip           |
| 8. a long, underground gallery         | h. category         |
| 9. a whip with 9 lashes                | i. catalog          |
| 10. another name for ketchup           | j. cat-o-nine-tails |



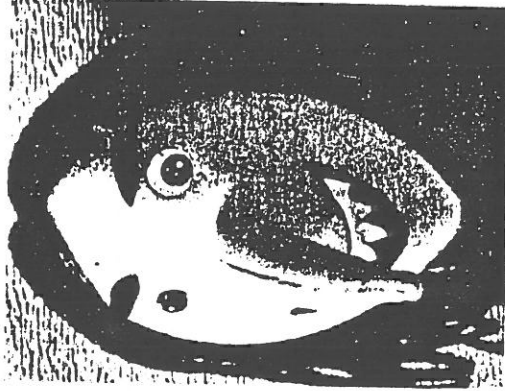
# Crafty Witches

Continued from  
page 19

WITCH'S NOSE

ACTUAL-SIZE PATTERN

PLACE ON FOLD



## Football Witch

Spongy fun for Halloween turns into a super Halloween witch.

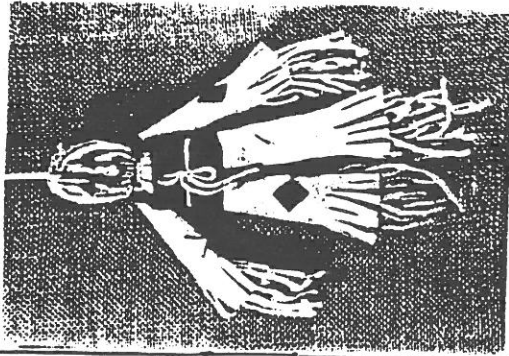
Materials needed: 1 - 7" long sponge football, matching felt, black rug yarn, black & white felt, cotton balls, movable eyes, needle, thread, scissors and glue.

For nose, trace pattern on felt. Cut out, and sew seams as indicated. Turn right side out, and stuff with cotton balls. Turn under unfinished edge of nose, and sew to football. (Note: Seam of nose should be on top facing you.)

For hair, cut 14" strips of rug yarn, and glue across head.

Glue on felt eyebrows, movable eyes, felt mouth and pointed felt teeth. Add a piece of wire to top for hanging.

## Strawfully Simple Scarecrows



With a little bit 'o' scrap  
And a little bit 'o' stuffing,  
You'll create a scarecrow  
For almost next to nothing.

### Yarn Scarecrow

A scarecrow to make  
In a moment or two,  
Using scraps of old felt,  
Yarn, scissors and glue.

For body, cut 30 - 24" strands of gold, 4 ply orlon yarn. For head, fold yarn in half, and tie 2" below fold with separate piece of yarn. The two loose ends will then become legs.

For arms, cut 24 - 12" strands of gold yarn. Place arms crosswise underneath body. Tie in center around neck.

For pant legs, cut two 3½" x 6" pieces of felt. Fringe bottom edge with scissors, and glue around each leg.

For sleeves, cut two 3½" x 4" pieces of felt. Fringe ends, and glue around arms.

For bib, cut a 2½" x 3" piece of felt. Glue straps to shoulders, and tie yarn around waist.

For trim, cut tiny patches out of felt; glue to sleeves and pants. Glue on felt eyes and mouth, and tie a piece of yarn through scarecrow's head for hanging.

### Paper Scarecrow

A centerpiece scarecrow  
To glue and to tape,  
With a cardboard roll  
And paper of crepe.

For body, cover a coat hanger, cardboard roll with green crepe paper. Bend in half, and poke ends into small piece of clay or styrofoam for base.

For arms, cover a 6" cardboard roll with crepe paper, and tie at top of body.

For straw, fan fold 12" long strips of gold crepe paper, and tie around wrists and ankles.

For head, wrap crepe paper around several cotton balls. Then, wrap around neck, and glue in place. Add fringed crepe paper for hair, and felt features.

For bib, cut 2 small pieces of crepe paper, and glue to front and back.

For hat, cut one 12" strip of green crepe paper. Fold in half, and fan fold. Staple one end. Carefully pull the two layers apart forming hat. Glue to head.

Trim base with crepe paper and bit of straw.

# HALLOWEEN GAMES!

Answers from page 25.

"Cat" Match-up  
(Answers: 1-f, 2-c, 3-b, 4-g, 5-a, 6-h, 7-i, 8-d, 9-j, 10-e)

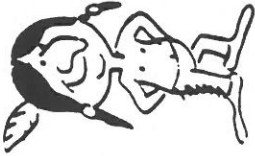
Scrambled Symbols

(Answers: 1. pumpkin, 2. lantern, 3. skeleton, 4. ghost, 5. witch, 6. mask, 7. spider, 8. skull, 9. candle, 10. scarecrow, 11. vampire, 12. haunted, 13. trick, 14. treat, 15. goblin, 16. dracula)





# Curse of the Great Pumpkin



Stay tuned, true believers, for the continuing saga of *The Great Pumpkin!*

Jean Ray  
Irwin, PA

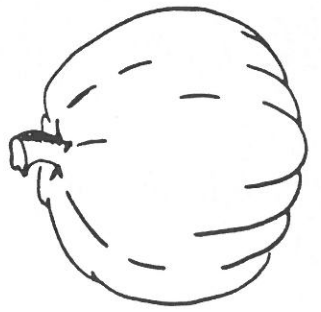
A fun skit for kids 'cause there's virtually nothing to memorize — only action — with very little rehearsal time involved. Be sure to insert your (school) name where we've put "Lincoln" and include names of children for the chief and brave.

**CAST:** Speaking parts: Narrator, Ghostbuster. Non-speaking parts: Chief, Braves and Wizard.

**COSTUMES:** Narrator - witch's costume  
Wizard - any Halloween costume  
Indians - brown paper bag vests, headband with feathers  
Ghosts - white sheets

**Ghostbuster** - make a power pack from a large cardboard box and strap it on  
**PROPS:** Large cardboard pumpkin, cardboard campfire, green markers, Yellow Pages phone directory, book, black pot, wooden spoon, paper bats, clothespin scout, fake mouse, play telephone, music from "Ghostbusters," squirt gun, boxes of pumpkin seeds.

**SETTING:** Pumpkin is placed on center stage. Campfire is placed to one side.



By morning, however, the pumpkin rot grew even larger.  
(Chief and braves wake up and look at pumpkin in disbelief!)

Chief Ed opened the Book of Wizardry to find a solution! Chief Ed called for the Wizard of the West.

(Enter Wizard who picks up kettle and spoon.)

A magic potion was concocted: breath from 3 bats, 1 shrunken Cub Scout and 1 live mouse!

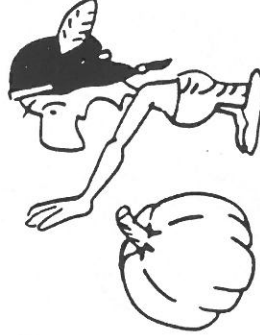
(Wizard holds nose while shaking paper bats into kettle.)

Stir together for 3 days and place directly to the north of the great pumpkin.

(Wizard places kettle in front of pumpkin and exits.)

On the third day, the task was completed. Surely now the dreaded scourge would be halted.

(Indians sleep around campfire. Ghosts come out and color in more of the pumpkin, then exit quickly.)



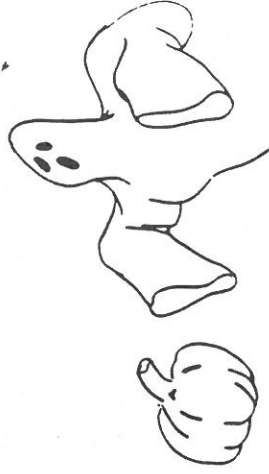
Not so! The pumpkin rot grew even larger. Now a final decision had to be made. Chief Ed commanded all his braves to sit up all night with the Great Pumpkin. No more sleeping on the job!

(Braves all sit around the Great Pumpkin.)

At first the night was quiet, only the sound of a night owl could be heard.  
(Scout, unseen, makes sound of an owl.)

What's that? Could it be the ghosts coming out? Yes! The Indians watched in horror as the ghosts spread the rot on the Great Pumpkin.

(Ghosts come out and color in more green on the pumpkin!)



Fortunately, Brave Jeff knew just who to call. He found a listing in the Yellow Pages. It was time to stamp out slime once and for all!

(Brave Jeff thumbs through Yellow Pages, and dials a phone he pulls from a sack.)

1 ringy tingy, 2 ringy tingies, 3 ringy tingies.

(To audience) WHO YA' GONNA CALL?

(Ghostbuster music swells in the background. Ghostbuster enters carrying his gun.)

**GHOSTBUSTER:** You can run, but you can't hide!

(Ghostbuster chases ghosts, and ghosts fall where he shoots them.)

**NARRATOR:** Thus, thanks to modern day technology, the Great Pumpkin not only survived, but flourished, and the Lincoln Indians were able to enjoy their pumpkin seeds once again.

(Cast members line up on stage and say in unison, "WHO YA' GONNA CALL" as they take one step forward and extend one hand which holds a box of pumpkin seeds.)

# Halloween Program Idea

Written for Cubs but easy to adapt for others

Art and Cheryl Snyder  
Spotsylvania, VA

## A Halloween Welcome

**WITCH** (dressed in costume, stirring cauldron with dry ice and water, uses props as listed in poem. Room is darkened; witch uses small light to read poem):

Bubble, bubble, toil and trouble,  
Fire burn and cauldron bubble.  
Eye of newt and tongue of bat,  
Spider's web and whiskers black,  
Patches red and ribbons blue,  
Numbers gold, put in my stew.  
Ghosts and goblins, witches too,  
Bid our Cubmaster, come drink  
my brew!

**CUBMASTER** (enters room as a ghost with sheet covering body; uses flashlight under sheet to read poem):

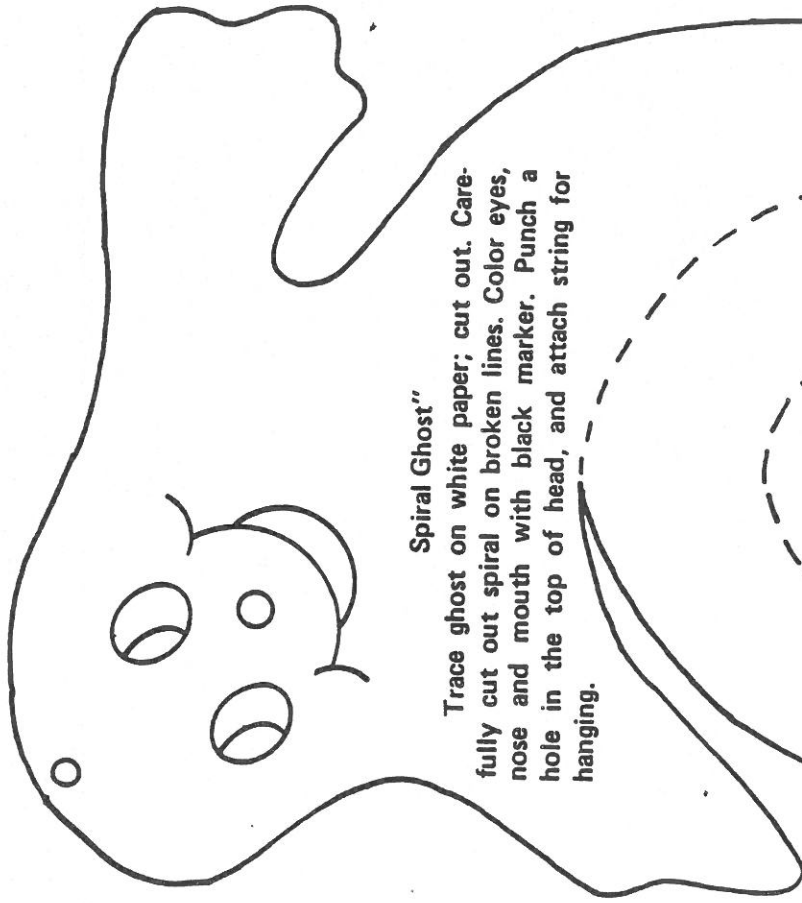
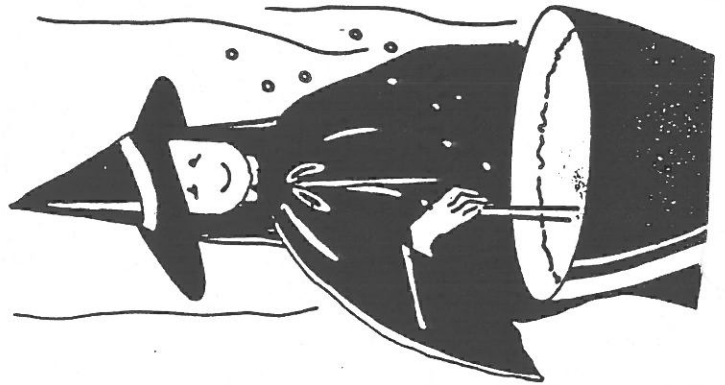
I've come in spirit for this night  
of fun.

Remember to be careful, every-  
one.

Go door to door for tricks or  
treats,  
And scare everyone that you  
meet.

I may look ghostly to all you  
here,  
But it's only me -- no need to  
fear!

(Cubmaster removes sheet and  
welcomes audience.)



## Spiral Ghost"

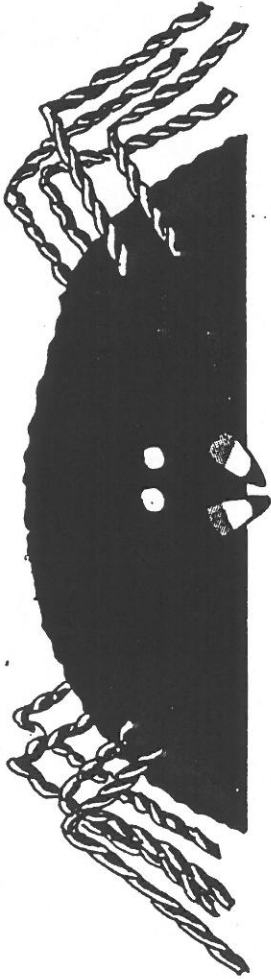
Trace ghost on white paper; cut out. Carefully cut out spiral on broken lines. Color eyes, nose and mouth with black marker. Punch a hole in the top of head, and attach string for hanging.

ACTUAL SIZE  
PATTERN

# Kids in the

# Kitchen

These recipes and ideas are dedicated to kids ... designed for kids ... can be made by kids ... and should be eaten by kids! (Unless, of course, adults want to take the taste test!)



## Spider Cake

Follow the directions for mixing your favorite box cake mix and for preheating the oven.

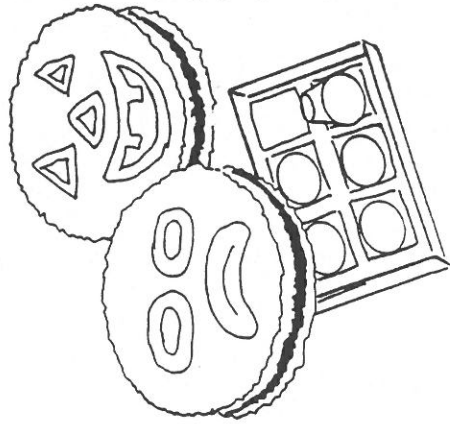
Grease and flour a large pyrex bowl. **BE SURE THE BOWL YOU USE IS MADE TO BE USED IN THE OVEN.** Fill bowl half full with cake batter. Put in oven until cake is done. (An easy way to tell if it's done is to press your finger in the center of the dough. If dough springs back, cake is done.) Cool on rack. Invert bowl to remove cake.

Frost with dark chocolate frosting. Add black gumdrop eyes and eight licorice legs. Press in corn candies for fangs!

## Spooky Sandwiches

Lay individual bread slices on cutting board. Using an inverted drinking glass or cup, cut out bread rounds. Fill with peanut butter and jelly, lunchmeat or your favorite filling. Make features for a pumpkin, ghost or ghou! with a decorator can of cheese spread.

To serve, line a tray with black paper; arrange sandwiches on tray.



## Hand Ice Mold and

## Dragon's Blood Punch

Roberta Griffith  
Evans City, PA

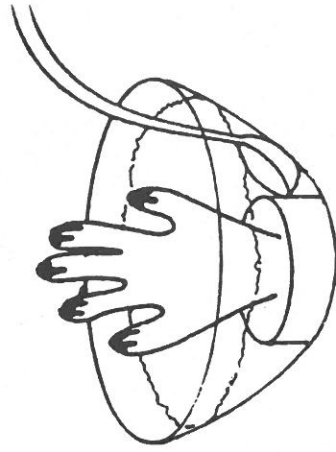
To make the hand, fill a new rubber glove with water. Tie at the wrist with string as shown. Freeze 1 or 2 days. Unmold. Sometimes a finger will fall off when unmolding. This only adds to the ghoulish effect.

To make a base for the hand, fill a one pound coffee can about 1/3 full with water. Insert the hand, and freeze until firm.

To make the punch, mix equal parts of apple and cranberry juice and ginger ale. Refrigerate. When ready to serve,

place half the mixture in punch bowl. Insert hand ice mold in center. Fill bowl with remaining punch.

For added ghoulish effect, place a few drops of red food coloring on the tips of the fingers just before serving.



## Graveyard Popcorn

Make popcorn according to directions on package.

Line a shoe box with black paper. Tape the lid upright to one side. Fill the box with popcorn. On the lid write, "Here lies old Pop Corn."

# Jar Lid and Walnut Shell Owl

## Materials

Patterns (this page)

Two-piece canning jar lid

½ walnut shell

Art paper:

4" × 4" blue (background)

3" × 3" brown (owl)

scraps of black and yellow  
(feet, beak, and moon)

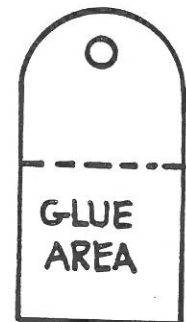
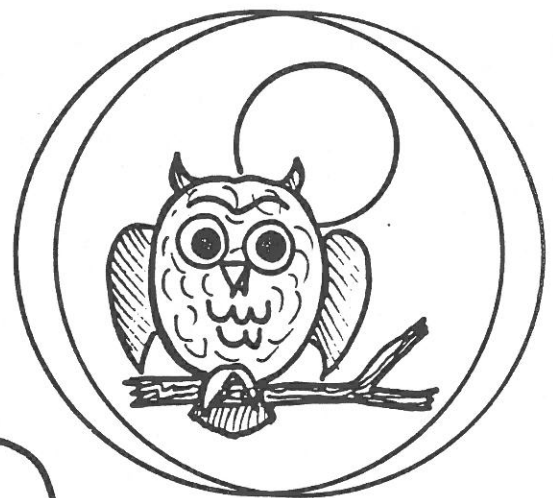
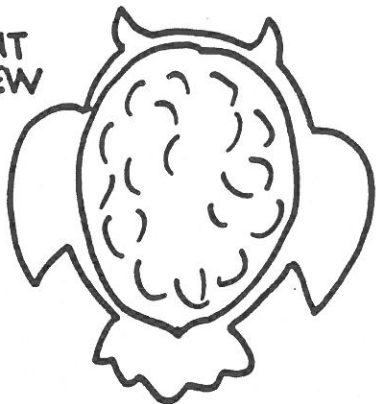
Small twig

Tagboard scrap

Two plastic eyes (optional)

## Figure A

FRONT  
VIEW



## Procedure

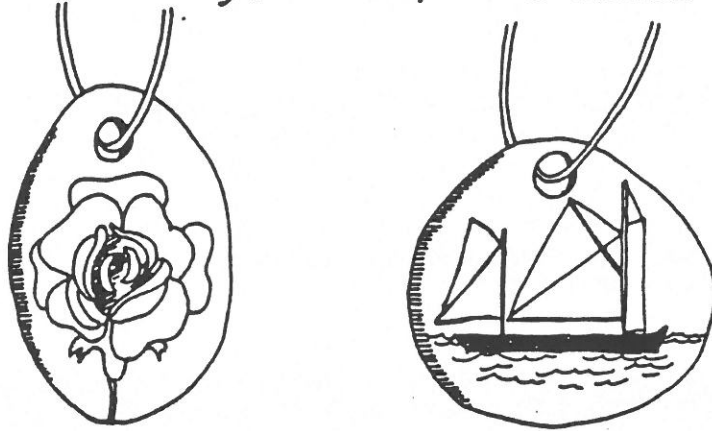
1. Trace lid insert on blue paper and cut out circle.
2. Glue blue circle to lid insert. Then glue lid insert inside ring.
3. Trace owl, feet, beak, and moon patterns on art paper and cut out.
4. Glue paper owl to walnut shell (fig. A).
5. Glue plastic eyes in place, or draw eyes with felt pen. Glue beak in place.
6. Glue moon and walnut owl to paper-covered lid.
7. Draw details with felt pen.
8. Glue twig in place.
9. Glue feet in place.
10. Trace hanger pattern on tagboard and cut out. Glue to back of lid.

October

# Plaster Scrimshaw

The second Monday in October is Columbus Day.

**Supplies:** Plaster of Paris, water  
Wax paper  
Spoon  
Carving tool (compass point, nail, nail file)  
Paint, string, small paintbrushes



**Procedure:** During long sea voyages sailors alleviated their boredom by carving small, intricate pictures into sharks' teeth or whale bone. To make your own simple scrimshaw, mix one cup of plaster of Paris with  $\frac{2}{3}$  cup of water. Quickly stir the mixture until it's smooth and creamy and drop it by teaspoonfuls onto wax paper. While it's hardening poke a hole in the top for a string. Let the plaster harden for fifteen minutes. Then use a carving tool to etch a detailed design into the pendant. When the design is finished the paint can be applied. With a small brush, apply the paint to the lines that have been etched into the plaster. Then paint the other areas of the pendant, leaving some white space.



## DEN ACTIVITIES

"WHAT CAN WE DO AT DEN MEETINGS?" How many times has that question been asked? Den Leaders use up ideas at an alarming rate. Here is a list of possibilities:

1. Boys put on sample den meeting for parents.
2. Indoor track meet (feather toss, straw throws, balloon heave, standing broad jump, foot race-measure foot length)
3. Visit a newspaper office.
4. Visit the match factory.
5. Visit the zoo.
6. Kickball game using ball of rags or feathers.
7. Visit a farm.
8. Den bowling tournament.
9. Dads take den to sporting events.
10. Ice skating or roller skating.
11. Dad with interesting occupation tells boys about it (jet pilot).
12. Dad with special hobby tells and displays (model making).
13. Backyard breakfast cookout.
14. Work on achievement everyone needs.
15. Treasure hunt.
16. Scavenger hunt for Cub Scout objects.
17. Marble shooting contest.
18. Safety inspection of everyone's bike (use Dads).
19. Pet exhibit; each Cub Scout brings and tells about his.
20. Boys bring their collections: stamps, etc., and tell about them.
21. Game-making day: ring toss, box hockey, etc.
22. Use pinewood derby cars, roll on pavement to stop in marked areas for points.
23. Archery at city archery range.
24. Star high school or college athlete tells about his sport.
25. Fishing in a pond at county park for prizes.
26. Visit historical spot in area.
27. Conducted tour of Audubon Park.
28. Local geography day: use maps and go to principal civic buildings.
29. Explorer tells about Philmont.
30. Scout tells about jamboree.
31. Telephone day: boys stay home, call each other with relay messages on pre-arranged plan.
32. Visit a weather station.
33. Phone system cancels regular meeting, calls special "surprise one".
34. Shell collecting at the beach.
35. Woods hike for leaf collections.
36. Trip to county museum.
37. Friend with unusual educational experiences tells about it.
38. Trip to fire station.
39. Visit to police station or highway patrol.
40. Science teacher presents a project.
41. Night meeting to study stars.
42. Dinosaur day: each boy brings his models.

43. Model day (planes, cars, etc.) each boy displays his best.
44. Visit hobby store; on return list all hobbies boys can think of.
45. Visit telephone company.
46. Den uniform inspection.
47. Visit the airport.
48. Design new closing ceremonies.
49. Visit library, librarian tells what is provided besides books, each boy gets a card and checks out a book.
50. Bird-watching contest for most birds and most different kinds.
51. Boys mix, bake, and eat cupcakes.
52. Science day with microscope. Look at hair, water, etc.
53. Magic day - each boy does his favorite trick.
54. Session on first aid.
55. Bait-casting practice (with Dad's help).
56. Contest judging weight, sizes of objects, heights.
57. Have a swap day.
58. Play charades.
59. Local postman tells about his work.
60. Without a watch, each boy tries to walk around the block in exact number of minutes.
61. Photographic hobbyist takes picture of each boy who then sees his own develop.
62. Make puppets for a show.
63. Make sailboats to race on pond.
64. Go rock collecting.
65. Mother's Day Gifts (numerous items for this.)
66. Joke telling - den winner picked by vote.
67. Liar's contest - winner picked by vote.
68. Ping-pong contest (basket shooting, miniature golf, baseball throw, football throw, etc.)
69. Build tin-can birdhouses (or other types).
70. Airplane sailing contest, made of sheets supplied.
71. Hat making contest - supply paper, string, paste.
72. Practice Cub Scout songs.
73. Make collage of old Christmas cards.
74. Build den equipment box.
75. Build den window display.
76. Jump the rope contest.
77. Catch butterflies.
78. Visit a lapidary shop.
79. Coin collector shows coins.
80. Scrambled word game (Cub Scout words).
81. Indian masks of paper bags (or Indian costumes).
82. Make clay models, paint, fire them.
83. Plastic models to work on only at den meeting.
84. Baseball game with another den.
85. Handicraft-beads, belts, paints, etc.
86. Start crystal growing hobby.
87. Service project for school or church.
88. Make den scrapbook or photos and souvenirs.
89. Plant a vegetable garden.
90. Cub Scout plan next month's activity.

## Knots-and-Not-Knots

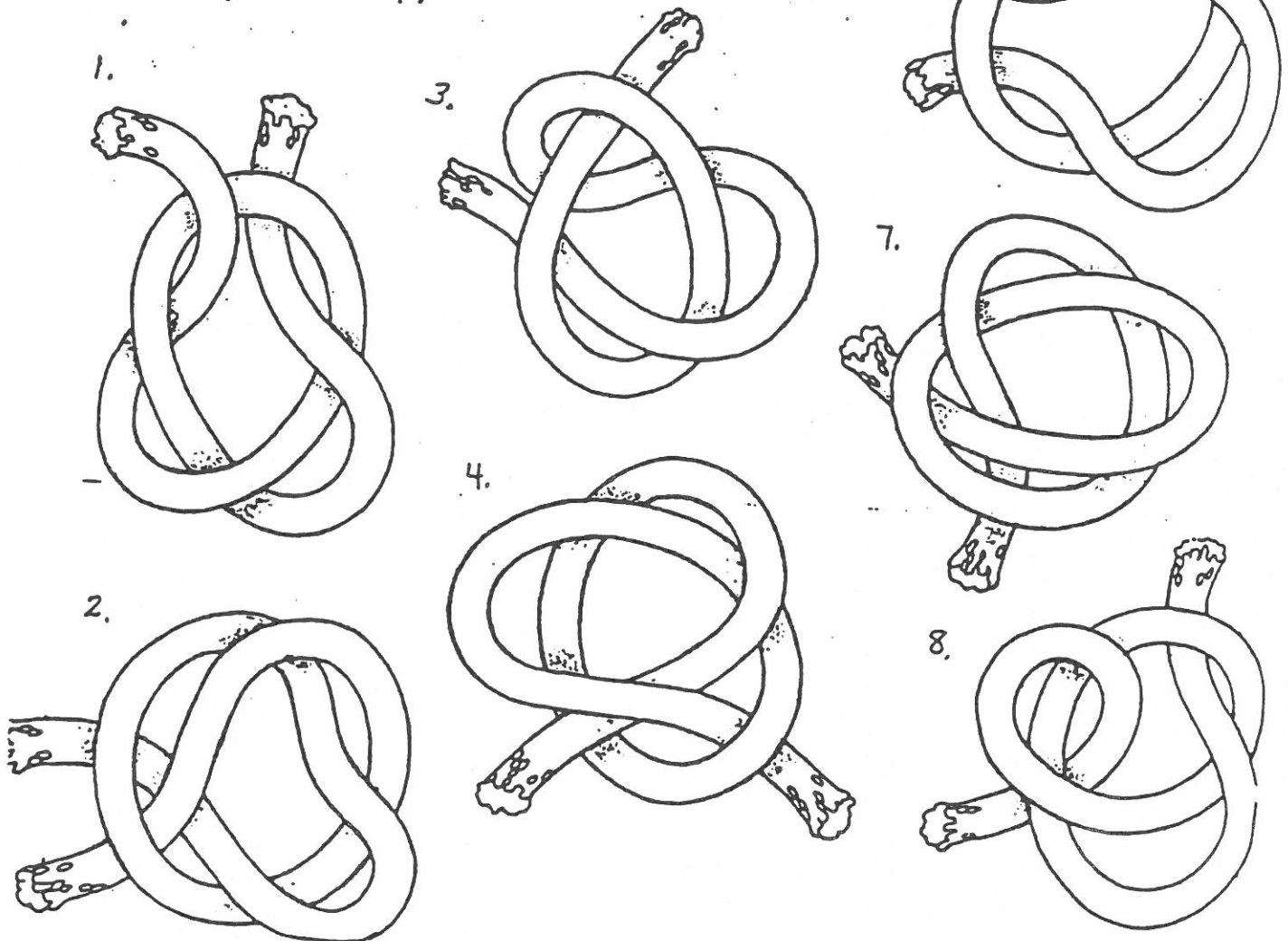
As simple as this pastime appears, it is a real brainteaser that requires much concentration and good visual perception. Knots-and-not-knots was traditionally played between parent or grandparent and child. Some adults felt that perception puzzles like these were a "stimulant to the intelligence" and helped make the player wise. Here is how it was done:

Using a short length of rope, the parent would twist and loop the rope to form what appeared to be a loose knot. But was it a knot or not a knot? The puzzle was simply

that—to determine what would happen if the ends of the rope were pulled.

Study the knots in the illustration carefully and see if you can figure which ones are knots and which are not knots. Try to imagine what would happen if you pulled the rope ends of each "knot" in question.

Now, using a piece of rope about eighteen inches (twenty-six centimeters) long — clothesline will work nicely — duplicate the loops shown in the illustration, and see if you were right. You will find that it is now quite simple to make up your own knots-and-not-knots puzzles.



# HALLOWEEN WORD SEARCH

Circle the hidden words. They go across and down.

## ACROSS

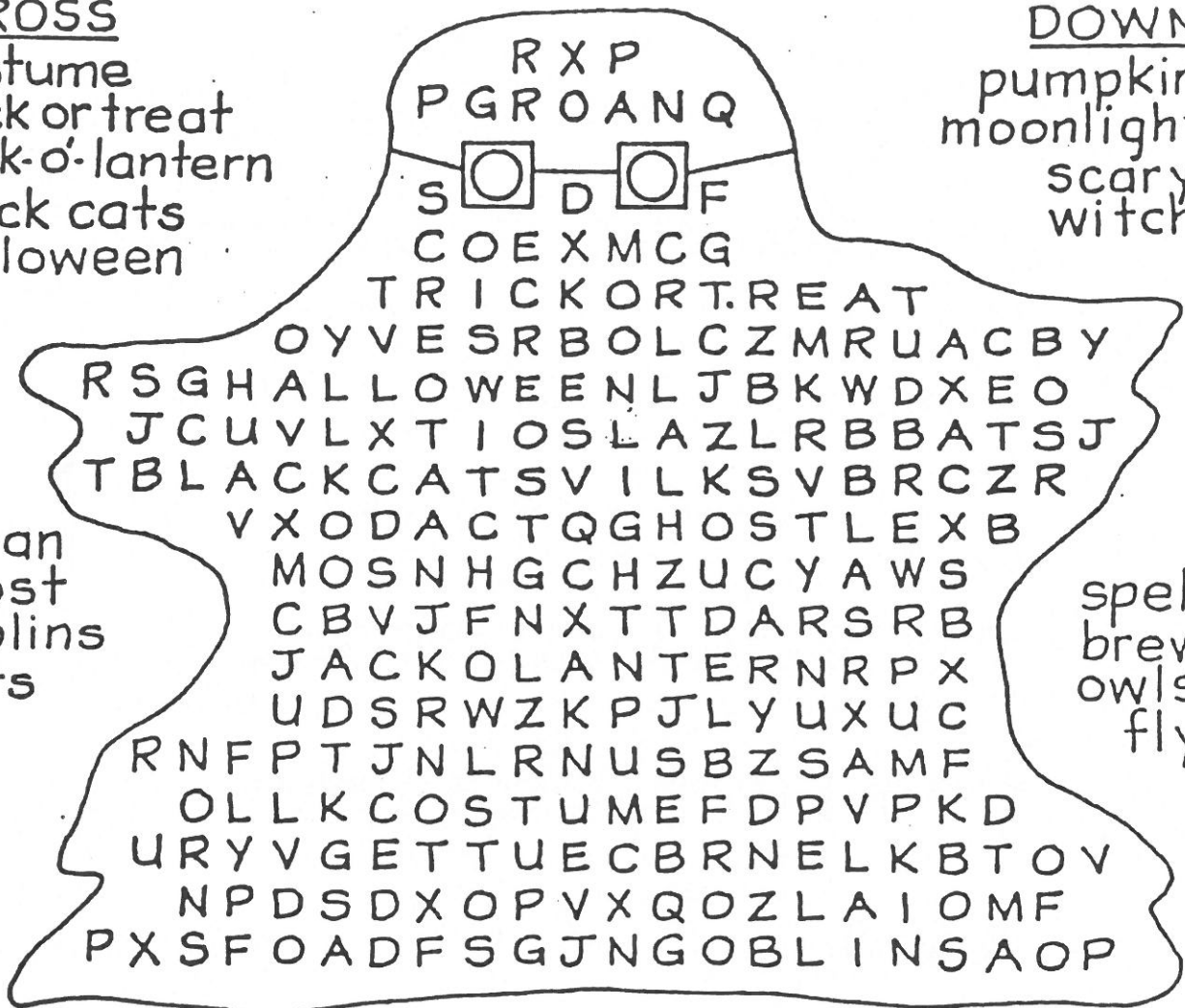
costume  
trick or treat  
jack-o'-lantern  
black cats  
Halloween

## DOWN

pumpkin  
moonlight  
scary  
witch

groan  
ghost  
goblins  
bats

spell  
brew  
owls  
fly



**WITCHES' BROOM RIDE:** An old broom is needed for each team. Players line up in couples. One player is the rider and sits on the brush part of the broom as near the end as possible, placing his feet on the broomstick and holding with his hands. The other player is the WITCH and holds the handle either between his legs or to one side. The team must race to the goal and back, tagging the next couple.

**VARIATION:** One player is the rider to the goal and the other on the return trip.

**WITCHES'S HUNT:** Cut out a number of cardboard bats, cats, owls, etc., and hide them around the room. The players march around in a circle while music is played. When the music stops, they scatter and try to find the cutouts, as many as they can. When the music resumes, they must stop hunting and march in a circle again. The game continues until all cutouts are found. Cats count one point, bats three points, and owls are five points. Person with the highest score wins.

## HALLOWEEN

### SPOOKS FROM FIRELAND

**Characters:** Seven Cub Scouts dressed as ghosts (in sheets).  
**Equipment:** Seven cardboard "grave" stones, painted gray, large enough for Cub Scout to crouch behind. Dim the lights. One boy could spotlight ghosts, with a flashlight, as they do their part.

**Action:** Each rises from behind his grave stone, extends arms menacingly, says his lines, than crouches down slowly.

1st Ghost: I smoked and smoked and smoked in bed.  
And now you see that I am dead.

2nd Ghost: I played with frayed wires, that was O.K.  
And now you see, I've gone away.

3rd Ghost: I saved oily rags to use again.  
No telling what I might have been.

4th Ghost: We thought the campfire under control.  
I just climbed out of my six foot hole.

5th Ghost: While in a hurry the hot grease splattered.  
I didn't know it really mattered.

6th Ghost: I played with matches, it was such fun.  
Till I caught fire and began to run.

7th Ghost: I filled with gas the lawn mower hot.  
So like others, now I'm not.

All Together:  
Obey Fire Rules  
They are no joke  
Or do as we did  
And end up in smoke.

(Remember--October is always FIRE SAFETY month.)



# more skits...

## "TOO MUCH ARGUMENT"

Characters--Three farmers to sit around stove in country store; one clock (a boy ticking); two boys in a blanket to be a cow. Farmers sit, not speaking, for a long while, smoking pipes and staring at the stove. After a while the cow goes walking slowly past the door outside. Nobody moves, but clock keeps ticking loudly all the while. After a long moment, one farmer says slowly but loudly, "That be Farmer Brown's cow out there."

Nobody answers for a long time, as the clock ticks on. Then the second farmer says slowly, "That were NOT Farmer Brown's cow." Then, after another long while, the third farmer stands, yawns, and says, "I'm tired of all this argument. I'm going home."

\*\*\*\*\*

## "THE GHOST"

Five boys (more or less) tip-toe onto stage in single file, and stop as the first one gestures. "That's where I saw the ghost," he whispers loudly. No. 2 boy whispers to third, "That's where he saw the ghost," and so on down to the last man, who whispers back, "O-o-o-h, and where were you?" Each whispers this message back to the first, who whispers, loudly, "Right here!" This is whispered man to man, down to the last, who whispers, "O-o-o-h, where is the ghost now?" This travels back to number one.

No. 1 says "Up there," and the last man relays back "How far is that?" The message comes down the line "Five miles." Lastly, the last man wants to know, "Then why are we whispering?" This is whispered up the line to No. 1, who answers in a loud whisper, "BECAUSE I HAVE A COLD!"

\*\*\*\*\*

## "HOT NEWS"

In the office of the Daily Blab sits the editor, feet on desk. In dashes the first reporter with, "Hot news, hot news. Railroad accident at Seminole! Fifty people killed!" "When did it happen," the editor asks. The first reporter says, "Half an hour ago." The editor says, "Too old. Go out and get me some HOT news."

Second reporter reports, "Swell news. Two airplanes wrecked! Eighty people killed! Bad Crash!" "When," asks the editor. "Fifteen minutes ago." The editor replies. "Stale news--too old!"

Third reporter dashes in. "Big news. Gasworks explodes--hundred people killed!" The editor asks, "When did it happen?"

"Listen!" cries the third reporter, and a loud BANG! is heard offstage as someone bursts a paper bag. Curtain.

(Try to impart feeling of great hurry with this skit.)

## A GHOST STORY

Divide the audience into five groups. Assign a character role to each. Have them rehearse their parts once. As each character is mentioned, the group stands up, shouts the proper response, and sits down. Everyone plays the part of the ghost. Read the story.

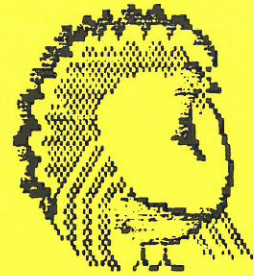
TIMID YOUNG GIRL .....(Sob or scream.)  
OLD, OLD WOMAN .....(Shrill laugh.)  
LARGE BLACK CAT .....("Me-e-ow".)  
LONG BLACK SNAKE .....("Hiss-ss-s".)  
TALL DARK MAN .....(Groan.)  
GHOST .....(Everyone scream.)

On a dark and windy night in October, a stagecoach rumbled along a country road. In it a TIMID YOUNG GIRL bounced up and down on the hard cushions and gazed with fright out into the darkness. Suddenly, the coach stopped and in stepped an OLD, OLD WOMAN. From under one arm was twined a LONG BLACK SNAKE.

Ha, ha! a TIMID YOUNG GIRL traveling alone tonight!" The OLD, OLD WOMAN exclaimed with a hideous grin. "Let me tell your fortune my pretty dear." The OLD, OLD, WOMAN stretched a puny arm toward the TIMID YOUNG GIRL while the LARGE BLACK CAT arched his back and the LONG BLACK SNAKE watched with beady eyes.

At that moment the door was thrown violently open and in rushed a TALL DARK MAN wearing a long raincoat. His face was hidden by a drooping hat, but his voice was low and pleasant. "Allow me," he said and gently pushed between the TIMID YOUNG GIRL and the OLD OLD WOMAN who pointed her finger at the TALL DARK MAN. Under the seat the LARGE BLACK CAT meowed again and the LONG BLACK SNAKE hissed. Nearer and nearer to the OLD, OLD WOMAN bent the TALL DARK MAN. He fixed on the OLD, OLD WOMAN two startling eyes and pushed back his hat. With a terrified shriek the OLD, OLD WOMAN sprang to the door, followed by her LARGE BLACK CAT and LONG BLACK SNAKE. Inside the coach the TIMID YOUNG GIRL fainted, for under the hat of the TALL DARK MAN was the ghastly countenance of a GHOST!

SKITS



**NOVEMBER  
1992**

**TURKEY  
DAY**







## ALL THE "N" APPLAUSES WE COULD FIND

### NOTES

- NAIL POUNDING APPLAUSE** Start by getting out your hammer, dig into your pretend nail pouch, find a nail, set it by tapping lightly with your pretend hammer, (Hold hammer with one hand, nail with the other. Then strike the nail harder, once or twice, let the next one slip and hit your thumb, yell: "Ooooouuuch!!!!" Hold your thumb as if you were really hurt!.
- NAIL POUNDING APPLAUSE II** Do all of the above motions three times, then say: "We're not very good carpenters" as if in great pain!!!!
- NOISE AND NO NOISE —** Have group repeat a well known song or phrase, such as "Row Row Row Your Boat or Three Blind Mice". Tell them to raise and/or lower your arms. When arms are fully extended as loud as they can, when almost at your sides in a whisper, when flat on your sides they are to stop all together. Vary the speed and position of your arms for best effect.
- NEW PERSON(S) APPLAUSE** Yell: "Welcome to you, Welcome to you, Welcome to you", each time getting louder.
- NEW PERSON(S) SOUTHERN STYLE —** Same as above except say: "Welcome ya'll" Three times!!!
- NEW PERSON(S) II —** Same as new person(s) applause except add their name after the third welcome to you!
- NEW PERSON(S) SOUTHERN STYLE II —** Same as new person(s) southern style except add persons name after the third time you say: "Welcome ya'll!!!!"
- NUTTY APPLAUSE —** Have your group yell out "cashew, cashew, cashew", you say "God bless you, or ga-sun-height!!" This always gets a good laugh!!!
- NOISE MACHINE APPLAUSE** Leader have a board about three feet long. A yard stick will do, the group is to stamp their feet louder and louder as the board is raised and lower the noise when it is lowered to the table, you can do this throughout the meeting, just by picking up the board or yardstick raising or lowering it to get the effect you want.



## Mr. Turkey, Better Watch Out!

Sung to: "Yankee Doodle"

<sup>C</sup> Mr. Turkey, better watch out, <sup>G7</sup>  
<sup>C</sup> Thanksgiving Day is coming. <sup>G</sup>  
<sup>C</sup> If you're not careful, <sup>F</sup> you'll end up  
<sup>G7</sup> In someone's hungry <sup>C</sup> tummy!  
<sup>F</sup> Mr. Turkey, run, run, run,  
<sup>C</sup> Please run away and hide.  
<sup>F</sup> Mr. Turkey, run, run, run,  
<sup>C</sup> Don't wait around outside! <sup>G7</sup> <sup>C</sup>

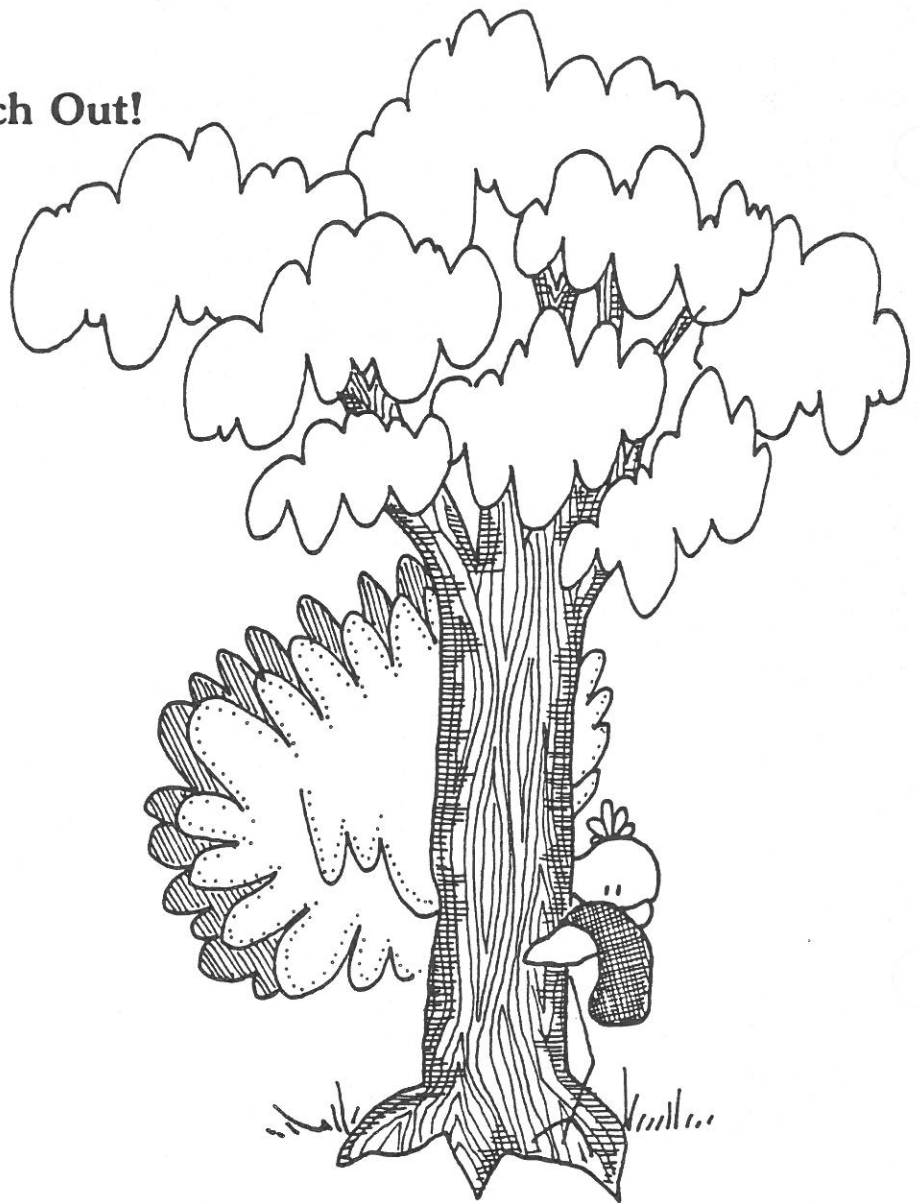
Maureen Gutyan  
Williams Lake, B.C.

## Run, Little Turkey

Sung to: "Skip to My Lou"

<sup>F</sup> Run, little turkey, run away,  
<sup>C7</sup> Run, little turkey, run away.  
<sup>F</sup> You'll be a dinner on Thanksgiving Day,  
<sup>C7</sup> So run, little turkey, <sup>F</sup> run away.  
<sup>F</sup> Gobble, gobble, you can't catch me,  
<sup>C7</sup> Gobble, gobble, you can't catch me.  
<sup>F</sup> I'll run away and I'll be free,  
<sup>C7</sup> Gobble, gobble, you can't catch me. <sup>F</sup>

Sue Brown  
Louisville, KY



## Tom, Tom Turkey

Sung to: "Frere Jacques"

<sup>C</sup> Tom, Tom Turkey; Tom, Tom Turkey,  
Run away, run away.  
Thanksgiving Day is coming,  
Thanksgiving Day is coming.  
<sup>C</sup> Yum, yum, yum; run, run, run!

Bonnie Woodard  
Shreveport, LA

Buckskin Pioneer Song  
(Adapted by D. Karweik)

This land is your land,  
This land is my land,  
From California to the New York Island.  
From the redwood forests,  
To the gulf stream waters,  
This land was made for you and me.

The old buckskinners  
Roamed the backwood places,  
Far away from all human traces.  
From the moutain highlands,  
To the valley meadows,  
A new land explored for you and me.

The deer and foxes;  
The bear and otters,  
They were our friends and became our brothers.  
They lived together,  
In nature's bounty.  
This land was made for Pioneers.

Today, the wild woods,  
They still call us,  
The tranquil forests and the lovely stream beds.  
You can still feel  
Like Buckskinners,  
Exploring the land with you and me.

This land is your land,  
This land is my land,  
From California to the New York Island.  
From the redwood forests,  
To the gulf stream waters,  
This land was made for you and me.



BRAVE PIONEERS

Tune: Battle Hymn of the Republic

Who were the fearless pioneers  
Who helped carve out our land,  
Who traveled down the rugged trails  
They were a fearless band.  
They braved the weather and the wilds,  
Those men and women bold,  
Their story should be told.  
(chorus)

Buffalo Bill and Daniel Boone  
Two of the very best;  
Zebulon Pike, Kit Carson,  
And Jim Bridger and the rest.  
Brave pioneers who risked their lives  
To make this country grand.  
We thank you for our land.  
(chorus)

Chorus

Traveling to an unknown land,  
A very brave and daring band,  
Pioneers, we think you're grand,  
For lending us a hand.

# Wooden Shingle Painting

**Supplies:** Old barn siding or barn shingles (If this is unavailable any weathered wood scraps will do)

Drill

Heavy twine, clear acrylic spray

Acrylic paint, brushes, water

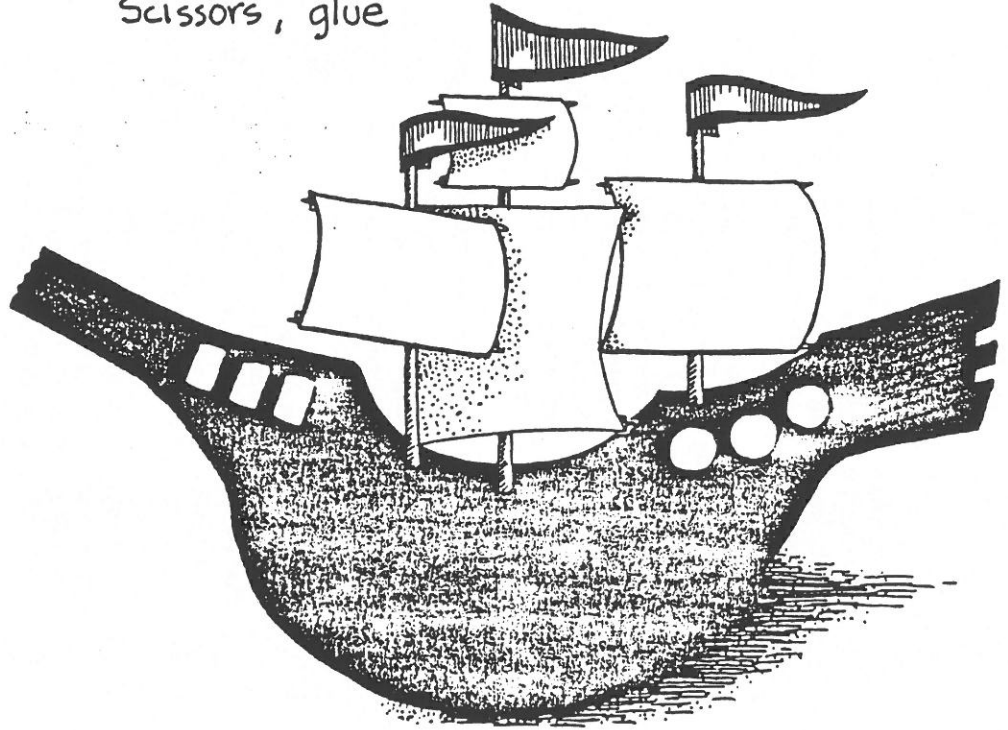
Dried weeds or flowers



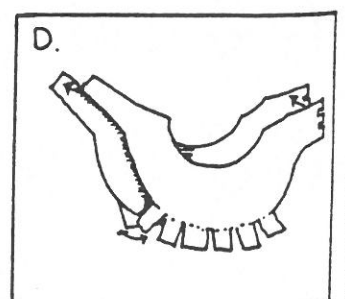
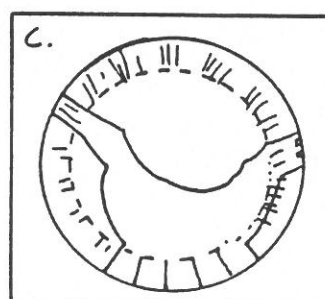
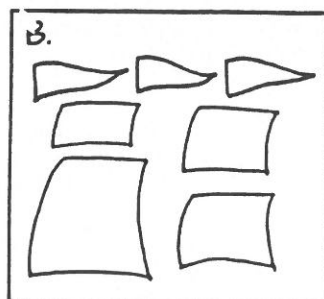
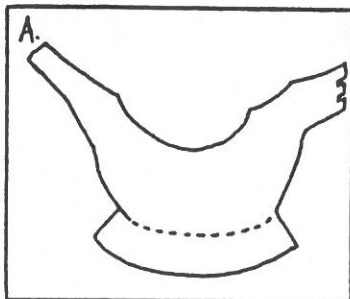
**Procedure:** On an old piece of wood, sketch and then paint a harvest or Thanksgiving scene. Dried weeds or flowers, stones, beans, or other objects may be added to the composition if desired. A protective coat of clear acrylic spray should be used to protect the painting. Drill two holes in the top of the shingle as shown and lace a piece of heavy twine through the holes and knot the ends.

# The Mayflower

**Supplies:** Paper plates  
 Crayons or tempera paints  
 Toothpicks and drinking straws  
 Plain or construction paper  
 Scissors, glue



**Procedure:** Make several patterns for the ship and sails (see A and B). Place the boat pattern on an inverted paper plate and cut two (see C). Color and decorate the ship as desired. Make cuts in the bottom, overlap the pieces and glue together (see D). Now glue the matching ends of the ship together. Cut the sails from white or colored paper. Glue toothpicks to the sails. Now glue the sails to the drinking straws. Place the "masts" inside the boat and glue or staple in place.



# Gus The Ghost and Thanksgiving

by  
Kay Nordquist  
San Diego, California

This skit is best read by a Narrator (adult or excellent young reader) while others act out in pantomime the parts of Gus the Ghost, Santa Claus, Mom, Dad, Child, Herman the Elf and other elves.

The setting is a table beautifully set (as for Thanksgiving) with possibly a chimney made from a large box which elves can hide behind before their entrances.

Let me tell you a story you'll never believe  
'Bout something that happened on Thanksgiving Eve.  
It happened at my house, I know that it's true...  
How would you feel if it happened to you?

We were eating our dinner of turkey and dressing,  
And being thankful, and saying the blessing,  
When all at once on the door was a knock.  
When my Dad answered, he had a big shock,  
For there was a Halloween ghost in a sheet,  
And it held out a sack, and it said, "Trick or Treat!"

A ghost! A ghost! That's what it was,  
And then it said, "Boo," as a normal ghost does.  
Father said, "I'm mixed up, as sure as I'm living  
To see Halloween ghosts appear on Thanksgiving."

The ghost dropped its sack, "You're not fooling, are you?  
It's not Hal-ween? I must be cuckoo!"  
"Come in," Father said, "Tell your story to us."  
"I'm a Halloween ghost, and my name is Gus."

"I was minding my business on late Halloween,  
And all of a sudden I heard a strange scream.  
A crash and a boom -- why, it's all coming back!  
I felt a big jolt, then it all went black!"

Mom stopped his story and jumped up and cried,  
"What on earth is the clatter I hear from outside?"  
We thought we were dreaming, for what did appear  
But a sleigh full of toys, and eight tiny reindeer!  
Who do you think was on top of the sled?  
A bewildered St. Nick, scratching his head.

Gus was so startled, he jumped to his feet,  
Covered his eyes and turned white as his sheet.  
Mother said sweetly, "I don't know why you're here.  
But, Santa, it's plain you've come early this year."

Santa said, "What goes on? If this isn't the most!  
A Thanksgiving turkey and a Halloween ghost?  
The last I remember, I was back at the Pole  
Getting ready for Christmas. Oh, now the whole  
Business is getting quite clear to myself."

And he roared, "Where's that naughtily young mischievous elf?  
The one that's named Herman. It's plain to be seen,  
He's monkeyed around with my new time machine!

"He's pushed all the buttons, and mixed up the signs  
And made all the seasons come out at one time.  
I'll paddle that youngster until he is red,  
And see that he spends all his Christmas in bed!"

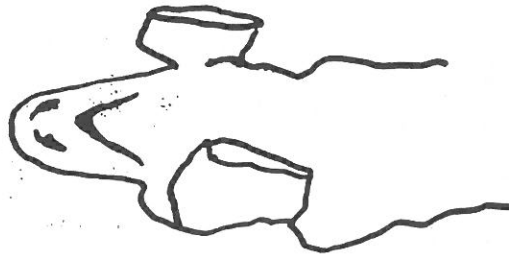
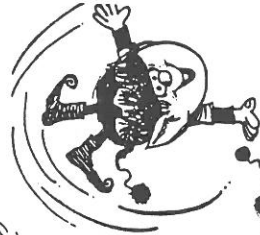
Out of the chimney came five little elves  
With ashes and soot all over themselves.  
And Herman said, "Santa, I must confess  
That I was the one who caused all this mess.  
We were only trying to play a big joke  
With the new time machine when the red handle broke.

"And before we ever could get it all fixed,  
Halloween, Christmas, Thanksgiving got mixed."  
Then Father decided to end all the fuss.  
He said, "Have a Thanksgiving dinner with us."

"We've lots to say thanks for, I'm sure we will find.  
I'm thankful to know I'm not losing my mind!"

Then Gus said "I'm thankful to still have my sheets."  
Said Santa, "I'm thankful I have four more weeks."  
So Gus had some turkey, and Herman some pie,  
And Santa calmed down, with a wink of his eye.

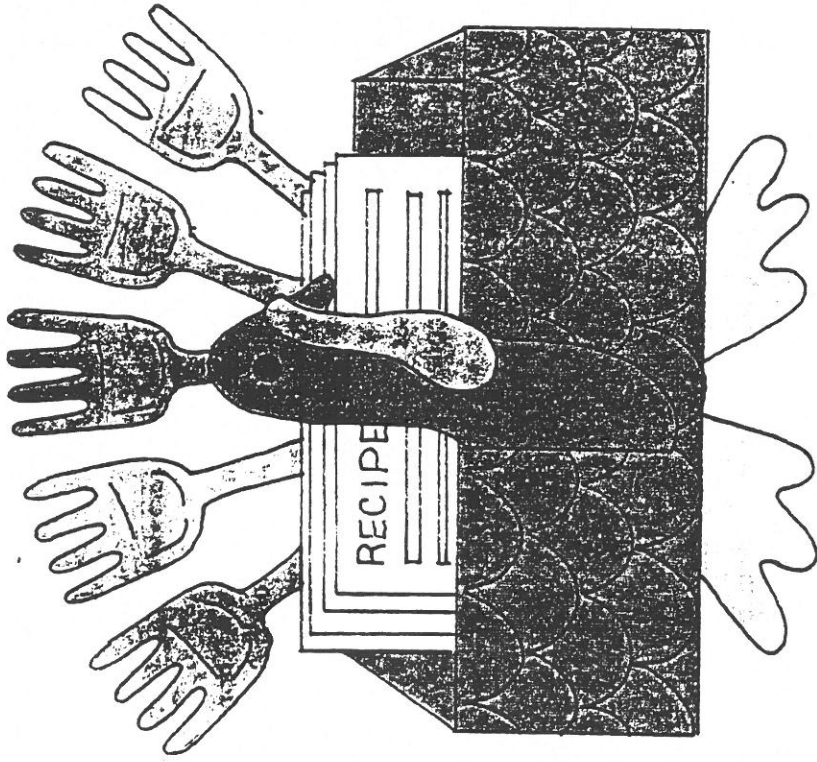
I climbed on his lap, and Dad made a toast  
To an early St. Nick, and a very late ghost.  
Now you've heard my story, and you can just bet  
That's a Thanksgiving dinner I'll never forget!





# Make a Recipe Holder

## Dressed up for Thanksgiving



Edna Wolff  
Central Point, OR

You'll need a box slightly larger than the recipe cards (a tissue box works well), five plastic forks, construction paper, scissors and glue.

Cut a slit in the top of the box for the cards, or use the opening in the tissue box as is. Cover the box with brown paper.

Glue the forks to the back of the box for the turkey's tail.

Cut head from brown paper. Glue on black circles for eyes and a red paper waddle. Glue head to front of box.

Cut large feet from orange paper. Glue feet to bottom of box.

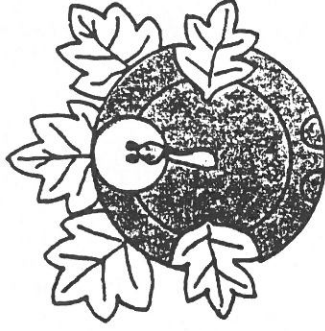
# Turkeys, Turkeys, Turkeys

## Gobblers on the go

Autumn Leaves Turkey

Collect colorful leaves, and press between pages of a heavy book.

For the body, cut two large paper circles, one slightly smaller than the other. Glue circles together. Cut a small circle for the head, and glue on top of body. Draw on face with marker. Cut a paper waddle and glue just below face. Cut paper feet and glue to bottom of body.

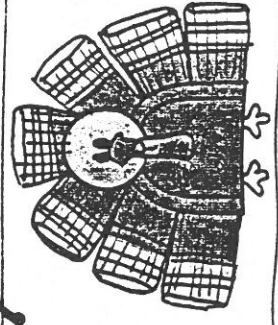
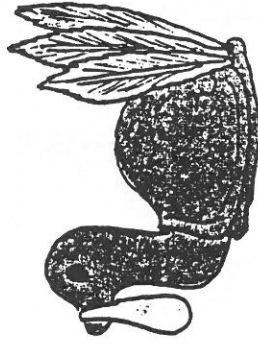


Glue pressed leaves to back of turkey for the tail. Glue one leaf on either side for each wing.

Walnut Turkey

Edna Kuhn  
Havre, MT

For the body, use a walnut. Cut the head from brown construction paper. Carefully pry the walnut shell apart slightly, so you can slip part of the head inside. Work a small lump of modeling clay to soften. Press the walnut into the clay. This will serve as a base and will also hold the feathered tail. Press colorful feathers in the clay just behind the walnut body.



Sock Turkey Plaque

For the plaque, use brown poster board. Glue old worn-out socks on plaque for the tail. Cut body and head from construction paper, and glue in center of socks. Punch a hole in each corner, and tie on string for hanging.

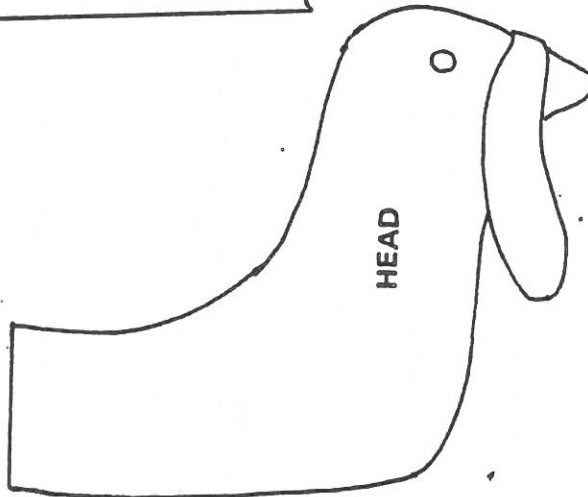
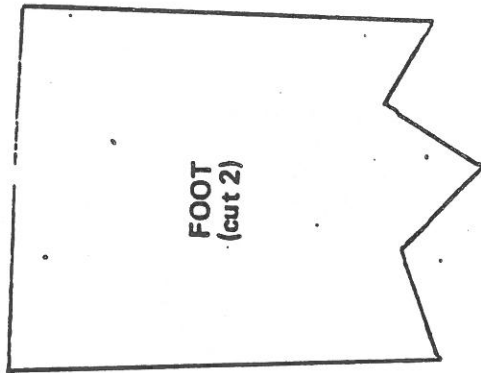
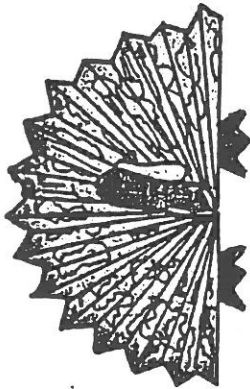
## Turkeys

Continued from page 45

### Cartoon Paper Turkey

Edna Wolff  
Central Point, OR

For the body, cut a 4" x 12" rectangle from the funny pattern. Trace head and foot pattern on construction paper. Glue head in center of body. Glue head in center of body. Spread fan body apart, and staple feet to bottom of each end.



### Net Candy Turkey

Debra Johanknecht  
Berlin, WI

For the body, cut an 8" square of brown net. Fill the center with candy, then bring up the corners of net and twist to hold. Secure with a twist tie from a bread wrapper.

For the head, shape a half pipe cleaner and insert into net body. Cut feet from paper, and glue to bottom of body.

# Let's Give Thanks Count your blessings

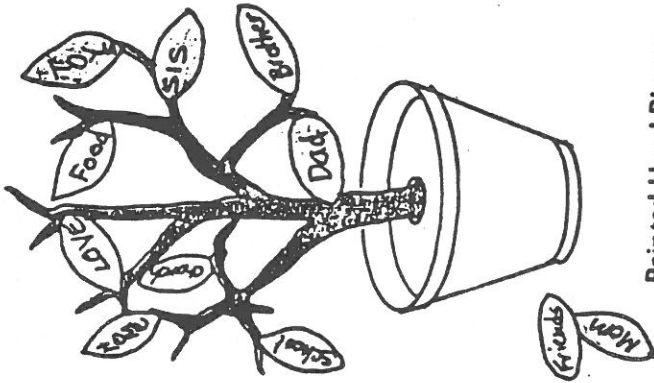
## Thanksgiving Tree

Pat Talsness  
Dunedin, FL

About a month before Thanksgiving, take a walk through your neighborhood and find one perfect branch for your tree. Bring it home and put it in an old flowerpot. Pour plaster of Paris in the pot to hold the branch in place.

Cut out about twenty colorful paper leaves. Each night before bed, write one thing you are thankful for on a leaf, and hang it on the tree.

By Thanksgiving morning, your tree will be filled with a colorful reminder of all the blessings your family has received.



## Painted Hand Plaque

Tess Kites  
St. Cloud, MN

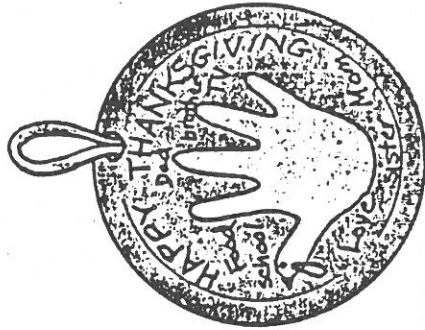
Cover your work area with plastic, and keep an old rag handy.

Use a large paper plate for the plaque.

Paint the palm of your hand brown, index finger green, middle finger yellow, ring finger orange and pinky finger red. Then press your hand in the middle of the paper plate. Let dry.

Outline feet, beak and waddle with marker.

Write Happy Thanksgiving at the top and the year at the bottom of plate. Write all the things you are thankful for around the plate. Punch a hole at the top and attach string for hanging.



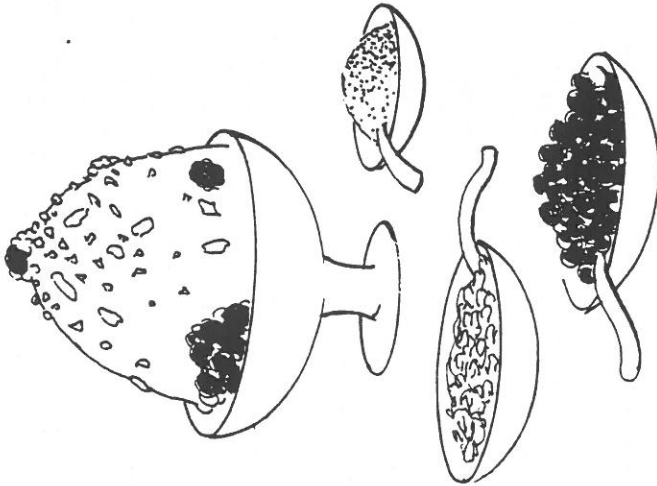
# Kids in the

## Yogurt Sundaes

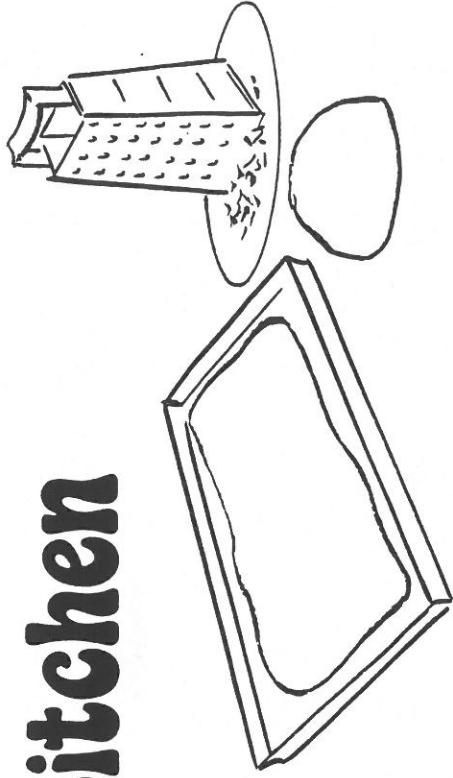
For a sweet and nutritious dessert, set out several bowls filled with the following separate items:

cut-up fresh fruit  
granola  
chopped nuts  
fresh or frozen berries

In serving dishes, spoon out plain, vanilla or lemon yogurt. Now comes the fun part! Choose the toppings you like, and spoon some on top of the yogurt. Eat and enjoy!



# Kitchen



cheese on the cookie sheet, and spread the cheese around to cover.

Bake the cheese at 350° for approximately ten minutes, or until all cheese has melted. Remove the pan from the oven. The cheese will be flat. Simply cut or pull the cheese in bite size pieces and enjoy!

## Steam Roller Cheese

This simple recipe is a good introduction for kids in meal preparation, working with a grater and using the oven!

All you need is a package of cheese (cheddar and mozzarella work well), a grater, a non stick cookie sheet, and—an oven! Grate the cheese. Sprinkle the

## Pita Surprise

If you are tired of ordinary sandwiches, try these!

You'll need the following:

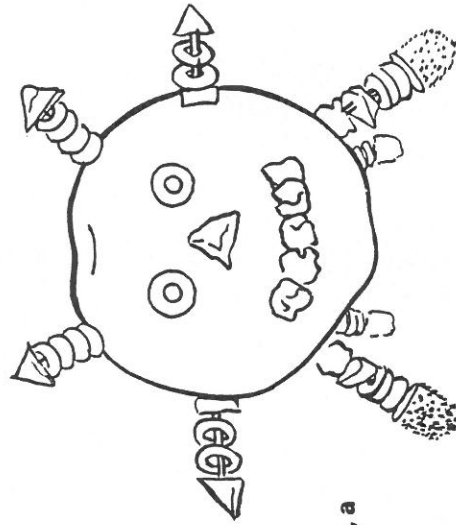
pita bread  
cold cuts  
shredded lettuce  
shredded cheese  
diced tomatoes

(Pita bread is thin and round, and comes already sliced in the middle, making a pocket.) Cut the pita bread in half with scissors, so you have two half circles, as shown. You'll see you have a



pocket in which to put your food. Fill the pocket with the meat, cheese and veggies. Pour some salad dressing on the top, if you like.

Now, who said sandwiches had to be boring!



These are loads of fun to make at a party. And when you are done, have a contest to see who made the funniest, the scariest or the hardest to make! Then—go ahead and eat them!

## Outer Space Apples

You'll need the following:

large apples  
toothpicks  
Fruit Loops™ cereal  
raisins  
gumdrops  
dried fruit bits

Each child receives one apple, a bunch of toothpicks and a sampling of all the food items.

Kids, have fun making your outer space apple by poking in the toothpicks and adding on the snacks. Be sure to use fruit or a gumdrop at the ends of the toothpicks to keep the cereal from falling off!

## COOPERATION GAMES

The following are the gestures for the Wizards, Dwarfs, and Giants:

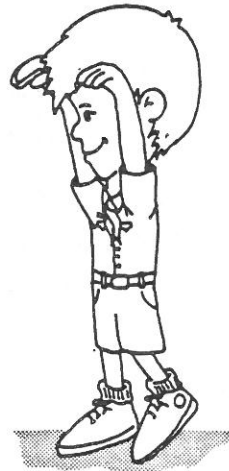
**DWARFS** are represented by raising hands to shoulder height and extending fingers forward.



**WIZARDS** are represented by extending one arm forward and wiggling fingers as if casting a spell.



**GIANTS** are represented by raising both arms upward and extending fingers forward.



## COOPERATION GAMES

# DWARFS, WIZARDS, & GIANTS

*A fun game similar to "Rock, Scissors, & Hammers", except you play this game with your whole body instead of just your hands.*

EQUIPMENT NEEDED: none

This event can be played in a small or large area, depending on the level of physical intensity you desire.

Depending on what each team represents, that will decide who is the dominating team for that round.

Wizards zap Giants  
Dwarfs attack Wizards  
Giants smash Dwarfs

Divide the players into two groups.

Each team huddles together to decide which character they will be at the line. The entire team must choose the same character, either a Wizard, Giant, or Dwarf.

The teams form a line facing each other at the center line. At the count of three both teams make the gesture representing their selected character. An explanation of each character is on following page.

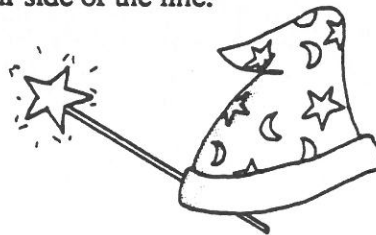
For example, if one team shows Wizards and the other shows Giants, the Wizards quickly try to reach over and touch the Giants.

The dominating team reaches across the line and tries to touch the opposing team as they attempt to escape by quickly moving backwards. None of the players may step across the line. If a losing team member is touched they must leave their team and join the other side.

If someone goofs and thinks their teams character is supposed to beat the other teams character and they reach across and touch a member of the other team, they must join that team. If a player makes the wrong sign (i.e. makes the gesture of the Wizard when team members are being Dwarfs) he must join the other team.

To make play more intense, players can line up facing each other behind lines approximately three to four feet apart. Upon showing their characters, the winning team chases the losing team trying to touch them. A "safe" line can be set at any distance you choose depending on your field of play. If a retreating team member is touched prior to reaching the safe line they must join the opposite team.

The object of the game is to get everyone to your side of the line.





## INDIAN GAMES

### KICK THE STICK

Needed: Two teams; Crooked stick (12 inches long) for each teams.

The teams line up behind a starting line. At the signal, the first player starts kicking his team's stick until he kicks it across a goal line about 50 feet away and back to the starting line. The second player then starts and so on. The first team finished wins.

### FEATHER RACE

Needed: A feather for each "brave".

The quill ends of feathers are stuck lightly into the ground. The contesting braves line up behind a starting line and on the word "GO", each brave races to his feather and, without kneeling, pluck's his feather from the ground by using his teeth. He then races back to the starting line with it. First one back wins.

Variation: May be played indoors by placing feathers between two boards on floor.

### BASKET GAME

Needed: Six plum or peach stones with one side marked with a line or painted, other side is plain. Basket or wooden bowl.

Almost all Indians played this game. Decide how many points will make a game. Take turns to see who can reach the game score first. Put the stones in the bowl and toss them gently in the air and catch them with the bowl. Set the bowl down. If all the stones show the same color, give yourself 5 points. If 5 out of 6 show the same color, give yourself 1 point. No points are given for less than 5 of a color.

### ANTELOPE RACE

Needed: Teams of 3 or more boys each.

Players on each team line up on one behind the other at a starting line. They face a distant line, about 50 yards away. Each player, except the leader of a team, puts both hands on the belt or waist of the player in front of him.

At a starting signal, each team runs all together to the distant line, with every player holding on to the belt of the player ahead of him. At the line, each team turns left and heads back to the starting line. The first team to cross the starting line with all its players together wins. If someone falls or lets go of his hold, his team is out of the race.

# ROCK, PAPER, SCISSORS

Certain traditional games cannot be omitted from sure-fire fun, and this game may top the list. Rock, Paper, Scissors has the benefit of years of play to ensure its place in game history.

## EQUIPMENT

None

## SITUATION

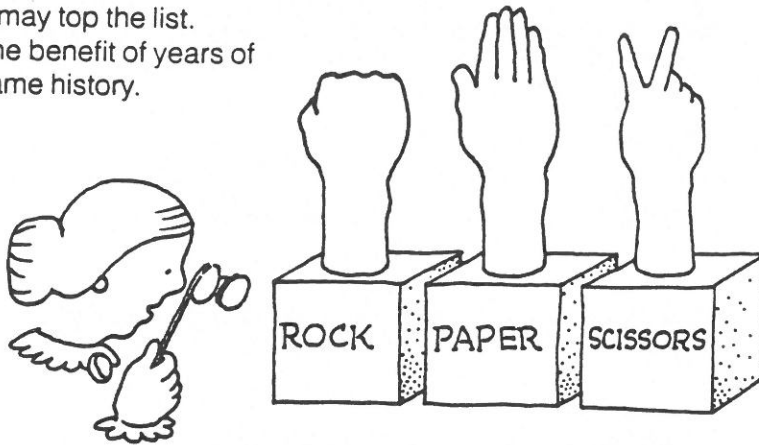
Large open area

## TIME

15 minutes

## DIRECTIONS

1. Divide the group into two teams. Designate a free zone at each end of the playground.
2. Gather the two teams in the center of the field and explain the rules. Players must remember three symbols—a fist is Rock, a flat hand is Paper, two fingers (held open to resemble the blades) are Scissors. Depending on the combination, one will be the winner. Paper covers Rock, Rock breaks Scissors, and Scissors cut Paper. For example, if one team has Rock and the other has Paper, Paper wins.
3. Each team forms a huddle in its free zone and agrees upon a symbol. This is chancy because nobody knows what the other team will pick. Teams meet back in the center with symbols in mind.
4. Both teams chant together, "Rock, Paper, Scissors . . ." and then all players of each team show their symbol. In a split second, teams decide who's the winner and who's the loser. Losers run back to their free zone with the winners in pursuit. Those tagged by the winners become members of their team. If both teams show the same symbol, teams rehuddle and play again.
5. Players play for a predetermined number of rounds. The team with the most players is the winner.



## 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 that the GUN is two parts and on THANKSGIVING everyone gets in the act. Read the story.

SETTLER .....	"Davey 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.

SKITS

## J.C. Penney

Man enters wearing a bright shirt. Another man asks, "Where did you get that shirt?" First man answers, "From J.C. Penney," and walks off. Other actors enter one at a time and are asked where they got their boots, hat, pants, etc. Finally a man enters in boxer shorts with a towel wrapped around his waist. He is asked who he is, and answers, "I'm J.C. Penney!"

## Every Litter Bit

Camp staff members enter, find litter on the ground and complain to each other about the thoughtlessness of the campers. Then a boy enters, eating a candy bar and throwing trash all over the ground. The staff members rush him, beat him with clubs and fists, and then lift him from the ground and ask him in a threatening tone, "Now what have you learned by this experience?" The boy looks up and says, "That every litter bit hurts!"

## Ugliest Man

Announce a successful expedition to find the ugliest man on earth, who is standing next to the announcer, covered with a blanket. Explain that no one can look at him and retain their composure. Women faint, babies cry, and grown men run away upon the sight of him. After this introduction, call upon several "volunteers" to come from the audience and try to look upon the ugly man for a full minute. Each comes up, takes a look, and runs offstage, violently sick. Then have the Cubmaster come up and try. When he lifts the blanket, the "ugly man" screams and runs off stage.

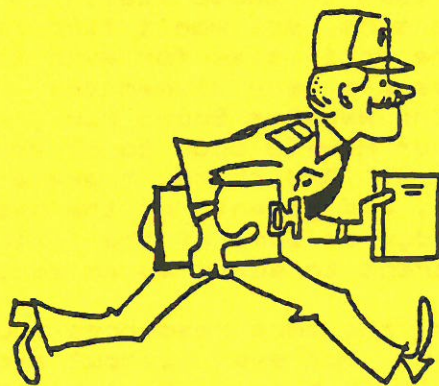
## Good News

Sergeant lines up his men, then reports to an officer to get the day's orders. He salutes the officer, returns to the men, and says, "Orders of the day. Men, we have some good news and we have some bad news. First, for the good news. Today we all get to change underwear." The men cheer. "Now for the bad news. John you change with Mark. Joe you change with Frank....."





# Webelos Demonstration and Resources





## PLANNING WEBELOS DEN MEETINGS

You, the Webelos den leader, need two basic plans - one general long range plan and a detailed monthly plan which includes weekly meetings.

The long range plan is determined in July or August at the Packs' annual planning conference. At that time the dates of all district and council activities are noted, the monthly Cub Scout themes and Webelos activity badge areas are determined, and the summer program and pack outing schedule is agreed upon. You are responsible to determine your activity badge or badges of the month and your proposed den outdoor schedule. (as discussed below, this tentative plan will later be confirmed or, if necessary, fine-tuned at a Webelos Leader and parents meetings.)

The Father-Son overnight campouts should be planned for pleasant weather in May or June and in September or October.

### LONG RANGE PLAN

When preparing your long-range plan, review the Activity Badge requirements printed in the Webelos Scout Book and the planning suggestions contained in pages 75-78 of the Cub Scout Leader Book. Next, look through the monthly programs in the "Webelos Scout Program Helps" to see how a typical den meeting goes and the kind of skills that will be useful. Don't be scared off by the names of the activity badges. When you see titles like Engineer and Scientist, you might be afraid that leading activities in those fields is beyond you. Relax. For a couple of reasons, you won't find it all that hard.

First, the activities for even the most professional-sounding badges are very elementary. Second, there are enough resources in the Webelos Scout Book, Webelos Den Activities, and Cub Scout Leader How-To Book to cover adequately the activities for these badges. And third, there are other resources, your public library, and parents of the Webelos Scouts who have special knowledge in some of the fields. Many Webelos dens ask a different parent to serve as an activity badge counselor each month.

Naturally, the more resources you can find, the better the program will be. But even without experts and special knowledge, you will be able to handle the subject.

Look through recent issues of Boys' Life magazine, too. In every issue, this monthly magazine has program ideas for the following month's recommended activity badge.

A "Webelos Scout Program Helps" suggests a particular activity badge for each month's focus, with one exception. Craftsman, which needs more than four den meetings for complete coverage, is scheduled for two months.

Don't hesitate to adapt the schedule according to your den's needs and interests. But there are reasons for the order in

which particular badges are highlighted. One is some activity badges may fit in better with a Cub Scout pack monthly theme than others. At your district's monthly Cub Scout leader's roundtable, program ideas will be shared for the following month's recommended badge. And so, if you are following the suggested order for the activity badges, you will get specific badge help at the roundtable.

A second reason is to be sure that all of the required activity badges and activity badge groups for the Webelos Badge and Arrow of Light Award are covered in Webelos den meeting program and activities. So if you decide to switch activity badges around, be sure that you are not eliminating a badge that your Webelos Scouts will need for rank advancement.

In planning your Webelos den year, be sure to include in your monthly program certain features that will tie in with pack activities that will affect your Webelos Scouts. For instance, the pinewood derby is suggested as pack event for the month of May. If your Webelos Scouts are going to join in the derby, you should include some April den meeting time to discuss the derby, pass out the kits, and remind the boys of the approaching event date.

After you have done this preliminary reading and outlined a tentative plan of activity badges to be worked on in the den meetings and outings by month, schedule a meeting of the parents and your assistant Webelos Leader and Webelos Den Chief. The purpose of this meeting is to confirm this long-term program plan with the other Webelos Den members and parents and to let the parents know in which areas you will be seeking their help with the program. Some of the parents will want to work with their sons on activity badge requirements that will not be covered in den meetings.

This final plan should be discussed with the boys at a den meeting. Be sure to leave some matters open so that the Scouts help determine the specifics of their den activities.

#### SHORT RANGE PLAN

MOST Webelos Den meetings follow a regular pattern of 5 basic parts. If you'll follow this in planning meetings, you'll have balance, accomplish a purpose, and give fun to your Webelos Scouts. These 5 parts of the meeting are as follows:

1. GATHERING An activity to keep those who arrive early busy until time for the opening. Using tricks, puzzles, games, contest, Scout Law game, knot tying or other Scout-related activities.
2. OPENING Simple opening ceremony followed by the den business of attendance, dues and uniform inspection.
3. ACTIVITY BADGE FUN Instruction, practice, games and contests related to the Webelos Scout activity areas and Scout skills.



4. PREPARATION Making equipment and props for the dens' part in the Pack meeting. (Practice flag ceremony, opening, closing, songs, or skit. Prepare den exhibit.) Getting set for outdoor, goodwill or other events.

5. CLOSING This offers another chance to get across some of the ideals of the Boy Scout of America, patriotism, morality, alertness and good citizenship. It is a good to give some ideals from Boy Scouts, but remember, the boys that you are working with are 9 or 10 years old. Change off every week and have different boys have closing just like in opening.

The Webelos Den Meeting Program planning form is an easy means for outlining your den meeting plan and ensuring that you have not forgotten anything. Well planned meetings with lots of activities will do much to eliminat4e discipline problems. This means that the Den program should not stick to any one thing very long. If any part of your meeting lasts more than 10 minutes, you will lose their interest. If you try to carry out the same activity for 15 minutes or more, you are in real trouble. The Webelos activities can only be influenced by a well conceived plan of fun, interesting activities for the Scouts. BE PREPARED!

OBJECTIVES: To teach safety precautions on, in, or near the water. To increase the boys' swimming skills and endurance. To introduce Webelos to snorkeling.

#### RELATED BOY SCOUT ACTIVITIES

BSA Lifeguard  
Snorkeling, BSA  
Lifesaving Merit Badge  
Motorboating Merit Badge  
Small Boat Safety Merit Badge  
Swimming Merit Badge  
Water Skiing Merit Badge Mile Swim, BSA  
Canoeing Merit Badge  
Rowing Merit Badge

#### RESOURCES

YWCA and YMCA (swim programs)  
American Red Cross (safe swim and boating programs)  
Herrick Lake (row boats may be rented)  
Naperville North H.S. (Open swim; H.S. has enough masks & snorkles for everyone)

#### INTERESTING RELATED DEN ACTIVITIES

1. Invite a Scuba Diving Expert to the Den Meeting, check with your local EMT's to explain his equipment and talk about his job.
- 2.? Have a splash party for your Webelos, and allow them to invite their friends (good recruiting idea). Alternately, have a dad 'n lad swim coupled with swim tests and fins, mask and snorkeling instruction.
3. Boat safety demonstration and practice -- Herrick Lake. By special arrangement, perhaps you can watch the sunrise from a boat in the lake.
4. If a parent of one of your Webelos owns a boat, ask them to take your den for a short "cruise". Make sure boat safety is discussed prior to the departure, and permission slips and a tour permit are obtained.
5. Safe Swim Defense. Boy Scout publication #7369.
6. Water rescue demonstration and practice.
7. Discuss water pollutants and their effect. Have someone from Conservation in to speak.

#### RELATED ACTIVITIES

BUDDY BOARD -- While the boys are learning about the Safe Swim Defense, they could make their own buddy board. This could coordinate with the Craftsman requirement #2 or #8.



# AQUANAUT

**REACH**

If the victim is within reach - extend a pole or sturdy stick for him to grab and pull him to safety. Or use any other object that's handy and long enough.

**THROW**

Tie rope to inner tube. Throw tube as a wheel rolls - loop one end of rope around your wrist. Allow rest of rope to play out freely. Hold rope in one hand - allow plenty of slack. Throw inner tube over and beyond victim and pull him to safety.

**ROW**

When victim is further out, use a boat to save him. In a rowboat, approach him stern first. In a canoe, pull up so he can grasp its side. Kneel in canoe.

**GO**

If the first three steps can't be used, and as a last resort - swim to the victim. Do not attempt a rescue beyond your swimming ability. Get help quickly! Kick off shoes - disrobe quickly, keeping your eyes on victim at all times. Jump! Don't dive into water. Carry your shirt or a towel in your teeth. Keep your eyes on victim, flip shirt or towel to victim. Tow him to shore with it. If you haven't either, approach victim from rear -- tow to safety by his hair.

## REACHING ASSISTS

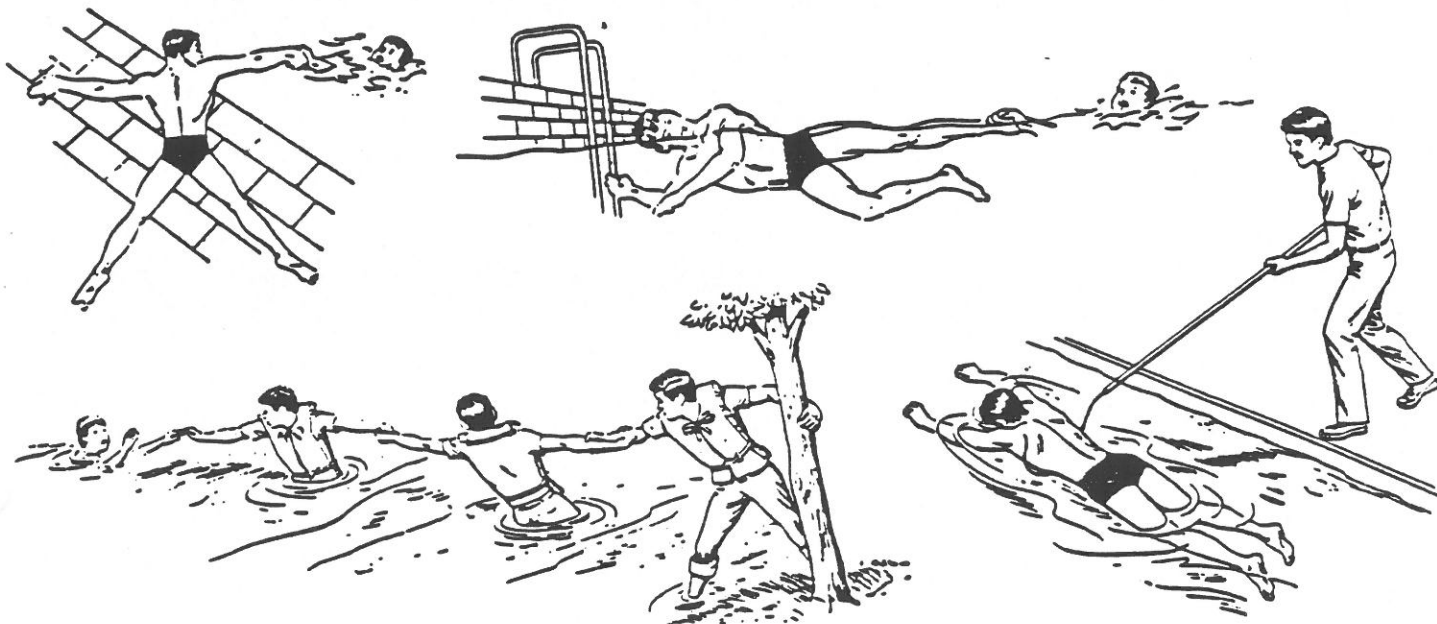
Reaching rescues are safe, simple, and highly effective. The poor swimmer often experiences difficulty as soon as he enters water over his head. This is likely to be close to the edge of the pool, dock, or other structure from which the subject entered the water. Well over half of all drownings occur within 20 feet of safety. If the subject is quite close, lie down and extend a hand. Nothing could be simpler. It will, however, save a life.

When you establish contact with the subject, he will often stop his own efforts to remain afloat. Such action can topple the unprepared rescuer into the water. This is the reason for lying down or otherwise bracing yourself.

If the subject is beyond reach of your hand or leg, use any available object to extend your reach. This might be a pole, paddle, stick, or towel. Again, keep your weight low and well braced. The tired swimmer and the panicked victim will grab for whatever object you extend. The drowning nonswimmer, however, may not be able to reach for an object. It must therefore be placed in contact with his hands. You will, of course, have to grasp an unconscious subject yourself, normally with your hand, although a special device can be found at many pools. The shepherd's crook is a pole with a large loop at one end. This loop allows an unconscious victim to be snagged just below the shoulders and drawn to shore.

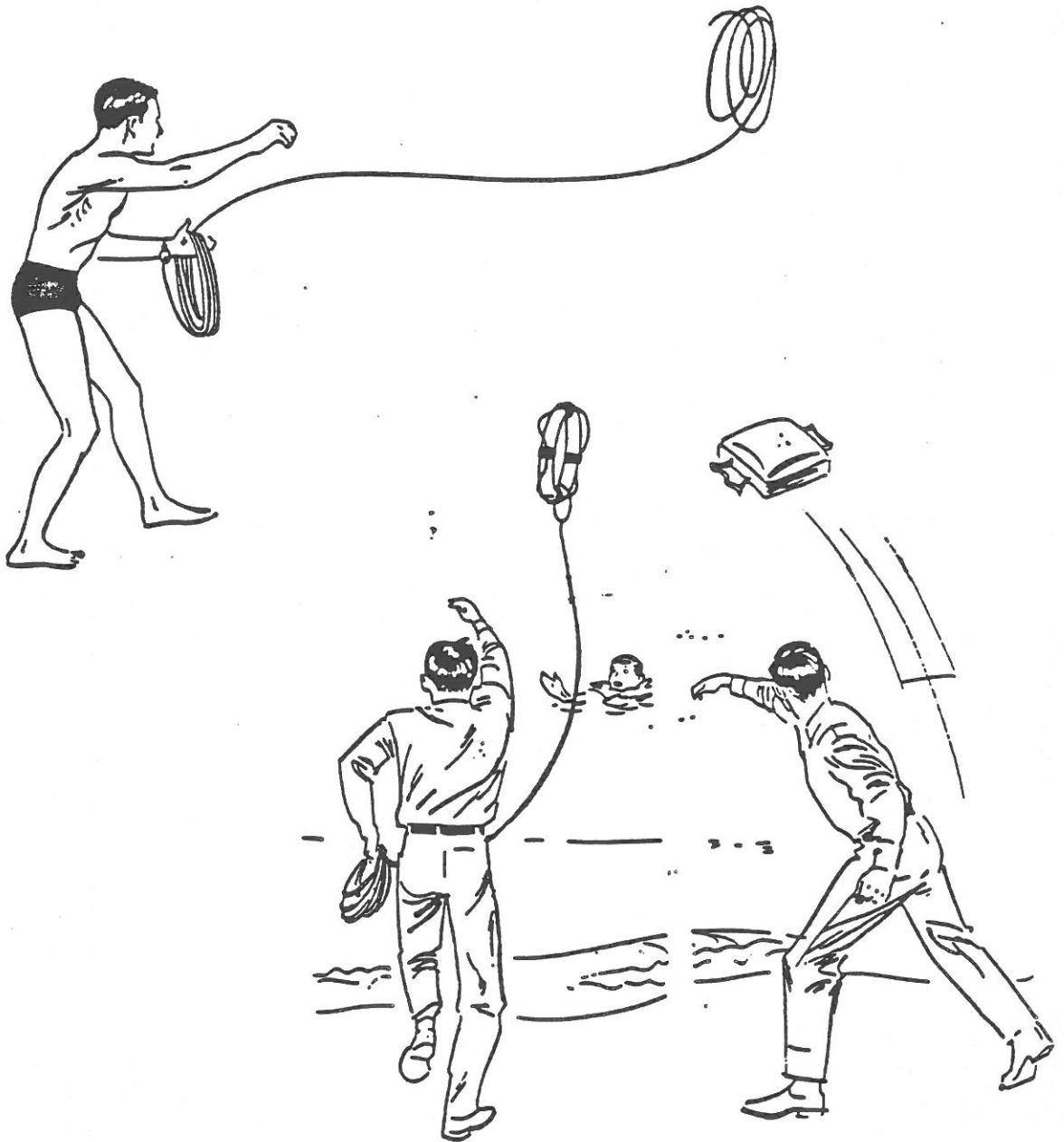
The simplest reaching rescues are performed without entering the water. In some cases, however, your reach can only be extended sufficiently by going part way toward the subject. You should be firmly supported by a rigid object, such as a ladder or the bottom. An efficient technique in shallow water is the human chain, as seen in the illustration.

Reaching rescues are also used for those who have broken through ice. First try extensions such as a ladder or plank. Lacking these, a human chain can again be used. Distribute your weight over as much area as possible.



## THROWING RESCUES

If a person in need of assistance is beyond reach, try a throwing rescue. A floating object with a line attached is best, but either the line or the float can be used alone. Hosepipes, lifejackets, spare tires, and even wooden benches can be thrown, heaved, or shoved to a victim for support.



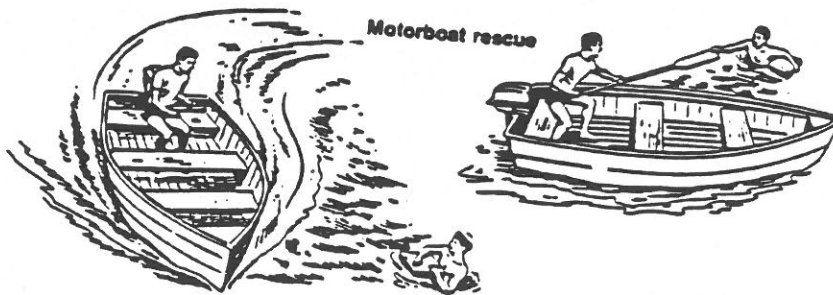
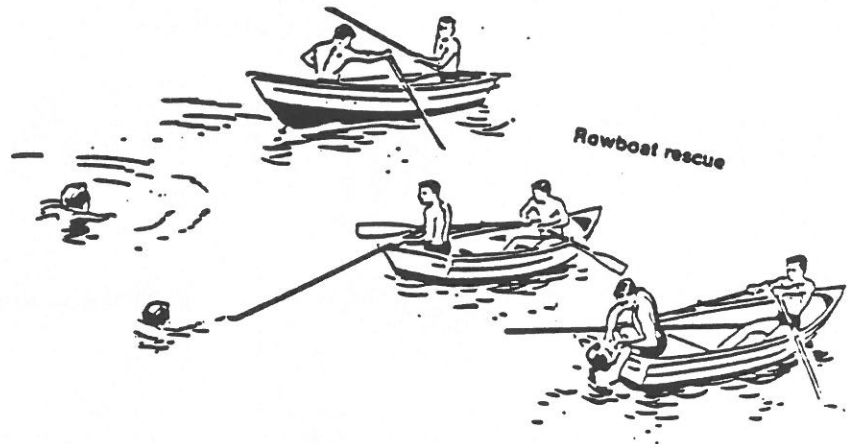
## BOAT RESCUES

If you see a person needing assistance too far from shore for a reaching or throwing rescue, then use a boat if one is available. A boat is generally faster than swimming and far safer. The boat will provide complete support, and you can begin artificial resuscitation in the boat or even while hanging on the side of the boat, if needed.

Do not bypass the use of a boat for a rescue just because you may not know how to row or sail by yourself. In a life-or-death situation, correct form is important only because it allows you to proceed rapidly with the least waste of energy. But if you have difficulty reaching a victim by what you think is the correct way, forget about looks. Get in the front of the boat and paddle, stroking first on one side and then the other. This will work with rowboats, canoes, small powerboats, and even small sailboats if the sail is down. It will allow you to make headway in a wind when you might otherwise be blown off course.



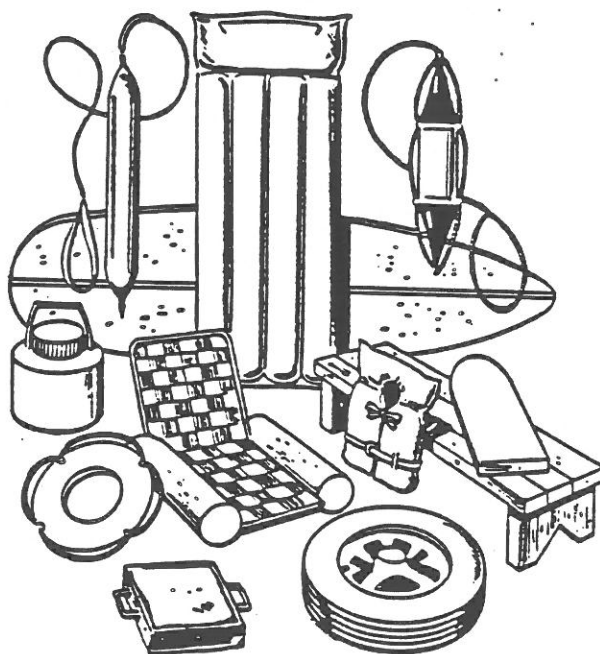
Emergency propulsion—  
not the best way, but  
it will get you there.



## SWIMMING RESCUES

A GO rescue involves swimming and is never attempted until the more effective and safer methods -- reaching, throwing and rowing -- have proved impossible. Also, remember that a swimming rescue is best performed with some type of floating support that can be given or extended to the victim. If no floating object is available, then a shirt or towel should be used for extension to the victim who is then towed to safety.

The rescuer should always avoid direct contact with the victim. If an object that floats and gives some support can be used, it makes the task of swimming to safety much easier. But even if the object is nothing more than a wet shirt, it enables the rescuer to avoid direct contact with a panicky victim who might grab and endanger a hapless rescuer.







## ARTIST ACTIVITY BADGE

**OBJECTIVES:** To allow Webelos to experiment with different art mediums. To give boys a sense of pride and accomplishment in their work. To familiarize Webelos with color wheels. To introduce Webelos to various art supplies.

### RELATED BOY SCOUT MERIT BADGES

Architecture	Art
Drafting	Painting
Pottery	Sculpture
Model Design Building	

### RESOURCES:

Local art supply companies  
Local ceramic and pottery stores  
Local commercial artists  
Art teachers  
Local architects

### IMPORTANT REMIDERS:

1. The Cub Scout motto is "Do Your Best." Don't expect, or insist, that each Webelos develop a "talent" before they are passed on this badge
2. Webelos are messy by nature. Prepare in advance so nagging can be kept to a minimum.
3. NEVER work with paint or permanent markers unless parents have been notified in advance.
4. Make every effort to use REAL art supplies, or reasonable facsimiles (e.g., easels, palettes, modeling clay).
5. Always demonstrate what is to be done, and/or have a sample of the expected finished project on display.
6. NEVER adjust, rearrange, or otherwise tamper with a Webelos' artwork to make it look "better."
7. Make sure each piece of artwork has the artist's name on it!

### INTERESTING RELATED DEN ACTIVITIES:

1. Visit on of the local art galleries or a college art department. If possible, arrange a presentation by an artist or art instructor. View as many different art forms as possible, to introduce the boys to the width and breadth of art mediums.
2. Take a walking tour of downtown Chicago's many outdoor art

exhibits. (if the boys help plan/arrange the trip, it will count toward the Traveler requirements).

## ARTIST

### YEAR-END COLLAGE

This project takes a whole year to complete! At the beginning of the year, have each boy bring a shoe box to the den meeting. The boxes can be decorated as a den activity, if you like. The shoe boxes can stay at the den meeting site or go home with the boys.

Throughout the year, have the boys collect mementos of various scouting activities, such as leaves from the fall camporee, shavings from the pinewood derby car, patch segments that will no longer fit on the bragger's vest, etc.

At the end of the year, bring out the souvenir boxes. Give each boy an 8 X 10 piece of stiff posterboard and bottle of glue. Allow each scout an opportunity to design and assemble a collage of the items saved up throughout the year. You may want to suggest that the art works be titled. At the last pack meeting display the collages and let the boys tell others what some of the items are and how they were collected.

This could easily be modified into requirements 6 or 7, making a mobile or construction. Rather than having the boys glue their items to the cardboard, have them build a three dimensional art work. Follow suggestions in the WEBELOS Book for assembling the mobile frame of building the construction base.

**BUILD A SPECTROSCOPE**  
**(THIS ACTIVITY ALSO RELATES TO SCIENTIST)**

What our eyes detect as white light is actually a composite of all colors, as displayed in a rainbow. Light from different sources has a tell-tale 'fingerprint', based on the elements involved in the creation of the light. Have the boys work from the plans to build a spectroscope and investigate the different patterns emitted. Warn the boys to never look directly at the sun with the viewer.

**MATERIALS:**

One inch square of diffraction grating (available from many scientific supply stores - including American Science Center on Northwest Highway in Chicago, which rates a trip by all the Scouts).

Shoe box with top

Scissors

Tape

Single edged razor blade

2 One inch squares of dark construction paper

1. Cut a 3/4 inch square hole in the center of each end of the box.
2. Tape the square of diffraction grating over one hole, with the tape on the outside edges of the grating.
3. Tape two pieces of dark construction paper over the other end of the box so that a very narrow vertical slit is formed.
4. Replace the lid on the box.

Hold the spectroscope with the diffraction grating end to your eye. Look through the spectroscope at various light sources in the room. Compare the different spectrum formed from fluorescent lights versus incandescent lights. Dip a straightened paper clip in table salt and burn it in front of the box. Note the different pattern formed. The sodium in the salt will increase the red portion of the spectrum.

## ATHLETE ACTIVITY BADGE



**OBJECTIVES:** To encourage pride in growing strong in mind and body. To foster a sense of personal achievement by developing new skills and interests. To convince boys that fitness is essential to good health.

### RELATED BOY SCOUT ACTIVITIES

Athletics Merit Badge  
Personal Fitness Merit Badge  
Physical Fitness Skill Award

### RESOURCES:

Local high school coaches  
Park district instructors  
Cub Scout Sports Leader Guide, H2152  
Physical Fitness Sports Manual, H2161  
Presidential Physical Fitness Award - write to:  
President's Council on Physical Fitness & Sports  
400 Sixth Street, SW., Room 3030  
Washington, D. C. 20201

### INTERESTING RELATED DEN AND/OR PACK ACTIVITIES:

1. Attend track meets, footballs games, etc.
2. Hold a den olympics. Award medals at pack meeting.
3. Hold a pack olympics/field day.
4. Invite high school athlete to discuss training, including importance of diet and rest.
5. Test Scouts over several weeks and show results on a wall chart. Do not bring this chart to pack meeting unless all boys can be proud of their results.
6. Six-hundred yard run-walk. Measure distance by counting revolutions of a bicycle tire. Masking tape wrapped around a point of tire. Walk bike, count revolutions. A fun way to start the race is with walkie-talkies.

## ATHLETE

### PHYSICAL FITNESS OBSTACLE COURSE

Have the boys plan and make an obstacle course for a pack meeting, using items available at the site or ones which can easily be brought to the meeting. Since many meetings are held in school gymnasiums, the gymnastic pads often available provide a safe surface on which to hold an obstacle race or could be incorporated into the course itself (perhaps as walls of a tunnel).

The obstacle course can be theme-related, such as mountains, valleys, and streams, for April's 'Mountain Trails of America' or simply an athletic endeavor requiring running, jumping and crawling. The boys thrive on the competitive aspect of the course, adding a theme to it makes the course more purposeful.

Some ideas for an obstacle course:

#### PHYSICAL SKILL

#### METHOD/THEME

##### Broad Jump

Tape blue roll table cloth (left-overs from Blue and Gold Dinner?) to the floor, in varying widths for each age group, as a stream that must be jumped over.

##### Crawling

Prop gym pads up on themselves or supported by chairs to create a tunnel to crawl through. If gym pads are not available, a large cardboard box from an appliance could be used to make a tunnel by removing the top and bottom of the box.

##### High Jump

Suspend broomstick above the ground, propped on chair or stack of gym pads. This becomes the downed tree on the trail that must be jumped over.

##### Balance Beam

Nail short pieces of 2X4 at each end of an eight foot length of 2X4 to create a balance beam. The boys must cross the stream on the 'broken bridge'. (This fulfills a requirement for the Wolf Scouts at the pack meeting, as well).

##### Endurance

Make weights from filled bleach bottles that the boys must carry for a distance. These bottles are the supplies the boys need on their camp in the mountains.



## CITIZEN ACTIVITY BADGE



**OBJECTIVES:** To foster citizenship in Webelos. To teach boys to recognize the qualities of a good citizen. To introduce boys to the structure of U. S. government. To familiarize boys with basics of American history. To convince boys that laws are beneficial. To encourage Webelos to become community volunteers.

### RELATED BOY SCOUT ACTIVITIES

American Cultures Merit Badge  
American Heritage Merit Badge  
Citizenship Skill Award  
Citizenship in the Community Merit Badge  
Citizenship in the World Merit Badge  
Law Merit Badge

### RESOURCES:

Local councilmen or government officials, e.g., school board, zoning, or library board officials  
U. S. Immigration Service  
League of Women Voters  
American Legions Posts  
"Your Flag" - Boy Scout publication LC3188

### INTERESTING RELATED DEN ACTIVITIES:

1. The County Complex, at County Farm Road, North of Roosevelt, has a wealth of options.
2. Invite a community leader to the den meeting to discuss current issues being addressed in his/her legislative district.
3. While attending the 'Parade of Flags' in Springfield next Spring, attend a legislative session.
4. The requirements for the Citizen Activity Badge can be assembled into a booklet that the boys complete at the den meetings and at home. The booklet can then be displayed at the Den's table at the pack meeting.
5. Gathering activities for the den meeting can be planned around the requirements for this activity. For example, have a matching game of current government officials with their respective office or use flag questions for a quiz. The electric buzzer board from Engineer is an easy way to display the quiz at the pack meeting.

## GOOD TURN IDEAS

One of the requirements for the Citizen Activity Badge is that the Scout perform a good turn for your community. Choose one of the organizations that was discussed for # 15 of the requirements and contact them to determine whether the boys' volunteer assistance could be used. Most social services will be able to find a place to apply the extra manpower. By having the scouts involved directly with an organization gives them a clearer picture of the services provided and potential effect on the community. Who knows, one of the boys may return later for his Eagle project or even for employment.

## Citizen Logbook

Number 1 through 7 are the required portion of this activity badge.

In addition, you need to choose two more items from 8 through 16 to earn the Citizen Activity badge.

1.  
Who is the President of the USA? \_\_\_\_\_

Who is the Vice President? \_\_\_\_\_

Who is the Governor of Illinois? \_\_\_\_\_

Who is the head of your local government? \_\_\_\_\_

2. How many red stripes are there on the US flag?

\_\_\_\_\_

How many white stripes are there on the US flag?

\_\_\_\_\_

How many stars are there on the US flag?

\_\_\_\_\_

What do the stripes represent?

\_\_\_\_\_

What do the stars represent?

\_\_\_\_\_

When was the first official US flag created?

\_\_\_\_\_

By whom? \_\_\_\_\_

When was the US flag last changed? \_\_\_\_\_

Why? \_\_\_\_\_

The flag is raised (a) slowly (b) briskly (c) at any speed that is comfortable.

When the flag is hung on the wall, the stars are placed in the upper left corner (as you look at it) when the stripes are horizontal, but in the upper right corner when the stripes are vertical. (T or F)

The only time the flag is flown upside down is as a signal for help. (T or F)

When the flag is at the podium (the speaker's stand), it is placed to the speaker's right. (T or F)

3. Flag etiquette.

If you are a Cub Scout, Boy Scout, or Explorer, you always give the Scout salute, whether or not you are in uniform. (T or F)

The flag's honor guard walks (a) on the flag's right (b) just behind the flag (c) on either side of the flag.

When you carry the US flag in parade with other flags, the US flag must go on the left of and in line with the other flags. (T or F).

List 10 Holidays or occasions when you should display the flag

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

4. Please explain the phrases of the Pledge of Allegiance in your own words.

I pledge allegiance \_\_\_\_\_  
\_\_\_\_\_  
to the flag \_\_\_\_\_  
\_\_\_\_\_  
of the United States of America \_\_\_\_\_  
\_\_\_\_\_  
and to the Republic \_\_\_\_\_  
\_\_\_\_\_  
for which it stands \_\_\_\_\_  
\_\_\_\_\_



one Nation under God, \_\_\_\_\_

\_\_\_\_\_

indivisible, \_\_\_\_\_

\_\_\_\_\_

with liberty and justice \_\_\_\_\_

\_\_\_\_\_

for all. \_\_\_\_\_

\_\_\_\_\_



6. As citizens of the United States, we have certain rights and duties. Rights are priveleges granted to each person and guaranteed by the government. Duties are things we must do. Which of these are duties (D) and which are rights (R)?

Voting\_\_\_\_  
Obey laws\_\_\_\_  
Be tried by jury\_\_\_\_  
Own property\_\_\_\_  
Petition new laws\_\_\_\_  
Serve on a jury\_\_\_\_

Paying taxes\_\_\_\_  
Free speech\_\_\_\_  
Respect others rights\_\_\_\_  
Hold meetings\_\_\_\_  
Worship freely\_\_\_\_  
Privacy\_\_\_\_

List 6 things you can do to help save our natural resources.

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

7. List two things you have done that will help law enforcement agencies.

1. \_\_\_\_\_  
\_\_\_\_\_  
2. \_\_\_\_\_  
\_\_\_\_\_



10. Do you know another boy who you think is a good citizen? Tell us about him. What does he do that makes him a good citizen?

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11. List the names of five good citizens from any country. Why did you choose them?

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

12. Why do we have law? \_\_\_\_\_

Why do we need to obey them? \_\_\_\_\_



List three laws you obeyed this week.

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

13. Describe three kinds of things that the US Government does that helps your family, and three things that your state or local government does that helps your family. How is the government paid for?

US Government:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

State or Local Government:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

How is the government paid for?

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

14. List six ways the United States of America helps or works with other countries.

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

15. Name three organizations, other than churches, in our area that help people. Tell something about what one of them does.

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

Number \_\_\_\_ does the following things for the community:

\_\_\_\_\_

\_\_\_\_\_

16. Tell us about a special Good Turn you have done since being in fifth grade or suggest a Good Turn we can do as a group.

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



## COMMUNICATOR ACTIVITY BADGE

**OBJECTIVES:** To learn about various forms of communication. To learn about communication problems others might have. To become aware of different ways that people can communicate.

### RELATED BOY-SCOUT ACTIVITIES

Communications Merit Badge  
Communications Skill Award  
Computers Merit Badge  
Handicapped Awareness Merit Badge  
Journalism Merit Badge  
Graphic Arts Merit Badge  
Graphic Arts Merit Badge - combination of  
Bookbinding and Printing/Communication Merit  
Badge

### RESOURCES:

Local newspapers and reporters  
Local radio and/or TV stations, in particular,  
college stations  
Local library  
Local CB enthusiasts  
Teachers or others with computer knowledge  
Boy Scout Handbook for signal codes and hand signs  
"Secret Writing - Codes and Messages" by Eugene  
Baker

### INTERESTING RELATED DEN ACTIVITIES:

1. Have the boys design their own 'international' signs and try to stump fellow den members. Or plan a quiz game using established international symbols.
2. Visit the Naperville Cable TV station. The boys can make a commercial spot for the station which will be aired later.
3. The major radio stations in Chicago offer tours of their stations. Also, the local college stations (e.g., WONC from North Central College) have tours available.

## COMMUNICATOR

### ONE-WAY AND TWO-WAY COMMUNICATION

Give one scout a simple geometric design (such as interconnected boxes). Have the other boys draw the design from the first scout's oral instructions. No questions are allowed, nor can the first scout use hand motions to describe the design. Each of the drawers should be situated so that he is working independently. After scout one completes his directions, compare the drawings to the original design.

Repeat the exercise, this time allowing the drawers the opportunity to ask questions of the first scout. (Provide another, similar drawing). Once again, compare the resultant drawings. Although the second set of drawings may take longer, since there will be questions and answers, the drawings will also be much closer to the original design. This exercise illustrates the importance of two-way communication and the value of asking questions to verify your understanding.

### LANGUAGE AND MEANING

There are two important ways by which we make clear the meaning of what we say: 1) by changing the inflection when uttering a word and 2) by stress. Have the scouts practice these:

Take the word 'well'. Say it in as many ways as you can:

meaning "Go ahead and tell me"

meaning "I disapprove"

meaning "I'm mad at you"

Take the word 'no'. Say it in as many ways as you can:

meaning "Really"

meaning "That's impossible"

meaning "I certainly will not"

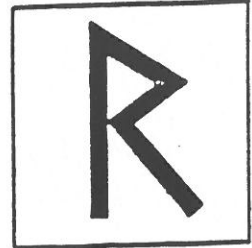
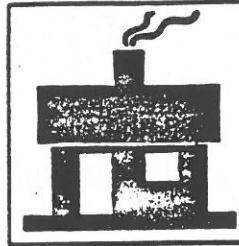
meaning "How funny that is"

meaning "That's really revolting"

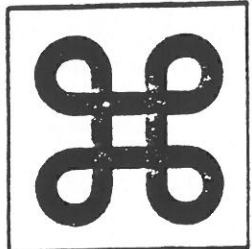
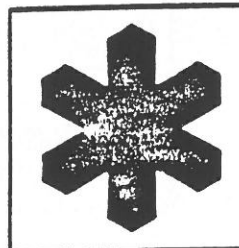
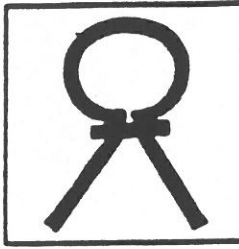
Both of these ideas were adapted from "Teaching Speech Communication in the Secondary School"



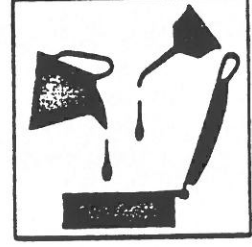
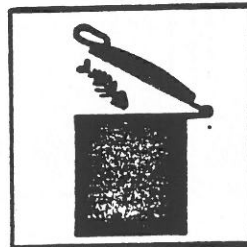
Water skiing  
 Wind shelter  
 Cabin, overnight  
 Prehistoric monument



Interesting detail  
 Cultural monument  
 Nature conservation  
 object  
 Remarkable feature



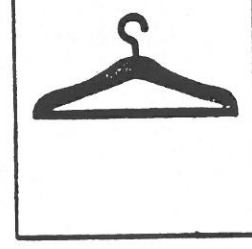
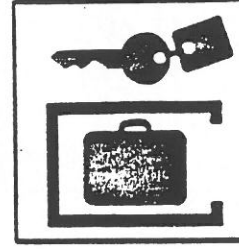
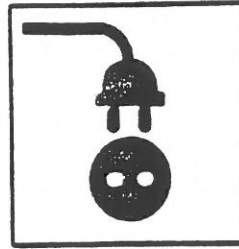
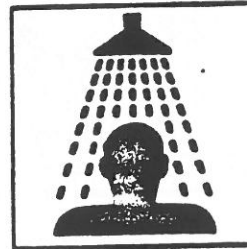
Refuse, solid  
 Waste, liquid  
 Waste, human soil  
 Waste, oil



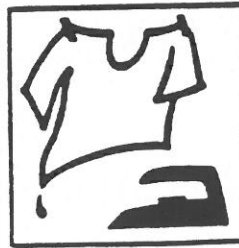
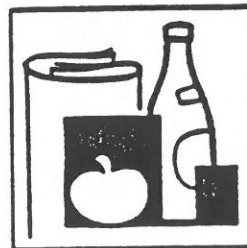
Sauna  
 Car wash  
 Drinking water (tap)  
 Fuel



Shower  
 Electric outlet  
 Baggage locker  
 (alternate symbol)  
 Cloakroom

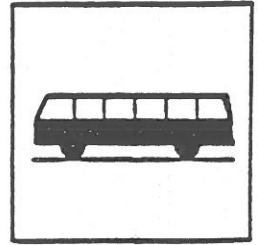
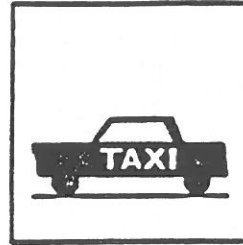
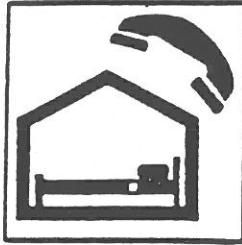
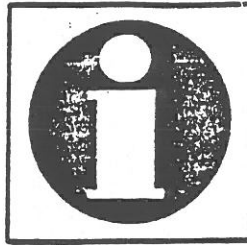


Kiosk or shop  
 Clothes care  
 Playground  
 Change of clothing,  
 women

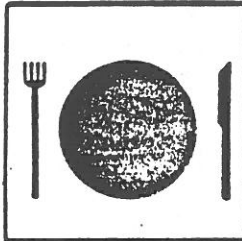
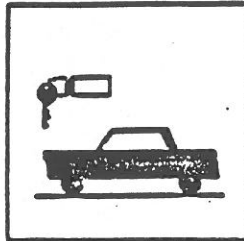


ARRANGED BY SYSTEM

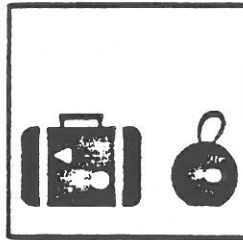
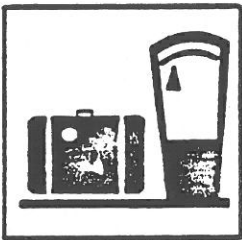
Information  
Hotel information  
Taxi  
Bus



Car rental  
Restaurant  
Coffee shop  
Bar



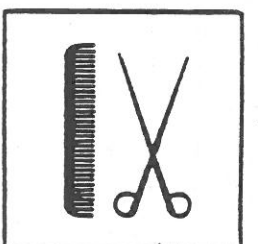
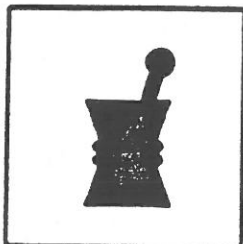
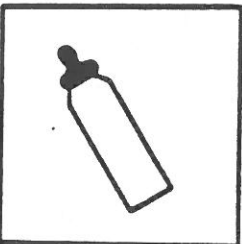
Shops (bookstore)  
Baggage check-in  
Baggage claim  
Customs and immigration



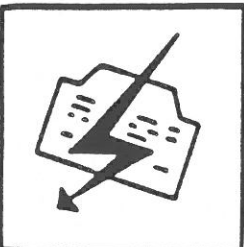
No smoking  
Parking  
No entry  
Handicapped



Checkroom  
Nursery  
Drug store  
Barber shop



Telegram  
Escalator up  
Staircase up  
Escalator down



ARRANGED BY SYSTEM



## CRAFTSMAN ACTIVITY BADGE

**OBJECTIVES:** To introduce boys to possible life-long hobbies. To increase the boys' proficiency in the handling of tools. To increase boys' knowledge of tool terminology and safety. To develop Webelos' creativity.

### RELATED BOY SCOUT MERIT BADGES

Building	Leatherwork	Machinery
	Metalwork	Model Design and
	Painting	Wood Carving
	Pottery	Woodwork

### RESOURCES:

Tandy Leather Co.  
Children's playcraft (magazine)  
Local metalworking companies  
Local furniture designers and woodworkers  
Craft for Cub Scouts

### IMPORTANT REMINDERS:

- Be ready to assist when needed, but don't be so liberal with your help that it becomes your project rather than the boys.
- Encourage every boy to put forth his very best effort and reserve your praise for projects worthy of compliments.
- Watch for signs of discouragement. Help the boys when they seem to be having trouble.
- Make sure that all projects are carefully planned before they begin, so the boys know what they're making. Make a sample first before the den meeting. This gives you a change to test your design and construction techniques.
- Help each boy to understand safety practices and take safety precaution where needed, and know sharp tools are a necessity and should be used with safety and care.
- Be extra cautious in metalwork projects.
- Clean up working areas when finished - this leads to good relationship.

#### INTERESTING RELATED DEN ACTIVITIES:

1. Draw stencils of the various WEBELOS Activity badges, about four inches in height. Have the boys trace them onto 1/4 inch plywood and cut them out with a coping saw. Sand and finish with high gloss paints. They can be used as Christmas ornaments, items for a mobile or part of Blue and Gold centerpiece.
2. Visit a local cabinetmaker or metal working shop. Check the yellow pages for names and phone numbers.
3. Review old copies of Boys' Life magazine for a wide variety of projects. The notepaper holder from the December 1987 issue is particularly well suited as a Christmas time project.
4. As a service project for the pack, have the WEBELOS den make announcement boards. Use small hinges to connect to 2'X4' pieces of pegboard. Frame the edges of the panels with small dimension cove molding or screen lathe. The boards will stand by themselves and fold for easy storage.
5. Play a tool identification game. Set up a table with a variety of hand tools the boys will be using in earning this activity badge. Allow the boys three minutes to view the table. At the end of three minutes, cover the tools and have the boys write down the names of as many tools as they can remember. The winner has the longest list of correct names.
6. Assign each boy a tool to become an expert at. The following week, have each boy present what he has learned, including correct usage, care, and most importantly, safety considerations. This information could be presented at the pack meeting, as well.
7. Contact the Illinois Department of Conservation for "Wood Projects for Illinois Wildlife" which has home and feeder plans for different birds and mammals indigenous to Illinois. The State Building in downtown Chicago should have the publication available.





## ENGINEER ACTIVITY BADGE



**OBJECTIVES:** To introduce Scouts to a variety of engineering careers. To give the Scouts some insight into the kinds of problems engineers solve. Keep in mind that an engineer's job is to apply the laws of physics and chemistry to solve a variety of problems in construction, manufacturing, and other areas.

### RELATED BOY SCOUT MERIT BADGES

Architecture  
Electricity  
General Science  
Masonry

Drafting  
Engineering  
Machinery  
Surveying

### RESOURCES:

Local power companies  
Electrical contractors  
County or city government engineers  
Army Corps of Engineers

### INTERESTING RELATED DEN ACTIVITIES:

1. Make a block and tackle--see 1988-89 program helps, ppg w27-28, or buy them from the hardware store. Practice lifting various things to the ceiling, like the littlest Scout hoisting the biggest one with one hand (oh, boy, a chance to practice the bowline knot). On a smaller scale, fish scales may be used to measure technical advantage.
2. Have the boys make catapults. When done, of course, you need a contest. Great pack meeting demo, too!
3. Arrange with local high school drafting teacher to use the drafting room for a den meeting. Learn to use T-squares, triangles, and straight edges to draw home floor plans.
4. Have an engineer to a den meeting to talk to the boys.
5. Have a surveyor to a den meeting to tell about his job and explain tools he uses.
6. Have the boys draw the floor plan of your meeting place. Compare their drawings to the original floor plan. Explain the symbols used in the print.
7. Arrange a tour with a local drafting firm. If possible, have a demonstration of computer-aided drafting.
8. Contact the regional office of the Environmental Protection Agency for a presentation on water ecology.

## ENGINEER

### ELECTRIC BUZZER BOARD

#### MATERIALS:

Six volt dry cell  
Door buzzer  
Sheet of heavy cardboard  
Wire - 13 twenty inch lengths  
20 small screws, nuts and washers

Punch 10 holes on the long edge of the cardboard. Repeat along the opposite edge, spacing the holes evenly and across from each other.

Loosely tighten the screws into the twenty holes, with the head of the screw to the same side in all holes. Place the washer on the nut side of the cardboard.

Attach one end of each wire to the left row of screws, placing the wire between the nut and the washer and tightening.

Randomly attach the other end of the wires to the right row of screws, placing the wire between the nut and the washer and tightening.

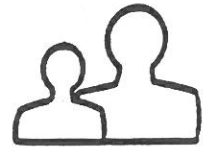
Connect one piece of wire to each terminal of the battery. One wire from the battery is attached to the buzzer. The other wire hangs free.

Connect the remaining wire to the opposite terminal of the buzzer.

The two free ends of wire (one from the buzzer and the other from the battery) are the 'pointers' for the buzzer board. The screw side of the board is the front.

Put a label at each position on the left (such as a Math problem, a picture, etc.). Find the screw on the right side which is connected to each screw by following the wires. Put the 'answer' to the left side label at this screw (such as the result of the Math problem, the name associated with the picture, etc.).

By Using the two free ends, the boys can test their knowledge of the problems you pose on the board. By using Velcro or tape to attach the problems/answers to the board, it can be modified to fit the month's theme easily. If the boys manage to memorize left and right pairs, switch the wires before the next meeting (make sure the problems/answers get switched accordingly).



## FAMILY MEMBER ACTIVITY BADGE

**OBJECTIVES:** To help Webelos develop a sense of family responsibility. To help the boys see how finances affect their families. To help Webelos gain insight into the running of a household.

### RELATED BOY SCOUT ACTIVITIES

Cooking Merit Badge	Energy Merit Badge
Family Living Skill Award	Personal Management Merit Badge
Public Health Merit Badge	Safety Merit Badge

### RESOURCES:

Boy Scout Handbook  
Parents  
See August Cub Scout Theme (1989)

### INTERESTING RELATED DEN ACTIVITIES AND OUTINGS:

One of the requirements of this activity concerns the disposal of trash. Two local agencies will provide a good opportunity for the boys to study the problem up close. The Naperville Area Recycling Center welcomes the boys to the center to help sort recyclables and break glass (guess which job the boys prefer). As this activity is often done when the boys are in younger dens, take the boys to see the other side of the issue. Greene Valley Landfill, run by Waste Management, is quickly becoming a mountain of trash in the Greene Valley Forest Preserve, at 75th and Route 53. Contact the corporate headquarters in Oak Brook about arranging a tour. Afterwards, take the boys to Blackwell Forest Preserve in Warrenville. This is what Greene Valley is to look like when it is done. The tubing hill is the result of a landfill operation.

Hold a den meeting at a laundromat. Requisition a Mom or Dad to assist in showing how laundry is properly done (unlike the college dorm method).

Invite a house appraiser to a den meeting to describe to the boys what is considered in determining the value of a home. The appraiser may also have some insight into home hazards and security lapses.

Have the boys bring grocery store ads to a den meeting. Provide them with a grocery list. Have the boys 'shop around' to find the best bargains. Set the boys into two-man teams, and reward the pair with the lowest total grocery bill.

## FAMILY MEMBER

### OUTINGS

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## FITNESS ACTIVITY BADGE



**OBJECTIVES:** To show Scouts how to be strong in body and to make them aware of substances which will weaken their bodies.

### RELATED BOY SCOUT MERIT BADGES

Athlete  
Personal Fitness

Family Member

### RESOURCES:

Local hospitals and cancer clinics  
BSA reprint "Drugs-A Deadly Game"

### INTERESTING RELATED DEN ACTIVITIES:

1. Contact the American Lung Association of DuPage and McHenry Counties in Glen Ellyn (469-2400) to request materials or arrange a speaker.
2. Robert Crowne Center for Health Education, in Hinsdale (325-1900) has a museum related to health topics. Programs are available in a variety of topics, including the hazards of smoking.
3. For a longer ride and a more diverse display of subjects, take a ride to the Museum of Science and Industry, on the Lake front in Chicago. There the boys can walk through a beating heart, view the effects of improper oral hygiene, and a perennial favorite, inspect cross sections of a cadaver mounted between plates of glass.
4. Most local hospitals will arrange a tour of their facility for the den. Try to include some time with the hospital dietician to discuss how the hospital ensures that the patients receive a properly balanced diet during their hospitalization.
5. Have the boys keep a food diary for a week. When the den meets afterward, have the boys exchange the diaries and rate each other's diet. Use the four basic food groups listed in the Family Member section of the WEBELOS book as a guide.



## SEASONED BEEF JERKY

Trim as much fat from an inexpensive piece of beef as you can and slice it into strips 1/4" thick. Marinate the meat for a minimum of one day in:

- 1/4 Cup soy sauce
- 1/4 Tsp pepper
- 1/2 Tsp onion powder
- 1 Tsp seasoned salt
- 1/4 Tsp garlic powder
- 1/2 Tsp liquid smoke
- 1 Tbs worcestershire

Preheat the oven to 175 degrees. Shake excess moisture from the beef strips and lay them out on cake racks or the oven racks and let them cook slowly for five to six hours. Remove from oven, blot the strips with a paper towel, cool and store in glass jars or plastic bags.



## FORESTER ACTIVITY BADGE

**OBJECTIVES:** To make boys more observant and appreciative of trees. To instill idea of conservation in Webelos. To teach boys the value and uses of trees. To make Webelos aware of devastation due to wildfire.

### RELATED BOY SCOUT ACTIVITIES

Botany Merit Badge	Conservation Skill Award
Environment Skill Award	Environment Science Merit Badge
Forestry Merit Badge	Pulp and Paper Merit Badge
Nature Merit Badge	Woodwork Merit Badge
Soil and Water Conservation Merit Badge	

### RESOURCES:

U.S. Forest Service  
Environmental Protection Agency  
Arborist Association  
Conservation Department and Officers  
Boy Scout Handbook  
Boy Scout Fieldbook  
Local Parks  
"Master Tree Finder" by May T. Watt, Published by  
Nature Study Guild, purchase at Morton  
Arboretum  
DuPage County Forest Preserve District  
Field Guide Books for Trees

## FORESTER

We have many excellent resources here in DuPage County for this activity badge. The Morton Arboretum is the obvious choice for a study of trees. The Arboretum describes itself as an Outdoor Museum or Woody Plants. It is located on Route 53, between Butterfield and Warrenville Roads. Wednesday is reduced admission.

Greene Valley Forest Preserve, at the Thunderbird Youth Camp has the 'Tricky Tree Key Trail', a self-guided tree identification trail. Maps and instructions are available at the trail head. Access to the ramp is from Greene Road, just west of Route 53, south of 75th Street in Naperville.

Each Spring, the DuPage County Forest Preserve undertakes a reforestation project within one of its preserves. Last year, they planted twenty thousand seedlings at Hidden Lake Preserve. Contact the Fullersburg Woods Office (790-4912) in late March/early April to arrange to help plant seedlings.

The University of Illinois County Extension Service, located at the county complex on County Farm Road north of Roosevelt, provides an Arbor Day Packet, containing information about tree planting and care. The packet provides ideas for holding an Arbor Day Celebration. Contact the office by phone before stopping in to pick up your packet(s), as the office requires some time to assemble all the items (682-7486).

While not a local operation, the Arbor Society, in Nebraska, will provide information about tree planting and care, also. For a small enrollment fee, the Society will put you on their mailing list and send you ten small seedlings. The Society is particularly responsive to written requests for specific information. Do allow two to three weeks for response however.

National Arbor Day Society  
100 Arbor Avenue  
Nebraska City, Nebraska 68410

Contact a cabinetmaker to get end cuts of different hardwoods for display at the pack meeting. Let the boys compare the relative density of the woods to their Pinewood Derby cars. The hardwoods will be considerably heavier, more difficult to cut or carve, but exhibit a finer finish when properly sanded. Experiment with different stains to find appropriate finishes for the different specimens.

## GEOLOGIST ACTIVITY BADGE



**OBJECTIVES:** To teach boys to recognize common rock specimens. To acquaint boys with different rocks and minerals. To make boys aware of the earth and its resources. To introduce boys to earth's devastating forces.

### RELATED BOY SCOUT MERIT BADGES

Environment Science  
General Science

Geology  
Nature

### RESOURCES:

Illinois State Museum  
Local lapidary clubs  
Local geologists  
Chicago Field Museum of Natural History  
Lizzadro Museum of Lapidary Art  
U.S. Geological Survey  
Local rock shops  
Local contractors

### INTERESTING RELATED DEN ACTIVITIES:

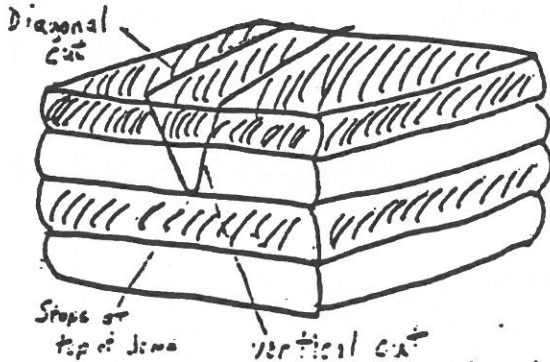
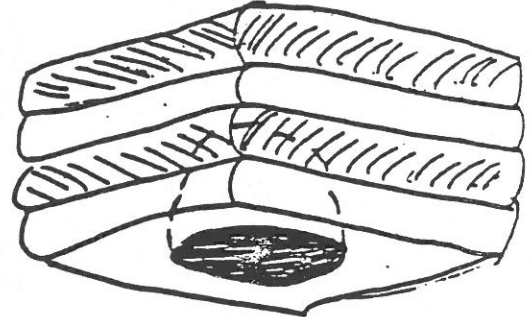
1. Local quarry operations provide a good opportunity for the boys to do some geological explorations. Elmhurst Stone and Gravel has provided tours to Scout groups in the past. Contact the specific quarry operation you would like to see directly. The operation at Route 88 in Naperville/Warrenville is scheduled to close in late 1989 and is strictly a strip mining site. The quarry operating on Route 53 between Naperville and Bolingbrook does have a quarry where some blasting is still being done..
2. Core drilling companies in the County are another opportunity for the boys to see geologists at work. Core drilling companies extract rock samples from different depths for determining the suitability of the sub-strata for particular construction or mining operations. Rock and Soil Drilling of St. Charles has offered to have a den meet one of their trucks on the road to observe a drilling operation.
3. The Illinois State Geological Survey provides an extensive list of maps and publications for the teaching of geology. Contact them for a catalog at:  
Illinois State Geological Society  
Natural Resources Building  
615 E. Peabody Drive  
Champaign, Il. 61820

**GEOLOGIST**  
**MOLTEN ROCK MODEL**

**Materials**

Two strips of blue modeling clay, 3" X 3" X 1/2"  
Two strips of yellow modeling clay, same dimensions  
Quantity of red modeling clay

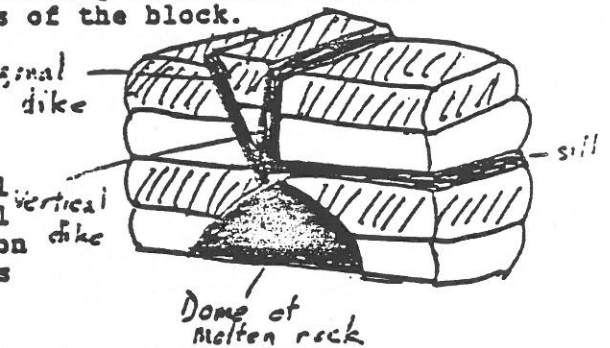
1. Stack the blue and yellow clay strips in alternating colors. This represents sedimentary rock beds.
2. Scoop out a dome-shaped hole in the bottom of the clay block, to the depth of two layers. Fill the hole with red clay. This represents a dome of molten rock bulging through layers of sedimentary rock.



3. Use a knife to make two cuts into the block. The first cut is a vertical one, as deep as the dome made in step two. The other cut is a diagonal one, parallel to the first cut at the top, and angling through the block to meet the first cut at the dome.

4. Remove the resulting pie-shaped piece. Flatten some red clay into thin sheets and push a thin piece against each side of the opening in the block, joining them in the middle with the dome. Separate the second and third layers of the block and slip in a sheet of red clay on top of the second layer, connecting with both top cuts and the dome. Replace the removed pieces of the block.

5. Cut the block in half, perpendicular to the cuts from step 3. You now have a cross section of molten rock intruding in the various known forms. Step two built a dome, step three built a diagonal and vertical dike, step four built a sill between the beds. Note that the intrusion has caused the original sedimentary rocks to uplift.



The sedimentary rock block can also be used to demonstrate other geological actions which create mountains. Return to step 1, slice a diagonal cut through the block, all the way through the block. Slide one half of the block down on the cut to show a mountain created by uplift at a fault line. Uplift due to folding can be modelled by squeezing another uncut block from opposite sides. This causes the block to 'ripple' into dips and humps.



## HANDYMAN ACTIVITY BADGE



**OBJECTIVES:** To acquaint Webelos with odd jobs that they could do to help out around their homes. To help Webelos learn the proper care and storage of tools. To make Webelos aware of the importance of the proper storage of household chemicals.

### RELATED BOY SCOUT ACTIVITIES

Home Repairs Merit Badge

Safety Merit Badge

Woodwork Merit Badge

### RESOURCES:

Cub Scouts Sports Bicycling Manual (BSA #j2107)

Service Station

Local or State Police

1987-88 Program Helps

### INTERESTING RELATED DEN ACTIVITIES:

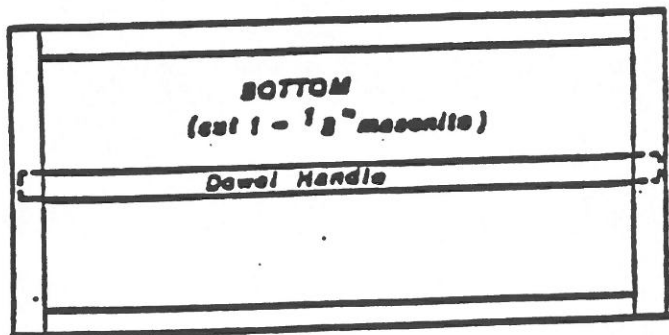
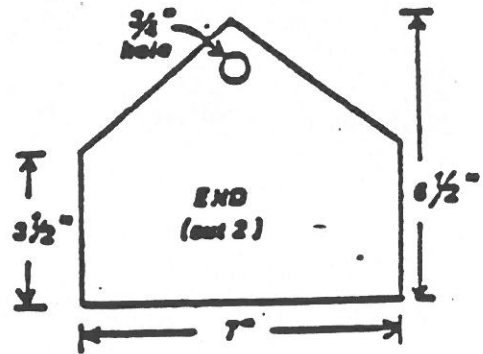
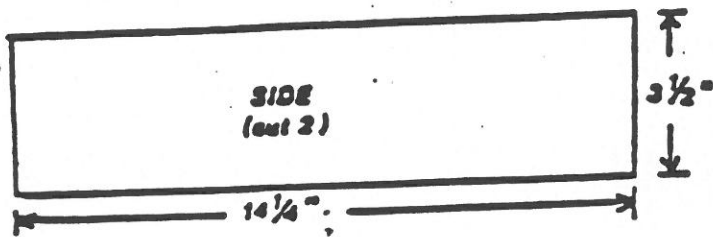
1. Have a clinic on the care and repair of bicycles. Set it up like a shop and have each boy bring his bike and do repairs, etc.
2. Have Webelos bring tools to a den meeting and demonstrate different ways to mark them, as outlined in the 1987-88 Program Helps, pg W29. Let the boys mark their tools.
3. Hold a nail hammering contest. See who can hammer a nail in the fewest number of strokes.
4. Visit a good home workshop. Have the owner explain the use, storage and care of tools.
5. Arrange a visit to a service station. Have the attendant explain the use of different types of equipment (jack, torque wrench, etc.). If possible have the attendant show them how to check oil level, check fluids and belts, check tire pressure, and change light bulbs.
6. Organize a pack bicycle rodeo. See Cub Scout Sports Bicycling Manual for details.
7. Organize a pack car wash.

## TOTE TRAY FOR TOOLS

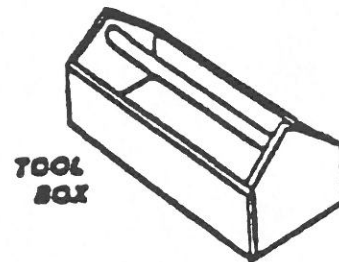
**MATERIALS:** Ends - two 3/4" pine, 6-1/2"x7"  
 Sides - two 3/4" pine, 3-1/2"x14-1/4"  
 Bottom - 1/8" masonite, 7"x15-3/4"  
 Handle - 3/4" dowel, 14-7/8" long  
 Nails - eight 1-1/2" for sides  
 fourteen 1" for bottom

1. Cut two ends as shown in illustration.
2. Drill 3/4" holes, 1/2" deep in each end.
3. Cut two sides and nail with side pieces on inside of ends. Be sure holes face inside on ends.
4. Insert handle in holes before nailing on second end.
5. Nail on bottom.
6. Sand smooth and shellac or paint.

1



TOP VIEW

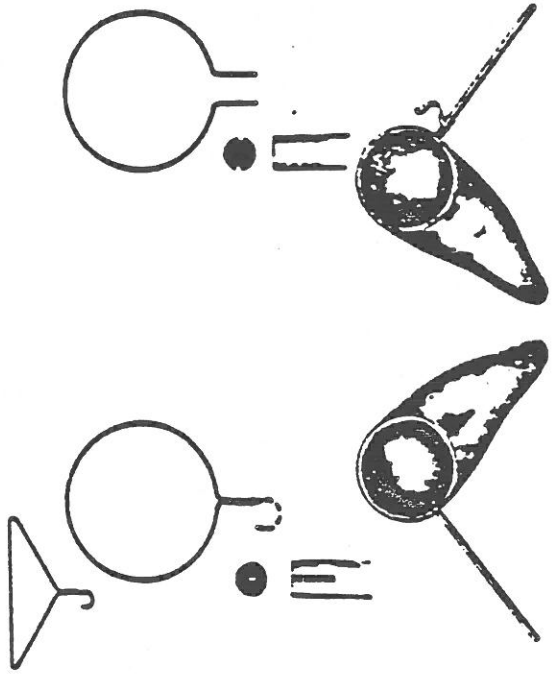


# Collecting Insects

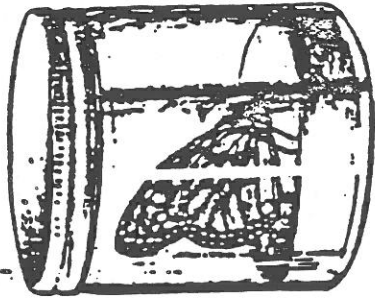
Insect collecting is an inexpensive hobby. Almost all of the equipment needed can be made from odds and ends. This includes a collecting net, killing bottle, spreading board, and specimen boxes.

## The Collecting Net

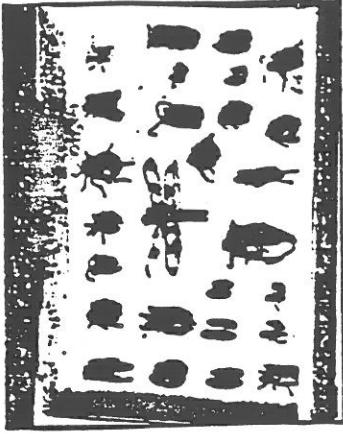
A good collecting net is the most important part of this equipment. These nets are lightweight, can be taken apart to be carried, and will last a long time with proper care. College bookstores and biological supply houses are good places to buy a net; some hobby, sport, or department stores stock them. A net also may be made using a broom handle or length of bamboo, a piece of wire or a wire clothes hanger bent into a loop, and some nylon curtain or mosquito netting (preferably green) for the bag. The bag should be blunt-tipped and at least one and one-half times as deep as it is wide. The handle length depends on the material from which it is made and the kind of collecting for which it is intended. Do not make the handle too long or heavy.



Homemade collecting nets



Killing bottle



Schmitt box

## The Killing Bottle

A killing bottle is needed to prepare insects for mounting. Lighter fluid, sold in drugstores or supermarkets, works well in a homemade killing bottle. Use a widemouthed jar, such as a peanut butter jar. Place cotton batting in the bottom and wet it with lighter fluid just before using it. To prevent insects from getting wet with the fluid, place a piece of cardboard or a disk of wire screen over the cotton batting. Except when putting in or taking out an insect, keep the killing bottle tightly covered. Always go outside or to a well-ventilated area to put the lighter fluid in the killing bottle, and keep the fluid well away from fire.

An alternate, safer, and cleaner method is to simply put the insect specimens in a jar in the freezer until they are dead. Hard-bodied insects such as beetles and bugs can be killed by placing them directly in ethyl alcohol or isopropyl alcohol.

## Specimen Boxes

Tight-fitting schmitt boxes are the favorites of most advanced collectors. But a beginner will need only cigar boxes lined at the bottom with polystyrene foam, corrugated cardboard, or soft fiberboard. This material will hold the pins on which the specimens are mounted. If corrugated cardboard is used, glue two layers on top of each other with the ridges running at right angles. The boxes will look better with white paper glued on the sides and bottom of the inside.

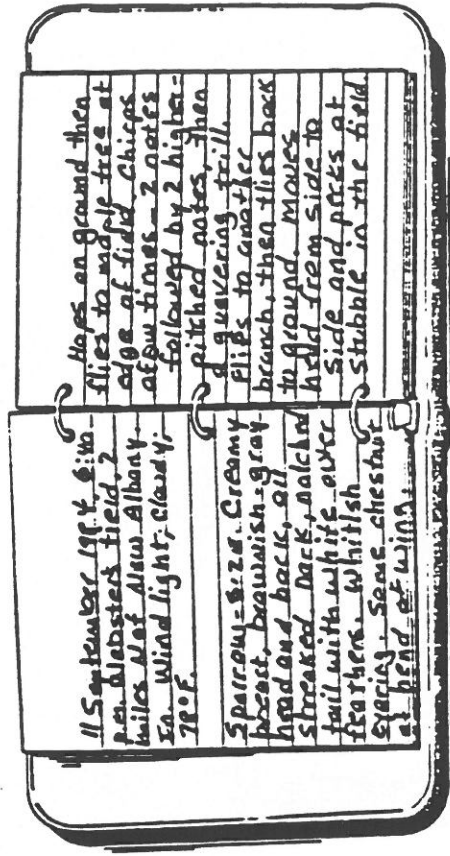
One of the disadvantages of these boxes is that dermestids, or carpet beetles, can get in easily. The larvae of these small beetles eat mounted insects. If fine brown dust appears on the bottom of a specimen box, the dermestids are at work. To keep them away, place moth crystals (paradichlorobenzene) in one corner.

# Bird-Watching Techniques

One of the most important skills to develop in searching for birds is the "roving eye." Learn to recognize unusual colors, sizes, shapes, movements, and silhouettes as you look for birds. Many times a quick look around will result in locating a "lump" on a tree or elsewhere that a keenly developed roving eye knows does not belong.

Here are other suggestions to help you find more birds and to make identification easier:

- Early morning and late afternoon are the best times to look for birds.
- Move slowly; do not make sudden or jerky movements.
- If possible, stand with the sun at your back, shining directly on the bird.
- Observe a bird carefully at a distance before you move closer. That may be the only view you get.
- Note carefully important field marks such as relative size as compared with a sparrow, robin, or crow; color of back, breast, head, throat, tail, wing bars (if any); eye ring or line over or through the eye (if any). Note flight pattern—straight line, up and down, rapid wingbeat then rest, slow lumbering wingbeat. Note size and shape of the bill.
- Note whether the bird walks or hops, perches upright or not, or clings to bark. Note what the bird is doing generally. Based on your observations, write a detailed description of the bird in your notebook.
- Learn one bird at a time. It is better to become thoroughly familiar with one bird than to try to learn four or five all at once and not know any of them well.
- Stop and listen carefully if you hear a bird sing or call. Try to remember the sound and associate it with the bird you see. Try to put the song or call into phrases or words that will help you remember it. For example, the words "kill deer" can help you remember the call of the killdeer bird.
- Learn to use your field guide. Read the introduction carefully—it has many helpful hints on bird watching. Read the descriptions of families so you'll know which ones the birds you see belong to.



Sample description

## Keeping Notes

Notes are important. Keep detailed notes on each bird you see until you become expert and can recognize most birds at a glance. Be sure to put down the full date, time, locality—including direction and distance from the nearest town, and the name of the state—and the prevailing weather conditions. In your notes, describe the bird's behavior as well as its identifying marks.

## Birding Etiquette

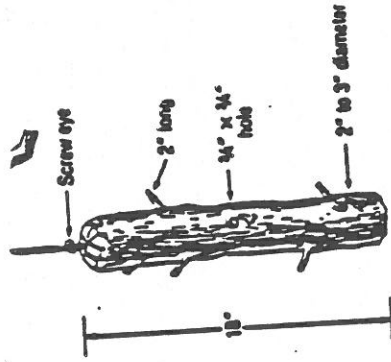
When you're out in the field watching birds, you'll want to be considerate both of other bird watchers and of the creatures you're observing. Be respectful of property—don't wander onto private land without permission or trample someone's lawn in the excitement of the chase. Stay on paths in parks and refuges. If you're birding with a group, make sure everyone has had a chance to get a look at a bird before you move closer and risk scaring it off. If you've brought your camera, don't push a head of others to get a picture. Don't step in front of someone else's binoculars or scope.

When observing a nest, do so from a distance. If you beat a path to the nest by repeated visits, you are likely to show predators the way and place the birds in danger. Never handle eggs or baby birds. *Don't collect birds' nests.* It is not legal. A permit is required to possess the nest of a wild bird, a bird egg, a feather, or a bird, whether living or dead.

## BUILDING

A feeder will attract birds and make it easier to observe them. More importantly, it will provide food for them, especially during the winter. Natural foods probably will be available in the spring, summer, and fall; birds may not use your feeder much during those seasons. Follow these guidelines when setting up a bird feeder.

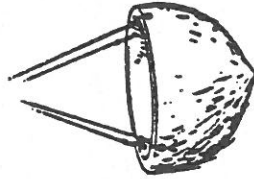
- Locate the feeder near your house so that you can watch the birds and keep an eye on the food supply.
  - Place the feeder near cover, such as bushes, trees, or shrubs.
  - Place the feeder out of the reach of dogs, cats, and squirrels. If it is on a post, pole, or tree, put a metal shield below it to keep cats and squirrels away. Place the feeder so that cats cannot jump on it from fences, trees, or other perches.
  - Keep food in it at all times in the winter. Birds will start to depend on it after they begin using it, and may starve to death if you stop feeding them before buds and insects appear in the spring.
- Stock your feeder with a variety of foods to attract a variety of birds. The chart tells what foods to put out to attract which birds. Birdseed is available at most supermarkets, garden supply stores, and seed and feed dealers. Homemade food mixtures are as good as commercial ones and are less expensive. If the food becomes spoiled or moldy, remove it from the feeder. Also, place some food on the ground under or near the feeder to attract birds such as quail and doves.



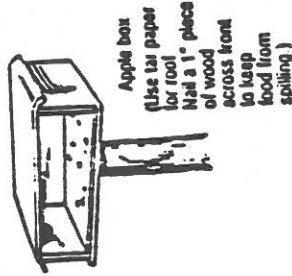
Log suet feeder



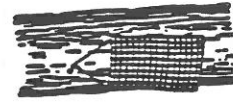
Pine cone  
(Spread peanut butter over opened pine cone and hang from branch.)



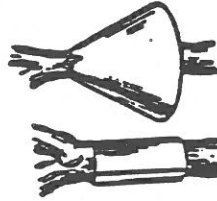
Coconut shell



Apple box  
(Use tar paper for roof. Nail a 1" piece of wood across front to keep food from spilling.)

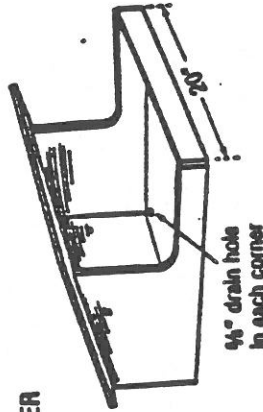


Suet cage  
(Tack a small piece of 1/2 inch hardware cloth to tree and add suet chunks.)



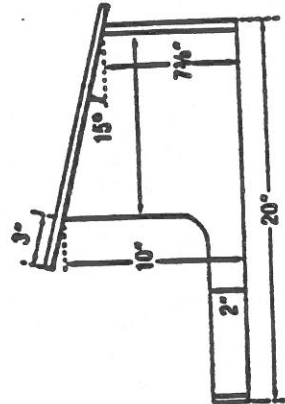
Plastic jug

Bird feeders

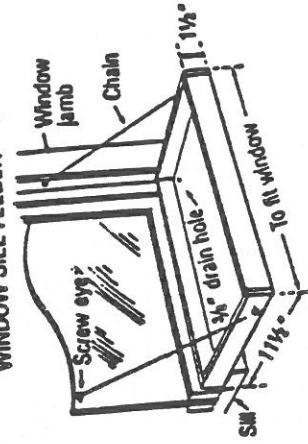


Materials:  
1/2" plywood—1 piece 2' x 4',  
1 piece 1' x 2'; waterproof  
glue; 1/4" nails.  
Mount on post.

SHELTERED FEEDER



WINDOW SILL FEEDER



Materials:  
1/2" to 3/4" plywood, 1/4" plywood strips for edges, 1/4" nails, waterproof glue, 3" small link brass chain, 4 screw eyes or hooks.  
Mount on south side of house.



## OUTDOORSMAN ACTIVITY BADGE



**OBJECTIVES:** To encourage Webelos to camp with their families. To introduce Webelos to Boy Scout camping. To familiarize boys with fire safety. To emphasize the "outing" in Scouting.

### RELATED BOY SCOUT MERIT BADGES

Backpacking Merit Badge  
Cooking Merit Badge  
Orienteering Merit Badge  
Pioneering Merit Badge

Camping Merit Badge  
Hiking Merit Badge  
Wilderness Merit  
Badge

### RESOURCES:

Boy Scout Handbook  
Boy Scout Fieldbook  
Camp Cookery for Small Groups (BSA #3592)  
Dutch Oven Cookbook (BSA #3549)  
Introduction to Family Camping (BSA #3820)  
Scoutmaster's Handbook  
"Knots" Booklet, published by BSA

### INTERESTING RELATED DEN ACTIVITIES:

1. Show the boys how to make an improvised bedroll.
2. Practice building a fire for cooking and for a campfire. Have a den cook-out.
3. Plan and hold a father/son overnight campout.
4. Familiarize the Webelos with fire safety principles, which include no-flame lights in tents and no liquid starter for charcoal fires.
5. Have a knot tying contest.
6. Take hikes at different times of the year and have boys notice the difference in their surroundings.
7. Have each Webelos Scout assemble a car/travel first aid kit. This would coordinate with the Readyman and Traveler activity badges.
8. First campout could be a low-keyed affair in your

backyard. Mini-program: Hot dog and marshmallow roast, stories, skits, bed, Morning Reveille, flag ceremony, breakfast, cleanup and go home.

### GAMES

Knot tying contest -- in Cub Scout Leader How-To Book

### GATHERING ACTIVITY

Scrambled Campsite -- These are all found at a campsite.

RDEOLBL	(bedroll)	DOFO	(food)
TRANNLE	(lantern)	SHECTMA	(matches)
ODOW	(wood)	SSEIHD	(dishes)
CKPA	(pack)	FNIROBE	(bonfire)
NETT	(tent)	THCLESO	(clothes)

## Cooking

Successful camp cooking depends on thorough preparation before you leave home. Plan appetizing menus, assemble the right food, pack it properly, and you're well on your way to becoming an expert wilderness chef.

Start by discovering what foods are available:

### Camping Store Foods

In most camping equipment stores, you'll find a selection of freeze-dried and dehydrated foods packaged especially for use in the backcountry—everything from beef stroganoff to strawberry ice cream. They are light, compact, and nourishing.

The primary disadvantage of these special foods is their cost. However, on a trip where pack weight is a critical factor, they may be worth the extra expense. If not, it's still fun now and then to sample a freeze-dried pork chop, or a pot of dehydrated shrimp creole.

### Grocery Store Foods

Grocery stores stock so many convenience foods that, with careful shopping, you can put together high-energy meals that



Dehydrated and freeze-dried food

weigh little more than camping store menus, and cost far less.

The food you select will be a matter of personal taste, but consider some of the following ingredients:

### Breakfasts

- cold cereal (choose a nutritious brand that packs small without being crushed)
- hot cereal (some instant varieties come in individual serving packets with powdered milk and sweetener included)
- granola (you can make your own)
- toaster pastries
- dried plums, pears, apples, prunes, or peaches
- instant cocoa or tea
- instant breakfast drink (add powdered milk)
- pancake flour
- powdered eggs (for mornings when you aren't in a hurry)
- summer sausage
- canned bacon

## Leave a Trip Plan

Once you've decided where to go and with whom, write down a full description of your intended route, where you plan to camp, and what time you will return. Give a copy to your parents, your Scoutmaster, or another trusted adult, and keep a copy for yourself. Be sure everyone understands your itinerary, and then stick to it. If you have not returned

---

### Sample Trip Plan

Trip Plan of \_\_\_\_\_

Date and Time of Departure: \_\_\_\_\_

Date and Time of Return: \_\_\_\_\_

Starting Point: \_\_\_\_\_

Destination: \_\_\_\_\_

Route Going: \_\_\_\_\_  
\_\_\_\_\_

Route Returning: \_\_\_\_\_  
\_\_\_\_\_

With Whom Hiking: \_\_\_\_\_

Adult Leader: \_\_\_\_\_

Number of Nights on the Trail: \_\_\_\_\_

Location of Each Night's Camp: \_\_\_\_\_

Alternate Plan in Case of Adverse Weather  
or Emergency: \_\_\_\_\_  
\_\_\_\_\_

Nearest Contact(s) for Help: \_\_\_\_\_  
\_\_\_\_\_

Permits Required: \_\_\_\_\_  
\_\_\_\_\_

Equipment Needed: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Clothing Needed: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Food Needed: \_\_\_\_\_  
\_\_\_\_\_

---

**ACTIVITY PERMISSION SLIP**

My son, \_\_\_\_\_, has my permission

to attend the following Cub Scout function:

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

Time: \_\_\_\_\_

Location: \_\_\_\_\_

Description of Activity: \_\_\_\_\_

Transportation Arrangements: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Parent's Signature: \_\_\_\_\_

In case of emergency, notify: \_\_\_\_\_  
(Name)

\_\_\_\_\_ (Phone Number)

Return to Scout Leader before function

-----  
(Tear here)

For Parent's Calendar:

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

Time: \_\_\_\_\_

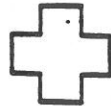
Location: \_\_\_\_\_

Deliver Scout: \_\_\_\_\_

Pick up Scout: \_\_\_\_\_



## READYMAN ACTIVITY BADGE



**OBJECTIVES:** To teach Webelos simple first aid and emergency first aid for the "hurry cases." To make Webelos more aware of safety around the home, bicycle safety and car safety.

### RELATED BOY SCOUT MERIT BADGES

First Aid Merit Badge  
Safety Merit Badge

Award

### RESOURCES:

Boy Scout Handbook  
Local EMT's, Nurses or Doctors  
Local or State Police  
Safe Swim Defense Information Leaflet (BSA #LC7369)

### INTERESTING RELATED DEN ACTIVITIES:

1. Invite a local EMT, Nurse or Doctor to a den meeting. They can cover requirements #1 through #5 in this badge.
2. In coordination with the Aquanaut activity badge, study the Safe Swim Defense. Be sure Webelos can explain it and its importance.
3. Make a Buddy Board and have Scouts make their own tags. See Aquanaut tips in this section of the Pow Wow Book.
4. Invite a police officer to a den meeting. Ask him to speak on bike and/or car safety. See Webelos Den Activity Book for car safety rules, page 87.
5. Visit the fire station. Have a fireman talk to the Webelos about the need for a fire escape plan for their homes.
6. Have Webelos draw up a home fire escape plan
7. Discuss home safety hazards. this coordinates with Family Member Activity badge requirement #3.
8. Take the Webelos to observe the Council First Aid Meet. Attend your District Roundtable for information.
9. Practice "hurry cases" - 3 B's and a P is one way to remember them.

10. Join a local troop meeting when a first aid demo is being given. Call Scoutmaster, they are going to do it sometime during the year.

### GAMES

Practicing First Aid can be fun if made into a "game" of acting out an emergency First Aid situation. Make-up makes it even better.

Sample First Aid situation:

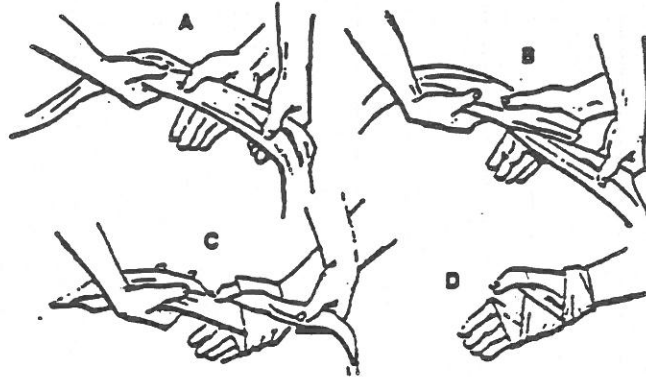
**ARTIFICIAL RESPIRATION:** A neighbor lady removes a plastic cleaning bag from a dress and puts it down at the end of a baby's crib. She leaves the room. When she returns she finds her baby tangled in that sack with it over his head. He is blue and appears not to be breathing.

### BANDAGES

Your counselor may ask you to hold a dressing in place with a bandage on his hand. What bandage could you use? Bring along your Scout neckerchief and be prepared to use it as shown here. Or make a cravat with your neckerchief and put a figure-eight bandage on his hand.

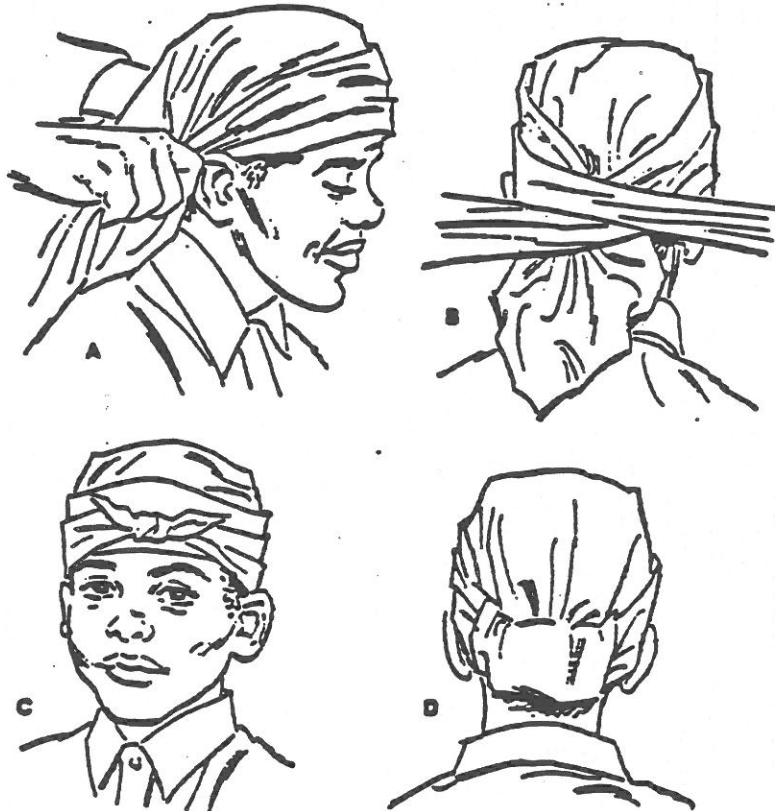
Your neckerchief makes a handy triangular bandage that easily can be made into a cravat to tie any of the bandages shown here. When you use it as a sling, your patient should lie down. Once he stands, adjust the knot so the hand is a little higher than the elbow.

**CRAVAT BANDAGE FOR PALM**



Wrap smoothly and neatly.

**TRIANGULAR BANDAGE FOR THE HEAD**



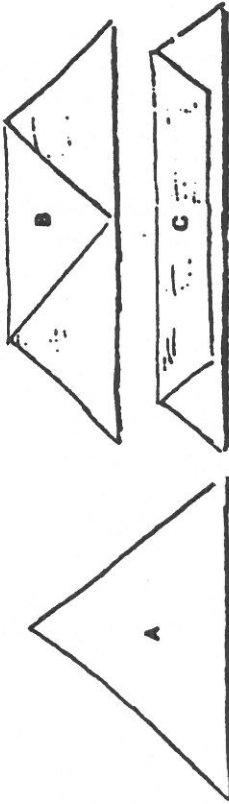
Use when entire scalp needs to be covered.

## Bandages

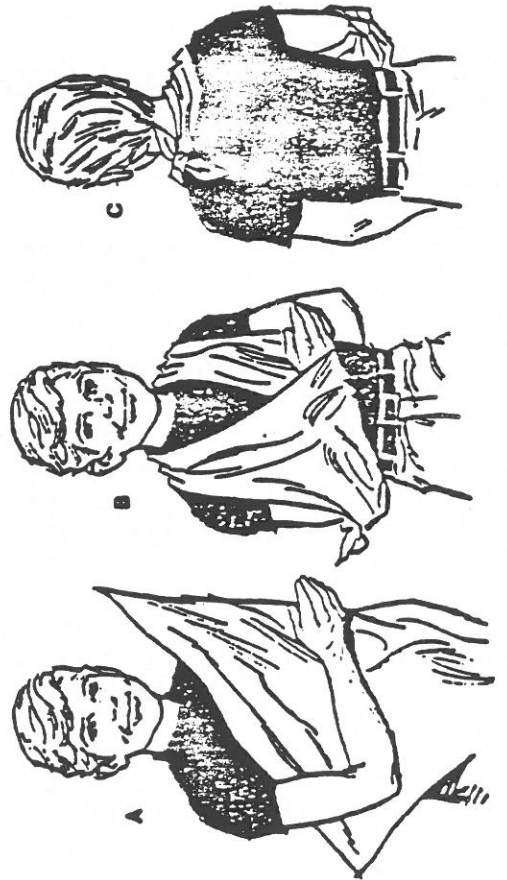
Your counselor may ask you to hold a dressing in place with a bandage on his hand. What bandage could you use? Bring along your Scout neckerchief and be prepared to use it as shown here. Or make a cravat with your neckerchief and put a figure-of-eight bandage on his hand.

Your neckerchief makes a handy triangular bandage that easily can be made into a cravat to tie any of the bandages shown here. When you use it as a sling, your patient should lie down. Once he stands, adjust the knot so the hand is a little higher than the elbow.

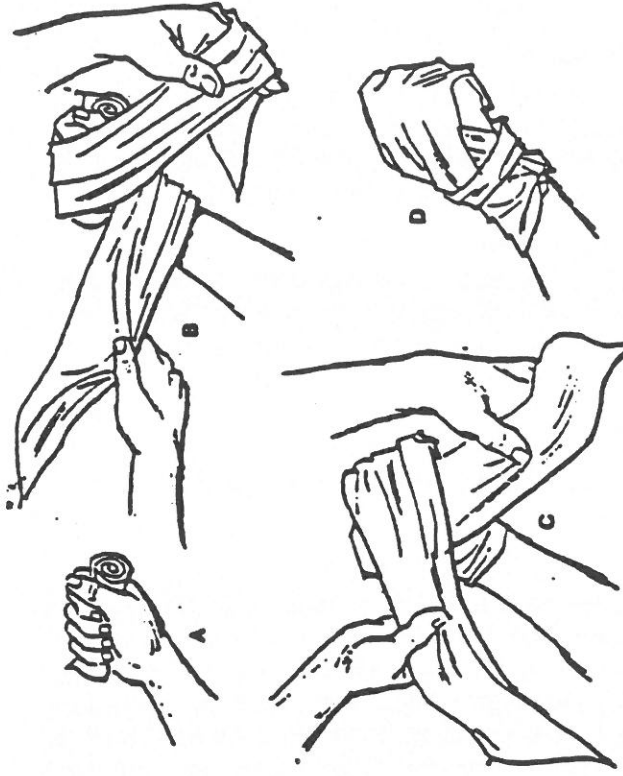
## TRIANGLE BANDAGE



## ARM SLING



## PRESSURE BANDAGE



Hold compress firmly in place.

## CRAVAT BANDAGE



## Four Steps

If a member of your party is injured while you are in the wilderness, follow these steps in order:

### 1. Approach the victim safely.

If he has fallen, study his location before trying to reach him. Is he on a ledge? If you approach from above, is there a chance of loose rocks rolling onto him? Will you be in danger of falling? Do not aggravate the situation by becoming an accident victim yourself.

### 2. Treat life-threatening conditions.

Assess a patient's injuries simultaneously and treat the most serious condition first—stop serious bleeding with pressure on the wound and on pressure points; restore breathing; treat symptoms of poisoning and any other serious injury.

### 3. Stabilize the victim.

See to the less serious wounds, and treat every accident victim for shock.

### 4. Get help.

Calmly assess your options. Can the victim walk to the trailhead? Are you and your companions able to carry him out? (A victim with injuries to the spine or neck must not be moved without trained medical help.) If not, determine who should go for help and how it should be done. Write down all important information, including a description of the victim's injuries and details of your exact location, and send the report with the messengers. Use the reporting form; carry a copy in the map pocket of your backpack. Be certain the messengers know where to go, and that they can find you when they return. If the wait will be long, set up camp and do all you can to keep the victim safe, comfortable, and calm.

## Medical Problems

Know how to prevent, recognize, and treat the health hazards that may arise during a trek. By understanding these dangers and prepar-

ing for them, you can make your wilderness travels safe and worry free. The brief discussions that follow are intended only to alert you to the dangers. Consult a first aid manual for complete information.

## Hypothermia

Hypothermia occurs when a hiker becomes so cold he can no longer warm himself. It's as if the body's furnace had gone out. As the core temperature drops, vital organs shut down. In extreme cases, death may result.

Hypothermia is of special concern to backpackers because it can sneak up on them gradually, even in the summer. On a chilly, windy day, a tired hiker in wet clothing is a prime target. Since hypothermia impairs his ability to think clearly, the victim may not realize his danger, and he may not be able to save himself.

### How to prevent it

Stay warm. Stay dry. Eat plenty of energy foods, and don't push yourself to exhaustion. If your clothes become wet in cold weather, stop and change them. If you become chilled, make camp and crawl into your sleeping bag.



### How to spot it

First symptoms: The victim feels cold, tired, and irritable. His teeth may chatter, and he begins to shiver.

Second symptoms: The victim shivers uncontrollably. It is not easy for him to make decisions. Hiking is difficult.

Third symptoms: The victim cannot travel. He is disoriented and may collapse. Shivering stops. Unconsciousness and death soon follow.

### How to treat it

Get the victim warm. If possible, take him indoors and immerse him in a warm (110° F) water bath. If not, set up a tent, strip off his clothing and put him in a dry sleeping bag. In severe cases, a second person should also strip and get into the bag with the victim. The shared body heat can save his life.

## Frostbite

Cold winter weather, especially if it is windy, brings with it the danger of frostbite. Essentially, a part of the body becomes frozen.

### How to prevent it

Prevent frostbite the same way you prevent hypothermia—by staying warm and dry. Your face, ears, fingers, and toes are very susceptible to the cold, so protect them well. Keep your clothing and boots loose so they don't impair circulation. Wear a hat that covers your ears, and a scarf across your face. Mittens will keep your hands warmer than gloves.

### How to spot it

A frostbite victim may notice that a part of his body is numb. The affected area may become stiff and grayish-white in color.

### How to treat it

Thaw the frozen part. In the field, use body heat. Put cold fingers under an armpit, frozen feet on a companion's bare stomach, and the warm palm of your hand on frost-bitten ears or face. In a shelter, immerse the affected area in water that is but not too hot—about 100°F. *Do not rub it with snow.* As the injury thaws, it may develop symptoms usually associated with burns. Administer first aid for burns, and if the symptoms are serious or extensive, treat the victim for shock and get him to a doctor.

## Heat Exhaustion/Heat Stroke

While hypothermia and frostbite can occur when the body becomes too cool, heat exhaustion and heat stroke may develop if the body is unable to counter the effects of heat. In heat exhaustion, the body's cooling mechanism works so efficiently that it lowers the core temperature too much. In heat stroke, an overworked mechanism simply stops functioning, and the core temperature soars.

### How to prevent them

When the weather is hot, keep your body cool. Drink lots of liquids, even if you don't feel thirsty. Wear a hat and loose, light-colored clothing. Hike in the morning and evening, but rest in the shade during the heat of the day. Splash water on your face and body. Go for a swim in a shady brook.

#### **How to spot heat exhaustion**

Symptoms may develop quickly. The victim becomes pale, his skin cold and clammy. Breathing is shallow, and he may feel nauseous.

#### **How to treat heat exhaustion**

Have the victim lie in the shade with his feet slightly higher than his head. Loosen his clothing and cover him with a blanket or a sleeping bag. When he can handle it, let him sip water to which a little salt has been added. Recovery is usually rapid, but make him take it easy the rest of the day.

#### **How to spot heat stroke**

Heat stroke is rare, but very serious. The victim does not sweat at all. His face is hot, red, and dry. He may become delirious or lose consciousness. Breathing is difficult and noisy.

#### **How to treat heat stroke**

Rest alone is not enough. You must cool the victim as quickly as possible. Dip him in a stream or lake if one is near. If not, lay him in the shade and pour water over his head and body. Drape him with damp cloths. Rub his arms and legs to increase circulation. When he is able to drink, give him as much water as he wants. Get him to a doctor.

## Reporting Backcountry Injury or Illness

The entire report should be a written message. Even for serious injuries, only a minute or two is required to get the facts and jot them down. First aid can be administered while this is being done. In haste over concern for the patient, there is a tendency to fail to get an accurate report or to remember everything. A written message will enable rescuers and/or medical personnel to respond appropriately with proper manpower, equipment, supplies, and transportation. Here is the information they need:

Full name, address, and phone number of injured person:

\_\_\_\_\_

Age, gender, approximate height and weight: \_\_\_\_\_

Whom to contact for an emergency, including address and phone number: \_\_\_\_\_

Exact location of injured person (preferably marked on a map also) and a description of how to get to him: \_\_\_\_\_

\_\_\_\_\_

A detailed description of symptoms or injury:

What are the patient's complaints? Describe as to severity, location, duration, and previous occurrence:

\_\_\_\_\_

What is the patient's pulse, temperature, and respiration rate? \_\_\_\_\_

Describe cuts and burns as to extent and severity. Is the patient conscious, unconscious; hot, cold; breathing quickly, slowly, shallowly, deeply? Is he pale, flushed, sweating, clammy? Has any bleeding been stopped? \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

If a medical form is available, it should be kept with the patient until medical personnel arrive.

## SCHOLAR ACTIVITY BADGE



**OBJECTIVES:** To familiarize Webelos with "roots" or school system. To convince Webelos that schooling is essential. To introduce Webelos to careers in education. To teach Webelos the benefits of a good education.

### RELATED BOY SCOUT MERIT BADGES

Citizenship in the Community    Personal Management  
Public Speaking                      Reading  
Scholarship.

### RESOURCES:

Local Board of Education  
Local historical society  
Local library  
Classroom teachers and principals of local schools

### INTERESTING RELATED DEN ACTIVITIES:

1. Plan a trip to the library and have the librarian demonstrate the use of the microfilm viewer. After all Webelos are familiar with the process, allow each one to scan through the newspaper dated the day he was born. The boys are certain to enjoy this "trip back through time."
2. Invite the parents of Webelos to come to a den meeting dressed in the type of clothes THEY wore to school. have them bring along such things as class pictures, yearbooks, report cards, etc., and allow each ample time to share his/her school days with the den.
3. Have a panel of parents with different jobs. Have them tell the Webelos what sort of schooling they needed for their work and how schooling has helped them in their work.
4. Have the Scouts' principal come to a Webelos den meeting to discuss the value of an education (requirement #5), the school system organization chart (#6) and some of the full time positions in the education field (#8).

MATCH THE POSITION TO ITS DESCRIPTION

- |                                   |   |
|-----------------------------------|---|
| ___ 1. GUIDANCE COUNSELOR         | A. Tries to improve relations between parents, students and school personnel by helping them understand each other. |
| ___ 2. DIETICIAN                  | B. Provides emergency first aid as necessary to students. May teach health-related subjects.                        |
| ___ 3. PRINCIPAL                  | C. Manages books and materials other than textbooks. Teaches students how to use reference materials.               |
| ___ 4. SOCIAL WORKER              | D. Helps students understand themselves and make plans for their future.  |
| ___ 5. LIBRARIAN                  | E. Over-all manager of school system. answers to government authorities as to quality of school system.             |
| ___ 6. SCHOOL NURSE               | F. Plans school meals. May be consulted for nutrition planning or health classes.                                   |
| ___ 7. SUPERINTENDENT             | G. Attendance officer who deals with unauthorized absences from school.   |
| ___ 8. TRUANT OFFICER             | H. Works with students having unique education needs related to physical or mental handicap.                        |
| ___ 9. SPEECH THERAPIST           | I. Instructs individuals in proper diction and pronunciation to help them communicate better.                       |
| ___ 10. SPECIAL EDUCATION TEACHER | J. Responsible for the day-to-day operation of the school.  |



## SCIENTIST ACTIVITY BADGE



**OBJECTIVES:** To acquaint boys with basic laws of physics. To give boys the opportunity to perform experiments. To introduce boys to atmospheric science. To teach boys a little about optics. To demonstrate a few "mysteries" of science.

### RELATED BOY SCOUT MERIT BADGES

Astronomy	Aviation
Chemistry	General Science
Space Exploration	Weather

### RESOURCES:

Local Optometrists and Ophthalmologists  
Local junior and senior high school science teachers  
United States Weather Bureau  
Mr. Wizard's World (cable TV)  
"3-2-1 Contact" magazine  
"Science Digest" magazine  
Local library

### DOING EXPERIMENTS:

The Scientist Activity badge is a DOING badge, not a "watching" badge. For best results, follow this procedure:

1. Demonstrate the experiment.
2. Explain the experiment.
3. Ask for questions.
4. Allow Webelos to do the experiment.
5. Have each boy "log" the experiment.
6. Have each boy explain the experiment.
7. Ask for questions.

### REPEAT THESE STEPS FOR EACH EXPERIMENT

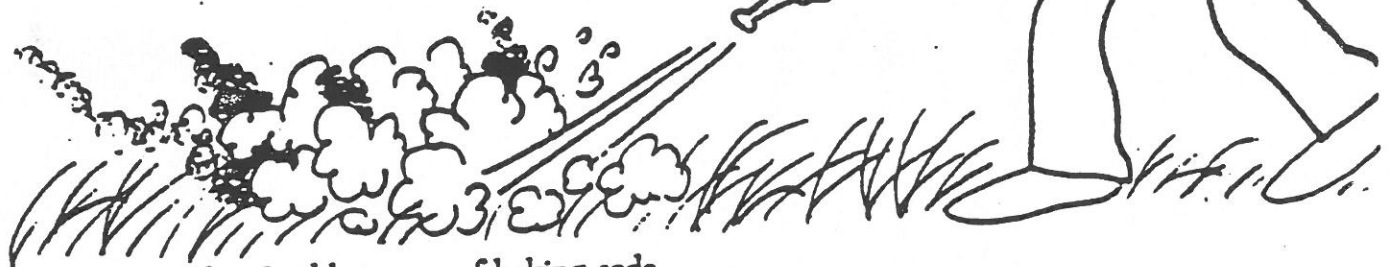
### INTERESTING RELATED DEN ACTIVITIES:

1. Arrange for a junior or senior high school science teacher to demonstrate the experiments for your den in a school science lab. It will give the Webelos the opportunity to see firsthand miscellaneous "tools" of scientists.
2. Hold a "mini-science fair" with your den or invite Webelos dens from other packs to participate. Contact science teachers from area schools to serve as judges.
3. Arrange for the den to visit an optometrist's or ophthalmologist's office. Ask the doctor to show the Webelos charts and instruments used to check eyes, as well as tests for color blindness and eye disorders.
4. Do some of the experiments in the Webelos Book. They're a lot of fun. Practice before the den meeting.
5. Visit the Museum of Science and Industry in Chicago.
6. Grow crystals or a coal garden.

## Soda Fire-Fighter

Baking soda doesn't burn. Heating it releases carbon dioxide which doesn't burn either. That's why baking soda is sprinkled on grease and oil fires to put them out.

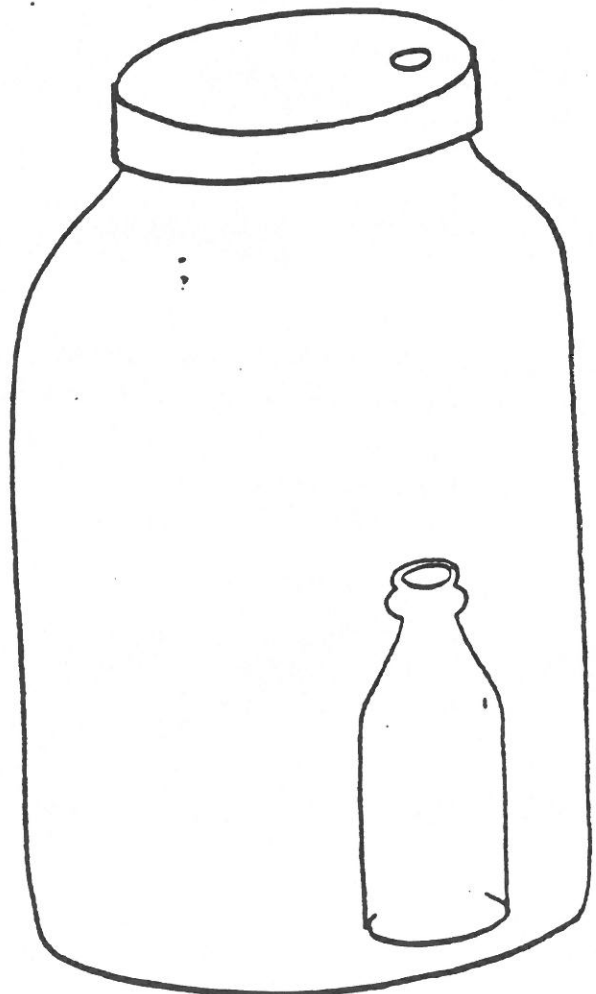
It's also one of the main ingredients in the so-called soda-acid fire extinguishers. You can make your own version out of a large jar with a metal screw top and an olive bottle.



Dissolve 2 tablespoons of baking soda in 2 cups of water and pour into the large jar. Fill the olive bottle with vinegar and place it in the jar. The top of the olive bottle must be above the level of the water.

With an ice pick or a hammer and nail, punch a large hole in the cover of the big jar. Screw the cover back on the jar. Now turn the jar upside down and gently shake it. The chemical reaction produces carbon dioxide gas which forces the solution out of the hole.

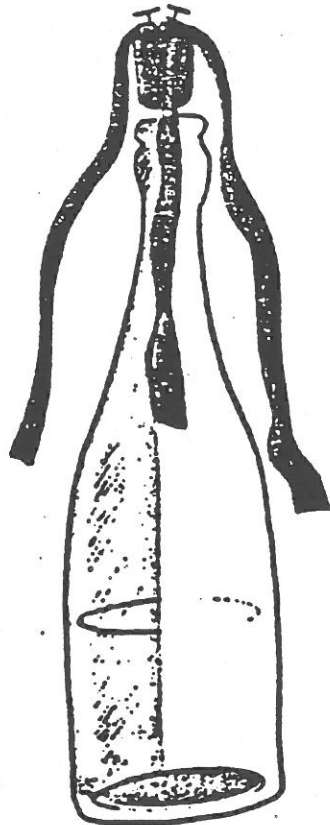
The same reaction is what forces the water out of the professional soda-acid extinguisher. Inside is water with sodium bicarbonate dissolved in it and a container of acid. When you turn the extinguisher upside down, the pressure forces the water out of the nozzle. The fire is put out because the water cools off the fuel and the carbon dioxide gas dissolved in the water is released, smothering the flames.



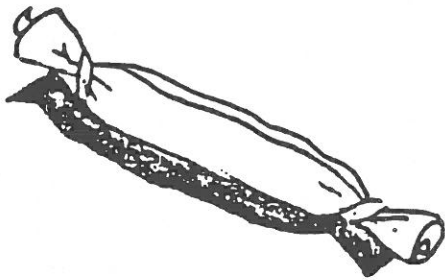
# Salad Dressing

## Vinegar Rocket-Launcher

The rocket is a cork with streamers attached to it with a thumbtack so you can follow its flight. The rocket launcher is a quart soda bottle containing  $\frac{1}{2}$  cup of water and  $\frac{1}{2}$  cup of vinegar.



Put a teaspoon of baking soda on a 4-by-4-inch piece of paper toweling. Roll up the paper and twist the ends to keep the baking soda inside.



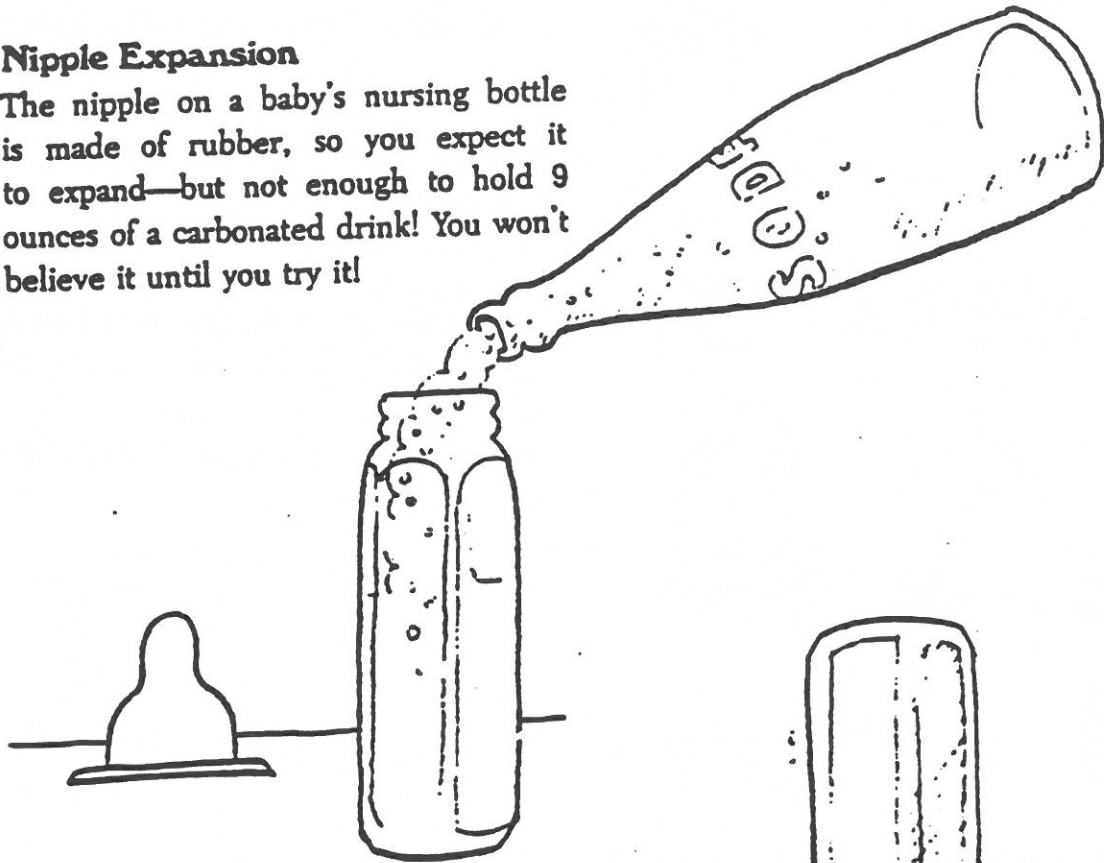
Outside, where you'll have plenty of altitude available, drop the paper into the bottom of the bottle and put on the cork as tightly as you can.

The liquid slowly soaks through the paper toweling. The baking soda reacts with the vinegar to produce carbon dioxide gas. As more gas forms, pressure builds up inside the bottle. You can't have an accurate countdown, so just stand back and wait. Eventually the cork shoots skyward with a loud pop!

## Baby Supplies

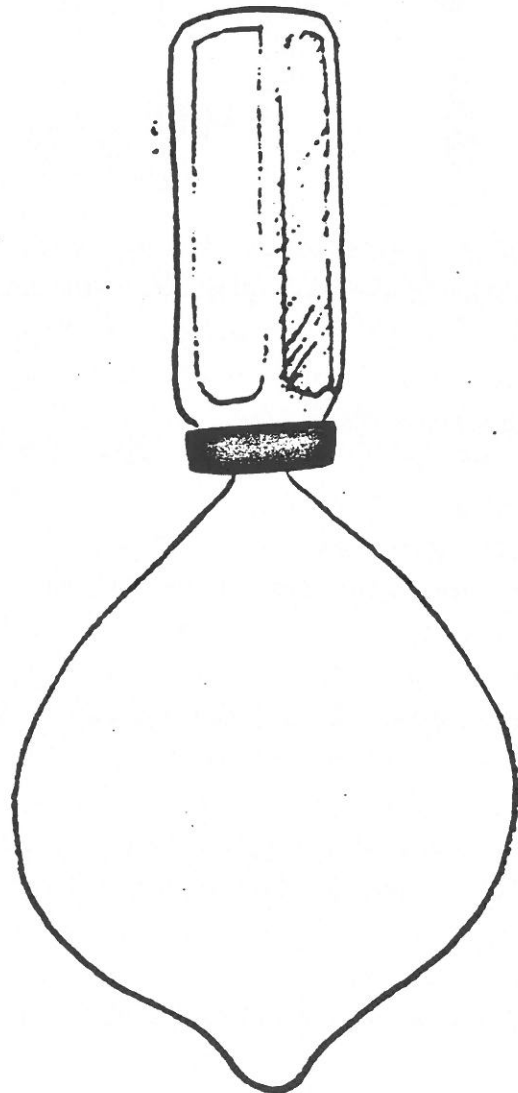
### Nipple Expansion

The nipple on a baby's nursing bottle is made of rubber, so you expect it to expand—but not enough to hold 9 ounces of a carbonated drink! You won't believe it until you try it!



In the baby section find a nipple without a hole in it. (Mother is supposed to make her own hole.) You may have to get a hole-less nipple at a drugstore, but blowing it up with soda is worth the extra trip. Pour carbonated soft drink into an 8-ounce glass baby bottle which holds about 9 ounces when you fill it to the top. Screw on the cap with the nipple in it as quickly as you can in order to lose as little of the gas bubbling out of the soda as possible.

With the cap on tightly, gently rock the bottle back and forth. The agitation forces the carbon dioxide gas out of the solution. Gradually the gas inflates the nipple. Eventually it expands enough so that when you hold the bottle upside down, the nipple holds the entire 9 ounces of liquid—with room to spare!



## Broom Trick



The springiness of the bristles of a broom is what makes sweeping the floor possible. The springiness is also the secret of how to accomplish what looks like an impossible challenge.

Set up a glass, pie plate, plastic sponge, and ball as shown. The challenge is to get the ball into the glass using only the broom to touch any of the items.

You can do it with a flair by putting your foot on the bristles of the broom, pulling back on the handle, and letting go. The handle hits the edge of the pie plate that's beyond the edge of the table. As it is sent flying, the rim of the pie plate knocks the sponge out of the way, and the ball falls neatly into the glass. If you want to add an extra element of suspense, substitute a hard-boiled egg for the ball.

The ball and glass remain where they are instead of moving with the pie plate because of inertia, the tendency of a mass to stay at rest unless a force is applied to it. The force you apply to the broom is transferred to the pie plate and the sponge but not to the ball or glass. The ball is at rest above the glass because it is supported against the force of gravity by the sponge and the pie plate. As soon as they are out of the way, the ball is pulled downward into the glass.



## SHOWMAN ACTIVITY BADGE



**OBJECTIVES:** To instill an appreciation of the fine arts. To expose boy to entertainment professions. to expand the imagination an creativity of Webelos. To increase boys' self-confidence in front of audiences.

### RELATED BOY SCOUT MERIT BADGES

Bugling  
Musician

Journalism  
Theater

### RESOURCES:

Local little theaters  
Junior and Senior high school music teachers  
Junior and Senior high school art teachers  
Cub Scout Leader How to Book, Chapters 4 & 5  
Cub Scout Magic Book

### INTERESTING RELATED DEN ACTIVITIES:

1. See monthly Cub Scout themes for skit ideas.
2. Invite a music, art or drama teacher or band director to a den meeting.
3. Attend a high school play as a den.
4. Make up a Cub Scout band to entertain at a pack meeting.
5. Barbershop Quartet. Contact local chapter of SPEBSQSA. Go see one their shows. This is a great amateur glitz by dads.
6. Have Scouts bring a magic trick.
7. Make a short movie (video tape). Show it to parents or pack.

### GAMES:

**GUESS WHAT I'M DOING GAME** -- This is a pantomime game Webelos will like to play. The leader thinks up a number of action safety rules. (For example: Look all ways before crossing the street. Buckle your seat belt. Wear a raincoat on rainy days.) Write them down on separate pieces of paper and drop them into a box. Then ask for a volunteer to go first and start the game. He comes forward and selects a slip of paper. He reads the safety rule to himself and then pantomimes it for the rest of the den. The first one to correctly guess what he's doing gets to act out the next rule.

## HOW TO WRITE A SKIT

Follow these simple rules:

- \* KISMIF (keep it simple - make it fun)
- \* Keep it short (3 - 5 minutes)
- \* Avoid long memorized dialogue
- \* Use simple props
- \* Let every boy participate

1. Select a subject or theme:

Is this going to be serious or funny?  
What are you going to say/do?

2. Select a name or title:

It should relate to the subject or theme

3. Determine the type of characters to be used:

Is this better done with puppets or as a skit?  
How many and what kind of characters are needed?

4. Determine the length of time:

How much time have you been given to use?

5. What type of stage is available?

Are you on the same level as your audience or on  
a higher level?  
Will you need any special lighting?  
Will you need any sound effects?

6. Make assignments for each responsibility:

Be sure to use each boy.

HERE IS AN OUTLINE FOR CREATING A STORY:

1. Boy wants something;  
Friendship, a gold mine, a trophy, to find a lost planet.....
2. Boy starts to get it;  
By canoe, plane, horseback, on foot, or some other way.....
3. Obstacles stop by;  
Crocodile, a native head-hunter, a secret enemy, a false friend, misinformation.....
4. Boy achieves goal;  
Through an act of kindness, bravery, wisdom, magic, unexpected help, or some other way.....
5. For example;

Scout: Dad, how about \$20 for skates?

Dad: Absolutely not. You ought to use your ingenuity and see if you can raise the money some other way.

Scout (later): Dad, I just raised that \$20.

Dad: That's great, son. It's encouraging to see a young man become independent of his father and use his brains. How did you do it?

Scout: I asked mom.

### SUGGESTIONS FOR DEVELOPING A SKIT:

Themes stir the imagination - make it real with some props and a costume. Let the Cubs play-act. A Cub likes to show off - to prove he can do things.

Dramatic production (?) certainly not, but very satisfying to both boys and audience.

#### Types of skits:

- A. Pantomime - no words
- B. Pantomime - with narration
- C. Pantomime - set to music
- D. Playlet with short spoken lines
- E. Puppet show - Cubs can read lines
- F. Audience participation

The subject matter is usually related to the theme but may take many variations.

- A. Current events
- B. Historical episodes - The start of the scouting program
- C. Community history - story of some local legend related to the theme
- D. Embarrassing moments (can be very humorous).
- E. Demonstration of skills (try tying knots with an Indian theme as tying the "Cub Master to the burning stake" trick).

#### Presentation of skits:

- A. Costumes - the simpler the better - just to guide the imagination of the audience.
- B. Den Chief - stage manager
- C. Use extra Cubs to represent items of scenery.
- D. Be sure they can be heard.
- E. Avoid skits that ridicule persons or groups.

#### Things to avoid:

- A. Dramatization of an undesirable character.
- B. Allowing a Cub Scout to attempt a characterization which is difficult for him, causing him to become discouraged.
- C. Criticism which makes no attempt to suggest a better way out.
- D. The tendency of the more capable Cub Scouts to do all the work.

## SPORTSMAN ACTIVITY BADGE



**OBJECTIVES:** To teach boys good sportsmanship. To introduce boys to a variety of sports. To familiarize boys with the care and handling of sports equipment.

### RELATED BOY SCOUT ACTIVITIES

Archery Merit Badge	Fishing Merit Badge
Horsemanship Merit Badge	Golf Merit Badge
Skating Merit Badge	Skiing Merit Badge
Sports Merit Badge	Swimming Merit Badge
Water Skiing Merit Badge	
Rifle and Shotgun Shooting Merit Badge	

### RESOURCES:

Local physical education teachers  
Cub Scout Sports manuals

### INTERESTING RELATED DEN ACTIVITIES:

1. Invite a referee (official) to your den meeting to teach signals and talk about teamwork, fair play and sportsmanship.
2. Hold a father/son or mother/son sports tournament (such as bowling, tennis, volleyball, archery, etc.).
3. Have the den attend a professional football or baseball game.
4. Organize a den team and register in a community league, such as bowling, soccer, etc.
5. Invite an archery expert in to talk with Webelos about safety rules, etc. Follow-up with a visit to an archery range.
6. Have a ping-pong tournament at your house or whoever has a table. You need another activity to occupy the Scouts not presently playing ping-pong. I've used darts, very closely supervised by the Assistant Webelos leader.



## SPORTSMANSHIP:

There are two main parts to sports: learning the skills that it takes (like throwing a ball or shooting an arrow) and learning the rules that must be followed (three strikes and you're out or stand behind the line).

There is also a third part to sports that's very important - sportsmanship. This has to do with how you act and behave while taking part in sports. The first thing to remember about sportsmanship is that everyone's skills are a little different. Some people are better at one thing but not very good at another. This does not mean you are a good person, one time and not good another time. You can always be a good person, whether or not you have good skills for a sport. Remember you and your friends are persons first and sports players second. This idea is sometimes called "having respect for others".

The second thing to remember is to follow the rules. Without the rules, there can be no sports event. You will never know if you are good at doing something unless you follow the rules. This is sometimes called "being fair and being honest".

The third thing to remember is that there are winners and losers in sports competition. You know that when you choose to compete. There are times when you will win and be happy, and times when you will lose and be unhappy. Being a winner is easy but being a loser is sometimes hard. To be a good sportsman, you must be able to say "I did my best" and be satisfied with the results.

## TRAVELER ACTIVITY BADGE



**OBJECTIVES:** To introduce Webelos to the excitement of travelling to see new places and meet new people. To show the Scouts some of the practical skills that are needed to get "there" success fully and efficiently so that when "there," they can have a rewarding experience. to have the Scouts practice planning in a fun way.

### RESOURCES:

Local Travel Agencies  
Motor Clubs  
Train Station Timetables  
Commuter Railroads

### INTERESTING RELATED DEN ACTIVITIES:

1. Brighten up the den meeting place during this month by hanging wall posters of far away palaces. Local travel agency or downtown travel bureau set-up by state or country might supply posters.
2. Plan a trip to downtown Chicago. take a commuter railroad. Visit the Sears Tower? Have a poster of objective hanging in den meeting while planning is being done.
3. Visit the control tower at DuPage County Airport.
4. Family event - read a steam locomotive.

### GAMES:

"Road Map Race" and "Map Symbol Relay". See Program Helps, pg. W32-89.

### SCRAMBLED RIVERS

#### Answers

- |                |             |
|----------------|-------------|
| 1. HOOI        | OHIO        |
| 2. SIMSSSPIIIP | MISSISSIPPI |
| 3. SOURIMS     | MISSOURI    |
| 4. NODSUH      | HUDSON      |
| 5. DRE         | RED         |
| 6. CAPMOTO     | POTOMAC     |
| 7. MUBCIOLA    | COLUMBIA    |
| 8. AOODRLC     | COLORADO    |
| 9. WARDALLE    | DELAWARE    |
| 10. AHBASW     | WABASH      |

## STATE ALPHABET

1. Name two states starting with A.
2. Name two states starting with C.
3. Name one state starting with D.
4. Name one state starting with F.
5. Name one state starting with G.
6. Name three states starting with M.
7. Name three states starting with N.
8. Name one state starting with T.
9. Name one state starting with U.
10. Name two states starting with W.

## AUTOMOBILE TRAVEL SAFETY TIPS

Warning - Do not light flares near spilled gasoline.

Send for police, and an ambulance if necessary.

Write down the license number of other cars and the name and address of the drivers. Get names and addresses of witnesses.

If you're first at the scene of an auto crash, park well away from the accident, ahead of the scene. Account for all occupants of the vehicles and aid the injured to the extent that you are qualified. Set up flares and call the police as described above.

### Car fires

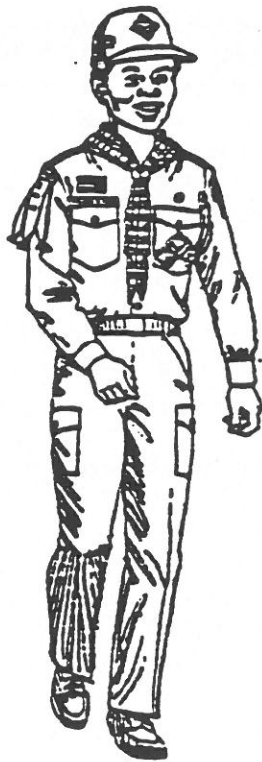
Most car fires are the result of a short circuit in the car's electrical system. Don't waste time trying to disconnect the battery. If you don't have a fire extinguisher, rip loose any burning wires with your bare hand. If the fire burns out of control and endangers the gas tank, get away from the car immediately.

### Headlight failure

Brake as quickly as possible without throwing the car into a skid. Ease onto the shoulder well away from any traffic. Set out warning flares.

Check battery terminals for loose connection. If this is not the trouble, send for help. Never drive at night without lights.

# Webelos Program 4th Grade



## WEBELOS: THE FIRST YEAR

With the Webelos being a two year program, it is important to plan out both years. Work on getting the Webelos Badge the first year and the Arrow of Light the second. Of the twenty activity pins the boys can earn, they must earn three for the Webelos Badge and five more (a total of eight) for the Arrow of Light. The Fitness Pin is required as one of the three for the Webelos Badge. Citizen, Readyman and one from each of the outdoor, mental skills and technology groups are required for the Arrow of Light. But there's a lot more than just Activity Pins to be earned. So sit down with your Webelos Book and paper and pencil and work out a two year game plan. Here are some ideas that might help you.

### FIRST DEN MEETING

- 1) Have your boy's parents read and sign the parent guide in the Webelos Book. This is also the best time to have them fill out the Parent and Family Talent Survey Sheet. This will come in handy over the next two years! Remember to sign off in your boys' books as completed.
- 2) Assign dates to your boys for leading flag ceremonies at your den meetings. Have each boy plan it and pick his own honor guards and flag bearer. Sign off in the Leader's book after each boy's turn.
- 3) Sit down with the boys and discuss the religious part of their Webelos requirements. Because this part is done at home, have the boys' parent notify you when it is completed. Be sure to keep after the boys because they tend to let it slide. Sign off book as completed.
- 4) Discuss with the boys the meaning of the Webelos Badge and the parts of the uniform. Question them periodically and sign off their books as completed.
- 5) Set up the rules of your den meetings. Times, places, dues and behavior should be discussed.
- 6) Go over with the boys the Scout Oath, Scout Law, Scout Motto, Scout Slogan, Scout Salute, Scout Sign, Scout Handclasp and Outdoor Code. Explain to the boys that they have to know all of these. Keep testing them and sign off in their books as completed.



SPORTSMAN - very time consuming. Best to work on over the two-year period.

TRAVELER - most can be done in one den meeting.



# Webelos Program 5th Grade



## FIFTH GRADE WEBELOS PROGRAM

The fifth grade Webelos program is an extension of the fourth grade program only in continuing to work on activity badges that weren't earned in the first year. The main objectives of the second year program is to get the boys camping, earning the Arrow of Light and successfully transitioning into Boy Scouts.

As second year Webelos Scouts, they will want to be outdoors more than the first year. They will want to gain a taste of the outdoors and the outdoor life of a Boy Scout. The skills associated with the outdoors will be exciting program tools you should use over and over.

Usually the boys will have already experienced occasional hikes. Now is the time to make them more of a test in using individual strengths. Once the boys are familiarized with being outdoors, the Webelos den leader should plan and execute several overnight trips with challenging outdoor activities. This is an excellent time to work on needed activity badge requirements.

BUT - and this is a big but - the cooperation of other adults is essential. The overnights are for the boys AND their partners. Den leaders cannot be expected to take full responsibility for the health and safety of the den at an overnight camp. Each boy must be the special responsibility of his adult partner.

In preparing for any overnight camping trip, the Webelos den leader will use all the boys' adult partners in planning the details. Some of the topics of the meeting are:

- \*Where are you going?
- \*What equipment do you need?
- \*How will you get there?
- \*What activities will be done?
- \*What paperwork needs to be done?

Outdoor activities are great fun! Be sure to do them frequently and make special efforts to attend all Boy Scout events that Webelos are invited to on a troop, district, or council level. These may include a monthly campout with a troop, or the district Camporee, or the council sponsored Scout-o-Rama.

After the second year program is well under control, you will find a natural result is the ease in which the Arrow of Light Award can be obtained. The Arrow of Light Award is the highest rank in Cub Scouting. Every boy's sights should set on

earning this very important personal achievement. By the time a boy earns this award, he will have the basic skills needed to meet the joining requirements of Boy Scouts. The Webelos badge, as soon as it's earned, lets the boy begin working on the Arrow of Light. All Arrow of Light requirements should be easy to do if the den is active. It is a proud day when a Webelos Scout earns the Arrow of Light Award, the highest award in Cubbing. It is the only Cub Scout rank that can be worn on the Boy Scout uniform.

As the second Webelos year begins it is very important for the Webelos Den Leader to begin the transition to Boy Scouts for the Webelos den. Many of the relationships to successfully transition the boys can be done in the first Webelos year.

There are many adult leaders and boy leaders who can contribute to a quality transition plan. These leaders and their roles are in reality quite easy to explain. The Cubmaster is responsible for establishing a relationship with a Troop to allow a natural "feeder" relationship. The Cubmaster is also the person to secure den chiefs from the troop. Den Chiefs are boy leaders who can bring role model status as well as tremendous skill resources. The fun of Boy Scouting is always relayed to the Webelos from the Den Chief.

Scoutmasters must always be aware of the need to recruit Webelos to the troop. Scoutmasters need to directly contact Webelos leaders to insure they know when and where the unit meets to allow the den to visit.

Both the Pack and Troop Committees need to communicate resources and needs to make the transition an easy happening. This includes having high quality crossover ceremonies when the Webelos move to Boy Scouting.

Unit Commissioners can oversee the process to help insure communications happen between Packs and Troops. In addition, the Commissioner invites the Webelos leader to joint Roundtables where Webelos leaders meet Scoutmasters if there are no existing relationships.

With all these leaders watching over the transition process the Webelos Den leader needs do nothing, right? Wrong!! The Webelos leader is the KEY to the process. All too often it is expected that all the process previously explained are working. Unfortunately, with leadership changing the lines of communications and familiar processes are eliminated.

Only the Webelos Den Leader can guarantee the transition process happens. The Webelos Den Leader needs to establish relationships with several units to allow comfortable visits by the Den Leader, the boys and one or more of the boys' parents.

The final key in the transition process is the boys' parent(s). Cub Scouting is a family based program, but so is Boy Scouting. Parents need to also be transitioned into Boy Scouting so they can share the experiences with their son. In this respect, the Webelos Den Leader has a responsibility to transition the boy as well as making sure the parent knows what is expected of them in supporting their son in Boy Scouting. It's a different role than what the parent had in Cub Scouting. The role move from adult leadership to boy leadership supported





