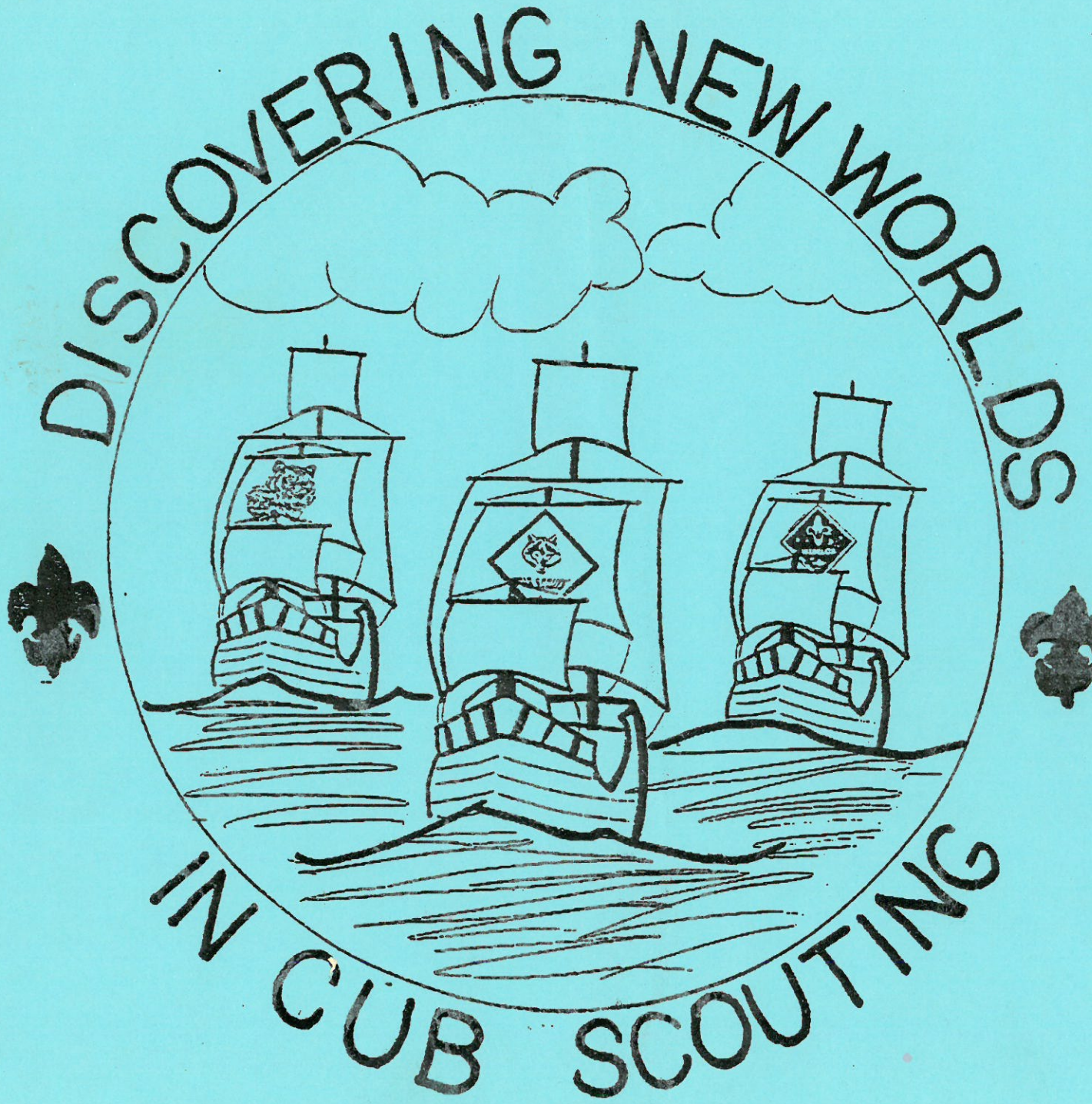
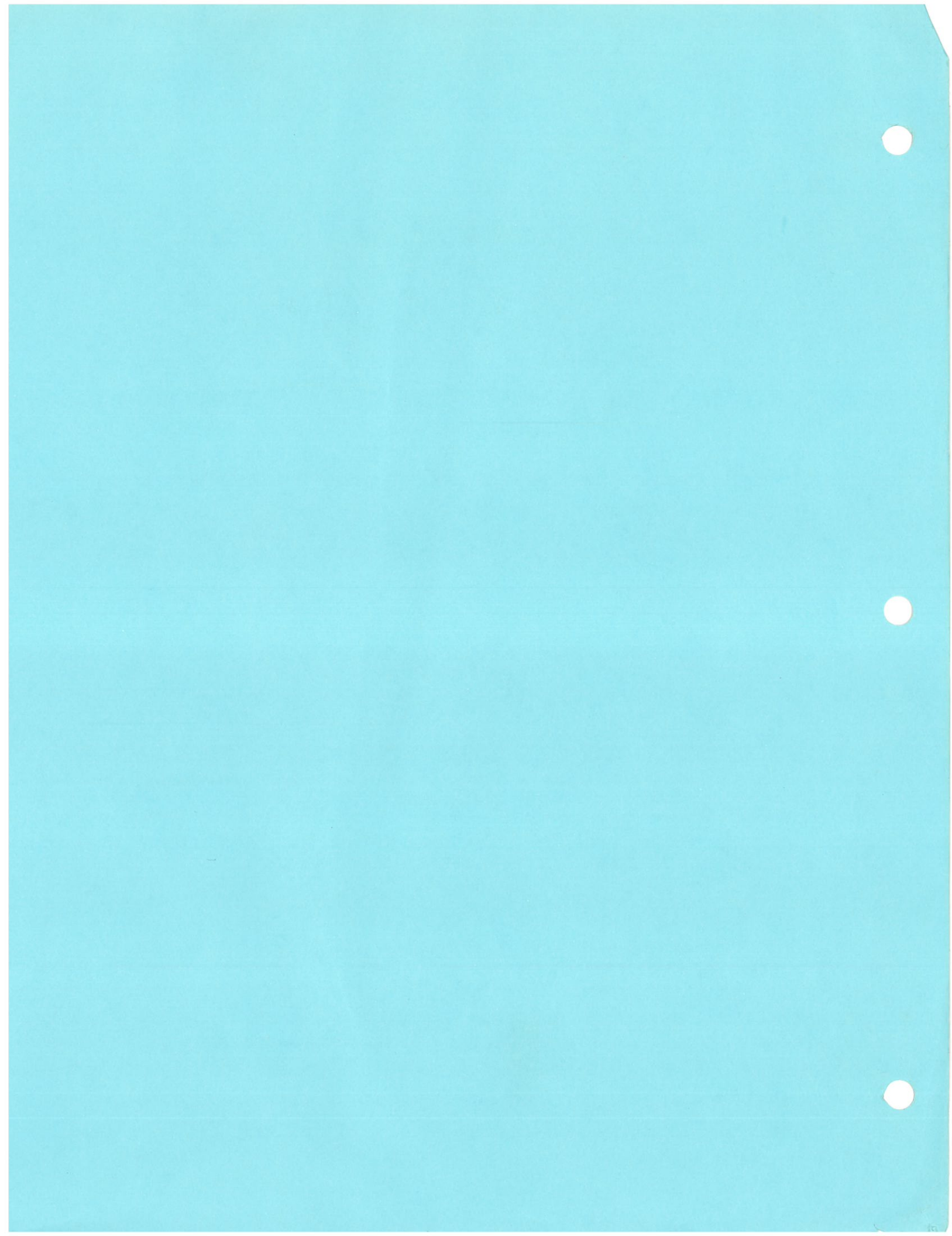


POW WOW
1992



GREAT RIVERS COUNCIL



DEDICATION

Everyone who has contributed to this book would like to dedicate it to every Cub who has ever lifted his hand in the Cub Scout sign ... and to those who have lead him along his path

November 1992

This book was compiled from many sources, too many to thank individually. The bulk of the finding, copying, typing, retyping, and editing was done by:

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... and others who helped behind the scenes

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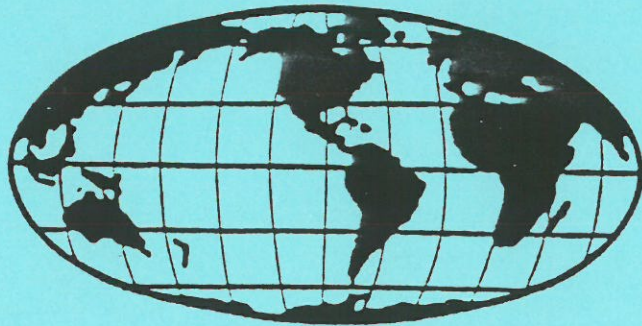
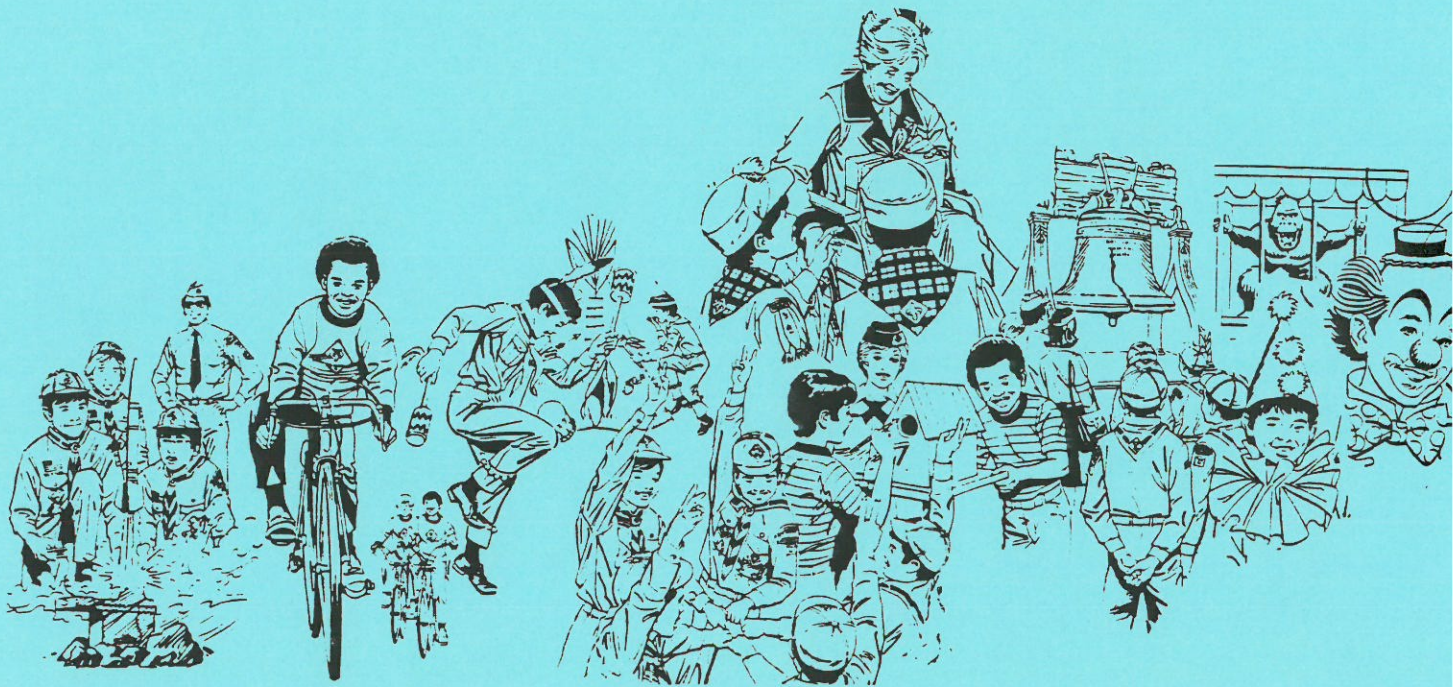
And in conjunction with Pow Wow:

Den Leader Coach Training: Wiesje Guhr

Den Chief Training: Les Joyce
Tim Duggan

I wish to personally thank everyone who helped with Pow Wow '92. I would especially like to thank the staff of Jefferson City Senior High School and all of the Session Chairman for making this Pow Wow a possibility. If you enjoyed Pow Wow '92, please thank the staff by using what you have learned to make Cub Scout program just that much more for the boys and families you touch.

Gerry Howser,
Chairman



General Information

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THE BOYS

Boys are the nicest things that ever happened to me...those arrogant, self-assured, cocky little men - children who assume that all this great big world revolves around them.

Who else can carry half a worm, one crushed daisy, a piece of scrap metal, a three day old apple core, and two cents, all in one pocket?

Who else can take a bath without getting their shoulders wet, and wash for dinner without turning on the faucet?

Who else can be a fireman, sword fighter, cowboy, and deep-sea diver, all in the space of an hour...and then solemnly hold a funeral, complete with cross and box, for a shell off a turtle lost a month ago?

Who else can be cuter without teeth, meaner without malice, kinder without embarrassment, sillier without foolishness, and clean without neatness?

Me...I like Cub Scouts...THE BOYS! They smile when I need a smile; they tease when I'm somber; they keep me from taking myself too seriously. No, I don't wish that I were nine again. I just hope that somehow God will see to it that I always have someone nine years old in our near my house and heart.



CHILDREN'S BILL OF RIGHTS

FOR EACH CHILD REGARDLESS OF RACE, COLOR OR CREED:

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

CHILDREN'S BILL OF RESPONSIBILITIES

I will...

- Grow in character and ability as I grow in size.
- Be honest with myself and others in what I say and do.
- Learn and practice my religion.
- Honor my parents, my elders and my teachers.
- Develop high moral principles and the courage to live by them.
- Strive for health in body, mind and spirit.
- Respect the rights of others.
- Set a good example so that others may enjoy and profit by my company.
- Give honest effort to my work.
- Regard my education as preparation for the future.
- Obey our laws so that we may live more happily together.
- Preserve and strengthen our American way of life and government.

TEN COMMANDMENTS FOR PARENTS

1. Thou shalt love thy child with all thy heart, with all thy soul, with all thy strength, but wisely, with all thy mind.
2. Thou shalt think of thy child, not as something belonging to

- thee, but as a person.
3. Thou shalt regard his respect and love, not as something to be demanded, but something to be earned.
 4. Every time thou art out of patience with thy child's immaturity and blundering, thou shalt call to mind some of the childish adventures and mistakes which attended thine own coming of age.
 5. Remember, it is thy child's privilege to make a hero out of thee, and take thought to be a proper one.
 6. Remember also that thy example is more eloquent than thy fault finding and moralizing.
 7. Thou shalt strive to be a sign-post on the highway of life rather than a rut out of which the wheel cannot turn.
 8. Thou shalt teach thy child to stand on his own two feet and fight his own battles.
 9. Thou shalt help thy child to see beauty, to practice kindness, to love truth and to live in friendship.
 10. Thou shalt make of the place wherein thou dwellest a real home - a haven of happiness for thyself, for thy children, for thy friends and for thy children's friends.

PLANNING THE CUB SCOUT PROGRAM

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

Program planning in Cub Scouting is not a complicated process. It is a simple, easy procedure that can be fun and rewarding. A Program that will stand the test of Cub Scout demands needs a proven plan, proper tools to work with, some materials and some helpers.

There are some basic concepts to understand before planning is started. Cub Scouting is a year long, 12-month proposition. It has enough variable to meet the needs and desires of any boy, any place. The program is built around a monthly theme for second and third grade boys, while the Webelos dens with the fourth and fifth grade boys use activity badge areas for each monthly program. The Cub Scout program should have variety, action and purpose. The program must be FUN for the boys and their families.

There are many places a Cub Leader may turn for specific ideas to help plan the program. Scouting Magazine and Cub Scout Program Helps should be consulted first. Do not forget Boys' Life and other Cub Scout literature. There are the boys' handbooks, Pow Wow books, Cub Leader Roundtables and local libraries. One thing is for sure...the Boy Scouts of America provide plenty of literature, etc., to help in this important planning task.



RESOURCES

The following is a list of materials available through BSA, and a brief description of what you can find in each one.

CUB SCOUT LEADER BOOK - This is an essential tool for Cub Scout Leaders. It covers all aspects of effective leadership. It is the basis of everything one needs to know about the rules, regulations, and the policies of the Boy Scouts of America.

CUB SCOUT LEADER HOW-TO BOOK - This may be the most valuable book ever printed for the Cub Scout Leader. It is filled with games, tricks, puzzles, crafts, stunts, skits, puppets, and outdoor fun. This book will show you how to make your den and pack activities sparkle.

STAGING DEN & PACK CEREMONIES - This book tells you why we use ceremonies, how to write your own, and how to present them most effectively. It gives you ideas for ceremonial equipment and costumes. It is filled with hundreds of good ceremonies to fit any occasion.

CUB SCOUT PROGRAM HELPS - This is published in two forms. (1) It is sent in segments in Scouting Magazine to registered Cubmasters and assistants, Cub Scout den leaders and assistants, den leader coaches, and commissioners, and (2) It is available in booklet form with all 12 months of program. It outlines in detail weekly den meetings and provides illustrations of things to do in den and pack meetings relating to the monthly themes.

GROUP MEETING SPARKLERS - This little book is loaded with ideas, stories, games and stunts that will keep the group's attention and make for fun meetings.

CUB SCOUT SONG BOOK - This book contains more than 130 songs, including many suggested or submitted by Cub Scout leaders, Cub Scouts, and Webelos Scouts throughout the country.

DEN CHIEF HANDBOOK - This is a good book to have on hand, even if you don't have a den chief. It includes many games, tricks, songs, and simple ceremonies.

SCOUTING MAGAZINE - Scouting magazine is mailed to all registered adult leaders and assistants. It is filled with inspirational and challenging articles of interest. Success stories, new program ideas, a review of new literature, and news of national Scouting events are included to keep Cub Scout leaders informed on the latest happenings in Cub Scouting.

BOYS' LIFE MAGAZINE - Boys' Life is the official boys' magazine of the Boy Scouts of America. This magazine is popular among Cub Scouts, Webelos Scouts, and Boy Scouts, as well as leaders and

other family members. Each monthly issue is filled with stories of fun and adventure, handicraft ideas, and program suggestions to support the monthly theme and Webelos activity badge. It contains news of national and international Scouting events and programs. Its cartoon section is entertaining, educational, and a valuable program aid.

FOR YOUR INFORMATION

The United States government prints and sells books, pamphlets, magazines, posters, and maps concerning nearly anything and everything about such subjects as: Airplanes, Bicycles, Camping, Cooking, Energy, Fishing, Fossils, Gardening, Health, Home repairs, Insects, Music, Pets, Sports, Stamps and coins, Swimming, and Weather.

To get a complete listing of subjects, write to the government at this address:

Superintendent of Documents
Government Printing Office
Washington, D.C. 20402

Ask for a free copy of the Consumer's Guide to Federal Publications. Order forms are included for detailed lists and prices. Many government publications are priced under a dollar and several are free. You can ask to be put on the mailing list for a free monthly (ten times a year) publication called Selected U.S. Government Publications which describes the most recent publications, as well as others of interest.

Information stores

The Government Printing Office also operates its own bookstores in many major cities across the country where you can shop and buy many of the more popular government books, pamphlets, and posters. To see if there is a G.P.O. bookstore near you, look in the white pages of the telephone directory under U.S. Government. Look down the listings for Government Printing Office-bookstore.

The Government Printing Office isn't the only U.S. agency eager to give you information. The Consumer Information Center has several how-to-do-it and what-to-buy type booklets. Write to them for a catalog of all subjects covered. The address is:

Consumer Information Center
Pueblo, Colorado 81009

If you want a map showing all the geographical features of a particular area, maybe where you live, including hiking trails, old roads, public buildings, and other landmarks, you can write to:

Defense Mapping Agency
Topographic Center
Attention 55500
Washington, D.C. 20315

They will let you know how you can buy the maps you want directly from them or what retail stores near your area carry them.

Perhaps you would like an authentic reproduction of the Declaration of Independence or some other famous American document. For a list of what is available ask for "documents from America's past" when writing to:

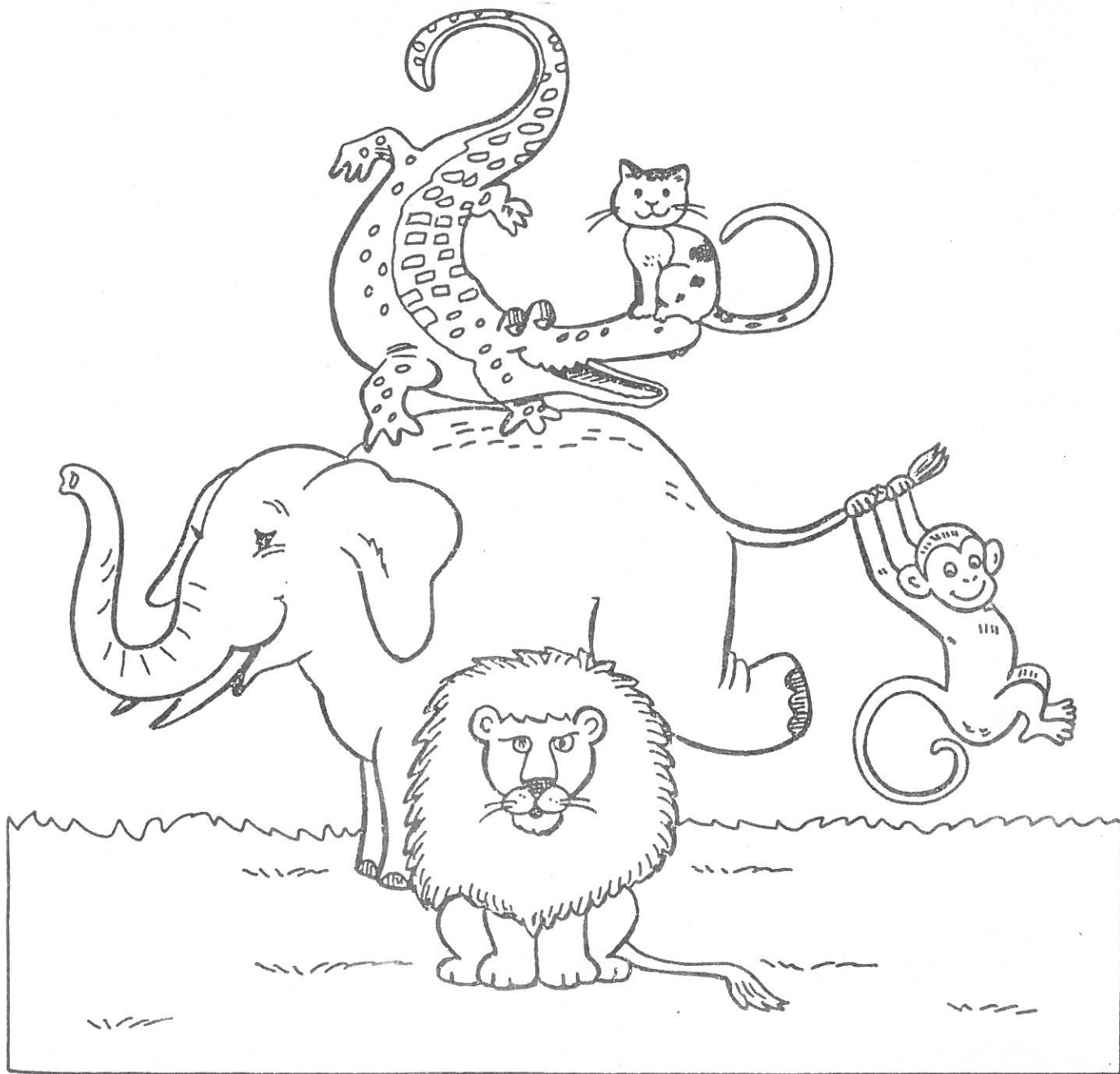
General Services Administration
Publications Sales Branch
NEPS-G
Washington, D.C. 20408

For more information on science, technology, history or the arts in America, request a catalog of books and pamphlets from:

The Smithsonian Institution Press
Publication Distribution Section
1111 North Capitol Street
Washington, D.C. 20002

ARE YOU DOING A BALANCING ACT IN YOUR PACK?

REMEMBER - PARENT PARTICIPATION MEANS A BETTER PACK AND A BETTER PROGRAM FOR THE BOYS!



PARENT PARTICIPATION

Parents are pretty wonderful people and will meet any reasonable request willingly, if they only know that they are expected to do. When asking for help, be specific, such as, "Will you be in charge of welcoming the parents at next month's pack meeting?" "Will you work on a committee to help develop the Indian theme for the month of November?"

Parent participation might be a mother helping her son make an Indian costume for the den skit, or it could be a dad hauling some scrap lumber for a den game chest. This program was developed for parents to use with their sons. Help parents understand that the program belongs to them.

Parent participation starts with "asking." Here are some ways to encourage parent participation:

- * Use an orientation program when signing up a new boy and his parents. Make sure the parents understand the program and that the program was designed for them to use with their sons.

- * Use the Parent Talent Survey Sheet. This form gives parents a chance to tell about themselves, revealing information about interests and skills they have.

- * Parent help can be utilized in Cub Scout themes and Webelos activity badge areas.

- * Be specific when asking someone to do something. No one likes to say yes to a job if they do not know what the job entails.

- * Be enthusiastic and positive.

"Please, just ask"

"I wish they had called me, I could have made them a lot more." Here's an opportunity to recruit a new committee member.

Let that someone know right now that the pack is adding a new position - Chief Fund Raiser. Walk right up and tell good ole Joe that this is the job for him and he is the best one for the job. Tell him the time of the next committee meeting and what time you will pick him up. It will be pretty hard for old Joe to say "No" after he has crowed in front of other people.

PARENT ATTENDANCE AWARD

An Incentive award offered to a Cub Scout's parents can be used to encourage attendance at pack meetings. This can take the form of a ribbon for the den flag, a jar of cookies, or candy for the winning den, or it can be a "Cubby" award of some type. A cubby award can be made out of many things. It could be an old bowling pin stripped and painted to look like a Cub Scout and each winning den will add something to the pin. In the Cubmaster's Packbook some instructions are given for making an economical cubby award from tin cans. A teddy bear with a Cub Scout neckerchief can be used and is quite nice. The bear can be dressed in a complete uniform to make him more authentic.

No matter what form the parent attendance award takes, it will encourage parents to attend. The boys will be excited about it and encourage their parents more to attend if they know that may win the award for their den. The attendance award is given for the number of parents that attend and the den percentage.

...SOME DEN HELPS...

- * Make sure your projects are suited to the age and ability of the boys in your den. Don't make it so easy that they could become bored. On the other hand, if you had trouble making your sample, you can be sure it will be too hard for the boys.

In conjunction with this, it might be a good idea to have some extra puzzles or pencil games on hand for the boy or boys who are the first to finish. This will keep them occupied and out of trouble while you are helping the others to finish.

- * Supervise ALL activities. Don't just send the boys outside to play. Utilize your assistant den leader and/or den chief.

- * Deal calmly and reasonably with any problems that may arise. Give the boys a chance to tell their side of the story. Your example of fairness will carry over into other aspects of their lives.

- * Be aware of your limitation. As a den leader you may never know what a profound impact you could have in a boy's life. However, some things are beyond your control. Do whatever you can do to help a boy but realize that you can't do everything. He will be aware of and remember your kindness and caring.

- * Give the boys LOTS of positive feedback! (Don't forget your assistant and den chief, either.) Make it a point to say at least one good thing about each boy at every meeting.

50 SAMPLE POSITIVE STATEMENTS

1. I like you!
2. I'm glad you're here today!
3. I'm glad you're in my den!
4. I thought of you during the week.
5. I think you're neat!
6. Nice job!
7. I knew you could do it!
8. Super!
9. I'm proud of you!
10. Fantastic!
11. I like the way you did that.
12. Thank you for helping.
13. Wow!
14. You must have been practicing.
15. I can tell you really worked on this.
16. Way to go!
17. That was the best ever!
18. Sensational!
19. That's right!
20. You figured that out fast.
21. Now you've got the hang of it.
22. Great!
23. You're really sharp today!
24. Outstanding!
25. Good thinking!
26. You really used your brain.
27. Bravo!
28. I'm glad you thought of that.
29. You're on the right track now.
30. You are a good listener.
31. That's really interesting.
32. We had a really good day!
33. I was proud to be with you on the field trip.
34. Excellent!
35. You did a good job waiting in line.
36. I like the way you handled that.
37. You have really improved.
38. Good idea!
39. You are so creative!
40. I would never have thought of that.
41. You're a good team member.
42. I like being with you.
43. I couldn't have done better myself!
44. You outdid yourself today.
45. You make it look so easy!
46. Don't give up, you've almost got it!
47. You're really working hard today.
48. Keep on trying.
49. You're really learning a lot.
50. You make my job fun!

Don't give undeserved compliments, but genuine praise. Build your Cubs up every chance you get. Remember: "It's better to build boys than to repair men."

Hopefully, by using some of these techniques, you'll make your den a fun and enjoyable place to be. The boys just might have more fun being rewarded for their good behavior than getting negative attention for their bad. You'll enjoy it more, too.

"A child is the only known substance from which a responsible adult can be made."



LEVELS OF ACHIEVEMENT - WHERE AM I?

100%	I DID
90%	I WILL
80%	I CAN
70%	I'LL TRY
60%	I COULD
50%	I MIGHT
40%	I SHOULD
30%	I DON'T KNOW
20%	I CAN'T
10%	I DON'T CARE
0%	I WON'T

DEN LEADER HELPER

Would you believe that all of the items listed below will fit in a 35mm film canister? This is easy to carry and will contain those often forgotten items which you need at meetings.

INSIDE

- 1 - Piece of Chalk
- 4 - Paper Clips
- 1 - Stub Pencil
- 1 - Quarter
- 4 - Aspirin
- 2 - Antiacid Tablets
- 2 - Postage Stamps
- 6 - Straight Pins
- 2 - Safety Pins
- 2 - Thumb Tacks
- 1 - Black Crayon
- 1 - Red Crayon
- 1 - Bandaid
- 1 - Razor Blade
- 1 - Piece of String
- 1/3 Book of Matches
- 2 - Kitchen Matches

OUTSIDE

- 2 - Rubber Bands
- 1 - Piece of Masking Tape
- 1 - Piece of Sandpaper on bottom for striking match

And there will still be room for:

- 1 gallon of Good Humor
- 2 pounds of Laughter
- 1 yard of Twinkle (for the eye)
- 1 barrel of Fun
- 1 bushel of Patience
- 1 cubic foot of Wisdom
- 1 bucket full of Thankfulness for the
Boy Scouts of America

WELCOME TO THE EXCITING WORLD OF CUB SCOUTING!

Some IMPORTANT INFORMATION about your son's pack - PLEASE READ:

His Pack Number is _____. His Den Number is _____
His Cubmaster's name is _____ Phone number _____
His Den Leader's name is _____ Phone number _____
His Den meets weekly at _____ on _____ from _____
to _____.

Please have your son on time for the meeting and pick him up promptly at the time stated.

The Pack meets monthly at _____ on _____
from _____ to _____

The family (all members) participate in the pack meetings.

Listed below are some of the supplies you will need as a Cub Scout: Blue (Tan) Cub Scout Shirt (need not be new - can be purchased at thrift shops, rummage sales, etc.)

Patches: American Flag (may be on shirt already)

Council strip - our council is Great Rivers Council

Pack numbers _____ Den strip _____

Yellow - Blue - Plaid neckerchief (buy the circled color)

Wolf - Bear - Webelos Book (buy the circled book)

Nice blue jeans or blue slacks are acceptable instead of the official Cub Scout pants.

You may purchase Scout Supplies at: Great Rivers Council Scout Shop, 1203 Fay St, Columbia (314-875-8170).

Regardless of your son's age or grade, the first requirement he must complete is the BOBCAT badge before starting work in: Second grade he works in the WOLF book; Third grade he works in the BEAR book; and if he is in the fourth or fifth grade, he works in the WEBELOS book. Bobcat requirements are found in each of these books. PLEASE READ THE PARENTS SECTION THOROUGHLY. IT EXPLAINS YOUR RESPONSIBILITY FOR SIGNING YOUR SON'S ACHIEVEMENTS AND ELECTIVES WHEN HE HAS DONE HIS BEST.

Inside the covers (front and back) of the books are diagrams for the correct placement of the Scouting insignia. They are drawn to scale and may be placed on the shirt to measure the distances.

Temporary patches go on the right pocket in a plastic patch holder or with a loop that will hang on the button. Do not sew on these patches as they change frequently. When a new patch is earned, the old one may be sewed on a "brag vest" (red).

Cub Scout registration fee, Boys' Life magazine, and weekly dues will be discussed with you.

AGAIN -- WELCOME TO SCOUTING!!!!

HOW TO PADDLE YOUR OWN CANOE

- * Always plan your den meeting in advance.
- * Never discipline when angry.
- * Do not create impossible goals for your Cub Scouts.
- * Teach boys self-respect for others.
- * Insist on attention while speaking - use the Cub Scout Sign.
- * Praise in public; criticize in private.
- * Keep den meeting going at a fast pace.
- * Give boys responsibility and expect them to meet it.
- * Get everyone in uniform.
- * Be fair and consistent with discipline.
- * Always mean what you say.
- * Get to know each boy.
- * Be firm in a friendly manner.

A CUB SCOUT LEARNS THROUGH TRAIL AND ERROR
A CUB SCOUT LEARNS BY DOING
A CUB SCOUT LEARNS BY INSIGHT
A CUB SCOUT LEARNS BY HIS SENSES
A CUB SCOUT LEARNS THROUGH IMAGINATION AND IDENTIFICATION

Your boys will remember 10% of what they hear, 50% of what they see and 90% of what they do.

Getting your den off to a good start requires a meeting with your parents to let them know how you plan to run your den.

The following items are important to a well organized den:

1. Let them know the day, time and place of your den meeting.
2. Whether your dues are weekly or monthly and how much.
3. What kind of refreshments you are planning to have and how the boys will take turns bringing them.

IDEAS FOR DEN MEETINGS

- * Boys put on sample den meeting for parents
- * Visit newspaper office
- * Picnic or tour of lake or park
- * Visit a farm or dairy
- * Dads take den to sports event
- * Dad with special hobby tells about it with displays
- * Backyard breakfast cookout
- * Treasure hunt
- * Marble shooting contest
- * Pet exhibit
- * Game making day (ring toss)
- * Use pinewood derby cars on concrete (score like shuffleboard)
- * Fishing trip to lake or pond
- * Kite flying contest
- * Have Boy Scout or Explorer tell about Philmont
- * Go swimming
- * Visit utilities companies
- * Hike in woods for nature collection
- * Visit fire station
- * Science teacher presents a project
- * Night meeting to study stars
- * Visit hobby shop
- * Indoor track meet (feather toss, straw throw, balloon heaves)
- * Visit area factory
- * Kickball game using ball, rags or feathers
- * Den bowling tournament
- * Roller skating or ice skating
- * Dad with interesting occupation tells about it
- * Work on achievement that everyone needs
- * Scavenger hunt
- * Boys' collections
- * Archery lesson & shooting
- * Invite star high school/college athlete to tell about his sport
- * Visit historical spot in area
- * Visit principle civic buildings
- * Visit state/federal offices
- * Visit zoo
- * Person with unusual education experience tell about it
- * Visit police station
- * Dinosaur day (each boy brings a model)
- * Model day (cars, planes)
- * Visit telephone company
- * Den Uniform Inspection
- * Hold Easter Egg Hunt
- * Take a hike
- * Make Mother's Day gifts
- * Tall tale contest
- * Paper airplane contest
- * Go bird watching
- * Boys mix, bake and eat cupcakes
- * Build den equipment box

- * First aid study
- * Bait casting practice with dads helping
- * Catch butterflies
- * Invite coin collector to show his coins
- * Visit local art exhibits
- * Go rock collecting
- * Plant a vegetable garden
- * Service project for school or church
- * Lifeguard or Boy Scout teaches water safety
- * Go play miniature golf
- * Visit local Boy Scout Office
- * Have snowball fight
- * Make homemade ice cream
- * Visit radio/tv station
- * Yo-yo contest
- * Visit the Airport
- * Without a watch, each boy tries to walk around the block in an exact number of minutes
- * Make Father's Day gifts
- * Visit the library
- * Visit a carpenter shop
- * Make birdhouses
- * Magic Day, each do tricks
- * Science day with microscope
- * Have a swap day
- * Build window display for Scout week
- * Play charades
- * Watermelon feed
- * Build paper mache town, fort, or Indian village
- * Joke telling contest
- * Plant flowers
- * Visit old folks home with songs, skits, etc.
- * Make neckerchief slides and slide holder
- * Make Halloween costumes
- * Visit Boy Scout camps
- * Learn to tie knots
- * Have Den Olympics
- * Visit Military Installation
- * Top spinning contest.

ATTENDANCE/CONDUCT KITS

Use this simple, inexpensive idea to promote good conduct, and good attendance at your den meetings! It does not take the place of the Instant Recognition Kit, but supplements the positive reinforcement that instant recognition gives.

MATERIALS: Use leather or vinyl scraps to make the "patch". Use the pattern above, or make your own special design. Ask your Cub Scouts to help you design it! Be sure that you make your patch big enough that you can make two slits for the cub Scout belt to fit through.

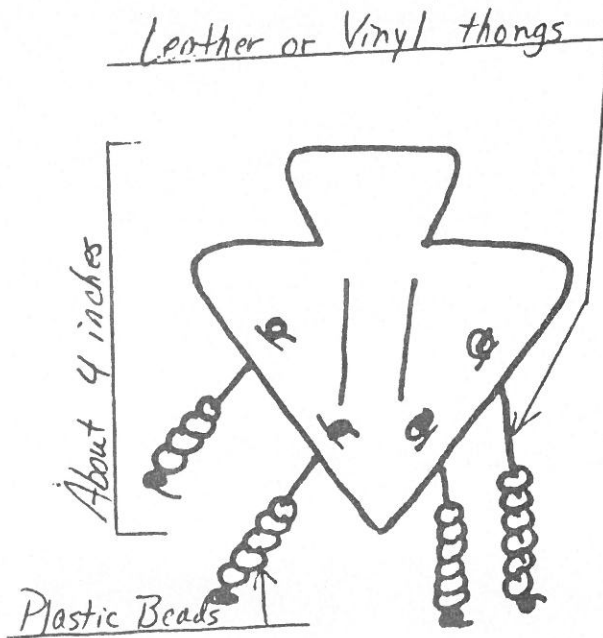
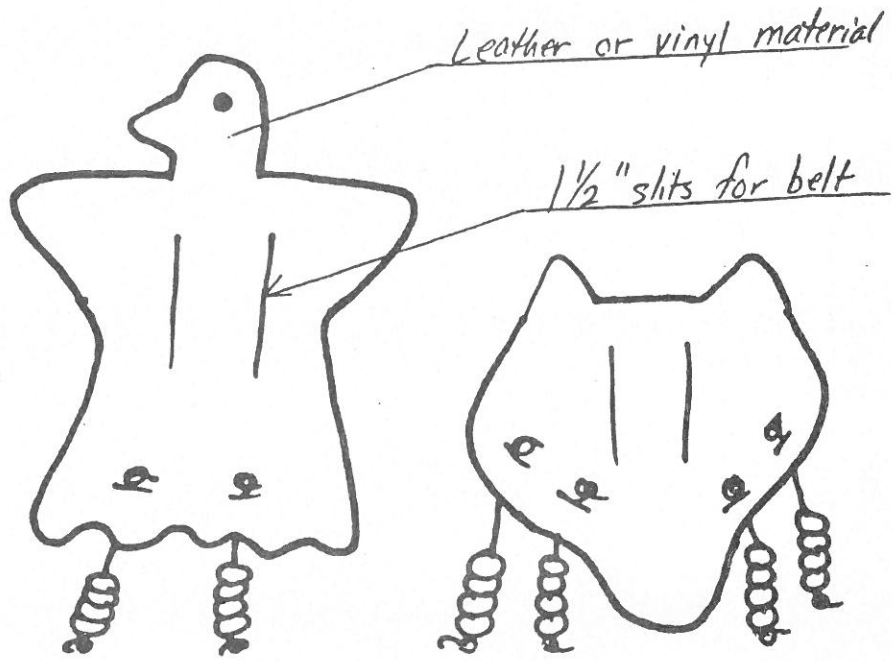
Attach leather or vinyl thongs to the patch by inserting through holes you've made along the edges. As your Cub Scouts accomplish the attendance and good conduct goals you have set they should be rewarded with a bead to attach to the thong.

This can be worn with the Cub Scout uniform. Please understand that this is not an official uniform part recognized by BSA.

Suggested "Goals": This is flexible! Use what will be best for your den! Again, let your Cub Scouts help determine how they can earn these beads. Here are a few ideas for earning beads -

- Bringing handbook to den meeting
- Wearing uniform to meetings (den and pack)
- Demonstrating good conduct at den meetings
- Participating in special den or pack activities
- Being denner for the month

Always remember KISMIF! KEEP IT SIMPLE - MAKE IT FUN! Keep the goals within reach of the boys, but challenging enough that they will have to work for it.



It's fun to work with a Cub Scout den because the boys are bright, eager, and ready for fun. A good den must provide a balance of activities, including games, crafts, field trips and an occasional service project.

FIELD TRIPS

Tour Permit. In order to take a field trip you will need a tour permit. You can pick up the application at the council service center or call and one will be mailed to you. You will need to return the completed application to the council office at least two weeks in advance of the planned field trip.

Parental Permission must be obtained any time you take a Cub Scout away from the den site. See the suggested form on next page. Send the form home with the Cubs a week in advance of the outing so parents can complete their portion and sign. If you have included the outing information on the form, everyone will be aware of all aspects of the trip. You and the Cubs will have a better time if the trip is well-planned. The checklist in this section should help you organize your field trip. Leaders and Cubs should be in full uniform on any outing where they will be seen by the public or are on a scout-related trip.

No one expects to have an accident, but to be prepared, a must for the pack on the go is insurance. If your pack does not have insurance, it is available at a modest price through BSA. It's always a good idea to carry a first aid kit when on field trip also.

Check List on Planning a Trip

Boys have selected the things to see and do that appeal to them most.

Contact has been made with the proper person at the place to be visited in order to establish the date and time that your group will be able to make the trip.

Parents have received the complete story on where you are going, when, what for, and the time you will return.

Transportation has been arranged (remember that all leaders and boys must be secured in their own seat belt while travelling in a car).

Parents have supplied written permission forms permitting sons to participate without liability to you, adults assisting you, or your unit.

Double check has been made 24 hours in advance to determine all arrangements are still as planned.

After trip is over, boys are given opportunity to say what they did and didn't like to allow better trips in future.

After trip a "thank you" note will be sent to the place you visited.

PERMISSION SLIP FOR FIELD TRIP

I give my permission for my son _____ to go
on a den/pack outing with Pack ___ Den ___ on _____.

I understand he will be going to _____.

I understand that my son will be riding with _____.

I understand they will be leaving from _____,

at _____, and returning to _____ at _____.

The cost (if any) for each boy will be \$_____.

(NOTE TO PARENTS: Please see that your son is in uniform for this field trip. NO CUB will be allowed to accompany the group unless a signed permission form is received)

(THIS TOP HALF KEEP FOR REFERENCE AND REMINDER OF THE EVENT)

(CUT ON DOTTED LINE, FILL IN AND SIGN THE BOTTOM PORTION,
AND RETURN TO DEN LEADER)

My son, _____, has my permission to go on the
den/pack outing to _____ on _____.

My son is in good physical condition at present and has had no serious illness or operation recently. I shall make sure that he does not attend if he is not feeling well. I understand the cost will be \$_____.

In case of emergency, I can be reached by phone at _____.

If I cannot be reached, please contact _____,
at _____.

SIGNED: _____
(Parent or guardian)

DATE: _____

PACK ACTIVITIES

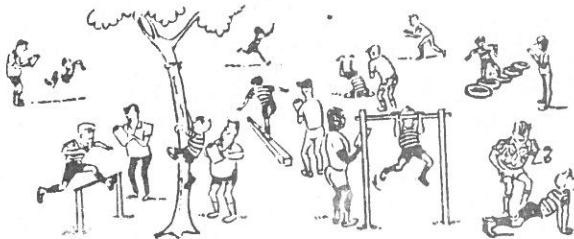
There are many fun-filled, outstanding activities your pack can participate in aside from the regular monthly pack meeting. Or in some instances, they can be held in place of or in conjunction with the pack meeting.

Parents should be called on to help with these activities. Many times this is a way to get a parent involved that may lead them to become an active member of the pack committee.

Summertime is an excellent time to have special pack activities. The pace is more relaxed and with parents help the pack and den leaders are able to enjoy these activities more.

For a complete listing of activity ideas for your pack for both summertime and year-round meeting, refer to the Cub Scout How-To Book and the Cub Scout Leader Book.

Just be sure that your pack activities follow the guidelines and policies of the Boy Scouts of America.



THE ART OF SAYING "THANKS"

Everyone talks about it. Everyone likes it. Everyone wants to do it. But what is it? Recognition (for purposes of this article) is the art of saying thank you to your adult volunteers and ensuring that those same volunteers will be around to thank again in the future! Effective recognition is a genuine expression of gratitude, not a means to discharge a social IOU.

It would be wonderful if all adults who started a boy in Scouting would remain with the Cub program even after their boys become Boy Scouts. Generally, Cub Scout leaders "turn over" every 2 to 4 years. It is sometimes difficult to get experienced Cub Scouters to stay with the program and share their advice.

Perhaps the most important and effective way to keep the majority of adults with the program is to recognize them publicly. Everyone needs a pat on the back once in a while. Remember that no one can ever be recognized too much! Everyone does a much better job and is more apt to take on another project when he/she feels appreciated.

WHO? The Pack. By adult volunteers, we mean those great Den Leaders, Committee Members and the Cubmaster, right? Well, those certainly are some of the people you want to recognize. But, what about those behind the scenes people, you know, the parent who always drives, the one who judges at Pinewood Derby or Raingutter Regatta, your Awards Chairman or the parent who skips supper to get those supplies you need before tonight's Pack meeting?

If they "Help the Pack Go", they deserve to be recognized for their efforts. Don't forget those volunteers who "Help the Den Go". Ask your Den Leaders for names of those who have helped in any way. And, remember those volunteers from your Chartered Organization and community! School secretaries and custodians, service organizations and activity sponsors are essential contributors, but are rarely recognized for the work that they do.

WHO? The Den. For mothers who have helped transport Cub Scouts, drop them a line (by mail) and let them know they are appreciated. A single piece of paper, an envelope, a stamp and a real heartfelt message can not only make that mother feel good, but usually will assure some help the next time.

Thank you notes written by the boy after a field trip will ensure a future trip.

HOW? Informal. Awards, medals, plaques, trophies and certificates are all tangible means of saying "THANKS". Your Pack budget or the occasion will determine the type of recognition and its source, be it the garage or the Council Service Center. The creator and the recipient will each have FUN with the ideas waiting in your mind if you will just give those ideas a chance!

The ideas that follow are tangible forms of recognition. Many are tried and true Cub Scouting ideas. Others are new. Get involved! Be brave! Get creative! Take a chance! This section will conclude with a list of Program Resources for additional sources of inspiration.

AWARDS

HELPING HAND for someone who is always around when he is needed. Cut out a hand from wood or use an inexpensive pair of plastic gloves, stuffed and attached to a dowel rod.

GOOD EGG AWARD should go to someone who always helps or is especially good at certain projects. Use a piece of white felt and but a yolk from yellow felt. If a couple earns this award, make it a double yolk egg.

BOUNCE AWARD is a sheet of Bounce fabric softener for Den Leaders. It will give them bounce and help soften their hearts.

OLD FOSSIL AWARD can be a rock or an arrowhead attached to a cord of leather thong to wear around the neck. It's given to the person in the Pack who has been in Scouting the longest.

SANTA'S HELPER AWARD to thank Christmas party helpers. Purchase a plain glass ornament and print your message with paint pens or permanent markers.

HANDYMAN HELPER to say thank you to a parent who has helped the Pack by building or fixing something. It might be a Scout-O-Rama or Carnival booth, a ceremony prop, etc. Mount a small saw or hammer on a plaque along with your message.

STAR AWARD is a great thank you for someone who really shines at a job. Cut large star out of metallic posterboard (available at art supply store). Use rub-on or self-stick letters to add your message.

DEN LEADER'S PILLS are a "pick me up" for a new, perplexed leader, or a "not so new" one who is experiencing minor difficulties. Use a small plastic bottle, fill with jelly beans, M&M's or some other candy. Attach a stick-on label inscribed with a positive message for Den Leader pep.

BADGE OF OFFICE AWARD is a nice year-end thank you for your leaders. Mount the appropriate badge on a wood plaque along with a message of appreciation.

COMMITTEE CHAIRMAN'S GAVEL is to thank a hard working committee chairman. Make a gavel out of Tinker Toys. Use a hot glue gun to connect the parts. Spray paint gold. Add a message along handle.

CUBMASTER'S BELT is a nice thank you for this hard worker. All boys and leaders participate in making a belt. Purchase a belt "blank" from a leather store, have each boy and leader, grouped by den, add his or her initials to it. Add a few little decorations, or perhaps CM's name, then stain and add a belt buckle.

WATER CAN for leaders who help the Pack grow.

SUN VISOR for leaders who always see things clearly.

JAR OF CRUNCHY PEANUT BUTTER for leaders who were there in a crunch.

YELLOW TULIPS (real-silk-paper) for leaders who don't hesitate to spring into action.

BIG HEART AWARD is a big stuffed purple heart for someone helping "in the line of duty" or who has been hurt "in the line of duty".

LIFE SAVER AWARD is a roll of Lifesavers mounted on cardboard. This might be for someone who has assisted the Pack with a problem or supplied materials at no cost.

BRIGHT IDEAS AWARD is made by spraying a light bulb gold and attaching it to a plaque. Present this to the person who always has good ideas.

BANQUET AWARD is a large wooden spoon painted blue and gold. Attach a ribbon and present it to the Blue & Gold Chairman.

GOLDEN PEAR AWARD is a plastic pear attached to a plaque and presented to the couple (pair) who has done so much for the Pack.

GROUP PICTURE OF DEN OR PACK having fun can be framed and given to anyone or any group for any thank you purpose.

LINK TO SCOUTING AWARD is appropriate for a Webelos Leader who has prepared the boys for Boy Scouts. Attach a few chain links to a plaque.

GOLDEN KNOT AWARD is a good award for the Cubmaster or Committee 2 Chairman. Use rope and spray paint it gold. Tie into a Cub Scout knot before or after painting. Attach it to a plaque and give to a person who has "tied it all together".

MARF AWARD (Maintain Absolute Rigid Flexibility) can be made by cutting a piece of wood or posterboard in an odd shape. Put the letters MARF on it and explain that this is for someone who always excels when the need is to "go with the flow".

MEDALS

A medal is anything that can be hung on a string or ribbon and placed around a person's neck. A variety of small objects can be used, such as: Party favors, tiny toys, leather rounds, cardboard shapes, wooden shapes with messages.

SHRINKING PLASTIC can be purchased at most hobby shops. A design (depicting any item or event) can be drawn on it and colored in. After the design is traced onto the plastic and cut out, the material is placed into an oven at low heat. There it shrinks into an attractive small picture suitable for hanging on a string and being used as a small medal.

LEATHER ROUNDS are inexpensive and can be stamped with a variety of designs or can be written on with markers to resemble a real medallion.

WOODEN CIRCLES can be cut from thin wood such as paneling and decorated using a wood burning set or markers.

FROZEN JUICE CAN LIDS make great bases for medals. Just glue your medal's face to the lid for support and decorate with crepe paper, ruffles, glitter or whatever catches your fancy. Or, a large circle can be glued to the lid, ruffles attached to the perimeter of the circle and a smaller circle placed inside the large circle covering the inside edges of the ruffles.

RIBBONS

Certain kinds of ribbon are not practical to use as awards if you intend to write on them. Satin ribbons tend to allow inks and markers to run or easily wipe off. Be sure to try writing on your ribbon before using it for awards. You can use ribbon alone to make awards or combine it with disks (see medals above) and felt in many different ways. Black permanent markers usually work very well for lettering. To make special awards, use glue and sprinkled glitter for interesting lettering. Use your imagination! Ribbons cut out of construction paper or cardboard can make impressive awards, too.

PLAQUES

A plaque is a neat way to display pictures, patches and lettering for recognition. Plaques can be made out of practically anything. Paneling, hardboard, lumber, tree trunk slices, sheet metal, plastic sheets, linoleum pieces and more are good candidates for plaques. Lettering can be done by carving, wood burning, painting, stenciling, using stickers or lettering tape. They can be stained, decouped, or left natural. Experiment!

With a label maker, plaster of paris, and molds for pinewood and space derbies, and Cub Scout insignia stickers (available at Scout Shop), you can make excellent award plaques. For a change, cut a shield from pine or plywood and paint or stain it with brown shoe polish. Attach a plaster mold to the plaque. Use label maker for recipient's name. Miniature plaques can be made with smaller items, then use alphabet soup letters.

TROPHIES

Trophies are very easy to make and are a very visible means of recognizing your volunteers. Impressive trophies can be made from old trophies and trophy parts. Examine a trophy carefully sometime. You will see that most parts are screwed or attached together. Most consist of a base, pedestal and decorative figure. The top section is easily replaced with any number of items to fit the occasion. Miniature cars painted gold, small action figures, carved items and more can be substituted for premade figures.

If you don't run across old trophies at garage sales or swap meets, make your own! Use the same three basic parts; base, pedestal and figurine. In a pinch, you can forget the pedestal.

Bases can be made of the same materials listed for plaques. The most important thing to remember when making your own trophies is to glue them securely and to let them dry adequately. This is especially true with heavy materials. Also, be sure that the glue you select is the appropriate one for the material you are using. Remember that your trophies are unique. That counts more than any amount of money you could spend to have one custom made for the custom volunteer.

The Council Service Center, Scout Store or Scout Distributors have event related trophies available (and specific plaques too).

MEGAPHONE TROPHY - For base, use a colored plastic Solo drinking cup. Glue on yarn for stripes at top and bottom. For handle, poke a pipe cleaner into top and bottom of cup, and twist ends together inside cup. For trim, cut a 1-1/2" x 3" piece of paper, and write in "3 Cheers for Dad". Glue paper to front of cup.

CERTIFICATES

By now, nearly everyone has seen a certificate created using a home computer. Certificate making programs abound in the marketplace today, starting at under \$20. One may be a good investment for your Pack. The best looking certificates are those printed using the best quality print available. After printing, take them to a printer or copy shop and have them reproduced on good paper or cardstock.

Homemade certificates can be as impressive as those purchased or computer generated. Varying the size, shape, type of paper and writing implements can make yours truly unique. Again, a printer or copy shop can really enhance quality.

Many trophy and engraving shops carry generic certificates from fifty cents to \$1.00 and up. Scout retailers and Scout Shops have Cub Scout specific certificates available. Pricing is moderate for these and they are ready to frame.

RECOGNIZE YOUR LEADERS WITH A BELT TOTEM OR NECKLACE - Use the following ideas or adapt them to your own needs. Cut a piece of leather round for the totem and hang leather or plastic string from the bottom for the colored beads. Give beads of different colors for various service and/or other accomplishments. Don't feel limited to these few suggestions - reward your leaders often for their service to the Pack.

BLUE	-	Trained Leader
BLACK	-	POW WOW
GREEN	-	Day Camp Leader or Staff
ORANGE	-	Scout Show participation
BROWN	-	Webelos Outdoor Activity
TURQUOISE	-	Pack Uniform Inspection
WHITE	-	Special District function
RED	-	Service Project or World Friendship Fund
PINK	-	School Night or anytime, Recruit a New Leader
YELLOW	-	Attend 3 Roundtables in Uniform



"WHY I'M A SCOUT LEADER"

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

I'm a Scout Leader because I want the world for your son and mine--a world he can share and help shape; A world of love and laughter, where he can show compassion.

I want him to look at the stars, a sunrise, a sunset, the work and world of man, and feel it's beauty inside himself.

I want to help him learn to finish anything he starts, do it well, and to guide him to know his worth with a deeper understanding of himself.

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

I want them to be the best they can be.

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

I'm a Scout Leader because I CARE!!!!

COLUMBUS SONG

Tune: Yankee Doodle

In fourteen hundred and ninety two
Columbus sailed from Spain,
With three small ships and eighty men
Across the bounding main.
(chorus)

Columbus was a sailor fine
He knew his navigation
And even though his men were scared,
He was their inspiration.
(chorus)

Don't be frightened men" he said,
"Just think what's on the shore,
"Silks and spices, jewels and gold,
"What sights there are in store."
(chorus)

All night long he kept his watch
The ship tossed to and fro
And when the light of dawn appeared,
The first mate yelled: "land ho!"

Chorus

"Sail on", he said, "Sail on and on,
Theres nothing you should dread;
We'll find the New World soon I'm sure,
Just think what lies ahead".



" A BOY "

Between the innocence of babyhood and the dignity of manhood, we find a delightful creation called A Boy. Boys come in assorted sizes, weights and colors; but boys have the same creed...To enjoy every second of every minute, and to protest with noise--their only weapon--at their last minute when the adults pack them off to bed.

Boys are found everywhere...on top of, underneath, inside of, climbing on, swinging from, running around and jumping to.

A boy is truth with dirt on its face, beauty with a cut on its finger, wisdom with bubblegum in its hair, and the hope of the future with a frog in its pocket.

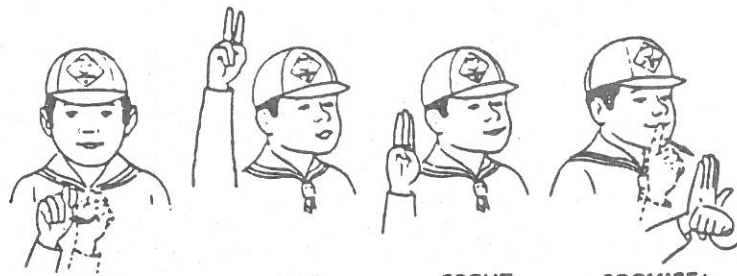
A boy is a composite. He has the appetite of a horse, the digestion of a sword-swallower, the energy of a pocket-size atomic bomb, the curiosity of a cat, the lungs of a dictator, the imagination of a Paul Bunyan, the shyness of a violet, the enthusiasm of a firecracker, and when he makes something, he has five fingers on each hand.

He likes ice cream, knives, saws, Christmas, comic books, the boy across the street, water in its natural habitat, large animals, Dad, trains, Saturday mornings and fire engines. Nobody else gets so much fun out of trees, dogs and breezes. Nobody else can cram into one pocket a rusty knife, a half-eaten apple, three feet of string, two gumdrops, six cents, a sling shot, a chunk of unknown substance, and a genuine Supersonic code ring with a secret compartment.

A boy is a magical creature. You can lock him out of your workshop, but you can't lock him out of your heart. You can get him out of your study, but can't get him out of your mind.

Might as well give up--he is your captor, your jailer, your boss, your master...a freckle-faced, pint-sized, bundle of noise. But when you come with only the shattered pieces of your hopes and dreams, he can mend them with two magic words....

"HI, DAD!"



THE

CUB

SCOUT

PROMISE:



I

PROMISE

TO

DO

MY

BEST:



TO

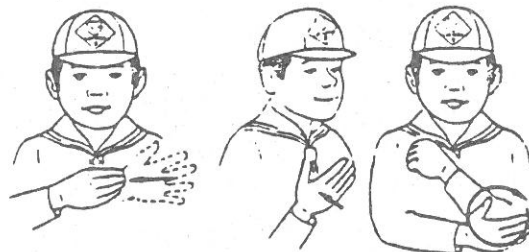
DO

MY

DUTY

TO

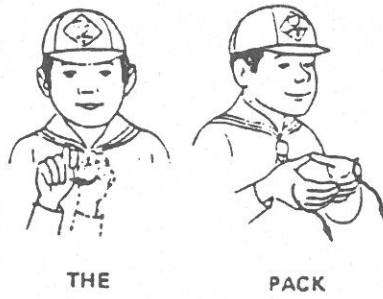
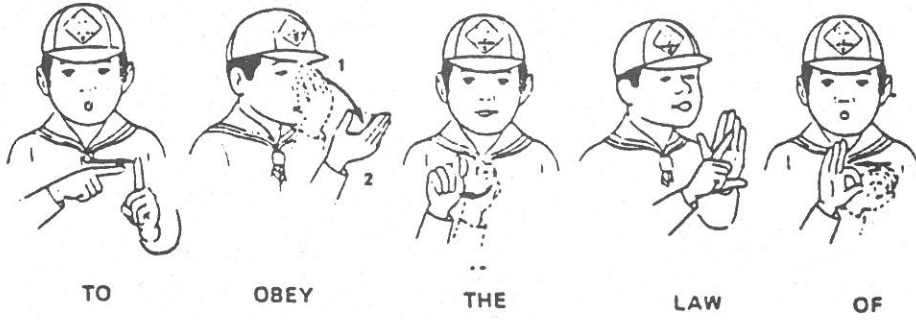
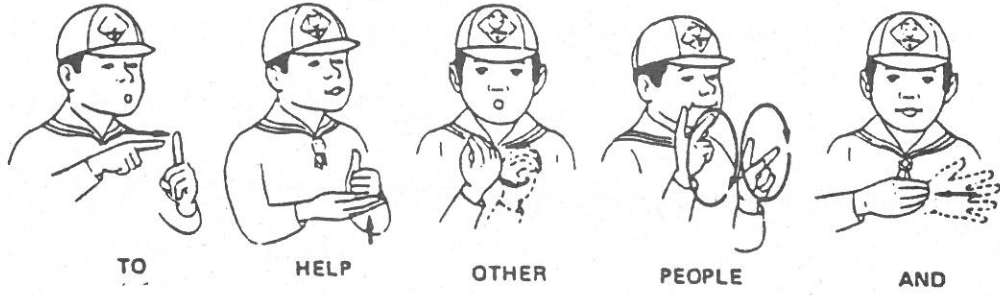
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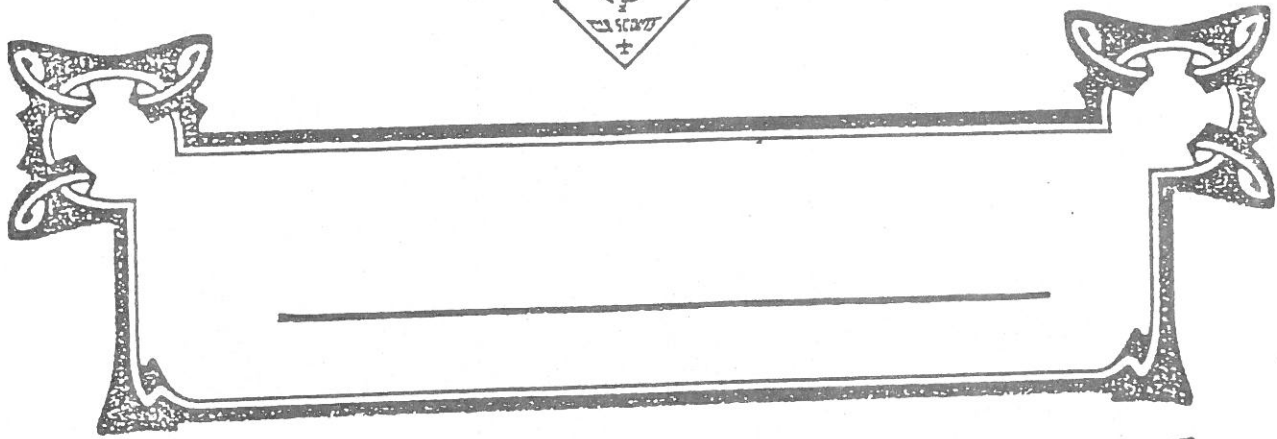


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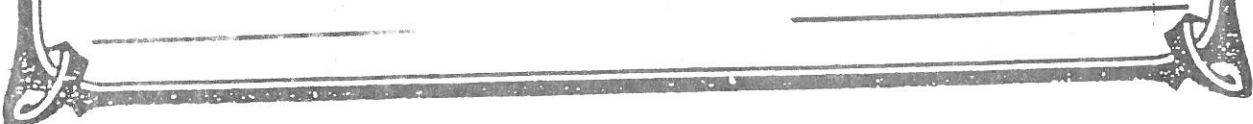
MY

COUNTRY





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



CUBMASTER'S MINUTE

I don't think much of a man who is not wiser today than he was yesterday.
Abraham Lincoln

I have wept in the night for the shortness of sight
That to somebody's need made me blind;
But I never have yet felt a twinge of regret
For being a little too kind.

DO YOUR BEST - One of the hardest things for anyone to do is to stick to what he knows is right, while his friends are coaxing him or his enemies are threatening him to make him do something wrong. A Cub Scout always does his best to do what he knows is right.

You can give your child too much of everything except yourself.

THE VALUE OF A BADGE

A badge in Cub Scouting is a piece of embroidered cloth. If you were to try to sell one of these badges, you'd find that it wouldn't bring much money. The real value of the badge is what it represents--the things you've learned to earn it--how to keep healthy, how to be a good citizen, good safety practices, conservation and many new skills. Does your badge truly represent all those things? Were you prepared to meet each test at the time you passed it, or did you try to get by? Maybe you were prepared when you passed the test, but through laziness and neglect, you have forgotten the skill now. If these are true, then the badge you wear has little value. Don't wear a cheap badge. Wear one that has real value--one that represents what you can really do and know.

Well-arranged time is the surest mark of a well-arranged mind.

The rung of a ladder was never meant to rest upon, but only to hold a man's foot long enough to enable him to put the other one higher.

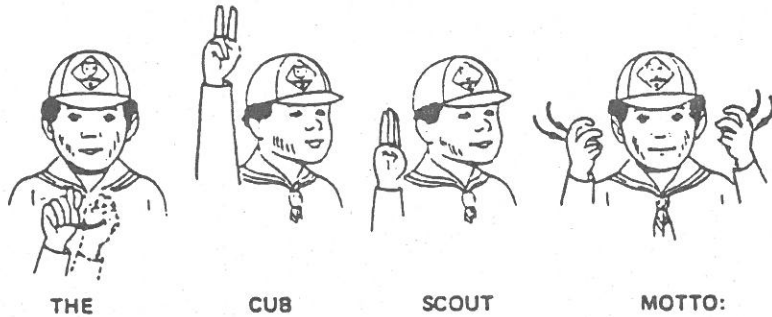
Doing nothing is the most tiresome job in the world because you cannot quit and rest.

No opportunity is ever lost. Someone else picks up those you missed.

Talent knows what to do; tact knows when and how to do it.

We shouldn't take our freedom for granted. Our right to free speech and assembly are two that we often take for granted. There was a time in our history when men could only hope for these freedoms. They are a reality here in the United States. Let's remember that.

CHEERFUL: We have a choice. We can be pleasant or unpleasant. Which do you choose? You can be grouchy and grumbly or you can be happy and cheerful. Which would you rather be? It's up to you.



THE

CUB

SCOUT

MOTTO:



DO



YOUR



BEST

The peace within becomes the harmony without.

Happiness is good; the place to be happy is here. The time to be happy is now. The way to be happy is to help make others happy.

Child guidance is something that parents should provide rather than submit to.

If I am at war with myself, I can bring little peace to my fellow man.

To think a good plan and ignore it is a waste. To think a good plan and get it done is an achievement.

Courage is the first of human qualities because it is the quality which guarantees all the others. - Winston Churchill.

When we do the best we can, we never know what miracle is wrought in our own life, or in the life of another. - Helen Keller.

It takes two to speak truth - one to speak and another to hear.

The surest way not to fail is to determine to succeed.

Knowledge brings the responsibility of choice.

The world is full of willing people; some willing to lead and the rest willing to let them.

Your only limitation is your own imagination.

When all else fails, follow directions.

You can tell when you're on the right road. Its upgrade.

The mark of an effective Cub Scouter is to see something in a mud puddle besides mud.

Anybody can grab a tiger by the tail. You only survive by knowing what to do next.

Plan your work, then work your plan.

Laughter is the shortest distance between two people.

Character is what you do when no one is looking.

It is possible to climb the highest mountain--one step at a time.

The secret of happiness is not in doing what one likes, but in liking what one has to do.

If it's not for the boys, it's for the birds.

There are not eight wonders of the world in the eyes of a child: There are eight million.

No man stands so tall as when he stoops to help a boy.

A man is tomorrow what he thinks today. --

Praise does wonders for a boy's sense of hearing.

A leader is best when people hardly know he exists; not so good when people acclaim him; worse when they despise him. Fail to honor people, they will fail to honor you. But a good leader who talks little, when his work is done, his aim fulfilled, they will say: "We did this ourselves".

Loa-Tse, a Chinese philosopher

Ideas are funny little things. They won't work unless you do.

There is no end to the good we can do if we don't care who gets the credit.

It isn't the load that breaks you down; It's the way you carry it.

The key to success is to climb the ladder instead of sitting and waiting for the elevator.

Dig a well before you thirsty.

There is no failure until you fail to keep trying.

It takes courage to stand up and speak. It takes even more courage to sit down and listen.

SMILE. A smile costs nothing, but creates much. It happens in a flash, but the memory of it sometimes lasts forever. It cannot be begged, bought, borrowed, or stolen, it can only be given away.

So if you meet someone who is too tired to give you a smile, give him one of yours. No one needs a smile quite so much as someone who has none of his own.

DON'T GIVE UP. To be good at anything, you have to believe that you can do it and then practice until you can. There's no easy way to become an expert at anything. You have to keep at it. There may be times when you think you just can't make it, but don't give up. Few things are worth doing if they come easy the first time.

People are certainly peculiar - they want the front of the bus, the back of the church, and the middle of the road.

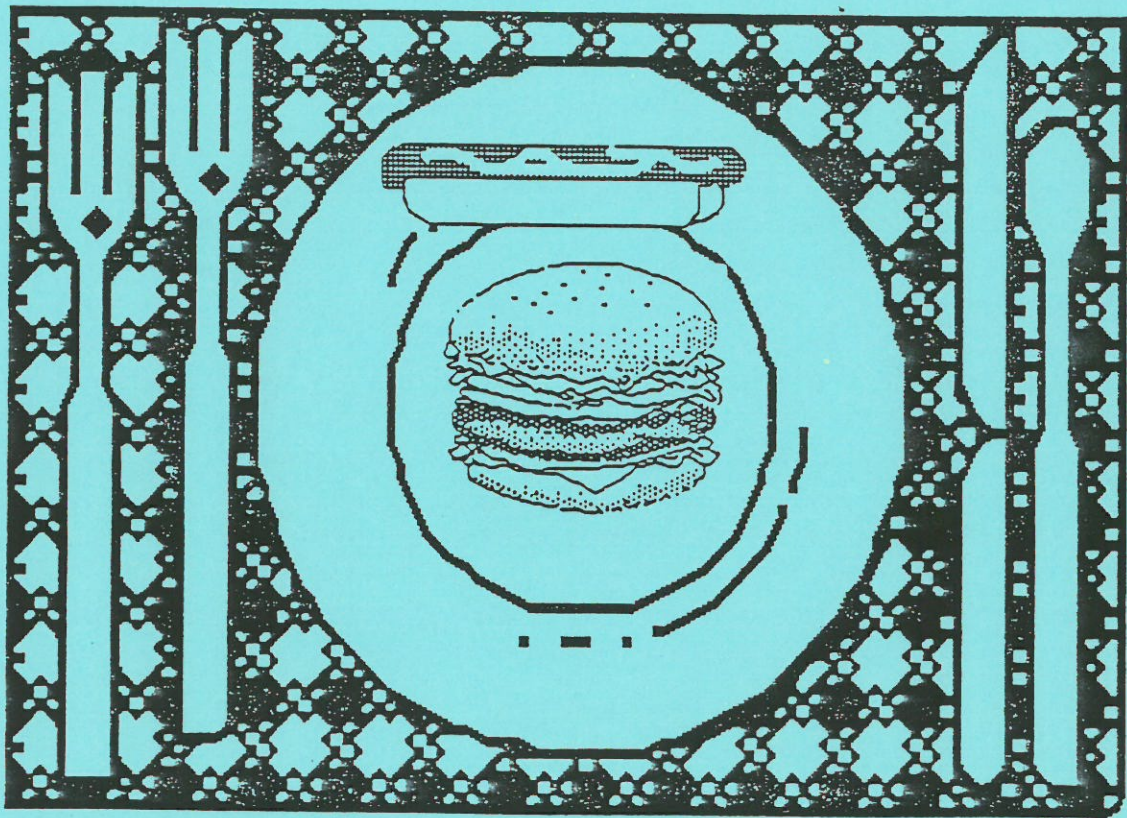
Nothing is as difficult to do gracefully as getting off you high horse.

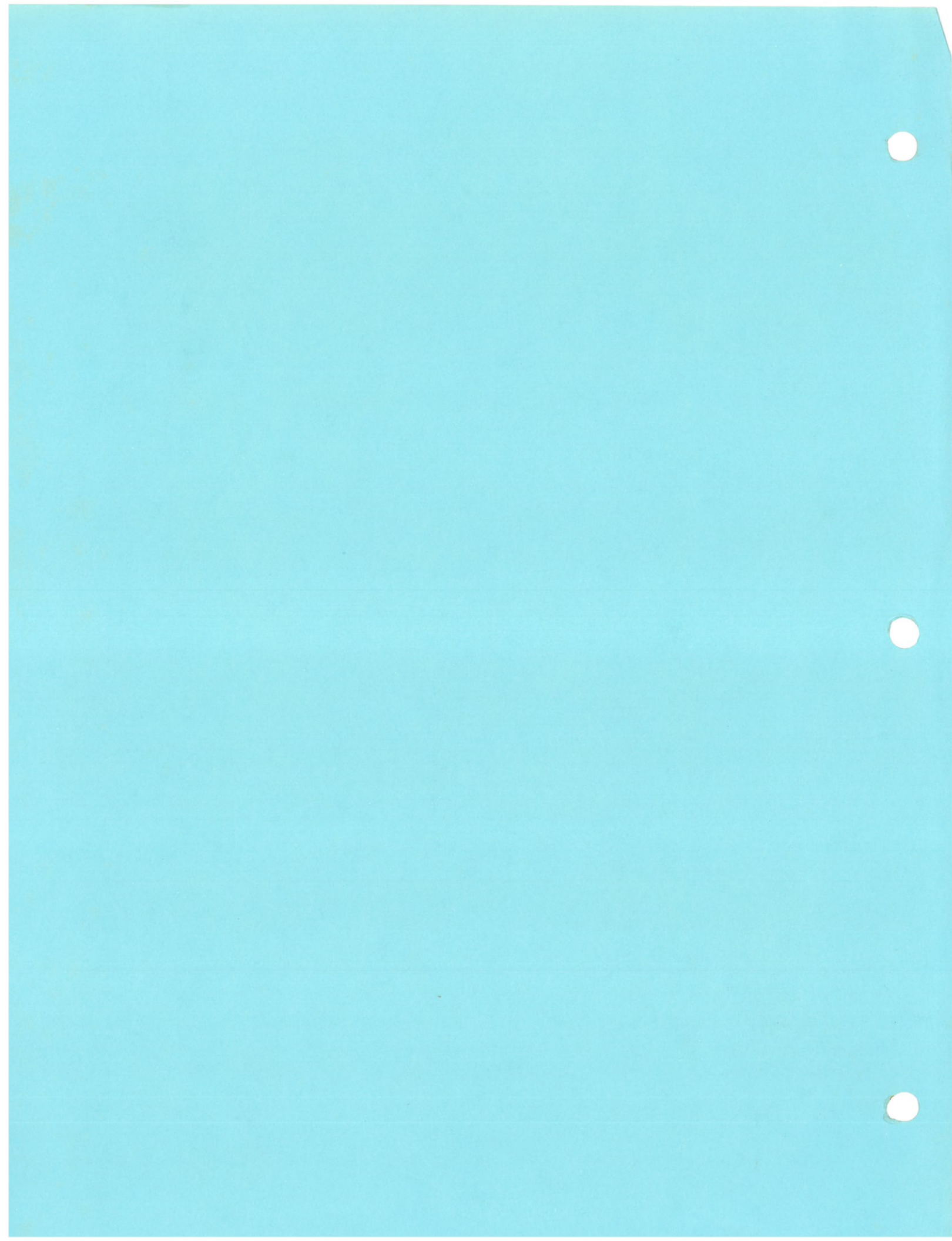
There is a difference between an open mind and a hole in the head.

There is no cure for birth and death, so why not enjoy the interval.

One thought driven home is better than three left on base.

Plan ahead! - it wasn't raining when Noah built the ark.





Blue and Gold Banquet

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Blue and Gold Banquet

The Blue and Gold Banquet, the birthday dinner for the Cub Scout Program, is held during February, the anniversary month for the Boy Scouts of America. The Boy Scouts of America was organized in February, 1920, and the Cub Scout program was organized 20 years later in 1930. February is also the birth month of Lord Baden-Powell, the founder of scouting. The pack's big celebration gets its name from the Cub Scout colors. Blue and Gold banquets are held all during the month of February by packs all across the country. Note to "old" leaders: Be sure that the first year pack leaders know just what a Blue and Gold Banquet is and what "traditions" your pack follows.

Some packs make the dinner a potluck affair with each family bringing a covered dish; other packs prefer having the dinner catered; and some packs choose to buy the food and have it prepared by a mothers committee then divide the cost among those attending the dinner. The plan of feeding is not important, it is the Cub Scouting that takes place during the preparation and at the dinner that really counts.

Dens should sit together. guests may be invited and are seated either at a head table or with the dens.

Decorations may be as elaborate or as simple as you wish. Attractive menu cards or dinner programs can be made, place cards, centerpieces, place mats, nut cups and favors are all suggested things that might be used at a banquet.

Cub Scouts can take part in making decorations; however, please be sure that what the boys do are boy-type activities!

The dinner program should include entertainment from within the pack. Also don't forget the primary purpose of the banquet is the recognition of the boys and leaders of the pack as well as parents, charter organization, and other members of scouting or the community.

Ceremonies are important at the Blue and Gold. Even a simple ceremony without props can be impressive.

PLANNING THE BLUE AND GOLD BANQUET

1. Select the date, time, and place-at least 6 months early. This is helpful to those who might have conflicts.
 - A. The banquet often takes the place of the February pack meeting, although not necessarily on the regular meeting night.
 - B. In selecting the place, consider the following:
 1. Adequate space for seating and displays
 2. Availability of parking space, restrooms, etc.
 3. Program needs, such as microphone, stage, etc.
 4. Convenience for food preparation and/or serving
 5. Reserve meeting place well in advance.
2. Dinner Committee
 - A. Select meal plan-catered, potluck, or prepared by committee
 - B. Determine serving needs-kitchen and utensils
 - C. Select menu and estimate cost
 - D. Assign serving and cleanup jobs
3. 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
4. Decorations

Notify Den leaders of theme and decorations required several months before the banquet.

 - A. Room decorations
 - B. Table decorations
 - C. Displays
5. Publicity
 - A. Inform all pack families of date, time, place and cost. \$ it for parents and cub scouts only, or is the whole family invited?
 - B. Invitations
 1. Consider inviting guests such as Head of Organization, School Principal, Scouting Co-ordinator, Area Scoutmaster, Unit Commissioner or District committee member. Invitation should be delivered at least 3 weeks ahead of time. Sponsoring
6. Exhibition Area-Should be provided to display Cub accomplishments.

BLUE AND GOLD CHECK LIST

ARRANGEMENTS:

- _____ Set date and appoint person to secure dinner location
- _____ Committee decides dinner to be pot luck or catered
- _____ Determine menu
- _____ Prepare den leaders to decorate room and tables
- _____
- _____

IF POT-LUCK:

- If planned on den basis, will den leader or other serve as coordinator?
- _____ Let each den family know how much food to bring and whether it will be meat, vegetable, etc.
- _____ Who will furnish drinks and desserts? Pack? Den?
- _____ Be sure to prepare for guests, as they will not be bringing food.
- _____
- _____

IF CATERED:

- _____ Determine cost of dinner. Adults _____ children _____
- _____ Will caterer furnish drinks, dinner, dessert, table settings?
- _____ Set date the final reservations must be turned in
- _____ Prepaid? Reservations must be paid for!

INVITATIONS:

- _____ Invitation to sponsor head and spouse
- _____ Invitation to Principal or Pastor
- _____ Invitation to Scouting Coordinator
- _____ Invitation to District Committee Members
- _____ Don't forget Den chiefs
- _____ Might want to include Eagle Scouts that have graduated from your pack
- _____ District executive

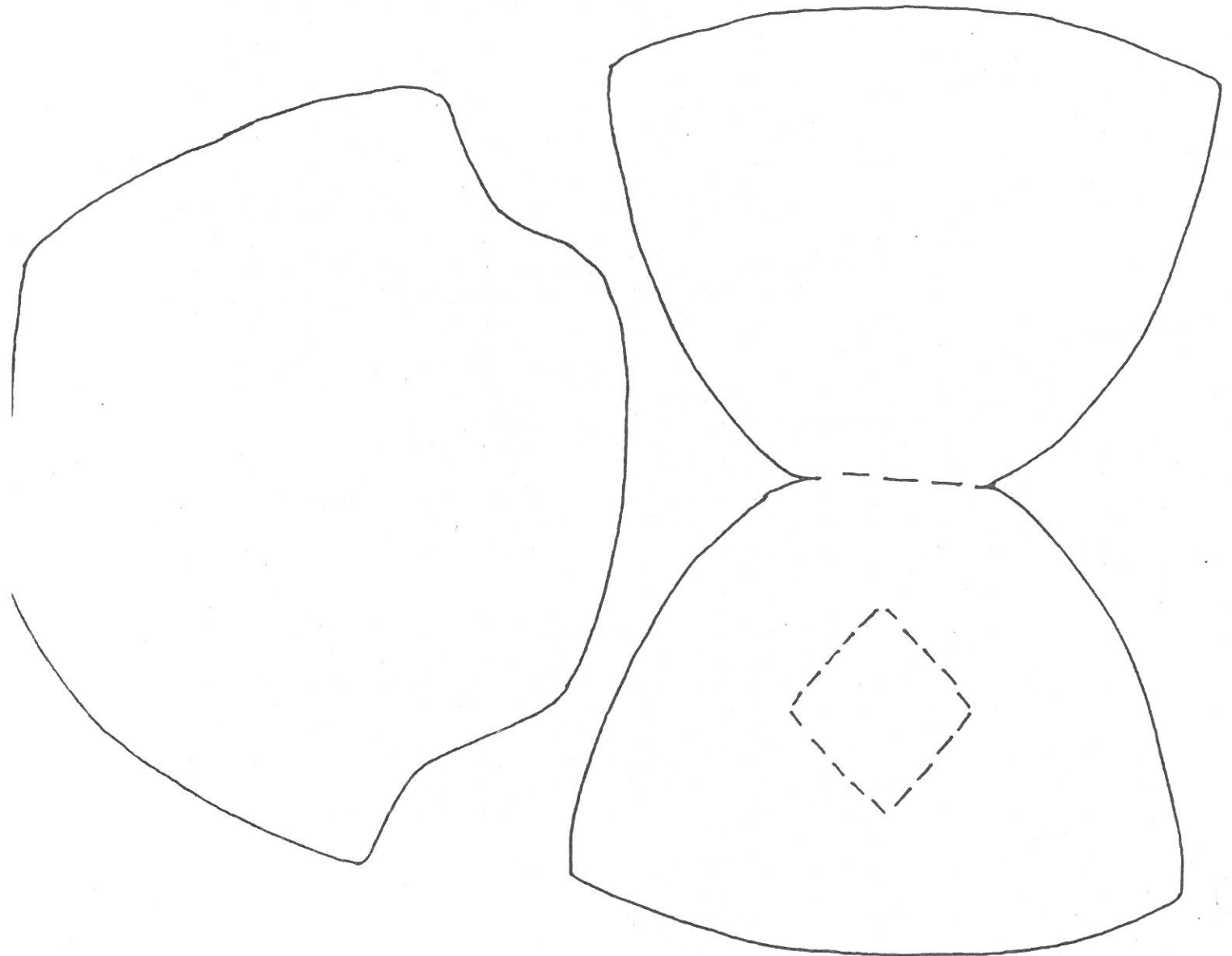
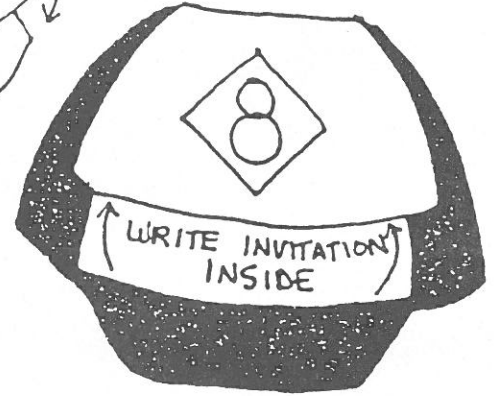
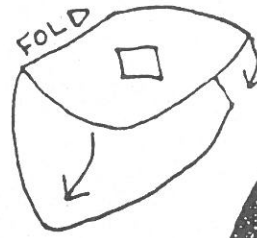
PROGRAM:

- _____ If you have printed programs, who will handle it?
- _____ Person or Den responsible for Opening Ceremony
- _____ Person to give invocation-notify in advance
- _____ Songs? Have a song sheet and leader
- _____ Advancement awards ceremony-who will handle?
- _____ Special awards-good opportunity to honor den leaders and parents who need special recognitions
- _____ Special events-skits, speaker, entertainment, who will handle?
- _____ Closing ceremony-who will handle?
- _____ Clean up-who will handle

INVITATIONS

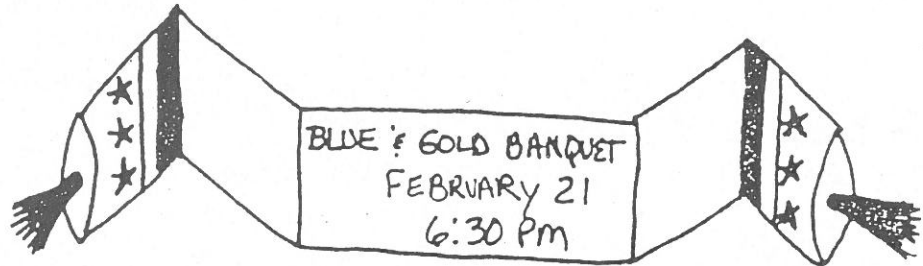
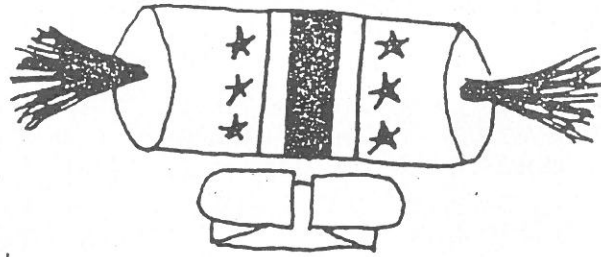
Cub Hat Invitation

Cut base pattern from blue poster board and the hat panel from yellow construction paper. Fold panel piece on dotted line and glue backside to base piece. Write invitation on inside of hat panel. Put you unit number in diamond on front of hat.



PARTY POPPER INVITATION

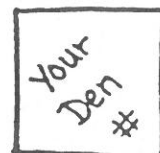
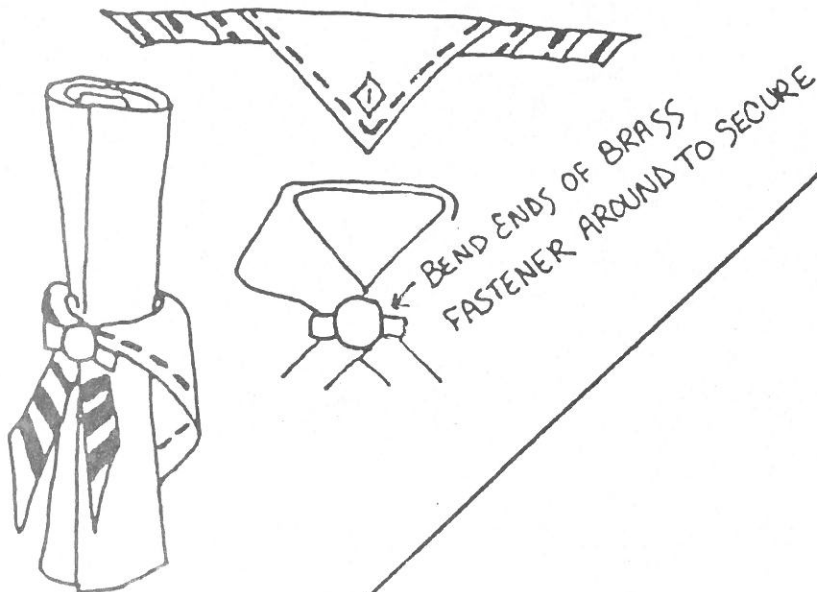
From yellow construction paper cut a strip 2 1/2" x 16 1/2". Fold as shown below. Use the Center panel to write you banquet invitation Decorate as desired



NECKERCHIEF INVITATION AND NAPKIN RING

Xerox pattern on blue copy paper (BEAR) or gold (WOLF). Roll Paper neckerchief as you would the real one. Bend ends of a paper fastener around to secure. Insert a rolled napkin to complete.

**If making blue Bear rings, use gold napkin
If making gold Wold rings, use blue napkin
Put Den # on pattern before Xeroxing.



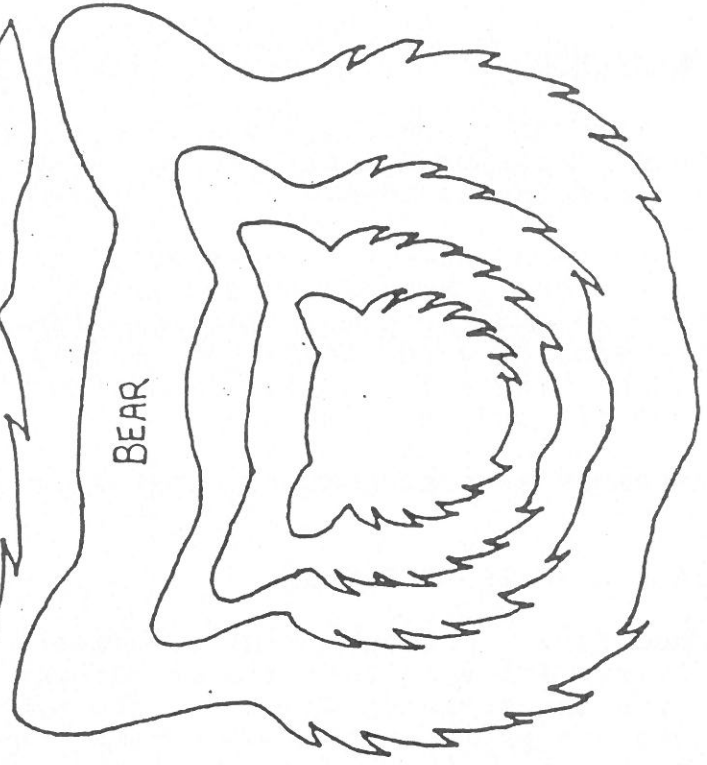
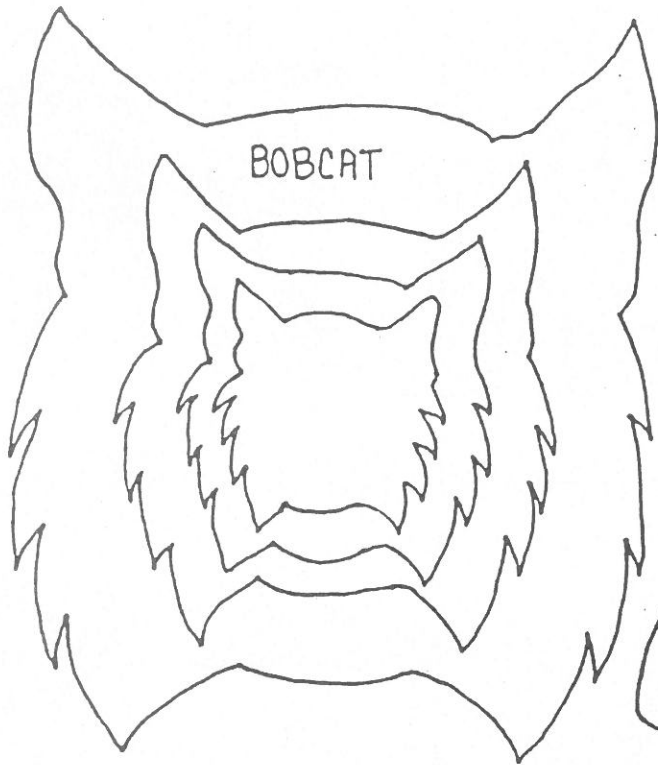
You can use a silhouette of the Scout by tracing his shadow on to construction paper



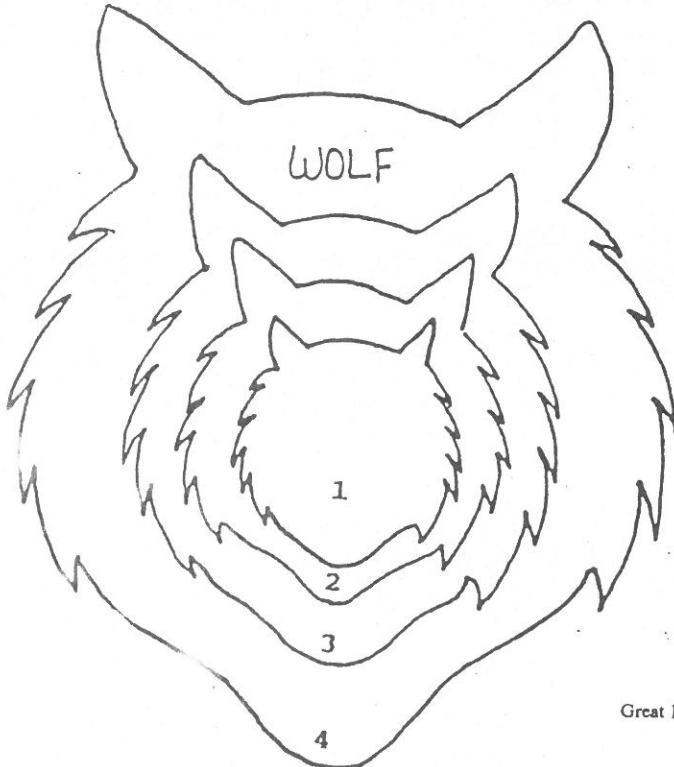
Wolf Badge or Fleur de Leis
Trace pattern on to construction paper that has been folded in half.

WOLF BADGE





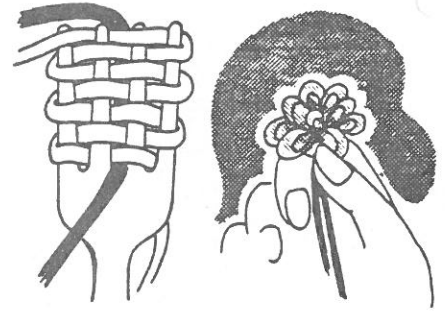
1. NUTCUP
2. PLACE CARD OR NAPKIN RING
3. INVITATION
4. PROGRAM OR MOBILE



CORSAGE

To make each pompon, weave yarn in and out between the prongs of a fork. Weave at least 7-8 continuous rows.

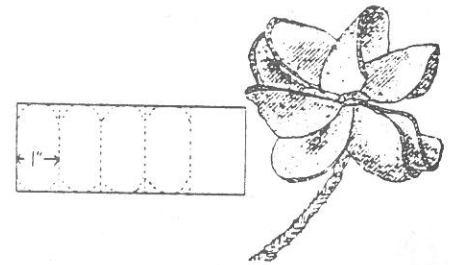
Place yarn between the center prongs, tying a knot tightly around the center of your weaving; then remove the pompon from the fork, leaving the ends of yarn dangling to wind and glue around wire for a stem. If a stem is not needed snip off ends of yarn.



Assemble several pompons together to make a corsage.

FABRIC SOFTENER FLOWER

Used fabric softener sheets become delicate blue flowers for a centerpiece or corsage. After using the softener sheets in the dryer, cut them into strips about 1" wide. Round the corners of the strips. Stack four 1" strips together. Wrap the center with a pipe cleaner. Spread the strips to form an eight petaled flower. These artificial flowers even have a pleasant fragrance!



RIBBON CORSAGE

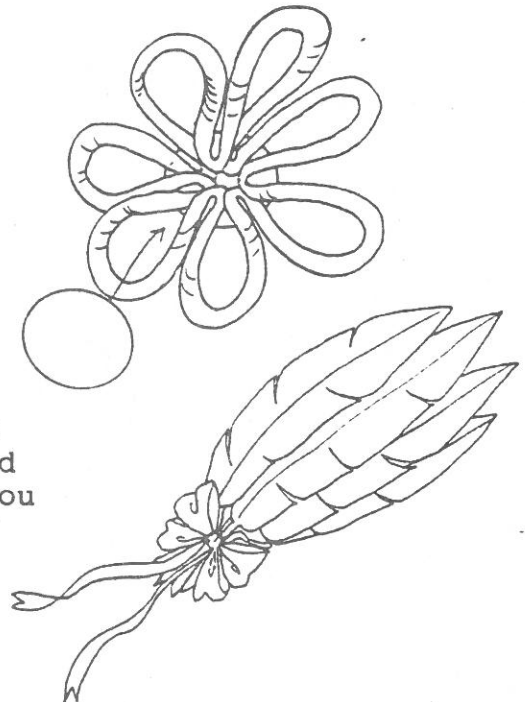
Buy very stiff ribbon 1 1/2" wide in blue or yellow floral designs (or plaid). Cut 5 pieces 3" long, rounding the edges. Fold the ribbon strips in half over a small rubber band. Tie a blue or gold pompon to a 5" pipe cleaner and push through the center of the flower, moving the petals to form a flower. Wrap a gold leaf and a gold or blue ribbon to the stem.

RUG YARN CORSAGE

Using Blue rug yarn, form loops (petals) and glue to a gold circle of construction paper. Add a second circle to the back, glue and allow to dry. Glue a green pipe cleaner to back of flower for a stem and add a ribbon.

FEATHER CORSAGE

Gather 4-5 feathers together (Blue and Gold if you can get them) and tie with a blue and gold ribbon. If you add a white feather, you can print the mother's name on it.

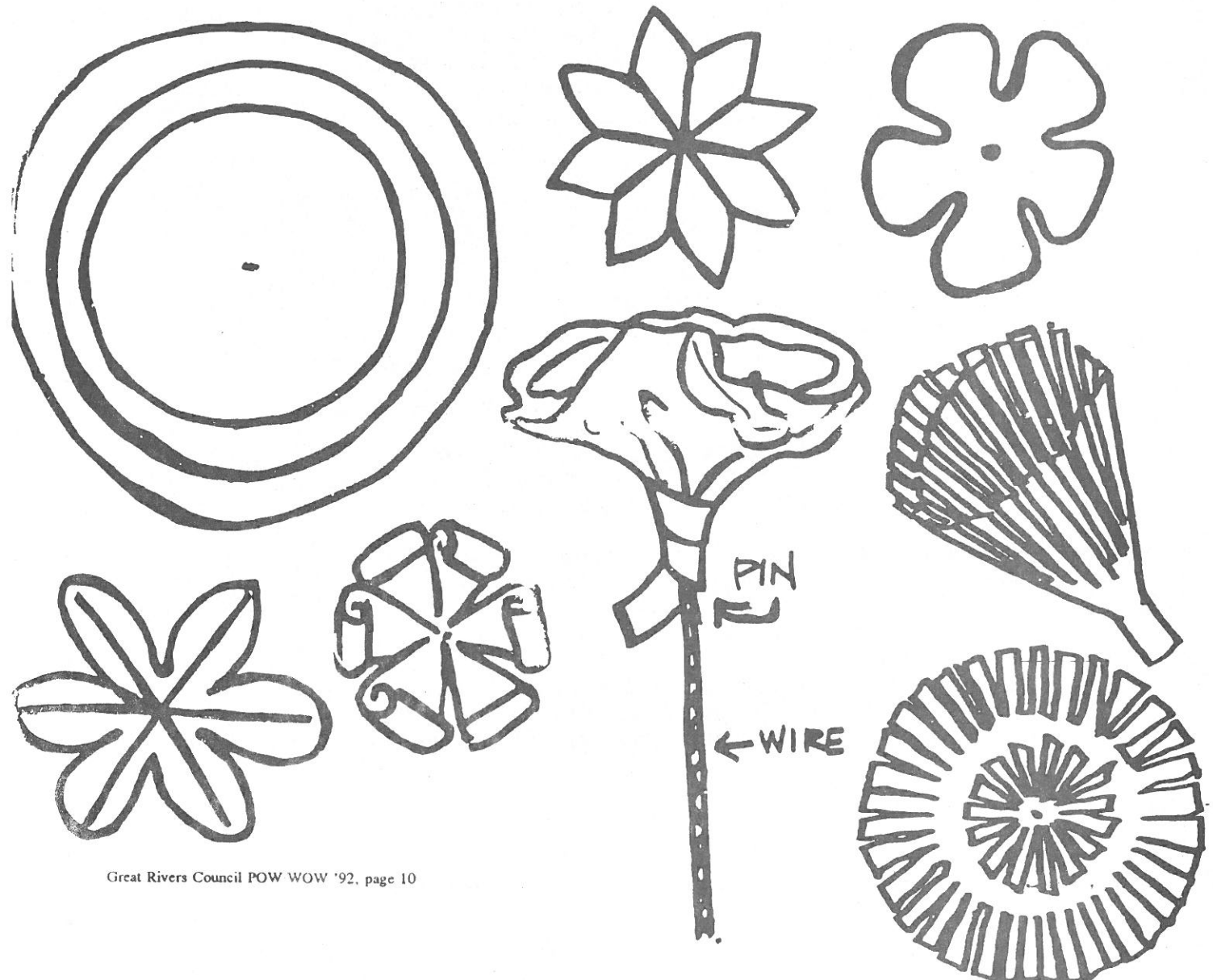


TISSUE PAPER FLOWERS

Materials: Tissue paper-3 different shades of same color preferred
Straight pins to hold petal together
Florist tape to wrap pin and stems
Thin wire cut in 8" lengths for stems

*Grocers also get some fruits wrapped in round tissue-very suitable for these flowers

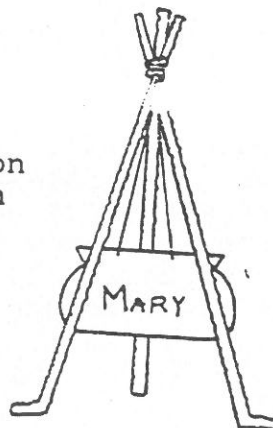
Trace the petal patterns, using the darkest shade when tracing the outside line and lighter shade for the inside lines. Cut out patterns and stack them one on top of the other putting the largest petal on the bottom. Stick a pin in the center dot, down through center dot, down through all three layers. Push the petals up over the head of pin. Then hold the pin tightly against the piece of wire and wrap the florist tape around the pin and wire as well as the bottom of the petals. VARIATIONS: Cut curvy petals or fringes, or a basic circle shape for any simple flower form as shown below.



NAME TAGS AND PLACE CARDS

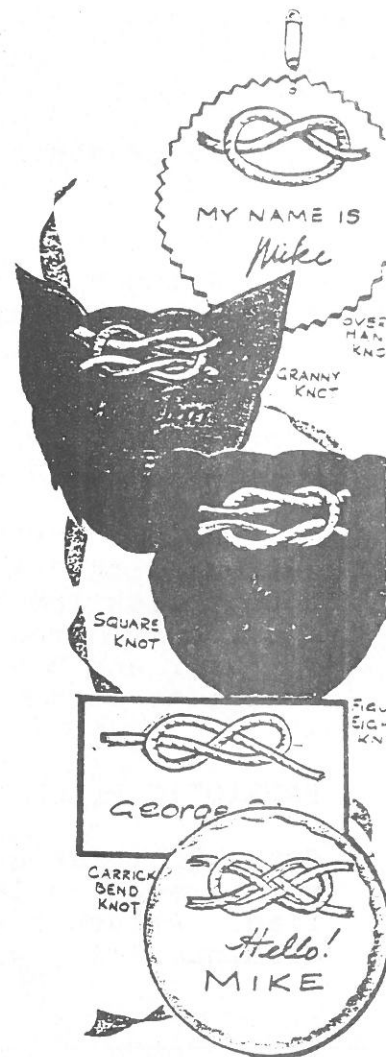
NAME TAG KNOTS

Patterns are actual size.
Trace out lines of the tags on cardboard, leather, heavy paper and cut out. Tie knots of your choice in small pieces of blue or gold heavy string-or spray the knot with gold spray paint. Glue knots onto tags-attach safteypins. Write guests names on tags. Knots can also be glued on nut cups and napkin rings



TRIPOD PLACE CARD

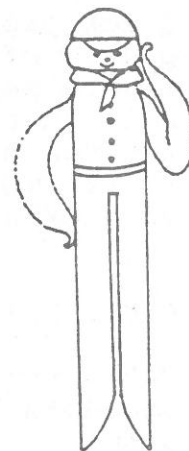
Twist 3 pipecleaners together to for a tripod. Add a construction paper pot suspended by a thread, with the name printed on the pot.



CLOTHESPIN SCOUT

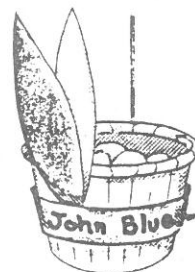
Materials: Round clothespin
Blue construction paper,
1-blue and 1-yellow Chenille stem
gold crepe paper
1/2" styrofoam ball cut in 1/2

1. Paint clothespin blue except for the face area (dipping is suggested)
2. Glue 6" blue chenille stem around back for arms
3. Glue on crepe paper triangle neck scarf.
4. Cut styrofoam ball in half, add construction paper cap bill and glue on top of clothespin.
5. Paint facial features, buttons, and trim at waistline.



INDIAN THEME

Cut feathers and band from colored paper and glue them onto a nut cup. Write guest's name on the feathers.



PLACE CARDS

Materials: 1-wooden ice cream spoon
1-3"x4" piece of heavy yellow paper folded in 1/2 for the card

Paint top (cap) and bottom half (shirt) of spoon blue. Paint in face and hair. Add a neckerchief made of yellow crepe paper or ribbon. Glue cub to one end of the place card and add guest's name.



BUTTON PLACE CARDS

Fold a 3"x5" card in half lengthwise. Use white buttons with 2 holes. The holes are the eyes. Using a toothpick for a brush, paint a red dot for a nose and a curved red line for a mouth. Add bits of yarn for hair and pieces of paper for clothing. Assemble of folded card with glue and add the name.



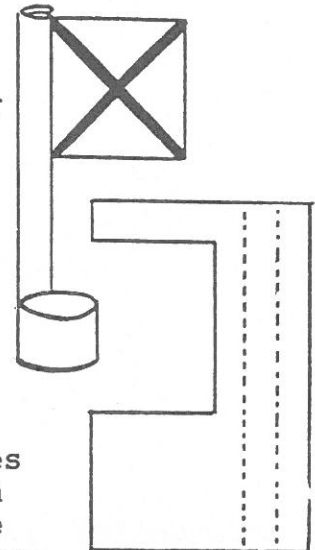
PATRIOTIC PLACE CARD

Cut a 2" thick branch into discs. Drill or punch into each a small hole on the flat side and insert a tiny flag. Attach a small hatchet (made from a toothpick and aluminum foil) with a but of glue. Add a name card.



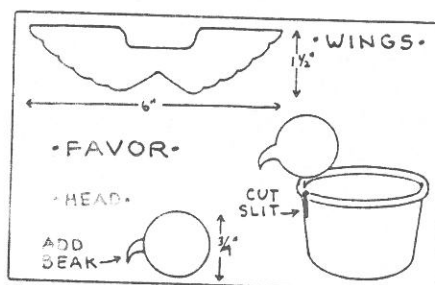
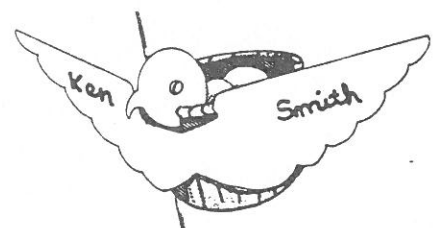
PAPER FLAGS

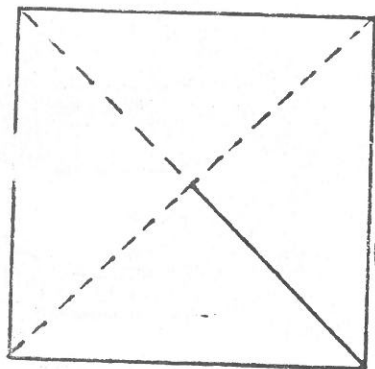
Quick paper flags can be made by folding rectangular pieces of paper in half lengthwise, cutting out the middle section of one half and folding the other half in small folds for a flag pole. Decorate the top half in a flag design and the bottom part to resemble grass or earth. Bend the bottom piece in a circle and tape to pole.



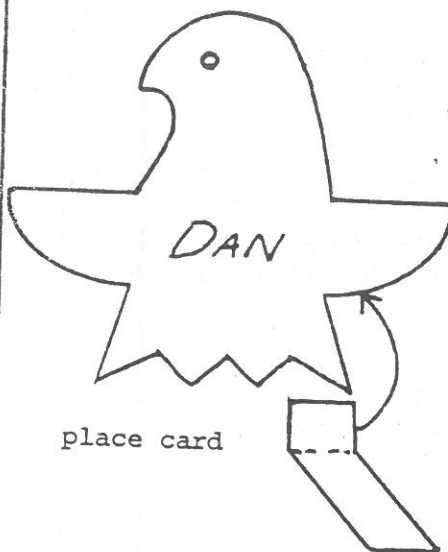
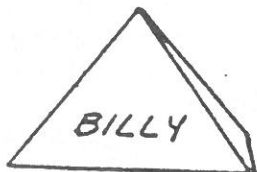
EAGLE NUT CUP FAVOR

Cut wings and head from colored paper. Draw features and details with felt markers. Make a small slit in a nut cup, insert and glue head. Write guest's name on wings and glue the center of the wings onto the cup under the head.

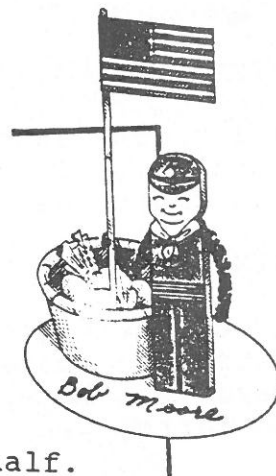
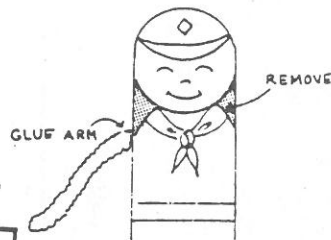




triangular place card



place card



CUB SCOUT

With a kitchen shear, cut a tongue blade in half. Each blade makes 2 Scouts. Using a penny as a guide, draw a head at the round end. Draw features cap and uniform with felt markers.

Cut away the shaded area between the head and shoulders with a knife, or simply leave it uncolored. Glue paper, felt or pipe cleaner arms to the body and attach to a nut cup.

UNCLE SAM

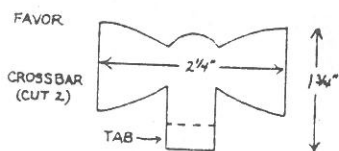
Materials: 2 small nut cups
crepe paper
cotton balls



Wrap paper around one cup for his face, stretching to fit. Glue on cotton hair and beard. Paint on features. For the brim of his hat, cut a 2 3/4" circle from blue paper; invert the other nut cup and glue to the brim. Paint stripes on the crown. for a hat band, glue a strip of blue crepe paper 1/4" wide, around the bottom of the crown. Add tiny foil stars. Fill the head with candy and place the hat on the head.

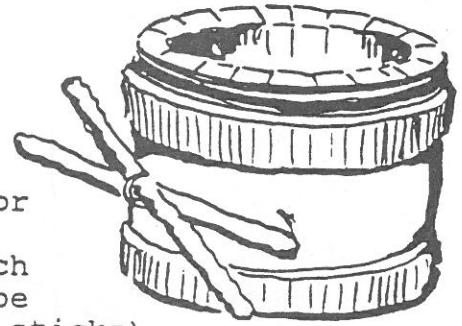
LIBERTY BELL

Cut 2 paper crossbars, following the shape and dimensions shown. Glue together, except for the tabs. Bend the tabs out, and glue them to the top of an inverted nut cup. Draw the crack with crayon. Cut off the rim of another nut cup so you can press in the top edges. Fill it with candy; then place the bell over it.



DRUM FAVOR

Wrap a cardboard roll with colored paper or foil and add bands of felt at the top and bottom. Place a nut cup in the top. Punch a hole in the side of the drum and tie pipe cleaner drum sticks to the outside. (match sticks)

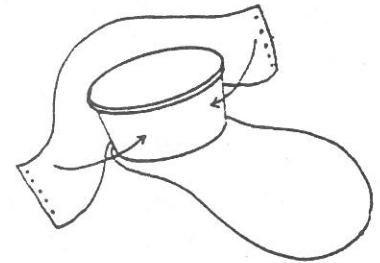


CAMPFIRE TRIPOD NUT CUP

Tie 3 twigs together to form a tripod. Suspend a nutcup from the tripod full of nuts and candies. If you wish you can add small twigs under the pot for the fire, if you have a base.

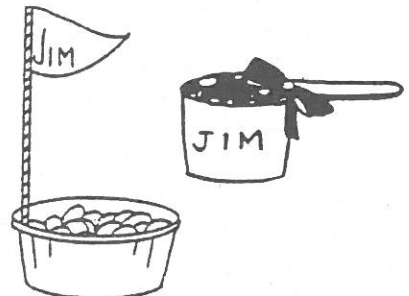
HIKING BOOT NUT CUT

Cut out the boot pattern as shown, from brown construction paper. glue nutcup to heel. Add thread "shoelaces" to strip or draw them on with marker pen, then glue to nutcup.



COFFEE SCOOP NUT CUP AND NAME TAG

Decorate coffee measuring scoops and fill with candies or nuts.

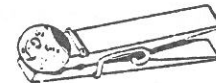


Small nut cup with 1/2 soda straw pennant

small nut cup
1/2 soda straw pennant

CLIP CLOTHESPIN FAVOR

Paint features on corks and glue to the top end of clip clothespins. Place name cards in the clothespins.



Trace onto construction paper and cut out. Fold lower tabs under and fold on upright dotted lines to form a 3 sided nut cup. Glue all edges together. Fill with goodies.

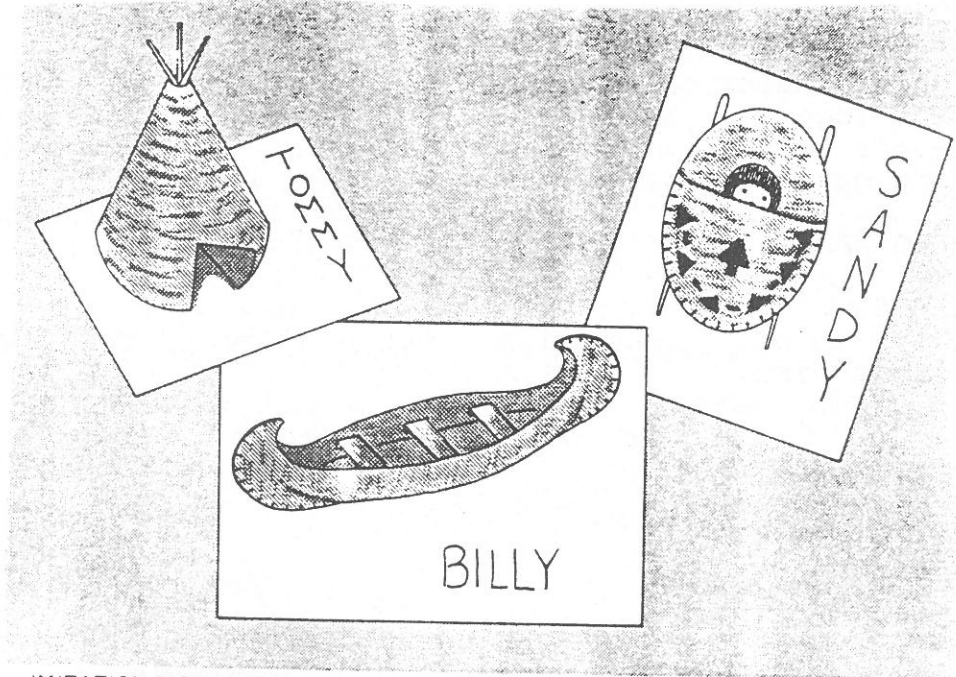
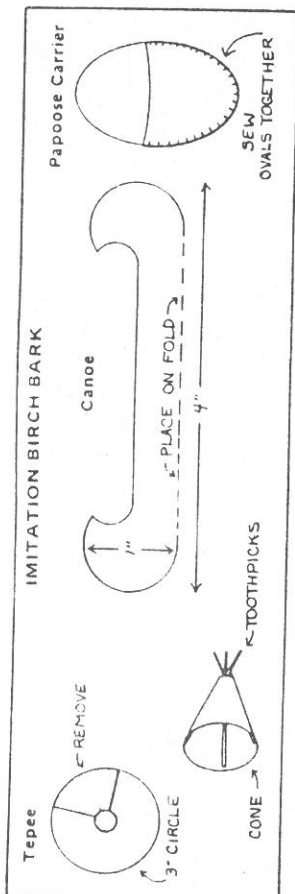
IMITATION BIRCH BARK is made from brown paper bags and write crepe paper. It is used to make a tiny tepee, canoe and papoose carrier.

To make the birch bark, slit the side of a brown paper bag; then cut out and discard the bottom. Lay the paper flat, and glue on the crepe paper. Don't worry if the paper wrinkles a little-it will give the birch bark texture. Let dry, and then make bark marking on the crepe paper with a brown crayon, coloring across the grain. Use this paper to make canoes, tepees and papoose carrier.

TEPEE: Cut a 3" circle of bark paper and cut out a 1/2" circle in the center. Remove a section (shown shaded) from the remaining ring. Roll the piece into a cone, gluing along the edge. Glue 3 flat toothpicks inside the cone, so that they extend out the hole in the top. Cut a door opening and fold it back.

CANOE: Fold a piece of bark paper in half and cut out a canoe, following the pattern shown. With a needle and doubled thread, whipstitch the edges together at each end. Glue thin strips of bark paper across the inside of the canoe for little seats.

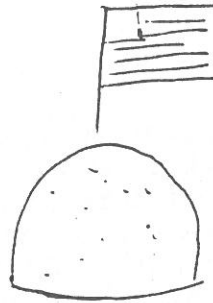
PAPOOSE CARRIER: Cut out two ovals 2 1/2" long, from the bark paper. Cut 1" off the end of one oval, and place the remainder over the other oval. Sew together with a whipstitch. Draw designs on the carrier with crayon. For the face of the papoose, draw features on a small paper circle and glue it to a button. Glue the button to the carrier. Glue flat toothpicks to the back of the carrier, as pictured.



IMITATION BIRCH BARK, made from brown paper bags and white crepe paper, is used to make a tiny tepee, canoe and papoose carrier - clever decorations on place cards.

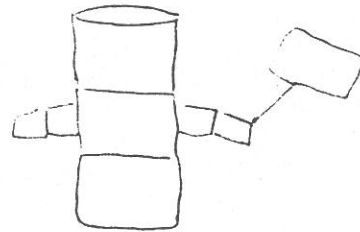
GUM DROP FAVOR

Gum drop with a flag on a tooth pick



MARSHMELLOW PLACE CARDS

Each figure is made of 3 large marshmallows held together with tooth picks. The arms are made of 2 tiny marshmallows also held together with tooth picks and secured to the body by tooth picks. Hats can be made out of construction paper.

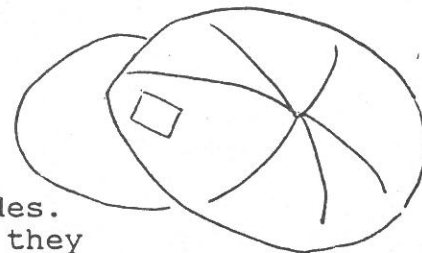


HAT PLACE CARDS

1. Paint 1/2 of a walnut shell blue
2. Cut a paper visor and attach to the shell
3. Add yellow stripes with paint or yellow string and an emblem of yellow tape or construction paper.
4. Glue hat onto a place card

LOG PLACE CARD

Cut hatchets from light cardboard and write guests names on either the handles or the blades. For logs use paper towel rolls flattened so they won't roll. Cover with brown crepe paper or color and cut slits in the tops for the hatchets.



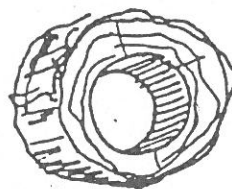
LOG NAME CARD HOLDER AND NAPKIN RING

PLACE CARD: Cut a 6" length from a 2" or 3" diameter log. Cut each in half lengthwise. Cut a groove in the top at an angle for place card.

NAPKIN RING: Cut a 1" wide section from a 2" diameter log. Drill a hole in center for napkin. These are GOOD WEBELOS PROJECTS.



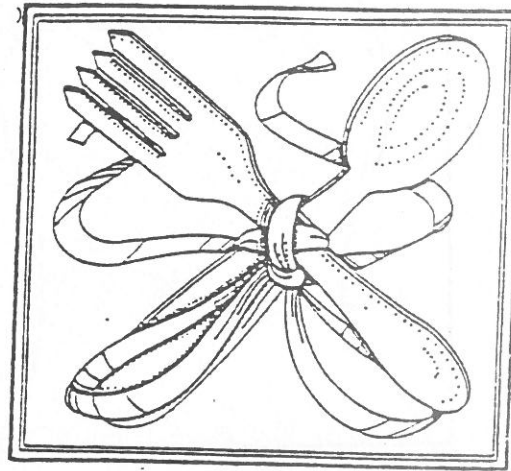
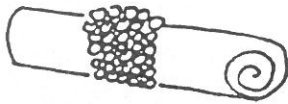
LOG PLACE CARDS
Cut hatchets from light cardboard and write the guests' names on either the handles or the blades. For logs use paper towel rolls flattened so they won't roll. Cover with brown crepe paper or color and cut slits in the tops for the hatchets.



SEED CANDLE RING AND NAPKIN RING

CANDLE RING: These rings are designed for 3" pillar candles. If your candles are wider or narrower, adapt accordingly. Cut a 6" circle out of cardboard. Cut a 3" circle out of the center. Make sure it fits easily around candle. Glue sunflower seeds to cardboard shaping them into eight flowers. Fill the center of each flower with popping corn. When dry spray with shellac. Add some green felt or green leaves between flowers.

NAPKIN RING: Cut 2" rings from a cardboard tube. Glue seed flowers around ring. Spray with shellac and add greenery.



RIBBONED PLACE SETTING

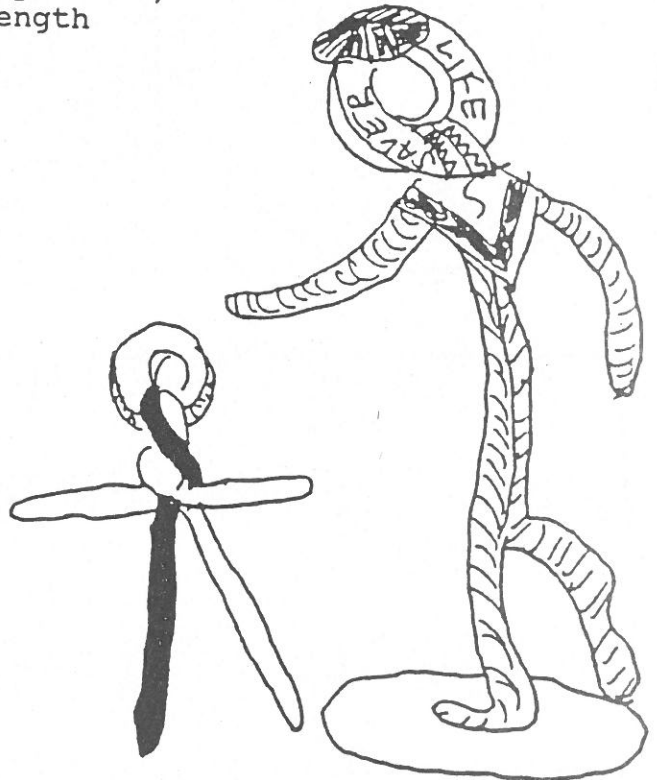
Spoons and forks should all be dressed, to make your tablet look its best.

Cross plastic fork and spoon. Study drawing and tie the two together, where they cross, in a criss-cross pattern, with a length of ribbon. Make a bow.

PIPE CLEANER CUB SCOUT

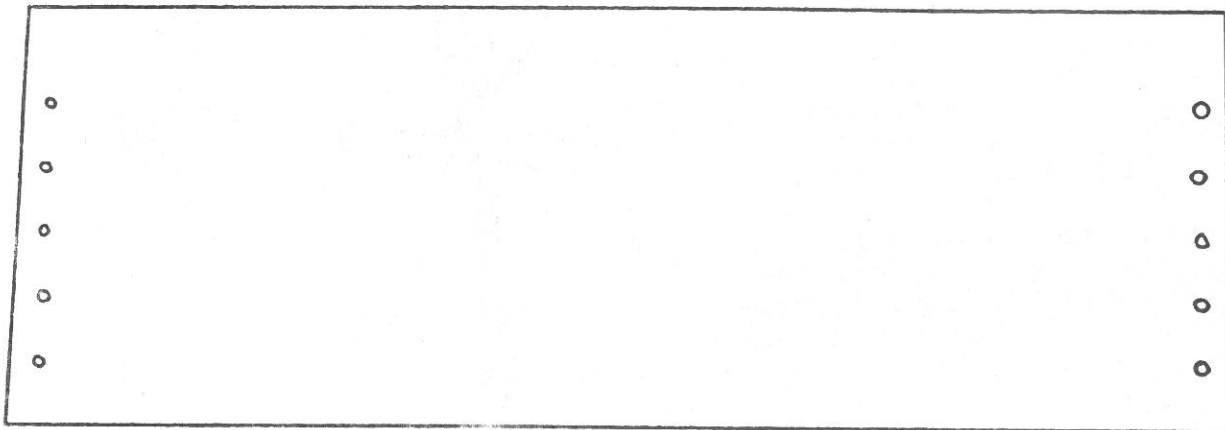
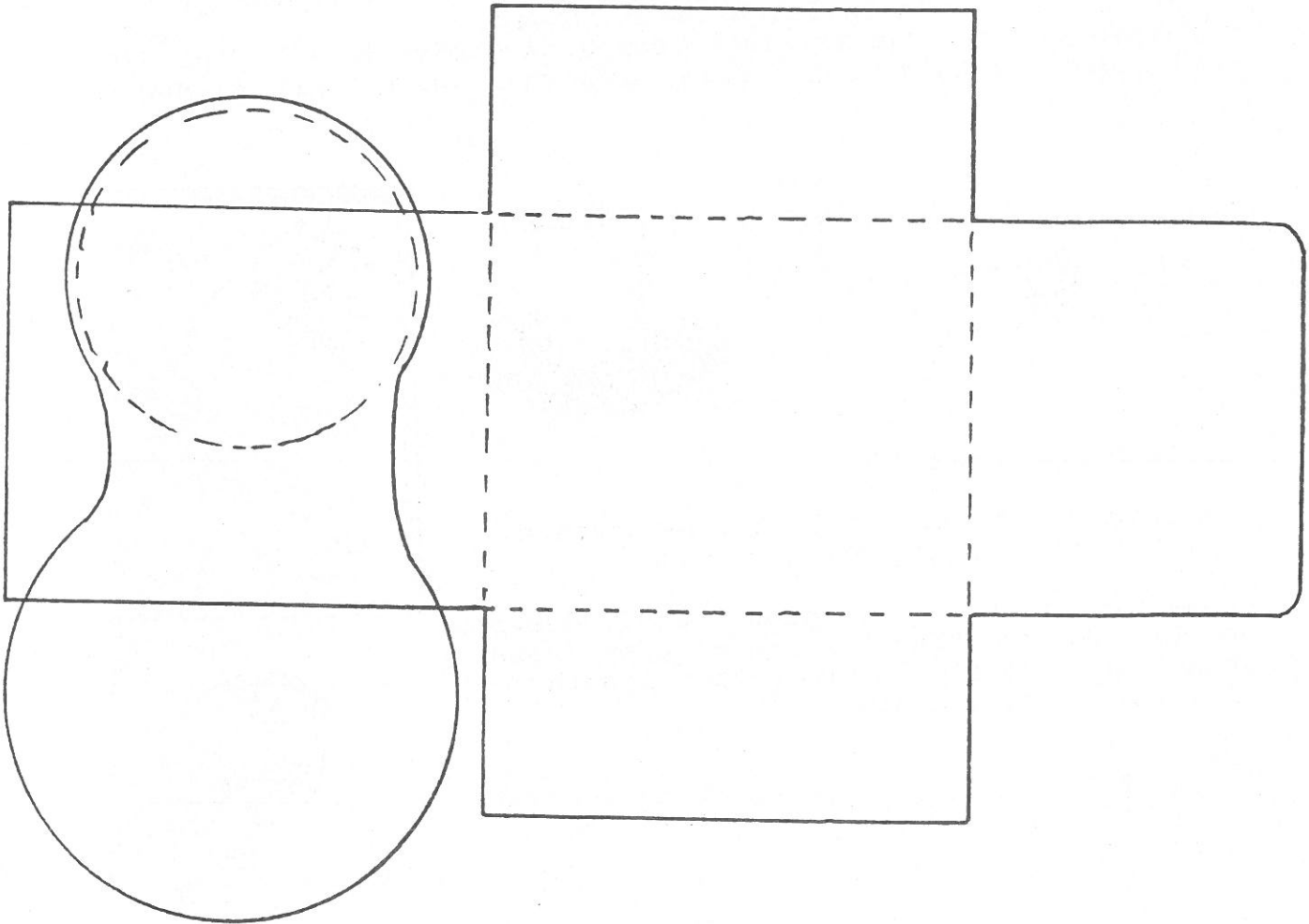
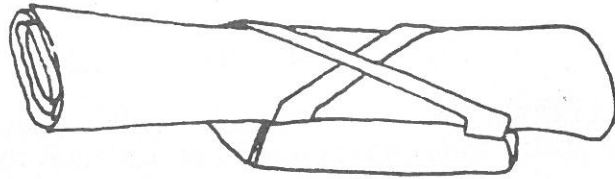
Use life saver for head, 2 pipe cleaners for body- 1 through the life saver for body and feet, the other through life saver for arms.

Wind crepe paper around pipe cleaner (blue) for the uniform. Glue scarf and hat onto figure- glue figure to a cardboard base and add name of guest.



BACKPACK NAPKIN RING

Cut pattern out of brown felt, fold as shown and glue. Add 2 straps on the back as shown, to hold the napkin.



CENTERPIECE IDEAS

PAPER BAG CUB SCOUT

Use two bags the same size. With crushed newspaper fill one bag full and the other half full. Slide the half-filled bag over the filled one and tie with strong cord to form head and body. Secure the two bags with masking tape. From cardboard, cut hat brim, shoes and arms. Use a yellow napkin for a neckerchief.

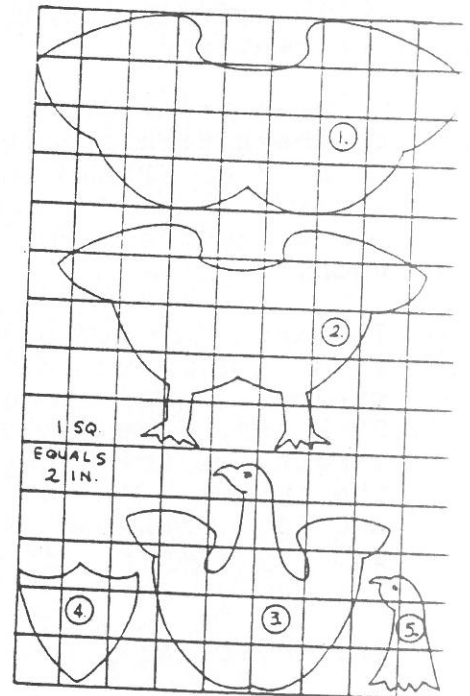


TRIPLE WINGED EAGLE

EAGLE: Enlarge graph to make patterns

1. bottom wingspread
2. middle wings
3. top wingspread
4. shield
5. head

Cut wings from cardboard and colored paper. Glue the paper to the cardboard. Cut a red and white paper shield and a foil head. Cut the banner from light colored paper and glue to a cardboard backing.

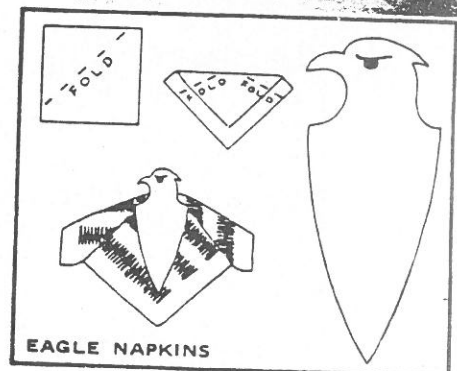


Wings are assembled with cardboard strip between. Cut eight strips of corrugated cardboard 1" x 4" glue four layers of strips between each wing piece. glue eagles's claw to banner. Reinforce with tape on back. Cut a 4 1/2" x 9" cardboard brace. Cover with blue paper and glue one end to back of eagle. Place eagle on a box, covered with paper. Tape bottom of brace to box. glue and tape banner in place.



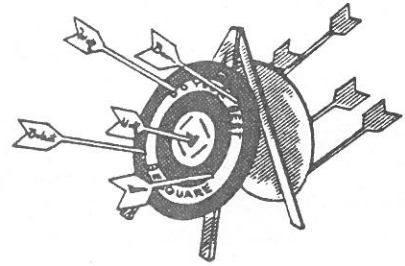
EAGLE NAPKIN

Fold the napkin into a triangle and fold the top corners down, as shown. Tape the corners lightly to hold the folds in place. From colored paper, cut an eagle head and body front in an appropriate size for the napkin you are using. Spot glue the body to the folded napkin so it will not interfere with untaping and opening out the napkin.



TARGET CENTERPIECE

Cut a 12" circle from corrugated cardboard and paint it blue. Cut two circles, 3" and 9", from yellow paper; cut a 6" circle from blue paper. glue the circles to the target, with the largest circle on the bottom and the smallest circle on the top. Print the Cub Scout motto, "DO YOUR BEST" on the large yellow circle. Draw the Cub Scout insignia in the center circle.

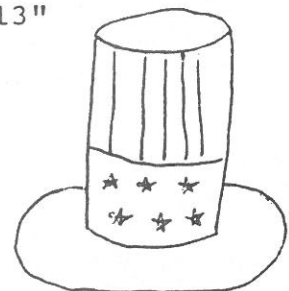


To make arrows, use soda straws for shafts. Make feathers from colored paper and write "BOBCAT," "WOLF," or "BEAR" on each. Slit the end of each straw and glue a feather into the slit. Punch holes in various places in the target and insert and glue the tip of an arrow into each.

To make a tripod stand for the target, you'll need to make three legs. Make the legs out of several thicknesses of corrugated cardboard glued together, at least 6" x 18". Cut three legs, 2" X 18", from the cardboard. glue two legs onto the back of the target, so that they touch at the top and are spread apart below the target. Tape one end of the third leg to the top of the other two legs, bending it away from the target to make it stand. You may want to add another target to the other side.

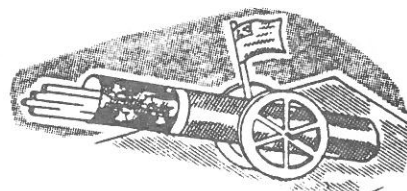
PATRIOTIC HAT

1. Crown of hat-use a 46 oz juice can-remove and discard the top; rinse and dry the can.
2. Cut a piece of white shelf paper about 7" x 13" to cover the crown. Tape in place with transparent tape.
3. Cut six strips of red paper approximately 1" x 7". Tape lengthwise to crown. Decorate with gold stars.
4. Hat brim, cut an 8" circle from Blue paper glue base of crown-to the opened end of the can to the brim.



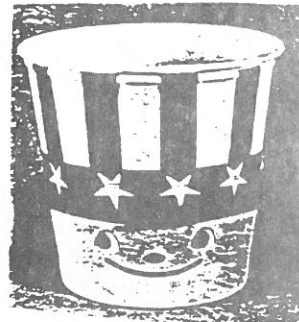
REVOLUTIONARY CANNON

1. BARREL-9" cardboard roll. Cover with colored paper or paint with tempera. Cover one end for end of the barrel
2. Decorate barrel with gold stars and a tiny flag
3. Add wheels made from 2 cardboard circles -paint on spokes- use coat hanger wire for an axle.
4. Cannon balls-stack and glue some gum balls on an inverted bottle or jar lid. Glue whole thing on a heavy cardboard square.



UNCLE SAM

A paint bucket is an ideal base for Uncle Sam. From light weight cardboard, cut a hat brim to fit around the bucket about 3 1/2" from the bottom; add 1/2" tabs around the inside edge of the brim. Bend the tabs up and glue them around the bucket. Paint the brim. To decorate the crown of the hat about the brim, paint red stripes vertically and a blue stripe for a hatband. Or, make the stripes and hatband from colored paper, gluing them in place. The hatband covers the tabs on the brim. Decorate the hatband with paper stars. Paint the lower part of the bucket a flesh color and add paper features, beard and hair.



TREE STUMP CENTERPIECE

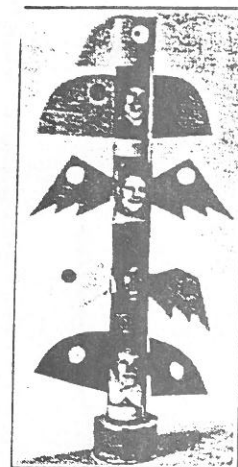
Cover the sides of a round ice cream carton with brown, textured crepe paper. Draw "rings" on a circle of yellow paper and paste to the top. Make a slit in the top for a toy or cardboard axe. Add a bunch of green leaves to the side for additional color.



DEN FRIENDSHIP TOTEM POLE

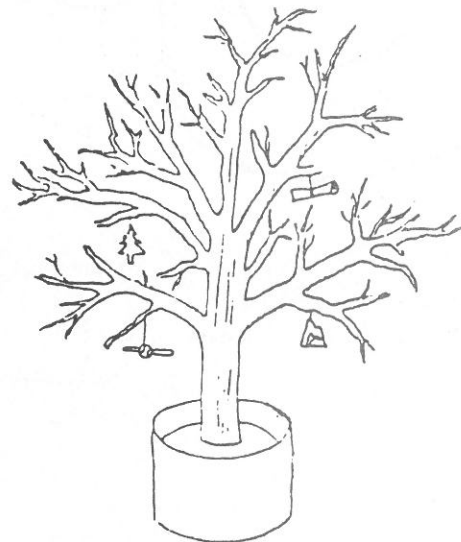
Materials: 2 paper towel tubes Photo of each boy
White glue Construction paper
Masking tape Plaster of paris
empty tuna can

1. Tape tubes end to end
2. Wrap with construction paper
3. Paste on photos of boys
4. Cut wings
5. Cut head and glue in place
6. Fill tuna can with plaster of paris and add totem pole to secure it to a base.

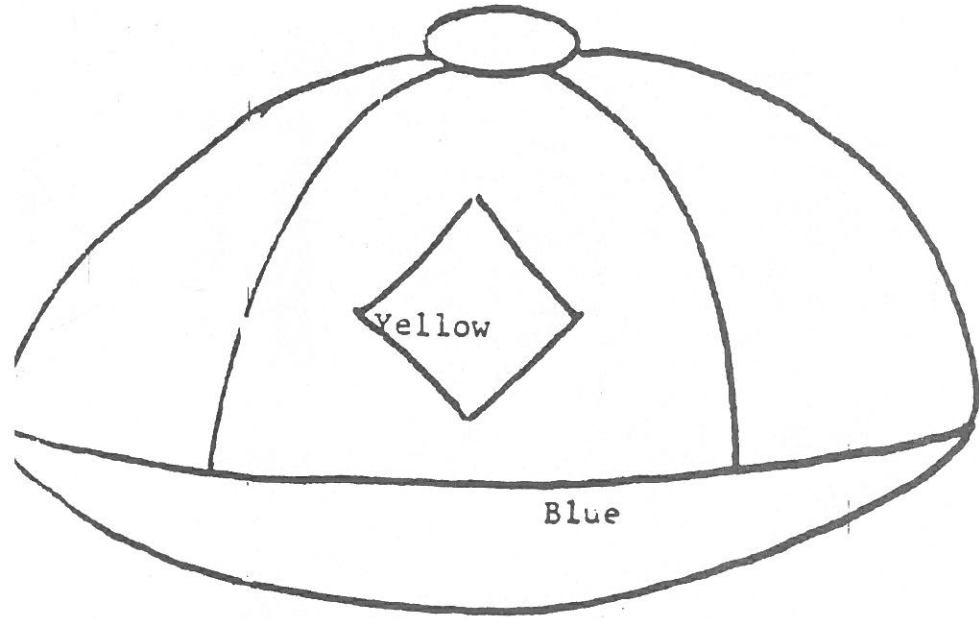


WEBELOS TABLE DECORATION

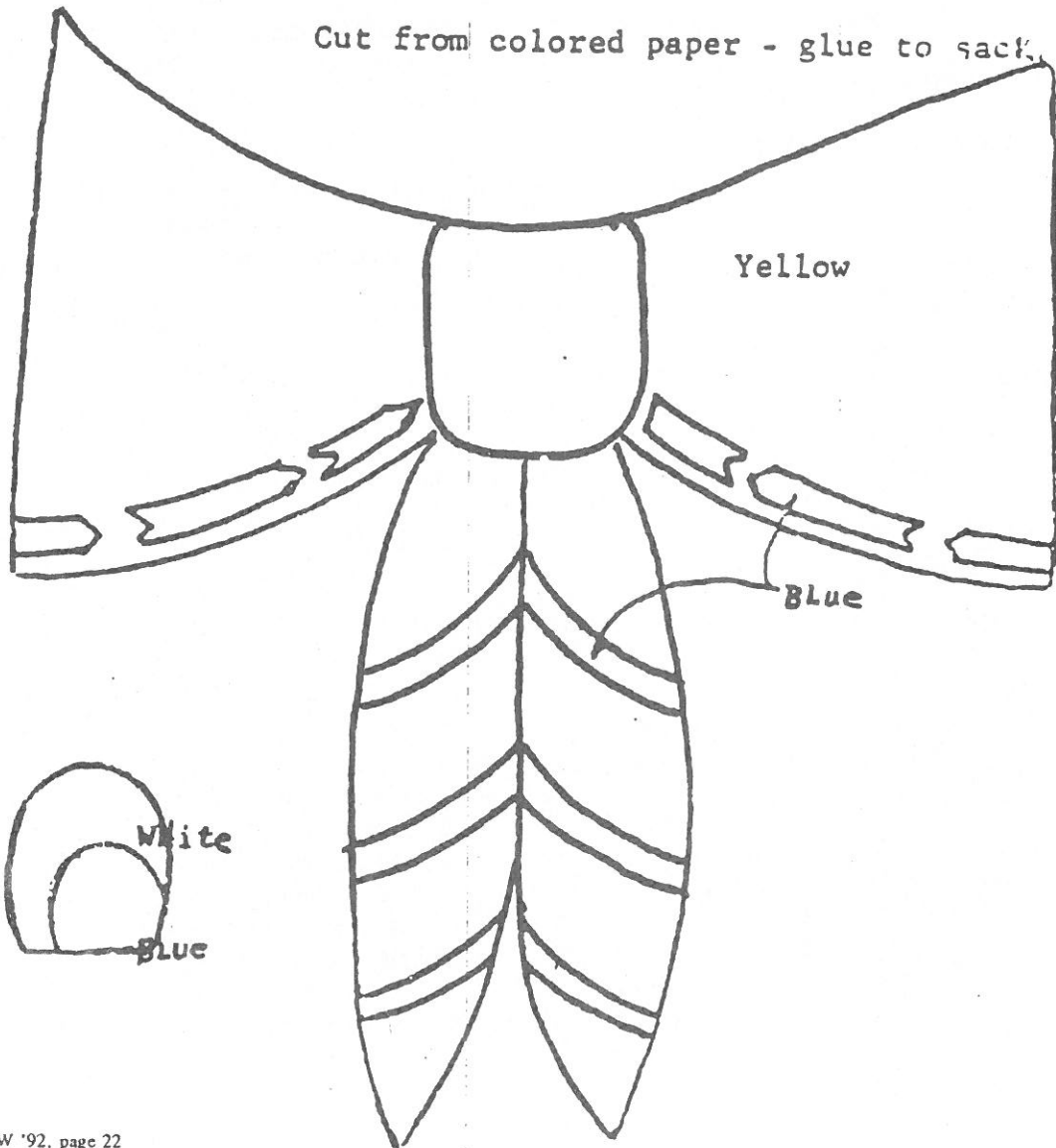
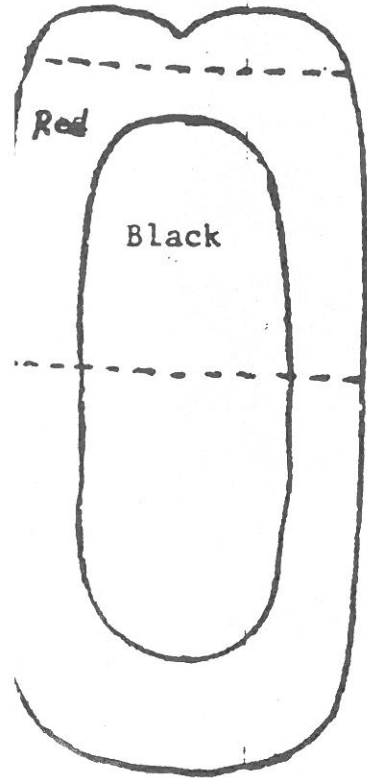
1. Select a tree branch approximately 16" long with several small limbs. Be sure it is dry. Spray paint white.
2. Stand branch in tuna can which has been filled with plaster. Let set. Plaster will act as weight so tree will not fall over. Paint can or cover with felt.
3. Cut activity badges from silver poster board or heavy foil. (Shrink art is fun to do too. Punch a hole in the top of each and hang on tree with transparent thread.



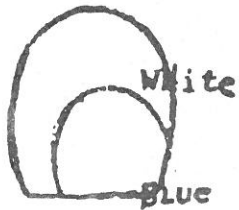
(Use #4 size bag)



Cut from colored paper - glue to sack.

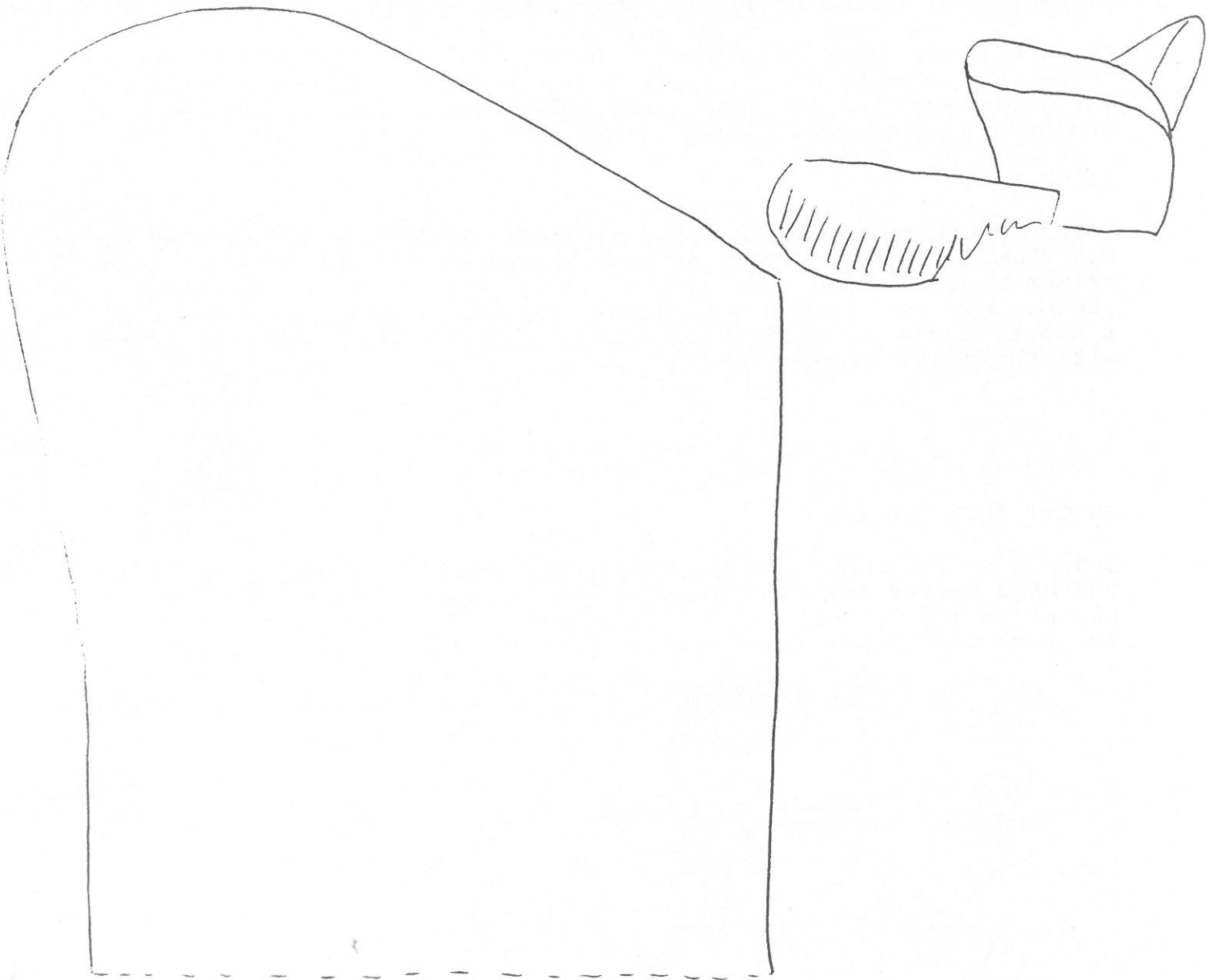


Mouth - Fold on dotted line



GEORGE WASHINGTON HAT CENTERPIECE

1. Cut 3 pieces of construction paper following the pattern
2. Glue the edges of the 3 pieces together to form a tricorne shape
3. Peruke- Cut a piece of white construction paper long enough to extend the length of the back third of the hat and about 6" deep curving the piece slightly on the bottom edge. Make slits about every 1/2" without cutting all the way through and curl up the "hair" on a pencil-Glue to the back of the hat.



PLACE ON FOLD

PLASTIC CUB SCOUT FAVOR

Plastic sandwich bags of the fold-lock top variety were used for these favors. If you use another type, your favors will come out the same, although they may be shaped somewhat differently.

Blow up the bags and fasten with rubber bands, as you would paper bags. Before inflating bags to be used for bases, toss in a handful of candy, if you like.

After bags are inflated, draw features with felt tip markers. Use white glue to glue on other details cut from construction paper. When tying the corners to shape bags, tie at the tips, using narrow strips of ribbon; trim ends.

For Cub Scout, blow up one bag for the boy. For the head, tie off corners of another bag and blow up. Tie ends of two bags together for the neck. Cut hat, arms, feet from blue paper and a neckerchief from yellow crepe paper.

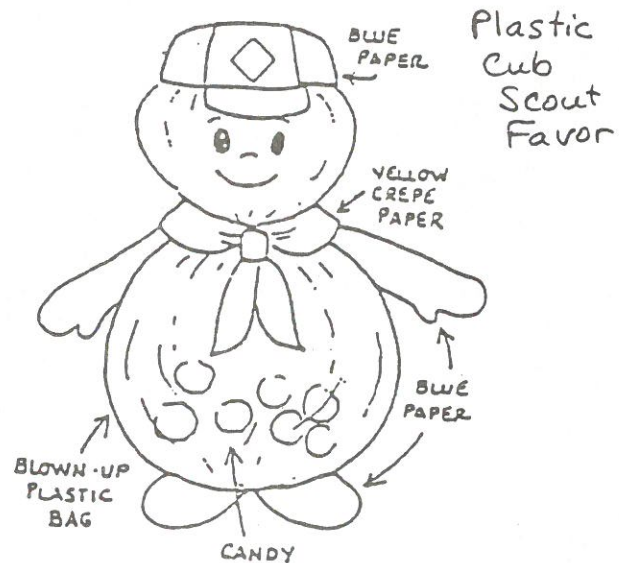
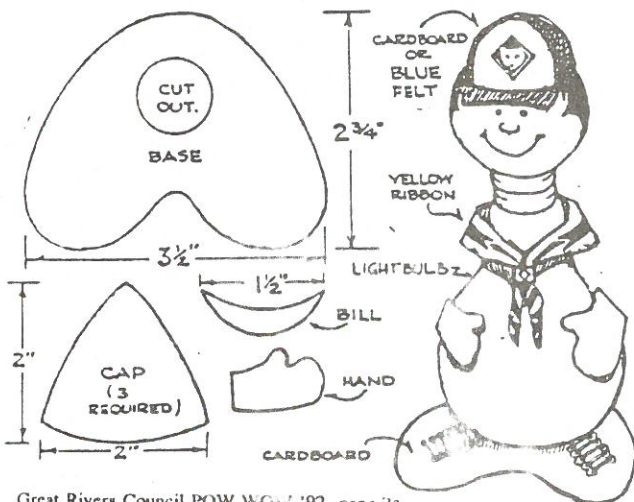
STICK FAMILY

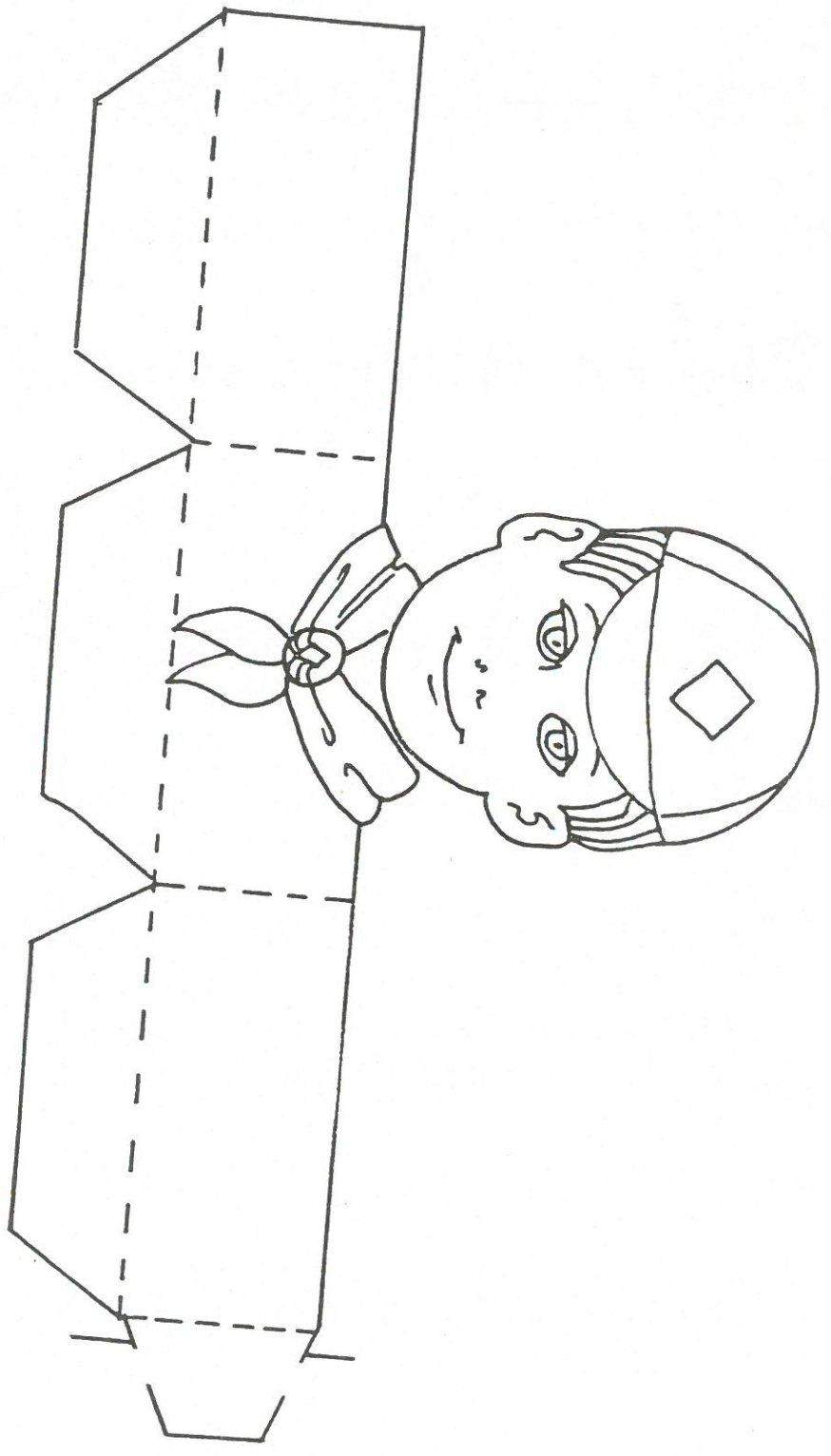
Each boy will need enough small straight sticks for each member of his family. They should be cut according to the size of each person in his family. Using a 3"-4" branch, slice 1/2" pieces for bases. Hot glue sticks onto base. Add small moveable eyes. Draw a black circle on each for a mouth. Glue a small card in front with the family's name on it.



BRIGHT IDEA CUB SCOUT

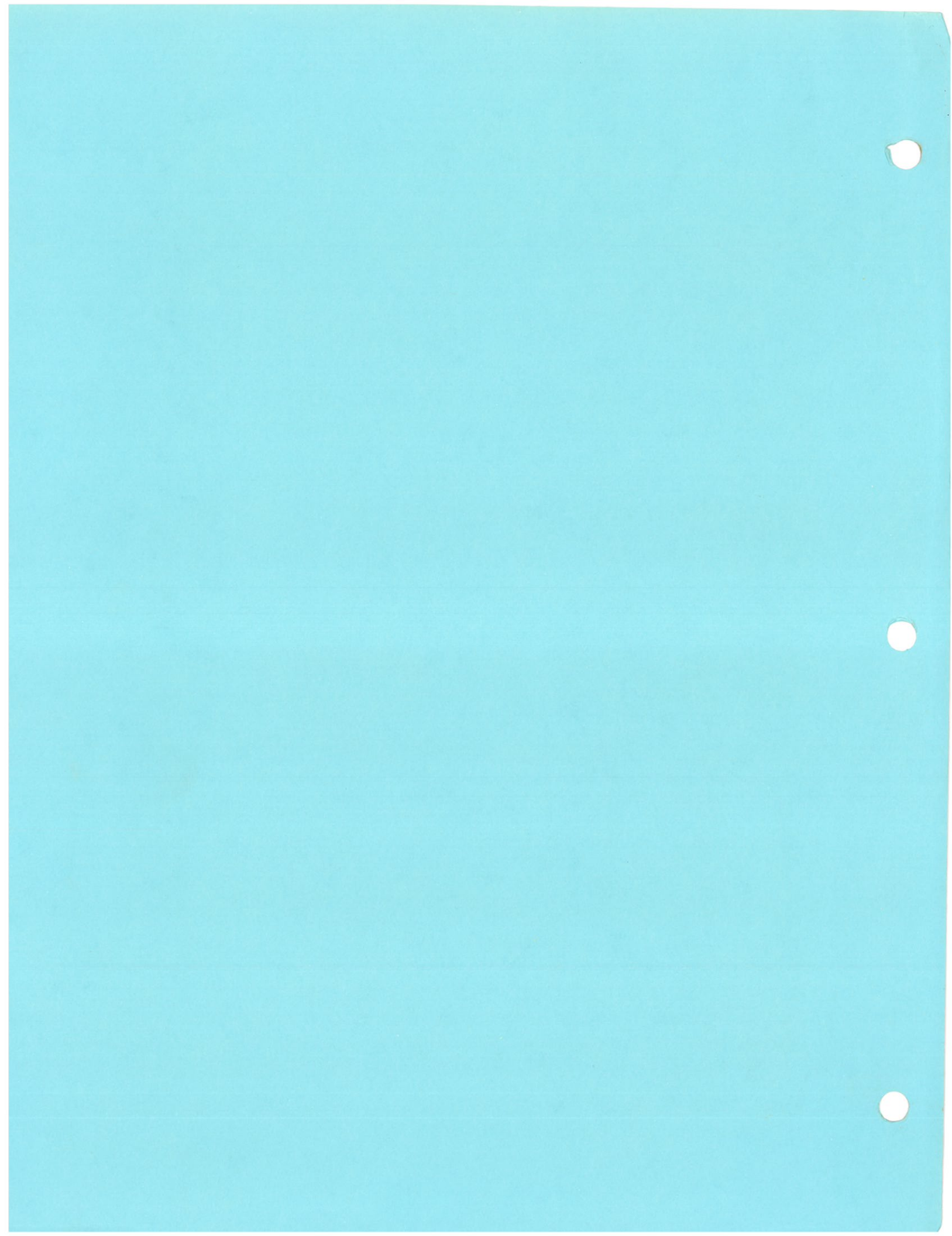
Body is an old light bulb. Spray paint blue. Cut base, cap, bill, and hand pieces from cardboard. Head is plastic foam ball. Paint pieces in appropriate colors and glue on. Draw features with felt tip pens (Similar scout may be made using a 2 liter pop bottle).











Ceremonies

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Pack Ceremonies

CEREMONIES

Important events in a person's life have usually been marked by ceremonies. Ceremonies are an equally important part of a pack meeting, but the most important reason for ceremonies is that boys like them. Ceremonies provide meaningful and memorable high lights in a boy's Cub Scouting experience; many men can still remember when they received their Wolf badges or their Arrow of Light awards. Never underestimate the power of a simple ceremony.

WHAT CEREMONIES DO

Ceremonies focus attention on the accomplishments of boys, leaders, and parents for achievement, recruiting, service projects, and special activities. Ceremonies should be a regular part of pack meetings to present awards or advancement to Cub Scouts, as soon as possible after they have been earned. By having parents present badges to their sons, parent participation is encouraged. This is especially important, because Cub Scouting is a family-oriented program. Pack meetings have a definite beginning and ending when opening and closing ceremonies are used.

Ceremonies are also important in developing the monthly theme for pack meetings. By using the theme in ceremonies, the same ceremony will not be repeated. Cub Scouts and parents both look forward to the pack meetings with interest and anticipation if ceremonies are impressive and interesting.

SUCCESSFUL CEREMONIES

The most important ingredient in any successful ceremony is planning. An otherwise excellent ceremony can lose its entire meaning if you fumble through it or attempt to read every word in a dark room. Be sure everyone involved in the ceremony knows what he is supposed to do and practice the ceremony beforehand.

It is important to keep the location in mind when planning a ceremony; make sure it fits the location (ceremonies can be changed; locations cannot). If the ceremony is to be held outdoors, the weather needs to be taken into consideration--the wind sometimes carries voices the wrong direction, making it hard for the audience to hear the speakers.

When presenting awards, pronounce names distinctly and correctly and have the awards in correct order. Don't have mass presentations of awards; each person is an individual and should be recognized for his achievements separately. If a den is receiving an award, announce the name of each den member. If a plaque is being presented, hold the plaque up so everyone can see it, and read the inscription.

Keep ceremonies simple, but not too simple. A handshake and congratulations may mean a lot to an adult, but a boy will not remember it long. Keep a good balance of dignity and fun, but allow no horseplay or action that will interfere with the ceremony. All pack meetings should have a serious flag or patriotic ceremony because this teaches Cub Scouts respect for our flag and our country. Ceremonies should directly or symbolically reflect the Cub Scout Promise, Law of the Pack, and Cub Scout Motto.

PROPS

An effective ceremony needs props. These need to be simple and if the Cub Scouts can help make them, they have special meaning. Most props can be made out of scraps or inexpensive materials, but they add showmanship to the meeting. Cub Scouts and their parents know that your pack really cares when the meeting is made special by the used of ceremonies.

It is impressive for the cubmaster or advancement chairman to be dressed in a costume fitting the monthly theme for some ceremonies. You won't want to do this every month, but try it on special occasions such as Christmas, or themes dealing with Indians, pioneers or ghosts and goblins, Cub Scouts enjoy receiving their awards from an Indian chief, Daniel Boone, a ghost or witch, or Santa Claus. Use your imagination in creating ceremonies. Remember that you can take any readymade ceremony and change the words to fit your monthly theme.

WHEN TO HAVE CEREMONIES

For an opening. The opening ceremony sets the stage for the entire pack meeting. If it is lifeless and dull, the meeting could be in trouble. The Pledge of Allegiance or a patriotic song does not always have to be included in an opening ceremony--try it for a closing.

Advancement. The main goal of Cub Scouting is growth and advancement in a positive direction and advancement ceremonies are an incentive to progress. It's easy to pull an award out of a witch's cauldron or pirate's chest, and it means so much more to a boy than just a handshake. Using monthly themes can also help create excitement in advancement ceremonies.

Recognition. Adults appreciate special recognition too and they are a lot more willing to help when they know that they are really appreciated. Recognition of leaders, recognition of den chiefs, and recognition or thank-yous to boys, leaders, or parents for special service or activities should be included in pack ceremonies.

Induction. Bobcat or new family induction, Webelos den induction, and leaders induction or installation lend themselves to ceremonies.

Arrow of Light. This is the highest award that a Cub Scout can earn and the only Cub Scout badge that is worn on the Boy Scout uniform. This Award deserves a special ceremony.

Graduation. One of the most important ceremonies of the pack, this ceremony should be impressive so that it will be an incentive for younger Scouts and a real send-off for Webelos going into a troop.

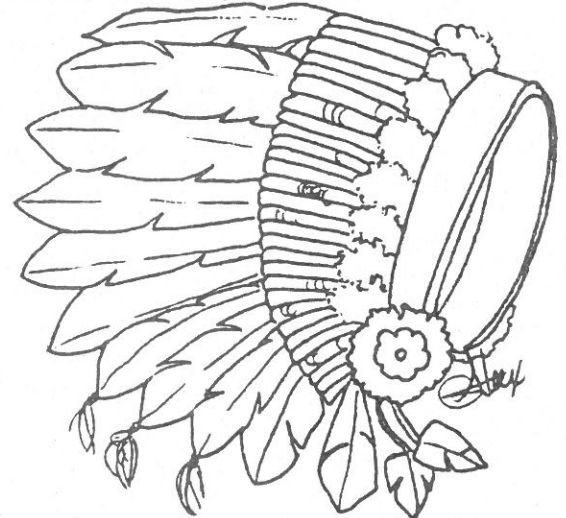
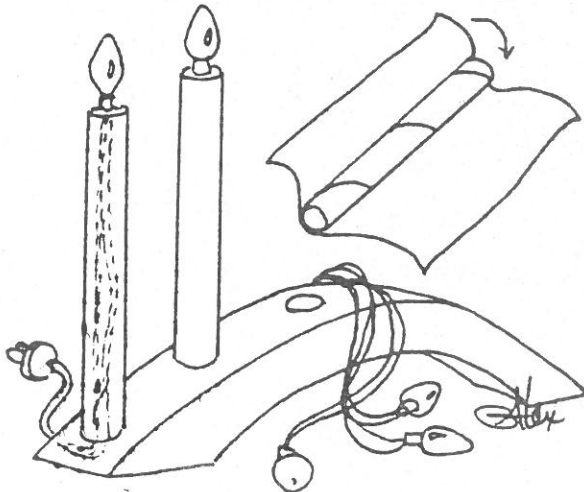
Charter Renewal. An impressive charter presentation ceremony strengthens relationships between a pack and charter organization. Ask the Scouting coordinator, (chartering organization representative), unit commissioner and district executive to take part in this ceremony. (Be sure advance notice is given these busy individuals.)

Closing. A sometimes overlooked, but very important part of a pack meeting, the last few moments are often the longest remembered. An effective way to inspire boys and parents to leave with a positive attitude, motivated to do a good job, is to precede the closing ceremony with a cubmaster's minute--a few words to inspire enthusiasm and dedication.

PROP SUGGESTIONS

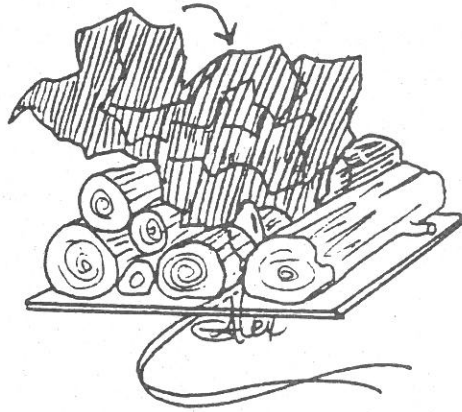
A tablecloth is an easy prop to make out of yellow material, trimmed with blue ribbon. Use this on the table where the badges and awards are displayed.

Old Christmas lights inserted into cardboard tubes (which have been covered with blue or gold foil gift wrap) make electric candles. Posters of the various ranks can be placed on an easel between the candles and changed to correspond to the awards being given. The monthly theme can be depicted on the poster, as well.



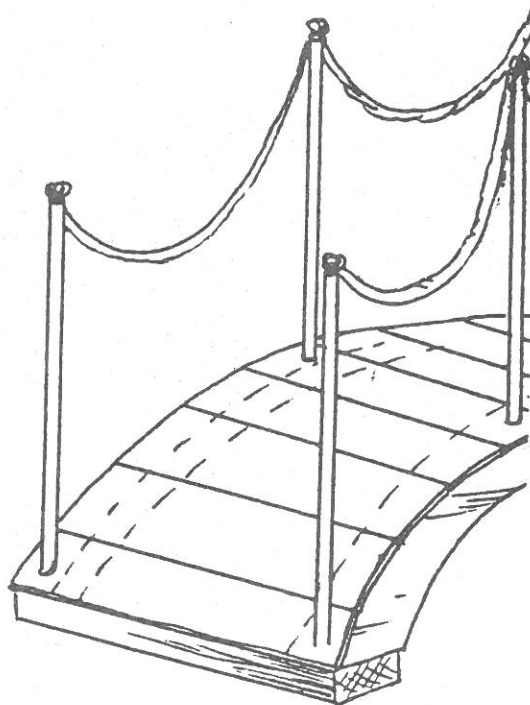
An Indian headdress makes an impressive costume when worn with the cubmaster's uniform in a ceremony, such as the Arrow of Light. These take some time and effort to make, but they can be handed down to future cubmasters.

For a campfire logs can be nailed to a plywood base and lined with yellow, red, or orange cellophane concealing a small string of individual blinking Christmas lights. Take care to use flame-proof materials.



A ceremonial bridge can be made from scrap lumber using doweling for poles and white rope along the top. Graduating Cub Scouts look forward to crossing the bridge to be met on the other side by the Webelos leader or the Scoutmaster of the troop they have chosen. It is a good idea to build the bridge so the poles can be removed for easy storing.

An Arrow of Light insignia prop can be cut from scrap plywood, painted yellow and blue, and mounted atop; another piece of plywood for a base. Holes can be drilled to hold candles.



TRICKS IN FIRELIGHTING

Fire by Torch. Torches are easily handled and do not require as much skill for fire-lighting as some other methods. The fire might be lighted by a group of torches, held by den leaders. Or, an "Indian" runner could be used to bring in a lighted torch to start the fire.

Torches are easy to make. Here are several methods:

- Tin can on a long stick, cotton waste and a little kerosene in the can.
- Hollowed-out pine knots with waste and kerosene.
- Stick with split in one end. Catch waste in split and use with kerosene.
- Cattails, well dried out, and saturated with kerosene.
- Pieces of "fat" pinewood with the hand end soaked in water.

Note: Whenever using kerosene on torch, use only a small amount, and watch out for fire funning down the stick! Drain excess kerosene out before lighting torch.

Fire by Friction (See Boy Scout Handbook)

Fire by Flint and Steel (See Boy Scout Handbook)

Fire by Magic

Battery & Match Method - This electrical method is by far the best, safest, and surest of all trick methods to start a campfire. Fasten a piece of resistance or element wire across the two wires of an extension cord. Fasten matches with their heads in contact with the resistance wire. To ignite the fire, connect the other ends of the extension cords wires to the two terminals of a hot-shot or car battery. Very thin picture wire or copper wire can be used instead of the resistance wire.

Matchboard & Sandpaper Method - Use two boards--the lower one with matchheads fastened to it; the upper one covered with sandpaper. A pull on a string attached to the top block lights the matches and the fire is started.

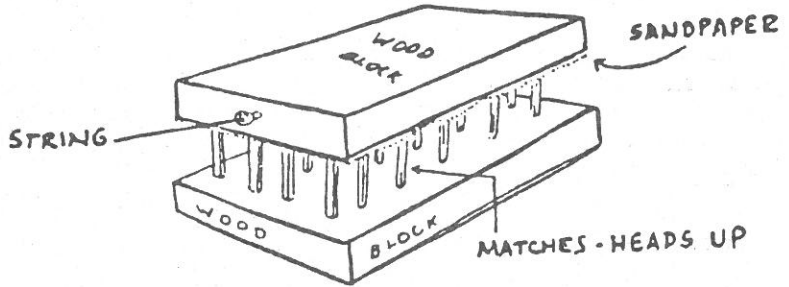
Candle Method - A small candle, carefully screened from view, burns on a small board under the campfire laid. An invisible string runs out to the firelighter. To start fire, use string to pull board and candle under prepared tinder.

'Fire From Heaven' Method - A wire is stretched from a tree-top to the fire laid. Person in tree lights inflammable material which plunges down wire on pulley-wheel or spool and ignites fire. (Caution: Do not run wire over the crowd.)

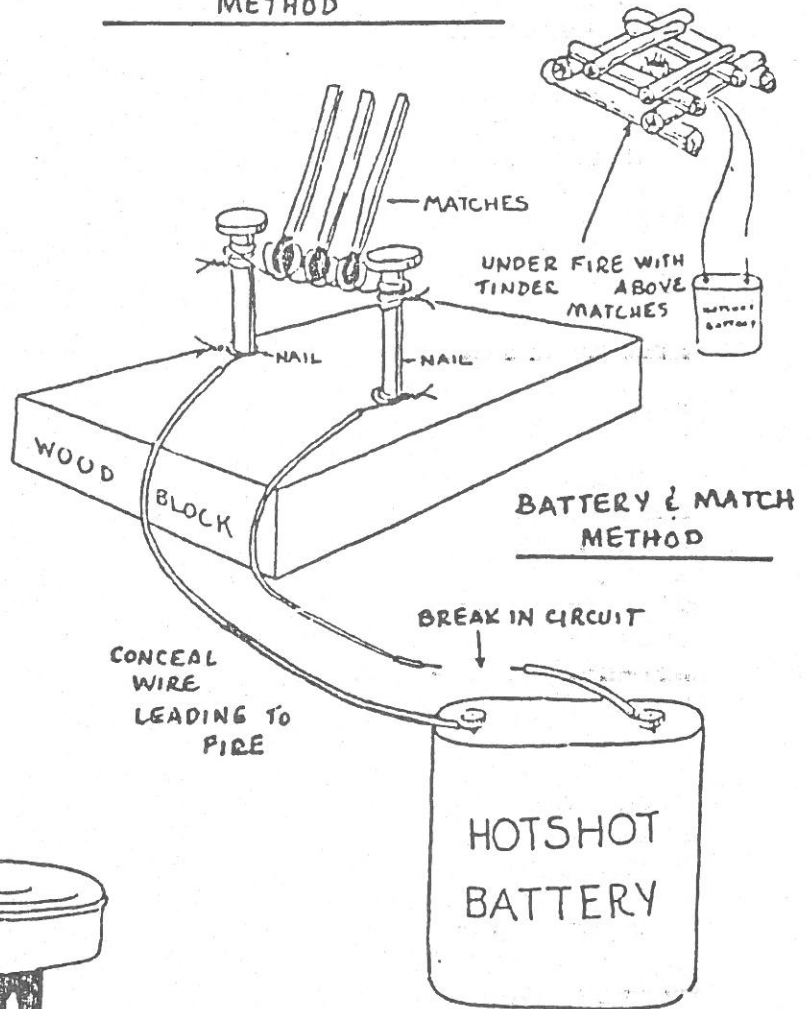
Tricks in Firelighting



AUDIENCE



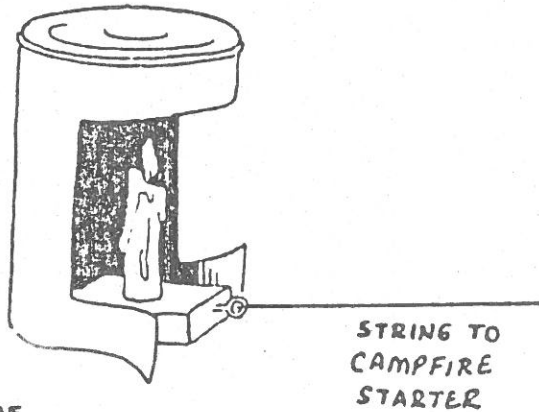
MATCHBOARD & SANDPAPER METHOD



BATTERY & MATCH METHOD

CANDLE METHOD

TIN CAN HIDING FLAME



STRING TO CAMPFIRE STARTER

OTHER FIRE TRICKS

Pine Cone Fire - These bits of chemical beauty will also your campfire.

- a bushel of pinecones
- 1\2 pound of boric acid
- 1 pound of copper sulphate
- 2 large containers
- mesh bags (for oranges or potatoes)

Stir the copper sulphate into a gallon of water and the boric acid into another gallon of water. Fill the bags with pine cones and soak them for several days in one or the other of the solutions. Remove and spread the cones out to dry. When they are thoroughly dry, pack some of each kind in mesh, plastic or cellophane bags to be used as gifts. They will burn with a beautiful blue and green flame. When pine cones are not available, small twigs, corncobs or tightly twisted newspaper may be treated in the same way.

RAINBOW FIRE - You can make your campfire burn in rainbow colors by throwing various chemicals into the fire in crystal form. For a rainbow fire, you may use any of the following chemicals in powdered form, which can be purchased from pharmaceutic suppliers or drug stores in small quantities.

borax	which burns green
barium nitrate	which burns apple green
lithium chloride	which burns purple
potassium permanganate	which burns purple
copper sulphate	which burns blue
sodium chloride (salt)	which burns yellow
calcium chloride	which burns orange
strontium nitrate	which burns red

TIPWhen using tricks in firelighting, always have a pinch-hitter ready in case the trick lighting method doesn't work. The "Indian" runner with his flare seems best for this purpose.

Special Ceremonies

CEREMONY TO WELCOME NEW PACK LEADERS

Props: Kentucky Fried Chicken box containing a rib, thigh, breast and a wing of fried chicken. The Committee Chairman, Cubmaster or a Den Leader Coach says:

"It's not easy being the BEST. You start out by doing just one thing and you keep on doing that thing until you do it better than anyone else. Here in Pack _____, we do one thing, and we do it RIGHT. We start out by using only the BEST INGREDIENTS and it's our SECRET RECIPE that keeps making our Pack #1.

So here's to you! We don't mean to RIB you. We just want to say that you're a welcome addition to our ORIGINAL staff. When you agreed to join us, we breathed a THIGH of relief! You add SPICE (11 herbs and spices) to our program. You help keep us a-BREAST of the latest Scouting news. We can count on you to CARRY OUT any assignment and know that it will be WELL DONE. When you're asked to do something even at the last minute, you pitch right in and WING it.

Yes, we pick only the BEST and we SERVE the BEST because ONLY THE BEST WILL DO! That's why we're #1, because WE DO PICKIN RIGHT!"

PACK LEADER TOAST

Props: Toast....painted styrofoam, Knot....rope tied in a knot, Ruler....ruler, For....large number 4, Lettuce...green crepe paper rose, Glad....box of Glad bags, Stick....stick, Pledge....can of Pledge wax, Hand....audience stands and applauds.

"I would like to offer the Leaders of our Pack a TOAST. Here's to you! Without your leadership abilities, time and energy, our Pack would KNOT exist.

As RULERS of our group, your responsibilities are many, such as recruiting Cub Scout leaders, planning den and Pack meetings, and planning activities and encouraging participation FOR the success of the Pack.

LETTUCE assure you that your hard work does not go unnoticed. We appreciate all your efforts. To let you know that we are GLAD to STICK by you, we PLEDGE you our support. Whenever you need our help, we will give you a HAND.

DEN LEADER INDUCTION

Props: Lighted candle on table, copy of Den Leader Book or Webelos Leader Book for each person. Den leader or Webelos leader badges.

Personnel: Cubmaster, den leader coach, new den leaders, committee chairman.

Cubmaster: Tonight, we want to welcome our new den leaders. Would _____, our den leader coach, bring our new leaders forward and introduce them?

Den leader coach: I would like to introduce _____ who has graciously agreed to be den leader for den _____. I know that you will be good den leaders. I will do my best to give you all the assistance I can to help your den go.

Committee chairman: Den leaders are indispensable leaders in our pack operation. They fill a particular need for Cub Scout age boys and perform a service which no one else can give. Being a den leader is a rewarding responsibility. Will you repeat after me: "As a den leader, I _____, promise to do my best to show interest and concern for all the boys of my den, to help other people and to obey the Law of the Pack."

Cubmaster: Wearing the den leader's uniform not only identifies you as a very important member of the Boy Scouts of America, the largest boys organization of its kind in the world, but it also sets a good example for the boys of your den.

I would like to congratulate you and present you with your den leader's book and den leader's patch.

Okay Cub Scouts, let's welcome these new den leaders by giving them three cheers. Hip, Hip, Hooray! Hip, Hip, Hooray! Hip, Hip, Hooray!

BOBCAT INDUCTION CEREMONY

PERSONNEL: Bobcat candidate, his parents, Cubmaster

EQUIPMENT: 1" X 6" board, two nails, two strings 18" long, two metal washers.

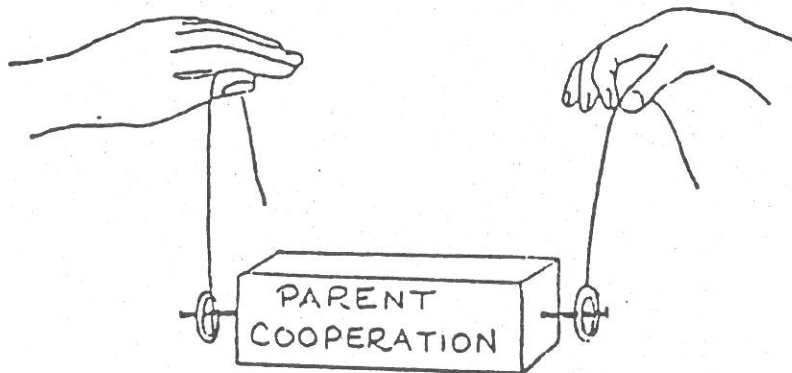
ARRANGEMENT: Drive a finishing nail into each end of the board, slightly off center, with 1/4" left protruding. String Achievement on one side of the board and Parent Cooperation on the other. Tie a washer to one end of each of the strings.

Ask the Bobcat candidate to take the string and the washer and lift up the board from the floor by engaging the washer over a nail. It will slip off.

Ask the Bobcat's parents to try the same thing with the same string.

When they have tried and failed, pull the other string out of your pocket and give it to the boy. Tell him and his parents to put a washer on each nail and together pull the board up. Together, they should succeed. The board should flip to the words can be seen.

Explain that achievements in Cub Scouting will always depend on the Cub Scout and his parents working together just as they have done tonight.



WOLF ADVANCEMENT CEREMONY

Equipment: Candles, Candle Board, Transparencies (if possible) or you may use colored cellophane with the letters WOLF and one Wolf Advancement Poster.

Personnel: Cubmaster, Den Leader, Parents, Advancing Wolf Cub Scout.

As each letter is read, have one of the insert it in the board.

W - Working on achieving the requirements for the Wolf Badge.

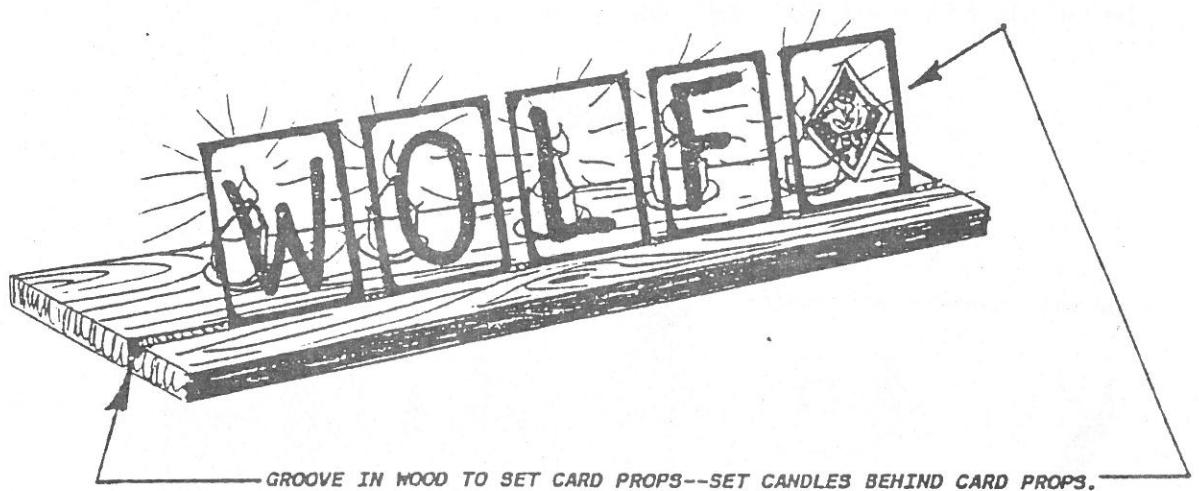
O - Ongoing efforts to do your best in each of the achievements.

L - Law of the Pack was your guide toward your goal.

F - Following Akela through the tracks of the Wolf, you were able to achieve the Wolf Badge you are receiving tonight.

Your parents, Den Leader and I are proud of you. Congratulations

SMALL CANDLES
SET IN SPRAYED
BABY JAR LIDS:



"THIS IS A BEAR" (A BEAR CEREMONY)

Equipment: Bear Scarf, large picture of a bear badge. 4 smaller cards with the letters to spell out the word B E A R on them, 4 warming candles.

1st Boy: Lights the candle in front of the card with the letter "B" picks up the Bear scarf, holds it in front of him and repeats:

This is a "B"--Busy with projects, he works until they're done.

2nd Boy: Lights the candle in front of the card with the letter "E", takes the scarf from the first boy, holds it up in front of him, and repeats:

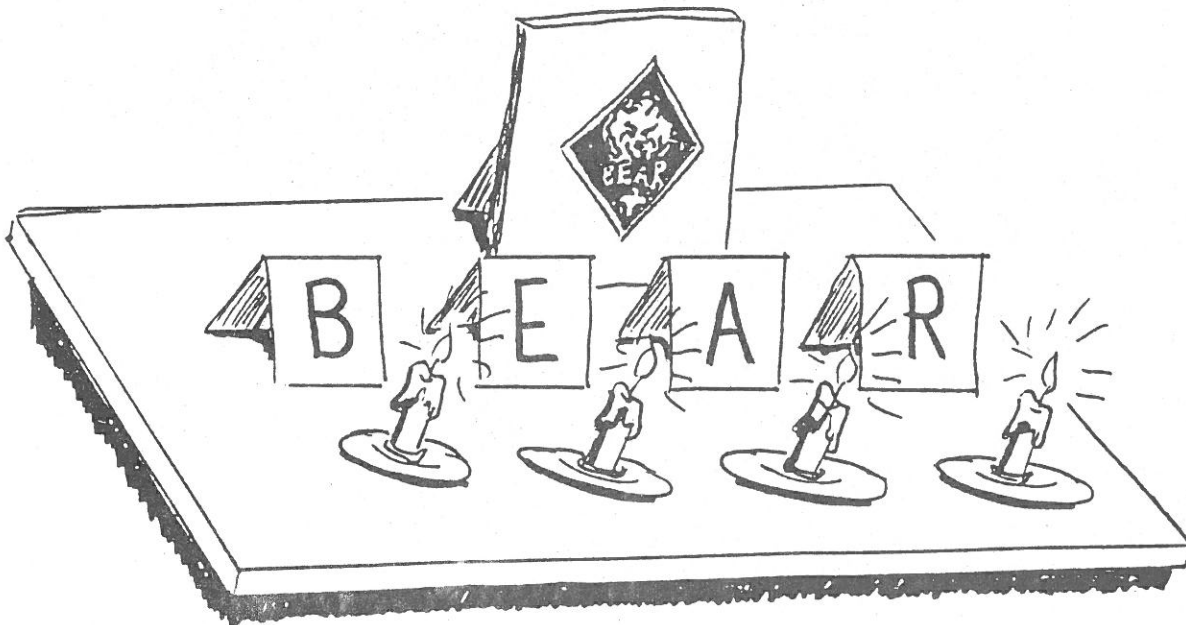
This is an "E"--Enthusiasm, no limit, he learns and has fun.

3rd Boy: Lights the candle in front of the card with the letter "A". takes the scarf from the second boy, holds it up in front of him, and repeats:

This is an "A"--Advancing up the Cub Scout Trail he goes.

4th Boy: Lights the candle in front of the card with a letter "R", takes the scarf from the third boy, holds it up in front of him, and repeats:

This is the BEAR--Reaching out for still another - he's on his way to WEBELOS.



MAGIC CANDLE OPENING

Arrangements: On tables are arranged magic candles (instructions to make magic candles follow ceremony) which should be lighted as ceremony begins. Be sure each candle is in a holder and has something under it.

Personnel: Cubmaster to read lines, a Cub Scout at each candle around the room.

CUBMASTER; Our candle stands tall, straight and white. It burns and gives forth inspiring light. As its light shines forth, you will see our colors blue and gold are regal as can be. As the blue appears, think of truth and loyalty, the sky so blue, steadfastness and spirituality. When the gold shines forth, be of good cheer and think of happiness and sunlight so clear. As our candle's flame reaches toward the sky so blue, let us ask the Lord to give us wisdom to lead each boy straight and true. May each of us be like our candles, straight and tall, and be inspired to give God and our Country our all.

HOW TO MAKE MAGIC CANDLES:

Using tall white candles, drill 1/4" diameter holes every 2 inches down opposite sides. Place scrappings of blue and yellow crayons in the holes. Melt paraffin and whip with egg beater. Cover candle with whipped paraffin using the tines of a fork to give candle a rough decoration. As the white candle burns, it will drip blue and gold wax decoratively down the sides of the candle.

BLUE AND GOLD OPENING

Print block letters on 8" x 10" sheets of posterboard the word "blue" in blue, "and" in black, and "gold" in yellow. Print speech on cards back.

Personnel: 11 Cubs in uniform.

- B - is for Boys - Bobcat, Wolf, Bears, and Webelos.
- L - is for Leaders - the Cubmaster who guides us and our Den Leaders who care.
- U - is for Understanding and Useful - we learn to help others.
- E - is for Excellence - we try to "Do Our Best".

- A - is for Anniversary - Cubbing's _____ year. (began 1930)
- N - is for Neighborhood - where Cub dens meet every week.
- D - is for Den Chief - Scouts who help us in many ways.

- G - is for Goals - for each of us to attain.
- O - is for Opportunity - for us to do and to learn new skills.
- L - is for Liberty - the Constitution guarantees us this right.
- D - is for Den Leaders - who love us for what we are and help us grow.

WOLF AND BEAR ADVANCEMENT CEREMONY

Props etc: Council fire w/Spirit candle, individual tapers for each Wolf/Bear candidate, a feather for each boy, grease paint (vaseline mixed with blue food coloring).

Personnel: Cubmaster (CM), Asst. Cubmaster (AC), and Den Leaders: (DL), Parent (P), Wolves (W), Bears (B).

Place council fire in center of room and light Spirit candle. Each boy should already have his feather. CM & AC are standing before the fire:

CM: I am the voice of Akela. All you who hear me take heed. Our council fires are lit tonight in honor of the the sons of Akela's lodge. Their names have been proclaimed to us by the waters of the roaring river. Medicine Man, have you heard these names?

AC: I have heard the names from the Great Spirit of the Waters. The mighty eagle soaring overhead bears witness to his message. The eagle has bestowed upon these sons of Akela a sign of his approval.

CM: Leaders, are there sons in your dens who have received the eagle's gift?

DL: There are such sons in our dens, Akela.

CM: Bring forth these sons that they may show us this sign of favor from the mighty eagle. (DLs come forward with boys and their parents.) Who stands with them?

P: We do.

CM: My sons, the Great Spirits have tested you and found you worthy. You must now pledge yourselves to continue on Akela's path toward the Arrow of Light. Who among you has earned the right to be called Bear?

B: We have, Akela.

CM: Are you prepared to pledge yourself to follow the ways of Akela?

B: Yes!

CM: Parents, are you prepared to lend them your wisdom and support on this journey?

P: Yes!

CM: Then stand behind them now as the Medicine man presents you with your son's badge. Bears, light your tapers from the council fire to show that your spirit is one with your brother cubs.

CM: Who among you has earned the right to be called Wolf?

W: We have, Akela.

CM: Are you also prepared to pledge yourself to follow the ways of Akela, as your brothers before you?

W: Yes!

CM: Parents, are you also prepared to guide them on this journey in search of the Arrow of Light?

P: Yes!

CM: Then we ask you to also stand behind your sons now as the Medicine man presents you with your son's badge. Wolves, light your tapers from the council fire that you may also show your oneness of spirit with your brother cubs.

CM: My sons, as I mark you with the sing of your rank, accept the salute and handshake of your leaders and know their great pride in you. Parents, present your sons with the badge of rank.

CM: My sons, Akela's pride in you is great - his spirit is yours. It will be with you on your journey. Keep your spirit strong and you shall be rewarded at the journey's end. Pack _____, please welcome your newest Bears/Wolves.

AKELA'S LIFE STORY

EQUIPMENT: Ceremony board or log with three small candles and one large candle, tom-tom, artificial council fire.

SETTING: Tom-tom beats. Akela enters and walks behind fire. Akela gives Cub Scout sign and tom-tom beating stops.

NARRATOR: Akela was the big chief of the Webelos tribe; tall, stalwart, straight as an arrow, swift as an antelope, brave as a lion - he was fierce to an enemy but kind to a brother. Many trophies hung in his teepee.

His father was the son of the great yellow sun in the sky. He was called "Arrow of Light." His mother, from whom he learned those wondrous things that mothers know, was called "Kind Eyes."

He began to understand the signs and calls of the Webelos tribe. Then he was taken on little trips into the forest among the great trees and streams. Here, from the wolf, he learned the language of the ground; the tracks and the ways to food.

(At this point, Akela lights the large candle representing the "Spirit of Akela" and using that, lights the small Wolf candle.)

AKELA: With this candle, representing the "Spirit of Akela", we light the trail of the Wolf. From the signs along the Wolf trail, I see that the following braves are ready for advancement in the Wolf Clan of Akela's tribe.

(Akela calls names of boys receiving Wolf badge and arrow points. They come forward and stand before council fire. Akela presents their awards.)

NARRATOR: Then from the big, kindly bears, he learned the secret names of the trees, the calls of birds, the language of the air.

AKELA: (Light Bear candle) With the "Spirit of Akela" we light the Bear trail. From the signs along the Bear trail, I see the following braves are ready for advancement in the Bear Clan of Akela's tribe.

(He calls forward boys who are receiving Bear badges and arrow points.)

NARRATOR: But before he could become a scouting "brave" on his own, he had to prove himself by trying out new skills, performing certain tasks and passing tests of accomplishment.

AKELA: (Lighting Webelos candle) With the "Spirit of Akela" we light the trail of the Webelos. From the signs along the Webelos trail, I see that the following braves have shown their skill.

(He calls names of boys receiving activity badges and indicated which badges they earned.)

NARRATOR: Then, Akela was required to pass the highest test of all. He must prove himself qualified to wear his father's name, "Arrow of Light."

AKELA: From the signs further on down the Webelos trail, I see that the following braves have proven themselves worthy to wear the "Arrow of Light," the highest award in Akela's tribe.

(He calls forward boys who have earned the Arrow of Light award.) (Upon presenting these awards, the tom-tom begins to beat again at a rapid pace.) (Drum stops.)

AKELA: From the four winds, Akela hears that you braves are doing well along the trails that will lead you into Boy Scouting. Now will all Cub Scouts stand and repeat with me the Cub Scout Promise.

WEBELOS BADGE CEREMONY

WEBELOS LEADER: Tonight, I have the honor of presenting the Webelos Badge to _____ of our Webelos Scouts. Would (name boy) and his parents please come forward?

To receive this award a boy must:

Earn three activity badges

Be active in the Webelos den for at least 3 months

Understand and intend to live by the Scout Oath, Motto, and Slogan

Know the Scout salute, sign and handclasp

Know the parts of the Scout badge and uniform

Understand and support the outdoor code

Plan and lead a flag ceremony in his den

As you can see, these boys had to work very hard to earn this award; so it gives me great pleasure in presenting this award to your parents to present to you.

(Give award to parents who, in turn, present to boy.)

Congratulations, on your good work and I'm looking forward to the day when I can present you with your Arrow of Light.

WEBELOS GRADUATION CEREMONY (Outdoor Theme with Eagle Feathers)

CUBMASTER: (Speaks to graduating Webelos) Through your Webelos activities you have had many opportunities to experience the outdoors, including activities such as Day Camp, camping with your Webelos den and with Boy Scouts. You now know that OUTING IS the essence of SCOUTING. Now as you complete the transition from Cub Scouting into Boy Scouting you will experience more of the outdoors. As you cross over into Boy Scouts you will begin as a TENDER-FOOT Scout. You must learn to walk before you learn to fly. And fly you will as you expand your horizons and build your endurance to someday become an EAGLE. An eagle of nature is a creature of God that has learned to be one with the Outdoors and is not satisfied with just watching the world pass by. You are developing to be such a creature of God. Are you willing to take the commitment to work hard to build your strength and work with your fellow Scouts to develop your wings to soar as an eagle?

CUBS; Yes

CUBMASTER: To encourage you on the trail, here are your first Eagle feathers. The blue feather represents your progress through Cub Scouts and into Webelos. The yellow Eagle feather is for earning the Arrow of Light. Not all Webelos Cub Scouts earn the Arrow of Light. The yellow feather represents your first flight over the first steps

of Boy Scouting toward the Tenderfoot rank. You are indeed at least two steps ahead of those boys who enter Boy Scouts without progressing through the Webelos program. (Give blue and yellow feathers to the Cub.) As you cross the bridge to Boy Scouting, your Scoutmaster will present you with a red Eagle feather, representing your first step as a Boy Scout toward becoming an Eagle Scout. Remember these first Eagle feathers as you progress through the hardest years for a young Eagle, the teenage years. You will be pulled in many directions and often lose sight of your objectives. Remember that an Eagle flies above those things that confront him in order to gain a better perspective. He does not always fly past his problems but does see more clearly the obstacles that confront him. Only in the Outdoors can the Eagle truly arise above his troubles and not lose sight of his objectives. Go now and join your fellow Scouts who will teach you to walk with tenderfeet as you develop your strong wings to fly. Go my son, get your education!

MAGIC NECKERCHIEF GRADUATION CEREMONY

PROPS: Candle, holder, matches, 2 coat hangers about 15 inches long with safety pins secured to one end of each hanger, a large mouth peanut butter jar with exactly 40% acetone and 60% water, a fire extinguisher/baking soda for safety. To save time have a set of wire hangers and safety pins or use one master neckerchief.

SCENE: This ceremony requires a lighted candle or advancement log with lighted candle, an assistant for lights and one to help with the dipping of the neckerchief. Dim the lights while calling the graduation cubs and their parents to the front. Leave only the lights in front on while telling the story.

CUBMASTER: Tonight our Webelos Cub Scouts are graduating to Boy Scouts. Will these boys and their parents come forward? These young men have reached the 5th grade and have completed their Cub Scouting activities. There remains one test before they become Boy Scouts. A test to find out if they have done everything they can to BE PREPARED. This ceremony begins with a story passed on to me from oter and lush. This is a very unusual for the village is in the middle of very harsh desert land. While hiking in the area, I came across this village and stopped by the nearby stream for a rest. There was an old chief sitting in the sun by the stream and I asked him,

"Why is this area so green and your people so healthy?"

The old chief replied,

"The waters of this stream are magical. They assist all who come by telling them if they have done everything they need to be prepared. By hard work and with the assistance of these magical waters, my people have done the things needed to be prepared and prosper in life."

I thought for a while, then said,

"I, too, could use these magical waters for I know of young men who are working hard to be prepared for life. Could I take some of this magical water with me?"

The old chief smiled and nodded.

"It is for the young that these waters are most effective," he said. "Take something special from each young man who is to be tested and dip it in the water. Pass the special item over a flame and, if the special item burns, but is not consumed, then they have done everything needed to Be Prepared." (Turn out all the lights.)

From the Cub Scouts before us tonight, we take the Webelos neckerchief. (Clip the neckerchief to the wire hangers at the corners. Be careful not to twist or fold the fabric. It must be smooth.) And dip it in the magic water. (Have an assistant dip the neckerchief while you hold the wire hangers, squeeze out excess liquid, quickly take the neckerchief from the jar, and spread it tightly between the wire hangers. Your assistant covers the jar before you put the neckerchief over the flame, but you cannot wait too long. This part must be done quickly.) Then pass it over the flame of the Spirit of Scouting. (Make certain the neckerchief is spread between the wire hangers. Shake gently when just the edges remain burning.) Webelos Cub Scout, _____, you have passed the test and are prepared to cross over into Boy Scouting. May the Great Spirit of Akela go with you throughout your Scouting days. (Repeat the neckerchief removal and burning for each Cub Scout graduating.)

BLUE AND GOLD LIGHTS CEREMONY

CUBMASTER: Here we have the blue light of Cub Scouting on my right (turn on blue flashlight) and the gold light of Cub Scouting on my left (turn on gold flashlight). These two lights symbolize the light of Cub Scouting which can shine brightly in the lives of our cubs, but only with the help of parents to make them shine. There have been some Cub Scouts in our pack this month who have had those Cub Scouting lights shining in their lives and they've worked hard to earn some achievements and electives. (Cubmaster needs to say appropriate words for awards being given.) Would the following boys and their parents come forward and stand in the Cub Scouting's Blue and Gold limelight together as we recognize them for the fine work they have done. (Call appropriate boys and parents and make presentations, telling about the award received.)
(After all presentations have been made, leaders turn off the blue and gold flashlights and Cubmaster turns on the red light.)

CUBMASTER: We all know that red means stop ;so let's all stop for a minute every once in a while and ask ourselves if we are really doing the best that we can whether as a Cub Scout, a parent, a leader or a family member. Parents ask yourself if you've really helped your boy so that Cub Scouting can be a shining light to him. Let's all do our best to keep those Blue and Gold lights shining. (Turn off the red light and leaders turn on the blue and gold ones.) Then we can see our son step up and receive some of the Blue and Gold limelight for his accomplishments.

NOTE: The last part of the ceremony could be worked in as the ceremony for the Pack meeting. It leaves the audience with a challenge and a thought for the day.

AMERICANISM

Americanism is a big word for many boys of Cub Scout age. To help them better understand it, dramatize the acrostic below.

A is for ADVANTAGES
We have so many more;
Because we are Americans
Let us give thanks therefore.

M is for Majority
Decision by the most;
That's the rule we follow
From coast to rugged coast.

E is for EDUCATION
Available to all;
So every last American
Stands up straight and tall.

R is for RELIGION
We Worship as we will:
A right we'll always cherish
And let no evil kill.

I is for INDEPENDENCE
That our fathers once declared;
Our nations rose to greatness
Because these brave men dared.

C is for CITIZENSHIP
Of which we can be proud;
So Let's proclaim it daily
And do it long and loud.

A is for ASSEMBLY
To gather as we might;
That's another privilege
Another previous right.

N is for NEWS
A press that's always free;
A sentinel on watch
To guard our liberty.

I is for IMPARTIAL
Equal justice for us all;
Law - the same for everyone
The great, the poor, the small.

S is for our SPEECH
Though others may disagree;
You may still express yourself
Because our speech is free.

M is for our MOTTO --
And that is why we say,
"In God We Trust,"
To live...the good American way.

PATRIOTIC OPENING CEREMONY

ARRANGEMENT: Colors are advanced in normal manner. Audience is standing, facing the flag. Flag stands alone, while voice over loudspeaker says:

VOICE: I am your flag. I have a special meaning the the Boy Scouts of America because the Scout promise emphasizes duty to God and Country, and I am your Country.

I am a symbol of America. I suppose you ;might say I am America. I am great cornfields in the midwest; throbbing industries in great cities; orchards and vineyards in the great valleys of the west. I am mountains, rivers and lakes.

I am the citadel of democracy and the vanguard of freedom in the world where both are being threatened with annihilation.

I am the opportunity for any boy to become most anything if he has the skill and the will to scale the heights. I am most things to everyone and everything to most people. As a matter of fact, I guess that's what I am most... people... free people...you!

DIFFERENT VOICE: Let us all rededicate ourselves to our duty to keep American people and our country great and free. The Pledge of Allegiance.

SHARING THE LIGHT OF THE WORLD
(OPENING)

(A single lighted candle is on a table, center stage.)
Each den leader and Cub have an unlighted candle. Each den of Cubs and its leader form their own circle. The den leaders leave their circles and go light their candles. They return to their dens and the light is passed around the circle until everyone's candle is lighted. (Room lights are out.)

CUBMASTER: (While the above takes place): Each of us took some of the light from this candle, the light in this room has grown brighter, and so our Cub Scout spirit grows when we share it with others. The Cub Spirit is spread from the leaders to the boys and to their families. Tonight with this spirit of sharing in all our minds, we come to recognize our boys for their advancements and to share the spirit of giving at this holiday season. (Have dens put the candles out and dismiss them to their seats.)

CHRISTMAS ADVANCEMENT

PROPS: 1 small snowflake for each award with the award attached
1 cut out snowflake for each Cub and parent

CUBMASTER: Snowflakes always appear as six-sided crystals. If you use your imagination just a little, you can see that there are six areas in the climb to the top of the Cub Scouting experience.

1. Will all bobcats please come forward with their parents. (Awards chairman presents the award and gives each a snowflake).
 2. Wolf (same as above).
 3. Bear (same as above).
 4. Webelos (same as above).
 5. Arrow points (same as above).
- The 6th will be the Arrow of Light.

(Have all boys remain at the front of the room until all the awards are presented.)

With this group of people gathered here, we have made a snowstorm out of a lot of small snowflakes. Just as the wind blows snow into a storm, parents provide a force to make a Cub Scout form all facets of his life as he grows into a bigger, stronger person both physically and mentally.

CLOSING

ARRANGEMENT: House lights are dimmed. A ceremony board of log contains 7 small candles and one tall candle representing the spirit of Cub Scouting.

CUBMASTER: (Lights candles) This last ceremony for 1992 is one of rededication. Tonight four candles represent the Cub Scout ranks...Bobcat, Wolf, Bear, and Webelos.

Will all Bobcat Cub Scouts and their parents please stand.

Bobcats, do you promise in 1993 to do your best to help other people, to obey the Law of the Pack, and to advance one rank?

BOBCATS: We'll do our best!

(Cubmaster extinguishes the Bobcat Candle. Then he follows the same procedure for Wolf and Bear Cub Scouts.)

CUBMASTER: Will all Webelo Scouts and their parents please stand? Webelos Scouts, do you promise, in 1993, to do your best to help other people, to obey the Law of the Pack, and to earn the Arrow of Light, if you have not already earned it?

WEBELOS: We'll do our best!

CUBMASTER: Three candles and the Spirit of Cub Scouting candle remain burning. The three candles stand for following Akela, helping other people, and giving good will. Will you all be loyal Cub Scouts in 1993?

ALL CUB SCOUTS: We'll do our best!

(The Cubmaster extinguishes these three candles.)

CUBMASTER: The spirit of Cub Scouting candle still burns as it does in the hearts of Cub Scouts everywhere. May it continue to burn brightly in your heart during the year 1993, as we go upward and forward in Pack _____. Good night, Cub Scouts.

PIRATE WATERS

OPENING

STAGING: Three Cub Scouts or Leaders dressed as pirates.
Pirate Captain joins mates on stage.

CAPT: Avast ye Buccaneers!

MATE #1: Aye, Captain Brown Beard.

CAPT: Where are me pirate recruits, Mates?

MATE #2: Ain't got none, Captain.

CAPT: What? Ye ain't got none? Ain't there anyone around?

MATE #1: Nay, Captain, there are plenty blokes around!

CAPT: Aint they brave enough?

MATE #2: These blokes are plenty brave.

CAPT: Ain't they agile enough to climb the main mast?

MATE #1: Cap, they is agile enough.

CAPT: They afraid of the high seas?

MATE #2: Nay, Cap, they ain't afraid of the high seas.

CAPT: Can't they learn new things?

MATE #1: These blokes are smart enough to learn, Captain.

CAPT: If there are blokes, brave, agile, not afraid and smart enough, how come you buccaneers don't have me recruits?

MATE #2: Well, Captain Brown Beard, they is all you say but, they ain't.....ain't....

CAPT: Well mate, spit it out, what aint they?

MATES 1 & 2: THEY AIN'T MEAN ENOUGH, CAPTAIN, THEM IS CUB SCOUTS.



ADVANCEMENT CEREMONY

STAGING: cubmaster, dressed like Pirate Captain; 2 Leaders dressed like pirates. Stage has pirate treasure chest hidden behind cardboard rocks, plants, sand, etc. Pirates enter with shovels following Captain with treasure map.

CAPT: Come on you, land lubbers, me thinks it is right over here. (points to hidden chest).

MATE #1: Are ye sure this time, Cap'n? We have already dug up half this island?

CAPT: Of course, I'm sure. Didn't I draw up this map after me former mates disappeared?

MATE #2: How far down do we have to dig, Cap'n?

CAPT: Let me see (thinking)...Me thinks the chest will be about three feet lower than Old Scarface. (Mates keep digging).

MATE #1: (Picks up skeleton) Must be Old Scarface.

MATE #2: This looks like the treasure chest. (pulls up chest).

MATE #1: What's in the chest, Cap'n? Silver? Gold?

CAPT: Nay, Mates, more valuable than silver or gold.

MATE #2: If it ain't silver or gold, be it jewels?

CAPT: Nay, much more valuable than jewels.

MATE #1: What could be more valuable than silver, gold or jewels?

CAPT: Cub Scout Awards! You can always buy silver, gold or jewels, but you can only earn these awards as a Cub Scout. (Looks into chest) Let's see what valuable awards we have here. Will the following Cub Scouts and their parents please come aboard? (Reads names). The first rank, Bobcat, is like being a cabin boy. He is young, inexperienced, but curious and willing to learn. Parents, I have the pleasure of giving you these Bobcat Badges to present to your sons.

What other awards do we have, Mates?

MATE #2: Here ye go, Cap'n. Will the following Cub Scouts and their parents please come aboard? (Reads names).

CAPT: The rank, Wolf, is like being an able seaman. He is older, experienced in the basics and capable of learning more. Parents, I am priviledged to give you the Wolf Rank to present to your sons.

Me thinks there might be more in that chest.

MATE #1: Aye, Cap'n, there is. Will the following Cub Scouts and their parents come aboard? (Reads names).

CAPT: The next rank, Bear, is like being the First Mate. He is older and more experienced than the able seamen. He can almost run the entire ship but still needs the guidance of the Captain. Parents, I have the honor of giving you the Bear Badge to present to your sons. Mates, we have taken a lot of treasure out of that chest, could there be more?

MATE #2: Cap'n, We still have more valuables. Will the following Cub Scouts and their parents please come aboard? (Reads names).

CAPT: The last treasure we have is the Webelos Award (or Activity Badges). Now the Cub Scout is capable like a captain to run the ship, to steer his own course. Parents, I am honored to give you these awards to present to your sons.

CLOSING

In the days of old, the waters that led to knowledge, excitement and rewards were pirate waters. If you were not prepared, the pirates could take what they wanted and many suffered. Life is somewhat like that today. We can gain knowledge, excitement, and rewards, but there are dangers. Cub Scouting can be like the strong sides of "Old Ironsides" that repelled the old cannon balls. It provides the skills, principles and beliefs to defeat the pirates of today.



PATRIOTIC CEREMONIES

OUR FLAG OPENING CEREMONY

SCENE; As curtain opens, a den of 8 Cub Scouts if lined up across the stage, holding props described below. The repeat the following lines:

1ST CUB: (holds up picture of the U.S. Flag).

The flag of our country means much to all.

2ND CUB: (holds up large paper or cardboard star).

With a star for each state weather large or small.

3RD CUB: (holds red and white crepe paper streamers).

With thirteen stripes of red and white.

4TH CUB: (holds up map of first thirteen colonies).

Representing the thirteen colonies who for freedom did fight.

5TH CUB: (holds up star in one hand and a large piece of blue paper in the other).

Put the fifty stars on a field of blue.

6TH CUB: (holds up a white poster which has red crepe paper stripes on it).

Adding the red and white stripped field, too.

7TH CUB: (holds up small American flag or picture of it).

There you have the flag of our dear land,

8TH CUB: To our Old Glory, let's salute with heard and hand.

(One of the boys steps forward and asks audience to rise and join in Pledge of Allegiance.)

I AM YOUR FLAG OPENING CEREMONY

SCENE: Colors are presented. Audience is standing, facing the flag. Flag stands alone, while voices over loudspeaker says:

VOICE:

I am your flag. I have a special meaning to the Boy Scouts of America because your Scout promise emphasizes duty to God and country, and I am your country.

I am a symbol of America. I suppose you might say ;I am America. I am the great cornfields in the Midwest; throbbing industries in the great cities; orchards and vineyards in the great valleys of the West. I am mountains, rivers and lakes.

I am the citadel of democracy and the vanguard of freedom in the world where both are being threatened with annihilation.

I am opportunity for any boy to become most anything if he has the skill and the will to scale the heights. I am most things to everyone and everything to most people. As

a matter of fact, I guess that's what I am most.....people
.....free people.....you!

DIFFERENT VOICE:

Let us all rededicate ourselves to our duty to keep America
great and free. Please join me in the Pledge of
Allegiance.

CEREMONY FOR OLD GLORY

PROPS: Large bucket or box, red strip of material, blue
strip of material, stars, folded American Flag, paddle
or large spoon.

CHARACTERS: Narrator, cubs to put in various items.

NARRATOR:

Today we are going to tell you how our flag was made.

First we add the red for courage. (Boy raises red strip and puts
it in.) The courage of those men who have given their lives
defending the freedom of our country.

Next we add some white for purity. (Boy raises white strip and
puts in.) The purity of the birth of a new nation that struggled
for life in the wilderness.

Next we add some blue, (Boy raises blue strip and puts in.) taken
from the sky above and the water that surrounds us. The blue is
for our loyalty to our country.

Then let us add just a dash of stars (boy drops stars in) to
represent the 50 states that make up this grand land we call the
United States.

We will stir and mix and you'll see what we've made. (Stir and
pull out flag, unfold).

Will you please stand and join us in the Pledge of Allegiance.

OPENING

PROPS: 5 Cubs and a folded American Flag.

CUB #1: (Blind folded, gaged and hands bound).

CUB #2: This the American boy. The American Revolution won him his freedom. (untie Cub 1's hands).

CUB #3: The Constitution guarantees him freedom of Speech. (remove gag).

CUB #4: The right of a free education gives him the ability to see and to understand. (remove blindfold).

Unfold flag and hold out stretched.

CUB #5: This flag represents all our freedoms and our glorious heritage.
Join us in honoring our flag by repeating the Pledge of Allegiance.

WEATHER OBSERVATIONS

OPENING CEREMONY

PERSONNEL: Leader, a full den of Cub Scouts in uniform, operators for a record player, houselights, spotlight, and electric fan.

EQUIPMENT: Small U.S. Flag, electric fan, spotlight (red or blue), recording of "The Star-Spangled Banner", and record player.

ARRANGEMENT: Place small U.S. Flag in position on stage. Conceal electric fan at one side of flag to cause it to ripple. Place spotlight in position to pick up stage group only. Have record player ready. Houselights out. Ceremony den stands behind flag, facing audience.

LEADER: Cub scouts and parents, following the playing of National Anthem there will be a moment of silent prayer (Music plays followed by silent prayer). We will now lead in the Pledge of Allegiance to the Flag by Cub Scout _____.

CUB SCOUT: (on stage gives command) "Salute, Pledge (leads in pledge.)"

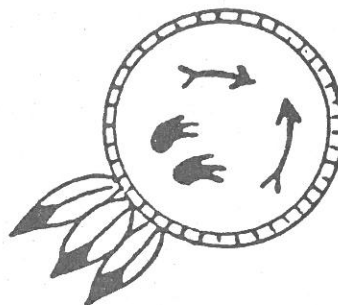
CLOSING CEREMONY

PERSONNEL: Cubmaster or other leader

EQUIPMENT: Candle, candleholder, matches

ARRANGEMENT: This ceremony may be used alone or used with an opening ceremony using the lighted candle.

CUBMASTER: (If the candle was lighted during an opening ceremony, he might say, "Throughout our meeting this evening this candle, which represents the Spirit of Scouting, has burned....") I light this candle, which represents the Spirit of Scouting. Look steadily at the flame for a moment. (Pause). Now close your eyes. The image remains with you. Open your eyes. Now we blow out the light. As the image of the light remained in our ceremony, so will the Spirit of Cub Scouting stay with us. This evening of fun and good Cub Scout fellowship will not soon be forgotten.



ADVANCEMENT CEREMONY

PERSONNEL: The Four Winds (four Cub Scouts), each with a candle; graduating Webelos Scouts and parents; lights operator.

EQUIPMENT; Four candles, Scout neckerchief, graduation certificate; graduate's original Cub Scout Application (if possible).

ARRANGEMENT: Graduation Webelos Scouts and their parents are at front of room, which is in semi-darkness. Cub Scouts representing the Four Winds stand in each corner of the room. Each lights his own candle as he expressed his wish for the graduation Webelos Scouts. After expressing his wish, he comes to the front of the room.

NORTH WIND - I am the North Wind. People say I am cold, but to you I will always bring the warmest of winds because you have been a true-blue Cub Scout and Webelos Scout and have lived up to the Law of the Pack.

SOUTH WIND - I am the South Wind. I wish you Scouting. Over hill and dale I have carried stories of you and your experiences. As A Cub Scout and Webelos Scout you have been happy, game and fair - A credit to your den and pack.

EAST WIND - I am the East Wind. I wish you well. I have spread the story of our fun and happiness in Cub Scouting with Pack # _____ and of how you lived up to the Cub Scout Promise and were fair and helpful.

WEST WIND - I am the West Wind. I would like everyone present to know that these graduating Webelo Scouts did not walk the Cub Scout trail alone. Each had the wonderful help and guidance of his parents. Parents, continue to help you r boys go and grow!

ALL WINDS - (in unison) We will be with you forever. We wish you the best of luck in your travels and experiences on the Scout trail.

(Room lights come on. The graduating Webelo Scouts and their families are introduced to their new Scoutmaster(s). Parents replace the Webelo Scout neckerchief with a new Scout neckerchief. Cubmaster presents graduation certificate and original application (if there). Rest of pack of Cub Scouts give a thundering cheer for graduating Webelos.

LIFE ON OTHER PLANETS

OPENING CEREMONY

MISSION CONTROL TO ASTRONAUTS SKIT

CHARACTERS: one (or more) persons as mission control; 5 astronauts.

SETTING: Mission Control in in one location - talking to astronauts in space capsule.

FIRST ASTRONAUT: Mission Control. Mission Control, do you read me?

MISSION CONTROL: This is Mission Control. We are ready to give you the new orders for today.

SECOND ASTRONAUT: We read you loud and clear. What are your orders?

MISSION CONTROL: Telemetry is green for all systems. You are approaching us over the coast of California. Your speed is 17,500 miles per hour.

THIRD ASTRONAUT: We read you Mission Control.

MISSION CONTROL: You will need to adjust you trajectory 10 degrees.

FOURTH ASTRONAUT: O.K. Mission Control. At 2100 hours we will adjust 10 degrees.

MISSION CONTROL: The rear camera is getting too much light. Can you adjust the shade over it?

FIFTH ASTRONAUT: Roger. We'll see what we can do. Any other orders?

MISSION CONTROL: Yes, today is the day you change your underwear. Conrad, you change with Bean. Bean you change with Shepherd. Shepherd, you change with Erwin. Erwin, you change with Armstrong. Armstrong, you change with Conrad.

NOTE: It would be funny for the boys (Astronauts) to have been wearing men's boxer shorts they could actually change!

CLOSING CEREMONY

PROPS: Large cardboard box made to look like the space shuttle. Chairs for each Cub in skit.

COSTUME: Den chief dressed to look like the ground control. All other Cubs dressed as Astronauts.

ARRANGEMENT: The chairs are placed behind the shuttle with the astronauts setting in the chairs.

DEN CHIEF: Well men, are you ready for your first mission?

BOYS: Yes sir!

LAST BOY: Mr. Ground Commander sir! I have been thinking about this first mission and there is just one last question...HOW DO WE GET DOWN?

Lights go out and projector is turned on with a film of the landing of the first space shuttle to the music of Star Wars. Note--the projector and film can be obtained from several different places. For example: high schools, public library, Air Force. If these places are not fruitful, ask for suggestions and pursue them.

ADVANCEMENT CEREMONY

PREPARATIONS: Ceremony board resembles chart of sun and planets with Scout as Sun and Cub ranks as planets. A small blue and yellow cardboard rocket should be made for each boy getting a badge and placed on or under his new rank. If a loop of masking tape is placed on the back of each rocket, rocket can be moved by cubmaster to new rank as father or mother is presenting badge. (Use Cub Scout insignia stickers.)

CUBMASTER -- Will the den chiefs please bring forward the Cub Scouts who are ready for advancement?

Den Chiefs bring forward boys and give their names.

CUBMASTER -- Cub Scouts, we are happy to see you have taken another flight forward in our Cub Scout galaxy. Please face your fellow Cub Scouts and den chief (name) will lead them in the rocket cheer.

ROCKET APPLAUSE -- Put hands together, interlocked with for fingers pointing upward. Push hands straight up ;with explosion noise. When hands are above your head, open hands, waving above your head as you are saying, "Bleep, bleep, bleep."

OPENING CEREMONY

LEADER -- Tonight we are going to embark on a journey into scouting on other planets. Cub Scouting is going strong! Picture in your mind the changes and possibilities that may have come about.

WOLF CUB #1 -- We hold our den meetings by computer and video-phone.

BEAR CUB #2 -- My family took a weekend trip on the new space shuttle. Can I count that as a "camping trip"?

WEBELOS CUB #3 -- Last month, my family took me to the moon to work on my geology award!

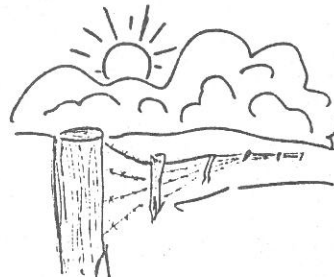
WOLF CUB #1 -- I've almost got my model of a solar powered car done. When is the derby?

BEAR CUB #2 -- My den's next field trip is to the rocket port to see the return of the first men to orbit Venus.

WEBELOS CUB #3 -- To finish my Arrow of Light, I must complete my Citizen of the Earth award.

LEADER -- Anything is possible. The sky or should we say, the stars are the limit. So please join us tonight on our adventure into space

Your future is what you make it.



ADVANCEMENT CEREMONY

ROCKET OF CUB SCOUTING

AWARDS CHAIRMAN/CUBMASTER: As the rocket reaches toward the stars in stages, so it is in Cub Scouting. The first stage is bobcat. Would the following boys and their parents please come forward? (Read boys names and present awards.)

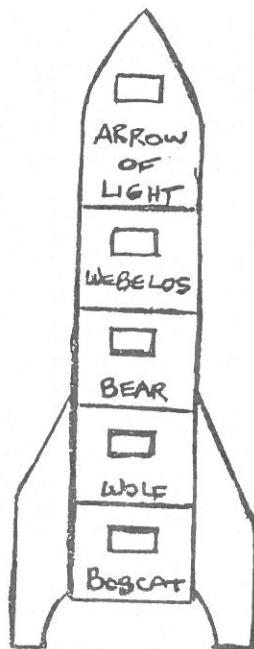
The second stage in your journey is Wolf which carries you through the atmosphere. Would the following boys and their parents please come forward? (Read boys names and present awards.)

The third stage is Bear. Now you have broken through the atmosphere and are hurling through space. Would the following boys and their parents please come forward? (Read boys names and present awards.)

The fourth stage is Webelos. You are just about ready to enter orbit. Would the following boys and their parents please come forward? (Read boys names and present awards.)

The fifth and final stage in your journey through Cub Scouting is the hardest to achieve and has taken a lot of hard work, but you made it. You have now achieved orbit. Would the following boys and their parents please come forward to receive the highest award in Cub Scouts, the Arrow of Light? (Read boys names and present awards.)

PROPS: Have a large cardboard rocket made with four stages and a capsule. Cut small windows in each section. Cover with colored cellophane paper. Attach a flashlight or candle behind each stage to show each rank. Have an aide light each section as the boys are called forward. (Be sure to put candles out as soon as ceremony is over.)



SHOW BIZ
Opening

PROPS: microphone and television camera (made by Cub Scouts, if possible)

CUBMASTER: Tonight TV Station ____ (pack #) is proud to present Cub Scouts on Parade. Show Biz is our theme for tonight and among all the talent and flag waving as sponsors of the truly great show we would like to introduce Den ____.
(Cubs of Den ____ present flags and lead group in Pledge of Allegiance.)

Advancement

CUBMASTER; Now, on with the show! first on stage tonight we would like you to focus your eyes on one of the greatest acts to come to the stage! It is the Bobcat. As you all know, the Bobcat is the first badge to be earned in Cub Scouting. (Names of boys to receive badges are called.)

This act is followed by yet more great acts which come in the form of the Wolf! (Cubs to receive Wolf are called forward).

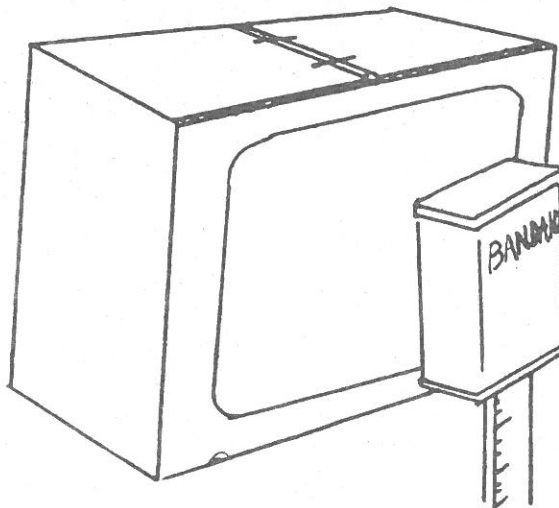
Next to preform on this stave is the Bear! Now don't be scared, their trainers have complete control of them. Will _____ please Come forward?

As one of the final performances tonight, we would like to present the following Webelos with their activity badges.

Closing

CUBMASTER: As we bring our show to a close, I would like to remind our Cub Scouts to always do their best and join me as we repeat the Cub Scout Oath.

This the Cub Scout Station _____ (pack #) saying Good Night, Cub Scouts.



SHOW BIZ

CUBMASTER: Here we have the blue light of Cub Scouting on my right (turn on blue flashlight) and the gold light of Cub Scouting on my left (turn on gold flashlight). These two lights symbolize the spotlight of Cub Scouting which can shine brightly in the lives of our cubs, but only with the help of parents to make them shine. There have been some Cub Scouts in our pack this month who have had those Cub Scouting lights shining in their lives and they've worked hard to earn some achievements and electives. (Cubmaster needs to say appropriate words for awards being given.) Would the following boys and their parents come forward and stand in the Cub Scouting's Blue and Gold Spotlight together as we recognize them for the fine work they have done. (Call appropriate boys and parents and make presentation, telling about the award received.)

(After all presentations have been made, leaders turn off the blue and gold flashlights and Cubmaster turns on the red light.)

CUBMASTER: We all know that red means stop so let's all stop for a minute every once in awhile and ask ourselves if we are really doing the best that we can whether as a Cub Scout, a parent, a leader of a family member. Parents ask yourself if you've really helped your boy so that Cub Scouting can be a shining light to him. Let's all do our best to keep those Blue and Gold light shining. (Turn off the red light and leaders turn on the blue and gold ones.) Then we can all see our son step up and receive some of the Blue and Gold spotlight for his accomplishments.

NOTE: The last part of the ceremony could be worked in as the closing ceremony for the Pack meeting. It leaves the audience with a challenge and a thought for the day.

BIRD WATCHERS

OPENING

PERSONNEL: Leader, Cub Scouts

LEADER: for our opening ceremony tonight we will have responses to questions on Cub Scouting ideals. What is the Cub Scout motto?

CUB SCOUTS: Do Your Best!

LEADER: Will you do your best?

CUB SCOUTS: We'll do our best.

LEADER: Demonstrate the Cub Scout sign. (Cub Scouts give sign) What do the two fingers represent when you give the Cub Scout sign?

CUB SCOUTS: The parts of the Cub Scout Promise, help other people and obey the Law of the Pack.

LEADER: Give the Cub Scout salute. (Boys salute).

CLOSING

PERSONNEL: Cubmaster, operator of spotlight/flashlight

EQUIPMENT: Flag, spotlight or large flashlight

ARRANGEMENT: With spotlight on flag hung against a wall, the Cubmaster comments on significance of Flag to all good Americans. Then spotlight is concentrated on Union of flag as he concludes.

CUBMASTER: The union represents a great team of 200 million Americans working together in the 50 states. Let us as Cub Scouts and parents, at home, in den and pack meetings, continually look for ways to emphasize and demonstrate how proud we are to be members of this great team. (Briefly point out the importance of each member feeling a sense of responsibility for being prepared in spirit for the activities of the Cub Scout Pack.)



ADVANCEMENT CEREMONY

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), appropriate badges.

ARRANGEMENT; All Cub scouts in pack sit down on the floor by dens in a horseshoe (good luck) circle. Parents sit on chairs behind cub Scouts. Akela stands at the open end of the good luck circle, a large tom-tom on each side of him. Each Cub Scout has a flashlight. The Cub Scouts flash their lights only on Akela's signal. Wearers of the wolf and bear masks are inside circle opposite Akela and facing him. (Bear tom-toms softly during ceremony.)

The wearer of the wolf mask conducts forward those Cub Scouts who are to receive their Wolf Badges. He signals their parents to join them.

AKELA: These Cub Scout braves, (names of Cub Scouts) have proved themselves good Indians. They have performed feats of 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 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. Wearer of wolf mask then presents feathers representing the Wolf rank to Cub Scouts who have been named. The Chairman presents badges and certificates to parents. The same procedure is followed for other ranks and badges.)



WHEN GOD MADE THE OYSTER OPENING CEREMONY

When God made the oyster, he guaranteed him economic and social security. He build the oyster a home, a shell to protect him from his enemies. When he is hungry, the oyster simply opens his shell and food rushes in.

But when God made the Eagle, he said, "The sky is the limit. Go build your home." And the eagle went and built his house on the highest mountain crag where storms threaten him every day. For food he flies through miles of rain, snow and wind.

The Eagle, not the oyster is the emblem of AMERICA!

WILD AND WOOLY WEST

Opening Ceremony

PROPS: Cardboard train or stage coach; Cub Scouts dressed as robbers with guns, hats and neck scarves over faces; large box.

ARRANGEMENT: A hold-up will take place.

CHARACTERS: Train conductor; man from Wells Fargo; train passenger (as many as needed); sheriff, posse (as many as needed).

MAN FROM WELLS FARGO: Mr. Conductor, guard this money with your life. I hear someone will try to hold up the train.

MR. CONDUCTOR: Don't you fret none I've never lost a payroll yet!

PASSENGER: Does this train go as far as Lenexa? That is a bad stretch of road. Will it be safe?

MR. CONDUCTOR: Don't you fret none, I've never lost a passenger.

(A short time later, while the train is in motion, indicated by people rocking in seats.)

MAN FROM WELLS FARGO: Mr. Conductor, I see some fellers chasing this here train!

MR. CONDUCTOR: Land sakes!!! I think those are part of the Cub Scout Gang. Take cover boys.

HOLD-UP MAN #1: Stop the train or I'll shoot!

(Train stops)

HOLD-UP MAN #2: Throw down that box and make it fast!

HOLD-UP MAN #3: Let's get this to the boss so the awards can be given out.

(Boys leave with box while the train continues off stage.)

ADVANCEMENT CEREMONY (Train Robbery Continued)

SETTING: Cubmaster dressed in a western hat and bandana is going through the box taken in the train robbery. He asks his deputy (awards chairman) to call his men to receive their awards for holding up the train.

The Long Drive

SETTING: Open range, campfire (house lights dimmed).

ATTIRE: Cowboy style hat, scarf, vest, etc.

CUBMASTER (Trail Boss):

To the cowboy of the Old West, nothing was more challenging than the long drive. His days were long; his sleep was little; and his food was edible...sometimes. The trail crew consisted of dedicated, non complaining, tireless cowboys who worked as a team, each with responsibilities according to his experience.

Tonight we recognize our trail hands for the efforts they have made in improving their skills.

Riding drag for our trail drive are the Bobcats. Their enthusiasm keeps alive our spirit of togetherness. (Have the Bobcats and their parents come forward. Present the awards. Have the parents return to their seats. The new Bobcats are seated around the campfire.)

Our Wolves are in the green horn stage. Each task is a new challenge and is met with wide-eyed eagerness. They are in charge of the remuda and assure future strength for our crew. (Have the Wolves and their parents come forward. Present awards. Have the parents return to their seats. The new Wolves are seated around the campfire.)

In addition, these Wolves have demonstrated a keen desire to succeed by earning arrow points. (Present the awards. Then have the boys return to the campfire.)

Honing skills learned as Wolves, our Bears are the drovers on our crew. They have proven their ability to meet the demands of the drive and to seek out new adventures in the arrow point trail. (Have the parents and Bears come forward. Present awards. Have the parents return to their seats. The new Bears are seated around the campfire.)

Webelos are the point men on our trail drive. Their knowledge and experience set the goals of achievement for the pack and give continuity to our crew. With courage and determination, Webelos Scouts further define and execute their skills by earning activity

badges. (Have the parents and Webelos come forward for Webelos activity badges. Present awards. Have the parents return to their seats. The Webelos are seated around the campfire.)

Ask awards recipients to stand and face audience.)

Ladies and gentlemen, it is roundup time again. The trail can be long and tiring but as long as we work together, we will reach our destination. May I present to you, our trail drive crew...a group I would be proud to ride with on the range. (Applause.)

CLOSING

A Cowboy's Blessing

ARRANGEMENT: Have the Cubs arrange themselves in a horseshoe around a campfire; lights are low. each Cub has a candle. Cub 1 lights his candle from the Spirit Candle.

CUB 1: May you brand your biggest calf crop
May your range grass never fail.
(Cub 1 passes flame to Cub 2 candle.)

CUB 2: May your waterholes stay open.
May you ride an easy trail.
(Cub 2 passes flame to Cub 3 candle.)

CUB 3: May you never reach for leather,
Nor your saddle horse go lame.
(Cub 3 passes flame to Cub 4 candle.)

CUB 4: May you dab your loop on critters,
With your old unerring aim.
(Cub 4 passes flame to Cub 5 candle.)

CUB 5: May your stack of chips grow taller.
May your shootin' eye stay true.
(Cub 5 passes flame to Cub 6 candle.)

CUB 6: May good luck plum' snow you under,
Is my sincere wish to you.
(All extinguish their candles.)

All bid "Adios, amigos" to the audience and take their seats.



A Cowboy's Philosophy

We, the cowboys of the western plains,
are bound by our desire to live free.

We must, therefore, show respect for our fellow man:

Respect for his beliefs,
Respect for his belongings,
Respect for his privacy,
Respect for the ground he walks on and the air he
breathes.

In so doing, we show respect for ourselves
And secure freedom for all.

All join in singing "Happy Trails to You".

"Happy Trails to You"

Happy trails to you until we meet again,
Happy trails to you keep smiling until then,
Happy trails to you 'til we meet again.

NOTE: This is the theme song from the Roy Rogers Show and is a
good conclusion for the evening.

SQUARE KNOT CLOSING

PROPS: Need a two or three foot length of rope or heavy cord for
each Cub Scout.

CUBMASTER: We have seen tonight that we are all Cowboys in our
own right. It makes you mighty proud, doesn't it? We all should
be proud of our accomplishments and abilities, but we should never
forget that we all depend on other people, and our greatness does
not come out 'til we can be great with and for other people. Would
all the Cub Scouts come and make a circle. Take a piece of rope,
each of you and tie it to the rope of the person on your left with
a square know.

Joining the other people makes you a better person.

Hold your rope with your left hand and make the Cub Scout sign with
your right hand and let's all say the Cub Scout Promise together
and pledge ourselves again to the ideals of Cub Scouting.

CAMPFIRE YARNS

CAMPFIRE LIGHTING OPENING CEREMONY

SCENE: The pack is seated around an un-lit campfire. A Webelo leader enters with lighted torch or candle.

CUBMASTER: Who are you?

WEBELOS LEADER: I am the spirit of Scouting.

CUBMASTER: Why do you come?

WEBELOS LEADER: To give light to those who need it.

CUBMASTER: Will you give light to us?

WEBELOS LEADER: If you are prepared to serve God and country, to help people, and to live by the Cub Scout Promise and Law.

CUBMASTER: We will do our best.

WEBELOS LEADER: Then take your light from my light.
(Kneels to light fire.)

Outdoor Opening Ceremony

As the dew dries on the ground
The birds start their morning songs
The animals scout for their morning meals
The trees sway with the breeze of nature
The waters reflect the morning sun
While the sun is rising and leaves are falling
Please rise and join with me in the
Pledge of Allegiance to our country's flag.

Family Campfire Awards Ceremony

The following awards ceremony is very simple but can be very effective. Try it at your family campout by having a campfire meeting to give recognition for the advancements and awards earned by the boys during the past month.

EQUIPMENT: Two flashlights, one with blue cellophane over the end and the other one with gold cellophane over the end. Plastic or tissue paper could also be used. A third flashlight with a red lens is also required.

CHARACTERS: Cubmaster and two Den Leaders

SCENE: Cubmaster in middle and a Den Leader on either side. The one on the Cubmaster's right has the blue flashlight and the one on the left has the gold flashlight.

Closing Prayer

SCENE: Can be read by Cubmaster in Akela costume.

CUBMASTER: O Great Spirit, whose voice I hear in the winds and whose breath gives life to all the world, hear me. I come before you, one of your many children. I am weak and small. I need your strength and wisdom. Let me walk in beauty and make my eyes ever behold the red and purple sunset; my ears sharp so 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.

ADVANCEMENT CEREMONY SKIT

Tall Tales for Small Males

SETTING: A den meeting at Mrs. Smith's home. All are seated.

CHARACTERS: Mrs. Smith, den leader of Den 1; Cub Scouts: Johnny, David, Casey, Paul and Sleepy.

MRS. S: Today, Cub Scouts of Den 1, Pack _____, we're going to have ourselves some fun. This month Campfire Yarns is the chosen theme, so answer roll call with a far-fetched dream. Johnny-----

JOHNNY:
My name is Johnny, and long ago
My great grandpa planted many a row,
And if he hadn't you'd surely cry,
Cause you wouldn't have any apple pie.
He was Johnny appleseed!
And with me I have a bag of special seeds for the new Wolves.

MRS. S: Very good, Johnny! Now David-----

DAVID:
My name is Davy, and back many a year
the forest bears would shake with fear
If by chance they saw a coonskin hat
"Cause that was my Uncle, Davy Crock-at!
At times Uncle Davy gave gifts to the special Bears.

MRS. S: That's pretty tall, David. Now let's hear from Casey---

CASEY:
When I was little, and Christmas came,
My folks gave me a set of trains.
I guess folks thought I was kind of racey,
So now they call me 'little Casey.'
Webelos activity badges would ride Casey's train.

MRS. S: Oh Casey, what a story! All right Paul, it's your turn-----

PAUL:
Just call me Paul--that's my uncle's name;
A big blue ox was part of his fame;
When Babe got thirsty from the heat,
Uncle Paul dug the Great Lakes - wasn't that neat?
He was Paul Bunyan!

MRS. S: That's rally a campfire yarn Paul! Now last, let's hear from Sleepy-----

SLEEPY:

My last name is Winkle,
And it may not be right;
But I'm always sleepy (yawns)
Goooooo-ood night! (Drops head and pretends to sleep.)

MRS. S: Well boys, I'd no idea that Den 1, Pack _____
Had such famous uncles and granddads. And I've never heard such
tall, tall tales, from so many different small, small males!
(smiles).

AMERICAN FOLKLORE

PERSONNEL: Cubmaster, Cub Scouts, Advancing Cubs and parents.

EQUIPMENT: Stage, curtains, props for pioneers (if available),
badges.

CUBMASTER:

American pioneers I have been men with curious minds, strong
purpose, courage, determination, persistence, and a proud, fierce,
unswerving loyalty. Through every hardship they have refused to
give up.

Our theme, American Folklore, is the story of some of these heroes
and pioneers of our country. Our purpose is to remind ourselves
how our country grew out of a wilderness into what it is today.
Let's quickly take a look at some of the men who helped build
it.....

Miles Standish came with the pilgrims seeking religious freedom and
learned to live with the Indians. After the first years harvest,
they celebrated the first Thanksgiving together.

Other great men followed! Patrick Henry who said "Give me liberty
or give me death". Daniel Boone opened up the trail west through
the Cumberland gap. Thomas Edison invented the electric light.
Alexander Graham Bell gave us the telephone.

As we entered the 20th century, Henry Ford produced a successful
motor car; Orville and Wilbur Wright launched our first airplane.

for you Cub Scouts, the United States is still a land of expanding
opportunity and tonight we have boys who have had the
determination, persistence, and loyalty to follow the Cub Scout
trail and complete the achievements for their badges.

Will _____ (read names) and their parents please come forward? These boys have earned their Wolf badge (and/or arrow points). (Present badges, handshake with Cubs and parents.)

_____ (read names) have completed the achievements for their Bear badge (and/or arrow points). Will these Cubs and their parents please come forward. (Present badges.)

Now we have _____ (read names), Webelos Scouts, with strong purposed and curious minds who have completed the requirements for badges. Will these boys and their parents please come forward? (Present badges.)

Now, will the pack please stand with me and salute with me and salute these fine Cub Scouts who have had the courage and loyalty of the pioneers of our past years to advance. Cub Scouts, SALUTE...(pause)...TWO.

Congratulations! (Cubs and parents dismissed from stage.)

AMERICAN FOLKLORE

1ST CUB: Can anyone tell me what folklore is? Let me tell you it is a "tall-tale". It may be a real person or a character from a poem; book or story; or someone that lived.

2ND CUB: Betsy Ross, who made the first flag; Barbara Frietche who defied Stonewall Jackson in the poem by John Greenleaf Whittier; Baby Doe Tabor, who froze to death on top of the Matchless Mine in Colorado. They were grand ladies.

3RD CUB: Casey Jones that famous engineer of old 638 died warning others of a crash. With one hand on the brakes and the other on the whistle met his end.

4TH CUB: The Pony Express Riders started our mail system from Missouri to California. They rode at a Gallop for 2,000 miles, changing horses about every ten miles.

5TH CUB: In stories or song, we have had fun learning about the American Folklore Heroes. My favorite son was Davy, Davy Crockett (sings a few bars off key.)

6TH CUB: Would everyone think back to your favorite folklore story or historical characters as we Pledge Allegiance to our flag.

FOLKLORE CLOSING

Costumed as each character; 5 Cubs and 2 leaders.

1ST CUB: I'm Paul Bunyan, the lumberman who leveled a forest in one swing of my ax. My constant companion was Babe the Blue Ox.

2ND CUB: I'm Johnny Appleseed, a missionary who planted orchards in the wilderness. My friends were settlers and Indians alike.

3RD CUB: I'm Pecos Bill, I was raised by the coyotes. I fought a ten-foot rattlesnake, tamed it and used it for a whip.

4TH CUB: I'm Daniel Boone, hunter and trailmaker who led settlers over the Allegheny Mountains into Kentucky.

5TH CUB: I'm Davy Crockett, backwoods hero, member of Congress, and one of the defenders of the Alamo.

LEADER #1: I'm Charlie Parkhurst, a stagecoach driver before there were railroads. I'm unusual because I'm a lady.

LEADER #2: I'm Molly Brown, I lived in Leadville, Colorado. Denver society never accepted me, but I was on the Titanic when it went down in 1912 and helped save the survivors.

ALL: We are folklore characters. But you can see, we all had adventure and are fun as can be! GOODNIGHT!!!

AMERICAN FOLKLORE

CUBMASTER:

They came strangers to a wild land and none of them knew which day would be their last. Never in the old country had they known such winter; the wind so cold, the food so scarce; the enemy night so filled with dread. Never had they worked so hard with aching backs for every shelter raised against the cutting wind. Everywhere they went was famine and death. By the end of their journey across this land, there was hardly one among them who had not lost to the cold earth someone he could not live without. Then these men and women who had nothing, were filled with gratitude for what they had. They had their lives. They had their freedom. They were where they chose to be. All the days ahead were theirs to use as they pleased. They owned themselves. Remembering this we join them, brother to all the wise men whom trouble has taught to look at what they have, not at what they lack.

OCTOBER CEREMONY

WITCH AWARD CEREMONY

SCENE: this is a easy, fun ceremony build around Halloween. You need a narrator and someone dressed as a witch to do the pantomime of the story.

NARRATOR:

Let us now watch for a few minutes, Dekeaman, the wicked witch of Cub Scouts, as she prepares an evil and nasty brew for Halloween. See how she stirs this nasty mess, smiling and looking all around with an evil eye. Oh, oh! what's this? She looks perplexed. She stops stirring and looks at her recipe book. Yes, she nods her head, she has put in two quarts of sewer sludge, five eyes of newt, seven wings of bat and everything else nasty she could think of. Still, it will not bubble like it should. She stirs slowly again. What! She peers into her kettle again, her eyes widen. She raises her head and slowly looks around. She starts walking toward _____, a Bobcat Cub Scout. She takes _____ from his seat and leads him to her pot of nastiness. She reaches in & takes out a Wolf badge. She scolds him telling _____ that because of all the hard work cheerfulness and good deeds he has done to earn his award has spoiled her slimy mess. She returns _____ to his seat and smiles as she returns she returns to the vat. She starts stirring then spies something else in the pot. Again, she casts an evil eye around. Her eyes stop at _____, a Bear Cub Scout. She goes and gets _____ and takes him over to the vile vat. Reaching in she pulls out a gold arrow. She shakes her head and tells _____ that being such a nice boy, such a good Cub Scout earning his gold arrow, he helped pollute her potion. After returning _____ to his seat, she clasps her hands and skips along to the barrel of bubbles, confident that it will work now. She starts to stir again, she starts to cry. Her pot of evil has now dried up ;and she is unable to finish her nasty potion. She picks up her kettle, ruined she says by kindness and walks away muttering to herself about how hard life is for a wicked witch. She can't even prepare a brew of evil because of all the goodness and kindness of Cub Scouts takes away all her bed and nasty deeds.

FAMILY HOBBIES

CLOSING

DEN CHIEF:

What you are is God's gift to you. What you make of yourself is your gift to God. Make it a good gift.

CUB #1

WORK WHILE YOU WORK.

CUB #2:

Pray while you play.

CUB #3:

One thing at a time, that is the way.

CUB #4:

All that you do,

CUB #5

Do with all your might.

CUB #6

Things done halfway are not done right.

October Pack Meeting

Buy 10 pounds of dry ice from a dairy. Call two days in advance to make sure that they have dry ice. Dry ice will keep for hours in a cooler. Take to the pack meeting two one-gallon plastic milk containers full of water and a stool or big box to elevate the dry ice. At the pack meeting place the dry ice in a big container. Periodically pour water over the dry ice to make a cloud pour out of the container. Turning off some of the lights helps with the effect. Recite the following after the water is poured on the dry ice. Some modification may be needed because awards may not be given in all categories.

Oh great spirit of the caldron, please come alive
All of the Cub Scouts have finally arrived

You can tell us who has worked on their advancements so hard
We hold your great wisdom in such high regard

Caldron, Caldron give me the facts
Who are the new Bobcats

Caldron, Caldron you sides are all black
But do we have any new Wolves in this Pack

Oh great spirit of the caldron get to the point
Who has earned a wolf arrow point

Caldron, Caldron do not despair
Has anyone finally earned their bear

Oh great spirit of the caldron you are rarely heard
Do we have any bear arrow points, give us the word.

Oh great spirit of the caldron, who was active during the summer
If you don't tell us tonight that would be a bummer

It appears, oh Caldron, that some Scouts went to summer camp in
July
Surely they earned a lot of awards you can not deny

Caldron, Caldron tell us before we get tired and bored
Have any of the Webelos earned an award

Oh great spirit of the caldron go back to sleep
for another year your secrets you can keep.

UNDER THE BIG TOP

OPENING

The "spec" (for spectacular) or grand parade of all circus performers into the main ring. Leading the parade is the Cubmaster, dressed as ringmaster.

ADVANCEMENT

CUBMASTER:

Ladies and gentlemen, you are about to see a parade of achievements, the likes of which you have never seen before!

for our first act tonight we have trained Bobcats and their trainers (parents). They will perform for us in the center ring. (Bobcats and parents come forward and go through Bobcat requirements with Cubmaster. Badges are presented>) Notice how these Bobcats have been trained so well by their trainers. Let's have a fine round of applause for this fine act which we have seen performed before our very eyes.

And now, for our second colossal act, we have a trained wolf act. The wolves in this act are (read names of boys receiving Wolf badge or arrow points). Here comes those wolf Cubs and their trainers into the center ring. (As boys and parents come forward, continue circus talk, Award badges and arrow points in the same way.)

And now, ladies and gentlemen, we have a stupendous act which takes much skill and requires work and patience as these young men climb to great heights - in fact to the very top of the Cub Scout parade of achievements. (Call Webelos Scouts and their Webelos Den Leader forward. Present activity badges with flowery circus language. Examples: "These are our skilled athletes, who have shown their dexterity and strength in physical fitness feats.. these are the aquanauts, who's remarkable agility in the water is unequalled....")

And now for the stars of our show - the young men who have completed the requirements for the Arrow of Light, the highest award in Cub Scouting. To qualify for this award, they have shown superior knowledge of Cub Scouting, citizenship and emergency first aid. As these stars step into our center ring, let's give them a roaring round of applause. (Read manes, boys and their parents come forward and the awards are presented.)

Now, on with the Big Show-----

CLOSING

The Cubmaster announces the date, time and location of next month's pack meeting. He also notes that the sideshow and skill booths will continue to operate for a while after the closing ceremony, if that is the plan. He then calls, "Strike up the band." Start a circus record, and all the performers circle the ring in the traditional "blowoff" or finale and parade out of the arena.

THANKSGIVING ADVANCEMENT CEREMONY

SCENE: a table set with Thanksgiving items; a bag of corn kernels.

CUBMASTER:

Ladies and gentlemen tonight we are remembering the founders of our country and the native American Indians. The pilgrims came to this country for religious freedom and when they got here they found new friends - the American Indian. The sharing that was done between these two different peoples was something to behold. We all have shared things in much the same way. Would these boys please come forward? (Call Wolves)

ADVANCEMENT CHAIRMAN:

You boys have shared with each other the gift of working together in your dens and homes. For this we give you awards and also a kernel of corn as the Indians gave to the pilgrims.

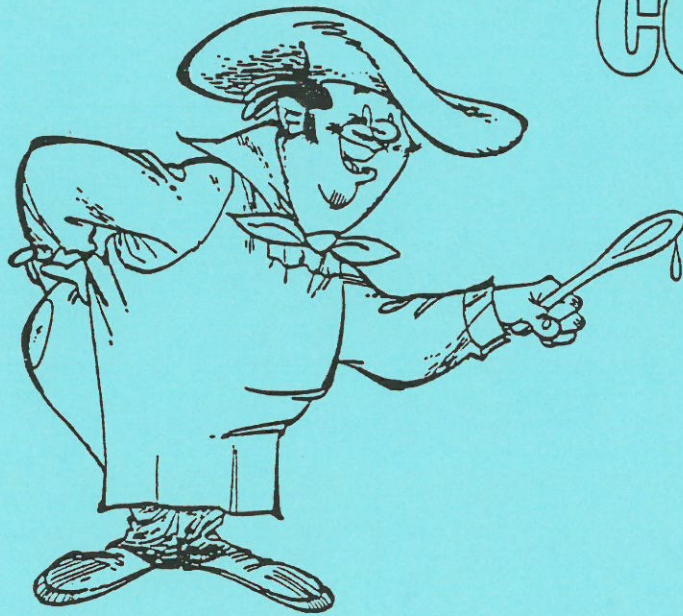
CUBMASTER:

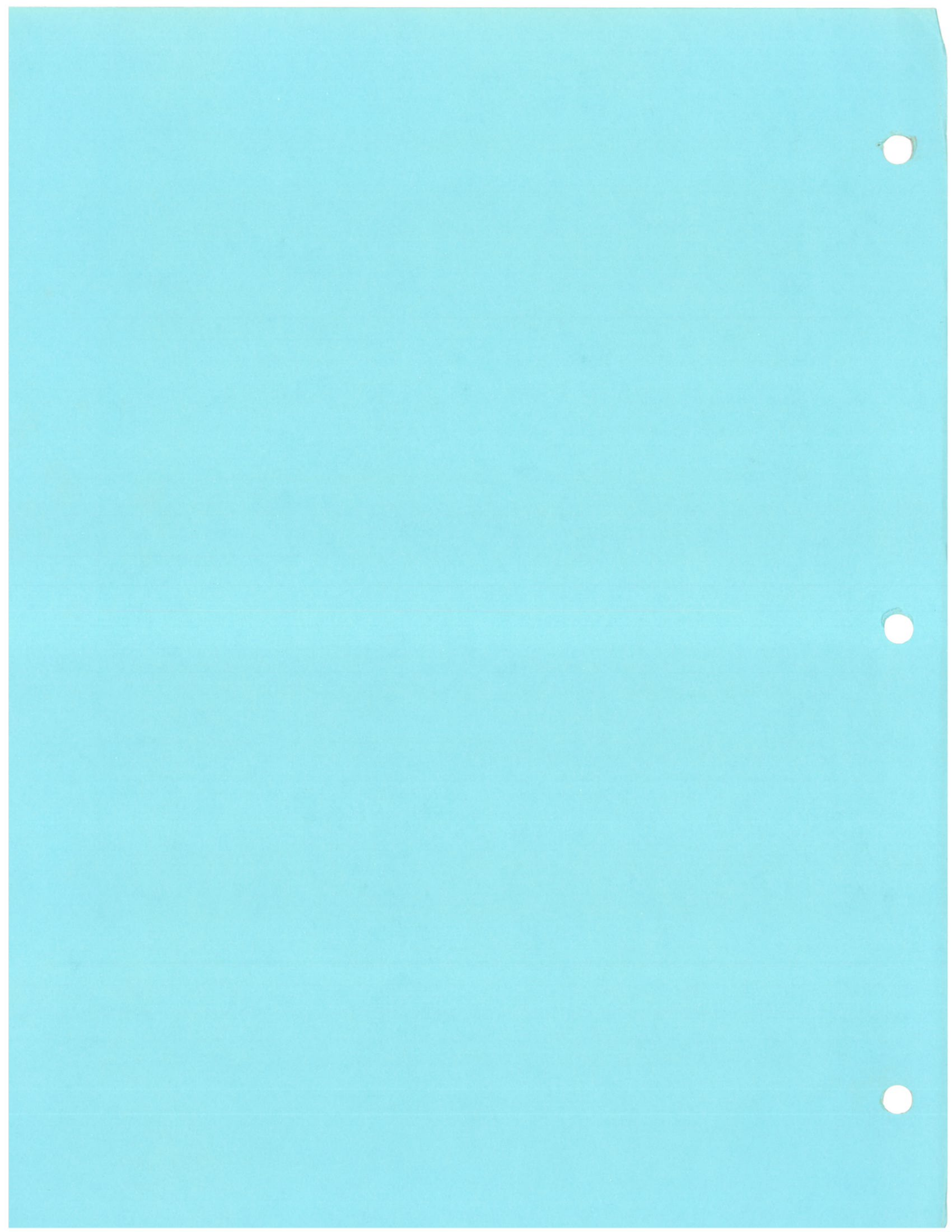
Would these boys please come forward? (Call Bears). You boys have worked hard and work was one of the things most respected by the pilgrims and Indians alike. The pilgrims even made rules that if a person did not work they would not eat. For your work we give you your award and also a kernel of corn as the Indians gave to the pilgrims.

ADVANCEMENT CHAIRMAN:

Would these boys please come forward? (Call Webelos) You boys have been working for a long time and you have learned many new skills in your dens working with metal, wood and leather. These are the same skills that the pilgrims had to learn to survive and help build this great country we live in today. For these skills we give you your awards and a kernel of corn to remember this special time of the year.

LOOK WHAT WE'VE
COOKED
UP!





COOKING

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Kitchen to Campfire Cooking

CUB COOKING

Cub's cooking. The mere thought conjures up some awesome pictures in the mind!!! HOWEVER, it can be a fun experience for everyone if you set up a few rules prior to the activity.

COOKING IS FUN! Learning to cook is just like learning to ride a bicycle. It is fun to beat eggs, mix pancakes, make a go-go shake and an apple cobbler. It can be lots of fun as long as you know what you are doing. So before you begin to cook with the Cub Scouts go over the rules that must be learned and followed to be a successful and safe CUB SCOUT CHEF. Don't be too ambitious to start with, remember you are working with 7-10 year old boys. Do simple recipes and progress as their skills develop.

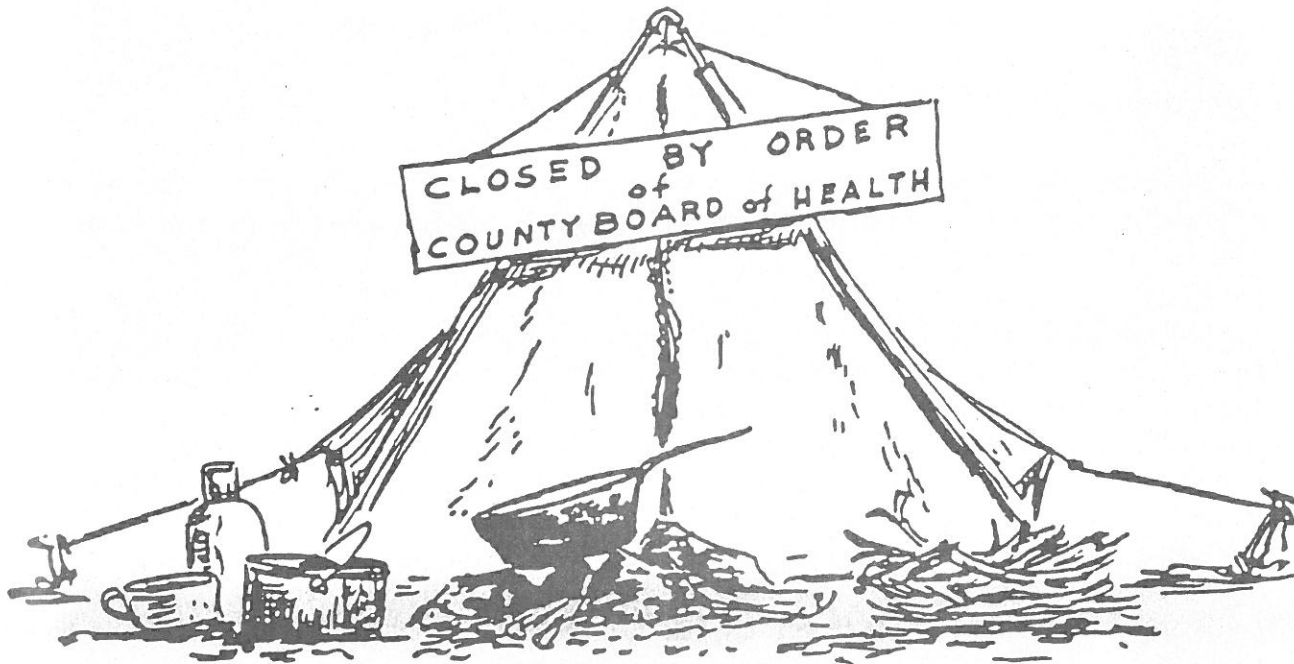
We are not advocating cooking at every den meeting, but the experience of trying something new is fun and exciting for the boys. Especially interesting when they have to eat their own creation!!

Scouting offers many opportunities for a Cub Scout to learn to experience with food preparation. This could be accomplished at den meetings, on a hike, a trip to the park, or camping out.

Outdoor food does not have to be cooked. A good lunch can be part of the day without having to take time out to cook. Maybe the first venture could be an after-school snack (apple, with peanut butter spread on it, with Rice Krispies sprinkled on top).

Sometimes the cooking will be done on a campfire which requires a different set of rules and equipment, than cooking in the kitchen.

Recipes for cooking in the kitchen and on the campfire can be found in cookbooks and on mix boxes. You will find out some recipes are better for inside cooking, while others are better for cooking outdoors. Helping the CUB SCOUT - measure out the ingredients himself, will be lots of fun. It will take time to develop his skills. The CUB SCOUT should be encouraged to try their hands at fixing snacks, cooking simple food, and experimenting with new foods, and making cooking and eating an adventure



From Kitchen to Campfire Cooking we will show you recipes, safety rules, tools of the trade, to help you cook with your CUB SCOUTS. So get your apron and chef hat and let us begin.

Be sure to check the recipe before you shop so that you are totally prepared the day you plan to cook.

1. NEVER LEAVE BOYS UNSUPERVISED WHILE COOKING ANYWHERE!
2. Everyone MUST wash his/her hands with soap before beginning.
3. Wear an apron-which the boys can make along with a chef's hat.
4. Plan recipe(s) ahead of time and have all ingredients out on a tray before the boys get to your house.
5. Have each boy read the recipe thoroughly.
6. Explain "HOW-TO" use a blender, microwave, etc. Some equipment does have special instructions.
7. Demonstrate how to measure accurately with dry and liquid measures and measuring spoons. It is also wise to explain WHY it is important to measure accurately.

8. SUPERVISE THE USE OF KNIVES!!
9. Be sure to clean up all spills immediately so no one will slip and get hurt.
10. Turn off appliances before scraping down sides or scraping off beaters.
11. Steam can burn! Have the adult drain hot liquids.
12. Turn handles of pans away from the edges of the stove so they won't be easily tipped over.
13. Wash and wipe sticky fingers--no licking allowed!
14. Avoid burns!!! Use thick pot holders.
15. Disconnect an appliance by pulling out the plug, not the cord.
16. Clean up as you go along and don't let food dry on dishes.
17. Put away all food and ingredients as well as equipment which has been wiped off.
18. Wash and wipe all used dishes.
19. Wash counters, stove, burners, and oven.
20. Leave the kitchen clean! (So the Head Chef will invite you back!!)

CRAFTS:

CHEF HAT

MATERIALS NEEDED: page of newspaper, strip of poster paper sized 4" by 26", and a stapler

1. Wrap cardboard strip around boy's head. Staple ends at the right position.
2. Stuff edges of newspaper inside the rim and staple in place.
3. Fluff paper up into the correct shape.

DEVELOP GOOD WORK HABITS

When you begin to learn how to do something, if you start out doing it correctly, it soon becomes a habit that you don't have to think about. So let's begin by developing good work habits for the kitchen.

1. Start out by getting yourself ready to cook. If your hair might get in the way, tie it back, protect your clothes from spills by putting on an apron; then wash your hands.
2. Read the entire recipe carefully.
3. Organize the bowls, spoons, pans, and other equipment that you will need.
4. Put out all the ingredients for the recipe.
5. Measure ingredients accurately.
6. Follow the recipe in mixing the ingredients.
7. Check the recipe to see if anything was forgotten. If you did forget something, it usually isn't too late to add it.
8. Then bake or finish cooking the product.
9. While the product is cooking, put things away and clean up the kitchen.
10. Stay in the kitchen while things are baking; if you forget them, they will bake too long and burn.



{{{ SAFETY FIRST}}}

Use potholders when removing dishes from the microwave

When removing covers or lids from dishes, open them away from you to avoid steam burns.

Keep oven clean. Just wipe the inside with a damp cloth.

Newspaper should not be used. Some printing inks can absorb microwaves and causes the paper to burn.

Recycled paper may contain small pieces of metal.

When covering dishes with plastic wrap, pierce it so air can escape.

Never run the microwave if the door doesn't close tightly.

Do not turn on your microwave if it is empty.



"Did you say a litre was equal to a cup or a quart?"

COOKIE SHEETS

It's a good idea to have two cookie sheets. You can get the second batch of cookies ready while the first batch is in the oven.

COOKING IN THE KITCHEN

Before you start to cook, you should know a little about your stove. There are two kinds of stove: gas and electric. The gas stove has small jets of flame that do the cooking.

The electric stove uses electricity to heat up the "element" - a metal spiral that gradually turns red as it gets hot. All gas stoves do not operate alike, nor do all electric stoves.

There are different ways to handle foods and utensils according to whether you are using a gas or an electric stove. It is therefore suggested that at this point, that you have the Cub Scout ask his mother or guardian exactly how his stove works: how to light it, how to control heat, how to read the dials, how to handle pots and utensils safely while cooking, and other details concerning the use of the stove. In addition to the general rules, remember this: When testing anything in the oven or removing a dish from the oven, always use pot holders to pull the rack out. When the food you are preparing is completely cooked, whether on top of the stove or in the oven, be sure to turn controls off. If something you are cooking in a pot on top of the stove starts to boil over, turn off the burner immediately. On a gas stove, this is usually sufficient because the flame suddenly dies. On a electric stove, however, you may have to move the pot off the burner because the heating element cools very slowly.

MICROWAVE COOKING

Can you image being wrapped up like a hot dog in a bun inside a napkin and being hot in 30 seconds? Are you hungry for a cupcake? It can be yours in 15 seconds. Scramble an egg for yourself in 45 seconds.

No it's not magic, it is microwave cooking. Young scouts and older scouts have found that the microwave cooking is easy, quick and fun.

Microwaves are a kind of energy. the microwaves are used for cooking much like the waves that bring the sound to your radio. These waves are invisible. If you could see the waves, they could be about 5 " in length and the thickness of a pencil.

LOOK WHAT WE'VE COOKED UP!

TORTILLA DELIGHT

Flour Tortillas
Brown Sugar
Cheese Whiz

Put oil in pan over medium heat, take a flour tortilla and spread cheese whiz on it. On top of the cheese whiz sprinkle brown sugar. Place tortilla in pan and cook until tortilla is crisp, remove from skillet and fold over and eat.

LITTLE OR NO COOKING

The following recipes are some that require little or no cooking:

MARSHMALLOW PUFFS

2 tb. sugar
1/2 tsp. cinnamon
1 can pillsbury crescent rolls
2 tablespoon butter or margarine
8 large marshmallows

Combine sugar and cinnamon. Dip marshmallows in the butter, then in sugar and cinnamon. Stretch the crescent roll just a little then wrap the marshmallow making sure that no holes are showing. Bake at 375 degrees in a muffin tin for 12-15 minutes. Frost when cool.

WAFFLE SURPRISE

Make a waffle using your favorite recipe. On the top put 1 scoop of ice cream, and 1/2 cup of fresh or frozen fruit, and 1 tablespoon of cool whip. Eat and enjoy.

VERY BERRY MILK PUNCH

Combine 1 cup milk, 8-ounce container of vanilla yogurt, 6 medium size strawberries, 1 to 2 teaspoons honey, 4 ice cubes, place in blender, mix until all ice cubes are gone, about 1 minute. Pour into three 12 ounce glasses. Garnish each with a strawberry and serve with a straw.

MINT KRISPIES

1/4 cup margarine
1 package - 10 oz. marshmallows
1/2 package mint wafers
6 cups of krispies

Melt margarine, marshmallows, and mint wafers on medium heat. Stir in Rice Krispies. Form into balls. Place on waxed paper to dry.

KANGAROO MILK

2 cups of cold milk
1 cup fresh strawberries

1 egg
1/4 cup honey

1. Crack an egg into a bowl and whip or beat with an eggbeater until frothy.
2. Mash the strawberries and add to the egg.
3. Pour in the milk and the honey and whip or beat until well blended.

You can make this in a blender by putting in all the ingredients and whipping at high speed for about 20 seconds.

GOOBER APPLES

Wash 2 apples. Carefully cut each apple into 4 pieces. Take out the core and seeds. Put apple slices into a dish. Place 3 tablespoonsful of peanut butter in the dish. Dip the apples into the peanut butter.

CHRISTMAS GIFT IDEAS

Ideas for gift giving - Have the boys mix powders together, place in covered containers, attach the recipe and you have a ready to go gift.

COCOA

Use this simple recipe for a tummy warming treat

- 1 - 8 quart box powdered milk
- 1 - 1 lb. box instant cocoa mix
- 1 - 6 oz. jar coffee creamer
- 1 - cup powdered sugar to sweeten

Mix ingredients and store in covered container.

To prepare a cup of cocoa, mix 1/3 cup cocoa mix with one cup hot water.

MAKE MINI PIZZAS - On toasted white bread or English muffins, lay a slice of cheese. Mix a little Italian seasoning into a can of tomato sauce and spread a spoonful of this over the cheese. Shake Parmesan cheese over all and add hot dog slices. Bake at 350 degrees until cheese melts.

Make "biscuit people" out of canned biscuits and bake for a treat.

CELERY PIRATES

Sail your way to a nutritious, "snappy" snack.

You'll need:

- 4 oz. softened cream cheese
- 1/2 teaspoon chili powder
- 4 or 5 stalks celery, 9 to 12 inches long
- triangular-shaped tortilla chips

Mix cream cheese and chili powder in small mixing bowl. Cut thin slice from rounded bottom of celery stalks so that celery will sit still without "rocking the boat." Fill stalks with cheese mixture and cut into 3-inch pieces. Chill until serving time. Place one or two tortilla chips in cheese to look like sails.

LIFE ON OTHER PLANETS

CREATURE FEATURE FUNNY FACEWICHES

These facewiches are as much fun to make as they are to eat!

You'll need:

- 1 rice cake
- 2 T cheddar cold pack cheese food
- 1 slice luncheon meat
- 1 pimento-stuffed green olive (halved)
- thin slice of dill pickle
- ripe olive pieces

Spread cheese on rice cake and top with luncheon meat. Make a funny face by using extra cheese to attach olive halves for eyes, pickle for nose, and ripe olive pieces for the mouth.

SPACE DINNER

Materials:

- 3 chocolate M & M's
- 1 yellow M & M
- 1 orange M & M
- 1 green M & M
- Plastic Bag
- Twist tie

This is a fun treat for den meetings.

- 2 chocolate M & M's are the meat tablets
- 1 chocolate M & M is the bread tablet.
- Yellow M & M is corn
- Green M & M is the salad
- Orange M & M is an orange

Place food tablets in plastic bag and close with twist tie. Give one bag each to boys along with these instructions:

1. Remove "space food" being careful to save bag.
2. Eat
3. Get water in bag and twist top of bag to close tightly.
4. Bite tiny hole in bottom corner of bag and drink.

SURPRISE LUNCH FOR A HIKE

Ingredients:

Egg carton, bologna, cheese, apples, raisins, corn chips, bread and butter.

Cut bread into shapes with small cookie cutter. Cut up bologna, cheese and apples into small chunks. Divide all food into the sections in the egg carton. Distribute to boys at end of hike or good for picnic in the yard or car.

FROZEN FRUIT POPS

3 cups strawberries or bananas

1 cup water

2/3 cup sugar

1 envelope UNSWEETENED strawberry kool-aid

Mix all in a blender until smooth. Pour into popsicle forms or 4 oz. paper cups with popsicle stick added. Freeze!

PURPLE COW

Grape juice

Vanilla ice cream

Combine in a blender until smooth.

EMPTY THE REFRIGERATOR SALAD IN A BAG

lettuce

celery

carrots

olives

tomato

cheese

radishes

onions

mushrooms

snow peas

green pepper

salad dressing

large plastic ziploc bag

Combine - in the bag - any veggies in the refrigerator with the lettuce. Clean, slice, or chop them. Pour on the salad dressing and shake until coated. Put on plates and serve with croutons or sunflower seeds or raisins or all!

HOMEMADE BUTTER

Ingredients:

Heavy whipping cream
Jar with tight-fitting lid
(baby food jar works well)

1. Pour a small amount of whipping cream into jar. Lid should be tightly closed.
2. Children take turns shaking the jar until the butter is formed. (Several jars can be used to speed up the process, and this will give more children a chance to participate.)
3. Place formed butter into a bowl, rinse carefully with cold water, and drain of excess liquid.
4. Serve with crackers.

MAKING PEANUT BUTTER

Peanut butter is quite nutritious. There is more protein in a pound of peanut butter than in a pound of sirloin steak. Depending on the process you use, you can make either creamy style or crunchy peanut butter.

Ingredients:

Roasted peanuts in shells
Corn oil or vegetable oil

Utensils:

Measuring cup
Food grinder (for crunchy style) or food blender (for smooth style)
Tablespoon
Jar

1. Crack open the shells and remove the peanuts. Measure out about one cup of peanuts.
2. Remove the red skin from the peanuts.
3. If you want chunky peanut butter, put the peanuts in a food grinder and run the chopped mixture through three or more times until the peanut butter is the consistency you like. For creamy style peanut butter, chop up the peanuts in a food blender.
4. Add about one to two tablespoons of cooking oil in small amounts and regrind or blend the mixture until the peanut butter is the familiar paste consistency.
5. Add salt until the taste is just right.

Homemade peanut butter contains no preservatives or other additives, so to avoid spoiling, keep any unused portion in a closed jar in the refrigerator.

PEANUT BUTTER PUNCH

This creamy and delicious drink is a refreshing party beverage.

- 1/4 cup creamy peanut butter
- 1-1/2 cups cold 2% milk
- 1 T. sugar
- 1 T. honey
- dash cinnamon
- dash nutmeg

Place ingredients in blender and blend on high speed until thick and foamy. Pour into glasses and serve at once. This recipe makes four 3-ounce servings.

PEANUT BUTTER PINWHEELS

Much more fun than a peanut butter sandwich, these fancy snacks taste good, too!

- 2 slices of bread with crusts removed
- peanut butter
- honey or jam (optional)
- stick pretzels

Using a rolling pin, roll each slice of bread until flat. Spread a thin layer of peanut butter on one side of the bread. You may drizzle honey on top of peanut butter for added flavor. Place one slice of bread on top of the other slice and roll--jelly-roll style. Slice each roll into thirds and insert pretzel for handle of pinwheel.

ART YOU CAN EAT

If you have worked with clay, you have some idea of what bread sculpture is like. It's an easy and amusing way to make great table decorations for events like Cub Scout Blue and Gold Dinners. And when you're finished, you can eat your work of art!

First you have to mix the dough. (This recipe makes one very large sculpture or two loaf-of-bread size sculptures.)

Put two cups warm water (not hot, not cold) in a big bowl. Stir in one tablespoon sugar. Sprinkle two packages dry yeast over the top; stir it in.

Let the mixture stand five minutes or until it gets foamy and puffy. Now add 1-1/2 teaspoons salt and two tablespoons cooking oil. Stir in five cups of flour, a cup at a time.

Spread one-half cup flour on your breadboard or tabletop. Dump the dough out on the floured surface.

Knead the dough. Kneading is not complicated. You simply fold and push the dough. Sprinkle flour on top of the dough and put some on your hands, too. Now work the dough gently, pushing and folding. Don't pound, beat or tear it. Use the heels of your hands and put your whole body into it, but make your actions slow and firm. If the dough sticks to your hands or to the board, use a little more flour. (But don't use more than 6-1/2 cups for the entire recipe.)

The dough is ready when it does not stick to your hands or the board any more. It will be smooth and elastic. This should take 8-10 minutes.

Now let the dough rise. Round it up into a ball. Put the ball into a large, clean, greased bowl and turn it over once to grease all sides. Cover the bowl with plastic wrap or a clean kitchen towel and set it in a warm place. As soon as the dough grows to twice its original size, it's ready. (This should take 30 minutes to one hour.)

Now make your sculpture. Put the dough out on a floured board. Press it to squeeze out the air. Work with the dough as you would with clay. As bread rises, it grows higher and fatter. So make your bread-dough designs skinnier than you want them to be after they are baked. You may want to draw your design on paper first.

Cut the dough into pieces to make the parts of your design. Roll the dough between your hands to make the shapes you like. If you need to fasten two pieces together, a little water will work like glue. Just dip your finger in water and apply lightly.

You may want to use half of the dough for a background to build a picture on. Roll it out with a rolling pin to make it flat. Then water-glue the pieces to the background.

Bake the sculpture. Put the sculpture into a preheated 375 degree oven and bake 10 minutes. Then brush the sculpture with plain water or with a mixture of one egg white and one tablespoon water. If you want to color your sculpture, add liquid food coloring to this mixture. Don't take your sculpture out of the oven and let it cool when you brush it. Pull out the oven shelf a little way and do the job quickly. Close the oven and turn the heat down to 350 degrees. Bake another 10 minutes, then brush again. Now bake 20 minutes more or until the sculpture is firm and crusty and brown on the bottom.

When you take the sculpture out of the oven, brush it lightly one more time with cooking oil.

TOASTED PUMPKIN SEEDS

2 c. unwashed pumpkin seeds
1 1/2 T. melted butter or margarine
1 1/2 t. worcestershire sauce
1 1/4 t. seasoning salt

After the top has been cut off a pumpkin, have the child dig out the pumpkin seeds and clean off fairly well, but not washed. In a bowl, combine the seeds, sauce, butter and salt, until the seeds are coated. Spread on a large shallow baking sheet. Bake at 250 degrees for about an hour, stirring occasionally until crisp, dry and golden brown.

FINGER JELLO

1 small pkg flavored gelatin, 1 c. hot water, 1 envelope unflavored gelatin

Mix until all gelatin is dissolved. Chill until set. Cut into shapes with hot knife or cookie cutter. Use several flavors to add color.

CHEESY-OS

Makes 5 cups. Heat over to 300 degrees. In a 13" X 9" X 2" pan, melt 1/3 cup butter or margarine. Add 1/3 cup grated Parmesan or Romano cheese. Add 5 cups Cheerios. Mix well. Bake uncovered for 10 minutes.

BUNNY BUNS

10 ounce can refrigerator biscuits Raisins
Maraschino Cherries Slivered almonds

ICING: 1/4 cup powdered sugar
1-2 teaspoons maraschino cherry juice

Preheat oven to 400 degrees. Separate dough into 10 biscuits. Place 5 biscuits on ungreased cookie sheet. Cut remaining biscuits in half. Lengthen halves slightly to form ears. Press ear pieces lightly next to bunny head. Press in raisin eyes, cherry pieces for nose and almonds for whiskers. Bake at 400 degrees until golden brown. Cool slightly. Frost bunny ears with icing.

SALAD-IN-POCKET

2 large PITA bread rounds (pocket bread) 4 slices cheese
1 3 oz. package thinly sliced ham lettuce
1 3 oz. package thinly sliced chicken mayonnaise and/or mustard

Cut the PITA bread rounds in half. Carefully open the bread with your fingers to form pockets, spread with mayonnaise and/or mustard. Make the filling by cutting or tearing the ham or chicken (or turkey) and the cheese into bite-size pieces. Put the pieces in a bowl and mix with chopped pickles, if you like. Put a leaf of lettuce into each bread pocket, stuff each bread pocket with some of the sandwich filling. Make four sandwiches.

OPEN A COCONUT. Let the boys taste the milk and eat its meat.

HAM OR SAUSAGE BISCUITS (YIELD 40 BISCUITS)

Boys love to make and eat these!!

INGREDIENTS: bits of cooked ham or sausage, 1 can refrigerated biscuits, mustard. Quarter each biscuit. Flatten. Spread a bit of mustard on biscuit. Top with piece of ham or sausage. Fold over, pinching to seal. Bake as can directs for regular biscuits.

BANANAS AND WHEAT GERM

Not only is this an exceedingly healthy snack, but it's fun too. Peel bananas and cut them into 2" pieces with plastic knives. Add a bowl of wheat germ in their midst, and let them dip pieces into it.

MINI-CHEDDAR BALLS (YIELD 18 balls)

Why not let the boys make these as gifts?

Beat 8 ounces softened cream cheese, 2 cups grated cheddar cheese, 1 tsp dry mustard, dash of cayenne, 1 tsp worcestershire until well-blended. Chill. Roll into 18 balls. Roll in chopped nuts. Keep chilled. Will keep 4 weeks in refrigerator.

CREATIVE DOUGH COOKIES

2/3 C. margarine	1 2/3 C. flour
1/3 C. sugar	food colorings
1/2 t. almond extract	

Cream margarine and sugar. Beat in extract. Add flour - dough will be course and crumbly. Divide into several parts and add food coloring. Knead until smooth. Form dough into shapes 3/4" thick and bake on an ungreased cookie sheet for 20-25 minutes at 300 degrees until edges are firm. Makes 2 cups dough.

HALLOWEEN DEN AND PACK PARTY IDEAS

Did you know that your lighted jack-o-lantern is a perfect spot for toasting marshmallows a luscious golden brown? It's fun to dim the lights and gather your friends around to toast marshmallows and listen to ghost stories!

WITCHES BREW

4 c cold milk
2 c gold ginger ale
1 c cold grape juice
1 1/2 c vanilla ice cream

Combine milk, juice, and ginger ale in a punch bowl. With a mellon scoop, make little balls of ice cream to float on top of the punch. (ice cream balls are witches eyes)

ROOT BEER

1 bottle root beer extract
5 lbs sugar
5 lbs, dry ice
1 gallon hot water
4 gallons cold water

Mix sugar and hot water until sugar is dissolved. Add extract and cold water. Add dry ice carefully (DO NOT TOUCH ICE) and let the mixture sit UNCOVERED (gas will cause cover to blow off) for 1/2 hour. DELISH!! Presentation is super as well!! Kids think it is really fascinating!

MOCK PUMPKIN

oranges
yellow cake mix batter
aluminum foil
plastic spoons

Send a note home the week before instructing each boy to bring one orange shell with the top cut off and the insides of the orange carefully scooped out.

Make one yellow box cake mix according to package directions.

DEN FUN: Have each boy carefully fill orange shell 1/3 full with cake batter. Cover bottom and side of orange with aluminum foil. Bake 350 degrees 15-20 minutes. Cake is done when center spring back after lightly touching it.

Let cool. Remove foil and eat cake with a spoon out of the orange shell.

CRISPY PUMPKIN POPS

1 Box Rice Krispies
Margarine
Marshmallows
Corn candies
Popsicle sticks
Wax Paper

Follow the directions on the box to make Rice Krispies Treats. Have each boy lightly butter his hands and shape a krispies pumpkin head onto a popsicle stick.

Press in corn candies for eyes and mouth of pumpkin. Let set on wax paper while cleaning up. A fun treat to eat on the way home.

GHOST COOKIES

6 oz. vanilla flavored almond bark
1 package 15.5 oz. peanut shaped peanut butter sandwich cookies
Small black jelly beans

Melt almond bark following package instructions. Dip two-thirds on each cookie in melted candy, shaking gently to remove excess coating. Place on wire rack with waxed paper underneath. For eyes, cut Jelly beans in half and place on cookies. Cool completely before removing from rack.

PUMPKIN POPCORN BALLS

3 c miniature marshmallows
1/4 c margarine
2 tbsp orange flavored gelatin
8 c freshly popped popcorn (Trails End Popcorn works best)
1/2 c unsalted dry roasted peanuts
1/2 c miniature chocolate chips

In a 5 quart saucepan, over medium-low heat, melt marshmallows and margarine, stirring often until smooth. Stir in gelatin until blended and remove from heat. Add popcorn and peanuts and stir gently until popcorn is thoroughly coated.

With greased hands, shape mixture into eight 3" popcorn balls. Wrap individually in plastic wrap.

GUMMY WORM SPECIAL

make orange jello according to directions on package. Let cool. Fill clear plastic tumblers with jello. Put in a couple of gummy worms. Let jello set until almost firm, then stick a couple of gummy worms in the top. Serve when jello has set completely.

COOKING OUTDOORS IS FUN

Cooking in the outdoors can be lots of fun for you and your Cub Scouts. Some Cub Scouts may think it means hot dogs black on one end and raw on the other, burned marshmallows, or an apple cobbler that has stuck to the bottom of the pan. But good outdoor cooks know better. There are ways to cook just about everything outdoors. And most of the time the food tastes better when it is cooked outdoors.

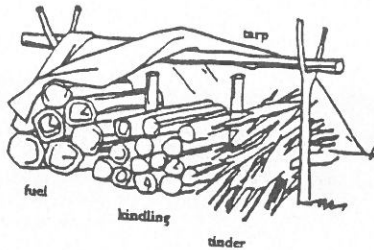
Suppose you want to bake an apple cobbler, pizza, or biscuits, maybe a cardboard oven could be used. Or maybe in the morning you want to fix pancakes or fry a hamburger for

lunch. A large tin can could make a stove top. How about a grilled cheese sandwich? You can use two clothes hangers and turn them into a toaster and a paper bag can be used as a pan.

Outdoor cooking is not as easy as turning on a stove or popping a pan of cookies into the oven. It takes practice and careful planning. **EXTRA CAUTION** must be taken when cooking outdoors because of the fire being used. The fire may be small or big enough for a large group. Large or small making the fire is half the fun of cooking outdoors.

Building the fire is a big responsibility, and shouldn't be taken lightly. Care of the fire and fire prevention becomes the responsibility of the person who lights the match.

1. **Have a safe and suitable place for your fire.** Perhaps your fire will be built in a park, or campsite, in the backyard, or on a gravel driveway. Clear away anything that can burn - - leaves, grass, etc..
2. **Have a supply of wood around:** tinder, kindling, and fuel.



TINDER is thin twigs, tops of dried weeds or wood shavings.

KINDLING is little sticks and can be as small as a pencil or as thick as your thumb that can burn.

FUEL is the larger wood that keeps your fire going. This wood should be seasoned wood, that was cut many months ago and should be dry.

3. **Build a foundation for the fire.** Get your tinder and kindling. You will need two handfuls of kindling. Put the tinder so air can get underneath it and there is space for your match. In order for a fire to burn it must have -- fuel, heat and air.

Light the match. Kneel near the fire and strike the match away from you. Tip the match down so that the flame catches on the match stick. On a windy day, kneel with your back to the wind and cup your hand around the match.

Now light the tinder. Gently pile on more tinder. Be careful not to put the fire out. You may need to blow at the base of the fire.

Add kindling. When the small tinder fire is going well, add kindling, start with small pieces and gradually add larger ones. Remember to keep close together but allow space for air.

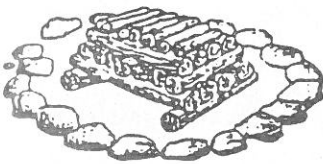
TEPEE FIRE

This is a good fire for quick cooking since the heat is concentrated on one spot. It looks like a tepee. Stack the fuel over the foundation fire. The foundation fire will start the fuel burning. Add fuel as you need it.



REFLECTOR BAKING

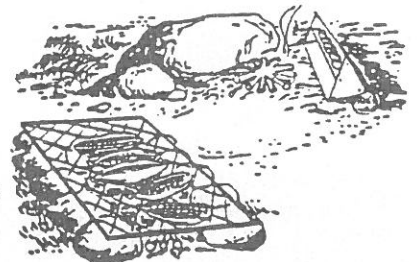
This type of fire is built against a high back of rocks or logs; a wire screening over coals is good for roasting corn.



CRISSCROSS FIRE

This type is long lasting and makes good coals. It is good for a campfire. To make this lay fuel over the foundation fire in a crisscross pattern. Be sure to leave room for air. Add fuel as needed.

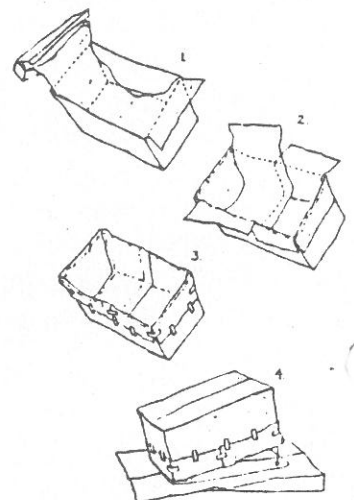
4. Have a bucket of water ready to put out the fire.
5. Collect all your equipment before you start.
6. Have an adult who knows what to do on hand. Every adult cooks have more fun and feel safer when someone else is around. Cooking is for everyone.



MAKING A BOX OVEN

An ordinary cardboard box will make a box oven. Cut off the flaps, so that the box has four straight sides and bottom. The bottom of the box will be the top of the oven.

LINE THE INSIDE OF THE BOX WITH LONG SHEET OF FOIL. Place the shiny side out. Make the first sheet long enough to cover both short sides and bottom, with some foil hanging over each side. If the box is wider than your foil, you will need strips of foil laid end-to-end. Just overlay them and use your fingers to poke the extra foil into the corners. You probably will use 3 long sheets to cover the inside of the box. It is important to cover every part of the box **COMPLETELY WITH FOIL.** Use duct tape to fasten the foil firmly to the outside of box. Don't use tape on the inside as **it will burn.**

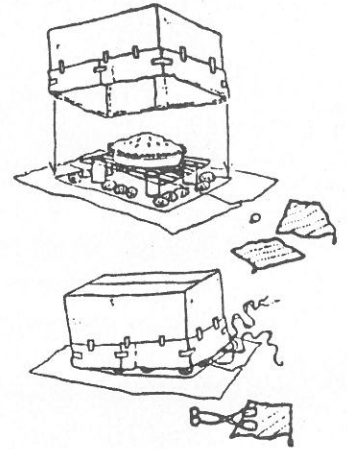


You can also use a stapler to fasten each strip to the side of the box. Make sure the sharp ends of the staples are inside the oven so you won't scratch yourself on them.

USING THE BOX OVEN

Material:

- oven box
- 4 - 6 oz. all metal juice cans or soup cans with labels removed
- small rack from a backing pan
- foil
- tongs and pot holder
- hot charcoal
- stick or pencil
- a small pebble (to slip under one edge of the oven to lift slightly off the ground as charcoal must have some fresh air to burn)



14 - 16 hot charcoal briquettes will give approximately the heat of a 350 degree oven. If you bake over 1 hour you will need to add additional briquettes.

OUTDOOR COOKING HINTS

- Pack charcoal in a paper egg carton and tie shut. When ready to use, just light the carton.
- For a wood fire, use candle pieces wrapped (like candy) in wax paper. Light the wax paper and the wax will keep it going long enough to ignite your kindling.
- Handy fire starters (never fail) can be made by placing one charcoal briquet in each section of an egg carton (paper kind). Cover with melted wax. Tear apart and use.
- Put a hamburger fresh from the grill into the bun and place in a plastic bag for about a minute. The bun will be steamed.
- Melted paraffin, applied inside and outside will seal a cooler leak.
- Let a pan or bucket of water heat on the fire while you eat and your dish water will be ready when you are.
- A bar of soap will stay clean on a cook out if kept in the end of an old stocking and hung in a tree.
- For safety, always keep a bucket of water nearby while cooking.

- * When camping, choose foods that keep well with little or no refrigeration. check out instant dehydrated foods.
- * Cool the ice chest before you fill it. The ice will last much longer. Fill and freeze jugs of water. As it thaws you will have drinking water.
- * Freeze fresh meat before putting it in the cooler. It will last longer and also help keep other food cold. Even make hamburger patties and freeze with double paper between them.
- * Cans of frozen juice help keep other foods cold when packing your ice chest.
- * Give yourself plenty of time to start a fire and wait for wood and briquettes to be ready.
- * Brush grates of a grill with oil to prevent meat from sticking.
- * Don't forget to rub the outside of metal pans with liquid dish detergent when cooking over a wood or charcoal fire. It helps when it comes time to clean up.



{TIN CAN COOKING}

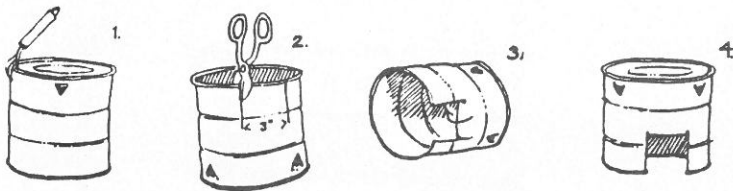
Cooking outdoors is often done over a campfire, this being the hardest way to cook. Unlike the kitchen stove, campfire don't have burners to set the pans on, and they are hard to control. Sometimes the fires are so hot they burn the bacon, and then they go out just as you are ready to put the eggs on. a tin-can stove

MAKING A TIN CAN STOVE

Materials: large tin can (3 lb coffee can size)
Tin snips
Gloves
punch type can opener

A tin-can stove is made from a large tin-can, open at one end. The bottom of the can is the top of your stove. First tear off the paper on the outside of the can, and make sure the bottom of the can is clean. If it is rusted, find another can.

The stove needs air holes near the top. Hook the can opener over the rim of the closed end, pointing down, so the holes are in the side of the can instead of the top. Make four holes evenly spaced around the can.



{Cooking on a wire toaster}

Have you every peeked inside a toaster and noticed the red hot wires coiled close to the bread? Heat from these wires are what makes the bread hot and tasty brown. But if the hot wires happen to touch the bread, it will burn.

A toaster can be make for cooking outside by using two clothes hangers, and it doesn't need electricity. the wire toaster cooks one thing at a time, so each Scout would have his own toaster.

The easiest things to cook on a wire toaster are bread and simple sandwiches. The hardest items would be hamburgers.

{MAKING A WIRE TOASTER}

Two unpainted wire hangers
3" of thin picture hanging wire
1/2 sheet of newspaper
masking or plastic tape
wire cutters
gloves

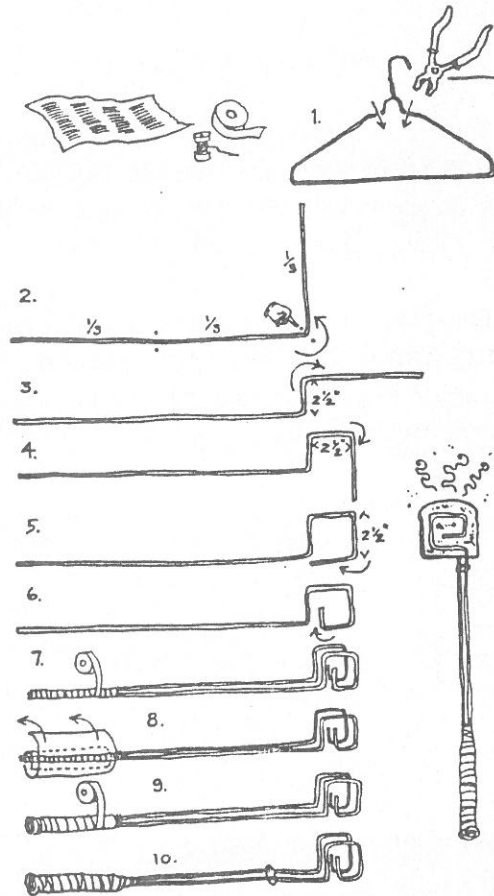
1. Help the Scout cut the hook off both hangers right below

the twisted part. Straighten each wire into a long rod.

2. Using gloves, take hold of the rod with both hands and about 1/3 of the way down make a right angle bend.
3. 2 1/2" from the bend make another bend. Your bend can be somewhat round if needed.
4. Make 3 more bends. Keep the wire flat.
5. Continue bending wire in the same manner, making them as much alike as possible.
6. Place one wire on top of the other. Fasten them together at the straight end by winding tape around them about 6". Be sure and cover the sharp ends with tape.
7. To make a heat-proof handle, fold the newspaper and wrap it around the taped part of the wire.
8. Cover the paper with more tape. Make it tight and smooth so the handle won't slip and will feel comfortable in your hand.
9. Wrap a piece of thin wire in a ring around both hanger wires, right below the first bend. Don't wrap too tightly, because it has to slide up and down the wire.

When you slide the twisted wire ring down toward the handle, the bent ends of the toaster will come apart so that the food between them will slip in and out.

A wire toaster will last for years. If it gets worn or dirty, just make a new one.



1. REMEMBER THAT THE TOASTER WILL GET HOT, EXCEPT FOR THE HANDLE
2. If your food catches on fire, leave it in the fire. Food that touches the flame can start to burn. If it does, lay the toaster down and wait until the burning stops. Don't try to save your sandwich. When the flames die down, you can try again over coals.
3. A toaster does not need cleaning. If anything sticks, wash the toaster in soapy water, and DRY it so it won't rust.
4. You will need to lock the food into a wire toaster and hold it over the coals. Find a comfortable place to sit or kneel by the fire so you can keep the toaster level. If you stand up, your food will brown too fast on one end.
5. The most important thing to remember is to keep the toaster over hot coals, not over flames. Flames will burn the food before it has a chance to cook, so wait until the fire is ready.

GRILLED CHEESE

2 slices any kind of bread
1-2 slices of cheese

1. Spread both sides of bread lightly with butter.
2. Place cheese between slices of bread, butter side in.
3. Toast over hot coals until the bread is brown and the cheese is melted.

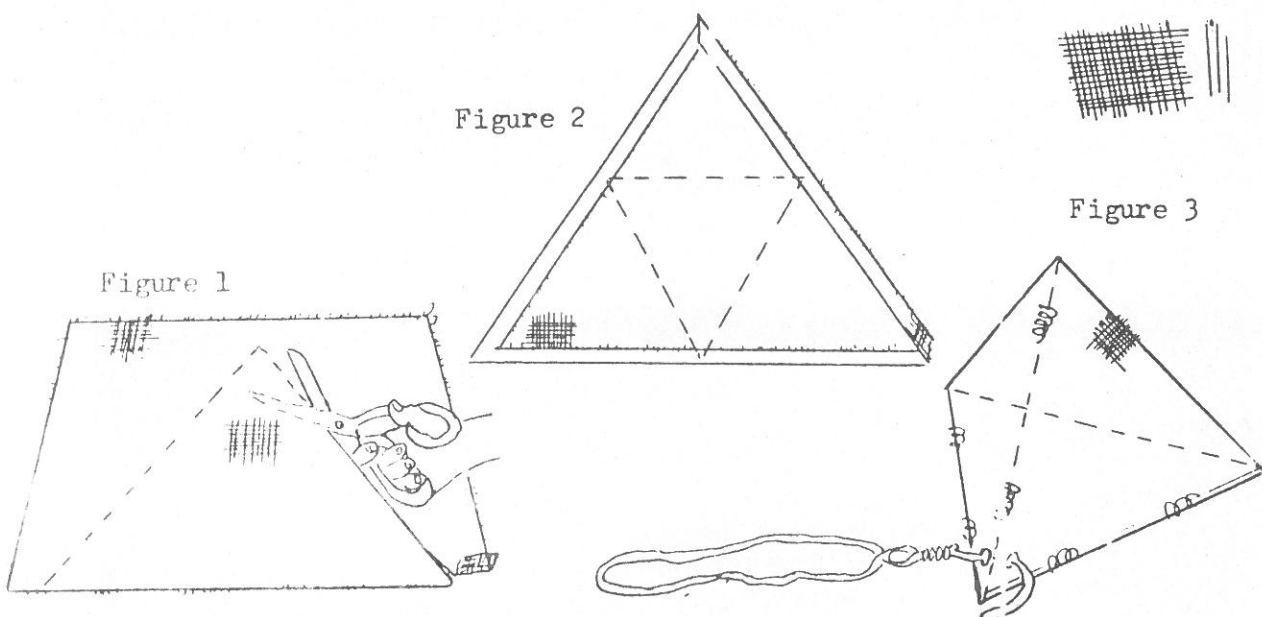
Note: Add ham or lunch meat to the above for variations.



POPCORN POPPER

Materials: Metal wire window screening 2 feet square
Wire coat hanger
Felt tipped pen
Yardstick and large scissors

1. Using a felt tipped pen and a yard stick, draw a triangle with all three sides the same length, about 18-24" per side.
2. With a large pair of scissors, cut out the triangle and save a piece of the scrap screening. Fold about a 1/2" of each edge of the triangle over. Do this with your fingers--use the yardstick as an edge guide---but be careful not to poke yourself on the prickly wire ends of the screening.
3. Lay the triangle flat with the folded edge side facing up, and with the yardstick and marker draw lines from the centers of each edge to form a smaller equal-sided triangle in the center.
4. Carefully fold up each of the 3 large triangles, bending the screening along the lines drawn to make the second triangle.
5. Using lengths of screen wire pulled from the scrap of screening, fasten together the adjoining edges of the three bent together triangles in about two or three places on the edge of each, but not too close to the top. You must be able to pull the points of the basket back to open the popper.
6. Take the wire coathanger and bend it out to make a handle. Put the hook end of the coathanger through two of the points.
7. To add popcorn kernels to the popper, pull back the third point. To pour out the popped corn, remove the handle and open all three points. The popper will cool almost immediately after being removed from the heat and does not need to be washed. Be sure to use a pot holder around the hanger handle when popping corn to prevent burning your hand.



{FOIL COOKERY}

You can use 2 layers of lightweight or 1 layer of heavy-duty aluminum foil. Foil should be large enough to go around food and allow for crimping of edges in a light seal. This will help keep the steam and juices in.

Cooking should be done on a shallow hot bed of glowing coals that will last the length of time necessary for cooking.

FOIL COOKING TIMES

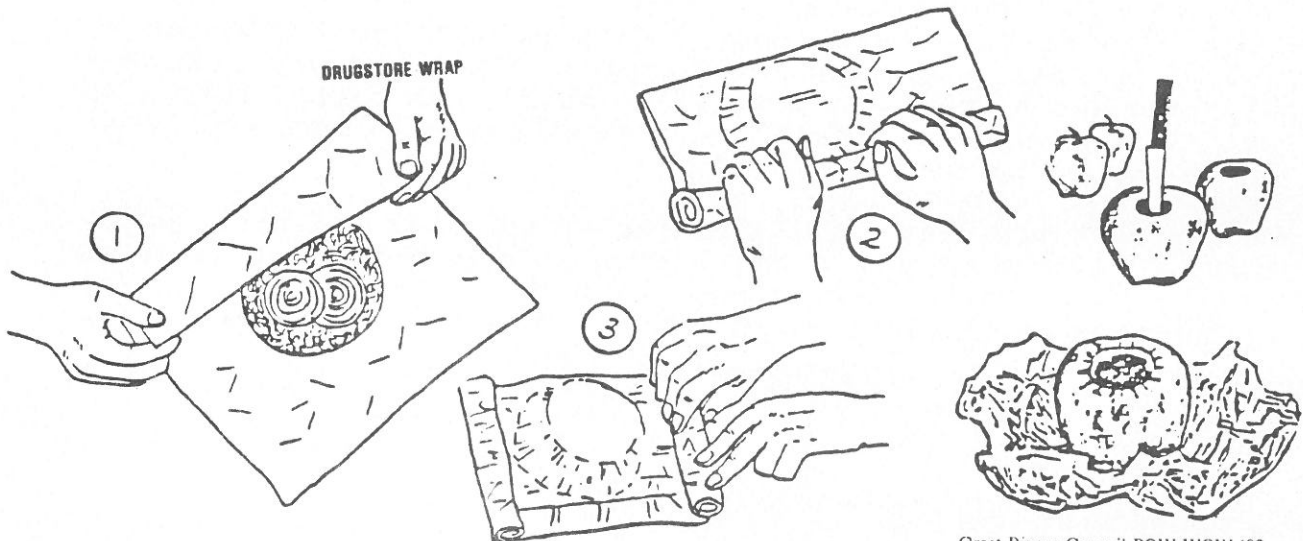
Hamburger	8-12 minutes
Chicken pieces	20-30 minutes
Wieners	5-10 minutes
Pork chops	30-40 minutes
Carrots	15-20 minutes
Ear of corn	6-10 minutes
Whole potatoes	45-60 minutes
Potato slices	10-15 minutes
Whole apples	20-30 minutes

FOIL DINNER

Lay a hamburger patty or pork chop on sheet of heavy-duty foil. Cover with slices of potato, onion, and carrots. Season with butter, salt and pepper. Wrap with a "drug store" fold. Cook 20-30 minutes over hot coals, turning the package over twice during the cooking process.

BAKED APPLE

Core an apple. Place on a square of foil, and fill the hole with 1 tbsp of raisins, 1 tbsp brown sugar and a dash of cinnamon. Candy red hots also make a good filling. Wrap foil around apple and bake in coals for 20 minutes.



CHICKEN IN FOIL

Using 8" square of heavy foil, place 2 pieces of chicken in the center. Mound 1/3c minute rice over chicken, pout on 1/3 c liquid (equal parts cream of chicken soup and water.) Dot with 1 tbsp oleo and season with salt and pepper, Fold foil in tight drugstore wrap and cook over in coals, 1 hour. Turn frequently.

CAMPFIRE RICE

Mix 1 1/2 c water, 1 1/2 c instant rice, 1/2 tsp dry mustard, 1 tbsp butter, salt and pepper, 1 tbsp BBQ sauce, 1 Medium onion chopped. Line a deep dish with heavy foil. Put mixture in foil, fold top to close tightly, remove liner from pan and put soil package over coals. Cook 15-20 minutes.

{RECIPES FOR COOKING OUTDOORS}

GRILLED WRAPPED FRANKS

10 Frankfurters

2 cups bisquick baking mix
1/2 cup water

Pat frankfurters dry. Mix baking mix and water until soft dough forms; beat vigorously 20 strokes. Divide dough into equal parts. Pat 1 part dough around each frankfurter with fingers floured with baking mix, completely covering frankfurter. (at this point, wrapped franks can be covered with cooking oil.) Grill frankfurters about 4" from hot coals, turning frequently, until brown, about 15 minutes.

DUTCH OVEN COBLER

1 White cake mix
2 cans pie filling (cherry, apple etc)
brown sugar
cinnamon

1 1/2 stick butter or margarine

Put pie filling into dutch oven together with about 3/4 can of water. Sprinkle cinnamon over apple. Sprinkle dry cake mix evenly into dutch oven. Do not mix or stir. Cut butter into 1/4" thick squares and cover cake mix. Sprinkle cinnamon and brown sugar on top of butter.

Place lid on dutch over. Put 4 pieces of hot charcoal under dutch over and 12 pieces of top of dutch oven. Cook about 45 minutes or until you can't resist the aroma. (Peach cobbler can be made by using two cans of sliced peaches (29 oz) and eliminating the water.

S'MORES

Lightly brown marshmallow over fire. Place between graham crackers with a square of hershey candy bar.

For a variation-spread the graham cracker with peanut butter before adding the chocolate and hot marshmallow.

SHAGGY DOGS

1 Can chocolate syrup
1 pkg shredded coconut

1 pkg lg marshmallows

Open the chocolate syrup and head over the coals until runny. Toast a marshmallow on a stick until just golden. Dip marshmallow in chocolate syrup and roll in coconut.

NO BAKE CHOCOLATE CAKE IN A CONE

1 pkg chocolate cake mix
miniature marshmallows
ice cream cones

nuts
shredded coconut

Add liquid to one package of chocolate cake mix. Add nuts, marshmallows and coconut. Serve in an ice cream cone. For variety, instant pudding may be substituted for the cake mix.

BANANA BOAT

1 banana
mini marshmallows

chocolate chips

Peel one section of the banana skin and remove part of the banana meat. Fill with chips and marshmallows. Replace banana peel and wrap the whole in foil. Warm over coals just long enough to melt the chips and marshmallows.

CAMPFIRE BISCUITS

1 can refrigerator biscuits
stick or long for toasting

Remove biscuits from can and separate. Form biscuit into a ball, or wrap around the stick. Toast over an open fire until golden brown.

APPLE TARTS

1 can refrigerator biscuits
1 cup apples finely chopped

cinnamon and sugar

Preheat oven to 400 degrees. Open biscuits and separate. Place biscuits on ungreased cookie sheet and press flat. Place 1 tbsp apples on biscuit. Sprinkle with cinnamon and sugar as desired. Fold over and seal edges. Bake at 400 degrees until golden brown, about 12-15 minutes. These can be done in a box oven also.

ICE CREAM

Materials: 1 cup milk
 1 cup whipping cream
 1/2 cup sugar
 1/2 tsp vanilla
 1-1 lb coffee can (empty)
 1-3 lb coffee can (empty)
 Ice, rock salt and 2 cub scouts

Combine milk, whipping cream, sugar and vanilla in the 1 lb can. Mix well. Cover tightly with the plastic lid. Place this can in a 3 lb can filling the empty space with ice and rock salt--alternating the two. Cover with plastic lid and place can on its side. (The rolling will go smoother if you also put another plastic lid on the 3 lb cans other end) The two Scouts sit down on the floor or ground, facing one another about 4 feet apart and roll the can back and forth rapidly for 10 minutes. Open the 3 lb can and empty the melted ice out. Replace with the ice and rock salt. Replace the lid and roll again for 5 minutes--open and have an ice cream treat.







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Crafts

Boys like to make things. The challenge for leaders is to find something suited to the monthly theme, or special activity which is within the abilities and interest of a Cub Scout age boy. Finding crafts is not a problem. Cub Scout literature is full of them, roundtable provides them to. The task is finding the right one.

Crafts teach the Cub Scout how to use his hands, self expression, imagination, and creativity. Crafts should always have a purpose and be used in the den to carry out the theme of the month. when you work with your Cub Scouts on craft projects, then complete achievements and electives, learn how to use their hands and tools to complete a project, and follow instructions to have a useful product of which they can be proud. Crafts can also challenge the Cub Scouts to use resourcefulness when they are asked to make "something from nothing." Crafts are helpful when started in the den, completed at home with the family, and displayed at the monthly pack meeting.

Crafts should be inexpensive and easy to make. Ask parents within you den to help provide scrap material for your use. Also, a great deal of scrap material is available for the asking at local shops.

GUIDELINES

1. A craft is not needed at every meeting.
2. Keep crafts simple and inexpensive.
3. Crafts should be practical. Learning to braid is fun. Learning to braid a belt which can be used as a costume part or as a gift is even better.
4. Crafts should teach some skill such as carving, modeling, painting, weaving, measuring. Merely gluing pieces together is not enough. Boys like to hammer, saw, lace leather and paint.
5. Crafts should be progressively more challenging. Try to avoid repeating craft projects which boys have made the previous year. Avoid cut and paste projects.
6. Crafts should be the boys work not the leaders. In some cases, leaders will be wise to pre-cut or pre-assemble certain parts of a craft which may be too difficult --but the boys need to be able to say: "I made it!"
7. Have all materials ready before the den meeting. Be sure to have extra supplies on hand for accidents and goof ups.
8. You should make the craft first to be familiar with how it is made.
9. Have a finished model for the boys to examine.

10. Be sure the selected project is aimed at the boys' needs and capabilities.
11. Make the craft project fun for the boys. "Keep it simple, make it fun."
12. Don't criticize or compare crafts between boys
13. Praise the boys' efforts.
14. Let the boys choose a craft, within reason.
15. Make crafts useful and if possible related to the months theme.
16. Display the boys's finished crafts at the pack meeting.

CRAFT TIPS

GLUE: To save money, put glue in a large container and pour it into smaller containers so each boy will have his own to work with. The best glue for plastic milk cartons is clear silicone. Scotch contact cement is good for wood and paper. Tacky glue is best for styrofoam or polyfoam. Egg whites make a good adhesive for bonding paper kits.

WORKING WITH TIN: Rub the edges of the tin with steel wool after cutting, and you will be less likely to cut fingers on the sharp edges. Leaders should supervise any tin work carefully.

SCRAP MATERIALS: Many scrap materials can be obtained at little or no cost. Lumber companies will often provide scrap lumber and wood pieces for projects. They are also a resource for sawdust. Telephone companies have empty cable spools and colorful scrap wire. Ice cream stores have 3 gallon cardboard containers for making helmets. Carpet shops have discontinued rub and tile samples. Appliance stores and moving companies have large cardboard boxes.

PAINTING TIPS

TEMPERA: Tempera is a water base paint and is best for use with Cub Scouts. This paint goes a long way and is easy to clean up. Powdered tempera is the least expensive. Add 1 teaspoonful of liquid detergent to cut down on staining.

POSTER PAINT: Combine 1/2 cup cornstarch with 3/4 cup cold water. Soak 1 envelope unflavored gelatin in 1/4 cup cold water. Stir 2 cups hot water into corn starch mixture. Cook over medium heat until mixture boils clear. Remove from heat and stir in gelatin mixture and 1/2 cup powdered detergent. Cool. Put in jars for different colors. Add color by using either food coloring, all purpose dye or tempera.

ACRYLICS: Acrylic paint is available in both tubes and jars. The jar paints are usually best for Cub Scouts. Paint can be thinned with water. Brushes can be cleaned with water. Paint is non-toxic and good for painting almost anything.

SPRAY PAINT: A plastic spray bottle is a good container for doing mass painting with diluted tempera or poster paint. Spray objects inside a cardboard carton with newspapers spread underneath so paint dust will be confined to interior of box.

PAINTING PLASTIC: Mix powdered with liquid detergent instead of water or starch. The paint will adhere to the plastic better.

PAINTING STYROFOAM: Be sure to use the type paint which will not dissolve styrofoam. See instructions on the paint container.

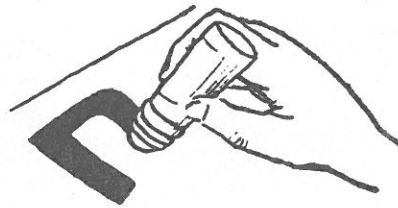
FINISHING COATS: Objects painted with tempera or poster paint will have a dull finish and will not resist moisture. for a shiny finish and for protection, spray with clear plastic, clear varnish or give it a coat of white glue diluted in water. This will make it waterproof. Acrylic paint does not need a finishing coat.

CLEANING BRUSHES: Teach Cub Scouts how to clean their paint brushes properly. Varnish, oil or enamel should be cleaned with turpentine. Shellac is cleaned with shellac thinner or denatured alcohol. Tempera, poster paint, or acrylic should be cleaned with water.

HELP HINTS

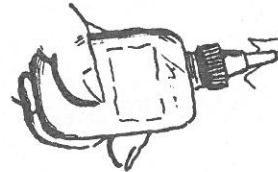
KING SIZE BALL POINT PEN

Use empty roll-on deodorant bottles for heavy lettering on poster and signs. Remove the cap, clean the bottle and fill with thin printers ink or paint.



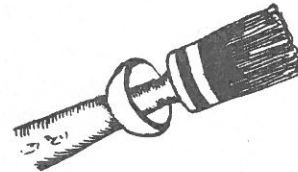
PLASTER PATCHER

Enlarge the tip of a squeeze bottle and pour in plaster.



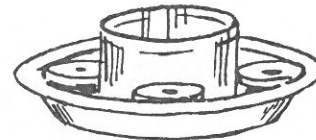
PAINT DRIP CATCHER

Push half of a hollow rubber ball over the handle of the paint brush to catch drippings.



SPILLPROOF PAINT PALETTE

Glue deep bottle caps from 2 liter pop bottles around the edge of an old metal pie tin. Place a container for water in the center. Put small amounts of paint in the caps.



EASY WAY TO CUT FELT

Copy your pattern of the dull side of freezer paper. With shiny side of paper next to felt, press with iron. The pattern sticks to the felt, so you can cut out the pattern and the felt at the same time with smooth, even cuts. After cutting, peel the paper off the felt.

CLOWN MAKE UP

- 3/4 cup Cornstarch
- 2 cups Water
- 1/4 cup Liquid dish washing soap
- 4 Empty plastic containers with lids
- Food coloring (yellow, red, blue, green)

1. In a saucepan, mix the cornstarch and water. Heat over medium high heat, stirring constantly. After mixture boils, heat for 2 minutes more, continuing to stir. Mixture should be about the consistency of mashed potatoes.
2. Let mixture cool until it is just warm. Add the liquid soap, beating it with a spoon until it is well blended.
3. Divide mixture into 4 containers, add food coloring to each container. Stir until blended.
4. This mixture dries slowly, so it will not tighten the skin too much. It remains soft and pliable for some time, washes easily, and will not irritate the skin. Because of the soap content, the makeup can irritate the eyes. Apply any makeup near the eyes for the children.

PAPIER-MACHE

- 2 cups Wall paper paste
- 2 1/2 cups water
- Newspaper

Tear the newspaper into strips about 3" x 9". Papier-Mache is done by dipping one strip of paper at a time in the mixture and placing the strips over an object such as a balloon to make musical instruments or snowmen. Drying takes about 2 days.

PUFFY PAINT

1. Equal parts of flour, salt and water
2. Bowl, spoon
3. Liquid tempera paint to desired color
4. Cardboard squares or heavy paper
5. Plastic squeeze bottles (mustard or ketchup containers)

Mix equal parts of flour, salt, and water in a bowl. Add liquid tempera paint for color. Pour into plastic squeeze bottles. Squeeze mixture onto cardboard or heavy paper. Mixture will harden in a puggy shape. Colors will together without mixing. Allow experimentation in design and pattern.

(PLEASE NOTE: THIS IS A NON-WASHABLE PAINT, NOT FOR USE WITH FABRIC)

SKRINKIES

Styrofoam meat trays (get clean ones from the butcher)
Permanent Felt-tip markers
Spatula
Scissors
Glue
Small magnets
String
Baking sheet
Aluminum foil

1. Draw a picture on a styrofoam meat tray with markers
2. Cut it out. Poke a hole in it for an ornament or pendant
3. Place on a foil-covered baking sheet.
4. (ADULT) place cut-out shape in 300 degree oven for 3-5 minutes. Watch carefully. If, at the end of 5 minutes, piece has curled, adult can use spatula to flatten
5. Remove from oven and cool. It will be small and hard.
6. Add string for a pendant or an ornament, a magnet for a refrigerator note holder.

BAKERS CLAY

4 cups Flour
1 cup Salt
1 1/2 cup Water

Mix ingredients and knead. If too stiff, add water. Shape into figures. Bake 1 hour in 300 degree oven or until hard. Paint and decorate when cool. To keep baked items, spray with fixative or shellac. **DO NOT ENLARGE THIS RECIPE, BUT MIX A NEW BATCH.** Use within 4 hours since clay dries quickly. This is not to be eaten.

CLAY

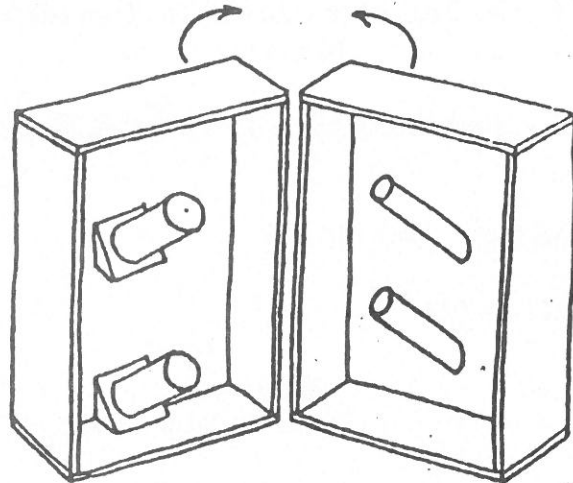
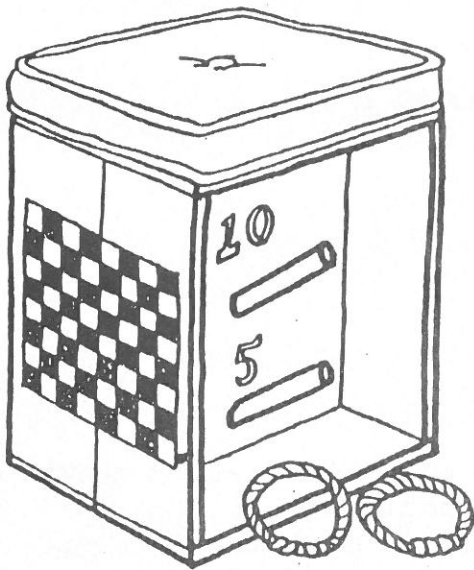
2 cups Baking Soda (1 lb package)
1 cup Cornstarch
1 1/4 cup Cold Water

Stir together baking soda and corn starch in pan. Add water and cook over medium heat, stir constantly. When mixture is the consistency of moist mashed potatoes, turn out on a plate and cover with damp cloth. when cool enough to handle, let the artist come out. Color may be added to the clay using food coloring while kneading, or painted after the object has dried. A shiny glaze can be applied to the finished object with clear varnish.

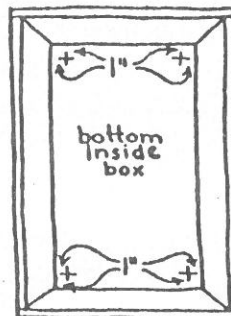
GAME SEAT

Materials: 2 wooden crates
broomstick
screws
2 tin cans
cushion

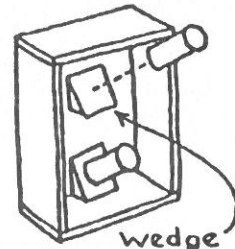
In one box faster two pieces of broomstick with screws for a ring toss. In the other box, nail two cans for ball bounce or washer toss. On one side draw a checker board for checkers-on the other side drill holes for tic-tac-toe: use colored golf tees. Place a cushion on top and it becomes a seat for your workbench or to watch television.



BOXES ARE PLACED BACK TO BACK AND BOLTED TOGETHER .



DRILL HOLES IN BACKS OF BOXES



GLUE WEDGES AND THEN GLUE CANS TO WEDGES

SALT DOUGH

Many different things can be made from salt dough--tie slides, Blue and Gold decorations, beads, just to name a few.

The dough if left in the air will harden but if placed into a plastic bag and sealed; it will keep indefinitely.

- 1/2 cup cornstarch
- 1/3 cup water
- 1 cup salt
- 1/3 cup water

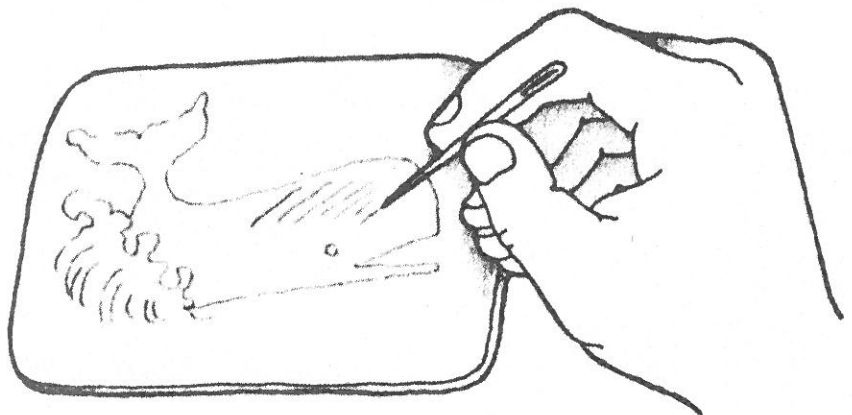
Dissolve cornstarch in 1/3 c water in a bowl. In a separate pan, mix 1 c salt and 1/3 c water and heat, stirring constantly until mixture comes to a boil. Remove from heat and stir in cornstarch solution. Stir hard until mixture is the consistency of thick mashed potatoes. (if dough refuses to stiffen as, mysteriously, it sometimes does, return pan to low heat briefly and stir.) Turn dough out on board until cool enough to handle and knead until smooth and pliable.

Immediately place into plastic bag and seal until ready to use.

PLASTIC SCRIMSHAW

MATERIALS: Pencil
Carbon paper
Black crayon
Nail or large needle

1. Find an empty soft plastic jug, preferably white, (bleach or dish washing detergents). With a scissors, cut out a smooth piece of plastic that has no printing on it.
2. Draw or trace a picture onto the plastic using a pencil and carbon paper, if necessary.
3. Use a pointed nail, or a large needle to etch the picture into the plastic.
4. To darken the scratched lines, rub over them lightly with a black crayon and then clean off the excess crayon by wiping the design with a paper towel.



JUTE DOLLS

Wound and twisted jute dolls have multiple joints. You can bend them any which way-to sit in funny positions. Jute dolls can be of any size, depending on the length of the four starting cords.

Besides jute, you can make them of heavy twine or rug yarn. You'll need two macrame' pins (or any pin with a large head) and a board or piece of sturdy cardboard to work on. After the doll is finished, you can glue on yarn hair, felt features, and fabric scrap clothing.

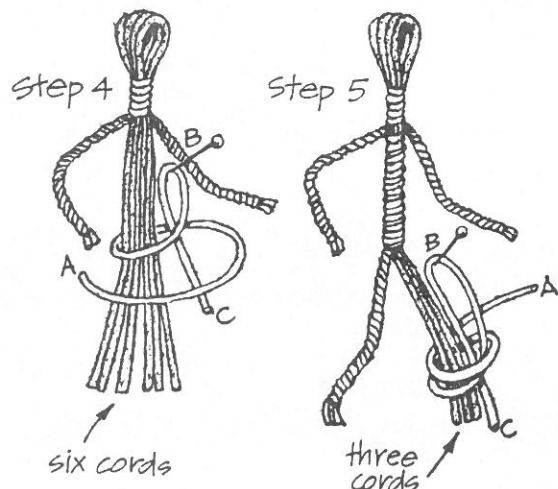
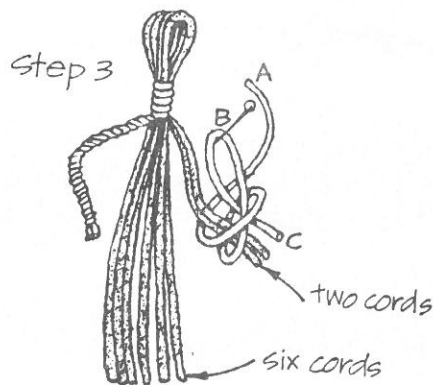
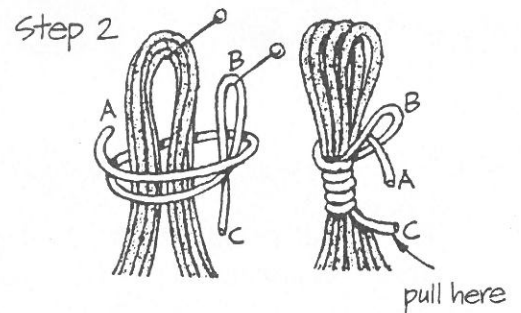
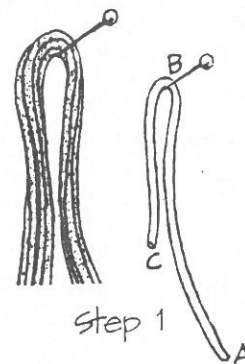
Cut 4 cords, each 24" long. Fold them in half; then hand them from the center over one of the pins stuck in the board. Cut another cord 8" long. Fold one end of it back, pinning the fold next to the other cords.

Wrap end A tightly around all the other cords just above end C. This forms the doll's neck. To finish, thread end A through loop B. Remove the pin from loop B. Pull end C down firmly, making a knot around end A. Cut off the loose ends.

Take the two outside cords on both sides to form arms. Cut two cords, each 10" long. fold them at one end and pin them on either side, next to the arm cords. Start at the hand and wrap up to the neck, the same way you wrapped the neck.

If you like, you can change colors to wrap the doll's body. Cut a 20" cord. Wrap the six center cords, starting at the hips and working up to the neck.

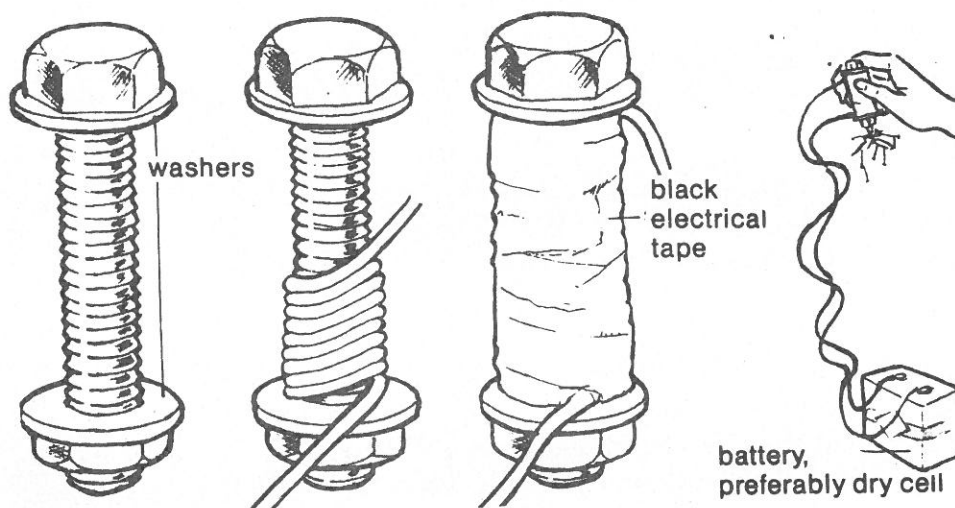
Each leg is 3 cords. Divide them and wrap from the feet up to the body.



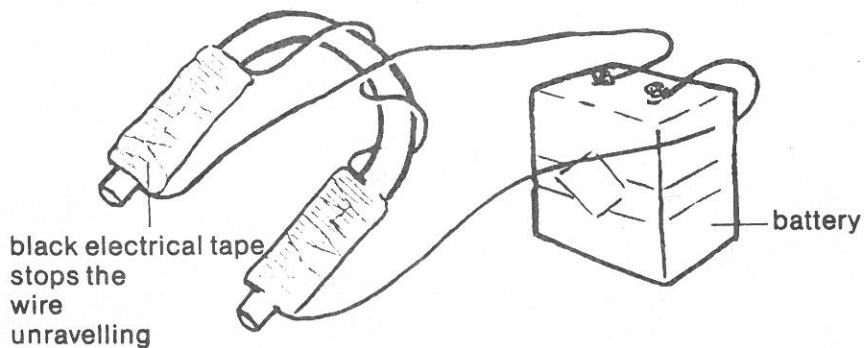
ELECTROMAGNET

An electromagnet can be very powerful. For the simplest electromagnet you need a small nut and bolt, about 1 inch (4 cm) long, and some insulated electric wire, such as thin, single-strand doorbell wire.

Neatly wind the wire around the bolt. the thinner the wire, the better it will work, and the more times you wind the wire around the bolt, the more powerful the magnet will be. Connect the two ends of the wire to a battery and then try lifting nails and thing with it.



You could try this horseshoe magnet, made from a piece of bent metal rod. Wind the wire clockwise around one arm and counter-clockwise around the other.

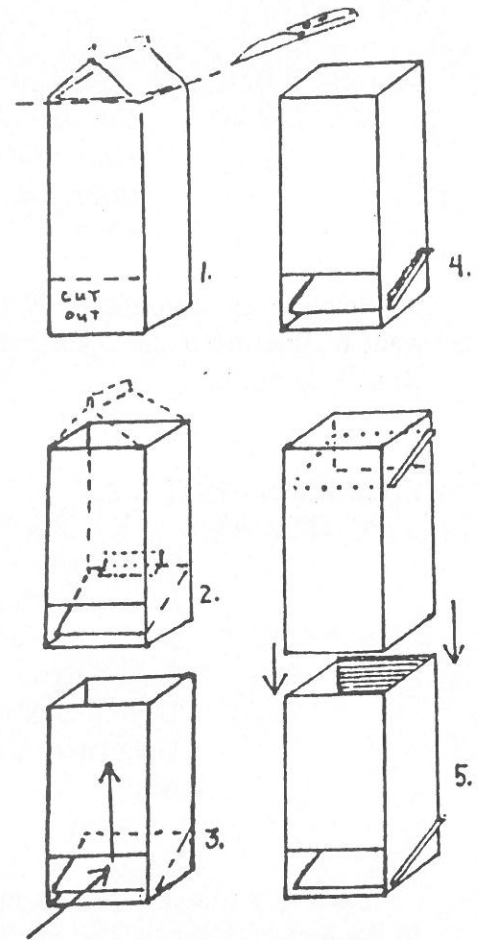


PERISCOPE

With this periscope, boy can sneak up on squirrels and get close to birds. They can hide behind a tree, fence, or thick bush and observe unnoticed.

MATERIALS: Tape
2 - 1 qt. milk cartons
Scissors or Exacto knife
2 - 1 7/8 x 1 7/8" mirrors

1. Cut off top of carton. Wash and dry carton. Cut out near bottom as shown in fig. 1.
2. Tape over the back of mirror in the carton.
3. Adjust angle of mirror until you can see straight out top of carton when you look through hole in side. Tape mirror in place. You now have half a periscope. See figs 2,3.
4. If mirror is wider than carton cut slits in sides of carton as shown in fig. 4. Slide mirror through slits and tape in place.
5. To make complete periscope, cut top off second milk carton and repeat steps 1-4. Squeeze top of first carton so second carton will slide down and fit on top of it.

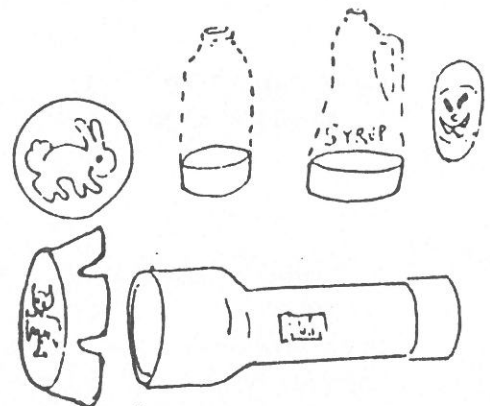


FLASHLIGHT FOOLERS

Have fun on a summer night or at a pack meeting by making animals or symbols shine in the night from your flashlight.

MATERIALS: Flashlight
Small plastic bottle that fits over your flashlight.
Markers that mark on plastic

On bottom of bottle make a symbol. Cut off top of bottle about 1" from the end. Cut 2-3 slits down sides of bottle so it will slip over the flashlight easily.



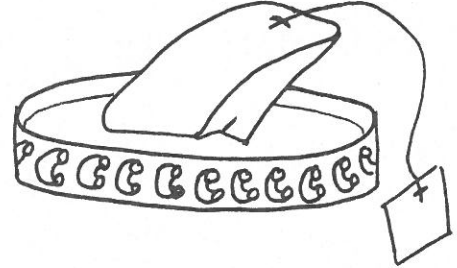
TO HELP OTHER PEOPLE

GIFT IDEAS

TEA BAG HOLDER

MATERIALS: Colored lids from instant coffee
Decorations such as noodles, sequins
beads etc.
Glue

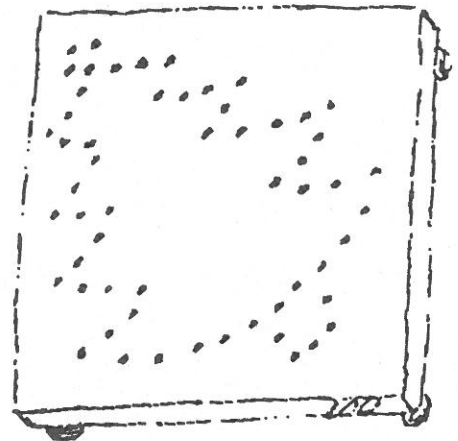
Remove the cardboard liner from the lid. You may want to line the inside with contact paper. Decorate the outside of the lid.



CHRISTMAS HOT MAT

MATERIALS: 7 X 7 X 2" piece of board
Sandpaper
Patterns (simple outlines of a star, tree
etc.
Scotch tape
Thumb tacks-various colors
Upholstery tacks
Nails
Hammer

Sand any rough edges on the wood. Tape the pattern to the wood. Using a nail, make a dot every 1/2" along the lines of the pattern. Remove pattern and push tack in each dot. Use hammer, with a band-aid covering the head, to push in any pesky tacks. Turn over and hammer upholstery tack near corners for "feet".

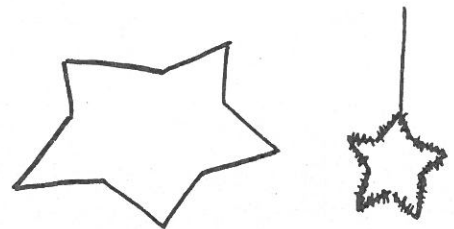


GLITTER STARS

MATERIALS: White glue
Wax paper
Glitter

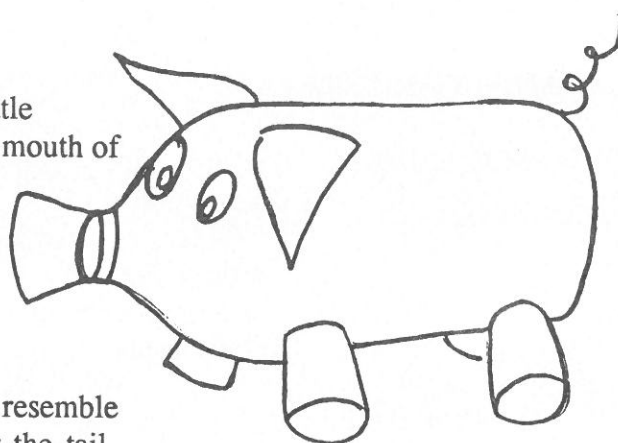
Using a bottle of glue with a pointed tip draw star shapes on a piece of wax paper. The glue lines should be thick and wide. Sprinkle enough glitter on glue so it is completely covered. Let dry for two days. Shake off excess glitter and save for another time. Carefully peel away wax paper. Hang stars from tree or in the window.

*This could be used for Blue and Gold also



POP BOTTLE PIG

MATERIALS: Smaller sized glass pop bottle
5 corks (size that will fit in mouth of the bottle)
pipe cleaner (pink)
pink felt
googley eyes
contact cement



Glue 4 corks to the bottom of the bottle to resemble legs. Curl and glue a pipe cleaner piece on for the tail. Glue on eyes, and ears. Fill with M & M or other small candy. Place cork in bottle for snout.

CHRISTMAS TREE ORNAMENT

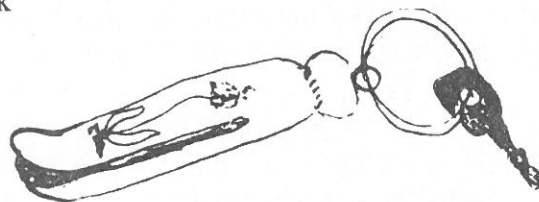
MATERIALS: Aluminum can
white spray paint
decorative paints in squeeze tubes or bottles
glitter and glue or glitter paint
ribbon or gold/silver cord

Clean the can. Allow to dry thoroughly, smash can. Spray with white paint. Allow to dry. Paint other side. Allow to dry. Tie ribbon or cord to pull tab of can. Decorate with paint and glitter. Hang to dry.

CLOTHESPIN KEY RINGS

MATERIALS: Wooden clothespin
Stain or acrylic paints or india ink
Brush
Small screw eye
Key ring

OPTIONAL: White glue
Decals
Plastic spray

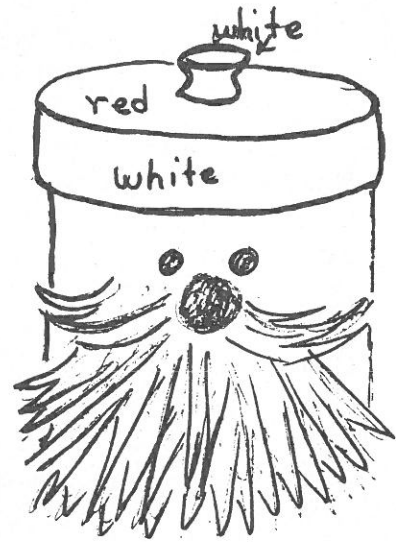


Stain or paint clothespin desired color and let dry. Using decals, acrylics, or india ink, add designs to sides of pin. Seal with clear plastic spray (for shiny finish) or white glue painted on full strength (for smooth matte finish). Attach a screw eye at top of pin; then add circular key ring.

SANTA CANISTER

MATERIALS: Shaker box-or coffee can spray painted beige
Drawer pull
1 - 8" long unbleached cotton craft mop
Fabric stiffener
Hot glue gun or contact cement
Acrylic paint

1. Paint the lid red
2. Paint on eyes and nose (glue on buttons if wish)
3. Beard-trim mop to 4" long and discard ends. Dip mop in fabric stiffener-squeeze to remove excess. Place mop on waxed paper and spread strands into a fan shape. For each side of mustache, separate approximately 50 strands from each side at top of mop without exposing fabric tape underneath. Twist each side of mustache trim and allow to dry.
4. Remove beard from waxed paper-curve to fit box or can and glue onto the can.



CRAYON MELT PRINTS-CHRISTMAS CARDS

MATERIALS: Food warming tray or electric skillet, lined or covered with aluminum foil
Crayons
Paper

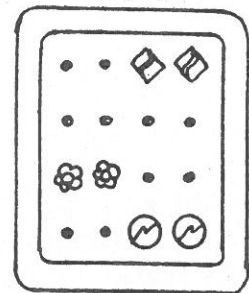
To make these prints, the tray or skillet need to be warm - not hot. Make a crayon design on the foil. The crayon melts as you draw, producing beautiful trails of color.

To make the print, lay paper over the crayon design. Put on oven mitts and carefully smooth the paper down. Lift it off and see what happened. Wipe the foil with a rag and start a new print.

EARRING ORGANIZER

MATERIALS: Meat tray, foam cut to desired size
Blunt needle

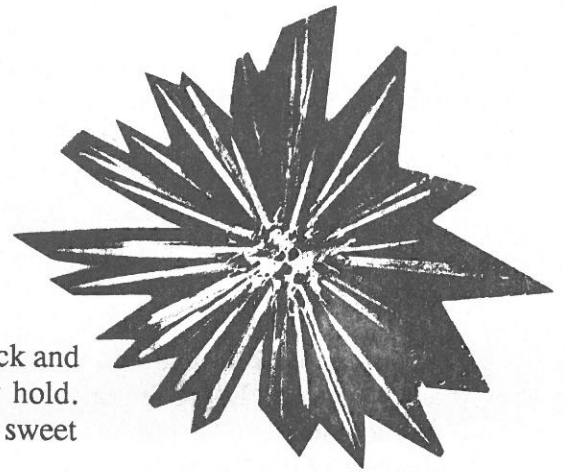
With a blunt needle pole holes in a foam meat tray. Glue on lace, braided yarn etc to decorate.



SWEET GUM STARS ORNAMENT

MATERIALS: Sweet gum tree seed balls
Toothpicks
Thick white craft glue
Spray paint

Apply small amount of craft glue to one end of a toothpick and insert in a hole of the sweet gum ball. Repeat to fill every hold. Let dry. Paint as desired. Loop sewing thread around the sweet gum ball to make a hanger.



MEMORY ORNAMENTS

MATERIALS: 3" circle (1/8" thick) plywood
white enamel paint
acrylics or fine point markers
fishing line for hanger
picture of boy or group

1. Drill a small hole in top of plywood circle
2. Paint with white enamel covering-front, back and sides
3. After paint has dried-glue on the picture
4. Decorate with acrylics or fine point markers
5. Write names and dates on the back
6. Make a hanger of fishing line

LACY THREAD BALLS

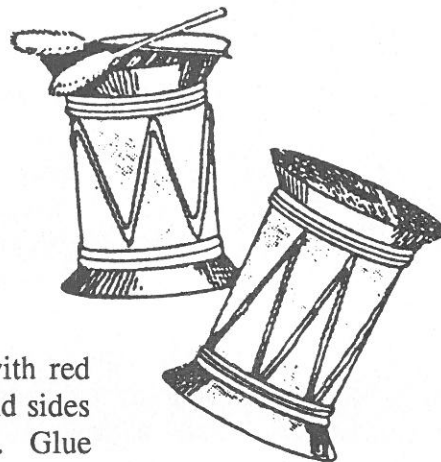
MATERIALS: Balloons
Tread
Starch

Lay a spool of thread on its side in a small bowl of and cover it completely with liquid starch. Hang a small balloon over the bowl and wind the thread around it firmly (not too tightly or you may pop the balloon). Keep winding until the balloons is covered with a fine network of thread, like a cobweb. Cut the end of the thread and smooth it down. Let the starch dry overnight; then pop the balloon and gently remove it. Hang lace balls on your Christmas tree.

DRUM ORNAMENTS

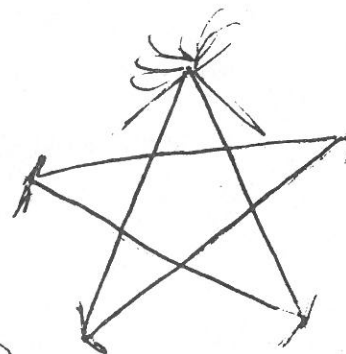
MATERIALS: Empty thread spools
Paint, acrylic
Yarn
Cotton swabs

Make little drums out of empty thread spools. Paint them with red acrylic paint. Using white yarn, glue trim onto the top, bottom and sides of the spools. Cut cotton swabs in half to make the drum sticks. Glue onto to of the drum.



STAR

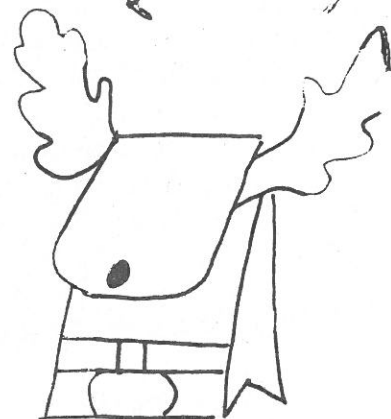
Common place twigs become something special when you tie or lash ends together. You will need 5-5", 10" or 15" twigs. Use raffia to tie the ends together.



REINDEER

MATERIALS: Brown lunch bag
ribbon
construction paper
glue

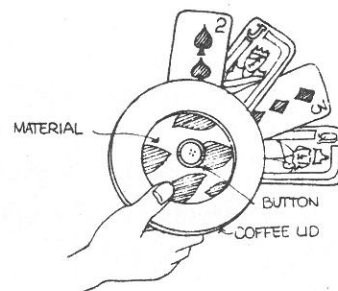
A brown lunch sack can become a simple christmas decoration. Use ribbon for a bow on the front and construction paper for other accents-antlers, nose.



PLAYING CARD HOLDER FOR DISABLED PEOPLE

This permits organization and control of a number of cards without spilling them.

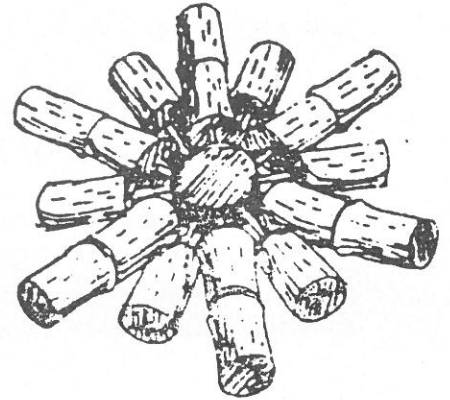
Select 2 firm, rimmed plastic covers the same size (1 lb coffee lids) Glue colorful fabric to the inside of each. Place smooth undecorated surfaces together. Attach a 1" flat button on each decorated side by sewing on with doubled strong thread and a sturdy needle. Go over and over through the plastic into matching holes of each button. Secure tightly.



TRIVET

MATERIALS: Corks
Bamboo sticks
Nail

Wine bottle corks make excellent trivets. Use bamboo sticks for spokes to link corks, making holes with a nail or other sharp instrument in cork ends before inserting sticks. Then fill holes with white glue and attach sticks. Try a sunburst trivet, using eight spokes of two corks each and eight spokes of single corks radiating from a cross section of a large cork. Corks may be tinted first (use a tbsp of liquid dye to a cup of hot water. Let dry).



STOCKING CAP TREE ORNAMENT

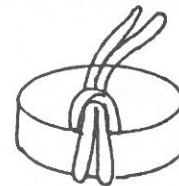
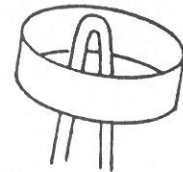
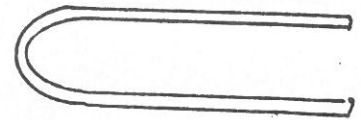
MATERIALS: Cardboard tube cut in 1" section
Yarn cut in 9" sections

Fold yarn in half forming a loop.

Place folded yarn under tube, looped end must be inside of tube.

Pull loose ends through loop and tighten

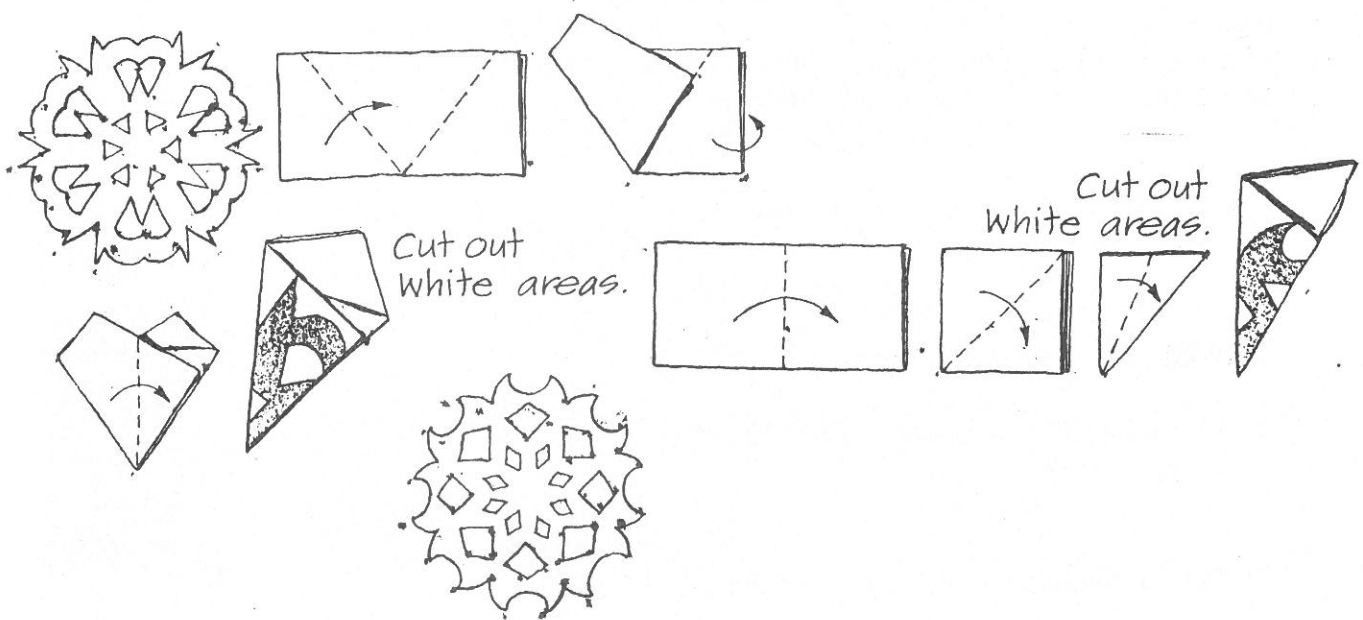
When entire tube is covered with yarn, pull all yarns up and tie with another piece of yarn to form a pom-pom. Trim ends to make pom-pom even. Hang on tree with a metal hook or make a loop of yarn to hang it.



DIP AND DYE SNOWFLAKES

MATERIALS: Coffee filters
Dye (diluted food coloring)

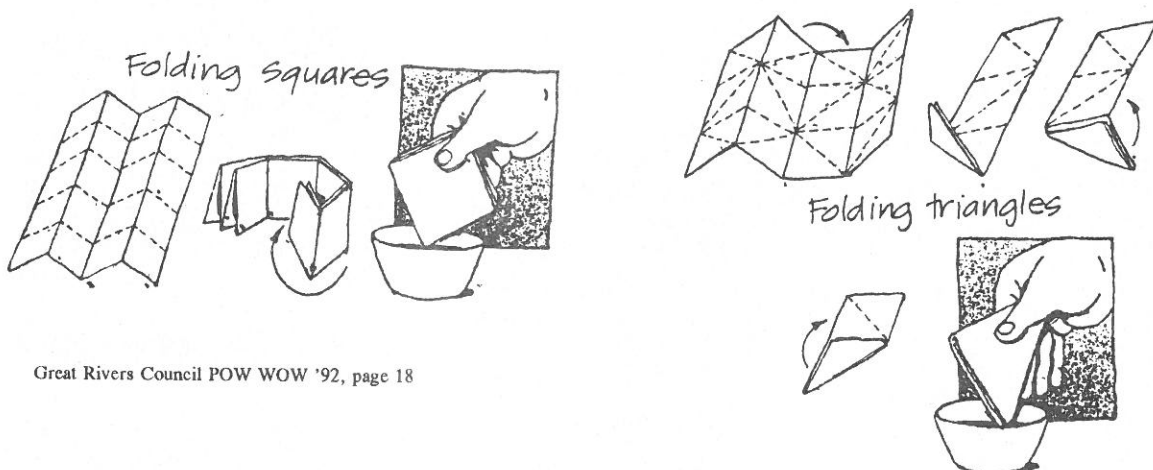
Use cone or square-shaped coffee filter papers. Fold them in half, quarters, or thirds-or just fold them haphazardly. Dip them, blot them, open them up and let them dry. The cold the papers again, Cut out snowflake lace, following one of the patterns shown. Tape the snowflakes to a sunny window.



DIP AND DYE WRAPPING PAPER

MATERIALS: Tissue paper
Dye (diluted food coloring)

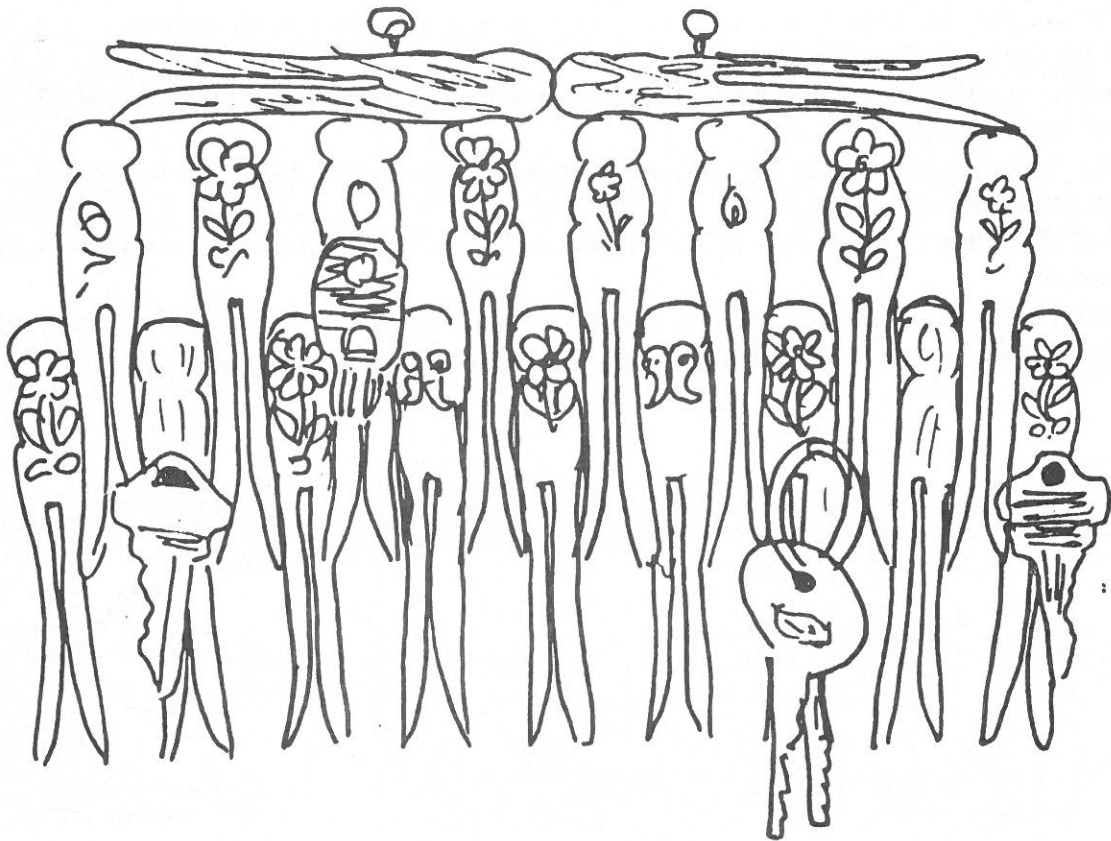
Fold the paper into a fairly small packet. Dip the corners of the packets in bowls of dye. the dye can be either diluted food coloring or strong water colors. The more absorbent the paper, the faster the dyes will spread. You can control this by blotting the packet between paper towels.



KEY HOLDER

MATERIALS: 19 Clothespins
2 small screw eyes
17 3/4" brads

Glue the clothespins together as shown in picture with wood glue. Allow to dry completely. Attach screw eye to the top clothespins. If you are going to use more than one base color, it would be easiest if you paint the pins before you glue them together. If you are going to use all one color, use a spray paint after gluing. Finish with clear varnish or lacquer.



ANIMAL WASTEBASKETS

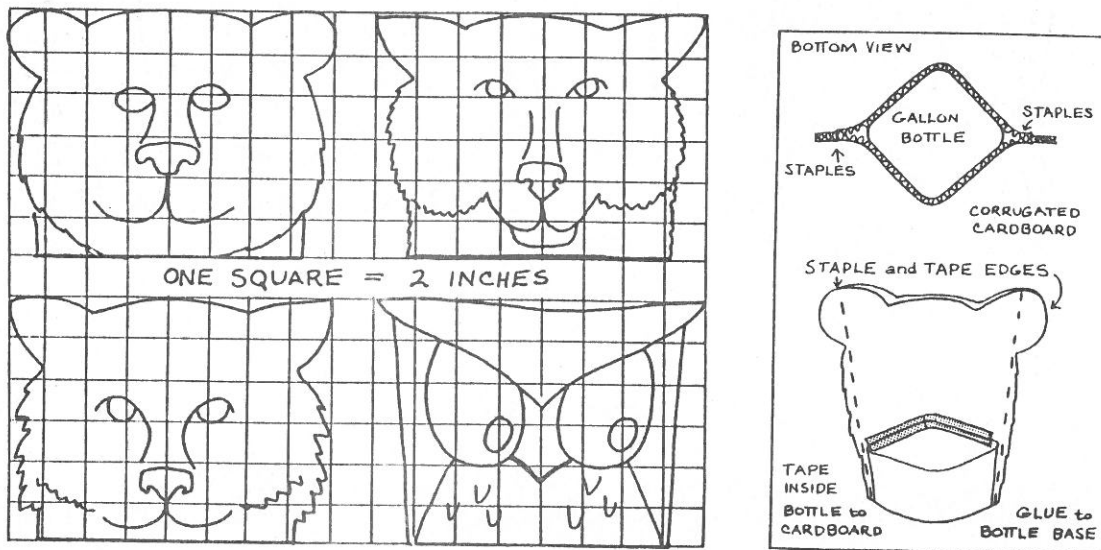
MATERIALS: Bottom 3" of a gallon plastic bottle
Corrugated cardboard
12" x 15" piece of cardboard
glue
Staple
Decorations--buttons, felt, fake fur

For the inside liner, use the bottom 3" of a gallon plastic bottle. For the head, use corrugated cardboard-the kind with the corrugations exposed on one side. You'll need a piece of 12" x 15" cardboard for each head; Have the corrugations on the head running vertically so the head will bend easily around the bottle.

Choose the animal you want and enlarge the pattern to make a paper pattern. Cut two heads from the corrugated cardboard.

With the corrugations toward the inside, glue a head to each side of the bottle; staple the side of the heads together snugly around the bottle, starting at the bottom and tapering out toward the top of the basket. On the inside of the basket, tape the top edge of the bottle to the heads. Cover the edges of the heads with tape for a smooth, finished appearance.

Paint the heads, gluing on buttons or felt pieces for eyes and noses. Or, if you want to cover the heads with carpeting or fake fur fabric.



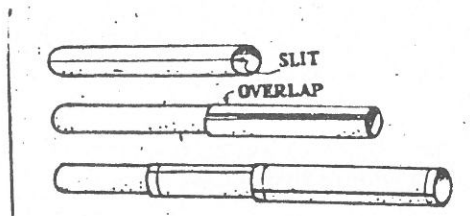
PIRATE WATERS



SPYGLASS

MATERIALS: 3 - cores paper towels or foil

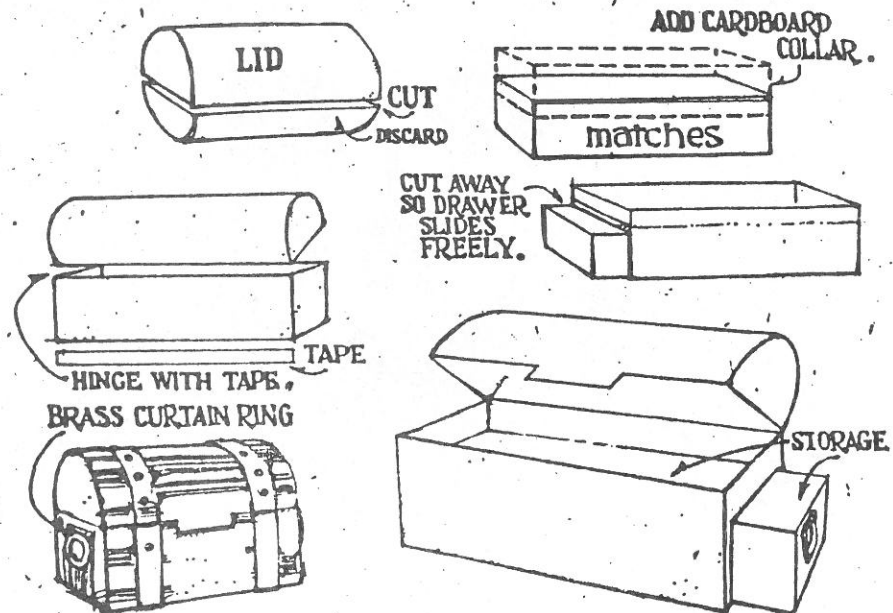
Use 3 cores from paper towels. Slit two of them lengthwise. overlap their edges so they slide easily into one another. Tape the slit edges to hold in position



TREASURE CHEST

MATERIALS: Salt boxes and small boxes

Make from salt box and larger sizes boxes. Paint or decorate with wood grain contact paper.

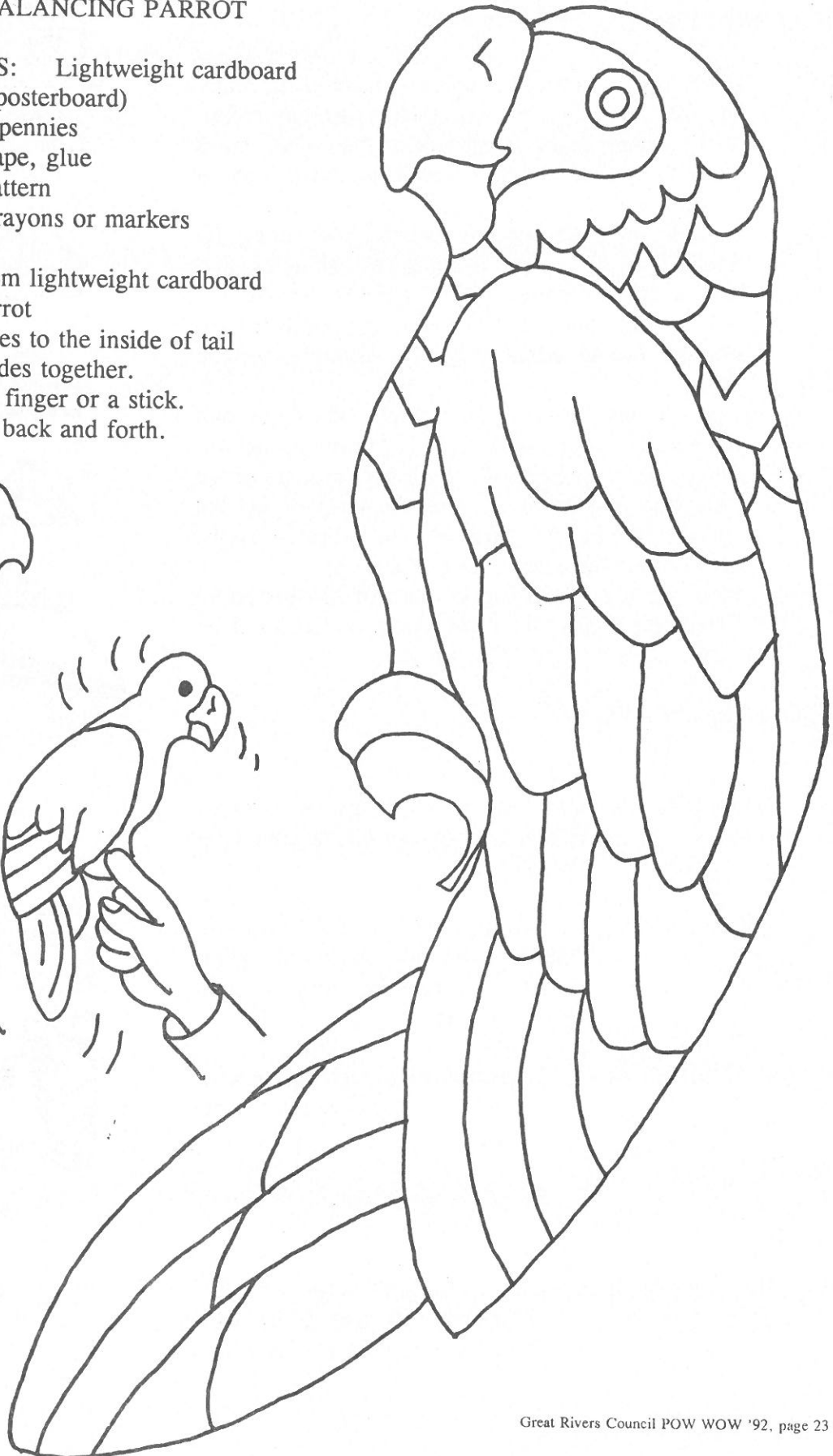


SMALL TREASURE CHEST. Make from salt box and large-sizes match box with drawer. Glue lightweight cardboard collar around match box to increase the depth about a half-inch. Paint or decorate with wood-grain contact paper.

PEPITO THE BALANCING PARROT

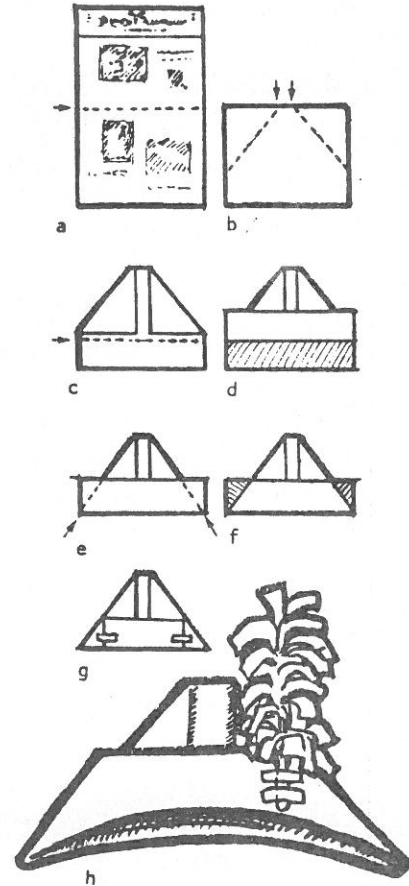
MATERIALS: Lightweight cardboard
(posterboard)
2 pennies
Tape, glue
Pattern
Crayons or markers

Cut out 2 from lightweight cardboard
Color the parrot
Tape 2 pennies to the inside of tail
Glue the 2 sides together.
Balance on a finger or a stick.
He will rock back and forth.



CAPTAIN'S HAT

1. Use 2 large sheets of newspaper. Stack them neatly and fold them together where they normally crease at the center fold. Then fold in half once more along the dotted lines as shown and make a sharp crease.
2. Fold the top right and left corners down along the dotted lines as shown, forming two triangles, and leaving about 4 cm (1 1/2") space between them.
3. Fold the top layer of the remaining bottom flap up over the bottom edges of the two triangles formed in (b)
4. Turn the hat over, folded triangle side down and place it flat on the table top. Fold the flap on that side up as in diagram (d). Fold both corners of the turned-up flap down between the body of the hat and the flap on the other side, as indicated by the dotted lines and arrows on diagram (e).
5. Fold the two remaining corners of the turned-up flap on the under side of the hat up and secure them with staples or tape (diagram g).



COSTUME PARTS

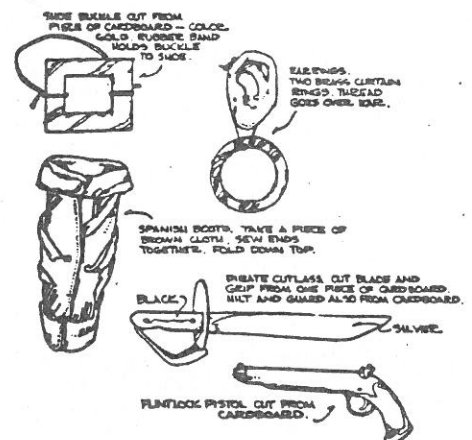
EAR RING Two brass curtain rings, or jar rings. Attach a thread so that it goes over the ear.

SHOE BUCKLE Cut from cardboard-colored gold. Rubber band hold buckle in place. Buckle can also be covered with aluminum foil.

SPANISH BOOTS 1. Brown cloth rectangle sew up side seam and fold down the top

2. Black vinyl tube stapled to fit over shoe

PIRATE CUTLASS Cut blade and grip piece of cardboard hilt and guard also from cardboard-paint silver and black.



PIRATE FLAG

MATERIALS: Cardboard or waxed stencil paper
Sharp hobby knife or scissors
Thick white paint
Stiff brush
Black fabric

1. Enlarge the design to desired size to fit on your fabric. Make a stencil on your cardboard or stencil paper. Cut out with a sharp knife or scissors.
2. Lay fabric flat with newspapers underneath. Lay stencil on fabric securing with tape or pins so it won't move.
3. Using a stiff brush, brush the paint, beginning on the stencil near the cut out edge, onto the fabric. Brush away from stencil edges so paint will not run underneath.
4. It's a good idea to experiment with the stencil on paper or a scrap piece of material first.

MATERIALS: Sponge
acrylic paint
foam meat tray

The same effect can be achieved by cutting the stencil out of a piece of sponge and sponge painting the flag. Mix the paint on a meat tray, dip the sponge into the paint making sure the sponge face is completely covered.

Place the sponge on the material and push on to the material face to make sure the paint transfer is made. Lift carefully.

You can do this at a den or pack meeting-theme scarves for the boys.

PIRATE MAP

MATERIALS: Newspaper or paper towels torn in tiny pieces
Wheat paste
large bowl
spoon, knife, nail, stick
paints and brush

1. Soak the shredded pieces in a wheat paste-water mixture overnight.
2. Squeeze out the liquid, then spread it onto a board.
3. When the mash is wet, or after it has begun to dry, you can carve out mountains or shape rivers or the ocean
4. Let sculpture dry completely, then paint or decorate.

TREASURE MAP

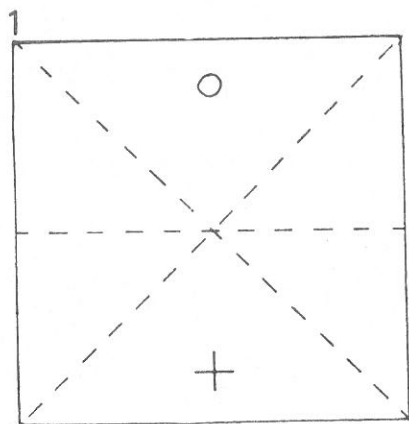
MATERIALS: Brown grocery bag
Imagination

Give each boy a brown grocery bag. Let him fold and tear it and work with it. It will become old and authentic looking. Give each boy a treasure to hide and draw his own map to his treasure.

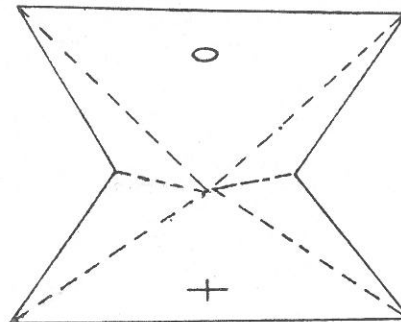
Have the boys exchange maps and find the treasure.

PAPER WATER GRENADE (PAPER BALL or JAPANESE WATER BOMB)

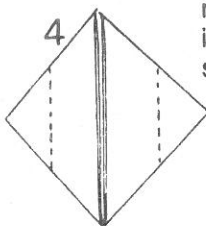
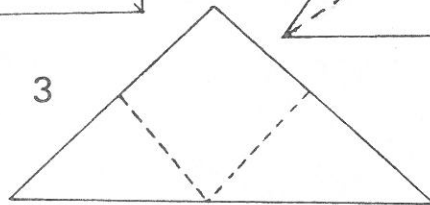
Indoors for a nice quiet game of volley ball or outdoors as a water grenade. All you need is a square of paper-thickish paper if you want to make a ball, thinner paper for a grenade. Follow the drawing, folding along the dotted lines.



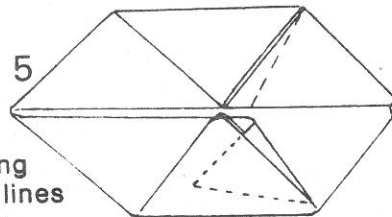
2 Fold it like this so that it forms a flat triangle



3. Fold two of the tips upwards. Turn it over and fold up the other two to make a diamond shape.



4. Fold the two middle corners inwards on both sides.



5. Fold along the dotted lines and tuck in.

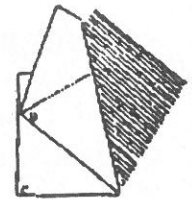
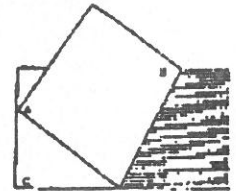
Find the end that has the hole in it and blow the ball up with one bid puff. Use it as a ball or fill it with water and throw it like a hand grenade.

Blue and Gold - Old Glory

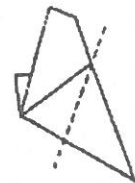
The story of Betsy Ross and the flag is a popular legend. According to legend she was commissioned by Congress to sew the first flag and also showed them how easy it was to cut a five-pointed star. Unfortunately none of this can be supported by historical fact.

Show your boys how to cut a Betsy Ross Star

1. Fold a 4" square of very thin paper in half and lay it on the table with the folded edge toward you.
2. Lift corner A and fold it to touch the left hand edge of the paper about one third the distance from the top to the bottom.
3. Lift corner B and fold it to touch corner A. Crease the folds with your fingernail to make the paper lie flat.
4. Lift corner C and fold it over the other folds of paper. Crease the fold with your fingernail.



With scissors, make one snip across the folded paper as shown by the dotted line in the drawing below.



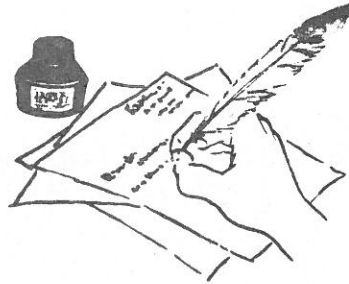
Now unfold the small triangle and you'll find a five-pointed "Betsy Ross" star.



QUILL PEN

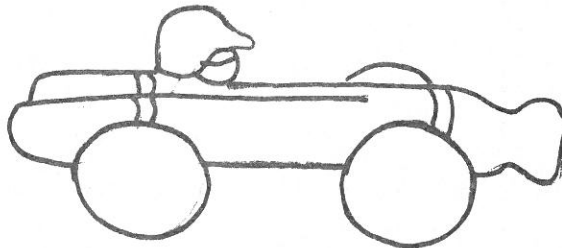
If you come across a good big feather, try making a quill pen. Cut it carefully with a sharp knife to the shape in the drawing. Dip it in ink and it should work as a pen. You may have to cut it a couple of times to get it right. Goose, swan and turkey wing feathers are the best. Did you know that pen-knives got their name because they were originally used for making quill pens?

enlargement
showing how
to cut the
end



CLOTHESPIN RACING CAR

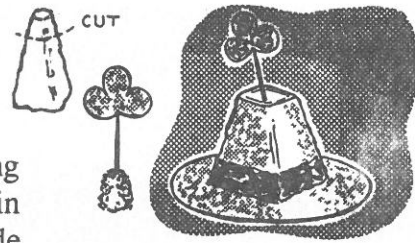
Cut 4 cardboard wheels and glue in place. Draw a driver on cardboard and cut it out. Glue the driver in the slot.



ST PAT'S HAT

Tray favors for nursing home residents is a nice project for scouts.

Materials: Pulp egg carton
glue
green paint

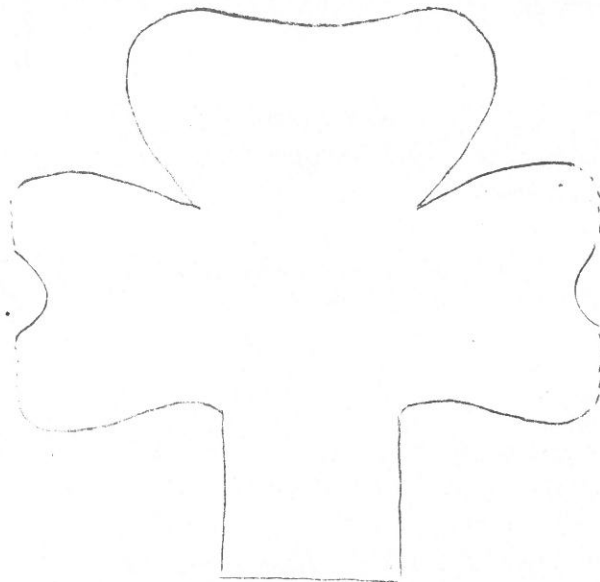


Cut the very tip off the peak of the egg carton, leaving a 1/2" square opening at the top. Now cut a circle, 2" in diameter, from the lid of the egg carton. Glue the wide end of the peak to the circle. Paint the hat green. After it dries, with a brush or black marking pen, paint a band around the crown of the hat.

Cut two small shamrock from construction paper. Glue the end of a green toothpick between shamrocks. Add green glitter to the cutout shamrocks. Stick the other end of the toothpick into a green spice drop and place in the top of the hat.

SHAMROCK CHAIN

Fold green paper back and forth as if in paper dolls. Cut out on solid lines. Leave dotted parts uncut. Unfold to make garland.

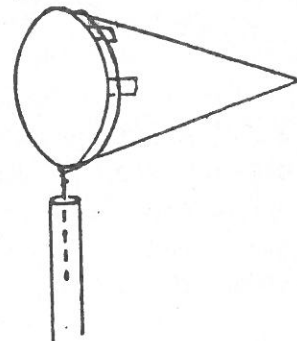


Weather Observation

Cub Scouts can learn about the weather by watching the clouds and making forecasts. Here are some tools to help.

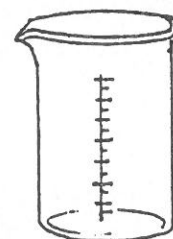
WIND DIRECTION FINDER

Cut and glue a stiff paper into a cone shape. Attach to a wire circle frame make from a clothes hanger. Leave the handle to attach to a stick.



RAIN GAUGE

Make a rain gauge by placing a glass jar that you have marked off in inches in your yard away from any covering.



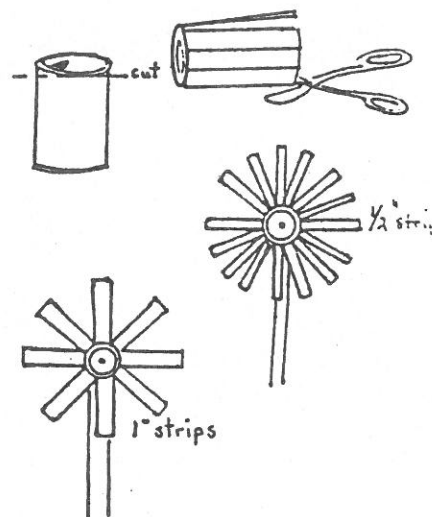
CLOUD NOTEBOOK

Make a notebook about cloud formations and see if you can tell the weather changes by the different shapes. Look up types of clouds in an encyclopedia.

WINDMILL

Materials: Broomstick
Nail
Pop can

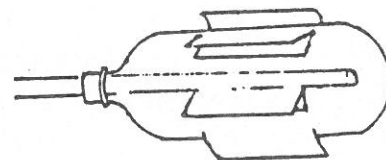
Cut one end off pop can. Cut 1" strips down the side of can stopping at bottom. Flatten can. Nail to top side of broomstick and put in the ground about 4".



WINDMILL

Materials: Broomstick
scissors
2-liter pop bottle

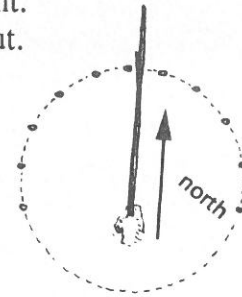
Take off solid bottom of pop bottle. Cut 4 flaps on sides of bottle. Put broomstick into ground about 5". Place bottle on stick spout down. The wind will catch the flaps if you bend them out a little.



SUNDIAL

A sundial is one of the oldest devices for telling time. There are several way of making a sundial, but setting one up needs a bit of thought. The first thing you need is a pole to throw a shadow when the sun is out. The taller the pole, the more accurate the sundial will be.

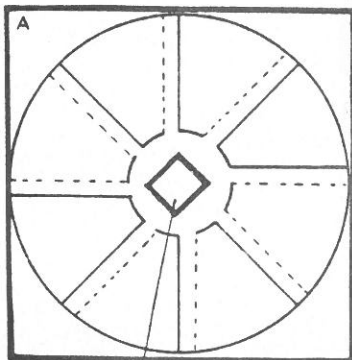
1. The dial must be on flat ground.
2. The pole must point due north.
3. The angle between the pole and the same as your angle of latitude. (this can be found in an atlas). If you live at 35 degree latitude, the sundial pole should be at an angle of 35 degrees to the ground.
4. Draw a circle round the pole. Mark on the circle with sticks or stones where the shadow falls at twelve o'clock, one, two etc.



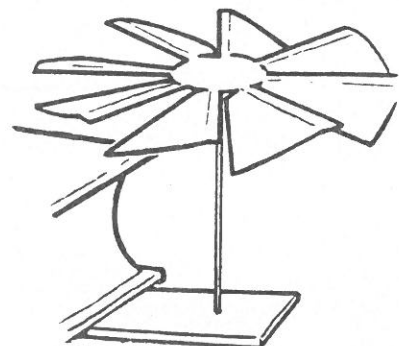
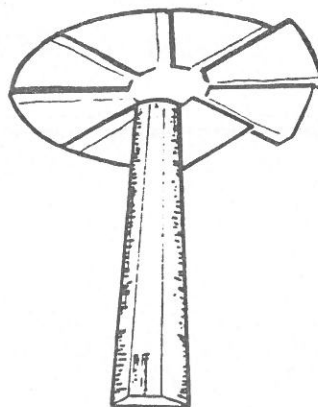
DRAFT DETECTOR

This detector will tell you where drafts are coming from in a room.

1. Mark out a piece of thick paper as in A. Cut along the solid line and make a dent (not a hole) in the center with a blunt pencil.
2. For each flap, put the edge of a ruler against the dotted line and fold the flap upwards.
3. Push a long thin pin through a piece of card and place the center dent of the spinner on the pin. If it is right on the center it will balance and spin easily. Try it in different parts of the room and you'll soon find where there is a draft.



use piece of cardboard
to stop the point of the compass
from piercing the paper



WEATHER FORECASTER

The burrometer can be made of cardboard or wood the donkey can be cut out of colored paper-or wood and glue on. Make a tail of 4 pieces of string passed through hole in the donkey and pasted down on other side.

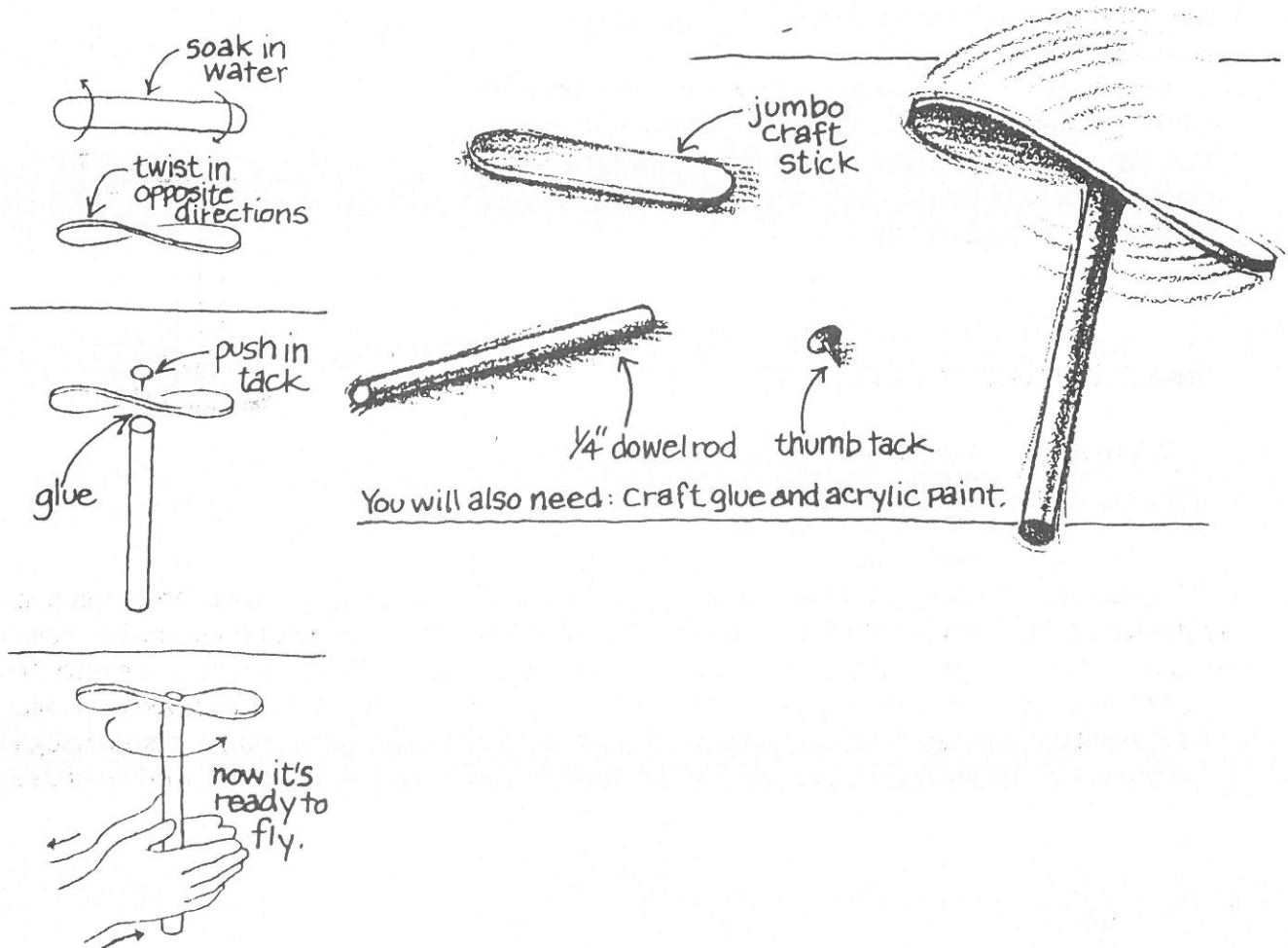
WEATHER FORECASTER



WHIRLY BIRDS

Materials: Jumbo craft stick
1/4" dowel
thumb tack
Craft glue and paint

1. Soak the jumbo craft tick in water until it is soft.
2. Twist the stick in opposite directions and hold until dry.
3. Glue a 6-10" piece of 1/4" dowel rod to the middle of the craft stick. Push in a thumb tack to hold the craft stick propeller in place.
4. The whirly bird can be painted with for colorful personalization.
5. To fly with whirly bird, place it firmly between the palms of you hands with the propeller facing up. Push on hand forward and the other hand back and quickly release. this will cause the whirly bird to fly up and then spin to the ground.



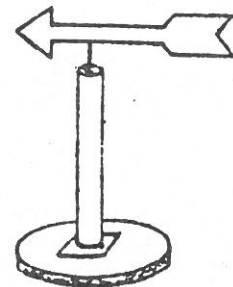
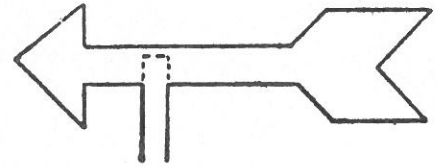
WIND VANE

To make a wind vane, take a piece of triple-wall cardboard and cut an arrow with the feather part longer and lighter than the arrowhead part. (Clay or washers may be used as counter weights at the tip of the arrow.)

Remove and discard the spent cartridge of a ball-point pen. Insert the remaining shell of the pen into the balance point of the cardboard arrow. Remove shell, fill vacant hole with glue and re-insert pen. Then, cut a desired length of 1.9 cm doweling and drive a finishing nail into one end. Slip a washer over the nail.

Insert the nail into ball-point shell so wind vane can turn easily. Cut a base of triple-wall to support the vane. Make a square hole the size of a wooden nut in the base, glue a wooden nut in place, and screw doweling into the nut. Test the effectiveness of wind vane by using an electric fan.

For outdoor use, the edges of the wind vane should be taped with cloth duct tape to prevent water from entering the flutes of the cardboard. The wind vane would also be painted with latex enamel paint or sprayed with adhesive to protect it from natural elements.



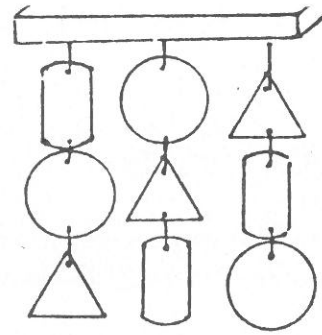
MAKE YOUR OWN LIGHTNING

Materials: Large iron or steel pot (not aluminum)
Rubber glove
Iron or steel fork
plastic sheet

You can make a tiny, harmless version of a lightning flash at home. Told a large iron pan by its insulating handle, with a rubber glove of that hand, and rub the pan vigorously to and fro on the plastic sheet. This gives the pan an electrical charge. Then, holding a fork firmly in the other hand, bring its prongs slowly near to the pan's rim. When the gap between pan and fork is small, a tiny spark would jump across. (It may help to darken the room). It is as though the pan is the "thundercloud," and fork is the "lightning rod", and you are the "Earth's surface."

WIND CHIMES

Materials: Wood crossbar
Paint
Can lids (orange juice)



Punch holes in the lids with a nail. You may want to file with hole so the edges are not too sharp. Paint with enamel paint if desired. Attach chimes to cross bar with nylon line and thumbtacks.

SUNSHINE MOBILE

Materials: old cloth
wax paper
crayon chips
iron and ironing board

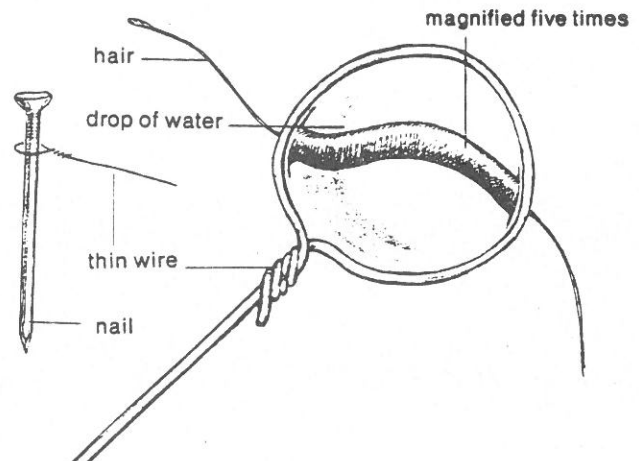
1. Cover ironing board with old cloth
2. Lay down a big sheet of waxed paper
3. Sprinkle the paper with tiny chips of crayons (the more the better). You might also add colored string and shreds of tissue paper.
4. When it looks good-lay another piece of wax paper over it. Cover the sandwich with a cloth and press with a warm iron until the crayon chips are melted.
5. Bend a thin coat hanger into an interesting shape and attach sections of the wax paper crayon paper with thin thread to it.

WIND ROARER

This is a thing that all it does is make a noise. It's just a long, flat piece of wood, like a ruler, with a hole in one end. Tie it on to about 2 feet of string and whirl it around your head.

WATER DROP MAGNIFYING GLASS

You can use a drop of water as a magnifying glass. Bend a piece of thin wire round a nail to form a small loop at one end. Dip it in water, and a drop will stay in the loop. It should magnify things to 4-5 times their actual size.



JACK FROST ON A PLATE

At night, water vapor condenses from the air and normally forms dewdrops. If the surface temperature is below freezing, the water freezes into ice crystals, which we call frost.

To make a frost pattern, smear a little hand cream or petroleum jelly on your finger and draw a design on a clean glass plate. Put the plate in a freezer next to a plastic beaker of warm water. The water vapor condenses and freezes on the clean parts of the plate, but not the greasy parts. After an hour or two, your pattern is revealed.

RAINBOW MAKING

Materials: Clear plastic cup
Water
Food Coloring (red, blue, green)
Flashlight
piece of heavy white paper that will stand up when folded in half.

1. Fill cup 1/2 full of water and place near edge of table. Place folded paper about 3" behind the glass to make a screen.
2. Turn on flashlight and turn lights off. Hold flashlight against edge of the table and shine light up through the water so light hits the screen behind the cup. Change the angle so that a band of colors appears on the screen.

What happens when you change the angle of the flashlight?

What happens if you move the flashlight toward the table while still shining the light through the water?

See what happens when you tint the water red. Shine the light through the water.

EASTER

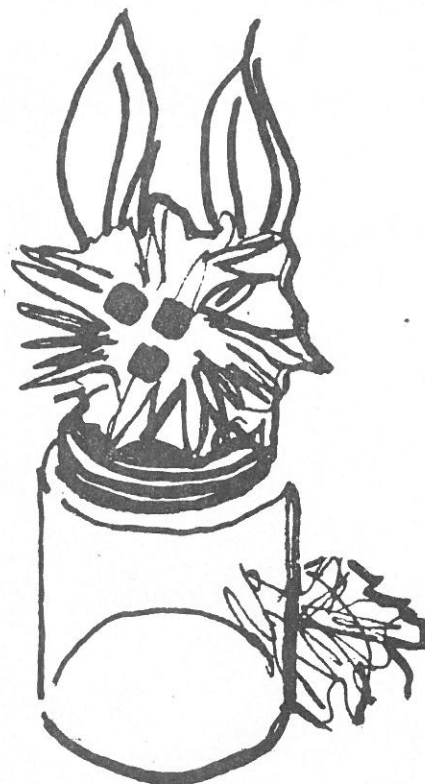
BABY FOOD JAR BUNNY

Materials: Baby food jar
White yard
2" wide cardboard strip
1" wide cardboard strip
art foam or construction paper
2 sequins

Make 2 pompoms by wrapping yarn around and around the 2" cardboard. With an extra piece of yarn, tie the yarn together in the center of one side. Cut the yarn opposite one side. Fluff out and trim. Repeat, using the 1" cardboard.

Remove any labels from the baby food jar. White yarn is used for around the sides of the jar lid. Glue the yarn in place as it is wrapped around the lid. glue the large pompom to the jar lid to form bunny's head and glue the small pompom to the back of the jar for bunny's tail.

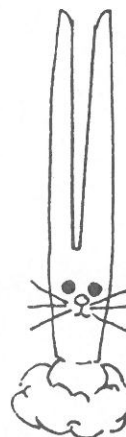
For the bunny's ears and nose, use art foam or colored paper. Cut out two ears and a small circle for a nose; glue in place on the pompom head. For eyes, use two sequins, glued in place. When all the glue has dried, remove the jar lid and fill the jar with candy.



CLOTHESPIN BUNNY

This will hold recipes and place cards.

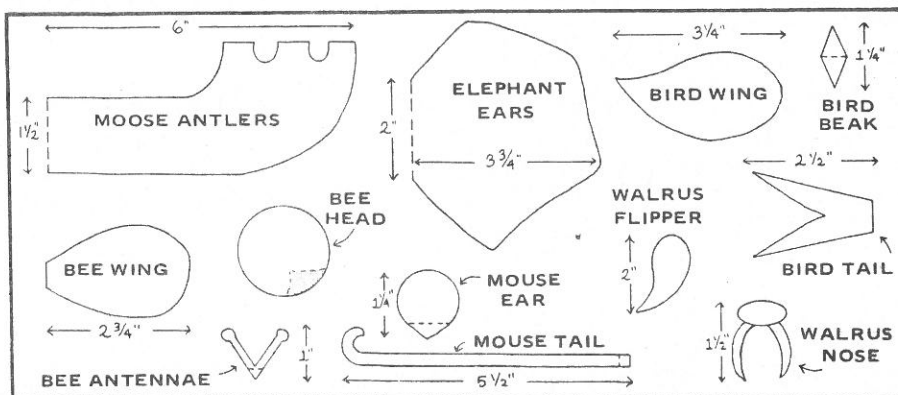
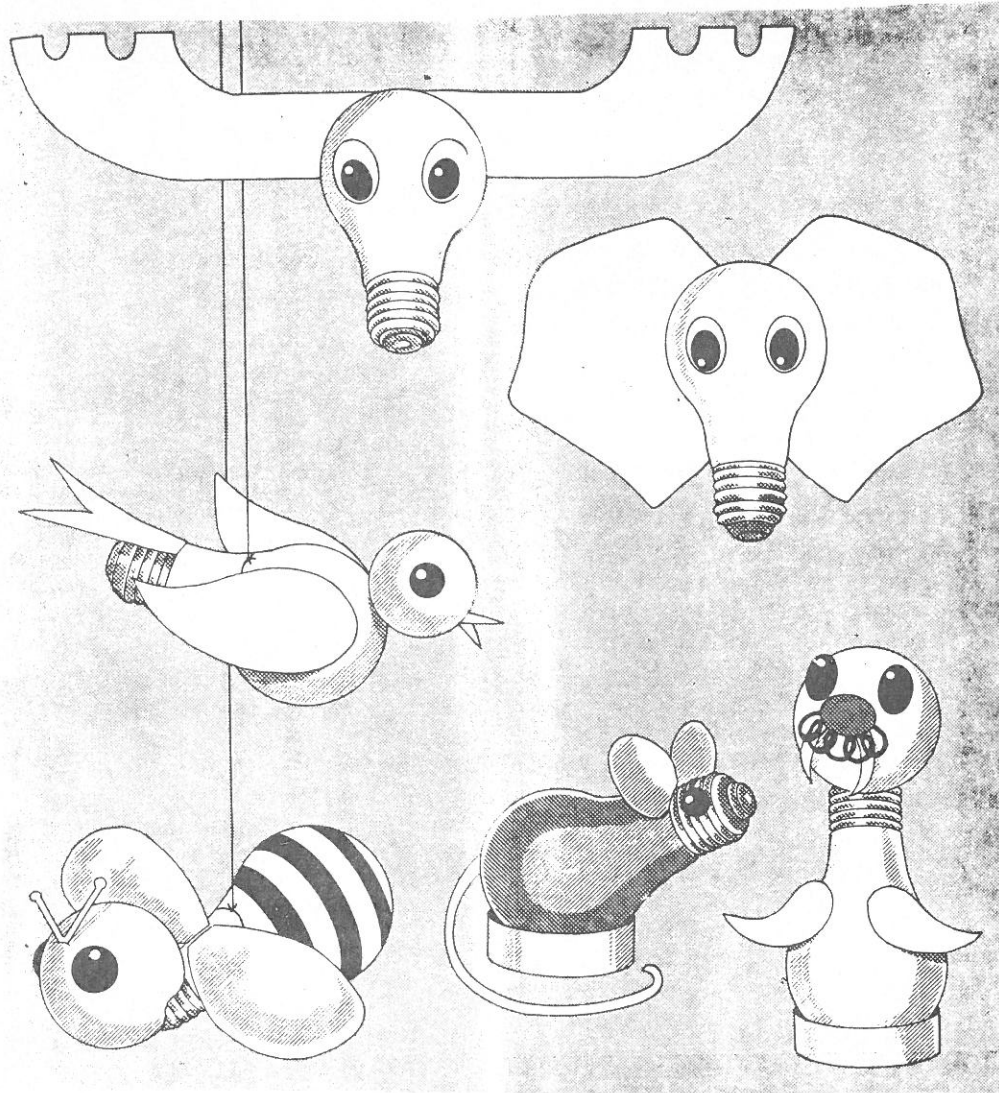
Spray paint a prong type clothespin pink. Turn upside down so the prongs become the ears. Glue on beads for eyes. Using a marker, paint on nose and mouth. Glue on thread whiskers and a cotton ball tail. Stand bunny in a small wad of clay.



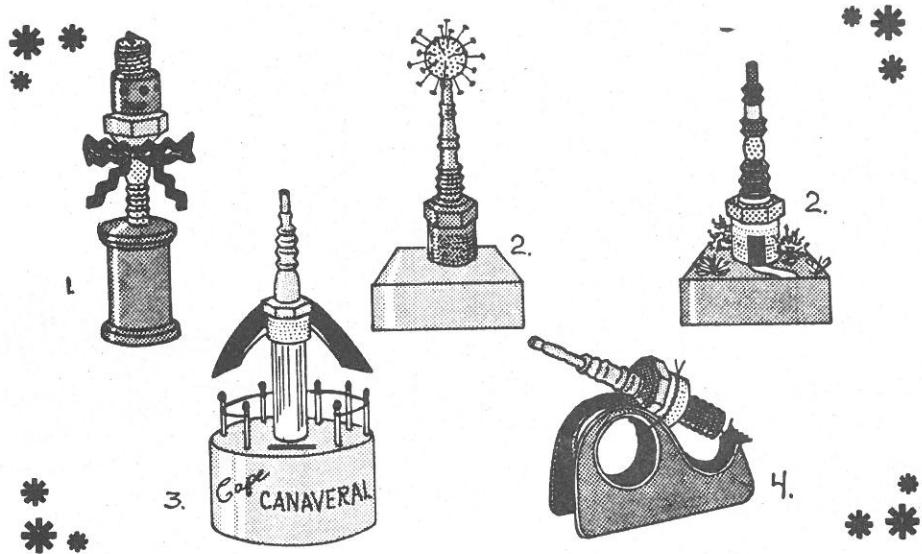
SHOW BIZ

LIGHT BULB CHARACTERS

Cut accents out of paper or cardboard and glue them onto used light bulbs.



FUN WITH SPARK PLUGS

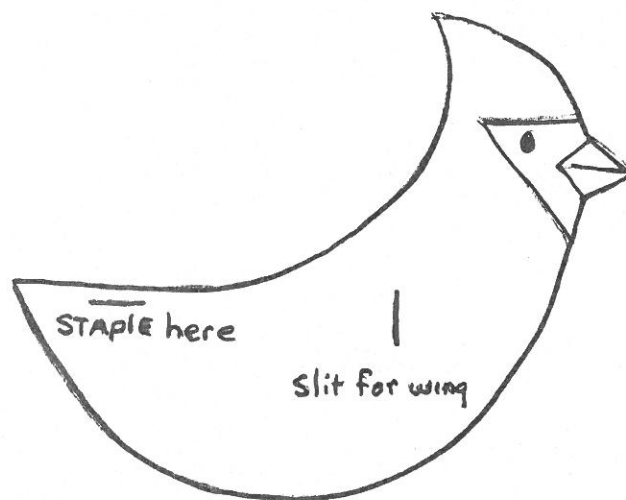
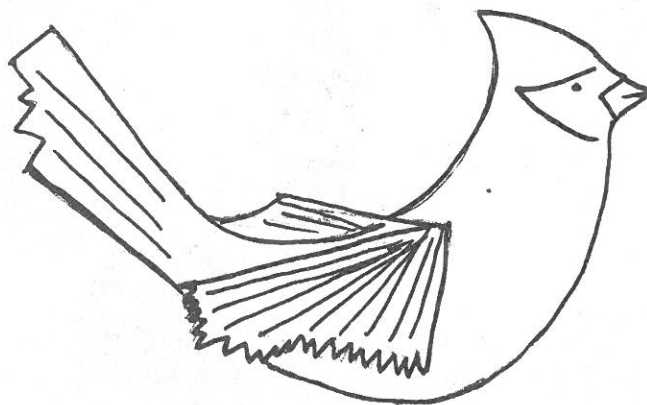


Fun with **SPARK PLUGS**

JUNE BIRD WATCHERS

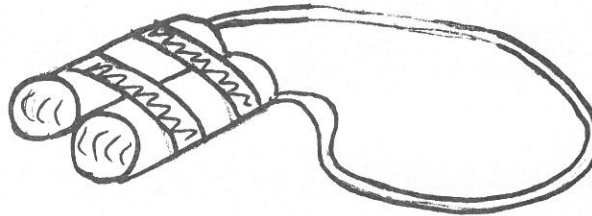
CARDINAL

1. Place body pattern on heavy red paper. (best if paper red on both sides)
2. Trace and cut out the birds shape. Decorate the birds face features.
3. From red tissue paper, cut one wing (6" x 4 1/2") and one tail (5 1/2" x 2 1/2").
4. Pleat each of these, running the folds across the shorter side of each wing and tail piece (Make pleats very narrow)
5. Place the pleated tail in place on the body of the bird. Lift the first pleat on each side of the tail, and staple through the other pleats and body. Push the top pleats in place to conceal staple.
6. Cut slits in the body for the wings as indicated on the pattern. slide the pleated wing through the slit.
7. Pull back edges of each side of wing to meet the body. Use a small amount of glue along these last pleats and hold wings against the body until the tissue sticks to the body of the bird. Spread the wings.



BIRD BINOCULARS

1. Cut 2 4" sections from a cardboard paper towel tube.
2. Tape them together with masking tape-let kids add details with colors or markers.
3. Attach a piece of yarn for handing around the neck
4. Watch the birdie!!



HUMMINGBIRD FEEDER

- Materials:
- 2 liter plastic soda bottle
 - 4" square piece of colored plastic (detergent bottle or butter tube)
 - 15 to 20" heavy string
 - white acrylic paint
 - black magic marker
 - large nail
 - scissors

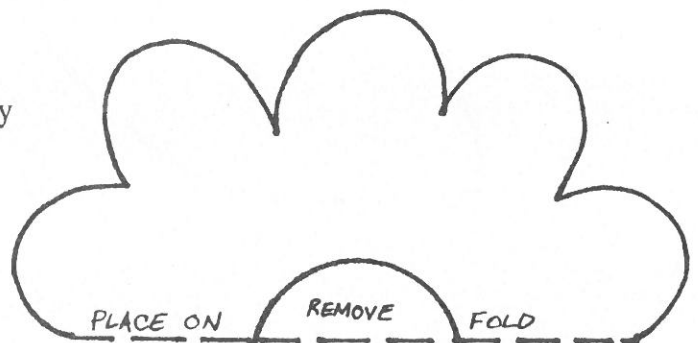
Remove lid from bottle, Wash and dry the bottle. Paint the cap white; let dry. Heat the large nail over a candle flame, and poke a hole in the center of the cap. With marker, color around so the birds can find the feeding area.

Trace the flower pattern on paper to make a full size pattern. Trace pattern of the plastic bottle and cut out. Slip the flower over the neck of the bottle. The bright flower will attract the birds.

Using heavy string, make a hanger for the feeder by tying one end around the neck of the bottle and the other end around the bottom. Fill the bottle with nectar, and replace the cap. Hang feeder on a branch. The birds will tip the bottle and drink the nectar.

NECTAR

- 1/2 C white sugar
- 2 c boiled water cooled
- McCormick's red food coloring #3 or 40 only
- mix together



GOURD BIRDS

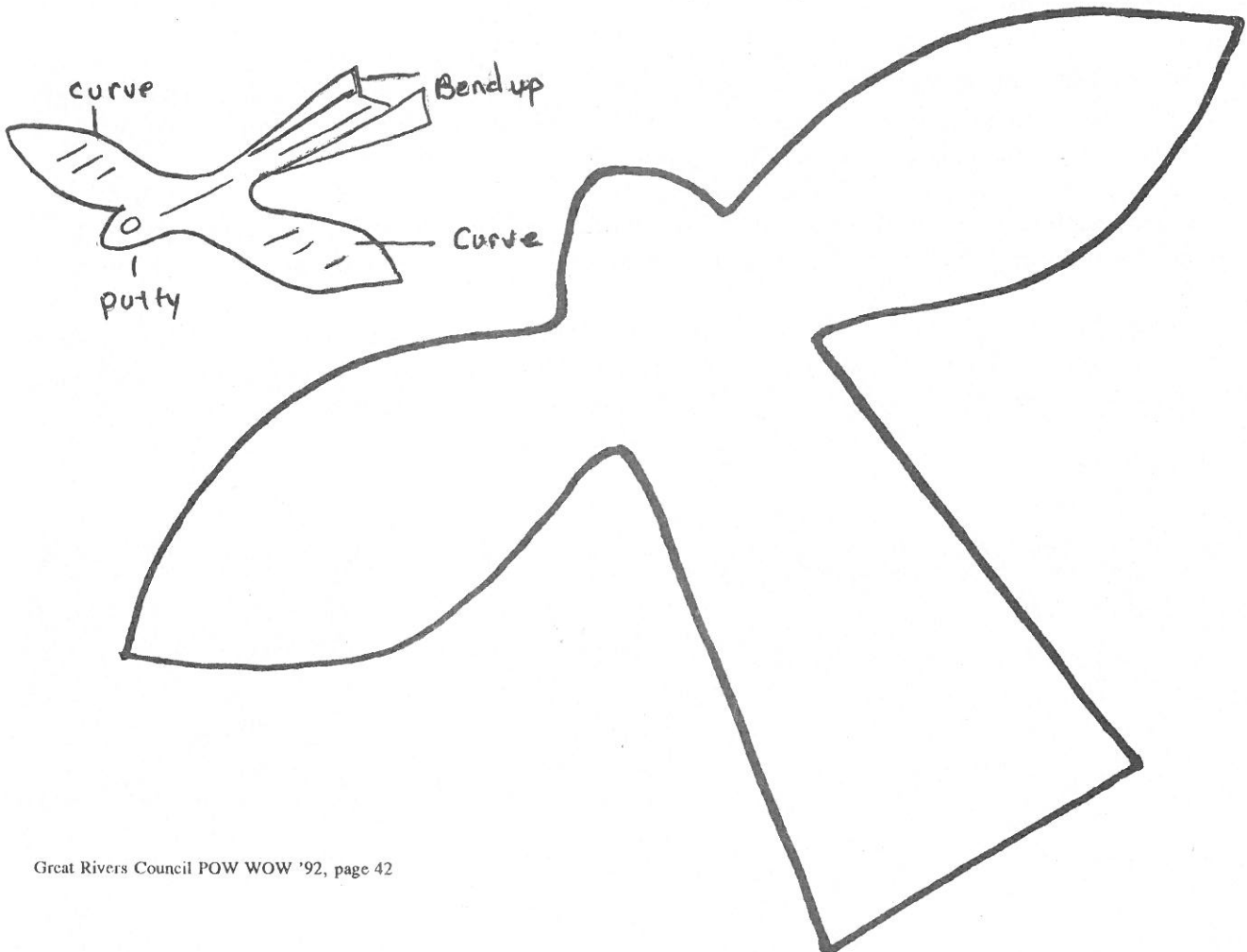
This project could include a field trip for your boys to select and purchase the gourds.

Materials: gourds
 colored felt
 pen or acrylic paints
 clear varnish wire coat hanger
 small scrap of wood
 stiff cardboard
 household cement
 wire cutters
 drill
 scissors

Choose a gourd shaped like a bird. Let your boys use their imagination to make birds.

BIRD GLIDER

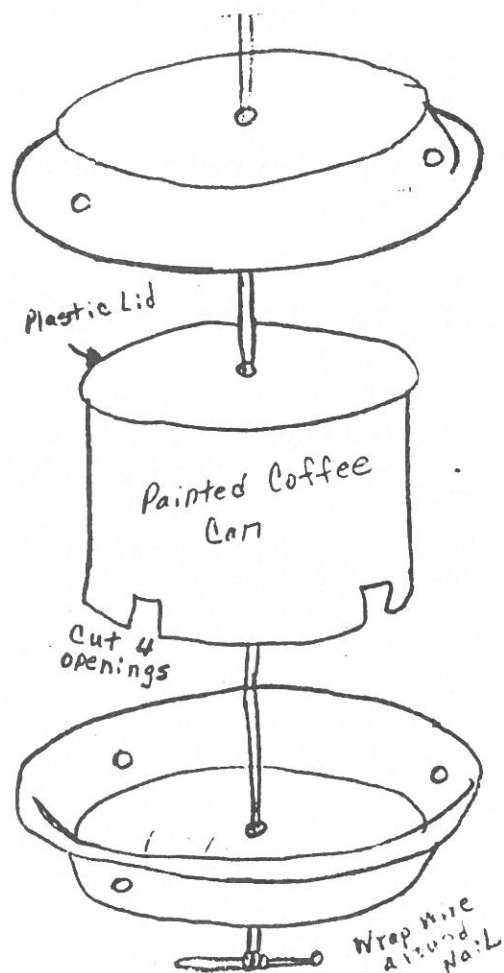
There are several way to make a very simple glider which will fly well. this one not only looks very much like a Seagull, it even flies like one. Cut the shape out of this cardboard. Bend the wings very gently until they are curved. Put a small piece of putty on the nose to stop the glider flying backwards. When it is finished, launch it out of an upstairs window.



A BIRD FEEDING STATION

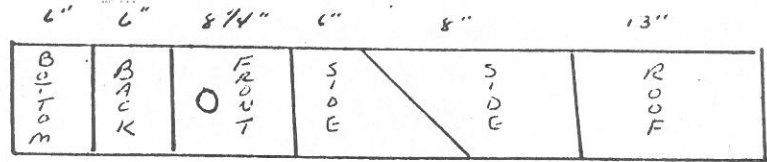
Materials: 1-pound coffee can with plastic lid
can opener, paint
tin snips, hammer, pliers
2 metal pie plated 8" (not foil)
bendable wire
large nail, birdseed
scrap board

1. Cut out both ends of coffee can with can opener.
2. At one end of can, with tin snips, cut 4 holes along the edge, each 1/2" square and spaced evenly around the outside.
3. Hold the edge of pie plate against a piece of scrap board, drive nail into edge to make hole. Make 3 holes in each pan, spaced out evenly.
4. Make nail hole in middle of one pie plate. Shove the end of 18" wire up through middle hole and wind around a nail on other side.
5. Put coffee can with cutouts at bottom into pie plate with nail and wire attached.
6. Fill can with birdseed. Make a hole in plastic lid and put on coffee can bringing wire through hole at top. A little seed will leak out of bottom.
7. Put other plate on top of can.
8. Line up 3 hole in top & bottom pans and tie them together with 3 pieces of wire. Don't wind ends of wire too much as you'll want to take them off again to refill the can.
9. Hang feeder outdoor or just set on a window sill.
10. If you wish to paint feeder, paint it with out door late the day before you fill it with seed.

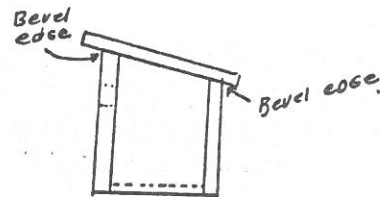


BIRD HOUSE

1" X 8" X 48" Board with 1 1/4" hole for opening.

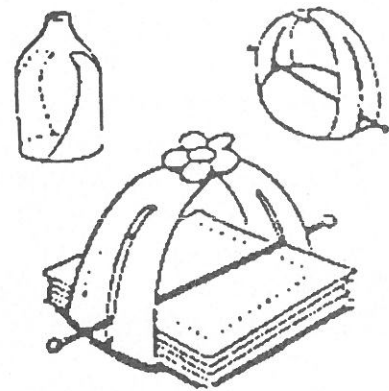


- Cut pieces
- Cut hole in front
- Nail side to bottom
- Nail front and back to sides and bottom
- Fasten top with screws



WIND PROOF NAPKIN HOLDER

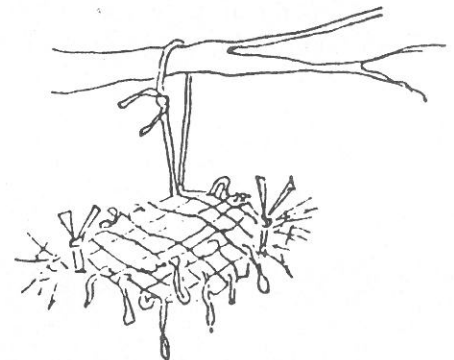
Cut a gallon bleach bottle, as shown, Cut a slot, 1/8" wide, down each side, starting 2" from the top. Staple the ends together at the top, covering the staple with a 4" flower cut from bottle scraps. To make the bar which holds the napkins in place, cut an 8" length of coat hanger wire. Glue a bead at each end of the wire.



BIRD NESTING BALL

- Materials:
- Plastic net tubing or bag that vegetables come in
 - Pieces of cord as long as your arm
 - Scrapes of thread, yarn, string and tissue paper

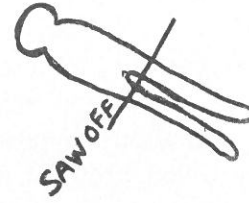
Put scraps of thread, yarn, string, and tissue inside net tubing. Squeeze ends of tubing together and secure with twister on each end. Put cord through one piece of net tubing and tie ends of cord together. Hang it to a tree or bush. Birds use the scraps as nesting materials.



PENGUIN

1. Saw off wooden clothespin just below where the prongs begin
2. Glue the tip of a toothpick to the clothespin head for a beak.
3. Paint head and wings black, chest and eyes white.
4. Add paper feet at the bottom of each bottom prong.

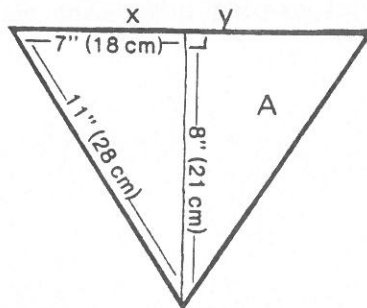
Penguin



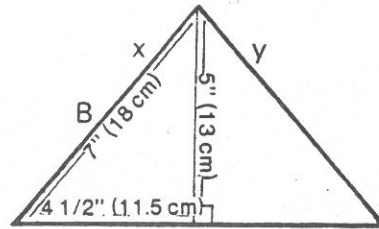
WHIZ BANG

A whiz bang will give you lots of fun and probably drive other people mad.

1. Draw the 2 shapes below. (A) on thin card and (B) on strong brown paper. Cut them out.



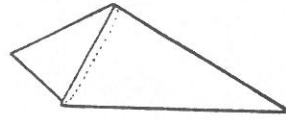
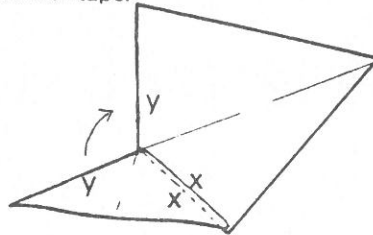
Stick X to



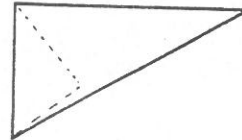
1. Stick X to X and Y to Y with scotch tape.

2. Fold it flat like this.

Fold it flat



3. Push the brown paper inside the card and fold, and it is finished.



Push the brown paper inside the card and fold and it is finished

To use, hold the end firmly in one hand and flick down sharply.

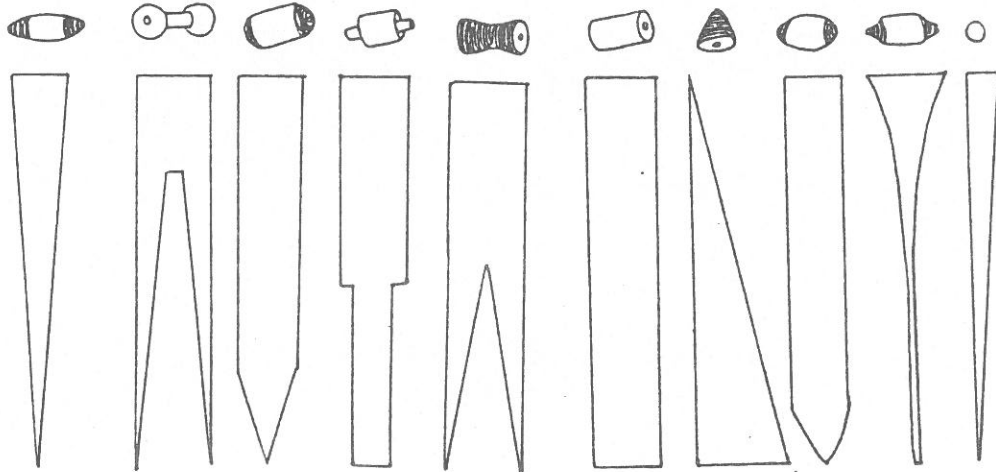
INDIANS!

INDIAN BEADS

These paper beads are easy to make and are inexpensive too. You can use any kind of paper; magazines, newspaper, gift wrap, bags, wallpaper, shelf paper, legal paper or construction paper. Draw and cut paper using the designs below. Make beads all alike or mix 'n match. The width of the base will determine the width of bead. The distance from base to tip will determine the thickness of the bead.

Place a toothpick or nail at the base of the strip. Bend and roll the paper so it fits tightly around the nail. Continue to roll keeping the paper tight. Put a dab of glue on the underside of the tip, and hold down until it sets. Remove toothpick or nail. Beads may be left as is or coated with water-thinned white glue, or clear finger nail polish. String beads on elastic thread, fishing line, wire, cord, yard, string, leather or plastic thong. What you will use will depend on the size of the hole in the bead.

PAPER BEAD SHAPES



INDIAN STICK DICE

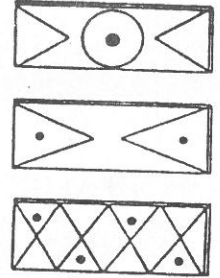
Indians have played with dice for at least 2,000 years. Indian dice have only two sides; one side is blank and the other is carved, painted or decorated with different shapes.

Materials: 3 pieces of wood or card board 1 1/2" x 4" x 1/2"
Indian designs, markers paints

Decorate one side of each piece with indian designs and geometric shapes.

TO PLAY: Toss all three sticks in the air at once. Score as follows:

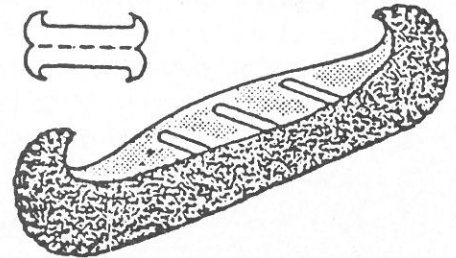
3 designs	=	10 points
2 designs & 1 blank	=	2 points
1 design and 2 blanks	=	3 points
3 blanks	=	5 points



WATERPROOF CANOE

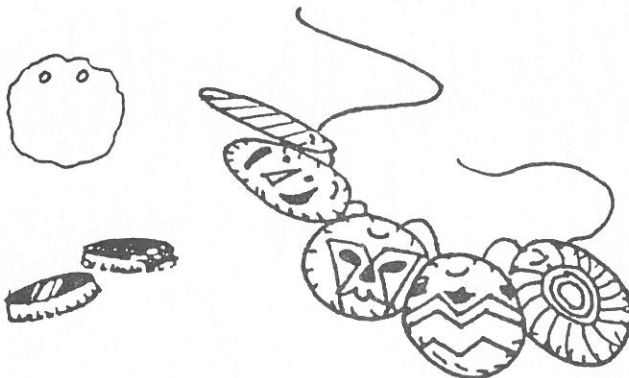
Using the pattern picture, cut a canoe from heavy note paper. Fold along dotted line and sew ends shut using a button hole stitch. Color with tempera paint and glue in match stick seats.

Carefully, melt paraffin in a coffee can over low heat. Drop canoe into paraffin and coat thoroughly; lift out with tongs. Place on waxed paper to harden.



BOTTLE CAP NECKLACE

Hammer metal bottle caps flat. Using the hammer and nail, punch two holes near one edge of each bottle cap. Paint each bottle cap with a different design. String the caps on the cord for a finished necklace.



FIFTH-GRADE BOYS INDIAN LEATHER PAINTING

1. Fifth-grade Webelos Scouts have a wide range of development and behavior. Some are physically developed while others are still beginning. Some are responsible and stable, others are irresponsible and unstable. If desired, paint over the crayon picture with thinned brown paint (1 part paint 4 part water).

2. They enjoy learning and have a good attention span. They are beginning to deal with abstract ideas and think logically. They love to memorize.

3. They like to tease. At times they may be rude, uncooperative and resistant, while friendly and cooperative at other times.

4. They have periods of just fooling around - pushing, wrestling, juggling.

5. They have a strong loyalty to their group. At times they are more likely to value the rules and opinions of their peers more than those of adults. The Webelos den is particularly good since it involves constructive activity rather than the destructive activity of some fifth-grade groups.

The following simple method of weaving uses readily available materials and is a good introduction to weaving. Narrow or wide pieces may be made by using varied numbers of drinking straws as a loom, and may become colorful belts or ties.

1. Cut drinking straws in half and cut one piece of string for each straw. Strings should be equal in length and as long as the finished product will be.

2. Tie all strings together in a knot. With the knotted end at the top of the straws, thread each string through a separate straw.

3. Push the straws up to the knotted end. Use yarn to weave over and under the straws. To begin a new color, join and know the new yarn to the previous color and continue weaving.

4. As the weaving progresses, push the woven section up and off the straws, freeing the straws for more weaving.

5. When finished, remove the straws and weave the string ends into one another.

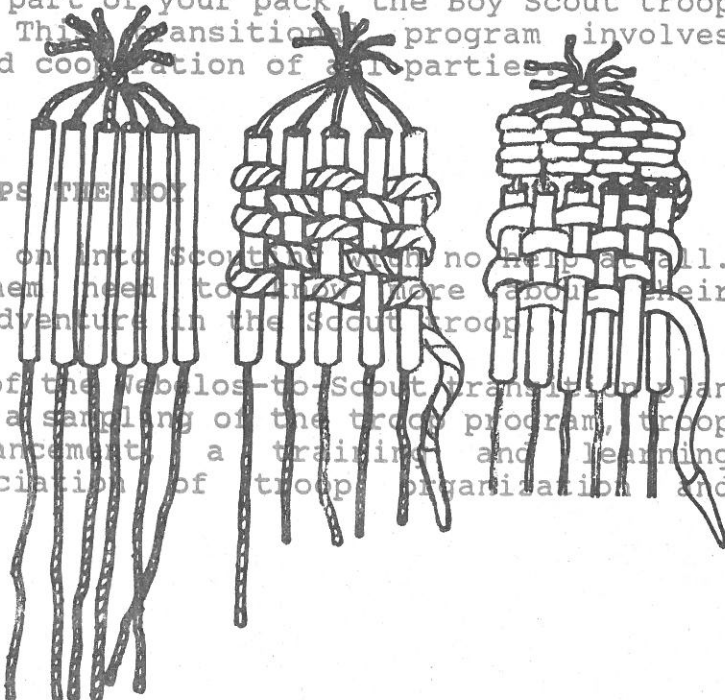
There is no magic formula for success. It takes work. It must be a cooperative effort on the part of your pack, the Boy Scout troop and the boy's family. This transitional program involves knowledge, communication and cooperation of all parties.

WEBELOS-TO-SCOUT TRANSITION

HOW THE TRANSITION PLAN HELPS THE BOY

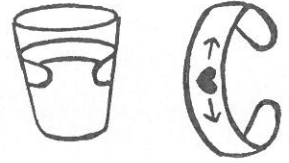
Many Webelos Scouts will go on into Scouting with no help at all. But at least half of them need to know more about their opportunities for fun and adventure in the Scout troop.

That is really the purpose of the Webelos Scout to Scout transition plan - to give the Webelos Scout a sampling of the troop program, troop leadership, personal advancement, a training and learning experience and an appreciation of troop organization and relationships.



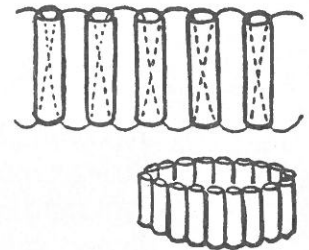
TONGUE DEPRESSOR BRACELET

Soak tongue depressor in warm water for half a day. Place the wet tongue depressor inside the top of a small glass and let dry thoroughly. It will stay in shape when removed. Decorate with paints, crayons, etc. and the paint with clear shellac.



PLASTIC TUBING OR STRAW BRACELET

Cut plastic hospital tubing or drinking straws into short sections as wide as you wish the bracelet to be. To make narrow strips for stringing cut another piece lengthwise. Find the center of the strips and thread both ends through one of the short sections, entering from opposite sides and crossing the middle. Continue adding short pieces and tie ends together when completed.



WALKING STICK

Take your den for a hike to find a sturdy stick. Have them look till they find a good one. Decorate the stick with feathers, beads, or leaves tied on with jute or yarn. Decorate with designs in paints.

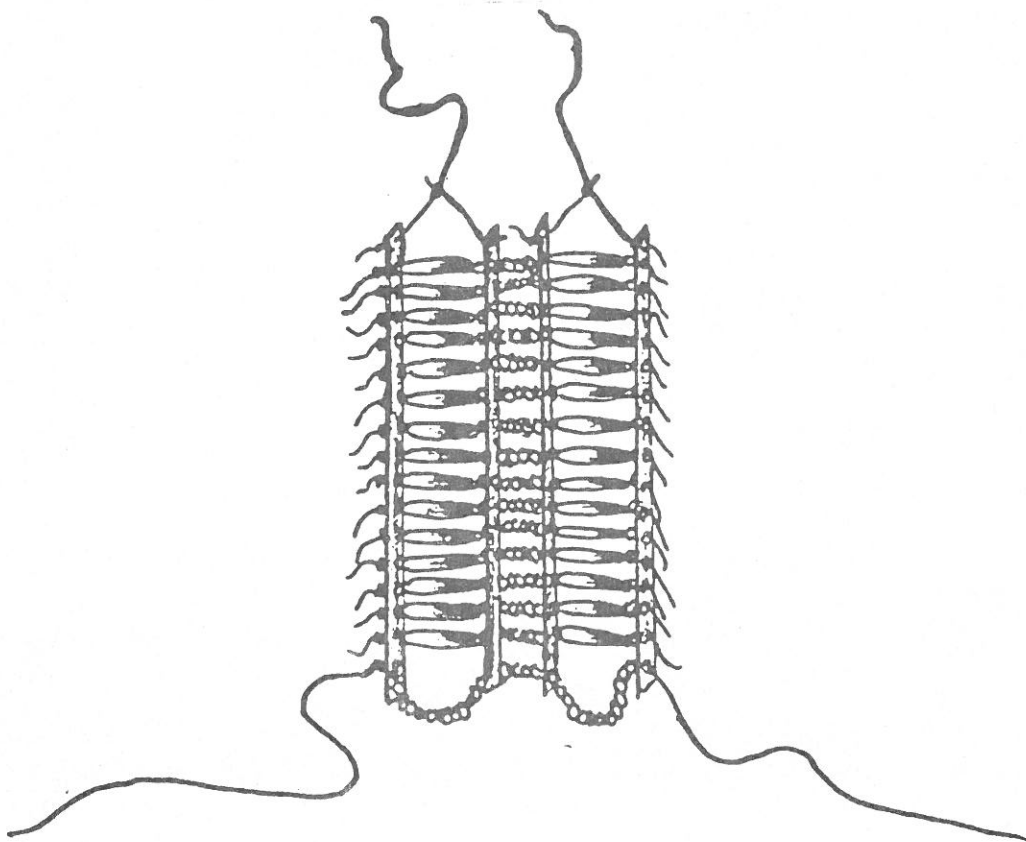


INDIAN BREAST PLATE

- Materials:
- pony beads (#36 minimum)
 - Nylon cord (thin enough to string through pony bead but strong-you will want to masking tape the ends to keep from fraying)
 - 12 - 14" strands
 - 2 - 36" strands
 - Cardboard white tubes from pant hangers
 - 22 - 4" lengths
 - Leather or vinyl strips
 - 4 - 12" x 3/4"

Directions:

1. In each of the leather or vinyl strips punch 12 evenly spaced holes
2. String together in following manner
3. Pull tight and knot at end of each row.
4. Repeat with all 12 strands
5. To finish-string bottom with decorative bead row.
6. Tie cords to tie around neck and waist to complete

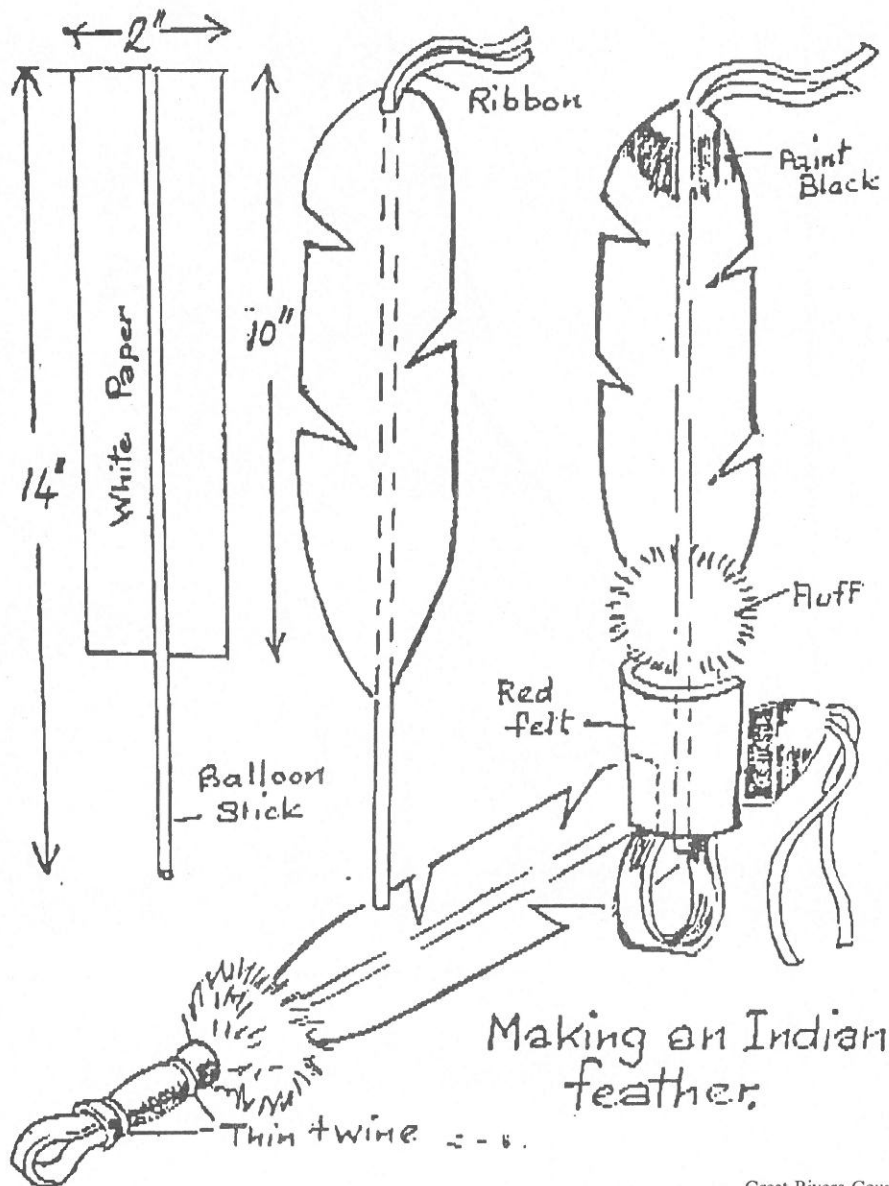


{august theme}

HOW TO MAKE AN INDIAN FEATHER

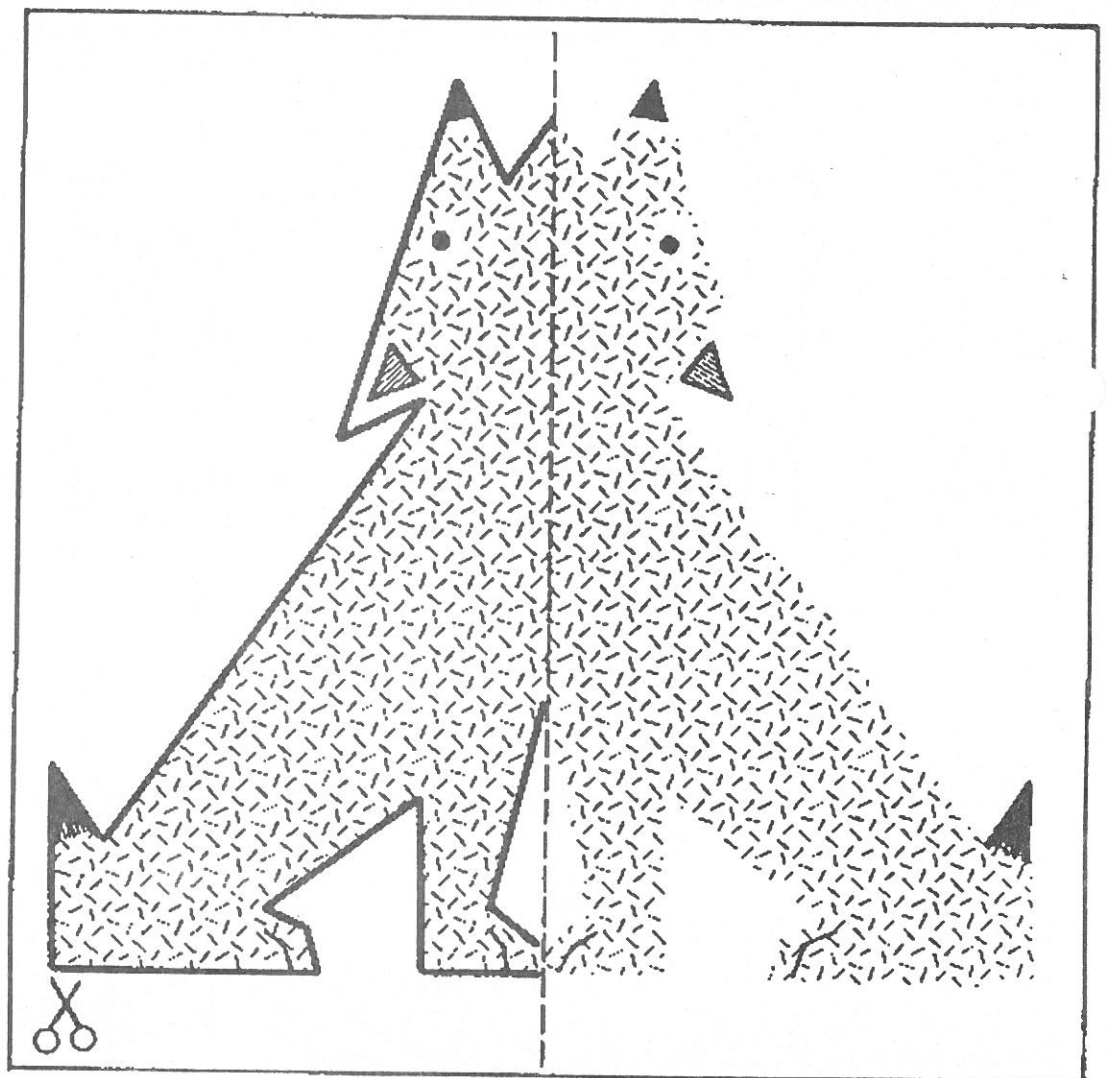
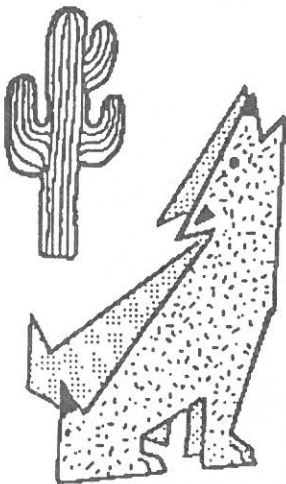
Use whippy sticks (balloon sticks). Cut these to about 14" in length. Cut strips of white paper - 10" x 2". Place stick on one strip of white paper and glue down the middle. Place a second strip of paper over the stick and glue in place. Optional- a thin piece of folded ribbon can be stuck at the flush end leaving the two ends of the ribbon protruding. When dry, draw the shape of a feather on the paper and cut off the surplus. Con;t forget to snip out a few notches on the sides to add realism.

Rarely did the Indians color their feathers. The feather should be white with the tips painted black. A piece of fluff may be added at the base and held in place with a Naugahyde loop at the bottom. Finally, bind it with red felt. Wind two bands of thin twine around the felt and your feather is finished. You will be surprised at how realistic it looks.



HOWLING COYOTE

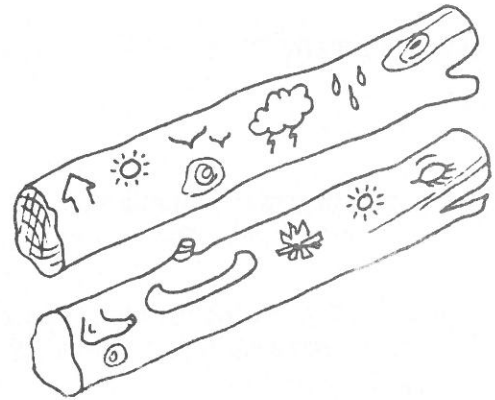
1. Cut out the square
2. Fold to the back on the broken line
3. Cut out the coyote through both layers of paper
4. Unfold the paper flat. the coyote stands up.
Color as desired



STORY STICK

Materials: one stick 2-3 feet long
acrylic paints
brushes

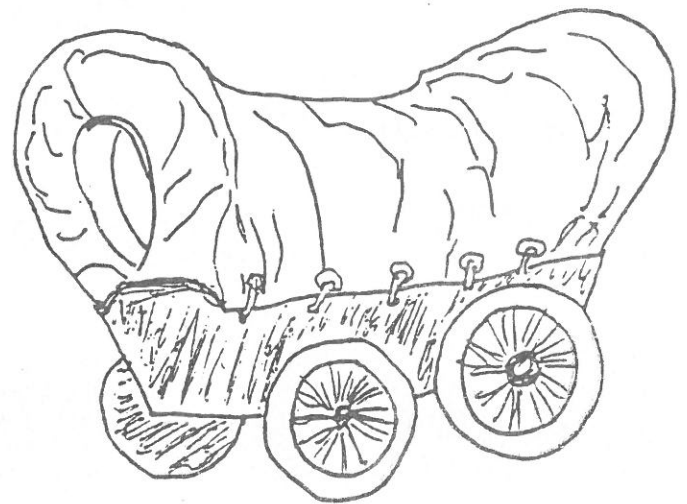
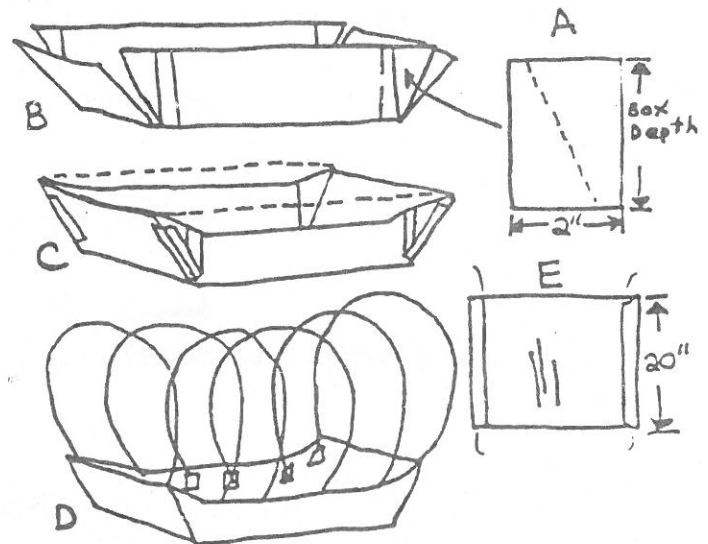
Remove the bark from stick, paint symbols to represent a favorite folk story, family story, or story of own choice. Individual symbols and designs can be used as well as Indian symbols.



CONESTOGA WAGON

A discarded show box can be used.

1. Slit corners open. Cut 2-2" pieces of cardboard (box cover) depth of box. Cut each piece in half as in diagram A. Paste one to each corner (B). Tape box closed.
2. Cut sides as in diagram C. Stretch and crush a length of brown crepe paper. Spread a thin layer of paste over sides and bottom of box, one side at a time, and cover with crushed crepe.
3. Cut six 23" lengths of #7 wire. Form into hoops and tape inside box (D). Cut wheels from heavy cardboard. Cover with black gummed crepe.
4. Cut rims and spokes from red gummed crepe and stick in place. Make 2 axles from 1/2" dowels of wood about 1/2" longer than width of box. Nail wheels to axles.
5. Paste axles to bottom of wagon. Cut 28" length of white crepe for canvas top. Fold 20" sides over 1" and paste seam leaving space to run a length of string through fold (E).
6. Punch 6 evenly spaced holes through sides of wagon. Lay canvas over wires and stick reinforcements along edges to coincide with holes in wagon. Make holes through reinforcements and lace canvas to wagon with lengths of string.



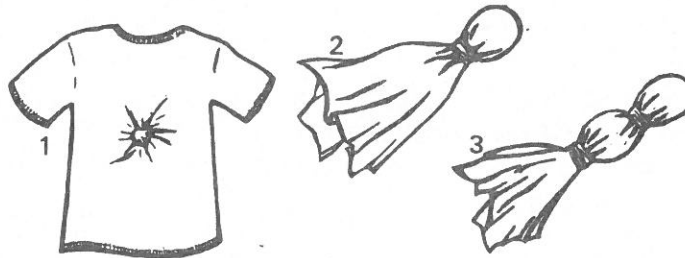
FAMILY FUN

TIE DYEING

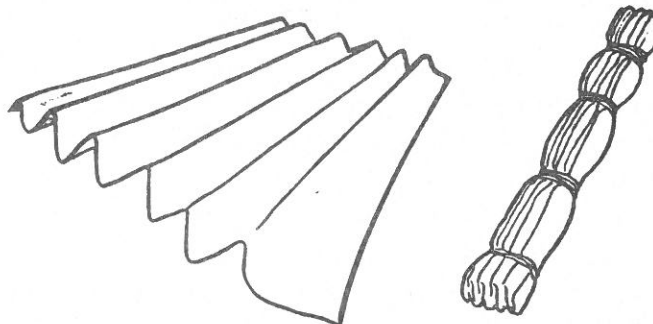
Tie-dyeing is the simple method of getting the nice irregular patterns you sometimes see on T-shirts and things. The easiest pattern to make is circular.

1. Put a stone in the center of the garment, where you want the circle to be.
2. Tie the material tightly round the stone with string
3. Tie it again a bit lower down. Now dye it with a normal clothes dye. (Hot water dyes are best because the colors are rich and don't run much.) Follow the makers instructions carefully. When the dyeing process is over, cut the strings and rinse the garment.

The dye cannot get to the bits which are tied up tight, so you get a patchy effect where the sting has been. You can also tie in lots of stones and end up with a different pattern.



For another type of irregular pattern of stripes, fold material in a pleated manner.



ROLLER-BALL

Materials: 6" x 4" construction paper
Cardboard of the same size
5 straws 5" long
1 straw 3 1/4"
Small marble

Mount the construction paper on the cardboard, and paste the straws to it, as shown in the diagram. Let dry. Paint START AND end in the lower corners as shown.

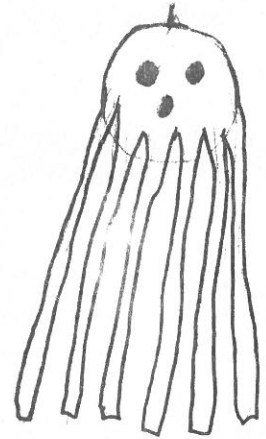
To play, place the marble on START and roll between the straws, following the arrows to END. If the ball rolls off the board, or up or down a wrong alley, the player must start over again. This is a good game to play alone or with friends. How quickly can you do it? Test your skill.

HALLOWEEN CRAFTS

HAUNTED WINDSOCK

You can use a bottom of a legg's panty hose egg of a white plastic bowl (cool whip tub). Cut white plastic trash bag in 1" strips 18" long. Glue strip around the circumference of the egg. Cut eyes and mouth from black electrical tape.

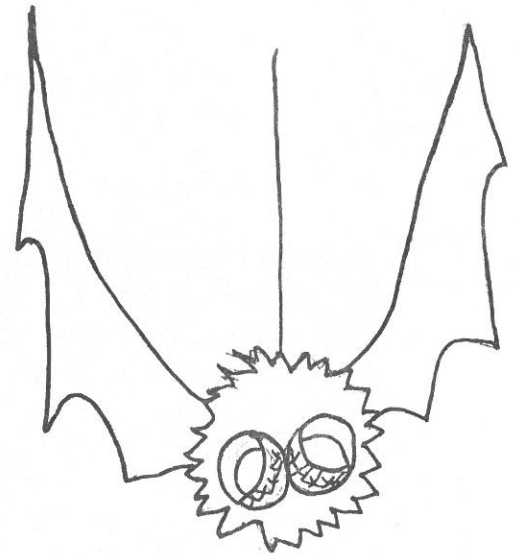
ADULT-heat tip of large nail and gently push the hot tip into top of the egg to attach a hanger.



HALLOWEEN CHALK GOBLINS

Materials: Dark colored construction paper
colored chalk
small tube buttermilk or white tempera paint

1. Dip colored chalk into buttermilk (or white tempera)
2. Draw a picture-each time dip chalk into the buttermilk
3. Vary colors of chalk within the picture



SWEET GUM BAT

Tie thread around a sweet gum ball-knot good and tight.
Add acorn caps for hollow eyes
Black construction paper wing are glued on the sides
Hang from criss crossed sticks.

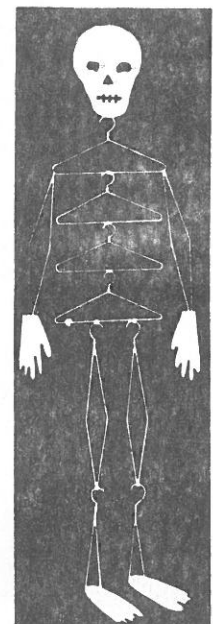
HANGER SKELETON

Materials: 10 hangers
white construction paper

Bend the top hanger into a skull shape. Cut this same shape from paper and draw skull features. Set aside. Attach skeleton pieces with tape.

Follow diagram stretching hangers as shown.

The feet are formed by bending lower legs in 1/2 at right angles. Cut large paper feet and hands and attach these and skull in place on the skeleton. Use the hook at the top of the skull for hanging your spook.



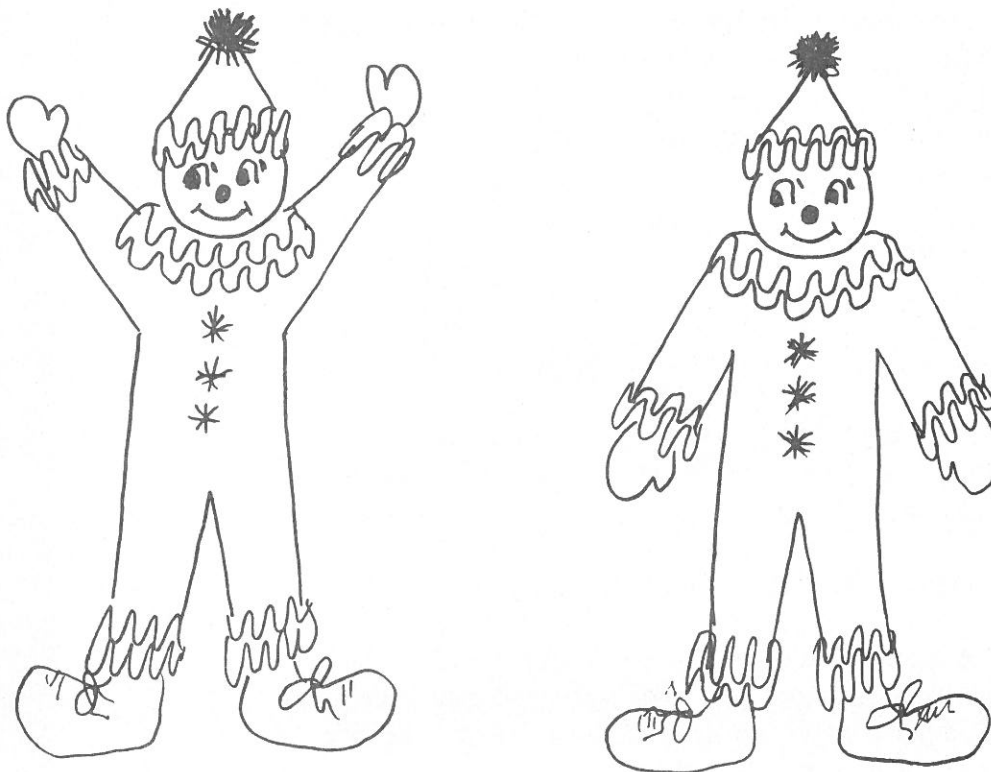
GOFFY GOGGLES

Cut a pair of goggles out of the plastic carrier that comes on a soft-drink six-pack. Cut funny nose, mustache, some eyebrows, and whatever else you like out of paper, cloth or plastic. Glue them to the goggles. Attach pipe cleaners or rubber bands to the sides for ear pieces.

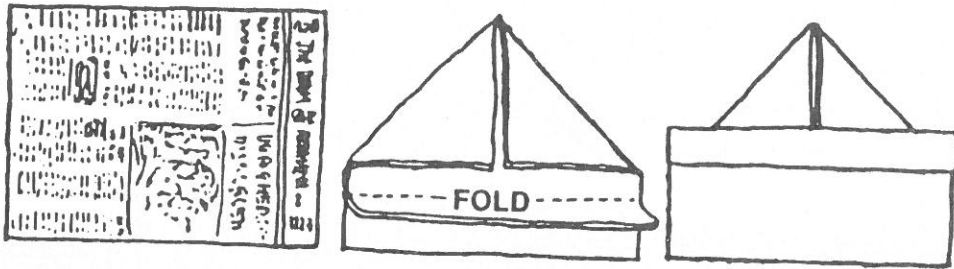


JUMPING CLOWNS

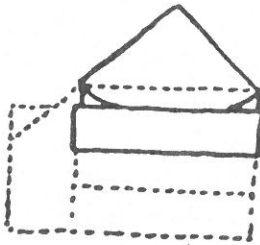
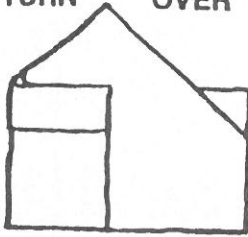
Draw a clown on a recipe card. One side he stands still, arms at his side. On the flip side, he jumps-arms in the air. Tape the card to an unsharpened pencil. It stays on longer if you cut a slot in the pencil first to set clown in motion. Revolve the pencil back and forth between you palm and watch him move.



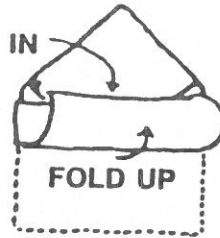
HOW TO MAKE A HAT



TURN OVER



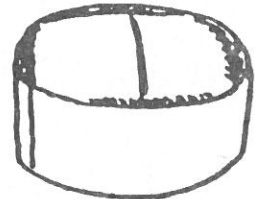
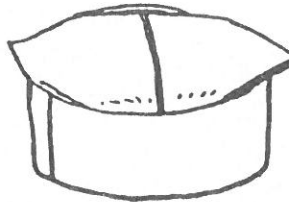
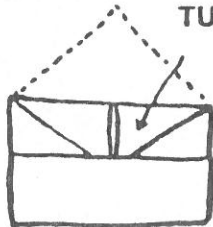
TUCK IN

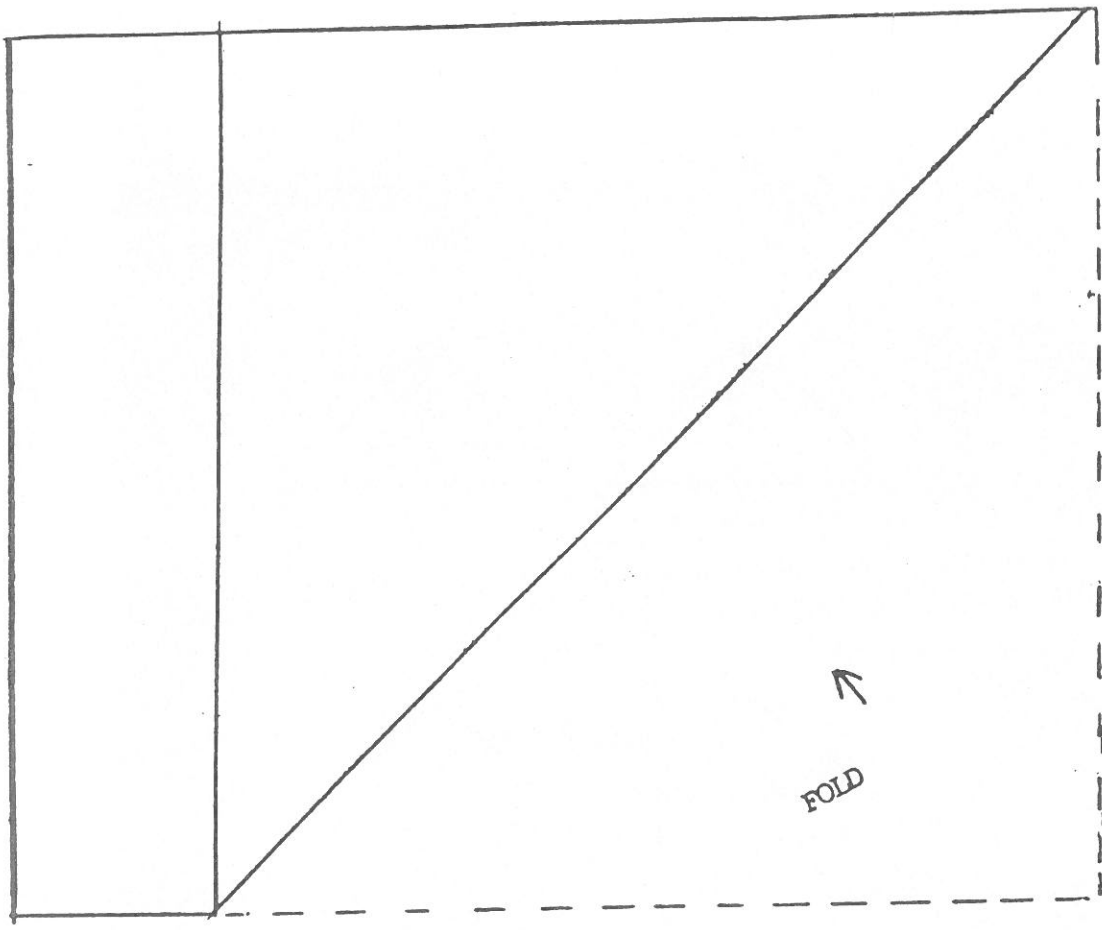


FOLD UP

FOLD DOWN

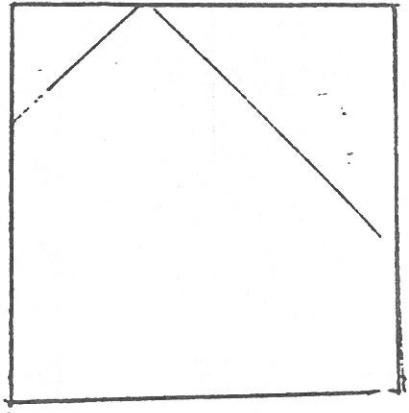
TUCK IN





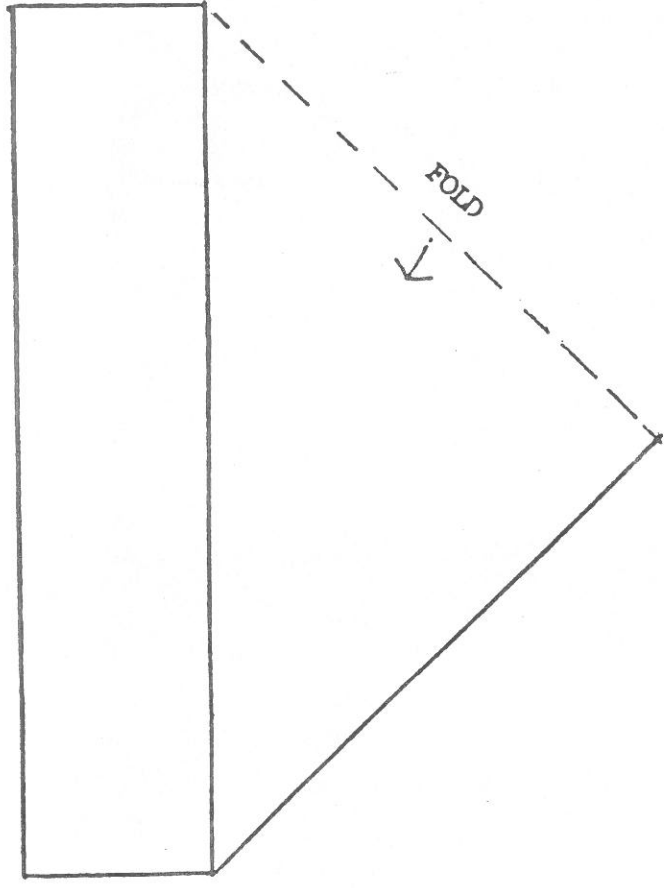
(1.)

(4.)



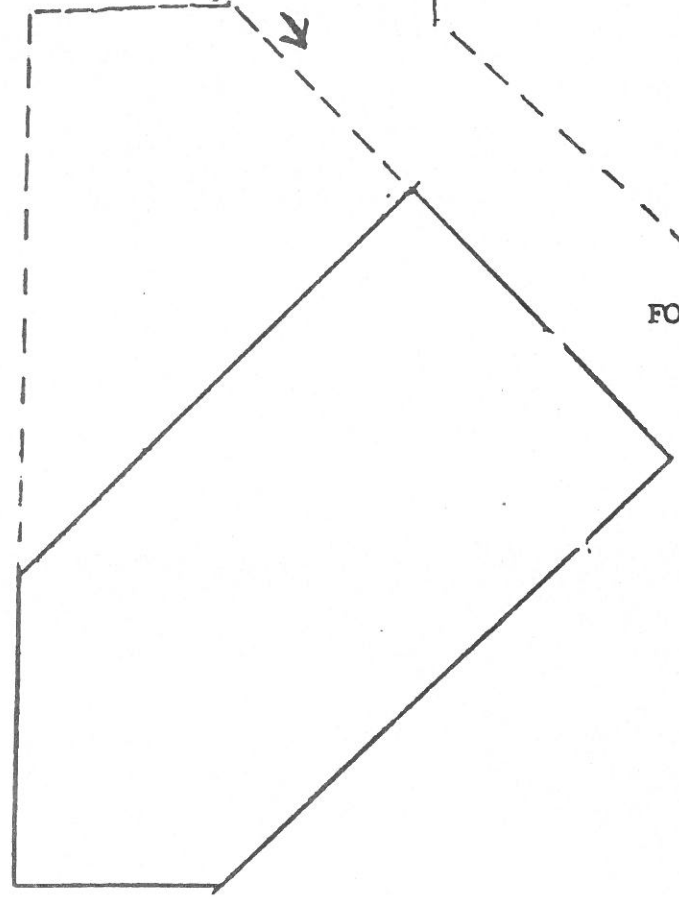
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FOLD

(2.)



FOLD
↓

(3.)



FOLD

FOLD UP

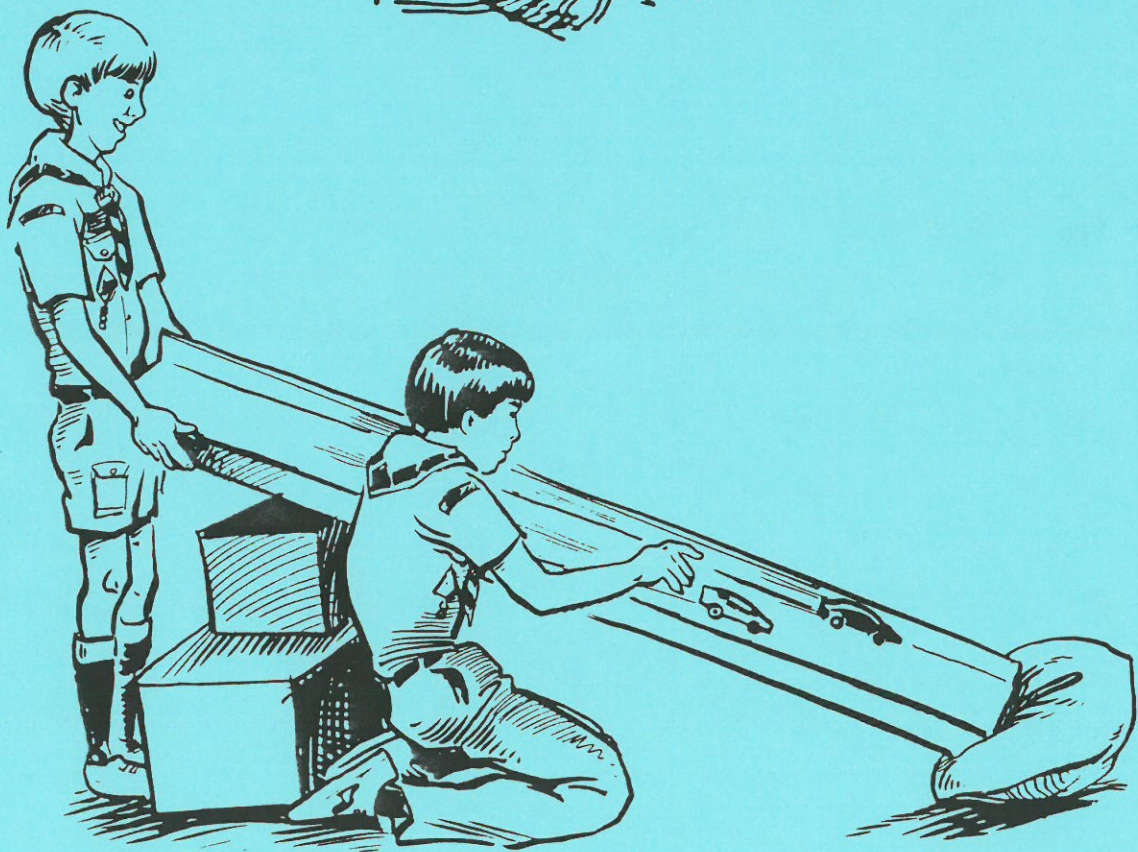
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NATURE WINDOWS HANGING

This display of nature's beautiful leaves/flowers is an easy but meaningful craft for spring, summer or fall.

Materials: Furnace filter
 Clear contact paper
 Yarn
 Scissors

Cut furnace filter piece and place on the stick side of clear contact paper. Place nature item in each space. Cover with a second piece of clear contact paper and trim around edges.





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DECEMBER, 1992 HELP OTHER PEOPLE

DEN ACTIVITIES

Make Christmas ornaments for pack tree.
Make Christmas gifts for elderly in nursing home or children in hospital or care facility.
Christmas carol.
Visit a shut-in.
Make a gift for Mom & Dad.
Bake cookies.
Have a den party for parents.
Make candy.
Make and use own gift wrap.
Make and set out bird feeders.
Cook a dessert to send home.
Go to mall to see Christmas lights.
Go ice skating.
Make lanterns for driveway of night church service.

PACK ACTIVITIES

Have a pack Christmas tree decorated with ornaments made in dens during the month--possibly set up at a nursing home.
Have an old-fashioned cookie swap.
Collect and repair toys for needy children--Salvation Army or Goodwill.
Adopt a family and collect non-perishable food, clothing and toys for them.
Go ice skating or sledding and have hot chocolate afterwards.
Have a Christmas Caroling Party.
Have Santa visit a Christmas Party.
Shovel snow for an elderly neighbor.
Collect books for a children's home or hospital.
Have a den ornament exchange at the pack meeting.

PACK PRE-OPENING

Icicle Hunt

Hide numerous pieces of string - "icicles" - around the room. The icicles should be of varying lengths. Have the boys hunt for the icicles. End the hunt after a given period of time. The winner is the boy whose icicles form the longest line when laid end to end, not the player who collected the most pieces.

JANUARY, 1993 PIRATE WATERS

DEN ACTIVITIES

Make a pirate paper hat (Craft section).

Look at the stars - make tin can navigation tools of old time mariners.

Have an inside treasure hunt.

Make up pirate names for all den members.

Build regatta boats.

Practice sailing boats.

Make pirate costumes.

Earn the Whittling Chip.

Have someone talk on Boat Safety.

PACK ACTIVITIES

Rain gutter regatta.

Have a swimming party at an indoor pool facility.

Set up an indoor fitness course.

Map out an indoor treasure hunt for dens at the Pack Meeting.

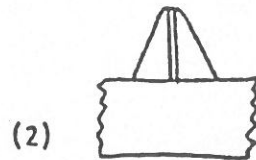
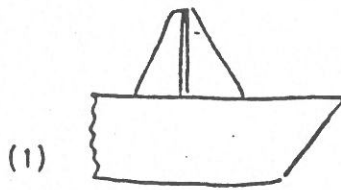
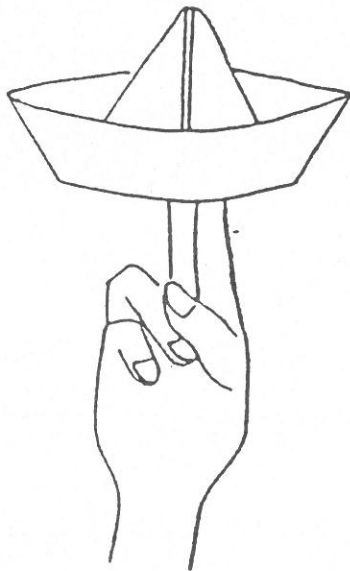
THE CAPTAIN'S SHIRT

When it's your turn to tell a story, here's a good one to try. Do the actions as you tell the tale.

First you make a paper boat as shown in the drawing.

And this is the story:

One day a ship (show it) left to go fishing on the grand banks of the Atlantic Ocean. The weather was fine and everything went well, at first. But soon black clouds filled the sky and a terrible storm hit the ship. In the darkness it hit a large rock (tear off the front of the boat). Crash, and the bow was gone. (1) The storm grew worse and all the sailors crowded to the stern, but -- crack! Another rock (now tear off the back of the boat) and one more problem. Now the stern had disappeared under the waves. (2) A great blast of wind and the bridge of the boat disappeared (tear off the top of your ship) (3). Poor ship -- there was nothing left except the captain's shirt! (here you unfold the rest of the ship and you should have -- (4).



PACK TREASURE HUNT

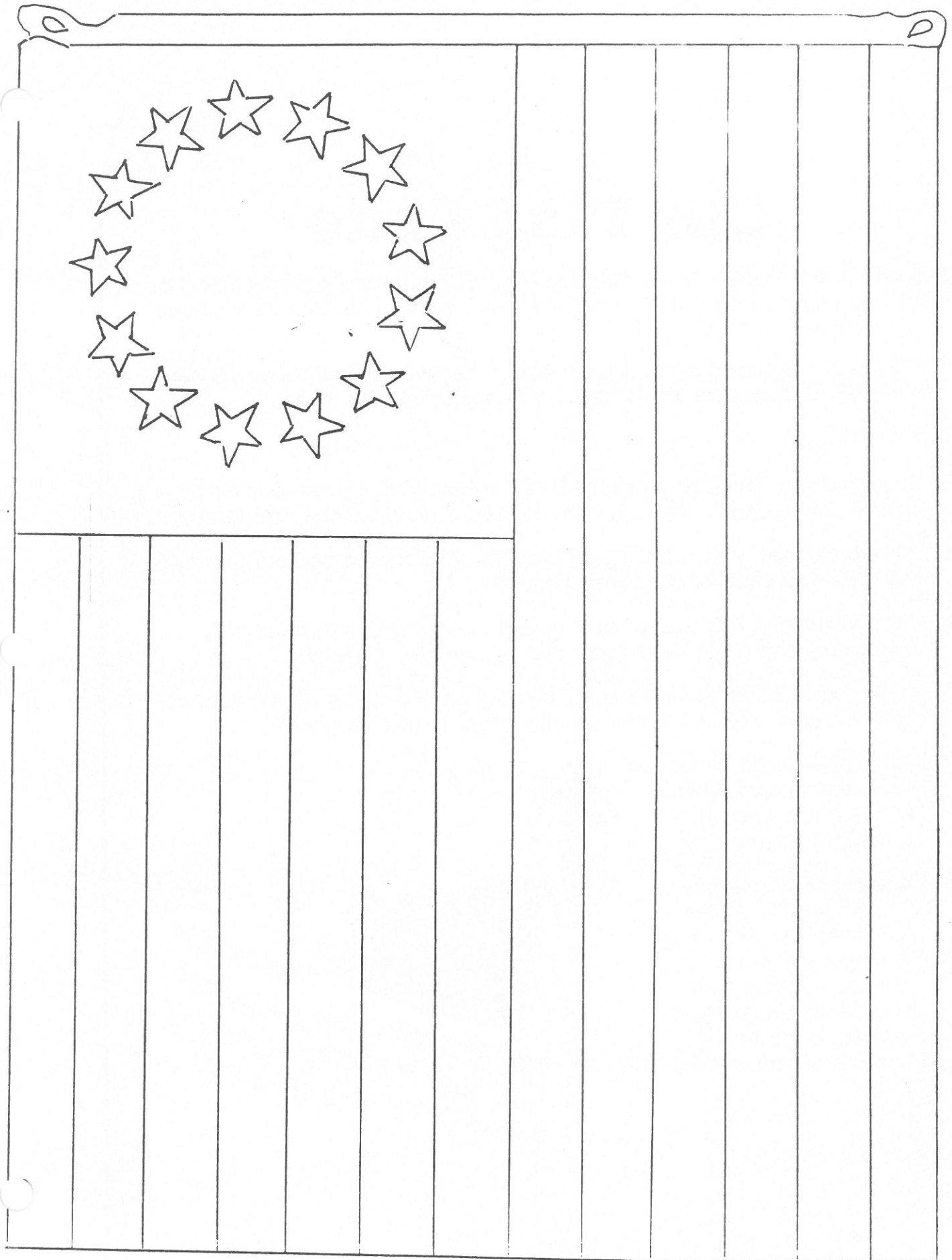
This must be prepared before the participants arrive. "Hide" the items (example list below) in sight so that they can be easily found.

As dens arrive--give a self-explanatory small instruction sheet similar to this to the denner.

We are going on a treasure hunt. After reading all the directions, start hunting. Do it as secretly as possible. Do not reveal any of the hiding places and do not touch any of the treasures. All treasures are hidden nearby. Each is clearly marked with a number. Find them and write the average estimate of your group on the dotted lines. Turn in to the Cubmaster when finished.

- No. 1 How many candy kisses in the jar?
- No. 2 How many peanuts in the bag?
- No. 3 How many apples were used to make the pie?
- No. 4 How many chocolate chips were used to make the cookies.

(Make up your own variations--Winners get the treasures.)

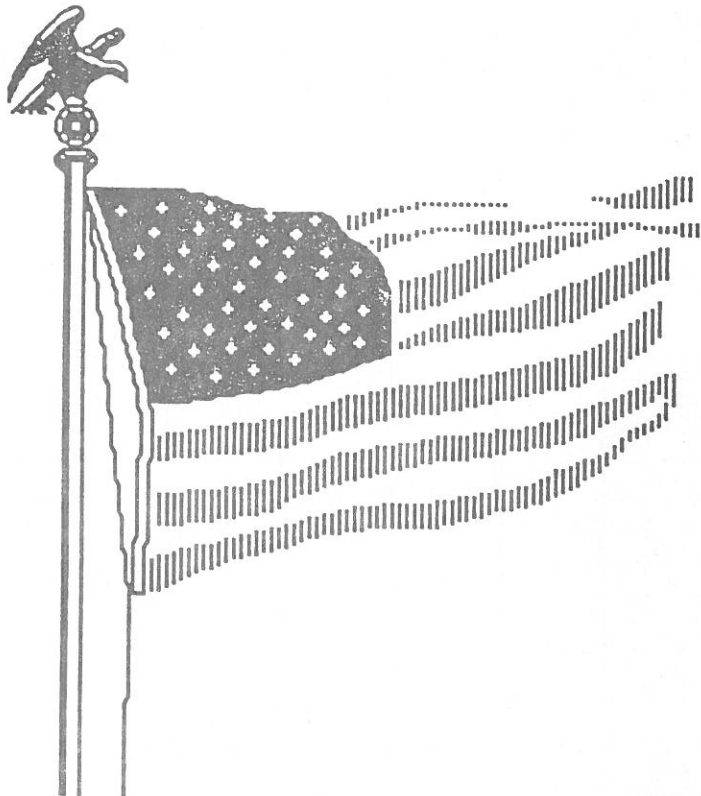




Our Flag Code

Displaying the United States flag is a sign of patriotism and respect. It is an important symbol of our country. Here are some important rules to remember:

1. Display the flag only in good weather, between sunrise and sunset. It may be flown for 24 hours if it is spotlighted at night.
2. The flag should be raised quickly and lowered slowly.
3. In a parade, the flag must fly free. It should never be allowed to touch the ground. The one who carries it is called the *colorbearer*.
4. When carried with other flags, the U.S. flag should be held in front of or to the right of the other flags.
5. Whenever the flag passes in a parade, people should stand at attention and place their right hands over their hearts.
6. The flag is flown at half-mast (halfway up the staff) as a signal of mourning or sadness when an important citizen has died.
7. The flag should never be flown upside down except as a symbol of a serious emergency.
8. When not in use, the flag should be folded carefully and put away. It may be given a special military fold: Fold twice lengthwise to form a long strip. Then, starting at the stripe end, fold in a series of triangular folds.



FEBRUARY, 1993 OLD GLORY

DEN ACTIVITIES

Make and send Valentines to family and shut-ins.
Make decorations for Blue and Gold Banquet.
Plan a display at school about Scouting.
Volunteer to do a flag ceremony at a school function.
Learn how to fold the flag.
Raise and lower the flag at school with color guard each day of Scout Anniversary week.
Make and hand out small posters showing how to raise and lower the flag and give a demonstration on folding the flag.

PACK ACTIVITIES

Blue and Gold Banquet.
Do a good turn for sponsoring institution.
Celebrate Scouting Anniversary Week.
Pinewood Derby--include a race for Mom and/or Dad.
Recognize leaders for their invaluable help.
Decorate Pack meeting place for Blue and Gold Banquet.
Go to church as a pack in uniform on Scout Sunday.
Collect old tattered flags for proper flag burning. Check with American Legion Post.
Collect aluminum and recycle as a pack--donate the money to BSA World Friendship Fund.
Have a father-son cake auction.
Wear uniform to school at least one day a week.
Place a Scout Display in a store window.

RETIRING THE STARS AND STRIPES

There comes a time in the service of the flag when it is no longer serviceable due to constant use, age, or a number of other reasons. At this point it should be retired with dignity and due respect.

DESTROYING WORN OUT FLAGS (From the BSA Publication, Your Flag, page 5). When the national flag is worn beyond repair, cut it into small pieces that will burn easily and completely on a modest, but blazing fire. This should be done in a simple manner with dignity and respect. Be sure the flag is reduced to ashes unrecognizable as a former flag.

A CEREMONY FOR RETIRING THE COLORS FROM SERVICE

Our "colors" are showing their years of service and should be fittingly retired.

Let us pray...Almighty God, bless and consecrate this present hour. We do thank you for our glorious country and our flag of stars and stripes which should emblazon on our hearts, minds and consciousness freedoms for which it stands.

We also thank you for the Boy Scouts of America movement, knowing the young men who receive preparation therein will join in service to our country in both times of strife and peace. Amen.

Many thousands have given their all through the years to protect our nations's flag, as it symbolizes the truth and virtues on which she was established and which we still hold dear.

May the colors now be presented for inspection. (Open flag to inspect).

What is its service record? (present, if origin and service is known).

The stresses of this honorable service have resulted in faded colors, wear and tear; it should therefore be retired from service with dignity and fittingly destroyed.

A flag may be a flimsy bit of printed gauze or a beautiful banner of the finest silk, its monetary value may be great or small, but its real value is beyond price. It is a precious symbol that we have worked for, lived for, died for... a free nation of free men and women, true to the faith of the past, devoted to the ideals and practice of justice, freedom and democracy.

(The audience stands.)

Almighty God, bless and consecrate this present hour. We thank Thee for our country and its flag and for the liberty for which it stands. To clean in purging flame, we commit this flag, worn out in worthy service. As it yields its substance to the fire, may its light spread over us and bring to our hearts renewed devotion to God and Country. Amen."

(Right hand salute, cut out grommets, burn flag in a safe contained area.)



YOUR RIGHTS AS A CITIZEN

The right to equal protection under the law and equal justice in court.
The right to be free from arbitrary arrest or search.
The right to equal education and economic opportunity.
The right to own property.
The right to free speech, press, and assembly.
The right of religious freedom.
The right to have a lawyer and speedy court trial if accused of a crime.

YOUR DUTIES AS A CITIZEN

Obey the laws.
Respect the rights of others.
Keep informed on issues of national and local government.
Vote in elections.
Serve and defend your country.
Assist the agencies of law enforcement.
Practice and teach good citizenship in your home.

SOME QUALITIES OF A GOOD CITIZEN

Obeys the laws wherever he is.
Respects the rights of others.
Is fair and honest.
Tries to make community a better place to live.
Learns as much as possible about leaders of nation, state, and community.
Practices rules of health and safety.
Is honest and dependable.
Is patriotic and loyal.
Practices thrift.
Respects authority.

ORIGIN OF OUR FLAG

Most people in America think that the Stars and Stripes were ordered by General George Washington; that Betsy Ross sewed the first flag, and that the Revolutionary forces used this flag from the day the Declaration of Independence was signed.

The story of the Stars and Stripes is the story of the nation itself, the evolution of the flag is symbolic of the evolution of our free institutions and the nation's development into a great land.

Early in the days of the Republic, when the 13 original states were still colonies, the banners borne by the revolutionary forces were as varied as the races that made up the liberty-loving colonists. The local flags and colonial devices displayed in battle on land and sea during the first months of the American Revolution carried the varied grievance that the individual state had against their Mother Country, England.

ORIGINS OF OUR FLAG CONTINUED

In 1775, the Continental Congress named a committee to propose a design of a National Emblem.

After July 4, 1776, the people of the colonies felt the need of a national flag to symbolize their new spirit of unity and independence. Congress, on June 14, 1777, adopted the following resolution: Resolved that the flag of the thirteen United States be thirteen stripes, alternate red and white that the union be thirteen stars, white on a blue field. The significance of the colors was defined as White signifies Purity and Innocence; Red, Hardiness and Valor: Blue, Vigilance, Perseverance and Justice.

Betsy Ross, a flag maker of Philadelphia, is credited by some historians with having made the first flag and with having suggested that the stars be five-pointed. The home of Betsy Ross at 230 Arch Street, Philadelphia, is a national shrine and the flag flies on a staff from her third floor window. Thousands of people of all nations visit this house, which is know as the Birthplace of Old Glory.

It is true that Betsy Ross was a flag maker. There is in the Navy archives an order to Elizabeth Ross for making ships colors of 14 pounds, 12 shillings, and 2 pence, paid to her exactly two weeks before the flag resolution of June 14, 1777, but none of the authentic records of history substantiate the story that Betsy Ross was appointed by Congress to design a flag. Neither the annuals of the Continental Congress nor the personal writings of anyone, including George Washington, shed any light on the question of when, where, or by whom the first American flag was made.

The design has thirteen stars arranged in a circle and seven red and six white stripes. When two more states were added to the union two stars and two stripes were added. As more states became a part of the Union, it was decided to maintain thirteen stripes for the original thirteen colonies and to add a star for each new state. The was enacted by congress in 1818.

In 1916, President Wilson proclaimed that Flag Day should be celebrated every year on June 14.

But regardless of who was responsible for making the first flag, the Stars and Stripes, born in the midst of battle, proudly announced to the world the birth of a new nation. However obscure its origin, the flag was soon hailed universally as the symbol of the Land of the Free.

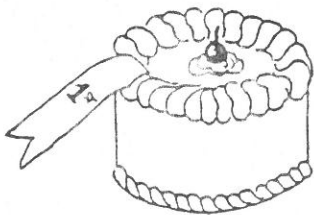
FATHER AND SON CAKE BAKE

This a popular and exciting father-son activity which can be used any time of year, but is especially suitable for February, since the cakes can be used for banquet dessert. Families are furnished with the rules below. Before the banquet, cakes are judged and prizes awarded.

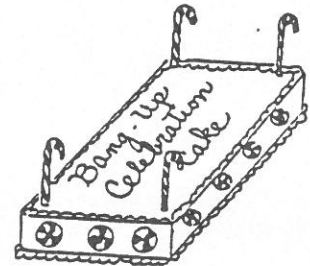
Rules for Father-Son Cake Bake

1. Cakes must be baked by a Cub Scout or Webelos Scout and other male. (If there is no father in the family, it can be an uncle, grandfather, older brother, or neighbor).
2. Cake mixes and icing mixes may be used.
3. No female assistance is allowed in any respect.
4. Entire creation must be edible including all decorating.
5. All cakes should have a title or name, to be shown as part of the cake decoration, or on a card attached to the cake. Cakes will be numbered for judging purposes.
6. Cakes should be on a disposable plate or tray.
7. All cakes will be judged (by outside guests) and prizes awarded in the following categories:
 - a. Judges' Choice (grand prize winner)
 - b. Most original creation - 1st, 2nd, 3rd place
 - c. Most appropriately named cake - 1st, 2nd, 3rd place
 - d. Biggest cake
 - e. Tallest cake
8. Cakes not used for banquet will be auctioned at the meeting with proceeds going to the World Friendship Fund.

NOTE: This is also a good pack fund-raising project. Done at another time of year, all cakes can be auctioned to the highest bidder, and proceeds donated to the World Friendship Fund or to the pack treasury, Or, rather than auction the cakes, charge an entry fee and let boys draw for the cakes they will take home.



Cherry Chocolate Crater



MARCH, 1993 WEATHER OBSERVATIONS

DEN ACTIVITIES

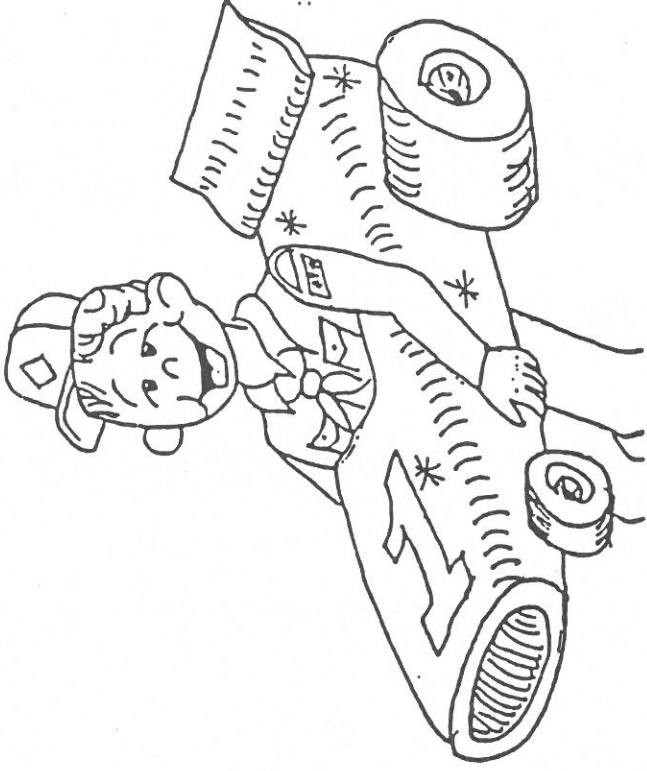
- Make kites and fly them.
- Take a walk/hike and look for Spring.
- Make St. Patrick Day cards for shut-ins.
- Put out nesting materials for birds.
- Visit a Weather Station.
- Earn the Conservation Award.
- Make and fly paper airplanes.

PACK ACTIVITIES

- Have a Kite Derby.
- Have a uniform inspection.
- Sign up for Day Camp.
- Contact city officials for conservation or beautification project.
- Have a Cub-Innapolis.
- Webelos Graduation to Scouts.

CUB-IN-APPOLIS

_____ Category



Presented To: _____

Date: _____

Cubmaster: _____

KITE DERBY

A kite derby can be a special activity, on either a den or pack basis. Be sure to announce it far enough in advance for the boys to make their kites, know the rules and the events scheduled. On the day of the derby an open field, judges and an announcer will be needed.

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 material 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
Best sportsmanship (boy)
Most persistent flyer (boy)
Fastest climbing

Other events that can be include are 100-yard dash with kites being flown at the end of a 100-yard kite string or an altitude race.

CUB-INNAPOLIS

This is a "cardboard box" derby stressing family involvement. The car is made from a box big enough for the driver to stand in and hold much like wearing a rain barrel. The boy reaches over the top and holds onto the bottom, or suspenders may be used. After the first lap, each driver must make pre-planned pit stops and his pit crew (family members) helps him through several motions. First one to finish the course wins. You can really use your imagination on this event and get the whole family involved.

Hints:

Have a last-minute repair kit on hand such as wire, masking tape, glue, etc.

Be sure everyone knows at least six weeks in advance what the pit stops will be and what materials they will need to bring.

Keep the cars as light as possible, well balanced, and above the knees.

Keep the course short, (the excitement comes with the pit stops) and walk everyone through it so they know what they are supposed to do.

Rules:

1. The car is to be made from a cardboard box (there are no size restrictions).
2. The "pit crew" will consist of two people, preferably family members.
3. The track will be a course of turns and straightaways.
4. Time trials--each driver "drives" the course once and is timed. This time will be used to rank the drivers for the races. A pit stop won't be required during time trials.
5. Heats of three drivers, starting with the lowest time, will be driven. Each driver should hopefully race more than once.

CUB-INNAPOLIS CONTINUED

THE RACE

1. Run the first lap.
2. 1st Pit Stop -- Clean the windshield.
wipe off goggles or sunglasses, or just wipe off the face with a cloth.
3. Run the second lap.
4. 2nd Pit Stop -- Change the tires.
take shoes off, put on a different pair of socks and then put shoes back on.
5. Run the third lap.
6. 3rd Pit Stop -- Take on fuel.
drink 1/2 cup of water through a straw. (Pack should supply cups and straws so that they are all the same size.)
7. Run the fourth lap.
8. 4th Pit Stop -- Check the hoses.
each driver ties a square knot (Pack should supply 12" of rope).
9. Run the fifth lap to the finish line.

AWARD IDEAS

Best Midget Car	Best Jumbo Car
Most Radical	Best Funny Car
Best Paint Job	Best Cub Scout Theme
Best Monster Truck	Best Dragster
Best Futuristic Car	Ultra Hot!
Best Unfinished Car	Best Pit Crew

Participant--all participants should get this award.

APRIL, 1993 LIFE ON OTHER PLANETS

DEN ACTIVITIES

Plant a tree.

Make May baskets and take to a nursing home.

Have a picnic using Space-age foods.

Discuss what life might be like on other planets.

Write letters to NASA.

Visit a Planetarium.

Study the stars with telescopes--try to identify constellations.

Have a skit about life on another planet.

Ask an astronomer to be a guest speaker.

Make models of futuristic cities or space people and display at the Pack Meeting.

Do comic horoscopes for each sign of the Zodiac.

Make Mother's Day gifts.

Put out bird nesting materials.

PACK ACTIVITIES

Space Derby

Spring round-up

Decorate Pack Meeting place like a Sky-Lab.

Have an outdoor Rocket Derby.

MAY, 1993 SHOW BIZ

DEN ACTIVITIES

Play Charades.

Learn magic tricks.

Prepare clown act for Pack Meeting.

Make clown costumes.

Have a joke telling contest.

Visit a magic shop.

Attend a play (High School or Community) or a concert as a group.

Make Mother's day gifts.

Learn a new song.

PACK ACTIVITIES

Put on a Bicycle Safety Program.

Tiger Cub Graduation--Invite them to join pack.

Invite a magician to the Pack Meeting.

Have a puppet show.

Excellent opportunity for numerous skits, songs, dance, and magic show.

Have a vaudeville show, the cornier the better.

Attend a play as a pack.

Film a previous pack meeting or competition and show it this meeting.

Plan and take a play to a nursing home.

Do a radio show, complete with sound effects visible to the audience like they used to do in old radio days.

Have a gigantic pack band or orchestra with boy-made instruments.

JUNE, 1993 CUB SCOUT BIRD WATCHERS

DEN ACTIVITIES

Visit a worm farm.

Build a bird feeder or bird houses.

Have a bird watching contest.

Flay Day-June 14th- fly flag.

Make plaster casts of leaves, tracks.

Dig worms - go fishing.

Make Fathers's Day gift.

Make ice cream.

Cook lunch outdoors.

Take a nature hike.

PACK ACTIVITIES

Adopt a park and keep it picked up.

Make a miniature golf course and play on it.

Have a fishing derby.

Challenge dads to a ball game.

Have a special flag ceremony at pack meeting.

Invite a naturalist to talk at a pack meeting.

Invite raptor group to talk at a pack meeting.

JULY, 1993 WILD AND WOOLY WEST

DEN ACTIVITIES

Visit a dairy farm.

Cook lunch outdoors.

Have a watermelon feed.

Invite someone who has lived in the community for many years or a local historian to talk about "the good old days".

Visit some historical points of interest in the community.

Learn Indian dance in dens and teach to parents and leaders at Pack Meeting.

Go swimming.

Have a bubble gum blowing contest.

Go fishing-dig fishing worms.

Have opening and closing in Indian sign language.

PACK ACTIVITIES

Have a family pack baseball game.

Celebrate National Hot Dog and Baked Beans Month--have a wiener roast.

Have a Bike Rodeo.

Fashion Pack Meeting after an Indian Council.

Fashion Pack Meeting after a Chuckwagon-Roundup.

Fashion Pack Meeting after a Wagontrain.

Have opening and closing in Indian sign language.

AUGUST, 1993 CAMPFIRE YARNS

DEN ACTIVITIES

Learn and follow the Outdoor Code.

Schedule a tour of a camping supply store.

Make ice cream.

Have a backyard campout.

Have a backyard breakfast cookout.

Have a backyard song fest.

Have a bubble gum blowing contest.

Have a comical skit about what life today would be like if we lived as pioneers.

Have a moonlight hayride.

Celebrate Missouri Day (10th)

Have a joke telling contest.

Make a goofy golf course and play on it.

PACK ACTIVITIES

Have a pack water carnival.

Have a pack campfire--roast marshmallows, sing songs and do skits.

Around a campfire, have a dad or leader tell a good ghost story then let the boys tell one.

Have a Pack Meeting without any modern conveniences--no electric light, only a few chairs, possibly an Indian raid.

Hold Cub Scout Olympics.

Have a watermelon feed.

Have a pack family overnight campout.

AUGUST, 1993 CAMPFIRE YARNS

PINE CONE FIRE

These bits of chemical beauty will also solve your gift problems. You will need:

a bushel of pine cones
1/2 pound of boric acid
1 pound of copper sulphate
2 large mesh bags that oranges or potatoes come in

Stir the copper sulphate into a gallon of water and the boric acid into another gallon of water.

Fill the bags with pine cones and soak them for several days in one or the other of the solutions. Remove and spread the cones out to dry. When they are thoroughly dry, pack some of each kind in mesh, plastic or cellophane bags to be used as gifts. They will burn with a beautiful blue and green flame.

When pine cones are not available, small twigs, corncobs or tightly twisted newspaper may be treated in the same way. Wrap them in bundles of twelves in colored cellophane and tie with a ribbon.

RAINBOW FIRE

You can make your campfire burn in rainbow colors by throwing various chemicals into the fire in crystal form.

For a rainbow fire, you may use any of the following chemicals in powdered form, which can be purchased from pharmaceutical suppliers or drug stores in small quantities.

Borax	burns green
Barium Nitrate	burns apple green
Lithium Chloride	burns purple
Potassium Permanganate	burns purple
Copper Sulphate	burns blue
Sodium Chloride (common salt)	burns yellow
Calcium Chloride	burns orange
Strontium Nitrate	burns red

PICNIC GAMES -- SUMMERTIME ACTIVITIES

WICKET BOWLING

Set up 10 croquet wickets in a row with enough space between for a croquet ball to go through. Set up a bowling line 15 feet from the wickets. Each player tries to bowl a ball through the wickets in order from first to last. If he makes one, he continues to the next until he misses. When he misses, he then waits for his next turn and resumes bowling at the wicket he missed. (Wickets may be made by bending hangers.)

BUCKET BRIGADE RELAY GAME

Play outdoors. Divide den into two teams. Give each team two pails, one filled with water and one empty. Place the empty buckets some distance from each team. On signal, the first Cub Scout in each team carries the full pail to the empty one, pours the water into it, and returns to his team with the full pail. The next boy repeats the action and so on until all have carried the water. This is not a speed contest. The winning team is the one which has the most water in one pail when all members have finished.

SEPTEMBER, 1993 AMERICAN FOLKLORE

DEN ACTIVITIES

Ask a friend to visit and/or join the den. Bring a friend to a Den Meeting.

Have a back to school party.

Learn to play marbles.

Make candles.

Make butter.

Tell Tall Tales--folklore.

Learn to tie knots.

Visit a recycling center.

PACK ACTIVITIES

Participate in School.

Have a special ceremony for new parents.

Give out "Parent Talent Surveys".


Invite someone who has lived in the community for many years or a local historian to talk about "the old days".

AUTOGRAPH FROLIC

Get the autograph of the following:

1. A person whose initials spell a word _____
2. A person who wears a size nine shoe _____
3. A person who has been to the St. Louis Zoo _____
4. A person who you don't know _____
5. A person whose birthday is the same month as yours _____
6. A person who is a "redhead" _____
7. A person wearing a tie with red in it _____
8. A person who is left-handed _____
9. A couple who have celebrated their 15th wedding anniversary _____
10. A good cook _____
11. A musician _____
12. A person who is taller than you _____
13. A person who is shorter than you _____
14. A person who knows shorthand _____
15. A preacher _____
16. An artist _____
17. A person who owns a dog _____
18. A fisherman _____
19. A person who can knit _____
20. Yourself _____
21. A person who is an Eagle Scout _____
22. A person who is/was a 1st Class Girl Scout _____
23. A person who is wearing a class ring _____
24. A person who is wearing a hat _____

CUBINGO

GET ACQUAINTED WITH 24 OTHER CUB SCOUTERS. GET THEIR SIGNATURES IN THE BLANK SPACES. YELL "BINGO" WHEN FINISHED.

OCTOBER, 1993 FAMILY HOBBIES

DEN ACTIVITIES

Play charades.

Go Bowling.

Talk about Halloween Safety.

Make Halloween "Trick or Treat" bags.

Carve Jack 'O Lantern and take to shut-ins.

Visit a fire station.

Collect leaves while on a hike.

Make a collage of leaves, seal in plastic.

Visit an orchard, pick apples.

Make apple butter.

Make popcorn balls.

Make a scarecrow for Pack Meeting.

Play basketball.

Plan a Den Family Night.

Visit a recycling center.

Visit a pumpkin patch.

Do a fire inspection at home.

Learn to play checkers or chess.

Visit a hobby store.

PACK ACTIVITIES

Have a pack roller-skating party.

Have a Halloween party.

Invite a fireman to speak at the Pack Meeting.

Have each den do a display of hobbies within the den family.

Take a hay ride.

Have a pumpkin carving contest.

Make a haunted house.

SPINNING A YARN

Here's a game that will transform a room of players into a closely knit group.

MATERIALS:

A ball of thick yarn

ROOM ARRANGEMENT:

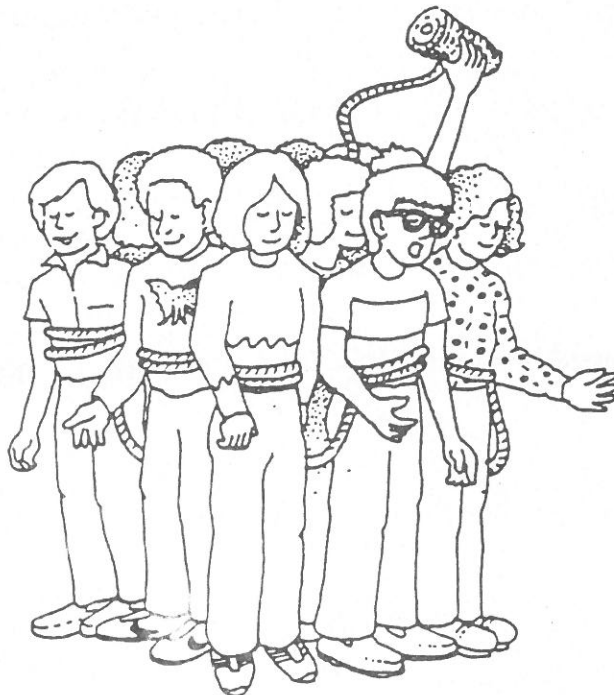
Open space

TIME:

5 to 10 minutes

DIRECTIONS:

1. Players stand together in a group.
2. One player takes a ball of thick yarn and wraps the end around his or her waist and then passes the ball to another person.
3. The next player wraps it around his or her waist, and continues to pass the ball of yarn to another player, and so forth.
4. Once the entire group has been all bound up in the yarn, the whole group process is reversed, but this time players close their eyes. The last player unwraps himself or herself, rewinds the ball, and hands it to the next player, and so on, until the rewound ball reaches the first player again.



NOVEMBER, 1993 UNDER THE BIG TOP

DEN ACTIVITIES

Boys make clown costumes--do animal acts.

Boys begin working on Religious Awards.

Rake leaves for Chartered Partner.

Go to area park or conservation area with a Naturalist.

Make bird feeders for the winter.

Visit a police station.

Tour a donut shop.

Make a leaf collage.

PACK ACTIVITIES

Let the Pack Meeting be a circus.

Weather permitting hold Pack Meeting in a tent.

Invite a clown troupe to the Pack Meeting--Shriners.

Scouting for Food.

Hold Pack Uniform Inspections.

Have an indoor circus complete with game booths and popcorn and peanuts.

Do a pet parade--boys dress pets as animals and parade them around in "cages" made on wagons.

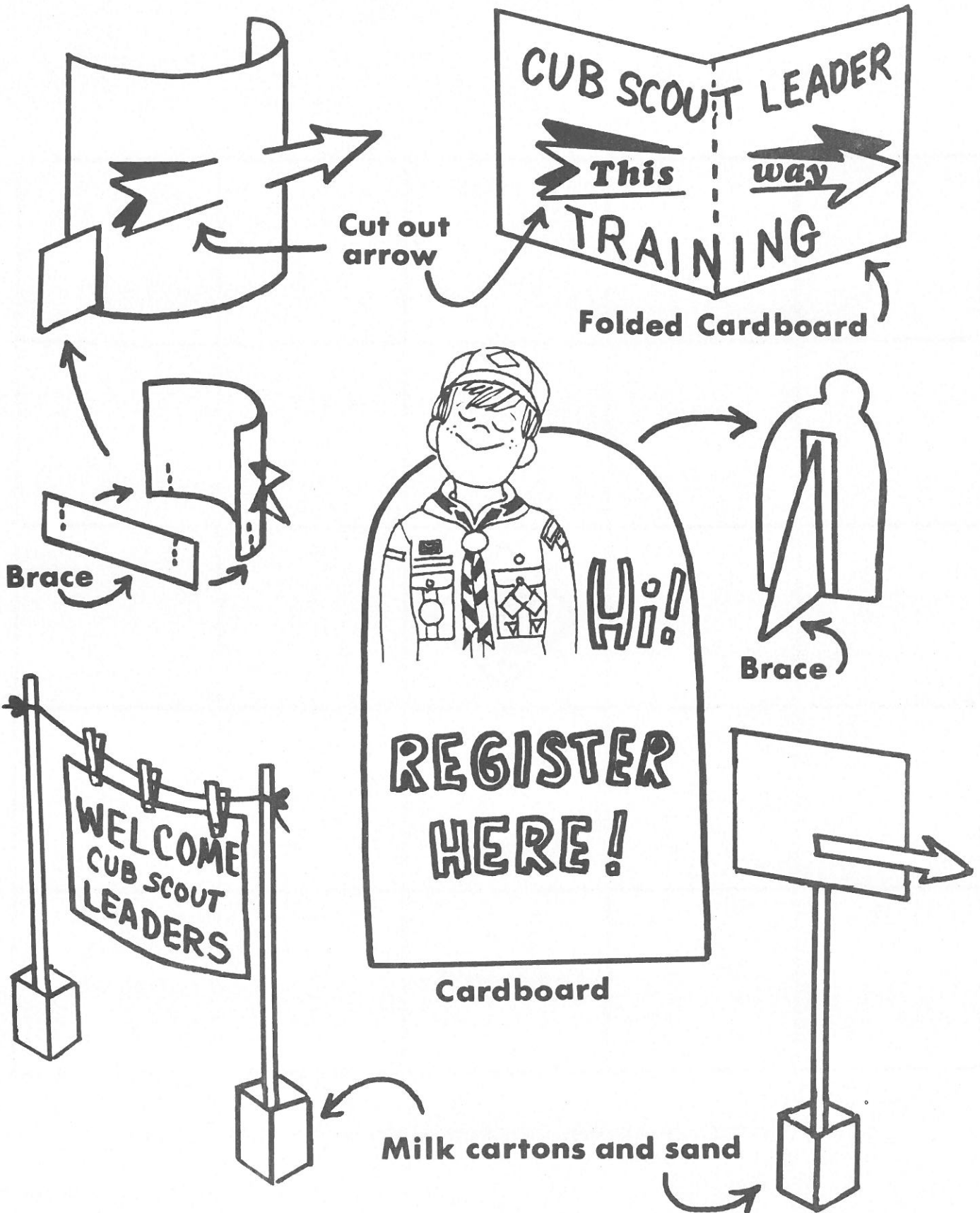
Adopt a family for holidays.

Fill a jar with jelly beans--ask each boy attending to guess the number. Winner takes all.


Play circus music while people gather before Pack Meeting.

Leaders attend Pow Wow.

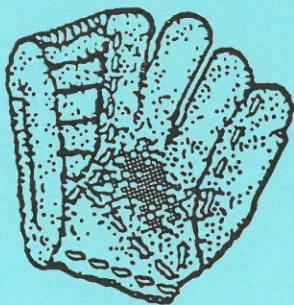
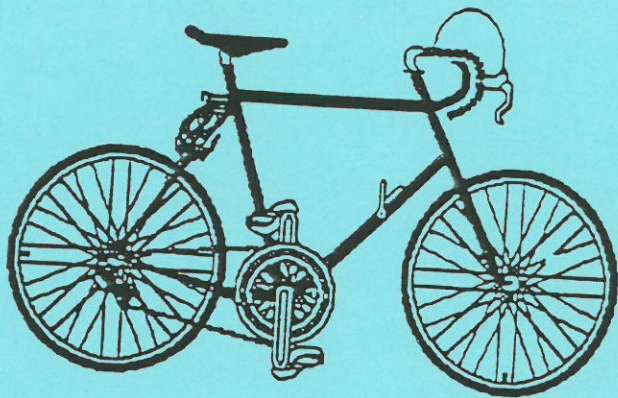
DISPLAY IDEAS



CUBINGO

GET ACQUAINTED WITH 24 OTHER CUB SCOUTERS. GET THEIR SIGNATURES IN THE BLANK SPACES. YELL "BINGO" WHEN FINISHED.



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RELAY GAMES FOR ANY OCCASION

THE WAITER'S RELAY - Equipment: A paper cup and plate for each player. Form the players into two teams and give each person a paper plate. At the far end of the room place two even groups of paper cups. On the word "go" the first player in each team runs forward, picks up a cup, puts it on the plate and, using one hand only, runs back to his team. The second player takes the plate and cup from him, puts his own plate on top of the cup, runs forward, collects another cup, brings it back and gives the stack to the third player. This continues until all the cups have been collected. Any person who drops his cups and plates, has to begin his turn again. First team to complete their collection, wins.

POPCORN RACE RELAY - Equipment: A straw and a piece of popcorn for each child, tape. For this game you need an uncarpeted area with two lines of tape on the floor for the starting points and two lines of tape opposite these lines about 6 to 8 feet away from the finish line. Have the children form two teams and line up one behind the other. Give each child a straw and a piece of popcorn. The first player in each line puts his piece of popcorn on the floor, gets on hands and knees, blows through the straw, pushing the piece of popcorn to the line on the other side of the room. Then he has to turn around and blow the popcorn back to the starting line. When the popcorn crosses the starting line, the next player goes. The first team to finish wins the game.

BAG BANG RELAY - Equipment: A paper bag for each child. Each member of the team is given a paper bag. On the start signal, the leader of each team blows up his bag and bursts it by clapping with it between his hands. When it breaks this is the signal for the next player to blow up his bag and do the same. The first team to break their bags wins.

BALLOON RELAY - Equipment: A blown-up balloon and chair for each child. Place a blown-up balloon on each of two rows of chairs and form two teams, each standing behind a chair. At the word "go" the first player in the team dashes around his row of chairs, and when he returns to his own chair he sits down heavily on the balloon. He must burst it before the second player may start to run around the row of chairs. The winning team will be fully seated with a burst balloon under each one.

BALLOON BRIGADE - Equipment: Balloons for each team. The class is divided into teams who must keep a balloon between their knees as they jump or run to the goal line.

BALLOON DANCE - Equipment: A balloon for each pair. Have members of the class choose a partner and give each pair an inflated balloon. They must hold the balloon between their two noses. Not only that, they must join hands and dance around to a clapping rhythm supplies by players who are not taking part. As the rhythm gets faster the couples who drop their balloon are out of the game.

STRAW AND DISC RACE - Equipment: Drinking straws for each child and six colored paper discs about 2" in diameter. The team leaders are given three discs each. The object of the game is to pass all three discs down the line using only the straws. This can be done by placing the end of the straw on the paper disc and sucking in to hold it in position. The tricky bit comes when the next person has to take the disc from the end of the straw without letting it drop to the ground. The first team to pass all three discs to the end of their line, wins.

BLOW THE CUP RELAY - Equipment: A plastic or paper cup for each team and twine or thread. A little preparation is needed for this game but the fun makes it well worth the trouble. Stretch two lines of twine across the room, and thread one end through a small hole in the bottom of the cup. Each cup should move easily on the twine. Tie the ends of the twine to sturdy furniture. Divide the class into two teams and have them line up at one end of the room. The first player must blow the paper cup to the other end of the twine. When he reaches the end, he slides it back with his hand and the next player in the team begins. The first team to complete the course will be out of breath, but they will have won the game.

CRACKER OR PEANUT RACE - Equipment: Crackers or unshelled peanuts for each child. At a given distance from the line, place crackers or peanuts on a table. At the signal to start, the first player runs to the table, eats his cracker or peanut, sings the first line of "Yankee Doodle" or some other song decided on before hand and then runs back to tag the next player. Older children may choose to whistle. The first team to finish, wins. A referee for each team will be needed to decide whether or not each player has completed his task.

PUSH ME/PULL YOU - Equipment: None. Players race in teams of two. Each pair stand back to back with arms interlocked. One player runs forward while the other runs backward or they can try to run sideways. The team reaching the finish line first wins or this race can be done with teams of pairs.

FEATHER RELAY RACE - Equipment: Feathers. Select teams for four to six and give each team a feather. Each team leader starts from one wall of the room and blows the feather as far as he can with one puff. Each player then in turn blows the feather on with one puff each. The teams are aiming for the opposite wall, but as feathers tend to blow this way and that, this is not as easy as it sounds. When all team members have had a blow, the team nearest the finishing wall wins.

DIZZY-IZZY RELAY - Equipment: A baseball bat, a broom handle or a cane for each team. Teams stand in single file behind a starting line. The first player is given a baseball bat, broom, handle, or cane at least three feet long. At a signal he runs forward and

when he has crossed his turning line about 25' away he places his bat, cane, or broom handle in an upright position on the floor, touches his forehead to its upper end, and in this position runs around the bat three times. He then runs back to his team and gives the bat, cane, or broom handle to the next player.

PING PONG FOOTBALL - Equipment: A ping pong ball. Two teams are chosen and each have a goal at either end of the room. Then, getting down on their hands and knees, an ordinary ping pong ball is placed in the center of the room on the floor. The players try to blow the ball to their opponent's goal. Only blowing is allowed. If the ball touches any part of a player's body, the other side gets a free blow.

PILLOWCASE RELAY - Equipment: Cardboard sheets (15"x18") two for each team. (These can be cut from store cartons.) Teams stand in single file behind a starting line. Each leader is given two sheets of cardboard. The leader must race to the turning line and back without ever stepping directly on the floor. He steps on one cardboard piece, places the other in front of it and steps on it, and then picks up the first piece. The first team to finish, wins.

BROKEN CAR RELAY - Equipment: None. Two teams line up single file at the starting point. The first player on each team represents a flat tire. He hops to the goal and back. The second player is a broken radiator. He makes a hissing sound as he runs to the goal and back. The third player has water in his gas tank. He moves forward three steps and backwards two steps until he has covered the course. Number four has a run down battery and number five pushes him. Number six has a wheel off. He moves on two hands and one foot. Number seven can only move in reverse. He runs backwards. Number eight is in good shape. He runs fast. Use other ideas as desired.

SKIN THE SNAKE RELAY - Equipment: None. Divide players into equal teams and line up behind each leader. Each player extends his left hand backward between his legs and at the same time grasps, with his right hand, the left hand of the player in front of him. On signal, players start moving backward. The rear player lies down on his back, still holding hands with the player in front of him. The second rear player, after moving backward by straddling the last player, lies down, still holding on with both hands. The backward movement continues until all players are lying on their backs. Then leader arises, and straddling the prone players, moves forward, pulling the second player from the rear to his feet. This player pulls the third player. Action continues until all players are on their feet again, provided no hand clasps are broken.

PUNT RELAY - Equipment: Blown-up Balloons. Divide group into teams. At signal first member of team kicks the balloon football along the floor to a "goal", then picks up the balloon and runs back to give it to the next player who kicks it. Team finishing first wins.

CAN IT RELAY - Equipment: 4-#10 tin cans or coffee cans, 2 clothespins, 2 large nails, 2 small balls. Teams line up in extended relay formation - players all sit down with feet extended to almost touch person in front. Teams number off so each member has a number. The three objects are placed in one can of each team with name of an object. Leader calls out a number and the person with that number gets up and race to can, pick out object and take it to can at other end of line and return to place. Scoring: First back in place with object transferred wins a point for his side. Players must keep track of objects as they are transferred, or time is lost seeking object. **VARIATION:** Call 2 numbers and 2 different objects.

COAT RACE - Equipment: One old suit coat per team. A coat is started at the front of each line. The first person puts it on, buttons it completely, unbuttons it, and gives it to the second person. Each team member must follow the same procedure until one team is completely finished.

FAN RACE - Equipment: One ping pong ball and paddle per team. The first player on each team is given a ping pong ball and paddle. The ball is laid on the starting line. At a given signal the first player fans the ball across the room to some designated line or spot. He isn't allowed to hit or touch the ball in any way. Locomotion of the ball is created by the fanning of it. If the ball is hit, the player must run, get the ball and return it to the spot where he hit it and continue from there. After he gets it across the line, he must get behind it and fan it to get it to stop for the return trip. When he crosses the starting line, the next player repeats the performance until every player has had a turn. The first team through is the winner.

FIND IT IN THE PAPER - Equipment: A complete newspaper for each team (all the same paper), and a pair of scissors for each team. Newspapers and scissors are placed on a chair or table 20' in front of each team. Each team lines up behind a line. The leader calls out the name of an article, ad, picture, or item to be found. The first player runs up to the chair, hunts for the item, cuts it out, and hands it to the leader. The first one to do this wins one point. The game may be played for a total of 10 points. **SUGGESTIONS:** Select items to be found that are not back to back in the same paper so one cut will cut the next one out. The leader should identify each item clearly so that there won't be any question as to what they are to cut out.

GLOVE AND CANDY RELAY - Equipment: One pair of gloves per team, one bag containing a package of gum per team. The first player on each team wears a pair of cotton work gloves. He starts with a package of gum, which he must unwrap; then he must take out one stick, unwrap that, and begin chewing on it before passing the gloves and package on to the second person on the team. This continues until the last person is chewing a stick of gum.

POTATO RACE - Equipment: One potato per two people. Give each pair a potato. They put it between their foreheads, move across the floor to the line and back, keeping their hands behind their backs. If the potato falls, the pair returns to the starting line or crossing line and goes again. VARIATION: Try a blown-up balloon, ping pong ball, lifesavers, marshmallows, M & M's candies, maybe even eggs!

WATER BOY - Equipment: Two buckets of water, two empty buckets and two dippers. Each of two teams forms a line with a bucket of water at the head of the line and an empty bucket at the end of the line. The first player on each team has a dipper. On a signal, the first player scoops up a dipperful of water. It is passed from player to player down the line, the last player dumping it into the bucket. The last player then runs to the head of the line, fills the dipper, and starts it down the line again. Each player moves down one place each time, making room at the top for the runner. When the starting player gets to the end of the line, he dumps the dipper and picks up the bucket they have filled and runs to the head of the line. The first team back wins. Then it is fun to measure which team transferred the most water.

MISCELLANEOUS GAMES

BALANCING ACT - Equipment: Metal pie pan and six or more marbles. Place marbles on floor. In turn, players balance the pie pan on their heads, do a deep-knee bend, and try to pick up the marbles and place them in the pie pan. They may not touch the pan with their hands. A player's score is the number of marbles he gets in the pan before it falls off his head.

THREE-STEP TAG - Equipment: None. Play in a room or small area outdoors. "It" is blindfolded. The other players scatter about the room. Any player who is in danger of being tagged by "It" may take one, two, or three steps to avoid him. When he has used his total of three steps, he must remain stationary. When a player is tagged he becomes "It".

LINE 'EM UP - For two minutes of pandemonium, give your den chief a card reading:

As quickly as possible, form up the den as follows:

1. All those over eight years of age, stand on one leg.
2. Have the youngest Cub Scout close one eye.
3. Have boys line up in order of height, shortest on your left.
4. All eight year olds sit on the floor.
5. Tallest stand on a chair.
6. Third from left salute when you are ready.

GAME PUNCHBOARD - Roll a 1"x16" strip of corrugated cardboard into a tight roll and tape securely. Write stunts to be performed, questions to answer, fortunes, etc. on 1" strips of paper. Roll tightly and insert into corrugations. Let boys take turns at pushing out papers with toothpicks.

JUGGLER - Equipment: 1 paper cup filled with water for each person. Line players up on a starting line an arm's distance apart. A finish line should be set up 50' or so away. Players stand with right arm straight forward at shoulders height, palm down. Place a 6-ounce cup filled with water on the back of each right hand. At the signal, each contestant, keeping the right arm at shoulder level, bends his arm at the elbow, bringing the cup to his mouth. He then takes the edge of the cup in his teeth and transfers the cup to the back of the left hand, which he extends forward at shoulder height. With left arm stiff, he walks forward to finish line. The first player across the line, cup on hand, is the winner. **VARIATION:** Play as teams and empty water from cup into buckets at end of finish line. Buckets with most water wins.

GREAT RIVERS MARATHON GAME - Equipment: Table, wind-up toys (as many as you have boys), masking tape. Set table up horizontally and use tape to make running lanes. Place a long piece of tape across table for "starting" line. Have boys wind up toys, say, "ready, set, go", and whoever is the one that stopped farthest is the winner. Simple!



SHOE SCRAMBLE - Equipment: Boy's own shoes. Everyone takes off their shoes and throws them into a jumbled pile. Then the players form two teams and line up along a starting line. The first player of each team runs to the pile of shoes, sorts out his own pair and puts them on. Then he runs back to his team and the second player starts. The first team wearing its own footwear again wins.

THIRTY SECOND WALK - Equipment: A watch for the timekeeper. Stand the competitors at one end of the room and leave the way clear to the other end of the room. The idea is for the competitors to time themselves to walk from the one end of the room to the other end in exactly thirty seconds. All watches must be removed and any clocks covered. Those reaching the end before the time runs out are disqualified. The winner will be the one who touches the far wall at the time when the referee calls "Thirty", or the person closest to the correct timing.

MUSICAL PARCEL - Equipment: A small prize in many wrappings and music. Beforehand, choose a small prize - such as a chocolate bar or a small toy and wrap it in many different layers of paper. The parcel is passed around a circle of children, from child to child while music is playing. Each time the music stops, whoever is holding the parcel takes off one of the layers of wrapping paper. The lucky player who takes off the last wrapping keeps the prize.

DETECTIVE - Equipment: A collection of items (12-20) such as a penny, eraser, paper clip, pencil, etc. Make them all small. Players sit in a circle. In the center are placed about eight objects. Ask the children to take a good look at the objects and then ask one child to be the detective. The detective leaves the room. Ask another child to remove one object and hide it. When the Detective returns, he or she has three guesses to identify what has been removed. After the detective has guessed - or has been shown the missing item - the item is put back in its place in the collection. Play continues till all have had a chance to play.

BOXING BOTTLE CAPS - Equipment: Egg carton or cartons with the top removed, 6 bottle caps for each carton. Place the egg carton at one end of a table (against a wall if possible). Each player then takes turns standing at the other end of the table and tossing the bottle caps into the compartments of the egg carton. Allow six points for scores in the two center compartments, three points for scores in the four other compartments. Highest score wins.

PENNY ROLL BOWL - Equipment: Two books and a supply of pennies. Two books are placed at one end of the room about two inches apart. Players bowl pennies along the floor from eight or ten feet away and try to roll the penny between the books. The one who gets the most pennies through the gap wins.

MAGIC BASKET - Equipment: A basket or bucket. Players sit in a circle. Explain that the basket or bucket you are holding is a magic basket or bucket and that you can get anything you wish from it. Then reach in and pantomime pulling out an ice cream cone and licking it. Ask the children to guess what you have taken from the magic basket or bucket. Do this several more times as a demonstration such as brush your hair, eat grapes, or bounce a ball. Now invite the children to take turns pulling things out of the basket or bucket while others guess. The older the children, the more elaborate their pantomimes will be.

WHAT AM I? - Equipment: Construction paper. Before boys gather, cut sheets of light colored construction paper into halves. On each half, print the name of an animal. Pin one sign on the back of each guest. Be sure that the guest does not see the sign. Guests must try to find out what animal they are by asking each other questions that can be answered with a "yes" or "no".

GAMES FOR RAINY DAY OR INDOOR FIELD DAY

Divide the group into teams. Each team elects a captain who will choose a player to take part in each event. The captain should allow every person on his team to enter at least one event. The winner of an event scores for his team.

Equipment: Paper bags, soda crackers, ball of string, drinking straws, paper, package of pins, peanuts in shell, newspaper, cotton balls, cardboard, clothespins, ruler, and marshmallows.

Before each event, explain a little about it and how it is usually done. In the case of the shot-put, javelin, discus, and hammer throw, show the correct stance used by the big-time sportsmen in these events. But do not hint as to the way the events are to be run for this particular field day. When the day is over, add the total scores and see which team came out ahead. No prizes need be given, but you could give a gag gift like the leftover peanuts or marshmallows.

FIFTY-YEAR DASH - Each contestant pushes a peanut across the room with his nose.

JAVELIN THROW - Each contestant throws a paper drinking straw. The one to throw his the farthest wins.

DISCUS THROW - Each contestant throws a round piece of paper or cardboard. See who can throw it the farthest.

LOW HURDLES - The hurdles are paper and pins. Give each contestant a small dish and ten straight pins still in the original paper. At a signal each contestant takes out the pins, puts them in the dish, and puts them back in the paper just the way they were.

HIGH JUMP - Each contestant sees how high he can jump in singing. The person singing the highest note wins.

SHOT-PUT - Each contestant throws a small ball of cotton. The one who can throw it the farthest wins.

ONE-HUNDRED YARD DASH - Each contestant has a clothespin and a piece of string five feet long wound into a ball. He unwinds the ball as a teammate holds the loose end. At a signal he winds the string around the clothespin.

HIGH HURDLES - The hurdle is a soda cracker. Each contestant eats a cracker and then whistles. The first to whistle wins for his team.

BROAD JUMP - See which contestant has the broadest smile. Measure each smile with a ruler.

MILE RACE - See who has the most wind for this race. Each contestant whistles. The one who whistles the longest without taking a breath wins for his team.

HAMMER THROW - Give each contestant a paper bag and a piece of string three feet long. He blows up the bag and ties it with a piece of string. He takes hold of the loose end of the string, whirls it around his head, and then lets go of the string. The person who throws the bag the farthest wins for his team.

TWO-MILE RACE - Measure each player's foot. The contestant whose foot covers the greatest distance wins for his team.

SHOOTING MATCH - In this shooting match it is the bang that is important. Give each contestant a paper bag. At a signal, he blows it up and breaks it with a bang. The first player to make the bang wins for his team.

TUG OF WAR - Everyone takes part in this event. If room permits, players stand in a circle where everyone can watch everybody else. Place a newspaper on the floor in front of each person. Give each person a marshmallow tied to three feet of string. Each contestant puts the loose end of the string in his mouth, then places his hands behind his back. At a signal everyone begins to chew the string. If a player drops his marshmallow, he may pick it up off the newspaper, but he must start over again at the end of the string. The first person to get his marshmallow to his mouth wins for his team, but everyone keeps chewing until he gets his marshmallow. Contestants may also eat the marshmallow.

HALLOWEEN GAMES...

GHOST BOWLING GAME - Equipment: 2 liter pop bottles, cloth, bean bags. Cover 2 liter pop bottles with cloth to make a ghost. Draw face on each one. Set up in triangle formation like bowling. Toss pumpkin bean bags to knock down, or roll ball.

MUMMY GAME - Equipment: One roll of toilet paper per team. Supply each team with one roll of toilet paper. Have each team pick one person to be the mummy. All the other team members will wrap the mummy. Either give the teams a time limit, or have the first team to use all the roll be the winner.

MONSTER RACE - Equipment: Orange or black crepe paper, two boxes and blown-up balloons. This is a walking race for three or four pairs of boys. Each pair stands back to back and their wrists are bound together with a full length of crepe paper. The players bend down and pick up balloons from a box and carry them to another box at the finish line. The first pair to successfully move all their balloons to the finish line is the winner.

SPOOK SWEEP - Equipment: White blown-up balloon and one broom per team. Each team gets balloon for "spook" and broom for the "sweeper". First player on each team must sweep the balloon from one end of the relay and back again. If balloon breaks, player must start over again. First team to finish wins!

SPOOK TOSS - Equipment: Old shower curtain or sheet, magic markers, 3 bean bags or margarine tub lids. Using magic markers, draw on different Halloween characters. You might want to include a jack-o-lantern, black cat, witch riding a broom, goblin, ghost, owl, tombstone, bat, scarecrow, etc. One each of the pictures, add a number for scoring points (5, 10, 15, 20). Player throws each bean bag and totals his score. Player with highest score wins.

GOBLIN IN THE DARK - Equipment: None. Have players form a circle. Sing the words below to the tune of "The Farmer in the Dell."

The goblin in the dark, The goblin in the dark,
Hi! Ho! It's Halloween, The goblin in the dark.

Repeat verse, using the lines given:

The goblin takes the bat..., The bat takes a ghost...,
The ghost takes a witch..., The witch takes the cat...

(The cat then stays in the circle and becomes the goblin, and the game starts over again.)

PUMPKIN RELAY - Equipment: for each team a large piece of paper, a crayon, and tape. The first player on the team is given a crayon and he runs to his goal line, where he finds a large piece of paper taped to the floor. He must draw a big circle, run back to the team, and gives the crayon to the next player, who adds the stem. The remaining players, in turn, draw on the features of a jack-o-lantern. (Other pictures may be drawn such as a witch, black cat, or skeleton.) See which team makes its picture the quickest, the

funniest, the ugliest, or whatever you choose.

MELT THE CUBE - Equipment: Freeze plastic spiders or other small items of halloween in ice cube trays, one item for each six children; towels. The team (about 6 children) sit on the floor in a circle passing the ice cube which they are rubbing to melt. The first team to melt all the ice wins. (This game can be messy if you don't insist that all melted water is mopped up.)

SHADOWS - Equipment: A sheet and a strong lamp. Hang the sheet across a corner of the room in front of a strong lamp. Turn off all other lights. Divide the children into two teams. Each team passes behind the sheet, one at a time, disguising their appearance as much as they can, by wobbling, wiggling, etc. while the second team must guess who the shadow belongs to. The light is only turned on when a person is behind the sheet.

GHOST BINGO - Equipment: Bingo game with the word Ghost substituted for Bingo and candy corn for the markers. Play the same as Bingo except substituting G for B, H for I, etc.

WITCH - Equipment: Large Witch picture, a picture of a wart, and a blindfold. Play the same as Pin the Taale on the Donkey but this is put the wart on the witch. (other variations can be put leaves on a pumpkin, a tail on a black cat, legs on a spider, etc.)

THANKSGIVING GAMES...

PLUCKING THE TURKEY - Make a turkey out of a brown paper bag. Color the turkey with crayons, and mount it on a stiff piece of paper or cardboard. Glue only the lower half of tail and body to paper leaving a pocket to insert feathers. Punch a hole at the top of backing for hanging. Cut feathers from a paper plate in a pie shape, and print request on each feather (tie a knot, give Cub Scout promise, give motto, do feats of skill - from Wolf book). Use your imagination to fit your den's needs.

ROPEWALKING - Ropewalking contests were often held in the Virginia colonies. Hold a den contest, using a rope (clothesline will do) about 20 feet long. Blindfold the Cub Scouts and have them try to walk the rope, with or without shoes.

WHISTLING CONTEST - Fairs were held each year at Williamsburg during colonial times. One of the attractions was a whistling contest. Contestants were given tunes to whistle. If they laughed or lost the tune, they were out of the contest. Try it in your den, using "Clementine" or "Pop Goes the Weasel" or "The Grand Old Duke of York." Be sure the boys know the tunes before starting.

TURKEY-FEATHER RELAY - Divide into teams. First player in each team holds turkey feather. At signal, he throws his feather, javelin style, toward the finish line. As soon as it comes to earth, he picks it up and throws it again. When it finally crosses the finish line, he picks it up, runs back, hand the feather to his next teammate. Each team uses different colored feathers. First team to finish flaps arms and gobbles like triumphant turkeys.

CORN TOSS - Players attempt to toss ten kernels of corn into a small box that is placed on a table about four feet away. Score 25 points for each successful try. It's not as easy as it reads.

PUMPKIN PIE TOSS - Suspend a hoop from a high spot, or use a coat hanger bent to a round shape. Players attempt to sail five nine-inch paper plates through the hoop. Score 25 points for each successful try.

CORNCOB DARTS - Corncobs can become colorful, harmless darts for games and contests. Take a 3 or 4 inch section of corncob and bore a hole through one end. Cut different colored crepe paper streamers and put them through the hole in the side of the cob so they trail 12 to 15 inches on each side. The darts are ready to be thrown at a target.

CHRISTMAS GAMES...

SNOW BALL CONTEST - Equipment: Cotton balls. Divide the players into two teams and provide each player with a snowball (cotton ball). Draw a line between the teams which neither may cross, and then tell them to throw. Each time a snowball hits a player of the opposing team, that player must leave the game. The last two players (one from each side) may be considered joint winners. NOTE: Balls must not be torn apart.

PLACE THE STAR ON THE TREE - Equipment: A Christmas tree outline, a star, and a blindfold. Play the same as Pin the Tail on the Donkey but this is put the star on the tree. Points can be given for the best placement with the highest number being for the placement on the top. NOTE: Gummed stars may be used with each player sticking his star on the tree.

STOCKING RELAY - Equipment: For each team a christmas stocking, a spoon, items to fill stocking such as small gifts, candy, etc. The class should be divided into two teams. Two christmas stockings are hung in a conspicuous place. Some distance away are two identical piles of small gifts, candy (wrapped), etc. Each team is given a large spoon. Team members take turns, racing to fill the stocking using the spoon to carry each item. Team to get all items into the stocking first wins.

SPEEDY WRAPPING - Equipment: For each team a small box, a piece of wrapping paper, and enough string to tie around the box. On signal the first player from each team wraps the box in the wrapping paper, ties the string around the box and passes the box to the player behind him. The second player unties the string, removes the wrapping paper and passes the three items to the player behind him. Play proceeds with the players alternately wrapping and unwrapping the gift box. The last player brings the three items either as a wrapped gift that he has done or an unwrapped one he has unwrapped to the first player to indicate victory.

JANUARY THEME - PIRATE WATERS...

HAULING IN THE NETS - Each member of the den is given two sheets of newspaper. He holds a sheet by a corner in each hand, arms extended. On signal, see who can first squeeze both sheets into two balls without moving the arms or putting the hands together.

PIECES OF EIGHT - Sixteen "pieces of eight" (pennies) are laid, heads up, in a row on a table. In turn, each boy uses a spatula to flip the pieces of eight over to tails up as fast as he can. Den chief serves as timekeeper.

SUBMARINES AND DESTROYERS - Divide the den into two teams - submarines and destroyers. Give the submarines a balloon, which they bat in the air, trying to keep it away from the destroyers. The destroyers try to break the balloon with their hands or feet (no sharp articles may be used). When the balloon is broken, change sides and start with another balloon.

OCTOPUS RACE - Divide the den into two teams of three to four boys each. The teams form with backs together, elbows linked. On signal, they race to a turning point and back to the start. First team through wins.

FISHING IN THE TROPICS - Place a dishpan with many colored rubber bands in the bottom, on the floor in the middle of the room. Provide a fishpole consisting of a stick about two feet long, on one end of which is fastened a string with a hook. Give each Cub three minutes to snag as many "fish" as he can.

CROSSING THE QUICKSAND - Place small pieces of masking tape on the floor to form a twisty line of stepping stones, some close together, others far apart. Each Cub in turn tries the course, while balancing a tennis ball on a flat board.

IN THE SEA - Arrange the players in a circle around you just outside a chalkline. If you order "in the pond" all are to jump up. When you call "on the bank" all should jump back. If the order "in the pond" is given when all are in, no one should move. Such orders as "on the pond" or "in the bank" should be ignored. Anyone making a mistake is out of the game.

RAFT RACE - Teams line up in relay formation. The first Cub Scout in each line is the "skipper" and he stands with his feet on separate pads of newspaper. The second Cub Scout is the passenger and he stands on the same pads behind the skipper. On a signal, the skipper bends over and takes hold of the pads, one in each hand. By shifting their weight and sliding the papers forward, the two boys maneuver themselves to the goal line without stepping off the pads. On reaching the line, the passenger picks up the pads, runs back to his team, and brings the next boy across the river, and so on until all have crossed. The first team to cross wins.

VALENTINE GAMES...

HEART - On top of each paper heart write "valentine". Set a time limit and tell the players to write as many words as possible from the word "valentine". For example: ten, line, lent, ant, etc.

STRING THE HEARTS ALONG - **Equipment:** For each team 5 paper hearts per player, clothesline and clothespins. The teams are to line up facing a clothesline you have stretched across the room. Give each player five hearts and five clothespins. When you give the signal the first player in each team runs to the clothesline, pin on all his hearts, and runs back and tags the next player in his line. The team getting all of its hearts on the line first wins.

VALENTINE RELAY RACE - **Equipment:** Construction paper hearts, one per player. Write an action word on each heart such as jump, crawl, hop, skip, walk backwards, clap hands, hop on one leg, tip toe, etc. Put the hearts in the middle of the room face down. Establish starting lines for each team and have the players line up behind them. On a "go" signal, the first player runs to the pile and takes a heart. After reading the action word he returns to the starting line doing the action written on the heart. The first team to have all players complete returning doing what their heart read wins.

FEBRUARY THEME - OLD GLORY...

UNITED STATES - Have boys make a list of as many states as they can remember. After 5 to 10 minutes, the one with the longest list wins.

DRAWING COLUMBUS' SHIP - **Equipment:** One piece of paper and one pencil. The first player draws a line. He passes the pen to the next player, but keeps the pen on the paper at all times. Everyone has a turn, each trying to add the lines to drawing Columbus' ship. Having a picture available of Columbus' ship might also help.

AMERICAN HERITAGE - Make posters of well-known buildings or symbols and put them up around the room. Number each poster. Give each person a piece of paper which is also numbered. Ask him to identify the posters and write the proper name by its corresponding number on the sheet of paper. Suggestions are: American flag, White House, Lincoln Memorial, Eagle, Presidential Seal, Uncle Sam, Statue of Liberty, etc.

GEOGRAPHY - Divide into teams. One team picks out a place on a U.S. map, calls out the name and challenges the other team to find it in four minutes. If the other team gets it in the time limit, they get one point. The game ends when one team has earned 75pts.

MARCH THEME - WEATHER OBSERVATION...

WEATHER OBSERVER - Equipment: Pencil and paper for each scout. The leader gives a 3-5 minute fictitious weather report full of lots of weather activity. While telling the story he does several things such as mopping his brow, buttoning his shirt, scratching his ankle, etc. At the end of the forecast each boy is asked to write down NOT what the forecaster said, but what he did during the report and in the order that he did them. **VARIATION:** Write all the different types of weather conditions mentioned and in order.

BALMY BREEZES - Equipment: Table and ping pong ball. Seat the scouts around a table small enough so they will be close together. Put a ping pong ball in the center of the table. On signal, scouts, with their chins on the table and their hands behind them, try to blow the ball off the table between two of the other players. A boy scores a point every time he manages to blow the ball off the table.

FLUFFY CLOUD RELAY - Have relay teams facing each other. The first player is given a pillow in a case. When the signal is given, he must remove the pillow from the case and replace it. Then he passes it to the next boy, who does the same, and so on down the line. Team to finish first, wins.

WEATHER BALLOON COMPETITION - Team or individual. Set a base, such as a book or rock on the ground. Each player in turn blows up a balloon and releases it to shoot squealing in the air. The distance each balloon travels is measured to see which went the greatest distance.

HOT OR COLD - Select one boy to be it. He leaves the room. During his absence the rest of the scouts select an object for him to touch. When "it" comes back the group starts clapping hands to indicate nearness of it to the correct object. The louder the claps, the "hotter" he is and the softer the claps, the "colder" he is. When the object is touched, someone else is selected to leave and the process is repeated.

APRIL THEME - LIFE ON OTHER PLANETS...

IT SMELLS ALIEN TO ME!! - Equipment: Prepare 25 numbered bags each of which contains some odorous substance. Each player tries to identify the contents by smell only. Each player makes a numbered list of identifications. Bags may contain lemon, orange, laundry soap, paint, leather, toothpaste, rubber, gum, moth balls, sage, licorice, walnuts, cold cream, fingernail polish, etc. NOTE: Make sure none of the boys has any allergies which this game could stimulate.

THE MOON IS ROUND - Players sit in a circle. Leader asks each of the others in turn to do and say just what he does. Then he leans forward, extends one forefinger to the floor, and draws a big sweeping circle to represent the moon, two dots for eyes, and a vertical line for the nose and a horizontal line for the mouth. He coordinates these words with his motions, "The moon is round; it has two eyes, a nose and mouth." The others then take turns in doing or trying to do the same thing. Some will know the game and hence will do the right thing. Others will be told they are not following the leader. The leader is actually drawing with his left hand, a fact that is likely to be missed.

EATING IN OUTER SPACE - When it's time for refreshments, let your "astronauts", several at a time, eat in "weightlessness" as they do in outer space. With thread, suspend doughnuts from basement pipes or a clothesline. In addition, fill paper cups 1/2 full of water. Tie at three points and suspend as shown - one cup per each doughnut. With hands behind backs, try to eat the doughnuts and drink the water without touching them. (Powdered sugar is great!)

MISSION:POSSIBLE - Each stunt along the way must be done in turn, and must be done right or done over. If, for instance, any part of an obstacle is knocked down, the runner must replace it and do that stunt again before going on to the next obstacle.

Since this is a race against time, you will need an official timekeeper. There are no "time-outs" allowed once the timekeeper shouts "Go" and the player starts the race. Time is counted until finish line is reached.

Perhaps you will want to change some of the obstacles and use other ideas. Be as original as you like. Here is a description of the obstacles and pictures will follow.

Obstacle No. 1 - Contestants start through the "Elephant Walk." For this use several good-sized pails or buckets. Runner must step into each bucket.

Obstacle No. 2 - Next, they climb the "Black Hills." For the hills, arrange sawhorses across the path. Use several of them, if available.

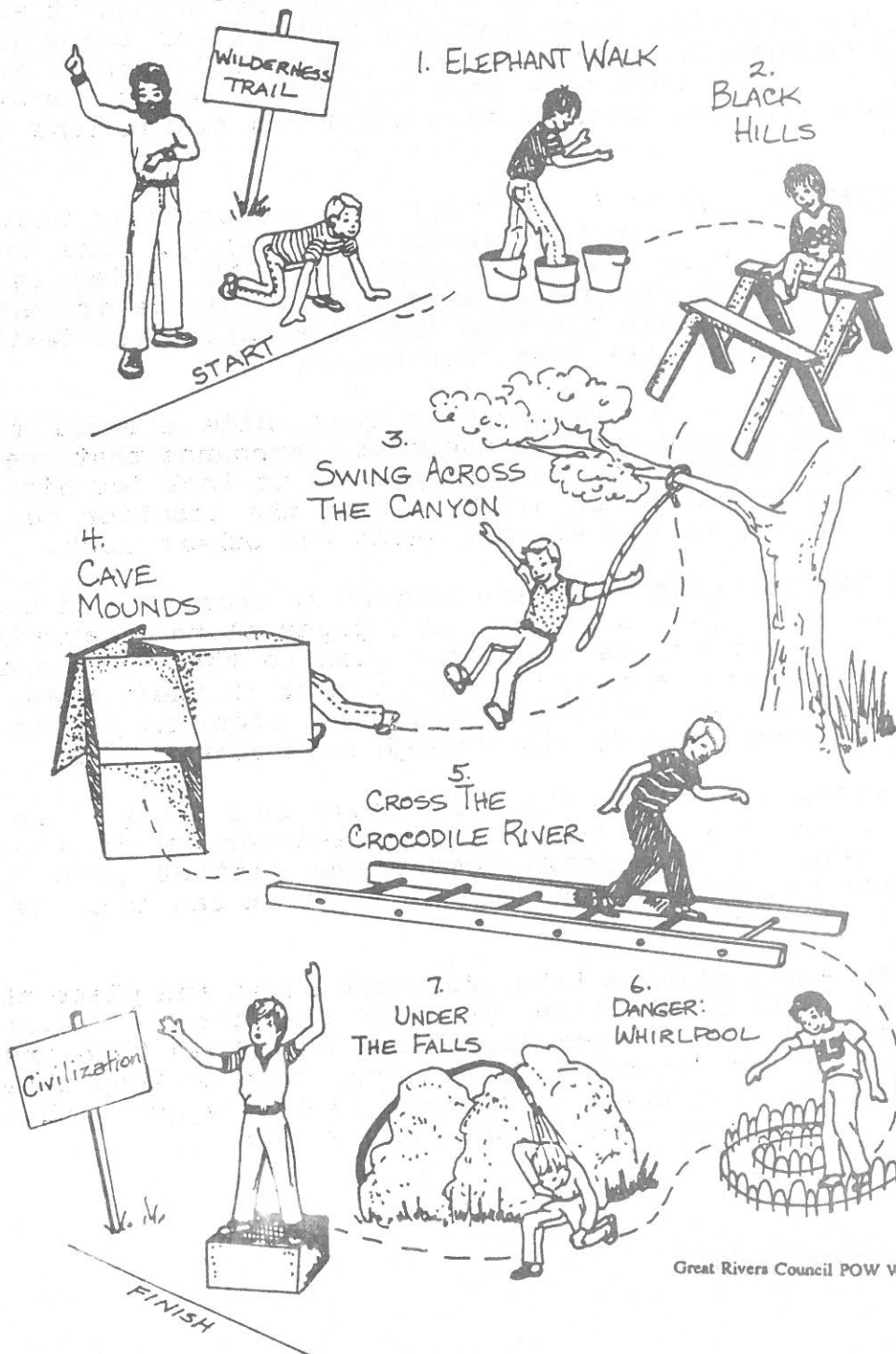
Obstacle No. 3 - On this stunt, they will "Swing across the Canyon." For this tie a length of strong rope securely to a tree branch or bar. The further forward each runner can swing himself, the better for his time record. If you have no handy place to tie a rope, substitute a broad jump.

Obstacle No. 4 - Going through the "Cave Mounds" entails crawling through a tunnel made of two or more large cartons.

Obstacle No. 5 - To "Cross the Crocodile River" you will need a ladder placed flat on the ground. Each contestant must step on every rung of the ladder.

Obstacle No. 6 - At this obstacle, runner encounters the "Whirlpool" made with low garden fence or stakes in the ground.

Obstacle No. 7 - Here runner must "Go Under the Falls." Drape a lightly spraying hose over a bush, tree branch, or other support. Each contestant must be sure to pass beneath the spray in order to complete this obstacle. Just for fun, as each runner nears the finish line, have him step onto an inverted wooden box and give his idea of the jungle yell.



JUNE THEME - CUB SCOUT BIRD WATCHERS...

BIRDS FLY - The den stands, placing hands on hips. The leader says that various animals fly. Players make flying motions with their elbows if the animal named can fly. They remain motionless if the animal named does not fly. When any of the group makes a false move or motions, he sits down. To add to the confusion, the leader should call names rapidly and move his elbows every time.

WALKING THE CHICKS ACROSS THE ROAD - Divide into teams. At the signal, the first player of each team pushes a lemon (chick) across the room (road) with a pencil until it touches the opposite wall or finish line. He then picks up the "chick" and brings it across the room to the starting line, and the next player takes his turn. Don't try to push the lemon too fast. This will turn it around and slow you up. To create more of a challenge, leader could walk at normal pace back and forth between start and finish line acting as "traffic".

TAIL FEATHERS - The "tail feathers" are neckerchiefs tucked under the belt, with at least two-thirds left hanging. The idea is to snatch the tail from the other fellow's belt. Play in a large circle or area with designated boundaries. Disqualify anyone who steps out. Winners are the ones who save their tail feathers and the one who collects the most from others.

WATCH THE BIRDIE - Before group arrives, hide a small figure or picture of any type of bird in the room. Announce that the bird is somewhere in the vicinity and everyone is to look for him. When a scout locates it he should not give away the location but whisper it to the leader, be seated, and watch the others look.

PLATE AND FEATHER RACE - Players line up in teams at one end of the room and each is given a feather on a paper plate. Carrying their plates, the first two on each team race to the other end of the room and back again tagging the next player on their team. If the feather comes off his plate a player must stop and put it back on his plate. First team to run through each player wins.

FLYING FEATHER - Not more than 10 players in a group. The players join hands and try to keep a downy feather up in the air by blowing. One of the group tosses the feather into the air. Players must not break hands. See which group can keep the feather in the air the longest.

MOTHER BIRD - All players take off their shoes and place them in a pile inside a circle about two yards in diameter. A "mother bird" is appointed to guard these "eggs" and must keep them inside the circle (can sit on "eggs" or sprawl over them to keep them on her feet). Each "chick" tries to secure his own "eggs" without being touched by the arm or foot of the "mother bird".

JULY THEME - WILD AND WOOLY WEST...

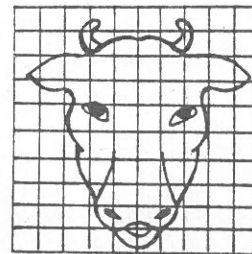
BICYCLE RODEO - The best place for a bike rodeo is in a large parking lot. If it is being planned for a Cub pack, each den thinks up a ranch name which is painted on cardboard and attached to the back fender of each bike. Names can be simple ones, such as Double Star or Lazy R.

Each Cub makes up his cowboy name, such as Wyoming Ed, Sundance Bob or Hopalong John. These can be written on cardboard and taped to the handlebars. These may also serve as each boy's score card.

Dens may compete against dens or one individual as overall bike rodeo champ. Arrange beforehand to have enough adults on hand to serve as judges. Provide each with pencils and score sheets which should be prepared before the rodeo. Encourage judges to dress for the occasion with cowboy shirts and hats.

Be sure the boys know exactly what they're being judged on for each feat... timing, accuracy, whatever. If they're being tested on their accuracy, for example, they should know it's not necessary to hurry. The kids should walk through the course and ask questions before it begins. The way this bike rodeo is set up, low score wins.

CORRAL THE DOGGIES - Each cowboy must circle the doggies twice following the marked line. Tests: Speed and dexterity. Props: With tape, mark a circle about 6-8 feet across. Paint several half-gallon milk cartons brown. Following the pattern, add a calf head made of paper to each. Set these in the center of the circle for the doggies. Scoring: Time in seconds is added to score.



PONY EXPRESS - Get that message through, and pronto! At a signal, from a marked spot, each cowboy rides as fast as he can to a marked destination. Tests: Speed. Props: Starting and stopping points can be made easier to spot with the help of cowboy hats or boots set at the finish line. Scoring: Time in seconds is added to score.

STOMP THE RATTLER - Biker must ride over a wriggling "rattler". Tests: Dexterity and accuracy. Props: One of the adults pulls a wriggling rope (supposedly a rattle snake) as biker tries to cross over rope and stomp the varmint. Rattler is painted red at tip, then yellow, then blue. Scoring: If biker rides over rope at red, he get 2 points added to his score. If he rides over the yellow, 4 points, if he rides over the blue, 6 points. Low score wins.

FITNESS CIRCLE GAME - Form a circle as large as the room permits, all facing the same direction. Giving instructions for various activities as follows:

1. Start walking in the circle - and keep walking between the following exercises.
2. Start hopping.
3. Make yourself as small as possible and continue walking.
4. Make yourself as tall as possible and continue walking. Now, reach your hands high over your head.
5. Bend your knees slightly, grasp your ankles, and continue walking.
6. Walk as if the heel of one foot and the toes of the other were sore.
7. Walk stiff-legged.
8. Squat down and jump forward from that position.
9. Walk on hands and one foot with the other leg held high, imitating a dog with a lame foot.
10. Walk forward at a rapid pace (don't run) while swinging your arms vigorously.
11. Take giant steps.
12. Walk forward, raising your knee as high as possible on each step.
13. Run, lifting your knees high.
14. Walk on your hands and feet.
15. NOW STOP AND CLAP FOR YOURSELF, YOU ARE GREAT!

DISCUS THROW - Players are given paper plates and line up at one end of the room, a small square is marked off at the other end. The leader demonstrates how to throw a discus, with the hand flat and the wrist turned out. Each player is given three tries to throw his plate in the square. The contestant who comes closest to the bull's eye wins.

JAVELIN THROW - A small circle is drawn on the floor. One player stands in the circle, turns around two or three times, and hurls a toothpick toward a line about ten feet away. Each player has three throws, and his longest throw is marked. The player who throws the farthest is the winner.

SHOT-PUT - A large paper bag or balloon is blown up and tied tightly at the end. Each player stands on a line and throws this improvised shot for distance. No matter how hard it is thrown, it will never go more than a few yards. The winner is determined by using a tape measure to measure the nearest quarter-inch.

MILE WALK - Players line up at one end of room. On signal they race across the room and back by placing the heel of one foot against the toe of the other foot at every step. The first player to complete two lengths of the room wins.

MILE RUN - The leader gives each boy a pencil and a piece of paper with a column of figures on it. The first boy to add up correctly the figures, which come to 5,280 - the number of feet in a mile - wins.

PENNY PICK-UP - Have boys stand with their feet against the wall. Place a penny eighteen inches in front of his toes. Tell them the penny is theirs if they can pick it up without losing their balance or moving their heels from against the wall. **THE TRICK** - Your penny is safe. It can not be done. Try it yourself.

PILLOWCASE RELAY - Each team is provided with a pillow in its casing. At the signal to go the first boy on each team takes the pillow out of the casing and puts it back. He then hands it to his next teammate who does the same thing. So it goes down the line until each player has taken the pillow out of its casing and placed it back in the casing.

RUN AND POP - Two teams. As many paper bags as there are runners on chairs at the end of the room. The first player on each team runs to his chair, blows up one of the bags, bursts it, and returns to touch off his next teammate. A runner must not leave the starting point until he has been properly touched off by the preceding runner on his side.

SPIDER RACE - This race is run in pairs. One boy faces the goal line. The other boy stands with his back to the other boy and they link arms. In this position they race to the goal. Immediately the one boy (in front) passes the goal line they start back with the other boy running forward. Thus they return to starting line.

PASS IT - A variety of articles of varying weights is provided each team. At the signal to start, the first player picks up one article and starts it on its way down his line. Then he picks up a second article, and so on. The last player in line deposits the articles as he receives them. When all of the articles have arrived, he starts them back, one at a time. The head player must have all of the articles back in their original position before he has finished. Suggested articles are a vase, toothpick, ball, teaspoon, match box, book, coin, bean bag, comb, rock, pencil...

NATURE ALPHABET - The leader names a letter of the alphabet. Each player in order names a bird, flower or tree (decided upon before starting) which begins with that letter. Anyone who cannot do so in less than five seconds is out. No one is to name an object which has already been named. The team having the greatest number at the end of a certain time is the winner or the last team to name an object commencing with that letter wins a point for his team.

GAME OF TOUCH - The players are blindfolded and a natural object is placed in their hands. They have 30 seconds to feel of it. The name is then written down. Some objects particularly suited to his game are: various seeds, leaves, fruits, evergreens, flowers, barks of trees, nuts, feathers, shells, vegetables and soils.

NATURE GAME - PARTS OF THE TREE

1. Part of a book. (Leaf)
2. Noise made by a dog. (Bark)
3. A piece of luggage. (Trunk)
4. An essential part of an automobile. (Key or Nut)
5. Mother sews with them. (Needles)
6. What you sometimes call your friend. (Sap)
7. What rivers do. (Branch)
8. A boy's nickname. (Bud)
9. An important organ in the body. (Heart)
10. The basic part of a work. (Root)

PEBBLE CRIBBAGE - Each boy is given 10-20 pebbles. As the group hikes along, the leader finds something interesting to observe, stops the group, and asks a question, such as, "In what direction was the rabbit travelling when he made these tracks?" Each boy makes up his mind as to the correct answer. One of the group is then asked to give the right answer, and all those who had made up their minds correctly throw away one pebble. All those who did not know must keep their pebbles. The boy first to finish throwing away all the pebbles wins. The game depends upon the honesty of the individuals in the group. They must be given sufficient time to make a definite decision before they are given the correct answer.

NATURE SCAVENGER HUNT - Make a list of nature objects that can be found in the area, examples: four leaf clover, dandelion, maple leaf, and acorn, etc. Divide the group into teams with a leader for each team to carry the list. All team members help gather the material, first team done wins.

BALL WADDLE - **Equipment: Tennis balls or baseballs.** Divide into teams. This is a skill relay and is funny. Have player hold ball between knees and race toward finish line. If player drops ball he must start over. After crossing line then he can run back to his team and hand ball to next player. First team to finish wins.

POISONED HANDKERCHIEF - The game is played just like "Touch Ball" except that a rag or handkerchief with a knot tied in it is used instead of a ball.

RABBIT AND DOG - Players stand in a circle. Two bean bags of different colors are used, one color to represent the rabbit and the other to represent the dog. One player receives the rabbit and a player on the opposite side of the circle receives the dog. When the signal is given to start the rabbit and the dog are passed from player to player. The dog chases the rabbit. The players help the rabbit to get away and the dog to reach the rabbit. If the rabbit completes three rounds of the circle without being caught he is safe.

LOST IN SPACE - In turn each Cub Scout is blindfolded with a neckerchief, turned around three times and told to walk through a doorway some distance away. Time each boy. Winner is the one who finds his way through the door in the fastest time. This can also be done with all boys trying simultaneously.

PILE 'EM HIGH - See how high you can pile dominoes by standing the first on the long edge and piling others on top of each other.
OR - Use two teams and 2 pop bottles and see which team with each boy going in turn can pile the most toothpicks on a pop bottle.

RING TOSS - This game requires practically no storage space. Use a wastebasket, spring clothespins and jar rubber rings. Clamp clothespins around wastebasket. From 15' away, players try to toss jar rubber rings over pins. Game continues until a player tosses rubber rings on all pins or you can decide on a score.

POTATO TOSS - With a potato in one hand and holding a fork in the other hand, toss the potato up in the air and try to catch the potato on the fork.

FIND THE LEADER - Players sit in a circle. One person is chosen to leave the room. Then one of the remaining players is selected to be the leader who is to make various motions, such as folding hands, crossing legs, smoothing hair, etc., each of which the group does with him, changing as he changes. The person who left the room tries to locate the leader. If he is caught, the leader becomes the next person to leave the room.

CATCH THE CANE - The players stand in a circle with the player who is "it" in the center. All players, including "it", are given a number. The player who is "it" holds a cane or yardstick, with the tip of a finger, in an upright position with one end on the floor. He calls a number as he lets go of the cane. The player whose number is called attempts to catch the cane before it drops to the floor. If he fails to catch it, he is "it" and the game is repeated. If he catches the cane, he returns to his place in the circle and the first player is "it" again.

LAPS - Form players into a circle. Get them to move in toward the center until each person is touching the person in front and in back of him. Tell everyone not to move their feet. At the count of three everyone should slowly sit down on the knees of the person behind them. When everyone is thus seated, they should wave both arms in the air.

THINK OF A NUMBER - Tell the group or individual to think of a number, add 4, multiply by 4, subtract 4, take away the original number. The answer is always three.

DUMB ARTISTS - One contestant from each circle comes to the center and receives a tablet and a marker. The leader tells them what to draw and each artist returns to his team. They are to draw without speaking. The first team to guess what is being drawn wins.

PAPER BOX RACE - Teams lined up single file behind a starting line. Two cardboard boxes (approx. 16"x16"x12") for each team. Each member of the team must run to the turning line and back to the team. The hitch is that they must do so keeping one foot in each box.

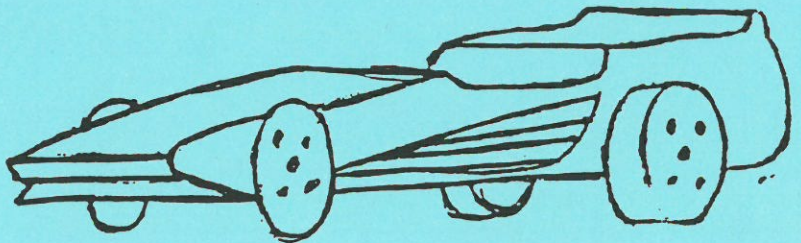
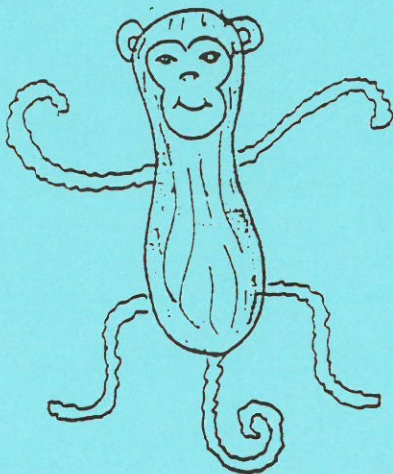
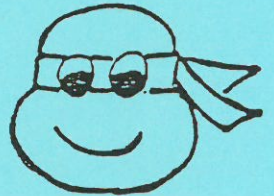
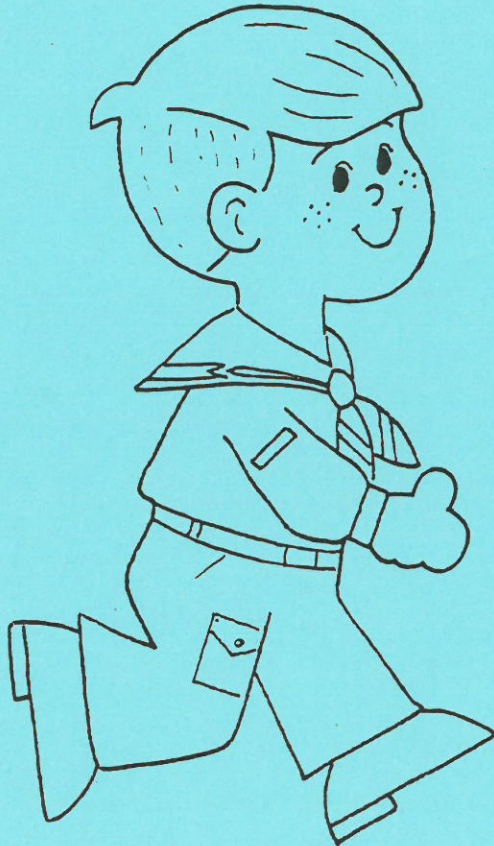
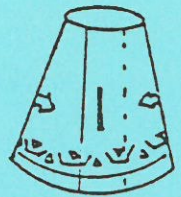
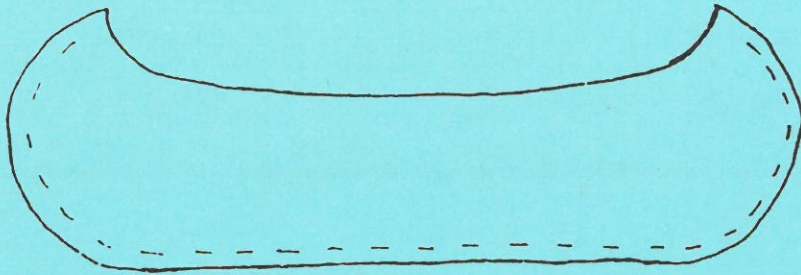
CHRISTMAS SCAVENGER HUNT - Divide into teams. Some are designated as hunters, some as cutters. Each team has a list of items to hunt for, scissors, and a pile of magazines. On a signal each team tries to assemble as many as possible of the items listed by cutting them out of magazines. The team with the most items within a given time limit wins. Time allowed - about 10 minutes.

SUGGESTED LIST OF ITEMS FOR HUNT: Star, bell, Santa's picture, ribbon, mistletoe, holly, Christmas stocking, carolers, candle, tree ornament, poinsettia, tinsel, doll, wrapped package, rocking horse, train, angel, manger scene, Christmas song, plum pudding, turkey, shepherd, snow.

CIRCLES - Can you make circles with the right hand on the table in one direction and with a foot on the floor in an opposite direction?

MARBLE DROP - Stand and hold marbles waist high, see who can drop the most marbles into a small can.

STRAW RACE - Equipment: 1 drinking straw and 1 small round bead or dried pea for each player, 2 pieces of string about 9" long. Stretch one piece of string out on the floor to make a starting line. Stretch the second piece of string out on the floor about 8' away from the first piece. The second string is the finish line. Have the players get on their hands and knees about 2' apart at the starting line. Each person places a bead or pea on the floor just over the starting line in front of the player. By blowing through the straw, each player tries to move his bead or pea toward the finish line. The players who reaches the finish line first wins



Neckerchief Slide

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NECKERCHIEF SLIDES

A great way of introducing the theme to the boys each month is through neckerchief slides. Making and wearing a different slide each month could develop into anticipation of next month's theme.

You can have a terrific assortment made from thin wood, stiff cardboard, posterboard, styrofoam meat tray, walnut shells, shrink art, leather--Your only limited by your imagination.

You can spend minutes--or--hours dreaming them up and making a variety. Who knows, you may even start some lively competition in your pack. You can use them as rewards and incentives also.

Here are some "how-to" hints for simple slides. Cut circles from cardboard (white or colored). Use these discs for your background, then cut silhouettes from paper using contrasting colors. If you want the slide to last, use a coat of clear varnish or lacquer from a spray can. If you like fancier work, paint on the discs with contrasting colors. A quick and economical "throw away: brush is a cotton tipped swab. Use the pictures as patterns, trace onto posterboard, construction paper and use markers or acrylic paints to decorate.

Make a loop to hold the neckerchief by stapling a rubber band to the back of the slide. The staple ends in the front of the slide can be painted so they can't be seen. Other ideas for a loop are felt strips, scraps of plastic coated wire, poster board strips or curtain rings, trash bag twist ties, pipe cleaners, pop top rings (the larger ones), pony tail elastic rings, outer rings from milk jugs.....

Plaster of paris ties slides can easily be make in candy molds. Another good resource for plaster molds is the plastic shrink that covers some toys and the "gummy" type candy.

Hot glue works very well for attaching many of the items on the slides themselves, but can also burn very badly if touched to the skin. If you chose to use hot glue guns do not let the boy do the gluing themselves. Always have an adult supervising the glue gun.

These are only suggestions; you are not limited--use the scrap materials available to you. The following pages have some ideas for the "SLIDE OF THE MONTH."

DECEMBER

SNOW FLAKE TIE SLIDE

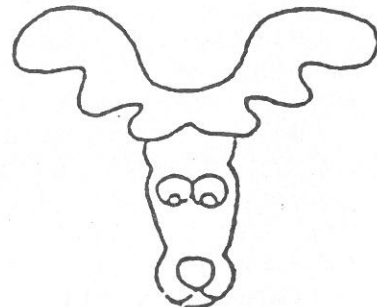
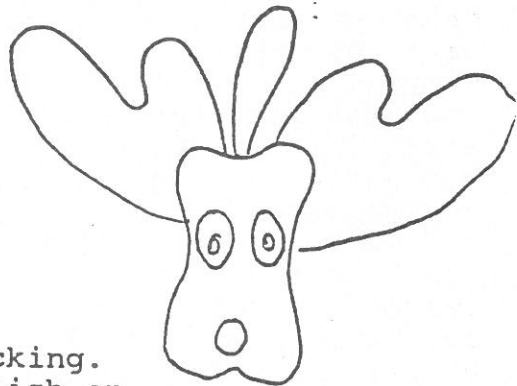
Materials: sweet gum ball
glue
pipe cleaner
white paint

Cut and bend a pipe cleaner to form a loop to fit a neckerchief. Glue ends into two holes in back of sweet gum ball. Spray paint white or put paint in a shallow bowl and spoon paint over the tie slide until completely covered. While paint is still wet, sprinkle with plastic now and place on a newspaper to dry.

RUDOLPH TIE SLIDE

Materials: 1 dog biscuit
clear nail polish-or lacquer
brown paper or brown felt
red pom pom
wiggly eyes
red yarn/ribbons/twist tie
aluminum foil
scissor and glue

Place biscuit on foil to prevent sticking. Paint several coats of clear nail polish on both sides of the biscuit and let dry between coats. Cut antlers from brown paper or felt and glue to back of biscuit head. Glue wiggly eyes to brown felt circles and then onto the face. Glue on pompom nose-use yarn for an ornament hanger--a twist tie for the tie slide.



RUDOLPH TIE SLIDE

Materials: regular flat clothespin (cut off "legs")
brown marker or paint
brown felt
wiggly eyes
red bead or pompom

Sand and stain or paint the clothespin head brown. Glue on eyes and nose. Trace antler pattern onto brown felt and glue onto the clothespin face and a twist tie on the back for the tie slide.



CHRISTMAS COOKIE

Use various Christmas cookie cutters as patterns. Cut out of foam trays and decorate as desired.

SWEET GUM SNOW MAN

Glue two sweetgum balls together. Spray white. Make a hat and glue it on (use a lid from a 2 liter bottle) Use pepper corns, or wiggly eyes and glue on. Add buttons and scarf. Glue a pipe cleaner or twist tie onto the back for the holder.



JANUARY-PIRATE WATERS

PIRATE

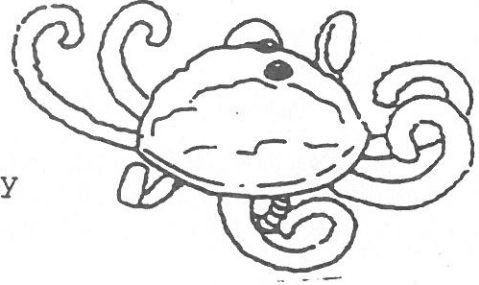
Materials: 1/2 english walnut shell-nut removed
5" black telephone wire
small amount of plaster material- 2 1/2" x 5 1/4"
pipe cleaner/twist tie
shiny wire for ear ring
black felt for eye patch
black yarn for mustache
felt markers

Mix a small amount of plaster and pour in half of the shell. Put pipe cleaner or twist tie in before the plaster hardens. After plaster hardens-wrap black wire around the shell as shown-twisting the two ends together in the back and press them flat against plaster. Glue on the ear ring eye patch, mustache. Make a nose and mouth with felt tip markers. The bandanna is a piece of bright colored material glued in place with.



OCTOPUS TIE SLIDE

Materials: 1/2 english walnut shell
plaster
pipe cleaners pieces-black or gray
(2-3") for the legs
movable eyes

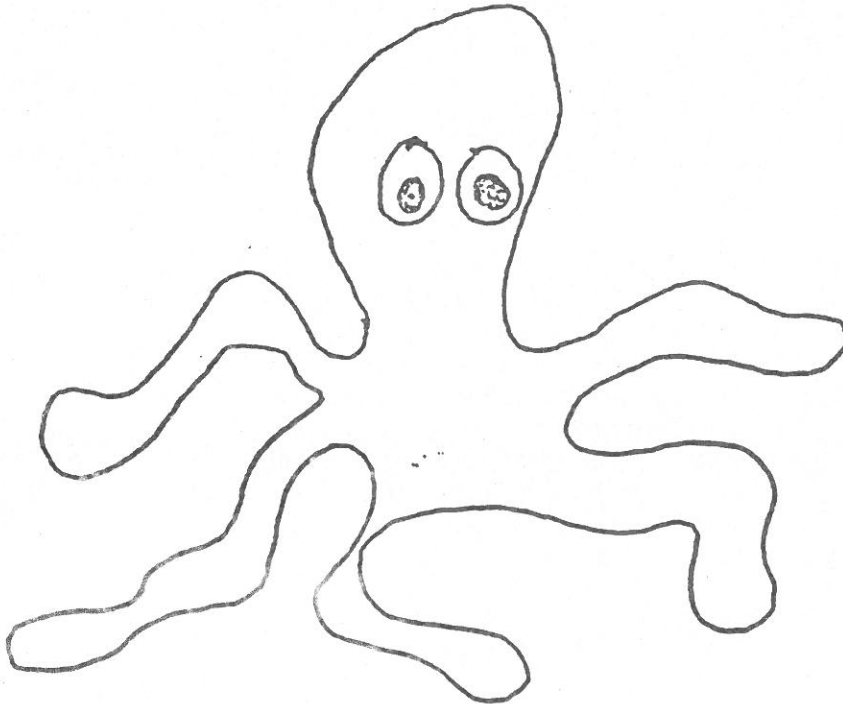


Pour plaster in the nut shells and insert pipe cleaners pieces--(8) for the legs--around the out side of the shell, and 1 piece bent across the back of the shell for the tie holder. Glue on the eyes.

OCTOPUS SLIDE

Materials: cardboard, vinyl, leather, foam
felt, wood, foil, plastic bottles
googly eyes
glue

Cut two of the octopus pattern. Cut a slit in the back of one piece as shown in the circle for the neckerchief to go through. Decorate front piece. Glue together keeping slit free

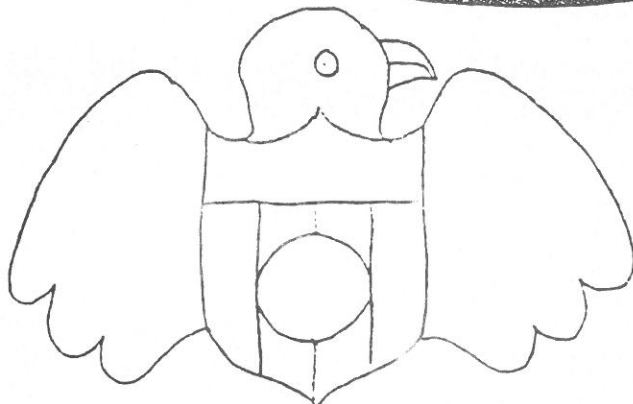
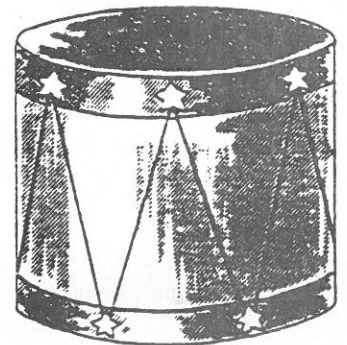
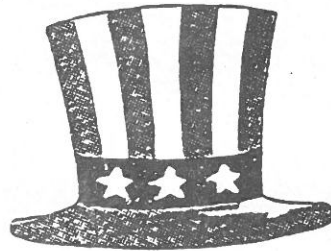
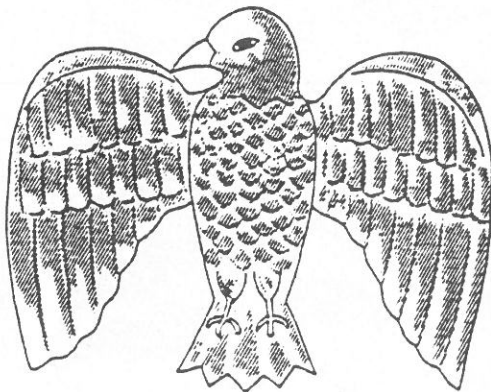


BLUE AND GOLD--OLD GLORY

The drawings are really actual-size patterns for a variety of designs to use for making patriotic neckerchief slides:

Materials: plastic bottle, poster board or cardboard
sand paper
twist tie
acrylic paints
white glue

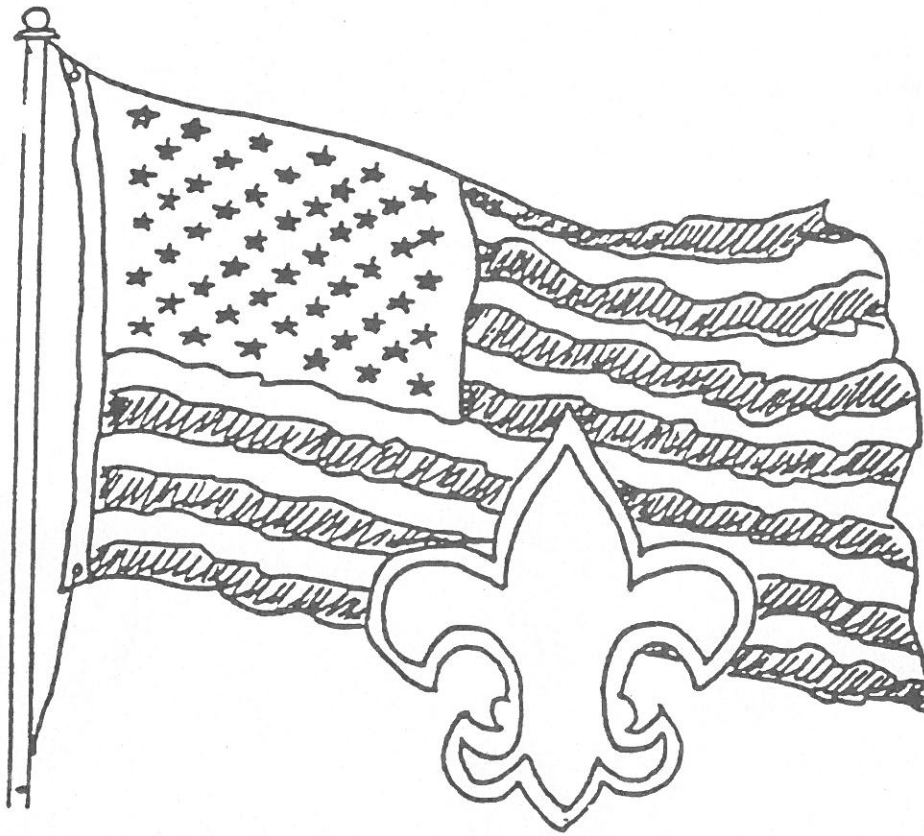
Use the actual size drawing and make a paper pattern. Trace it onto a plastic bottle and cut out (use tape to hold the pattern while cutting). Sand the back of the plastic piece to make a better surface for gluing. Glue on a twist tie for the holder. Paint the slide or use colored tape for stripes and glue foil stars.



Using a 4 1/2" x 5 1/2" piece of shrink art plastic. Cover the above picture. Trace picture onto plastic with permanent markers. Using the colors of the flag, gold for the Scout insignia, and black for outline of pole. You can put your initials inside the insignia to personalize the slide.

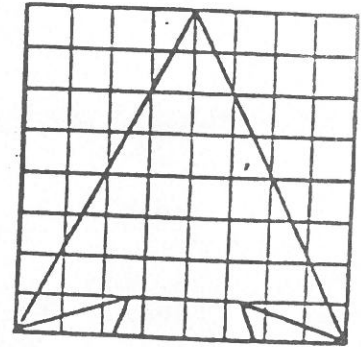
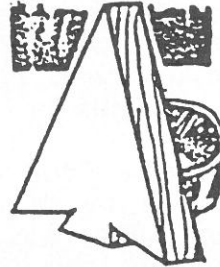
Place shrink art plastic in oven as directed on package.

Cut 3/8" pvc pipe to 1/2" lengths. Glue pvc pipe to back of shrink art after removing from oven.



ARROW POINT NECKERCHIEF SLIDE

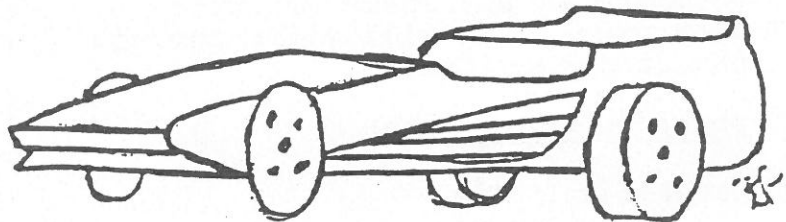
Use grid method to enlarge arrow point to two-by-two inches. Draw on softwood and whittle the figure. Paint gold or silver. Glue on ring of leather or cardboard.



PINEWOOD DERBY CAR

Materials: 1-1 1/2" x 1 1/2" x 3" block of soft pine or balsa
4-1/2" or 5/8" buttons for wheels
Paint of your choice
Drill

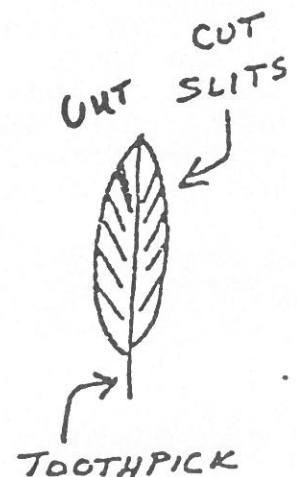
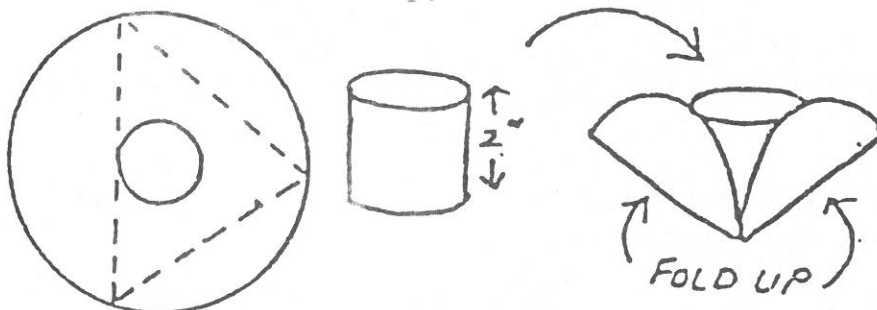
Drill 1/2" hole in center, all the way through
Whittle car to shape desired
Glue on Wheels (buttons)
Paint as desired
(HOLE IN MIDDLE SHOULD BE DRILLED PRIOR TO WHITTLING)



WASHINGTON TRI-CORNER HAT

Materials: Blue milk jug lids-screw cap type
Blue poster board

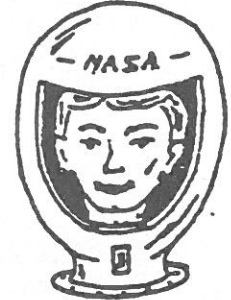
Cut a circle from blue poster board approximately 3" in diameter. Glue milk jug lid to the middle of the circle. Bend up sides as shown in the diagram. Poke a hole in the poster board to expose the middle of the milk jug top and attach a twist tie or pipe cleaner for the tie, with hot glue.



MARCH-LIFE ON OTHER PLANETS

ASTRONAUT'S HELMET NECKERCHIEF SLIDE

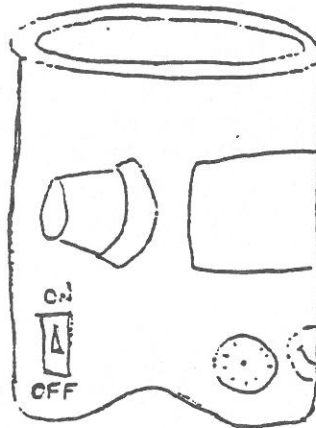
Materials: Modeling dough
Boy's school picture
Clear acetate (plastic lid from a card box)
pipe cleaner



Make helmet shape from modeling dough.
Insert pipe cleaner for slide loop.
Let it harden. Use boy's school
picture...cut out the face and glue
to side. Use a piece of clear acetate
over the picture.

ASTRONAUT'S HELMET

Materials: Film canister
junk-nuts bolts
sequins, tape,
glue

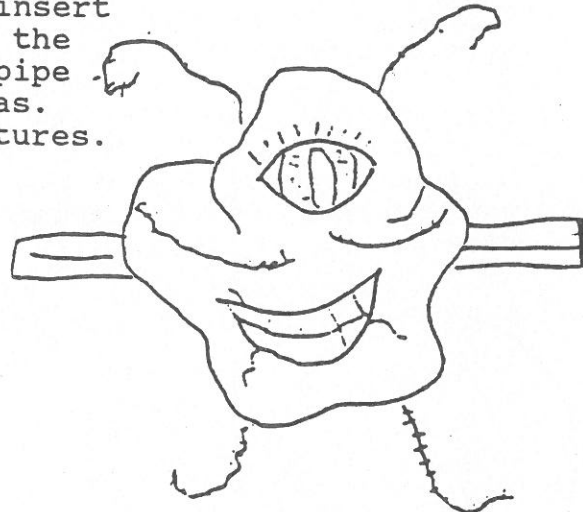


Cut end out of a film canister
Decorate as any space creature
with glue. Tie will slide through
the canister itself.

SPACE CREATURE SLIDE

Materials: Clay
twist tie
pipe cleaner
paint and brushes

Make clay-mold into any shape with
a flat back. Before clay dries, insert
middle of twist tie into back for the
neckerchief holder and pieces of pipe
cleaner for arms, legs and antennas.
Let dry and paint on creature features.

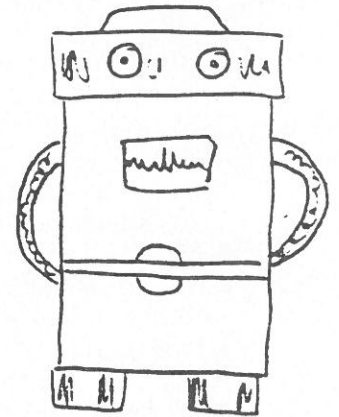


ROBOT TIE SLIDE

Materials: 35 mm film canister with dome lid
paint, glue, wire
nuts, bolts, sequins
PVC pipe 1/2" x 1/2" or a twist tie

Let the boys imagination make their own robot. Epoxy two nuts to the bottom of the film canister to create the feet of the robot. The center back just below the gray dome of the canister lid-or poke hole in the back with a hot nail and put twist tie through for the slide.

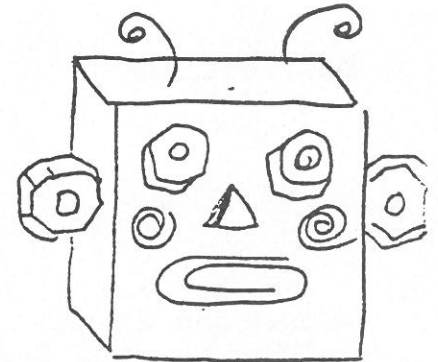
The canister may be painted with an acrylic base paint and allowed to dry.



ROBOT FACE TIE SLIDE

Materials: Small block of wood
cable staple 5/8"x 1/8"
bag of small junk items
glue paint or markers

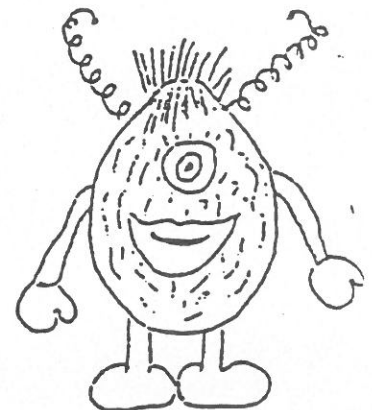
Hammer the cable staple into the center back of the block of wood. May want to paint the wood with aluminum paint. Now let the cub create.



MOON MONSTER

Materials: English walnut shell
plaster
small sized junk items
(wire, fur, pipe cleaners)
glue

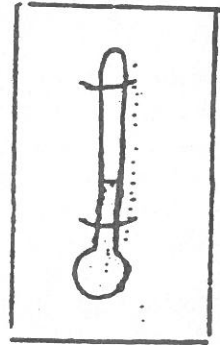
Fill the english walnut shell with plaster and insert a twist tie or pipe cleaner into the back for the slide. After the plaster hardens--let the monster creation begin. Have available a supply of wild colored paints, wiggly eye, and anything else that could be attached to the monster. Have plenty of glue on hand.



APRIL--WEATHER OBSERVATIONS

Materials: 1/4" plywood or paneling cut 1" x 1 3/4"
sand paper
wooden match stick

Sand the edges of the plywood smooth
Cut down the match stick length to
1 1/4" length. Paint the round end
of the match and part of the stick
red to resemble the thermometer.
Glue onto the wood. Drill a 1/16"
hole on both sides of the thermometer
and run telephone or thin wire through
the holes and twist in back. Glue a
loop of vinyl on back for the tie slide.

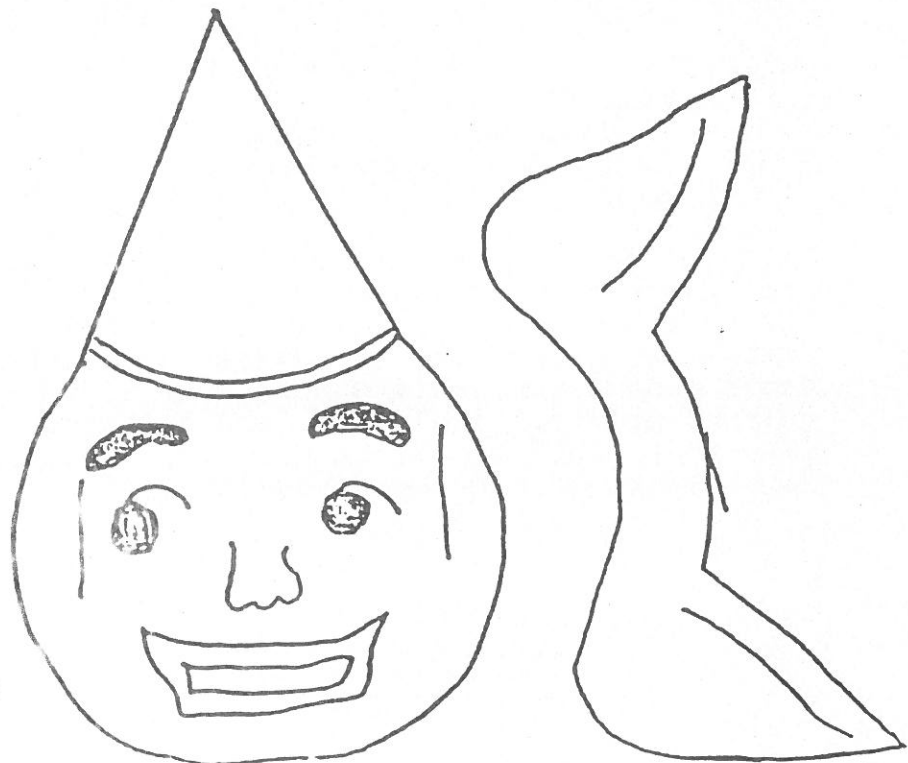


MAY-SHOW BIZ

CLOWN

Materials: Vinyl or leather
glue

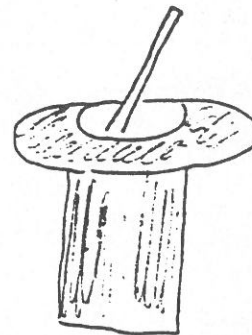
Cut out two of the clown face
and one of the ears from leather.
Glue the two face sections together.
Cut slits in the face as shown of the
diagram and insert the ears from
the back. (They will have to be
creased to go in the slots) The
loop at the back is for the tie.



MAGIC HAT TIE SLIDE

Materials: Film canister
black poster board or stiff paper
Tie wire
dowel rod 1/16" thick 3" long
Black and silver paint
glue

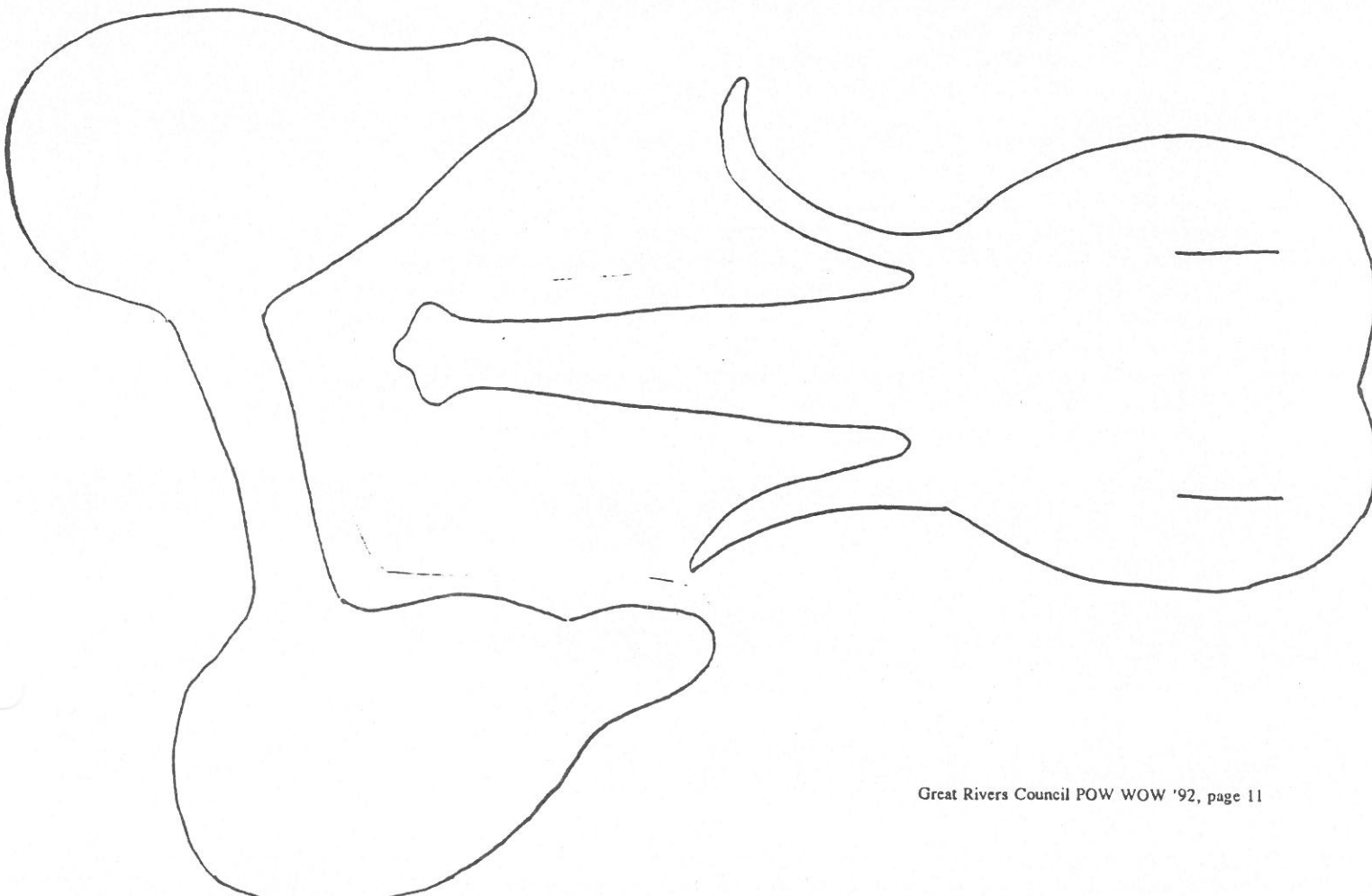
Make hat rim out of paper to fit the film canister. Make a small hole in the canister for the twist tie wire to fit through. Paint dowel rod black and dip one end into silver. Let dry. Glue into the bottom of the hat.



ELEPHANT

Materials: Soft leather or vinyl

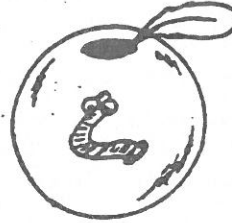
Cut the elephant out of soft leather using pattern below
Roll the ears and slip through the slits in the head section



JUNE-BIRD WATCHERS

APPLE AND WORM NECKERCHIEF SLIDE

Materials: Large round wooden bead
red paint
Knife or small hand drill
2 small wiggle eyes
green felt
Glue

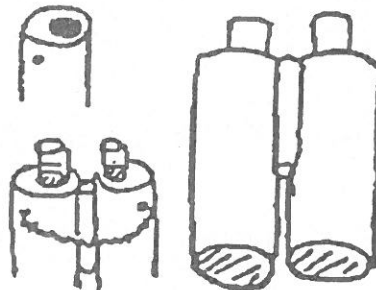


Apple is made from a large, round, wooden bead. If hole is not large enough for neckerchief to fit through, enlarge hole. Paint the bead red if is already isn't. Make a small hole on one side to hole a green pipe cleaner worm. Worm should have two tiny eyes and a green felt leaf near the top of the apple.

BINOCULAR TIE SLIDE

Materials: 1/2" dowel, 2 pieces 1" long
1/4" dowel, 2 pieces 3/8" long
1/8" dowel, 1 piece 5/8" long
Black pipe cleaner, 2 1/2" long
Paint (black, white or blue)
Wood glue
Coping saw, sandpaper
Drill, 1/4 and 1/8" bits

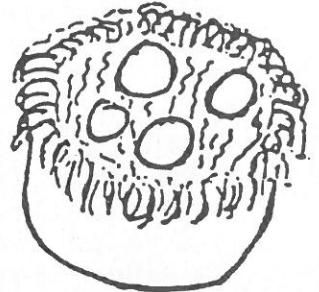
Cut dowels to length. Drill 1/4" hole in one end of each 1/2" dowel. Slightly off center, about 1/8" deep. Drill 1/8" hole (for pipe cleaner) on underside at the same end as 1/4" hole. Glue 1/4" dowel in the end holes of the 1/2" dowel. Lay the two 1/2" dowels side by side about 1/16" apart with the two end holes to center. Glue 1/8" dowel in place, one end even with the top of the 1/2" dowels. Sand and paint black with lenses end white or blue. Glue pipe cleaner ends in the two small holes to form slide.



BURR OAK BIRDS NEST

Materials: Large Burr oak acorn with center removed
Pipe cleaner
florist clay or play dough
dried moss
beads

Drill two small holes in back of the acorn shell. Push pipe cleaner through the holes and fasten the ends together securely. Be sure to leave a loop out side the acorn that will serve as the neckerchief holder. Fill half way inside the acorn with florist's clay or play dough. Top with dried moss and then glue in beads to resemble bird eggs.



BIRD FEEDER TIE SLIDE

Materials: "communion cup"
pipe cleaner or twist tie
bird seed
poster board weight paper

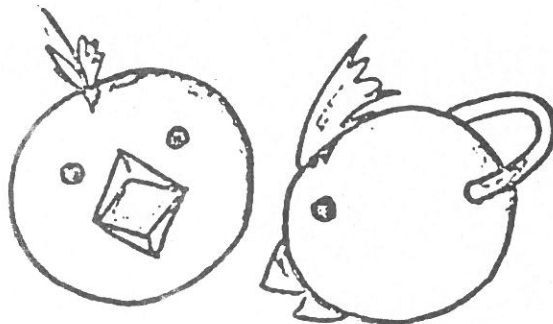
Before putting together-use a hot nail to make holes in the cup to slide a pipe cleaner loop for tie. Fill the cup with bird see and glue a top and bottom on.



BIRDIE

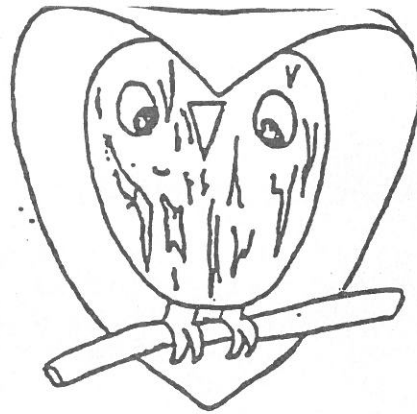
Materials: styrofoam ball
paints
feathers
googly eyes

Color styrofoam balls to make different birds (red cardinal, blue - blue jay)
Add features and a pipe cleaner loop to slide up the neckerchief.



WALNUT OWL

Materials: 1/2 walnut shell
googly eyes
felt scraps-brown, gold, black
glue, scissors
PVC loop and epoxy
twig



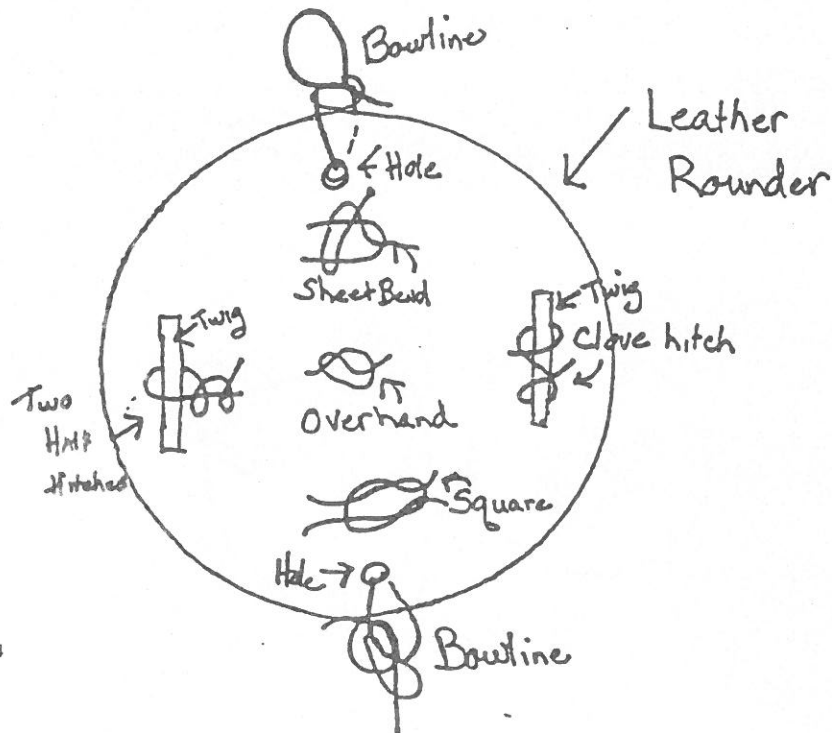
Glue 1/2 shell to a piece of brown felt cut as shown in the illustration. Cut a beak from yellow or gold felt. Put a touch of glue on the tip of the beak and glue it in place. Put a touch of glue on the tip of the brown felt and fold it down and glue it into place. Cut a pair of feet and glue under the walnut and over a twig. Glue on eyes and loop on back securely. the back.

JULY- WILD AND WOOLY WEST

KNOT BOARD TIE SLIDE

Materials: Circle of wood, heavy cardboard or leather rounder
leather lacing or colored telephone wire

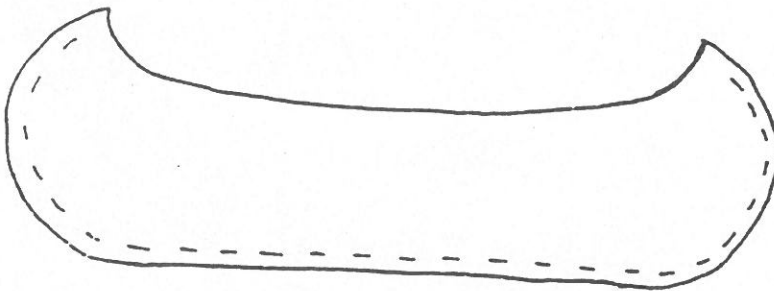
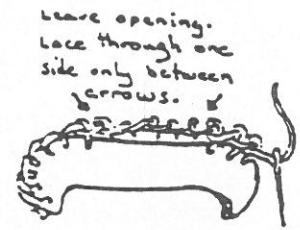
Tie knots and glue onto the circle as in example



CANOE

Materials: Vinyl or leather
yard

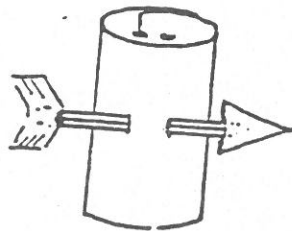
Cut 2 canoes out of vinyl. Punch holes matching both sides. Lace bottoms together leaving a hole in the middle for the tie. (LEAVE OPENING-LACE THROUGH ONLY ONE SIDE BETWEEN ARROWS.)



ARROW

Materials: vinyl strip (2" x 4")
wooden match (burn tip before using)

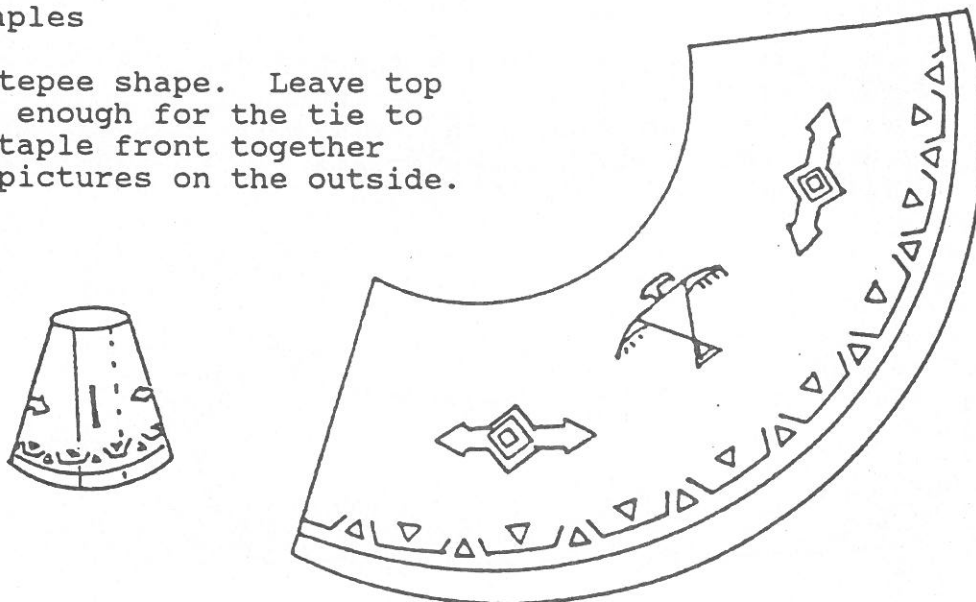
Punch two holes side by side 1/2" apart. Insert match, cut one piece of vinyl for a point and one piece for a feather on the arrow. Glue onto the match stick. Staple ends of vinyl strip together.



TEPEE

Materials: vinyl
paint
staples

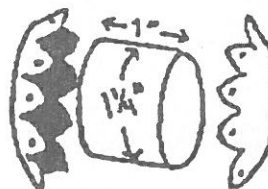
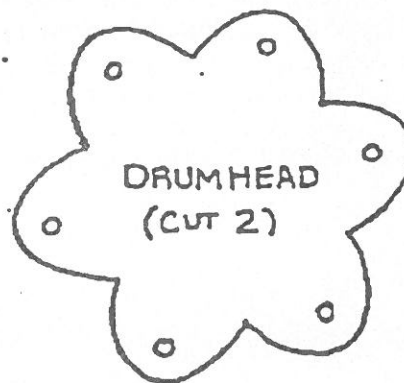
Cut vinyl tepee shape. Leave top open large enough for the tie to fit in. Staple front together and paint pictures on the outside.



TOM-TOM

Materials: 1" piece of 1 1/4" diameter dowel
2-pieces of soft leather 2 1/4" square
Nail brad for the back

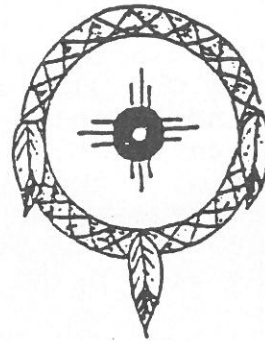
Trace drum head pattern onto back of leather squares (cut out two)
Punch holes along edge of both drum heads as indicated.
Lace drum heads onto drum (dowel) using strong cord-draw tightly and tie.
Nail a brad in the back for the tie.
Personalize drum heads with your Den no. Pack no. etc.



TOM-TOM

Materials: 35 mm film canister
paint markers
felt or leatherette
plastic lacing
twist tie or pipe cleaner

Paint and decorate with Indian designs
Cut two circles of felt or leatherette
and lace as shown with plastic lacing.
Punch holes in back and insert a twist
tie or pipe cleaner.



SHIELD SLIDE

Materials: Cardboard circle
pipe cleaner or twist tie
feathers
markers

Decorate the shield with Indian designs
Glue on feather fluffs as desired
Attach with glue the twist tie to the back.

WALNUT SHELL BRAVE

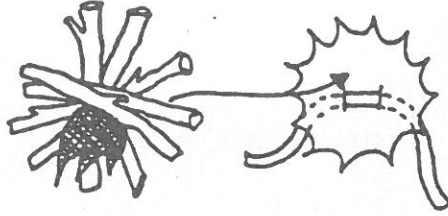
Materials: 1/2 Walnut shell
yarn for hair
plaster
pipe cleaner or twist tie
feather

Fill shell with plaster the before the
plaster hardens insert a pipe cleaner
for the tie holder. After plaster
hardens, paint on features, glue on
hair, headband, feathers as desired.



CAMPFIRE SLIDE

Materials: Coffee can lids
twist tie
felt-red and orange
twigs

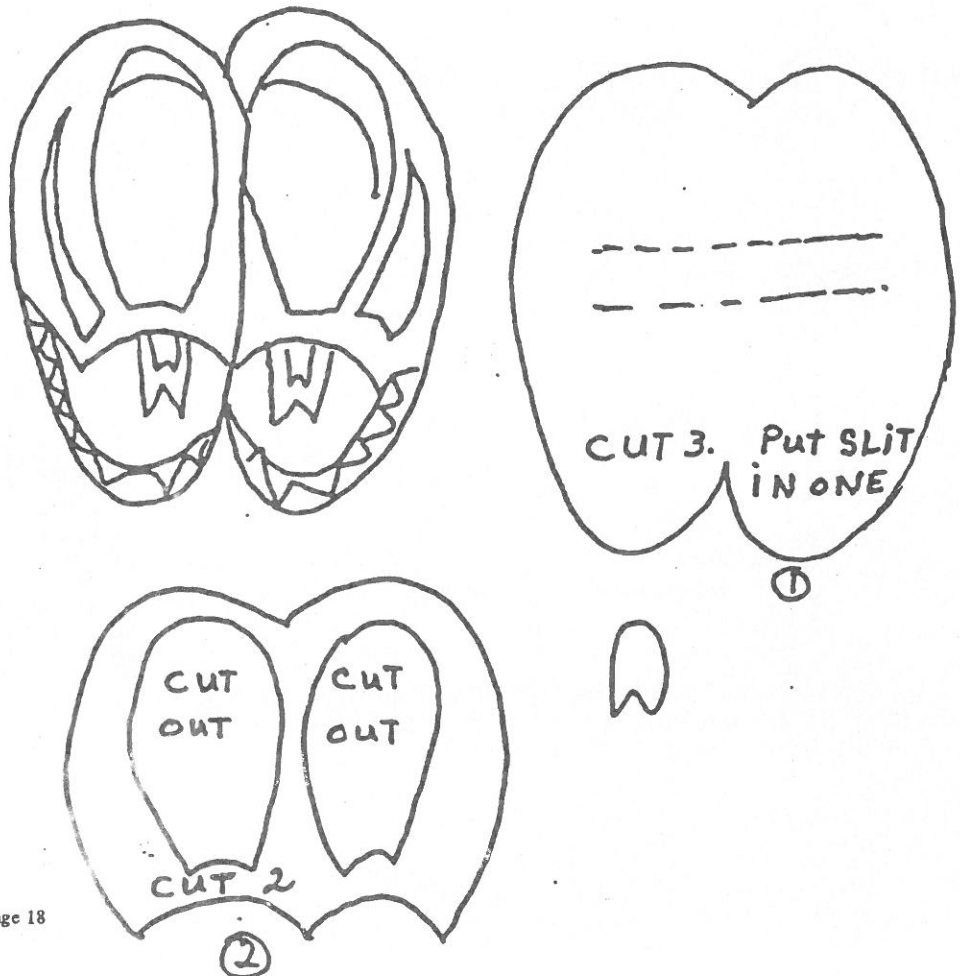


Cut out campfire shape from lid,
cut out flame from felt. Cut slits
for tie to slip through. Glue on
felt and twigs to make campfire.

SIOUX MOCCASIN NECKERCHIEF SLIDE

Materials: vinyl, leather or
cardboard

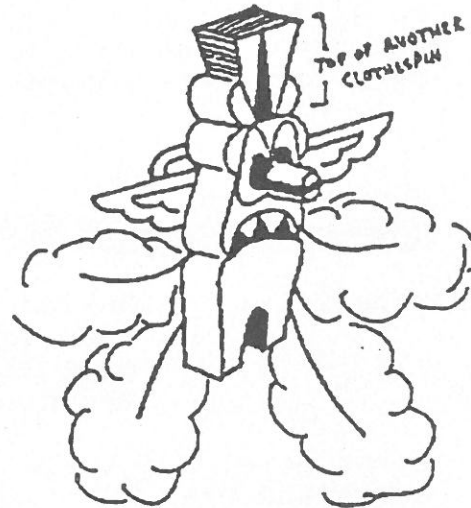
Cut 3 of fig. 1 and 2 of fig. 2
from material. Cut slit in back of
one for the neckerchief. Glue the
3 together leaving slit free. Glue
the two of fig. 2 together and
glue to the first three. Glue on
tongue. Draw line through center
and decorate with paint and beads.



TOTEM POLE/KACHINA SLIDE

Materials: Flat wood clothespin (or several cut off in several places-or pieces of scrap wood)
Popsicle stick
paint
glue

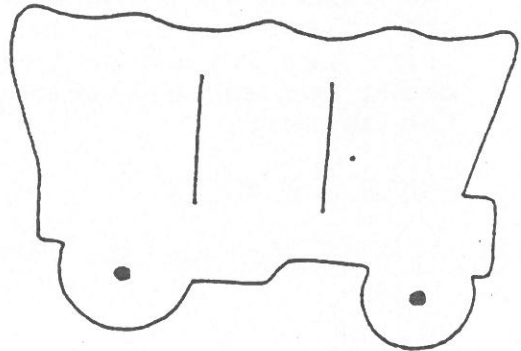
Using a flat wooden clothespin, glue pieces of scrap wood on it. Add popsicle stick wings or beak. Paint in fearsome design and finish by adding a cable staple on back. Add a few feather fluffs as desired.



CHUCK WAGON COUP/TIE SLIDE

Materials: Leather or vinyl

Pre cut pattern. Punch holes in wheels for craft strip lacing. Let Cubs decorate wagon as desired. For tie slide make slits horizontally



STEER HEAD

Materials: Leather or vinyl

Cut two 2 1/3" squares of leatherette. Draw on a steer's head pattern, with horns and ears on one square. Cut this out. Cut another one just like it from the other square for the back, omitting the horns and ears. Cut a narrow strip of leatherette for the holder. Sew together at ends forming a ring. Place ring between tow head pieces, as shown. Stitch around head, sewing together, omitting the horns. Stitch eyes, nose and so on, onto head with contrasting color.



TOTEM SLIDE

Materials: Dead tree branch at least 1" in diameter
Knife, drill, paints
varnish

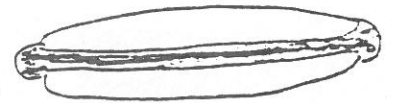
Drill a hole for the neckerchief to slide through. Carve and shape the nose. Cut circles through the bark for eyes. Shape ears if any.



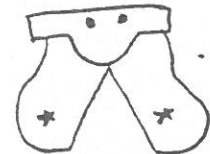
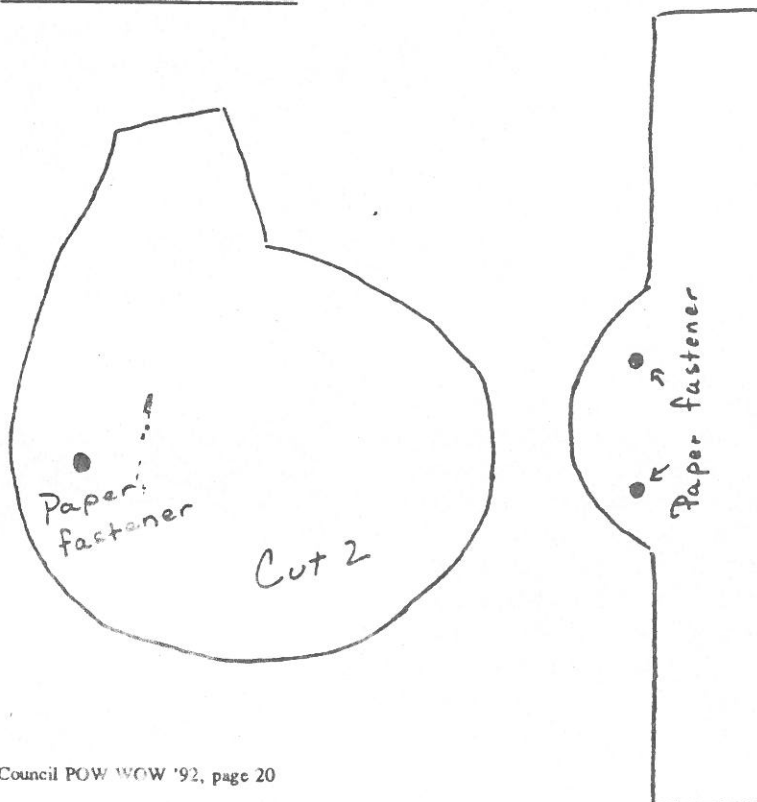
HOT DOG TIE SLIDE

Materials: Bakers clay
1/8" dowel stick 1 1/2" long
pipe cleaner
Brown, yellow, red paint

Paint dowel stick red, make craft dough and wrap a bit of dough around stick but not all the way for form a bun. Make a ring with pipe cleaners and insert in back of bun. Let Dry-or bake- paint bun brown and add a little yellow for the mustard.



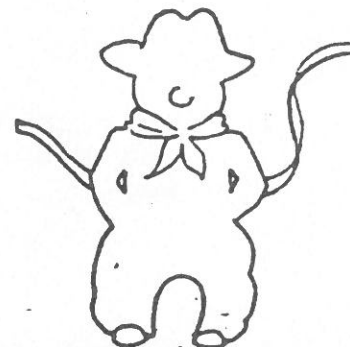
CHAPS TIE SLIDE



COWBOY TIE SLIDE

Materials: Wooden clothespin
 Clay, leatherette fabric
 fringe, pipe cleaner

Remove lower half of clothespin "legs" and glue on fringe for chaps and a leatherette belt. Paint features on for face. Add hat made of a leatherette circle and dab of clay. Twice two pipe cleaners around neck; one for the arms and the other the loop for the neckerchief tie. Tie small triangle around neck for scarf.



NECKERCHIEF SLIDE

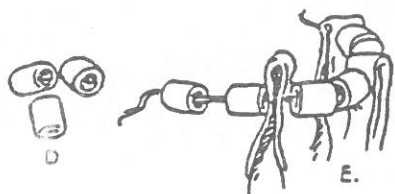
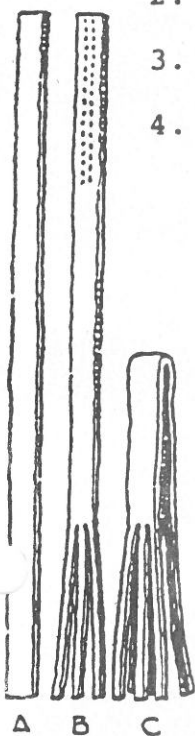
Make plaster molds of small cowboy and Indian accessories from set like Playmobile. They make great tie slides. These are also good for prizes for den flags and coups.

DANGLE NECKERCHIEF SLIDES

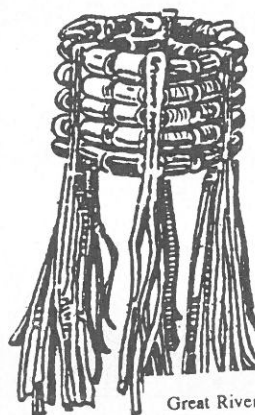
Materials: 6 strips of thin leather 6" long and 1cm wide
 60 beads
 needle and thread

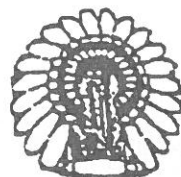
Fold each strip of leather in 1/2 and cut slits 1 1/2" long in the ends

1. Thread on needle in this order
 leather strip-2 beads-leather strip
2. Repeat until a circle of 12 beads
 and 6 pieces of leather are used
3. Continue this same sewing procedure
 to make a total of six rows.
4. Connect securely.



- A. A STRIP OF COLORED LEATHER 6 INCHES LONG. OLD GLOVES CAN BE USED. White, Black, Brown, Blue.
- B. THE ENDS ARE SLIT 1 1/2 INCHES.
- C. FOLDED AT CENTER.
- D. VARI-COLORED PORCELAIN BEADS
- E. METHOD OF SEWING. 2 BEADS, STRIP OF LEATHER; REPEAT UNTIL A CIRCLE OF 12 BEADS AND 6 PIECES OF LEATHER ARE USED.

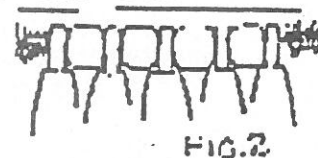
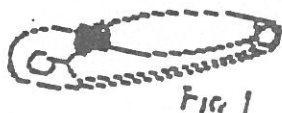




WAR BONNET SLIDE

- Materials:
- 20 - 1 1/2" safety pins
 - 20 - red pony beads (extra large seed beads)
 - 20 - black pony beads (extra large seed beads)
 - 19 - red crow beads (some stores call these pony beads)
 - 21 - white 3/4" rice (spaghetti) beads
 - 1 - 1" piece narrow straw or tube
 - 2 - pipe cleaners or wire could be used

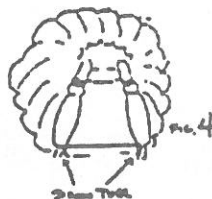
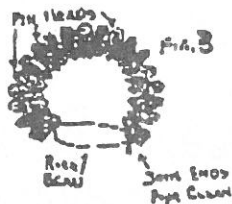
1. On each safety pin, place one rice bead, one red and then one black pony bead; close pin. Do all 20 pins the same way.



2. String onto a pipe cleaner or wire, in an alternating pattern, first a decorated pin (tail end) the one red crow bead. Repeat until all pins and crow beads have been used. (pins should be 1st and last with crow beads spaced between.)

3. Bend ends of this pipe cleaner (wire) temporarily to prevent all from sliding off. Thread 2nd pipe cleaner through the heads of all pins, followed by last remaining rice bead. Join and twist ends of this pipe cleaner together in a permanent fashion.

4. Going back to 1st pipe cleaner (with tail end of pins) untwist one end and slide on the 1" piece of straw, rejoin the ends now in a permanent fashion with straw piece in place.

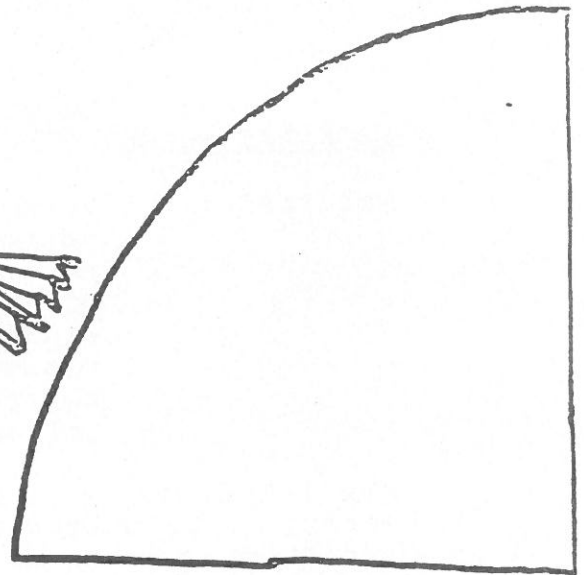


***to use this tie slide, the neckerchief is threaded, starting from BEHIND, THROUGH bonnet, over rice bead and under the straw.

***due to weight of slide, it is advisable to secure the slide in some way to prevent loss.

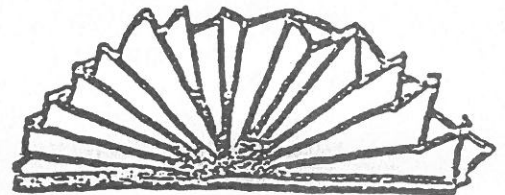
UNDER THE BIG TOP

Materials: ping pong ball
wood bead
felt
construction paper
toothpick
vinyl loop



Paint a funny clown face on a ping pong ball and glue on a wooden bead for a nose. Make a cone shaped hat from colored felt. Glue hat to clown's head and add a puff of cotton on top of the hat. Accordion pleat a contrasting piece of construction paper 1 1/4" x 6" making 1/4" pleats. Form it into a semi-circle and glue a toothpick across the back to stiffen the collar to clown's neck. Glue on a vinyl loop to slip the neckerchief through.

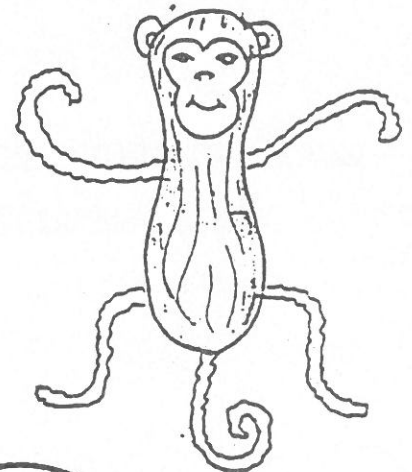
Clown hat pattern (actual size)



MONKEY SLIDE

Materials: unshelled, unsalted peanuts
felt
pipe cleaner

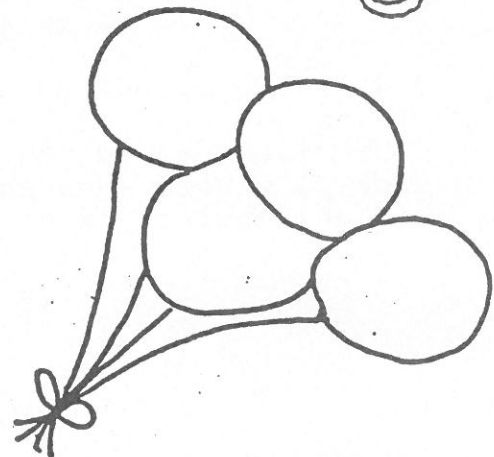
Use unshelled, unsalted peanuts. Add a felt face, pipe cleaner arms, legs, and tail. Glue felt ring to back. Add features to face.



BALLOON SLIDE

Materials: cardboard, board, plastic
or shrink art
yarn
twist tie or pipe cleaner
paint, markers, or colors

Use a quarter to draw circles on to the material for the balloons (cardboard)
Paint to suit, add strings of yarn to back of balloons.
Den and Pack number can be added.



LION TIE SLIDE

Materials: Cotton balls
yellow food coloring
regular size flat clothes pin
orange paint
wiggly eyes
broom straw pieces
twist tie or pipe cleaner
yellow construction paper



Mix 3-4 drops of yellow food coloring in a small amount of water. Drop cotton balls(2 for each lion) into coloring. Let them soak up color for a few minutes, then squeeze out access moisture and let dry.

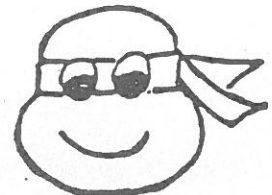
Cut clothespin (regular size flat) at indentation (1" long). Paint clothespin orange. Glue on 7mm wiggle eyes. Stretch each cotton ball carefully to form ruff, one a little longer than the other. Place longer one behind the other and glue around clothespin. Paint details on ace with fine line paint pen or markers. Glue on 1 1/4" broom straw for whiskers. Glue on twist tie for slide. Cut ears from yellow construction paper and attach.

OTHER TIE SLIDE IDEAS

NINJA TURTLE TIE SLIDE

Materials: 2" green pom pom
7" of 1/4" ribbon (blue, orange, red or purple)
2 wiggly eyes
1" black yarn,
twist tie or pipe cleaner
tacky glue, hot melt glue

Tie ribbon around pom pom about 1/3 of the way down, just right enough to form cheeks at bottom. Secure with glue. Glue on wiggle eyes and yarn for mouth. Hot melt twist tie on back.



SNAKE TIE SLIDE

Materials: Self-hardening modeling clay or
Sculpy clay
paint

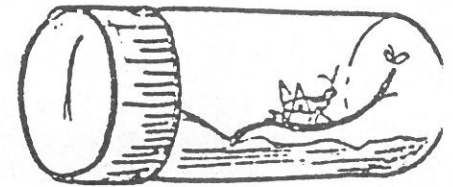
Roll self-hardening modeling clay into a coil and wind around a finger or rod in manner of a snake. Form head at top and tail at bottom. Allow to dry (or bake) and paint to resemble you favorite snake.



BUG IN A BOX / TERRARIUM TIE SLIDE

Materials: Small plastic pill bottle with snap off lid
Pipe cleaner
sand

Use a small plastic pill bottle with a snap on lid. Use a hot ice pick to punch two holes in one side of the bottle to slip a pipe cleaner through for tie loop. Punch one or two small air holes in top of lid with the hot pick. Add a twig to bottle, perhaps some sand. You are now ready to find an insect to put on display. Change the exhibit often, allow but to return "to the wild".



TERRARIUM TIE SLIDE

Follow above procedures but fill terrarium with small dried or artificial plants. Glue lid in place.

LADY BUG TIE SLIDE

Materials: 1/2 walnut shell
red and black paint
thin wire
wiggly eyes
plaster and twist tie



Fill shell with plaster and put twist tie in plaster for the back of the slide. After plaster hardens, paint head black and body red with black spots. Put a black strip down the center back. Glue on wire antennae and small wiggle eyes.

MOUSE TIE SLIDE

Materials: 1/2 walnut shell
wiggly eyes
small red pom pom for the nose
black thread for the whiskers
pipe cleaner (tan in color)
plaster



Use 1/2 walnut shell for the mouse body.
Fill back with plaster and add pipe cleaner
piece for the tie slide back. After plaster
hardens, decorate the mouse with features
with a tan pipe cleaner for the tail.

SPIDER TIE SLIDE

Materials: 1/2 walnut shell
8-black pipe cleaner pieces
2 1/2" long
black paint



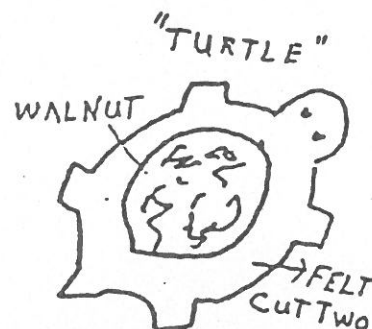
Paint 1/2 walnut shell black. Invert and fill with plaster.
While plaster is wet insert a pipe cleaner piece for the
back loop and 8 pieces (4 on each side) for the legs. When
dry, bend pipe cleaner to form legs and add eyes.

****This can also be done with a sweet gum ball and hot
glue. Insert and glue the legs into the sweet gum ball
itself.

TURTLE

Materials: green poster board or felt
1/2 walnut shell
plaster
twist tie

Cut out a turtle shape of green poster
board or felt. Cut out center of the
turtle-not quite as big as the walnut
shell you're going to use. Fill the
walnut shell with plaster use a pipe
cleaner or twist tie for the back. Glue
the felt and walnut shell together.



TREE SLICE TIE SLIDE

Materials: tree branch 1"-2" in diameter
clear varnish
twist tie-hot glue



While on a nature walk, look for a branch 1-2" in diameter thick. Slice it into 1/4" - 1/2" thick pieces. Spray with clear varnish. Hot glue a twist tie on back for loop.

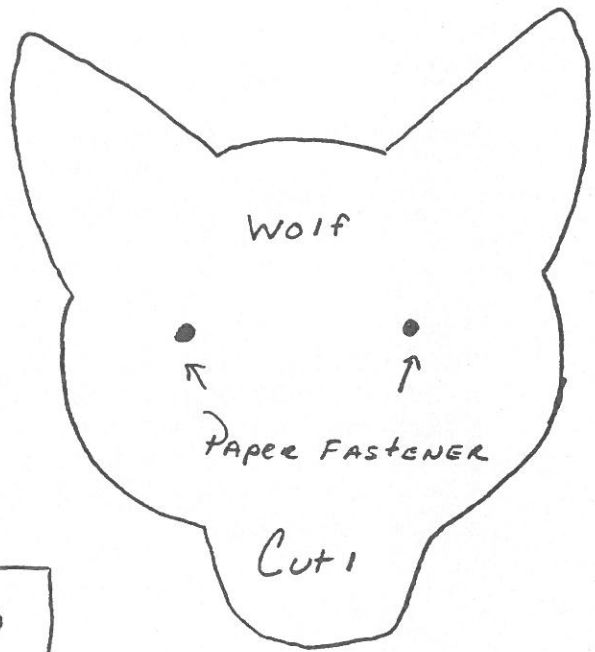
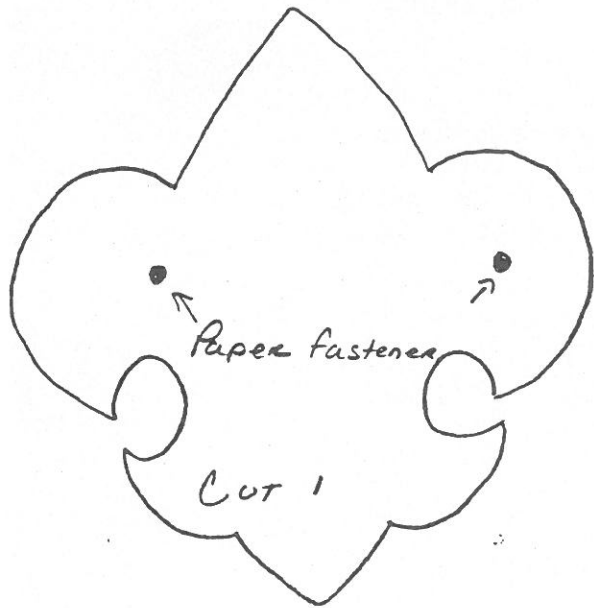
IDEAS FOR THE DECORATING THE TOP

Tie a knot and glue on top
picture of den mascot
nature item from hike
wood burning
picture of animal or a stamp

BAT MAN SLIDE

Materials: cardboard logo's from cereal boxes
(McDonald's-french fry boxes)
**use can use logos off of most any box
hot glue and twist tie
plastic from milk jug--butter lid

Cut off the logo or designs desired from cereal boxes. (Bat man cereal has several on each box) Using hot glue-attach these cut outs to plastic piece. After glue cools-cut out the logo with the plastic back and glue on twist tie for the slide backing.



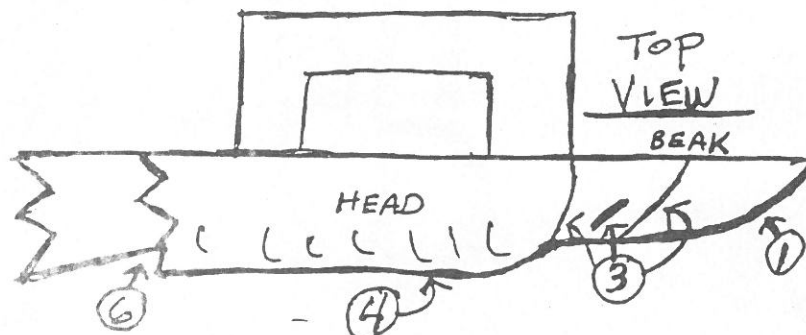
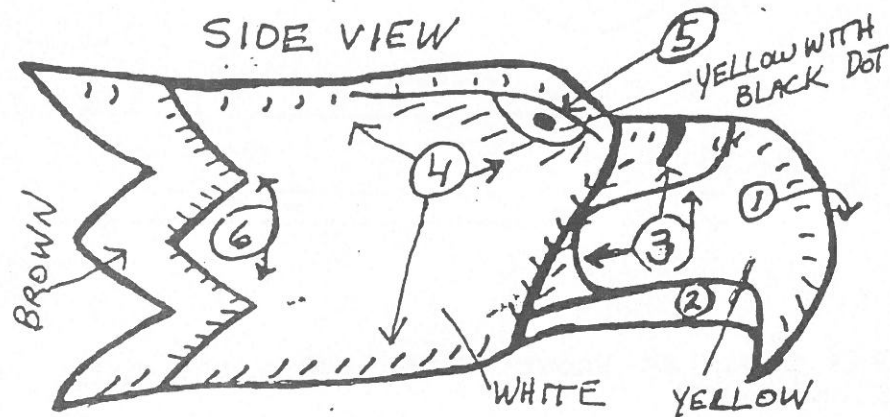
Loop for
Neckerchief Slit
Cut 1

CARVED TIE SLIDES

SOARING EAGLE HEAD NECKERCHIEF SLIDE

Cut out of bass wood or other soft wood

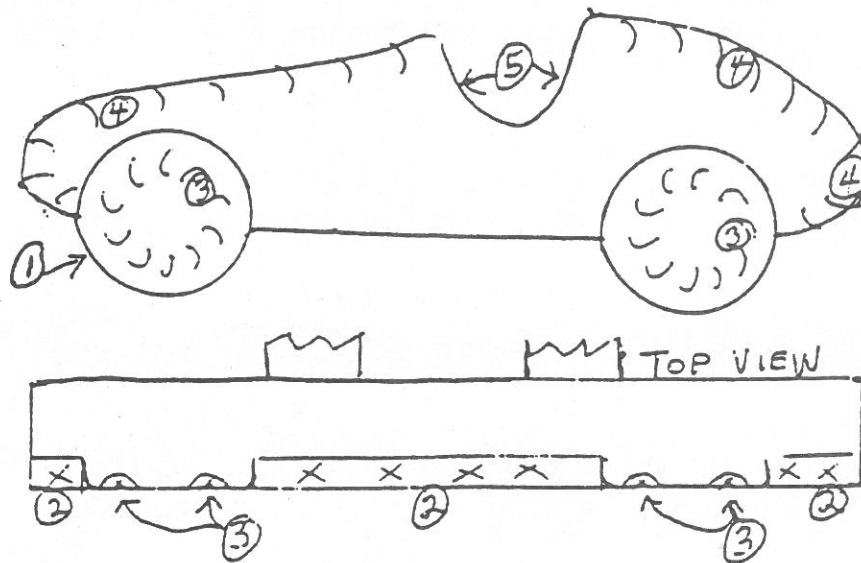
1. Taper the beak and round off top and bottom of the beak
2. Recede the lower beak.
3. Using knife point, cut curved V-shaped groove to separate the beak from the head and to outline the nostril area. Carve a small notch for the nostril.
4. Round off the top and bottom of the head.
5. Carve the eyebrow and the eye.
6. Use the knife point to cut the feather line between head and body and recess the inner edge of the neck feathers.



PINEWOOD DERBY RACER

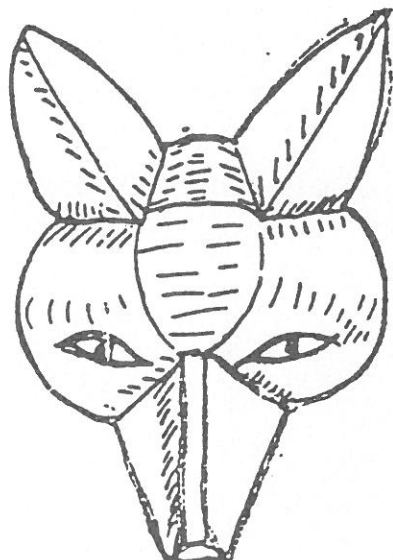
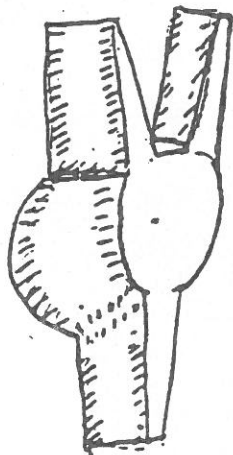
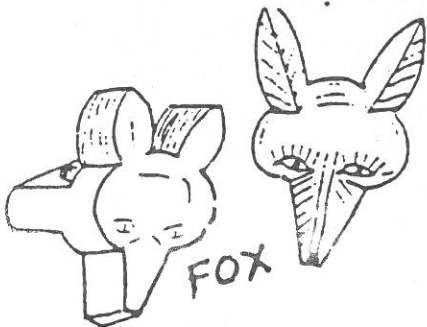
This is a pattern adapted from the Pinewood Derby model that was popular in the late 1960's.

1. Draw circles for wheels by drawing around a nickel.
2. Remove excess wood surface to make the wheels stand out.
3. Using a gouge make a circular cut on each wheel to set up the tire and hub.
4. Round off the edges of the races.
5. Remove the band saw marks from seat area.
6. Paint any color and add your favorite Den or Pack number.



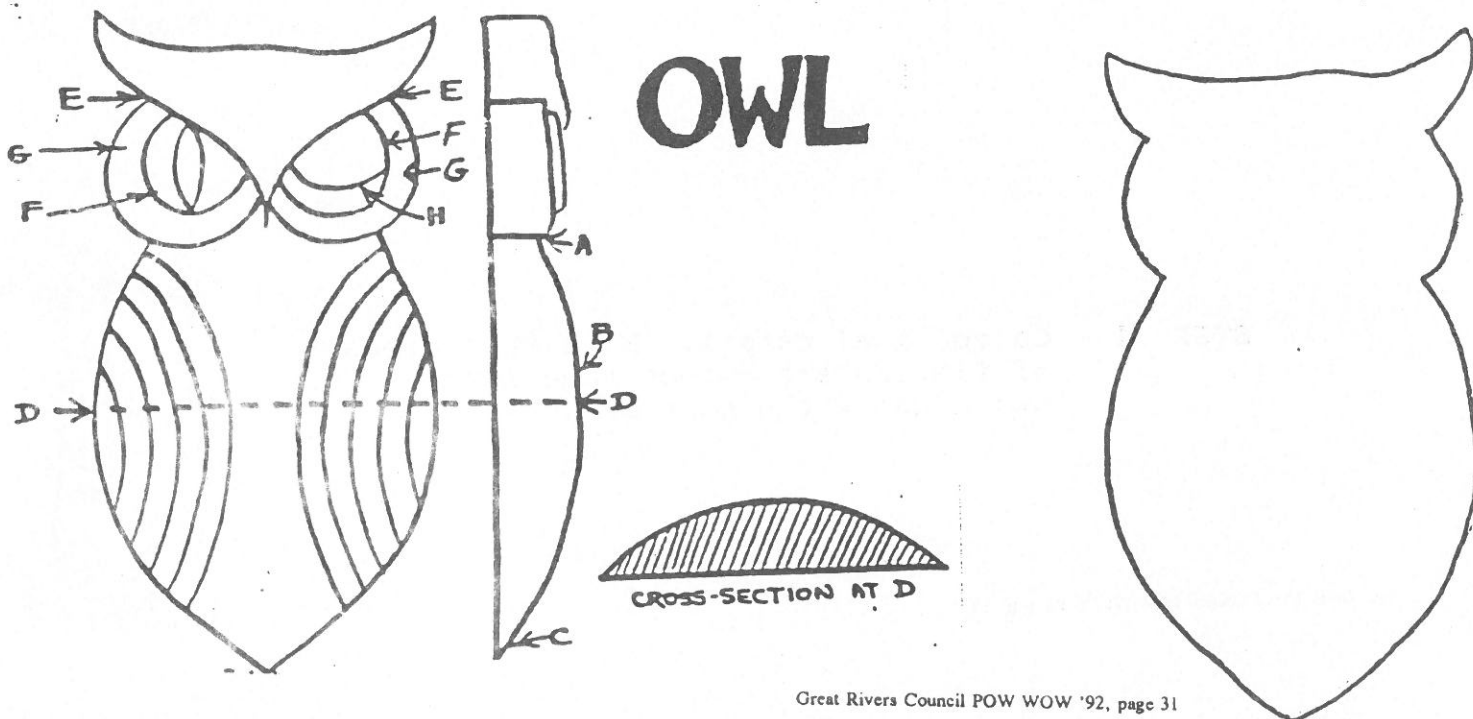
FOX

Shape this block as shown--Then locate the eyes, sand-paint red with yellow eyes.



OWL

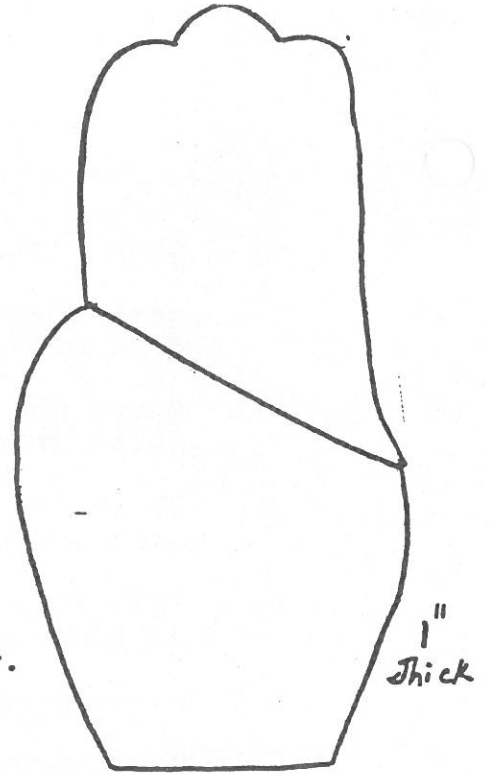
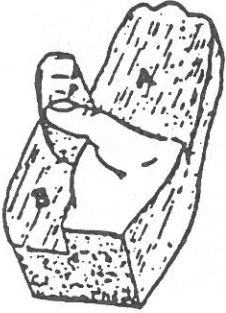
1. Draw pattern on blank.
2. Make a stop cut under the eyes and beak by cutting straight down with a knife.
3. Slope the body from B to A under the eyes and beak. Approx. 3/16" deep at A
4. Slope the body from B to C. (refer to side view) Round the sides of the body to make it domed in shape. Refer to D
5. Make stop cuts along the beak back to ears E and around eye balls F.
6. Lower area G approx. 1/8" leaving eyeball high.
7. Round top of head.
8. Outline open eye pupil with a "V" cut.
9. Use a "V" cut to outline the bottom of closed eye H.
10. Trim outside edges of eyes.
11. Outline inner edges of wing with "V" cuts or "V" tool.
12. Sand lightly and stain your favorite color.
13. The open eye looks good if area is painted white before stain is applied. Spray with clear wood finish when stain is dry.



SCOUT SIGN

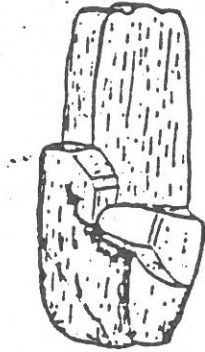
STEP 1

Use your own hand as a guide and sketch in the thumb and little finger area. Cut out area A to make fingers about 1/3 of the total depth. Cut out area B to slightly thicker than area A.



STEP 2

Rough out thumb and little finger.



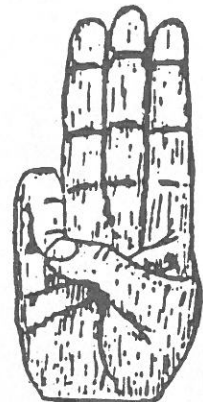
STEP 3

Rough in finger and palm detail.
Round out contour of your carving.



STEP 4

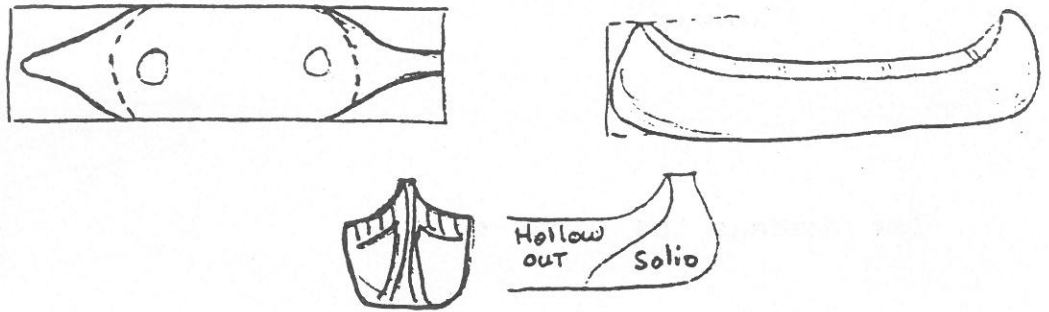
Carve final detail. Note that creases of fingers are not on same level. Your own hand is the best guide.



CANOE SLIDE

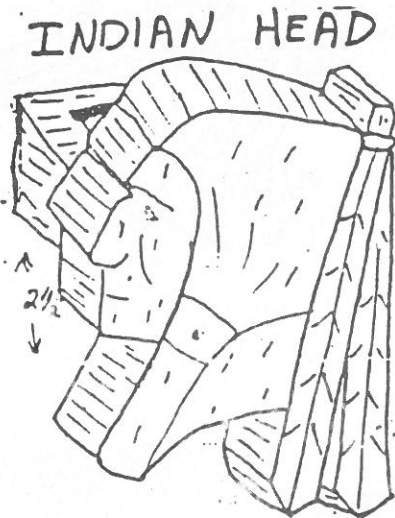
Pine or Birch 3/4" x 3/4" x 3"
Knife, sandpaper, drill with 1/4" bit, paint or stain

Begin by drilling the two holes as shown. Whittle the outside shape of your canoe first. Hollow out the inside to fit snugly around the neckerchief. The canoe can be painted or stained as desired. Small "V" cuts are made in gunwale to simulate the wrappings.



INDIAN HEAD

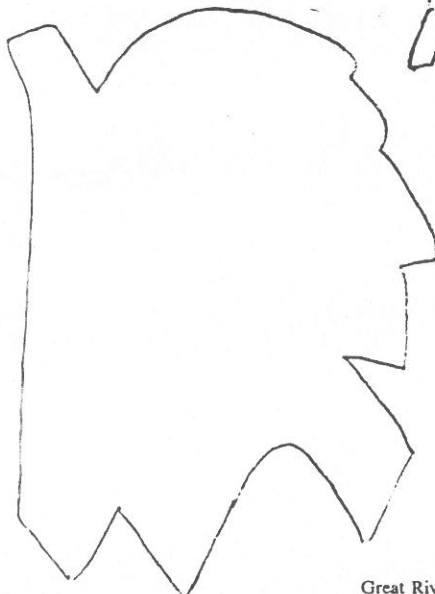
Always start with the nose and work to the feathers--carve slowly--note that the feathers overlap.



CARVE SLOWLY



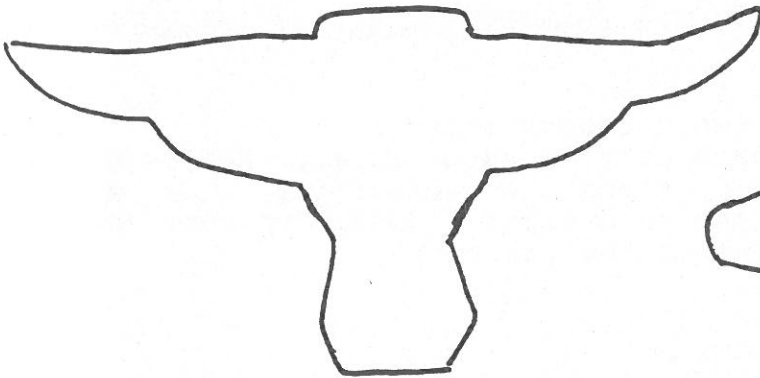
ALWAYS START WITH THE NOSE AND WORK TO THE FEATHERS



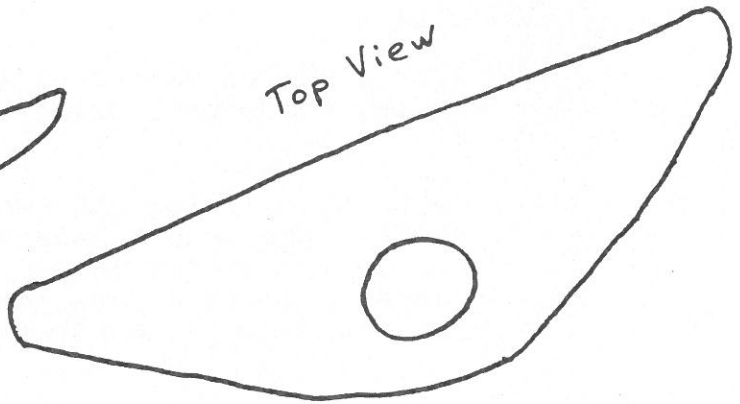
NOTE THAT THE FEATHERS OVERLAP

LONGHORN

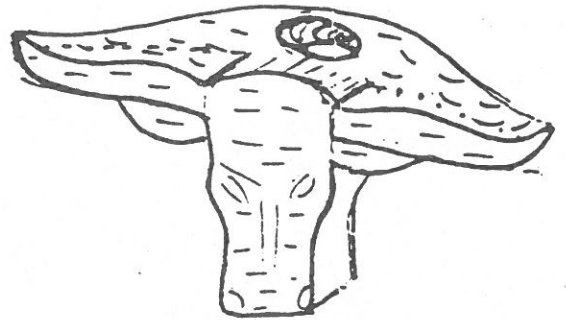
Front View



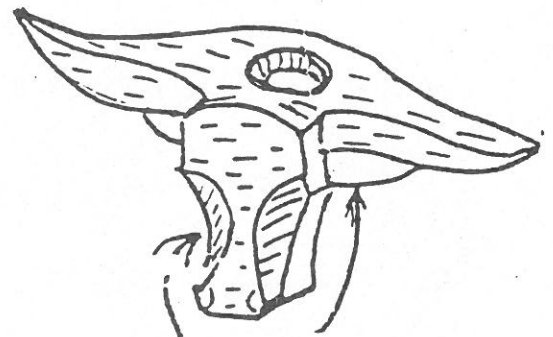
Top View



1st Recede the horns and ears



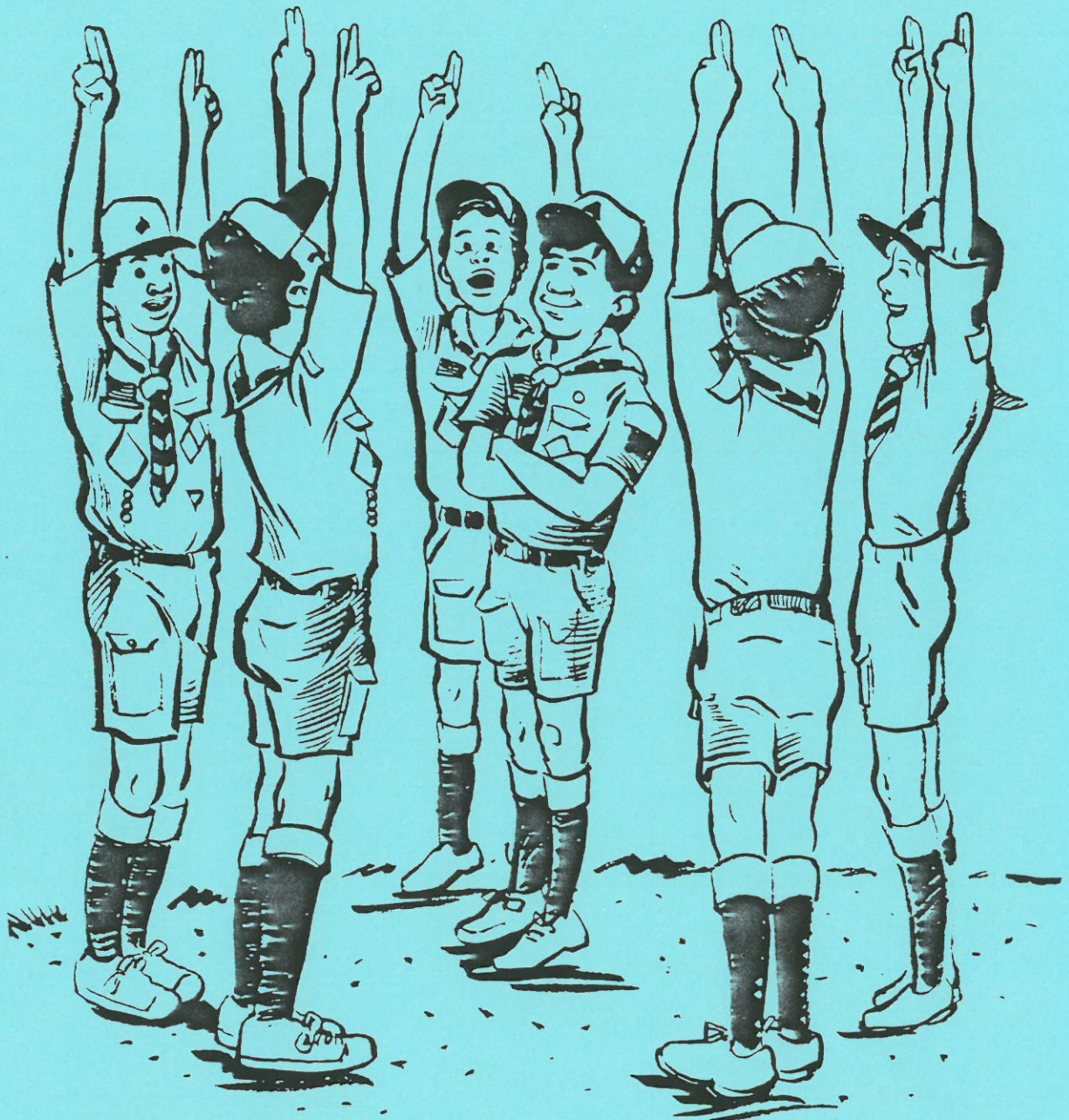
2nd Shape the face planes for the eyes



3rd Round the horns, bore the nostrils
carve the mouth.



Sand smooth and color



Stunts and Skits

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TRICKS, AND STUNTS

MAKE YOUR MEETINGS SHINE

Ever tried to lead a meeting and had the feeling the audience wished they were somewhere else? Something was lacking. Something extra was needed to brighten the meeting to put the group in a happier, more receptive frame of mind.

Ever noticed 8, 9, and 10 year olds, in their den meetings when they are having fun while they are learning, they can't wait to come back.

For this purpose, here is a collection of ideas, stunts, songs, and gimmicks calculated to lend the right atmosphere to any gathering, whether it be a business meeting, a training course, festive celebration, or a den meeting.

Many of the ideas included in this section can be used for pre-openings. Most can serve as icebreakers in getting the meeting off to a good start. Others can add an element of surprise when people get restless. Ingenuity, imagination, plus a little extra planning time are all that is needed to succeed in more successful meetings. The satisfaction that is seen in the faces of the boys and parents will make the task worthwhile.

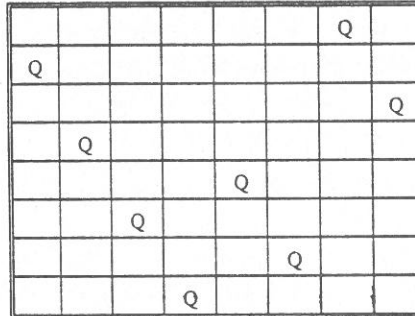
The stunts, songs, and tricks in this section can easily be adapted to the monthly Cub Scout theme and will really perk up your Cub Scouts.

Cheer for your unit:

Ask everyone to stand up and applaud. Then, with heads thrown back and chests puffed out, shout the number of their pack ...B...S...A... At a pack meeting Cub Scout dens shout their den number.

Checkerboard Puzzle

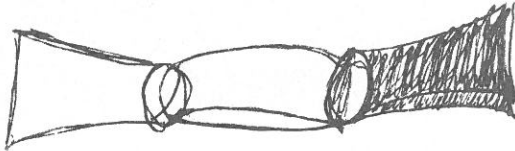
Place eight dots on this checkerboard grid, so that no two are in the same line horizontally, perpendicularly or diagonally.



Optical Illusion: Cut out a pig or other animal from a red piece of paper about 4" in size. Mount him on a piece of white paper. Hang the picture on the wall. Next to it, hang a large piece of white paper. With the light to your back look at the animal steadily in the eye and count to 20. Then look directly at the large sheet of white paper. There you will see a green animal. It will surprise everyone.

Handkerchief Trick

Use three handkerchiefs, two white and one of any color. Tie white ones together, then tie colored one to the whites. Ask someone to put colored one between the two whites without untying any knot.



Solution: Tie a third knot, making a circle of the handkerchiefs. No knot has been untied, but the colored handkerchief is between the white ones.

Dime on Nose: Lie flat on your back with a dime on the point of your nose and try to dislodge it by wiggling your nose.

Magic Number: Think of a number. Double it. Add 10 and divide by 2. Then subtract the first number. The answer will always be 5.

Brush it off: Put a coin in the palm of the hand and challenge anyone to brush it out with a whisk broom or shoe brush. It is practically impossible.

Leaping Salt or Thread: Put a small amount of table salt on the table. Run a comb through your hair. Then hold comb about 1" above the salt. The salt will leap up and stick to the comb. A piece of thread will move in circles when the comb moves or stands up.

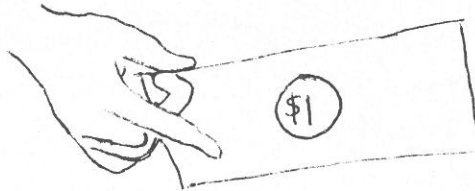
It Can't Be Done: Tell your friends that you can jump backwards farther than they can jump forward. If they do exactly as you do. Prove it by grasping your toes and hopping backwards a few inches. When assuming the same position, they find they cannot budge.

Dime Power: Ask a person in the audience to give you a dime. Place the dime on a table. Give the person a drinking straw. Tell the person to try to lift the dime with the straw. When he or she fails, you say,

"Your straw has no power to lift the dime,
But my magic straw will do it every time."

Take another straw from your pocket and place it over the dime. Suck on the straw. The dime will lift off the table.

THIS IS THE WAY IT WORKS. Put a drop of water on the dime. Place the straw over the drop of water on the dime. Suck up on the straw. As the water is sucked into the straw, a suction will be created, allowing you to lift the dime. Practice this trick to find the right amount of water to make it work.



Breaking a Pencil with a Dollar Bill: After stating that you are able to break a pencil with a dollar bill, you prove that it can be done. A pencil is borrowed and someone is asked to hold it firmly as shown. The bill is folded in half lengthwise and held at one end by the finger and thumb. Using it as one would a knife, it is brought sharply down onto the center of the pencil. Immediately the pencil is seen to be snapped cleanly in two. The secret is to extend your forefinger at the precise moment of impact with the bill. It is the finger which breaks the pencil and not of course the bill. But you make a great play of carefully creasing the bill so as to give a knife edge, and make one or two feinting moves before you finally bring it briskly down onto the pencil. It is important to tell the spectator to hold the pencil absolutely firm between his two hands. Withdraw the finger as soon as the bill has passed through the two halves.

MAGIC TRICKS

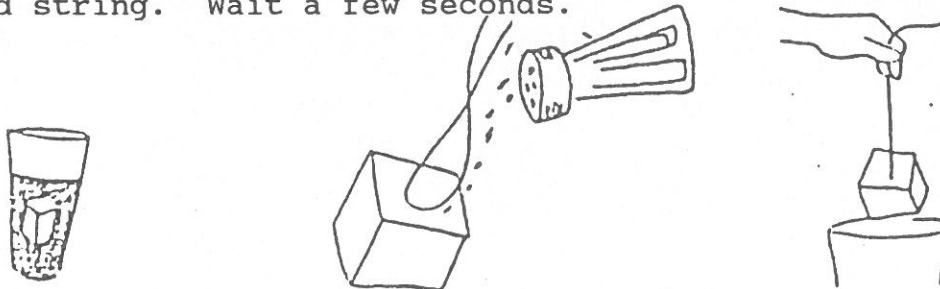
LASSO AN ICE CUBE

You will need:

Glass of water	{picture of boy with
Ice cubes	cube}
Cotton thread	
Salt shaker on table	

1. Tie a 1 or 2 inch loop in the end of a piece of thread. Ask the boys if they can lasso an ice cube and remove it from the glass, without using any fingers. Let them try it for a while. After they've all tried unsuccessfully, step in and show them how.

2. Simply lower the loop onto the exposed surface of an ice cube. Try to get it as flat as you can. Then sprinkle salt on top of the cube and string. Wait a few seconds.



3. The salt on the ice cube will freeze the string to the cube. All you do now is carefully pull the string up and the cube will come up with it.

SLICK TRICK

Put a quarter and a dime in a wine glass.

Now blow sharply done the inner side of the glass and see what happens!

Answer: The coins will flip over so the dime will be on the top.

BERNOULI'S PRINCIPLE

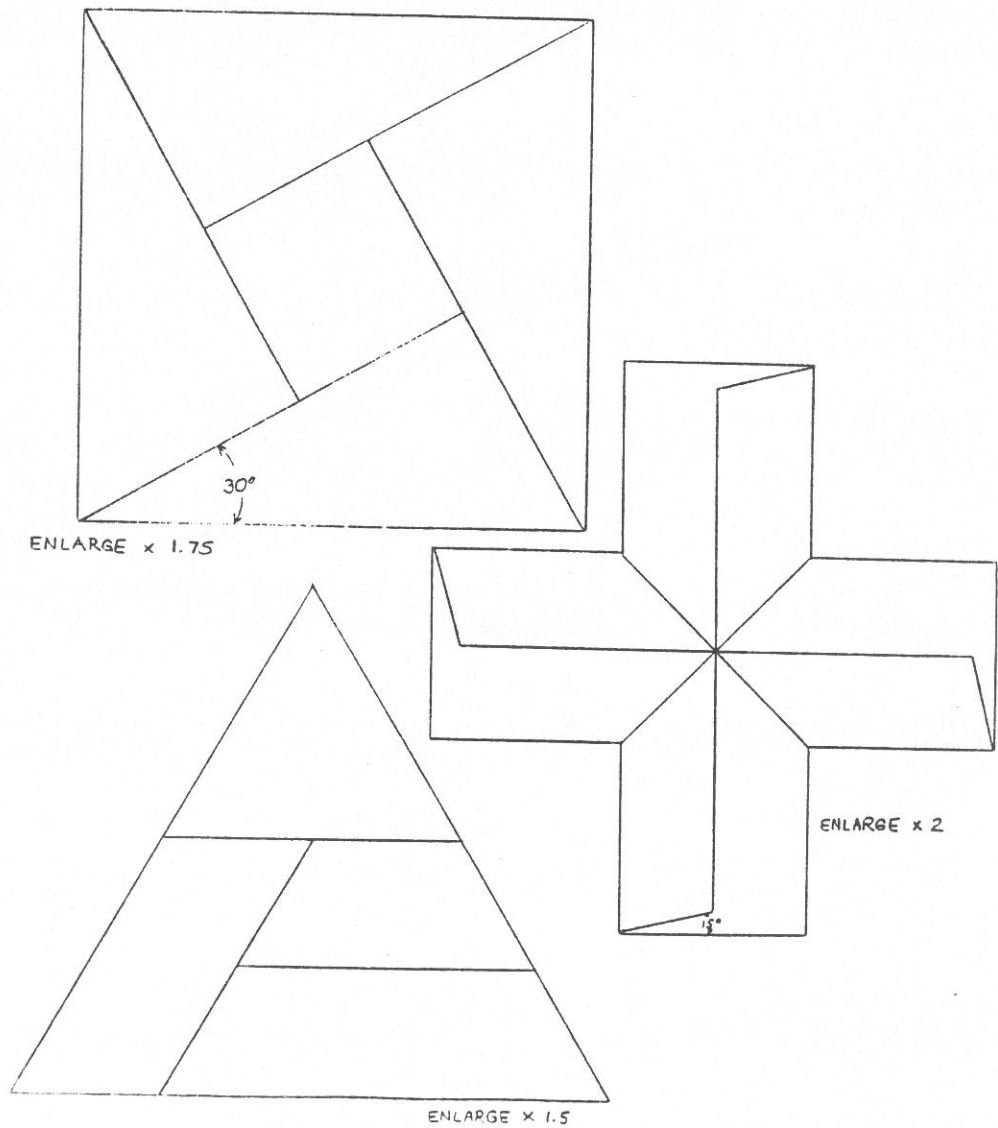
Tent Flattening Trick: Here's a simple demonstration fo Bernouli's Principle. Fold a 5" X 8" piece of paper into a pup tent shape and place it on a table. Now blow through the tent. Does it blow away? No? Why not? The moving air stream through the tent bring down the air pressure. The greater pressure above the tent pushes it down and prevents any horizontal movement.

DANCING CENTERPIECE

Your Cubs will enjoy this novelty. Fill a goldfish bowl with 2 parts water and 1 part vinegar. Slowly add 1/2 cup baking soda for each cup of solution. Drop in 5-6 mothballs. They will begin to bounce up and down mysteriously due to the formation of carbon dioxide on the outside of each ball. Try adding a small scene in the bottom of the bowl and/or adding food coloring.

PUZZLES

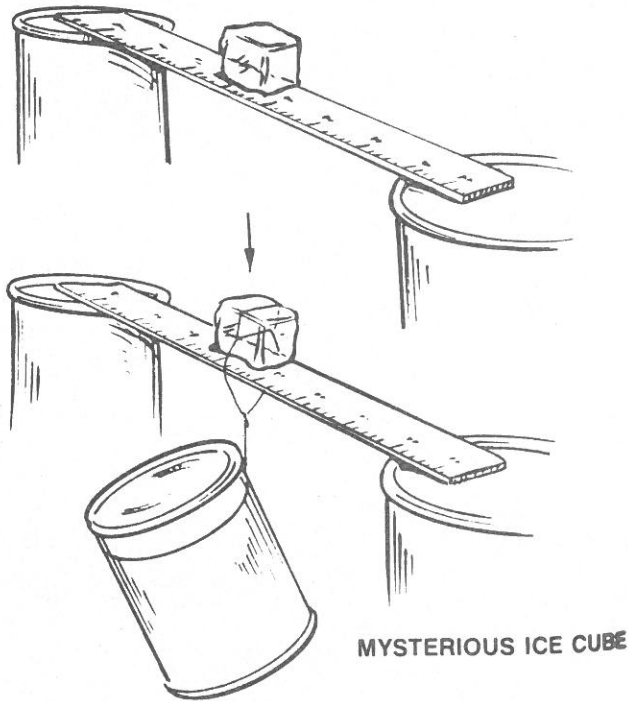
Cut these puzzles from plywood or cardboard as shown. Mix up the pieces and see who can be the first to put them together.



Mysterious Ice Cube

A woman cannot be sawed in half but a similar trick can be done with an ice cube. Balance a ruler between two tall cans. Put an ice cube on the ruler. Twist an end of a long piece of wire around an unopened soup can or other heavy object. Run the wire over the ice and fasten the other end to the can so that it's suspended.

Soon the wire will pass through the ice cube, but the ice cube won't be cut in two pieces. Has it been split in half? It is still in one piece?



SKITS



THE PIRATES AND THE SCOUT
(A Skit)

CHARACTERS: Scout, Pirate Captain and several pirates, one named Smythe.

SETTING: Pirate ship with large plank pointing toward audience, pirate flag. As skit begins, pirates are forcing Scout toward plank.

CAPTAIN: You have been found guilty of doing "Good Deeds" and I am sentencing you to walk the plank. Do you have anything to say for yourself? (Pirates begin to blindfold his eyes with his neckerchief).

SCOUT: Yes, did you know that as a Scout I have learned to tie numerous knots? Here, let me show you. (He ties his own blindfold on).

PIRATE 1: Gee, Captain, look at that neat know. His blindfold is staying up all by itself!

PIRATE 2: We never had a blindfold do that before.

SCOUT: (Raising blindfold) And your plank is covered with splinters. In scouts we learn to work with wood and sand it real smooth. Why, with a little time and some sandpaper, I could show you how to sand and paint this plank and make it the pride of your ship.

PIRATE 3: Then you wouldn't get splinters in your...your...when you sun bathe on the plank!

CAPTAIN: (Rubbing bottom) That would be nice.

SCOUT: And I couldn't help noticing how bored your crew is...we learn all kinds of games and songs in Scouts. You'd be surprised how much fun it would be to sing and play games.

PIRATE 1: We could play games while we watched our enemy's ships sink into the sea!

CAPTAIN: (Obviously mulling over the Scout's words) Hmmm, there may be something to this Scouting. Smythe!

SMYTHE: Aye, Captain! I know, march him down the plank!

CAPTAIN: No, no, no...He's much too valuable...he's just chock full of great ideas and skills...

PIRATE 2: Then we make him one of the crew? Force him to joint?

CAPTAIN: Better than that...we'll join him! We'll become Scouts!

SCOUT: I can be your Den Chief!

CAPTAIN: Fine...but I'm STILL the Captain!

(All cheer and lower the pirate flag and raise the Scout flag.)

OUR FLAG

ACTORS: 3 persons
COSTUMES: Cub Uniforms.
PROPS: Red poster board 2 X 4 feet, three white stripes 3 feet long, three white stripes 4 feet long (all stripes should be 6" wide), a piece of blue paper 1 X 1 foot with 50 stars on it, a poster stand or chair, two red stripes 1 foot in length, two white stripes 1 foot in length, book or folder, tote bag.

Skit opens with the Queen Anne flag on a poster stand or chair. A Cub Scout is standing next to it admiring it.

Cub Scout 2: What's this (points to the flag)?

Cub Scout 1: The Queen Anne flag, the merchant flag of England.

Cub Scout 2: Don't you think it would look better if we added something to it (both look at it)?

Cub Scout 1: Yes.

Cub Scout 2: (Pulls out six white stripes from the bag.)

Both Scouts put the white stripes on the flag.

Cub Scout 3: (Walks in carrying a large book or folder) What's this (points to the flag)?

Cub Scout 2: The Grand Union flag. It was raised over George Washington's headquarters.

Cub Scout 3: I think it would look better if we added stars instead of so many stripes.

Cubs 1 & 2: That's a good idea.

Cub Scout 3: (Takes out the blue piece of paper with the stars on it and places it over the other blue area to form the U. S. flag of today.) This is our flag that stand for more than I can say. (all agree and leave the stage.)

THE SECRET WEATHER FORECASTER
(A SKIT)

This skit does not require elaborate costuming. The boy that plays the forecaster can wear a white lab coat or a large name tag that says "Weather Forecaster". The other Scouts can wear their uniforms. The props should include a cardboard "Super Forecaster Computer" and perhaps other props as suggested by the script. A table with a sign that says "Secret Weather Forecaster" should be separate from the other props and on it will be a box or cloth that covers a rock tied to a string.

FORECASTER: Welcome Scouts to our National Weather Forecasting Laboratory. My name is Mr. Weather and I'm here to show you all of our sophisticated equipment.

SCOUT 1: Gee, this looks real fancy.

SCOUT 2: I bet you have to be a genius to work all that equipment.

SCOUT 3: What does all this stuff do?

FORECASTER: I'm glad you asked that ...this is our "Super Forecasting Computer". We receive millions of reports each day about the weather all over the world. We have hundreds of weather watchers that scan the skies and send us information on the weather.

SCOUT 1: That must take a lot of time.

FORECASTER: Yes, but we don't stop there...we monitor the weather with satellites, too. Each satellite sends up millions and millions of bits of information about the temperature, cloud formations, precipitation.

SCOUT 3: And you feed all that into the computer?

FORECASTER: Right...and then we formulate an accurate and descriptive forecast for the entire world from this office.

SCOUT 2: Does that include our little town?

FORECASTER: No, no...we use a much more accurate system for our town...it's our secret forecaster.

SCOUT 1: Show us, show us...we won't tell.

SCOUT 2: We're good Scouts...so we'll keep your secret.

The Secret Weather Forecaster (Continued)

FORECASTER: Okay, okay...(removes rock on string from table) this is how we tell what the weather is and what it will be...we stand outside and hold this rock out from our body at exactly 29.2 degrees magnetic. Then we count to one hundred and look at the rock. If it is moving back and forth, we know that it is windy and that a weather change is on the way. If it hangs straight down and drips water, we know that it is raining. If it casts a shadow, we know that it is sunny. If it's white on top, we know that it is snowing. If it hangs straight out to the side, we know we are having a terrible windstorm. And if it hangs straight down and does not cast a shadow at all.. we know that it is night and we have worked overtime.

SCOUT 3: Wow...now we know the inside story...

OUR FEATHERED FRIENDS

CHARACTERS: Robin, Blue Jay, Mockingbird, Song Sparrow, Woodpecker, Goldfinch, Wood Thrush, Cardinal.
(all wear bird masks). Any characters can be eliminated to fit the number of boys in the den.

SETTING: Outdoor scene, with trees and bushes. Birds enter one by one, flitting around, flapping arms. Each boy can speak his own lines, or a narrator can read the script. (Be sure boys can be heard from behind masks, if they speak their own lines). Audience can be asked to identify birds, or boys can hold signs with their names to be revealed at the appropriate time.

ROBIN: Before the spring has time to wake, and daffodils are yellow, my black and russet red appears. I'm quite a cheerful fellow. Who am I?

BLUE JAY: I make a sound like tinkling bells or raise my crest and scold; my blue coat's trimmed with black and white, I am a handsome robber bold. Who am I?

MOCKINGBIRD: Demurely dressed in grey and white, my nature's one of fun; I love to tease my feathered friends, and mimic them one by one. Who am I?

SPARROW: My cousins chirp in city streets, but I dislike the town; in spring you hear me sing, and see my dark breast streaked with brown. Who am I?

WOODPECKER: Rat-tat-tat, rat-tat-tat. I beat a loud tattoo, my back is black, my front is white, my red cap's in full view. Who am I?

GOLDFINCH: For me, no cage inside the house, as I dart there and back; I wear the tint of precious ore, smartly trimmed in black. Who am I?

THRUSH: I hide among the shrubbery, with spice-brown colored coat; and poets praise my evening song, that springs from spotted throat. Who am I?

CARDINAL: My name suggests great dignity, my colors the brightest hue, in summer or in winter, I bring Christmas red to you. Who am I?

WHERE ON EARTH IS SPRING?

CHARACTERS: Oak, Flower, May, Bear, Springs, any number of boys.

SETTING: A woods in deep winter. In the background is a city skyline with smoke stacks belching black smoke into a gray sky. Characters can simply wear signs identifying them or other costumes. All actors are on stage except May, who enters as curtain opens.

MAY: (Wears jogging suit with "May" written on back...Comes onstage).

OAK: We're glad to see you, May. But where is Spring?

MAY: Didn't April tell you? Well, I hate to bring bad news, but Spring refuses to come this year.

FLOWER: What have we done to insult her?

MAY: No, no, it isn't your fault. It's those human beings. You know how much trouble Spring goes to each year. Why, she makes the world an artistic masterpiece. But human beings don't appreciate all that. (Sadly recites poem.) They have blackened the air of the skies hue and fair, They have muddied the pure crystal waters, They have littered the earth from her poles to her girth, Now the whole world must shudder and shiver. Oh, Spring will not come now.

Oh, no, Spring will not come now.

ALL: The trees and flowers will never bloom again. There will be no more Spring now, no never.

FLOWER: Oh, No! Snow in July!

OAK: And icicles in August. Can't something be done to make Spring change her mind?

MAY: Maybe Spring will change her mind if human beings change their ways. Wake up, Bear! He will speak to the people. (May jogs offstage).

ALL: Wake up, wake up, Bear!

BEAR: (He has pretended to be asleep, as if in hibernation) Grr! How dare you wake me in the middle of February!

OAK: But it's the first of May, Bear!

FLOWER: Spring is not coming at all this year.

BEAR: Spring's not coming? Why?

OAK: It's those humans again. They've made such a mess of the earth that Spring won't come.

BEAR: Grr! I don't blame her. I've visited the National Parks. Spring put on a grand show last year. But human beings threw garbage all over the grass!

OAK: But it isn't fair for Spring to punish the trees and flowers. It's not our fault that the earth is a mess.

BEAR: Very well. Let's try. (Singing and dancing to the tune of Camptown Races--If desired, song can be pre-recorded on tape and tape played while Bear dances...)

BEAR: If you want sunshine, birds, and bees,
clean up, clean up.

If you want blossoms in the trees,
Please clean up now.

Bring your brooms and rakes,

Muscle's all it takes,
I'll bet my honey you can clean things up,
Before Red Robin wakes.

FLOWER: (To audience) If you heard Bear, clap your hands loud!
Louder! Make Spring hear you!

BOYS: (Enter, carrying brooms and rakes. They begin to clean
up as they sing).

We do want sunshine, birds, and bees,
We'll clean up, we'll clean up.
We do want blossoms on the trees,
We,ll clean up now.

Here are brooms and rakes,
Muscle's all it takes.
We'll bet our money we can clean things up
Before Red Robin wakes.

OAK: Spring, we're waiting!

FLOWER: Listen! Red Robin is awake!

OAK: And I do believe the sun is beginning to shine. Spring
is coming!
(ENTER SPRING)

SPRING: Greeting, my children. You have made a good start
toward keeping the earth as clean as a robin's
whistle. Keep up the good work!

LET'S TAKE A MOON WALK

This can be done by a den as the Narrator reads. The Moon Walkers stand on a bare stage. They make all the movements in place.)

Ladies and gentlemen, welcome to the moon. Meet the astronauts. (Boys smile and wave to the audience.) They are ready to begin a moon walk, and we'll be watching their adventures. There they go. (Boys start plodding in place.)

They have come to a steep hill. That's going to be a hard climb. (Boys bend forward as if climbing. They go slower and slower.) They made it. (Boys stand still and straight.) What a lovely view. (Boys imagine they have on a bubble helmet, shield their eyes a few inches from their heads and look around.)

Now they're ready to go down. Be careful. (Boys slip and slide as if plunging downhill.) They must be out of breath. (Boys hold hands on chests, breathe heavily.)

Now they're entering a crater (Boys plod along.) They seem to be having trouble with all that dust. (Boys walk like in deep snow.) Now what? (Boys halt, look at the ground, get very excited, point to one place.) What do they see? Could it be...yes, it is. It's a moon rock.

Oh, oh, watch out. (Boys look at the sky, start running swiftly in place.) It's a looney-bird. (Boys wave arms as if battling off bird.) They've scared him off. (Boys act exhausted, walk droopily.)

It looks like it's time for a cool refreshing drink. (Boys take out a squeeze bag, screw it onto helmet, act like sipping through a tube.) That Tang really hits the spot on the moon. Okay, astronauts, on your way. (Boys plod gaily.)

Oh, oh. There's a big crack. They will have to jump across. They are ready...now they... jump. (Jump together in very slow motion.)

They all made it. (Boys stand there, act disturbed.) What's the matter now? Are they lost? Is the left way the right way? (They turn to the left and right as Narrator says these words.) I mean..maybe the right way is the wrong way and the left way is the right way. (Boys turn in circles, some to the right, some to the left.) Stop that. Just go straight ahead. (Boys start plodding again.)

Let's Take a Moon Walk (continued)

Look at that crooked ravine ahead. Nothing but twists and turns. (Boys twist and turn in various directions as they plod. Narrator sighs.) I'm glad that's over--I was getting dizzy. (They resume their forward plod.)

Looks like they found the way--there's the space ship. (Boys run in slow motion.) There they are, safe and sound. (Boys sit down.) Say astronauts, now that you've reached the ship, what are you going to do next? (Boys grin broadly. They stand up, face one side of the stage, start walking in place again.) You mean--(Boys vigorously nod their heads.) I'm sorry folks, but I just can't keep up with them any longer. Good-bye, astronauts. (Boys plod off stage, waving farewell to the audience.)

CHEESY PLANET

CHARACTERS: 3-4 astronauts (have helmets), 2-3 mice.

PROPS: Green rocks.

SCENE: Astronauts on another planet.

BOB: Looks like they sent us here for no reason.

JACK: Yeah. There's no life here.

PAUL: (Taking off helmet) But there's air here. We can breathe. (all take off helmets.)

JACK: What are these green things?

STEVE: Don't know. There's no plant life around and no weather either.

JACK: (picking up rock) Look at this. It smells like cheese.

PAUL: (feeling rock) It feels like cheese.

STEVE: Taste it.

JACK: Not me!

BOB: I will (takes one bite and then another) It is cheese. It's delicious. (All take bite and comment on how wonderful it is.)

PAUL: I wonder what kind of life cheese might support.

STEVE: Mice

JACK: or rats.

BOB: I don't see any (looking at ground).

ENTER MICE

FIRST MOUSE: You're eating our food.

JACK: This might be where Mickey Mouse is from.

PAUL: Let's get out of here fast.

BOB: Yeah! And we thought there was no life here.

(Astronauts run off stage leaving mice eating cheese.)

THE DEN SPACE SHIP

DEN LEADER: We are going to assemble our rocket for a trip into space. We'd love to have you join us.

(In turn, Cub Scouts walk to the front, showing their letter stop in proper order, and say their piece.)

FIRST CUB: C is for courtesy in Cub Scouting and all though life.

SECOND CUB: U is for unity--in our den, our pack, our school, our church--because in unity we are strong.

THIRD CUB: B stand for bravery in thoughts and deeds.

FOURTH CUB: S stands for safety in all we do.

FIFTH CUB: C stand for church--the one of our choice.

SIXTH CUB: O stands for the outdoors and the beauty of nature.

SEVENTH CUB: U stand for usefulness to our families and other people.

EIGHTH CUB: T stands for truth in all things.

DEN LEADER: Now we're all ready for blast-off. She 'lights fuse'. Fire! (Boys walk off still keeping in order.)

IS THERE LIFE ON OTHER PLANETS?

CHARACTERS: Head scientist and five scientists.

PROPS: One conference-size table, six chairs, several briefcases. Official looking papers scattered over table. Business suit for head scientist, weird masks for other scientists.

SETTING: The head scientist and the five scientists are seated at a conference table with their backs to the audience.

HEAD SCIENTIST: (Rising with back to audience)
Gentlemen, gentlemen. Please come to order. I have called you here today to make an important announcement. I am sorry to tell you that after exhaustive studies, we have come to the conclusion that there cannot possibly be any life on the planet nearest us.

FIRST SCIENTIST: But what about the changes in color from white to green that have been observed on the planet's surface? Don't these indicate weather changes and some kind of atmosphere?

HEAD: All tests show that there is some atmosphere on the planet, but it is not enough to sustain life as we know it.

SECOND: Then how do you account for the ditches or canals which have been seen with our telescopes?

HEAD: Latest viewings indicate that these are merely natural ground formations, and there is no proof whatever that they are made by any living beings.

THIRD: Then we must conclude that the flying saucer stories are all hoaxes?

HEAD: No, of course not. Most of these sightings have perfectly logical, scientific explanations, and the rest are the direct result of mass hysteria.

FOURTH: Then all the strange sounds picked up on radio receivers come from our own transmitters or are produced by atmospheric pressures?

HEAD: I'm afraid so.

FIFTH: I, for one, am extremely disappointed. I've always been sure we had neighbors on other planets, or at least on the one nearest to us. Perhaps not life as we know it, but some kind of intelligent life, totally unknown to us.

HEAD: Gentlemen, I am going to adjourn this meeting. I can see no point in discussing this matter further. The tests have been so conclusive that any intelligent person must accept the fact that there is no life on...

ALL: (turning to audience to reveal weird masks or make-up)
EARTH.

VISIT TO AN AVIARY

- CHARACTERS: Cub Scouts wearing costumes to represent the birds listed below. Narrator.
- NARRATOR: Tonight we would like to take you on a visit to an aviary where we can meet some of our fine feathered friends. (He introduces each bird by name as it walks on stage in turn.)
- WOODPECKER: (Makes noise like Woody Woodpecker). If you sit in my tree I can shake you up! (Nods head like he's pecking and exits.)
- CROW: (Comes in with bright trinket in beak) I'm a bit of a rascal, you know. Just a scavenger at heart.
- HUMMINGBIRD: (Darts back and forth very quickly as he flies in, fluttering wings very rapidly and making soft humming sounds. He speaks quickly but distinctly) I'm always coming and going...coming and going. Must hurry to find some sweet, sweet nectar.
- OWL: (Comes out very calmly and slowly, blinking wide eyes slowly and looking straight ahead with expressionless face.) The less I speak, the more I hear. The more I hear, the more I know.
- PEACOCK: (Struts in slowly, head high, and speaks in proud manner.) My family is in show business, you know. Have you seen us on TV lately? NBC is the channel (Struts off in same proud manner.)
- CARRIER PIGEON: (Has message strapped to leg and speaks as though out of breath from hurrying.) I'm just resting in flight. (Pulls compass out from under wing and looks at it.) Have to look at my trusty compass every hour or so. Must be on my way again to get the message through.
- PELICAN: (Waddles or struts as a pelican would.) I am a pelican. My mouth can hold more than my belly can. Have you seen anything fishy around here?
- PARROT: (Speaks to narrator) I've never been owned by a sailor, so don't worry about my language. (To audience) I wish someone would offer me something else besides crackers!
- CUCKOO: (Comes out with a branch of tree in front of him. Makes soft cuckoo sound) I am heard more than I am seen. I have to be careful or I may end up in a clock.
- NARRATOR: (As nondescript bird walks on) What kind of bird have we here?
- NONDESCRIPT BIRD: (Has an alarm clock around his neck and long dangling worm of exaggerated size in one hand. He flaps wings a couple of times and gives an excited squawk as he walks on excitedly) I'm the Early Bird...and I've got the worm!

WILFRED, THE WOODY WOODPECKER

CHARACTERS: Narrator, Wilfred Woodpecker in costume, any number of boys as sound effects men.

ARRANGEMENT: Boys doing sound effects are backstage with a microphone. Be sure to practice so that sound effects are used at the right time. Boys should have a copy of the script.

NARRATOR: Once upon a time, many years ago, there lived in the deep forests of Massachusetts a very famous family of Woodpeckers. There was Ezra, Hezekial, Ezekial, Daniel, Hawthorne, and the Carbunkle. Down through the ages this family increased in numbers, in strength and in wisdom, until we come to the day when we find the hero of our tale. (Ta-da, da, da, da, da--big fanfare). Wonderful Wilfred, the Woody Woodpecker. (Wilfred comes on stage and bows.)

Now Wonderful Wilfred was no ordinary Woodpecker. (Sound effects boys shout NO) He was smart. He was Wonderful Willy, the wisest of the Woodies. While the soft breezes blew outside (newspapers rustling) you could hear his brothers and sisters tapping away on the inside of their nest. (Tap tow blocks of wood together). But not Willie. He just sat there and rubbed his beak back and forth, (rub table knife on stone while Willy pantomimes).

When their mother would bring them food, you could hear Wonderful Willy and his brothers and sisters close their beaks hard on the food. (snap hands loudly while Willy pantomimes) and then Willy would sit there and rub his beak back and forth. (sharpen while Willy pantomimes)

At last came the day for them to leave their nest, and you could hear the brothers and sisters take their last peck at their home before they left. (sharp tap with wood block) There was Delilah (tap blocks), there was Ozzie (tap blocks), there was John (tap blocks), there was Ruth (tap blocks), and at last Wonderful Willy (fanfare). He hopped up into the doorway, put his hand out, looked around, selected the mightiest tree in the forest and flew directly to it. (Willy looks around then scurries across stage) All around you could hear the tapping of his brothers and sisters. (Tap blocks)

But Wonderful Wilfred, the wisest Woodpecker of them all, didn't waste his time. Once more he rubbed his beak back and forth (sharpening sound) until it shone for miles around. He reared back, and with one might swipe of his beautiful beak, he cut the tree in two. (Boys yell TIMBER. Wilfred looks astonished and runs offstage.)

CIRCUS DAZE
(Sound Effects Stunt)

Divide audience into four groups to respond with sounds as the narrator reads the story:

DEN LEADER: Give Cub Scout sign and say "sign's up."

LIONS: Roar-r-r-r

CALLIOPE: Um-pah-pah, Um-pah-pah

COTTON CANDY: Yum-yum (rub stomach)

CIRCUS: All groups make their sounds at the same time.

One day a DEN LEADER...was getting weary from trying to keep her Cub Scouts quiet. She decided they needed something different to do. She thought for a long time and finally she had the answer! The CIRCUS...was coming to town. Here was a chance for the DEN LEADER...to spend a nice, quiet, relaxing day at the CIRCUS...with her den of Cub Scouts. She knew the boys would enjoy watching the LIONS...perform with their trainer, and listening to the CALLIOPE...music while eating some COTTON CANDY... She was sure there would be no problem in keeping the boys quiet.

So, off they went for a relaxing day at the CIRCUS...to get away from the noise of energetic Cub Scouts in the den where they were so full of vim and vigor.

The boys had a wonderful time watching the LIONS...perform, and they really enjoyed the COTTON CANDY...and the CALLIOPE...music. However, the DEN LEADER...found that the CIRCUS...was not as quiet and relaxing as a den meeting with eight energetic Cub Scouts. The noise of the LIONS...roaring and the clamor of the CALLIOPE...music made the DEN LEADER...feel like she was in a daze. It was then that she really began to appreciate her Cub Scouts. She knew she would rather listen to their shouts and laughter any day instead of the CIRCUS...noises with the LIONS...and the CALLIOPE...music.

That afternoon, it was a happy and tired group of Cub Scouts who came home from the CIRCUS..., full of COTTON CANDY...and talking about the fierce, roaring LIONS... The catchy tunes of the CALLIOPE...music were going through their heads. But the smiles on their faces showed they had really enjoyed the CIRCUS... And the smile on the DEN LEADER'S...face showed that she was glad to be home with her group of Cub Scouts. It was a relief to hear only the den noises. It seemed that the CIRCUS...was just the change she needed!

CLOWNS

ACTORS: 4-8 Persons

COSTUMES: Circus uniforms if desired.

Skit opens boy pretending he's cracking a whip. Second boy comes in.

SECOND BOY: What are you doing?

FIRST BOY: Practicing.

SECOND BOY: Practicing what?

FIRST BOY: Practicing my act as a lion trainer.

SECOND BOY: Where's your lion?

FIRST BOY: He hasn't arrived yet.

SECOND BOY: I can pretend to be your lion.

FIRST BOY: That's a good idea.

Second boy gets down and pretends to be a mean lion. The first boy starts practicing his act. Finally a group of boys come in, watch for a few minutes and then start to laugh. Then one of the group members says to the others: "This must be the place, we've found the clowns."

PEANUT PROBLEM

This playful advice is fun to act out as a group. Lead your group through the motions, then let them take the lead.

(Say this very solemnly):

There are 3 ways to get peanut butter off the roof of your mouth. One way is to shake your head back and forth.

(Shake your head vigorously.)

If that doesn't work, you could blow it off.

(Blow)

If that doesn't work, you could scrape it off with your finger.

(Scrape it off)

There are 3 ways to get peanut butter off your finger. One way is to shake it off.

(Shake finger vigorously.)

Another way is to blow it off.

(Try blowing it off.)

If that doesn't work, you can scrape it off with your two front teeth.

(Scrape it off with your front teeth.)

There are 3 ways to get peanut butter off your two front teeth. (And on and on and on.)

THE PUMPKIN PRINCESS

Audience makes noise each time word is read:

Princess--aah

Ghost--ooohhh

Black Cat--howl

Wicked Witch--laugh

Once upon a time there lived a Pumpkin PRINCESS... She lived in a haunted castle with her BLACK CAT... The Pumpkin PRINCESS...was kept busy most of her days watching Mork and Mindy, playing Pacman on her video TV and eating pizza. She and her BLACK CAT...liked pepperoni the best. One day while she was playing Pacman, one of the GHOSTS... jumped right out of the TV. The Pumpkin PRINCESS...almost fainted. Her BLACK CAT...started to hide under the couch. "Wait!" said the GHOST... I'm not hear to scar you. I wanted to warn you that the WICKED WITCH... is coming to take your castle away from you. This is the only haunted castle in Missouri and she wants to live here."

The Pumpkin PRINCESS... didn't know what to do. Suddenly there was a loud knock. The GHOST slowly opened the door and there stood a broom. Then with a loud crash the WICKED WITCH...landed in the fire place. She had jumped down the chimney, while her broom had knocked on the door.

Dusting the soot from her black cape, the WITCH...said, "All right Pumpkin PRINCESS...I want you, your BLACK CAT..., and that GHOST...out of ths haunted castle in one hour or I'll turn you all into frogs.

"Yuk," said the Pumpkin PRINCESS..., "I hate green. Orange is a much prettier color."

The GHOST...said, "Look, there's plenty of room for us all. Why we'll even let you play with our video games."

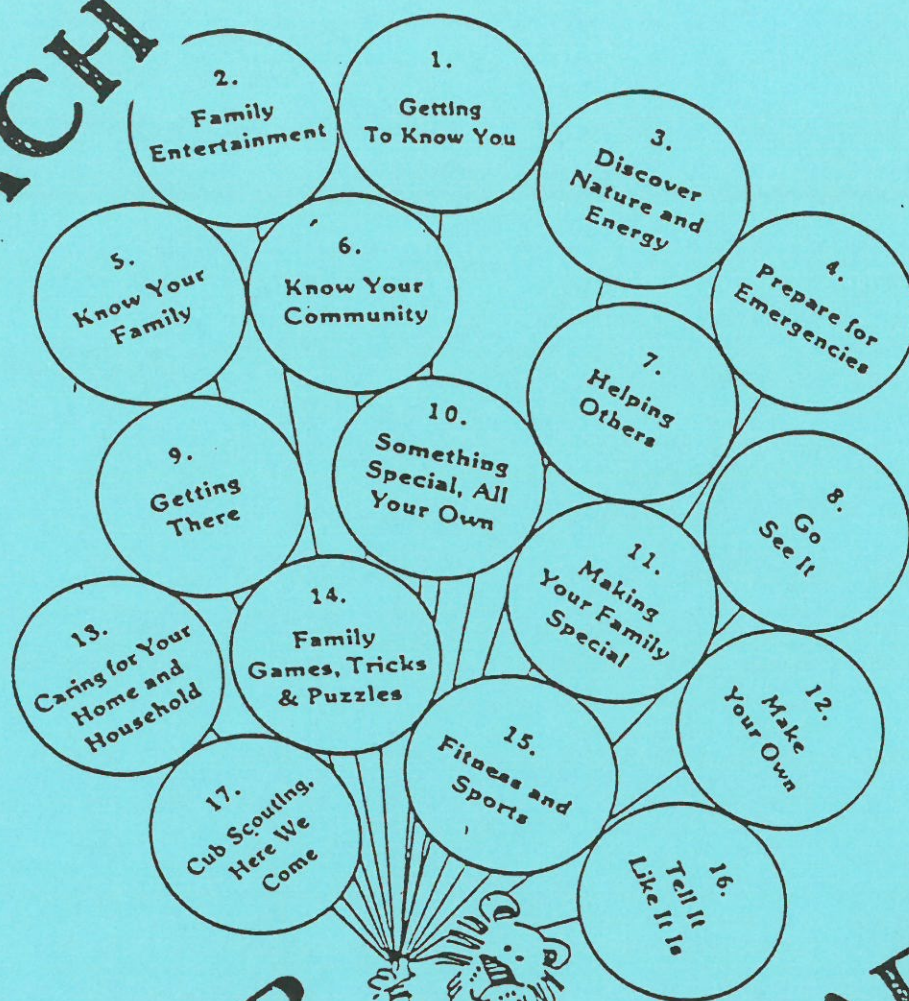
"You've got video games?" the WICKED WITCH...was ringing her hands in delight.

"Sit right here and start playing Frogger. I bet it's your favorite." said the PUMPKIN PRINCESS...

Well, the CLACK CAT...knew just what the GHOST... and the PUMPKIN PRINCESS...were up to. While the WICKED WITCH...was busy playing Frogger, the three of them quietly snuck up on her broom. The PUMPKIN PRINCESS...grabbed it and pointed it straight at the WITCH... The GHOST...said the magic word "Nintendo" and zapped the WICKED WITCH...right into the video screen. She's still there to this day dodging logs and trucks and will never again bother the PUMPKIN PRINCESS..., her BLACK CAT..., or the GHOST...AGAIN.
the PUMPKIN PRINCESS...

Well, the CLACK CAT...knew just what the GHOST... and the PUMPKIN PRINCESS...were up to!

SEARCH

- 
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

DISCOVER

SHARE

TIGER CUB PROMISE

I promise to love God, my family, and my country and to learn about the world.



TIGER CUBS

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TIGER CUBS

TIGER CUBS is an exciting program for 7-year old boys and an adult member of his family, or an adult friend of the family.

The program calls for equal participation from the boy and the adult. The Tiger Cub program stresses fun, activity, and the building of relationships between the boy and the adult as well as among the Tiger Cub group.

Tiger Cub groups are organized by the chartered organization and the Cub Scout pack. A member of the pack committee acts as the "organizer". The group meets once a month with both the boys and the adults present. The leadership for the monthly activity is rotated among the adults of the group. Most meetings involve an activity or a field trip. Twice a year the Tiger Cub group meets with the pack - at the annual Blue and Gold Dinner and as they graduate into the pack in June or August. Once the "organizer" has the group formed and going, he/she does not have to meet with them on a regular basis, but should keep in contact. The group is affiliated with the Cub Scout pack but meets separately. Tiger Cubs is a one year program that follows the school year, after which the boy is eligible to join Cub Scouting.

The program is designed around 17 different program themes called "BIG IDEAS". Bid Ideas include such topics as "Know Your Community", "Fitness and Sports", "Prepare for Emergency" and "Family enrichment". Listed with each idea are suggested activities for individual families as well as the Tiger Cub group.

There are two basic pieces of literature for the program.

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

The only uniform is the iron-on emblem that goes on a shirt or T-shirt for both the adult and the boy. The emblem consists of an adult tiger and a tiger cub, symbolic of the fact that the program stresses equal participation.

When using the 17 Big Ideas--still share ideas and hosting however you want to do it. This program is flexible and still structured enough to give the planners lots of ideas.

All Tiger meetings should be structured in the following way

- 1.) Opening
- 2.) Search
- 3.) Discover
- 4.) Share
- 5.) Closing

It has been proven that units who sponsor a Tiger Cub group or groups have no problem getting leaders the following year. Most Tiger Cub parents are used to participating with the boy and are glad to join the pack.

TIGERS CUBS IN THE PACK

Sometime in March or early April the Cubmaster and Pack Tiger Cub Group Organizer need to plan to meet formally with the Tiger Cub group. The agenda of the meeting should be based on Tiger Cub Big Idea #17- 'CUB SCOUTING, HERE WE COME.'" It is a time to discuss Cub Scouting and how the program works. New Cub Scout parents need to know some details to help make the transition a smooth one. The meeting should actually serve as their orientation into the Cub Scout Pack. During your presentation, remember to cover the following items.

- * Cub Scout program in general
- * A little history-scouting and the pack
- * Pack organization
- * Purpose of the Program
- * Leadership responsibilities (Recruit, don't threaten)
- * Meeting schedule
- * Registration and Boy's Life fees
- * Advancement procedures
- * Uniform needs

A thorough orientation of the program will help parents feel more comfortable as well as get the Tiger Cubs excited about advancing into Cub Scouts. Remember as part of "Cub Scouting, Here We Come", the Tiger Cubs are already working on their Bobcat requirements. As soon as they are graduated into Cub Scouts they can receive their first award.

Invite the Tigers to as many Pack meetings as you need. Remember these are little guys and aren't going to be as interested in the meeting as the older boys. Also, there should be some recognition for the boys at the Pack meetings--they shouldn't be the only scouts at the meeting that don't receive something! Allow Tiger to participate at the Pack meetings--don't treat them like guests--involve them in the meeting.

RECOGNITION IS NOT THE SAME AS ADVANCEMENT

Tiger Cub Recognition--

Verbal

- Call each boy by name
- Make an effort to get to know each one

Chart

- Mom and Dad use it at home--set this up with the co-ordinator so that each group is doing the same thing.

Paw Prints

- Take out of packets before you give them to the parents
- Present to kids as recognition (Even at Pack meetings)
- They are for participation--can put on their shirts anywhere
- Decide ahead of time how the Tigers can earn the Paw Prints and where they will be awarded.

Certificates

- Give at School Night
- Give at the first Pack Meeting they attend

Patches

- Give as a welcome or a graduation give

Beads

- Great motivator--Make each bead meaningful and relative to the activity of the month. When awarding the beads, award one for the boy and one for the adult partner. These can be put on a necklace type totem or a belt totem.

THINGS TO GO SEE AND DO

- Attend a Halloween Party
- Attend a Christmas party
- Go Roller Skating
- Visit a Pizza Hut
- Attend a Karate Demonstration
- Visit a Newspaper

Visit a Dentist, Doctor, Hospital
Tour a Car Plant
Visit a Motor Cycle Shop
Go to a Circus
Attend a Ballgame
Go Caroling
Visit a Candy Factory
Go fishing

Ceremonies are very important and the actual graduation ceremony is extremely important to young boys. It makes them feel special and gets them excited about stepping into a new program. This step should never be forgotten. The ceremony should be simple yet nice enough to impress the boys. The Cubmaster should be working with your Pack Tiger Cub Group Organizer to put together the ceremony. A sample ceremony is included in the Tiger Cub Group Organizer Manual. Tigers register with the pack when it recharter, but continue to meet as a Tiger Group until graduation. The former Tiger Cub group should naturally become a new den in your pack. Moving from Tiger Cubs to Cub Scouting should be as natural as moving from wolf to bear. Now is the time to help them get started in the Cub Scout Program.

TIGER CUB CEREMONIES

Opening Ceremony:

What is Tiger Cubs?

- T - time spent building a stronger relationship with a boy and his family
- I - Introducing a boy and his family to Scouting
- G - Getting to know other and ones self better
- E - Entering into a group; being part of something special
- R - Reaching out to one another and getting hands on experience
- S - Sharing and discovering new things and ideas.

This is what Tiger Cubs is all about-SEARCH, DISCOVER, SHARE

A BRIDGE FROM TIGERS TO CUB SCOUTING

Materials: 4 poles cemented into coffee cans
yellow and blue crepe paper
orange crepe paper

Place the four poles on the floor like the four corners of the bridge. Using the orange crepe paper on the Tiger Cub end, attach it to a pole on one side, twist the paper to the middle of the bridge. Tape the end of the orange crepe paper to the yellow and blue crepe paper. Continue twisting the yellow and blue paper to the end of the bridge. Repeat for other side.

TIGER CUB GRADUATION CEREMONY

Materials: Four candles and candle holders
Cub Scout Neckerchiefs (folded)
Neckerchief Tie slides

Personnel: Cub Master
Tiger Cub Group Organizer
Tiger Cub with Adult Partners

Arrangement: Place a table with the candles on it in the front of the room. Ask Tiger Cubs and their partners to come forward and arrange themselves behind the table; facing the audience.

Cubmaster: "Search-Discover-Share" has been the motto of the Tiger Cub Group for the past few months. Exploring new things and places and using this motto in the home, school and neighborhood. (light candle on the left) You and your partner have SEARCHED out

your home and community and have worked together and had fun.

(light candle in the center of the 3 unlit candles) You and your partner have DISCOVERED new things together with family and friends and had a sense of being a part of the community and your country.

(light second candle from left) You and your partner have SHARED with your family, your friends and fellow Tiger Cubs in a way which lets them learn about you and the great things you did together.

Now is the time to make your first move up the Scouting Train into Cub Scouts. (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 your Den Leader. Your parents will help you each step of the way. (boy's name and partner) on behalf of Pack___ I'd like to welcome you. (Tiger Cub Coach's Name) will you bring forward the Den Leader, (name), welcome the Tigers and their partners into the den with the Cub Scout Neckerchief.

Den Leader present neckerchief to the parents who place it around the neck of the boy.

TIGER GRADUATION CEREMONY

(To be done by the Tiger Organizer)

(Call Boys and Partners forward)

For the Past few months, you and your family have explored all sorts of new and exciting things and places. You have taken each part of the Tiger Cubs Motto: "SEARCH, DISCOVER, AND SHARE" and used it in your home, school and neighborhood.

(Light first candle)

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 middle 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 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 have seen and done.

Now... is the time to move along the scouting trail to the next part of the program...Cub Scouts!

(Light last candle)

In Cub Scouting your family is important, just as they will be throughout your whole scouting experience. Support in earning each badge will come from your family as well as from your Den Leader. I know your parents will help you each step of the way.

And now, as you are ready to graduate from tiger cubs into cub scouting, I would like to call forth some Boy Scouts to guide you in your journey across the bridge from Tiger Cubs to Cub Scouts. (Call Boy Scouts by Name) There Boy Scouts are here today to guide you across the bridge into Cub Scouting and in a few short years they will be there to greet you when you cross another bridge and go from Webelos into Boy Scouts. (AS YOU TRAVEL THROUGH THE BOY SCOUT PROGRAM ON YOUR WAY TO EAGLE, PLEASE REMEMBER ME WHEN IT IS TIME FOR YOUR EAGLE CEREMONY AND INVITE ME TO ATTEND. I AM PROUD TO HAVE HELPED YOU WITH YOUR FIRST STEP IN THE SCOUT PROGRAM BUT I WILL BE EVEN MORE PROUD TO SEE THE RANK OF EAGLE SCOUT PINNED ON YOUR CHEST.) When I call your name, please come forward to receive your graduation certificate (option to give patch, slide etc) You will then be escorted across the bridge and greeted by our Cubmaster.

CUBMASTER: On behalf of Pack____. I would like to welcome you to our pack. (Name of Tiger organizer or Den Leader Coach) Will you bring the new den leaders forth and introduce them to the Pack.

SONGS

A TIGER we are, (point to tier on shirt with both thumbs)
A CUB we'll be, (hold up cub scout sign)
After we S E A R C H (point to tiger with both thumbs)

Some help we'll need
But not for long
We'll D I S C O V E R right from wrong (Hold right hand up palm first then left)

So look out S C O U T S (Make scout sign over right eye and look out)
A T I G E R sharing you TEPEE (Bring Scout sign over Tiger on shirt making a tiger in a tepee.)

TIGER CUB SONG
(frere jacques)

Tiger Cubs have fun,
Tiger Cubs have fun,
Search and Discovery,
Discover and Show
Always on the go,
to grow,
Tiger Cubs, Tiger Cubs.

TIGER CUB JODY

Tiger Cub Scouts is our name
We wear orange but we are tame
CHORUS:
Oh, you Tiger Cubs,
Walking down the avenue
Five more steps and we'll be Helping us
thru.
Am I right or wrong, you're
right.

Sound off (1,2)
Sound off (3,4)
Bring it on down, now 1,2,3,4
1-2, 3-4
We are Tiger Cubs, it's true
But soon we'll be the boys in
blue (CHORUS)

TIGER CUB SONG
(Row, Row, Row your boat)

Search, search, search, each day
With you Tiger den,
Discovering and Sharing,
That's the Tiger Way.

HI THERE, TIGER CUB!
(Hail, hail, the gang's all here)

Hi! Hi! Hi! ther, Tiger cub!
We are glad to meet you,
We are glad to greet you,
Hi!, Hi!, Hi!, there, Tiger Cub!
You are welcome to our group.

TEN LITTLE TIGERS

One little, two little, three little Tigers,
Four little, five little, six little Tigers,
Seven little, eight little, nine little Tigers
Ten little Tiger Cub Boys.

HAIL TO TIGERS
(On Wisconsin)

Hail to Tigers! Hail to Tigers:
Best game of them all.
We're a band of jolly Tiger Cubs.
Listen to our call--
Rah! Rah! Rah!
Ever onward, ever forward--
Bringing fun to all!
Here's to the game of Tiger Cubs,
Best of all!

WHERE HAS MY LITTLE TIGER GONE?

Oh where, oh where,
Has my little tiger gone?
Oh where, or where,
Can he be?
With his ears cut short,
And his tail cut long,
Oh where, oh where,
Can he be?

TIGER, TIGER, TIGER
(Twinkle, Twinkle, Little Star)

Tiger, Tiger little Scout.
What are Tigers all about?
Having fun and lots of joy.
Laughing with other Tiger boys.
Tiger, Tiger little Scout.
That's what Tigers are about.

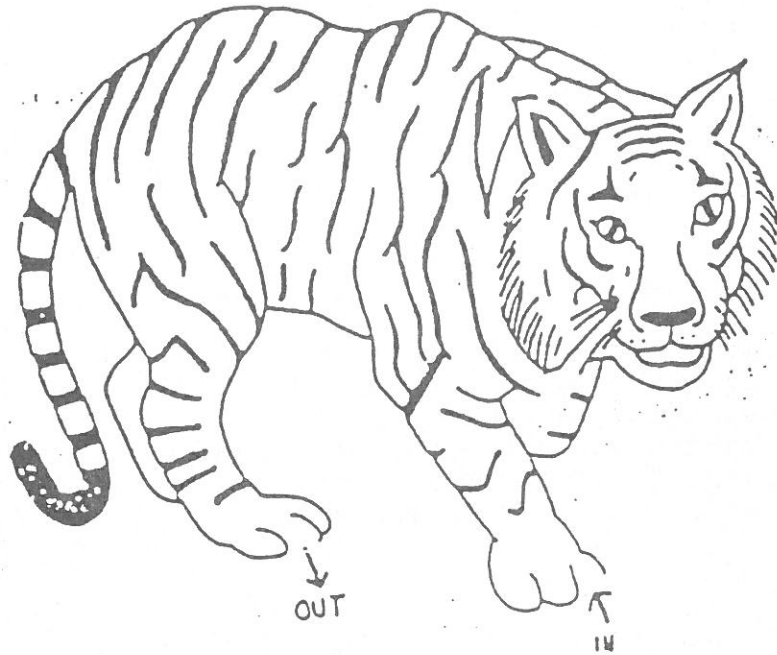
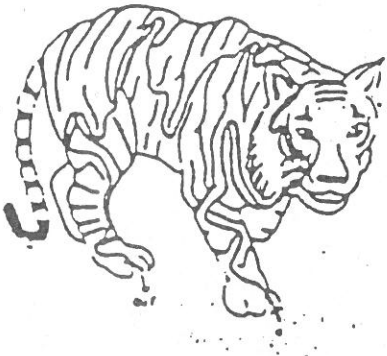
TIGERS WHISTLE WHILE THEY WORK

(Whistle while you work)

Tigers whistle while they work! (whistle)
They pitch right in, and laugh, and grin.
They whistle while they work.
Tigers hum all day at work and play.
They hum a merry tune!
Before they join Cub Scouts,
They have to know the rule
of being courteous and kind,
In both their home and school.
Tigers whistle while they work! (whistle)
they do their bit, They never quit,
Tigers whistle while they work!

MAZE PLACEMATS

Enlarge these mazes and print on your placemats for an activity the banquet goers can do while waiting for things to begin.



TIGER CUB HANDSHAKE "TIGER PAW"

Right hand cup fingers at second joint. Thumb lying along top of hand resting on 3rd, joint of forefinger...making tiger paw..join hands at the pads (finger joints) thumb resting side by side. (shake).

TIGER CUT OUT

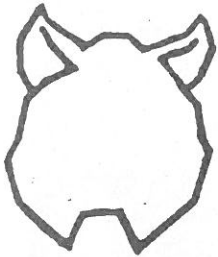
You can cover a styrofoam piece or a shoe box lid with green crepe paper and the glue on green Easter grass. Attach a tiger cut out in the middle. Decorate the tiger on both sides.



THE CUB SCOUT SIGN

THE CUB SCOUT SIGN IS MAKE WITH YOUR
RIGHT HAND HELD HIGH ABOVE YOU

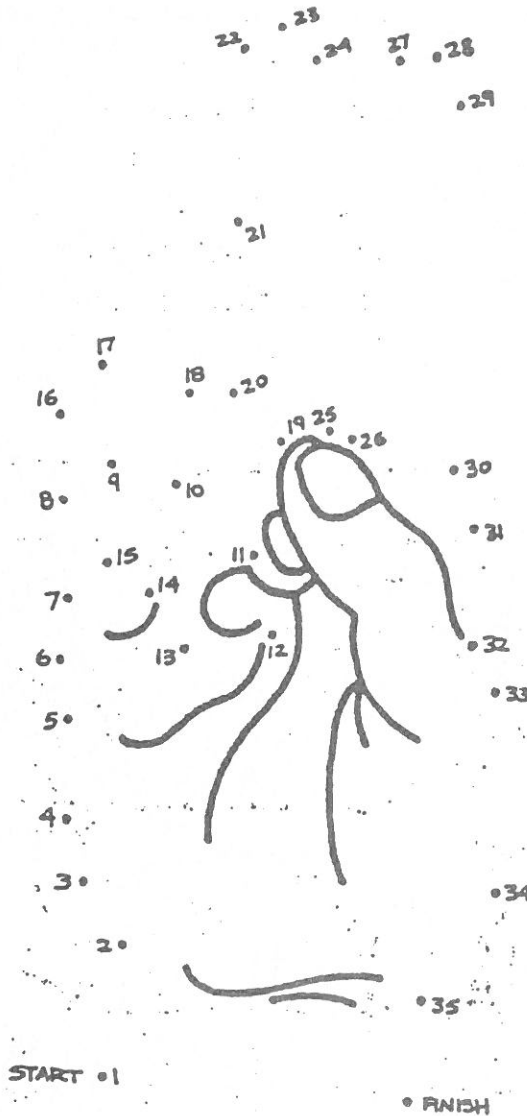
Follow the dots
for 1-35
Find the Cub
Scout Sign



When you can give
the sign and tell
what it means,
color the Bobcat.

AKELA'S OK

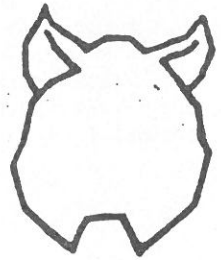
DATE



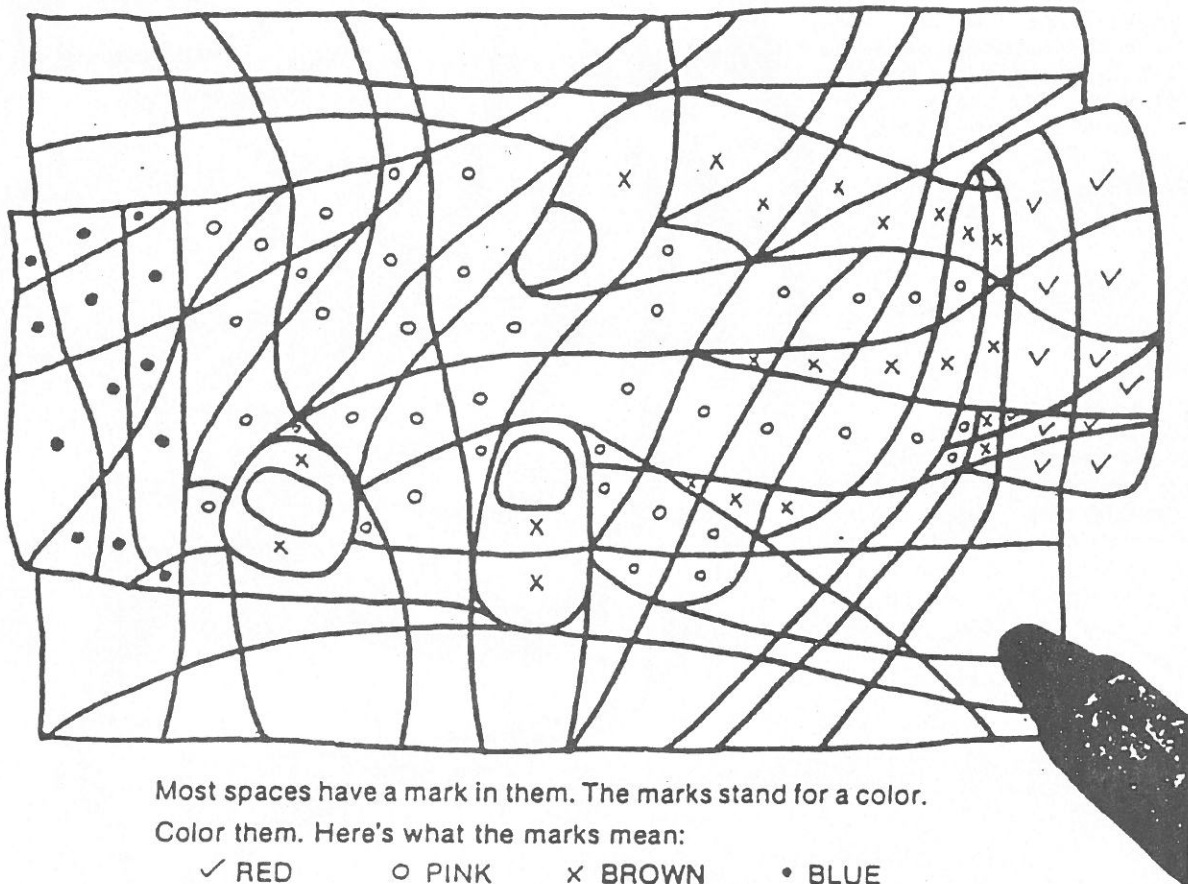
Hold the first two fingers apart. Make the letter "V". These two fingers stand for "help other people" and "obey"-two parts of the Cub Scout Promise. Give the Cub Scout sign when you say the Cub Scout Promise or Law of the Pack.

THE CUB SCOUT HANDSHAKE

Everyone knows that a handshake is. But did you know that the Cub Scouts have their own handshake? When you shake hands with another Cub Scout, use the Cub Scout handshake. Then he will know that you are a Cub Scout, too. Hold out your right hand. Put your first two fingers along the inside of the other Cub Scout's wrist. This means that he helps people too. He too, follows the Law of the Pack



When you can shake hands as Cub Scout, color the Bobcat.



Most spaces have a mark in them. The marks stand for a color.

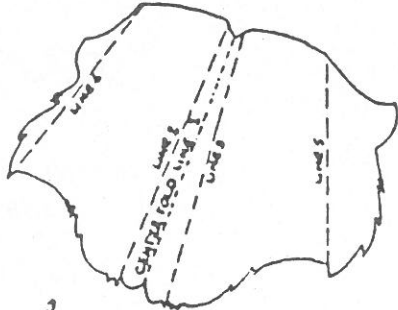
Color them. Here's what the marks mean:

✓ RED ○ PINK x BROWN • BLUE

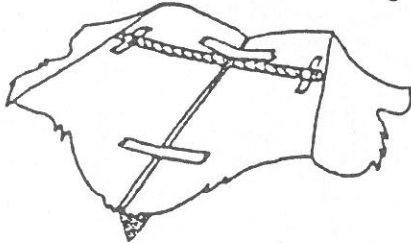
Most spaces have a mark in them. The marks stand for a color. Color them. Here's what the marks mean:

RED PINK BROWN BLUE

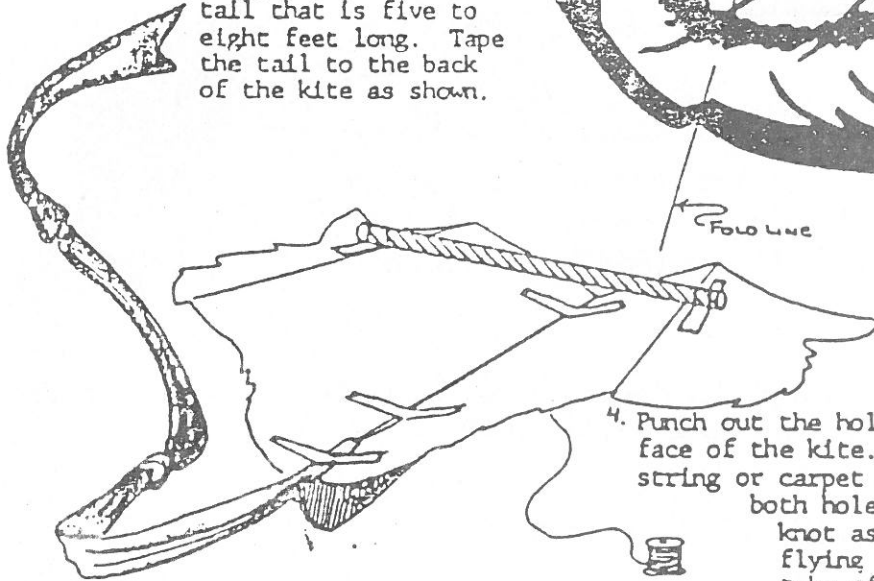
1. Cut out the kite. Fold it in half along the line marked 1. The tiger should face the outside of the folded kite. Spread the kite open. Now fold it along the lines marked 2, 3, 4, and 5.



2. Tape the center of the kite together as shown below. Lines 2 and 3 should touch. Tape the drinking straw to the kite where the marks show a straw shape. The straw will form a bridge.



3. Cut strips of a plastic trash bag for the kite tail. If you don't have a trash bag, you can use crepe paper or very light cloth instead. The strips should be about two inches wide. Tie the strips together to make a tail that is five to eight feet long. Tape the tail to the back of the kite as shown.



4. Punch out the holes on the face of the kite. Push kite string or carpet thread through both holes and make a knot as shown. Now your flying tiger is ready to take off.



TIGER GRADUATION CEREMONY

CM: The family is one of the basic components of the Cub Scouting Program. tonight, we are honoring a very special group in our pack family. We are advancing our Tiger Cubs to the Bobcat rank. Will the Tigers and their families please come forward. Tigers, is it your wish to become BOBCATS, if so, answer, "I DO"

TIGERS: "I do."

CM: Parents, do you wish your son to participate in pack activities, and do you understand it is your responsibility as parents to help your son work on his rank and help make the pack grow?

PARENTS: "We do."

CM: Now tigers, do you know the Cub Scout Promise and Sign? Please say them together now. (Boys at this point will say the promise with arm raised in the Cub Scout sign.)

CM: Do you wish to follow Akela, grow in strength, citizenship, and develop your character to do the right things? If you do, say "I do."

TIGERS: "I do."

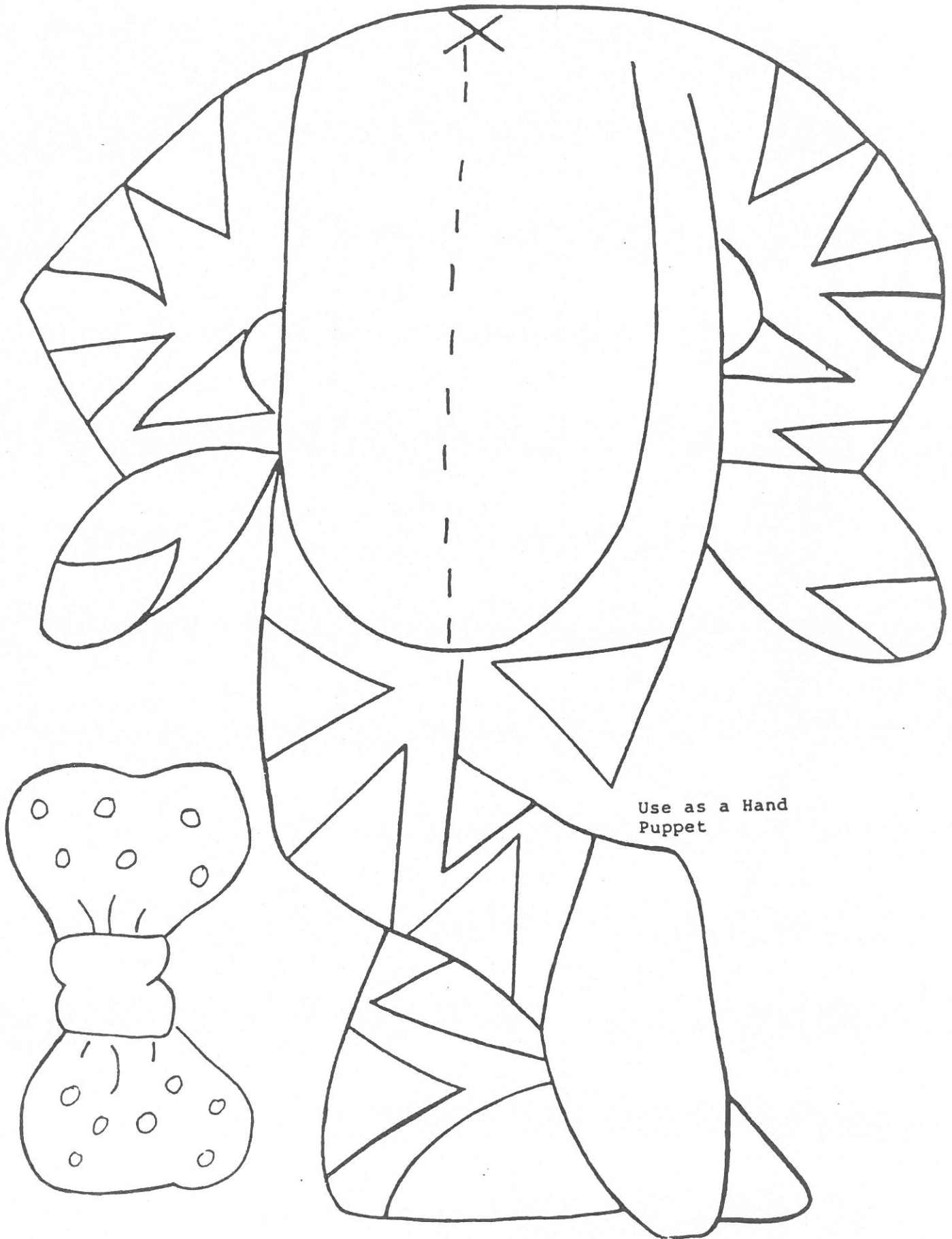
CM: Will you help your pack grow, if so answer, "We will."

TIGERS: "We will."

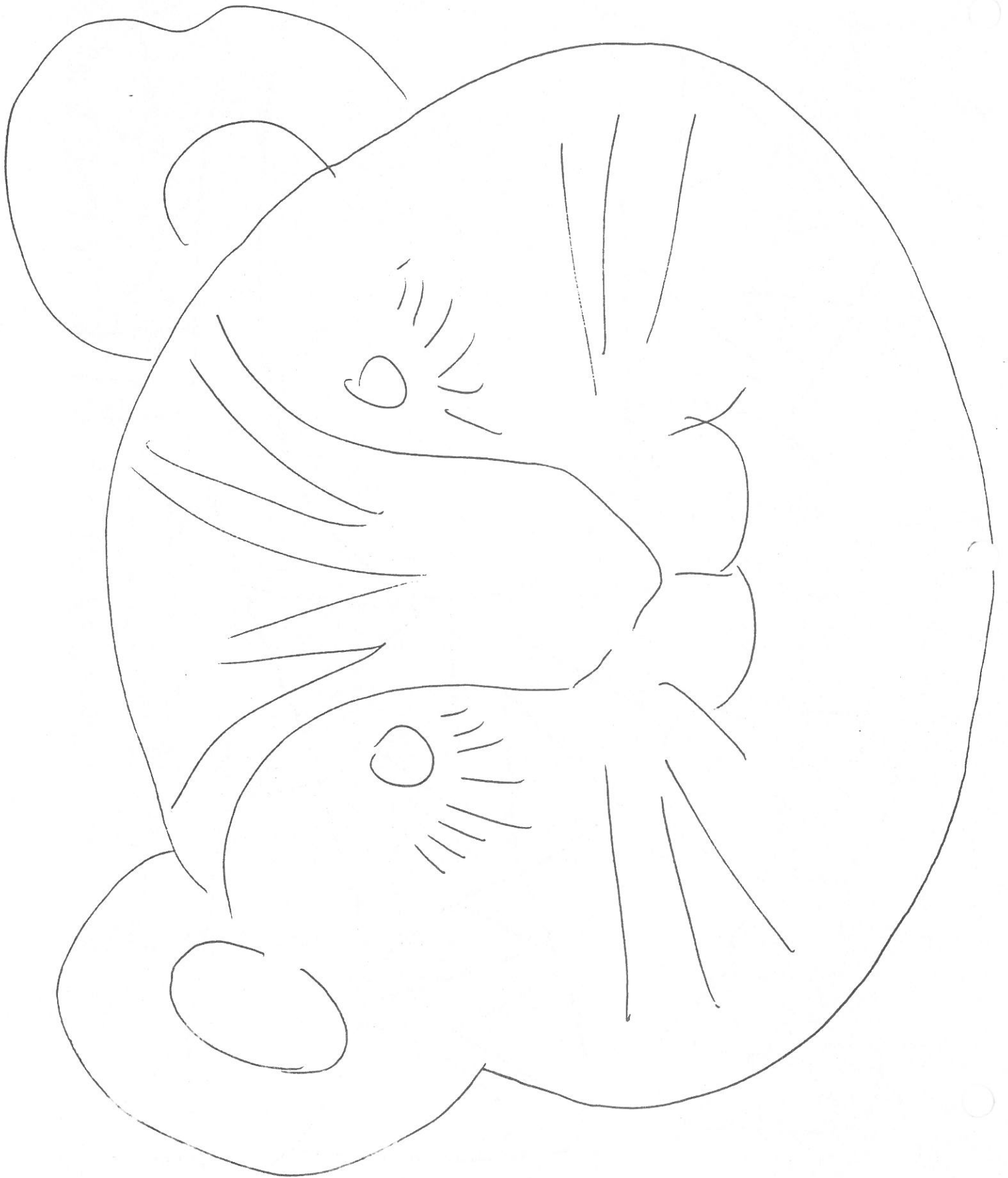
CM: Since you have shown you are worthy of the rank of Bobcat, I now present the Bobcat badge to your parents who will sew it on your Cub Scout uniform pocket. The Bobcat badge, I have pinned on upside down may be turned around when you have done a good turn without your parents telling you to do so.

Congratulations! you are officially a bobcat on the wolf trail.

(PROPS: Use the Pack Ceremony Totem or the Bobcat Investiture



Use as a Hand
Puppet

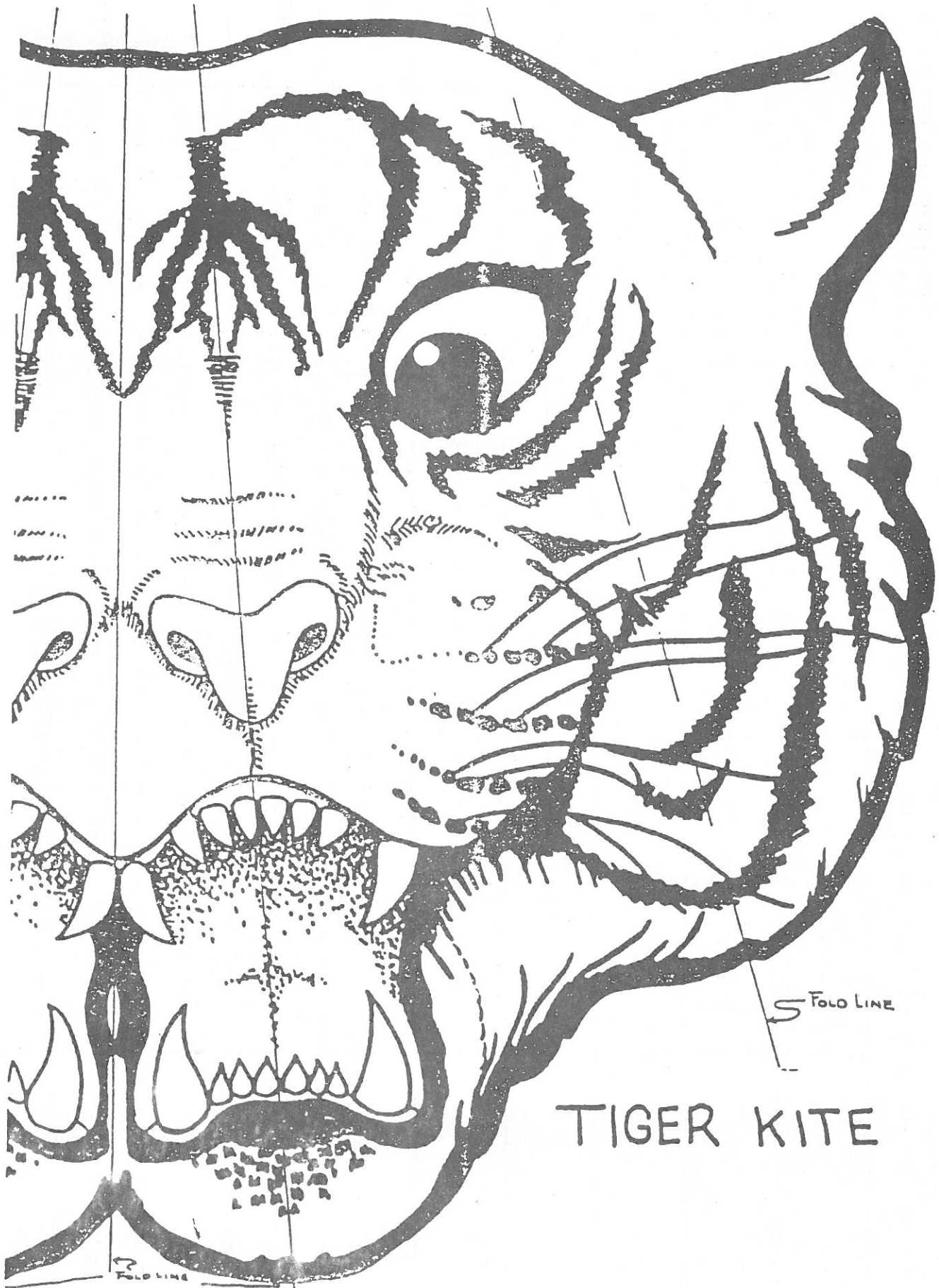


TIGER CUB GROUP - YEAR AT A GLANCE

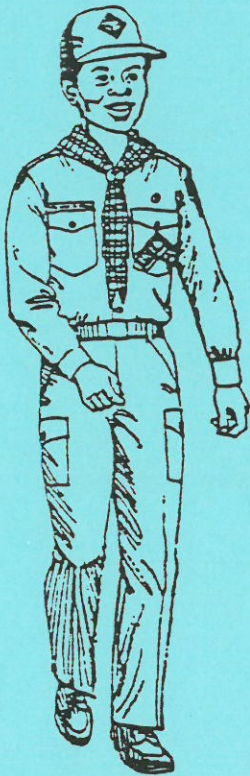
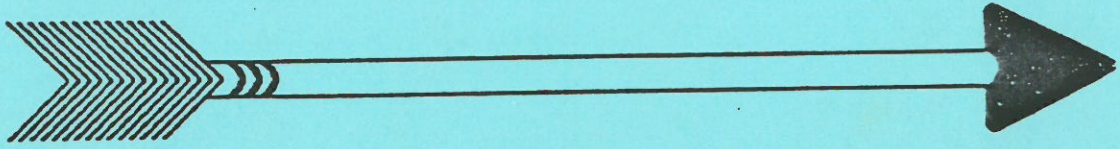
PACK # _____

MONTH	GROUP MEETING DATE	HOST FAMILY NAME	STREET ADDRESS	PHONE #	ACTIVITY & DATE
SEPTEMBER	1.	1.			
	2.	2.			
OCTOBER	1.	1.			
	2.	2.			
NOVEMBER	1.	1.			
	2.	2.			
DECEMBER	1.	1.			
	2.	2.			
JANUARY	1.	1.			
	2.	2.			
FEBRUARY	1.	1.			
	2.	2.			
MARCH	1.	1.			
	2.	2.			
APRIL	1.	1.			
	2.	2.			
MAY	1.	1.			
	2.	2.			

* A minimum of one Group meeting is recommended each month. This meeting can include a group activity or the activity may be held on a separate date.



TIGER KITE



WEBELOS

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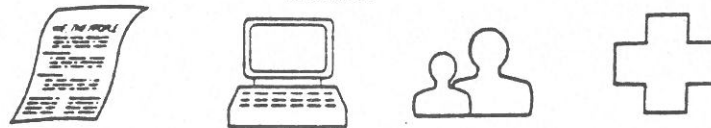
ACTIVITY BADGE GROUPS



PHYSICAL SKILLS: Aquanaut, Athlete, Fitness,* and Sportsman



MENTAL SKILLS: Artist, Scholar, Showman, and Traveler



COMMUNITY: Citizen,** Communicator, Family Member, and Readyman**



TECHNOLOGY: Craftsman, Engineer, Handyman, and Scientist



OUTDOOR: Forester, Geologist, Naturalist, and Outdoorsman

WEBELOS PROGRAM

Although Webelos Scouts are still an integral part of Cub Scouting, with the same purposes, it is a transitional program. It is moving the boys from a family based program in which the parents approve work, to a unit leader led program where the Webelos den leader must approve advancement. It is a transition from the simpler Cub Scouting program and ideals, to the more challenging program of Boy Scouting and the more complex ideals of the Scout Oath and Law. It is a transition from the home and neighborhood based Cub Scouting to the wider world of Boy Scouting camping, hiking and the wilderness.

Webelos den leader have two objectives:

* Provide every Webelos Scout the opportunity to earn his Arrow of Light.

* Lead and successfully coach the boy to the threshold of a positive Boy Scouting experience.

WEBELOS DEN LEADERSHIP

Webelos Den Leader - should be interested in and enjoy working with 4th and 5th grade boys and serve as a role model. This person leads the Webelos den in a year-round program of activities and helps ensure that the boys graduate into Boy Scouting. The Webelos den leader also provides regular coaching, as it relates to the den's program activities, to the den chief.

Assistant Webelos Den Leader - assists the Webelos den leader in planning and carrying out a program of activities for the Webelos den.

Webelos Den Chief - a registered Boy Scout, active in the troop and selected by the Scoutmaster to serve a program assistant to the Webelos den leader.

Activity Badge Counselor - Various adults, often parents, who have knowledge of one or more activity badge areas. They are recruited by the Webelos den leader and help Webelos Scouts gain self confidence in dealing with adults.

Other key leaders who will help the Webelos leader to provide a quality program are:

Webelos Den Leader Coach - In packs having more than one Webelos den, this Scouter is the coordinator between dens in planning activities, use of resources, contacts with Scoutmasters, participation of Webelos dens at pack meetings and is the person to keep the Cubmaster informed.

Troop Webelos Resource Person - A registered adult in the troop, usually the assistant Scoutmaster for new Scouts. May have personal knowledge in teaching Boy Scout skills, but equally important, should know where to secure resource people to assist in Webelos activity badges and other projects. Is appointed by the Boy Scout troop to serve as the liaison between the troop and Webelos den(s).

Keep in mind you do not have to do it all yourself. There are plenty of Scouters who are willing to help. In addition, there is a wealth of community resources, publications and teaching aides to help you cope both with your limited time and lack of background in some areas. Using these people and materials will not only enrich the program for the boys, but increase your enjoyment of it as well.

CRITICAL ELEMENTS FOR A SUCCESSFUL DEN

Many elements go into having a successful den. But a few stand out as critical.

- * Quality program
- * Trained leadership
- * Enthusiasm
- * Fun

WEBELOS ADVANCEMENT

The advancement program in the Webelos den is different from that in the Wolf and Bear dens. It has 3 parts; 20 activity badges, the Webelos badge and the Arrow of Light. The Webelos leader or activity badge counselor is responsible for signing the completion of each advancement for Webelos.

PROGRAM PLANNING

The Webelos den does not operate with the recommended monthly themes. Instead, it uses a monthly activity badge focus. Part of each month's activity badge program should include something to do at the pack meeting. This could be a fitness demonstration or a display of projects. The point is that the Webelos den should remain an integral part of the pack, and should have a part in each pack meeting.

The mission of the Webelos program is to provide activities which are fun for boys and meet their needs, interests, desires and contribute to their growth. The goal of the Webelos den is to hold a boy in the Cub Scout pack and graduate him into a troop. That's why a quality program is of such importance.

* Annual planning - A Webelos/Troop annual planning meeting should be held during the summer before the Pack's annual planning meeting. A tentative calendar of activities is set, including

joint quarterly activities with the troop. Resources are identified and activity badge counselors are recruited. This plan is incorporated in the pack's annual plan.

* Monthly planning - At least once each month the Webelos den leader, assistant, Webelos den chief and troop Webelos resource person meet to work out details of activities for the next month. The key to successful planning is the monthly activity badge.

THE TWO YEAR WEBELOS PROGRAM

The Webelos program is structured as a two year program for 4th and 5th grade boys. While the two year program is not optional, the way it is administered can be varied to accommodate the circumstances of each pack. There will be two main ways of running the program. The first is having separate first and second year dens. The second is to run one den with a mixture of first and second years boys.

SEPARATE DENS

This scheme works well for packs with a fairly large number of first and second year Webelos. Coordination of the program between the first and second year dens is essential. In general, the dens' programs should be planned so that the first year den (or dens) concentrate on the Webelos rank and the activity badges necessary to achieve it, while the second year den (or dens) concentrate on the Arrow of Light and moving into Boy Scouting. One way to accomplish this is by designating half of the activity badges as first year badges, and the other half as second year badges. Keeping in mind, that Fitness is required for the Webelos rank, and Citizen and Readyman for the Arrow of Light.

Possible activity badge arrangement:

First year:

Aquanaut, Fitness, Showman, Traveler, Communicator, Family Member, Craftsman, Handyman, Forester, Naturalist

Second year:

Artist, Athlete, Citizen, Engineer, Geologist, Outdoorsman, Readyman, Scholar, Scientist, Sportsman

Other arrangements are, of course, possible.

COMBINED DENS

For small packs with limited membership and leadership, the above program may be undesirable or impossible. In this case, there are a couple of ways of dealing with the 2-year program. One way, is

to run a combined first and second year program, alternating working on first and second year themes.

Another option is to use a modified patrol method. Webelos dens can name their dens and use the Boy Scout patrol medallions as identifying insignia. During activity badge time, the groups could split, with the first year patrol working on Webelos rank and first year activity badges, and the second year patrol working on the Arrow of Light and second year badges.

Regardless of how your pack decides to run the two year Webelos program, the adults of the den can set the tone of the den by dedicated program planning and evaluation.

TRAINING AVAILABLE

Webelos den leader and assistants should complete their district's Cub Scout leader basic training, which includes a Webelos leader outdoor experience. They should also attend their district's monthly roundtables and council pow wow.

Fifth grade Webelos leaders and assistants are encouraged to attend the Boy Scout leader basic training before they start the second year. In this way, the leaders will better understand the Boy Scout program and will be able to adapt their meeting and activities in the final stages of this transitional period.

CHARACTERISTICS OF WEBELOS SCOUTS

FOURTH-GRADE BOYS

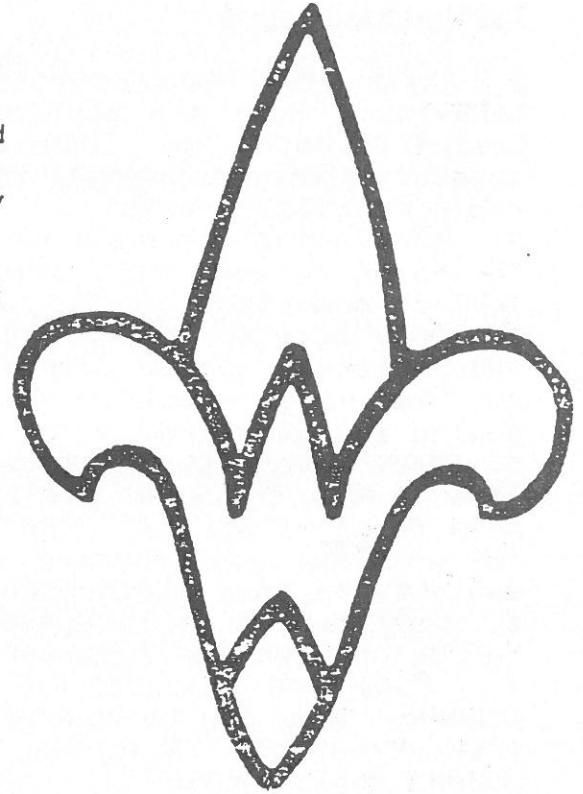
1. Fourth-grade Webelos Scouts have a desire to be useful and needed.
2. They enjoy active, rough-and tumble play and have a great interest in team games. They have good body control and like to develop strength, skill and speed.
3. They need to belong to and be accepted by a group. They enjoy group adventure and play. Problems may result if they are not accepted by their group.
4. They are curious about what is happening in the world around them. They like reading, writing and using books and references. They are more interested in the real world than fantasy.
5. They like to test and exercise a great deal of independence. They are very conscious of being fair and are highly competitive. They have difficulty admitting mistakes but can accept their mistakes and take responsibility for their actions.
6. They are very aware of right and wrong. They want to do right, but sometimes overreact or rebel against authority that is too demanding.
7. They seldom receive praise without appearing to resent the praise. Remember that when he is the most unlovable, the fourth-grader needs love the most. And when he is the hardest to understand, he needs understanding the most.

THE WEBELOS EMBLEM

It has been found that a sense of belonging and a pride in the Webelos Den will become evident as he begins to understand that he is in a very special part of the Cub Scout program.

For this reason, often times the Webelos emblem can be reduced or enlarged as needed for the following projects:

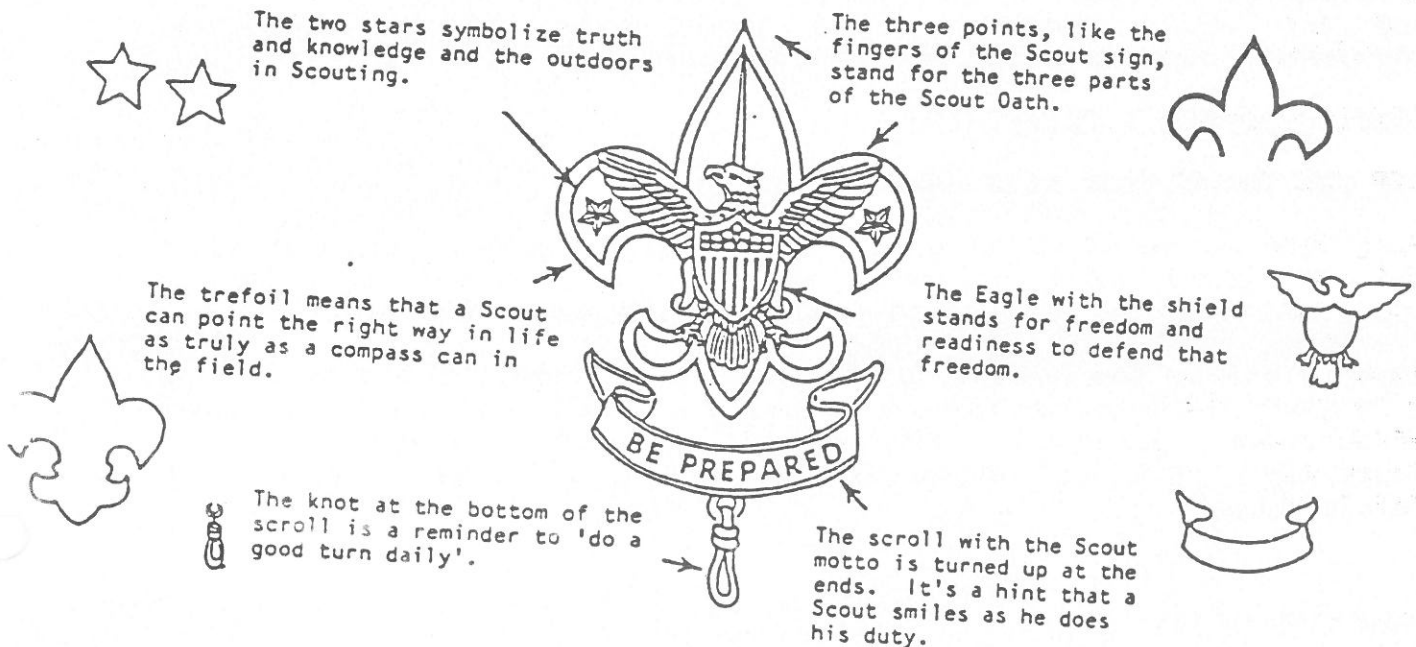
- | | |
|-------------|-------------------|
| BOOK ENDS | RECOGNITION ITEMS |
| BOOK MARKS | T-SHIRTS |
| INVITATIONS | BANNERS |
| BALL CAPS | LEATHER ITEMS |



THE SCOUT BADGE

To teach Webelos Scouts the parts of the Scout badge enlarge the design below and cut the separate parts from thin plywood. Cut out with a scroll saw and paint or stain. Use the individual parts to teach the badge requirements for the Webelos badge.

The Scout badge was adapted from the north point of the old mariner's compass. The design is often called a trefoil -- a flower with three leaves. It is also known by its French name 'fleur-de-lis' -- lily or iris flower. It goes so far back in history that it is uncertain whether it actually stands for a flower or for an arrowhead. With slight changes, the trefoil badge is used by Scouts around the world.



FIFTH-GRADE BOYS

1. Fifth-grade Webelos Scouts have a wide range of development and behavior. Some are physically developed while others are still trying to catch up. Some are responsible and stable; others are immature and seem younger than their years. Most are experiencing rapid muscular growth.
2. They enjoy learning and have a good attention span. They are beginning to deal with abstract ideas and think logically. They love to memorize.
3. They like to tease. At times they may be rude, uncooperative and resistant, while friendly and cooperative at other times.
4. They have periods of just fooling around - pushing, wrestling, poking and giggling.
5. They have a strong loyalty to their group. At times they are more likely to value the rules and opinions of their peer group than those of adults. The Webelos den is particularly good since it involves constructive activity rather than the destructive activity of some fifth-grade groups.
6. They want to be independent and have responsibility. They want to feel useful and important.
7. They are critical of themselves and resent criticism from others. They can be touchy and irritable and do not like to admit they are wrong. They are very conscious of fair play and have a strong moral sense.

FAMILY INVOLVEMENT

Too often, this vital area is overlooked by both the pack leaders and the leaders of the boy's new troop. Not only is there the possibility of ignoring a potential new resource for the Scouting program, but also the chance that the boy really needs his family's support to make it through what could be a very difficult time.

There is no magic formula for success. It takes work. It must be a cooperative effort on the part of your pack, the Boy Scout troop and the boy's family. This transitional program involves knowledge, communication and cooperation of all parties.

WEBELOS-TO-SCOUT TRANSITION

HOW THE TRANSITION PLAN HELPS THE BOY

Many Webelos Scouts will go on into Scouting with no help at all. But at least half of them need to know more about their opportunities for fun and adventure in the Scout troop.

That is really the purpose of the Webelos-to-Scout transition plan - to give the Webelos Scout a sampling of the troop program, troop leadership, personal advancement, a training and learning experience and an appreciation of troop organization and relationships.

It will be the boy's decision (and the family's) so we owe it to them to demonstrate some of the fun experiences and to let him know that he is wanted. Certain key Scouters are better able to show the Webelos Scouts the various elements of Scouting they want to know. We need to include everyone, starting with the Webelos Scouts themselves...and that makes the transition plan an unlimited opportunity.

The boy's Webelos badge and Arrow of Light Award reach into the requirements bordering on Scouting skills, giving him a view of Scouting advancement. He sees boy leadership at work and senses his own potential as a junior leader.

In short, the boy's desire for troop membership is the result of this gradual change in appetite for troop oriented activities.

YOU AND THE TROOP LEADERS CAN WORK TOGETHER

When the Webelos-to-Scout transition program is used, Webelos Scouts want to join Boy Scout troops. As a part of this program, Boy Scout leaders give you help and support, participate in the joint meetings and camp-outs with you, supply a den chief and a troop Webelos resource person, and establish a pack-troop relationship on a permanent basis.

THE FIRST SIMPLE THINGS TO DO

Webelos den leader and Cubmaster -

- Your unit commissioner can help you make a list of nearby troops, with leaders' names and phone numbers. If a unit commissioner is not available, either the Cubmaster or the Webelos den leader will need to take the initiative to get things going.
- If available, the unit commissioner can help bring together the Webelos den leader, Cubmaster and Scoutmaster for their first meeting. If commissioner is not available, call the Scoutmaster and arrange for all to sit down together and to share your mutual needs. It will be a time to get acquainted, define responsibilities, discuss leadership needs and make plans to recruit any needed leaders. Set up a plan for regular communications between key leaders to keep everyone interested and informed.
- Ask the Scoutmaster to recruit a Webelos den chief if none exists.
- Secure assistance from the Scout troop for your next Webelos overnight campout with equipment or leadership help. Remember to set up a tentative calendar of joint activities.

Some suggestions for joint Webelos den/troop activities are listed below:

- Webelos den visits troop court of honor.
- Webelos den and troop share an evening campfire.
- Joint attendance at Scout Sunday or Sabbath services.
- Pack/Troop community Good Turn, or Good Turn for chartered

organization.

- Webelos den on a day hike with troop.
- Troop leaders assist on a Webelos overnight campout.
- Webelos den visits a district camporee with troop as host.
- Scoutmaster and troop junior leaders take part in pack graduation ceremonies.

NOW THAT THINGS ARE MOVING

There are some other things that should be done by den and pack leaders to ensure Webelos-to-Scout transition.

Webelos den leader -

- Use the Parent-Talent Survey sheets to identify potential activity badge counselors.
- Train the Webelos den chief and help him to register for and attend a den chiefs' conference.
- Recognize the Webelos den chief in front of the pack or Webelos den.
- Complete Webelos den leader training as soon as possible.
- Work with the Webelos resource person and Cubmaster to conduct effective graduation ceremonies at the pack meeting.
- Attend roundtables on a regular basis, especially any joint Cub Scout and Scout leaders' roundtables.

Webelos den chief -

- Receive training from the Webelos den leader and attend a den chief conference. Secure a Den Chief Handbook.
- Participate in the yearly Webelos program planning meeting.
- Be familiar with the Webelos badge and Arrow of Light Award requirements in order to assist Webelos Scouts in their advancement.
- Attend all Webelos den meetings and participate in district "Webelos Woods" activities.
- Assist with all pack (or den)/troop activities and participate at pack meetings with Webelos Scouts in skits, stunts, songs, demonstrations, etc.
- Assist with Webelos overnight campouts, showing Webelos Scouts the proper use of troop equipment.
- Secure help from troop junior leaders.
- Assist activity badge counselors at Webelos den meeting as needed.
- Represent the Webelos den to the troop and the Scouts to the Webelos den. Explain the "patrol method" enthusiastically.
- Participate with the pack, Webelos den and troop in joint moneyearning activities and service projects.

Cubmaster -

- Complete your basic Cub Scout leader training at your earliest opportunity.
- Sit down together with your unit commissioner, Scoutmaster and Webelos den leader to determine what needs to be done to improve Webelos graduations.
- Assist in planning and conducting stimulating graduation ceremonies, involving parents, the Scoutmaster, the den chief, the Webelos den leader and boy leaders from the troop.
- Conduct Webelos den induction ceremonies and Arrow of Light Award ceremonies.
- Support the Webelos den leader in pack/troop activities.
- Help establish and maintain strong pack/troop relationships.
- Encourage high advancement standards for the Webelos Scouts.
- Include Webelos den participation in pack meeting activities.
- Attend roundtables on a regular basis. Attend any joint Cub Scout and Scout leaders' roundtables with the Webelos den leader.
- Recognize the den chiefs at the pack meeting.
- Support the year-round Webelos den program.
- Help to recruit activity badge counselors from the pack.

Pack committee -

- Help recruit and support the Webelos den leader(s) and provide resources for the Webelos dens.
- Promote Webelos-to-Scout transition through the chartered organization.
- At each monthly meeting, keep informed of Webelos den progress and needs.
- Help bring families together at joint pack (or den)/troop activities.
- Promote and support strong pack/troop relationships, sharing with the troop committee people the need for graduations into the troop.
- Work closely with the unit commissioner in effecting a smooth flow of boys into the troop.

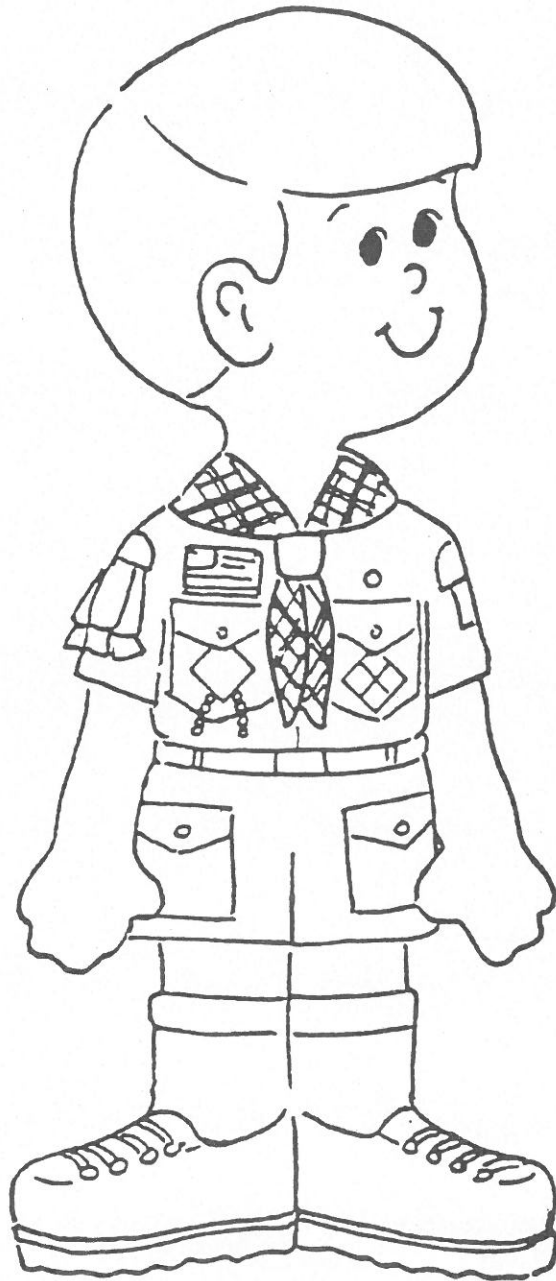
Activity badge counselor -

- Provide activity badge instruction at the Webelos den meeting.
- Be familiar with the Webelos Scout book in presenting activity badge information and certifying advancement.
- Provide resources and instruction on selected activity badge.
- Help recruit other activity badge counselors.
- Lead field trips related to activity badges.
- Provide help and encouragement on collections and specimens.
- Hold to the time schedule for activity badge instruction.

Webelos den leader coach -

- Coordinate activities between Webelos dens in the pack.
- Coordinate Webelos overnight campouts between Webelos dens in the pack.
- Work closely with the troop Webelos resource person.
- Plan for pack meeting participation by the different Webelos dens.
- Help recruit activity badge counselors.
- Aid in training Webelos den leaders and den chiefs.

WEBELOS ACTIVITY PINS



AQUANAUT ACTIVITY BADGE

I. Resources:

- A. Webelos Scout Book
- B. *Boys' Life Magazine*
- C. The Official Boy Scout Handbook
- D. Swimming Merit Badge Book
- E. Swimming Skill Book
- F. Webelos Den Activities
- G. Cub Scout Water Fun

II. Den Activities:

- A. Discuss the importance of the buddy system in swimming.
- B. Invite an expert to demonstrate use of the mask, fins, and snorkel.
- C. Take your den swimming. Let the boys try to pass the 100 foot requirement, surface dive, and the optional snorkel requirement.
- D. Teach the four basic rescue methods. Let the boys practice throwing a lifeline for rescue.
- E. Go to a swim meet or diving exhibition.
- F. Go to a canoe or sailboat race.
- G. Invite an expert to visit your den meeting and explain how to handle emergencies in the water. The Coast Guard or Coast Guard Auxiliary is an excellent resource.
- H. Visit a boat yard.
- I. Learn about water pollutants in lakes and streams in your area. How do they affect water consumption and recreation.
- J. Attend a Red Cross Boat Safety Course.
- K. Attend a boat show.

Hang onto a swamped boat. Rest for a while, then try to get back into the boat: OR - Point the boat at the shore. Hold onto the back and kick your feet.



Padding a water-filled boat's easier when the passengers spread out to keep the boat level.



When getting into a rowboat step into the center. From a high place step first onto the center of a seat.



Do not jump!

You're to keep looking ahead to guide me.



The rower usually sits on the middle seat (1) His passenger sits on the stern seat (2) If he has another passenger, he sits on the forward seat (3)

SAFE IN A ROWBOAT

In some ways a rowboat is like a person. It can carry only so much. It can be caught off balance. It gets hurt if it slams into anything. Take care of the rowboat you go out in. It will then take care of you and bring you back.

Each person in a boat must have his own life preserver. In small boats it is best to keep it on at all times.

Don't crowd too many people into a boat. That is unsafe, takes the fun out of boating, and makes more work for the rower. One person on a seat is enough.

Once you are in the boat, sit. Never stand up, not even to haul in a fish. If you do, you may find yourself in the water with the fish.

Wind and current sometimes can push a boat harder than you can row it. On such a day you might have more fun if you fish off a pier.

Someday padding may be in a small boat that tips over. Remember one rule: Hang on to the boat!

If you cannot get back into the boat, and if no other boat comes to help you, kick your feet to push the boat to shore. Keep your body low in the water and use the boat for support. Rest from time to time, but hang on. Remember, the boat is more at home in water than you are.

ARTIST

This activity badge is designed to provide an opportunity for the Webelos Cub Scout to be creative in his own way.

I. Resources

- A. Webelos Scout Book
- B. Boys' Life Magazine
- C. Webelos Den Activities
- D. Cub Scout Fun Book
- E. Art Merit Badge Book
- F. Public Library, where you will want to look at "arts and crafts" books. Don't neglect books that are designed for children.

II. Den Activities

- A. Let your cubs study a color wheel and practice combining paints, making shades and tints with tempera and watercolors.
- B. Design is basic to all art. Have your Webelos cubs make two designs each of straight line, curved line, and a composite of both types of lines.
- C. Attend an art exhibit or visit an art museum.
- D. Invite an art teacher or an artist to visit your den meeting to talk about art and design.
- E. Have each boy make a pencil sketch of a bottle, dish, or other still object.
- F. Make mobiles. You might want to consider designing your mobiles around the monthly theme.
- G. Have modeling clay and materials on hand for making models.
- H. Visit an industrial design office or an advertising agency.
- I. Make a puppet head. This can be used later for the Showman Activity Badge.
- J. Do a "string art" project.
- K. Do sandcasting.
- L. Contact the art teacher at your closest junior high school, and arrange a tour of the art room.
- M. Make a collage. The collage can focus on whatever topic you wish; the monthly theme, camping, art, etc.
- N. Be sure to display art projects at your pack meeting. The whole pack will enjoy the art work done by your cubs.
- O. Give each boy squares of white drawing paper (approx. 6"x6").
 - 1. On one piece paint a color wheel.
 - 2. On the other pieces draw different designs, use toothpicks or other things to make designs.
 - 3. Use placemat-size pieces of blue construction paper to glue the white squares on. Voila! You now have a placemat for the blue and gold banquet.
- P. Make a construction out of odds and ends. Put family names on it for place cards. You are all set for the blue and gold!

Q. Use colored cellophane in the primary colors to demonstrate how the colors mix.

R. Give your Webelos Scouts a pencil and paper and have them draw a wavy or zigzag line. Then tell the boys to exchange papers and make their line into a picture. The one with the funnies or the best picture is the winner.

GAMES FOR THE ARTIST ACTIVITY BADGE

ART GALLERY GAME: This is a quiet, indoor game. Equipment: you will need 15 to 20 pictures of cars, planes, animals or similar identifiable objects taken from magazines. Each picture is numbered and placed where it can be seen by the boys. Each boy has a sheet of paper numbered down the side with the same numbers as appear on the pictures. They are given a length of time to try to identify the pictures and to write down the correct item by number on their paper. (Not just car, but the make.)-VARIATION: Use pictures of famous people instead of objects.

ART CONSEQUENCES GAME: Give each boy a pencil and paper and have him draw the head of a man, woman, or child. After he draws the head he folds the paper so that only the neck shows. Each paper is then passed on to the next person, who draws the shoulders, folds the paper, and passes it on. The others follow, adding the waist, hips, legs, and feet. All of which is, of course, preliminary to opening the complete drawings and passing them around.

THE DRAWING CONTEST GAME: Let each boy write the name of some familiar animal on a piece of paper. Now collect the sheets and scramble them in a hat. Have each boy choose one of them, and, at a given signal, start to draw on the back of the paper his idea of the animal whose name appears on the front of the paper. Have each boy number his drawing, and then collect all of them again. Now lay all the drawings on the floor and have everyone write the name of each animal and its number. The cub who has identified the most animals correctly wins.

PROFILES GAME: Arrange your cubs in a circle and have each one draw, to the best of his ability, the profile of the person on his right. Allow two minutes and then tell everyone to write the name of the person he just drew on the back of the paper and hand the paper to you. After you have all the papers mix them up and rearrange them on the floor, face up. Now have each cub pick out his own portrait. (NOTE: There may not be a winner in this game.)

CRAZY ARTIST: Form teams from a relay drawing contest. Provide each team with a piece of chalk. The object of the contest is for the entire team to draw a house, each player drawing not more than 2 straight lines. Have a player from each team run forward about 30 feet, draw his two lines, then return and hand the chalk to the next player in his line. The team with the best looking house

wins. Use your Den Chief for the judge.

EYES SHUT DRAWINGS: Have your Webelos Scouts draw a picture of a pig with their eyes shut. Drawing the curly tail of the pig makes this game funny.

FIVE DOTS: Give one Webelos Scout a piece of paper and have him place five dots on it wherever he pleases. He should then give it to another player who tries to fit on a drawing of a person with head at one of the five dots, the hands at two of the dots, and the feet at the two other dots.

ATHLETE ACTIVITY BADGE

I. Resources:

- A. Webelos Scout Book
- B. Webelos Den Activities
- C. Boys' Life Magazine

II. Den and Pack Activities:

- A. Review the Athlete section of the Webelos Scout Book with your cubs. Help them to set up regular exercise schedules with charts for recording improvement.
- B. Make some physical fitness equipment. A barbell can be made with a 3 foot broomstick with 3/4 inch pipe on the ends, embedded in 46 ounce cans filled with cement.
- C. Practice pull-ups and push-ups.
- D. Practice the 600 yard run (walk).
- E. Plan a short physical fitness demonstration for the pack meeting. For example, show the proper way of doing a back roll, front roll, sit-up, push-up, etc.
- F. Invite a junior high school or high school coach to visit with your boys to discuss training.
- G. Attend a junior high school or high school athletic event with your den.
- H. Attend a gymnastics competition.

SUGGESTED DEN ACTIVITIES:

- Review the athlete section of the Webelos Scout Book with the boys. Help them set up a regular schedule of exercising with a chart for keeping a record of improvement.
- Make physical fitness equipment. A barbell can be made as described in "B" above. A bicycle inner tube is good for stretching exercises to build legs, arms, back and chest muscles.
- Plan a short physical fitness demonstration for pack meeting. For example: Show proper techniques for doing front roll, back roll, push-ups, sit-ups, etc.
- Practice light, loosening-up exercises to be done before strenuous exercises.
- Agility is the major requirement of an athlete. Try out the agility exercises described on the following pages.
- Make a chinning bar by suspending a broomstick from an exposed beam in the basement or garage with rope. Make sure there is head clearance.
- Plastic bleach bottles (1/2 gal to 1 gal size) filled with sand, make good barbells used to develop arm and shoulder muscles.

TIPS FOR SUMMERTIME WORKOUTS:

Avoid the dangers of summertime temperatures and humidity by following these tips. they will reduce your chances of suffering heat exhaustion or heat stroke.

1. Rest frequently between exercises. Take at least two minutes rest between running exercises...more if you need it. It's important to work hard at exercises, but don't forget to rest your body so it can recuperate from its loss of energy and liquids.
2. Drink small amounts of water to replenish the liquids lost in perspiration. Drink water supplemented with salt and glucose.
3. Try to schedule your workout in the morning or early evening to avoid the summer heat as much as possible.
4. Wear white clothing (to reflect heat) which is loose and comfortable.
5. Persuade a buddy to work out with you. Encourage each other to work hard and keep going when you feel like quitting.

CITIZEN ACTIVITY BADGE

I. Resources:

- A. Webelos Scout Book
- B. The Boy Scout Handbook
- C. Boys' Life Magazine
- D. Webelos Program Helps

There are many free pamphlets available which deal with the history of our flag and proper flag etiquette. Many organizations are more than willing to supply you with enough copies for your den. All you have to do is to write and request the number needed pamphlets and organizations are as follows:

"Etiquette of the Stars and Stripes", available from: Veterans of Foreign Wars of the United States, National Department of Americanism, 34th and Broadway, Kansas City, MO 64111

"How to Respect and Display Our Flag", available from: Department of the Navy, Headquarters, U.S. Marine Corps, Washington, DC 20380-0001

"I Pledge Allegiance to the Flag...", available from: U.S. Air Force Recruiting Service, 508 South Fifth Street, St. Charles, MO 63301-2635 (314-946-7716)

II. Den Activities:

- A. Visit a school board meeting.
- B. Visit a city council meeting.
- C. Ask a city official to visit your den meeting and explain how the city government is structured.
- D. Make a chart of the executive, legislative, and judicial branches of our nation and state.
- E. Plan and carry out a den service project.
- F. Tour city hall or your county court house.
- G. Visit your county historical museum. Ask a member of the local historical society to talk with your boys about their community.
- H. Visit a city or county court. Acquaint the Webelos with court proceedings.
- I. One of the requirements is to make a notebook to keep a record of the projects done for this activity badge. Encourage the boys to dress-up their notebooks, offer a prize for the best one.
- J. Plan a special good turn for the pack meeting, such as ushering, setting up the chairs or cleaning up afterwards.

- K. Discuss how the den can carry out a campaign against litter and most important...why...then carry it out. This can be done by making posters to display, making litter bags, cleaning up a picnic area, collecting for recycling, etc.
- L. Visit the police department and/or the local jail.
- M. Practice hoisting and lowering the flag. Get permission from your school or sponsoring church to use the flag pole there.

CRAFTSMAN ACTIVITY BADGE

I. Resources:

- A. Webelos Scout Book
- B. Webelos Den Activities
- C. Boys' Life Magazine
- D. The New Cub Scout Fun Book
- E. Bird Feeders and Shelters You Can Make, A Cub Scout Project Book, by Ted S. Pettit. New York: G.P. Putnam Sons, Inc.
- F. Boy Scouts of America Workshop Book, by Gene and Jody Malis. New York: Berkley Publishing Co., 1973
- G. The Great Whidgit Whatch Macallit and Thingamagig Idea Book, by Sue Thomas and Betsy Warren (Editors). St Louis Area Council, BSA, 1987.
- H. Woodworking for Wildlife, by the Missouri Department of Conservation
- I. Public Library, where you may want to look at craft books and books which deal with the making of wooden toys. Don't hesitate to ask your librarian for assistance.

II. Den Activities:

- A. Visit a furniture factory, a cabinet maker, lumber yard or a sawmill.
- B. Visit a tannery, leather goods manufacturer or retailer.
- C. Have nail-driving and board sawing contests.
- D. Demonstrate the proper care and use of hand tools. You may wish to invite a carpenter or handyman to help with this.
- E. Choose simple wood projects to work on during den meetings.
- F. Demonstrate metal work using tin snips and a vise. You may wish to make some simple metal camping accessories to use at a later date.
- G. Make wooden toys to give to a local day care center.
- H. Make a den knot board.
- I. Build the bridges you will study in engineering.
- J. Tie in with scholar and discuss how education will help in doing crafts and working on the job.
- K. Contact the high school industrial arts teacher. Ask about touring the shop. You may want to contact the junior high school arts teacher (this is certainly a good way to get them interested in the junior high school shop program).
- L. There is probably someone in your pack who does leathercraft or knows someone who does leathercraft...invite this person to come to your den meeting and demonstrate his/her hobby.
- M. Discuss (and if possible, have the boys try their hand) at finishing methods for wood projects:
 - 1. The importance of sanding, filling holes, and scratches.
 - 2. Various types of finishes such as stains, shellac, varnish, lacquer, and enamel.

COMMUNICATOR ACTIVITY BADGE

Communication is the art of giving and receiving information. In our world people communicate with the spoken word and with the written word. Words are not the only way in which we transmit messages to one another.

Simple forms of communication start with a smile, a laugh, a gesture, and a handshake. Our faces express how we feel such as happy, sad, sleepy, and even puzzled.

Communication became more complex with the invention of the telegraph, telephone, radio, television, computer, and satellite hook-ups.

As human beings, each of us needs to learn how to communicate our messages and get along with others. The communicator activity badge is designed to give the boys a chance to see how to express their feelings to others. The boys have the opportunity to learn different ways in which to express themselves including communication with people who are deaf, mute, or blind. Each person communicates in his own way.

I. Resources:

- A. Webelos Scout Book
- B. Webelos Den Activities
- C. Pocket Scientist Chemistry Experiments, by Mary Johnson. London: Usborne Publishing, Ltd., 1981
- D. Public library, where you may want to look for communications books in the children's section.

II. Den and Pack Activities:

- A. Visit the post office. Learn how mail is handled (sorted, cancelled, and sped on its way to delivery).
- B. Visit the telephone company.
- C. Visit a ham radio operator.
- D. Find out if any of the boys in your den have home computers. If so, set up a field trip to the boy's house (be sure to check with his parents first). Have the boys turn it on, off, and do some simple operations. If you have a computer yourself, so much the better. If you have some trouble locating a computer check with other leaders in your pack - perhaps one of them will have a computer and be willing to demonstrate its use to the boys in your den.
- E. Visit or invite a storyteller to come to your den meeting. Many libraries feature "story hours" for children. You may know someone who can tell good stories. If you invite a storyteller to come to a den meeting you might think about combining it with a campfire. This is a good way to point out that, before the

development of writing, stories were passed down orally around the campfire at night. This is still done in some parts of the world today.

F. Draw a coat of arms. Give each boy a large piece of cardboard, poster board, construction paper, etc. Each boy draws a "shield" on his piece of cardboard or poster board (be sure to have a pattern ready). Have boys divide shields into four sections. In each section of his shield a boy draws (or he can past pictures cut from old magazines) a picture of his favorite animal, his favorite car, favorite food, sport or leisure activity, what he wants to do when he grows up, etc. There are many possibilities. Keep it positive, avoid the negative (what a boy does not like). When finished the boys can take turns explaining their shields to one another. Shields can be displayed at a pack meeting.

G. Teach the boys in your den how to play charades, and then play this game.

H. Visit your local newspaper.

I. Visit a local radio station.

K. Requirement 12 introduces jobs in communications. You might want to consider some of the following jobs which involve communications:

- Advertising Copy Writer
- Advertising Manager
- Compositor (typesetter)
- Computer operator/Programmer
- Editor
- Mail Carrier
- Printer
- Reporter (newspaper, radio, TV)
- Sales Person/Manager
- Speech Therapist
- Telephone Operator

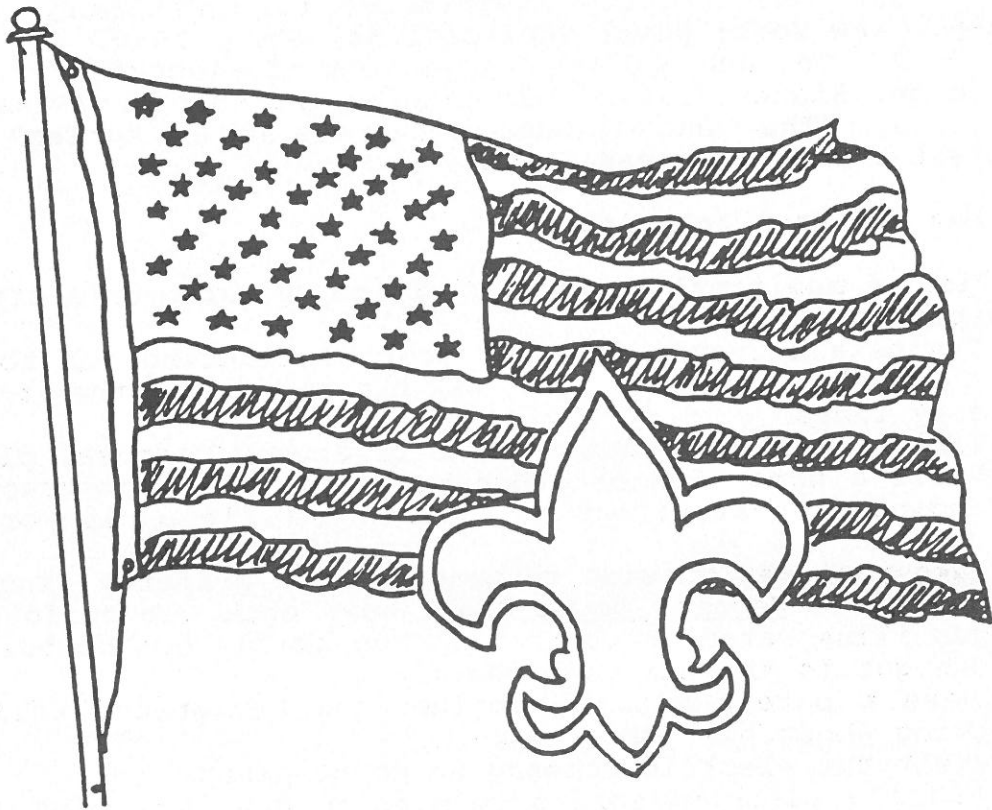
L. Learn semaphore signaling. Stage a demonstration at a pack meeting.

The scope of the activities for this badge should allow all the Scouts to complete the subject within one months time.

The communicator is a person that is able to get a message, that is understandable, across from one person to another using various methods. The Indians used smoke signals to alert their tribes of many different things. They also used sign language and pictographs to tell stories and to record their history.

Many other peoples used similar methods to tell their stories for other people to find. The method they used to record their particular story is referred to as "Encoding" but without the proper "Code" it was some times very difficult to "Decode" the story. For example, investigate the story of the "Roseta Stone."

Webelos Scouts will learn, from this activity badge, some of the many methods of communication, including how to use and construct various codes, perhaps learn to utilize a CB radio and be introduced to the now everyday magic of a personal computer. As a Wolf and Bear Cub Scout they were introduced to the use of codes and this will further expand their fun and knowledge. Review the requirements in the Webelos Scout Book, and utilize your Webelos Scout Program Helps and information received from your monthly district roundtables.



ENGINEER ACTIVITY BADGE

I. Resources:

- A. Webelos Scout Book
- B. *Cub Scout and Webelos Scout Program Helps*
- C. *Webelos Den Activities*
- D. "Traveler and Engineer Activity Badge Helps". Reprinted from *Boys' Life Magazine*, 1973
- E. *Boys' Life Magazine*
- F. Other useful publications can be obtained at the public library or local bookstore. Some booklets follow:
 - 1. "Electricity Experiments for Children", by Gabriel Reuben. New York: Dover Publications, Inc., 1960.
 - 2. *The How and Why Wonder Book of Electricity*, by Jerome Notkin and Sidney Gulken. Los Angeles: Price/Stern/Sloan, 1983.
 - 3/ "The Funcraft Book of Magnets and Batteries", New York: Scholastic Book Services, 1976

II. Den and Pack Activities:

- A. Visit a municipal engineer's office, a surveyor's office, or an architect's office.
- B. Invite a surveyor to visit your den meeting and to tell your boys something about his job. Ask him to explain the importance of property lines.
- C. Visit a municipal water works or sewage disposal plant.
- D. Visit a home site or other building under construction. Ask the engineer or architect to explain the floor plan or blueprint for the job.
- E. Take your den outside to measure your property lines.
- F. Using the Webelos Scout Book, have each Cub build one of the bridges illustrated in the book. The bridge can be built at home and brought to the next den meeting.
- G. have a parent with an engineering background tell your den something about his job.
- H. Visit the electric company or power plant.
- I. Visit a planning/zoning commission meeting. Ask one of the commissioners to meet with your boys ahead of time to explain the work of the commission.
- J. Visit an operating drawbridge, grain elevator, or other large operation involving cranes or other types of lifting equipment.
- K. Have your boys collect pictures of different bridges, be sure to note the differences in construction. (You can get a book about bridges from the library to help you with this one.)
- L. Visit Union Electric's Taum Sauk power plant at Lesterville or Osage Plant at Bagnell Dam. Maybe you could combine it with a fishing trip or nature hike.
- M. Prepare a display of things made, done, and discussed by your cubs while they were working on this activity badge. Be sure to include photography from field trips.

FAMILY MEMBER ACTIVITY BADGE

One definition of a family is "all the people living in the same house". Families have many and varied faces. Some families are the traditional mother, father, and children, while others are one-parent families. Still other families consist of grandparents raising grandchildren. Even if a guardian is in charge of rearing a child, we hope that love and understanding are part of every family structure.

The family member activity badge helps each boy understand his family and his part in that family. This badge is designed to foster each boy's awareness of how the family works and what makes it work well. Chores, laundry, grocery shopping, and house cleaning are all elements that have to be addressed by the family. Remember to stress that each boy is important to his own family.

I. Resources:

- A. Webelos Scout Book
- B. *Boys' Life Magazine*
- C. *Webelos Den Activities*

II. Den Activities:

- A. Invite a policeman or fireman to attend your den meeting to discuss home safety.
- B. Invite a home economics teacher or a dietitian to attend your den meeting to discuss nutrition.
- C. Develop a list of low-cost family "fun" activities.
- D. Help each boy to develop a personal budget.
- E. Help each boy to chart his "family tree".
- F. Help each boy to develop a family crest or coat of arms to symbolize his family.
- G. Assist each boy to make a chart showing the jobs that he and other family members have in the home. Each boy brings his chart to the den meeting and tells what jobs he will do for the next two months, and how he will do them.
- H. Make a contest out of making a list of the things families spend money for. See who can make the longest list. Talk about the list and see what important expenses were omitted. Give one point for each item. Most boys will forget things like rent, utilities, car payments, insurance, etc. You might think up a list of things most boys will omit and award two points if a boy happens to list one.
- I. Invite a mother to your den meeting to talk about cleaning a room properly. (A mother might enjoy talking to the boys about this one!)
- J. While you have a mother at your den meeting talking about cleaning a room, you might ask her to talk about how the boys could look after their clothes. And how to do the laundry.

- K. Here is another contest. Take a small piece of cloth and a button, needle, and thread. Have each boy sew a button on the piece of cloth. Judge the button that is sewn best.
- L. Tour a restaurant.
- M. Have a cooking contest. Have each boy cook one dish and bring it to the den meeting. Be sure that each boy can explain how he made the dish. You might think about making a recipe book for your den. Also, you might want to use some of these dishes for a cookout.
- N. Have the boys fix a meal and invite their parents to come to your den meeting for dinner. Have them plan the meal, shop for the food, and cook it.
- O. Have a "family" meeting at your den meeting and have the boys show Cub Scout Spirit by doing their best to make plans for the rest of the year - or at least three months.
- P. Plan a family game night - each family brings a game and takes part in sharing the game with another family. The boys could "invent" games for the families to play.

FITNESS ACTIVITY BADGE

I. Resources:

- A. Webelos Scout Book
- B. *Cub Scouts Sports, Physical Fitness*
- C. "The Presidential Physical Fitness Award Program Instructor's Guide"
- D. School physical education teacher
- E. School nurse
- F. Public library, where you may want to look at some health education materials
- G. Additional pamphlets may be obtained by writing to one or more of the following agencies:
 - 1. For Alcohol - National Clearinghouse for Alcohol Information; 1776 East Jefferson, South; 4th Floor; Rockville, Maryland 20850 OR Box 2345; Rockville, MD 20850
 - 2. For Drug Abuse - National Clearinghouse for Drug Abuse Information; 5600 Fisher Lane, Room 10A-56; Rockville, MD 20850 OR Box 1635; Rockville, MD 20850
 - 3. For Tobacco - Technical Information Center Office on Smoking and Health; 5600 Fisher Lane, Room 1-16; Rockville, MD 20850
 - 4. In Missouri - Division of Alcoholism and Drug Abuse; Department of Mental Health; 2002 Missouri Blvd; Jefferson City, MO 65101
- H. *Drugs, a Deadly Game*, BSA pamphlet, 1987
- I. *Child Abuse - Let's Talk About It*, BSA pamphlet
- J. *Time to Tell* (VCR tape), BSA

II. Den Activities:

- A. Work on the Presidential Physical Fitness Award. Cubs can do the required exercises and earn the award. Information can be obtained by writing to the following address: Dept of Health and Human Services; The President's Council on Physical Fitness and Sports; Washington, D.C. 20001.
- B. Obtain a copy of the pamphlet entitled **Cub Scout Sports, Physical Fitness**. It can be obtained from your Scout Shop. Get your Cubs involved in working to earn the award. It is required for the Athlete Activity Badge, which is another reason to work on this particular Cub Scout Sports Program.
- C. Visit your neighborhood police station, or ask a police officer to visit your den meeting and talk to your Cubs about substance abuse. Many area police departments have substance abuse exhibits which can be very interesting. See if they have a D.A.R.E. Program.
- D. Invite a school coach or physical education instructor to attend your den meeting and talk with the boys about health and good hygiene.
- E. Using old magazines and newspapers, your Cubs can make collages and/or posters which stress the harmful effects of tobacco.
- F. Visit a fitness center.
- G. Tour a Hospital.
- H. Contact SADD or Just Say No for a speaker.

III. Pack Activities:

A. Display collages and/or posters made at your den meetings. Completed collages and posters might be displayed in a store window, a bank, etc.

B. Your Cubs might want to say a few words at the pack meeting about the things they learned while working on this particular activity badge.

FORESTER ACTIVITY BADGE

I. Resources:

- A. Webelos Scout Book
- B. The Boy Scout Handbook
- C. Boys' Life Magazine
- D. Forestry Merit Badge Book
- E. Webelos Den Activities

The Missouri Department of Conservation has many pamphlets, posters and other materials that will help with this particular activity badge:

* *The Missouri Conservationist* is an excellent monthly magazine published by the Department of Conservation. It contains articles dealing with conservation and wildlife in Missouri, and features lots of color photographs. It is a super tool to use with your Cubs. Best of all, the magazine is free to all adult Missouri residents. For a free subscription simply write to: Missouri Department of Conservation; P.O. Box 180; Jefferson City, MO 65120.

* The Department of Conservation publishes various pamphlets and posters which may be helpful. Single copies are provided free. PLEASE DO NOT ASK FOR MULTIPLE COPIES. Those pertaining to forestry are as follows:

1. Growth of a Tree (poster with guide)
2. Missouri Trees
3. Common Trees of Missouri

II. Den Activities:

- A. Bring a log to a den meeting or find a nearby tree stump and have your boys count the annual rings to determine the age of the tree. See if they can tell something about the kind of weather - dry or wet spells - through which this tree lived by looking at the rings.
- B. Visit a lumberyard or sawmill. If you contact the manager ahead of time you might find that he is willing to furnish wood samples for your boys' collections.
- C. Plant a tree.
- D. Make tree life-history posters.
- E. Collect leaves for identification. Cubs can mount them or make leaf prints.
- F. Teach your boys to measure the height and diameter of a tree.
- G. Conduct a tree survey of your neighborhood.
- H. For a long term project, adopt a tree and keep its diary. Measure its girth, record its height, note when it buds, when it loses its leaves, and interesting facts.
- I. Discuss the various foods (nuts and berries) that can be found in the forest.
- J. Visit a nursery.
- K. Discuss what foresters do.
- L. Close your den meeting by reading the Outdoor Code.

III. Pack Activities:

- A. Plan and make an exhibit for the pack meeting. Among possible options are posters, leaf collections, leaf prints, etc.
- B. Show various wood samples, tell how to identify them, and explain what each is used for.
- C. Demonstrate how to tell the age of a tree by counting the annual growth rings. If possible, use the cross section of a real log instead of a picture.
- D. Have each member of your den tell about one tree which is common to your area; what it looks like, how big it gets, and what its wood or fruit can be used for. Try to show examples of leaves, fruit, seeds, etc.

GEOLOGIST ACTIVITY BADGE

At first thought, geology may appear to be too specialized a science for Webelos Cub Scouts to study. But since Scouting is essentially an outdoor program, a knowledge of the basics of geology is valuable to the Scout. Just about everything on earth, including living things, relate to geology one way or another.

I. Resources:

- A. Webelos Scout Book
- B. Boys' Life Magazine
- C. Webelos Den Activities
- D. The Boy Scout Handbook
- E. The Boy Scout Geology Merit Badge Book
- F. The Common rocks and Minerals of Missouri, by W.D. Keller. Columbia: University of Missouri Press, 1978
- G. The Common Fossils of Missouri, by A.G. Unklesbay. Columbia: University of Missouri Press, 1985
- H. Activities in the Earth Sciences, by Helen Challand. Chicago: the Childrens Press, 1982
- I. Digging Deeper, Investigations into Rocks, Shocks, Quakes and Other Earthy Matters, by Sandra Markle. New York: Lothrop, Lee & Shepard Books, 1987
- J. Public Library, where you may want to look at books under the headings of "geology" and "earth science" in the adult and children's sections.

II. Den Activities:

- A. Invite a geologist or someone who collects rocks or fossils to visit your meeting.
- B. Make a volcano.
- C. Visit a jeweler's shop.
- D. Visit a rock shop.
- E. Show how to make a "hardness" kit with things that can be found around the house.
- F. Play "rock tag" outdoors; players are safe if they are touching rocks.
- G. Play "What am I" using only the names of rocks and minerals.
- H. Visit an industry that uses geological materials.
- I. Have your boys start a collection of rocks/fossils.
- J. Ask a contractor to visit your meeting to talk with the boys about materials used in building a home or commercial building, such as slate, brick, limestone, gypsum, concrete, etc.
- K. Find out some information about the New Madrid earthquakes of 1811-1812.
- L. Make poster(s) showing the geological materials used in construction.
- M. Make poster(s) showing various geological features, such as the Grand Canyon, mountains, volcano, geysers, etc.
- N. Tour a cave.

II. Pack Activities:

- A. Exhibit the rocks and fossils collected by your den.
- B. Demonstrate the hardness test for minerals.
- C. Exhibit the posters made by the boys in your den.
- D. Demonstrate the volcanos your boys made.

HANDYMAN ACTIVITY BADGE

I. Resources:

- A. Webelos Scout Book
- B. Webelos Den Activities
- C. *Boys' Life Magazine*
- D. *Cub Scout and Webelos Scout Program Helps*
- E. Boy Scout Cycling Merit Badge Book
- F. *Scouting Magazine*
- G. Bear Book, Achievement #20

II. Den Activities:

- A. Visit the Automobile Club.
- B. Visit an automobile dealership. Contact the sales manager to arrange for a tour. Many dealerships are happy to spend time with potential future customers.
- C. Using the den leader's car or a car belonging to one of the fathers, show cubs how to change a tire, change the headlight and/or rear light, check the oil, etc. Because of the danger involved, DO NOT permit Cubs to actually change a tire.
- D. Visit a bicycle repair shop.
- E. Discuss how to properly and safely mow a lawn. This can then be demonstrated with an actual power mower. Show the correct way to safely refuel a power mower. Write the Snapper Power Equipment, McDonough, GA 30243, to obtain a pamphlet detailing how to use a lawn mower safely.
- F. Build a sawhorse.
- G. Build a five-board stool.
- H. Build a tool rack from peg board and hangers.
- I. Visit a well-equipped home workshop. Have the owner tell the Cubs something about his tools and how to use them safely.
- J. Take a short bicycle hike with your den.
- K. Cubs can demonstrate how to properly inflate a bicycle tire, and how to lubricate the chain and crank. This is something that you might want to do as a demonstration at a pack meeting.
- L. Visit a lumber yard or hardware store or tinker show.
- M. Hold a nail hammering contest.
- N. Visit a full service gas station. Ask attendant to show types of equipment.

TIRE INFLATION GAME: Divide den into two teams. Have a bicycle for each team. Each boy pumps up empty tire until he thinks it's "full" as judged by his feeling the hardness of tire. Leader checks with tire gauge to agreed upon full tire pressure. Team with average pressure closest to correct, full pressure wins. Too easy? Add a time factor, like maximum of one minute per Scout.

NATURALIST ACTIVITY BADGE

I. Resources:

- A. Webelos Scout Book
- B. Boy Scout Fieldbook
- C. Webelos Den Activities
- D. *Boy's Life Magazine*
- E. *Webelos Scout Program Helps*
- F. Snips & Snails & Walnut Whales: Nature Crafts for Children, by Phyllis Fiarotta. New York: Workman Publishing Co., 1975.
- G. Public library, where you might want to look at some nature and nature craft books.
- H. The Missouri Department of Conservation has many pamphlets, posters, and other materials that will help with this particular activity badge.

1. The *Missouri Conservationist* is an excellent monthly magazine published by the Department of Conservation. It contains articles dealing with conservation and wildlife in Missouri, and features lots of color photographs. It is a super tool to use with your Cubs. Best of all, the magazine is free to adult Missouri residents. To subscribe, write to: Missouri Department of Conservation; P.O. Box 180; Jefferson City, MO 65102.

2. The Department of Conservation will provide single copies of the following posters and pamphlets if you write and request them (please do not ask for multiple copies).

a. Posters:

- (1.) Common Roadside Wildflowers.
- (2.) Missouri Game Birds.
- (3.) Missouri Mammals.
- (4.) Missouri Song Birds.
- (5.) Growth of a Tree (with guide).
- (6.) Conservation Chart (with guide).

b. Booklets and Pamphlets (to mention a few):

- (1.) Smokey Bear Song Sheet/Conservation Pledge.
- (2.) Introduction to Bird Study.
- (3.) Missouri Fishes.
- (4.) Animal Autographs.
- (5.) Missouri Game Animals and Furbearers.
- (6.) Missouri Turtles.
- (7.) Snakes of Missouri.
- (8.) Rare and Endangered Species of Missouri.
- (9.) Missouri's Toads and Frogs.
- (10.) Winter Birds.
- (11.) Outdoor Missouri Map.
- (12.) Wild Menu.
- (13.) Backyard Bird Feeding.
- (14.) Missouri Trees.
- (15.) Common Trees of Missouri.

II. Den Activities:

- A. Make a bug jar or an insect zoo. Get a book from the library and discover the facts about the bugs in each Cub's jar or zoo.
- B. Make an ant farm. Get a book from the library and learn how ants help us.
- C. Make a terrarium.
- D. Take a bird watching hike. Identify the birds seen and make notes as to location, species, and habit.
- E. Make a leaf collection.
- F. Make leaf prints.
- G. Take a nature hike. Look for wildlife homes and prints.
- H. Make bird migration charts.
- I. Make posters/collages emphasizing the requirements for this activity badge.

III. Pack Activities:

- A. Exhibit insect zoos, bug jars, terrariums, log books, nature books, leaf collections, collages, etc.
- B. Your Cubs might want to say a few words at the pack meeting about some of the things they learned while working on this badge.

OUTDOORSMAN ACTIVITY BADGE

I. Resources:

- A. Webelos Scout Book
- B. *Boy's Life Magazine*
- C. Webelos Den Activities
- D. Cub Scout and Webelos Scout Program Helps
- E. The Boy Scout Handbook
- F. Knots and How to Tie Them
- G. Boy Scout Camping Merit Badge Book

II. Den Activities:

- A. Show Cubs how to make an improvised sleeping bag or bed. Have each Cub demonstrate.
- B. Study and learn the fire safety rules.
- C. Learn aluminum foil cooking techniques. Prepare and cook something in foil. This could be a den cookout.
- D. Show Cubs how to make a buddy burner. Use it on a den cookout.
- E. Practice laying fires using both wood and charcoal. Give each Cub a chance to do this so that he will be prepared for cooking in the out-of-doors.
- F. Plan and conduct an overnight father-son campout.
- G. Make knot boards. Cubs can demonstrate knots at pack meeting.
- H. Hold a den campfire.
- I. Discuss and learn camping health and safety rules.
- J. Discuss and learn hiking safety rules.
- K. Contact the Scoutmaster from your neighboring Boy Scout troop and invite a couple of older Scouts to visit one of your den meetings and talk to the boys about camping. A backpack, photographs, etc., will make it interesting.
- L. Discuss first aid and practice what to do in the "hurry" cases.
- M. Make a den first aid kit.
- N. Discuss knife safety and basic whittling techniques.

Any outdoor activity will appeal to boys, particularly if they can burn off energy at the time. Boys love to explore, run, see new areas, come face to face with new ideas and have their minds stretched.

The outdoorsman badge provides several splendid opportunities for the whole family to get outdoors together. It can also be used to get the boys ready for Webelos camp. In starting this activity badge, review all related possibilities. Outdoorsman covers family camping, backyard camping, hiking, parks, picnics, auto trips, field trips, and about any other activity your imagination will come up with as long as it is under no roof. Some of the related activity badges that come to mind are: Aquanaut, Athlete, Forester, Geologist, Naturalist, Sportsman, and Traveler.

The Webelos program is guiding towards Scouting so here is an interpretation of the Scout Law to teach them a good outdoor ethic:

Trustworthy - by the leaders.

Loyal - to fellow Webelos.

Friendly - to companions and people whose facilities are used.

Kind - to other boys and wildlife of the area.

Obedient - to the leaders (there are certain things a boy just cannot do).

Courteous - to everyone involved.

Cheerful - a complainer dampens everyone's spirits.

Thrifty - as first time camping need not be a big budget event.

Brave - when it is spooky and the creatures appear.

Clean - to maintain good health and a tidy campsite.

Reverent - any outing should have a moment for everyone to thank the Creator for the blessings He has bestowed.

OUTDOORSMAN ACTIVITY BADGE

The big activity for the Webelos den is the campout. It is traditional to have a father and son campout. However, in today's family Dad isn't always there. So get a grandfather, uncle, neighbor or some other adult make to fill in. Many times Mom does not want to be left out, so have another campout later and make it a family affair. In either case the following ideas and planning will apply.

An unfortunate experience can drive a boy away from Scouting. However, a good meal, a warm dry bed and a couple of tall tales at the campfire will always leave a good and lasting impression.

The same will apply to you as a Webelos leader, since a successful outdoorsman cannot only survive in the outdoors but he can do so in comfort and with confidence and enjoyment. Remember comfort is the same as for the boy and confidence is knowing you can provide all of this not only with skill but also perhaps with a degree of flair.

Prepare the Adults

Some of you may have never campout out, but don't let that throw you. Scouting has a large selection of books to help you. You should start by attending Webelos leader training weekend. If you feel you need further practice, visit your local Boy Scout troop. They will be glad to have you and offer many tips. In fact, if you plan ahead and camp with the troop several times before your Webelos trip, you will have the flair I just spoke of.

Plan Ahead

If you don't, you are going to blow it.

When

Can all of the boys and their dads make it that weekend?

Is it a holiday?

Does it conflict with your local Scout troop?

If you invite two or three of the Scouts and their dads along, it will be good recruitment for your boys and provide good backup for you.

Where

Always personally check out your campsite.

If you go to a public camping area, try to get off by yourselves for more of a feeling of being along. Don't end up in the middle of K.O.A. if you can help it.

Make sure you have access by car.

Check on water and sanitation facilities.

If there are none, you must provide.

Make reservations for public land or get permission to camp on private property.

If you go to a council camp, you can file through the council office. Wherever you go, file a "Local Tour Permit" with the council office at least two weeks prior to going.

Who

All of your Webelos and their dads or adult partners.

All boys will be registered with the Boy Scouts and be in a Webelos den.

Two or three Boy Scouts and their dads if you choose to invite them.

How

Meet with all of the dads three weeks ahead of time.

Make sure everyone knows where and when to meet. Where and when you are going to return. Give everyone a map.

Double check on available transportation.

Plan your menu.

Take an equipment inventory.

Hand out schedules of events for the weekend.

Go over the rules: The Cub Scout Promise and Law of the Pack will be the rules to govern conduct.

No alcoholic beverages at any Scouting function.

No smoking in the tents.

No food, drink or aerosol sprays around tents.

No liquid fuels or fire starters.

Why

To have fun.

There is absolutely no other reason for going.

What

Oh, come on now!

Prepare the Boys

Review the outdoor code. Good Scouts always leave the camping area better than they found it. Discuss fire safety. Learn the rules for outdoor cooking. Many campsites no longer allow wood fires; some do not allow charcoal. Teach a few of the basic knots. Cover basic first aid and discuss why it is necessary. Before you go camping make sure you know where the nearest doctor's office, hospital, or aid station is located. If you have any medical problem that you can't handle with a bandaid and a hug, transport to a medical facility. Two weeks before the campout, send a letter home with the boys telling the parents what is going on and include an equipment check list. Three days later call the parents and make sure it got there. Remember, a lot of den activities and Webelos advancement can be covered as preparation for the campout.

Den Equipment List

First aid kit (big enough to cover general first aid)
Coolers and ice.
Water containers and water.
Food and seasonings.
Cooking utensils (long spoons, meat fork, spatulas, pot holders).
Dutch oven and/or other cooking pots (review your menu and make sure you have all the right pots and utensils for each meal).
Aluminum foil.
Paper towels.
Dish washing soap and scrubbers.
Cooking grate.
Water drip bucket and bar soap in a sock for washing hands.
Dining fly.
Wood, charcoal, or portable gas grill and fuel.
Lanterns.
Buckets or dishpans for washing dishes.
Matches in waterproof container and fire starters.
Rope.
Toilet paper.
Trash bags.
Tents (practice setting them up at home ahead of time).
Hammer for tent pegs.

Personal Equipment List for Boys and Dads

Sleeping bag or bed roll.
Flashlight with extra batteries.
Poncho or rain gear.
Comfortable footwear (boots recommended).
Coat and hat.
Warm clothes - at least one complete change.
Basically, you should dress for the weather, but remember spring and fall can be cool and there may be some dampness after dark.
Extra socks - an absolute must even on a hike.
Soap, washcloth and towel.

Toothbrush and paste.

Toilet paper.

Water bottle or canteen.

Eating utensils (plate, cup, knife, fork and spoon).

Webelos bring Webelos book.

All Scout, Cubs and Scouter in uniform; this is a Scouting function. Other items depending on the game plan; sack lunch for Saturday, suntan lotion, camera, fishing tackle, sports equipment, and if preplanned...a portion of the group food, tents, or other equipment. (These last items should be worked out at the planning meeting three weeks before you go).

EQUIPMENT IDEAS

Hand washer - Poke a small hole in the side of a one gallon milk jug near the bottom and plug with a golf tee or whittled stick. Tie string from the golf tee to the handle of the jug so it won't get lost. Tie the jug from a tree limb so it will hang about table top height. Loosen the tee to drip water.

Soaper - Put a bar of soap in an old sock and tie the sock near the drip bucket. Nylon knee hose work best.

Towels - Run a stick or dowel through a roll of paper towels, tie a string to each end, and hang near the drip bucket.

Fire starters - Fill each section of an egg carton with sawdust or dryer lint. Use a piece of string for a wick and fill with melted paraffin. Make sure wick is soaked with paraffin also. (Note: It can take quite a bit of paraffin.) Each "egg" is a fire starter. OR tie a half dozen matches together with string and dip in melted paraffin. To use, strike the matches and lay in the tinder of your fire.

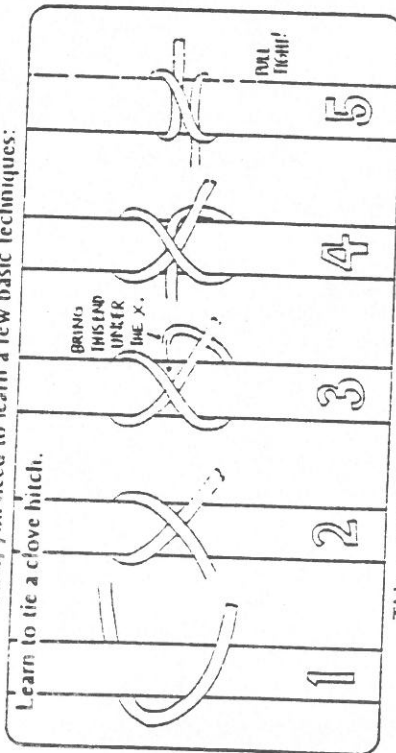
OR cut several thicknesses of newspaper in 4" strips. Roll together and tie with string and dip in melted paraffin. Lay this in the fire and light with a match.

OR cut old candle stubs into 1-1/2" to 2" sections. Wrap with waxed paper to make a "kiss". Place under tinder and light either end of paper.

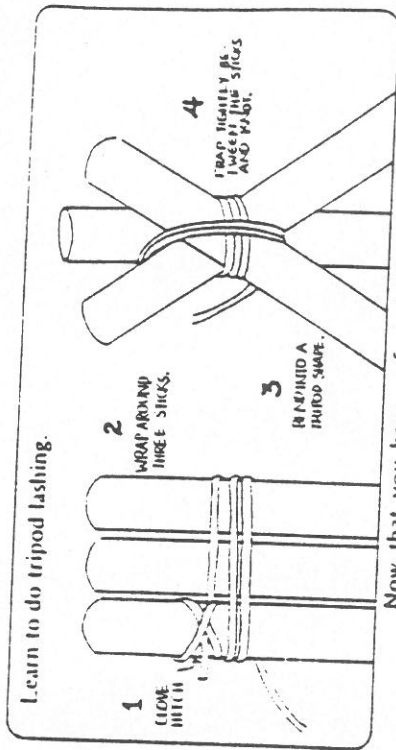
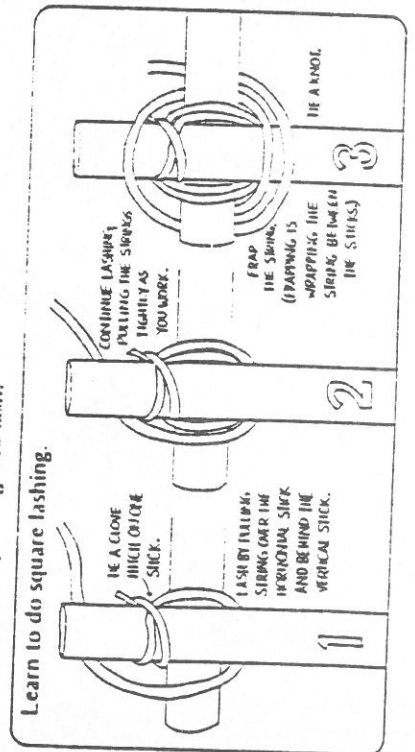
LASHING

Lashing -- a way to fasten items together without the use of nails or glue -- is easy to do and loads of fun! All you need is string or twine and sticks, branches or twigs.

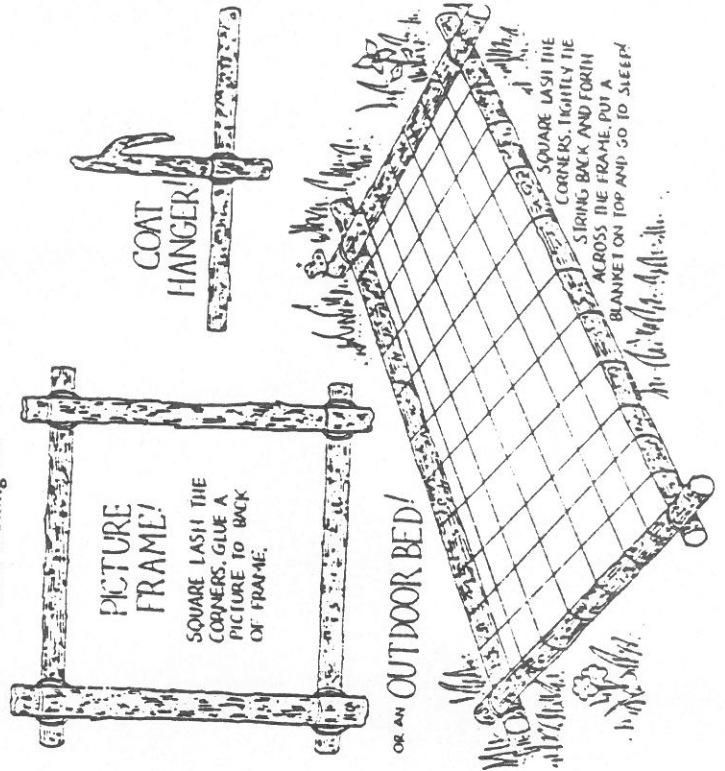
First, you need to learn a few basic techniques:



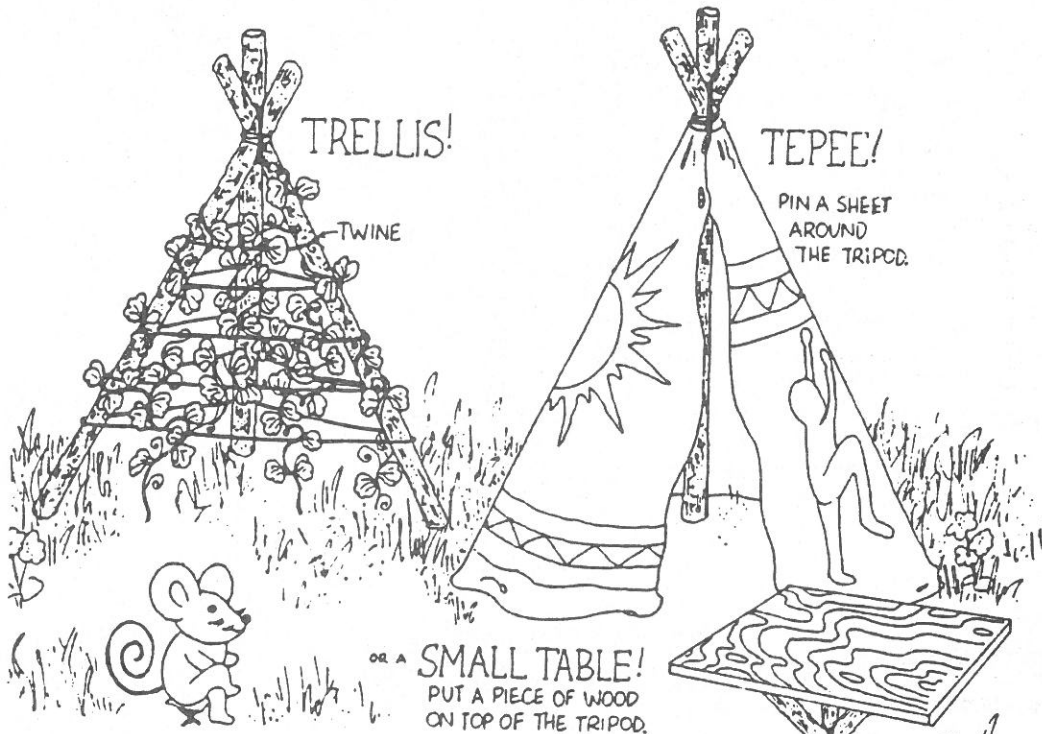
This secures the string to the stick or branch before you begin to lash.



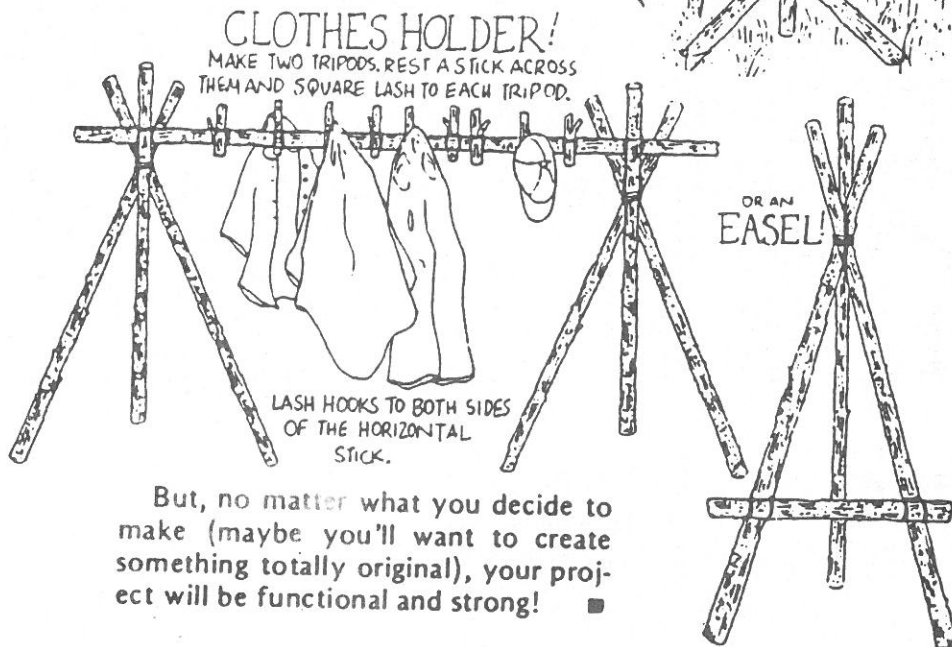
Now that you have perfected these techniques, it is time to go on to bigger and better things! With the square lashing technique, you can make a rustic-looking —



With the tripod lashing technique, you can make a —



Or combine these techniques to make a —



But, no matter what you decide to make (maybe you'll want to create something totally original), your project will be functional and strong! ■

READYMAN ACTIVITY BADGE

This activity badge emphasizes the importance of knowing how to deal with life's problems and emergencies.

I. Resources:

- A. Webelos Scout Book
- B. Boy's Life Magazine
- C. Webelos Den Activities
- D. The Boy Scout Handbook
- E. Public library, where you may want to look at books under the headings of "first aid" and "home and community emergencies".

II. Den Activities:

- A. Visit your local ambulance district. Ask the paramedic to show you and your Cubs the interior of an ambulance and to talk to the boys about first aid.
- B. Contact the weather bureau to arrange for a field trip. Let them know well in advance that you and your Cubs are interested in how severe storms and tornados are forecast and monitored.
- C. Hold a bicycle safety inspection for the boys in your den. Your local police department might be able to help you with this project. Or, if there is a bicycle shop in your neighborhood the proprietor or manager might be willing to help you.
- D. Have your Cubs conduct a home safety inspection. Forms might be available from your local fire department.
- E. Cubs in your den might make posters or collages that emphasize safety. You might want to turn this into a contest with other Webelos dens in your pack. The posters can then be 'judged' and displayed at your pack meeting. Then, you might want to post them in various places in the community.
- F. Visit your fire department.
- G. Have your boys make an "emergency" telephone number list for their homes. Some numbers to include on this list: police department, fire department, family doctor, ambulance, utilities, poison control, etc.
- H. Organize and play a first aid relay game.
- I. Stage a mock "disaster" involving various kinds of injuries. Have your boys give first aid.
- J. Your boys can give talks to younger Cubs (not Webelos) about the six rules of safety to remember while riding in a car.
- K. Attend a Boy Scout first aid demonstration.

III. Pack Activities:

- A. Put on a first aid demonstration at pack meeting.
- B. Prepare an exhibit about tornados. Contact: US Department of Commerce; National Oceanic & Atmospheric Administration; National Weather Service; 4100 Mexico Rd; St Charles, MO 63301

SCHOLAR ACTIVITY BADGE

The purpose of this activity badge is to become aware of the benefits of going to school; to learn a little something about the history of schools, from the very earliest times right up to the present; to find out who runs the schools, and how and where money comes from to finance them; and to learn about job/career opportunities available in the field of education.

I. Resources:

- A. Webelos Scout Book
- B. *Boy's Life Magazine*
- C. Webelos Den Activities
- D. Boy Scout Scholarship Merit Badge Book
- E. Your local Board of Education.
- F. Your local school (principal, teachers, office staff, and others who have a role in the operation of your school.

II. Den Activities:

- A. Invite a teacher, principal, or a school board member to a den meeting.
- B. Invite parents to discuss the value of getting a good education
- C. Let the boys talk about what is going on at school (guide them by asking questions, but don't attempt to change any of their minds)
- D. Prepare a chart of your school/school system, and how it is administered. This can be displayed at a pack meeting.
- E. Gather some old school books and discuss the difference in today's books.
- F. List and discuss full-time jobs available in the education field.
- G. Tour your local high school.
- H. Learn about the history of education, how schools were organized and developed in your community.
- I. Plant flowers or shrubs on school grounds.
- J. Assist the custodian in setting up a meeting room for the PTA or some other special activity.
- K. Raise the flag at school over a period of several weeks.
- L. Plan a skit which demonstrates how everyone fits into the educational system, or on the importance of education, or on the things the Webelos have learned this month.
- M. Play a "newspaper search" game looking for articles about education.
- N. Ask a librarian to explain the Dew Decimal System. Go to the public library and have the boys complete an application for a library card.
- O. Do a flag ceremony at a PTA meeting.
- P. Take roll call at a den meeting by having boys respond with their favorite book or author.

SCIENTIST ACTIVITY BADGE

I. Resources:

- A. *Webelos Scout Book*
- B. *Webelos Den Activities*
- C. Science teacher
- D. Public library, where you may want to look at some science books in the children section.
- E. *The How and Why Wonder Book of Electricity*, by Notkin and Gulkin. Los Angeles: Price/Stern/Sloan, 1983.
- G. *The Funcraft Book of Magnets & Batteries*, by Amery and Littler. New York: Scholastic Book Services, 1976.
- H. *The Best Paper Aircraft*, by Campbell Morris. New York: The Putman Publishing Group, 1985.
- I. *The How and Why Wonder Book of Science Experiments*, by Martin L. Keen. Los Angeles: Price/Stern/Sloan, 1985.
- J. *Mr. Wizard's 400 Experiments in Science*, by Don Herbert. North Bergen: Book Lab, 1968.
- K. *Physics Experiments for Children*, by Muriel Mandell. New York: Dover Publications, Inc., 1968.
- L. *Chemistry Experiments for Children*, by Virginia Mullen. New York: Dover Publications, Inc., 1968.
- M. *Pocket Scientist Flight and Floating*, by Alan Ward. London: Usborne Publishing, Ltd., 1981
- N. *Pocket Scientist Chemistry Experiments*, by Mary Johnson. London: Usborne Publishing, Ltd., 1981.

II. Den Activities

- A. Have each boy pick an experiment in the *Webelos Scout Book* and bring to show and explain at the next meeting.
- B. Make paper airplanes and have a contest for distance and accuracy. Discuss why they fly and turn.
- C. Respond to roll call by naming famous scientists and saying a sentence or two about why each one is famous.
- D. Visit the weather bureau (field trip).
- E. Visit a waste water treatment plant (field trip).
- F. Make a do-it-yourself flashlight.
- G. Make crystals.
- H. Visit an eye specialist and learn how the eyes work.
- I. Make optical illusions and show how the eyes converge.
- J. Have a slow-motion bicycle riding contest to show balancing skills.
- K. Visit a high school or college science lab.
- L. Visit an airport and ask an expert to explain the principles of flight.

III. Pack Activities:

- A. Exhibit chemical crystal gardens, do-it-yourself flashlight, fog machine, barometer, etc.
- B. Conduct a pack "science fair."

IV. Informative pamphlets about the eyes and one's vision are readily available from most optometrists. Pamphlets can also be obtained by writing to the American Optometric Association, 243 North Lindbergh Blvd, St. Louis, MO 63141. (314)991-4100

SHOWMAN ACTIVITY BADGE

I. Resources:

- A. Webelos Scout Book.
- B. Webelos Den Activities.
- C. The Great Whidgit Whatchamacallit and Thingamajig Idea Book, by Sue Thomas and Betsy Warren (Editors). St. Louis Area Council, BSA, 1987.
- D. Group Meeting Sparklers.
- E. Local junior high and high school drama departments.
- F. Local junior high and high school music departments.

II. Den Activities:

- A. Invite a junior high or high school drama teacher to visit your den meeting to explain and demonstrate the techniques involved in makeup.
- B. Use a tape recorder to record the boys' voices, play it back so that each Cub can hear his voice.
- C. Write a puppet play and make the puppets.
- D. Make a puppet stage.
- E. Have each boy bring his favorite record or tape to a den meeting; play the records or tapes and have each Cub tell why it is his favorite.
- F. Plan a family night or entertainment. Include homemade musical instruments as well as regular musical instruments, puppets, songs, etc.
- G. Visit a costume shop.
- H. Attend a junior high or high school play, children's theater, community theater, etc.
- I. Attend a junior high or high school concert.
- J. Discuss stage directions and what they mean.
- K. Visit a TV or radio studio.
- L. Answer roll call with a brief history of an American composer assigned the week before.
- M. Attend a professional puppet show.
- N. Invite a music teacher or professional musician to attend your den meeting to talk to your Cubs and to play an instrument for them.
- O. Make some of the homemade instruments.
- P. Learn and practice a song to lead at the next pack meeting.
- Q. Visit a magic shop.

Showman Activity Badge: The showman activity opens a door to a new and exciting world for your Webelos. What youngster doesn't like to show off his talents? Especially, if that youngster is a Webelos Scout! Showman offers three areas that your Scout can choose from or he can choose all three in completing the requirements. Music, drama, and puppets are the choices that your Scout can have to choose from that will allow him to "show off" his talents.

Music: How can a Scout have fun with music? Well, if he plays an instrument at school, let him bring that instrument to a den or pack meeting to play for the group. If you have several Webelos that play instruments let them form a band. What if you don't have the luxury of store bought instruments? Improvise! Make your instruments from cardboard boxes, oatmeal boxes, rubberbands, tissue paper rollers, aluminum foil, rolled up pieces of tin, or just about anything; then let your boys have some fun.

SPORTSMAN ACTIVITY BADGE

Many people feel that we have become a nation of "watchers". Cubs cannot earn the sportsman award by watching. You and your boys, together, will have to go out and have some fun.

For requirements three and four, each Webelos must earn the participation award for two individual sports and two team sports in the Cub Scout Sports Program.

Some of your boys may have earned these awards when they were in the Wolf or Bear program. Awards earned previously do not count toward the requirements for the Sportsman Activity Badge. A boy will have to earn a second participation award in any sport that he wants to repeat for this requirement. That should be fun and easy to do.

I. Resources:

- A. Webelos Scout Book.
- B. Webelos Den Activities.
- C. *Boys' Life Magazine.*
- D. The booklets from the Cub Scout Sports Program.

II. Den Activities:

- A. Ask each boy to list the sports that he has participated in during the past year.
- B. Invite a sports figure, coach, referee, or official to a den meeting to talk to your Cubs about teamwork and the importance of good sportsmanship.
- C. Attend a football game, soccer match, basketball game, or other sporting event with your den. Your local junior or senior high school might be willing to give you a discount (contact the athletic director).
- D. Sponsor a father-son bowling night.
- E. Practice casting with a rod and reel.
- F. Sponsor a fishing derby for the pack.
- G. Select a sport to demonstrate at a pack meeting a practice it.
- H. Sponsor a father-son volleyball game.
- I. Take the den ice skating or roller skating.
- J. Teach football signals. Practice until the boys know them well.

Sportsman: The Webelos den leader's major objective in this activity badge is to conduct den meetings in such a way that every boy in the den become sufficiently skilled to meet all the requirements of the Sportsman badge. Just participation in a sport is not enough. Each boy should be able to demonstrate his skill and knowledge in his four selected sports. He also learns that, by doing his best, he achieves a feeling of real accomplishment.

In a recent survey of boys of all ages across the country, playing team sports topped the list of activities that they are interested most in doing. Seventy-nine percent of boys 8-11 considered learning how to play in team sports as very important. Only "building up of the body" surpassed this figure.

You can be certain of instant interest by most members of your den in the Sportsman activity badge. Chances are that they spend much of their leisure time in organized sports and loosely organized neighborhood games. Some of them will already know enough about rules, scoring, techniques of several sports so they could pass the requirements quickly.

TRAVELER ACTIVITY BADGE

The purpose of this activity badge is to teach the boy how to plan ahead for trips instead of letting mom and dad do it all. It helps the boy to be more aware of his environment. It emphasizes thrift by teaching the boy something about the cost of a trip, and it teaches the boy how to read a map and road signs.

I. Resources:

- A. Webelos Scout Book.
- B. *Boys' Life Magazine.*
- C. Webelos Den Activities.
- D. Travel agencies and tourist information centers.
- E. Do not neglect the Auto Club of Missouri, particularly if you are a member.
- F. Each state has a tourist information department from which maps, brochures on tourist attractions, and hotel and motel directories may be obtained. You can request information about Missouri by writing to: Missouri Division of Tourism; P.O. Box 1055; Jefferson City, MO 65102.

II. Den Activities:

- A. Visit a county, state, or national park with den families.
- B. Visit a nearby historic site.
- C. Take a bus or train trip.
- D. Visit a travel agency or automobile club office and find out what they do.
- E. Calculate the cost a speed of a plane trip.
- F. Make car first aid kits.
- G. Visit a bus terminal or airport to see how it works.
- H. Discuss timetables and how to read them.
- I. Have a speed contest to locate a specific destination and how to get there using maps and timetables.
- J. Teach the proper packing of a suitcase. Afterwards, have a speed contest, stressing neatness as well as speed.
- K. Locate points of interest on city and state highway maps. Visit some of them.
- L. Have the boys make a list of what they would take in their suitcases on a weekend trip. Discuss their lists.
- M. Develop a list of travel agencies and transportation facilities available in your area.
- N. At a pack meeting exhibit family car first aid kits, timetables, logbooks, snapshots from trips, etc.
- O. At a pact meeting demonstrate how to pack a suitcase and how to determine comparative travel costs. Show slides or a movie of a den trip.
- P. Tour an automobile dealership.
- Q. Make a map of your neighborhood showing the main points such as churches, school, stores, etc.

R. Make a hazard sign. Cut a 1"x2" board into three 10" pieces. Spray with fluorescent orange paint. Glue on velcro strips with rubber cement to join the corners. This folds compact and stores in trunk of car.

CAR PASSENGER CODE: This code provides hints on how car passengers can make each trip a safe and pleasant one.

1. **Help yourself by:**
 - a. Always wearing a seat belt or sitting in the backseat.
 - b. Sitting down to avoid being hurt if there is a sudden stop.
 - c. Keeping hands away from the door handle, gear stick, the ignition, and the driver.
 - d. Making sure your door is firmly closed and locked.
2. **Help the driver by:**
 - a. Sitting down to avoid distracting him.
 - b. Looking out for road signs.
 - c. Keeping the noise down.
3. **Help other passengers by:**
 - a. Not teasing younger passengers.
 - b. Not putting anything dangerous on the back ledge.
 - c. Saving all litter, use litter bags.
4. **Help others on the road by:**
 - a. Staying in the car (putting arms or head out of a window can cause an injury) while the car is moving.
 - b. Not throwing things out of a window.
 - c. Getting out of a car on the side away from traffic.

SAFE-DRIVING TIPS FOR FAMILIES:

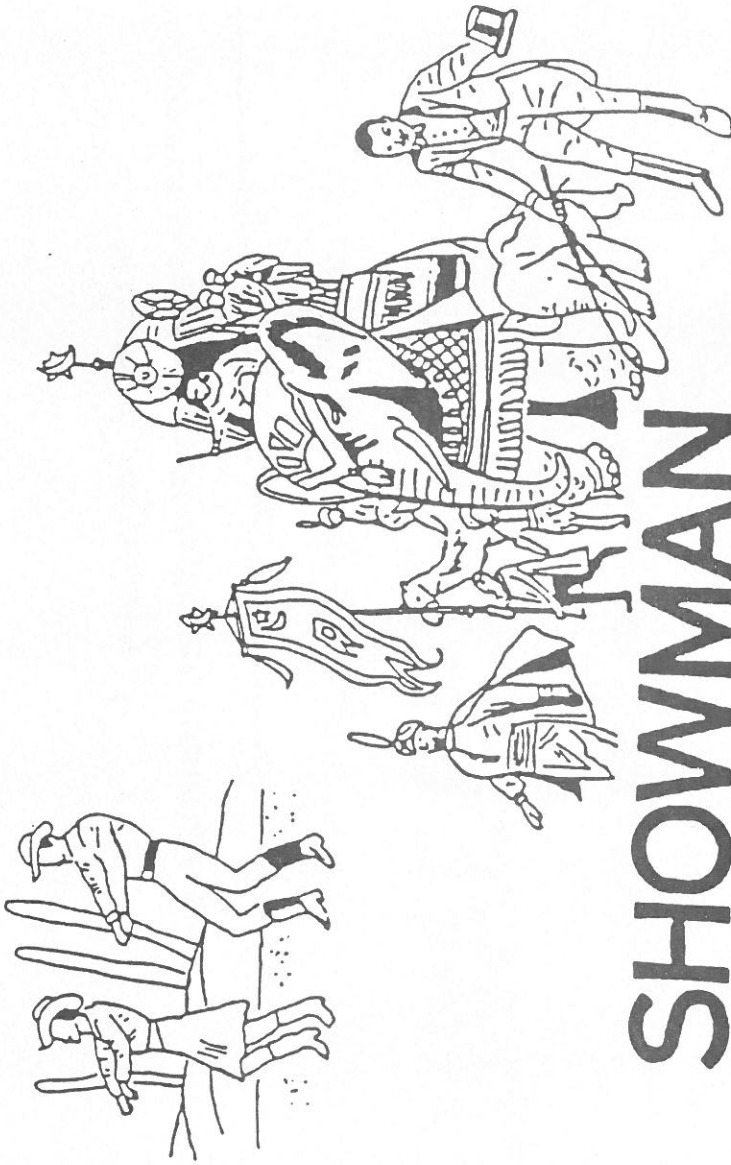
1. Allow enough time to avoid feeling rushed. On long trips allow for frequent stops.
2. Have the car checked (brakes, tires, oil, lights, wipers) before leaving in order to insure that everything is in good working order.
3. Use seat belts. They help save lives.
4. Be alert to hazards - adjust driving speed accordingly.
5. Use courtesy **ABUNDANTLY** and **EVERYWHERE** - at intersections, when you pass or when being passed, and at night with headlights.
6. Follow the rules of the road (signals, signs, and road markings) for a safe, enjoyable trip.

GAMES:

Car Race - Each team has a cardboard car. They advance on race track or highway or across U.S. (If across U.S. map, may use an airplane.) The player advances by throwing dice, drawing numbers, answering questions, or spinning a spinner.

Concentration Game - Match states and capitals (or countries and continents). The cards with the names of states and capitals are placed face down either on a table or on a concentration board. Each player or team is allowed to try to make a match by turning over two cards. If they match, he gets a point. If they do not match, the cards are returned face down and the other player or team has a chance to guess.

Airplane - (Variation of Pin the Tail on the Donkey) Tack a large map on the wall. Give each player a small airplane with his name on it and a pin on it. Mark a central spot on the map for the take-off. Give each player a minute to study the location of the takeoff on the map. Blindfold the player who must pin his airplane on the map as far as possible from the takeoff but still on land. If he pins his airplane in water on the map, it is considered lost.



SHOWMAN

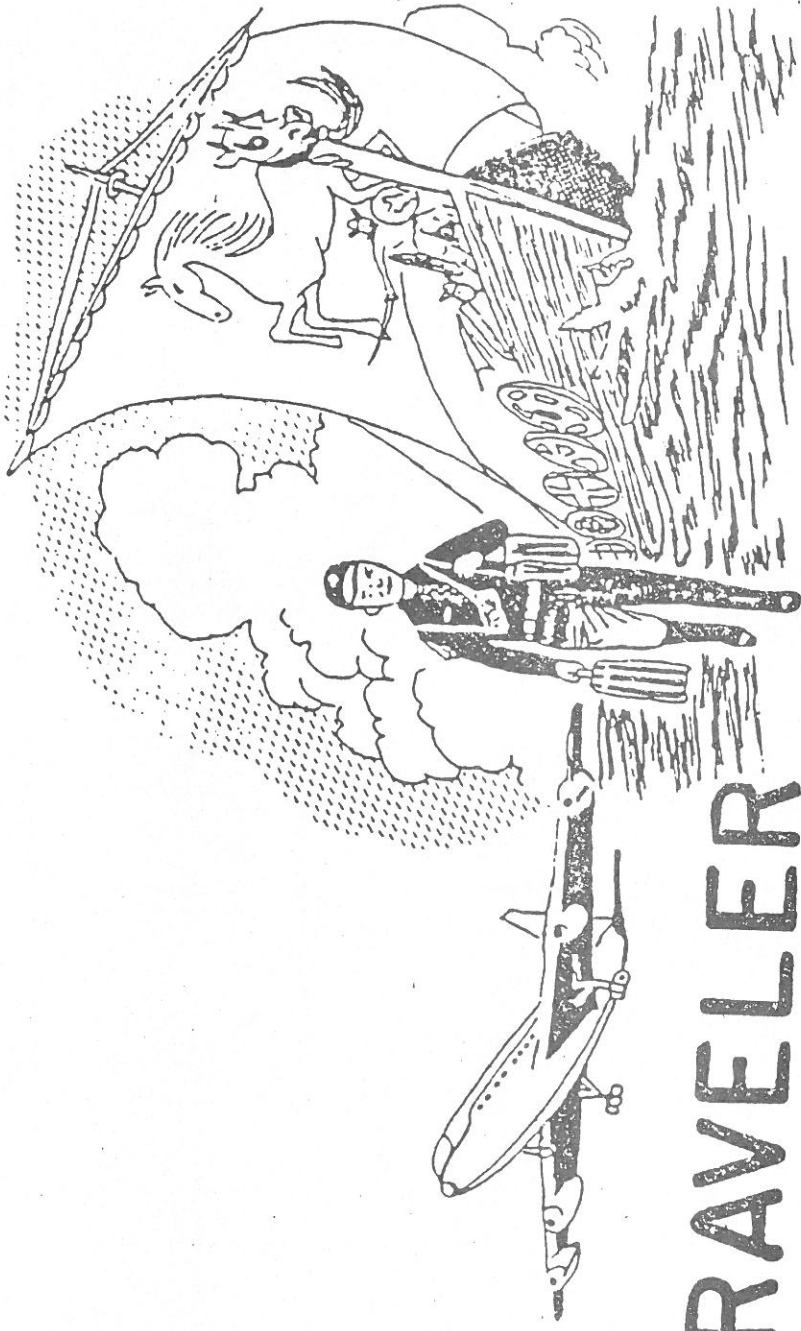
This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

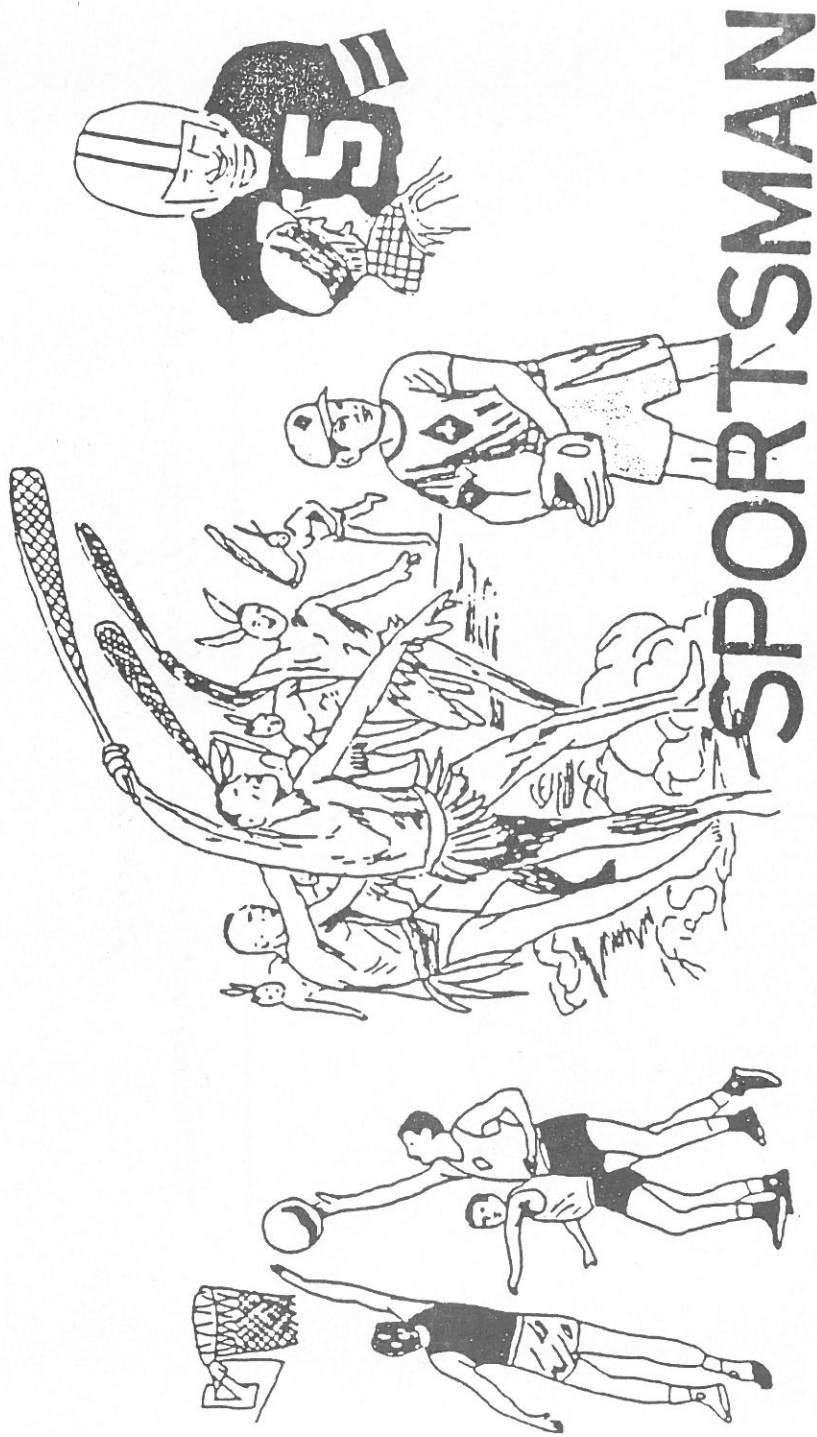
Submaster



TRAVELER

This is to certify that _____ on _____
has demonstrated his skill in the completion
of the activity badge.

_____ Nebelos Den Leader
_____ Submaster



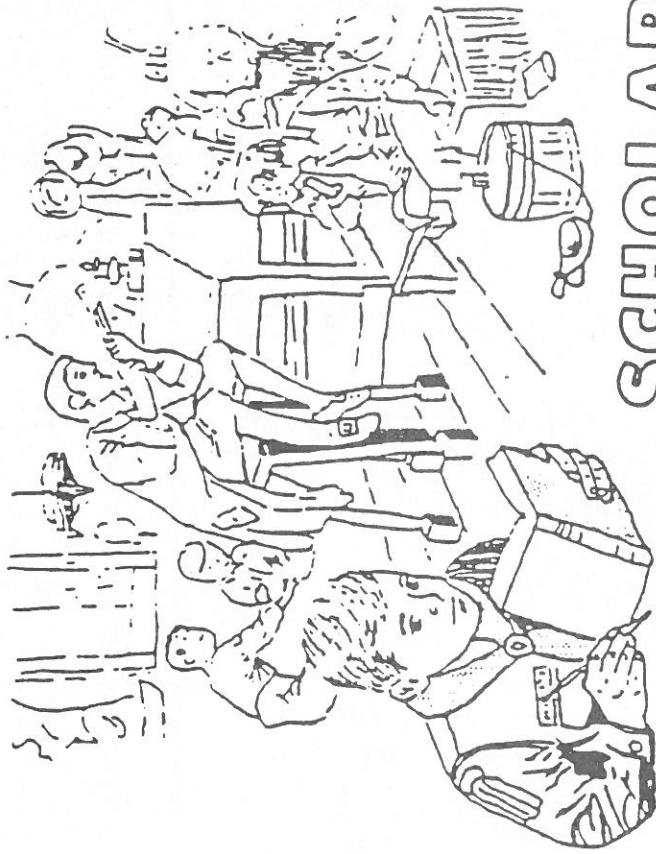
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_____ on _____

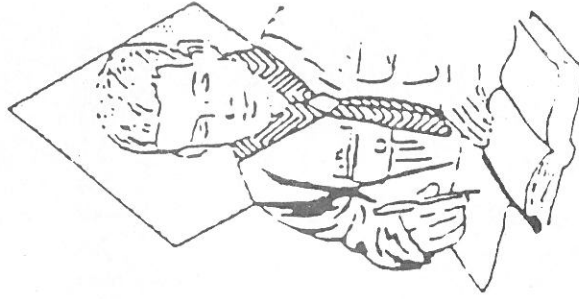
*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

Submaster



SCHOLAR



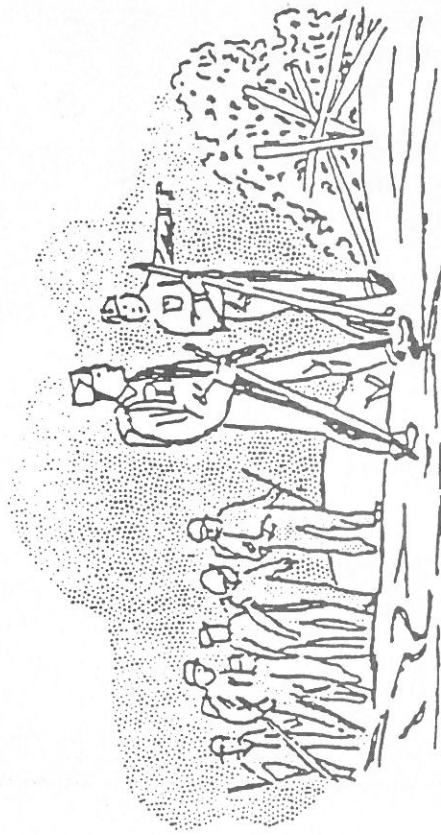
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*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

Cubmaster

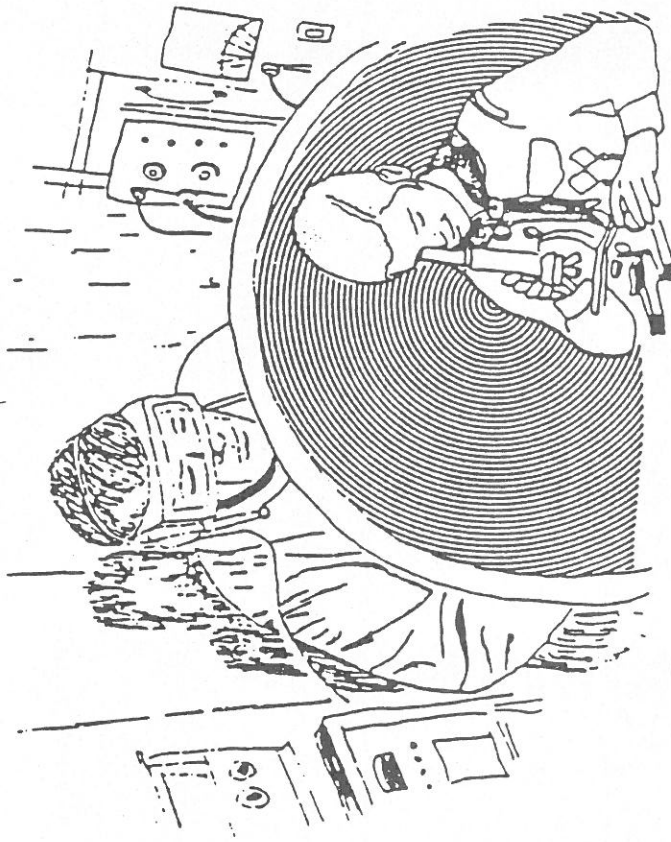


OUTDOORSMAN

This is to certify that
_____ *on* _____
has demonstrated his skill in the completion
of the activity badge.

Webelos Den Leader

Submaster



SCIENTIST

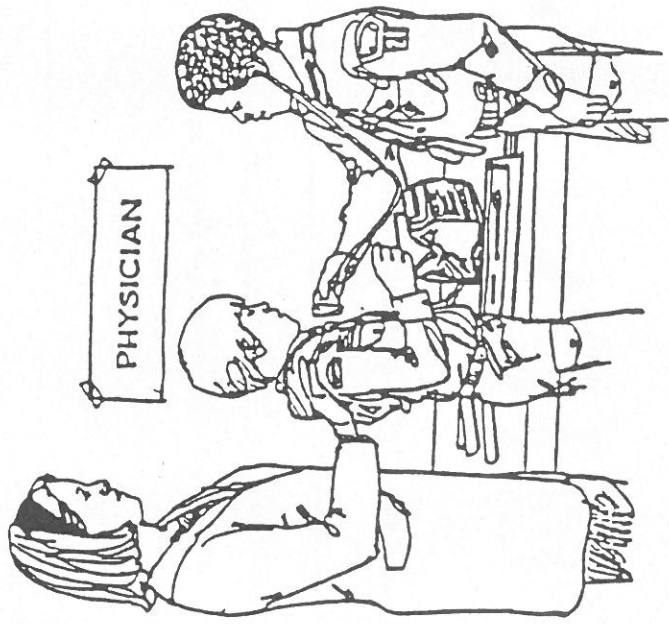
This is to certify that

_____ on _____

*has demonstrated his skill in the completion
of the activity badge.*

_____ *Webelos Den Leader*

_____ *Submaster*



READYMAN

This is to certify that
_____ *on* _____
has demonstrated his skill in the completion
of the activity badge.

Nebelos Den Leader

Submaster



NATURALIST

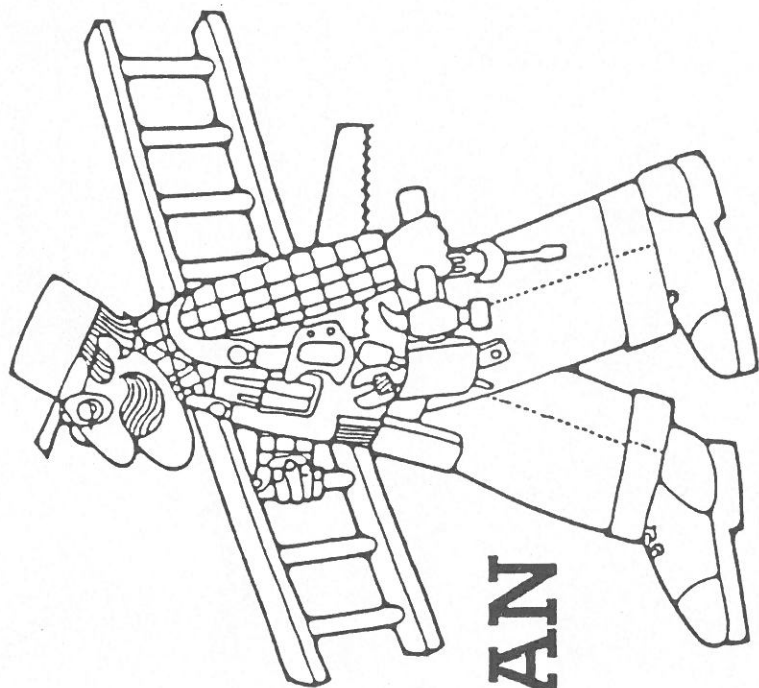
This is to certify that

_____ on _____

*has demonstrated his skill in the completion
of the activity badge.*

_____ *Naturalist Den Leader*

_____ *Submaster*



HANDYMAN

This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

Submaster



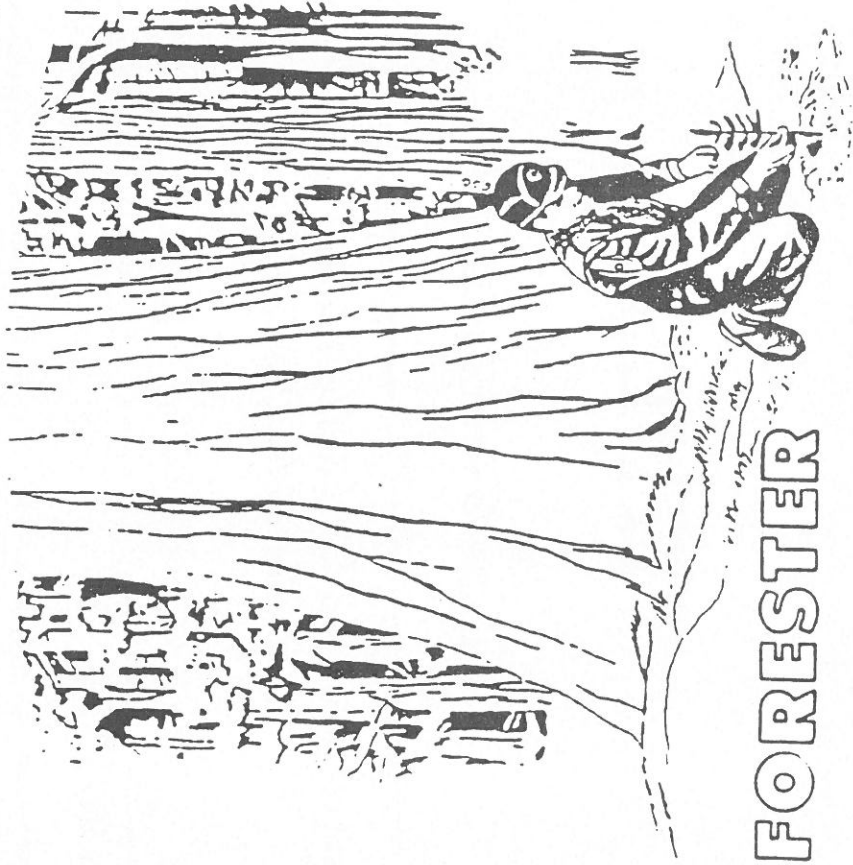
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Nebelos Den Leader

Submaster



FORESTER

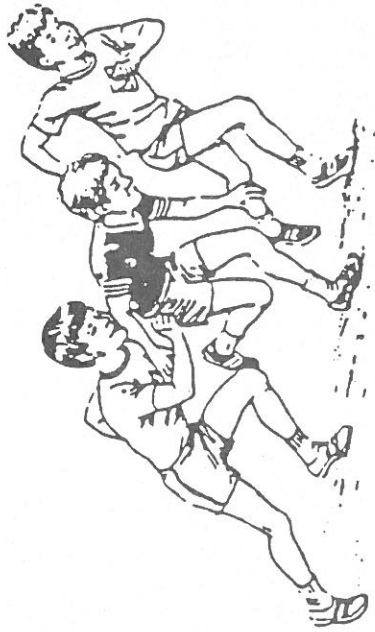
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_____ *Submaster*



FITNESS

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Webelos Den Leader

Submaster



FAMILY MEMBER

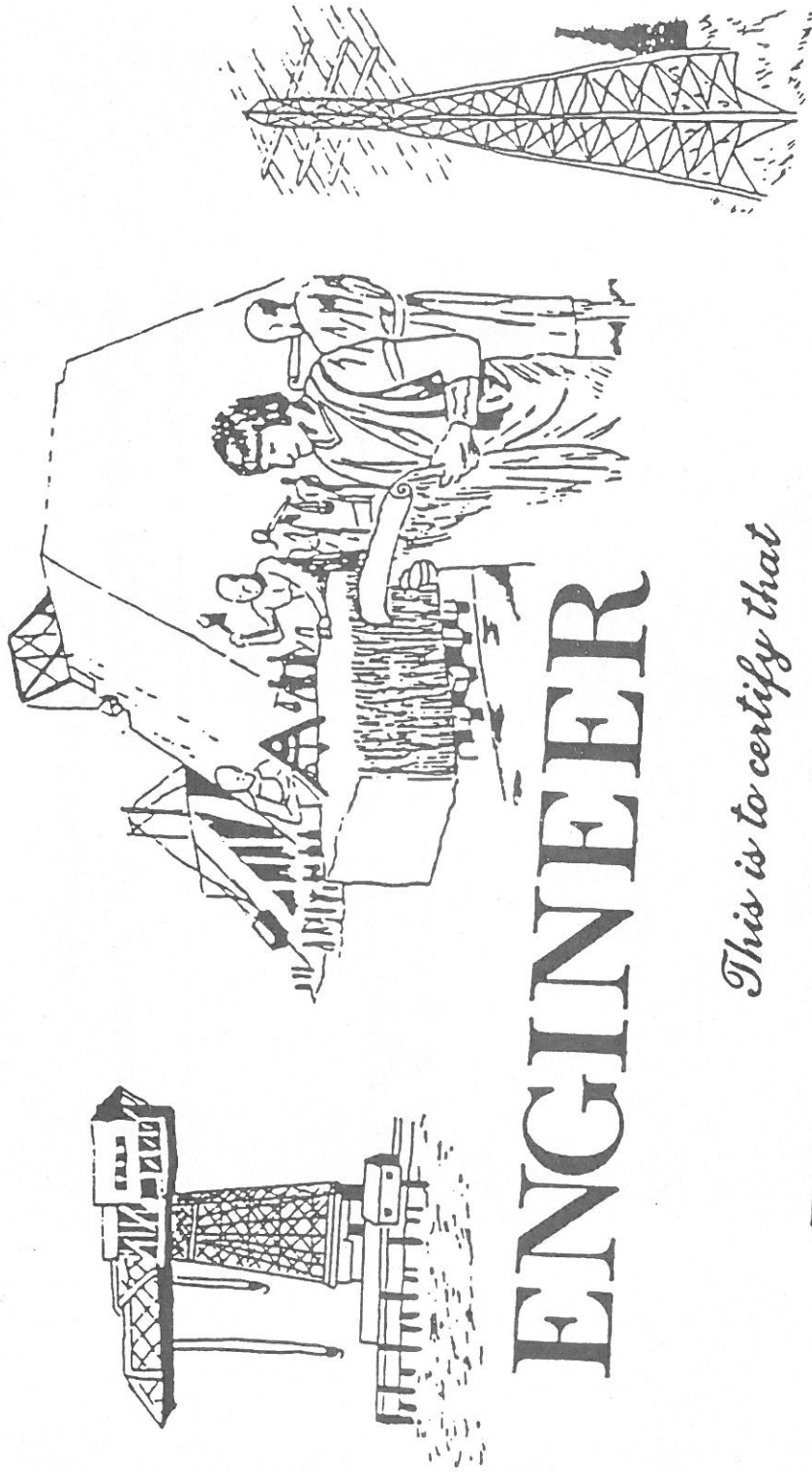
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ENGINEER

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_____ *Submaster*



CRAFTSMAN

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COMMUNICATOR

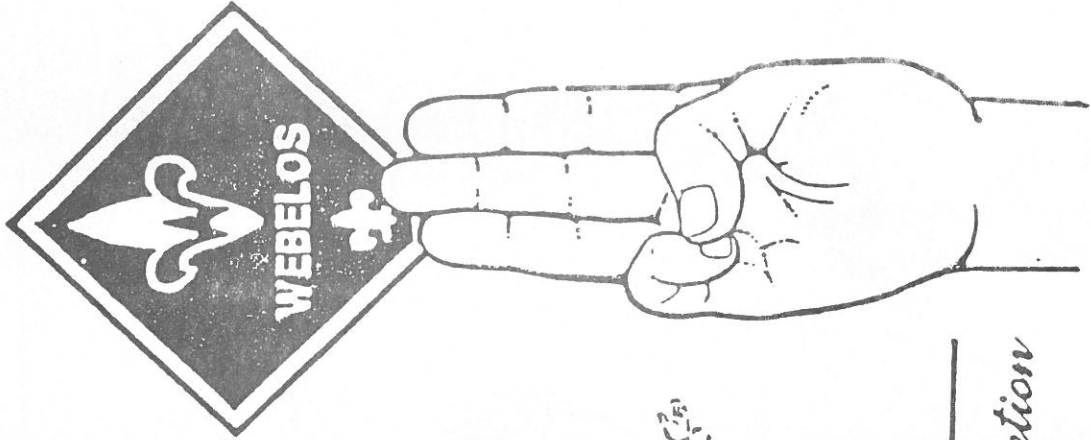
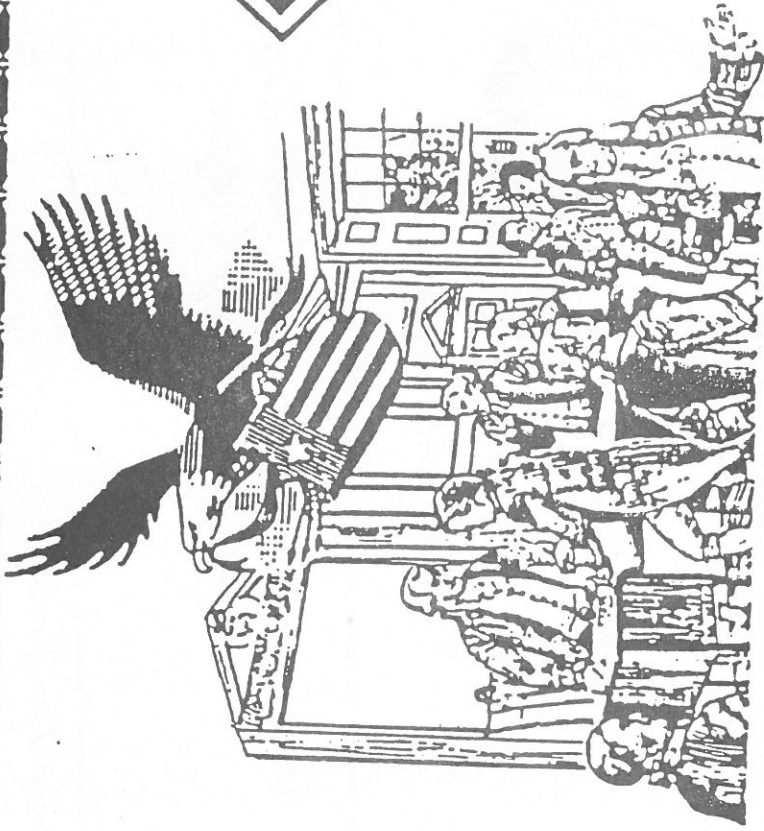
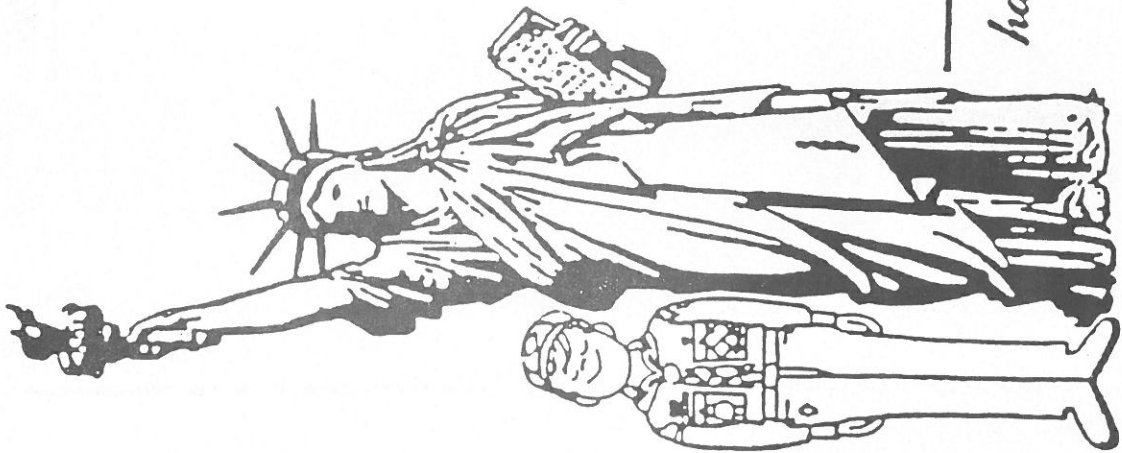
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_____ *Submaster*



Citizen

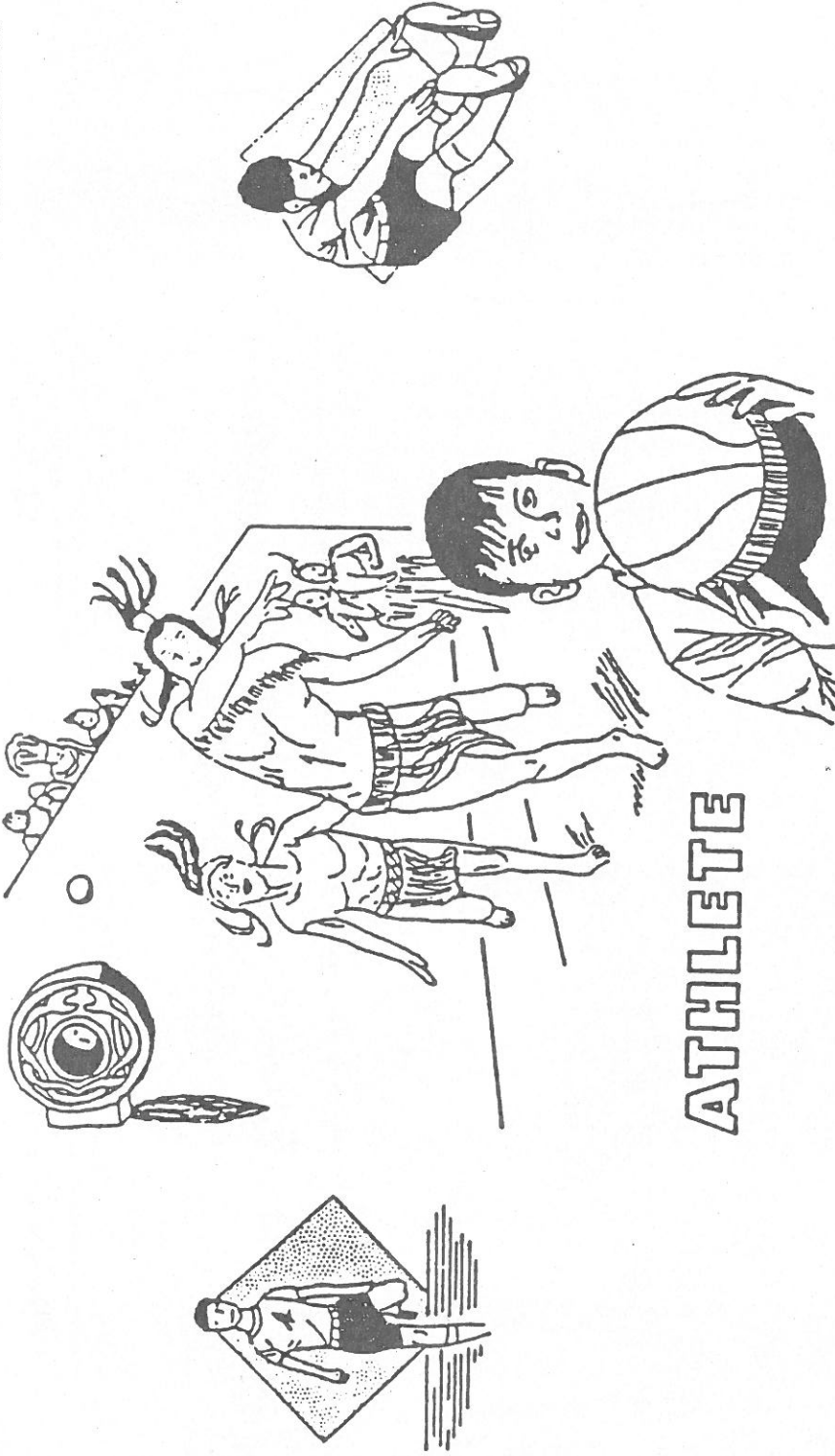
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Webelos Den Leader

Submaster



ATHLETE

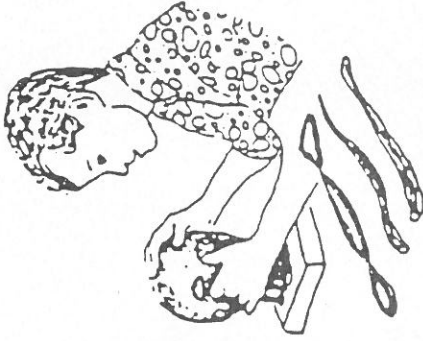
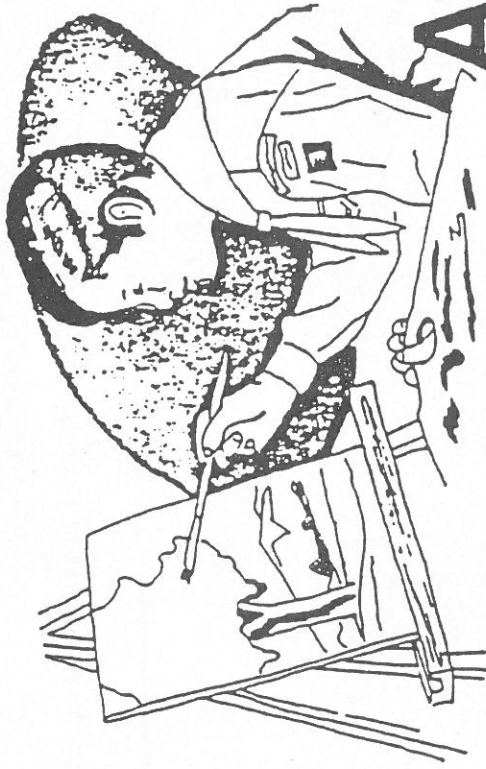
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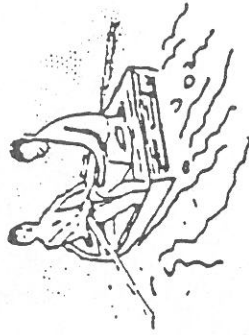


ARTIST

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_____ *Submaster*



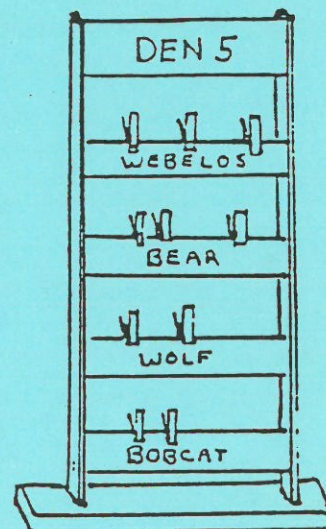
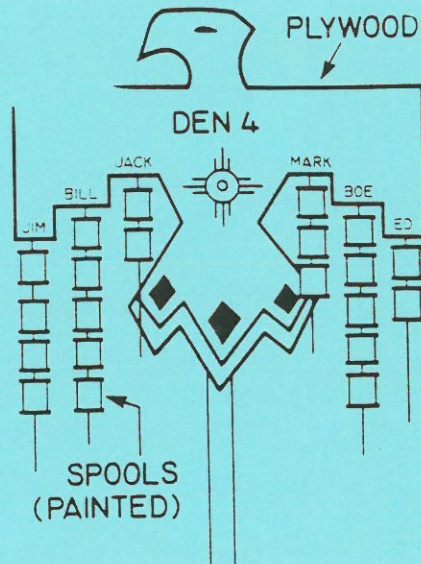
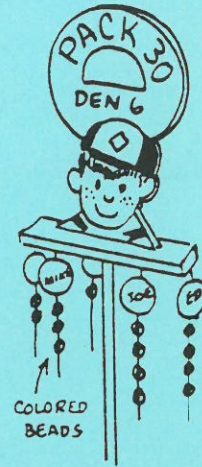
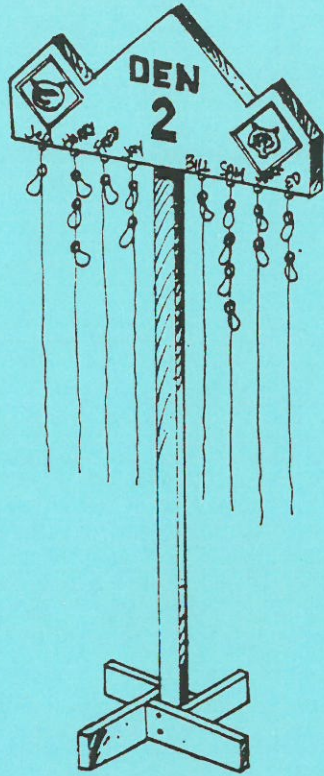
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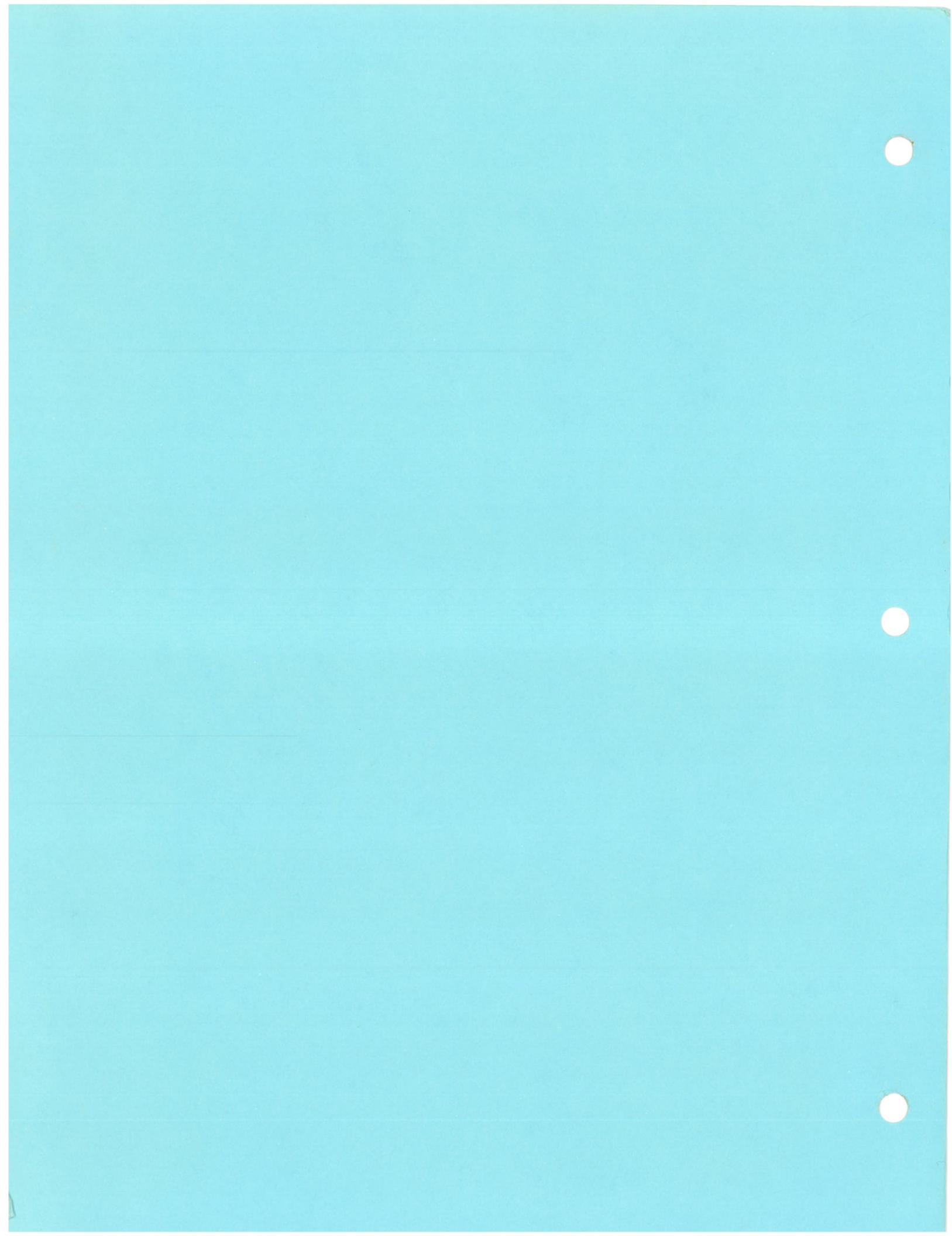
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Wood Crafts

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WOOD IS GOOD

Boys love to work with wood. Hammering a nail into a board or using a saw is a delight to them. The Webelos can use many of these projects in earning their craftsman activity pin. The younger scouts just like to build. Here are some helpful hint for working with wood.

RULES FOR DEN LEADERS

1. Don't let the boys see any materials you don't want them to use. If you have on hand 5 dowels, 4 for the den to use and one for next month's Indian spear...they may cut up all 5 and you spear will shrink to a peace pipe size.

2. Only a few things are necessary for a successful woodworking project:

- a. Suitable piece of wood
- b. Sandpaper of the correct grade
- c. Scout and a Leader

The instructions for the wood projects in this section are intended for Den Leaders who have a little experience with wood, a few tools, and only occasional help from Dad, the Den Dad or a friendly neighbor with power equipment.

If you have no tools and you are using scrap wood, you will need help from somebody's Dad to come up with a set of eight scraps of uniform size. Have various projects in mind when you visit the lumberyard so you can make the most of the scraps that are available.

IMPORTANT TIPS:

1. Have the scrap wood ready. Scraps should be free of knots. Knots sometimes fly off the blade of a power saw at great velocities, hitting the operator.
2. Have the measurements written down. Dad will be better able to help if he knows just exactly what you need.
3. Take advantage of experience. Ask Dad or the Den Dad what grade of sandpaper would be suitable, or what length brads are necessary. This may get him interested enough that he will offer to donate some materials or equipment, or better yet--his time.
4. Learn proper use of tools--teach each boy how and then have him demonstrate to you what he has learned.
5. Provide enough space for each boy working with a tool so the remaining boys to not interfere in any way.

6. Keep cutting tools sharp. Always protect the sharp edges of the cutting tools both to prevent accidents and to keep the edges sharp.
7. Use the proper tool for the job and use it the way it was intended to be used.
8. Use safety equipment-(goggles, safety glasses) Protect the eyes. Keep fingers and hands away from cutting edges of tools; secure or clamp down the wood on which you are working.

MAKE RULES AND ENFORCE THEM

1. No one opens paint or stain until
 - a. He can name the solvent in which he will clean his brush
 - b. He has available a clean, dry can and a supply of the solvent
2. All solvents are poured from large can to boy's can **OUTDOORS** in a location specified by the Den Leader and with the leaders supervision. **NEVER USE FLAMMABLE SOLVENTS IN THE GARAGE!**
3. All sawdust and sand-dust are swept up before the boys leave. Keep tools clean.
4. All tools are put away before the boys leave
5. Only the tools provided by the leader are to be used. All other tools are off limits. If the boy needs something not provided-he will have to ASK the leader.
6. All projects are to be marked on the underside with the owner's name or initials. Do this before starting work on the project.

ALL ABOUT SCRAP WOOD

Scrap wood comes from lumber yards, cabinet shops or crates, boxes. They are also different wooden objects that can be used in craft projects such as wooden spools, buttons, beads, drawer pulls, mop and broom handles, popsicle sticks, driftwood pieces, fireplace log, wooden dowels or molding strips.

CHOOSING WHICH PIECE TO USE

All you'll really need to know between the two major varieties of wood are--softwood and hardwood.

If your fingernail can easily scratch a groove into the surface of the wood--you can assume that it's softwood. Almost all lumber scraps, crates and boxes come from softwood trees and is ideal for most scrap wood projects. softwood is easy to cut, fasten and finish with simple hand tools.

Furniture is made from hardwood, it's difficult to work with but is strong and durable.

Try to use flat, unwarped pieces of wood, free of splits, knotholes and discolorations. Plan your project so imperfect pieces will be hidden on the bottom, back or inside--where they will not show. Use the good side facing outward. Always look for and remove all nails or screws from used pieces of wood so saw blades and drill bits won't be dulled or broken.

WORKING WITH WOOD

Locate your working set up in an unfinished area, like a garage or basement with a cement floor. Use a sturdy table or workbench that will not wobble.

BASIC TOOLS AND SUPPLIES

- HAMMER- standard 16 oz claw hammer
SAW- med. size, cross-cut saw with about 10 teeth/inch (on plywood and hardwood a saw with finer teeth is better)
VISE OR CLAMPS-to hold wood together while glue dries
NAILS- are usually the quickest and easiest way to fasten two pieces of wood together. Be sure to use the right length nail.
COMMON NAILS- flat, fairly large head
BRADS & FINISHING NAILS-thinner with narrow heads that are not as visible on the surface of wood. Start a nail by tapping it lightly with a hammer while holding it upright with your other hand. Once stuck firmly in the wood--look from another angle to make sure it is the right direction. Hold your hammer by the end of the handle. Hit the nail with a firm, smooth motion. If you bend a nail pull it out and throw it away. To remove a nail without leaving hammer marks on wood, place a piece of plywood or wooden block between the surface and hammerhead.
GLUE-Use ordinary white household glue--such as Elmer's glue. Glue is especially useful for fastening together too small or too delicate pieces together that can't be nailed or a really strong bond between two pieces--glue then nail or screw.
SANDPAPER-get a package of assorted sheets-coarse, med., fine and extra fine. Sand to remove loose splinters and rough spots. Start with coarse then switch to med. finer grades.

Always sand in the same direction as the grain of the wood.
RULER-PENCIL-PAINT BRUSHES-SCISSORS

Tools are the extension of ourselves, enabling us to perform many tasks of forming, shaping, fastening, constructing, and producing products that could not otherwise be made. Imagine trying to build the home in which you live without tools. Imagine, also, of not knowing how to use tools in this day and age. Your world would be very small and limited, wouldn't it.?

Your goal is to provide the opportunity for your Cub Scouts to learn to use a few common wood working tools safely and correctly to construct things of wood. Many of the cutting, shaping, smoothing, and fastening processes are used with other mediums also. By giving your Scouts the opportunity to work with wood you can broaden their horizons.

CLOTHESPIN CRAFTS

MATERIALS: Wood glue flat clothespins
medium sandpaper spray varnish or lacquer
pencil carbon paper paper towels
pencil vise
assorted acrylic paints
3 brushes (1 flat #6 and 2 pointed #0 and #000
hack, coping or saber saw-fine blades

Read through and entire set of instructions before beginning a project.

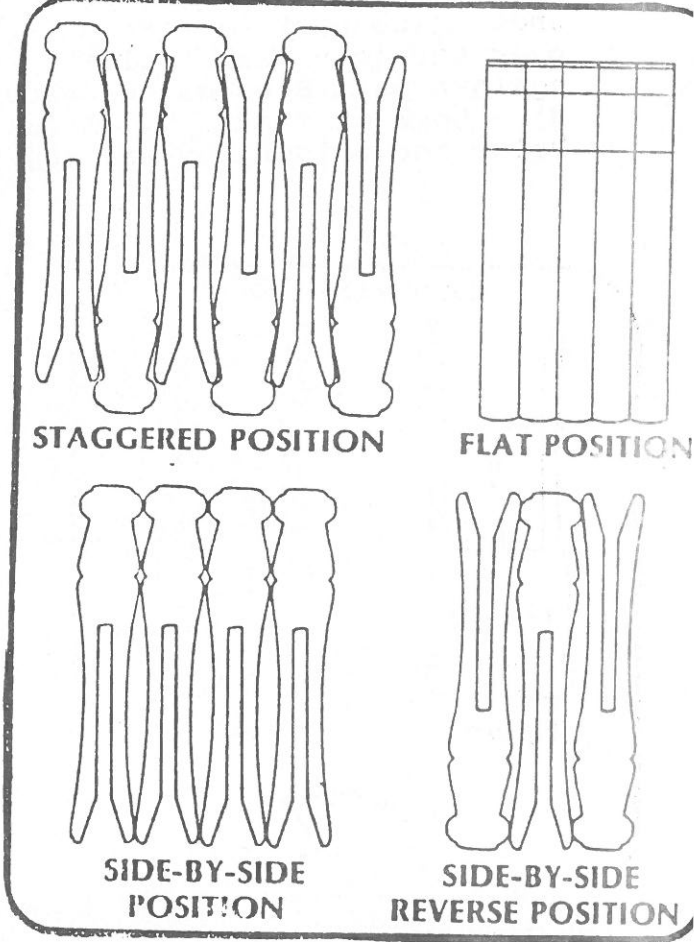
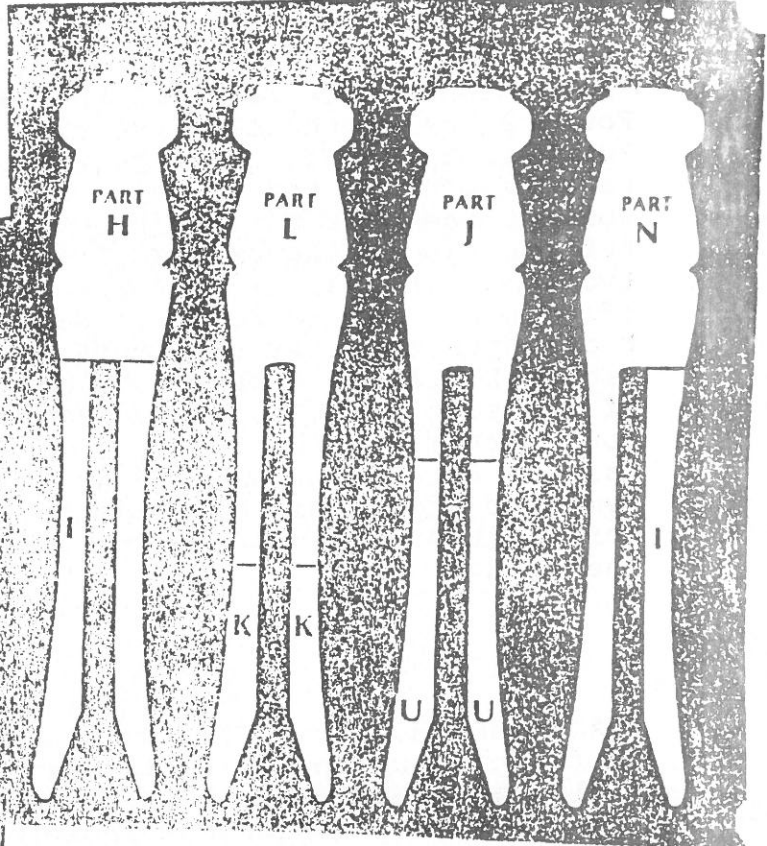
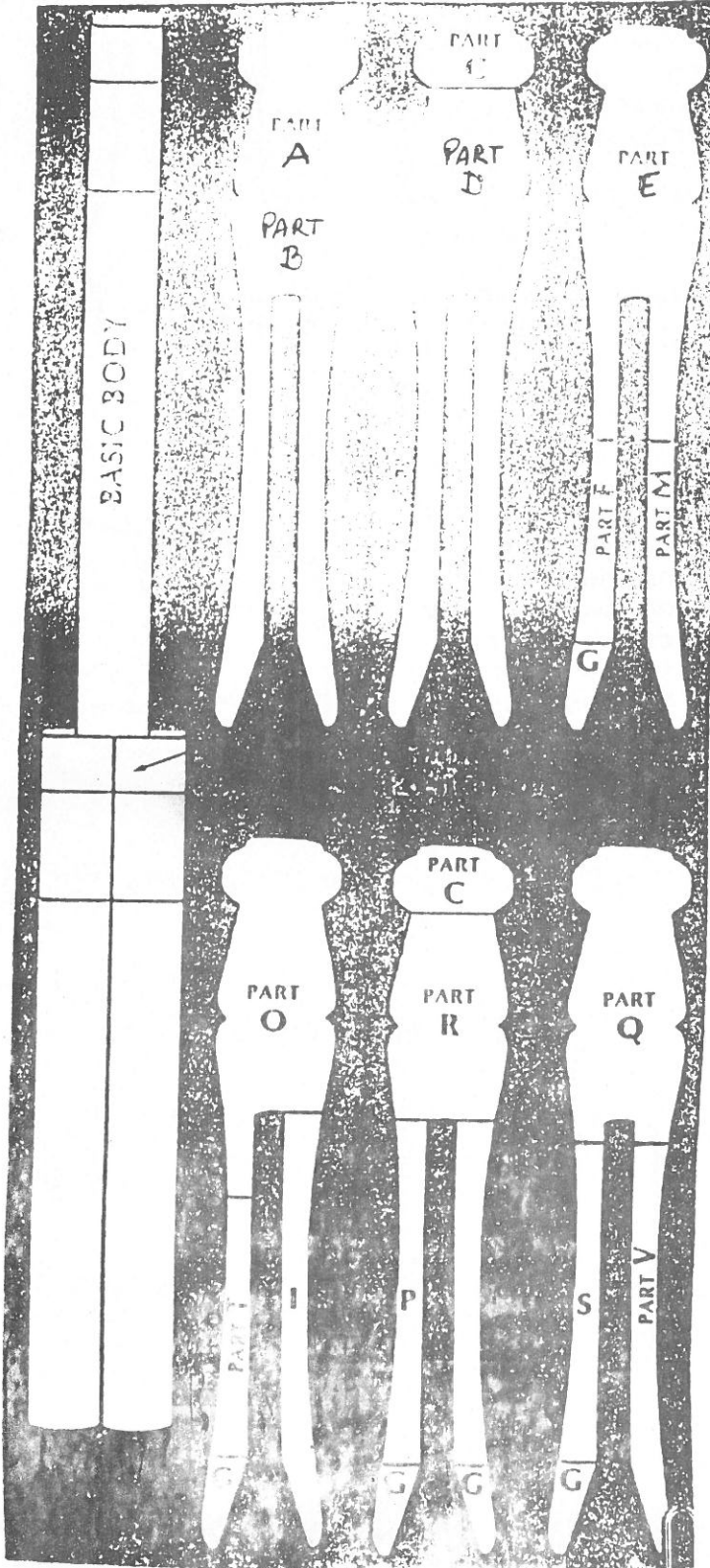
Clothespins vary slightly in size. Always compare the pins that are to be used together so you select pins as similar as possible.

Most of the projects require some amount of gluing. Use the best wood glue available. Nothing is more discouraging than to have your project fall apart. "1-SET WOOD GLUE" is recommended. It give an almost instant bond that is very strong. All surfaces should be smooth before applying glue. All gluing should be done on a flat work surface covered with foil or plastic to prevent sticking.

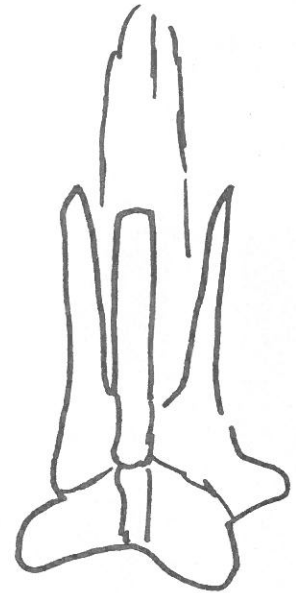
Sawing of parts can be done with either a saber, coping or hack saw with a fine blade. Always cut the smaller pieces from the clothespins first. The smaller the piece of clothespins, the harder it is to saw. Use a vise to hold the clothespin steady especially when using a saber saw. All rough spots can be removed by sanding with medium sandpaper. Your finished project will look better if the surface is sanded smooth.

Acrylic paints are quick drying, thin and clean up with water and the colors stay bright and clear. Every project should be finished using a varnish or lacquer and is easiest applied from a spray can.

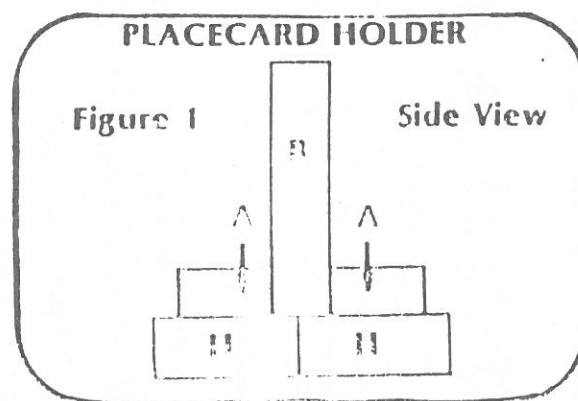
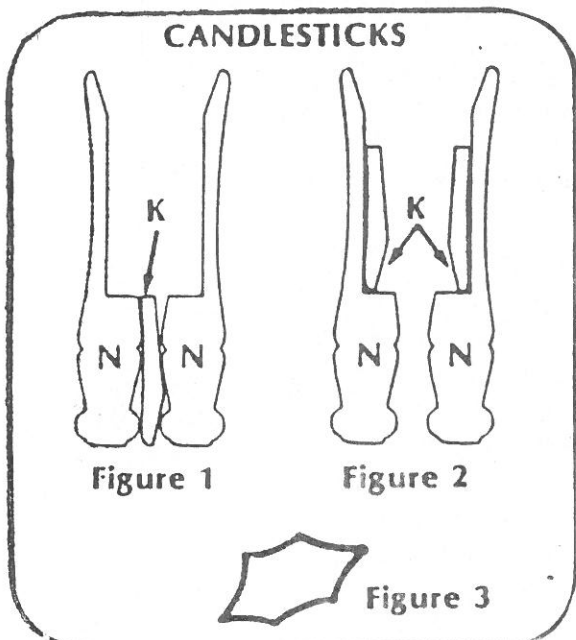
PARTS OF A CLOTHESPIN



CANDLESTICKS: The candlesticks each require eight clothespins cut into the various parts. Four of the clothespins are cut into part N. You will also need three part K and four part A. Be sure you cut the part N from the pin before you cut the part A. Begin by gluing one part K between two of the part N (figure 1). Glue the two remaining part K to the two remaining part N (figure 2). Allow to dry. Glue these two part N on opposite sides of part K as prepared in Figure L. Allow to dry. To complete, glue one of the part A's on an angle at each corner of the part N. Allow to dry. Candlesticks can be painted for Christmas or Blue and Gold. Please remember that these are made from wood so take care that your candles do not burn too close to the wood.



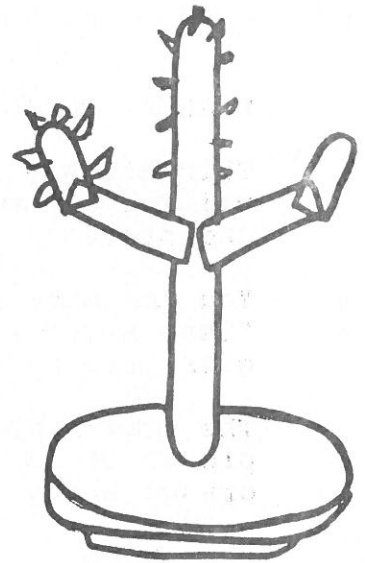
PLACE CARD HOLDER: The cardholder is a very useful project and quick to make. Perfect for a Blue and Gold Banquet. Each card holder will require 4 clothespins cut up into two part H, two part A and one part B. Glue two part H end to end. glue part B in an upright position directly over the join mark. glue one part A flush up against part B on either side (resting on part H). Look at figure 1. Allow to dry completely. Paint the holder any way you like.



CACTUS

- MATERIALS: Craft sticks
Tooth picks
Foam Meat tray or base

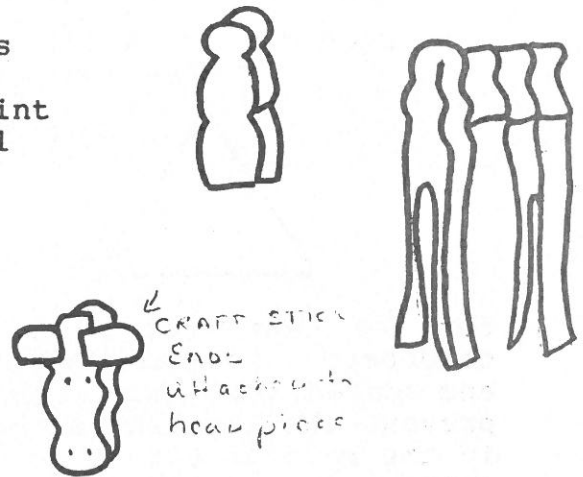
Cut a craft stick and glue in cactus shape. Glue pieces of tooth picks on the cactus. Paint green. Fit into meat tray or similar base.



COW

- MATERIALS: 3-Cut clothespins
2 uncut clothespins
1 craft stick
Black and white paint
White cord for tail
Glue

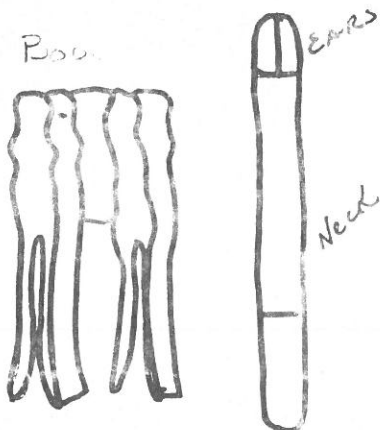
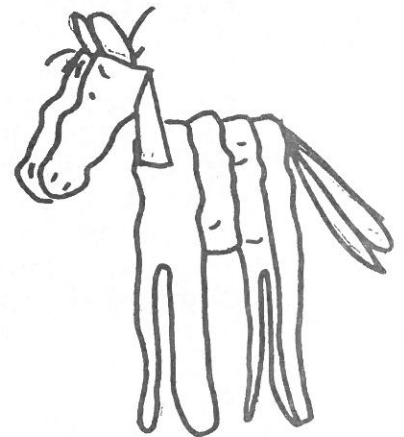
Glue pins together as shown. Use craft stick ends for antlers.



HORSE

- MATERIALS: 3-Cut clothespins
2-uncut clothespins
1-craft stick
Paint
Glue
Rope fiber for tail

Glue pins together as shown. Use craft stick for ears and neck piece. Glue on rope fiber for tail.



HIGHWAY EMERGENCY CAR KIT

This highway emergency kit might save you and your family hours of waiting for assistance, as well as provide you with emergency needs and protection.

You can make the international red triangle "danger ahead" sign and "Send Help" signs. Everything fits inside a shoe box that goes into a corner of the car trunk.

The international reflective red triangle is made from three 2"x12" pieces of wood, contact cement, 6" Velcro and reflective orange spray paint.

Step 1 Paint the 3 2 x 2 x 12" boards with reflective orange and let dry.

Step 2 Glue 2" velcro piece to each end of each piece of the board with contact cement.

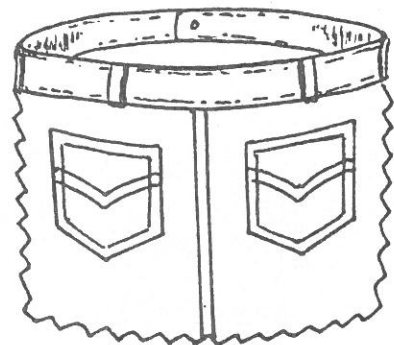


For the send help sign you will need two 4" x 10" pieces of cardboard. Letters should be about 1 1/2" wide, 2 3/4" high, and spaced 3/4" apart. Be sure to use a waterproof felt tip pen to prevent the letters being smudged if you have to use the sign in the rain or get it wet otherwise. Hinge the signs at the center with masking tape so they may be neatly folded.

CARPENTER'S APRON

MATERIALS: 1 pair old blue jeans with back pockets
scissors

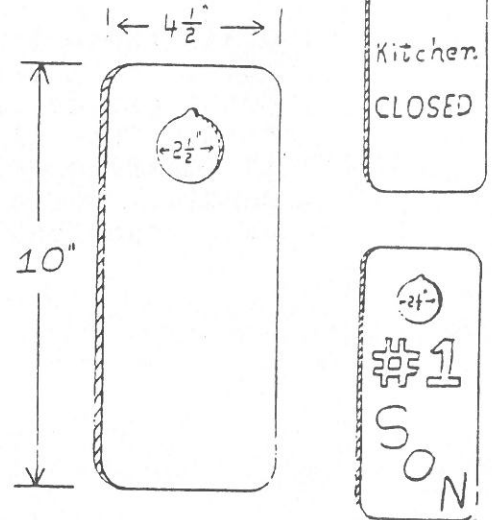
Cut legs off a pair of old blue jeans 1-2" below bottom of back pocket. Cut up both side seams to waistband on the "front side" of the seam. Remove front of jeans leaving the waistband intact. To wear, snap or button in back (May want to pinking shear on edges.)



DOOR KNOB PLAQUE

This plaques can be cut from 1/4" plywood. The hole should be large enough to slip over a door knob. A small notch at the top of the hole allows for the plaque to be hung on a nail or peg when not on the door. It should be painted and allowed to dry and then decorated. Let the boys use their imagination, and don't forget it has two sides.

Plaque ideas: Do not disturb
Quiet Genius at Work
Disaster Area
Don't Knock Just go Away
Enter at your own Risk



Plywood cut outs work good on plaques. This is also a good idea for recognitions.

WOODEN PHOTOGRAPH NOVELTIES

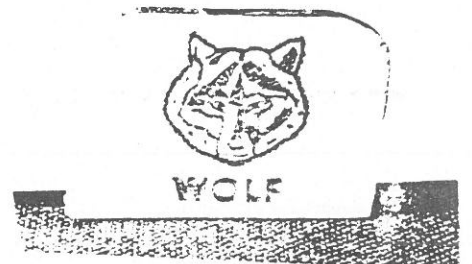
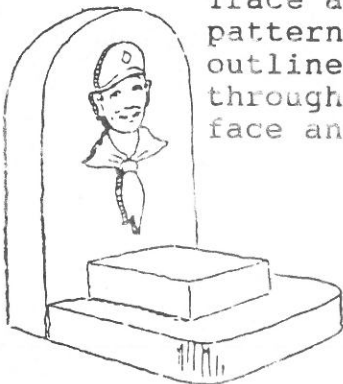
1. Cut out a photograph
2. Trace this photograph outline on a thin veneer wood and cut out with a coping saw.
3. Glue the picture onto the wood cut out and then glue this to a book end. Finish with a coat of shellac.



LETTER OR NAPKIN HOLDER

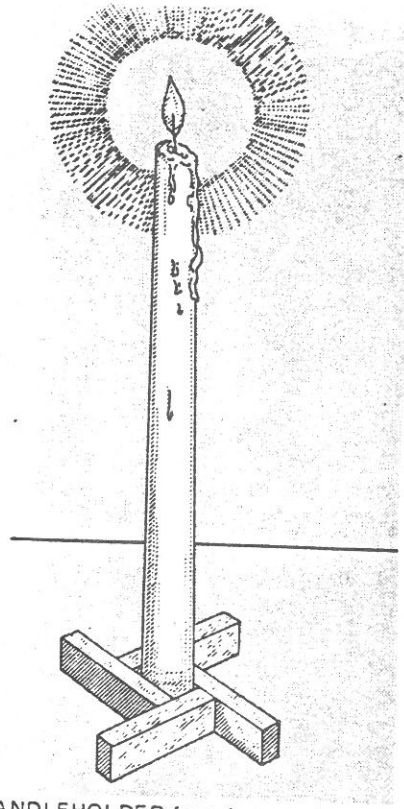
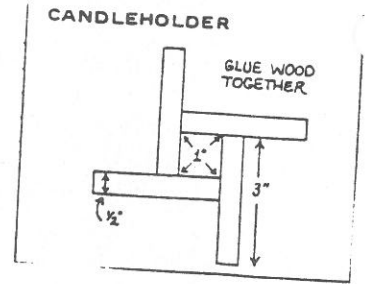
SIDES: cut two pieces of 1/4" plywood measuring 3 1/2" x 5" shaped as shown.
BASE: cut one piece of 1/4" plywood measuring 2" x 5". Round the edges, and sand smooth. Use 3/4" brads and nail the sides to the base. Paint or shellac the finished pieces as desired.

Trace actual size Wolf pattern onto tracing paper. Tape pattern to one side of holder. With an old ballpoint pen, outline Wolf face pressing down firmly. When you are through, you will see an indentation in the wood. Fill in face and detail with colored markers or wood burner.



CANDLEHOLDERS

Stain these for a natural look, or paint any color. All you need is 1/2" plywood and glue! Cut 4 pieces of the wood, 1" x 3", and sand them. Then glue together as shown, leaving 1" square opening in the center for the candle. Stain the wood before gluing, or paint candleholder after the glue dries.

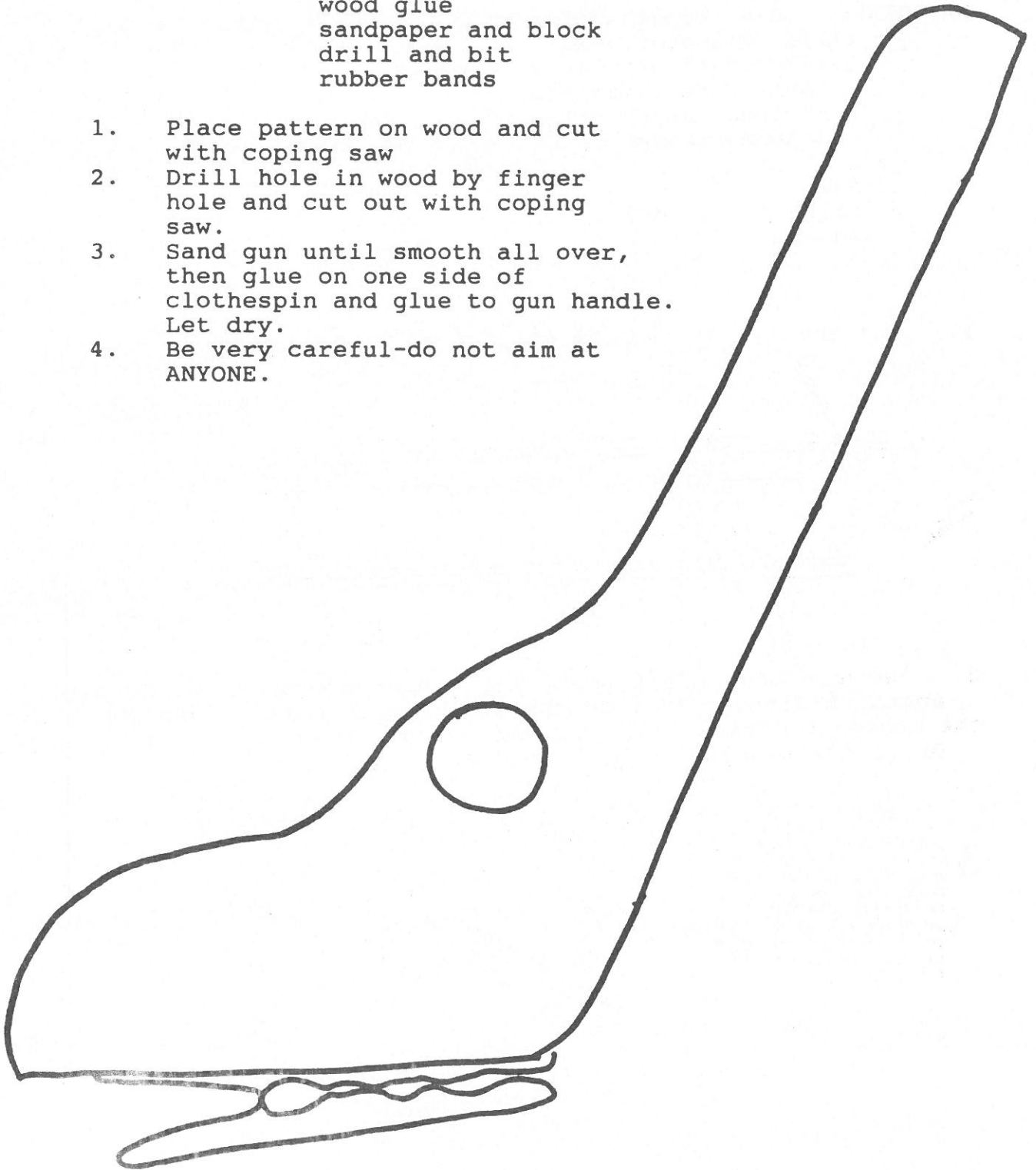


A CANDLEHOLDER from four wood pieces reflects striking simplicity.

RUBBER BAND GUN

MATERIALS: 1" x 4" x 11" pine board
coping saw
clothespin (spring type)
wood glue
sandpaper and block
drill and bit
rubber bands

1. Place pattern on wood and cut with coping saw
2. Drill hole in wood by finger hole and cut out with coping saw.
3. Sand gun until smooth all over, then glue on one side of clothespin and glue to gun handle. Let dry.
4. Be very careful-do not aim at ANYONE.



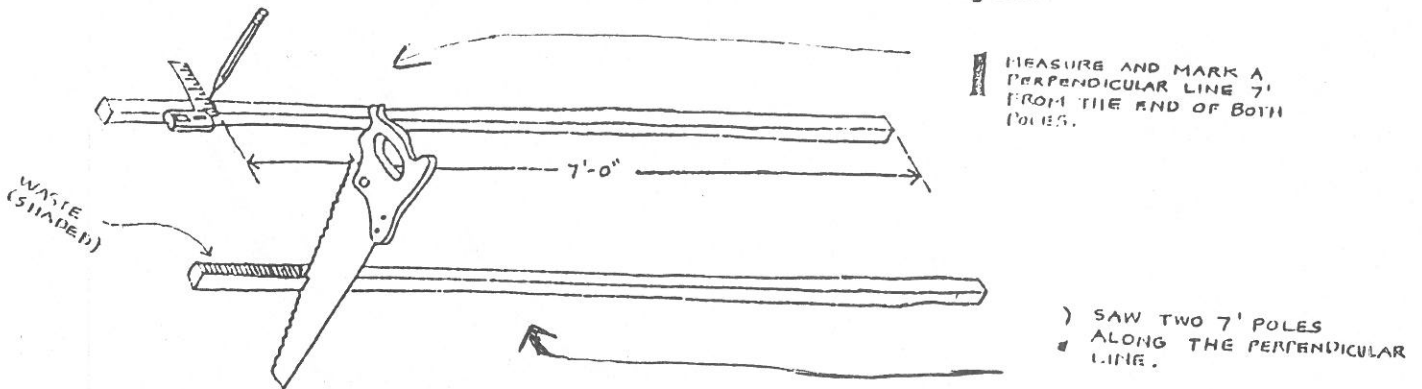
STILTS

Stilts are one of the most exciting projects you can build. They're easy to make and can make you feel ten-feet tall after you've practiced with them for a while.

- MATERIALS:** 2-8' lengths of 1/8" x 1/8" pine trim
1-3/8" diameter dowel
1-15" length of 3/4" x 4" pine
1 small tube white glue
2-5" long, 5/26" diameter machine bolts with
4 washers and 2 5/16" diameter wing nuts

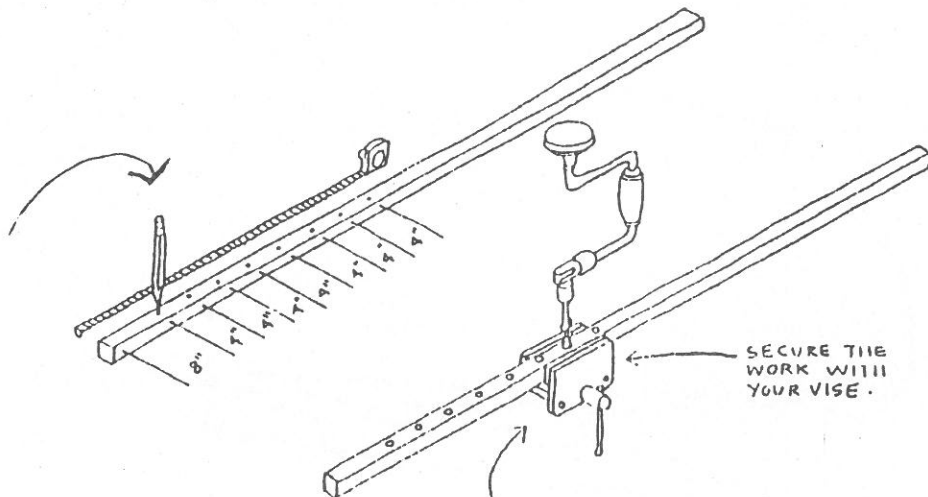
saw
drill (3/8" drill bit) sandpaper
square pencil
 tape

1. Cut the two 8' lengths of pine to 7' in length.



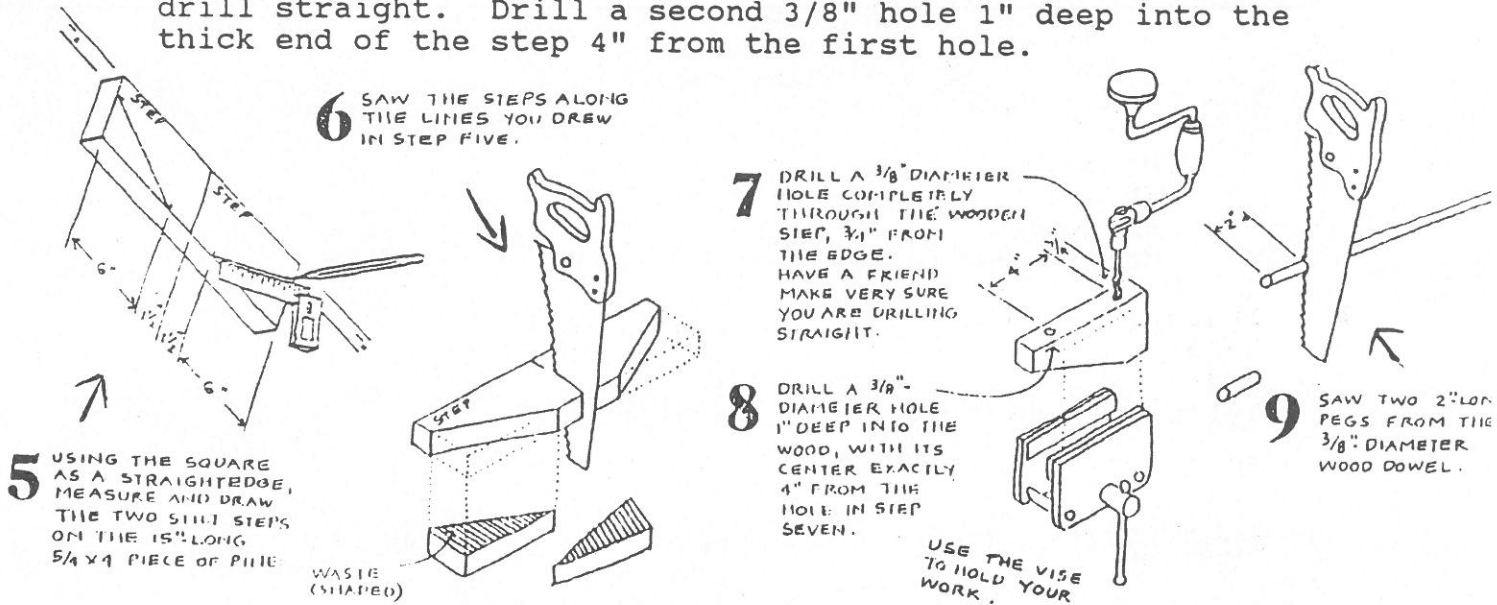
2. Measure and mark a spot, for center placement of 8 holes 4" apart, beginning 8" from the end of each pole. (Measure from the center of one hole to the center of the next) Drill the 8 holes on both poles.

- 3 MEASURE EIGHT HOLES 4" APART, BEGINNING 8" FROM THE END OF EACH POLE, AND MAKE A CENTERED PENCIL MARK. (4" APART MEANS 4" FROM THE CENTER OF ONE HOLE TO THE CENTER OF THE NEXT)



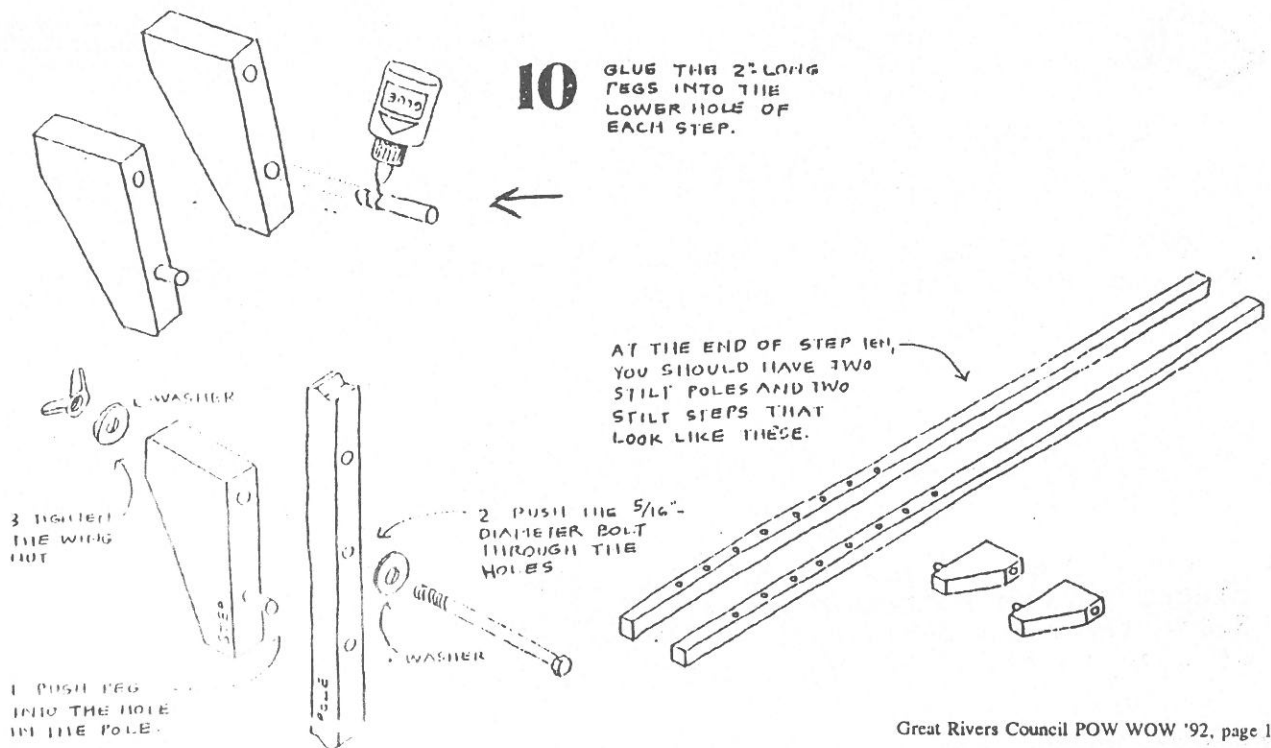
- 4 DRILL THE EIGHT HOLES WITH YOUR 3/8" DIAMETER DRILL BIT, USING THE PENCIL MARK AS THE STARTING POINT. DO THIS TO BOTH POLES.

3. On the 15" x 4" pine piece, use the straightedge and measure and draw 2 stilt steps. Drill a 3/8" hole completely through the wooden step 3/4" from the edge. Be sure and drill straight. Drill a second 3/8" hole 1" deep into the thick end of the step 4" from the first hole.



4. Glue the 2" long pegs into the lower hole of each step.

To finish you stilts, choose the height you want to be and attach the steps to the holes according to the diagram below.

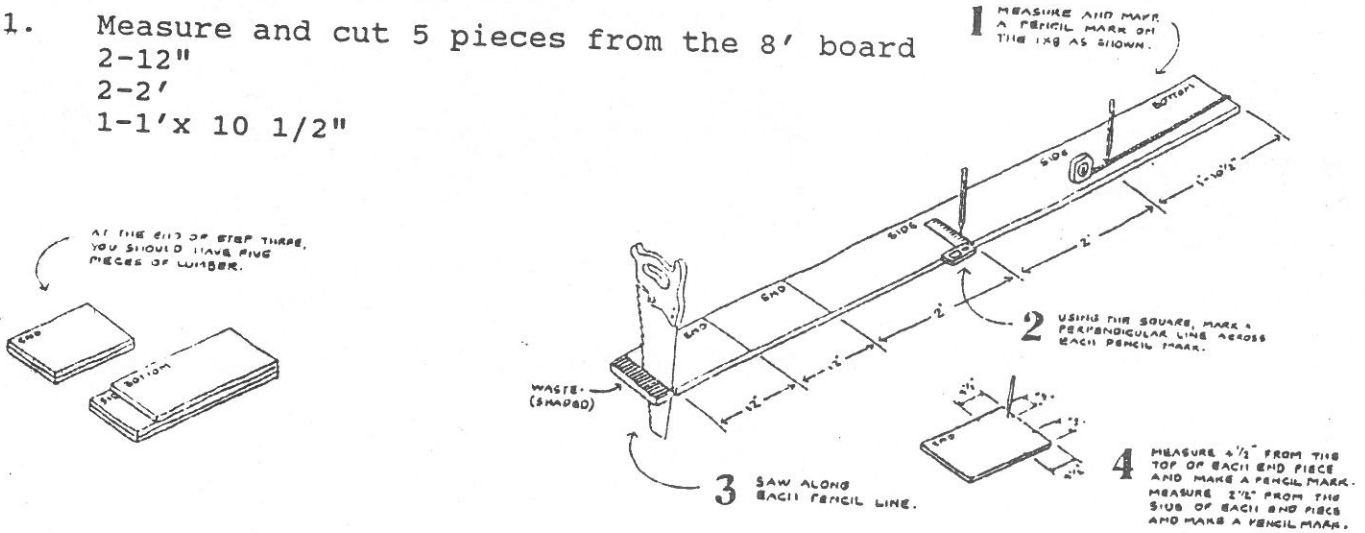


TOOLBOX

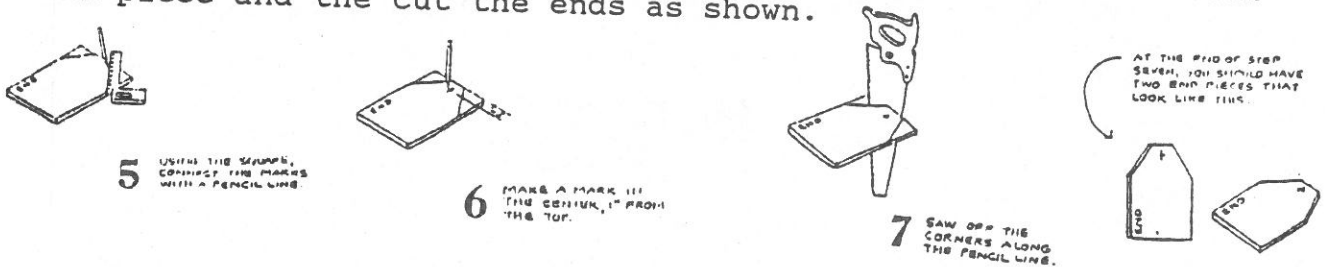
MATERIALS: 1- 8' length of 1" x 8"
 1- 3" long, 1" diameter dowel
 1 box of 6d finishing nails
 white glue

hammer saw
 square tape
 sandpaper pencil
 drill with 1" bit

1. Measure and cut 5 pieces from the 8' board
 2-12"
 2-2'
 1-1'x 10 1/2"

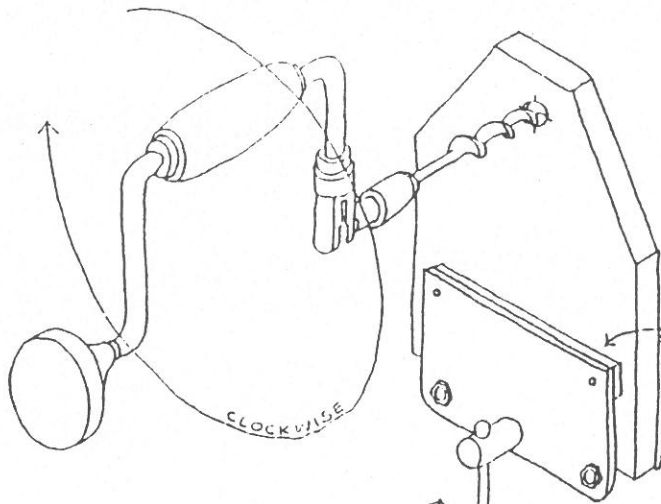


2. Measure 4 1/2" from the top and 2 1/2" from the side of each end piece and the cut the ends as shown.

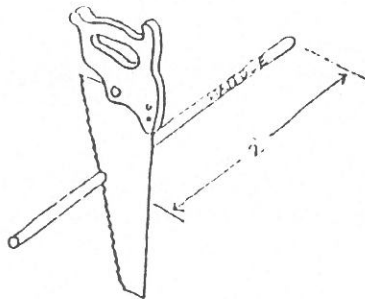


3. Drill a 1" handle hole through the center of the end pieces
 Cut the dowel into a 2' section.

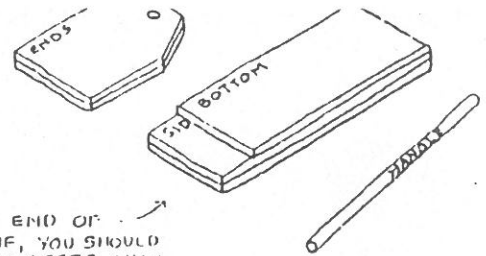
4. Nail the end pieces to the bottom. Then nail the side pieces to the bottom and the end pieces. Slide the handle through the holes and apply a few drops of glue to the hole the handle in place.



8 USING THE 1" BIT, DRILL THE HANDLE HOLE THROUGH THE CENTER OF THE PENCIL MARK.

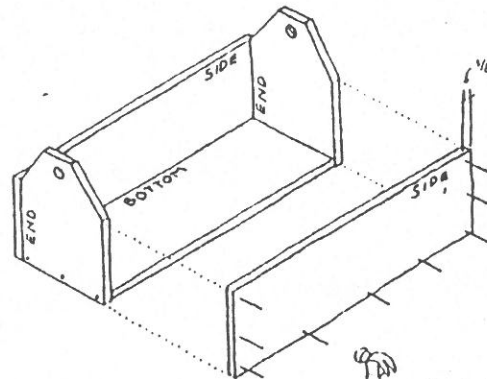


9 MEASURE AND SAW THE HANDLE FROM THE 1" DOWEL.



AT THE END OF STEP NINE, YOU SHOULD HAVE SIX PIECES THAT LOOK LIKE THIS.

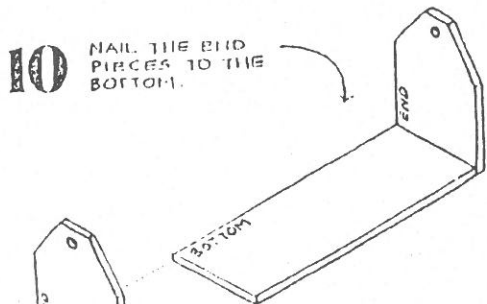
SECURE END PIECES IN VISE BEFORE DRILLING.



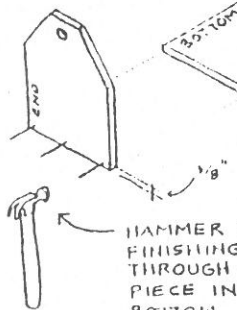
ALL NAILS 3/8" FROM THE EDGE

11 NAIL THE SIDES TO THE BOTTOM AND END PIECES.

HAMMER NINE 6d FINISHING NAILS THROUGH THE SIDES INTO THE END AND BOTTOM PIECES.

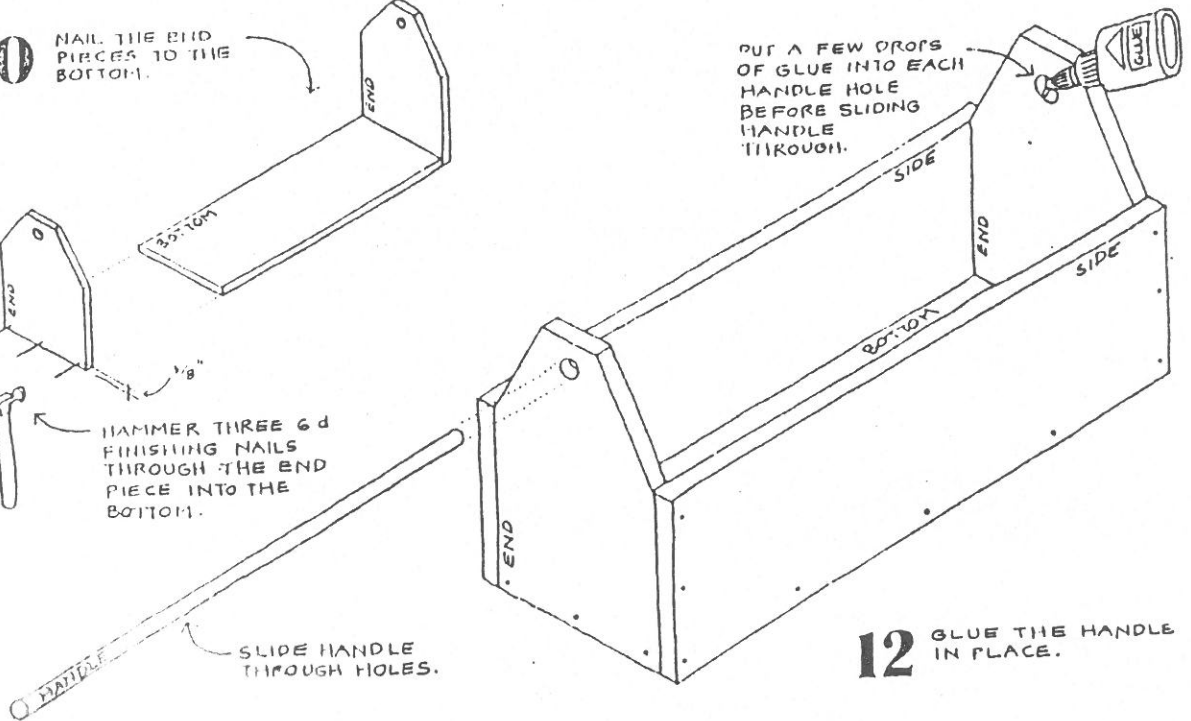


10 NAIL THE END PIECES TO THE BOTTOM.



HAMMER THREE 6d FINISHING NAILS THROUGH THE END PIECE INTO THE BOTTOM.

PUT A FEW DROPS OF GLUE INTO EACH HANDLE HOLE BEFORE SLIDING HANDLE THROUGH.



SLIDE HANDLE THROUGH HOLES.

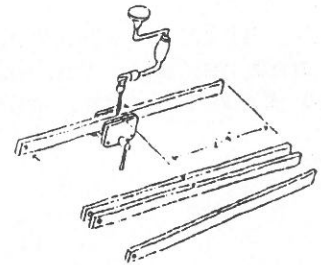
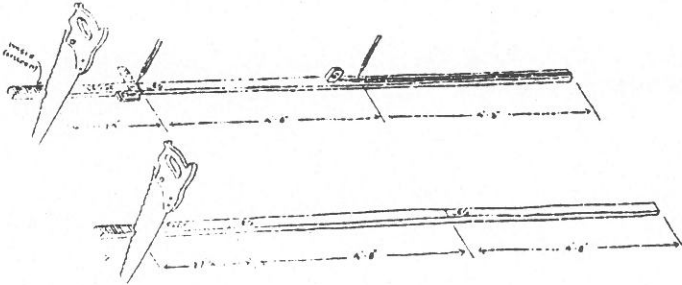
12 GLUE THE HANDLE IN PLACE.

EASEL

MATERIALS: 1- 24" X 24" piece 1/2" plywood
2- 12' lengths of 1" x 2" pine
1- 3' length clothesline rope
1- box 6d finishing nails
2- 2" long, 5/16" diameter bolts with nuts
and 4 washers

hammer square crosscut saw
tape pliers drill with 3/8" bit
sandpaper pencil

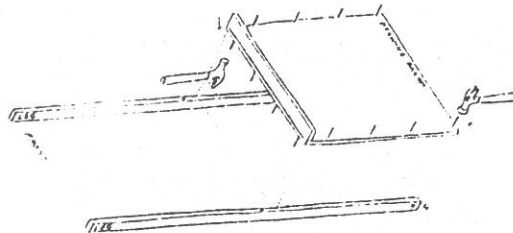
1. From the 2- 12' lengths of pine cut 4 pieces 4' 8" in length and 1- 24" piece and 1- 22 1/4" piece.



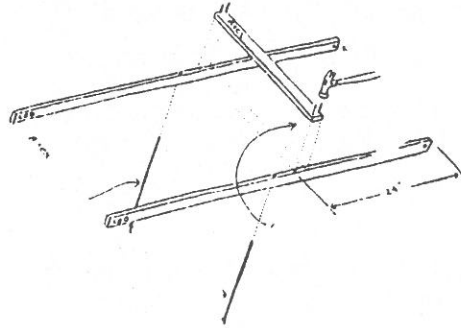
2. Drill a centered 3/8" hole 2'4" from the end of each of the 4 legs. Drill a centered 3/8" hole 1" from the top of each leg.

{diagram}

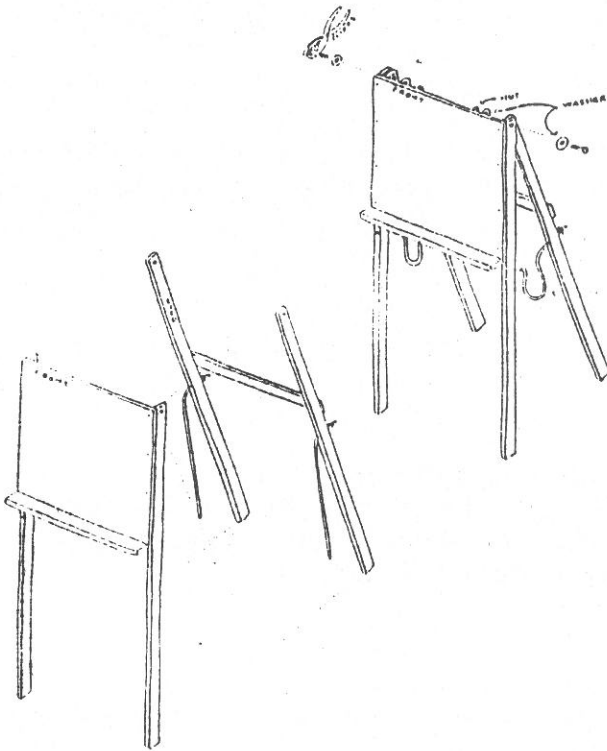
3. Nail the 1x2 ledge piece on to the bottom of the 24" x 24" plywood drawing board with 4 nails. Nail the drawing board to the two front legs with 4 nail on each side. (make sure the 3/8" holes are at the top before nailing.



4. Nail the 1 x 2 back piece to the two back legs, 24" from the top with 4 nails. Thread the two pieces of clothesline through the holes in the center of the legs after tying a knot in the end. Place the back part inside the front part.



5. Attach the front to the back with the 5/16" bolts, washers, and nuts. Thread the clothesline pieces through the holes in the front legs, and tie a know

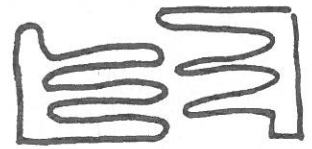
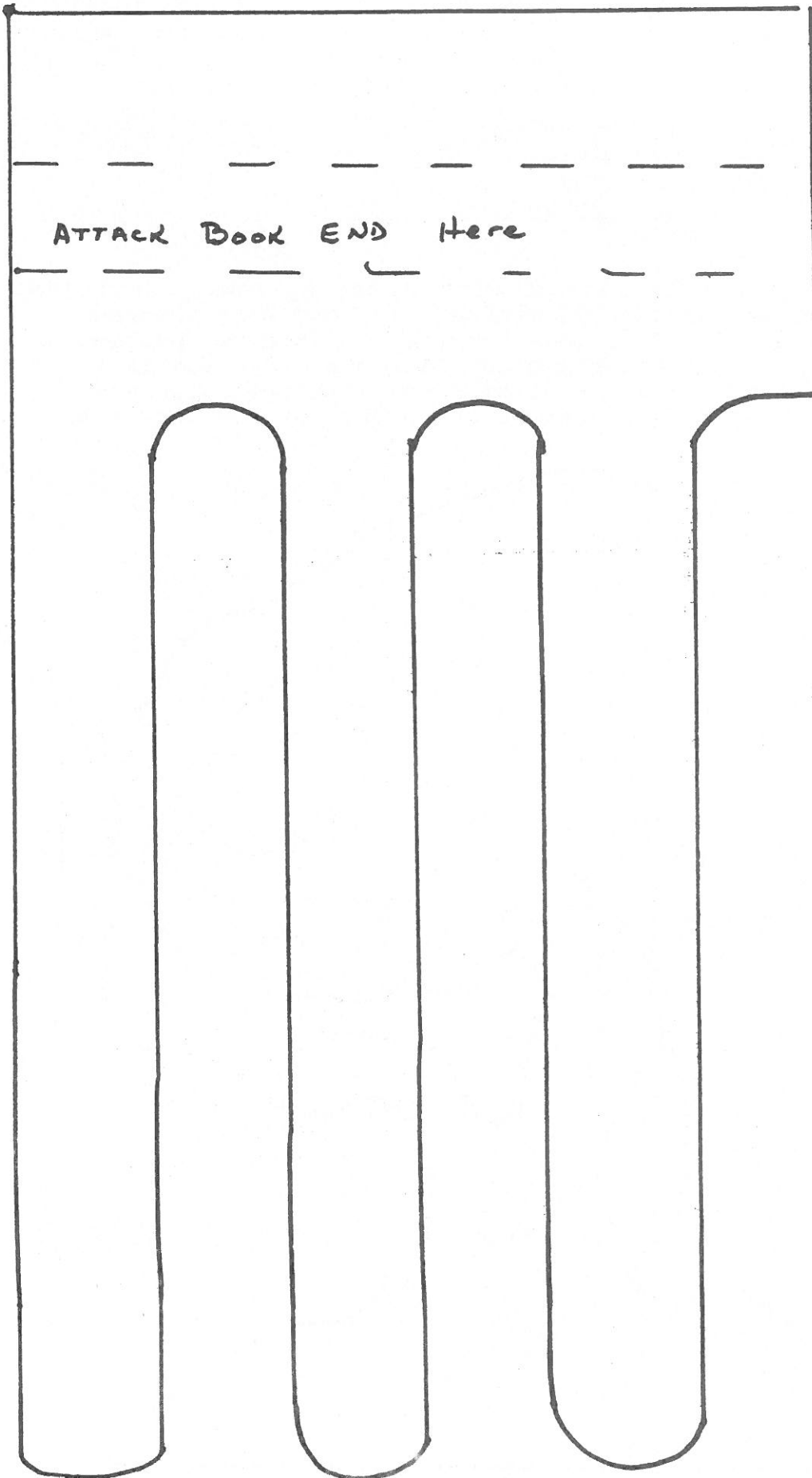


BOOK ENDS

MATERIALS: 3/4" THICK OAK
 COPING SAW
 WOOD GLUE
 WOOD SCREWS
 FELT

Cut out 2 of the tree pattern with a coping saw. Sand edges smooth. Stain and varnish if desire. Cut out 2 of the base pattern. These will slide together when 1 piece is reversed into the other. Sand edges smooth. Stain and varnish if desire. Attach the tree to the book end with wood glue and wood screws. Glue felt pieces to the bottom of the book ends.





Slide
Together

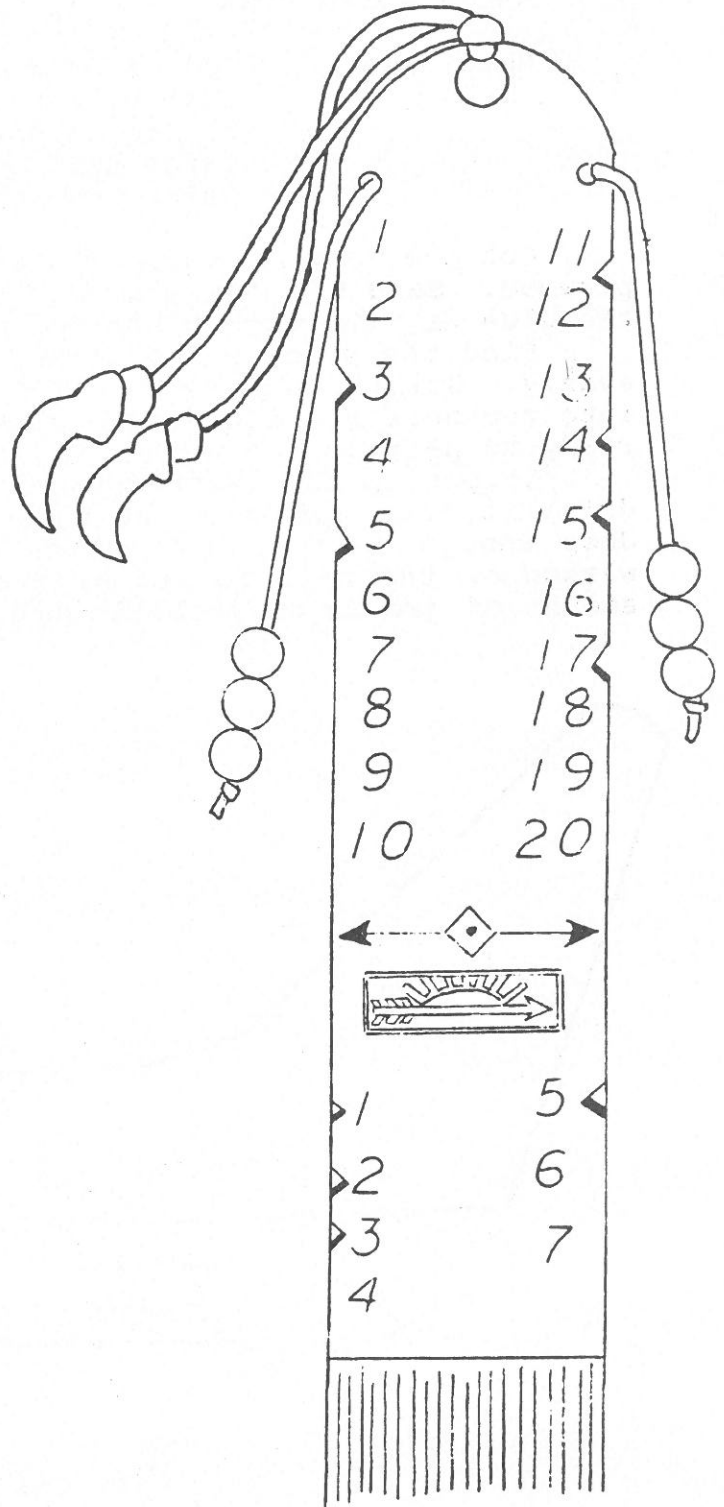
Webelos Coupstick

This project will give Webelos some experience with a coping saw and a drill. It is cut from 1/4" pine and measures 1 1/2" wide by 12" long.

As the boy earns activity badges, he can notch his coupstick by the number representing that badge. Arrow of Light requirements can also be notched. The numbers can be burned into the wood or painted on.

The decoration of the coupstick can be decided by the den or left up to each individual boy. Leather fringe may be added at the bottom. You may prefer to drill holes by each number so that a feather can be tied to the stick. The coupstick on the right has symbolic eagle claws dangling from the top. Other leather thongs may be added so that beads may be awarded for participation in father-son overnight and for joint den-troop activities.

The coupstick should be kept at the den meeting place except for Pack meeting nights when it can be worn by the boy or displayed on the den doodle or coupstick display board. When the Webelos Scout is ready to graduate into a Boy Scout Troop, the Cubmaster can present the coupstick to him in an appropriate ceremony.



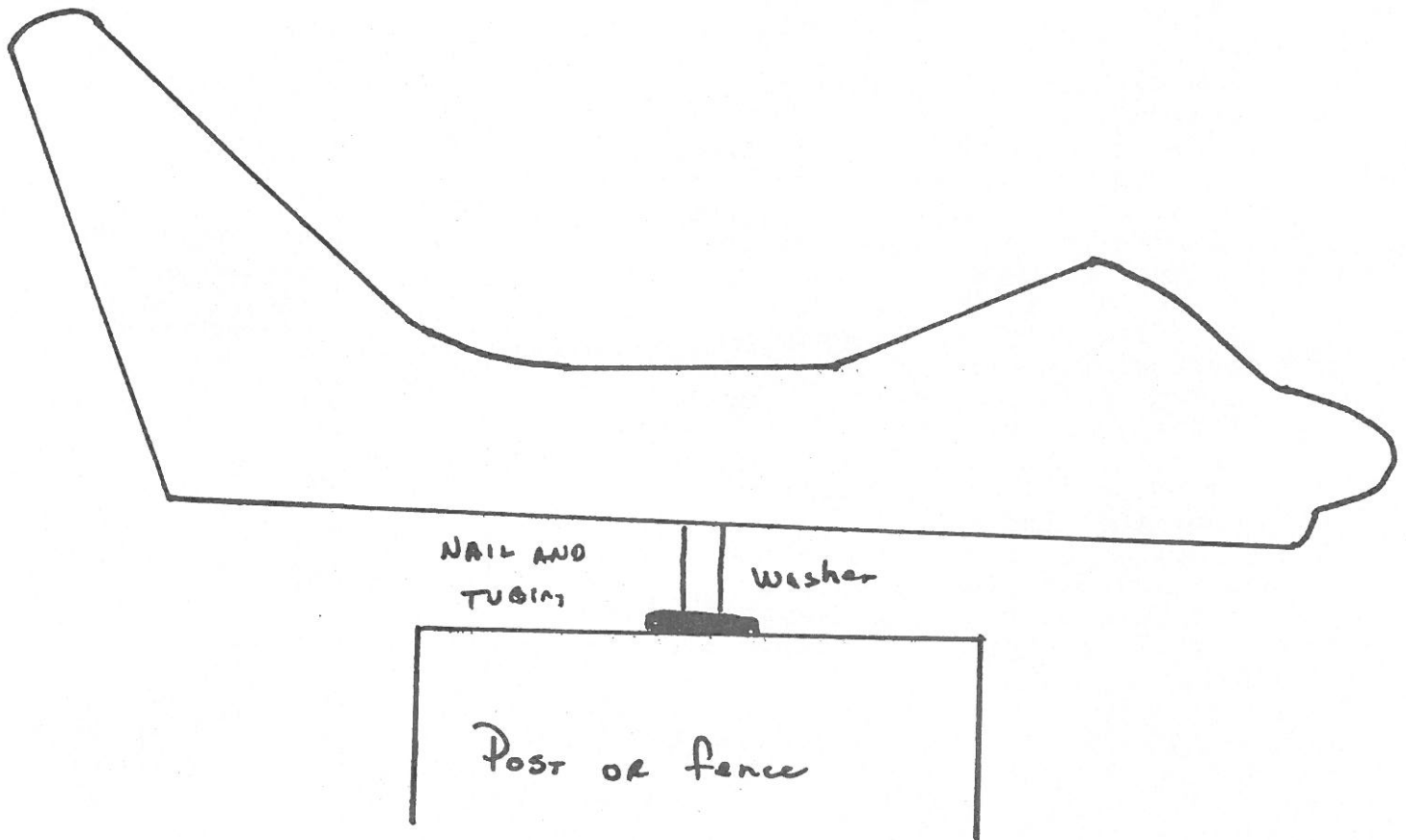
AIRPLANE WEATHER VANE

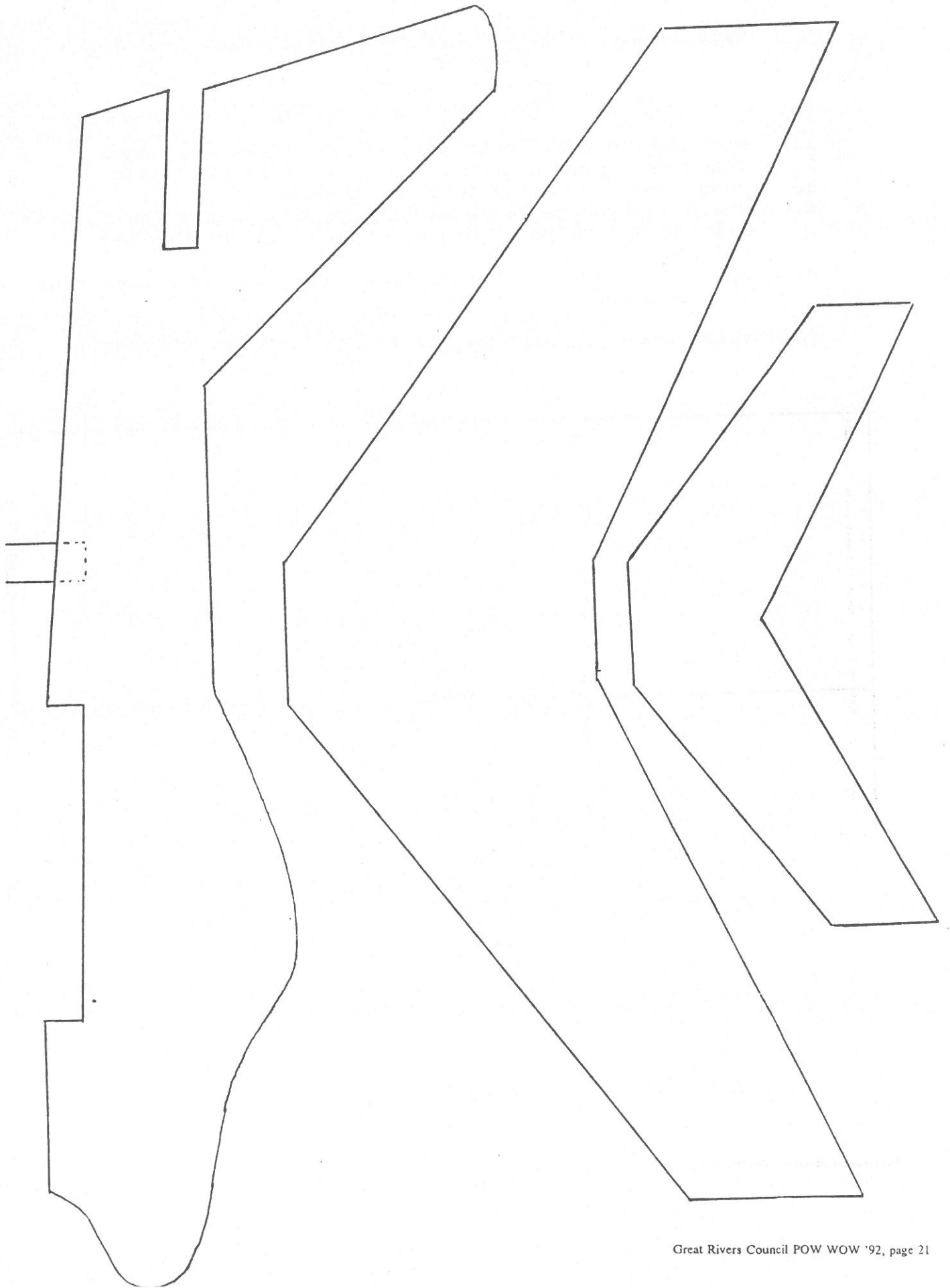
Materials: 12" of 1" x 4" wood
1/4" plywood, 9" x 6"
2" long piece of 5/16" tubing
large nail and washer
paint and sandpaper

Cut the body from the 1" x 4" wood and the wings from the 1/4" plywood. Sand the wood smooth. Glue the wings onto the body. Let the glue dry thoroughly before working further.

Find the pivot point under the plane where it balances evenly. Drill a 5/16" hole, 1/2" deep. Insert the piece of tubing into the hole and flue it in place. The plane is then ready to paint.

To put up the weather vane, cut the head form the nail and drive it into whatever the vane is going to set upon. Drive it deep enough so that the tubing touches the wood. Then put the washer on the nail to act as a bearing for the tubing. A small amount of grease or vaseline will help the plane pivot.



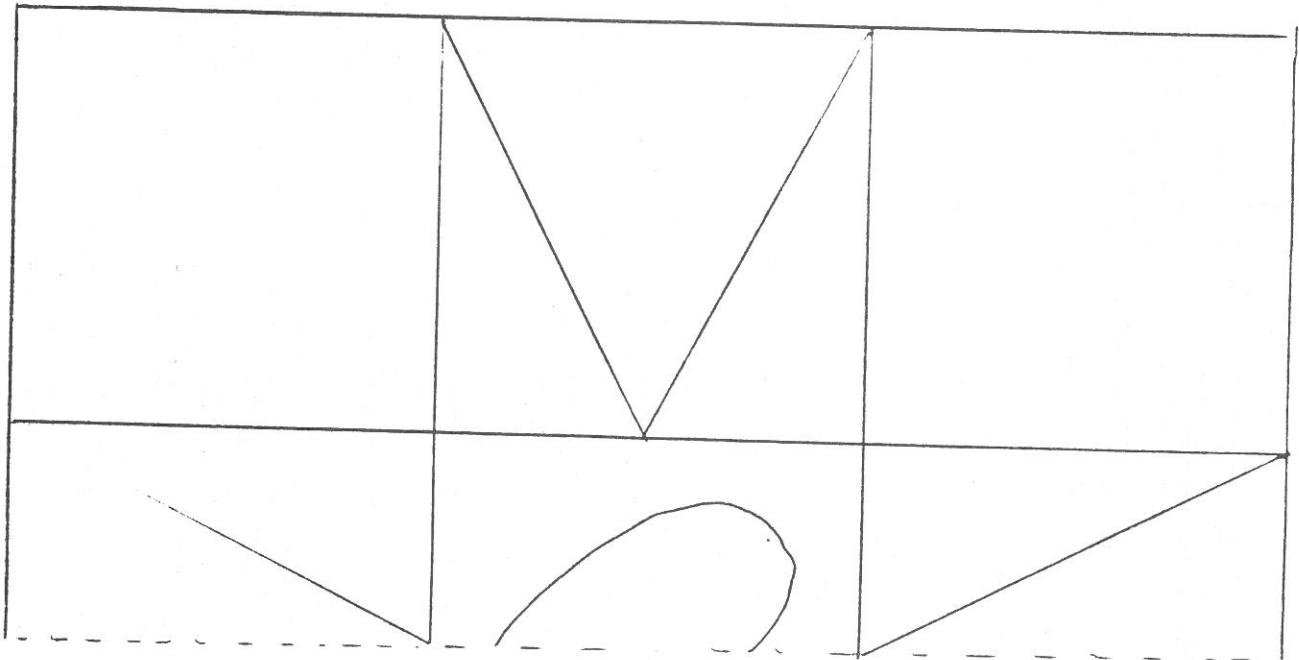


BREAD BOARD OR HOT TRIVET

Materials: 12" square or wood at least 1/2" thick
sand paper
wood burning pen
wood stain or ritz dye

1. Sand smooth the wooden square-top, sides and edges
2. Transfer paper pattern to the center of the board.
3. Wood burn the design into the board.
4. Stain desired sections of the design, or use the diluted dye to paint design. Allow to dry between colors.
5. Apply 2 coast of polyurethane spray to decorated side of the board.

(Decorated side of board should not be used for cutting.)





APPLE CUTTING BOARD

Materials:

Wood 1/2" thick
Sandpaper
Coping saw

This simple cutting board is a nice gift for mom. Scouts will enjoy watching her actually use it in the kitchen. The base of the apple can be enlarged from the pattern provided to any size and should be cut out of a light colored wood like pine.

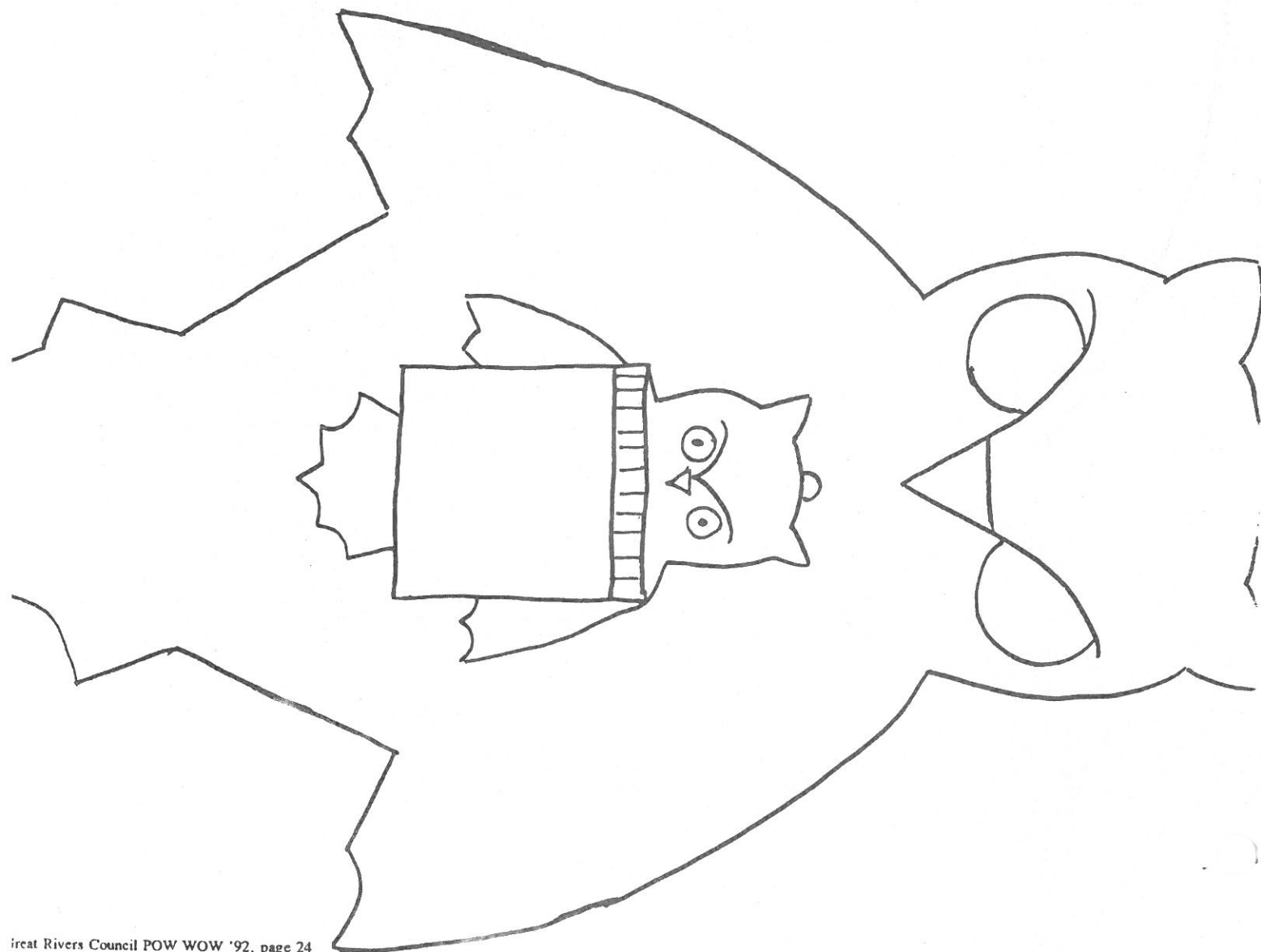
Sand well. Stain if desire.

When using tools make sure there is adequate adult supervision.

OWL MEMO OR CALENDAR PAD

Materials: 1/4" plywood or wood substitute
coping saw
sandpaper
quick-drying enamel paint
small screw eye

1. Trace outline directly on to the board.
2. Cut out with coping saw
3. Sand smooth and round the edges.
4. Apply a paint under coat. Let dry
5. Paint 2 coats of quick-drying enamel paint
6. Trace eyes and beak from the pattern and paint yellow.
7. After eyes dry-paint in the pupils with black and outline around the beak as shown.
8. Put a small screw eye in the top for hanging.



WHITTILING CHIP AND CARVING

OUTLINE FOR KNIFE SAFETY

OPENING: Grip the knife in the right (left) hand with fingers. Open the knife by using the left thumb in the thumb slot. Keep the thumb and fingers on the blade until the blade is fully open. Grip the knife with the full hand.

CLOSING: Use the same grip as opening. Keep your fingers away from the knife slot. Fold the blade with the thumb and fingers on the blade, away from the sharp edge. When the blade is about half way closed, use the flat of the hand to finish closing. Never close a knife against the leg, as loose clothes or the leg can get caught.

USE: Always cut away from yourself, with nobody closer to you than two arms lengths. Cut in one direction only. Use a sharp knife, the proper size for the task at hand. Be very careful to keep fingers away from the path the knife will follow. Never use a knife to pry or as a screwdriver, to chop, or as a hammer. Knives should always be stored closed, in a sheath or case, or in a drawer that everyone knows has knives so that care can be used when getting a knife from that drawer.

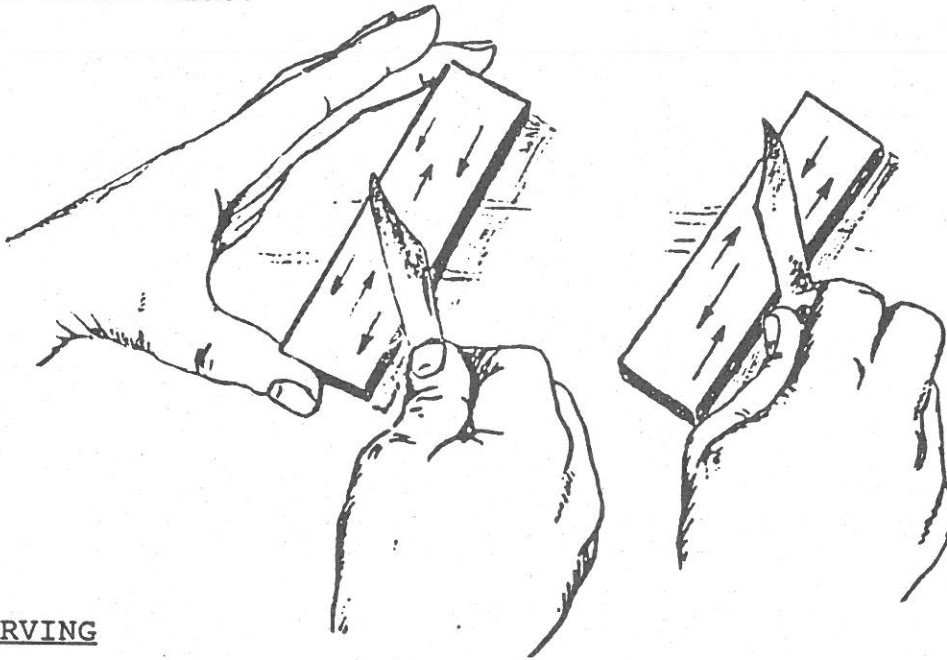
PASSING: Always pass a pocket knife closed. Pass a sheath knife in its sheath, but if that is not practical, the knife should be held by the blade with the dull side next to the hand. As it is passed handle first, the person receiving the knife should say "thank you" when and only when he has a firm grip on the handle. The "passer" should not release the knife until "thank you" has been heard, and then he should say "you are welcome" to indicate that he is releasing the knife.

CLEANING: Wipe off any excess dirt, dust, water, etc. The hinge should be oiled and a light film of oil wiped on the blade. One drop of oil on the hinge is usually enough; however, if the hinge has gotten very dirty, it may be necessary to use more oil which should be worked in and then wiped off. Avoid using a pocket knife on foods such as onion and potatoes as the acids in some foods will stain the blade permanently. If it is necessary to use your pocket knife for cooking, it should be cleaned immediately after use, not after you eat or the next day. Wash it with soapy water, rinse and dry from the back of the blade. Later, be sure to add a light film of oil to the blade. Never put a knife away wet; dry it thoroughly and oil as soon as possible.

SHARPENING: Tools needed: Sharpening steel
Stones (carborundum, hard Arkansas
washita, soft Artkansas
Ceramic sticks

Oil and soft absorbent cloth

Apply a few drops of oil to the stone (oil is not used on the steel or ceramic sticks). The oil helps to float the metal particles away. Three or four drops of oil should be enough. Use cutting strokes while holding the knife at a 25-30 degree angle. After two or three strokes on one side, turn the knife over and work the other side.



SOAP CARVING

There are many advantages for Cub Scouts to learn soap carving:

1. It's a hobby that can be started at a young age.
2. It gives Cub Scouts something to do that is fun.
3. Soap carving is the best way for children to learn how to carve. (wood is the next natural step)
4. There is practically no cut fingers.
5. It's a wonderful way to train young fingers to use ~~tools~~
6. When a child molds something using his fingers and tools, he is actually molding himself.



SAFTEY RULES

1. Keep your other hand and fingers out of the way of the knife.
2. Don't walk around with the knife. Put it down before you get up
3. Don't point the knife at anybody. (Hand it to them by the handle.
4. Always set the sharp knife edge down. (Never up)
5. Don't carve toward yourself.
6. Take small cuts
7. Don't carve in your lap. Keep your carving on the table.
8. Don't force the knife.

NOTE: AN ADULT SHOULD ALWAYS BE IN ATTENDANCE WHEN A BOY IS USING A KNIFE OF ANY KIND.

CARVING TIPS: Make a slight outline first-it doesn't have to be precise. Cut slowly and surely- don't take off too much at a time. Be very gently. Wash your pocket knives before closing. Wash your hand before you get too slippery-dry thoroughly. when you start, picture in your mind the fatter and thinner parts. Imagine what it's going to be like.

SOAP: The best carving soap is a white soap with a smooth even texture (IVORY). Be sure it is a new bar.
(used bars or old bars tend to split and chip easily.)

TOOLS: A short bladed paring knife is good, also a pocket knife. The knives do not need to be sharp. A nut pick or an orange cuticle stick are helpful for detailing.

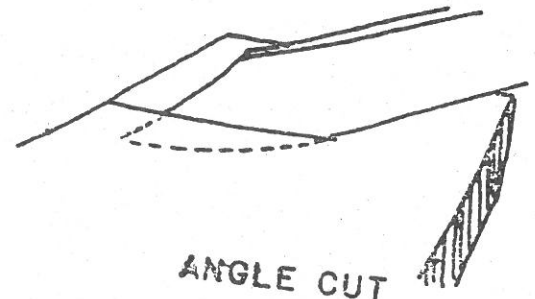
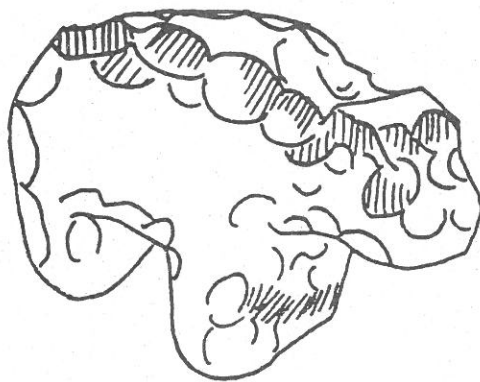
PREPARATION: Preparing the soap for carving
First smooth the lettering on the sides of the bar so the pattern can be traced on a smooth surface. Trace the pattern on the soap with carbon paper.

CARVING: After tracing the pattern of a figure on a bar or soap rough out the form by cutting away unwanted soap. Score or block out important projections. Be sure to leave enough for ears, tail, legs, etc. The scored lines will serve as guides for cutting more soap away. Do this gradually. Turn the carving over frequently to see it from all angles, compare it often with any model there might be. Always leave the carved detail of projections until last. When the major part of a

figure is completed, it will be much simpler to carve projections in perfect proportion without breaking off small areas.

FINISHING:

To achieve a marble like, smooth surface on a soap carving, hold the knife blade at right angles to the surface of the soap, and without exerting any pressure on the knife, scrape the soap gently. Brace the thumb in a spot where it can't slip; then scrape very little at a time. There will be uneven surfaces to eliminate, and this will demand patience as well as a delicate touch. There is no easy road to a smooth surface in soap carving-Just keep scraping lightly until every rough spot is removed.

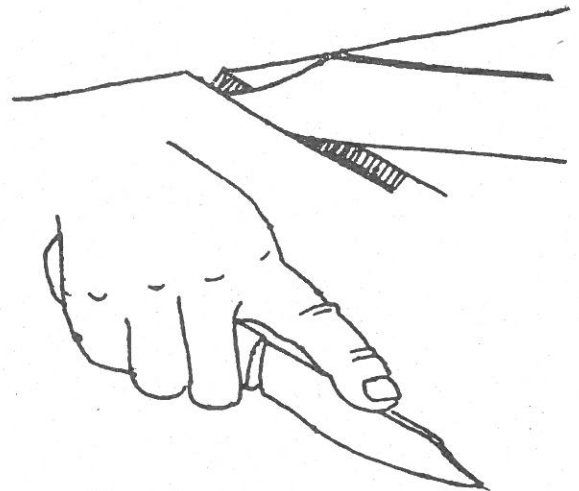


THE BASIC CUT

THE SLICE

Hold the knife with all 5 fingers or hold it with 4 fingers and use one finger on top of the knife.

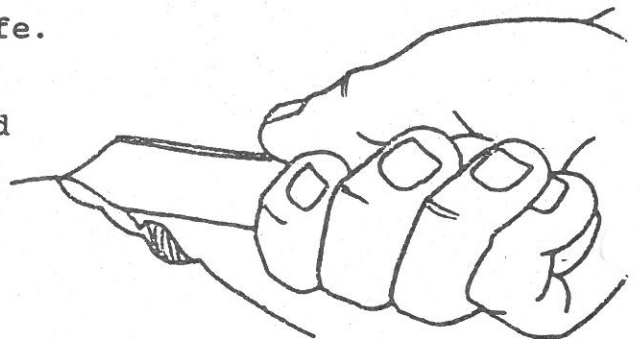
Push down and forward (saw back and forth a little, to help)



SHAVE

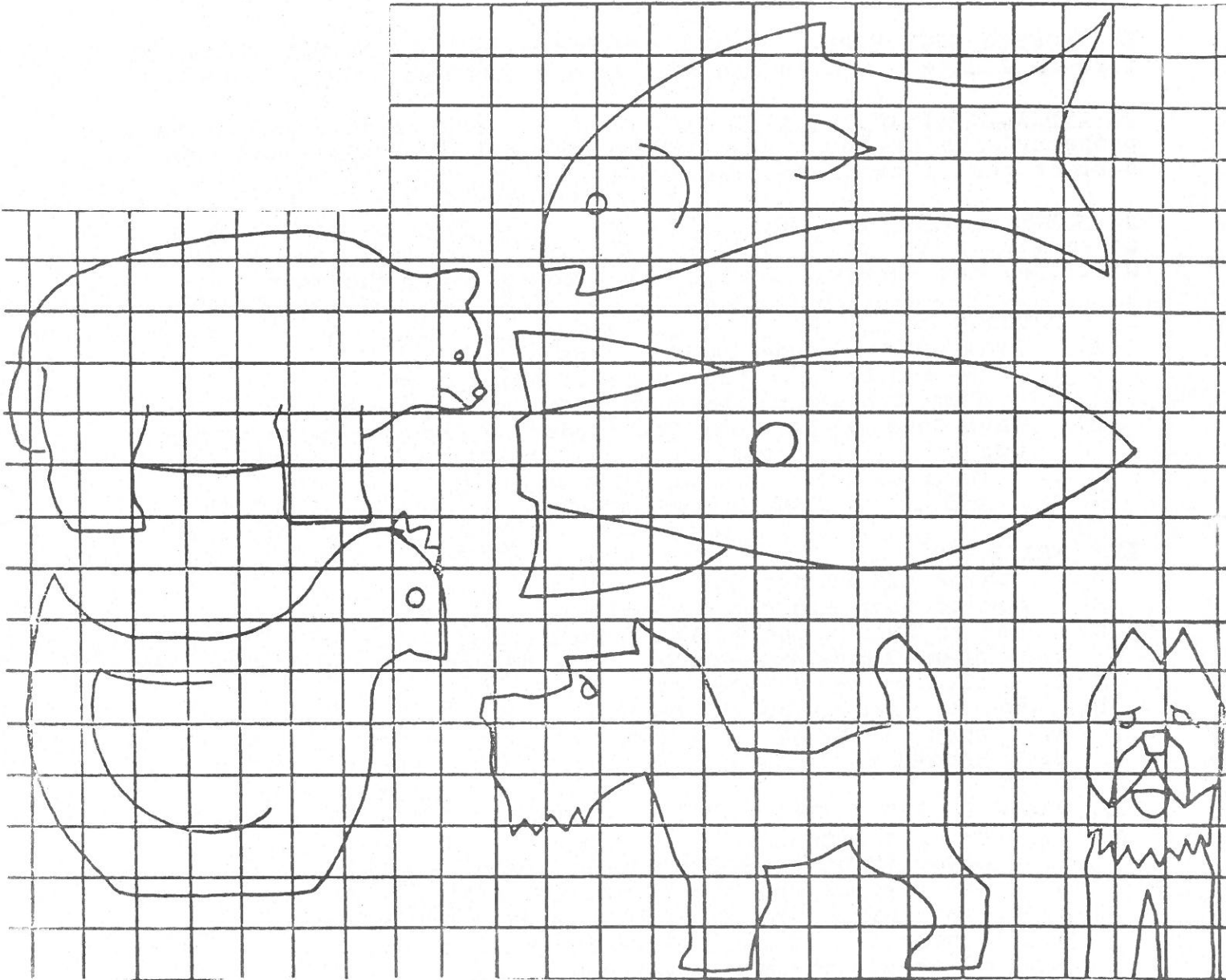
You can use your thumb on the knife.

Start on the edge of the soap and make small slices down and outward shaving the soap away.



THE STOP CUT

{ PATTERNS }



OUTDOOR CODE

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

BE CLEAN IN MY OUTDOOR MANNERS. I will treat the outdoors at an heritage. I will try to improve it for myself and others. I will keep my trash and garbage out of America's water, fields, woods, and roadways.

BE CAREFUL WITH FIRE. I will prevent wildfire. I will build my fire in a safe place and be sure that 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 right that I can lose by abuse.

BE CONSERVATION MINDED. I will learn how to practice good conservation of soil, waters, forests, minerals, grass lands, wildlife, and energy. I will urge others to do the same.

I. OUTDOOR CODE

- A. Read outdoor code line by line
 - 1. Have Cubs tell you what the lines mean
 - 2. Each Cub should take at least one sentence
- B. Have Cubs explain why the "code" is part of knife, ax, saw use
 - 1. need to treat outdoor with respect
 - 2. all of us need to be reminded

II. KNIFE USE

- A. "think before acting"
- B. how to open and close a knife
- C. how to hand a pocket knife to another
 - 1. open; blade toward you; edge facing out say "THANK YOU"
 - 2. closed; say "THANK YOU"
- D. how to carry a pocket knife
 - 1. open --- NEVER
 - 2. closed

III. BASIC POCKET KNIFE RULES

- 1. Never cut toward you
- 2. Never throw toward a person, animal, tree
- 3. Never stick the blade into the dirt
- 4. Close up the blade when not using the knife
- 5. Others should be five feet away from you
- 6. Never run or walk with open knife
- 7. Never place blade into open flame
- 8. Keep knife sharp

IV. CARE OF POCKET KNIFE

- A. keep it free of dirt, grit, etc
- B. keep it dry
- C. Sharpen and oil frequently

V. HOW TO SHARPEN POCKET KNIFE

- A. Be by self
- B. Make sure the stone is clean
- C. Add light oil to stone
- D. Cut across stone 15 times
- E. Revers process for other side
- F. To remove burr; use a cut stick

VI. SPECIAL HINTS

- A. A bow saw is the safest and fastest way to cut wood; better than an ax
- B. Saw should be handled with care
- C. Keep fingers, hands, legs away from cutting teeth
- D. Make long full strokes
- E. Cover blade when not in use
- F. Oil blade when not in use
- G. When teeth are dull use file to sharpen



WHITTLING CHIP

This certifies that



_____ has completed the Shavings and Chips Achievement 19 in the *Big Bear Cub Scout Book* and has demonstrated knowledge of, and skill in, the use of a personal pocketknife. By completing these safety requirements, he has earned the right to carry a pocketknife at Cub Scout functions.

Den Leader _____

WHITTLING CHIP

In return for the privilege of carrying a pocketknife at Cub Scout functions, I agree to the following:

1. I will complete the Shavings and Chips Achievement 19 in the *Big Bear Cub Scout Book*. I understand the rules for safe use of a pocketknife.
2. I will handle my pocketknife with care.
3. I will always close my pocketknife and put it away when not in use.
4. I will not use my pocketknife when it might injure someone near me.
5. I promise never to throw my pocketknife for any reason.
6. I will use my pocketknife in a safe manner at all times.

Signature

No. 34223

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WHITTLING CHIP TEST

NAME _____

PACK _____

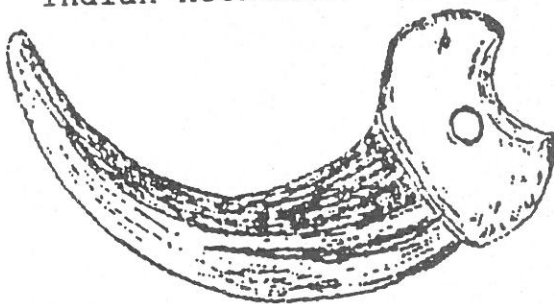
As an American, I will do my best to-----
BE CLEAN IN MY OUTDOOR MANNERS. I will treat the outdoors at an heritage. I will try to improve it for myself and others. I will keep my trash and garbage out of America's water, fields, woods, and roadways.
BE CAREFUL WITH FIRE. I will prevent wildfire. I will build my fire in a safe place and be sure that 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 right that I can lose by abuse.
BE CONSERVATION MINDED. I will learn how to practice good conservation of soil, waters, forests, minerals, grass lands, wildlife, and energy. I will urge others to do the same.

- | | | | |
|---|---|-----|--|
| T | F | 1. | When hiking or camping it's ok to cover trash with leaves. |
| T | F | 2. | An area should be cleared of all brush and leaves before starting a fire. |
| T | F | 3. | Good conservation practices are necessary if we are to maintain our forests, lakes and streams. |
| T | F | 4. | When handing a pocket knife to another person do not let go of the knife until they say "thank you." |
| T | F | 5. | A dull knife is less dangerous than a sharp one. |
| T | F | 6. | When not using your pocket knife it is ok to stick it in the dirt. |
| T | F | 7. | Only den or pack knife throwing games are allowed.. |
| T | F | 8. | For a sharpening stone to work best, never clean it. |
| T | F | 9. | Keep your pocker knife dry and clean at all times. |
| T | F | 10. | For cutting wood the right saw will work better than an ax. |
| T | F | 11. | When the teeth of your saw become dull you can sharpen them with an ignition file. |
| T | F | 12. | For generatl sawing pull the saw back and forth without downward pressure. |

MAKING WOOD BEAR CLAWS

Bear claw necklaces are very highly prized by all Indians lucky enough to acquire one. By following these instructions you can make bear claws of wood that will almost deceive an expert.

This is how they actually look. Use side view for templates. These are very accurate drawing from a bear claw that was on an Indian necklace. Take your measurements from them.



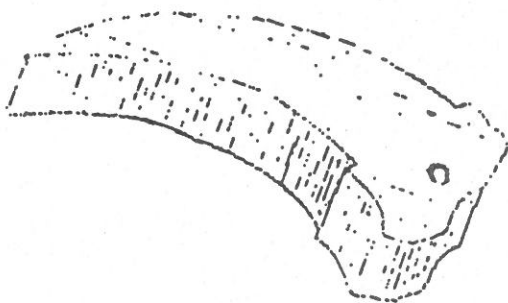
Painted Red.



End

Indians trim away the hair from the base of the claw, leaving the bone in the claw. The bone is painted and the claw is scraped and polished.

This is how to whittle them. Use a sawed blank ready to whittle. Do not use hard wood as it makes the necklace too heavy.



1. Cut a paper template the size and shape of the claw
2. Lay out about 10-12 on a 5/8" board. Basswood is best but any soft wood will do.
3. Saw out the blanks and drill holes.
4. Whittle to shape with pocketknife, then work smooth with a file and sandpaper.
5. Finish the claw proper with fine sandpaper. The base should look like bone and should not be finished too smoothly.
6. Paint the base with red paint, either thin oil paint or acrylic and allow to dry. Then blacken the claw part over a candle flame. Dip it in the hot paraffin from time to time and rub the paraffin well into the wood with your fingers until the claw is quite dark. Don't blacken the painted part. When it gets to be a dark brown overall, let it cool and rub down with fine sandpaper on the upper part of the claw to lighten the color. Rub in some more hot paraffin, let cool, and polish with a cloth until shiny.

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