

**MID-AMERICA COUNCIL  
BOY SCOUTS OF AMERICA**



*Get On Track*

**POW WOW BOOK  
1992**



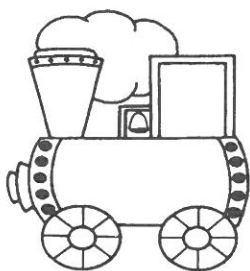


## Children's Bill of Rights

*For each child regardless of race, color, or creed:*

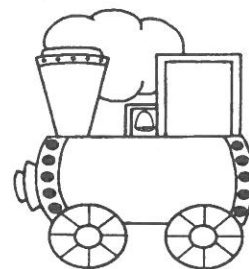
- 1. The right to the affection and intelligent guidance of understanding parents.*
- 2. The right to be raised in a decent home in which he or she is adequately fed, clothed, and sheltered.*
- 3. The right to the benefits of religious guidance and training.*
- 4. The right to a school program which, 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 recreation.*
- 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 adequate physical and social development.*





# 1992 Pow Wow Book

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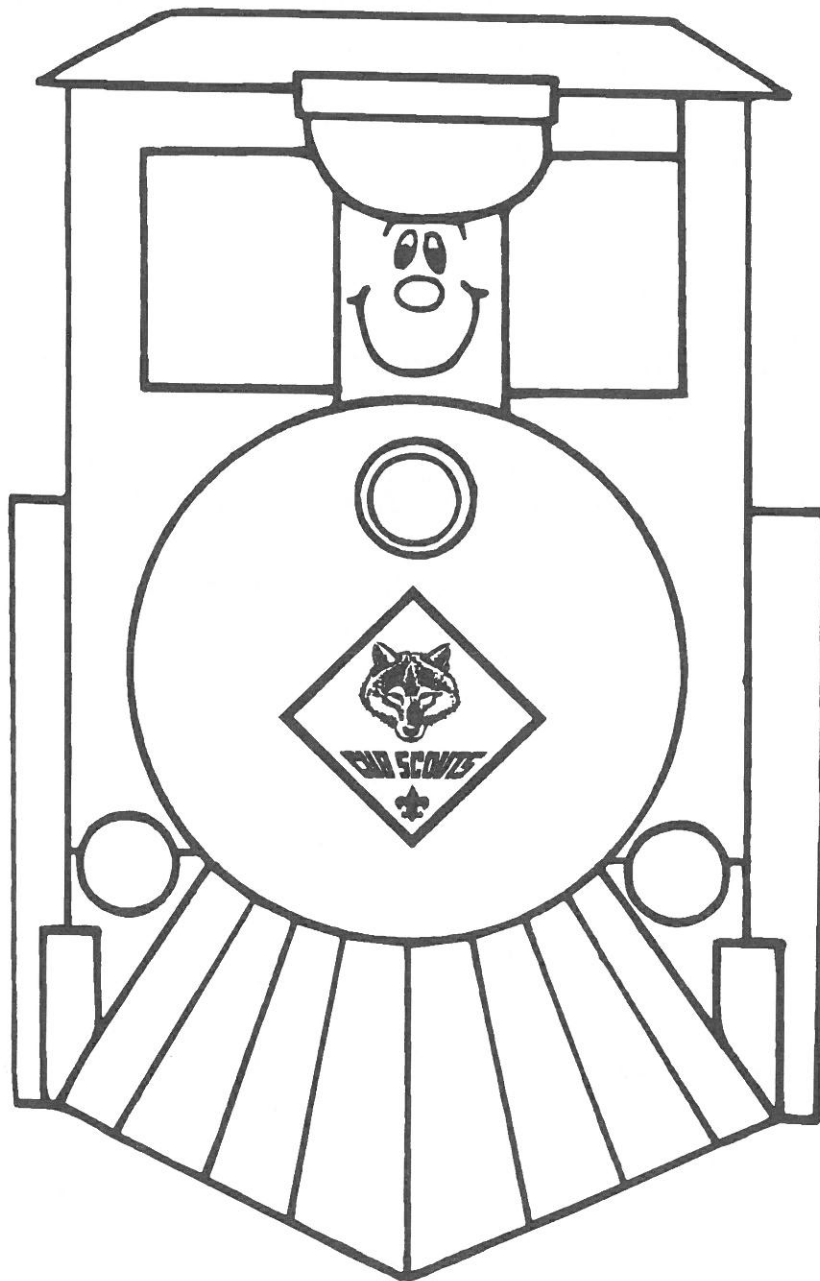
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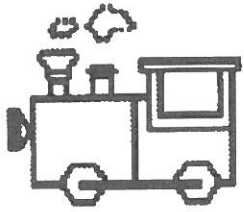
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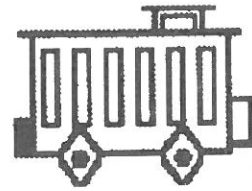
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# 1992 MAC POW WOW GET ON TRACK



November, 1992

Dear Scouters,

In 1976 my husband went to a Pack meeting to sign our son up as a Cub Scout and volunteered me to be a Den Leader. Our son is 24 years old now and I am still involved. Why? Because the Cub Scout years are filled with excitement and learning. If we don't fill them with ideals and basic moral values someone else may fill these years with foolishness. I believe that the purposes and ideals of Scouting are the best we can offer. And because I believe this so strongly, I want to help provide Cub Leaders with the tools to "Do Your Best".

This is where Pow Wow comes in. Just what is a Pow Wow? A Pow Wow is a gathering to help Scout Leaders put into practice the ideals and purposes of Cub Scouting. However, Pow Wow is more than that. This is a time to be a kid again. There is a line in a Cub Scout song that warns you to "drop your dignity". Consider this a clue that, in the course of this day, you may be asked to do some pretty strange things for an adult.

This Pow Wow has been will help you **GET ON TRACK** and carry you on down the line. The staff has implemented many of your suggestions from last year, and added a few of our own, to make this Pow Wow the best Pow Wow ever.

I have a wish for everyone who attends Pow Wow: "May this day be Filled with Unusual Nonsense."

Yours in Scouting,

A handwritten signature in cursive script that reads "Mary Helen Walsh".

Mary Helen Walsh  
Pow Wow Chairman

P.S. In case I left you with the wrong idea about that Pack meeting in 1976, my husband volunteered himself first and we have enjoyed the experience together.



### Credits and Acknowledgements

I've been working on this book since December, and this is the final page to write - and the toughest. I've discovered, as in almost all of my Scouting endeavors, getting this book in your hands has been a team effort.

Thank you Duane Utts, Molly Sweeney, and Alvin Bryant for all the typing.

Thank you Carol Hammel and Marilyn Sorenson for your stuff on Blue and Gold; Jim Smith for your Cub Scout Family Program input; Jack Hutchinson for your eye-opening chapter on Native American heritage; and thanks to Rojean Lambrecht for your section (both times) on the neckerchief slides.

Many, many thanks to my wife Nancy, and my kids, Susan, Julie, BJ, and Chad for putting up with my hours and hours on the computer. You all were far more patient and understanding than I would have been. You were super.

A special thanks to Mary Helen and Dick Walsh. Thank you for the hours of editing and proof reading, your research, and boxes and boxes and boxes of ideas, clip art, and guidance - but mainly thank you for the inspiration. Both of your commitments to the Cub Scout program are beyond belief. You were never too busy to talk, consult, and to keep me straight. You both truly practice what you preach. Your example is appreciated more than you know.

Finally, thanks to each one for attending Pow Wow and purchasing this book. If you did not care about putting on a quality program for "our" Cubs, you wouldn't be here.

Yours in Scouting,

*Buzz Wheeler*

Buzz Wheeler  
Pow Wow Book Editor



## HOW TO USE THIS BOOK

**This book is for you - the Cub Scout Leader.** Its purpose is to make your job in Cub Scouting easier. You would not be here at Pow Wow 92, if you knew all there was to Cub Scouting and had no need for ideas and inspiration.

As I'm sure you are aware, the Boy Scouts of America would be dead in the water without volunteer leaders such as yourself. However, I'm not so sure you are aware that many leaders drop out quickly, not so much because of a lack of time, but because of a lack of training. They run out of ideas and resources. They don't know where to turn for help.

If you have absolutely no experience as a Cub Scout Leader, coming to Pow Wow is a good first step. This book will be vital for you. However, Pow Wow and this book will not take the place of formal training. In fact, information available in official Boy Scout publications and at formal training sessions was purposely left out of this book. This Pow Wow Book is meant to be an additional resource and to supplement training. Please view the *Cub Scout Leader Fast Start* tape now and sign up for Cub Scout Leader Basic Training as soon as you possibly can.

If you are an experienced Cub Scout Leader, then you will realize the importance of fresh ideas, new skits and ceremonies, and games. This is another resource for you.

If you are a Wolf or Bear Den Leader, this book will take you by the hand with ideas and explanations for crafts and Den games. Examples are found for skills and small Den ceremonies. Field trip ideas are provided.

For you Webelos Leaders, over 80 pages are devoted to the Webelos program. Several ideas for earning each the activity badge are included. Ceremonies for all the special Webelos events from induction into the Webelos Den to Crossing the Bridge into Scouting are here.

As a current Cubmaster, the first place I go to start planning Pack meetings is the Pow Wow Book. The Ceremonies section has at least one Opening, Advancement, and Closing Ceremony for each month by theme. There are Gathering Activities, Songs, Skits, and Games for groups of all sizes. If all you do is use the ideas in this book and your own imagination, your annual program will be leaps ahead.

For all the rest of you Cub Scouters, use the ideas and examples in this book to help your Den Leaders and Cubmaster put on the best possible program. The more you do, the better Cub Scout experience your sons will have. By the way, have FUN and **GET ON TRACK!!**

## TIGER CUBS, BSA

TIGER CUBS, BSA, is a program for boys in the first grade and their adult partners. It allows the boy and adult to build a strong relationship with each other, the rest of the family and other members of the Tiger Cub's group.

The main thrust of TIGER CUBS, BSA, is fun for a boy and adult, but many of the activities are suitable for participation by the rest of the family as well. The program is built around 17 different program themes called **Big Ideas**. These include such topics as "Know Your Community," "Fitness and Sports," "Prepare for Emergencies," and "Family Entertainment."

Four to eight boy/adult teams make up a Tiger Cub group. Each boy/adult team shares in group leadership. Weekly activities are home-centered with the family using the big ideas. Group activities are held monthly. Tiger Cub groups meet with the pack two or three times a year — as visitors at special events such as a pinewood or space derby, raingutter regetta, the annual blue and gold banquet, and at Tiger Cub graduation ceremonies.

Groups are affiliated with a Cub Scout Pack. The Pack selects a Pack Tiger Cub Group Coach who completes Fast Start training, and is responsible for support of the Tiger Cub group until graduation into Cub Scouting.

A big part of the "magic" of the Tiger Cub program is its simplicity. The relatively unstructured program and the shared leadership concept make the program flexible enough to fit almost every situation, and, at the same time, easy to understand and operate. Sometimes those of us with a lot of Scouting experience have difficulty in interpreting the Tiger Cub program. We're used to thinking in terms of highly structured leadership, advancement programs with requirements and badges, weekly group meetings, training courses and uniforms. All of these are important parts of the Cub Scouting and Boy Scouting, but are not used in TIGER CUBS, BSA.

We all have to recognize that TIGER CUBS, BSA, is a different program for a younger age group, and the lack of structure and complication are essential elements in the success of the program. The basis of the program is the boy and adult having fun together, and it works! Let's keep it simple!



### PATTERN FOR A TIGER CUB GROUP MEETING

You will find the Group more relaxed and comfortable if they know what to expect. It is desirable to follow a prescribed routine for each Tiger Cub Group gathering. Do not confuse the term routine with the term schedule. You will want to watch the schedule so that meetings are over in not much more than an hour, but it is the sequence of events that will become anticipated adventure for your young Tiger Cubs.

**SEARCH:** Tiger Cub aged boys will look for something to do the moment they come in the door. Have an activity that the boys can become involved in immediately. Happy memories begin to build every minute of his Tiger Cub Group meeting. He won't want to be late the next time. Such an activity can free the individual conducting the meeting to take care of last minute details.

**OPENING:** Establish a Tiger Cub Group tradition by starting the meeting in a special way each time. This should be a more serious moment when you may want to discuss the motto or promise. After this quiet activity, it is a good time to handle business details.

**DISCOVER:** This can be a learning activity or a craft activity. Boys the age of Tiger Cubs like simple "take home treasures" to reinforce the concepts of the Tiger Cub program.

**SHARE:** Several concepts of sharing can be embraced — you might serve a small refreshment and share comments about the discovery segment of your meeting or just form a group gathering. You might make a Tiger Cub Triangle a tradition where the boys sit with three tigers designated as the angles of the triangle and these angles represent the SEARCH, DISCOVERY and SHARE of our program.

**CLOSING:** The closing should be quiet, fun and yet meaningful — something the group will remember until the next meeting. Remember to give a reminder of the next group gathering time. Use the below Tiger Cub Trail Cards.

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#### TIGER CUB TRAIL CARD---- TIGER CUB TRAIL CARD ---- TIGER CUB TRAIL CARD

The next Tiger Cub Group meeting will be Big Idea No. \_\_\_\_\_,  
hosted by \_\_\_\_\_. The meeting will take place at \_\_\_\_\_.  
Time \_\_\_\_\_ and Date \_\_\_\_\_.

---



### 17 BIG IDEA SUGGESTIONS

#### 1. GETTING TO KNOW YOU

##### MEET ME

- 1. My name is: \_\_\_\_\_
- 2. It means: \_\_\_\_\_
- 3. I was born: Month: \_\_\_\_\_ Day: \_\_\_\_\_ Year: \_\_\_\_\_  
City: \_\_\_\_\_ State: \_\_\_\_\_ Country: \_\_\_\_\_
- 4. My parents are: \_\_\_\_\_
- 5. The first things I remember are: \_\_\_\_\_  
\_\_\_\_\_
- 6. I am happiest when: \_\_\_\_\_  
\_\_\_\_\_
- 7. I am sad when: \_\_\_\_\_  
\_\_\_\_\_
- 8. My favorite family memory: \_\_\_\_\_  
\_\_\_\_\_
- 10. I like my father best when: \_\_\_\_\_  
\_\_\_\_\_
- 11. I like my brother(s), sister(s) when: \_\_\_\_\_  
\_\_\_\_\_

#### 2. FAMILY ENTERTAINMENT

##### MINIATURE GOLF

Make a miniature golf course from scrap lumber, tin cans, odds and ends. Have the whole family play it together.

OR Go to a miniature/putt-putt golf course as a family outing.

#### 3. DISCOVER NATURE AND ENERGY

##### ENJOY NATURE

- 1. Visit a plant nursery or fish farm.
- 2. Make "Rolling Nuts": The bodies are made from walnut half shells. Cut the heads, tails, etc. from fabric scraps, paper and string; glue to the shells. When the glue is dry, set the shells on marbles and roll the creatures down a sloping board.

#### 4. PREPARE FOR EMERGENCIES

##### EMERGENCY NUMBERS

- 1. Make a list of local emergency numbers, copy them and distribute to your neighbors, new people in the area and shut-ins.
- 2. Stencil your house number on the curb in front of your house. Volunteer to do it for your neighbors.

#### 5. KNOW YOUR FAMILY

##### ACTION SELF PORTRAITS

Tape together sheets of butcher or wrapping paper that are at least 3 times as long as you are tall. Turn paper over. Play some lively music. Lie down on the paper and dance. When you get a pose you like, hold still and have someone trace all around you with a black marking pen while you hold your pose. Get up and decorate your body outline. Draw on fancy clothes or a funny costume.

#### 6. KNOW YOUR COMMUNITY

##### LOCAL ATTRACTIONS

Get a local phone book and map. Using the phone book, find local areas of interest, fun and safety. Mark these areas on the map; include local fire, police and first aid centers on it and their phone numbers. Libraries, museums, zoos, churches, parks, etc. can also be marked.





**7. HELPING OTHERS****SPECIAL CARDS**

Have everyone in the family make a valentine or special card for the other members of the family and enclose a special "service gift" such as baby-sitting, car washing, house cleaning, leaf raking, etc.

**8. GO SEE IT****LOCAL GOVERNMENT**

Visit your city or regional government buildings such as capitol buildings, county seats, courthouse, Federal Reserve Bank, post office, police station, etc.

**9. GETTING THERE****BICYCLE SHOP VISIT**

Visit a local bicycle shop and find out about safety helmets and other equipment for safe biking.

**10. SOMETHING SPECIAL, ALL YOU OWN****COSTUME PARTY**

Have a costume party. Make your own costumes from boxes, wrapping paper, grocery bags, crayons, markers and tape.

**11. MAKE YOUR FAMILY SPECIAL****HAND CENTER**

Have each member of your family trace around their hand on stiff paper. Discuss how family hands are alike or different, how they do different jobs. Cut out the hands and make them into faces. Glue the face on a straw to make a puppet. Make up a skit and have the family act it out with their hand puppets.

**12. MAKE YOUR OWN****RUBBER BAND BOARD**

Use a board that is 3/4 inch thick and 10-12 inches square. Mark a geometric pattern of dots, such as a star with eight points, and hammer finishing nails through the dots. Loop rubber bands of different color and sizes around the nails hammered in the board. Two people can play a game by trying to cover the board with triangles that don't overlap.

**13. CARING FOR YOUR HOME AND HOUSEHOLD****BULLETIN BOARD**

Purchase a 12" x 12" or other size piece of cork board. Bind the edges with folded-over, 1-2" colored vinyl tape. Hang where messages and special notes can be seen by your Tiger Cub.

**14. FAMILY GAMES, TRICKS, PUZZLES****BOUNCING BUTTONS**

Stir a teaspoon of soda into a glass of water. Drop in some buttons of different sizes. Pour in as much vinegar as it takes to make the buttons bounce to the top. The bubbles of carbon dioxide, which are lighter than water, lift the buttons. When they reach the surface, the carbon dioxide keeps going and the buttons sink back to collect more. They will bounce up and down for quite a while. Add more vinegar when they slow down.

**15. FITNESS AND SPORTS****MARBLES**

Learn how to play marbles. Hold a fun tournament and give prizes to everyone including adults for different kinds of shots. Longest, shortest, highest, etc.

**16. TELL IT LIKE IT IS****INVISIBLE MESSAGES**

Write secret messages to each other using a small paint brush and lemon juice instead of ink. To read the messages, press them with a warm iron.

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**17. CUB SCOUTING, HERE WE COME****GRADUATION INTO CUB SCOUTS**

This big idea is a little different. It doesn't happen all at once, but occurs at several times throughout the Tiger Cub experience. It's also different because the Tiger Cub Group Coach has a major role in making it happen.

Every Tiger Cub should become a Cub Scout at the end of his Tiger Cub year. Tiger Cubs is the first step on Scouting's trail of character development, citizenship training, and personal fitness. The next step is Cub Scouting.

1. Learn the Cub Scout Bobcat requirements in the Wolf Cub Scout Book.
2. Tiger Cub Teams attend two or three Cub Scout activities at the invitation of the Cub Scout Pack. These might include the Blue and Gold dinner, family bowling event, Christmas caroling evening, or to watch the Pinewood Derby or other Cub Scout level activity.
3. Meet the Cubmaster and Tiger Cub Group Coach to discuss your graduation into Cub Scouting and begin selection of leadership for your new den.
4. Take part in a Tiger Cub graduation ceremony and join the Cub Scout Pack, usually in May or June.

***THE TIGER CUB SONG***

*(Tune: "This Old Man")*

*Come and join everyone;  
Tiger Cubs have lots of fun,  
'Cause we like to search, discover, and share,  
Tiger Cubs go everywhere.*

*At the park, beach or zoo,  
Tiger Cubs will be there, too,  
'Cause we like to search, discover, and share,  
Tiger Cubs go everywhere.*

*We are Tigers, hear us roar,  
Having fun and so much more,  
'Cause we like to search, discover, and share,  
Tiger Cubs go everywhere.*



## Cub Scout Sports

The Cub Scout Sports Program is designed to recognize Cubs who participate in community sponsored league type activities as well as Cubs who learn or try a new sport within their Den or Pack. Each sport has it's own booklet. Inside are the rules of the sport as well as the requirements necessary to earn the belt loop, pin or letter. The following sports are recognized:

Archery	Fishing	Softball
Badminton	Golf	Swimming
Baseball	Gymnastics	Table Tennis
Basketball	Marbles	Tennis
Bicycling	Physical Fitness	Ultimate
Bowling	Skating	Volleyball
Skiing	Soccer	

PLEASE NOTE FOOTBALL AND MARTIAL ARTS ARE NOT RECOGNIZED. BSA INSURANCE DOES NOT COVER CUBS PLAYING THESE ACTIVITIES. Therefore, Packs cannot sponsor the tournaments or competitions necessary to earn the loop, pin, or letter. If you have any Cubs involved in these "unrecognized" or any other sports, help them record the time using the Physical Fitness Record Keeping Chart.

For Pack record keeping, there is a log type form similar to the monthly Awards and Advancement Form. Keeping a copy of what you turn in will help with your own Den record keeping.

Sports Belt Loops are intended to reward a Cub for learning the rules and playing the sport, within an ORGANIZED Den or Pack activity. The belt loops may be looked on as an introduction to the sport and may be the only sport recognition a handicapped Cub EVER receives. Help your Den by arranging to challenge another Den to a volleyball game and picnic or make it a Father-Son game, but get them started.





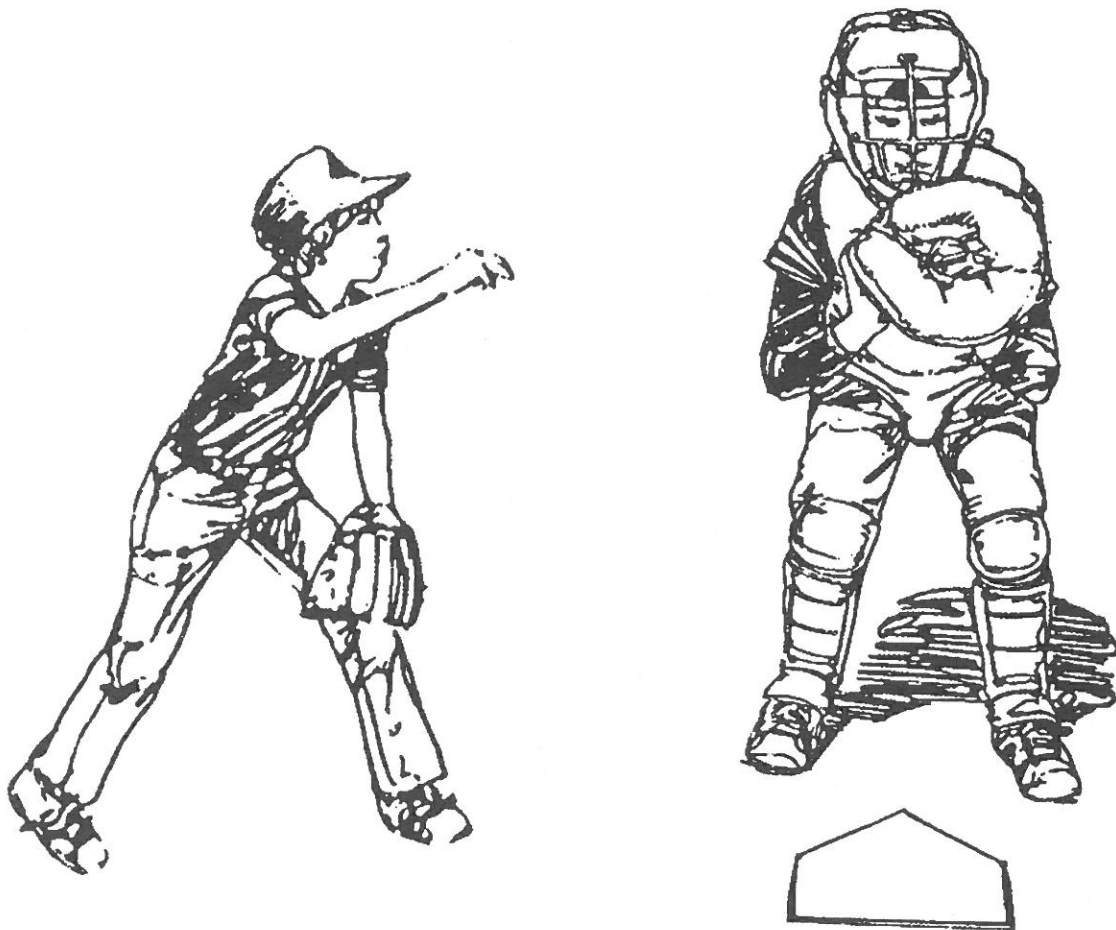
Sports Pins are earned for a specific amount of time spent participating in that sport for a designated period of time. Each Sport has a separate booklet which has a record keeping grid in the back; copy it, then require it's use. Make the Cub accountable for the record keeping and he'll appreciate it more.

The books are being updated this year, so your best bet is for the Pack to buy a set and use it. The requirements are being changed, but the new set of rules is very much standardized. 1 point for each 30 minute period of play or practice, with NO MORE than 5 points earned each day. To receive the pin, a Cub must have a total of 60 points in a 90 day period.

Use the program. It helps keep the Cubs motivated to attend meetings and gives you some fill-in activities. Keep a hula-hoop and set of marbles around for the faster workers and then organize a marble tournament after several months of practice.

Bowling and table tennis make great winter indoor sports for active Packs, as do fishing trips, soccer and baseball in the spring.

REMEMBER: Every Webelos should earn Physical Fitness in his fourth grade year. For a Webelos to achieve the Sportsman Activity Pin, he'll need 2 belts loops, one a team sport and one individual sport.

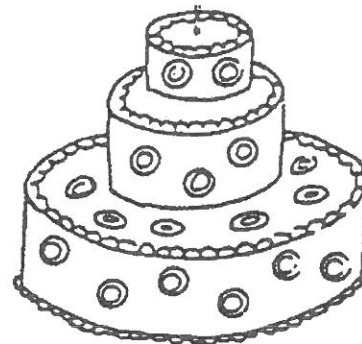
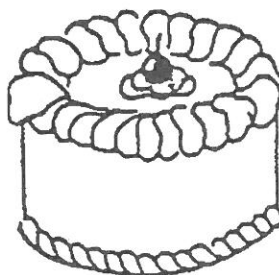
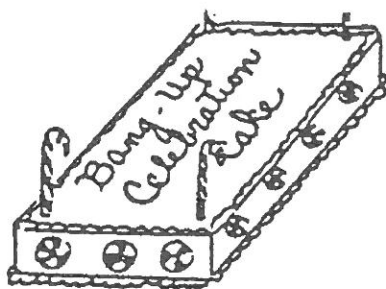


## Blue and Gold Banquet Planning

At the November Pack meeting, announce and explain what a Blue and Gold dinner is. If necessary, enlist the aid of volunteers to help the Pack Committee plan the banquet and activities. This is the biggest event of the year and it will take a little extra planning. The extra planning will be worth while the night of your dinner. When the Pack Committee meets, they will need to make decisions on the following points:

- 1) Date and time
- 2) A meal plan
- 3) Facility
- 4) Theme
- 5) Invitations
- 6) Decorations
- 7) Agenda
  - a) Set up
  - b) Pre-opening activities
  - c) Hosting
  - d) Opening Ceremony
  - e) Welcome and introductions
  - f) Invocation
  - g) Dinner
  - h) Program and activities
  - i) Advancement awards and ceremonies
  - j) Special recognition awards
  - k) Announcements and thanks
  - 1) Closing Ceremony
  - m) Clean up

Keep in mind that there are no set rules for a Blue and Gold Banquet, other than in keeping within the Boy Scouts of America ideals. Plan your celebration to meet the needs of the families in your Pack.



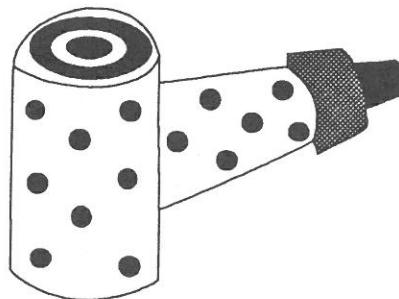
## Theme

It will be easier to plan the program and decorations if there is a theme to build upon. Check your *Program Helps*, Pow Wow books, etc., for theme ideas. Don't be afraid to ask for help and ideas.

To be successful, the banquet must be well planned in advance. A banquet chairman is selected by the Pack Committee. That person recruits helpers to carry out the responsibilities below. This general outline will help make your planning easier. Try to involve as many people as possible, and avoid giving Den Leaders too many additional responsibilities — they will be busy working with their Dens.

### Banquet Committee Responsibilities

- 1) Set the date and time of banquet if this has not already been predetermined. Most Packs hold the banquet on the regular Pack meeting date.
- 2) Decide on a meal-serving Plan:
  - a) Pot-luck
  - b) Food Committee
  - c) Catered
- 3) Secure an adequate facility at least six weeks in advance. The space needed will be determined by the serving arrangements and the type of exhibits used.
  - a) Type of facility
    - 1) School cafeteria
    - 2) Church meeting room
    - 3) Civic centers, town halls
    - 4) Restaurants
  - b) Check on rental fee, if any. This may determine which facility you decide to use.
  - c) Check seating capacity and number of tables available.
  - d) Inquire about kitchen availability, if needed.
  - e) Secure permission to use special items - PA system, stove, etc.
  - f) Confirm reservation at least a month in advance.



## Food Subcommittee Responsibilities

### 1) Pot Luck Plan

- a) Will each Den have their own menu, or an over-all Pack menu?
- b) How much and what type of food?
- c) If necessary, ask each family to bring their own plates, utensils, etc.
- d) Decide if Pack will furnish salt, pepper, sugar, napkins, etc.

### 2) Food Committee Plan

- a) Decide how much food the Pack will furnish.
- b) Purchase food and other dinner items.
- c) See that each Den receives their share of purchased goods.
- d) Obtain enough helpers to prepare the meal (or part of it).

### 3) Catered Plan

- a) Contact caterer and agree on menu and cost.
- b) Check time of delivery and find out what caterer provides.
- c) Accept reservations, and estimate attendance well in advance.
- d) Collect money prior to banquet, unless Pack is paying for everything.

### 4) Plan to have cake or cupcakes for dessert. This is a birthday!

### 5) Determine serving needs.

## Physical Arrangements Subcommittee Responsibilities

### 1) Develop a seating plan so that Den families can sit together.

- a) Head table?
- b) Arrangement of tables (determined by size and shape of room)

### 2) Make arrangements to get into the facility early on the day of the banquet to set up tables.

### 3) Inform Dens what time they may arrive to decorate. Be sure to allow enough time for people to go home and dress for banquet.

### 4) Check restroom and coat room facilities.

### 5) Check on need to work with custodian.

### 6) Be sure there is adequate parking space.

### 7) Arrange for adult clean-up committee. Have trash bags available.

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### Program Subcommittee Responsibilities

- 1) Cubmaster should be a member of this committee.
- 2) Select theme for banquet.
- 3) Select Master of Ceremonies.
- 4) Plan format of program.
- 5) Plan general room decoration and head table decoration.
- 6) Decide on placement of room displays and exhibits.
- 7) Prepare a printed program for handout.
- 8) Arrange for props for ceremonies and skits.
- 9) Send written invitations to special guests.
- 10) Select a welcoming committee to greet people as they arrive.
- 11) Send thank-you notes afterwards.

### Program/Activities

- 1) Entertainment
  - a) Pack uses entertainment from within their own group.
  - b) A special entertainer is asked (or hired) to perform.
- 2) Advancement ceremonies
- 3) Other recognition (especially adults)
- 4) F.O.S. Speaker
- 5) Announcements and thanks
- 6) Closing Ceremony

At this point in the program, the "tone" of the meeting should become more serious. Close with something inspirational or patriotic.

### Invitations

For who? This is a prime opportunity to show appreciation to those who have helped your Pack during the year. Invite the officers of your sponsoring organization, local dignitaries, Scouting Commissioners, Scouting Executives, and those who have provided a service or donation to your Pack or Den. They should be welcomed and shown where they are to sit. Some Packs have a special head table for the guests and some mix them in at Den tables. Send out invitations at least 2-3 weeks ahead. Remember you are not the only Pack having a dinner this month. Ask the guest to R.S.V.P. If you don't hear from them, call to see if they received the invitation and if they are coming.

Banquet invitations are usually sent to every Pack family and to the special guests. Cubs usually make invitations at a Den meeting and take them home to their families. Special guests invitations should be mailed.

## Facility

Secure an adequate facility at least six weeks in advance. This could be a cafeteria, church meeting room, town hall, restaurant, etc. Consider the following when selecting:

Rental fee

Restrooms

Parking space

Seating capacity

Kitchen, if needed

Specials items:

-P.A. System

-Speakers

-Stage

## Other Considerations

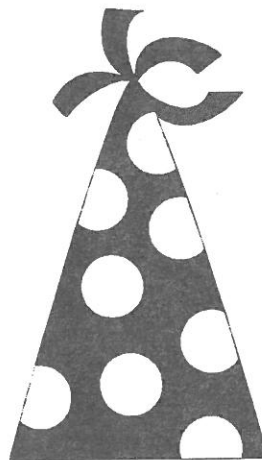
Keep in mind this will probably be the Pack's largest crowd of the year. Be prepared.

The Blue and Gold Banquet is a family banquet, for the whole family of every Cub. In most Packs, it is the best attended event of the year. In planning it, you should figure on a large number. Cub Scouts and their families should sit together at their own table or at a special section of a large table.

If you are using the dishes that belong to the facility you are using, keep in mind you may need extra things like platters, bowls, sugar and creamers, salt and pepper, etc. If families are bringing their own place setting, make sure they get a list of what to bring. Den Leaders (and helpful parents) may want to go early and prepare your table with place mats, name tags, place cards, center pieces and anything else that can be done ahead of time.

If you will be using the facility's personnel, check to see what service is free and which services you will have to pay for. Will they make the coffee, etc?

When using a buffet style of serving, it is always a good idea to have two lines, one down each side of the table.



## Native American Heritage

### Do's and Don'ts

Contributed by Jack Hutchinson

In the current *Scout Handbook*, Native American culture today is briefly discussed. However, local tribes or modern life on the reservation are not discussed at all. Here are some basic "Do's and Don'ts" when teaching Cubs about Native Americans:

1. **DON'T** refer to Native Americans of this country as Indians. **DO** refer to them as Native Americans. After all, they are native to this land, and were Americans long before Columbus got his boat wrecked. Although several Cub Scout books talk about Indian life, they fail to mention that Indians come from India.
2. **DON'T** talk about Native Americans as if they belong to the past. **DO** talk about them as you would anyone. After all, there are over 1 million Native Americans living here in the United States and not all of them were in *Dances with Wolves*. Hollywood has shown us Custer and his band, Geranimo, Black Elk, and others. Even the filmstrips that are shown in schools are, for the most part, made as if Native Americans do not exist today. As much as you and I live in this country, the Native Americans live here. Although many live in poverty and powerlessness, they are still very much a part of the modern world.
3. **DON'T** talk about them and us. And don't lump Native Americans all together. "They" were here long before there was an "us." Native Americans are more separate than Swedes or Italians. When you teach your Cubs, refer to each tribe or nation that you are teaching. If you don't know about them.....learn.
4. **DON'T** expect Native Americans to look like Hollywood or TV Indians. **DO** treat each with respect as you would anyone. I relate a story about my sons at Lothrop school here in Omaha. The students at Lothrop thought that the "Indians" in Macy, NE, still lived in TP's and rode horses to school. Our students in Macy figured all the kids in Omaha were black.... I suggest all your Cubs look up the words "stereo type." Then I would ask that you and your Cubs be as sensitive to the word "Indian" as you would be if the word "broad" or "nigger" was used.
5. **DON'T** let your Cubs feel that the brave Army and General Custer killed off the Indian Savages. What killed them off was smallpox, tuberculosis, and other diseases that were brought here by Europeans. And Custer?.... He got what was coming to him.
6. **DON'T** expect that if you know someone who is a Native American, that they automatically know all about their heritage. It is unfortunate that many Native American's don't know about their customs. Believe it or not, many eat junk food and watch TV just like your Cubs do.
7. Finally, **DON'T** let your Cubs think that native American ways have no meaning today. Respect for the land; love of all life, both human and animal; and harmony between the peoples instead of conquest and destruction are vital to the native ways of life. Let's make sure we keep that alive.

**REMEMBER, CHILDREN ARE BORN WITHOUT PREJUDICE... IT IS TAUGHT TO THEM AS THEY GET OLDER.**

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## BSA FAMILY PROGRAM

### Program Objectives

Introduce families to the Scouting program and its values.

Strengthen family ties.

Provide a source of ideas and activities to enrich family life.

Recognize and reward families who participate and try to improve family relations.

### Resources

*BSA Family Book* and *BSA Family Program Guide*.

County/city/state agencies

School/church/volunteer agencies

Family Talk column in *Scouting* magazine

Pack committee/Family Program Chairman/Cubmaster/Chartered Partner

### Getting Started

Chartering organization and committee approves program and selects a chairman for the Family Program.

Pack purchases program materials from Council Service Center.

Chairman arranges for meeting place and notifies Pack parents of time and location.

Chairman coordinates with other close-by Packs to meet together (optional).

Chairman or Pack Committee arranges for outside speakers (optional).

### Special Parent Meetings

First meeting is an orientation. Can be held in conjunction with a Pack meeting or School Night for Scouting or prior to a regular quarterly parent meeting. The orientation meeting should be used to explain the program and its value to Pack parents and generate enthusiasm for the BSA Family Program among the Pack parents. The Pack should hold an orientation meeting annually for parents of newly joining Cubs. Parents should be encouraged to purchase program materials (\$3.00) for home use.

Quarterly meetings are held thereafter. Each meeting is built around a specific theme (see the *BSA Family Program Guide*). In addition, several family talk topics can be covered in detail at each meeting so that in the course of a year all 14 topics can be covered. Group discussion and small group sharing exercises further parental understanding of the program and enhance enthusiasm and support. The *BSA Family Program Guide* has an outline for each meeting.

Family talks held frequently among family members are the key to the Family Program.



## Family Talks

The family commits to meeting regularly—at least monthly for an hour.

The family uses one or more of the 14 family talk topics to guide the meeting (see the *BSA Family Book*).

The family talks should focus on building and strengthening family ties and life skills for the Cubs and other children in the family.

Families that participate for 12 months and meet specific guidelines earn awards.

Packs should present participating families with certificates, pins, and patches. These are available at the Council Service Center; criteria are in *BSA Family Program Guide* and *BSA Family Book*.

## Annual Family Program Calendar

This suggested calendar can be started at anytime during the year. If the Pack holds an orientation in the winter or spring, another may be held in the fall to include new Cub Scouts and their families.

Month 1: Orientation meeting for parents. Parents make plans with their families to meet regularly. Families set goals to achieve awards and set goals to improve family ties and cohesiveness.

Months 2 - 3: First quarterly meeting. Theme: Appreciating Each Other. Families begin regular family talks on love, building self-esteem, developing responsibilities, and developing family roots and traditions using *BSA Family Book*.

Months 4 - 6: Second quarterly meeting. Theme: Spending Time Together. Family talk topics on sharing, giving, communicating, planning and organizing.

Months 7 - 9: Third quarterly meeting. Theme: Sharing, Faith, and Trust. Family talk topics on believing and trusting.

Months 10 - 12: Fourth quarterly meeting. Theme: Building Skills. Family talk topics on preparing, developing talents, and coping.

Start second year with orientation session for new Cubbing families. Pack holds award ceremony to recognize family achievement in the BSA Family Program at a Pack meeting, at the first quarterly meeting of the second year, or at the orientation meeting.



## RECOGNITION

The Cub Scout program is changing rapidly to fit the demands of today's youth. Don't be too sure you are "up" on the latest program developments. Granted, your experience is an invaluable resource, but there is always something new for us to learn. The Cub Scout program is very flexible and there are many ways to accomplish the same goals. Repeating training courses is not a waste of time, but a continuing source of learning. Both trainees and trainers learn something new every session. Remember, when you take training, you want guidance, not grades!

### A CHALLENGE TO CUB SCOUT LEADERS:

If you were to line up all the eight to seventeen year old boys in the world in a straight line and could keep them standing still enough to take a good look at them. You would find out, of every 100, 56 would come from Asia, 15 from Europe, 9 from Africa, 8 from Central and South Americas, 6 from the Soviet Union and 1 from countries of the South Pacific. Only five would come from North America. Eighty percent of the world's future manhood live in Asia, Europe and Africa. It is for this reason, that the war between ideologies of the free world and the Communist world is being waged most heavily in these areas. It is our job, as Cub Scout leaders, to see to it that America's less than 5 percent, develop into the strong willed, dynamic type of men who will keep our country a leader in the free world.

### ADULT RECOGNITION

Recognition is not just for the Cubs. Leaders and parents work hard to bring the Cubs a quality Cub Scouting program. It is just as important to thank the leaders and parents as it is to recognize the Cubs. A leader who has been thanked is more likely to volunteer again.

Remember to give leaders service star pins for their number of years to the program, just as you would for the Cub Scouts. Adult leaders can also earn leader recognition for their uniform in the form of Cub Scout Leader awards (small patches with square knots worn over the left shirt pocket). Someone in the Pack should keep track of the registered leaders to be sure they receive the proper recognition.

Often a leader or adult in the Pack performs some special service which calls for a special kind of "Thank You". Verbal recognition at a Pack meeting or a handwritten thank you note is always appreciated. Recognitions don't always have to be serious - they can be silly or funny, too.

The following page will give you some examples:

**PURPLE HEART AWARD** - A big stuffed purple heart. For someone injured "in the line of duty".

**GO GETTER AWARD** - This is an inflated balloon full of hot air for "Go Power For The Go Getter".

**BRIGHT IDEAS AWARD** - Spray a light bulb gold and attach to plaque. Present this to the person who always has good ideas.

**WOODBURN A PLAQUE** - Choose a design suiting the occasion. Children's coloring books, pen and ink drawings, and books on wood burning, provide many design sources. A plain bass wood plaque is the easiest to woodburn. Seal with many coats of polyurethane.

**LINK TO SCOUTING AWARD** - Attach a few chain links to a plaque and present to a Leader. This would be appropriate award for a Webelos Leader who has prepared Cubs for Boy Scouting.

FOREIGN LANGUAGE THANKS - Calligraphy on parchment, wood burn on parchment, etc.

Portuguese - Obrigado

Spanish - Gracias

Italian - Grazie

French - Merci

Dutch - Dank U

German - Danke

Tongan - Malo

Danish - Tak

Japanese - Arigato Gozaimas

English - Thank You



Check with the Trading Post in the Council Service Center for different appreciation awards and certificates to be used for adults at different times. Adults need to be told thank you for a job well done, no matter how small. Leaders may be recognized with a ceremony. Either to say thank you before, during, or after doing a job. Check the Ceremonies section for some ideas. Here is a thought to read for leaders as you honor them at a Blue and Gold Banquet:

### OUR CUBBING YEARS

*My bowling ball is gathering dust,  
My favorite golf clubs are full of rust.  
The satisfaction from down inside  
Removes the selfish feeling I try to hide.  
We joined Cubbin' and it has been fun,  
Glad I took this time to spend with my son.  
For these short years we will be pals,  
Until he starts to think of gals.  
He is getting older and growin' tall,  
Someday he won't need me at all.  
Selfish regrets: I'll have none,  
Because I took time out to help my son.*

In Cub Scouting, motivation should be the process of causing both Cubs and adults to do their best: Become involved in the program!



**LEADER INDUCTION CEREMONY**

**PERSONNEL:** Pack Committee Chairman and new Pack leaders.

**EQUIPMENT:** Candles and candle boards described below

**COMMITTEE CHAIRMAN:** Before you is a ceremony board that has five candles on it. The top two, like the alert ears of a wolf, represent the two upright fingers of the Cub Scout sign. They mean **TO OBEY** and **TO HELP OTHER PEOPLE**.

The three candles at the bottom represent the folded three fingers of our Cub Scout sign. These three fingers stand for the three important letters in our law: **F-H-G**. These letters represent **FOLLOWS, HELPS, GIVES**. They also mean **FAIR, HAPPY** and **GAME**. And finally, they remind us of something each Cub Scout, represents - **FREEDOM, HOME, and GOD**.

All of our leaders want to do their best to teach Cub Scouts to learn to follow, to help, to give, to be fair and happy whatever the game might be and to respect their freedom, home, and God.

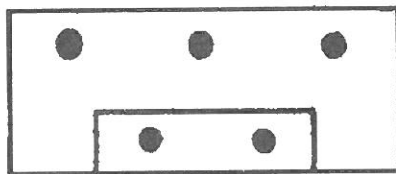
Will the new leaders of our Pack please come forward? (Pause while the new leaders gather at the front of the meeting place.) Please repeat after me:

I, (your name), promise to do my best, to help the Cub Scouts in my Den and in my Pack to do their best, to help other people, and to do their duty to God and their country, and to obey the Law of the Pack.

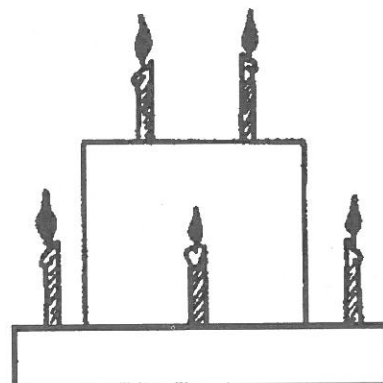
As Chairman of this Pack, I take pleasure in presenting to you your registration cards and personally welcome you into active leadership in Cub Scouting. May the days ahead be:

**HAPPY, GIVING, and FUN**

TOP VIEW



FRONT VIEW



SIDE VIEW



## CONSERVATION SERVICE PROJECTS

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

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

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

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

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

This means that you teach others to do the following:

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

## CONSERVATION AND CITIZENSHIP THROUGH SERVICE

One of the primary purposes of the Boy Scouts of America is citizenship training. From its beginning, the Scout movement has tried to instill in boys the qualities necessary for responsible participating citizenship. Part of being a participating citizen is taking care of our natural resources. Awareness and understanding need to be learned, and from this later may follow concern and enthusiasm for the care of resources. Service, best exemplified by the daily Good Turn that has long been a tradition in Scouting, starts with the individual. Cub Scouts are directed towards individual service by taking part in service projects planned by the Den and Pack. Conservation projects provide opportunities for learning about natural resources, and our responsibilities as citizens to use resources wisely. The following is a list of where opportunities may be found in the Cub Scout program, and suggested activities related to nature and conservation.

## CONSERVATION OPPORTUNITIES FOR CUB SCOUTS

**Wolf:** Flag Achievement, Your Home and Community Achievement, Conservation Achievement, Birds Elective, Gardening Elective, Outing Elective, Fishing Elective.

**Bear:** Wildlife Conservation Achievement, Our American Heritage Achievement, Writing Achievement, Skies Elective, Weather Elective, Nature Crafts Electives, Landscaping Elective, Farm Animals Elective, Water and Soil Elective.

**Webelos:** Citizen, Forester, Geologist, Naturalist, Outdoorsman, and Traveler Activity Pins. National Wildlife Federation Back Yard Program, and World Conservation Award.

**Dens and Packs:** William T. Hornaday Award certificate to Den or Pack; National Summertime Pack Award for Den or Pack; Day Camp Participation by Den or Pack; Collecting for recycling project (newsprint, glass, aluminum); Neighborhood community environmental improvement projects (*Paint up/clean up; Planting trees and shrubs; Anti-litter campaign; Adopt a stream; Adopt a park*); Take Pride in America Award, Keep America Beautiful Day and Scouting Environment Day (*4th Saturday of April*); Visit municipal, township, county, or state legislative bodies for a conducted tour; Scouting Energy Day (*1st Saturday of October*); National Hunting and Fishing Day (*4th Saturday of September*); and Hometown USA Award.

NATURE-CONSERVATION PROJECTS AND ACTIVITIES DESIGNED TO INTEREST CUBS IN ACTIVITIES FROM WHICH CONCEPTS AND INTERRELATIONSHIPS OF NATURAL COMMUNITIES MAY BE LEARNED:

Plastic bag nursery: Use potting soil and plastic bags (*Cutting stock yews; Seeds - trees of all kinds; Small transplants - evergreens.*)

Keep a live animal (purchased from a store): goldfish, guppies, zebras, and white cloud mountain fish are a few tropical fish that can be kept at lower temperatures in small fish bowls.

Terrarium of local wild plants: from backyards, woods, corner lots, mountain, deserts, etc. (*use gallon jar, fish bowl, etc.*)

Learn five local trees and their uses in the community and/or in the forest.

Take a trip with guided tour to: sewage disposal plant, airport or other weather station, managed forest or wood lot, wildlife area, stream improvement, fish hatchery or game farm, industry with pollution abatement, nature interpretation center, natural history museum, zoo or menagerie.

Build a bird feeder for seed or suet.

Take a nature hike and learn the word ecology.

Make an ant colony.

Plant trees or wildlife shrubs.

See a conservation movie or filmstrip.

Make a bird bath.

Keep worms and learn what they do to the soil.

Keep an insect: Meal worms (pet store), praying mantis, cricket, grasshopper.

Collect and keep insect cocoon.

Make a plaster cast of an animal track.

Make a mineral hardness scale - use it. (*See Geologist Activity Badge - Webelos Section of this book.*)

Grow plants in chemicals.

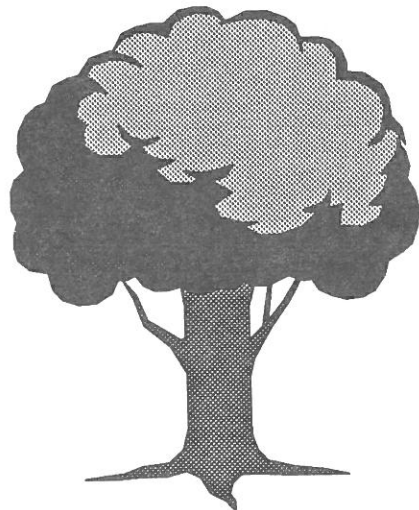
Read a nature, forestry, geology, or wildlife book.

Grow bean seeds in subsoil and loam - keep and compare growth.



- What seeds are airborne? Keep a box of sterile soil outside, water and care for it. What happens?
- Make a tree collection: Leaves or seeds of trees that produce lumber products, are important to wildlife, are used as ornamental or shade, or whose fruits are edible.
- What we get from forests - put samples of forest products on panel (*newspaper, plywood, etc.*)
- Make a soil erosion or runoff box to demonstrate erosion and erosion prevention to your Den.
- Make a splashboard demonstration and show to your Den. (*Make it "rain" in front of white cardboard on bare soil and on sodded soil.*)
- Clean up a trail, park, etc.
- Plant flowers (*seeds or plants*).
- Weed a garden or yard.
- Put up bird houses in winter or early spring.
- Feed birds.
- Window display during Wildlife Week - March.
- Make a rain gauge - put it in your yard, keep records.
- Game laws - why do we have them? What mammals and birds are concerned - learn them.
- Fish Laws - why do we have them? What fish are concerned - learn them.
- Install outdoor thermometer in your yard. Make a box for it.
- Make a rock or fossil collection.
- Make an insect collection.
- Make a percolation display. Cut bottoms and tops out of two cans. Force one can in ground in subsoil and one in ground in soil with rich humus. Pour equal water in both cans. What happens? Why? Demonstrate to Den.
- Clean up a section of stream.
- Display energy conservation posters.
- Obtain litter bags from business or industrial firm and distribute them to the community.
- Distribute advertising literature from U.S. Department of Agriculture about Woodsy Owl - "Give a Hoot, Don't Pollute" or obtain posters from U.S. Forest Service and place them in public spots.
- Make litter bags for family's and neighbor's cars and boats.
- Make exhibits or demonstrations for Pack meetings that show clothes and food come from the soil and why soil conservation is important.
- Have an anti-litter and anti-pollution poster contest with prizes for the winners. Display posters in public places afterwards.
- Collect litter and get permission to pile it in a fenced-in area with a sign: "Does this belong to you?"
- Decorate trash containers for school, park, or other spot.

- 
- Work on Wolf and Bear conservation achievements and Webelos activity badge areas involving nature.
  - Make window boxes and plant flowers or plant tubs with trees and shrubs.
  - Check with your local conservation office for a Pack project related to conservation.
  - Learn how air pollution damages plant life, human health, buildings, and clothing.
  - Take a trip to a local industry to see how pollution is prevented. Encourage Cub Scouts to keep roadsides, streets, and sidewalks free of trash.
  - Plant shrubs that provide food or cover for wildlife.
  - Collect insects and find out which ones are harmful to crops and trees.
  - Pick up litter. Build a litter scarecrow to display in public.
  - Adopt a vacant lot or open area. Clean it up, and keep it clean.
  - Make a live litterbug. Use suitable trash container with a sign, "See the live litterbug here." Container has a mirror in the bottom.
  - Help distribute fire-prevention posters in the neighborhood.
  - Plant grass seed on bare ground in park, school, or church yard to help prevent erosions.
  - Put up Outdoor Code posters in school and explain code to others.
  - Encourage Cub Scouts and Webelos Scouts to earn the World Conservation Award.





## CEREMONIES

The high points in men's lives have always been marked by distinctive celebration. A graduation from high school or college, a wedding, joining a church, a club or a fraternity, the christening of children; all of these were recognized by some type of ceremony.

So it is in Scouting - the highlights are marked by ceremonies. Joining the Pack, receiving badges, graduating from Cub Scouting into Boy Scouting - there are ceremonies for them all.

Ceremonies in our lives are taken for granted. They just seem to happen, or naturally fit into the activities which are high points. In Cub Scouting, we can't take ceremonies for granted. Ceremonies don't just happen! It takes effort in planning and execution to have meaningful ceremonies!

When a Den Leader plans the parts of the Den meeting, they no doubt include an opening and closing ceremony. Sometimes they may have a simple recognition ceremony in the Den, such as presenting a bead when a Cub completes three achievements or congratulating a Cub on his birthday.

Let's take a look at Pack ceremonies. A Cub has worked hard and long to complete the requirements for his Wolf badge. He is impressed if the Cubmaster simply hands him his badge because the badge is important to the Cub. It is a visible means of showing others what he has accomplished. By using your creative imagination, you can think of impressive ways badges can be presented. Perhaps the theme is pirates, and there stands Peg Leg Pete ready to present the award...if the Cub has to walk the plank! WOW! In the eyes of a 7 or 10 year old Cub, it would be a night to remember. It takes time and effort to plan a ceremony, but think of the rewards ... think of the long lasting benefits ... and think of the excitement and inspiration for the Cub to work hard for the next badge. Isn't that much better than just handing him the badge?

Then there's the most important occasion in the life of a Cub Scout... his graduation into Boy Scouting. How much meaning does it have to him to simply stop attending Pack meetings? Maybe some of the other Cubs ask, "Where's Tommy?" and someone replies, "Oh, he joined the Troop." Big Deal! No one remembered. What kind of a picture is this for the younger Cub Scouts? He might as well have disappeared into the clouds.

One of the main purposes of Cub Scouting is to prepare a boy for Boy Scouting. So it is a Big Deal. Cub Leaders should do their best to make it a big deal for each Cub. Don't underestimate the importance of ceremonies. They are very important to all Cubs.



## HINTS FOR CEREMONIES

Here are some suggestions which may help in your projection of a ceremony:

Try to make it possible for every Cub to take part.

Emphasize action rather than words. Keep speaking parts for Cubs to a minimum. Boys seldom talk loud enough to be heard. Use sound system if needed.

Consider your audience. A ceremony that can't be seen or heard won't be successful.

Pronounce names distinctly and correctly.

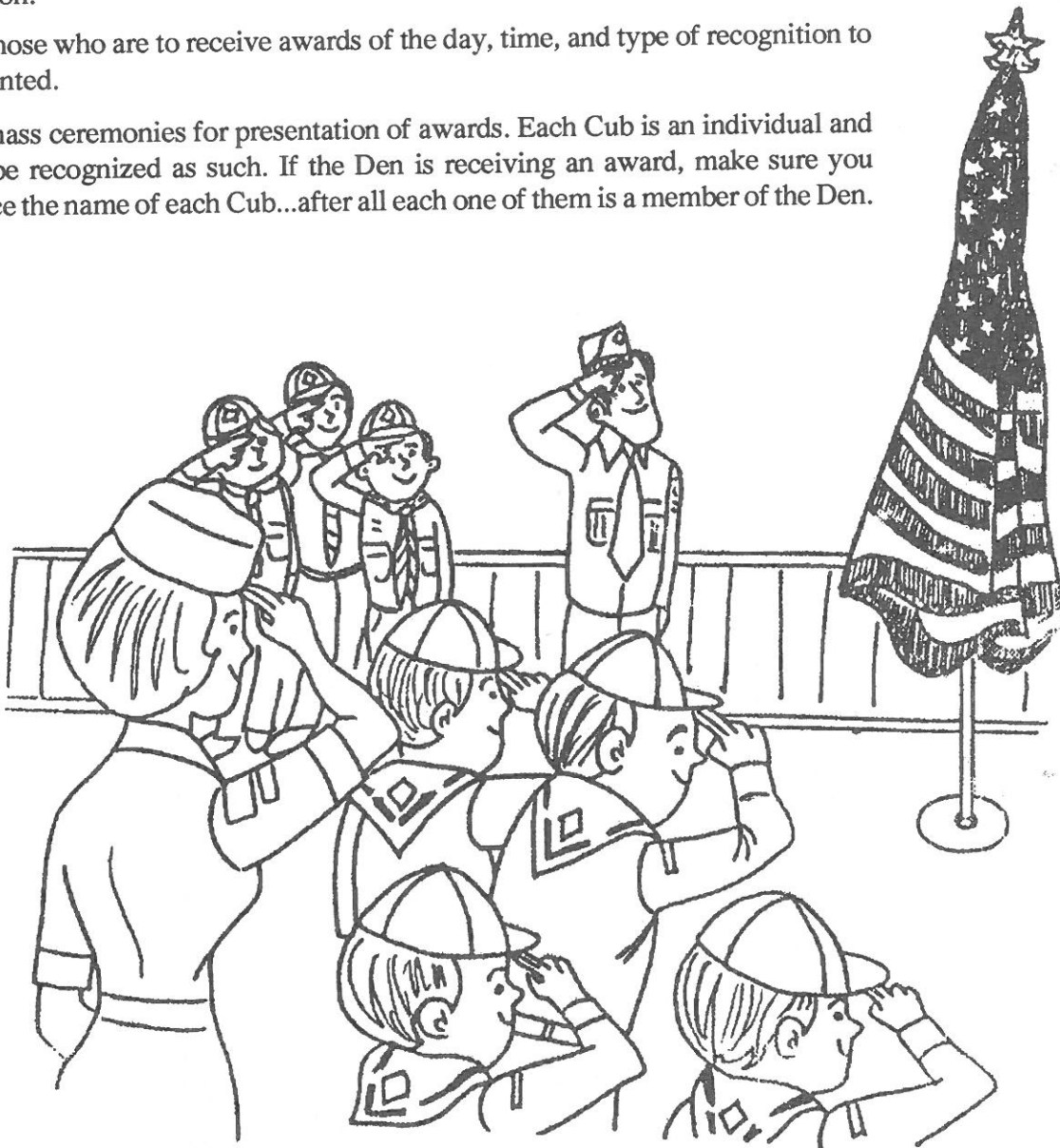
Allow the Cubs a chance to help in planning and in building props.

Prepare awards and badges in advance in the order which they will be presented. There's nothing worse than to have Cubs waiting to receive their award while you're looking all over for it.

Pin on pin-type awards. Present badges. Have plaques so audience can see them, while you read the inscription.

Notify those who are to receive awards of the day, time, and type of recognition to be presented.

Avoid mass ceremonies for presentation of awards. Each Cub is an individual and should be recognized as such. If the Den is receiving an award, make sure you announce the name of each Cub...after all each one of them is a member of the Den.

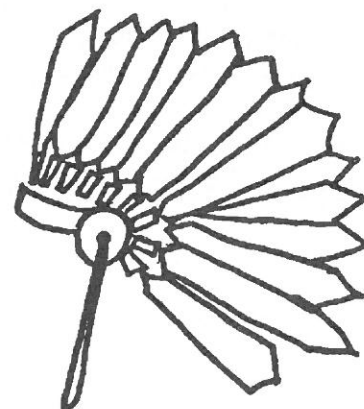
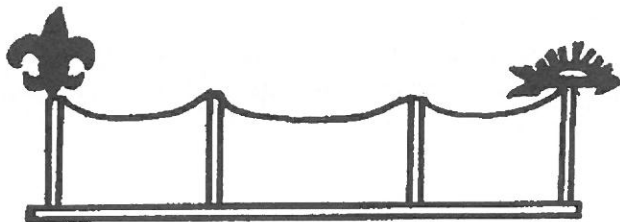


## CEREMONY PROPS

A few attractive props help set the scene for an impressive ceremony. A little showmanship along this line shows the Cubs and parents that you really care. Many props can be made from scrap materials. Finding someone with time and ideas for making these is more important than locating a person with great artistic talent.

*Staging Den and Pack Ceremonies* (BSA #3212) and the *Cub Scout Leader How-To Book* have many suggestions and pictures for props. Following is a list of basic equipment your Pack may wish to acquire:

- \* Electric candles can be made from discarded electric candle-type Christmas wreaths. Run the wiring through a piece of conduit or heavy cardboard tubing for the candle part. Cover with blue or yellow foil gift wrap. Posters of the various ranks can be placed on a small easel between the candles. Change the posters to correspond to the rank being awarded.
- \* An Indian headdress is quite difficult and time consuming to make but well worth the effort. With careful storage, it will last for years. The transferring of a headdress from the outgoing to incoming Cubmaster is really impressive. The headdress should be work with a fringed shirt, which can be made using a pullover pajama shirt pattern. Make the neck with a straight slit to the front and lace with a shoelace or leather strip. For a little more than \$30.00 a headdress may be purchased from one of the Indian supply companies advertised in *Boys' Life* or *Scouting Magazine*. These companies also offer parts you can assemble yourself for less cost.
- \* An Indian campfire or tepee fire can be built and nailed to a plywood base then lined with yellow, orange or red cellophane. Use a small string of individual blinking Christmas lights underneath. Have all your rank advancing Cub Scouts around the fire before you start your ceremony. Call the parents forward as each receives his advancement. The Cubs seated around the fire with Akela makes an excellent publicity picture for use in recruitment.
- \* A bridge can be built from scrap lumber, doweling for poles, and white rope to string along the top. Webelos Scouts really do look forward to crossing the bridge to be met by the Scoutmaster of the Troop they have chosen to join. Build the bridge so that the poles can be easily taken off for storage.
- \* An Arrow of Light cut out of plywood, can be painted yellow and mounted atop a piece of styrofoam packing material from the top of a refrigerator case. Candles can be placed at each end and an easel with the appropriate poster of the badge of rank placed behind the arrow.
- \* Costumes for the Cubmaster are important. The theme of the month should led you to costume ideas.



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## DEN CEREMONIES

Special Den ceremonies can be used to give immediate recognition for completing advancements, or to commemorate birthdays, the admission of a new Cub in the Den, or any other event that you'd wish to recognize. With special recognition being given in a natural manner and at frequent intervals, Cub Scouts will not be tempted to seek recognition in less desirable ways.

These Den ceremonies are less formal than those used in Pack meetings. Den ceremonies rarely require anyone to read a part or repeat from memory. They are more impromptu. Encourage the Cubs to use their imaginations to develop new ceremonies rather than repeat old ones over and over.

See the *BSA Staging Den and Pack Ceremonies* book for some great samples of Den ceremonies as well as Pack ceremonies of all types to be performed at Pack meeting.

### PROGRESS TOWARD RANKS - DEN CEREMONY

This short ceremony can be used in a Den when a Cub receives the *Progress Toward Ranks* patch and his first bead.

**PERSONNEL:** Den Leaders advancing Cub Scout(s) **Equipment:** *Progress Toward Rank* patches and beads as needed.

**DEN LEADER:** (*Name of Cub*) has passed three of his Wolf(or Bear) achievements. It won't be long before he has earned his Wolf(or Bear) badge. But now we're going to recognize him for what he has already done.

(*Attach Progress Toward Ranks patch to Cub Scout's right shirt pocket and hang gold bead [red for Bear] from thong.*)

When (*name of Cub*) passes three more achievements, he'll get another bead. When he has earned four beads, he will also get his Wolf (or Bear) badge at a Pack meeting. Congratulations, (*name of Cub*).

(*Now have each of the Cubs give the advancing Cub a handshake or lead the Den yell.*)

### DEN DOODLES

A Den Doodle is a way of recording progress of the Cubs. Each Cub can add to the Den Doodle string as he completes advancement requirements. The Den Doodle can set beside the Den flag at Pack meetings. The Den Doodle's ancestry is the Indian coup stick and totem pole. The Cubs love to help make these Den Doodles. They like to see their string of conquests grow. Let them help decide what type of Den Doodle fits their own Den best and what kind of trophy will mark their triumphs. No two Den Doodles are alike. Each one is distinctive and has the Den's number, a place for each Cub's name, and a cord or thong for each Cub's advancement record. Spools, bottle tops, colored beads, pine cones, and shells are a few of the more common items used as symbols of progress. Doodles can be either table or floor models. When additions are made to the doodle, it is nice to have a short ceremony at the Den meeting. You may wish to let each Cub color or paint his own additions to the doodle before he hangs them on. Each advancement, elective, or activity badge may be identified differently with colors or types of items and the date.

## RANK ADVANCEMENT - DEN CEREMONY

Cub Scouts who have completed 12 achievements and earned the Wolf or Bear rank, receive their badges at a Pack ceremony. But it's a good idea to recognize them in the Den, too, with a simple ceremony as soon as they finish the 12th achievement.

**PERSONNEL:** Den Leader, advancing Cub Scout.

**EQUIPMENT:** Bead from Immediate Recognition Kit

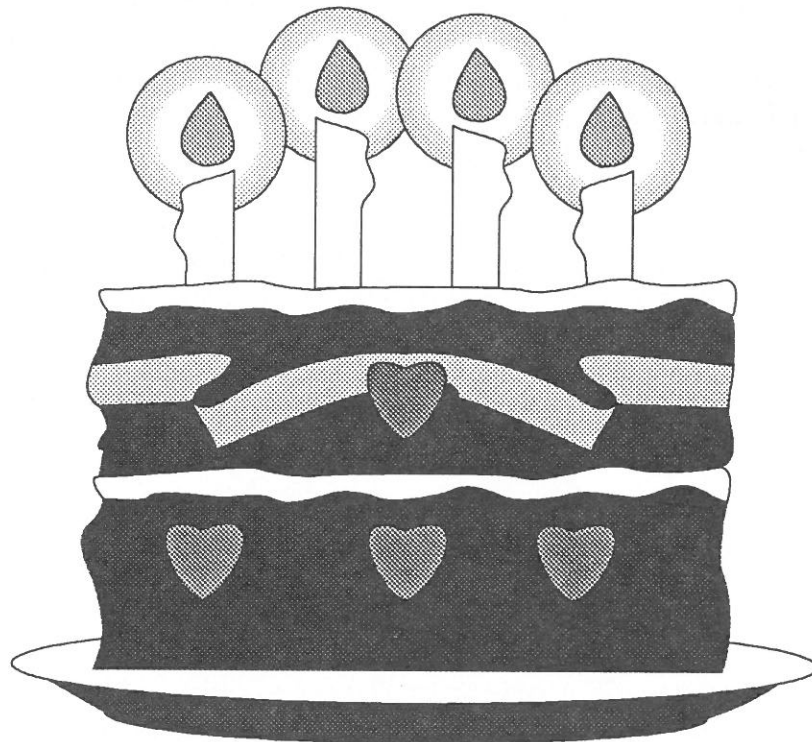
**DEN LEADER:** Today (Name of Cub) gets his fourth bead for passing three more achievements for Wolf(or Bear) rank. Do you know that means? It means that he has finished all 12 achievements for Wolf(or Bear). At our next Pack meeting, he'll get his new badge. I think that's great! He'll wear his new Wolf(or Bear) badge on his left shirt pocket.

*(Attach bead to thong of Progress Toward Ranks patch.)*

Keeping working on advancement, (Name of Cub). That's the way you'll have the most fun in our Den and Pack. Let's see you other Cub Scouts keep advancing, too. Congratulations!

## BIRTHDAY RECOGNITION

The Cub Scout whose birthday is being celebrated stands at a table with other Cub Scouts. The Denner carries in a birthday cake with lighted candles and places the cake in front of the honored Cub Scout. The Den sings "Happy Birthday." The Cub Scout standing at the right of the honored Cub claps once, the next Cub claps twice, and so on until the age of the Cub Scout is reached, then all applaud.





## QUICK AND SIMPLE - AWARDS CEREMONIES

I. Will the following Cubs and their parents please come forward. *(Name Cubs)*

Congratulations! You have reached another high point on the Cub Scout Trail, and you are ready for more fun through further achievements. Do your share with the other Cub Scouts in your Dens. Help at home. Be attentive in your studies. Love God always. Live up to your Cub Scout Promise and the Law of the Pack. *(Give parents awards for presentation as Cubmaster announces award.)*

II. These Cubs have shown the drive, determination, and skills required to advance along the Cub Scout trail. Each of their awards represents achievements that they and their parents can be very proud of *(Call up Cubs and parents).*

Congratulations on your successes! You have reached goals which you may carry into your Scouting career as a Boy Scout, Eagle Scout and Explorer. These awards also will be remembered as you grow into adulthood, Now I ask your parents to present your awards. *(Give parents awards for presentation as Cubmaster announces award.)*

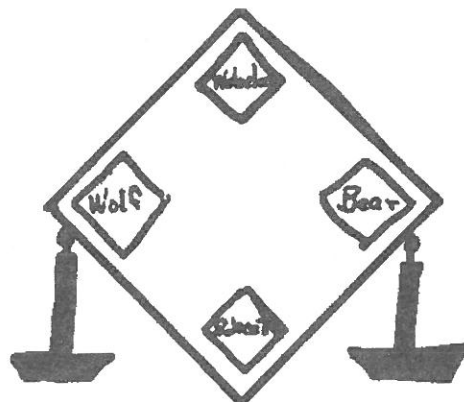
Now you may go and further your Scouting experience by earning further recognition as the best Cubs and Pack in the \_\_\_\_\_ District, of the Boy Scouts of America.

III. Will the Denners in each Den please announce the names of the Cubs in their Dens who are prepared to receive awards?

*(Call roll of Dens, with Denner reading names of Cubs to receive awards.)*

Will the awards deserving Cubs please come forward?

Cub Scouts, we are happy to see that you have taken another step forward along the Cub Scout trail. You have completed your achievements and you have proven yourselves worthy of membership in our Pack. These Cubs have done a splendid job for our Pack. They have climbed the Cub Scout ladder well. This would not have been possible if it had not been for the interest and help of their parents and Den Leaders. Keep up the good work and do your best.



## INDUCTION CEREMONIES

### Tiger Cub Induction

*(Call forward Tiger Cubs and their adult partners.)*

**CUBMASTER:** It is with great pleasure for all of us to welcome you Tiger Cubs as full-fledged Cub Scouts in our Pack. In Tiger Cubs, the motto is "Search, Discover, Share." You have been doing a lot of that this past year. You'll be doing even more during the coming year because in Cub Scouting we search, discover, and share too.

I'm sure that most you have already passed the Bobcat requirements with your parents or adult friends. So let's see if you can remember one of the requirements, the Cub Scout Promise. Please join me in repeating it.

*(Lead Promise, using repeat-after-me method. Give Bobcat badges to Cubs' adult partners to pin on their shirts).*

Now I'll ask the Denners of all our Dens to come forward.

*(As each Denner arrives, have them give the Cub Scout handshake to the new Bobcats).*

It's really great to have you Cubs in our Pack. Now let's give them a big welcome by having our Denners lead their Den cheers." *(In turn, Denners lead Den cheers).*

### Buffalo Blood Induction Ceremnoy

**EQUIPMENT:** Buffalo Blood (tomato juice), rifle (starter psitol or cap pistol, cup, Tiger Cub T-Shirt.

**PERSONNEL:** Cubmaster, Assistant Cubmaster, Tiger Group Leader.

**CUBMASTER:** Tonight, we have a young man who has reached the age of Tiger Cubs. Will \_\_\_\_\_ please come forward. In our Pack, we ask all Tiger Cub candidates to prove their worthiness by partaking of the Ceremonial Buffalo blood. This is a ritual used by Native Americans long ago to induct men into warriorhood. We ask our mighty Pack Hunter to take his trusty rifle and shoot the Buffalo grazing on the school lawn.

*Assistant Cubmaster leaves the room with the rifle. There is a noise in the background, mooing of the buffalo, sound of buffalo running, a shot! Sounds stop and the Assistant Cubmaster returns somewhat disarranged, but with a bottle of Buffalo blood. He hands it to the Tiger Group Leader who pours it in a cup. Candidate faces the Pack and accepts the cup.*

**CUBMASTER:** Now, as the young Native American boys of long ago partook of the Buffalo Blood to become warriors, we ask you to do likewise, to become a Tiger Cub in our Pack. (Tiger Cub drinks.)

Will Mr \_\_\_\_\_ (Tiger Group Leader's name) now present this new tiger Cub the Tiger T-Shirt. *(He does and all shake hands.)*





## Recipe for Cub Scouting

This may be used for welcoming Tiger Cubs and their partners or new Cub Scouts and their families into the Pack. This ceremony may easily be adapted into a Cubmaster's minute, closing thought, etc.

**EQUIPMENT:** Bobcat pin for each Tiger Cub advancing to Bobcat, Recipe below written on recipe card.

**CUBMASTER:** *(Call forward Tiger Cubs and their adult partners or new Cubs and their parents.)* Some of you may know that when you get to be a Boy Scout, you will be cooking outdoors a lot. You will probably get a chance to do that as a Cub Scout too. To cook a good dish, you have to use a recipe. If you don't, you're going to have some awful eating.

We have a recipe for Cub Scouting, too. Every ingredient is important. If we don't put each ingredient in our Cub Scouting dish, the result will be as bad as a hamburger without the meat.

The ingredients are:

Boys: The more the merrier.

A bucketful of games and sports.

Some crafts. We learn how to handle tools and useful things.

A dollop of seriousness. We learn how to do our duty to God and country.

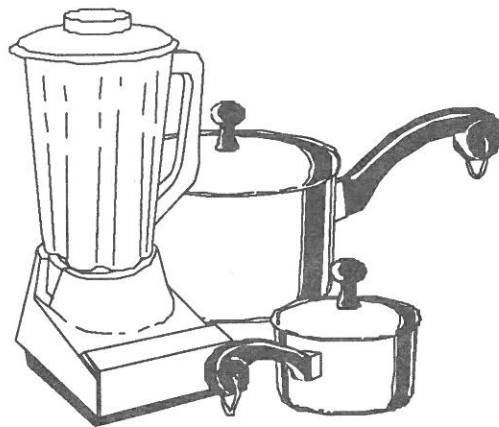
A cupful to trips and hikes. We explore the world around us, just as you Tiger Cubs have been doing.

Two barrels full of good leaders. We can't have Cub Scouting without these volunteers.

And parents - maybe the most important ingredient of all, after you Cubs. Without the help of your parents, the Pack cannot give you the best Cub Scouting.

Mix all these ingredients together and you are sure to have a great time in Cub Scouts. It is a pleasure to welcome you to our Pack. Now I will ask your partners to present you with your Bobcat badge.

*(While doing this, have other Cubs and parents sing the Cub Scout Welcome Song found in the Cub Scout Song Book. Have the words written on a large sheet of poster board where all can see).*



## PARENTS - PACK COOPERATION CEREMONY

**PERSONNEL:** Bobcat candidates and parents. Cubmaster.

**EQUIPMENT:** Three straight tree branches or poles - four to five feet long, a three foot length of heavy cord; Bobcat badges and cards.

**CUBMASTER:** *(Calls forward Bobcat candidates and their parents.)*

Before you receive your Bobcat badges and registration certificates, I will ask you to repeat with me the Cub Scout Promise and Law of the Pack. Please give the Cub Scout Sign. *(Leads candidates in Promise and Law).*

Cub Scouts, your parents will be helping you all the way through Cub Scouting, just as they helped you earn your Bobcat badge. So I will ask them to share in this ceremony welcoming your families into the Pack by presenting you your first badge and card.

*(Cubmaster gives parents Bobcat pins and certificates. Parents pin badges on Cubs' uniforms. Cubmaster picks up cord).*

Cubs and parents, pretend that this cord represents the Pack.

*(Picks up one branch.)*

This branch represents all the Cub Scouts.

*(He ties cord to the branch, stands the branch on end, and lets go. It falls.)*

The Cub Scout does not join the Pack all alone.

*(Picks up second branch.)*

This branch represents our Pack and Den Leaders.

*(He ties the two branches together at the top, stands them on the floor, and asks one of the new Cub Scouts:)*

Will these two branches stand up by themselves?

*(Cub Scout replies that they will fall over. Cubmaster lets them fall. Cubmaster picks up third branch.)*

This third branch represents your parents. Let's tie it to the other two.

*(He does so, forming a tripod.)*

Now we see that it takes all of us - Cub Scouts, leaders, and parents - working together to make our Pack go. Take away the parents, the leaders, or the Cub Scouts, and the Pack will fall. Let's all remember that and stand together.

We're proud to have each of you in our Pack. Congratulations.

NOTE: For more induction ceremonies (such as Leader Installation, Den Chief Induction, Committee Induction, etc., see Chapter 12 of the *Staging Den and Pack Ceremonies Book*.

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## PATRIOTIC CEREMONIES

### Opening Ceremony #1

**ARRANGEMENT:** Flags are advanced in the usual manner. Flags are posted.

**NARRATOR:** Ladies and gentleman, before we recite the Pledge of Allegiance to the Flag, I would like to say a few words about our flag. First, what is the flag? We can see that it is made of cloth. It contains 13 stripes, one for each of the original colonies, and 50 stars, one for each of the 50 states. But it is a lot more than that. This flag is our past, our present, and our future. It is the pilgrims braving unknown dangers to find religious freedom. It is Washington fighting to establish a nation. It is the Alamo. It is Lincoln fighting to keep the nation united. It is Iwo Jima. It is a hungry child being helped in some far-off land. It is the people and their clergy gathered together to worship God without fear. It is all these things and more. Please think of these things as we say the Pledge of Allegiance to the Flag of the United States of America.

### Opening Ceremony #2

**ARRANGEMENT:** Audience repeats the Pledge of Allegiance. Flags are posted.

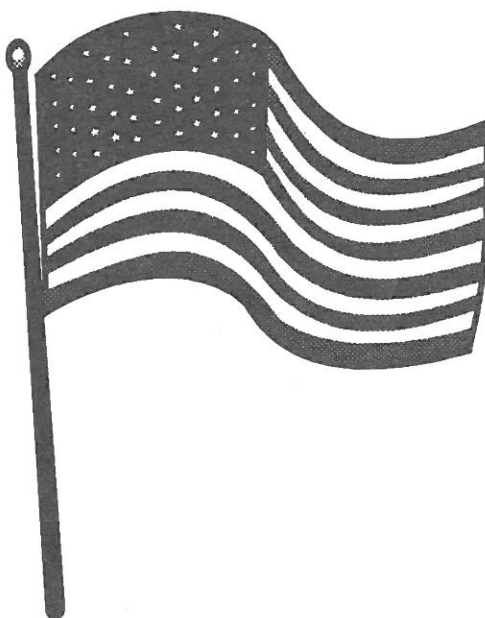
**CUB #1:** Not gold, but only men can make a nation great and strong.

**CUB #2:** Men who for truth and honor's sake, stand fast and suffer long.

**CUB #3:** Brave men who work while others sleep, Who dare while others shy.

**CUB #4:** They build a nation's pillars deep, And lift them to the sky.

- Ralph Waldo Emerson



### Opening Ceremony #3

**ARRANGEMENT:** Cubs advance the flags, and post them.

**EQUIPMENT:** Eight Cub Scouts, Script written on cards for each Cub, flashlight for each Cub, recording of the Star Bangled Banner.

**CUB #1:** On September 13, 1814, the British began shelling Fort McHenry outside the city of Baltimore, Maryland.

**CUB #2:** They were holding an American prisoner on board a warship until after they finished their attack.

**CUB #3:** Through the night, the American paced the deck as he watched, not knowing if the fort could hold up under strong enemy fire.

**CUB #4:** The next morning the smoky haze was so thick he couldn't tell if the battle had been won or lost.

**CUB #5:** Suddenly a clearing in the mist gave him a glimpse of the American flag still flying over the fort.

**CUB #6:** Francis Scott Key was so excited he wrote a poem which is now our National Anthem.

**CUB #7:** Let your imagination help you relive this moment in the history of our country - Will the audience please rise?

*(At this point, the lights are turned out, and the Cubs shine their flashlights on the flag. A recording of the Star Spangled Banner is played.)*

**CUB #8:** Please salute and repeat the Pledge of Allegiance.

### Red, White, and Blue Opening

**ARRANGEMENT/EQUIPMENT:** Four Cubs are lined up; three Cubs have a piece of cloth or construction paper - one red, one white, one blue; one Cub has an American flag.)

**CUB #1:** (Holds up red square) Here's to the red of it, Precious blood shed for it...

**CUB #2:** (Holds up white square) Here's to the white of it, Through the day and night, Man's great date for it, Keep it so white.

**CUB #3:** (Holds up blue square) Here's to the blue of it, Constant and true. Here's to the soul of it - The Red, White and Blue.

**CUB #4:** Please stand and join us in the Pledge of Allegiance.

## Stand Up for the Flag Opening

**CUB #1:** Stand up for the flag of American wherever you may be.

**CUB #2:** Respect it and protect it, for it shall keep you free.

**CUB #3:** Free to do what you want to do, and say what you want to say.

**CUB #4:** Free to go where you want to go, and pray the way your want to pray.

**CUB #5:** Stand up for the flag of America, for all the world to see.

**CUB #6:** Stand up for the flag, that star spangled flag, that stands up for you and me.

## Makers of the Flag

This opening has been adopted for the use of 10 cubs. It can easily be fitted to any number. *(The language may be to difficult for all but the best readers.)*

**ALL:** The work that we do is the making of the flag.

**CUB #1:** I am not the flag; not at all, I am but its shadow. I am whatever you make me; nothing more. I am your belief in yourself, your dream of what a people may become. I live in changing life, a life of moods and passions, of heartbreaks and tired muscles.

**CUB #2:** Sometimes I am strong with pride, when men do an days honest work, fitting the rails together truly. Sometimes I droop, for then purpose has gone from me, and cynically I play the coward.

**CUB #3:** Sometimes I am loud, garish, and full of that ego that blasts judgement. But always I am all that you hope to be and have the courage to try for.

**CUB #4:** I am song and fear, struggle and panic, and ennobling hope. I am the day's work of the weakest man, and the largest dream of the most daring.

**CUB #5:** I am the Constitution and the courts, statutes and the statutemakers, soldier, and dreadnought, drayman and streetsweep, cook, counselor, and clerk.

**CUB #6:** I am the battle of yesterday and the mistake of tomorrow. I am the mystery of the men who do without knowing why. I am the clutch of an idea and the reasoned purpose of resolution. I am no more than you believe me to be, and I am all that you believe I can be.

**CUB #7:** I swing before your eyes as a bright gleam of color, a symbol of yourself, the pictured suggestion of that big thing which makes this nation. My stars and stripes are your dreams and your labors. They are bright with cheer, brilliant with courage, firm with faith, because you have made them so out of your hearts. For you are the makers of the flag and it is well that you glory in the making.

*The other Cubs are used to present National and Pack Colors and to hold the felt board. A white felt board is used to build the flag. A blue field with Stars and red strips are placed with each Cub's part.*

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**RED SKELTON'S "THE PLEDGE OF ALLEGIANCE"**

FROM THE RED SKELTON HOUR, JANUARY 14, 1969

I remember this one teacher. To me, he was the greatest teacher, a real sage of my time. He had such wisdom. We were all reciting the Pledge of Allegiance, and he walked over. Mr Lasswell was his name.....he said:

I've been listening to you boys and girls recite the Pledge of Allegiance all semester and it seems as though it is becoming monotonous to you. If I may, may I recite it and try to explain to you the meaning of each word:

**I - ME**, an individual, a committee of one.

**Pledge** - dedicate all of my worldly goods to give without self-pity.

**Allegiance** - my love and my devotion.

**To the Flag** - our standard, Old Glory, a symbol of freedom. Wherever she waves, there is respect because your loyalty has given her a dignity that shouts, "Freedom is everybody's job."

**of the United** - that means that we have all come together.

**States** - individual communities that have united into 48 great states. 48 individual communities with pride and dignity and purpose, all divided with imaginary boundaries, yet united to a common purpose, and that's love for country.

**Of America.**

**And to the Republic** - A state in which sovereign power is invested in representatives chosen by the people to govern. Any government is the people and its from the people to the leaders, not from the leaders to the people.

**For Which it stands.**

**one Nation** - meaning, so blessed by GOD.

**Indivisible** - incapable of being divided.

**With Liberty** - which is freedom and the right of power to live one's own life without threats or fear of some sort of retaliation.

**And justice** - the principle or quality of dealing fairly with others.

**For all** - which means, "It's as much your country as it is mine."

Since I was a small boy, two states have been added to our country and two words have been added to the Pledge of Allegiance - "**UNDER GOD**"

Wouldn't it be a pity if someone said, "That's a prayer" and that would be eliminated from schools, too?

*RED SKELTON*



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## CLOSING CEREMONIES

### Good Night Friends

Put candles on three of the four corners of a table. A different Cub Scout lights each candle and REPEATS part of the Cub Scout Promise. Akela or a Den Chief stands at the fourth corner. He says the last part of the Promise and closes the meeting by saying, "GOOD NIGHT, FRIENDS."

### Our Flag Closing

*Today, as we gather, let's all keep in mind,  
Our flag and the meaning therein we can find.  
The red is for blood of Americans so true,  
Who gladly would give up their lives for you.  
The white is for purity, of both thought and deed,  
A rule of conduct, we all might well heed.  
The blue is for justice, for all, not just one,  
A belief we fought for and so dearly won.  
The stars are a symbol of God's guiding hand,  
Over the Union in this mighty land.  
There isn't a one our flag won't protect.  
Don't you think we could show it greater respect?*



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**December 1992 - To Help Other people****OPENING CEREMONIES****Tinsel**

Place a large bed sheet in front of a real or artificial tree. Have a bright light on and placed behind the tree to make a silhouette for the audience.

**NARRATOR:** The final touch to any Christmas tree is the sparkling tinsel draped from branch to branch. The story of how tinsel came about is this:

A long time ago a poor woman was making all her preparations for Christmas. Although she had very little money, she was determined that her children would have the best Christmas that she could give them. The last thing that she had to do was to decorate the tree. She tied on a few things that she had, but the tree still looked bare. When she had done all she could, she went to bed tired and sad that despite all her efforts Christmas would not be all that she could have wished. *(She is seen making her last efforts on the tree and then exits.)*

Overnight the spiders that lived in the house came out of their hiding places and explored the tree. As they did so they spun their webs from branch to branch. *(The Cubs are seen moving about the tree.)*

The Christ child, seeing what had happened to the tree and knowing that the work that had gone into its decoration, turned the webs into sparkling strands of silver .

Imagine the children's surprise and delight on this wonderful evening as we begin our meeting with a beautiful tree. *(The sheet is lowered to show the Christmas tree of the Pack.)*

**The Meaning of Hanukkah**

**CUBMASTER:** Cub Scouts of Jewish faith will be observing Hanukkah (The Feast of Lights) which represents religious liberty and celebrates the victory of the Maccabees over Antiochus of Syria 22 centuries ago. After 3 years of fighting, the Maccabees entered Jerusalem and cleaned up the city and the Holy Temple. They lighted a jar of oil which they found in the Temple that burned miraculously for 8 days. Each year Jews celebrate the 8 days of Hanukkah. It is customary to exchange gifts.



## ADVANCEMENT CEREMONY

**ARRANGEMENTS:** Cubmaster and Committee chairman stand behind head table which contains awards and a box of Christmas tree decorations. Nearby is an undecorated Christmas tree. As each Cub receives his award, he and his parents are given a decoration to put on the tree which has already been strung with strings of lights to be turned on at the end of the ceremony.

**CUBMASTER:** Tonight we're celebrating one of the most popular customs in America - decorating the Christmas tree. As each Cub Scout receives his award tonight, we're going to give him and his parents an opportunity to help decorate our tree. Since Cub Scouting is a family program, we want our Pack families to help make our Cub Scouting Christmas tree bright and festive.

*(Calls names of Cubs receiving the Wolf Badges and Arrow Points. Cubs and parents come forward, receive awards, and each person is given an ornament to put on the tree. Afterward they return to their seats. Follow the same procedure for Cubs receiving Bear Badges and Arrow Points.)*

**CUBMASTER:** We have some Webelos Scouts who have earned Activity Pins. We're going to give them special decorations for our tree.

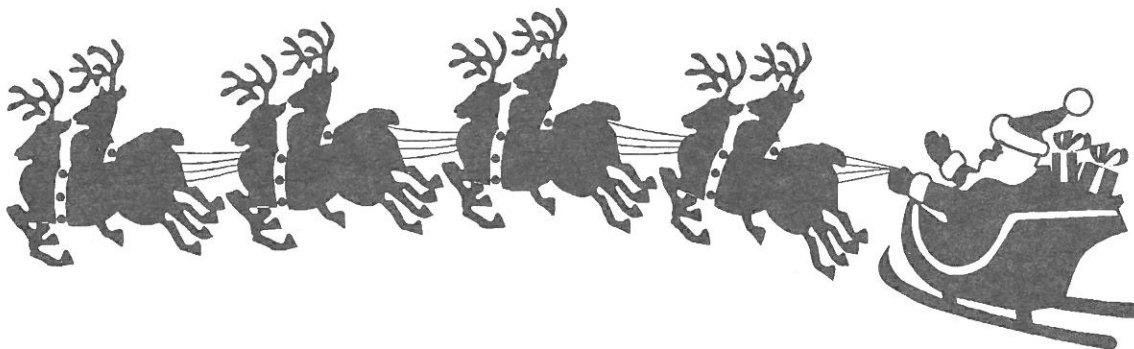
*(Call names of Webelos Scouts and indicate which badge they have earned. Decorations could be foil covered cutouts of activity pins. Each Cub receives as many decorations as he receives badges. His parents help put them on the tree.)*

The Arrow of Light is the highest award a Cub Scout can earn. Tonight we have a Cub who has earned this award. *(Call name of Cub and parent to come forward.)* We're going to let (name) put the highest decoration on the tree....the star. *(A step ladder may be needed or the Cub can be assisted by his parents.)*

*(If there are not many awards to be given and thus only a few decorations put on the tree, call attention to the fact that the leaders help is essential to the Pack and to the decoration of the tree. Call forward all the leaders to add a decoration.)*

And there you have our beautiful Christmas tree. There are other Cub Scouts and parents in our Pack who didn't have an opportunity to add a decoration tonight, but we're going to turn on the lights to represent all the members of our Pack family.

You can see how each decoration and light makes a difference in the appearance of our tree. In the same way, each member of our Pack, Cubs and adults, make a difference in the success of our Pack's operation and program. THANKS TO ALL OF YOU.



## CLOSING CEREMONIES

### CHRISTMAS

**ARRANGEMENTS:** Nine Cub Scouts come onstage one by one; each carrying a large cardboard letter. As he speaks his lines, he holds up his letter, which ultimately spell out the word Christmas.

**C** C is for candles, we burn on Christmas night. To gladden weary travelers with their light so bright.

**H** H is for happiest time of year. It's gay old Christmas time, with all its mirth and cheer.

**R** R is for ring; we ring the Christmas bell. All the Christmas gladness, the world to tell.

**I** I is for the infant who lay in a manger, Little Lord Jesus, a dear little stranger.

**S** S is for shepherds who kept their flocks by night; And heard the angels singing, and saw a wondrous light.

**T** T is for tree, all green and gold and red. We see it Christmas morning when we jump out of bed.

**M** M is for the mistletoe we hang at Christmas time. In merry wreaths, when candles burn and Christmas bells chime.

**A** A is for all; to all men we wish cheer, Joy and gladness, love and hope, for Christmas time is here.

**S** S is for the star that shone on Christmas night, Star and candle, bell and wreath, all make our Christmas bright.

#### The Light

*Gather all Cub Scouts into a circle and have them close their eyes.*

**CUBMASTER:** Think about darkness. Now open your eyes (*light a flashlight.*) This small ray of light represents the goodwill given by one Cub Scout. See how it shines. The rays from several Cub Scouts would make a bright light. Each Cub Scout lets his light shine by doing his best, helping other people, and being obedient. (*Turn on a large flashlight.*) This signifies that over all there shines a brighter light to lead us. Let's always think first of God, second of others, third of ourselves.

#### CLOSING THOUGHTS

At Christmas time, people suddenly turn loving and unselfish. They start to share with others and they notice how happy it makes them. They give and give and don't really expect anything in return.

Even nations get the Christmas spirit. More than once Santa has taken off on Christmas Eve a little worried about the guns and missiles he was sure to encounter - only to find that the warring countries had declared a Christmas truce.

Tell the people that Christmas is the best time of the year. Oh, they know that, but why can't we make the whole year like that? Why can't we be loving and sharing all year round - even when others aren't loving and sharing back? Tell the people that, please. Tell all the children that they are the greatest thing on earth and that they are loved.

## January 1993 - Pirate Waters

### OPENING CEREMONIES

#### John Paul Jones and his Flag

**LEADER:** A great deal of interesting history is connected with the navel career of John Paul Jones, who can aptly be called the most daring sea-rover in the annals of the American Navy. His devotion to the Flag under which he so valiantly fought, is as unquestionable as his fearlessness.

**CUB #1:** He is credited with being the first to hoist the Flag on an American Man-of-War.

**CUB #2:** He was the first to show it upon the seas.

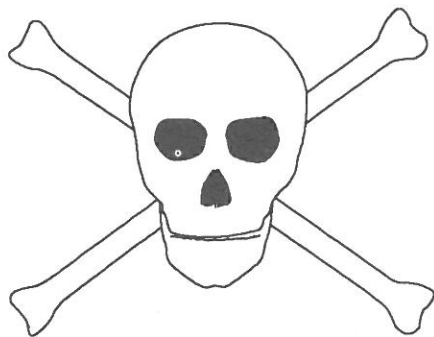
**CUB #3:** He was the first to receive and acknowledge a salute to it from a foreign power.

**CUB #4:** He was the first to fight a naval battle under it.

**CUB #5:** He was the first to decorate with it a Man-of-War of the enemy taken as a prize in action.

**CUB #6:** The name of no other man is so closely and interestingly associated with American Flag as that of John Paul Jones.

#### Pirates Confession



**ARRANGEMENT:** All the Cubs (*dressed as pirates*) are running around trying to follow the instructions of the Cubmaster (*captain*).

**CUBMASTER:** Lift that barge, tote that bail, man over the plank, walk that overboard.

**A CUB SCOUT:** Captain, sir. (*Cub is tapping captain on the shoulder*) Can we get on with this?

**CUBMASTER:** Oh! .....Okay!

### ADVANCEMENT CEREMONIES

#### Deserted Island

**PROPS:** Cardboard pieces painted to represent palm trees, waves, coral reef, and a shipwreck. Cardboard fish are needed to attach awards to. The coral reef and shipwreck should be large enough for someone to hide behind.

**ARRANGEMENTS:** The Cubmaster should assemble all the Cubs who are to receive awards then lead them onto the stage, under the tree(s). The Cubmaster acts the part of the Pirate Captain with the Cubs as the crew.

**CUBMASTER:** Well me lads, the storm has gotten the best of us. Here we are - stranded on this blasted desert island and all our supplies went down into the sea. Look around ye mates not even a pretty native gal to capture. I'm just afraid we'll have to wait till old Blue Beard's ship moseys by. Well mates, does anybody have a candy bar they'd like to share with their dear old captain? NO?? (*Cubmaster shrugs*) I guess you'll have to try and catch us some fish, then. You know waiting makes me hungry, but I'm getting mighty tired of the same old fish every day, you boys try to catch something different for a change. Let's get crackin' lads! Here's some line I've saved, try your luck over by yon reef.

*(Let each Cub "fish", tossing his line behind the reef where a fish with his award is attached to the line. The Cubmaster make appropriate comments as he presents each award, such as:)*

**CUBMASTER:** Wow Bill, me friend, you've caught your old cappy a nice big porkfish! What's this? A BOBCAT in his mouth? Well, you can keep that me laddie, for a job well done.

Chester, my boy, you've reeled us in a fat snapper. That line made from WOLF's hair really works great. Fine fishing me boy, fine fishing indeed.

Jason, me lad, I see you have caught me a nice big barracuda! That's what happens when you use old BEAR bait on your hook!

Ah! Scott, me old mate, I see a yellow-fin grouper dangling from your line. And I see you were using your lucky ARROWHEAD instead of a hook. Now that takes ingenuity!

Danny, what is that you have there? A swordfish! Look he's caught a WEBELOS on his snout! Now I'd call that a pretty sharp catch!

Steve, me dearest old pal, you seem to have caught us a whale. Look at the ACTIVITY PIN caught in his fin! I'd say you've been doing a whale of a job.

### The Treasure Chest

**PROPS:** A box made to look like a treasure chest. The awards wrapped in gold or silver foil. The Cubmaster may be dressed as a pirate.

Cubmaster explains that the best part of a pirate's life is finding the treasure, and that the Cubs who have earned awards can share in the thrill of discovery. As each Cub comes forward to receive his award he is blindfolded by his parent. The parent then joins the Cubmaster at the treasure chest. Pretending to consult a pirate map, the Cubmaster gives directions (so many steps, turn left, etc.) to the blindfolded boy so that he ends up at the treasure chest where his award is presented. If you have more than one of the same kind of badge, all the Cubs may be blindfolded at the same time.

### CLOSING CEREMONY

**CUBMASTER:** The colonial Navy was born in 1632 when the English Colonists of Massachusetts built the first American warship, the 30 long ton *Blessing of the Bay*. They used it to fight pirates off the Atlantic Coast. By the late 1700's the colonists had built hundreds of ships including privateers, or privately owned war vessels. On board all these vessels, the flag of the original colonies, and now, in recent times, the flag of the United States waves proudly in the sea breezes. Long may she wave. This evening Den \_\_\_ will retire the colors for us.



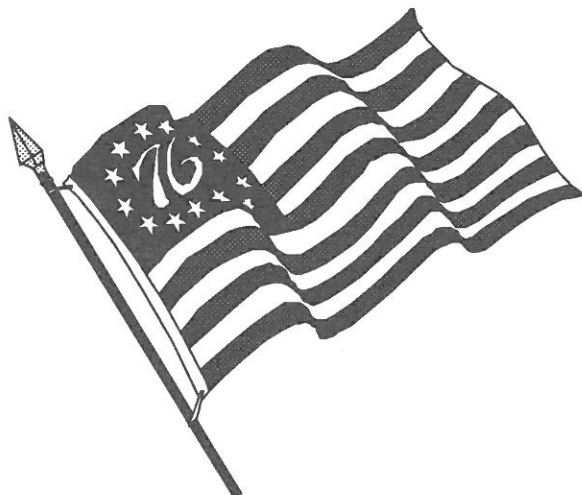


**February 1993 - Old Glory**

**OPENING CEREMONY**

**One Small Boy**

*From the sky we take some blue,  
Sprinkle with sunlight's golden hue,  
Gently stir with loving care,  
Add one boy with tousled hair.  
Dress him in our blue and gold,  
A better citizen we will mold.  
With a law and I promise and a bobcat pin,  
His adventure in Scouting will begin.  
The trail is long but filled with fun,  
To be enjoyed by everyone.  
Let his motto guide us well:  
"Do your Best," for who can tell?  
This boy we've dressed in blue and gold,  
May lead our nation when we are old.  
So, guide him wisely so he'll believe,  
It's right to build, to serve, to achieve.*





**PROPS:** Large blue candle and large gold candle; Cubmaster and Committee Chairman.

**CUBMASTER:** For our closing tonight would all of you please form a living circle around this table? (*Cubmaster and Committee Chairman should be at head of table inside the circle.*) As you join hands you see before you two candles, one blue and one gold. The blue candle represents the loyalty that we as Cub brothers show our country and each other.

**COMMITTEE CHAIRMAN:** The gold candle represents the gold sunlight and the good will that we as Cub brothers should show to all people.

**CUBMASTER:** The Cub colors of blue and gold were not just picked out of thin air. They were chosen because of their meaning and symbolism.

**COMMITTEE CHAIRMAN:** As you leave our meeting, be proud of the blue and gold uniform you wear. Show that it is representing loyalty and good will. (*Candles are blown out.*)

**Candle Ceremony**

The Cub Scout uniform is important. Wear it neatly and correctly and it will help you be better Cub Scouts. Remember the Blue in your uniform stands for truth and spirituality, steadfast loyalty, and the sky above. The Gold stands for sunlight, good cheer, and happiness. Let us always try to be good Cub Scouts.

**Closing Thought**

**CLOSING CEREMONIES**

### March 1993 - Weather

#### OPENING CEREMONY

##### The Four Winds Opening

**EQUIPMENT:** Cubmaster may wear headdress.

**CUBMASTER:** *(Steps forward holding arms straight in front of him.)*

To our Father, the Great Spirit, *(extends arms upward)* who has given us so many blessings.

To our Mother, the earth, *(extend arms downward)* who has given us the rich harvest.

To the North Wind *(extend arms toward the North)* with its cold breath of winter that gives us endurance.

To the East Wind *(extend arms towards East)* from the land of the rising sun, sending the morning light across the plains.

To the South Wind *(extend arms toward South)* and warm sunshine.

To the West Wind *(extend arms toward West)* from the land of the tall mountains.

I now declare this Pack meeting open.

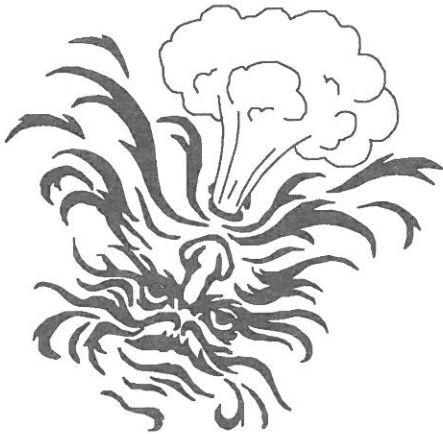
#### ADVANCEMENT CEREMONY

**MATERIALS:** Cubmaster, dressed as weather forecaster; large map to depict weather in certain areas; pointer. Have advancement ceremony like the weather report. Have different areas on map to represent some ideas on terms and procedures. Use terms used in weather forecasting. Watch the weather reports for Bobcat, Wolf, Bear, and Webeles. For Example:

To the North, we have a jet stream carrying Bobcats with sunny faces. Coming in from the West, clear skies for the Wolf badges, etc.

#### CLOSING CEREMONY

Lord Baden-Powell, the founder of Scouting, said this to Scouts everywhere: "I often think when the sun goes down, the world is hidden by a big blanket from the light of heaven, but the stars are little holes pierced in that blanket by those who have done good deeds in this world. The stars are not all the same size; some are big, some are little, and some men have done small deeds but they have made their hole in the blanket by doing good before they go to heaven. Try to make your hole in the blanket by good work while you are on earth. It is something to be good, but it is far better to do good." Think of Baden-Powell's words when you promise "to help other people."



## April 1992 - Life on Other Planets

### OPENING CEREMONY

#### Mission Control

**PERSONNEL:** 1 or more Cubs as mission control; 5 astronauts.

**SETTING:** Mission control is 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 your trajectory 10 degrees.

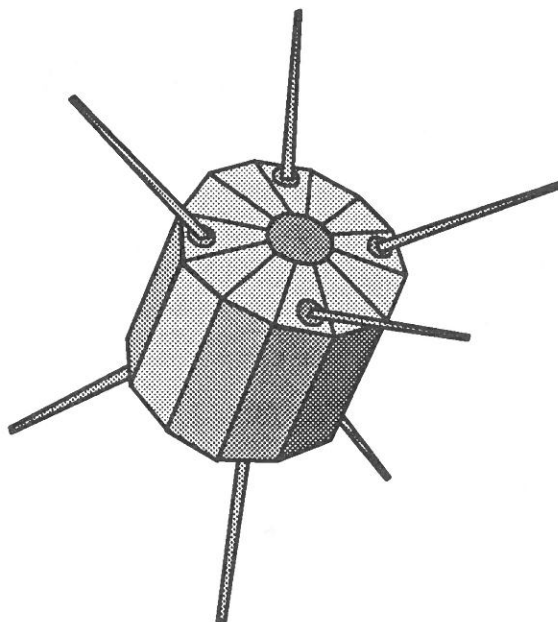
**FOURTH ASTRONAUT:** O.K. Mission Control. At 2100 hours we will adjust 10 degrees.

**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 Cubs (astronauts) to wear men's boxer shorts over their uniforms. They could actually change!*



## ADVANCEMENT CEREMONIES

### Solar System Advancement Ceremony

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

**CUBMASTER:** Will the Den Chiefs *(Den Leaders)* please bring forward the Cub Scouts who are ready for advancement? *(Den Chiefs bring Cubs forward and give their names.)*

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 Den cheer. *(Den Chief leads Den cheer.)*

Den Chiefs, will you please bring the parents of these Cub Scouts forward. *(Den Chiefs bring parents forward, placing each Cub Scout between his parents.)*

These Cub Scouts have done a fine job in our Pack. They are progressing through the Cub Scout galaxy. This would not be possible if it were not for the interest and help of their parents. I'm proud of the parents in our Pack. As I move your rocket forward on our galaxy, your parent(s) will present you with your badge.

*(Cubmaster calls off names as he moves rockets to appropriate ranks on ceremony board while parents presents badges. Cubmaster congratulates Cubs and parents with Cub Scout handshake.)*

### Martian Land Deeds

**PROPS:** Martian Land Deeds for each Cub Scout earning an award, and a large scroll (proclamation) to be read by the Cubmaster. If you really want to get the Cubs excited, dress up the Cubmaster like a green, one eyed, etc., Martian.

**CUBMASTER:** *(Holds large scroll in hands and reads.)* We, of Mars, in the interest of establishing a permanent and desirable civilization, will provide a Martian Land Deed to any earthling who can qualify for space travel and exploration by earning one or more Cub Scout badges listed on the deed. Said deed will provide one acre of Martian land for every listed badge earned by a Cub Scout. *(Call names of Cubs receiving awards, identify awards they are to receive and present deed, with badges attached.)*

In recognition of advanced training and preparation for space travel, we of the planet Mars grant *(how many badges earned)* acres of land to Cub Scout *(Cub's name)* for earning the badge(s) listed below:

Bobcat badge:

*(Continue for Wolf Badge; Bear Badge; Arrow Points; Webelos Activity Pins; Webelos Badge; Arrow of Light Award.)*

Whereof, we set our hand this day of (month)(year)

Cubmaster: (Name)

Committee Chairman: (Name)

## CLOSING CEREMONIES

### Space Shuttle Closing

**PROPS:** Large cardboard box made to look like the space shuttle; projector and film. Chairs for each Cub in skit. The chairs are placed behind the shuttle with the astronauts sitting in the chairs.

**COSTUMES:** Den Chief dressed to look like the ground control. All other Cubs dressed as astronauts.

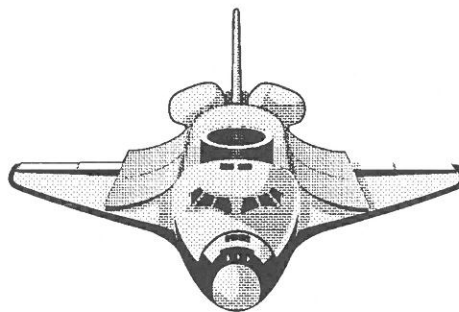
**DEN CHIEF:** Well men, are you ready for your first mission?

**CUBS:** 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, churches, public library. If these places are not fruitful, ask your parents.



### Closing Thoughts

#### Aim for the Stars

**CUBMASTER:** The words "Aim for the Stars" have an important meaning to Cub Scouts. Think of Thomas Edison who tried and failed hundreds of times before he perfected the electric light bulb. He never quit trying. A Cub Scout who tries to do his best and keeps trying is preparing himself for greater responsibilities when he becomes a man. What you do and how well you do it, becomes your launching pad to "Aim for the Stars".

#### Life on Earth

**CUBMASTER:** We have talked this evening about what life will be like in the future. Lets take a few minutes for the present time. A person's perception of time keeps shifting. As the very old can tell you, time goes more swiftly the longer you live. An old man may look at a forest and remember when, in his childhood, that land was a plowed field. Time becomes telescoped, not by failing faculties, but by overlapped images. Each age offers a different vision which you can capture, borrow, and savor. The point is this, "Somewhere along the way, each individual needs to recognize that there is such a thing as personal time." Immediate events ranging from toothaches to far-reaching political crises cannot be set aside. But we really have a great deal of leeway in choosing what we do with our time. If you have been thinking about getting outdoors more often, have you set aside the time?



## May 1993 - Show Biz

### OPENING CEREMONIES

#### Uncle Sam

**ARRANGEMENTS:** Den Leader is on stage holding a picture of "Uncle Sam." Cubs are off stage and enter two at a time on each side of the picture. They repeat their lines, and then stand there. Flag is posted in the center of the stage behind the group.

**1ST CUB:** Why didn't we call him Daddy Sam?

**2ND CUB:** In some countries he might have been called "Daddy Sam" or "Papa Sam." But not in America.

**3RD CUB:** Uncle Sam is an idea that symbolizes the United States.

**4TH CUB:** The people who wrote our Constitution decided the Federal Government should not be a Great Father.

**5TH CUB:** They limited Uncle Sam's role very strictly, to assure freedom and opportunity for individuals.

**6TH CUB:** Uncle Sam is even dressed in Red, White, and Blue, and decorated with stars and stripes .

**7TH CUB:** These are the living ideals which are the very heart of our flag and our nation.

**8TH CUB:** Uncle Sam is a symbol that should always remind us of the blessings of freedom our forefathers gave to us.

**9TH CUB:** Will the audience please rise and repeat the Pledge of Allegiance.

#### Showtime Opening

**TV ANNOUNCER:** *(With microphone)* Welcome ladies and gentlemen, boys and girls, to one of the greatest family entertainment nights of the year. This is Show Biz Pack meeting night!

**SIGN HOLDER:** *Cub holding card saying "applause" walks past the front row of seats showing his card. He can be wearing ear phones as if he is getting orders from a control booth.*

**TV ANNOUNCER:** We have for you a preview of tonight's attractions. Tonight for your pleasure we will have songs!

**SINGERS:** *A small group of wildly dressed Cubs with instruments can come in singing words of a pop song.*

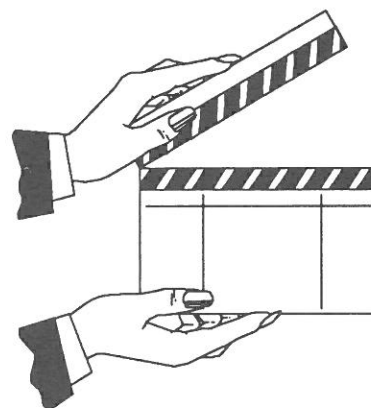
**SIGN HOLDER:** *He follows close behind with a sign that says "YEA".*

**TV ANNOUNCER:** We have for you games!

**ATHLETES:** *A small group of Cubs come in dressed in team uniforms with balls and giving each other pep talks.*

**SIGN HOLDER:** *He follows close behind with a Sign saying 'HOORAY'.*

**TV ANNOUNCER:** Of course we will have a little business to discuss.



**SIGN HOLDER:** *Comes close to announcer with a sign that says "Boo".*

**TV ANNOUNCER:** And we will have a lot of fun!

**SIGN HOLDER:** *Comes close to announcer with a sign, that says 'OH BOY'.*

**TV ANNOUNCER:** But before we get on with the show, lets all rise and say the Pledge of Allegiance to the Flag.

**TV ANNOUNCER:** *(Like introducing Johnny Carson—swing a pretend golf club)* Now hee—aarrs the Cubmaster!

**SIGN HOLDER:** *Shows the "applause" sign again.*

## ADVANCEMENT CEREMONY

### Cubbing Awards Ceremony

**CUBMASTER:** Tonight, we present the Cubbing Awards. These awards are for superior achievements in the Cubbing programs. Our first award this evening is for the Bobcat program shown on channel (Pack #) \_\_\_\_\_ every (meeting time and place) \_\_\_\_\_. The Bobcat program features young Cub Scouts learning special handshakes, mottos, salutes, and the most interesting features are the Law of the Pack and the Cub Scout Promise. The stars of this program are (read Cub's names) \_\_\_\_\_. Will your parents please join you and present this award to you?

**CUBMASTER:** Our next Cubbing Award goes to the Wolf program. This very special program features Bobcats Cub Scouts who learn about citizenship, how to tie things, and feats of fitness and skill. This program asks the Bobcat to "Do His Best" to become a Wolf Cub Scout. Tonight, this award goes to the stars of the Wolf program (read Cub's names) \_\_\_\_\_. Will the parents of these stars please come forward with them and present their awards?

**CUBMASTER:** And now our next Cubbing Award goes to the Bear program. This is an action packed show which features Wolf Cub Scouts working on achievements. Some action features of this program are sports and other physical activities. This is not just a "Macho Man" show either. The stars learn to spend money wisely, to participate in religious activities as well as learning about our American heritage and respect for the flag. Will the parents of these stars (read Cub's names) \_\_\_\_\_ please come forward with them and present their awards?

**CUBMASTER:** The next program honored tonight is the Webelos program. This is a most unusual show and its stars will each receive awards for special achievements. As I call your name and the award you are to receive, would you and your parents please come forward (read Cub's name and Activity Pin each receives) \_\_\_\_\_?

**CUBMASTER:** What a pleasure to be a part of this great programming for our young Cubs. Congratulations to you all on a job well done.

## CLOSING CEREMONY

**CUBMASTER:** Have you ever thought of the blood and tears that have been shed for our nation throughout the years? We have won all our wars, but we have not yet learned to conquer our fears and hates. No, it hasn't been easy to keep our land free. Now the challenge is passed on to you and me. So be proud you are an American. Hold your head high! Think of these things as our flag passes by.

## June 1993 - Bird Watchers

### OPENING CEREMONY

#### Bird Watcher



**PROPS:** Binoculars, Cub Scout.

**SCENE:** Cub Scout is standing on stage and looking through a pair of binoculars towards back of gym.

**CUB SCOUT:** I see a bird coming—red, white, and blue....with stars! Oh, it's not a bird, it's the American flag. Would the audience please rise while our Cubs present our flag?

### ADVANCEMENT CEREMONY

#### Bird Watcher

**PROPS:** Binoculars

**CUBMASTER:** (*Cubmaster comes forward with binoculars and spots "birds".*) I see some Pretty Blue Birds over on yonder tree. Ah, they are coming closer—I hear one now. (*Cub does a bird call.*) Here is \_\_\_\_\_. He has earned his \_\_\_\_\_ award. Would he and his parents please come forward?

*(Continue in this manner until all awards are presented.)*



### Closing Ceremony

#### N A T U R E

**SCENE:** Six Cubs holding rustic signs spelling N A T U R E.

**CUB N:** N is for naturalist. All of us who love and seek to preserve nature in its purist, undisturbed state.

**CUB A:** A is for animals. The creatures who make their homes on the great woodland and wilderness areas of our world.

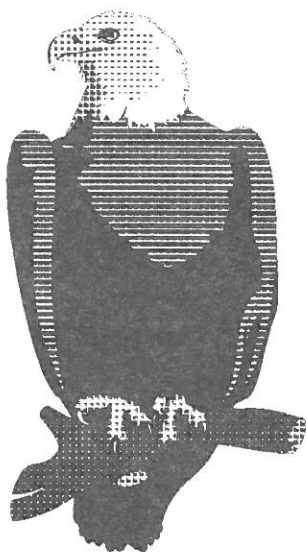
**CUB T:** T is for the trails we hike. Admiring the Earth's rare beauty from a safe distance.

**CUB U:** U is for undisturbed. Clean air, water, and trees that have not been carelessly marked by the passing of man.

**CUB R:** R is for richness. The splendor of surprising a deer in the wild. The breath-taking view of snow-capped mountains.

**CUB E:** E is for Earth. This is the only home we have. Only we can preserve it for all time.

**ALL TOGETHER:** Nature is God's handiwork.



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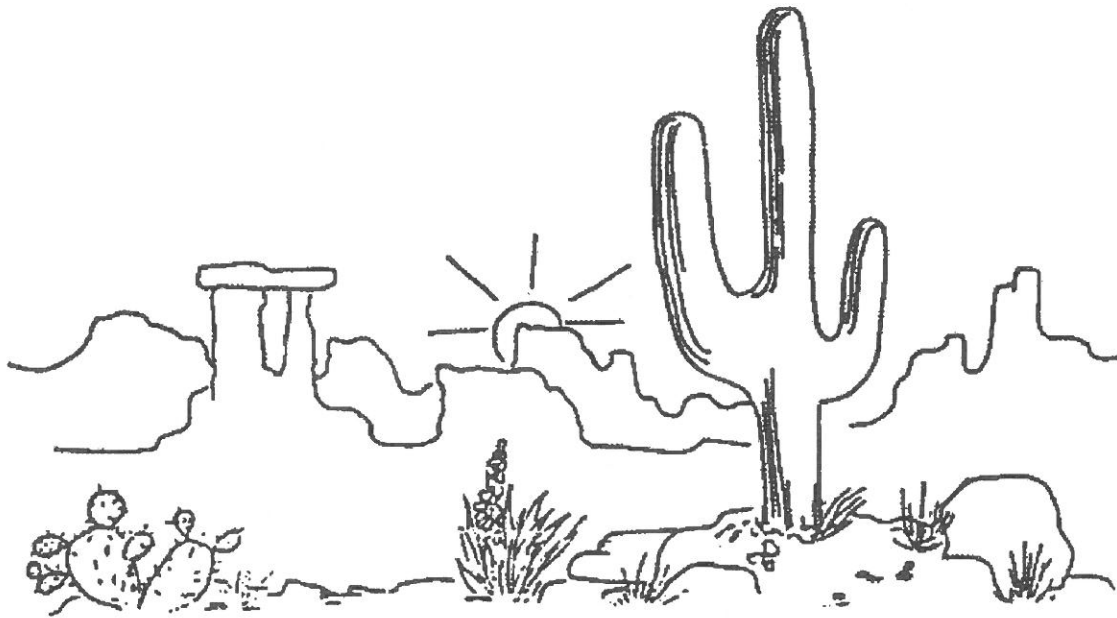
**July 1993 - Wild West**  
**OPENING CEREMONIES**

**Pioneer Days**

Many creative and inventive men and women have contributed to the growth and development of our country. Our forefathers did not dream that we would have automobiles, airplanes, dishwashers, bicycles, space ships, or the many other conveniences we enjoy and take for granted. But also very important in the development of our country were the millions of people who were not geniuses, but used their talents and abilities, along with hard work to make our country great. Let's pledge allegiance to the U. S. flag, remembering all of those great pioneers.

**Adventures**

Growing up is an adventure. Every day brings new and exciting things in our lives. Cub Scouting provides many doorways to adventure for boys as they develop in character, personal fitness, and citizenship. As we salute the U. S. flag, let's think about all the adventures which are ahead of us, and silently promise to DO OUR BEST.



## ADVANCEMENT CEREMONY

### Wild West

**PERSONNEL:** Cubmaster, Cub Scouts, advancing Cubs and parents.

**EQUIPMENT:** Stage, Pioneer costumes (optional), awards.

**CUBMASTER:** American pioneers have been men and women 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, Wild West, is the history of some of the heroes and pioneers of our country. Our purpose is to remind ourselves how our country grew out of 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 year's 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 automobile or car; Orville and Wilbur Wright launched our first airplane. All great pioneers of their day.

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

Will these Cubs and their parents please come forward? These Cubs have earned their Wolf Badge and/or Arrow Points. *(Present badges, handshake with Cubs and parents).*

The following Cubs 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 Webelos, with strong purposes and curious minds who have completed the requirements for their Activity Pins. Will these Cubs and their parents please come forward? *(Present badges.)*

Now, will the Pack please stand 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 HAND SALUTE...(pause)..TO.

Congratulations! *(Cubs and parents dismissed from stage.)*

## CLOSING CEREMONY

### America the Beautiful

Part of our American heritage is learning how to care for our beautiful land, so it will be here for future generations to enjoy. In Cub Scouting we learn to prevent those things which will destroy our land, such as fire or pollution. As we salute the emblem of America, let's vow to keep our land beautiful - just as our pioneer ancestors found it. Please stand and join me in the Pledge of Allegiance.



## August 1993 - Campfire Yarns

### OPENING CEREMONY

#### Cub Scout Campfire Opening Ceremony

**EQUIPMENT:** Real or artificial campfire, seven candles.

**PERSONNEL:** Narrator and seven Cub Scouts (*each with his part written on a slip of paper*).

**NARRATOR:** Welcome to the Cub Scout campfire. Akela is among us. Let us draw from this campfire with all its vibrance and warmth, the secrets of Cub Scouting and the spirit of brotherhood.

**CUB 1:** In its light we see new chances to be helpful and to do our best.

**CUB 2:** From its warmth we strengthen the bonds of fellowship and learn how to get along with others.

**CUB 3:** From the stones that ring the fire and keep its power in check, we learn how we can curb our tempers and become good citizens.

**CUB 4:** From the smoke that rises out of the fire, we learn to lift our eyes upward and worship God.

**CUB 5:** The spark that started this fire reminds us that little Good Turns can lead to greater deeds.

**CUB 6:** Just as the fire needs wood to burn brightly, so do we need the care and love of our parents to burn brightly.

**CUB 7:** In its leaping flames, we see the fun of Cub Scouting and the job of life.

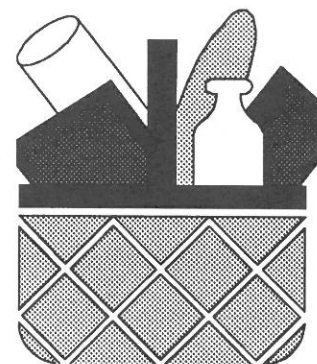
### ADVANCEMENT CEREMONY

**EQUIPMENT:** Paper plates, napkins, paper cups, plastic silverware

**CUBMASTER:** We have several Cub Scouts to honor tonight for the hard work they have done since our last meeting. With the paper plates, we have the Bobcats. (*Call Cubs and parents forward. Pull Bobcat Badge attached to a paper plate from a picnic basket. Present awards and give congratulations.*)

*(Present other badges in same manner: Wolf-napkins; Bear-paper cups; Webelos Badge and Activity Pins-plastic spoons, etc.)*

We have seen all of the things that make a picnic meal family fun - except the food. These young men and their parents represent the thing that makes the Pack grow and thrive. They are as important to a Pack as food is to a picnic. Let's wish them well as they continue on their Boy Scouting trail.



### CLOSING CEREMONY

**CUBMASTER:** The Pledge of Allegiance is always a good way to begin or end a Pack meeting or activity. If it is at night and you forgot to bring your flag, remember there is a U.S. flag standing on the moon, planted there by a former Boy Scout. It is appropriate to stand and salute this flag even though it can only be seen through the imagination. Please join me now in the Pledge of Allegiance.



**September 1993 - American Folklore**

**OPENING CEREMONIES**

**American Heros**

- CUB #1:** American Folklore is more than just heros real and make-believe.
- CUB #2:** It is how the early settlers made clothing.
- CUB #3:** How they trapped for food.
- CUB #4:** How they worked.
- CUB #5:** How they played.
- CUB #6:** Folklore is about America.
- CUB #7:** Let us do an American thing.
- CUB #8:** Please stand and join us in the Pledge of Allegiance.

**Folk Heros**

- CUB #1:** This month we studied quite a bit about American Folklore.
- CUB #2:** We talked about Paul Bunyan, Pecos Bill, and Johnny Appleseed.
- CUB #3:** And learned about a few others we had never heard of before, like Molly Brown, and Charles Parkhurst to name a couple.
- CUB #4:** We even found out where some of these things happened.
- CUB #5:** But before we show you our skits and games we have something very important to do.
- CUB #6:** All of our folk heros were very patriotic Americans.
- CUB #7:** With those many heros in mind, please stand and join us in the Pledge of Allegiance.



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**ADVANCEMENT CEREMONY****American Folklore**

**PROPS:** Four candles in holder; each candle a different length.

**CUBMASTER:** Our history is filled not only with the tall tales of American Folklore, but also with the true deeds of some very brave men who explored, fought, and in some cases died, to extend the frontiers of our country. Men like Davy Crockett, Daniel Boone, Kit Carson, Lewis and Clark, Buffalo Bill Cody and many more.

The Scouting trail is much like the trail these famous men followed and so, at this time, we will recognize those Cubs in our Pack who have advanced along this trail. As I call your names, please come forward with your parents. *(Calls names.)*

As you Cubs can see, the candles get taller as you advance. This represents the additional skills that you must learn as you earn each higher Rank. *(Light shortest candle.)*

The Bobcat is the start of the trail and the simplest to earn. *(Light next candle.)*

The Wolf is a big step forward and harder as is *(light next candle)* the Bear.

Finally, at last *(light tallest candle)* you became a Webelos Scout, and earn the highest rank, the Arrow of Light.

And so with the spirit of the great explorers, folklore heroes, and frontiersmen to guide you, may you continue to climb the Scouting Trail.

*(Presents awards by Den and congratulates Cubs and parents).*

**CLOSING CEREMONY****Folklore Closing**

**CUB #1:** All of our American Folklore heroes were hard working people. You won't find a shirker in the bunch.

**CUB #2:** Campfire stories about them tell us so.

**CUB #3:** All were Americans trying to improve this young country of ours.

**CUB #4:** As we leave here tonight, let us keep those hard working Americans in our mind.

**CUB #5:** Do the same as they did, do more than your share.

**CUB #6:** Help your parents whenever they ask and even when they don't.

**CUB #7:** Maybe some day, there will be a legend that tells about your great deeds.

## October 1993 - Family Hobbies

### OPENING CEREMONIES

#### Halloween Opening

**SCENE:** To enhance the Halloween atmosphere, turn out the lights and have a candlelight processional for the color guard unit.

**PERSONNEL:** Use more than just a few Cubs, use most of the Pack to create lots of light.

**PROPS:** If candles are not feasible because of carpeting or whatever, use flashlights with orange tissue paper covers to dim the brightness somewhat. House lights should not be turned on until after the pledge has been given.

**CUBMASTER:**

*Tonight you may see  
Witches on their brooms.  
Tonight you may witness  
The man on the moon.  
Tonight you may hear  
All sorts of scary sounds.  
Tonight you may be scared  
Of what comes up from the ground.  
Don't scream, Don't be frightened,  
Most of all don't fear.  
It's only Halloween that comes,  
But once a year.  
Please join me now  
in the Pledge of Allegiance.*



#### F-L-A-G Opening

**PROPS:** Four uniformed Cub Scouts hold cards spelling F-L-A-G and read the following parts:

**CUB F:** F Stands for Freedom, on land or on sea; for America is the land for me.

**CUB L:** L stands for Liberty and for love of America. You'll find it there!

**CUB A:** A stands for Achievement, America too. American achievement is the best thing for you.

**CUB G:** G stands for Greatness, Glory and all that is Good. If you don't love the Flag you certainly should.

## ADVANCEMENT CEREMONIES

### Witches Brew

**PROPS:** Black witches cauldron or facsimile. Badges with names attached are placed in the cauldron before the meeting opens. A lid should be used or keep the kettle out of sight until it is to be used.

**SCENE:** At awards time, announce that you will brew up something in the cauldron, but you will need the help of the new Bobcats in the Pack. Depending on the number to receive that award (*five or seven is perfect,*) you call one at a time forward. They tell you the ingredients that go in to make a Bobcat, (*motto, salute, handshake, sign, promise, law, meaning of Webelos*) and demonstrate each one by doing or saying. Pretend to “put” each thing into the cauldron, then stir and draw out a Bobcat Badge. Call that Cub’s parents forward and pin the badge on upside down.

For Wolf Badge, add each ingredient to kettle telling what it is based on, the twelve Wolf achievements, i.e., band-aid for keeping healthy, string for tying things, stamp for collection, small screwdriver for tools, etc. If difficult to use object, print achievement on cardboard and put in. Then stir and draw out the Wolf Badge and present to the Cub and his parents with applause.

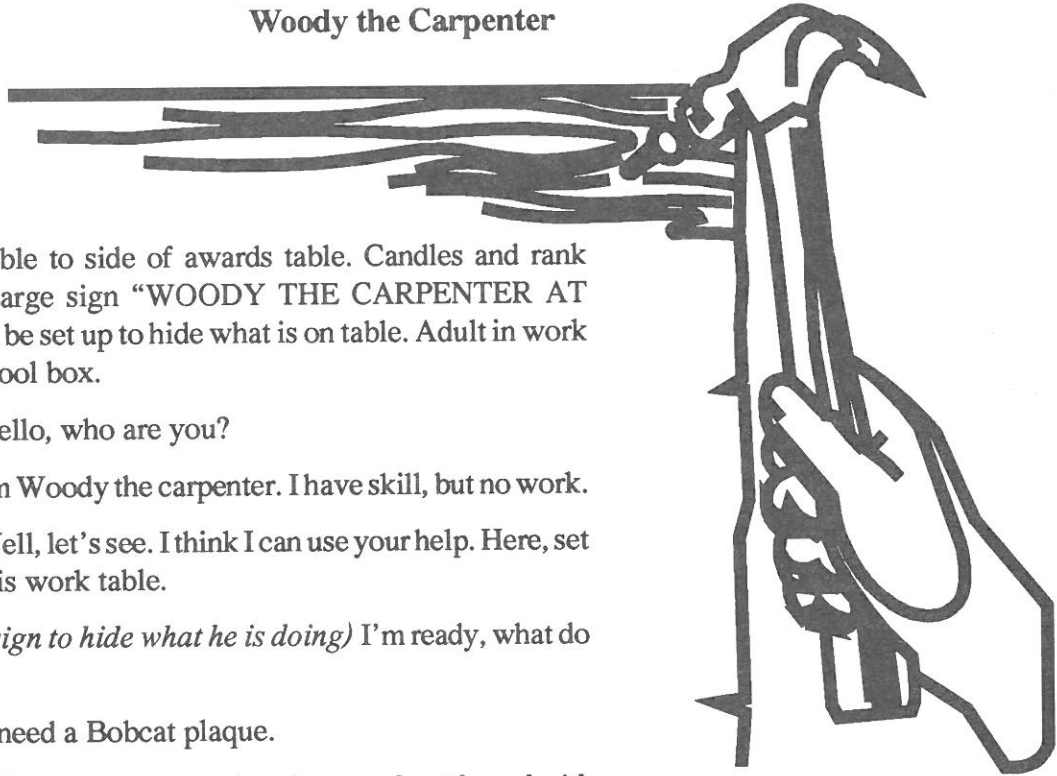
Do the Bear Badge in the same manner. Since there are now 24 Bear achievements, you will have to find out which twelve each Bear chose. If more than one Bear is receiving the badge, use all they chose, but don’t repeat any. i.e.; piece of rope for knots, baseball for sports, small flag for American heritage, coins for saving and spending well, testament for religious activities, etc.

This ceremony can also be adapted for use with the Webelos Activity Pins, using the same method with the requirements.

This ceremony should be done in semi-darkness with candles so the cauldron will not be too obviously unreal. But use enough light so that each item going in can be clearly defined. Can be done “theatrically” like a witch putting in “eye of toad, wing of bat, etc-”



## Woody the Carpenter



**PROPS:** A worktable to side of awards table. Candles and rank posters on table. Large sign "WOODY THE CARPENTER AT WORK" which can be set up to hide what is on table. Adult in work coveralls carrying tool box.

**CUBMASTER:** Hello, who are you?

**ADULT:** Hello, I'm Woody the carpenter. I have skill, but no work.

**CUBMASTER:** Well, let's see. I think I can use your help. Here, set up your tools on this work table.

**ADULT:** *(Sets up sign to hide what he is doing)* I'm ready, what do I do first?

**CUBMASTER:** I need a Bobcat plaque.

**ADULT:** *(Starts to hammer, saw, etc. hands a rough cut board with a Bobcat rank on it.)* Will this do?

**CUBMASTER:** Woody, this is a fine job. That is just like a Bobcat; it has been roughly cut, but there is no question that it's a board and not a tree. A Bobcat has also just been cut. His skills and crafts are rough and just starting to develop. But he has just taken the first step in Cub Scouting. We can see the difference in this board and a tree.

**ADULT:** Will the following Cub Trade School Students and their shop teachers please enter the lumber yard? *(Read names)*

**CUBMASTER:** *(Places board by Bobcat poster and lights candle.)* Parents, I have the honor of giving this Rank to you so you may present it to your sons. Let's see, I guess we need a Wolf plaque next.

**ADULT:** *(Starts to saw, hammer, sand, etc. hands out a clean square cut board with Wolf rank on it.)* Will this do?

**CUBMASTER:** That certainly will do, Woody. A Wolf is very much like this piece of wood. It is clean and square cut, but still pretty basic with a long way to go.

**ADULT:** Will the following Apprentices and their parents please come down to the shop? *(Reads names)*

**CUBMASTER:** *(Places board by Wolf poster and lights candle.)* Parents, I give you the Wolf Badge to present to your sons. What next? (pause) I know, Woody, I need a Bear plaque.

**ADULT:** *(Saws, hammers, etc. hands a board with routed edges with the Bear rank on it.)* Will this do?

**CUBMASTER:** Woody, you have done it again! This is just like the Bear Cub Scout, a lot of effort and accomplishment has gone into this, but, it's not quite completed yet. A Bear has accomplished many things on the trail of Cub Scouting, yet, he is not at the end and his training is not complete.

**ADULT:** Will the following Cub Journeymen and their foreman join us on the job? *(Reads names)*

**CUBMASTER:** *(Places board by Bear Poster and lights candle.)* Parents, please present the Bear Badge, the third rank of Cub Scouting to your sons. Woody, I know what I need now, the Webelos plaque.

**ADULT:** (Saws, hammers, drills, paints, etc.) hands out a finished plaque with Webelos rank on it.

**CUBMASTER:** Woody, you certainly have done a fine job. This plaque is just like a Webelos Scout. His skills and crafts are almost completed. His Cub Scout trail has but a few step remaining.

**ADULT:** Will the following Master Craftsman Cub Scouts and their parents join us? *(Reads names)*

**CUBMASTER:** *(Places plaque by Webelos poster and lights candle.)* Parents, you have the honor of presenting the Webelos Rank to your son. Just as the skill and accomplishments were shown on these pieces of wood tonight, the skills and accomplishments of these Cub Scouts were evident as they progress along the Cub Scout trail.

## CLOSING CERMONIES

### Halloween Closing

**ARRANGEMENTS:** Large cards with the letters H-A-L-L-O-W-E-E-N. Nine cubs each have one line and they should be holding a sign with one letter. After they all say their "lines", they all say "HAPPY HALLOWEEN"

H = Halloween

A = Awesome

L = Laughable

L = Lovable

O = Outrageous

W = Wacky

E = Eerie

E = Exciting

N = Neat





## November 1993 - Under the Big Top

### OPENING CEREMONY

**ARRANGEMENT:** Cubmaster dressed as "Ringmaster" (*Black top hat, red coat, boots, whip*). Have a center ring and circus music playing. Cubs in costume form outside room with leader at head of parade carrying Pack flag. U.S. flag is already posted.

**CUBMASTER:** Ladies and Gentlemen and children of all ages. Tonight you will see circus stars in a performance of unparalleled magnificence. The most startling and unusual features ever assembled from the far corners of the civilized globe, in a super spectacle with all the color of Hindustan and the majesty of the Grand Canyon. A gigantic presentation unrivaled on any stage or circus ring. And here they are, the Pack Circus! (*Start circus music and the Cubs enter the room and parade up to the front with the leader posting the Pack flags and then around the room once and to their seats.*)

**CUBMASTER:** (*Music should be switched to the Star Spangled Banner.*) Please rise. (*After anthem*) Let us pledge allegiance to our flag.

### ADVANCEMENT CEREMONIES

#### Turkey Day Advancement Ceremony

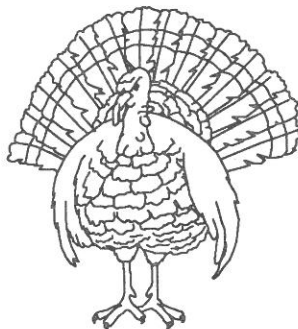
**SETTING:** A table set with Thanksgiving items, a bag of corn kernels.

**CUBMASTER:** Ladies and gentlemen, tonight we are remembering the founders of our country and the Native Americans. The pilgrims came to this country for religious freedom and when they got here they found new friends - the Native Americans. 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 Cubs please come forward? (*Call Wolfs*)

**ADV. CHAIRMAN:** You Cubs have shared with each other the gift of working together in your Dens and homes. For this we give you your awards and also a kernel of corn as the Native Americans gave to the pilgrims.

**CUBMASTER:** Would these Cubs please come forward? (*Call Bears*) You Cubs have worked hard. Work was one of the things most respected by the pilgrims and Native American 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 Native Americans gave to the pilgrims.

**ADV. CHAIRMAN:** Would these Cubs please come forward? (*Call Webelos*) You Cubs have been working for a long time and you have learned many new skills in your Dens, such as 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.



### Under the Big Top Advancement Ceremnoy

**PROPS:** Cubs can be outfitted in animal costumes - bobcats, wolves, dancing bears, Webelos - outfit according to the activity badge they are getting, and Arrow of Light - capes with stars all over. Den Leaders should be dressed as clowns and the Cubmaster as a ringmaster.

**CUBMASTER:** Ladies and Gentlemen, you are about to see a parade of achievements, the likes of which you have never seen before! For our 1st act, we have trained Bobcats and their trainers (*parents*). They will be in the center ring and will perform for us showing what feats they have mastered. (*Bobcats and parents come forward and go through Bobcat requirements with Cubmaster. Present badges.*)

Notice how well these Bobcats have been trained by their trainers. Let's have a fine round of applause for this fine act we have just seen performed before our very eyes.

And now we have for our second colossal act of achievement this evening, a fine trained Wolf act. The Wolves in this act are: (*Read names of Cubs receiving Wolf Badge or Arrow Points.*) Here come those Wolf Cubs and their trainers into our center ring! (*Go through similar type of circus talk to cover some of Wolf requirements.*)

(*Handle Bear Badges and Arrow Points in same manner as Wolf.*) 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 in the Cub Scout parade of achievements. Let's all watch breathlessly as we give special honors in a ceremony which will demonstrate to you what heights these Cubs have climbed with the help of their trainers along the way. It is a privilege to introduce to you the participants in this outstanding feat. (*Call Cubs and parents forward and present Activity Pins with flowery language pertaining to their particular pins.*)

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. In order to qualify for this award these young men have shown knowledge about Scouting, citizenship, and emergency first aid. As these stars step into our center ring, let's give them a roaring round of applause. (*Read names*)

We have presented for you one of the most exciting, most stupendous shows in the history of Cub Scouting. The young men you have seen before you have attained the heights of achievement...an amazing array of ability and stupendous skill...an extravaganza extraordinary!

**NOTE:** *Clowns should escort their particular Dens forward and help with the presentation of awards. If possible, try to mark some type of boundary that will represent a center ring.*



### CLOSING CEREMONY

**CUBMASTER:** Ladies and gentlemen, you have just witnessed the greatest of all shows in the world today. The circus is for children of all ages, from eight to eighty. For your pleasure, we have presented the most wonderful and remarkable living animals, daring feats of skill and intelligence, a stupendous aggregation of wild beasts. In short, the most unique and hair-raising performance ever presented before an audience. In just one ring, we have presented a wonderful collection of animals and performers which we have gathered from all parts of the world in a super spectacular, a preponderous performance unlike any you have ever seen before. We will ask you to remain in your seats while the wild animals leave. That's all of our show. Good night, folks.



## INTRODUCTION TO CRAFTS

The job of a Den Leader is to stimulate each Cub Scout's interest and curiosity and encourage him to try more difficult projects. By relating crafts to the theme of the month, you give each Cub a chance to live a new dream each month and to make the costumes, props, and craft items that he feels are necessary to make his dream a reality.

Making his own crafts projects calls for individual creativeness. The Cub Scout uses his mind in planning his project, creating the idea, and laying out his plans on wood, metal, paper, or cloth. He puts his hands and muscles to work sawing, shaping, and putting the project to work.

As Cubs work with crafts, they learn to shape materials into useful articles. While decorating them, they learn that art is making useful things beautiful. They gain courage to experiment with materials and tools and the ability to experiment with new ways of doing things.

Handicraft is a natural means of expression for most Cub Scouts and should be encouraged. It develops their ability to visualize and to understand, and satisfies their urge to experiment.

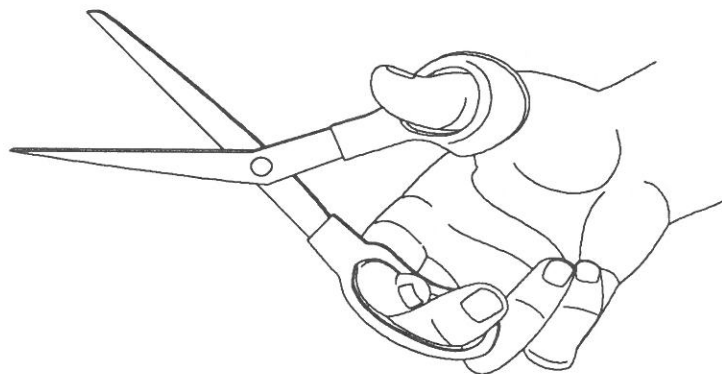
Handicraft is an important part of the complete learning process of all Cubs. Giving a Cub Scout a chance to create and build his own craft item, related to the theme of the month, is an excellent way to let him use his imagination and develop craft skills.

Physical development and mental growth are by-products of the handicraft program. Muscle coordination comes through lifting, moving, sawing, drilling, hammering, and pounding. Painting boards and designs improves arm and hand control. Folding, cutting, shaping, filing, and sanding develop eye and hand coordination.

Handicrafts help a Cub's alertness and mental skills through designing, planning, making decisions and selections, through choosing materials, colors, tools, sizes, shapes, and weights, through figuring out ways to hold work steady while sawing, drilling, or nailing.

Cubs of this generation have few, if any, chores to do. They frequently ask "What's there to do?" Handicraft projects will help make a Cub's leisure time worthwhile and interesting.

When a Cub has a workshop in his home, tools he can use, materials he can do things with, and a real interest on the part of his parents, he becomes an interested, happy son - a boy in love with his home. The Cub who is building a boat, a rocket, or a spaceship has an answer to the questions "What's there to do?" He is building dreams of places we can't buy tickets to.



## CRAFT GUIDELINES

The suggestions for making things that are given in this book are not meant just for you to copy, but to stimulate you to use your imagination and to make other objects inspired by this collection. Keep these guidelines in mind when working with Cub Scouts on crafts.

Keep crafts simple and inexpensive. Costly kits or materials are rarely appreciated by the Cubs more than simple projects made from scrap materials. Since Den Leaders work with a limited budget, cost is a big consideration — and, recycling is good for our environment.

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. Crafts should have some practical or decorative function and fit the monthly theme.

Crafts should teach a skill. Carving, modeling, painting, weaving, or measuring are some examples. Merely gluing pieces together is not enough. Cub Scouts like Cub-type crafts. They like to hammer, saw, lace together, and paint. They like to learn how to do new things.

Crafts should be progressively challenging. Try to avoid repeating projects the Cubs made the previous year, unless it is something they really want to do.

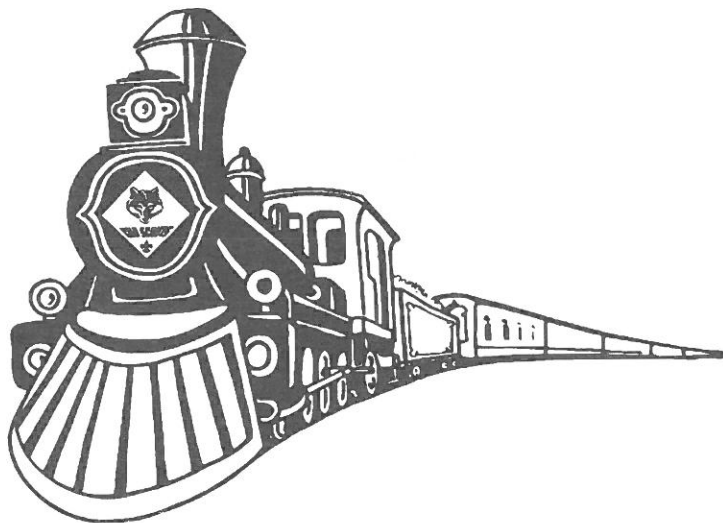
A variety of materials and methods should be introduced through craft projects. Try techniques which are new and different to the Cubs. Let them enjoy making something useful from scraps or from items picked up on a nature hike.

Crafts should seldom require more than two weeks to complete. A project that drags out for a whole month is too difficult and time-consuming. It may become boring for the Cubs. Start a craft in the meeting and let the Cubs take it home to finish with their family's help.

Be sure the craft project is compatible with the work area. Avoid using pungent lacquers or spray paints in the house. Take the Cubs to the basement, garage, or outdoors for messy crafts.

The craft must be the Cub's work. In some cases, Leaders will be required to precut or preassemble certain parts of a craft which may be too difficult or time-consuming for the Cubs. But Cubs need to be able to say "I made it!"

Make a model of the project in advance. This will help you know what skills are required and where the Cubs might need extra help.





## CRAFT TIPS

**TEMPERA PAINT** - Water base paint such as tempera is best to use with Cub Scouts. Mix powdered tempera with water and liquid starch. The paint goes farther and it doesn't run. Powdered paint is cheaper.

**PAINT SUBSTITUTES** - Food coloring mixed with water or liquid starch makes a quick substitute for water paints, or shave crayon bits and dissolve in turpentine - one part crayon to 2 parts turpentine. Crayon paints won't run together and they have a very soft appearance that looks like oil painting.

**PAINT BRUSH SUBSTITUTIONS** - When painting large objects, such as scenery for a skit, use a sponge dipped in tempera. For painting small objects use Q-tips instead of paint brushes.

**PAINTING ON PLASTIC** - When painting plastic containers or milk cartons, etc., mix powdered tempera with liquid detergent instead of water or starch. The paint will adhere better.

**PAINTING ON STYROFOAM** - When painting on styrofoam, be sure to use a type of paint which is recommended for styrofoam. Some types of paint will dissolve it.

**RAW WOOD** - Never paint or varnish raw wood. Give it one or two coats of thin shellac or wood sealer first.

**PAINTING PLASTER** - When painting objects made of plaster, first seal with a clear plastic spray. Plaster is absorbent and tempera will soak in unless it is sealed first.

**FINISH COATS** - Objects painted with tempera or poster paint will have a dull finish. If you want a shiny finish, spray with clear plastic, clear varnish or give it a coat of white glue diluted in water. This will protect your paint and keep it from smearing.

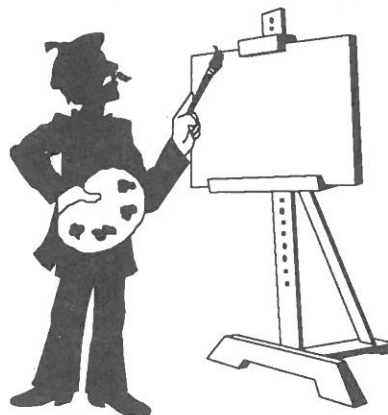
**PROTECTION** - Use a plastic table cloth or drop cloth on floor when doing messy projects. Cubs can wear one of dad's old shirts as a paint smock to protect their uniforms.

**HEAVY DUTY GLUE** - Mix cornstarch with regular white glue until mixture is as thick as desired. However, it will not dry clear.

**STRAY PAINT** - A spray bottle (such as Windex) is a good container for doing mass painting with diluted tempera or poster paint. Spray paint objects inside a cardboard carton with newspapers underneath so paint dust will be confined to the interior of the box.

**KITE ADHESIVE** - Egg white makes a good adhesive to glue the paper of kites. It is almost weightless and strong.

**TO CLEAN EGG SHELLS** - Put empty egg shells in a jar and cover with bleach. Leave 48 hours. This will dissolve all the membrane.





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**SCRAPS AVAILABLE AT LITTLE OR NO COST**

**SCRAPS OF LUMBER** - Try the lumber companies or cabinet makers and also ask at construction sites.

**ALUMINUM PIECES** (flexible) - Local lithographing companies. Good for aluminum tooling.

**BLUEPRINT PAPER** - Blueprint companies. Good for making leaf prints.

**BOWLING PINS** - Some bowling alleys give discards away. Use for making figures.

**BUTTONS AND BEADS** - Goodwill, Salvation Army, for jewelry, pictures, or animals.

**CANS** (gallon sizes) - Restaurants and school cafeterias. Make Tom Tom. Use for storage.

**CARDBOARD CARTONS** (large) - Appliance and furniture stores. Makes scenery and props.

**CARDBOARD CARTONS** (small) - Grocery stores. makes shields, costumes.

**CARDBOARD CARTONS** (round) - Ice cream stores have 3 gallon size for making knight's and astronaut's helmet. Kentucky Fried Chicken chain stores have similar buckets. Paint stores have cardboard paint buckets.

**CARPET SCRAPS** - Carpet shops give away scraps, discontinued samples and soft foam under padding. Good for covering Den stools, making foot scrapers.

**CERAMIC TILE** - Tile stores give away broken pieces which can be used to make mosaic gifts.

**CIGAR BOXES** - Tobacco stores, department stores, drug stores. Make Den storage boxes or gift storage boxes.

**CONCRETE BLOCKS** - Ask manufacturers for flat, broken pieces. Use for bookends, door stops, paperweights, etc.

**CORK** - Ask gasket manufacturers for scraps of sheet cork. Make coasters, place mats, pictures.

**DRAPERY SAMPLES** - Drapery shops. Use for costumes, lining gift boxes, covering wastebaskets, etc.

**FOIL PAPER** - Florists sometimes have scraps from pot wrappings. Use for paper mosaic pictures or costume trim.

**POPSICLE STICKS** - Check with local dairies. Use for craft stick projects.

**STUFFING FOR PUPPETS** - Lint from automatic dryers makes good, clean. stuffing for puppets. Or stuff with plastic laundry bags or worn out nylon stockings.

**CRACKED MARBLES** - Heat marbles in 375 degree oven. Remove and pour into a bowl of ice water and watch them crack. These have numerous uses in craft projects.

**COLORING SAWDUST** - Use water base paints. It gives better color.

**INDIAN NECKLACES** - Save cantaloupe seeds and pumpkin seeds. String them together with colored beads in between to make Indian necklaces.

**SCRAP PLASTIC AND LEATHERETTE** - These scrap materials can be used as substitutes for leather when making Indian costumes, book marks, etc.

**FELT TIP DECORATIONS** - When using felt tip markers to decorate plastic bottles, first sandpaper plastic lightly. Then spray with hair spray to protect decoration.

**BONDING PLASTIC** - To bond clear plastic to cardboard, first sandpaper lightly. Then press plastic on with a moderately warm iron, using constant circular motions.

**DYEING FEATHERS** - Wash feathers. If you have a lot, put them in a pillow case and throw them in the washing machine. They can be dried in an automatic dryer this way, too. Boil water, vinegar and food coloring mixture. Dip the feathers in this mixture.

**PINE CONES** - To open pine cones all the way and remove the sap on them, simply place them on a foil covered cookie sheet and put them in a 250 to 300 degree oven for a while.

**PLASTIC BOTTLE NECKS** - When using plastic bottle parts for craft projects be sure to save the necks. These cut in 1" pieces can be used as the basis for neckerchief slides.

**WORKING WITH TIN** - When working on tin projects, rub the edges with steel wool and you will be less likely to cut yourself on sharp edges.

**USING SANDPAPER** - Make a sander by cutting a piece of 2 x 2 about 3" to 4" long; wrap a piece of sandpaper around it and secure overlapped edges with thumb tacks.

**MAKING CANDLES** - Use crayon stubs for coloring wax for candles.

**SAND PAINTING** - Use shellac when sand painting on glass. This will protect your painting.

**PAPIER MACHE** - Liquid laundry starch, right out of the bottle, can be used for papier mache instead of wheat paste.



## December 1992 - To Help Other People

### Craft Activities

Pick a country that your Den would like to know more about and then see what you can find out about this country - the flag, the national anthem, the costumes of the people worn on gala occasions, foods they eat and how they celebrate their holidays. Have the Dens share their country with your "holiday" Pack meeting.

To Help Other People:

That is one part of the Cub Scout Promise. Why not put it into use and do some service projects in December. Some ideas:

1. Have the Cubs donate their old toys to a children's department at a hospital.
2. Making tray favors for hospitals and retirement centers.
3. Decorating the school Christmas tree if that is the Pack's sponsor.

### Christmas Facts

**The custom of exchanging Season's Greetings:** Exchanging Christmas cards began in England in the 1840's. The first card designed for commercial sale is credited to John Horsley in 1843. The simple inscription on it reads "Merry Christmas and a Happy New Year to You."

**Deck the Halls:** The custom of decorating homes for holidays dates back to the ancient Romans, who believed that greenery was symbolic of the continuity of life. They hung rosemary, bay, laurel, holly, ivy and mistletoe, among other kinds of greenery. This custom is still one of the simplest and finest ways to decorate.

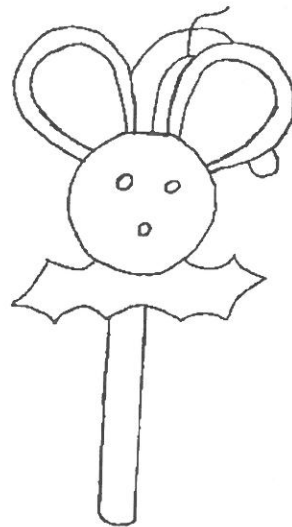
**Come all Ye Faithful....To Go A-Caroling:** The word "carol" is derived from the Middle English carolen, meaning to sing joyously. Many of our most revered carols date to the 19th century; the custom of caroling on Christmas Eve was brought to America by the British colonist.

**Legend of Christmas Candles:** In Scandinavia, an enormous candle, known as the yule candle, is burned as a companion to the yule log. Lit during the evenings from Christmas Eve to Twelfth Night, it represents the divine light brought into the world. Irish legend says candles in the windows guided Gary and Joseph to a welcome home.



**Mouse on Candy Cane:****Materials Needed:**

- 1 - large candy cane
- 1 - 1/4" brown pom pom
- 1 - large white pom pom (about 2")
- Pink felt or pellon
- White felt or pellon
- Green felt or pellon
- Black felt or pellon
- Glue
- Gold thread for hanger



**Directions:** Cut large ears out of white. Cut small ears out of bright pink. Glue together. Cut strip of white felt 1 3/4" x 2 1/4" long, wrap around upper part of candy cane and glue. This is base for mouse head. With seam in back, glue white pom pom on white strip. Now glue on green holly underneath white pom pom. (Glue to white strip.) Glue eyes, nose, and ears. Attach gold thread to candy cane.

**Santa Light Switch Cover****Materials needed:**

- 1 - Square red felt or pellon
- 1 - Square white felt or pellon
- 1 - 1" white pom pom
- 2 - 15mm movable eyes
- Glue

**Directions:** Cut out pieces, glue together. Fold point of hat down to corner of brim and glue down. Glue white pom pom on top of point. Cut out for light switch.



Cut out for light switch.



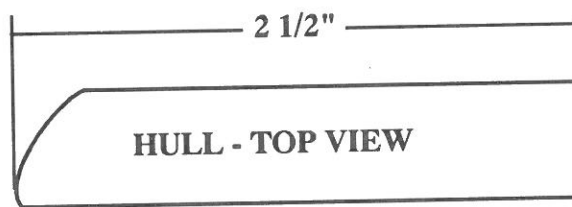
January 1993 - Pirate waters

PIRATE SHIP

This pirate ship is small enough to sail in a wash basin.

Materials needed:

- balsa wood
- toothpicks,
- model cement
- white paper
- a penny
- sharp penknife.



1. Pre-cut hull as shown in illustration. Smooth all sharp corners with sandpaper.

2. In center of bottom of hull, cut slot 1/8" deep into which penny can be slipped. Glue it in place, being sure to get it true to centerline of boat.

3. Pre-cut forecastle and aftercabin as shown. Glue them to hull.

4. Use toothpicks for the three masts. The center or mainmast is a little higher than the other two. Use a pin to make holes for masts. Press them into place.

5. The bowsprit is half a toothpick glued along top of forecastle.

6. Cut sails from white paper, each 3/4" wide. with a pin, make holes in each sail 1/8" from top and bottom. Slip them onto masts as shown.

7. Run a piece of thread from a tip of bowsprit to top of foremast and to front of hull, holding it in place with glue.

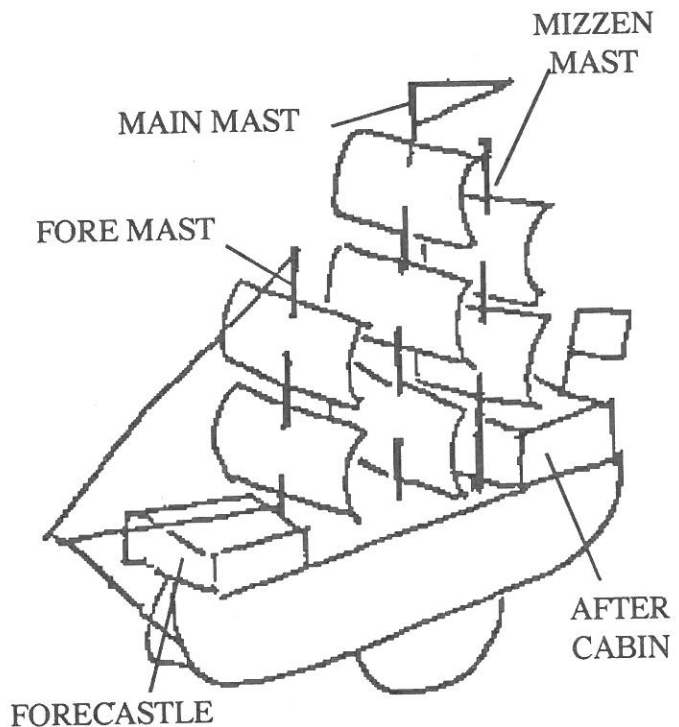
8. Set the sails at a slight angle to the boat, not straight across. Place pirate ship in basin of water. Stand about two feet away and blow gentry from the side. See how well it sails.

9. If desired, draw Jolly Roger on one of the sails, and paint windows on sides of hull.

FORECASTLE



AFTERCABIN



**PIRATE COSTUMES**

Hat (see illustration below)

Earring - foil covered cardboard ring.

Shirt - Old t-shirt, bright color.

Sash - Piece of bright colored fabric or cut from crepe paper.

Pants - shorts or jeans, cut off and fringed.

Boots - made from black vinyl staple to form tube to fit over shoe. Add cuff.

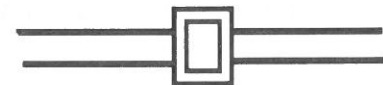
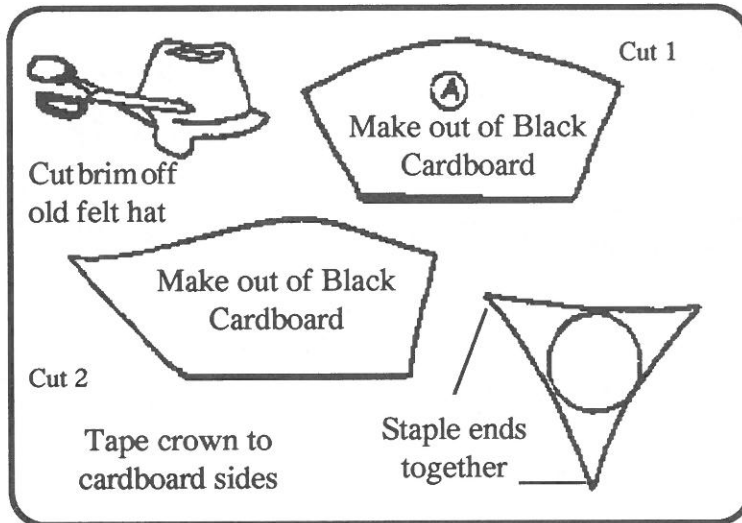
Bandanna - Colorful kerchief tied around head.

Eye-patch - (see pattern below)

Mustache - (see pattern below)

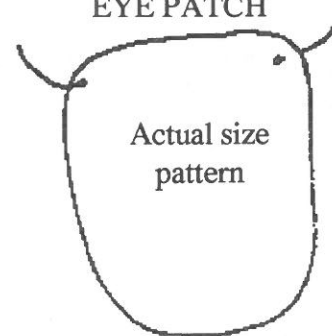


**TRI-CORNER HAT**



Cardboard belt  
foil-covered buckle

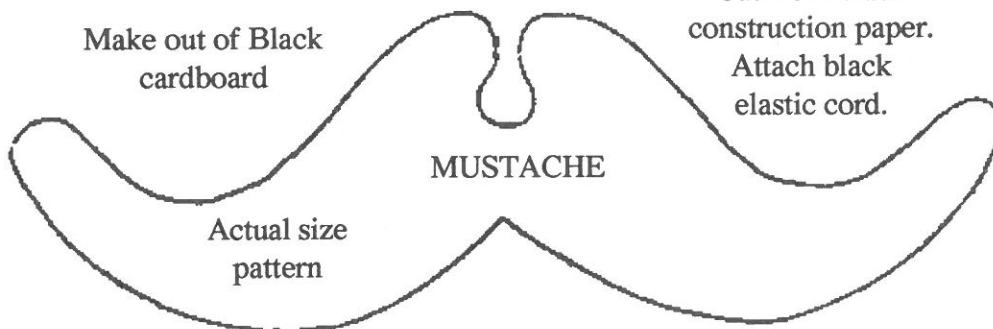
**EYE PATCH**



Actual size  
pattern

Make out of Black  
cardboard

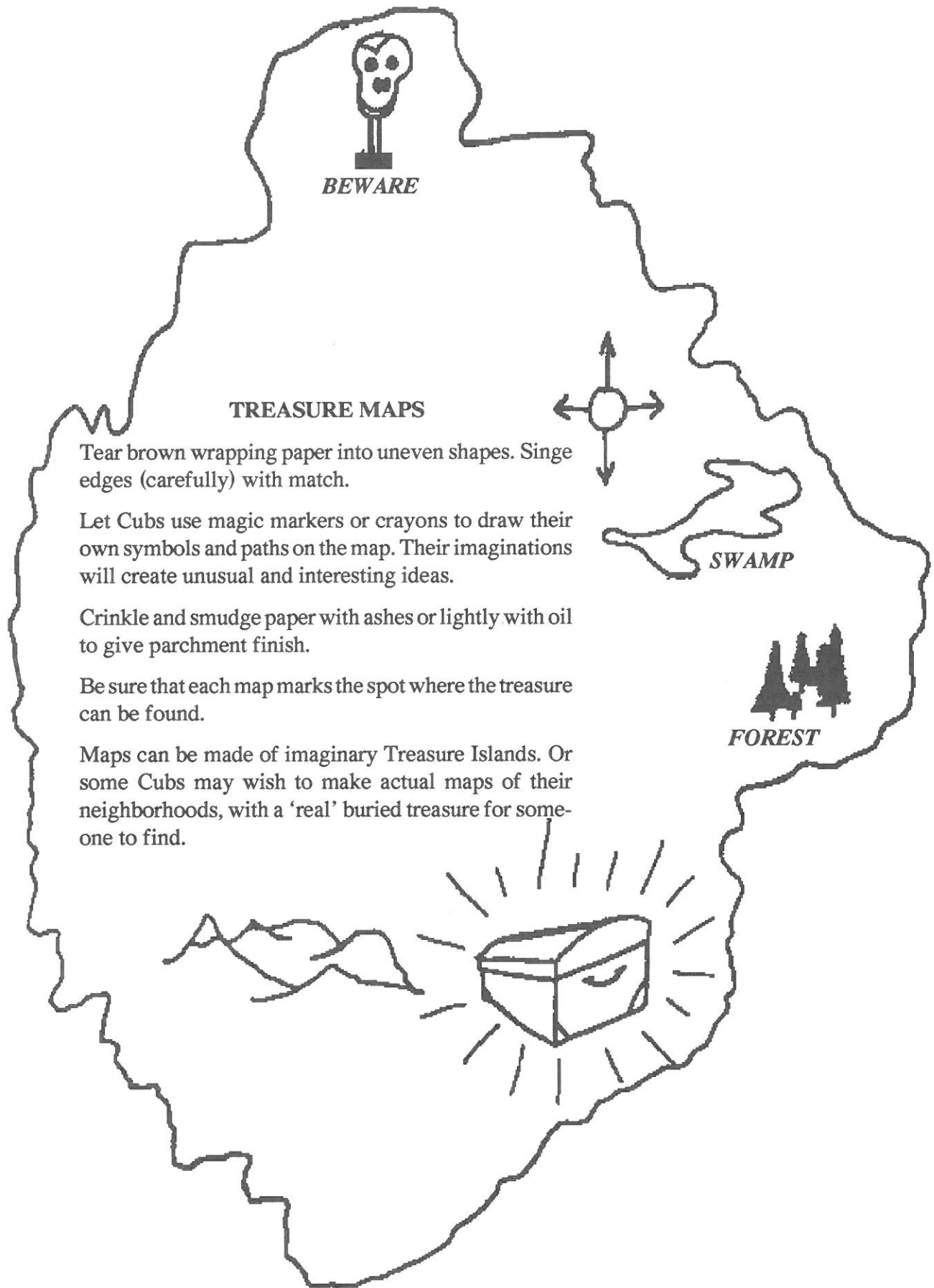
Cut from black  
construction paper.  
Attach black  
elastic cord.



**MUSTACHE**

Actual size  
pattern





### TREASURE MAPS

Tear brown wrapping paper into uneven shapes. Singe edges (carefully) with match.

Let Cubs use magic markers or crayons to draw their own symbols and paths on the map. Their imaginations will create unusual and interesting ideas.

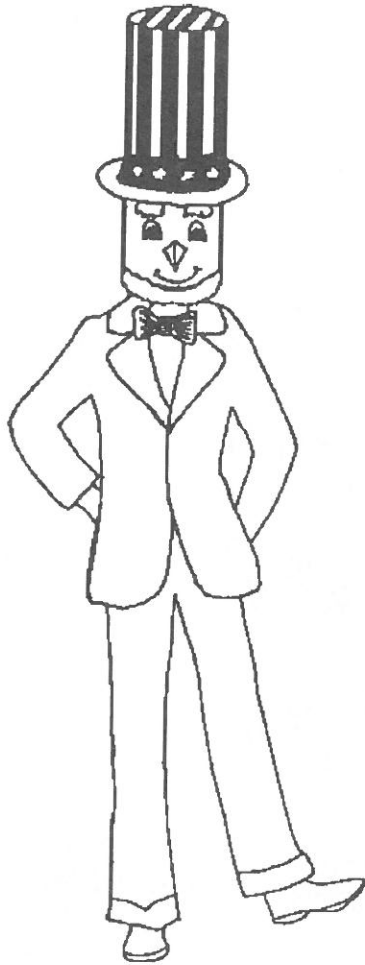
Crinkle and smudge paper with ashes or lightly with oil to give parchment finish.

Be sure that each map marks the spot where the treasure can be found.

Maps can be made of imaginary Treasure Islands. Or some Cubs may wish to make actual maps of their neighborhoods, with a 'real' buried treasure for someone to find.

February 1993 - Old Glory

UNCLE SAM



**Materials Needed:**

Poster Board; Flesh Colored Crepe Paper; Cotton; Red, White, and Blue Construction Paper

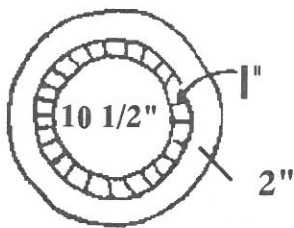
**Directions:**

**Head and Hat:** Cut a piece of poster board 24" x 34". Shape into a tube and tape together. Cut hat brim from poster board as shown in illustration. Clip on lines indicated on the inside circle and turn up all around. Slip brim over tube to a little below center, and tape. Hat is red and white striped with red brim and blue band with white or silver stars.

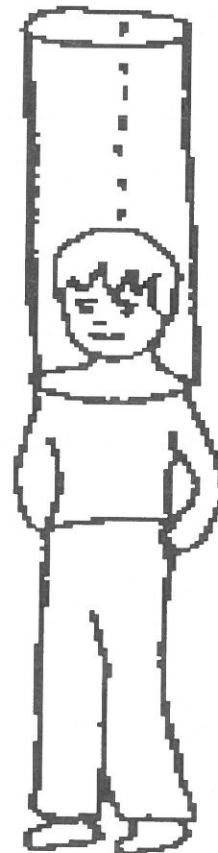
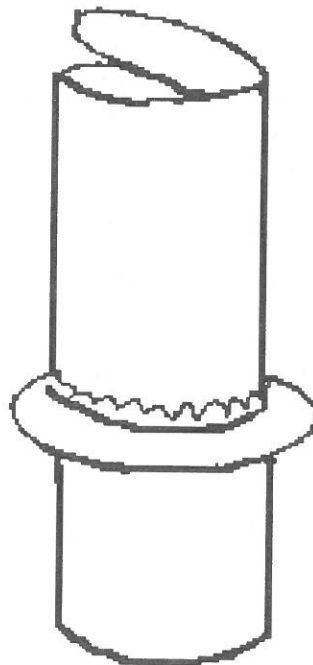
**Face:** Cover with flesh colored crepe paper. Add construction paper features. Beard is white cotton. Nose is construction paper triangle. Cut eye slits in appropriate place.

**Suit:** Wear a dark blue suit with white shirt. A red or red and white striped bow tie adds a colorful touch.

Uncle Sam can carry a small American flag.



34" X 24"  
Poster Board Face  
& Hat Crown



## March 1993 - Weather

## WIND STREAMER

Is the wind steady enough for good kite flying? Which direction should you point your sail car or styrofoam trimaran for top speed? Set up a wind streamer to find out.

**Materials Needed:**

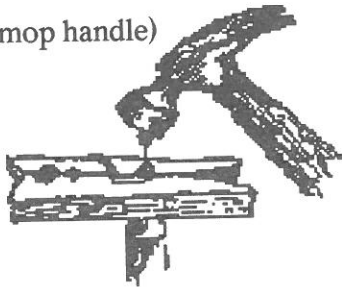
Nail with a large head that's at least 1 1/2 inches (4 centimeters) long

Clothespin with a spring

Strip of brightly colored cloth about a foot (30 centimeters) long

Long stick (like a mop handle)

Hammer

**Directions:**

1. Slide the nail through the spring in the clothespin.
2. Hammer it only part way into one end of the stick so the clothespin can spin around it.
3. Shove the stick into the ground in an open spot, away from buildings and trees.
4. Clip one end of the cloth to the clothespin and your streamer is all set.

How to read your wind streamer:

When it doesn't move, that's easy - there's no wind!

If it sticks out straight and stays that way, there's a good steady wind that will keep a kite flying.

If it flops up and down, the wind is gusty, and you'll have trouble keeping a kite up.

To catch the most wind, aim your sail car or trimaran in the direction that the streamer is pointing.



## EARTH WEATHER SATELLITE

### Materials Needed:

Small block of foam plastic

Bail of cotton

Fast-drying glue

Six wooden matches or toothpicks

About 6" of plastic or rubber tubing approximately  
3/8" diameter

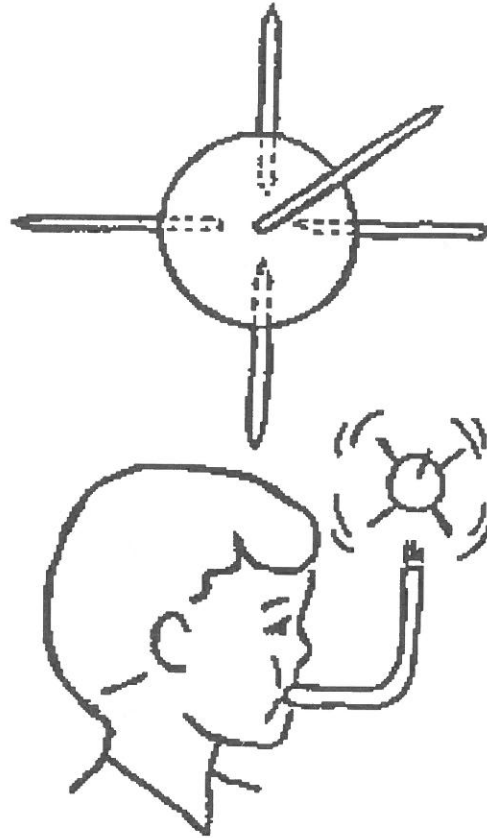
Pocket knife

Sandpaper

### Directions:

1. Carve a ball out of the foam plastic about the size of a ping pong ball. Smooth it with sandpaper.
2. Using the matches or toothpicks, make six sticks 3/4" long and 1/8" thick.
3. Push the sticks at even intervals into the foam plastic ball.

To operate the satellite, place it on the tube with one of the sticks inserted in the hole in the tube. Place the other end of the tube in your mouth and blow a steady stream of air through it (don't blow too hard). As the satellite slowly rises, increase the air pressure. After the ball is in the air, adjust the air stream to keep the ball afloat.



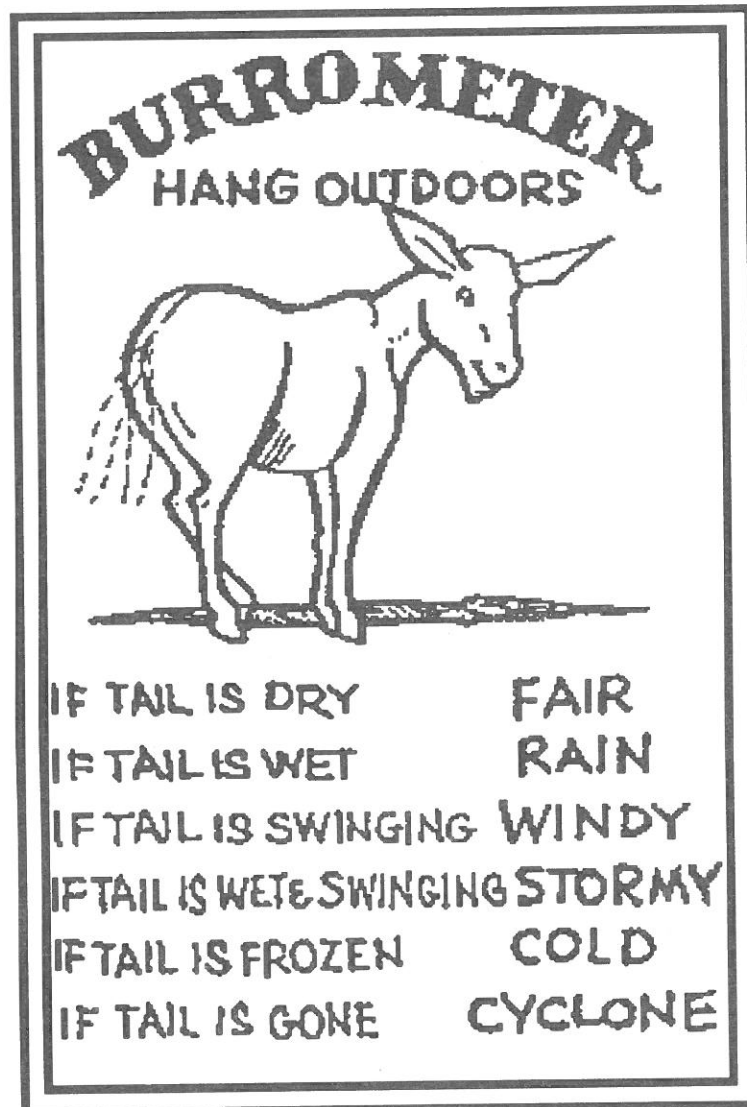
**BURROMETER****Materials Needed:**

Cardboard or scrap wood, paper, string or yarn, markers or crayons

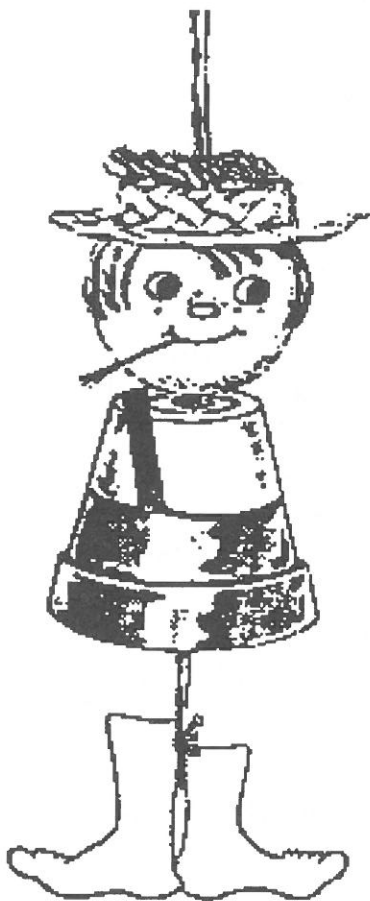
**Directions:**

1. Trace pattern onto piece of paper.
2. Cut out and color with markers.
3. Glue onto cardboard or scrap lumber.
4. Punch hole where tail goes.
5. Insert pieces of yarn and tape on back.
6. Make hanger out of yarn and tape on top.

Hang outdoors to forecast the weather.



### WIND CHIMES

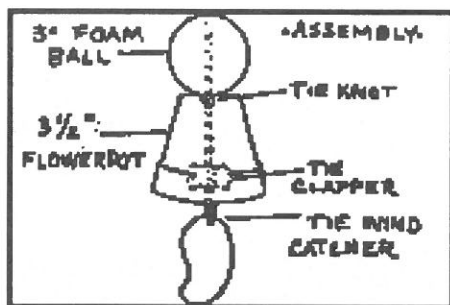


**Materials Needed:**

- 1 1/2" flowerpot
- 3" plastic foam ball
- Paint and brushes
- Permanent felt tip markers
- Wooden spool or bead
- Knitting needle or ice pick.

**Directions:**

1. Be sure to cut the wind catcher (feet and lower legs) in one piece.
2. Tie end of shoelace through opening between legs and knot.
3. For the crown of this hat, cut a 1" or so cylinder from a small plastic bottle. No top or bottom is needed.
4. Cut a circular brim from a plastic lid.
5. Glue crown to brim.
6. Punch a hole in the top of the hat to run shoelace through.
7. Glue hat to head.
8. Cut jagged edges around the top of the hat for a real hayseed look.





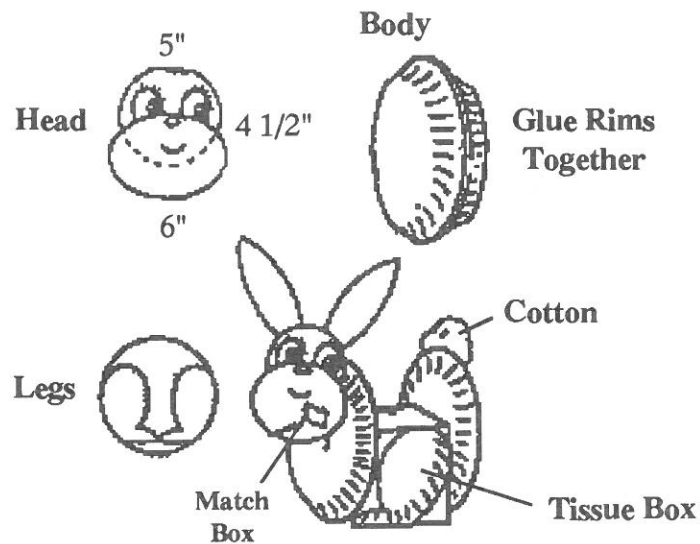
## April 1993 - Life On Other Planets

## Easter

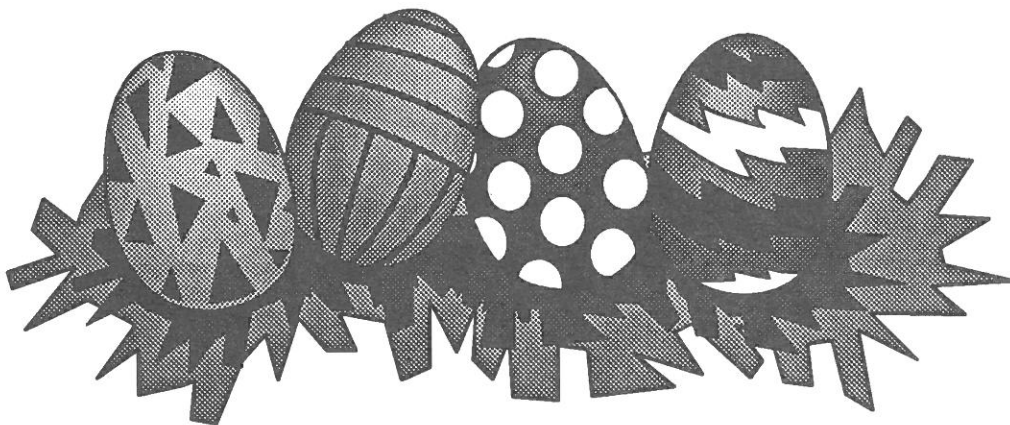
## EASTER BUNNY CENTERPIECE

**Materials Needed:**

8 large paper plates  
 Square facial tissue box  
 Matchbox  
 Easter grass  
 Colored eggs  
 Cotton  
 Glue  
 Paint

**Directions:**

1. For the head, cut a 5" circle and an oval 4 1/2" x 6" from two paper plates.
2. Glue together to form bunny's face.
3. Cut paper ears and glue to back of head.
4. For front and back of body, glue two sets of two paper plates together at the rims.
5. Glue one pair to one side of the facial tissue box and glue the other pair of paper plates to the opposite side.
6. Glue legs to the sides of the box.
7. For the neck, glue a small empty matchbox between the head and front of the body to separate them about 1".
8. Fill the tissue box with Easter grass and colored eggs.



## HARDWARE ROBOTS

A Cub doesn't have to be a genius to make a robot. All he needs are some cans, spray can caps, nuts, bolts, or any other hardware that's handy. In no time at all, he can make a set of robots.

### TALL STANDING ROBOT

#### Materials Needed:

2" Spray Can Cap

Cardboard boxes

Plastic bottle cap

6 oz cardboard frozen juice can

Spray paint

2 1/2" bolts

2' bolts

Assorted small nuts, washers, brass rings, hooks

2" to 4" of plumber's chain

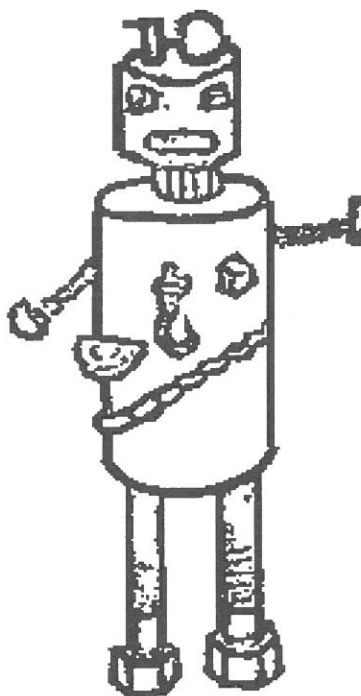
Liquid solder

Glue

Knife

#### Directions:

1. For his head, use an inverted spray can cap.
2. Glue on a cardboard circle to cover the top of his head.
3. For his neck, use a plastic bottle cap.
4. For his body, use the frozen juice can, covering the top with a cardboard circle.
5. Glue all three parts together and spray paint.
6. For legs, use 2 1/2 " bolts.
7. Using liquid solder, attach his legs to his body, being sure he is balanced properly before assembling.
8. For arms, use 2 " bolts.
9. Use a knife to make holes in the sides of the body to insert and glue the arms. An adult should carefully supervise the use of a knife to insure safety.
10. For his trim, glue on nuts for eyes, and small washers for his mouth.
11. Insert a brass ring and a right angle hook in the top of his head.
12. On his body, insert a nut, large washer, cup hook, and the ends of a length of plumber's chain.



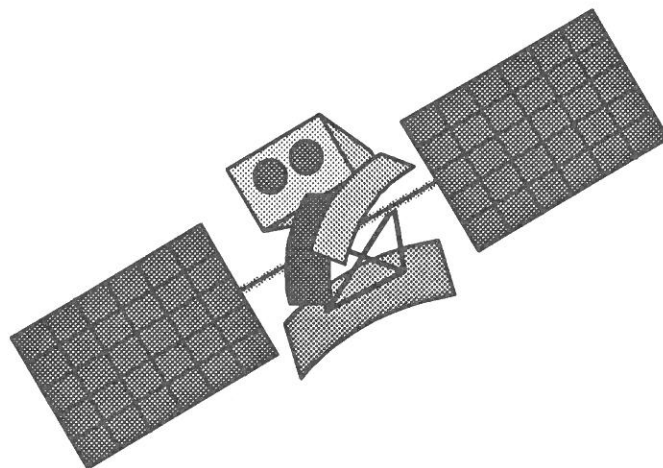
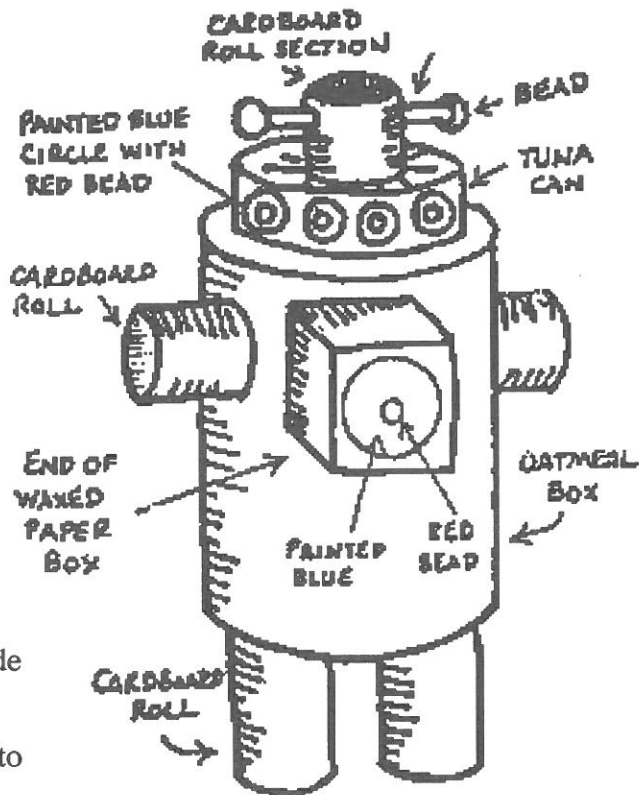
## ODDS "N ENDS ROBOT

**Materials Needed:**

Tuna can  
 Oatmeal box  
 2 cardboard bathroom tissue rolls  
 Waxed paper or aluminum foil box  
 Plastic straw  
 Plastic beads  
 Spray paint  
 Paint  
 Glue  
 Knife

**Directions:**

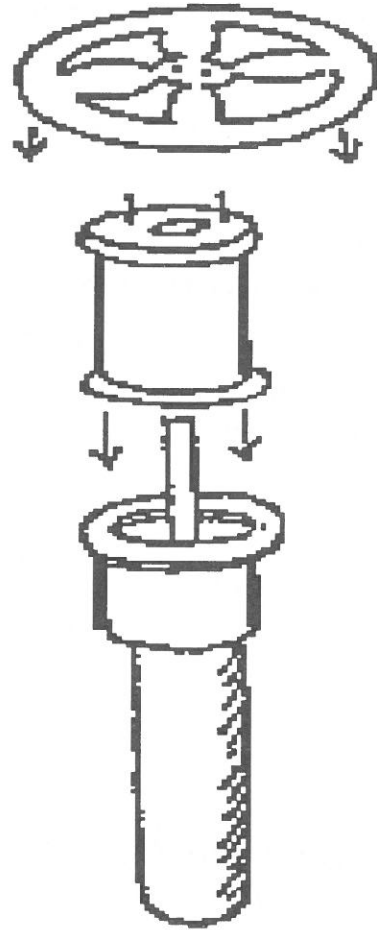
1. Remove lid from tuna can. Glue open side down to top of oatmeal box.
2. Cut a cardboard bathroom tissue roll into three equal parts.
3. Reserve two for arms. In the third, punch a hole through the center. Glue this piece to the top of tuna can. Push a straw through holes and glue beads on ends of straw.
4. Glue other two sections of cardboard roll to side of oatmeal box for arms.
5. Use two more cardboard tissue rolls for legs. Glue to bottom of oatmeal box, in position so that robot will stand.
6. Cut off one end of a waxed paper or aluminum foil box. Glue this to center of oatmeal carton.
7. Spray paint robot silver. When dry, paint circles on tuna can and robot's front. Then glue beads in center of blue circles.



**SPACE STORY**

Before the Cubs begin on craft projects making space cities or posters, read them this story to help set the mood:

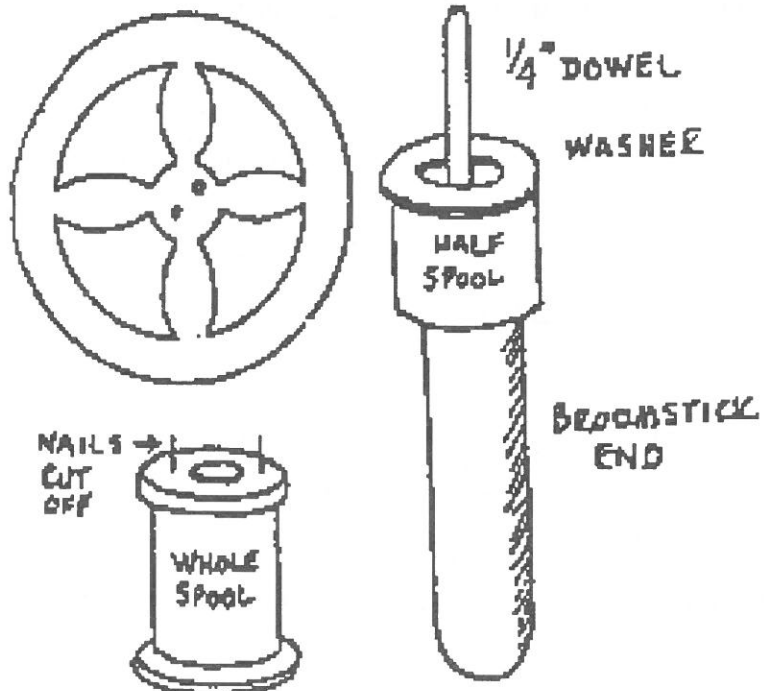
While soaring smoothly through space, home and family light years away, the instrument panel amazingly becomes unhinged before your startled eyes. Tearing noises and debris are in horrible accompaniment as you are catapulted from the pilot's seat and helplessly flung against a wall. There is a mighty thunderous, howling crash! Monitors no longer register, and your contact with Earth is lost! Spiraling through the blindingly fluorescent blaze of the galaxy's wild color, the piercing screech of going down, down, down, seems to go on forever. Finally, with a heaving tremble that quiets to a sickening crunch, your spacecraft digs into what sounds like a soft sludge bank. Eerie calm. Gathering courage and whatever strength is miraculously left, you try to see through the porthole. Nothing! Your view is completely blocked! With no alternative, you fearlessly squeeze through a damaged escape hatch of the hopelessly damaged spacecraft. Outside, you behold and gasp at the sight of what must be the strange land of . . . .



Then pass out the materials and let the Cubs create the story's end.

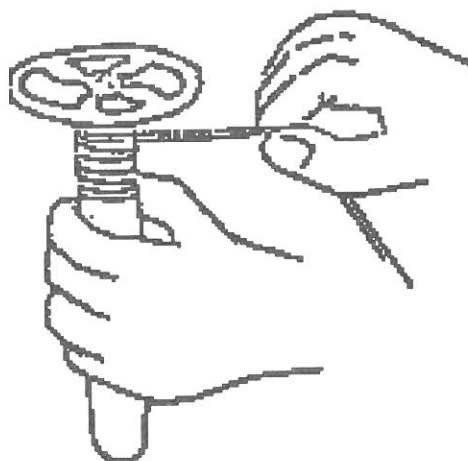
**Materials Needed:**

- Bleach bottle or heavy plastic lid
- Finishing nails
- 2 Thread spools
- Cut off broom handle
- Cord or string
- 1" washer
- 1/4" dowel
- Knife
- Saw
- Snips



**Directions:**

1. Cut off bottom of bleach bottle or use heavy plastic lid for saucer. It should be approximately 6" diameter, with outside rim 3/8" wide. Blades are 1 1/2" at wide point, 1/2" where they join center. Center is 1" diameter.
2. Drill center holes for nails.
3. Drive 2 nails in whole spool. Clip off nail ends.
4. Saw other spool in half. Insert dowel.
5. Glue dowel in half spool and glue half spool to cut-off broom handle. Slip washer over dowel.
6. Wrap about 1 ft. of cord around spool as shown, and tug cord toward you. The flying saucer will take off in a whirl.

**LET'S BE AN ASTRONAUT PROPS**

For the would-be astronauts who dream of hurtling to the moon or outer space, here is a control panel and space helmet. You can have many hours of fun with your props.

**SPACE HELMET #1****Materials Needed:**

Cardboard box, pint ice cream containers, small sheet of acetate, paint, round oatmeal box, milk carton or cheese box, typewriter spools, wire, thread spool, pencil, rubber tubing, assorted spools, buttons, old dials, faucet spray, sink strainer, etc.

**Directions:**

1. Find a grocery carton about 13" high that fits comfortably over your head.
2. Remove end flaps and cut out a rounded V-section to fit over shoulders. At eye level in the front, cut a long window for visibility.
3. Paint the carton; also paint a large oatmeal box (oxygen tank) and a milk carton or 2- pound cheese box (communications box).
4. Glue or wire the boxes to top of carton.
5. Wire typewriter spools at sides for earphones.
6. Run electrical wire from earphones to communications box, coiling excess at sides.
7. Coil additional wire and attach to spool and pencil for antenna.
8. Use rubber tubing or plastic clothesline for tubing into oxygen tank.
9. At front, glue or wire on spools, buttons, buckles or old dials.
10. A faucet spray or sink strainer makes a good microphone at center.
11. At ends of front opening, cut slots so lids from pint ice cream containers will fit snugly.
12. Slide a piece of acetate such as used on display boxes, inside curve of lids and fasten securely.

## CONTROL PANEL

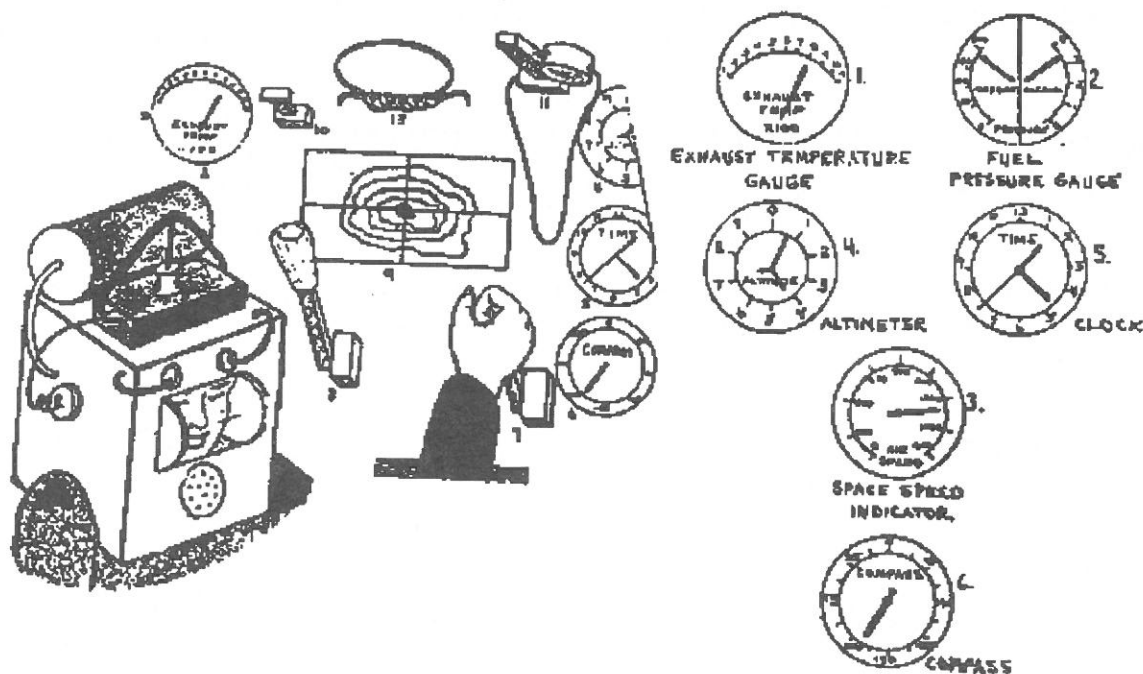
### Materials Needed:

Large sheet of cardboard, construction paper, paint, red tape, bicycle grips, several 1" X 1" sticks, nails, tin cans, hooks, wire, string, coat hanger.

### Directions:

1. Set up your panel on a card table or nail instruments to a large board.
- 1-6. Copy dials as shown.
- 7 & 8. For engine throttle (7) and control stick (8), nail a small stick 12" long to a block of wood. Add bicycle grips for handles.
9. Radarscope consists of piece of paper marked, as shown, with red tape for cross lines.
10. For rocket release, make a T-shaped stick and nail to panel.
11. The intercom phone is a small tin can with hook screwed into one side. Attach bell wire or string. Hang hook over nail at top of stand.
12. For the loop antenna, bend a wire coat hanger into a circle. Shape coil antenna by wrapping wire around a cardboard roll.

With all these "fancy" gadgets to choose from, your astronauts can imagine themselves into space!





## SPACE HELMET #2 (Walkie-Talkie)

### Materials Needed:

Two boxes large enough to fit over your head and roomy enough to be comfortable, pencil and mat knife, six topless soup cans, top from a catsup bottle, glue and glue brush, hammer and nail, spray paint, paint; 40' of string, 2" wide masking tape.

### Directions:

1. Trim the flaps from the tops of the boxes and put a box over a friend's head. Have your friend point to his ears, mouth, and eyes. Mark these spots with a pencil.
2. Center the tin cans over the ear and mouth marks and draw around the cans with a pencil. Place the bottle top over each eye mark and draw around it.
3. Cut out the ear, mouth, and eye holes. Cut smaller circles in the discarded ear circles. These doughnut shapes will go over the eye holes.
4. With a hammer and nail, punch a hole in the center of four of the cans.
5. Thread a 20" piece of string through the ear and mouth cans as shown. Tie the string ends around a wooden match, a twig or a rolled piece of paper.
6. Cut a piece of masking tape to fit around a can. Cut slits in the tape then place the masking tape around the can as shown.
7. Push the cans into the box holes so that about a half-inch of each can is inside the box. Press the slit tape against the boxes as shown. Glue the doughnut shapes you made over the eye holes.
8. Wire the communication strings as shown. Now you are ready to communicate with your spaceship. When you speak over the walkie-talkie, be sure the string is stretched tight.



NOTE: You can paint your helmets if you like, but only after you have taped the cans to the boxes. Masking tape doesn't hold well on a painted surface.

## SALT CRYSTALS

### Materials Needed:

Charcoal briquette, salt, blueing, vinegar

### Directions:

1. Place charcoal in a container.
2. Add salt to cover both the charcoal and the bottom of the container.
3. Add a drop or two of liquid blueing to each briquette then slowly pour vinegar over the salt.

Place in a warm spot, and in a day or two crystals will begin to form. Vinegar may be added occasionally to keep it working if it gets too dry.

## May 1993 - Show Biz

### Make a TV Show

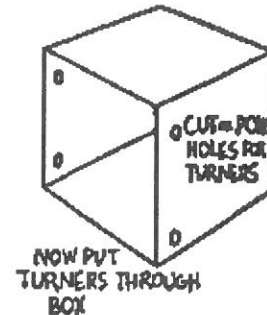
#### TV SET

##### Materials Needed:

Big cardboard box; Large dowels/broom stick handle; Assorted dials; Paint

##### Directions

1. Use a big cardboard box for the cabinet and two dowels, broomstick pieces or cardboard rolls for turners. If you want give your presentation a special flair, make a frame of construction paper to fit over the edges of the TV screen.
2. You can add antennae and dials, and paint the set. Or you can make a "dummy TV" from a shoe box and plastic straws.



#### TV PROGRAM

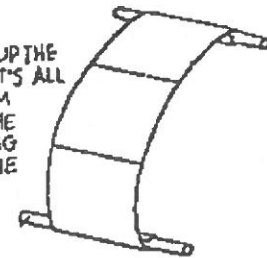
##### Materials Needed:

Butcher paper; Paint/markers etc.

##### Directions

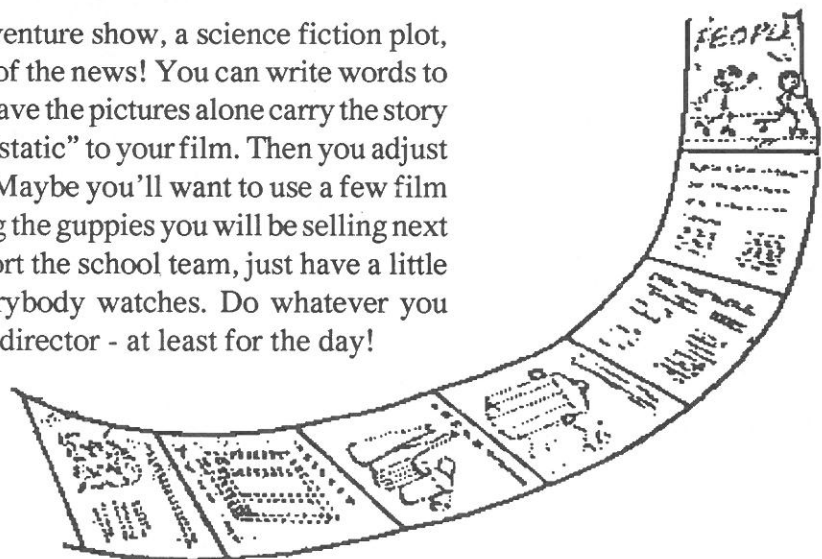
1. Tape sheets of paper together end to end or use fan-fold computer paper to form a long sheet of "film."
2. Leave some paper blank at the beginning and end of the film.
3. Mark frames the size of the TV screen all along the film.

ROLL UP THE FILM SO IT'S ALL ON THE BOTTOM TURNER. TURN THE TOP TURNER TO BRING THE FILM UP FROM THE BOTTOM TURNER.



Now the fun begins! Fill on each frame of the film to make your show. Start with the name of the program and credits to the writer, producer, and artist. Then fill in the rest of the frames with pictures of the action of the story. When the program is all drawn, tape the blank edge at the beginning of the film to the top turner. Tape the blank edge at the end to the bottom turner.

You can make an action-packed adventure show, a science fiction plot, a situation comedy, even your view of the news! You can write words to be read with each frame, or you can have the pictures alone carry the story along. You can add some frames of "static" to your film. Then you adjust the antenna and the picture returns. Maybe you'll want to use a few film frames for a commercial - advertising the guppies you will be selling next week, encouraging viewers to support the school team, just have a little fun with the real commercials everybody watches. Do whatever you want! You see, you're the program director - at least for the day!



## June 1993 - Bird Watchers

### PINE CONE SWAN

#### Materials Needed:

- 1 small pine cone
- 1 medium pine cone
- white spray paint
- white pipe cleaner
- 3" plastic lid
- white and black construction paper



#### Directions:

1. Spray paint a small and a medium sized pine cone white.
2. Use a white pipe cleaner, bent in a graceful arch, for the swan's neck. Cut wings from white paper and eyes from black paper. Glue in place.
3. To keep the swan upright, secure it with wire or string to a base made from a 3" plastic lid.

### BIRD IN A NEST

#### Materials Needed:

- 1 large pine cone
- 1 medium pine cone
- 1 small pine cone
- Felt
- Twig
- Glue



#### Directions:

1. Cut a large pine cone in half and use the bottom half as the nest.
2. Lay a medium size pine cone on its side and glue it to the nest.
3. The head is a small cone.
4. Cut wings, tail, eyes, and beak from felt and glue in place.
5. Add a twig and listen to him sing.

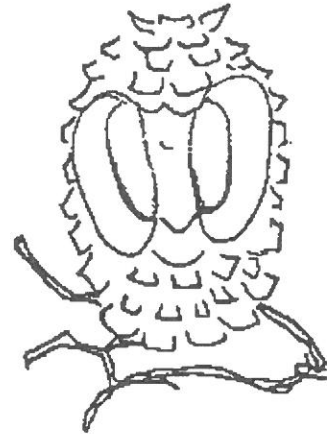
## PINE CONE OWL

### Materials Needed:

Medium size pine cone; Felt; Twig; Glue

### Directions:

1. Turn the small end of the pine cone down. Cut out a beak and big eyes from felt.
2. Glue in place.
3. Perch the owl on a branched twig to set on a table.



## GELATIN WORMS:

### Materials Needed:

3 cups water, 1/2 cup of sugar, 2 large flavored gelatin, 5 pks plain gelatin

### Directions:

1. Combine 3 cup water, flavored gelatin, and sugar.
2. Bring mixture to boil, stirring constantly.
3. Remove from heat and cool 15 minutes.
4. Stir plain gelatin unto 2 1/2 cups water (warm) until dissolved.
5. Add the 2 mixtures and stir, pour into large shallow pans and refrigerate until set.
6. Cut into strips for worms.

## SPRING BIRDS

### Materials Needed:

Plastic-foam packing "worms", squirt bottle of liquid detergent, small jar lid, paint, wire, colored construction paper; glue

### Directions:

1. For each bird you will need one plastic-foam packing "worm" painted a bright color.
2. Cut beaks, eyes and wings from colored paper and glue in place.
3. Cut thin wire 8" long. Dip an end of each wire in glue and poke it into the bottom of one of the birds.
4. To make the base, glue the top of the squirt bottle of liquid detergent to the small jar lid.
5. Paint the base.
6. Open the squirt top & poke the ends of the wires with the birds on them inside the cap.
7. Close the cap and secure with a dab of glue on the top.
8. When the glue has dries arrange the birds by bending the wires.



## HOW TO MAKE A BIRD CALL

### Materials Needed:

Block of wood

Screw eye

Rosin powder

### Directions:

1. Take a piece of close-grained hardwood, such as rock maple or mountain ash, about two inches long.
2. Drill a hole slightly smaller than the screw eye threads, in the end of the block, and turn the screw eye into it.
3. Unscrew the eye, put a little rosin powder in the hole.

As you twist the screw eye back and forth in the hole, very slowly, you can make a chirp-chirp or trill in loud, clear notes. With practice, this simple device will produce an astounding variety of bird noises. If you wish, paint or decorate the bird call with marking pen designs or your initials.



### Materials Needed:

Wooden Clothespin

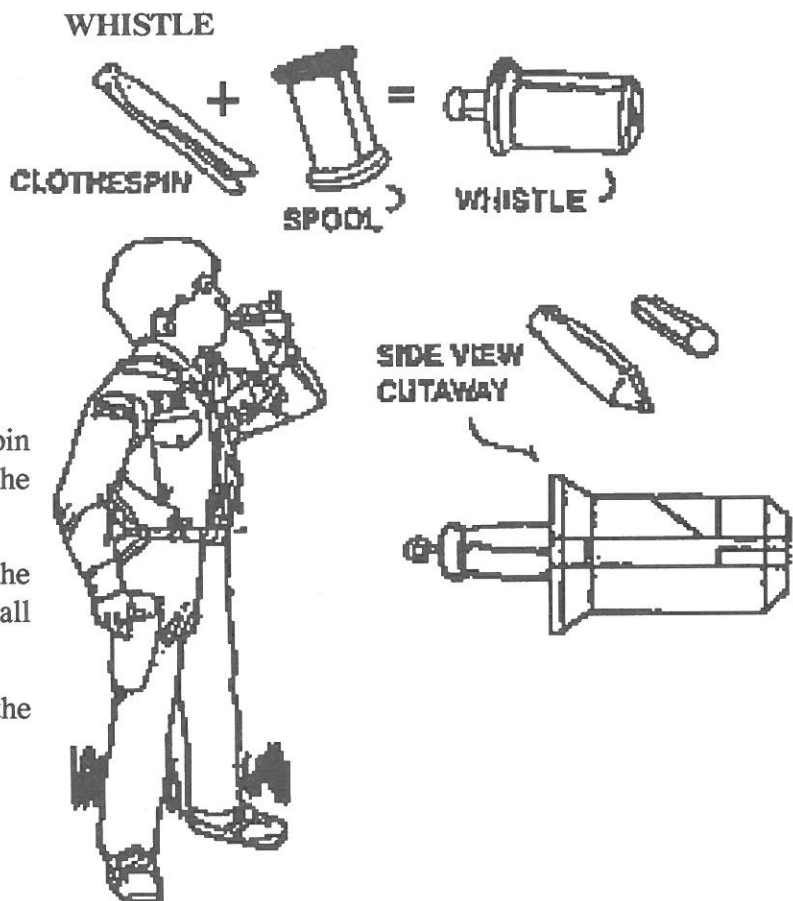
2 " wooden thread spool

1/4" wooden dowel

Knife

### Directions:

1. Cut the fork off the wooden clothespin and whittle it to fit into one end of the wooden spool with one flange cut off.
2. In the flangeless end of the spool, fit the slightly flattened dowel, leaving a small gap for air to pass.
3. Now whittle a notch in the cylinder of the spool.



## OWL RECIPE HOLDER

### Materials Needed:

Wooden clothespin with spring

Small piece of 1/4" plywood

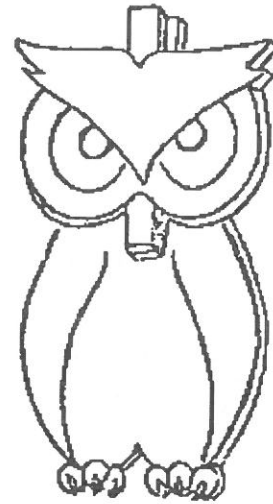
Marking pen, india ink, or tempera paint

Nails

Screwdriver

### Directions:

1. Cut the head and the body from 1/4 inch plywood. The outlines should be outlined with a dark pen, or India ink or tempera paint.
2. Separate the wooden clothespin into its two halves.



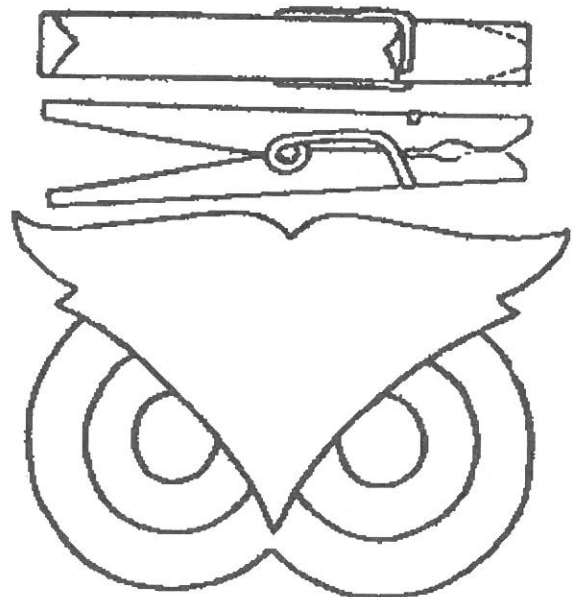
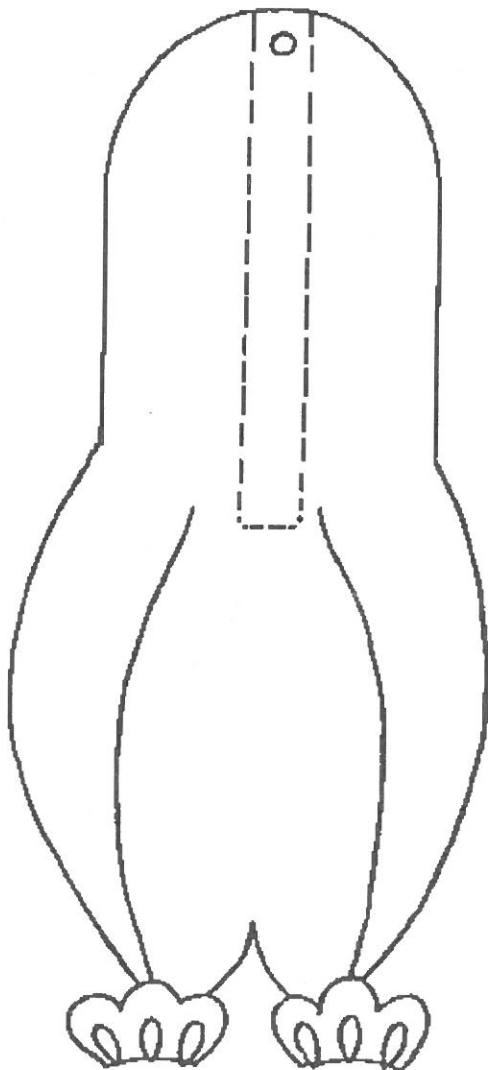
3. Nail the half which retains the spring, to the body of the owl where indicated by the dotted line.

4. With the clothespin in position, a hole should be drilled in the top of this piece to permit the recipe holder to be hung on the wall.

5. The remaining half of the clothespin is nailed to the back of the head piece so that the top of the clothespin is approximately even with the top of the owl's head.

The spring is then held open by thrusting a sharp screwdriver beneath one arm, and the clothespin is reassembled.

The beak of the owl can now hold your favorite recipes or a message.

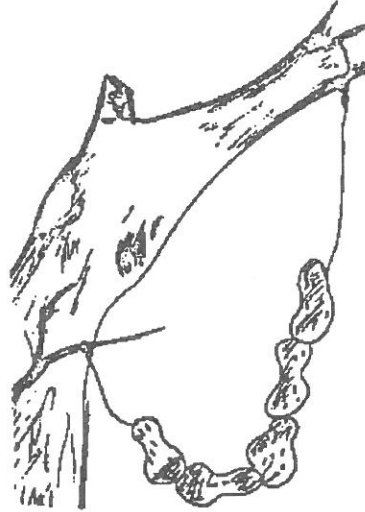




Birds establish firm winter feeding territories. No matter how hungry, they let territorial considerations keep them within a certain area. Before deciding to feed the birds this winter, remember that they must be fed without interruption until spring. So, when setting out that first bird feeder, it's like promising the birds, "I will set food for you here all winter long." Be sure to mean it.

### SIMPLE BIRD FEEDERS

1. String together peanuts in their shells. Tie to tree limb.
2. Cover a pine cone with peanut butter. Then roll it in bird seed. With string, hang the pine cone from the branch of a tree.



### HUMMINGBIRD FEEDER:

#### Materials Needed:

- Small plastic pill bottle with cap
- Sugar water with red food coloring
- Foam egg carton
- Wire

#### Directions:

1. For this tiny feeder, use the small plastic pill bottle with its plastic cap. With a heated needle, punch a tiny hole near edge of cap.
2. Fill bottle with sugar water, tinted with red coloring.
3. Cut a flower from the egg cup of a colorful foam egg carton.
4. Cut the sides of the cup into petals and cut an opening in the bottom large enough to fit the pill bottle.
5. Slide the bottle halfway through the opening.
6. To hang the feeder, wrap wires around the bottle above and below the flower. Hang the bottle sideways, with the hole end tipped slightly downward. The hole is at the bottom of the feeder.



### SUNFLOWER SEED OWL



**Materials Needed:**

Cardboard, pop top ring for hanger, large plastic movable eyes, twig, stick, sunflower seeds, glue

**Directions:**

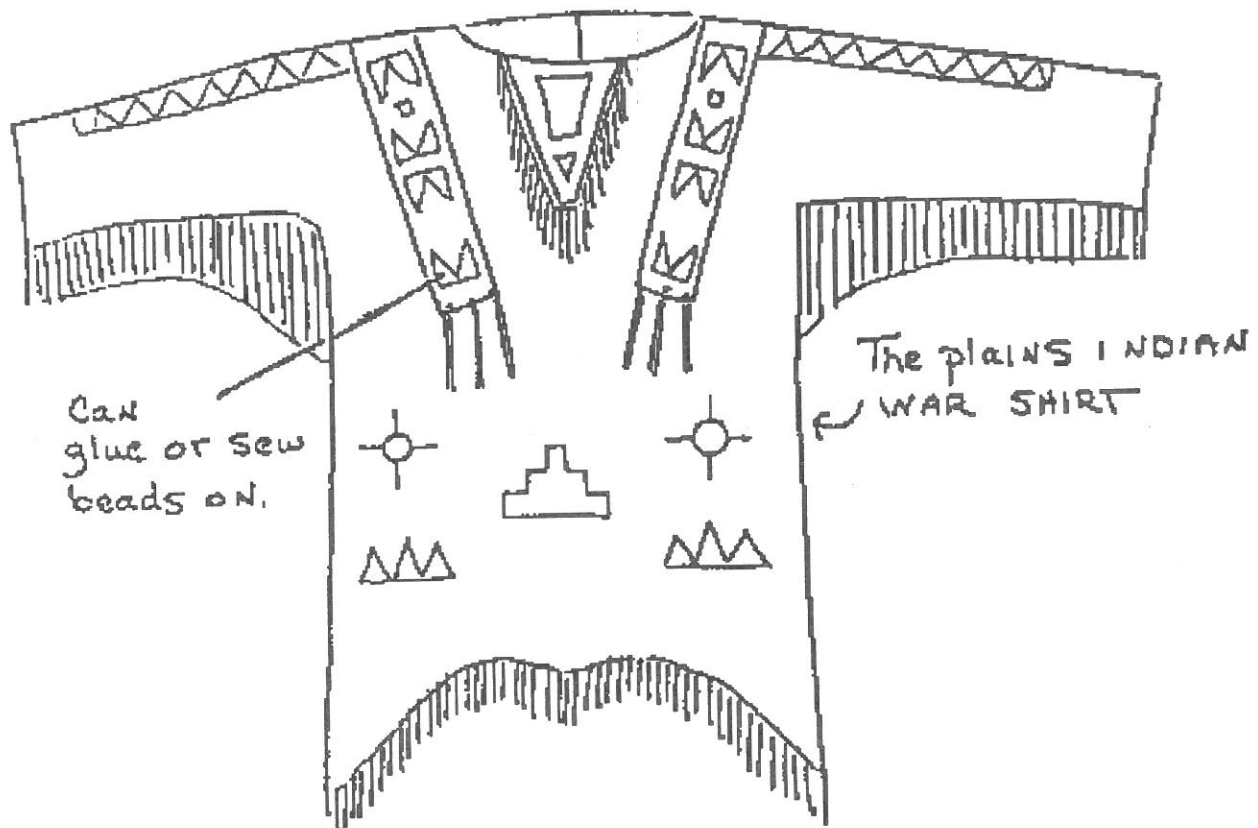
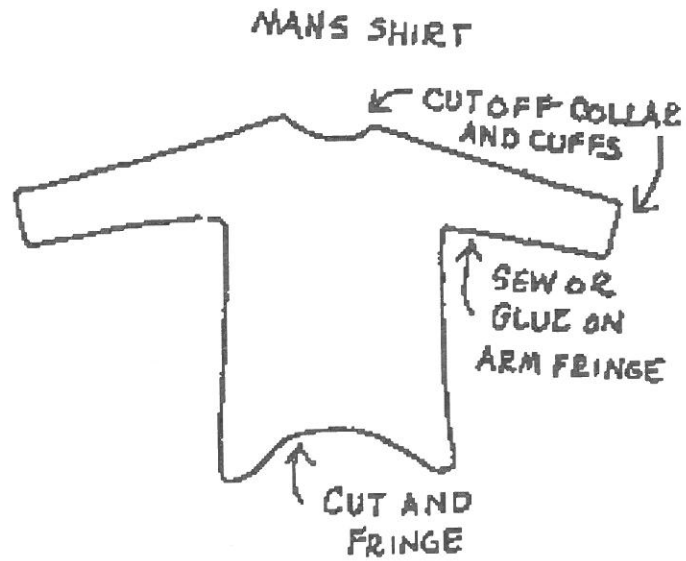
1. Draw the owl on cardboard.
2. Outline owl with sunflower seeds that are lying flat and glue.
3. Glue flat seeds on chest.
4. Glue a circle of sunflower seeds for each eye.
5. Glue on plastic eyes.
6. Fill in head and tail with sunflower seeds that are standing on end.
7. Glue on twig for nose and stick for a perch. When finished it can be varnished if desired.

July 1993 - Wild West

Wild West Props

WAR SHIRTS

Most Native Americans wore some sort of shirt made from soft buckskin. You can use an old, man's shirt as the base for your Indian shirt, and add fringe and designs. Some of the Native Americans decorated with horsehair. Others with beads or strips of animal skin. Wear the shirt backwards, so front will be decorated. The shirt is worn with leggings and breechcloth.

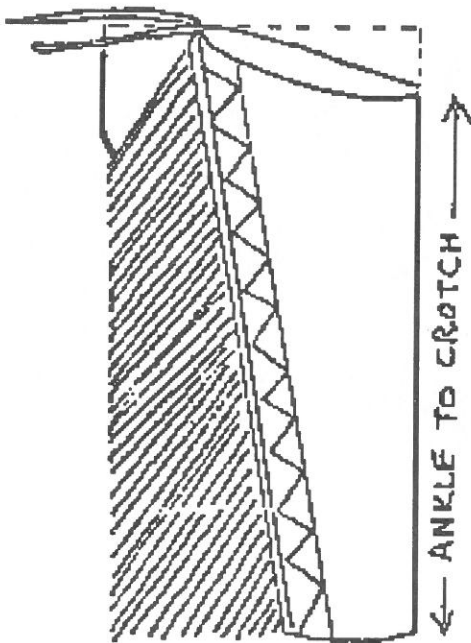
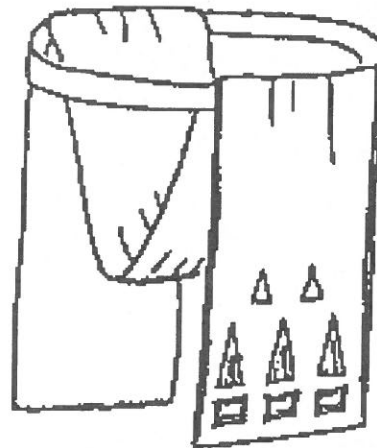


NOTE: Heavy outing flannel makes a good imitation buckskin - so if you can locate a man's old flannel shirt, you're in business.

Fringe can be cut from scrap flannel and glued on. Designs can be drawn on with magic marker or crayon.

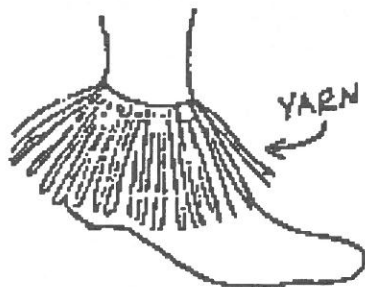
### BREECHCLOTHS

Native American clothing was made from the hide of various animals. Like most Native American clothing, breechcloths were different in various parts of the country. Beige is the authentic color. This breechcloth can be made from any type fabric. Decorations were usually on the front only - these can be painted on with tempera or magic markers. This breechcloth is worn over a belt at the front and back (as illustrated). Cut approximately 1' x 5'. These were usually not fringed.



### ANKLETS

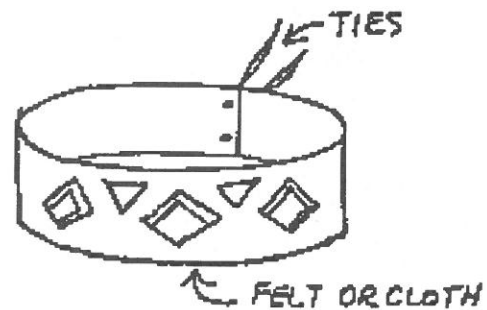
Anklets can be made from strips of imitation leather or brightly colored cloth 2" to 3" wide and long enough to tie around the ankle. They may be decorated with paint and yarn. Fringed anklets can be made from colored yarn cut in 8" lengths and fastened to an anklet.

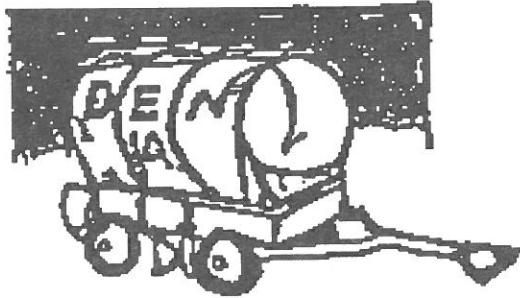


### LEGGINGS

A popular type of legging was made from buckskin or other leather, then fringed and beaded. Most leggings were worn with breechcloths. They were convenient, saved time, and looked good. These can be cut from heavy cotton cloths, canvas, or other similar fabric. They can be beige to look like buckskin or black or dark blue. A finishing touch to the leggings is an ornamental strip down the side of each. These strips, which can be painted on, range from 1" to 2 1/2" wide.

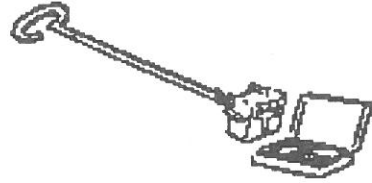
NOTE: Breechcloth and leggings can also be made from brown wrapping paper or paper sacks. Crumple and decorate.





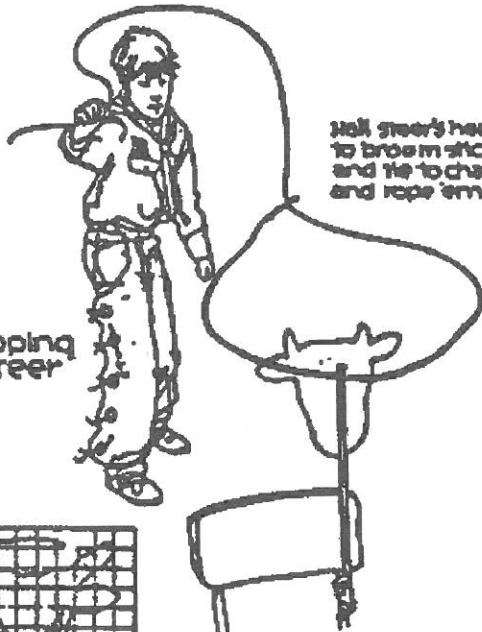
### CHUCK WAGON

Make a rough wooden frame to fit inside a coaster wagon. Drill holes in this frame to fit the 6-foot loops of wire that support the top. Cover loops with an old sheet and paint den number on side.



### BRANDING IRON

Cut design into small block of balsa or soft pine. The handle is a coat hanger wire attached to the block by drilling holes in its side. Use a rubber stamp ink pad.



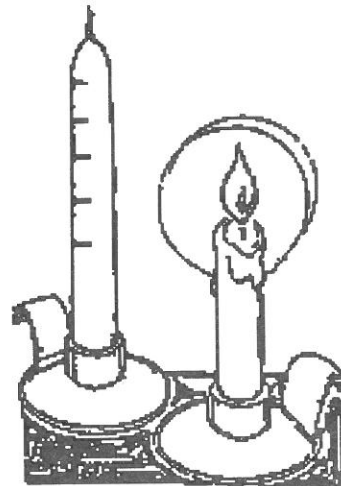
Roll steer's head to broom stick and tie to chair, and rope 'em!

Roping a steer

Cut steer's head from plywood - squares could be 1"x1".

### STEER'S HEAD

Enlarge pattern by the grid method as explained on page 3-5 of the *Cub Scout Leader How-To Book*. Trace pattern on sheet of 1/4" plywood and cut out with coping saw. Decorate as desired.



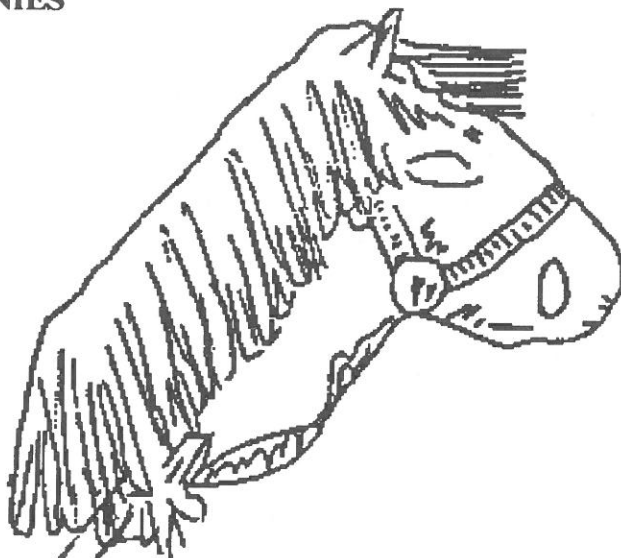
### CANDLE CLOCK

The pioneer's clock was often a candle marked to show passing of hours. To make one, you need two fat candles of the same size. Light one. As it burns, mark the other candle at intervals of one hour.

PONIES

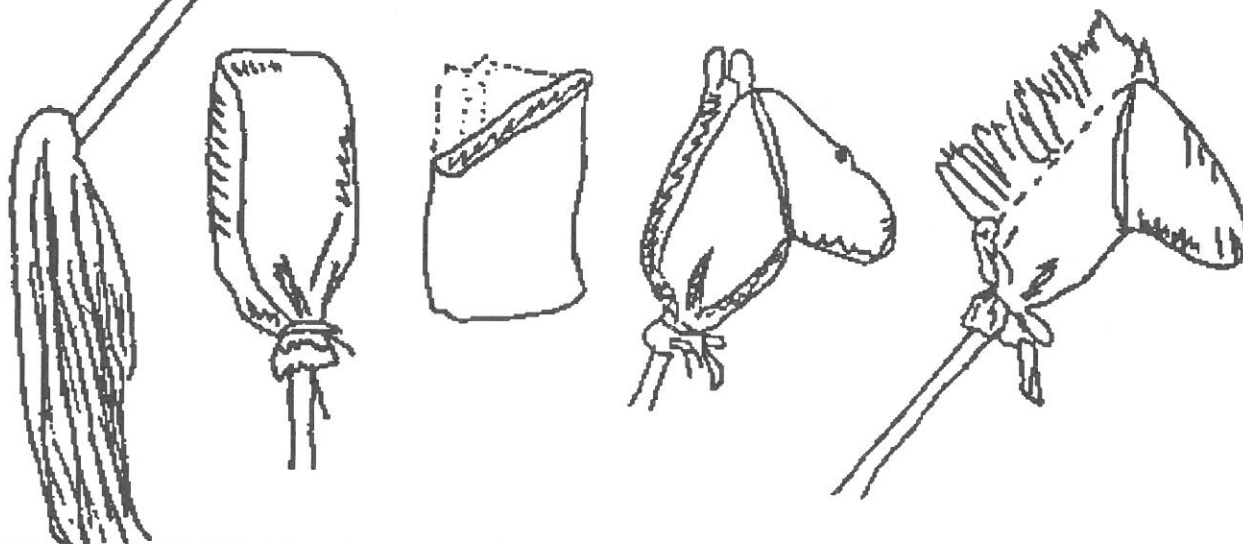
Materials Needed:

- 2 paper bags
- 2 rubber bands
- 10" strip of brown crepe paper cut across the fold
- 1 1/2 yards of black crepe streamer
- 2 large gold notarial seals
- 4" square of pink and black gummed crepe paper
- Short piece of string
- Bit of masking tape
- Stapler



Directions:

1. Horse Head: Slip one of the paper bags over the "business end" of a broom and gather together at the base of the handle with short piece of string. Slit the other bag half way down one side of fold under in a curve to the top of the opposite edge to make a jaw line. Slip over the first bag at an angle to form the head. Slit the top (uncut) side of the head bag about 6" and gather each side into an elastic band to form the ears. Staple head bag to neck bag at the base of the ears which you will trim to their proper shape. Push in the bottom of the head bag slightly like the blunt nose of a horse. Cut eyes from black gummed crepe paper, nostrils from pink and stick in place. Add a bridle made of the black streamer folded in half lengthwise and decorate with Gold Notarial seals.
2. Mane: Cut off a 48" length of the brown crepe and fold it into thirds, lengthwise. Slash a coarse fringe along one edge. Cutting with the grain to within 1" of the opposite edge. Staple the uncut edge into the pleat of the bag that forms the neck. Pull a few strands forward between the ears and staple to hold.
3. Tail: Fold the remaining brown crepe to make a piece 16" long. Fold over several times to within 1" of the edge and slash a coarse fringe. Shake out the "tail" and wind it around the broom handle.





## August 1993 - Campfire Yarns

### CAMPFIRE YARN ACTION PLAQUES

Who's your favorite character from a campfire yarn - Pecos Bill, riding the cyclone? Johnny Appleseed? Mike Fink? Put him on an action plaque and watch him go!

#### Materials Needed:

- Corrugated cardboard for a background
- Light weight cardboard
- Wire spiral, 1" long (such as from a spiral notebook)
- Picture hanger

#### Directions:

1. Cover the edges of the background with tape; then paint the background to look like a scene.
2. Draw or trace a picture of your favorite "Campfire Yarn" character on light weight cardboard; color him and cut him out. (The character can be somewhat larger than the background.)



3. To attach the character to the backing, tape one end of the wire spiral to the background, and tape the other end of the spiral to the back of the figure.

4. Paint the tape on the background end of the spiral so that it blends in with the scene.

5. Add a hanger on the back of the plaque, and watch the Cubs watch the fun!

## BIG FOOT TRACKS

Bigfoot, or Sasquatch, is the American creature which has been reported most often seen in the mountains of California, Oregon, and Washington. Hundreds of people have reported seeing him or his footprints. It has not been proven that a Bigfoot exists.

### Materials Needed:

Dirt or sand area

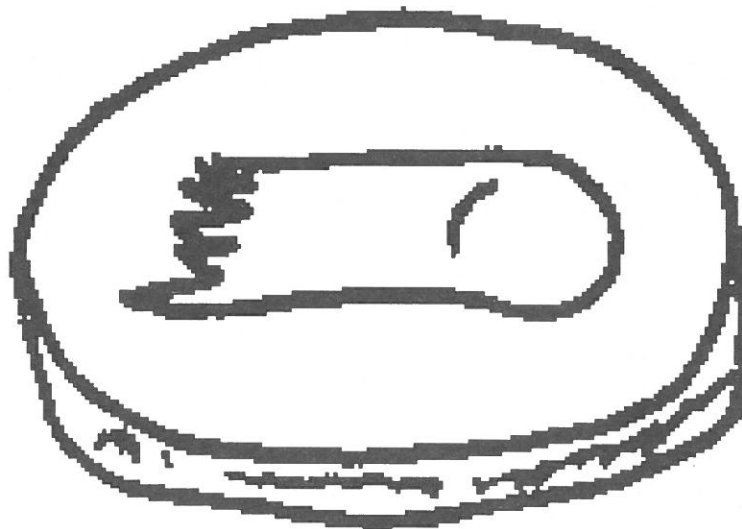
Long paper strips

Plenty of Plaster of Paris

Sticks or other small digging tools

### Directions:

1. Have the Cubs make some convincing footprints. The actual footprints which have been found are 16" long and 6" wide!
2. When the Cubs have all completed their footprints, enclose them with the paper strips.
3. The paper holds the plaster and makes the cast stronger. Mix the plaster and pour quickly into molds. While waiting for the tracks to dry, maybe a story can be read about these creatures. Or perhaps a short story can be written by each Cub about the time he ran into Bigfoot!
4. Gently pry the cast up. Brush remaining dirt from the print.



## September 1993 - American Folklore

### Folklore Duds

Cubs like to dress up almost anytime. These folklore costumes are—terrific! They're made from boxes, bags and old sheets. They're so easy to make that anyone can do it!

#### JOHNNY APPLESEED

This gentle, friendly little man dreamed of filling the whole country with apples, so there must be apples and apple seeds somewhere on your costume. Wash a burlap flour sack and make openings in it for head and arms. (A paper, not plastic, garment bag will serve the same purpose.) Cut off sack just above the knees. Glue actual or paper seeds to the bag, particularly around neck, arms and hem. Glue cutouts of red apples to a belt. Make a paper cap. Wear blue jeans and walk barefoot. Carry a sack filled with crumpled newspapers and the words "apple seeds" written across it in large crayoned letters.



#### RIP VAN WINKLE

Because this fellow slept twenty years, his clothes fell into rags and he grew a long white beard. Wear torn pants and a ragged jacket. Use fringed white crepe paper, yarn, or cotton for beard and mustache. Glue to a piece of string and tie around head. Draw age lines on your face with eyebrow pencil or chalk. Wear dad's old felt hat and a pair of sandals. Carry a crooked tree branch.

## PAUL BUNYAN

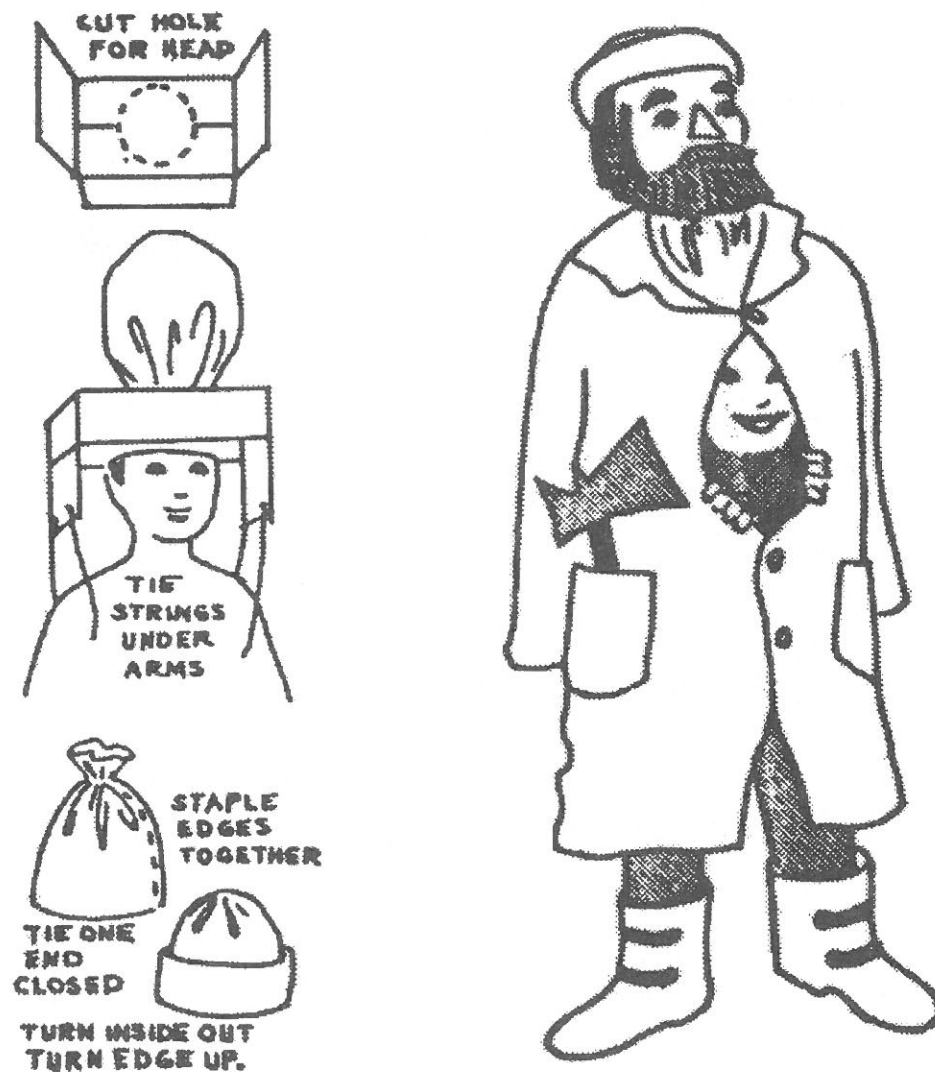
Since this fabulously strong character towered head and shoulders above everyone else, your costume should make you look like a giant!

**Shoulders:** Tape the two long flaps of a cardboard box closed. Make a hole in the closed flaps large enough to fit on your head without slipping down over your ears. Rest the two loose flaps on your shoulders. Tie them under your arms with string. Cut a 4" opening in the top of the box for a head.

**Head:** The head may be a large styrofoam ball, a large balloon, or a paper bag or pillow case stuffed with newspaper. Add paper features. Glue fringed strips of black crepe paper to face for beard, mustache, and eyebrows.

**Hat:** Cut a strip of dark blue crepe paper about 9" X 24". Staple the two short sides together. Gather one edge and tie with string. Turn cap inside out, turn up other edge and glue to head.

Drape a man's overcoat over the cardboard shoulders and button, leaving an opening for you to see through. Use crepe paper or a scarf at neck to hide any visible part of the box.



## JOHNNY APPLESEED APPLE-HEAD DOLL

### Materials needed:

Small peeled apple

Brown bag

Dark cupboard

Chenille sticks

Black beads (for eyes)

Material scraps

### Directions:

1. Peeling of the apple should be done at home at least three weeks before making dolls in the Den meeting.
2. Have Cubs carve out a nose, make small holes for eye sockets and carve a smiling face.
3. The head should then be placed in a brown paper bag.
4. Put it in a dark cupboard for at least three weeks.
5. If someone in the Den or Pack has a dehydrator or even a conventional oven, it can be used to speed up the process of drying!
6. Use three chenille sticks for each body and two black beads for eyes. See diagram.
7. Pre-cut and sewn clothes are sometimes easier for younger Cubs. Older Cubs can cut and sew or glue clothes together. You can stuff the body or leave it as a stick body.

Apple dolls are more for show than play. They can be used in a diorama or as part of a puppet show.



## American Folklore Puppets

And now, we're proud to present - the "American Folklore" Players - legendary mixed-up puppets for fun or show-time. The four heroes of American folklore represented here are Paul Bunyan (lumberjack), Davy Crockett (frontiersman), Johnny Appleseed (tree planter), and Mike Fink (boatman). All mixed up, it's hard to tell who's who. Made from cardboard rolls, the puppets move up and down, opening and closing their mouths. Each puppet is half one character and half another. The last name determines the costume of the puppet and the first name, the hat or accessory.

### Materials Needed:

Cardboard rolls from kitchen wrap, paper clip, light cardboard, red construction paper, crepe paper, glue, markers, crayons, or tempera paint.

### Directions

All the puppet characters are made the same way, except for Mike Bunyan.

1. To make each puppet, use two cardboard rolls (one 9" long and one 14" long).

The 14" roll must slip easily inside the 9" roll. If necessary, slit the 14" roll lengthwise, overlapping and taping the edges to make it smaller.

2. To make the mouth of the puppet, cut an opening in the inner roll, 1/2" X 2", starting 2" from the top of the roll, as shown.

3. Cut a cardboard circle and glue it on to cover the top of the head.

4. To line the mouth, paint the inside of the inner tube behind the mouth opening (dotted line).

5. Slide the inner roll into the outer roll so that the bottom of the mouth opening is touching the top of the outer roll. Make a hole in the outer roll at the bottom of the slit and insert a paper clip.

6. Spread the prongs of the paper clip inside the inner roll. This will keep the roll from sliding too far as you operate the puppet.

7. The head of the puppet will extend down about 1/2" onto the outer roll. Paint the head.

8. Add features, painting the lower lip on the top of the outer roll.

9. Glue on yarn for hair.

10. Cut out cardboard feet, with tabs, and glue them to the outer roll, 5 1/2" from the top.

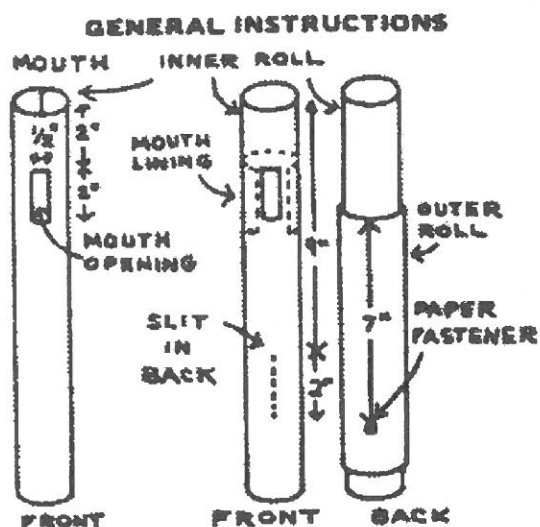
11. Paint the costume on the puppet as specified, or make it from crepe paper and glue it on.

12. Cut cardboard arms, with tabs at the ends for gluing.

13. Paint the arms, or add sleeves

14. Glue the arms in position about 3/4" below the top of the outer roll.

To operate the puppet, hold the outer roll below the feet, and move the inner roll up and down.





### PAUL CROCKETT

Give him a frontiersman's costume, with lacing down the front and fringed edges. Cut a cardboard ax and cover the blade with foil. For his knitted cap, use the toe of an old sock, rolling up the edge.

### DAVY APPLESEED

He wears an old sugar sack. To make his coonskin cap, cut a nut cup down to 1/2" high; invert it and tape it to fit around his head. Glue on a cardboard tail. Cover the cap and tail with fringed crepe paper to look like fur.

### JOHNNY FINK

Dress him in dungarees and a striped shirt. Draw an anchor tattoo on his arm. For his hat, invert a spray can cap; glue on a cardboard "pot handle" and cover all with foil. Place the hat on his head to complete his costume.

### MIKE BUNYAN

Use three cardboard cans from new fangled potato chips. Remove the top and bottom rims, and the inner lining from each.

To make the inner tube, stack two of the cans, tapping together tightly to hold. Then, slit the stacked cans lengthwise; overlap and tape the edges, so this tube will slide easily inside the third can.

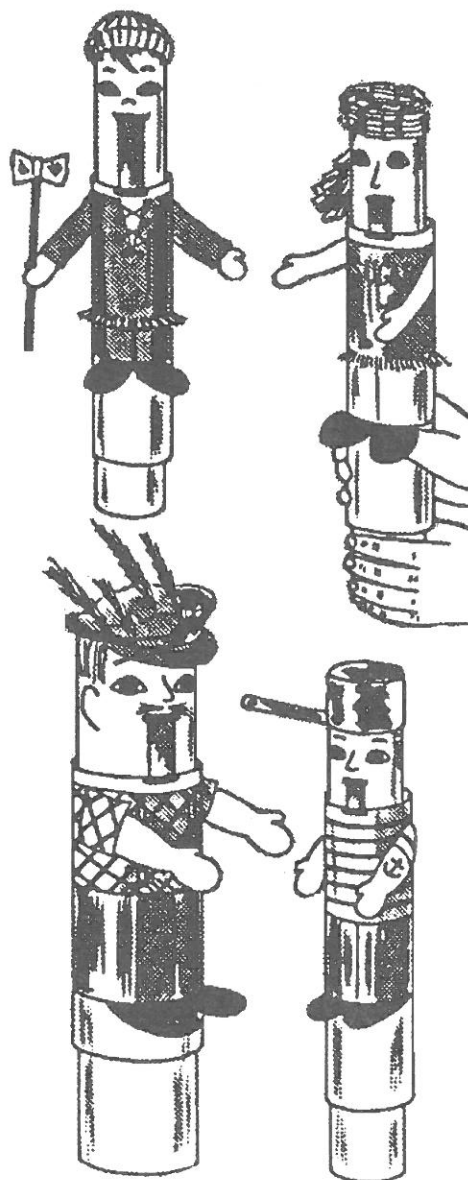
Cut the mouth opening as for the other puppets, except make it 1" x 3", and 3 1/2" from the top of the inner roll.

To operate the puppet, cut the slit in the inner roll 3" long, and 4" from the bottom. Add the paper clip 1 1/2" from the bottom of the outer roll. Finish as for the other puppets.

Add a logger's costume, with jeans, plaid shirt and suspenders. Draw on a jaunty mustache.

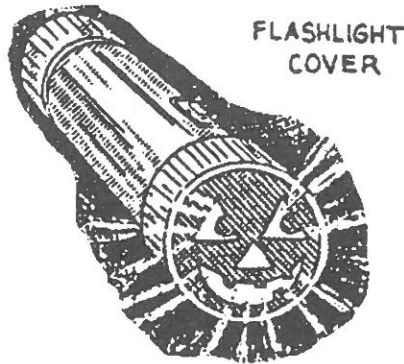
For his hat band, glue a strip of paper, 1/2" x 10", into a ring to circle the head loosely. For the crown, cut a 6" circle from crepe paper; gather the edge loosely with needle and thread and tape it inside the hat band.

Cut out and paint a cardboard visor; glue it to the cap. Add real or paper feathers.



October 1993 - Family Hobbies

FLASHLIGHT COVER

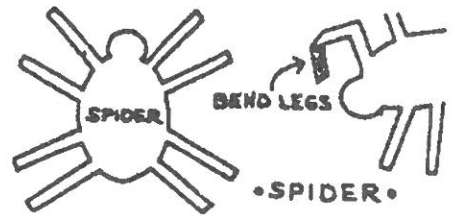


FLASHLIGHT COVER

Cut a circle of orange paper to fit lens in flashlight. Cut jack-o'lantern face in circle; place under lens.

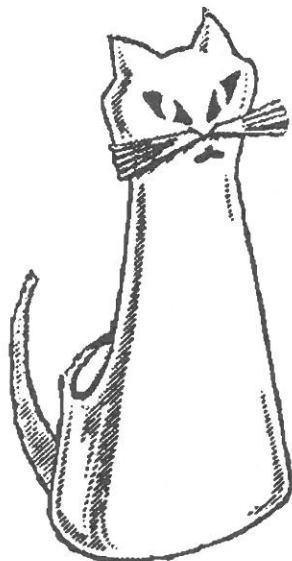
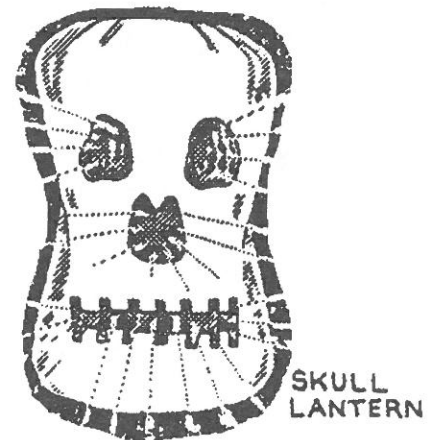
SPIDER

Remove top and bottom from a plastic bottle. Cut open from top to bottom and flatten. Draw on a spider, as shown, and cut out. Then bend legs twice, as pictured. Paint and add features. Add long thread to center of spider's back and hang.



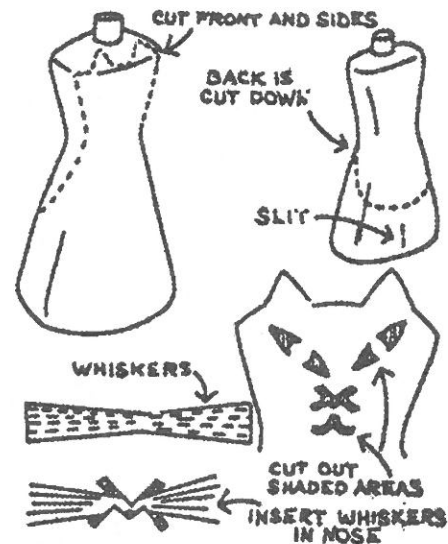
SKULL LANTERN

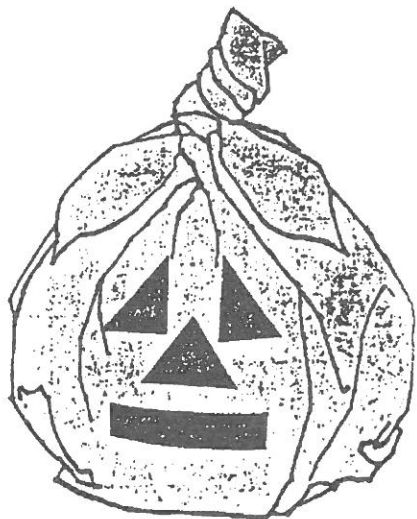
Remove top and handle of a gallon plastic bottle, as shown. (Handle side becomes back of skull.) Cut out the features of the skeleton with a sharp knife. To shape the top of the head, cut six evenly spaced flaps about 1 1/2" deep. Bend down the two flaps on each side first, then the front and back flaps, overlapping them and stapling in position. If light is desired, insert a Christmas tree light through a hole cut in the back where the handle was.



CAT CANDY DISH

Cut a plastic detergent bottle, as shown, leaving the back 3" high. With a sharp knife, cut out eyes, mouth and nose. Cut whiskers and tail from plastic. Cut slits to attach to body.





**PAPER-BAG JACK-O'-LANTERN**

Stuff a paper bag with paper. Twist and glue top in a stem shape. Using tempera, paint the stem green and the jack-o'-lantern orange. Cut features from black paper and leaves from green paper. Glue in place.

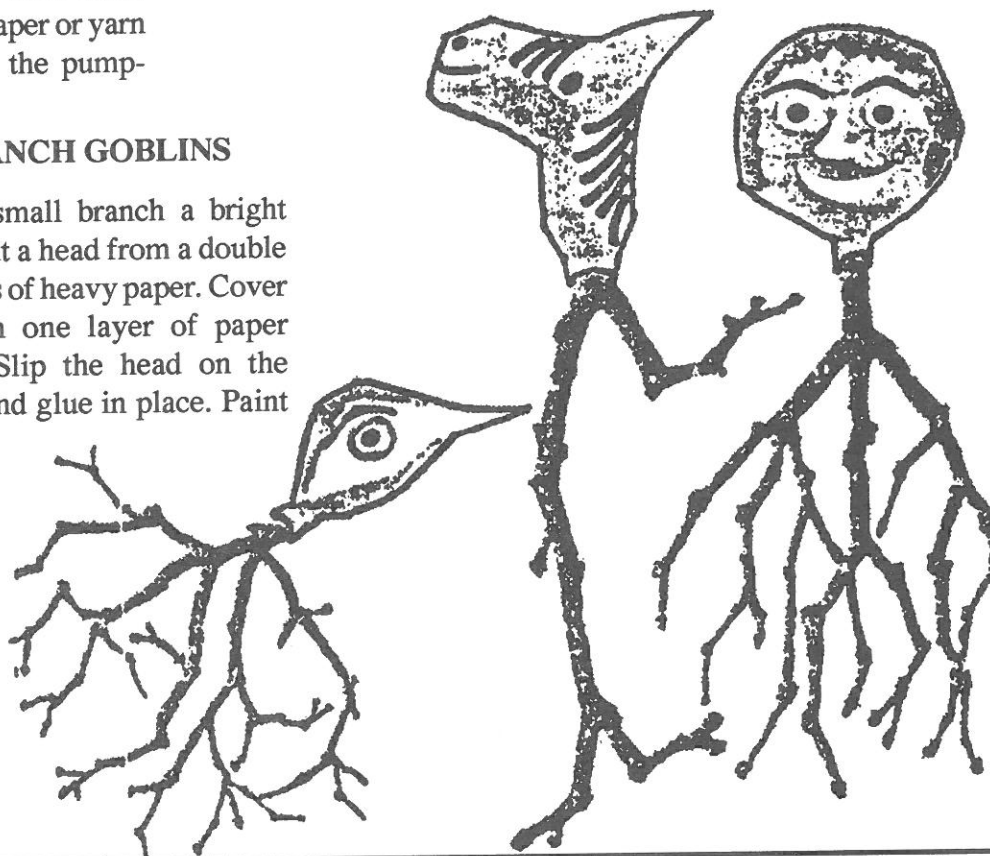
**PUMPKIN PLACE CARDS**

Paint a buckeye (horse chestnut) or any other large nut with orange tempera. Add a small piece of yarn for a stem. Make a face on the pumpkin with a black crayon, felt-tipped pen, or paint. Glue this to a small card. Add some shredded green paper or yarn for grass around the pumpkin.



**BRANCH GOBLINS**

Paint a small branch a bright color. Cut a head from a double thickness of heavy paper. Cover this with one layer of paper mache. Slip the head on the branch and glue in place. Paint the face.



## Halloween Witches

It's witching time again - here's an assortment for the Cubs to make. With this selection, they can make which witch they wish!

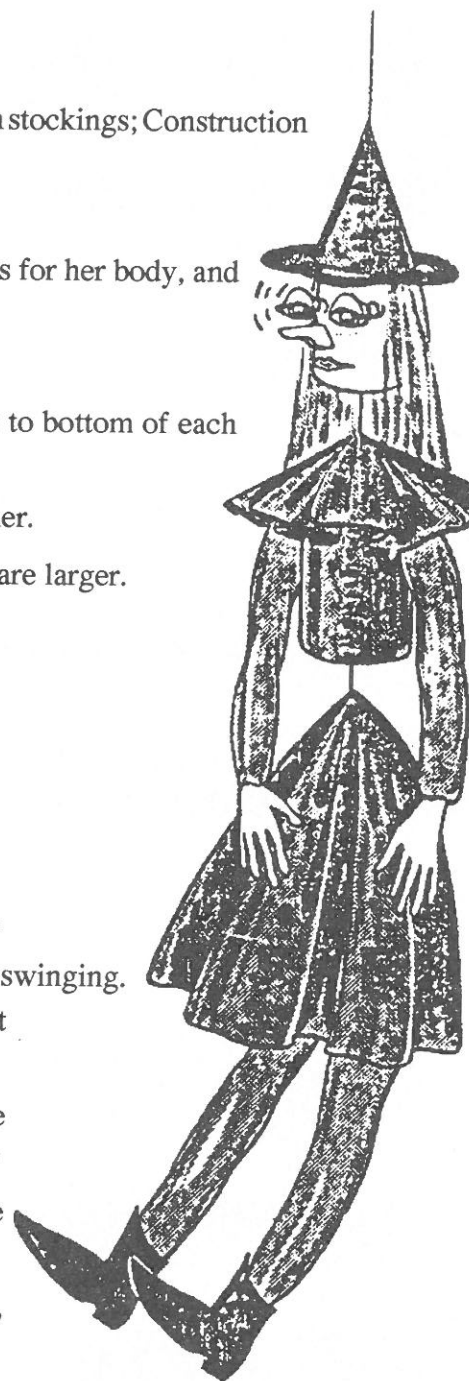
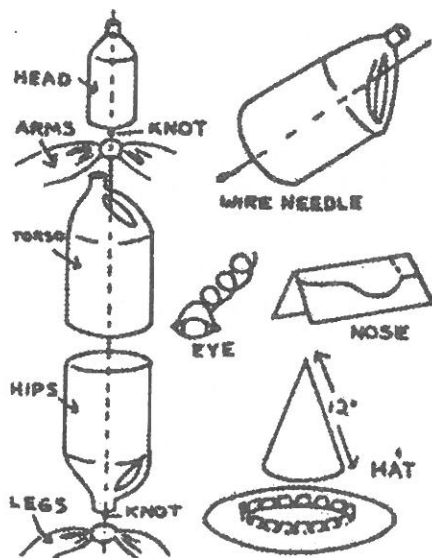
### HANG-APART WITCH

#### Materials Needed:

Two one gallon plastic bottles; One half-gallon bottle; Two nylon stockings; Construction paper or felt; Wire; String; Yarn; Paint; Markers; Glue

#### Directions:

1. This enchanting bewitcher is made with gallon plastic bottles for her body, and a half-gallon bottle for her head (leave the bottle caps on).
2. Paint the head and body.
3. With a heated needle, punch a hole through center from top to bottom of each bottle.
4. For each arm and leg, insert one nylon stocking inside another.
5. Stuff the arms and legs, stuffing the legs more fully so they are larger.
6. Knot the arms together; repeat with legs.
7. Cut hands from paper or felt and glue to arms.
8. Cut two boots for each foot; glue together around each leg.
9. Loop one end of a long wire for a needle.
10. Tie about six feet of string through the loop.
11. String the parts of the witch together, starting with the legs.
12. Leave space and tie a knot between all parts so witch is free swinging.
13. Leave string dangling at top.
14. Make paper eyes and glue them to coils of flexible wire
15. Insert other ends of wire into head.
16. Cut a paper nose, as shown, and glue tabs to head.
17. Give her a scowl or grin with a marker and add yarn hair.
18. Glue a cone-shaped paper crown to a circular brim, as shown.
19. Set hat on head; thread dangling string up through top and knot.
20. Dress her in a crepe paper collar and skirt.





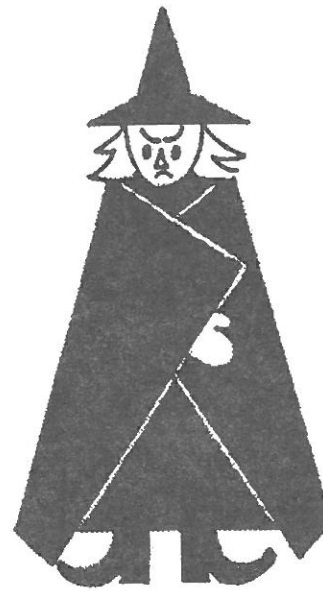
WITCHES-ON-A-STRING

### WITCHES-ON-A-STRING

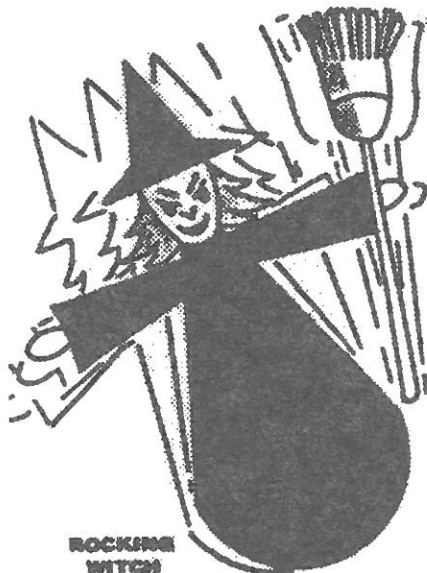
Fold a piece of paper in half three times. Draw half a witch along one folded edge extending her hand to the other folded edge, as shown on the next page. Cut out around the witch, leaving the end of the hand intact. Open out and you have a quick Halloween decoration.

### WITCH CARD.

On a sheet of colored paper, draw a rectangle, 5" x 6 1/2", for the witch's body, and add a head, hands and feet. Cut out around the witch. Glue a treat or write a message on her body. Fold her arms across her body, as shown on the next page, so that when her arms are opened out, the treat or message is visible.



WITCH CARD

ROCKING  
WITCH

### ROCKING WITCH

Using colored paper, draw and cut out a witch about 6" high, rounding the bottom of her skirt. Glue a slice of cardboard roll, about 1" wide, to the back of the skirt, as shown on the next page. Glue a marble inside the roll. With a gentle tap, she'll rock from side to side.

### WITCH FAVOR

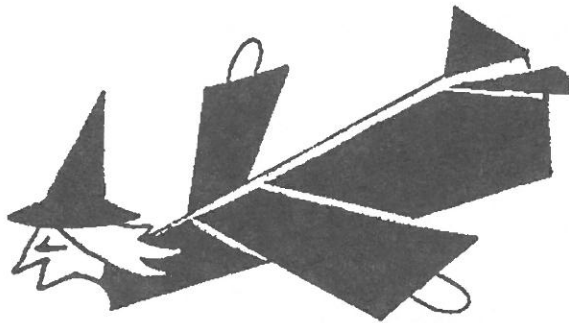
Use a nut cup for her kettle, painting flames around the bottom. Set the kettle on logs, made from strips of paper. Also from paper, cut out a witch about 3" tall and glue her to the nut cup. Glue a toothpick in her hand for a kettle stirrer.



WITCH FAVOR

### FLYING WITCH

Here's a witch airplane. To make her, fold a piece of paper in half and draw half a witch the length of the paper, as shown below. Cut out around the witch. Glue the head end together; fold out the arms and the end of her skirt. Draw on features and details and send her soaring into the night. Why not make a whole squadron of witches?



FLYING WITCH

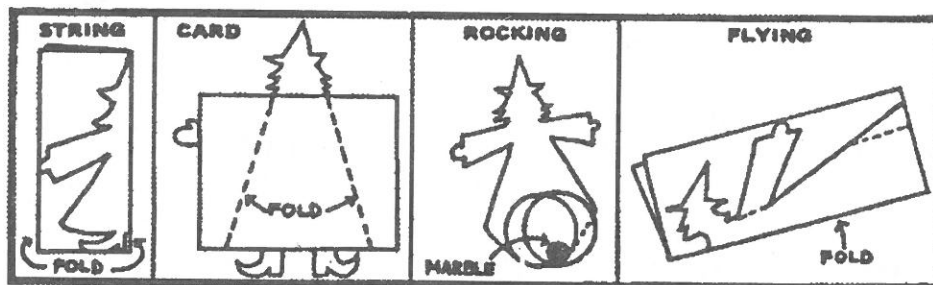
### APPLE WITCH

A round apple makes her generous body. From paper, cut a head with hat, arms with mitten hands, and boots. Draw her features. Glue the paper pieces to the end of toothpicks and then, insert the other ends into the apple body. Her broom is a toothpick with paper bristles glued to one hand. Make several witches for trick or treaters.



APPLE WITCH

### Witch Instructions





## November 1993 - Under the Big Top

## Balloon Circus Characters

These balloon sillies make up so quickly, you'll want to make them all for decorations or for give-away souvenirs at your circus!

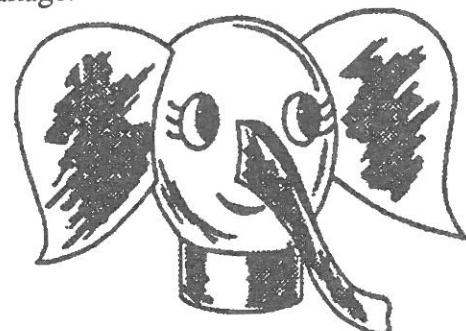
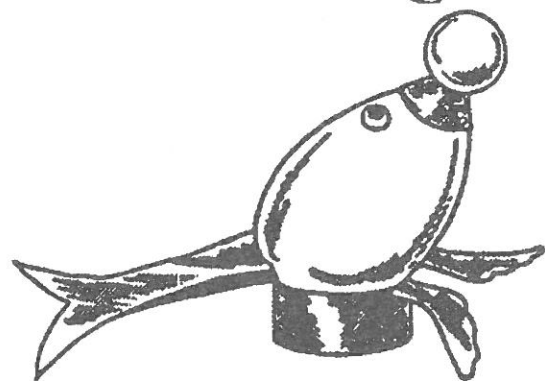
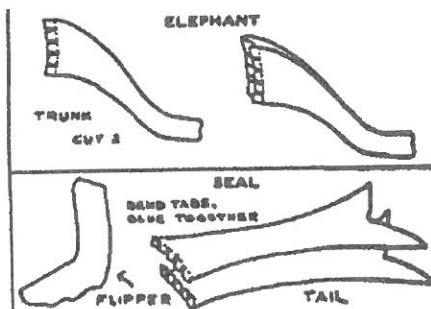
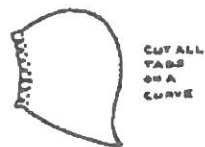
**Materials Needed:**

Round balloons; colored paper (12" x 18"); scissors; cellophane; white glue; markers; one 2 1/2" foam ball.

**Directions:**

1. For invisible taping, use tape rings to attach paper parts to the balloons.
2. To make a tape ring, cut a piece of tape, 1" long, and form into a tiny ring, as shown, with the sticky side out.
3. To attach each balloon to its base, place five tape rings around the inside top edge of the paper ring base. Press the balloon inside, with the neck of the balloon at the bottom.
4. When tabs are used to attach paper parts, cut the tabs on a curve, as shown, so that they will conform to the curved surface of the balloon.
5. Inflate balloons to about 3/4 size to decrease accidental breakage.

**ELEPHANT:** A balloon elephant starts off the collection of circus fun. Make a paper ring, 2" high, for the base. Tape balloon, neck down, in the ring. Cut paper eyes, with tabs, and tape to the head. Cut 2 trunks, with tabs, as shown. Bend tabs in opposite directions, and overlap; glue the tabs together as shown. glue ends of trunks together. Tape the tab end of the trunk to the elephant's face. Draw on a mouth with marker.

**GENERAL INSTRUCTIONS**

**SEAL:** Make a paper ring, 2" high for the base. Attach the balloon so that the neck of the balloon is up and at an angle, as pictured above. For the nose, cut a 3" paper circle; slit to the center and roll into a cone. Tape the nose over the neck of the balloon. To attach ball on nose, insert a pencil about 3/4" into a plastic foam ball, rotating pencil to make a cone-shaped hole. Place over the tip of nose, gluing to hold. Glue on paper eyes, and draw on a mouth. Cut front flippers with tabs, from colored paper; bend tabs and tape to body. Cut 2 tails with tabs; bend in opposite directions and glue together as for the elephant's trunk, overlapping the tabs. Glue the tips of the tails together. Tape the tab end of the tail to the body.



**RINGMASTER:** Make paper ring, 6 1/2" high, for body. Tape the balloon to the body, neck down. Cut paper hands and a bow tie; glue in place. Cut paper feet with tabs; glue the tabs to the inside bottom of the paper ring body. Hat brim - cut paper circle 6 1/2" wide. Crown-cut a strip of paper 5" x 14"; form into a ring, taping ends together. Tape the crown to brim and glue on a paper circle to cover the top of crown. Tape hat to head. Cut paper eyes and mustache; tape to head. Draw on hair, mouth and ears with felt markers. Draw lines on the body for coat sleeves.



## Other Circus Crafts

## THE GREATEST SHOW ON EARTH!

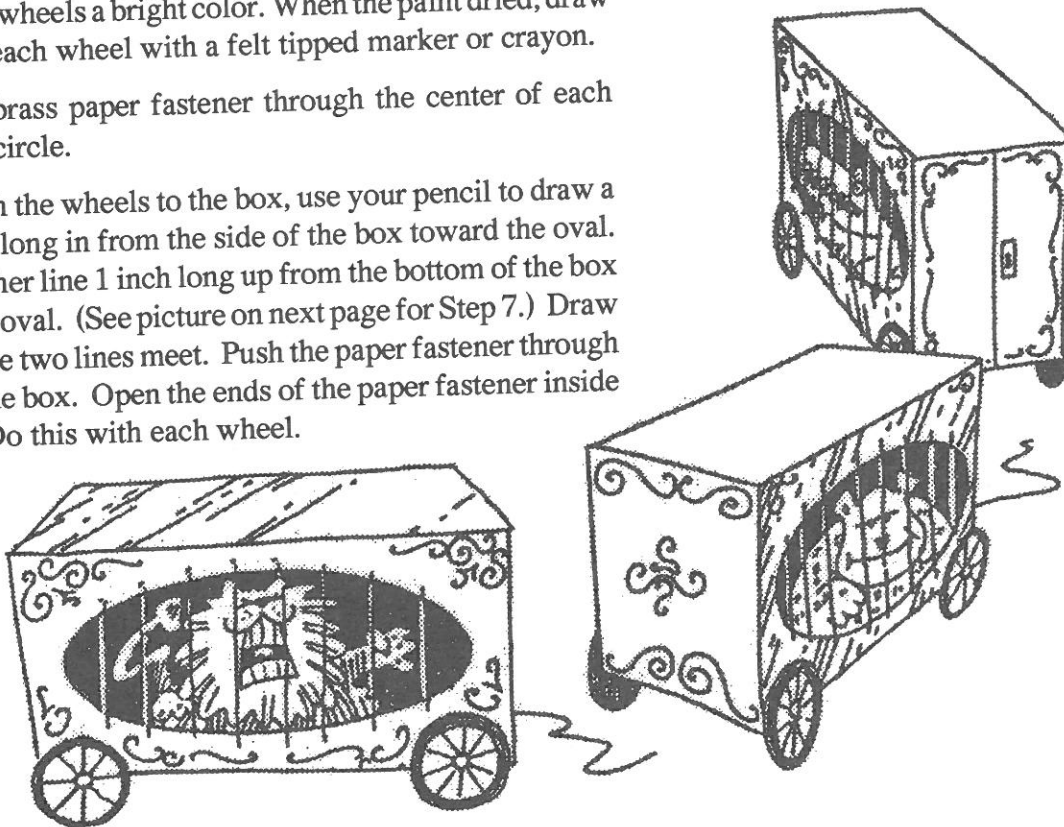
Step right up, ladies and gentlemen! This is your chance to see the one, the only, the greatest show on Earth! Hurry, hurry, hurry! Seating is limited!

**Materials Needed:**

3 lids from plastic cottage cheese or sour cream containers; 3 or more empty tissue boxes (the kind with the oval opening on top); 2 straight sticks or twigs (about 7 to 10 inches long) or two sharpened pencils; yarn; scotch tape; glue; a few sheets of white paper; cardboard; ruler; 3" x 5" cards; aluminum foil; scissors; brass paper fasteners; pencil; one potato; colored paper; paints; paint brushes; newspaper; markers or crayons.

**Directions:**

1. Cover your workspace with newspaper.
2. Each tissue box will be used to make a circus wagon. Turn the box so the opening is facing you. Gently open the right ends of the tissue box by sliding your thumb under the sealed flap.
3. Paint each box a different color. (If boxes are already brightly colored, you may not want to paint them.) Let the paint dry thoroughly.
4. To make the wheels, trace the circle on the next page onto a sheet of white paper. (See picture on the next page for Step 4.) Cut this circle out and use it as a pattern to draw and cut four circles out of cardboard for each box you have.
5. Paint the wheels a bright color. When the paint dried, draw spokes on each wheel with a felt tipped marker or crayon.
6. Poke a brass paper fastener through the center of each cardboard circle.
7. To attach the wheels to the box, use your pencil to draw a line 1 inch long in from the side of the box toward the oval. Draw another line 1 inch long up from the bottom of the box toward the oval. (See picture on next page for Step 7.) Draw X where the two lines meet. Push the paper fastener through the X on the box. Open the ends of the paper fastener inside the box. Do this with each wheel.



8. Cut yarn for the bars on the circus wagon. (See picture below for Step 8.)

For each wagon you will need:

Two 2" pieces of yarn

Two 3" pieces of yarn

Two 3 1/2" pieces of yarn

Two 4" pieces of yarn

9. Glue the yarn to the box over the oval opening. Put a small dot of glue on the top and bottom of the oval for each piece of yarn. You should have 16 dots of glue—8 on the top and 8 on the bottom. Wait about five minutes for the glue to get sticky. Then put the yarn ends in the glue dots. Let the glue dry thoroughly.

10. Cut a piece of yarn 6" long for each wagon. Tie a double knot in one end of the yarn.

11. Poke a small hole with your pencil into the open flap of the box.

12. Pull the yarn through the pencil hole so that the knot is on the inside of the flap. Tie a double knot on the other end of the yarn.

13. Draw and color lions, tigers, monkeys, and other circus animals on the unlined side of the 3" X 5" cards. Cut them out and tape them to the inside back walls of the wagons, behind the bars.

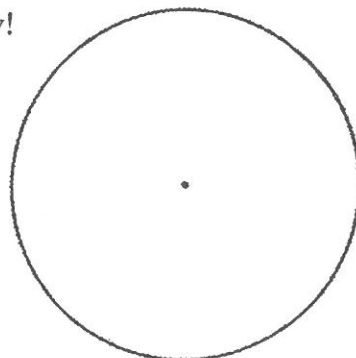
14. Tape the flap on the wagon closed. Pull it along by the yarn handle.

15. To make rings for the performers, cover the tops of three plastic lids with colored paper. Leave the rims white.

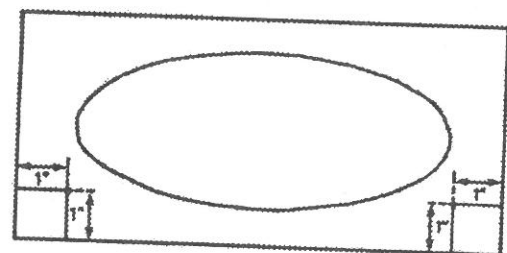
16. To make a tightrope, cut two 2" blocks out of raw potato. Push the sticks into the top side of the potato pieces. Cover the potato pieces with aluminum foil. Cut a piece of yarn 18" long. Tie one end of the yarn to each of the sticks. Place the sticks about 16" apart or until the yarn is pulled straight.

17. Clean up your workspace.

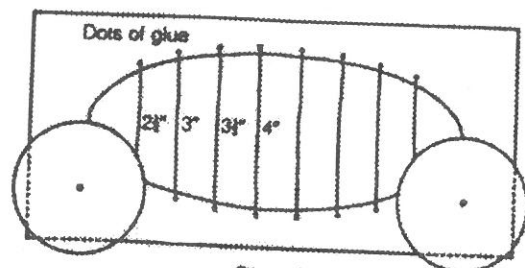
And now, on with the show!



Step 4



Step 6



Step 7

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**HOMEMADE MAKEUP****Materials Needed:**

1 Tbsp Solid Shortening

2 Tbsp cornstarch

Food coloring colors darker than desired. For brown use 2 drops green and 1 drop of red. For purple use 1 drop blue and 2 drops of red.

Once made, the makeup can be stored in small jars. Apply with fingers.

Supplies that will make applying and taking off makeup easier:

Cold creams to clean face and Kleenex to use before applying.

Baby powder or talcum. Apply with cotton ball.

Baby hairbrush to brush off excess powder.

White clown greasepaint or homemade above

2 or 3 other greasepaint sticks or colored homemade.

Vaseline and kleenex to remove makeup.

**Directions**

1. Clean face carefully with cold cream and remove with kleenex.

2. Wear old clothes. Pin hair back so it doesn't get in the way.

3. Apply makeup to face only - not on neck. Keep out of eyes.

4. Apply red to mouth - most important feature. **EXAGGERATE IT!** Paint about 1/2" outside whole lips. Curve corners up, or down. If edges are uneven touch up with white afterward. You can also use a used wooden match stick to outline the outside of lips in black.

5. Nose - Start at tip and paint a circle outward until it is big enough to suit you. OR try a false nose. Make with painted ping pong ball. Cut a triangle shaped hole to fit your nose. Stick it on with nose putty.

6. Eyebrows - Use blue to exaggerate your white face and eyebrows as you did the mouth or leave white and paint high arching false eyebrows above them.

Hints: Don't use too many colors. Two or three are best. Paint 1/2 of each feature first so you can match sides. example: 1/2 mouth, nose, eyebrows, cheeks, etc.

7. Skull Cap - use a white nylon stocking. Pull down over head like stocking until snug. Tie excess in a knot at top of head. Trim edge below hairline and make ear slits. Cut off knot and sew top together or use cut off swim cap.

8. Use blue to accent above, below, or between eyes. Make crinkles at corners or sprinkle a few freckles.

9. Use cotton ball as powder puff. Have clown close eyes and hold his breath. **QUICKLY** pat all face colors. Brush off excess gently to set. If colors are dull, gently pat with a dampened cloth to brighten. This stays set several hours. To remove use vaseline and kleenex.

11. For dots, stars, shapes use white Desitin, reflector dots, silver stars, reflector tape or patches.

## Blue and Gold Crafts

### Centerpieces

#### Flag tree

Make a tree which sprouts all the flags of America. History!

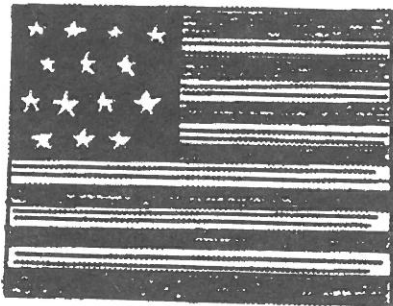
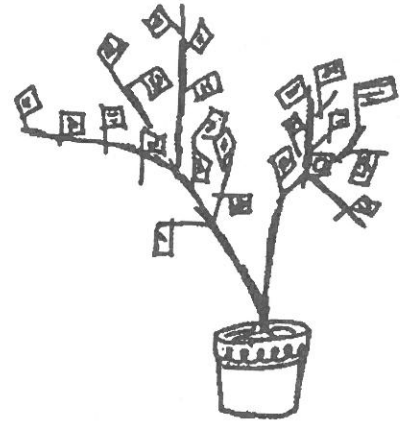
#### Materials Needed:

A plastic or clay flowerpot, modeling clay, Plaster of Paris, a tree branch, spray paint, round toothpicks, colored pencils and glue.

#### Directions:

Use clay to plug up the hole in the bottom of the flowerpot. Fill the flowerpot with Plaster of Paris. As the plaster starts to set, insert a tree branch into the plaster. When the plaster has dried, spray paint the branch and flowerpot.

Using colored pencils, make each flag on paper, 1" X 1 1/2". Check an encyclopedia for pictures of old American flags. Glue each flag to a round toothpick. With very fine wire, attach each flag pole to the tree branches.



#### Yarn & Nail Flag

#### Materials Needed:

Red, white, and blue cotton rug yarn of knitting worsted, 1/2" headless nails (brads), and a piece of plywood sanded until smooth, and fifty 1/2" gummed silver stars.

#### Directions:

Along each short side of the plywood, draw a line about 1/4" from the edge as a guide for insert nails. In the upper left hand corner, mark off an area, 7" x 8" for the field of stars. Hold the nails with a pliers and hammer them uniformly about halfway in, every 1/4" along the sides of the flag and the end of the field. You should have 52 nails along each side and 28 nails at the end of the field. Each stripe uses four nails on each side. Begin by tying red yarn to the first nail. Bring the yarn back and forth around the nails tying off on the fourth nail. Continue as above alternating the red and white strips. For the field, begin at the upper left hand corner. Knot blue yarn around the first nail; string as before. Tie off on the last nail at the lower right hand corner. Evenly space fifty 1/2" gummed silver stars on the field. When they are properly positioned, pick up each star with tweezers, apply a dab of glue to the back and lightly press it onto the field. This gives more a permanent bond than just moistening the gummed backing. Glue metallic braid around the outside edge. Attach a sturdy cardboard or wooden easel for the back.



### Rank Centerpiece

#### Materials Needed:

Toothpicks, a thin dowel rod, 1 flat bottom ice cream cone, 1 styrofoam ball, 2 small styrofoam balls, felt (color depending on rank)(green for leaves), 2 small wiggle eyes, alphabet noodles, blue and yellow silk flowers, blue ribbon, dark green pipe cleaners, craft cement, yellow cellophane wrap, empty can.

#### Directions:

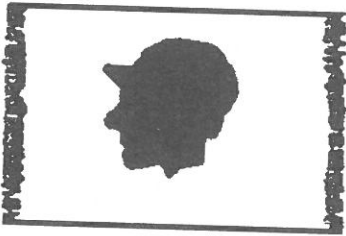
1. Stick 1/2 toothpick in center of large styrofoam ball. Add a drop of glue on top of pick. Put on 1 small styrofoam ball for the nose.
2. Cut 1- small styrofoam ball in half. Put 2 half toothpicks on bottom sides of nose for cheeks. Add drop of glue on picks and put on half styrofoam balls.
3. Glue on eyes.
4. Punch hole in bottom of ice cream cone with pencil. Glue head to top of cone.
5. Put dowel thru bottom of cone up to the head. Wrap green pipe cleaner around dowel.
6. Make cap. Sew 4 triangles together. Sew on cap bill. Glue Scout emblem on front of cap, centered.
7. Glue cap onto head.
8. Cut out scarf (out of felt) and glue to neck.
9. Glue alphabet noodles on center of scarf.
10. Cut out Rank head from felt, and glue to point of scarf in the back.
11. Mix craft cement and fill 1/2 of can. Stick dowel in cement. Add flowers, felt leaves, etc. Let harden.
12. Wrap can in cellophane and put ribbon around center with bow.



## Blue and Gold Crafts

### Place Mats

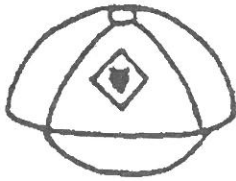
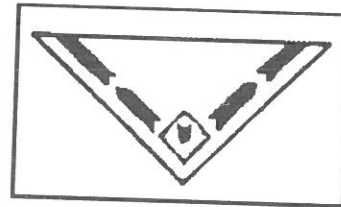
#### Silhouette Place Mat



Place large piece of blue construction paper on the wall. Ask the Cub Scout to stand in front of it while another Cub shines a light to cast a shadow. Another Cub then traces the outline of the silhouette. Cut out the outline and glue it onto a piece of yellow construction paper. If desired, the edges can be fringed with scissors.

#### Neckerchief Place Mat

Cut from yellow or light blue mat paper or construction paper, about 16" wide and 12" tall. Cut emblem and stripes from blue construction paper and glue on.



#### Cub Scout Hat Place Mat

Cut from dark blue mat paper or construction paper, about 12" X 16". Glue on yellow cord or paint yellow stripes and Emblem.

#### Jungle Book Character Place Mat

On a yellow mat paper or construction paper, draw one of the characters in the Jungle Book such as Akela, the leader of the wolf pack or Baloo, the bear who taught the Law of the Jungle.

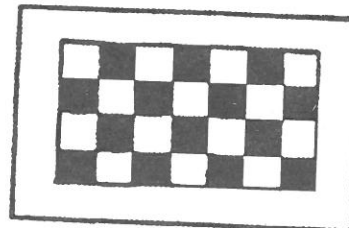


#### Potato Print Place Mat

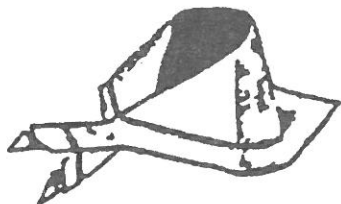
Cut a large potato in half. Carve an animal track (Bobcat, Wolf, or Bear) into the cut end of the potato. Dip in poster paint or ink and make tracks across the place mat.

#### Woven Place Mat

Start with a large sheet of blue or gold heavy construction paper. Make horizontal cuts in the paper 1" from the top, bottom and sides. Take the opposite color and cut in strips 12" x 1". Weave in and out of slits in paper. Glue or staple loose ends in place. This mat takes a lot of time.



### Neckerchief Placecard



Cut a triangle out of yellow construction paper with a base 8-1/2" across and sides 6" long. With a felt tip pen, crayon, or paint, add neckerchief details. Add the Cub Scout's name on the back. Fold over 1/4" along the side then fold two more times as you roll a real neckerchief. Bring two ends together and staple at the point where the neckerchief slide normally goes. Bend up the scarf ends and point at the back to form tabs so the Neckerchief will stand on the table.

### Clothespin Cub Scout Placecards and Centerpiece

#### Placecards

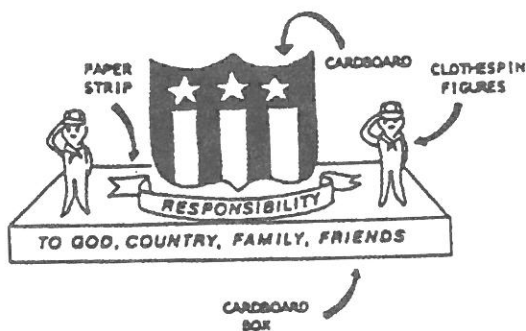
Paint a clothespin to resemble a Cub Scout. Cut out two paper arms, and glue them to the sides, facing outward. On a small piece of paper, print the guest's name and glue the paper in the Cub Scout's hands. Glue the Cub Scout to a circle cut from

cardboard or set in a base made from Plaster of Paris. If you used the circle method, a small favor cup might be placed inside.



#### Centerpiece

The size of the shield is determined by the size of box used for the base. A box about 16" x 18" is a wood size.



Cover box with construction paper or crepe paper. Print lettering "To God, Country, Home, Family, Friends, Neighbors, Den, Pack Community....etc." on a long, narrow strip of construction paper which will extend around all sides of box. Glue or pin in place. Cut another long strip of paper and print the word "Responsibility."

Cut shield from heavy cardboard (approximately 10" -12" wide). Cut stars, stripes and blue field from construction paper and glue in place. Glue cardboard strip behind shield to hold in place.

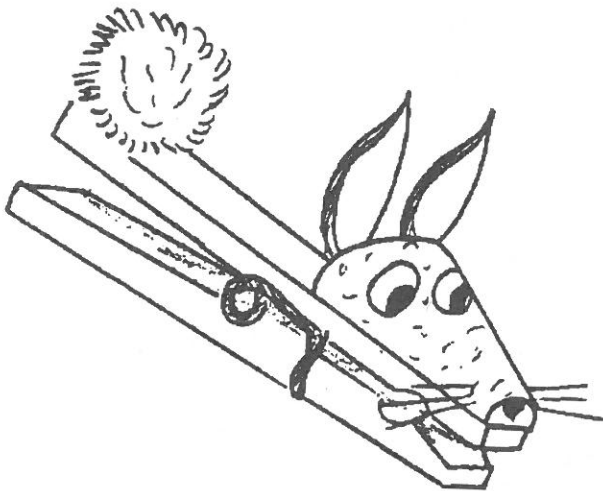
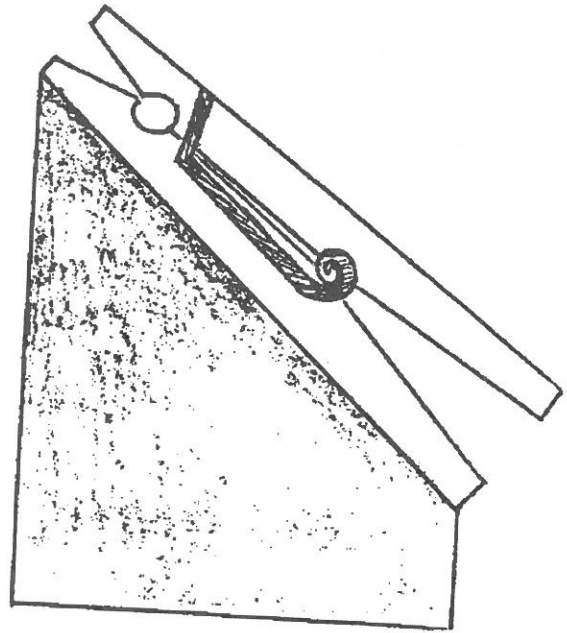
Attach "Responsibility" banner by applying a thin line of glue along its lower edge. Wait until glue sets awhile, then place on base.

Cub Scouts are made from straight clothes pins, painted with paper hats and neckerchiefs, and pipe cleaner arms.

## Wood Crafts

### Recipe Holder

Cut a 3" x 3" square of wood for base and 3" x 1/2" piece for the upright. Saw off top of upright at an angle. Glue and nail this piece to the base. Fasten clothespin in place and give two coats of paint, varnish or enamel.

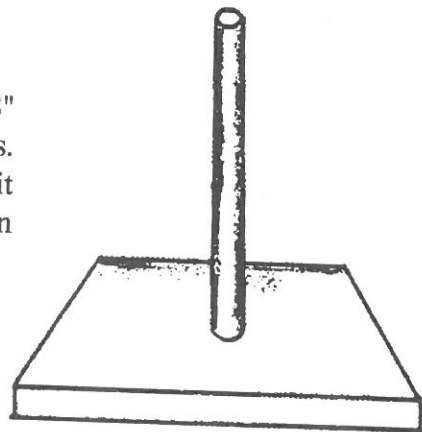


**Rabbit Clip**

Cut small cork in half and glue to clip end of clothespin. Make rabbit's ears from cardboard or felt and glue to cork. Use map pins for eyes and nose, broom straws for whiskers, and cotton for tail. This can be used for any animal. The finished product makes a good mail clip or place card holder for a Blue and Gold dinner.

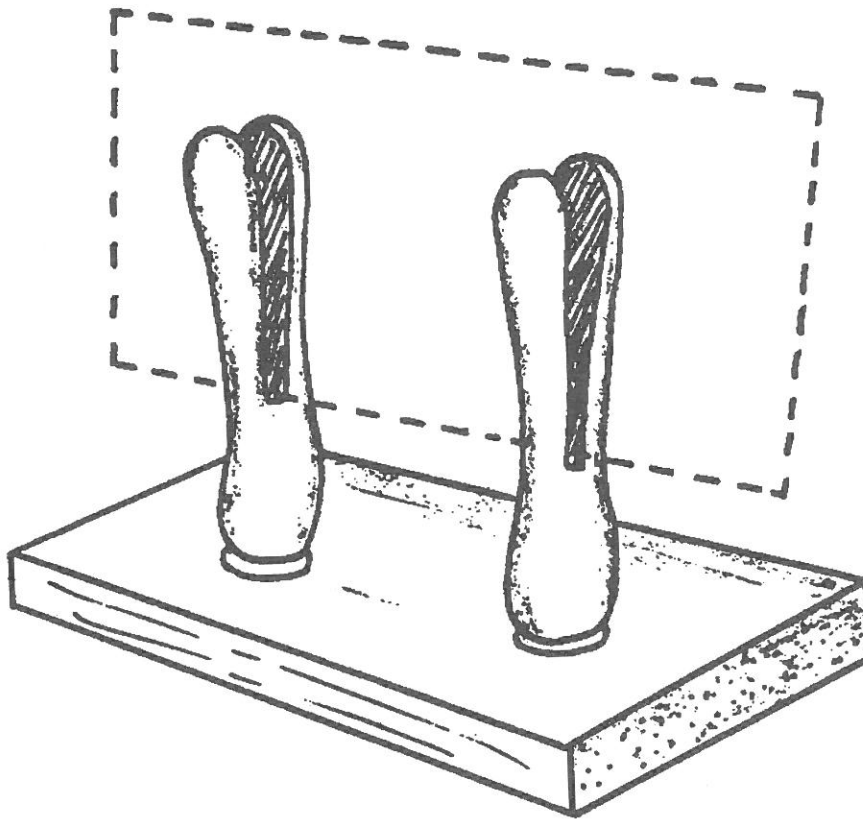
### Tie Slide Totem

A 5" x 5" block of wood with a hole drilled to hold a 3/8" dowel 12" long makes a great spot for storing tie slides. Dowel is glued in and can be painted or decorated to suit owner. It is very attractive and resembles a totem pole when filled with tie slides.



**Tie Rack and Letter Holder**

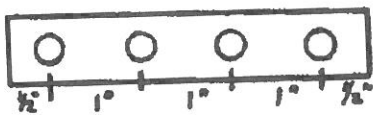
Use a 3/4" wood block as a base. A small saw or coping saw is used to cut off the heads of the clothespins. Drill holes in base, insert and glue. Smaller Cubs may glue pins directly to the base. Paint



**Pencil or Drill Bit Holder**

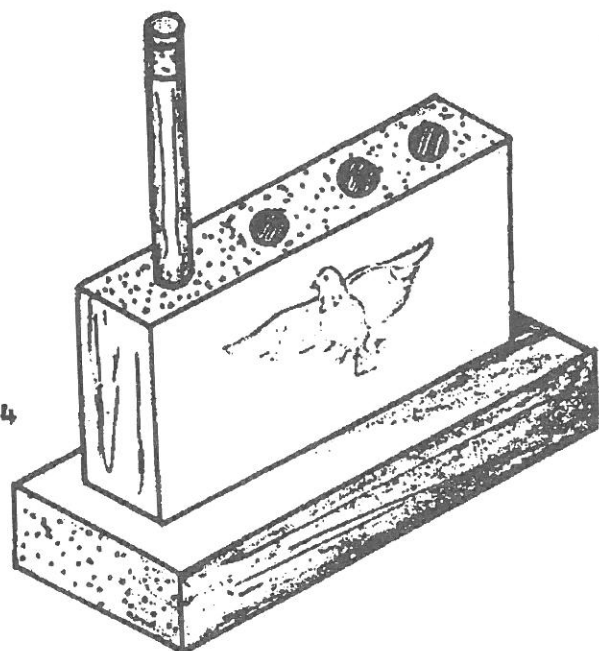
Cut and glue wood as indicated.

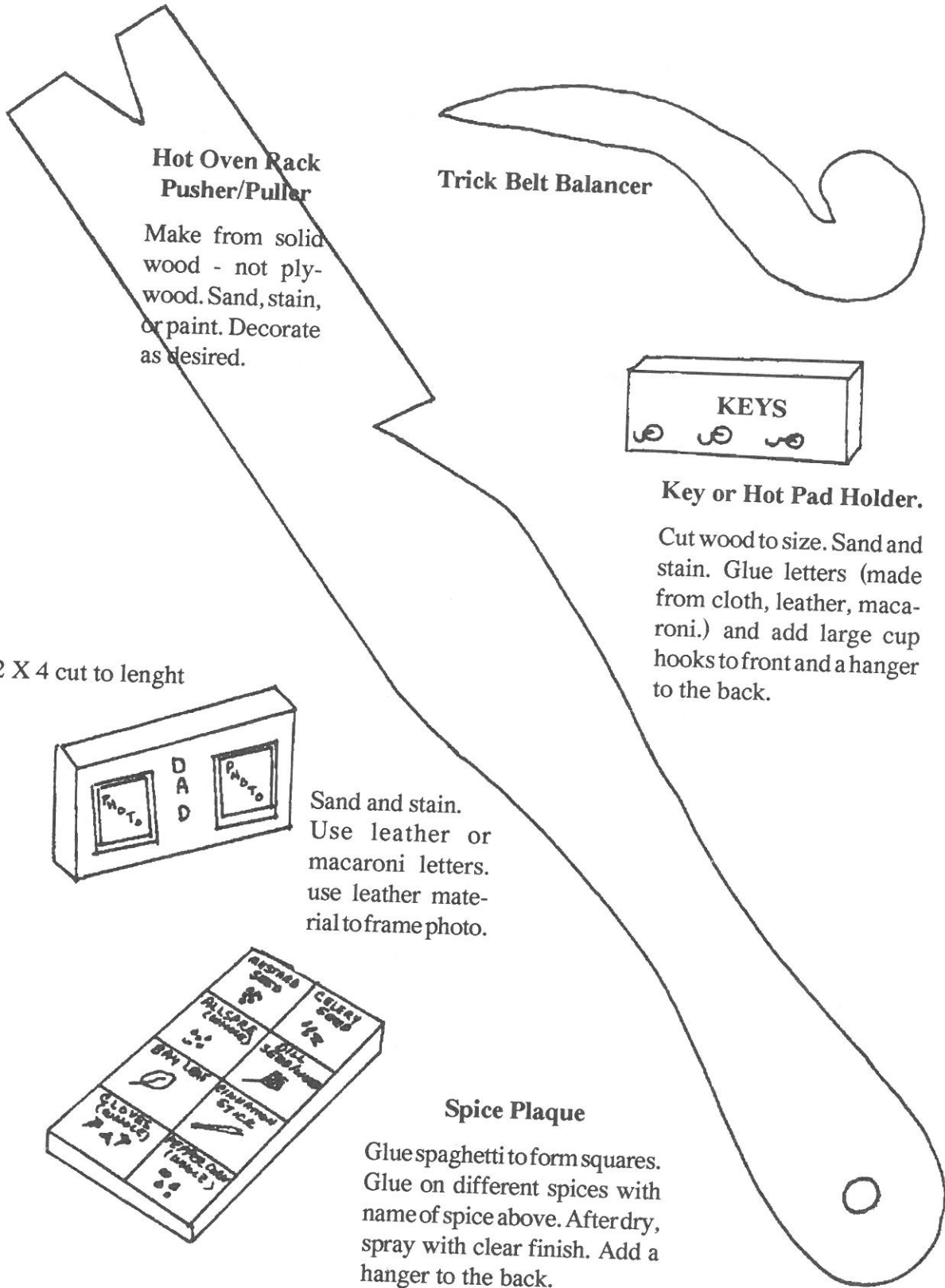
3/8 holes 1 1/2" deep



3/4 x 2 x 4

3/4 x 2 1/4 x 5 1/2

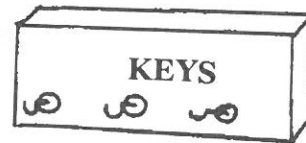




**Hot Oven Rack  
Pusher/Puller**

Make from solid wood - not plywood. Sand, stain, or paint. Decorate as desired.

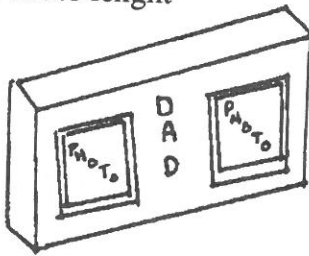
**Trick Belt Balancer**



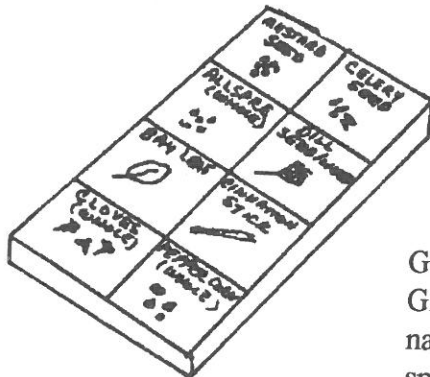
**Key or Hot Pad Holder.**

Cut wood to size. Sand and stain. Glue letters (made from cloth, leather, macaroni.) and add large cup hooks to front and a hanger to the back.

2 X 4 cut to length



Sand and stain. Use leather or macaroni letters. use leather material to frame photo.



**Spice Plaque**

Glue spaghetti to form squares. Glue on different spices with name of spice above. After dry, spray with clear finish. Add a hanger to the back.



## CRAFTS FOR THE HOLIDAYS

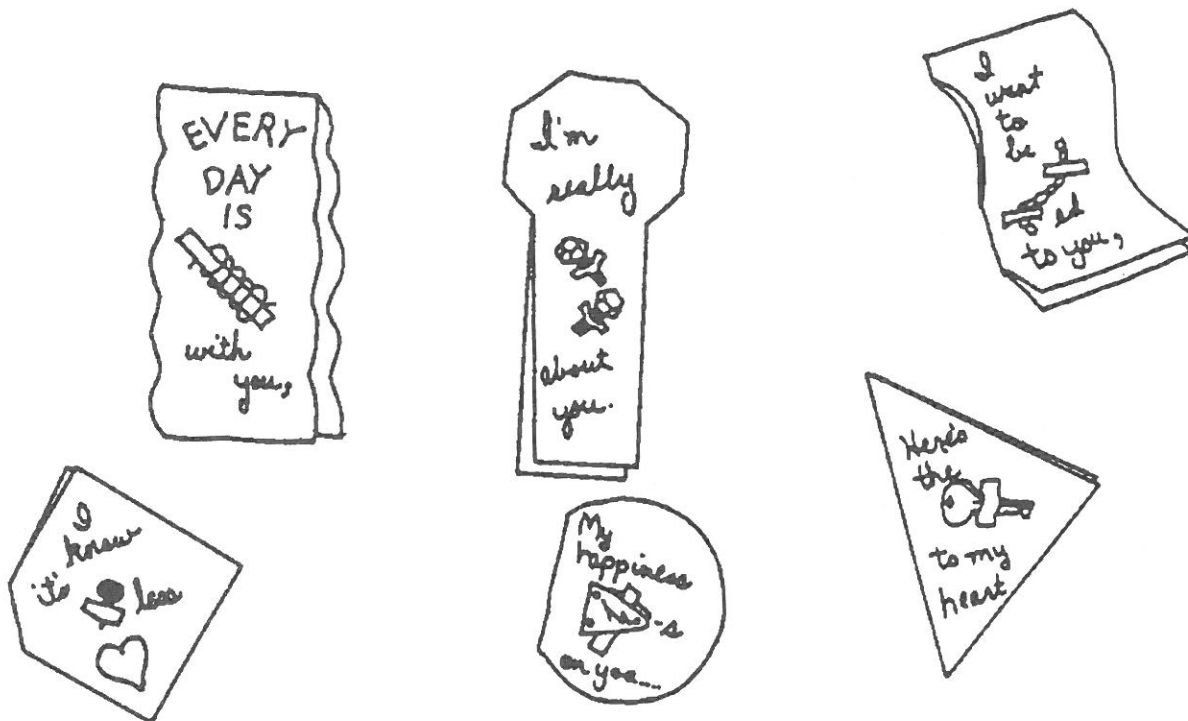
Every Cub loves the holidays. The following crafts are suggestions to help you during the holidays.

### ZANY VALENTINES

**Materials:** Red construction paper; assorted pieces of small hardware; glue or tape

**Directions:** Fold the paper and cut to the size and shape desired. Tape or glue small hardware pieces to the front of the card and write in the message. Complete the message on the inside:

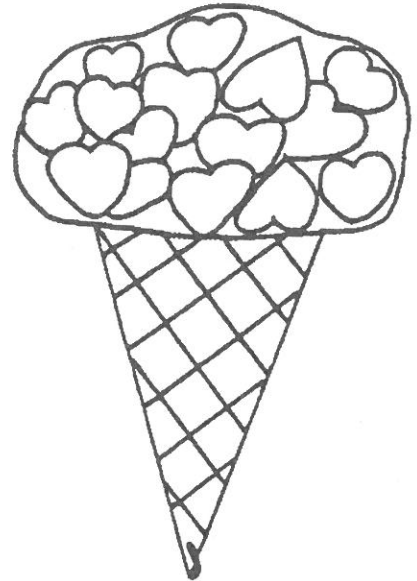
1. "I'm really NUTS about you. Won't you be mine?"
2. "I know it's TACK-less—But I have to say I LOVE YOU!"
3. "Every day is "SPRING" with you!—Won't you make my days sunny all year around? Be my Valentine!"
4. "I want to be CHAIN-ed to you,—Please be my Valentine!"
5. "My happiness HINGE-s on you—Please say you'll be mine!"
6. "Here's the KEY to my heart—Won't you try it?"



### VALENTINE CANDY CONES

**Materials:** Ice cream sugar cone; candy hearts; clear plastic wrap; 8" pipe cleaner

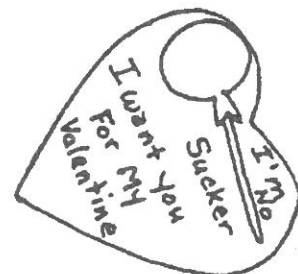
**Directions:** Use a real ice cream cone for the bottom. For the scoop of ice cream, wrap a pound of candy hearts or other suitable candy in plastic wrap. Twist one end of an 8" pipe cleaner around the bottom of the scoop to hold it closed. Run the other end of the pipe cleaner down through the cone. Snip the bottom of the cone and bring the pipe cleaner up around the bottom to hold the candy scoop in place.



### SWEET VALENTINES

**Materials:** Red poster board; assorted candies and favors; Saran Wrap; glue; scissors

**Directions:** Cut out heart shapes from the red poster board. Use black felt tip pen to write message. Glue assorted candies to heart to correspond to the message. Wrap candy in Saran Wrap before gluing and candy can be eaten. Some examples are:

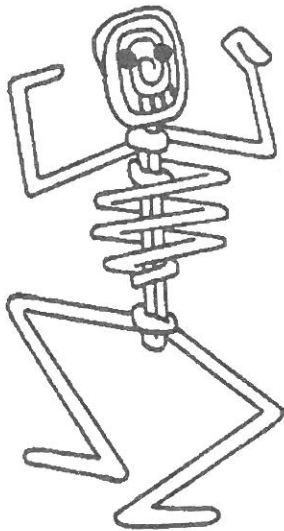
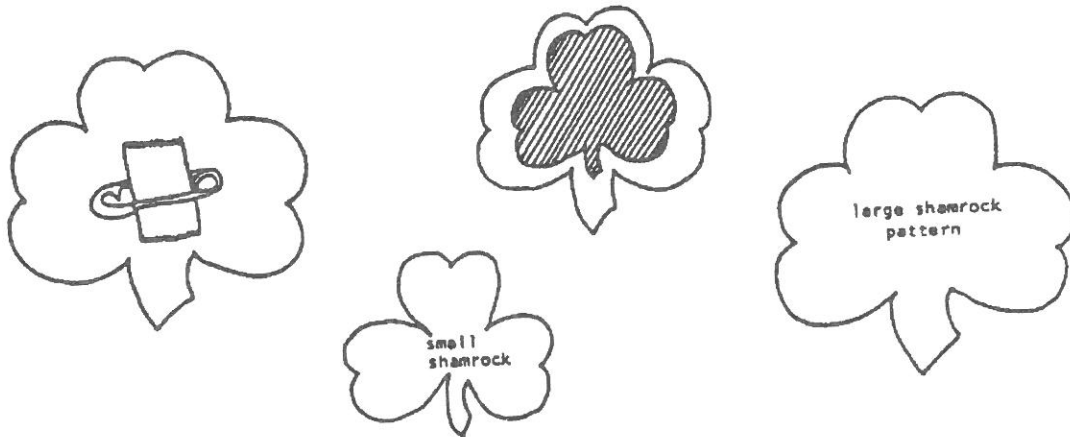


## SHAMROCK PIN

**Materials:** Aluminum foil pan (kind frozen food comes in); bright green paper; scissors; glue; adhesive tape; small safety pin.

**Directions:** Trace patterns for shamrock. Transfer small pattern to green paper and large pattern to bottom of aluminum foil pan. Cut out both shamrocks.

Glue green shamrocks on top of silver one. Let glue dry. Attach safety pin to back of silver shamrock with adhesive tape.



## LIVING SKELETON

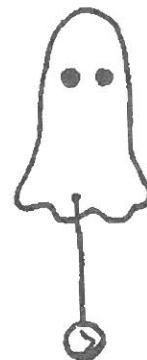
**Materials:** 6 pipe cleaners; rubber band; black felt tip marker;

**Directions:** Bend a pipe cleaner in half to make a backbone. Twist another one round the bottom of the backbone to make the legs and one round the top to make the arms and hands. Twist two pipe cleaners together and wind them round and round the backbone to make the rib cage. Bend the last pipe cleaner into a flat head and draw a face on it. Hang skeleton from a rubber band.

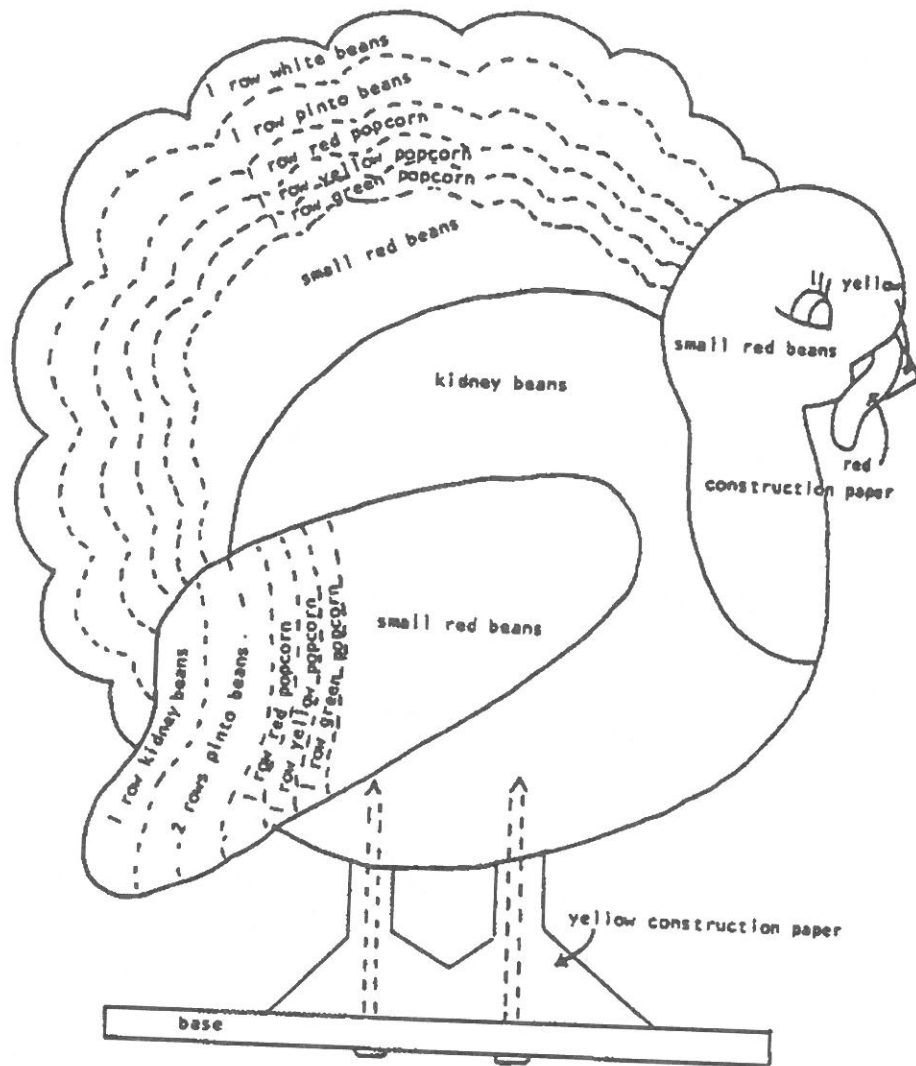
## JINGLE GHOST

**Materials:** White plastic bottle; paper punch; needle and thread; jingle bell.

**Directions:** Cut a ghost shape from the side of a plastic bottle. Punch eyes in the ghost with a paper punch. With a needle and thread, poke a hole in the bottom of the ghost, string a small bell on the thread, and tie the ends of the thread together. Hang several ghosts on strings where people walk during the Halloween season. The wind will flutter the ghosts and the bells will jingle.



# THANKSGIVING TURKEY

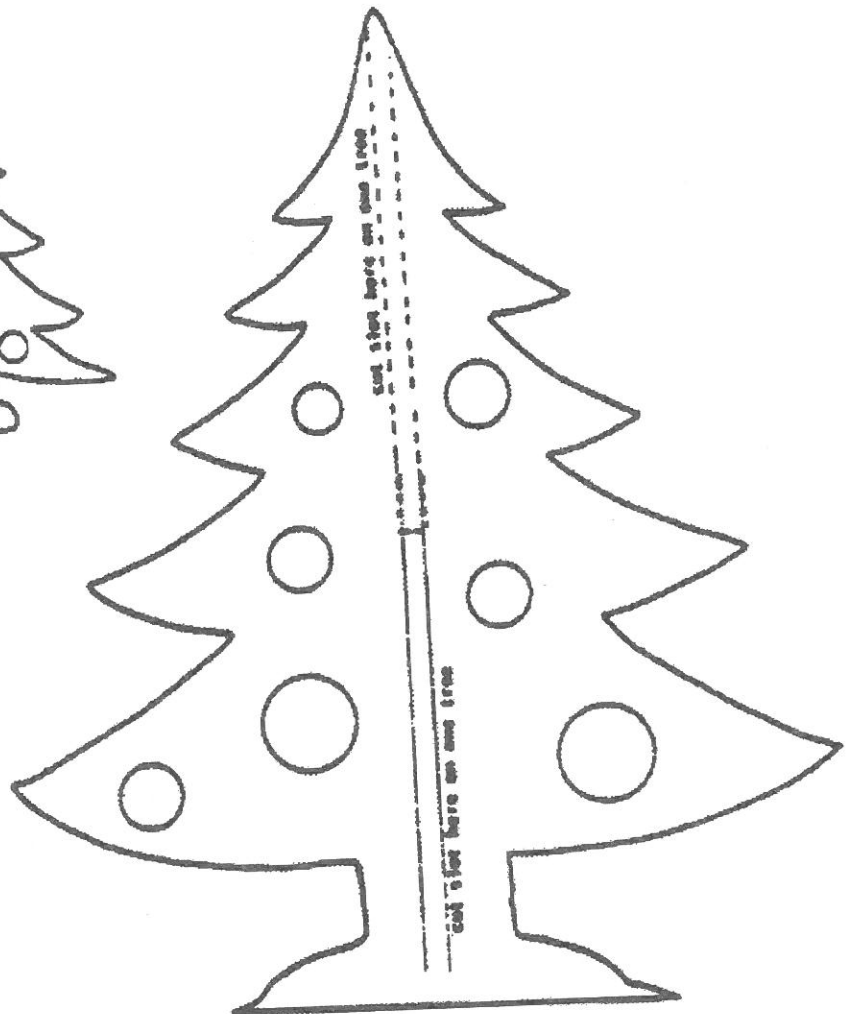
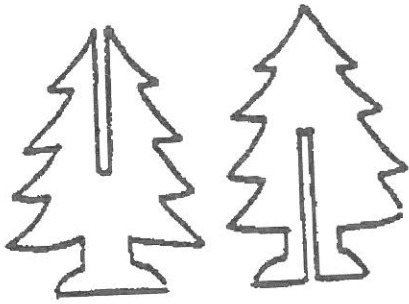


Cut pattern from corrugated cardboard and glue on seeds.

### CHRISTMAS TREE

**Materials:** 1/4" plywood or heavy cardboard; coping saw or scissors; paint; decorations

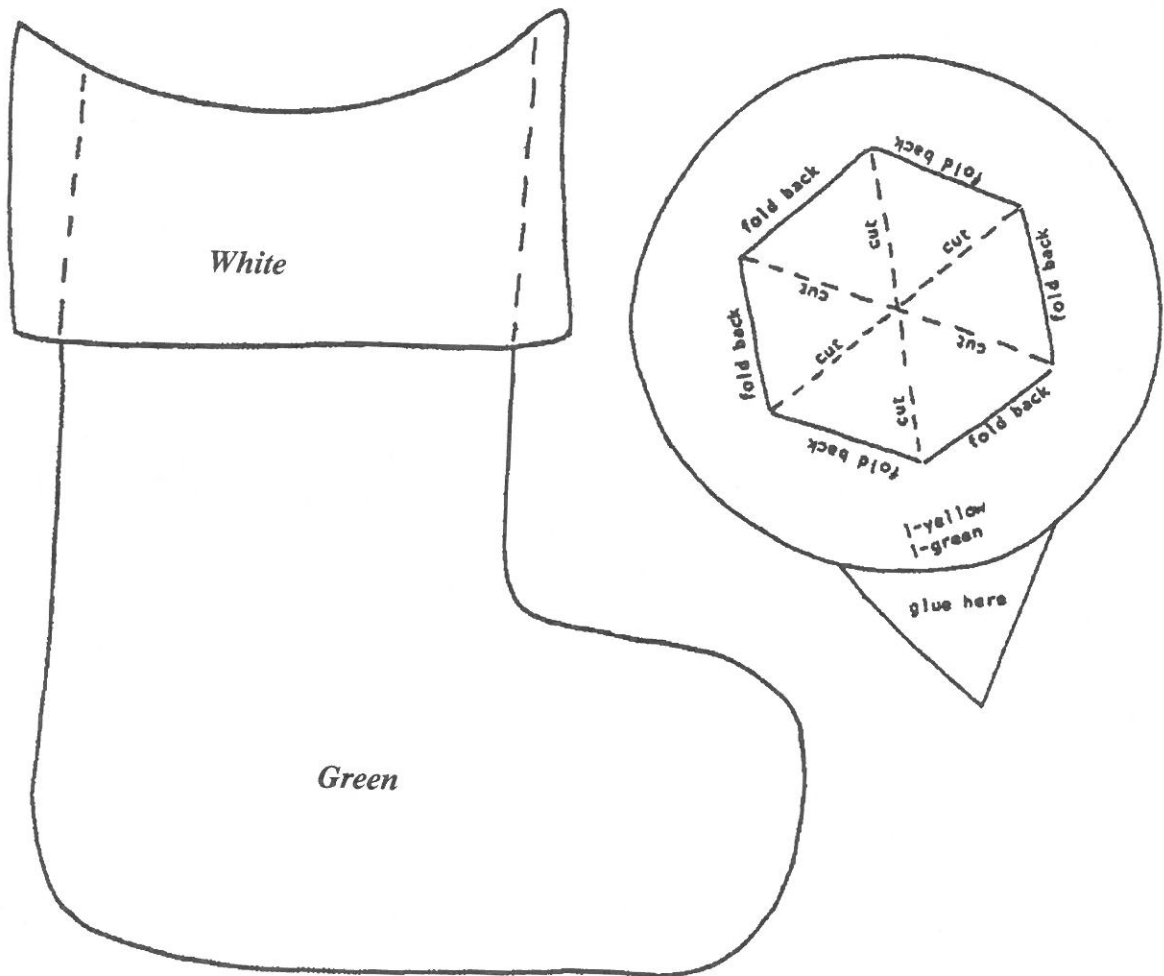
**Directions:** Use the pattern to cut two trees from either 1/4" plywood or heavy cardboard. Be sure to cut the slit as shown so these will interlock. One groove should be at the top of the tree and the other at the bottom. Glue two trees together. Paint and decorate as desired. (Cutting circle openings in tree is optional. It is attractive, but a little difficult to cut.)



### DOORKNOB DECORATION

**Materials:** Green, yellow and white felt; assorted metallic braids and trims; glue.

**Directions:** Trace the hanging circle pattern on the green and yellow felt. Cut on the dotted lines as shown. Glue the two circles together. Fold the triangles together. Fold the triangles back. (The 6 triangles will make a pretty star around doorknob). Cut the stocking from green felt and the top of the stocking from white felt. Glue the two pieces together. Decorate it with the metallic trims, as desired. Glue the circle to the stocking where indicated. Hang on the doorknob.





## Neckerchief Slides

A great way of introducing the theme to the Cubs each month is through neckerchief slides. Making and wearing a different slide each month could develop into anticipation for next month's theme.

You can have a terrific assortment — of the temporary kind made from thin wood, stiff cardboard, poster board, or the ever-popular styrofoam meat tray. Another excellent scrap material easily obtained and all ready to go, are the plastic lids from milk containers. 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. Here are some "how-to" hints for simple disposable slides. Cut 1 1/2" circles from cardboard (white or colored). Use these discs for your background, then cut silhouettes from paper using contrasting color. Glue cutouts in place with rubber cement or tacky glue. If you want the slides to last a while, use a coat of clear varnish or lacquer from a spray can. If you like fancier work, paint your animals or people on the discs with contrasting colors. A spot of gold paint against Cub Scout blue would be a nice touch. A quick and economical 'throw-away' brush is a cotton-tipped swab. Make a neat loop to hold your neckerchief by stapling a rubber band to the back of your slide. The staple ends on the front of the slide can be painted over, so that they can't be seen. Other ideas for a loop are the pull-tabs from beverage cans, gluing felt strips to the back and using scrap pieces of plastic-coated wiring.

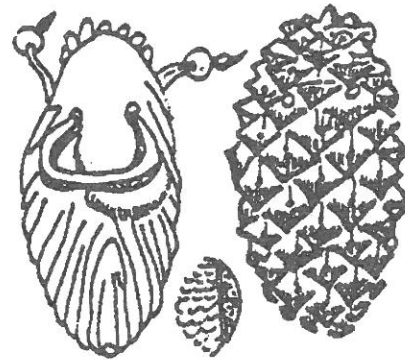
These are only suggestion; you are limited only to your own imagination — and what scrap materials are available to you. The following pages have some ideas for the "slide of the month" for Cubs.

### DECEMBER

#### Pine Cone Slide

**Materials:** 3"-3 1/2" closed pine cone (must be fresh & tightly closed.), leather thong, beads.

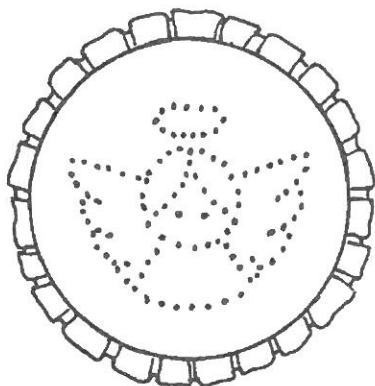
**Directions:** Saw cone in half. Try soaking in water to close if opened. Do not try to saw open cone. Drill 2 holes for thong. Thongs should fit into holes snugly. Add large beads to ends of thong and tie knot in ends. Finish with a good coat of varnish to help preserve the natural beauty. Loosen thong to slip neckerchief through and pull it up tight when in place.



#### Punch Art Slide

**Materials:** Paper, juice can lid, hammer, punch

**Directions:** Draw pattern on paper and tape to top of juice can lid. Using a hammer and small nail, punch through paper into lid. Remove pattern. Punch holes through center sides and add loop through these holes to back. Add gathered ribbon or lace to front. Use a board or several layers of newspaper under lid to protect table top.



### Gift Package Slide

**Materials:** Small piece of scrap wood, paint, glue, PVC pipe.

**Directions:** Wrap a small box or piece of scrap wood to resemble a Christmas package. Glue PVC pipe to the back to form the neckerchief slide.

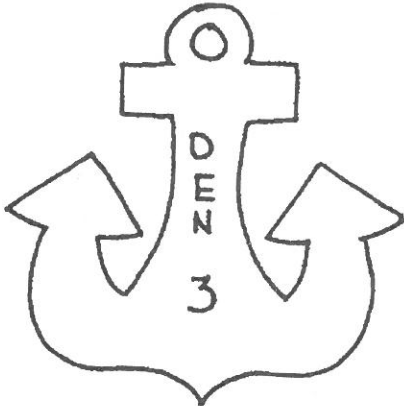


### JANUARY

#### Anchor's Aweigh Slide

**Materials:** Salt Dough, paint

**Directions:** Make salt dough and cut pattern of anchor or use poster board. Paint silver. Glue on macaroni letters. Paint desired color.

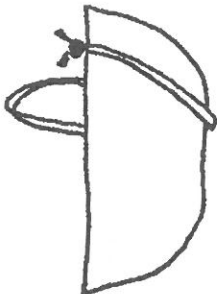


#### Pirate Slide

**Materials:** 1/2 English walnut shell, approximately 5" black telephone wire, small amount of plaster, approximately 2 1/2" x 5 1/4" piece of fabric, pop top ring, wire for earring, 1 wiggly eye, black felt for eye patch, black yarn for mustache, felt markers.

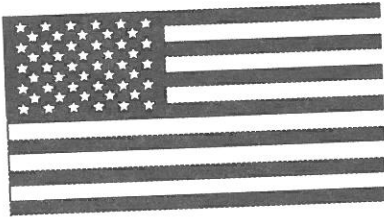


**Directions:** Break an English walnut in half carefully to keep shell halves whole; remove nut meats carefully. Mix small amount of plaster and pour in half shell, putting in pop top ring before it hardens. When plaster is hardened, cut a piece of black telephone wire approximately 5". Wrap wire around the shell as shown, twisting the two ends together in back and pressing them flat against plaster back so they will be covered by bandanna. At right side of shell, fasten on a large earring made from flexible wire (this can be done by wrapping wire around barrel of a wide tipped felt marker to form the ring). Leave a little on end to hang over the black eye patch wire and twist together. Make an eye patch from felt and glue in place over the right eye. For left eye, glue on a wiggly eye (available at hobby stores). Make nose and mouth with felt tip markers. Mustache can also be drawn on, or can be black yarn glued in place. The bandanna is a piece of brightly colored material cut approximately 2 1/2" x 5 1/4" and glued in place, gathered over to left side of pirate's face and tied in place with a long narrow strip of material. Even easier, hold it in place by using a piece of telephone wire to match the material, twisting the two ends together tightly. However, yarn, thread or floss could also be used. If desired, a coat of clear plastic can be sprayed over the entire shell to help protect it.



**FEBRUARY**

**Flag Slide**



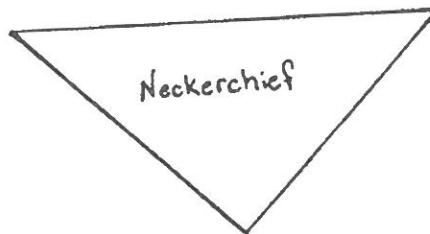
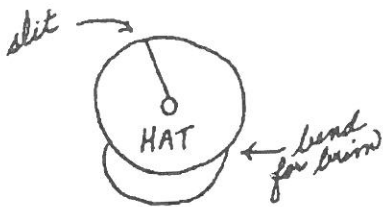
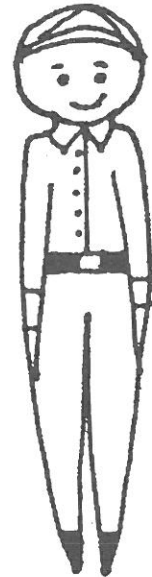
**Materials:** 3 parts white glue, 1 part warm water, balsa wood or cardboard, picture, PVC pipe.

**Directions:** Combine glue with water in a jar or a bottle with a screw-top lid. Shake until well mixed. This glue may be stored indefinitely. Cut a piece of balsa wood or cardboard large enough to hold the selected picture. Use a postage stamp or cut out a magazine picture depicting anything. To make collage, brush a thin layer of glue to the back surface of the picture. Lay the design onto the cardboard or wood and smooth out all air bubbles and wrinkles. Let dry. Glue a plastic ring of PVC pipe to the back to form the neckerchief slide.

**Cub Scout Slide**

**Materials:** Clothespin, paint, markers, construction paper or felt, yellow cloth, glue, wire or string, PVC pipe.

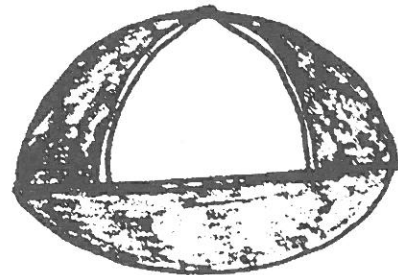
**Directions:** Paint face, hands, arms, shoes, and blue uniform on clothespin, using fine tip and broad tip marking pens. Hat - Cut out of blue construction paper or felt. Slit and lap edges over each other to form slight cone shape for hat. Neckerchief - Cut triangle out of yellow cloth, fold like neckerchief and wrap around neck of clothespin. Fasten with string or wire. Attach a piece of PVC pipe to the back to make the clothes-pin doll into a neckerchief slide.



**Cub Hat Slide**

**Materials:** 2" Styrofoam ball, cardboard, paint

**Directions:** Use 1/4 of a styrofoam ball. Glue to cardboard for backing. Add cardboard bill. Staple ring to back. Spray paint blue. Add yellow paint in center and trim with yellow yarn.

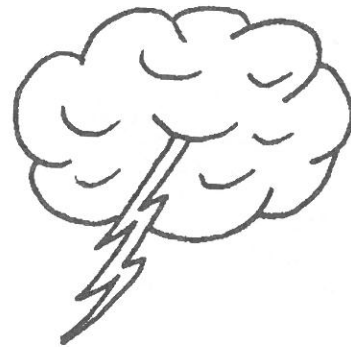


MARCH

Storm Cloud Slide

**Materials:** Poster board, cotton ball.

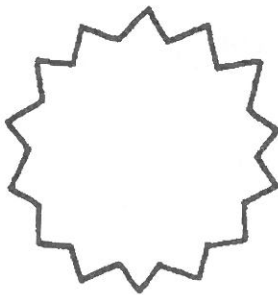
**Directions:** Cut out cloud shape from poster board. Glue blue cotton ball to shape, fluffing as needed. Add yellow poster board streak of lighting



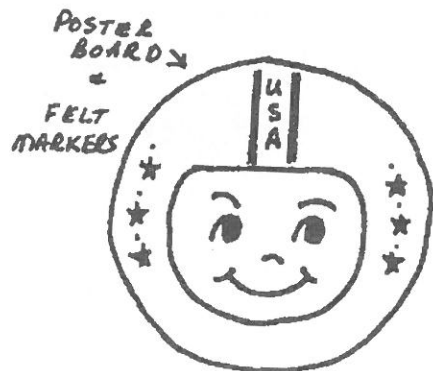
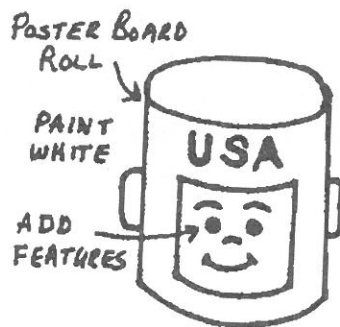
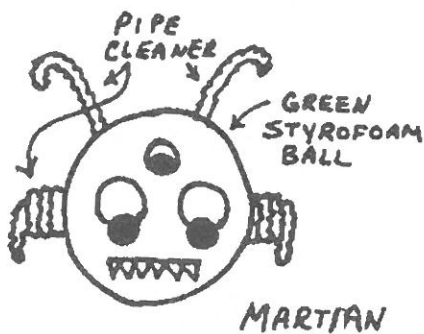
Relative Humidity Indicator Slide

**Materials:** Construction paper, cobalt chloride

**Directions:** Cut sun shape 3" wide from pink construction paper. Get small amount of cobalt chloride from drug store or chemistry set and dissolve in water; make solution deeply colored. Dip paper sun in solution. When dry, staple to poster board cut to same shape. Sun will stay pink when humidity is high and turn blue when humidity is low.



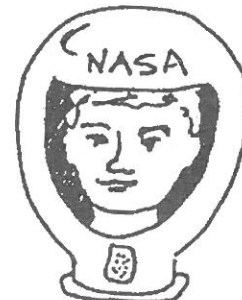
APRIL



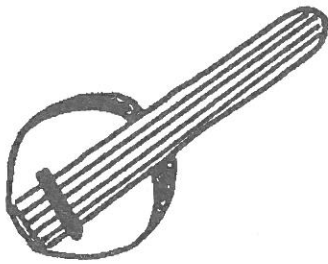
Astronaut's Helmet Slide

**Materials:** Modeling dough, Cub's school picture, clear acetate (such as lid on stationery boxes), pipe cleaner.

**Directions:** Make helmet shape from modeling dough. Insert pipe cleaner for slide loop. Let it harden. Using Cub's school photo, cut out the face and glue to slide. Use a piece of clear acetate over the picture. What fun for the Cub to have his own face in that helmet!



MAY



**Banjo Slide**

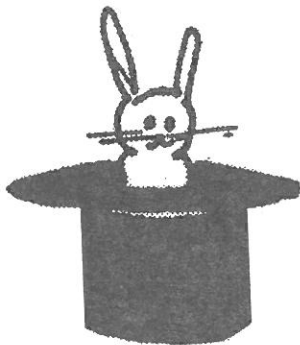
**Materials:** 1/4" piece of plywood, popsicle stick, thread.

**Directions:** Cut circle out of 1/4" plywood. Cut popsicle stick to fit on back to form neck of banjo. Use string or thread for strings. A guitar could be made the same way.

**Television Slide**

**Materials:** Poster board and markers.

**Directions:** Use poster board and markers to make your favorite Show Biz show on the screen.



**Magic Slide**

**Materials:** Small plastic rabbit, black 35 mm film canister, glue, black construction paper, PVC pipe.

**Directions:** Glue a miniature rabbit (store bought or crafted of modeling dough) in black plastic 35 mm film canister. Cut a round disk from black construction paper and glue in place for brim. Glue PVC pipe to back.

**Miniature Mask Slide**

**Materials:** Paper mache, paint, glue, PVC pipe, glitter, feathers.

**Directions:** Use papier-mache to make a miniature mask for a neckerchief slide. When thoroughly dry, glue ring on the back, paint and decorate as desired with markers, glitter, feathers, etc.

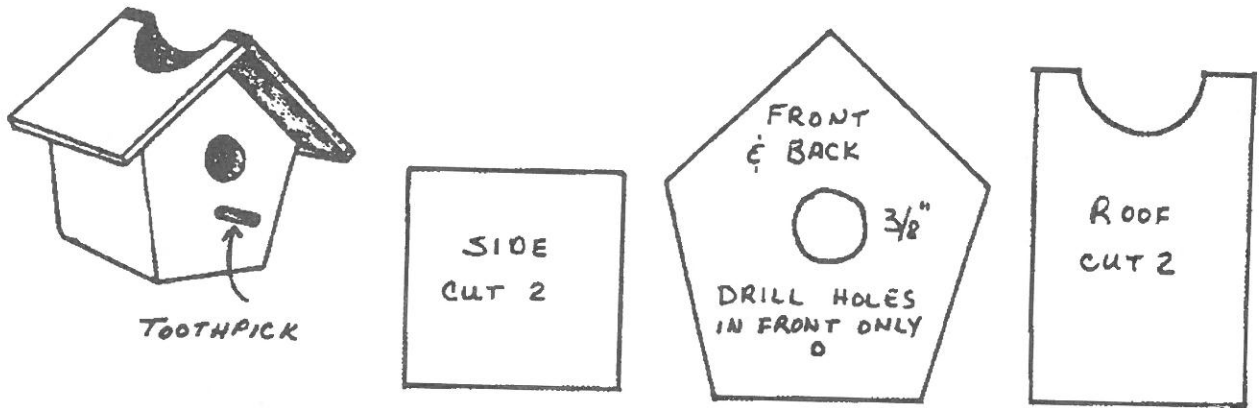


JUNE

Birdhouse Slide

**Materials:** 1/8" plywood, paint, glue

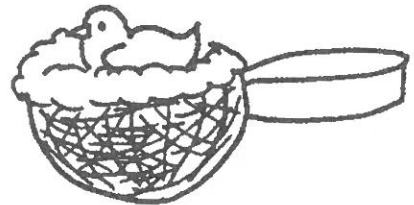
**Directions:** Cut pieces from 1/8" plywood or corrugated cardboard. Glue together. Paint.



Bird in a Nest Slide

**Materials:** Burr acorn, sphagnum moss, plastic bird, plastic ring

**Directions:** Remove center from large burr acorn. Wash in soapy water, rinse and dry. Cover inside with glue; put in some sphagnum moss. Glue bird to moss. Glue plastic ring to side of acorn with plumbers glue or epoxy glue.

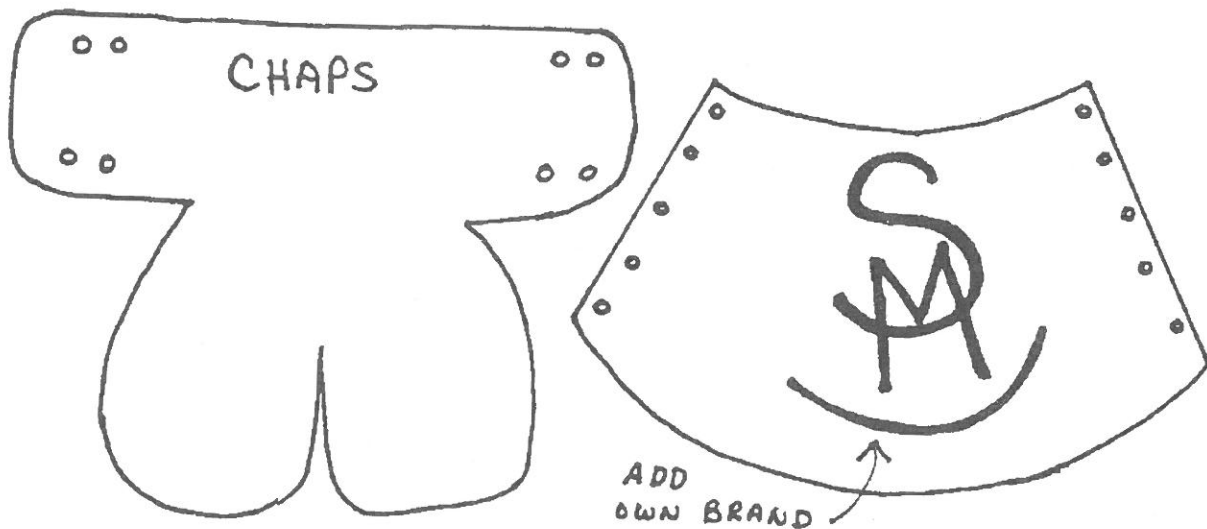


JULY

Leather Western Slides

**Materials:** Leather pieces, leather tools, lace

**Directions:** Trace pattern onto leather, cut, lace.







**Steer's Head Slide**

**Materials:** Leather, glue

**Directions:** Cut from light-weight leather. Glue leather loop to back. Features can be added.

**Indian Brave Slide**

**Materials:** Plaster of Paris, walnut shell, glue, pop can ring, yarn, paint.

**Directions:** Fill walnut half-shell with plaster and insert a pop top ring. Let dry. Make a braid out of yarn and glue on for hair. Add headband and feathers. Paint eyes and features using fine tip felt markers.



**Indian Shield Slide**

**Materials:** Heavy cardboard or plastic bottle scrap, glue, pipe cleaner, paint, feather fluffs or construction paper.

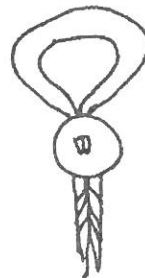
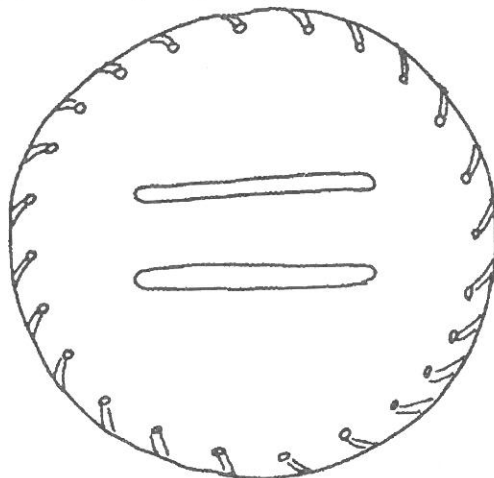
**Directions:** Cut a circle of about three inches diameter from heavy cardboard or plastic bottle scrap. Glue a ring made from a pipe cleaner to the back. Paint with Indian symbols. Add real feather fluffs or construction paper feathers.



**Leather Round Slide**

**Materials:** 3 1/2" diameter leather rounder, lacings, leathercraft tools.

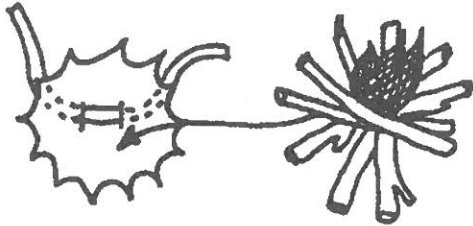
**Directions:** Dampen (do not soak) a leather rounder. Cut 1/2" wide slits. LEATHER SHOULD BE CUT BY ADULT. Optional: Mark holes for lacing. Punch, stamp, and if desired, dye. Finish with quick drying leather finish. Dry thoroughly. Lace by starting and ending at bottom. (Omit this step if lacing was skipped.) Neckerchief goes behind and up through the first slit, over and down through the second. This is a tight fit, but it does stay in place.



*only a small amount of the neckerchief shown through the slides*



## AUGUST

**Campfire Slide**

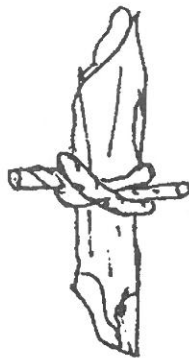
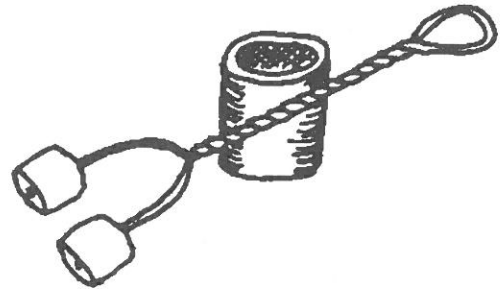
**Materials:** Poster board, felt, leather thong, small twigs.

**Directions:** Cut shape from poster board. Cut flame from red or orange felt. Cut slits for thong to slip through. Glue on felt and small twigs to make campfire.

**Marshmallow on a Stick**

**Materials:** Floral wire, white beads, glue

**Directions:** Shape heavy floral wire to look like a roasting fork. Glue white beads to end. (If using small forked twig, sharpen forks to fit beads & glue in place.) Epoxy finished stick to piece of plastic plumbers pipe big enough for neckerchief to pass through.

**Clove Hitch Slide**

**Materials:** Twig, small piece of rope, PVC pipe, glue

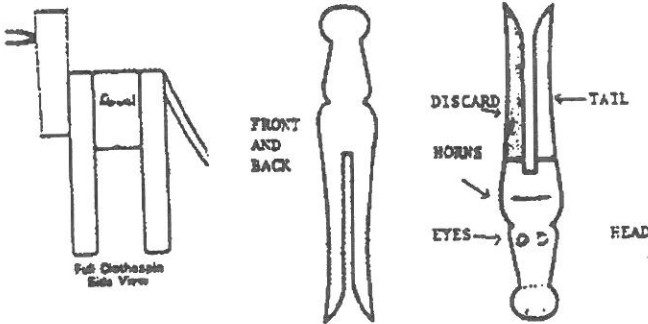
**Directions:** Tie a clove hitch knot to a fairly straight twig, approximately 2" long. Dab glue on the ends of the string or rope. Glue PVC pipe to back for neckerchief slide.

SEPTEMBER

Babe the Blue Ox Slide

**Materials:** 3 wooden clothespins, glue, 1/4" X 3/8" long dowel, paint, pipe cleaner.

**Directions:** Glue 1 clothespin to one side of dowel. Glue second pin to other side of dowel. Cut 3rd pin for head. Glue to one side of other pins. Glue tail to the other side. Paint blue, paint nose white. After dry, paint nostrils and glue on eyes. Bend 3" piece of pipe cleaner into horns and glue to front of head. Glue on pipe cleaner loop. May use only head for slide also.



Folklore Book Slide

**Materials:** 1" X 1 1/2" X 2" soft pine, paint

**Directions:** Drill hole through center of block of soft pine. Carve to look like book. Sand. Paint outside gold leaf edges. Use paint pen to write favorite title.



OCTOBER

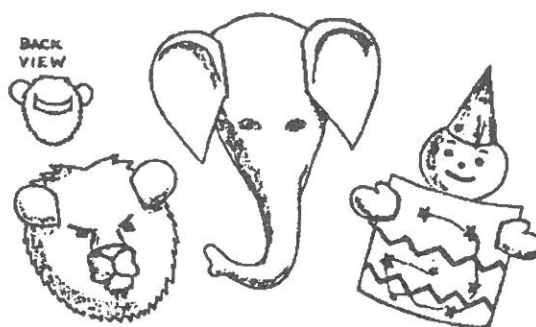
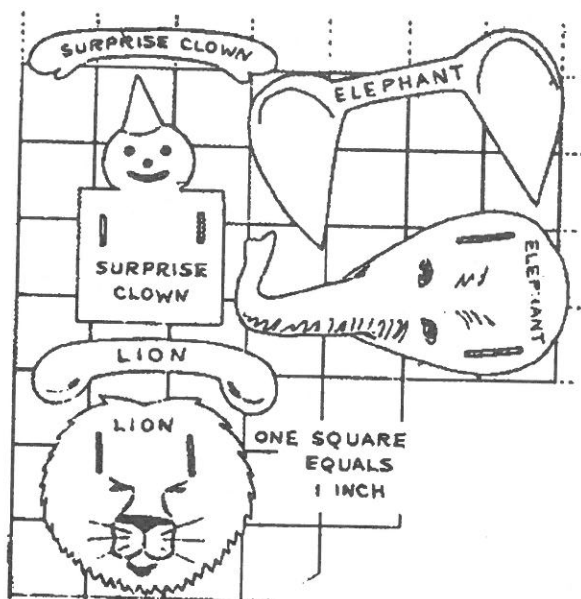
Stamp or Coin Collecting Slide

**Materials:** Poster board, stamps or coins, glue

**Directions:** Cut poster board or thin paneling to desired shape. Glue on stamps or coins.



## NOVEMBER



Circus Slides

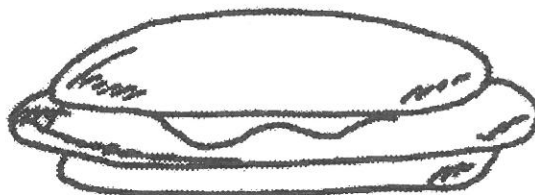
**Materials:** Paper, plastic bottles, paint

**Directions:** Make paper pattern, using scale drawings; outline pattern on side of plastic bottle and carefully cut out head and ear pieces. Let curve of head correspond with curve of bottle. Slits for ears should be wide enough for thickness of plastic. Be careful not to cut slit too long so ears can slip out. If you prefer, have pieces cut ahead of time, ready for assembly and paint. Paint with enamel or plastic paints. Add black painted details.

## Hot Dog Slide

**Materials:** Bread modeling dough; 1/8" dowel stick, 1 1/2" long, pipe cleaner; brown, yellow, and red paint.

**Directions:** Paint dowel stick red. Make craft dough and wrap a bit around stick, but not all the way, to form a bun around the hot dog (dowel stick). Make a ring with pipe cleaners and insert in back of the bun. Paint bun brown and add a little yellow for the mustard.





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## GAMES

### Games teach Cubs to:

*Follow rules - Wait his turn - Respect the rights of others and share - Play fair*

When a game is played well and enjoyed, everyone has a feeling of accomplishment. The purpose of play is to provide character training.

### Consider three things in selecting games:

1. Physical—consider the ability of the group. The game must satisfy the strongest and yet not overtax the weakest. Try to stimulate growth and development of every muscle. Running and chasing games are excellent. Avoid long endurance games.
2. Mental—Develop quick thinking, alertness, and basic strategy.
3. Education—Learn new skills, and use what has been learned.

### Preparing to lead games

1. Know your games thoroughly—what to do and how.
2. Start with your best game—one that is easy to explain and enjoyable.
3. Play games that everyone can play—vary them.
4. Consider space requirements—set boundaries and have all equipment ready in advance.
5. Remove all possible hazards from the game area.

### Explaining the game:

1. Stand where you can be seen and heard by all.
2. Have the full attention of the group before trying to explain the rules of the game.
3. Show enthusiasm.
4. Make your instructions clear and brief.
5. Understand the game.
6. Teach it in steps—walk through it and demonstrate.
7. Allow questions for clarification.
8. Start with a simple game, and work toward more difficult ones. Don't wear out a game.
9. If you need assistance, use judges, referees, etc.
10. Let the Cubs enjoy the game with noise and shouting, but maintain control.
11. Instill sportsmanship and fair play by observing all rules.
12. If a game is going badly, stop it, explain again, then try the game once more.
13. Be alert to overexertion - breathlessness, quick, shallow breathing, pain in the heart area, seeing spots, or throbbing in the ears and/or eyes.

**Books for reference:**

*Group Meeting Sparklers, No. 3122*

*Den Chief Handbook, No. 3211*

*Cub Scout Fun Book, No. 3213*

*Big Bear Cub Scout Book, No. 3228*

*Cub Scout Leader How-To Book, No. 3831*

*Program Helps Annual, No. 7259*

**DEN GAMES**

Den games are designed with a small group of Cubs in mind. Quiet games are helpful when weather prohibits outdoor activities. Den games can be relays or can be played by individual Cubs.

An active Den game is a helpful start at Den meetings to "get the kinks out. A Den game can provide an outlet for letting off steam and may make the group easier to handle for the quieter activities you have in store

Choosing up sides among the Cubs is not always easy. If there is a problem Cub who is not as well liked by all members, drawing straws, going in alphabetical order, or selecting two captains to choose alternately may be fair ways to select teams. Rotate the methods you use.

Remember ... games can be used to teach fair play, promote good sportsmanship and build character ... but most of all, they should be FUN.

**PACK GAMES**

Pack games are played with large groups of Cubs and adults at monthly Pack meetings. As a general rule of thumb, relay games seem to work best for groups of this size. But won't limit your ideas or imagination.

Pack games should include as many Cubs as possible. If all cannot participate, select representatives from each Den. If prizes are given, a simple Den prize (suckers, bubble gum) is a nice gesture which can be given to the whole Den.

Involve parents and leaders in Pack games whenever possible. Cub Scouts love to see their own parents participating in the activity. Prepare more supplies than needed when gathering props for a large group game. It's better to be safe than sorry.

Now lean back, watch or participate, and have FUN.

Remember, the success of your game period depends greatly upon your leadership. When someone says: "Games? They're for the birds!"; "Kid Stuff!"; "I don't wanna play!" ... what he is really saying is: "I don't know how" ... or "I'm scared to try because I might not be any good."

Your skill as a leader can challenge and persuade the shy Cub Scout and channel the energy of the "Showoff", making Den and Pack games fun for all.

### GAMES WITH BALLS AND ROPES

Any number of games can be played if you have a variety of balls in your game chest. The simplest involves bouncing a tennis ball, nerf ball, ping-pong ball, rubber ball, and a golf ball into a box, from a distance. Or balance them on a paddle or the back of your hand during relay races. A well-supplied game chest should have a number of 3-4 foot rope lengths in it for knot games. One that is fun is a square knot race. Players are in a circle. Each has a length of rope, and he ties it with a square knot to the rope of the player on his right. When all the knots are tied correctly, the leader calls out the names of two players. Those boys untie their ropes and run around the circle, carrying their rope. When they get back to their place, they retie their ropes. First to finish their knots correctly score a point. Game goes on until all players have run at least once.



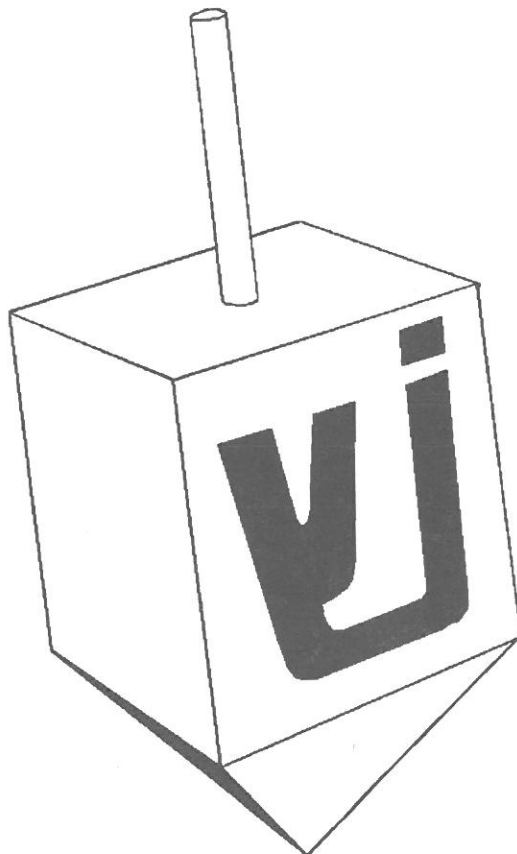


**December 1992 - To Help Other People****PUT-TAKE-NOTHING-DREIDEL GAME -**

1. Any number can play.
2. Give each player a number to indicate his turn.
3. Each person, in turn spins the dreidel.
4. If the letter **נ** faces up it means nothing.
5. If **ה** faces up it means take all.
6. If the letter **ל** faces up it means take half.
7. If **ש** faces up it means put, the player must add one item to the pot.

**ARRANGEMENTS:** At the outset of this game, each player puts one thing (candy-nuts-raisins) into the pot. Should anyone win all, then each person puts another item to make a new pot. The four letters of the Hebrew alphabet are the first letters of sentence that refers to the miracle of the cruse of oil that occurred in the Holy Temple 2200 years ago.

**TO MAKE DREIDEL:** Trace on construction paper. Color with bright colors. Cut out carefully. Fold over and tape closed.



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## January 1993 - Pirates Waters

### Sea Adventures

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

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

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

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

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

**PIRATES DUEL** - Two Cubs with newspaper hats on their heads stand in center of room. They are blindfolded and each is given a balloon. On signal, each player tries to knock the paper hat on his opponent off of his head by swinging his balloon. To help them locate each other, one player must keep calling out "here" and the other "there". The first player to knock off the other pirate's hat is the winner.

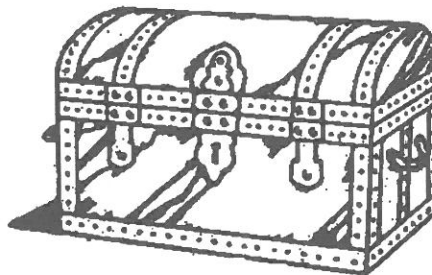
**HIDDEN TREASURE** - Hide unshelled peanuts around the meeting room and tell the Cubs there is "Hidden Treasure". Give them a time limit and the signal "Go," each begins to hunt for the "Hidden Treasure." A three to five minute time limit is usually sufficient for the hunt.

**SPANISH DOUBLOONS** - This can be used as a Den game. Each Cub Scout is given 10 dried beans or small pebbles and is told to ask other players questions about ships or pirates. Any player who answers with a "yes" or "no" must pay the questioner with a bean or pebble. Sounds or gestures equivalent to "yes" or "no" like "uh-huh" or "nope" or shaking the head causes the loss of a bean or rock. The game continues for five minutes with lots of conversation, as Cub Scouts try to win the Spanish Doubloons from each other. At the end of the game, the Cub Scout with the most "Spanish Doubloons" is the winner.

**ALLIGATOR WRESTLE** - All Cub Scouts will enjoy this variation of arm wrestling. Two contestants face each other and are given a stick which each of them grasps with both hands. At a signal each tries to get full possession of the stick by twisting or pulling it away from his opponent. The one who succeeds is the winner and takes on the next contestant, continuing until he loses the stick to another.

**CUTLASS DUEL** - If your Cub Scout adventurers are pirate inclined, a Cutlass Duel may be right up their alley. As a gathering activity, each could make his own cardboard Cutlass, (have poster board, crayons and patterns available) and for your Den game give each a balloon to be blown up and attached with string to the wrist of each player. Two "Pirates" are selected first to duel, while the rest of the Den watches. Using their cardboard Cutlass, each tries to break the balloon of the other Pirate, while keeping his own intact. The Pirate who succeeds, goes on to duel with the next opponent. If both balloons are broken, two new Pirates take up the duel until each has had a turn. The "Pirate" who out-duels the greatest number of his opponents could win some "Pirate Treasure" (foil wrapped candies).

**SAILORS HARD TACK** - Players divide into two teams and line up behind a starting line. About 15 feet away, in front of each team is a chair. The Den Leader stands between chairs. On a signal, the lead players run to chairs, sit down and are given two salted soda crackers (Sailor Hard Tack) each. They race to eat the crackers and whistle audibly. Having whistled, they run back to their lines and tag next player. First team finished is the winner.



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**February 1993 - Old Glory**

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

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

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

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

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

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

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

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

**FLAG SNATCH** - Divide group into two teams. Place the teams in line formation facing each other about 20-30 feet apart. Draw a center line between the teams and mark center point. Select a player to be the flag guard and station him at the center point with a small towel or strip of colored cloth about 24" x 3". The guard stands facing the leader, holding the flag in front of him at shoulder height with both hands. He should hold the flag loosely so it can be easily snatched. At the signal from the leader, the #1 player on each team runs to the guard and circles warily around him. Each attempts to snatch the flag from his hands and return to his own place without being tagged by the guard. A player who succeeds in snatching the flag and returning without being caught becomes guard, and the old guard takes the player's place in line. The leader then calls out the next number and play resumes. To keep the players alert, the leader may call numbers out of sequence.

Team "A" 1, 2, 3, 4, 5, 6, 7, 8, 9

Center line \_\_\_\_\_ X \_\_\_\_\_

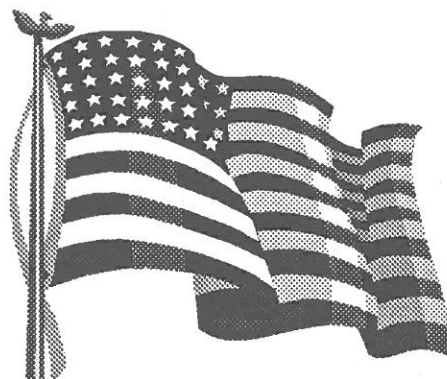
Team "B" 9, 8, 7, 6, 5, 4, 3, 2, 1

**SALUTE RELAY** - The Dens stand in file formation, with Den Leaders standing by the Den flags, about 10 paces in front of the Dens. On the signal, the first Cub in each line runs to the Den Leader, comes to attention, gives the Cub Scout salute smartly. If the salute is good, the Den Leader returns the salute. If the salute is done poorly, the salute is not returned and the Cub must continue to salute until the salute is acceptable and returned by the Den Leader. Then he runs back to his Den team and tags the next Cub Scout in line. The team finishing first wins.

**FLAGS** - The Den Leader begins by naming a state or one of the 13 original colonies. The Cubs must answer either "star" or "stripe", whichever represents the state or colony on the U.S. flag. Cubs take turns answering. Anyone who gives an incorrect answer is out of the game. This will help teach the Cubs the names of the 13 original colonies.

**FLAG HUNT** - Send the Den on a scavenger hunt to see which pair of Cubs can collect the most U.S. flags in an allotted time. These can be pictures, lapel pins, stamps, or anything else. Duplicates are not counted.

**FLAG JIGSAW** - Prior to a Den meeting, make a set of three historic flag jigsaw puzzles for each Cub. To make each puzzle, draw the historic flag about 9" x 12" on heavy paper. Glue the paper to lightweight cardboard. Then cut the flag into at least nine irregular pieces. Place the pieces for all three flags in an envelope. Give an envelope to each player. The Cub who assembles his three flags first is the winner.



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**March 1993 - Weather**

**DRIP, DRIP, AND DUMP** - Divide group into two equal teams. In front of each team, place a bucket full of water and two small plastic cups, each with two small nail holes in the bottom. About 20 feet away, place two bottles. In relay fashion, the first player in each team dips the plastic cups into the bucket, runs to the bottle, and dumps any remaining water into it. He then runs back and hands the cups to the next player. Continue until the bottles are filled to a certain level.

**WINDY FEATHER** - There should be no more than 10 players in a group. Players join hands and try to keep a fluffy feather up in the air by blowing. A Den Leader may toss the feather into the air, but after that no hands are to be used to keep it in the air. Often it is possible to keep the feather aloft for a long time. (This game can also be played using a balloon.)

**CUB SCOUT DISCUS THROW** - Staple two paper plates together to form discus. Decorate if desired. Hang large wire hoop (or hula hoop) from a tree. Cubs try to fly their discus through the hoop. Count 1 point if he makes it.

**WHERE ARE YOU?** - Two players are chosen for the center of the circle. One of them is blindfolded and tries to catch the other one by following his voice. He starts by saying, "Where are you?" The one who is being chased must answer every time, "Here I am." But then he can tiptoe, crawl, run, or walk to another part of the circle; he cannot go outside the circle. When he is caught, he becomes the blindfolded one and someone else takes the place of the one to be chased.





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### April 1993 - Life on Other Planets

**FLYING SAUCER** - Mark a three-foot circle in one end of yard (smaller circle if indoors). Each Cub stands twenty feet away and has three chances to sail his "flying saucer" - a frisbee or paper plate toward the circle. Each time his "saucer" lands inside the circle he gets five points. "Liner" counts three points. For extra fun, choose sides - spaceman vs. earthmen or let each Cub compete as a popular air-minded hero: Superman, Mighty Mouse, Captain Marvel, etc.

**CAPSULE RECOVERY** - Select four different size cans that will nest easily and set them in a row. Tie a piece of string to an ice-cream stick a little off center. The Cub lowers the stick into the second largest can. He tries to wedge the stick against the can's lip and pick the can up and drop it into the largest can. He continues until all cans are nested. This is a speed contest.

**SPACE RACE** - This is a simplified space derby relay. Divide the Den into teams. For each team, stretch a 15 ft. length of string between chairs. Before tying to the second chair, insert a cone shaped paper cup with the tip cut off on each string. Each Cub on a team blows the cup the length of the string and returns it. Continue in relay fashion until all have raced.

**AIRPLANE TOSS** - Each Cub Scout folds his own paper airplane from a sheet of paper. Let the Cubs have a few minutes to fly their planes to get used to their own. Then have contests, such as: greatest flight to airport (box), flight through hoops for greatest distance, staying airborne the longest, etc.

**BLAST OFF** - Cub Scouts sit in chairs scattered around the room. Each is given the name of a planet - Venus, Saturn, Mars, Earth, etc. One Cub is selected to be Mission Control. He stands and says: "Countdown...10, 9, 8, etc." as he walks around the room. Then he calls out the names of various planets. When a Cub hears the name of his planet, he gets up and walks behind Mission Control. When most of the Cubs are out of their seats, Mission Control shouts: "Blast Off." At this time, all Cubs - those seated and those following Mission Control must find new seats. The last Cub Scout to find a seat is the new Mission Control.

**WALK ON THE MOON** - "Astronauts" line up behind a starting line about 15 feet away from a turning line. Each Cub has two pieces of shirt cardboard (or other cardboard). On signal, each Cub places his cardboard pieces on the floor, one in front of the other, and puts one foot on each. To move toward the "moon", he picks up the rear cardboard, moves it in front of the other piece and then steps forward. In this way, players continue to move until one - the winner - has reached the moon (turning line) and returned to earth (starting line). This race can be performed by teams or individuals. Astronauts can wear space helmets for effect.

**ASTRONAUT TRAINING** - This is a good physical fitness relay. Two beanbags, two jump ropes and two rubber balls are needed. Divide the players into two teams. They stand behind starting line. At a turning line 15 feet away are a jump rope, bean bag and ball. On signal, first player runs to the turning line, takes jump rope, jumps 10 times, tosses bean bag in air 10 times, and bounces ball on floor 10 times. He runs back to his team, touches next player who repeats the action. First team to finish is the winner.



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**May 1993 - Show Biz**

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

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

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

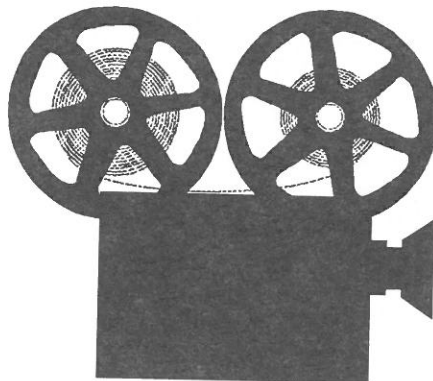
**LINE JUMP** - Stand with toes touching a line. Lean over and grasp toes with hands. Try to jump over a line without letting go of toes.

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

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

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

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



### June 1993 - Bird watchers

**DUCK ON THE ROCK** - Each player has a rock or stone. A stand is used as a boulder. The player who is "it" places his rock on the stand and stays close by as guard. The other players stand at the throwing line 15 or 20 ft. away, and toss their stones at the "duck on the rock." They then take a position where their stones come to a stop. When the duck is knocked off, the guard immediately replaces it while the others pick up their stones and run back to the throwing line. If anyone is tagged by the guard, he becomes "it." The players may feign at picking up their rocks without penalty; but, if they touch their stone, they become subject to being tagged. The guard may not tag anyone while his stone is off the boulder. So this is the time for all players to shout, "boulder off," and run for home. If a player tosses his rock, and it hits another player's, both of the Cubs are allowed home without danger of being tagged.

**TEN FINE BIRDS** - Have the Den sit in a circle. The Denner starts the game by saying:

(1) **A GOOD FAT HEN.** This is repeated by each player in turn. When all players have said, **A GOOD FAT HEN**, the Denner begins again. This time he says:

(2) **TWO DUCKS AND A GOOD FAT HEN.** This is repeated by each in turn. As others are added the reciting becomes a bit more difficult. Players always begin with the last bird added and repeat them in order back to a **GOOD FAT HEN**. Other lines are:

- (3) **THREE SQUAWKING GEESE,**
- (4) **FOUR PLUMP PARTRIDGES,**
- (5) **FIVE POUTING PIGEONS,**
- (6) **SIX LONG-NECKED CRANES,**
- (7) **SEVEN GREEN PARROTS,**
- (8) **EIGHT SCREECHING OWLS,**
- (9) **NINE UGLY TURKEY BUZZARDS,**
- (10) **TEN BALD EAGLES.**



If a Cub makes a mistake or leaves anything out, he must pay a penalty. (Decided on before game starts.)

**BIRDS IN A CAGE** - For this game, you will need two paper fans, two paper plates, and two birds, cut out of tissue paper, preferably colored. Divide into two teams, and choose four to six players for each team. The object of the game is for each player to fan the bird into the cage, which is the paper plate, using only the fan. The bird is placed about two feet in front of the cage, and during the game may not be touched by your hands. When a player on one team has succeeded in getting the bird into the cage, the leader removes the bird and places it about two feet from the cage. The game continues until all the players have had their turns. (A small feather could be used in place of the bird.)

### July 1993 - Wild West

**PIONEERS AND INDIANS** - The object of this game is for a party of "Pioneers" to deliver food supplies to other Pioneers around the entire camp. The Pioneer captain distributes his men as he sees fit, beyond the boundary of the camp and gives each player a paper with a name of a supply written on it. Of course, he gives his best players the most valuable supplies. At the expiration of ten minutes the starting whistle or bugle is sounded and the Pioneers try to get through the Indian lines to deliver their supplies. The Indians capture the Pioneers by any method agreed upon, such as:

1. Simply tagging one or more times on the back.
2. Snatching yarn tied around an arm.
3. Grabbing handkerchiefs allowed to protrude from a pocket.
4. Simply sighting and calling the name when played at night.

The instant an Indian makes a capture, the Pioneer begins to count to one hundred, while the Indian or Indians search him. If by the end of the count the Indians fail to find the hidden paper, they escort the Pioneer out of the camp and he is permitted to try again.

At the expiration of the time agreed upon, the players assemble and the score is taken. The Indians add the numerical values of all supplies captured from the Pioneers and the Pioneers add the number of supplies they actually delivered to their comrades. The Indians are not allowed to take supplies from the besieged Pioneer. After a Pioneer makes a successful delivery, he remains with his comrade. After each side has acted as both Pioneers and Indians, the team that has the larger total is the winner.

**BUCKING BRONCO** - Place chair in the center of the rodeo ring. All cowpokes form a large circle around the ring, and a volleyball is given to one player. One cowpoke is selected to walk to the center chair. He must place both hands flat on the seat of the chair, bending over slightly, and becoming the bucking bronco. One by one, the players in the circle roll the volleyball toward the bucking bronco trying to hit his feet. Meanwhile, the bronco is bucking as fast as he can to avoid being hit by the ball. Whoever hits the bronco is the next one to take his place on the chair. The game continues until each cowpoke has had a turn as the bucking bronco!

**ROPING CONTEST** - Place a table in the center of the rodeo ring. Cover the table with a long tablecloth. For the steer, invert a bleach bottle. Paint or glue a picture to the front of bottle and insert a yardstick in neck of bottle. Instruct one cowpoke to remain hidden behind table and, holding the yardstick, move the steer (bottle) back and forth behind the table when the game begins. Remaining cowpokes line up a designated distance away, and test their skills by trying to lasso a "moving" steer (bottle). (A lasso can be simply made by tying a noose at the end of a long piece of rope.) Give each cowpoke three ties; highest score wins!

**STAGECOACH** - Divide group into pairs, with one cowpoke as the wheelbarrow and one as the driver. For the luggage, supply one large box for each pair. Cowpokes assume wheelbarrow and driver position. The luggage (box) is placed on the wheelbarrow wherever comfortable. When the whistle blows, the stagecoaches start out. Each time the luggage falls off the stagecoach, players must go back to the starting line and begin their trip again. Stagecoach that reaches its destination with luggage intact wins!

## August 1993 - Campfire Yarns

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

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

### CLOTHESPIN GAMES -

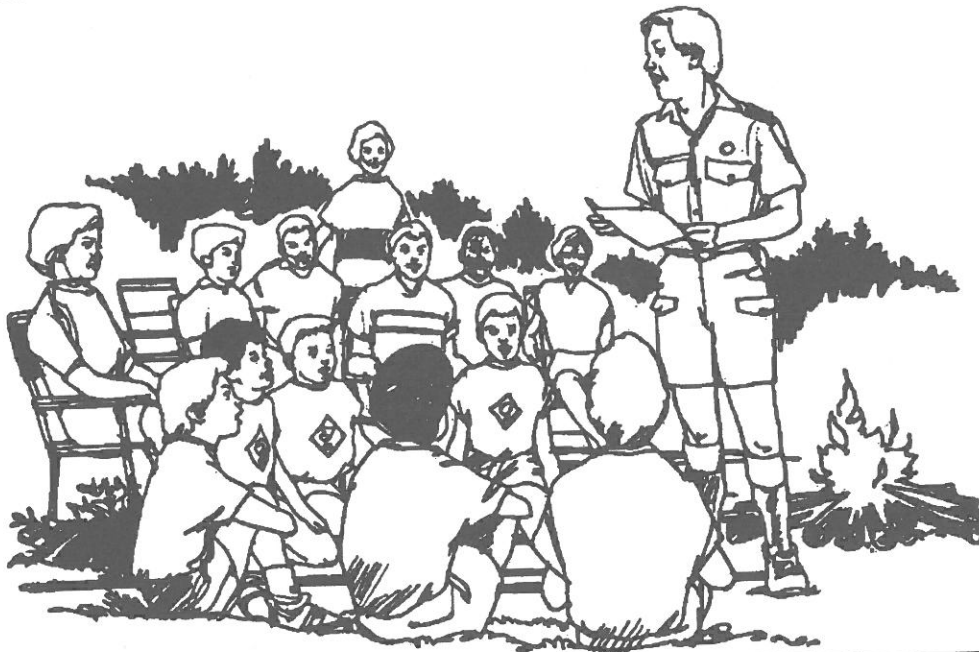
1. The old favorite of dropping clothespins over a chair into a narrow-necked bottle is still fun.

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

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

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

**MUSICAL CHAIRS** or **FRUIT BASKET UPSET** - Adapt either game to the monthly theme; for example, during Family Hobbies, give the Cubs places like zoo, school, park, etc. and have them "move around the town." In October use Halloween objects for switching, in December use Christmas items.



## September 1993 - American Folklore

**HUCK FINN'S LEAPFROG** - In Huck Finn's days, they had frog jumping contests. Here's the Cub Scout version: The Cubs are divided into two or three teams. At the count of three each Cub assumes the frog position (squat like a frog). On the word "Go," Cubs frog hop to a given point turn and return to tag next Cub in line. First team finished, wins.

**SHOOT THE APPLESEEDS** - Each Cub is given a rubber band and several small folded pieces of paper (1" x 1"). Color code the papers a different color per Cub. Have an empty Crisco or other #10 can placed about 10"-15" away and angled. Each Cub is to pretend his paper pieces are apple seeds and he must use his rubber band as a sling shot to shoot the seeds into the can.

**JOHN HENRY NAIL DRIVE** - Two teams evenly divided. Two pieces of 2 X 4, nails, and a hammer are needed. On the word "Go," each Cub hammers one nail five times. He lays his hammer down runs to next station and removes one nail from piece of wood (this wood should have several nails driven into it before meeting starts.) When the Cub has finished this, he returns to tag the next Cub in line who does the same thing. The first team finished is the winner.

**CUB SCOUT BOUNCE** -

*Cub Scout, Cub Scout, touch the ground, Cub Scout, Cub Scout, turn around*

*Cub Scout, Cub Scout, point your shoe, Cub Scout, Cub Scout, 23 skidoo.*

A Cub bounce the ball, and make the motions before the ball bounces a second time. When he reaches 23 skidoo, the next Cub catches the ball and does the same thing. Example: Cub Scout (1 bounce), Cub Scout (1 bounce) touch the ground (1 bounce, then touches the ground before the next bounce). The first finished wins.

**MY HERO! ALL AMERICAN FOLKLORE HERO** - The first thing you should do is read the following story, "My Hero." This game takes some advance preparation. Each Cub is going to "write" a story about a folklore hero. He is going to fill in the blanks of the story with words on strips of paper. To do this take the next page and have it copied because you are going to cut it up! You will need 18 envelopes (use the ones you got some junk mail in) and label them envelope #1, #2, #3, etc. until the last one has #18 on it. Now cut each section apart and then into strips. Put all the strips from one section in the corresponding labeled envelope. Then copy the next page for as many Cubs as you have in your Den. If you have more than 8 Cubs in your Den, make up some more strips for each envelope.

**TO PLAY:** Give each Cub his copy of the story and some tape or glue. Pass Envelope #1 around the table, each Cub picks out a strip of paper, and glues it in the space marked #1. Continue this way starting with a different Cub so the same one doesn't always get the last strip, until all 18 envelopes are passed out and the spaces are filled in. Then have each Cub read his story.

Once upon a time there lived an American Folklore hero who was named       #1      . He was a       #2      ,       #3       with       #4       hair,       #5       eyes,       #6       beard,       #7       nose, and a mouth that was       #8       all the time. He always wore a       #9      ,       #10       shirt,       #11       trousers,       #12       sox, and on his feet he wore       #13       boots. He was best known for his hat which was a       #14      . He never went into the wilderness without his trusty       #15       by his side. He rode his       #16       horse into town one day. On his way he met a       #17      . It frightened him so much he       #18       to make it move out of his way. The whole town cheered. After all he was a hero.



## Mid America Council - 1992

#1	#2	#3	#4	#5
Davy Crocket	tall & thin	Pioneer	bright red	green
Icabod Crane	short & thin	Schoolmaster	straight	crossed
Johnny Appleseed	tall & fat	Planter	messy	two black
John Henry	short & fat	Steel Driver	greasy	blood shot
Pecos Bill	skinny & weak	Cowboy	curly	red
Paul Bunyan	tall & strong	Lumber jack	stringy	swollen
Casey Jones	short & strong	Train Engineer	mangled	glassy
Stormalong	short & weak	Sailor	no	puffy

#6	#7	#8	#9	#10	#11	#12
curly	crooked	open	small	orange	torn	bright red
messy	broken	smiling	dirty	stripped	knee-high	holey
greasy	long	yelling	smelly	polka dot	dingy	high top
shaggy	hooked	pouting	big	flowered	smelly	smelly
thin	pointed	crooked	ripped	work	greasy	wool
long	red	quiet	patched	denim	high-water	orange
short	Roman	straight	torn	cowboy	tight	black
pointed	short	grinning	holey	high-necked	baggy	no

#13	#14	#15	#16	#17	#18
cowboy	Stetson	rifle	skinny	prairie dog	yelled
lumberjack	stocking cap	hammer	tail	ox	stared
slippers	coonskin hat	oar	sway backed	girl	smiled
hiking	sombrero	knife	frisky	snake	jumped
spurred	3-cornered cap	ax	fat	train	faced it down
high top	engineer's cap	rope	lama	boat	danced
work	cooking pot	Bible	sad	bear	whistled
black	sailor's cap	whip	tired	cougar	sang

## October 1993 - Family Hobbies

### Working With Wood

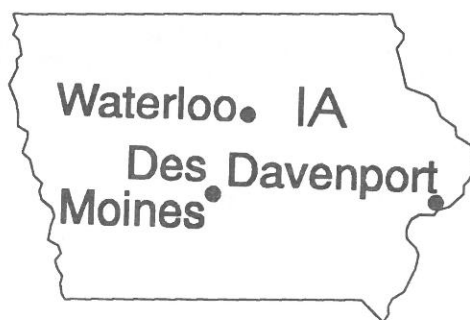
**SKIS** - Make some SKIS out of 1 X 4 boards that will accommodate two or three Cubs at once. Just drill holes in the wood, and put the rope through the holes, forming loops for the players feet. Each team then races around a goal on these skis.

**PROPELLER STICKS** - (For Bear Scouts who have earned their Whittling Chip or are working on it). If you know the secret, you can pretend to use the propeller stick as a lie detector. Get the propeller spinning, and ask a question. If the answer is yes, the propeller will continue spinning in the same direction. If the answer is no, it will stop and then go the other way. Cut a stick, or a piece of a dead tree branch, about 8-12 inches long, and whittle half the length of it down to bare wood. On the whittled end of the stick, cut about six or eight notches in a row. Make the propeller from a smaller stick about three inches long, and whittle it down to bare wood. It doesn't need to be shaped like a propeller at all. Find the center of the propeller and make a hole through it slightly bigger than the thickness of the headed nail. You can make the hole with a drill or a fatter nail wiggled around and pulled back out. Mount the propeller with the headed nail onto the notched end of the bigger stick, but leave it out a little so it will spin easily. The rubbing stick is made from another wood piece about as round as the notched stick, but only half as long. Whittle down one end to a slightly pointed end to be used for rubbing the notches. Now to explain the "trick." Hold the propeller stick in one hand and point it slightly down. Hold the rubbing stick in the other hand, and rub the pointed edge back and forth over the notches. To make the propeller change directions, put your pointing finger along the side of the notched stick. To change the spin, take your finger back and put your thumb out along the other side of the stick. You may need to experiment with speed, pressure, and rhythm of rubbing to get the propeller to go.

### Map Games

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

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





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**HALLOWEEN**

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

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

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

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

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

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

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



## November 1993 - Under the Big Top

**THUMBLESS** - Give each Cub two 6-inch strips of adhesive tape. Have Cubs help each other to tape thumbs and forefingers together, immobilizing both thumbs. Ask them to untie their shoelaces and see who can retie them fastest. Then give each an orange to peel. Then pair off the Cubs and have each one try to tie a neckerchief around his partner's neck.

**COTTON BALL TOSS** - Draw a large head of a clown on a piece of construction paper. For his mouth, cut out a circle about five inches in diameter. Using absorbent cotton balls, form three balls about the size of tennis balls. Wrap them with string or yarn so they won't come apart. Prop the clown against a chair or low table so that the cotton balls can be tossed through the mouth. Establish a throwing line about six feet away. Give the first Cub the three cotton balls. Let him take his turn then go on to the next.

**CIRCUS** - In the beginning the players are divided into teams with a captain for each team. The captains sit about four feet apart, facing each other. The other players get as close to their captains as possible. One captain mentions an animal whose name starts with the letter A and the counts to 10. Before he has reached 10, the other captain must mention the name of another animal beginning with the same letter and so on until neither can think of any more animals. Then they go on to B, etc. The other players on each team think of names and suggest them to their captain. The opposing captain chooses a player from the side who fails to give a word while he counts to 10.

**PUSHING PEANUTS** - The players are required to push peanuts across the floor with straws, while on their hands and knees.

**MAKE YOURSELF A CLOWN** - To play this game you will need two sets of the following items, put into large paper bags:

Rubber noses

Ruffle for the neck

Fake hair or a wig

Pair of work gloves (cloth)

Separate the group into ones and twos. Have each group line up on opposite sides of the table with the paper bags in front of the first one in line. In succession, have each player put the gloves on and then put the articles in the bag on. After they have them on, they must remove them and put them back into the bag, take off the gloves and pass them on to the next player. The first team done is the winner.

**CLOWN ON A STICK** - Have everyone draw a picture of a clown and cut them out. Paste them on a popsicle stick. Divide into groups and put on a short skit.





### GATHERING ACTIVITIES



Unscramble the names of the birds.

1. C t a u c s
2. A a l e e
3. k h w a
4. o w r c
5. b r o i n
6. r a p s w o r
7. I m n f l o g o
8. k l r a
9. u r a t r k e
10. o g o e s

#### BIRDS FACTS:

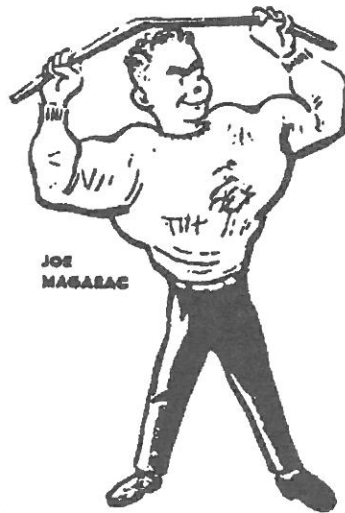
1. Name three birds that cannot fly.
2. What is the smallest bird in the world?
3. What is the largest bird in North America?
4. What bird is known for it's famous delivery?
5. Do you know any bird that flies backwards?
6. Name two major league birds?
7. Why do all birds build nests?
8. What bird has become extinct in the last 75 years?
9. What color is a bluebird?
10. What is the Nebraska State Bird?
11. How high can birds fly?
12. What is the fastest flying bird?

ANSWERS: 1. PENGUIN, KIWI, OSTRICH 2. BEE HUMMINGBIRD OF CUBA - 2 1/4" LONG  
 3. THE TRUMPET SWAN 4. STORK 5. HUMMINGBIRD OR ANY BIRD USING FLUTTERING  
 FLIGHT 6. CARDINAL AND ORIOLE 7. PLACES WHERE BIRDS INCUBATE THEIR EGGS  
 ARE NESTS. 8. PASSENGER PIGEON 9. IT APPEARS BLUE BECAUSE OF REFLECTION AND  
 DIFFRACTION OF LIGHT DUE TO STRUCTURE OF FEATHERS. 10. WESTERN MEADOW-  
 LARK 11. A VULTURE HAS BEEN SEEN FLYING AT 25,000 FEET, BUT MOST BIRDS RARELY  
 FLY ABOVE 3,000 FEET. 12. SWIFTS HAVE BEEN TIMED AT 200 MPH.

## NAME THAT HERO!

Match the person with the sentence:

1. \_\_\_\_\_ Called "Little Sure Shot" as a child, she grew up to star in Buffalo Bill's Wild West Show.
2. \_\_\_\_\_ He once rode a cyclone through four states. When he leaped off, his landing formed Death Valley, California.
3. \_\_\_\_\_ This character is not fictional. This mighty steel-driving man had a rock-drilling contest with a steam drill and won!
4. \_\_\_\_\_ An expert hunter, horsewoman, sharpshooter, and scout, this colorful Wild West character, risked her own life to nurse smallpox patients back to health in Deadwood, South Dakota.
5. \_\_\_\_\_ This mighty man of steel would stir boiling pots of molten steel with his bare hands! When the steel mill he worked in became too small, he melted himself to make steel for a larger building!
6. \_\_\_\_\_ This boy and two of his friends outfitted a raft with supplies and floated into endless Mississippi River adventures.
7. \_\_\_\_\_ He became the most famous lumberjack of all time. He and his pet ox, Babe were used as advertising for the lumbering industry.
8. \_\_\_\_\_ He killed a bear when he was only three. He was a true historical character. He died in the Alamo.
9. \_\_\_\_\_ He lived on his father's hacienda in southern California. Hiding his identity behind a mask, he would ride to protect the cruel governor's victims.
10. \_\_\_\_\_ He was a Christian missionary who planted orchards in the wilderness.

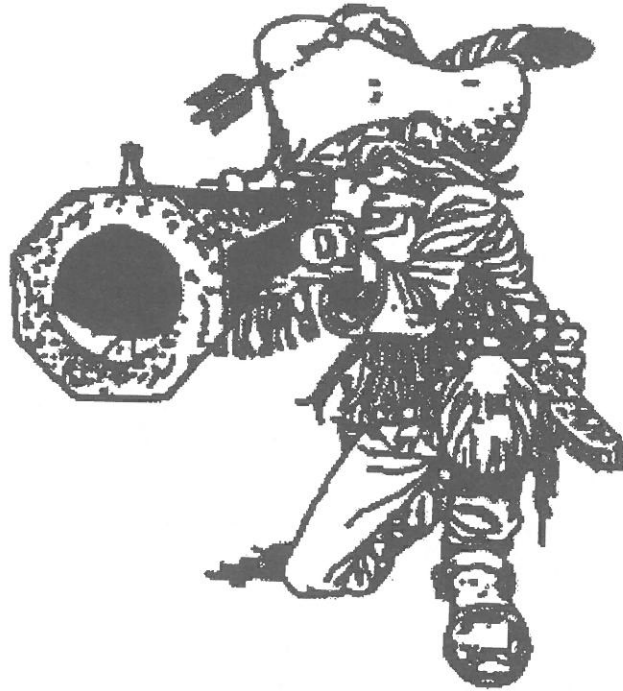


Answers: 1. Annie Oakley 2. Pecos Bill 3. John Henry 4. Martha "Calamity Jane" Canary 5. Joe Magarac 6. Huckleberry Finn 7. Paul Bunyan 8. Davey Crockett 9. "Zorro" Don Diego 10. Johnny Applesseed

### HISTORICAL OBJECTS

Distribute copies to all and see how many persons they can identify by the following clues:

1. A rainbow
2. A kite
3. A glass slipper
4. An apple
5. A slingshot
6. A coat of many colors
7. A wolf
8. Long hair
9. A hatchet
10. A footprint
11. A cloak
12. A steamboat
13. A rail fence
14. A plum
15. 3 ships
16. A blue ox
17. Steals from rich
18. Famous nurse



Answers: 1. Noah 2. Ben Franklin 3. Cinderella 4. Cinderella 5. David 6. Joseph 7. Red Riding Hood 8. Samson 9. George Washington 10. Robinson Crusoe 11. Sir Walter Raleigh 12. Robert Fulton 13. Abe Lincoln 14. Jack Horner 15. Columbus 16. Paul Bunyan 17. Robin Hood 18. Florence Nightingale



**Family Flag Quiz**

1. Mrs. Elizabeth Griscom Ross Asburn Claypoole, better known as Betsy Ross, made the first Stars and Stripes at the request of George Washington.

True \_\_\_\_\_ False \_\_\_\_\_

2. The biggest free-flying flag flies over the Capitol Building in Washington D.C.

True \_\_\_\_\_ False \_\_\_\_\_

3. The flag may not be flown upside down.

True \_\_\_\_\_ False \_\_\_\_\_

4. When a flag is used to cover a casket in a military funeral, the flag is buried with the casket.

True \_\_\_\_\_ False \_\_\_\_\_

5. The flag may be half-staffed only by Presidential proclamation.

True \_\_\_\_\_ False \_\_\_\_\_

6. The flag should be hoisted slowly and lowered quickly.

True \_\_\_\_\_ False \_\_\_\_\_

7. The flag should be flown everyday, regardless of the weather.

True \_\_\_\_\_ False \_\_\_\_\_

8. The Stars and Stripes was designed by Francis Hopkinson, an artist and signer of the Declaration of Independence.

True \_\_\_\_\_ False \_\_\_\_\_

9. It is a Federal crime to knowingly cast contempt on the U.S. flag by public mutilating, defacing, burning, or trampling upon the flag.

True \_\_\_\_\_ False \_\_\_\_\_

10. The American colonies used British flags for 150 years.

True \_\_\_\_\_ False \_\_\_\_\_

11. When folded correctly our flag is in the shape of a:

- a. square
- b. cylinder
- c. rectangle
- d. triangle
- e. circle.

12. The U.S. flag has 7 white and 6 red stripes.

True \_\_\_\_\_ False \_\_\_\_\_

13. The flag was first authorized by Congress on June 14, 1777.

True \_\_\_\_\_ False \_\_\_\_\_

14. Name the site of the flag raising that inspired the Marine Corps Monument in Arlington, VA.

a. Tripoli

b. Belleau Wood

c. Guadalcanal

d. Mount Suribachi, Iwo Jima.

15. How many horizontal rows of stars do we use in our flag today to represent our 50 states.

a. 13

b. 7

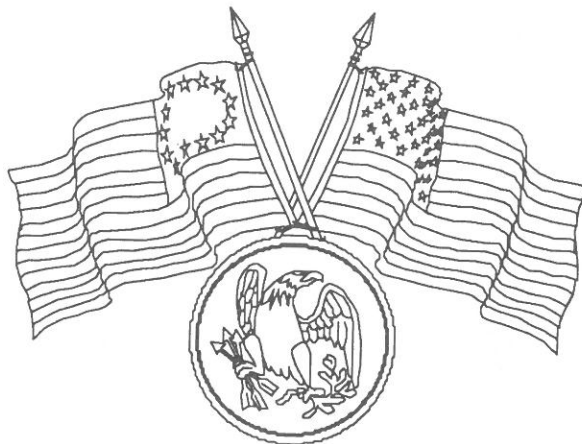
c. 10

d. 9

16. When the flag is displayed in a window, it should be placed so that the Union or blue field is to the right of the observer in the street.

True \_\_\_\_\_ False \_\_\_\_\_

Answers: 1. Unknown. The Betsy Ross story is charming, but unproven. 2. False, the largest free-flying U.S. flag hangs over the George Washington Bridge connecting New York with New Jersey. This flag measures 60' x 90'. 3. False, the flag may be flown upside down as a signal of dire distress. 4. False. The flag should not be lowered into the grave or allowed to touch the ground. It is folded and usually present to the next of kin. 5. False, but then, only until noon on Memorial Day or to honor deceased persons for whom the nation officially mourns. 6. False, it's the other way around. The flag should be hoisted briskly and lowered slowly. 7. False, the flag should not be flown in inclement weather. 8. True 9. True 10. True 11. Triangle 12. False 13. True 14. Mount Suribachi, Iwo Jima. 15. 9, 5 rows of 6 stars each, 4 rows of 5 stars each. 16. False



December 1992 - To Help Other People

VIVE L'AMOUR

*Let every good fellow now join in a song,  
Vive la compagnie!  
Success to each other and pass it along,  
Vive la compagnie!*

CHORUS

*Vive la, vive la, vive l'amour!  
Vive la, vive la, vive l'amour!  
Vive l'amour, vive l'amour  
Vive la compagnie!*

*Now wider and wider our circle expands,  
Vive la compagnie!  
We sing to our comrades in faraway lands,  
Vive la compagnie!*

CHORUS

*A friend on your left and a friend on your right,  
Vive la compagnie!  
In love and good fellowship, let us unite,  
Vive la compagnie!*

CHORUS

*With friends all around us we'll all sing our song,  
Vive la compagnie!  
We'll banish our troubles, it won't take us long,  
Vive la compagnie!*

CHORUS

*Should time or occasion compel us to part,  
Vive la compagnie!  
These days shall forever enliven the heart,  
Vive la compagnie!*

CHORUS



### HANUKKAH FUN SONGS

*(Tune: Merrily We Roll Along)*

*Hanukkah is here at last,  
Here at last, here at last,  
Hanukkah is here at last,  
There's fun for everyone!*

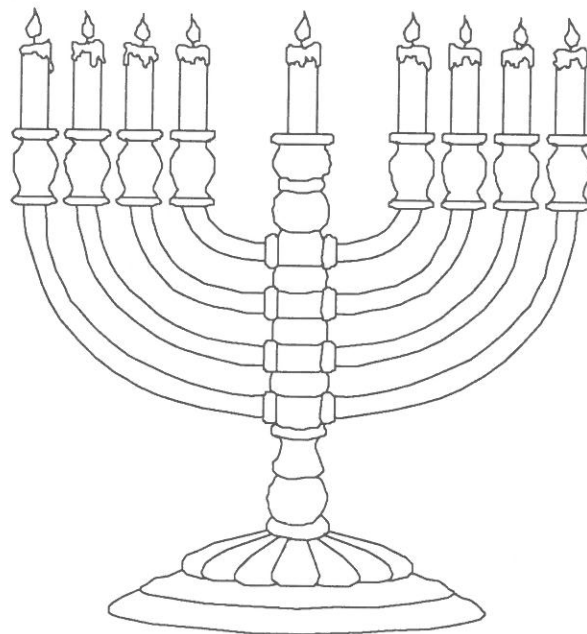
*We spin the dreidel merrily,  
merrily, merrily  
We spin the dreidel merrily,  
Come on and join the fun!*

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

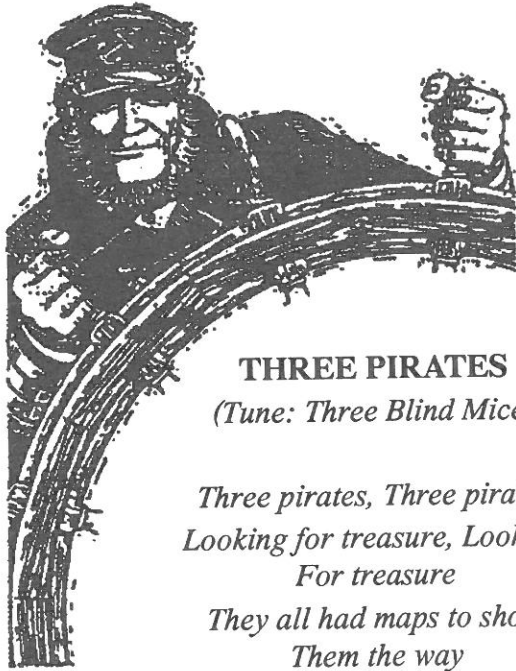
*The candles burn so cheerily,  
cheerily, cheerily,  
The candles burn so cheerily,  
It's the best week of the year!*

*(Tune: Three Blind Mice)*

*Eight bright lights,  
Eight bright lights,  
See how they glow,  
See how they glow,  
They call to mind the  
Maccabees  
The struggle for our liberties  
The glory of their victories  
Eight bright lights.*



## January 1993 - Pirate waters

**THREE PIRATES***(Tune: Three Blind Mice)*

*Three pirates, Three pirates  
Looking for treasure, Looking  
For treasure  
They all had maps to show  
Them the way  
They all got lost, so we say  
They'll have to try another day  
Three pirates, Three pirates.*

**WAY DOWN UPON THE OCEAN WIDE***(Tune: Way Down Upon the Swanee River)*

*Way down upon the ocean wide,  
Far out to sea;  
There's where you'll find that pirates hide,  
Way out upon the sea.*

*All their flags have skull and crossbones,  
Waving from the mast;  
And if you ask them why they're pirates,  
Well, that's a secret from their pasts.*

**CHORUS**

*All the world is afraid of pirates,  
Especially on the sea;  
So, if you every see a pirate,  
Sail away and let him be!*

**WE WERE SAILING ON THE SEA ONE DAY***(Tune: We Were Strolling Through the Park One Day)*

*We were-sailing on the sea one day,  
In and out of Irish bay;  
We were taken by surprise,  
By a pair of glowing eyes;  
While sailing on the sea one day.*

*We tried to turn our ship around,  
A green and slimy thing we found.  
It was swimming by the shores,  
Making silly-goofy snores:  
While sailing on the sea one day.*

*We anchored to let the creature near,  
He was here and there  
And there and here,  
He smiled and rolled his eyes,  
So we waved and said good byes;  
While sailing on the sea one day.*

## February 1993 - Old Glory

**THIS OLD FLAG***(Tune: This Old House)*

*This old flag is my protection,  
 This old flag is my birthright,  
 This old flag is full of beauty,  
 May it fly both day and night.  
 It's an honor to salute it,  
 And with pride we'll hold it high.  
 We will keep it flying o'er us  
 Like a symbol in the sky.*

*Hain't gonna allow no one  
 To tramp it,  
 Hain't gonna allow no one to 'buse,  
 Hain't gonna allow no one to shun it,  
 Hain't gonna allow no one to use,  
 Hain't gonna allow no one to down it.  
 For some other flag to use.  
 Going to keep that old flag flying  
 And we dare you to refuse.*

**THE CUB SCOUT PACK***(Tune: You're a Grand Old Flag)*

*We're a Cub Scout Pack,  
 We're a high flying Pack  
 Down the trail of Akela as we go.  
 From Wolf to Bear to Webelos,  
 As into good Cub Scouts we grow.  
 Every Cub is true,  
 To the Gold and the Blue,  
 And he never forgets the Fact,  
 That all the fun a boy could want  
 He can find in a Cub Scout Pack!*

**BLUE AND GOLD MARCHING SONG***(Tune: Davy Crockett)*

*Now the blue is the color  
 Of the sky above.  
 The blue in the flag  
 Of the land that we love,  
 Remind us of God  
 And our Country free.  
 Giving us a lesson in loy-al-ty!  
 Loy-al Cubs are loyal,  
 To God and Country fair.*

*Like the warmth and the cheering  
 Of the golden sun,  
 Are the smiles of a friend,  
 And a deed well done;  
 This is the gold  
 That a Cub Scout finds,  
 In keeping his duty,  
 To the Law that binds.  
 Smiling, warm and friendly;  
 Cub Scouts will give good cheer.*

*Now the blue and gold  
 Show the world apart,  
 That the Cub Pack is LOYAL  
 And WARM of heart;  
 Faithful to God  
 And our Country too,  
 We'll do our best!  
 At whatever we do!  
 Loyal, ever cheerful;  
 Cub Scouts are on the march!*



### ITS A SMALL WORLD

*It's a world of laughter,  
A world of tears;  
It's a world of hopes  
And world of fears.  
There's so much that we share,  
And it's time we're aware,  
It's a small world after all.*

#### CHORUS

*It's a small world after all,  
It's a small world after all,  
It's a small world after all,  
It's a small, small world.*

*There is just one moon,  
And one golden sun.  
And a smile means friendship,  
And every one.  
Though the mountains divide  
And the oceans are wide,  
It's a small world after all.*

#### CHORUS

*There are Cub Scouts here  
And everywhere,  
And we try our best  
To do our share.  
There is none to compare,  
We are all fair and square,  
It's a small world after all.*

#### CHORUS

### BADEN-POWELL

*(Tune: Found a Peanut)*

*Found an honest man,  
Found a humble man.  
Baden-Powell was his name.  
Started Scouting back in England,  
Which led to his fame.*

*First came Boy Scouts,  
Then came Cub Scouts.  
At first their numbers  
Were quite small,  
But they spread to other countries,  
Now we're several million all.*

*When he died,  
It was sad,  
To lose such a man.  
But his teachings  
Have inspired us,  
To do the very best we can.*

### SOUP, SOUP, SONG

*(Tune: Hail, Hail, the Gangs all Here!)*

*Soup! Soup! We all want soup.  
Needn't stop to strain it,  
Tip your bowl and strain it,  
Hark! Hark! the funny noise,  
Listening to the gurgling boys.*

*Meat! Meat! Bring on the meat,  
Fresh and juicy cow meat,  
Ham and pickled pigs feet,  
Lamb chops and pork chops too,  
Any kind of meat will do.*

*Pie! Pie! We all want pie,  
Coconut and cheery,  
Peach and huckleberry  
Any kind of pie will do.*



**BIRTHDAY B.S.A***(Tune: On Top of Old Smokey)*

*We were all at the banquet,  
On Blue and Gold day.  
The whole family came here,  
To eat and to play.*

*When somebody told me,  
we're \_\_\_ years old,  
I could not believe,  
What I had been told.*

*Then they brought out a cake,  
With candles atop.  
I counted the candles,  
And I didn't stop.*

*Now how could a Cub Scout,  
Be age \_\_\_\_\_,  
When I get that old,  
I won't be alive.*

*Then somebody told me,  
An astonishing fact,  
That the Boy Scouts of America,  
Is much older than that.*

*My Den Leader told me,  
That I shouldn't fret,  
that's the age of Cub Scouting,  
I'm not that old yet.*

*Cub Scouts are together,  
At work and at play.  
We wish everybody,  
**THE HAPPIEST DAY!***

**THINK BLUE***(Tune: My Bonnie Lies Over the Ocean)*

*Think blue and you're  
Thinking of Cub Scouts,  
Think blue and you're  
Thinking of boys,  
Think blue and you're  
Thinking of families,  
Of outings and picnics and joys.*

**CHORUS**

*Think blue, think blue,  
Think blue of our Bobcats and Wolves and Bears,  
Think blue, think blue,  
First Webelos,  
Then Scout badge we'll wear.*

*Think blue and you're  
Thinking of friendship,  
Think blue and you're  
Thinking of fun,  
Think blue and you're  
Thinking of good times,  
For Cub families and their sons.*

**CHORUS****RESPECT THE FLAG***(Tune: Lovely Evening)*

*O how lovely is our flag, is our flag.  
As it floats up in the blue sky,  
In the blue sky,  
Give it respect.  
Give it respect.*

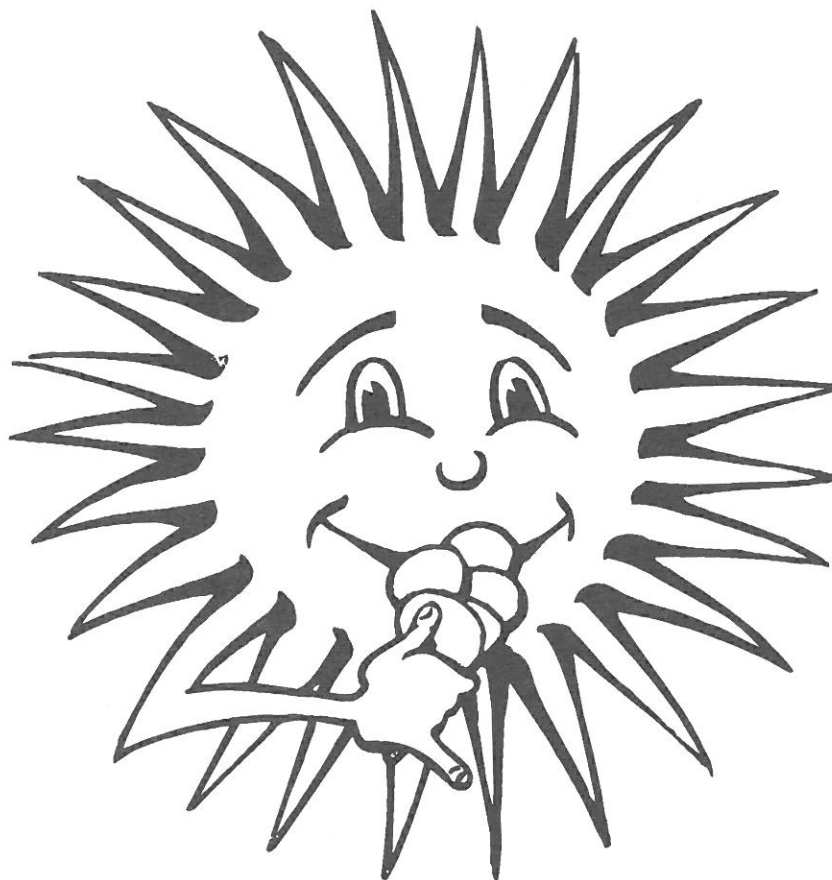


March 1993 - Weather

**Pink Pajamas**

*(Tune: Battle Hymn of the Republic)*

*I wear my pink pajamas  
In the summer when it's hot.  
I wear my flannel nighties  
In the winter when it's not.  
And sometimes in the springtime  
And sometimes in the fall,  
I jump right in between the sheets  
With nothing on at all.  
Glory, glory, hallelujah;  
Glory, glory, what's it to you,  
Balmy breezes blowing thru you  
With nothing on at all.*



April 1993 - Life on Other Planets

**VISITED PLUTO**

*(Tune: On Top of Old Smokey)*

*I visited Pluto,  
My fortune to seek,  
While I was there,  
My spaceship started to leak.*

*It dripped on past Jupiter,  
To Venus and Mars,  
But when I reached Saturn,  
I had to trade cars.*

*While stopping on Mercury,  
I found no one there,  
So, I put it in high gear,  
Plotted a chart for no-where.*

*I'm far out in space now,  
Just touring the Stars,  
I'd come home in a hurry,  
But I don't know where we are,*

*Then I spotted a shuttle,  
And tagged on behind,  
And after awhile,  
Guess what I'll find.*

*Good old terra firma,  
The earth sure looks good,  
But I'll start out again,  
Soon as I'm in the mood.*

**ROCKET SONG**

*(Tune: Turkey in the Straw)*

*I had a great big spaceship,  
And it's rockets wouldn't fire,  
So I tinkered and I tested,  
But it only raised my ire.  
I twisted every knob  
And I pulled each lever twice,  
But when I touched the starter  
It ignited the device.  
On past the moon,  
and Jupiter and Mars,  
Flying past Venus, Pluto and Stars,  
When I get back  
I'll tell you where I've been,  
So now it's bye-bye until then.*

**ROCKETS AWAY**

*(Tune: Anchor's Aweigh)*

*Rockets away, my boys,  
Rockets away,  
We're off to see the stars,  
The planets and more,  
Blast off to meet new friends,  
Learn their ways and soon,  
When we return,  
We'll be smarter for sure!*



**THE DARING SPACEMAN**

*(Tune: When Johnny Comes Marching Home)*

*I am a daring astronaut,  
Hurrah, hurrah.*

*I'm getting ready to blast off,  
Hurrah, hurrah.*

*The rocket takes me high in space,  
My capsule is a most comfortable place.  
To a space adventure,  
I am on my way.*

*I'm orbiting now around the moon,  
Hurrah, hurrah.*

*I think I'll land there very soon,  
Hurrah, hurrah.*

*I pitch and yaw and roll through space.  
I've not seen these sights any other place.  
I'm a daring spaceman.  
Won't you come with me?*

*Let's fly to other planets now,  
Hurrah, hurrah.*

*Come fly with me, I'll show you how,  
Hurrah, hurrah.*

*We'll stop at Mercury, Venus, Mars,  
At Neptune we'll take a good look  
At the stars.*

*What a lovely sight,  
The wonderful world of space.*

**ROCKET TO THE MOON**

*(Tune: John Jacob Jingleheimer Smith  
Sing song 3-4 times each time more quietly, but  
always shout out "Da, da, da.")*

*I'll build a great big rocket ship,  
Then fly to the moon.*

*And when the moon comes out,  
The people all will shout,  
"He built a rocket to the moon."  
Da, da, da, da, da, da, da.*

**WORLD OF TOMORROW**

*(Tune: My Bonnie Lies Over the Ocean)*

*Last night as I lay on my pillow,  
And drifted off slowly to sleep,  
I thought of the world of tomorrow,  
These thoughts through  
My mind did creep.*

**CHORUS**

*Bring back, bring back,  
O bring back the old days to me, to me,  
Bring back, bring back,  
O bring back the old days to me.*

*A computer will do all my homework,  
A robot will do all the chores,  
If I spend the whole day just playing,  
I fear that I may become bored.*

**CHORUS**

*My jet powered bike will be speedy,  
I'll fly in my spaceship to Mars,  
But what if I get lost in space,  
And can't find my way through the stars?*

**CHORUS**

*My parents will have their own rocket,  
We'll travel through space very quick,  
I'm not sure I'll like that fast travel,  
I may even get space sick.*

**CHORUS**

*Our family might move to Venus,  
I don't know what we would find there,  
I'd sure miss my friends back on Earth.  
They're the best friends, I'll find anywhere.*

**CHORUS**

*Dehydrated food for breakfast,  
Dehydrated food for lunch,  
Oh what I would give for a Big Mac,  
And potato chips that I can crunch.*

**CHORUS**

**THERE WAS AN ASTRONAUT**

*(Tune: Bill Grogan's Goat)*

*There was an astronaut they say,  
Was oh so brave, blasting off one day.  
His wife said: "This lunch please take."  
But the brave astronaut,  
His head did shake.*

*"I cannot take any extra gear,  
I'll not get hungry, don't you fear."  
With these last words,  
He smiled and waved,  
With many unknowns yet to be braved.*

*His wife she worried both day and night,  
To think he'd starve on his first flight.  
But this brave astronaut, so smart,  
Knew something important from the start.*

*Upon the moon, where he did land,  
He enjoyed a lunch that was so grand.  
And he felt smart and very pleased.  
When he remembered  
The moon's green cheese.*

**ORGANIZED NOISE**

*(Tune, "Frere Jacques", as a round or with one  
Den following another)*

*Where is Den \_\_\_\_? Where is Den \_\_\_\_?  
Here we are! Here we are!  
We're a lot of Cubs, who make a lot of noise,  
Here's Den \_\_\_\_! Here's Den \_\_\_\_!*

**SPACE DERBY SONG**

*(Tune: Camptown Races)*

*Cub Scouts all join in the song,  
Doo-dah, doo-dah!  
Spaceship wire is mighty long.  
Oh, doo-dah day!*

**CHORUS**

*Going to fly so fast.  
Going to get ahead.  
Bet my money on a blue spaceship.  
Somebody bet on the red.*

*Spaceships - red, blue, green, and gray.  
Doo-dah, doo-dah,  
Running on a wire today,  
Oh, doo-day day!*

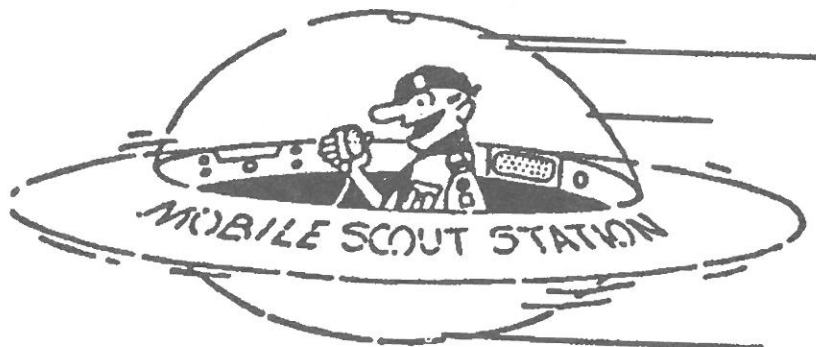
**CHORUS**

*Spaceships have a lot of speed,  
Doo-dah, doo-dah,  
Rubber bands are all they need,  
Oh, doo-dah day!*

**CHORUS**

*They're the pride of all the lads,  
Doo-dah, doo-dah,  
Build by Cub Scouts and their dads.  
Oh, doo-dah day!*

**CHORUS**



May 1993 - Show Biz

**THE DEN TRAPEZE**

*(Tune: Man on the Flying Trapeze)*

*We flew to our task,  
With the greatest of ease,  
Our circus would have,  
A sturdy trapeze,  
With hammer and nails,  
And our Den Leader's care.  
We thought we'd be able,  
To fly through the air.*

*We finished the job,  
For our big circus fling,  
But our trapeze was leaning;  
We hoped it would swing,  
The Pack was assembled,  
And ready to go.  
When our trapeze crashed down on,  
The star of the show.*



**CIRCUS FUN**

*(Tune: Clementine)*

*At the circus there are lions,  
And they roar so very loud;  
They send shivers sharp as slivers,  
Through the anxious, waiting crowd.*

**CHORUS**

*O, the circus, yes the circus,  
Lots of fun for young and old,  
Peanuts, popcorn, cotton candy,  
Till your mouth no more can hold.*

*At the circus there are elephants,  
That parade and swing and sway,  
As they work and never shirk,  
With mere peanuts as their pay.*

**CHORUS**

*See the circus, when it's in town,  
For a day, that's filled with fun,  
You'll have thrills, and lots of chills,  
that will last till day is done.*

**CHORUS**

**MAN ON THE FLYING TRAPEZE**

*He flies through the air  
With the greatest of ease,  
The daring young man  
On the flying trapeze.  
His movements are graceful,  
The girls he does please.  
And that's what became of my love.*

## June 1993 - Bird Watchers

**THE WOODPECKER***(Tune: Turkey in the Straw)*

*The woodpecker pecked out  
 A little round hole,  
 And made him a house  
 In the telephone pole.  
 One day when I watched,  
 He poked out his head,  
 And he had on a hood  
 And collar of red.  
 When the streams of rain  
 Pour out of the sky,  
 And the sparkles of lightning  
 Go flashing by,  
 And the big, big wheels  
 Of thunder roll,  
 He can snuggle back  
 In the telephone pole.*

**LITTLE CHICKEN***(Tune: Turkey in the Straw)*

*I had a little chicken,  
 And she wouldn't lay an egg,  
 So I poured hot water  
 Up and down her leg,  
 The little chicken hollered,  
 And the little chicken begged,  
 And the little chicken laid me,  
 A hard boiled egg.*

**A WORM'S EYE VIEW***(Tune: Home on the Range)*

*Oh, come see my home,  
 Where I live all alone.  
 Munching onions and spinach all day.  
 Now you may think a worm,  
 Doesn't deserve his turn,  
 But without me the gardener would play.*

*Home, home in the squash,  
 Where I live and I sleep and I eat.  
 The gardener may try,  
 To blow me sky high,  
 But I'll hide safely inside a beet.*





July 1993 - Wild West

DOWN IN THE VALLEY

Down in the valley,  
 Valley so low,  
 Late in the evening,  
 Hear the wind blow,  
 Hear the wind blow, love  
 Hear the wind blow,  
 Late in the evening,  
 Hear the wind blow.  
 Roses love sunshine,  
 Violets love dew,  
 Angels in heaven  
 Know I love you,  
 Know I love you, dear,  
 Know I love you.  
 Angels in heaven  
 Know I love you.  
 Send me a letter,  
 Send it by mail,  
 Send it in care of  
 The Birmingham jail,  
 The Birmingham jail, love.  
 The Birmingham jail,  
 Send it in care of  
 The Birmingham jail.

BRAVE PIONEERS

(Tune: Battle Hymn of the Republic)

Who were the fearless pioneers,  
 Who helped carve out our land?  
 Who traveled down the rugged trails,  
 They were a fearless band.  
 They braved the weather and the wilds,  
 Those men and women bold.  
 Their story should be told.

CHORUS

Traveling to an unknown land,  
 A very brave and daring band.  
 Pioneers, we think you're grand,  
 For lending us a hand.

Buffalo Bill and Daniel Boone,  
 Two of the very best;  
 Zebulon Pike, Kit Carson,  
 Jim Bridger and the rest.  
 Brave pioneers who risked their lives,  
 To make this country grand,  
 We thank you for our land.

CHORUS

RED RIVER VALLEY

From this valley  
 They say you are going,  
 I will miss your bright eyes  
 And sweet smile,  
 For they say you are  
 Taking the sunshine,  
 That sure brightens  
 Our pathway a while.



## August 1993 - Campfire Yarns

### CAMPFIRE

*(Tune: I Was Working on the Railroad)*

*I was dreaming of a campfire,  
Burning clear and bright.  
Dreaming stars were above me,  
Upon a winter's night.  
I was dreaming that my best friends,  
All were dreaming, too.  
When I woke and looked around me,  
I say my dream come true.*

### I JUST LOST MY UNDERWEAR

*(Tune: Bye Bye Blackbird)*

*I just lost my underwear,  
I don't care, I'll go bare.  
Bye, bye longjohns.  
They were very nice to me,  
They tickled me.  
Bye, bye longjohns.*

### UNDERWEAR

*(Tune: Over There)*

*Underwear, underwear,  
How I itch in my woolly underwear.  
How I wish I'd gotten,  
A pair of cotton,  
So I wouldn't itch everywhere.*

*BVD's make me sneeze,  
When the breeze, from the trees,  
Hit my knees.  
I'm coming over,  
I'm coming over,  
In my gosh-darn, ding-dong,  
Woolly underwear.*



## September 1993 - American Folklore

**PECOS BILL***(Tune: Farmer in the Dell)*

*A boy named Pecos Bill,  
Grew up with coyotes on a hill.  
He finally looked into a pond,  
And found he had no tail.  
Since a human he'd be born,  
He wanted to round up longhorns.  
Too big for a horse, he tamed instead,  
A mountain lion one morn.  
One day a rattlesnake,  
Made quite a big mistake.  
Got into a fight with Pecos and,  
A whipping job did take.  
The moral to all this is,  
That you could be a whiz,  
At using animals for jobs,  
That aren't their normal biz!*

**PAUL AND BABE***(Tune: Polly Wolly Doodle)*

*Paul Bunyan was a burly guy,  
Singin', watch that mighty man!  
The trees would shake when he walked by,  
Singin', watch that mighty man!*

**CHORUS**

*Paul and Babe, Paul and Babe,  
What a team with only an axe.  
They swept through the forest,  
Just choppin' down trees.  
And take a look at those tracks!*

**CHORUS**

*Now Babe his Ox was, oh, so blue,  
Singin', Babe, that mighty ox.  
He was 42 axe handles long, it's true,  
Singin', Babe, that mighty ox!*

**CHORUS**

*Yes, Paul, he loved those cakes of wheat,  
Singin', eat those cakes right down!  
Those boys would skate with bacon on their feet.  
Singin', eat those cakes right down!*

**JOHNNY APPLE***(Tune: London Bridge)*

*Johnny Apple loved to eat,  
Loved to eat,  
Loved to eat,  
Johnny Apple loved to eat  
Apples by the bushel full.*

*Johnny Apple moved out West,  
Moved out West,  
Moved out West.  
Johnny Apple moved out West.  
Found there were no apple trees.*

*Johnny Apple, plant those seeds,  
Plant those seeds,  
Plant those seeds.  
Johnny Apple plant those seeds.  
So you can munch an apple again.*

*Trees sprang up and then they grew,  
Then they grew,  
Then they grew.*

*Trees sprang up and then they grew.  
All the West was green and red.*

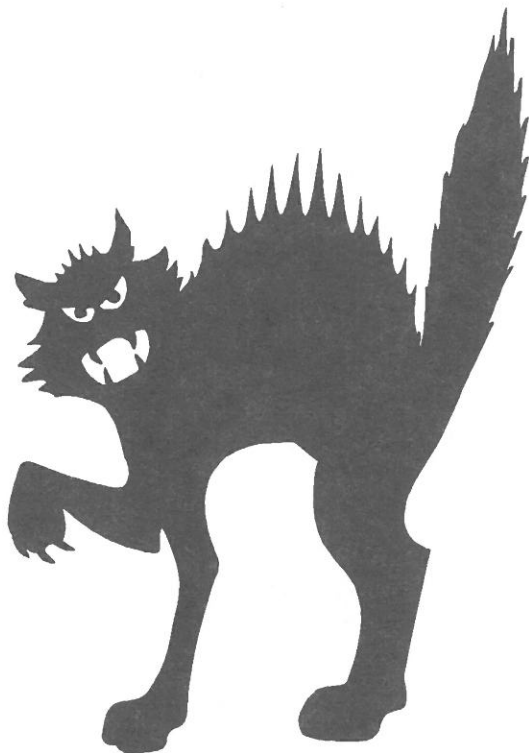
*Johnny said, "Eat an apple a day,  
Apple a day,  
Apple a day."*

*Johnny said, "Eat an apple a day,  
Then it will keep the doctor away.*

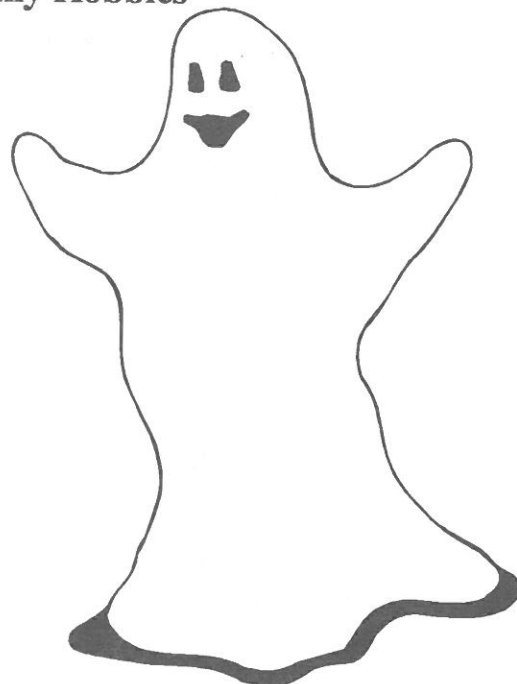
**BIG FOOT***(Tune: Pop Goes the Weasel)*

*When Big Foot takes a little walk  
The animals scamper and scoot  
If you are near, you'd better not talk  
CRASH! Goes the BIG FOOT!  
He's so ugly, he'd make you run  
You just might jump clear up to the sun.  
Hopefully, he's only for fun!  
CRASH! Goes the BIG FOOT!*

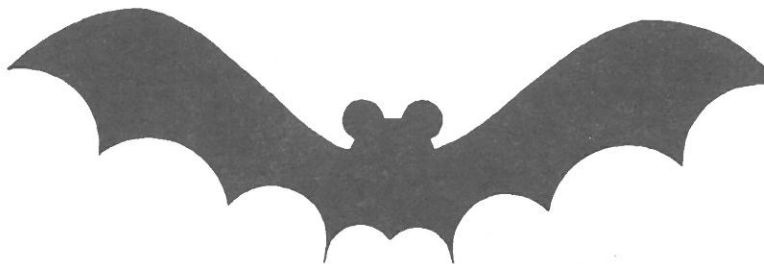
## October 1993 - Family Hobbies

**THE WITCH'S CAT**

*Oh, it's Halloween and goblins are about,  
 You can see them lurking in the gloom,  
 And away up in the sky,  
 There's a witch a-swish-ing by,  
 With a big black cat riding on her broom.  
 Take care! Beware of the cat,  
 That's riding on the witch's broom!  
 Oh, you'd better stay away from big black cats,  
 They are in a magic spell just now,  
 And you really can't tell which may belong to  
 Some old witch, So don't answer  
 When they cry "Me-ow, Me-ow!"  
 Take care! Beware when a big black kitty cries  
 "Me-ow, Me-ow!"*

**HALLOWEEN NIGHT**

*Witches flying very high,  
 On their broomsticks through the sky,  
 Know tonight is Halloween.  
 And tonight the goblins run,  
 Wearing pumpkin-heads for fun.  
 Hurry up and come with us, It's Halloween!  
 Little children in the streets,  
 Wearing masks and old white sheets,  
 Know tonight is Halloween.  
 Bring your bags and let's get some,  
 Candy bars and bubble gum,  
 Hurry up and come with us, It's halloween!*



## November 1993 - Under the Big Top

## THE BEST CIRCUS IN TOWN

*(Tune: Sippin' Cider Through A Straw)*

*The other day,  
The circus came,  
Into our town.  
With acts of fame.*

*The tightrope man,  
Did oh so well,  
At least until,  
At last he fell.*

*The lion tamer,  
Was oh so brave.  
Too bad his life,  
He couldn't save.*

*The big parade,  
Marched up and down.  
The elephants,  
Marched out of town.*

*The silly clowns,  
Were oh so funny,  
Till they left town,  
With all the money,*

*Oh, what a flop,  
It could have been.  
Except for all,  
Those circus men.*

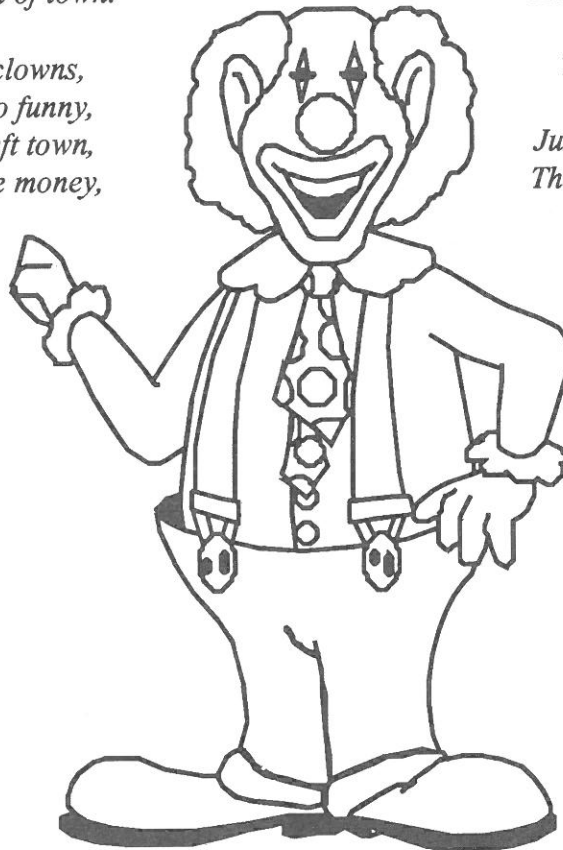
*They went right on,  
Though things seemed bad.  
A circus great,  
They really had.*

*They all jumped in,  
And did their best.  
Their circus sure,  
Did pass the test.*

*And everything,  
Came out all right.  
A great big show,  
They had that night.*

*And so they learned,  
With all the rest.  
Just hang in there,  
And do your best.*

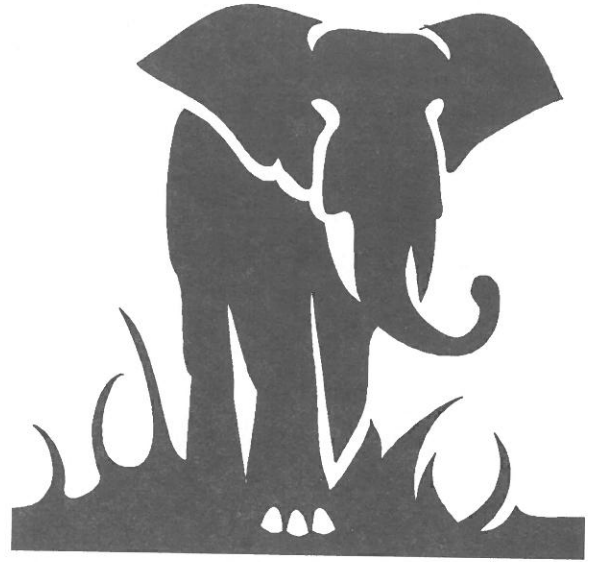
*The moral of,  
This story is,  
Just do your best,  
That's all there is.*



### THE CIRCUS ROUND

*(Tune: Row, Row, Row, Your Boat)*

*March, march, march along,  
Goes the circus band.  
Just look at all the acts,  
Isn't it so grand!  
Eat, eat, eat all day,  
Under the big top.  
Oh, how my stomach aches,  
If only I could stop.  
Crack, crack, crack the whip,  
The ringmaster yells again.  
Just look at all of this,  
Ladies and gentlemen.  
Laugh, laugh, laugh a lot,  
The clown act is so great.  
But now it's time to go,  
Because it's getting late.*



### THE CLOWNS

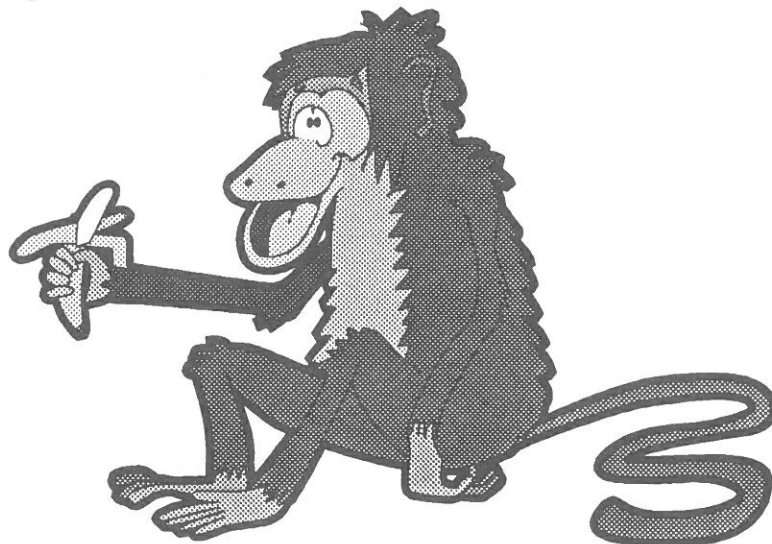
*(Tune: When Johnny Comes Marching Home)*

*The clowns come marching one by one,  
Hurrah, hurrah!  
The clowns come marching two by two,  
Hurrah, hurrah!  
They jump, they wiggle and turn around.  
They laugh and giggle and act like a clown,  
And the clowns go marching into the crowd  
Again.*

### THE CUB SCOUT FAIR HAS COME TO TOWN

*(Tune: When Johnny Comes Marching Home)*

*The Cub Scout Fair has come to town,  
Hurrah! Hurrah!  
The elephants, monkeys and the clowns.  
Hurrah! Hurrah!  
The big brass band, the merry-go-round,  
The midway acts with lots of sound!  
And we'll all be there,  
When the Cub Scout Fair's in town.*



## December 1992 - To Help Other People

### A Merry Mix-Up

Cut out 1" X 3" cards from thin cardboard and print on them the items listed below - one item to a card. Hand all the cards to members of the audience. Have each participant leave his card face down. One person reads the following story aloud. At the first blank space, the reader pauses, and a participant with a card turns it over and reads it. Continue in this manner until the story is finished - then start all over again. It will be different each time.

a blue kite	horseshoes	a broken TV
an electric toaster	a purple dinosaur	moldy feathers
a torn Christmas card	a Christmas card	a little lamb
3 pounds of butter	a holly wreath	a fluffy pillow
green shoelaces	a snow shovel	a bow and arrow
14 cookies	bubblegum	some dirty socks
an evergreen branch	a silver dollar	a long white beard
a candy cane	a dog's collar	mistletoe
a tail light	a quart of eggnog	a ragged apron
a lipstick	hot mince pie	furniture polish

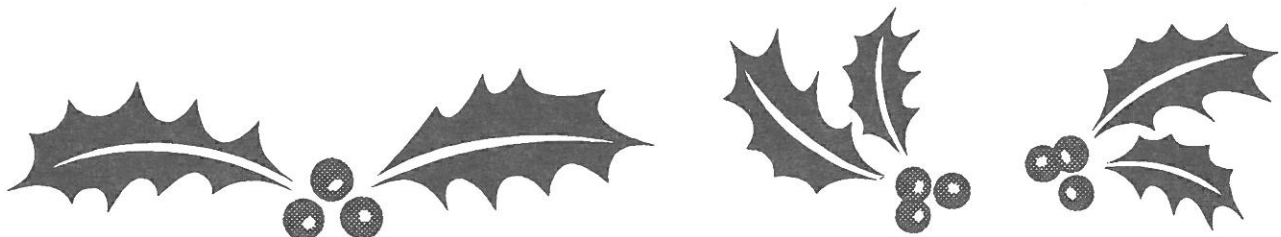
It was a cold winter night at the North Pole. The icicles on the eaves of Santa's cozy house hung down like \_\_\_\_\_ and the snowflakes were falling as fast as \_\_\_\_\_. Inside, Mrs Claus sat in her old rocker that creaked like \_\_\_\_\_. She was knitting a pair of mittens the color of \_\_\_\_\_.

"Where can Santa be?" she wondered, as she went to the stove. She picked up \_\_\_\_\_ fastened to \_\_\_\_\_ and stirred a whole pot of stew with it. The stew smelled delicious, like \_\_\_\_\_.

"It's time for Santa to be home from his around the world trip," Mrs. Claus grumbled. "Last year his sleigh got stuck in \_\_\_\_\_, a runner broke off and he had to fix it with \_\_\_\_\_ and \_\_\_\_\_. But this year he promised nothing would go wrong, because he took along \_\_\_\_\_ for good luck."

Just then two little elves bounded into the room. Their frightened faces were the color of \_\_\_\_\_ and the bells on their shoes jangled like \_\_\_\_\_. "Mrs. Clause!" they cried, "Come with us! Something's happened over at the workshop."

Mrs. Claus tossed her knitting onto \_\_\_\_\_, which happened to be nearby. She followed the elves so fast she almost tripped over \_\_\_\_\_ in the doorway, and the door slammed with a noise like \_\_\_\_\_ as the three rushed to Santa's workshop.





Overhead, the stars twinkled like \_\_\_\_\_, and the snow lay on the ground as deep as \_\_\_\_\_. The quaint windows of Santa's workshop, which were shaped like \_\_\_\_\_, were brightly lighted, and Mrs. Claus could see a figure inside. He was grabbing left-over toys off the shelves with as much noise as \_\_\_\_\_ and tossing them into a big bag now as lumpy as \_\_\_\_\_. "A robber!" she whispered to the elves. "You grab \_\_\_\_\_, and you grab \_\_\_\_\_, and I'll make a noise like \_\_\_\_\_ with \_\_\_\_\_, and we'll scare him away." But before Mrs. Clause could say "\_\_\_\_\_", the workshop door opened and the person hurried out, his sack loaded with Santa's toys.

"Stop thief!" Mrs. Claus tried to shout but she was so frightened her voice sounded like \_\_\_\_\_. The figure with the sack stopped short; then there was a jolly laugh and a "Well, bless my buttons - what are you doing out here so late?"

It was Santa himself! He explained that he'd run out of toys and had to return to the North Pole for more. He hurried into the house for a bowl of stew, which tasted better than \_\_\_\_\_ on that cold night. The Santa rushed to his sleigh, the reindeer stamped their feet with a noise like \_\_\_\_\_, and they rose into the air as gracefully as \_\_\_\_\_.



## January 1993 - Pirate Waters

### Peg Leg Pete's Predicament

**TREASURE:** Gold! Gold!

**PIRATES:** Yo-Ho-Ho

**MAP:** It's that-a-way

**PEG LEG PETE:** Clomp, clomp

Back in the swashbuckling days of PIRATES bold, there lived a certain one named PEG LEG PETE. His only goal in life was to find a hidden TREASURE which should be found by following a MAP. Only one copy of the MAP existed among all the PIRATES, and it happened that PEG LEG PETE had possession of the MAP. One fine day he and his PIRATES set sail to find the TREASURE. After carefully studying the MAP they began their journey. Each one was dreaming of all the riches he would find when they finally located the TREASURE. PEG LEG PETE followed the MAP day by day, using his spyglass as they came closer and closer to the spot where the TREASURE was buried. Finally they spotted land and eagerly went ashore. As they approached the spot where the MAP showed the TREASURE was buried, PEG LEG PETE suddenly threw the MAP down in a mad rage while the other PIRATES rushed to pick it up and see what had enraged their leader. In his haste to get to the TREASURE, PEG LEG PETE had been reading the MAP upside down. The TREASURE was really buried right in the spot they began the journey. In a rage, the PIRATES took out their swords and killed PEG LEG PETE, tore the MAP into shreds fighting over it, and then fought until they all were killed. So the TREASURE is still buried right where it has always been....at the end of the rainbow!



## February 1993 - Old Glory

### Heritage Lost

Here's a skit especially suited for presentation at a banquet or just to break the ice at a Pack meeting. The Cubmaster reads it, and the audience joins in the fun by following his directions.

**CUBMASTER:** Everyone here has heard of Paul Revere and his heroic ride to warn the people of Lexington and Concord, Massachusetts, about the approach of the British army. Paul was able to make this ride because he was signaled by a sentry. Paul and the sentry had worked out a simple set of signals; the sentry would light lanterns—one lantern if the soldiers were approaching by land and two lanterns if they were arriving by sea. Paul, mounted on his horse, would be watching for the signal, ready to ride and warn the people.

Have you ever thought what a hard time Paul and his sentry would have had today? Just think of all the ways those British soldiers could come! Let's rewrite a little American history today, and you folks can help me. I want you to take your spoon and tap your glass (or at Pack meeting knock on the table or chair) when I say the following words. Tap once everytime I say the word "land", tap twice when I say "sea", three times for "airplane", four times for "train", five for "submarine", and six times for "rocket". (*As he reads the following revised history, the Cubmaster pauses after each word in capital letters so the audience can do the appropriate tapping.*) Now we're ready to take another look at history.

In a steeple of the Old North Church in Boston, a lonely sentry looked out anxiously over the SEA. Then, his eyes strained as he looked across the LAND. From his pocket, the sentry took out a sheet of paper. On the paper, it said, "Signal with your lantern when you see the British army approaching. The Signals to use are one if by LAND, two if by SEA, three if by AIRPLANE, four if by TRAIN, five if by SUBMARINE, and six if by ROCKET.

After reading the note, the sentry began to put the paper back into his pocket, and just then a wind came up and blew the paper out of his hands out across the LAND and then out to SEA. The sentry reached for it, but he could not get it.

"Oh Well," the sentry thought, "I'm sure I remember it." Just then he saw a SUBMARINE surface. He grabbed for his lantern to wave it four times. "Oh no," he thought, "four times is for ROCKET, or is it for LAND? No, one is for LAND so it must be two. No, two's AIRPLANE. It must be three.

As he started to raise his lantern, he remembered that two was for SEA, not AIRPLANE. "Oh dear, what's SUBMARINE? Let's see. SUBMARINE comes after TRAIN - and TRAIN is four - so that makes SUBMARINE five."

While the sentry has been trying to remember his signals, many British SUBMARINES had surfaced, and hundreds of British soldiers were now on LAND.

"Oh my," thought the sentry, "they're not in SUBMARINES any more' they're on LAND! I'll have to signal that!" But then he couldn't remember the signal!

And so the sentry sat there, hopelessly confused. He could not for the life of him unscramble ROCKET, AIRPLANE, LAND, SUBMARINE, SEA, and TRAIN. And as he sat, the British army marched onto Lexington and Concord. Since all the people were sound asleep, they had no trouble capturing them. In fact, the only person they met who was awake was one confused man sitting on a horse.

**March 1993 - Weather****THE CUB SCOUT PICNIC**

Divide into 3 groups, with each group responding to their word in the following manner:

**Lightening:** SNAP, CRACKLE, POP

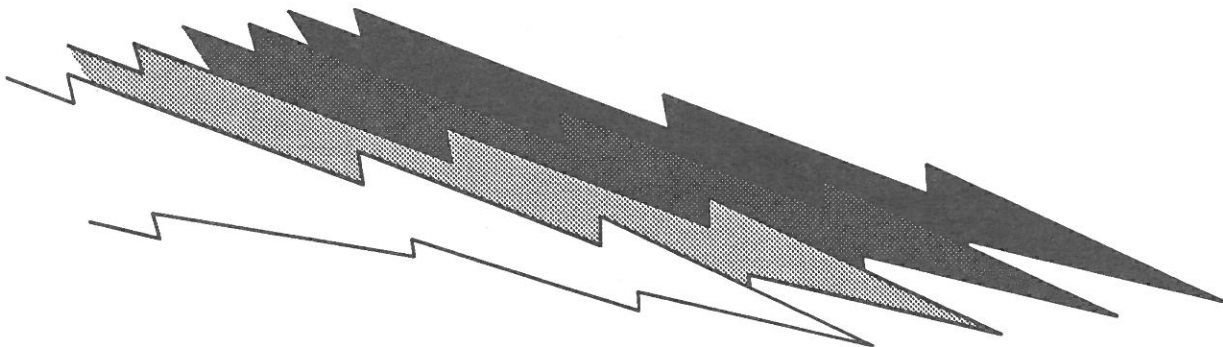
**Thunder:** CA-BOOM!

**Wind:** WHOOOOOOOoooo

**Picnic:** All sing "The ants go marching one by one."

**Rain:** All clap one finger on palm of other hand.

The Cub Scouts decided that they would like to go on a PICNIC. They hoped that it would not RAIN. The day of the PICNIC finally came. It was a beautiful day, with no WIND or RAIN or LIGHTENING or THUNDER. The Cub Scouts drove to the park, and found a table in the far corner where they could have their PICNIC. They ran and played and said how smart they were to plan a PICNIC today, because there was no WIND or RAIN or LIGHTENING or THUNDER. When they were all tired and thought it would be good to eat their PICNIC because they were all hungry, the WIND started to blow, the LIGHTENING flashed, the THUNDER roared, and the RAIN started to fall. The Cub Scouts all ran to get into the car. They ran through the RAIN and the WIND while the LIGHTENING flashed and the THUNDER roared. Then the Den Leader asked, "Who brought the PICNIC?" Oh, no! They forgot the PICNIC! So they got out of the car and ran through the WIND and the RAIN while the LIGHTENING flashed, and the THUNDER roared, to get the PICNIC. Then they ran back to the car, through the WIND and the RAIN while the LIGHTENING flashed, and the THUNDER roared. The moral of this story is that the next time you go on a PICNIC and the WIND blows, and the RAIN pours, and the LIGHTENING flashes, and the THUNDER roars! TAKE A BIG CAR!!!!





**CRAZY WEATHER???**

Assign certain portions of you audience to take part by being the words listed below. At the appropriate time as the story is read, they make the sound of their word and a fun story materializes.

**Rain:** DRIP, DRIP

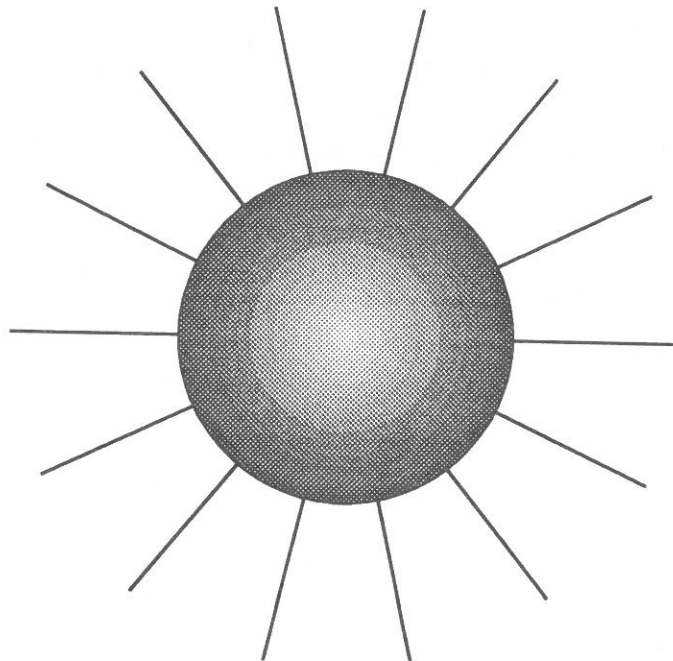
**Hail:** BOUNCE, BOUNCE

**Sun:** BLASTED HOT

**Wind:** WHOOOOO

**Hurricane:** ROAR (Loudly)

We lay in our sleeping bags in the tents and listened to the RAIN pound down on us. We were spending the night on the Salt Flats west of Salt Lake. The SUN was supposed to have been out, but all we had was WIND and RAIN all day long. Suddenly, as we lay listening, we heard a strange noise like balls being thrown against our tent! Our Cubmaster shouted, "Good grief, its HAIL." "Oh, no," the Cub Scout shouted, "We were supposed to have good weather, not RAIN, HAIL, and WIND!" "It couldn't be worse!" answered our Cubmaster. He shouldn't have said that! As we lay in fear of the HAIL balls, we heard the WIND pick up and become so loud that we couldn't hear one another speak! Our tent was torn from around us and we lay looking up at the dark, gloomy RAINY, and WINDY sky. "Someone help!" I heard, "It's a HURRICANE." "Can't be," yelled the Cubmaster, we don't have HURRICANES here on the Salt Flats. RAIN perhaps, and some slight WIND, but never a HURRICANE!" Where was that hot SUN today? Why all this crazy weather? I felt myself being blown by the HURRICANE. I remember calling for help, but no one came to my aid. I felt a strong "something" pulling my arm—what is happening, I wondered. This is crazy! At that moment, I opened my eyes, and what a surprise to find my Dad shaking my arm vigorously and saying, "Come on, son, it's time to get up and head out for the over nighter at the Salt Flats." Dad never did quite understand why I started to laugh hysterically. It was especially funny when he said, "Hope we get some SUN."



## April 1993 - Life on Other Planets

### The Moon Trip (An Adaptation of the Bear Hunt)

Take a seated position in front of the audience so they can all see you narrate the following:

Would you like to go on a trip to the moon? O.K., let's go! Watch me and do all the things I do and repeat after me all the things I say. Here we go!

We're going on a moon trip. We're ready for the count down. 10-9-8-7-6-5-4-3-2-1 Blast Off!! (MAKE A BLASTING SOUND AS YOU THRUST ARMS SWIFTLY TOWARD THE SKY.)

We're coming to the Milky Way. What a pretty display! We can't go around it. We can't go under it. We can't go over it. I guess we'll have to slide down it. (PUT FEET OUT IN FRONT OF YOU AND HOLD BOTH SIDES OF CHAIR AS IF SLIDING DOWN SLIDE WHILE SAYING WEEE-EE)

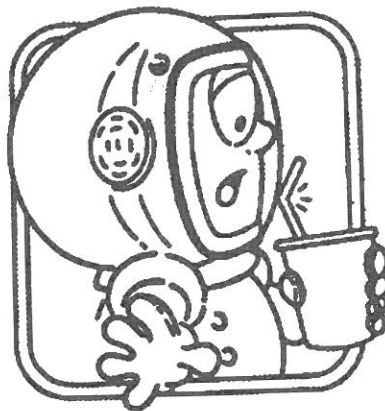
We're coming to a shooting star - a great big star. We can't go around it. We can't go under it. We can't go over it. I guess we'll have to ride it. (HOLD HANDS AS IF HOLDING COIL OF ROPE AND THEN THROW OUT AS IF LASSO A POINT OF THE STAR AND PULL BACK HARD WHILE SAYING ZOOM-OOM-OOM!)

We're coming to a meteorite - a great big meteorite. We can't go around it. We can't go over it. I guess we'll have to dodge it. Ready, here goes! (DODGE FROM SIDE TO SIDE WHILE SAYING WHEW-W-W AND WIPING SWEAT FROM BROW.)

We're coming to the moon - what a lonely place! We can't go around it. We can't go under it. We can't go over it. I guess we'll have to land on it. (JERK BACK IN SEAT AS IF JOLTED ON LANDING.) (HOLDING HANDS OVER EYES.) It sure is dark out there. (REACH OUT IN FRONT OF YOU AS IF GRASPING DOOR KNOB AND EVER SO SLOWLY PUSH OPEN ROCKET SHIP DOOR. JUST AS ARM IS EXTENDED FULL LENGTH AS IF DOOR IS ALL THE WAY OPEN, A LOUD VOICE COMING FROM SOMEPLACE CLOSE BY SAYS, "BOO!") Let's get out of here! (QUICKLY PULL ARM BACK AS IF SHUTTING DOOR.)

(AT THIS POINT RETRACE ALL THE MOTIONS HURRIEDLY, BLAST OFF, DODGING METEORITE, RIDING SHOOTING STAR, SLIDING DOWN MILKY WAY - HOLD ARMS OVER HEAD IN FRONT OF YOU SIMULATING A PARACHUTE, THEN LOOKING DOWN AT FLOOR SAY LOUDLY, "SPLASH!" MOTION OPENING SPACE SHIP DOOR, MOTION SWIMMING TO SHORE.)

I beat you home! And now you've been on a trip to the moon.



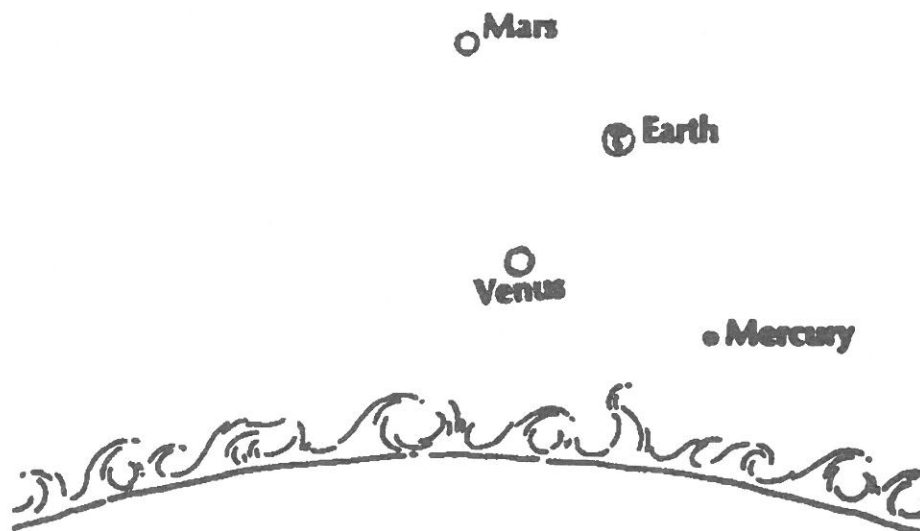
## A Space "Odd-Easy"

THALASH: "GLOB, GLEEP"

FLYING SAUCER: "I SEE IT."

AFTER THE NAME OF ANY HEAVENLY BODY: "NASA, YASSUH"

THALASH, a one-eyed one horned, three-legged flying furry foreigner from far off RIGEL 4, one Rigellian day jumped (at least, it was a close approximation of jumping) into his FLYING SAUCER, a deluxe specially souped up Centurion Super Six, and zapped his way across the MILKY WAY at what some would say was a frightful speed. As his FLYING SAUCER sped past BETALGUESE, the other major star in the constellation ORION, THALASH bid a fond farewell to his home and set a course for the area adjacent to URSA MAJOR (THE BIG DIPPER), and URSA MINOR (THE LITTLE DIPPER) to visit a small SOLAR SYSTEM he'd been studying in his search for other intelligent beings, and from which emanated electrical disturbances on many wave-lengths. Using the relatively small, yellow STAR as a beacon, he eventually found his way to the system he sought - nine PLANETS and a narrow ASTEROID BELT. Maneuvering his FLYING SAUCER deftly about, he first decided the biggest PLANET with the most MOONS must be the dominate one. But, no, there were no inhabitants, no vast electrical disturbances, just a surface raging with methane storms. So THALASH fired up his souped up Centurion Super 6 FLYING SAUCER once again and headed for the 3rd PLANET, where he had noticed evidence of activity. Drawing close, he first encountered two strange little white objects in orbit - the first had been launched many years ago, with nothing more than a piece of wood, by a sports figure named "Babe," the second more recently by a figure from the same sport named "Hank." He also ran across some artificial SATELLITES and debris. He monitored the high and low frequency waves emitted from various spots, and learned that this PLANET was called "EARTH" by its inhabitants. He learned that in the area known as North America, another one of those strange bursts of electrical energy would take place in less than two revolutions of the PLANET and learned its cause. Two days later, THALASH was nearly blasted out of orbit as something called the "Super Bowl" flashed on his viewing screen. Viewing it as a primitive form of combat, THALASH judged the inhabitants to be at a low rung on the evolutionary ladder and headed his Super Six FLYING SAUCER once again for home, disappointed in not finding really intelligent life in this sector of the GALAXY. "Oh well," thought THALASH maybe he'd have better luck the next time.





### A Space Chatter Story

For the following audience participation stunt, divide the audience into three groups and whenever the narrator reads each key word, each group does their words and motions as described.

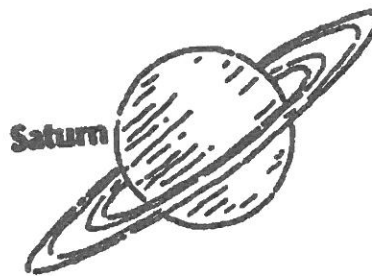
GLADDER — “Hooray” (throw arms up into air)

LADDER— “Up and Down” (Motions with hand, up and down)

CLATTER—”Slam Bang” (Clap hands together on slam and hit other hand with fist on bang)

The brave astronaut set out for the moon. Nothing could make him GLADDER. He certainly felt on top of the world. As he climbed up the spaceship LADDER. His trip into space was important to him so that nothing else seemed to matter. Once inside the spaceship he slammed the door as it closed with a mighty CLATTER. Never before had he felt any GLADDER just hanging around in weightless fashion made his worldly problems not seem to matter. When the spaceship landed upon the moon, he was anxious to climb down the LADDER. When he reached the door what a surprise and the astronaut could not have felt sadder, He didn't quite fit through the door, because on the trip he'd made, he'd just grown fatter. So determined he was to fulfill his task, that there arose a terrible CLATTER as he pushed and pounded and bent the doorway trying to reach that LADDER. When he finally made it through the door the astronaut couldn't be GLADDER as he climbed down to the moon with lots of noise and CLATTER. Thus his trip into space was a memorable one about which he liked to chatter. When he returned to earth again, his friends met him coming down the LADDER and they cheered so long and loud, making a mighty CLATTER. He made a speech in which he said he certainly could not have been GLADDER and though he hadn't caught the world by its tail, what would he do with her if he had her. And when friends did venture to ask if he hadn't come back a bit fatter. His reply to them was this, “I came back and that's what does matter. With that they all agreed with him as they pulled him off the LADDER and hustled him off to a party with lots of noise and CLATTER. For they knew his trip helped the world and that is what does matter. Thus ended the astronaut's journey as we leave behind the LADDER, and CLATTER being just a little GLADDER.

○ Pluto



**May 1993 - Show Biz****A Day at the Ball Game**

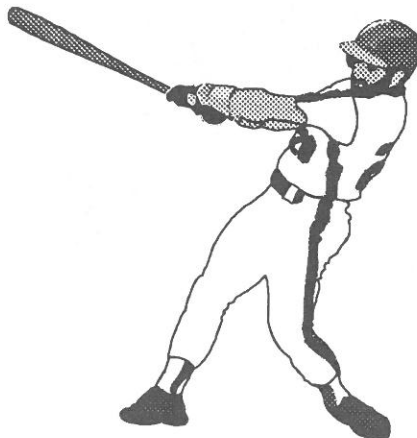
**JOHNNY:** "Cheer, Cheer"

**DEN MOTHER:** "Happy, Happy"

**UMPIRE:** 'Ye're Out!"

**MICKEY:** "Our Hero"

One fine day JOHNNY's DEN MOTHER decided to take her den to a ball game. JOHNNY was so excited because his idol MICKEY was playing that day. The Den Mother and some of the parents loaded all the Cubs into their cars and headed for the ball park. On the way to the game, the DEN MOTHER pointed to a man in another car and asked, "Why would a person put on such a dark suit on such a warm day?" JOHNNY looked at the man and exclaimed, "He's an UMPIRE. I wonder if he is going to the game?" Sure enough, when MICKEY and the other players ran onto the field, out strolled the same UMPIRE that JOHNNY and his DEN MOTHER saw on the way to the game. When MICKEY ran out to this fielder's position, JOHNNY and all the crowd cheered for they knew MICKEY was a great player. The UMPIRE called "play ball." Everyone was on the edge of their seats as the pitcher took his sign, wound up, and delivered the first pitch. "Crack" went the bat and a long fly ball was heading toward MICKEY. Back MICKEY ran, nearer and nearer to the fence, until he was right up against it. At the last moment he made a great leap into the air and the ball thudded into MICKEY's glove. JOHNNY, his DEN MOTHER, and everyone cheered as the UMPIRE signaled "He's out." The pitcher then struck out the next two batters with the UMPIRE calling the strikes real loud. Now it was MICKEY's team's turn at bat. JOHNNY was hoping MICKEY would hit a home run. First man up, "Crack", a single. The next batter also singled and now to bat came MICKEY. JOHNNY, his DEN MOTHER and everyone was cheering and hollering for MICKEY to hit a good one. "Strike One", called the UMPIRE and JOHNNY's adams apple came up into his throat. "Strike Two", called the UMPIRE, and JOHNNY's heart sank. The pitcher took his sign, checked the runners, wound up, and delivered. "Crack" went the bat and JOHNNY knew MICKEY had hit a long one. Back, back went the fielder, clear to the wall. He leaped, but the ball hit the wall above him. MICKEY was churning his wheels around first, around second, heading for third. In came the ball and MICKEY hit the dirt. "Safe" yelled the UMPIRE. JOHNNY, his DEN MOTHER, and everyone cheered. JOHNNY was happy because although his idol Mickey had not hit a home run, he had hit a triple. And that is as close as any idol can come to what is expected of him. Therefore, JOHNNY, his Den Mother, and everyone went home happy.



**June 1993 - Bird Watchers**

**Birds**

**CUB SCOUTS:** We'll do our best.

**BIRD(S):** Tweet-Tweet.

*Let's go watch some BIRDS. The Den Leader said one day.  
Hooray said all the CUB SCOUTS. Let's be on our way.  
So all the CUB SCOUTS hurried, to see all the BIRDS they could,  
Hoping to identify many, to be able they should.  
The first BIRD that they saw, the CUB SCOUTS knew on sight;  
For it was none other than a pretty bobwhite.  
Then a woodpecker they heard as he tapped upon a tree,  
And then they looked way up there, where his tapping they could see.  
A robin came close by where the CUB SCOUTS watched in awe.  
For they could not believe so many BIRDS that they saw.  
And as they looked overhead and saw all those BIRDS in the sky,  
The CUB SCOUTS were thankful for them,  
But more thankful that cows don't fly!*



**July 1993 - Wild West****How the Sun, Moon, and Stars Got Into the Sky**

**CHIEF:** (Stand with arms folded across chest and say) "Ugh!"

**SUN:** (Cover eyes with hands)

**MOON:** (Frame face with hands and smile)

**STARS:** (Blink rapidly)

Long, long ago the Indians had no fire and no light. They suffered much during the cold of winter and they had to eat their food uncooked. They also had to live in darkness because there was no light. There was no SUN, MOON, or STARS in the sky. A great CHIEF kept them locked up in a box. He took great pride in the thought that he alone had light. This great CHIEF had a beautiful daughter of whom he was also proud. She was much beloved by all the Indians of the Tribe. In those days the raven had the powers of magic. He was a great friend of the Indians and the Indian CHIEF. He wondered how he might make life more comfortable for them. One day he saw the daughter of the CHIEF come down to the brook for a drink. He had an idea. He would put a magic spell on her. In time, a son was born to the daughter of the CHIEF. The old CHIEF was delighted and as the boy grew, his grandfather became devoted to him. Anything he wanted he could have. One day he asked the old CHIEF for the box containing the STARS. Reluctantly the old CHIEF gave it to him. The child played for a while by rolling the box around. Then he released the STARS and flung them into the sky. The Indians were delighted. This was some light, though not quite enough. After a few days the child asked for the box containing the MOON. Again the old CHIEF hesitated but finally the boy got what he wanted. Again, after playing a while with the box, the boy released the MOON and flung it into the sky. The tribesmen were overjoyed, But still there was not light enough, and the MOON disappeared for long periods. Finally, the child asked for the box with the SUN. "No" said the old CHIEF. "I cannot give you that." But the boy wept and pleaded. The old CHIEF could not stand the tears, so he gave the box to him. As soon as he had a chance, the child released the SUN and cast it into the sky. The joy of the Indians knew no bounds. Here was light enough and heat as well. They ordered a feast for the SUN and all the Indians celebrated with great jubilation. And the old CHIEF was happy. He had not known the SUN, the moon, and stars could mean so much for the comfort and happiness of people. And for the first time, he too, enjoyed himself.



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**August 1993 - Campfire Yarns****TOO MUCH GO**

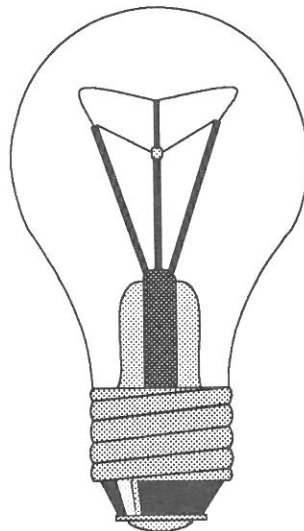
**THINGAMAGIG:** "Back and Forth" (Move hand Back and forth)

**DOHICKY:** "Up and Down" (Move hand up and down)

**WHATCHAMACALLIT:** "In and Out" (Cup one hand in a semi-circle and dip other hand in and back out.)

**CONTRAPTION:** All sounds at once

Ever since the beginning of time, men have been competing with each other, each one trying to invent something that will go farther, higher, or longer than any other thing. There are THINGAMGIGS and there are DOHICKEYS and even WHATCHAMACALITS. Nobody really knows what each of these CONTRAPTIONS are supposed to do. For instance, a THINGAMGIG could be almost anything, and it probably wouldn't even have to have a moving part in it. The same goes for a DOHICKEY or a WHATCHAMACALLIT. Whenever a man sees a CONTRAPTION which has a THINGAMAGIG a DOHICKEY, or a WHATCHAMACALLIT on it, then his mind immediately goes to work trying to invent something that will outdo that CONTRAPTION. The man who really fouls this up is the one who keeps trying to invent a better THINGAMGIG, DOHICKEY, and WHATCHAMACALLIT. For in the end, he'll probably be competing against himself. One such ambitious man created a CONTRAPTION upon which there was a THINGAMGIG and a DOHICKEY and a WHATCHAMACALLIT. Well, after watching it work, he decided that the THINGAMGIG needed to go faster and the DOHICKEY needed to go higher, and the WHATCHAMACALLIT needed to go deeper. so he set about to correct it. However, in so doing, he completely destroyed the whole CONTRAPTION, for when he made the THINGAMGIG go faster, it hit the DOHICKEY which he had made go higher, which, in turn, shot right into the WHATCHAMACALLIT as it dove deeper, and the result being the whole CONTRAPTION quit going, for each part had knocked the other part out. So, in making things go in this world, let's always remember that some things are better left as is, and, remember, we must have the strength to change those things we can, the serenity to accept those we can't change, and the wisdom to know the difference. If we remember this, we won't become like the man who tried to better the CONTRAPTION and merely ended up with the THINGAMGIG and the DOHICKEY and the WHATCHAMACALLIT all working against each other. Then, we can really make things go!





## September 1993 - American Folklore

## Pecos Bill

**PECOS BILL:** Yippy-yi-e-ay!

**COYOTES OR VARMIT:** Howl

**HORSE, WIDOWMAKER:** Whinney

**INDIANS:** Warhoop

**GUN:** Bang-bang

**TOAD:** Hop-Hop

**PAINTED DESERT:** Swish-Swish

PECOS BILL fell out of a wagon while going westward with his family. He was found and raised by a bunch of COYOTES and it wasn't long before PECOS BILL became boss of those VARMITs. One day a cowboy came by and told PECOS BILL that since he didn't have a tail like a COYOTE he figured that he was a human, and that he should have a HORSE to ride. Now PECOS BILL had no idea how to get a HORSE. A few days later a little strange HORSE wandered into the valley and PECOS BILL was able to save the life of the little HORSE. From that day on PECOS BILL and WIDOWMAKER stuck together like warts on a TOAD. After a few years PECOS BILL and WIDOWMAKER became known as the toughest VARMITs west of the Alamo. Now once a tribe of painted INDIANS did a war dance. PECOS BILL took out his GUN and started shooting up their game. PECOS BILL gave those INDIANS such a shake up that they jumped out of their make-up and that's how the PAINTED DESERT got it's name.



## Words of Wisdom

*The reason many people don't see things in the right perspective,  
Is that they are always looking for an angle.  
It takes two to speak truth - one to speak and another to hear.  
A tactful person is like a pin - his head prevents him from going too far.*

## October 1993 - Family Hobbies

### The Walking Casket

**CASKET:** Eek! Eek!

**MONSTER:** Thump! Thump! Thump!

**VICTIM:** Help! Help! Help!

**CANDLE:** Flicker! Flicker! Flicker!

**MUMMIES:** Oo-ah! Oo-ah! Oo-ah!

**MIDNIGHT:** Bong! Bong! (12 times)

**LEPRECHAUN:** Ho, Ha! Ho, ha! Ho, Ha!

**EVERYONE:** All sounds at once

Once upon a time, there was a walking CASKET. It was at least a trillion years old. The CASKET walked by day and the CASKET walked by night. Whenever it came upon an unsuspecting VICTIM, the door sprang open and out popped a Frankenstein-like MONSTER. The MONSTER was horrible. So horrible, the MONSTER spread goose bumps up and down all his VICTIMS. And you know how that feels. This MONSTER was a towering creature...at least 100 feet tall. And he always carried a flickering CANDLE. A CANDLE that burned on and on and on. Upon spotting a likely VICTIM, this MONSTER would wail and shriek something awful, paralyzing his VICTIM with fright. EVERYONE was horrified. The MONSTER turned his VICTIMS into MUMMIES. Little sister MUMMIES and little brother MUMMIES, big papa and momma MUMMIES. This terror went on for years and years. Would it ever stop? It seemed doubtful. Then one night a strange thing happened. The CASKET was making its regular rounds through the cemetery. The CASKET always paid a special visit to the cemetery at the stroke of MIDNIGHT. When the CASKET came upon still another VICTIM. A LEPRECHAUN of all things. Well, thought the MONSTER peering from his CASKET. Here's a LEPRECHAUN. I can take care of him in short order. Out popped the MONSTER from the CASKET. He carried on something fierce. Was the tricky little LEPRECHAUN frightened? You bet he was. But the determined little LEPRECHAUN wasn't about to be scared off by this ghostly MONSTER. Not on your life. The LEPRECHAUN was going to outsmart the MONSTER. The LEPRECHAUN raised himself up to his full two foot one inch height - the LEPRECHAUN was a real shorty - and with one mighty blow what did he do? Did the LEPRECHAUN strike the MONSTER square in the STOMACH? No. Did the LEPRECHAUN kick the MONSTER in the shins? No. Did the LEPRECHAUN clobber the MONSTER over the head? Nope. The brave little LEPRECHAUN, with one mighty blow, blew out the MONSTER's CANDLE. That did it. Without his CANDLE - the MONSTER was afraid of the dark. The MONSTER vanished in a puff of smoke. From that MIDNIGHT on, no one ever saw the walking CASKET again! EVERYONE was happy!



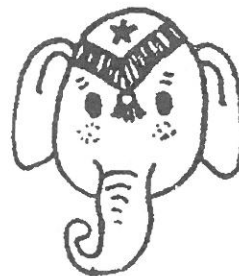


November 1993 - Under the Big Top

## A Circus Trip

**LIONS:** "Grr-rr-rr"**ELEPHANTS:** "Swing and sway"**CLOWNS:** "Ha-ha-ha"**CIRCUS:** All noises at once

I went to the CIRCUS to see the LIONS one bright and sunny day. What fun to watch the trainer, as with them he did play. The ELEPHANTS were really great, as each one swayed his trunk, while CLOWNS were making people laugh, acting as if they were drunk. The CIRCUS is full of many thrills, as the LIONS roar so loud, that even the ELEPHANTS shiver and shake, while the CLOWNS soothe the crowd! There's many acts for you to see, when to the CIRCUS you do go. Acrobats and trapeze artists. Gee, what a fantastic show! Oh sure, the ELEPHANTS are great, and the CLOWNS are funny, tis true, but the biggest thrill is the LION'S roar it seems he'll bite the trainer in two! So when the CIRCUS comes to town, go and see all the shows, as each CLOWN and ELEPHANT, does all the acts he knows, but there's nothing in a CIRCUS as frightening, as the LIONS noisy roar, sending shivers down the spine, as you look for the nearest door. Yes, LIONS, ELEPHANTS, and CLOWNS galore, all make up a CIRCUS team, teamwork is what makes the world go round, helping others fulfill a dream. We're all part of some kind of group, while LIONS, ELEPHANTS, or CLOWNS we're not, we're working together toward a common goal, and the happiness of a CIRCUS we've got.



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**CHEERS AND APPLAUSES**

**APPLAUD AND CHEER:** When leader raises right hand, the audience is to applaud. When leader raises left hand, audience yells or cheers. When leader raises both hands, they do both at the same time. Do the actions quickly and alternate them.

**ARCHERY CHEER:** Mimic shooting an arrow. Then call out, "Bulls Eye!"

**ARTILLERY CHEER:** Have everyone stand at attention. Now have them take a half step forward and grasp the cannon's lanyard. Let them jerk it backward and utter a swishing sound. Then all give a loud "BOOM" at the same time covering their ears.

**BALLOON CHEER:** Make a fist. Put the thumb in your mouth and blow. Slowly open fingers to resemble enlarging balloon. Then flip out hand yelling, "Pop!" Or have air escape from mouth of balloon in a hiss.

**BANQUET CHEER:** "C'mon Gold! C'mon Blue! C'mon Cubs! C'mon through Chow, chow, chow, chow!"

**BARBERSHOP APPLAUSE:** Clap hands as a barber would strop his razor, first rubbing your palms together, then stroking the back of your right hand across your left palm. Don't forget the barber's flourishes and finally, the first downward stroke on your face accompanied by a harsh scraping noise.

**BEEHIVE CHEER:** Instruct everyone to start humming. Then as you raise your hands, the humming gets louder. When you lower your hands, the humming gets quieter.

**BIG HAND APPLAUSE:** When leader says, "Let's give them a big hand" everyone in the audience holds up one of their hands with palm open.

**BILLY GOAT CHEER:** Pull on "beard" three times. Each time you pull, yell "Baaa!"

**BLUE AND GOLD CHEER:** Divide the room in half. As you point to one side they say "Blue" and when you point to the other side, they say "Gold". When you point to both sides, they both say "Blue and Gold". Vary the speed and direction you point.

**BOW & ARROW CHEER:** Make motion as if shooting an arrow and say, "Zing..zing..zingon." Pretend to release an arrow on each zing.

**BROKEN ARROW CHEER:** Hold out your arm, hanging limp from the elbow and shake it.

**BUBBLE GUM CHEER:** Chew your gum a few times and then blow a BIG bubble. Clap your hands loud once, then peel off the gum from your face.

**BUCCANEER CHEER:** Hop on one leg, saying, "You, ho, ho, and a bottle of Coke."

**CHEESE GRATER CHEER:** Take the cheese out of the refrigerator, get the grater from the drawer, and while grating the cheese say, "Great, great, great, great..." (The 'great' should increase in tempo and intensity.)

**CLAM CLAP CHEER:** Ask everyone to roll up his sleeves in preparation for this strenuous applause. Double your fists with your left arm in front of your face and right arm overhead. Then silently open and close your right fist.

**CLOWN CHEER:** Hold fingers at both corners of month and pull mouth up into smile and say, "Smile, everyone, smile!"

**COOKIE CHEER:** "Yummy, yummy, yummy!"

**CRACKER CHEER:** Pretend you have a cracker in your hand and crumble it saying, "Crummy, crummy, crummy!"

**DEEP SEA DIVER CHEER:** "Blurb, blurb, blurb. "

**DEN HOWL CHEER:** "Strawberry shortcake, Eskimo pop, Den \_ , Den \_ Always on top!"

**DESERT CHEER:** Named after the yucca plant. Shout three times, "Yucca, yucca, yucca!"

**DRUM CHEER:** Beat on your legs and say, "Tat-a-tat-tat" 3 or 4 times, then beat twice on your stomach and say "Boom-boom!"

**DUCK CHEER:** Squat down and tuck hands into arm pits forming wings. Duck walk, saying "Quack, quack, quack."

**DUCK CALL CHEER:** Instruct in detail on how to hold hands to mouth. Then say, "Here ducky, ducky, ducky!"

**DYBS (DO YOUR BEST SCOUTS) CHEER:** Leader raises fist over head and brings it down hard as "DYBS" is shouted by the audience. (Number of "DYBS" according to accomplishments.)

**EAGLE CHEER:** Lock thumbs and fingers like wings and say "Crete, Crete."

**EGGBEATER CHEER:** Bend knees and swing them in and out like beaters while putting hand on top of the head to hold handle and use other hand to turn beater crank.

**FANFARE CHEER:** Raise hands like an orchestra leader. Then lower hands and audience says, "Ta-da!" three times as you direct them.

**FIREWORKS CHEER:** "Skyrocket! Where (whistle) ... boom! boom!"

**FISH CHEER:** Open and close mouth several times. (No sound.)

**FLAPJACK CHEER:** Pretend to pry a spatula under a pancake, then throw it up into the air. Nod head up and down three times as if watching the flap jack flip, then catch it on the spatula.

**FLAT TIRE CHEER:** Start with a very loud "Sass sass s s sass " and gradually fade it out.

**FLEA CLAP CHEER:** Have everyone raise his hands over his head. Applaud by clicking the nails of the thumb and forefinger on each hand.

**FLOWER CHEER:** Like a flower blooming, raise part way up in your chair, look around and then stand up quickly, yelling, "SPRO-O-ONG!"

**FROZEN CUB CHEER:** Wrap your arms around yourself and say, "Brrrrrr-rr-r-r-r-!"

**GO-CART CHEER:** Move hands in a down-hill motion and shout, "Swoo-sh."

**GRAND APPLAUSE:** Everyone is seated in his chair. All stomp feet three times, then slap legs three times loudly, then clap hands together three times loudly. Then all stand and shout "Ray! Ray! Rah!"

**GRAND SALUTE:** (Save for special honors.) Same as for Grand Applause with feet, legs, and hands. Instead of shouting when standing up, give the Cub Scout Salute as a group to the person you are honoring.

**HANDKERCHIEF APPLAUSE:** Throw a handkerchief up in the air with the instructions for applause to last until you catch it or it falls to the floor. Vary length of applause from long throw to short throw to NO throw at all.

**HOMERUN CHEER:** Simulate swinging a bat at a ball, shade your eyes with your hand and yell, "Thor she goes!"

**INDIAN CHEER:** Clap hands 5 times, shake both fists 5 times, strike mouth with hand and war hoop 5 times.

**JOCKEY CHEER:** Stand with legs slightly bent, cap on backwards. Clap your hands on thighs and bounce up and down to imitate riding a horse. Leader waxes hands. All stop and yell, "Whoa!"

**JOLLY GREEN GIANT CHEER:** Say "ho-ho-ho" in deep voice.

**KETCHUP CHEER:** Pretend to pound on the bottom of the bottle six times, saying, "Pop, pop, pop," etc. On the sixth pop, go "squish, uh-oh, too much."

**LOCOMOTIVE CHEER:** Begin slapping your left arm slowly with your right hand. Gradually increase speed working down over the left palm, peering off into the distance. Imitate train whistle, "Whoo-whoo."

**MAGICIAN'S CHEER:** Stand and with hands out and yell, "Sha-zamon

**MAN-IN-MOON CHEER:** Pull up sleeves and with hands and say, "I eat green cheese."

**MARTIAN CHEER:** Say "Take me to your leader!"

**MATCH CHEER:** Pretend to strike a match on seat of pants. On second try it, lights, look at it, then shake hand and yell, "YEEOO-OW."

**MELTING ICICLE CHEER:** Hands and fingers down and say, "Drip, drip, drip."

**MISTAKE CHEER:** Clap hands — but miss.

**MOSQUITO CHEER:** With hands, slap neck, arm, legs, while saying, "Oooh, Aaah, Ouch!"

**MOTORCYCLE CHEER:** Start motor with foot, rev up and take off with hands out like on handlebars, yelling, "Varoom!"

**NAIL-POUNDING CHEER:** Start with a nail, drive it with a hammer, and hit your thumb "OUCH!"

**NEW PERSON CHEER:** "Welcome. welcome, welcome."

**NUTTY CHEER:** "Cashew! Cashew! Cashew!"

**OHH-AHH-EEE CHEER:** Everyone interlocks fingers, then extends the arms outward and make a large O and exclaim loudly, "OHHH!" Then the interlocked fingers are extended above the head with arm pressed close against the ears and exclaim loudly "AHH!" Now unlock the fingers, put them in the corner of mouth and then extend them wide to the sides, exclaiming loudly "EEEEEEEEEEEE!"

**OLD INDIAN CHEER:** "Sum, Um, Ugh!"

**OSCAR MEYER CHEER:** "Hot Dog!"

**OSCAR MEYER'S OTHER CHEER:** "Baloney!"

**PACK CHEER #1:**(three times) "Clap your hands, Stomp your feet, Pack \_\_\_ can't be beat!"

**PACK CHEER #2:** "Stand 'em on their heads! Stand 'em on their feet! Pack \_\_\_ can't be beat!"

**PAPER BAG CHEER:** Make movements to simulate opening a paper bag, form the neck, blow it up, and pop it, saying, "Pop!"

**PAT ON THE BACK CHEER:** Reach right hand way up over your head, then bend to the back at the elbow and pat yourself on the back (for a job well done).

**PAUL REVERE CHEER:** Pretend to ride a horse while moving up and down from chair and yell, "The British are coming!"

**PIRATE CHEER:** Avast ye landlubbers! Walk that prànk!

**PIZZA CHEER:** Flip a pizza in the air while saying, "Mama mia!"

**POLE VAULT CHEER:** Stand your two fingers of one hand on your arm like legs. Have them run down the arm to the wrist and then leap into the air. As you bring your hand down, clap!

**POPCORN CHEER:** With one hand closed, cover it with the other hand. Let the closed hand 'grow' from under the other hand, then spring the fingers open. Do this while saying, "POP! POP! POP!" slowly at first and speeding up as hand 'grows'.

**QUARTER POUNDER CHEER:** Reach deep into your pocket and pull out a 'quarter'. Put it in the palm of your hand and pound it with the fist of your other hand.

**RAIN BIRD SPRINKLER CHEER:** With pointer finger on the side of your nose, slowly turn head from right to left while making a "Oh, ch, ch" noise. Then move the head quickly from left to right making a "p-p-p-p" sound (or use "raspberry" sound).

**RAINSTORM CHEER:** Start by gently patting knees alternating to simulate light rain falling. Increase the noise by switching to hand clapping as the storm reaches its height. With a hand signal, have everyone shout "Boom" to represent thunder. Gradually decrease the hand clapping, then pat the knees as the storms subsides.

**RAM CHEER:** Lower head as ram and yell "CHARRRRGE —"

**ROBOT CHEER:** Walk in place, stiff-legged and stiff-armed, saying, "Does not compute, does not compute."

**ROUND OF APPLAUSE #1:** Audience claps while moving hands in a large circular motion.

**ROUND OF APPLAUSE #2:** Turn body around while clapping.

**RUDOLPH'S CHEER:** Place your thumbs on your head, fingers spread up forming antlers, wrinkle your nose saying, "Blink, blink, blink."

**SANTA CHEER:** Rub your stomach while saying, "HO, HO, HO, Merry Christmas!"

**SATELLITE CHEER:** Move right hand over head, opening and closing fist while saying, in a high voice, "Glee, glee, glee."

**SEAL OF APPROVAL CHEER:** Place arms together from elbows to wrists, then slap hands together while barking like a seal.



**SIXSHOOTER CHEER:** Point finger in the air and say, "Bang-bang, Bang-bang, bang-bang!" Then blow 'smoke' from the 'gun'.

**SLEIGH CHEER:** Bob up and down on chair like riding in a sleigh and say, "Ting-a-ling" three times.

**SNEEZE (GIANT) CHEER:** Divide group into three sections. On signal, one group says, "HASHEE". Do this one after the other. Start slow, go faster and faster until everyone combines to one giant sneeze, "Shooo!"

**SNEEZE (COMMUNITY) CHEER:** Divide group into three sections. One section is assigned "HASHEE", the second section "HISHEE", and the third section "AUSHEE". At the signal, they all shout at once, each his assigned word. The result is a grand wintertime sneeze.

**SOUL CHEER:** Announce that this cheer is for people who put their heart and soul into what they're doing. Pat the palm of one hand on the sole of your shoe and place the other over your heart. Do this three times.

**SPACESHIP CHEER:** Count down "10-9-8-7-6-5-4-3-2-1 Blast off!" using hand motions, attain orbit and say, "Beep-beep-beep-beep."

**SPIDER CHEER:** Walk all four fingers on one hand up the other arm and then, when near face, scream, "EEEEK!"

**TARZAN CHEER:** "I like bananas (pantomime eating a banana), coconuts (throw coconut), and grapes (eat grapes). That's why they call me (yell next part), 'Tarzan of the Apes'."

**TELEGRAPH CHEER:** Tap two index fingers together and say, "Click, Clickety, Click, Clickety, Click."

**TIGHTROPE WALKER CHEER:** Wave your arms out, pretending to balance yourself on a tightrope, lean to one side and go "Ahhh!" as you simulate falling.

**TONTO CHEER:** Leader yells, "Where does Tonto take his garbage?" and the Cubs yell in reply, "To de dump, to de dump, to de dump, dump, dump" to the rhythm of a running horse and in a sing-song manner, while clapping their hands to their thighs.

**TURKEY CHEER:** Say "Gobble, gobble, gobble," then rub stomach, saying, "Yum, yum, yum."

**TYPEWRITER CHEER:** "Click, click, click, ding. Click, click, click, ding."

**V.I.P. CHEER:** Say "How do you do, how do you do, or. . We welcome you!"

**WATERMELON CHEER:** Pretend to pick up watermelon from floor. Break open melon over knee. Hold piece like you would an ear of corn, move your head from left to right while moving watermelon right to left. When you reach the end of the row on the melon on the right hand side, pantomime spitting out seeds through puckered lips saying "ptui, ptui, ptui." Repeat two more times.

**WHALE CHEER:** Shake hand like a fish swimming and then bring other hand up like a spout and go "Phssh."

**WHAT ARE WE CHEER:** At the beginning of the meeting, tell the audience that anytime during the meeting you say "What are we?" and they are to respond "One big, happy Family".

**WHIP CHEER:** Pretend to snap a whip and yell, "Yee, Haw!"



### Things to Remember When Taking a Field Trip

1. Every person wears a seat belt, regardless of where they are seated in the vehicle. No one should ride in the cargo area of a station wagon, van, or in the bed of a truck.
2. Always call well in advance to confirm times, prices, age restrictions, and reservation needs.
3. If possible, have an adult check on the trip before the group takes it; look for suitable lunch spots, toilet facilities, drinking water, transportation routes; note the time the trip will require.
4. Make arrangements in advance for special transportation needs, meals to be eaten on trip, and inform your hosts of your expected arrival and departure times.
5. In planning trips for Cub Scouts, analyze each trip suggested for its actual value to the Cub. Let's not just have trips.
6. Consider the length and difficulty of travel. A two-hour drive each way ought to be enough.
7. Always use judgment in relation to weather conditions. If necessary, postpone your trip.
8. Be a good "explainer" about the trip. Tell your Cubs what is expected of them.
9. Have at least two adults accompany each Den.
10. Take necessary materials: first aid kit; pencils & paper, activity or game equipment, such as books, balls, and camera for use on the field trip.
11. Upon return home, dismiss at starting point so that parents know where to pick up Cubs. Call roll and check off each Cub. Do not allow Cubs to "drop off" en route.
12. Do not hesitate to ask questions. Most people are happy to be helpful to a group of children.
13. Do not try to see everything on one trip. Leave some of the fascinating things for another time.
14. Plan with Cubs and parents so that they are properly dressed for the field trip and the weather. Most of the time, Cubs will be in uniform, but sometimes special dress is better.
15. Plan your schedule so that you don't have to hurry. Cubs need time to investigate and enjoy the experience.
16. After a trip, discuss and even dramatize some of the experiences.
17. Decide on rendezvous or meeting points, in case someone gets misplaced.
18. Upon your return, have the boys write your hosts to thank them for the visit.
19. Make sure that each boy has enough money, should there be any expenses involved. They may need emergency telephone money, too.
20. **IMPORTANT!!!!!!!!!!!!!!** Don't forget the proper permission slips, consent to treat forms, and **Tour Permits**, as required by Boy Scouts of America.





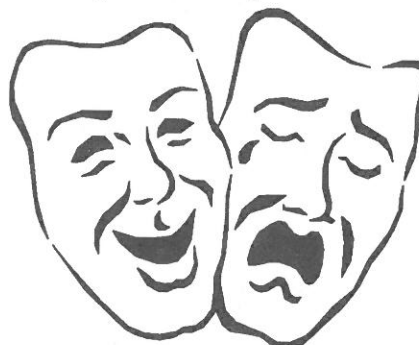
## DEVELOPING YOUR SKIT

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

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

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

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



A skit is short and everything depends on the lines—especially the "snapper" lines. Decide which lines are important and have the Cubs learn them well. They should speak slowly, clearly, and loudly. Never turn their backs on the audience while speaking. Move around a lot, use sweeping gestures and exaggerated actions. Don't worry about props, scenery, or costumes. Props can be made from cardboard and signs can be put up to indicate scenery. Costumes can be made by adding appropriate accessories to everyday clothes. Instead of making them of fabric and sewing, cut costumes out of crepe paper and glue or staple them together. A straw hat and work clothes depict a farmer. A fisherman could wear a raincoat and boots. Make the costumes something the Cubs can do themselves.

### WHERE TO GET IDEAS FOR SKITS

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

## December 1992 - To Help Other People

### The Conservation Christmas Tree

This skit can be performed with puppets or by four or more Cub scouts. The numbers may be increased by casting more Cubs as candy canes and ornaments.

**CHARACTERS:** Ornaments - one or more, Mr. Tree, Candy Canes - two or more.)

#### ACT I

**Ornament:** Well, it was a great Christmas, as usual. We enjoyed our week with you, Mr. Tree. Since they took us down this morning, it won't be long 'til we're packed away. We never know how much time we'll have, so I guess I'll say good-bye now.

**Candy Canes:** We hope we won't have much hot summer weather. In the attic we'll melt, and all stick together. Do they pack you tree ornaments away in boxes every year? Do you suppose they'll do that to me?

**Ornament:** Oh, no! You'll only be here this year!

**Candy Canes:** We've seen it happen every year, we're sorry to say. Your needles drop off and they drag you away.

**Mr. Tree:** You mean after crowding around me and smiling and singing, they're going to throw me in the trash?

**Ornament:** I'm afraid so. Good-bye friend.

**Mr. Tree:** (*Crying*) Why did the pine cones tell a lie? "Be glad you're picked," they said to me. But if I end up in the garbage, it's no pleasure for this yule tree!

#### ACT II

**Ornament:** They're taking Mr. Tree away already. It's a good thing we said good-bye to him when we had a chance.

**Candy Cane:** Don't be so sad. Look out the window and you can see, the Cub Scouts are replanting Mr. Tree! They've taken him out of his bucket and carefully found, a safe place to put his roots in the ground.

**Ornament:** How wonderful! Look, he's covered with cranberries, popcorn, and suet. Birds are singing and sitting on his branches. Mr. Tree looks like he's smiling.

**Candy Cane:** We didn't notice what the Cub Scouts had taught. Our new tree came in with his roots in the pot. Our old trees were chopped down, but this one was not!

**Ornament:** Not only the birds are glad he's still here. We're happy we'll see him, year after year.



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**CHRISTMAS TRADITIONS**

**Characters:** 6 Cubs

**Arrangement:** Each Cub comes on stage holding the object he's speaking about or a poster with an appropriate picture on it. He can read his lines, or they can be read by a narrator.

**1st Cub:** The Christmas Tree. The custom of decorating small evergreen trees at Christmas time began in Germany. However, it reached America before it arrived in England. The German settlers in Pennsylvania decorated the trees with lights, sweets, and colored paper. That is how the Christmas tree became a part of our traditional Christmas.

**2nd Cub:** The Mistletoe. Ancient Celtic priests believed mistletoe had medicinal powers and was sacred. They thought it brought good fortune. Mistletoe was also considered the plant of peace, and under it, enemies met and reconciled their differences. From this ceremony came the English custom of kissing beneath it - the one tradition that has survived to the present.

**3rd Cub:** The Christmas Wreath. During the 16th century in Germany, branches of fir or spruce were intertwined in a circular shape. This symbolized the love of God which had no beginning or end. One legend tells of a young girl of Bethlehem, who wept because she had nothing to bring to the Christ Child but a crown of holly leaves. The babe touched the crown and the leaves gleamed and scarlet berries appeared where her tears had fallen.

**4th Cub:** The Christmas Candle. Medieval Christians believed that on Christmas Eve, the Christ Child wandered through town and countryside in search of those who believed in him. On that night, they placed candles at their windows to guide him.

**5th Cub:** The Poinsettia: This Christmas flower was discovered in Mexico in 1828 by Dr. Joel Poinsett. The people of Mexico and Central America call it "Flor de la noche buena" or flower of the Holy Night, because it reaches full bloom at Christmas.

**6th Cub:** The Christmas Card: At Christmas in 1813, in London, "A Christmas Carol" by Charles Dickens had just been published. A friend, Sir Henry Cole had an artist friend design a Christmas greeting to send to his friends. This was to be the first Christmas card. It took more than 30 years for them to become popular. They were first introduced in the United States in the late 1870's.



**KIDS' LETTERS TO SANTA CLAUS SKIT**

**SETTING:** Santa's mail room shortly before Christmas with elves seated around table. Two boxes labeled "Good Kids" and "Bad Kids" are located on each end of table. Using following letters or others, write them on recipe cards so that Cubs can read them. Have the group decide which box they go in after a discussion of each. Letters can be divided among Cubs. You will need a mail bag with the letters, hats and aprons for the elves.

**NARRATOR:** Our skit tonight takes place shortly before Christmas in Santa's mail room at the North Pole.

**1st Elf:** Here's another sack of letters we need to go through. We'd better hurry, it's almost Christmas and Santa wants to know who was good and who was bad this year. (*Empties letters on table from mail bag.*) Let's read them aloud so we can help each other decide which box they go in. This one reads:

**Dear Santa:** I hope you can get a new dress for my mother. It can be any color as long as it is blue. Love, Veronica

**Dear Santa Claus:** Please leave a nice present for my mother and father. Also leave a present for my big brother but don't make it so nice. Your friend, Robin.

**Dear Santa:** I want a puppy for Christmas. Or a pussycat. Or a snake. Your friend, Stanley P.S. My mother doesn't know about the snake yet.

**Dear Santa and Mrs. Claus:** I am writing to you for my little brother Anthony. Please leave him some nice toys that we can BOTH play with. Love, Milly

**Dear Santa:** What time will you come to our house on Christmas Day? Please don't come too early. Daddy likes to sleep late and he gets mad if we wake him. Thank you, Barbara P.S. Don't worry. I don't think he will get mad at you.

**Dear Santa:** Thank you for the baby brother you left us last Christmas. I hope you do better this year. Ronald

**Dear St. Nick:** I need a new skateboard for Christmas. The one I got crashes too much. Billy

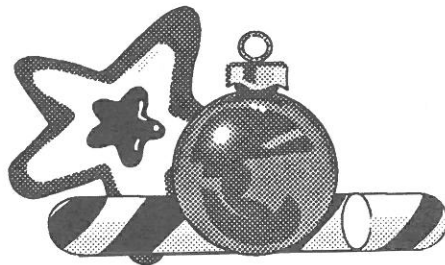
**Dear Santa:** Thank you for the trains. My father plays with them all the time. Your pal, Stevie

**Dear Santa:** Last year you got my brother Peter a water gun. This year I would like you to get me a water gun so I can shoot back. Love, Carole

**Dear Santa Claus:** I would like boxing gloves. I want to surprise my best friend. Alfred

**Dear Santa Claus:** I say my prayers every night and I always help my mother and I didn't sock my brother today. Love, William

**To Santa Claus:** Our Little League needs a new pitcher for Christmas. Your pal Rufus.





## January 1993 - Pirate waters

### Buccaneers in the Days of Old

**SCENE:** All Cubs except the narrator are dressed in pirate costumes.

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

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

**HENRY MORGAN:** *(Joining Blackbeard)* Avast, you lubber!

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

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

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

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

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

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

*(Captain Kidd and Captain Blood enter)*

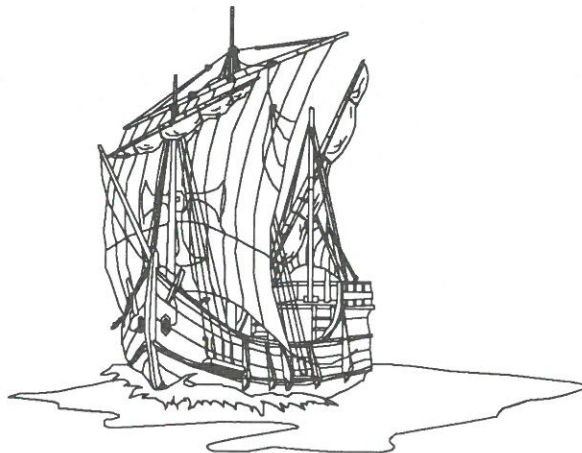
**OTHERS:** Hello, mates!

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

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

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

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



### The Pirates Big Decision

**Setting:** As curtain opens, a group of Cubs dressed as pirates are standing on or around a raft or pirate ship. Hidden behind the group is a Cub Scout in uniform. Narrator is at side of stage and reads lines below. Cubs act in pantomime.

**NARRATOR:** Here are some pirates, big, brave and bold, You've heard many times their story told. They sail the seas on their handmade raft. Listen now, and you'll hear them laugh.

*(Cubs laugh heartily)*

Now we'll sneak in closer, and what do we see? They seem to be happy... listen to their glee.

*(Cubs laugh again, and say "Ho-ho-ho" in pirate fashion. Cub Scout in background comes forward and stands in center of pirates.)*

Oh dear... a Cub Scout ... I can't see his rank. What if those pirates make him walk the plank?

*(One of the pirates takes off Cub's neckerchief and holds it up as if he's thinking about blindfolding the Cub.)*

Wait Just a minute... something is not right. Look at that Cub Scout. There's no sign of fright.

*(Cub look very pleasant and happy and smiles. He starts giving Cub handshake to pirates and pretends to talk to them.)*

What we see here leave us no doubt, our Cub is inviting the pirates to be Scouts.

*(Cub takes out paper and pencil and pretends to be writing down names)*

So with this happy ending, we'll drift out of sight. For our brave Cub, this was a happy night.

*(Cub exits, while pirates gather around raft and practice the Cub handshake as curtain closes.)*

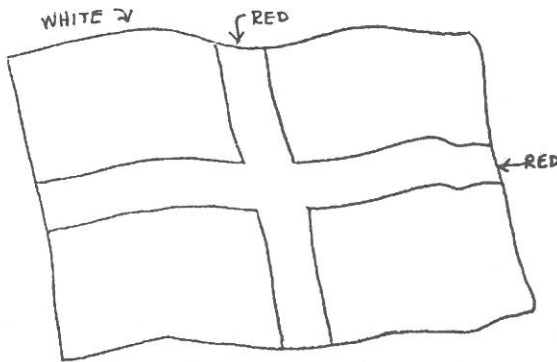
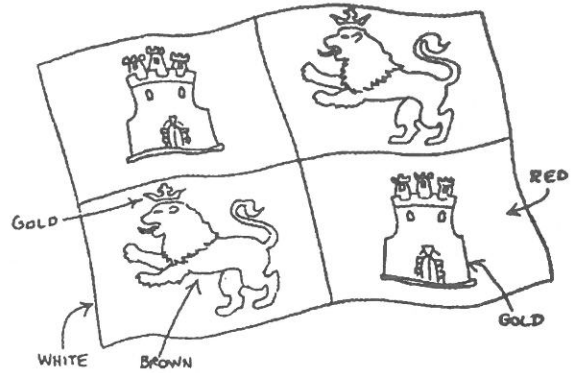


February 1993 - Old Glory

The Flags of the United States Opening

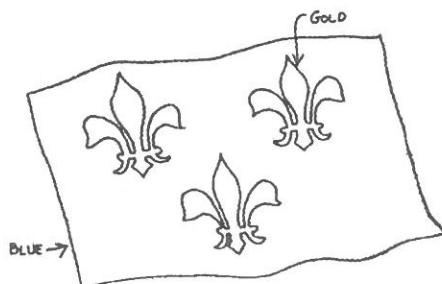
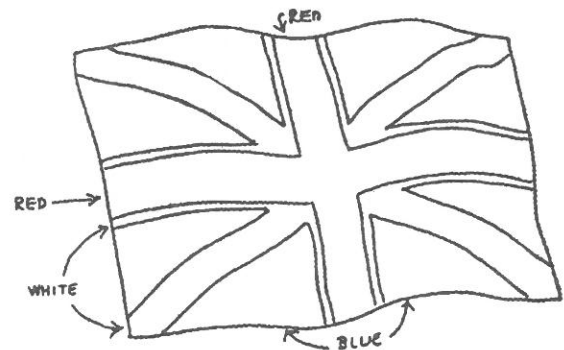
The various flags indicated below (or any number of them) may be advanced one by one as the narrative is read about each. Make real flags using felt cutouts or make cardboard ones. (See the following section for flag designs, or refer to an encyclopedia.)

**1. Royal Standard of Spain:** Christopher Columbus, sailing under the flag of King Ferdinand and Queen Isabella of Spain, landed in San Salvador on October 12, 1492, establishing Spain's early dominion over Central America. The Spanish explorers and colonists who followed him carried this banner throughout the New World from Florida to California.

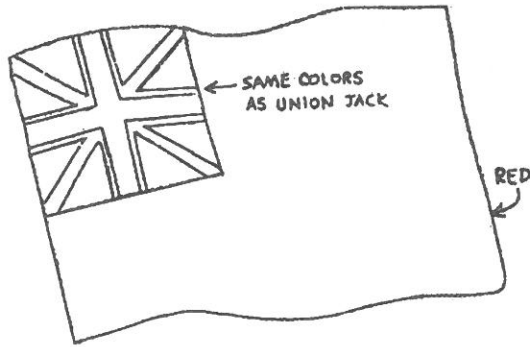


**2. The St. George Cross:** This was the first English flag used in North America. It was flown by John Cabot in 1497 under the reign of King Henry VII.

**3. The British Union Jack:** This flag was created in 1606 when King James I took the Cross of St. George and superimposed it onto the Scottish flag of St. Andrew. This was the banner that rose above early English settlements such as the stockaded village of Jamestown in 1607. The British Union Jack was flown from the mainmast of all British ships, and in addition, the Cross of St. George was flown from the foremast of English ships, as the Cross of St. Andrew was flown on Scottish ships. This is the flag that flew above the Mayflower as the Pilgrims landed at Plymouth in 1620.

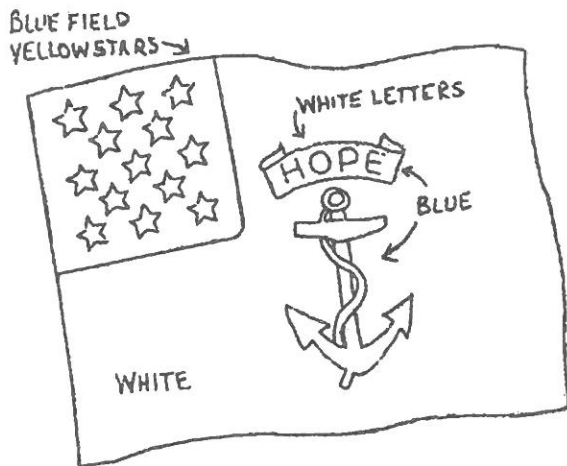
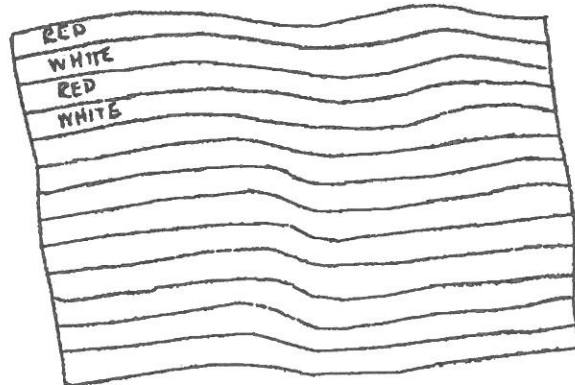


**4. French Fleur-de-lis:** The explorers LaSalle, Juliet, and Champlain carried the royal emblems of France into the very heartland of the New World. This flag had a blue background with gold fleur-de-lis.



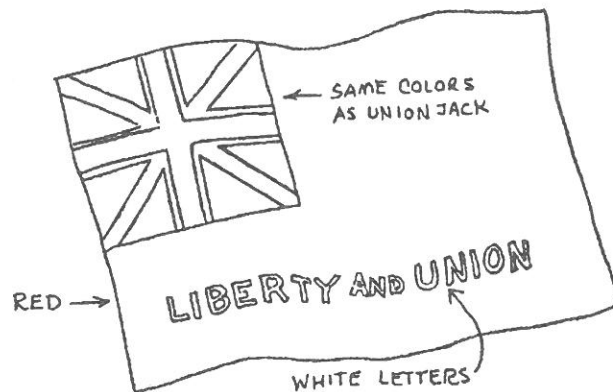
5. **Cromwell Flag:** In 1707 Queen Anne adopted a new flag for England and her colonies. The Union Jack was placed on a field of red. This was called the British Red Ensign or Cromwell Flag.

6. **Sons of Liberty:** It was learned on the night of December 16, 1773 that East Indian Company tea was to be landed at Boston Harbor despite protests. The "Sons of Liberty" took matters into their own hands and dumped 342 chests of tea into the sea. This flag soon became popular in the colonies. It had alternating red and white stripes.

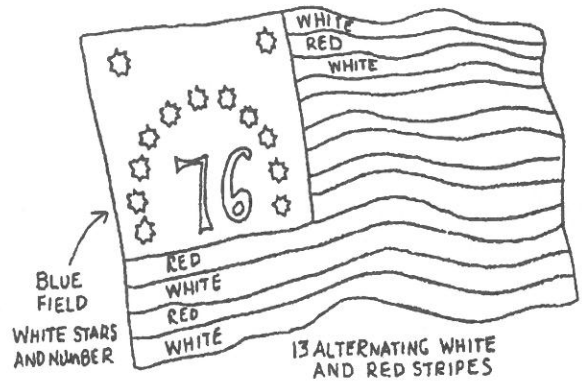


7. **Rhode Island Flag:** Resentment against the oppressive laws of British Parliament led to a number of acts of violence by early patriots. Such an incident occurred on the night of June 10, 1772 when an angry group of Rhode Islanders captured and burned his Majesty's cutter Gaspee. This flag was the basis for the state's flag today.

8. **The Taunton Flag:** Naval flags were perhaps an even more familiar sight to the colonists than the British Union Flag. The most common of these was the English Red Ensign or Meteor Flag. The people of Taunton, Massachusetts added the words "Liberty and Union" to this flag in 1774 to show their growing dissatisfaction with the motherland, England.

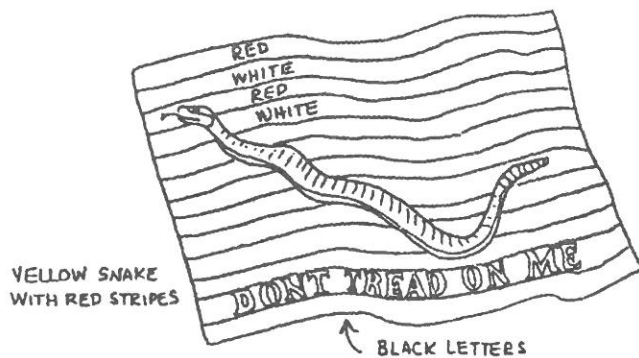
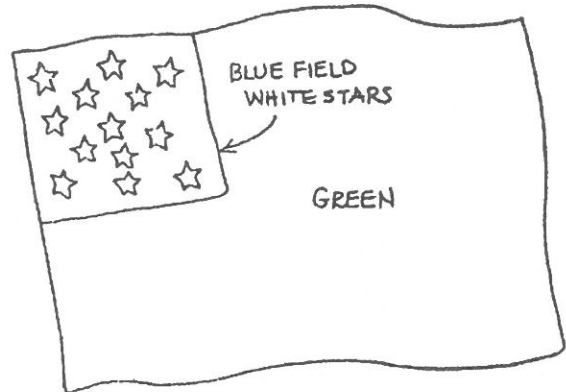


**9. Bunker Hill Flag:** Following the skirmishes with the Minutemen, on the night of June 16-17 1775, the Americans fortified Breed's and Bunker Hills overlooking Boston Harbor. The next afternoon the British landed 2400 men. They advanced up the slope only to be cut down by the fire of colonial militiamen. The Americans had to withdraw on the third assault, after they had felled almost half the British force.



**10. Washington's Cruiser's:** In the fall of 1775, General Washington outfitted a squadron of six schooner's at his own expense for use in the coastal waters off the Colonies. His secretary suggested they use this flag, which was later adopted by the Massachusetts naval forces. The flag had a white background, with a green pinetree and letters "An Appeal To Heaven".

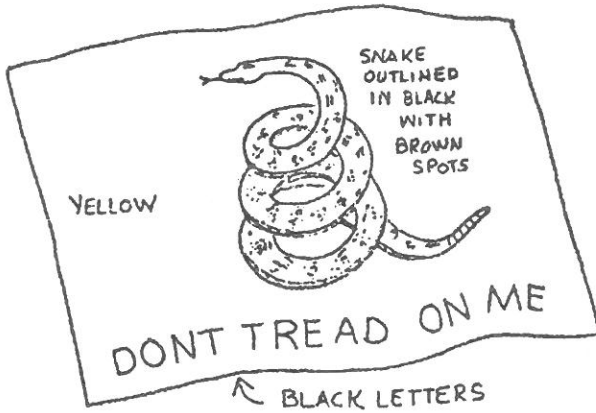
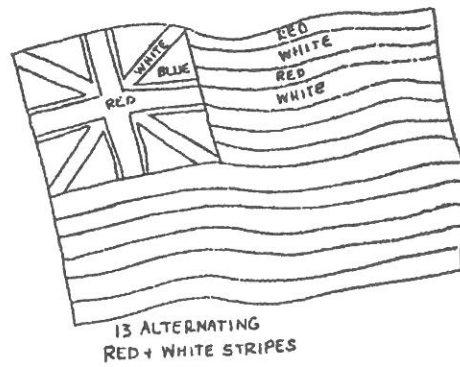
**11. Green Mountain Flag:** Early on the morning of May 10, 1775, Ethan Allen and a small force of his Green Mountain Boys stole silently into the British held Fort Ticonderoga and demanded its surrender. They carried this flag which had a green field, light blue union with white stars.



**12. Rattlesnake Flag:** The rattlesnake, always ready to strike when provoked, became an early symbol of American preparedness. Several versions of the striped rattlesnake flag were used by the Revolutionary naval forces. This flag was red and white striped with a rattlesnake superimposed. It was first flown in January 1776.

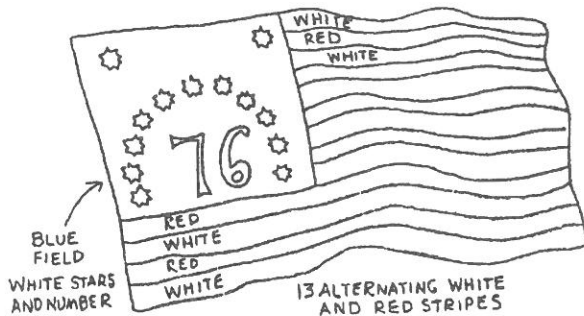
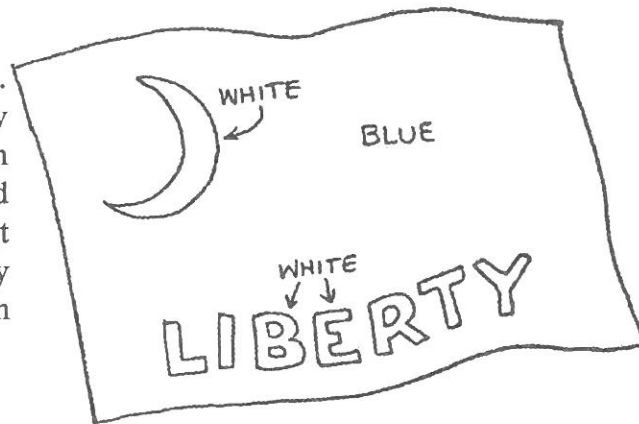


13. **Grand Union Flag:** On January 1, 1776, the Continental Army came into formal existence. The next day in Cambridge, Mass., General Washington, Commander-In-Chief, accepted flag of 13 alternating red and white stripes representing the 13 colonies, with the Union Jack illustrating allegiance to England, but willingness to fight for justice.



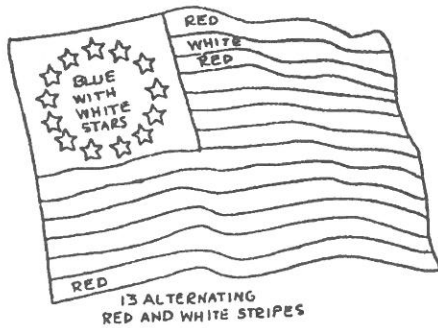
14. **Gadsden Flag:** Patriot Colonel Christopher Gadsden of South Carolina designed this flag as an answer to the British. The flag with its yellow background and rattlesnake with the words "Don't Tread On Me" was said to be a warning that it was as dangerous to tread on the colonies as it would be to step on a rattlesnake.

15. **Fort Moultrie Flag:** The crescent flag of Col. William Moultrie's South Carolina Militia flew above the defenses on Sullivan Island in Charlestown Harbor. When the British attacked on June 28, 1776, the flag was shot down. Sgt William Jasper, defying shot and shell, heroically recovered the banner, fastened it on a cannon ramrod and flew it again on the bastion.



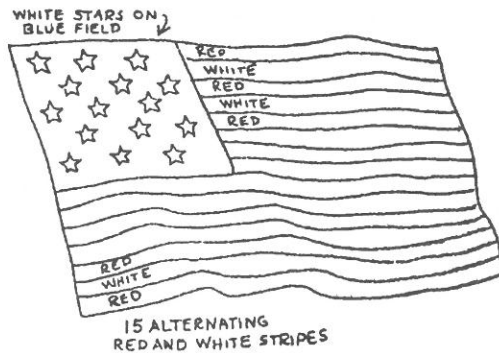
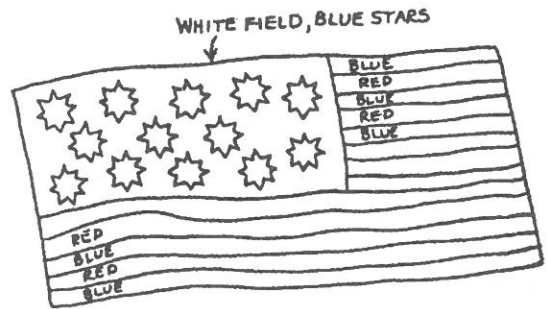
16. **Bennington Flag:** This flag, with its unusual arrangement of stars with seven white and six red stripes, flew over the military stores in Bennington, Vermont, on August 16, 1777. It was under this flag that Gen. John Stark's militia defeated a large British raiding force, thus protecting the precious military supplies that had been stored at Bennington.





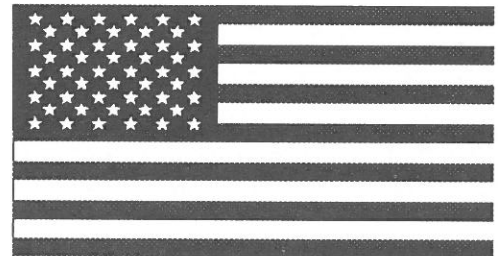
**17. First Stars and Stripes:** On June 14, 1777, the Continental Congress resolved that the flag of the 13 United States be 13 stripes alternating red and white; that the union be 13 stars, white on a blue field, representing a new constellation. The Congress did not specify the star arrangement, so flags of many variations flew during the Revolution. Although tradition tells us that Betsy Ross made this flag, most historians feel there is not enough evidence to prove this fact. Even so, it is often called the "Betsy Ross Flag".

**18. Guilford Courthouse Flag:** General Greene's militiamen carried this flag at the Battle of Guilford Court House, North Carolina on March 15, 1781, in one of the bloodiest battles of the long war. The Guilford flag is an interesting example of the lack of uniformity in American flags. It was designed nearly four years after the flag resolution of 1777.



**19. Star Spangled Banner:** This banner of 15 stripes and 15 stars flew over Fort McHenry at Baltimore when the British attacked on September 13, 1814. Francis Scott Key, detained on a British ship during the bombardment was inspired by the sight of the American flag still waving the next morning, and wrote our national anthem.

**20. Old Glory:** As the United States expanded and more states entered the union, it became necessary to adopt a practical design to represent each new state. Congress decided on seven red and six white stripes (to represent the 13 original colonies) and a blue field with a white star for every new state.



More than hundred flags have waved over what is now the United States of America. For almost 300 years, the flags of foreign countries flew at various times over different parts of the country. Explorers and military leaders planted their standards on American soil. During the Revolutionary War numerous other flags were added, until finally our country emerged with one flag, Old Glory.

The most famous photograph of Old Glory is undoubtedly the one taken by a Marine photographer as the flag was planted on the summit of Mt. Suribachi on Iwo Jima, World War II. This event is immortalized in the largest bronze statue in the world, at the Marine Corps War Memorial at Arlington, Va.

And on February 5, 1971, Astronaut Alan Shepard Jr., Commander of Apollo 14, planted Old Glory on the surface of the moon. Of the hundreds and hundreds of flags in this world, Old Glory is the first and only flag on the moon.

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**Our Flag Skit**

**SETTING:** Flag in stand on table, under which "voice" is concealed. Or have flag posted near screen concealing "voice." Cub Scout in uniform walks by flag and stops when flag starts to "speak."

**FLAG:** Hey Cub Scout!

**CUB:** Who's that?

**FLAG:** Me, your flag.

**CUB:** What do you want with me?

**FLAG:** I want to know something. You hear of people in other lands burning me, but recently you've heard of people in the United States showing disloyalty and disrespect to me. What's wrong?

**CUB:** That's a hard question for me to answer. I think people do this because they don't know how hard it was to get you. We even fought wars, not only to get you, but to spread your ideas to other countries. Much of today's younger generation doesn't know how hard it was to do that!

**FLAG:** What would you suggest?

**CUB:** I'd say to start with, we need to increase our Americanism building organizations such as the Scouts and give them support ... and to start programs that will increase patriotism. People need to be encouraged to fly the flag on national holidays and to have inspiring flag ceremonies at meetings.

**FLAG:** You have some good ideas, son.

**CUB:** The Scout program has taught me to respect the flag and to love my country.

**FLAG:** Scouting! Yes, there is hope after all. You've given me a real lift. Thank you, Scout!

**CUB:** *(Salutes)* Any time. *(Walks offstage)*

**The Great Seal**

**Setting:** Group of Cub Scouts are talking.

**1ST CUB:** Bet you never heard of the Great Seal of the United States.

**2ND CUB:** You lose, I certainly have heard of it.

**1ST CUB:** Okay, I'll bet you don't know where to find a picture of it.

**2ND CUB:** You win. Where?

**1ST CUB:** On a dollar bill. Look. *(Holds up dollar bill)*

**2ND CUB:** You mean the picture of George Washington?

**1ST CUB:** No, turn the bill over and look at the two circular designs.

**2ND CUB:** That's the Great Seal? Why are there two designs?

**1ST CUB:** That is the front and back of the Great Seal, like the front and back side of a coin.

**3RD CUB:** What do the designs mean?

**1ST CUB:** First there is the eagle, the national symbol. The shield over the eagle's breast has 13 stripes.

**4TH CUB:** For the 13 original states?

**1ST CUB:** Right!

**5TH CUB:** (*Looking at bill*) What's the eagle holding in his beak?

**1ST CUB:** It's a ribbon with the words "E pluribus unum" which is Latin for "One from many"

**4TH CUB:** Meaning one nation from many states?

**1ST CUB:** Right!

**3RD CUB:** What's the eagle holding in his claws?

**2ND CUB:** I know. There is an olive branch, the symbol of peace, with 13 leaves.

**4TH CUB:** And he's holding 13 arrows in the other claw, which means that we intend to defend our freedom.

**1ST CUB:** Do you know why the eagle is facing right?

**2ND CUB:** It means that peace is right. Peace is first.

**3RD CUB:** What does the pyramid stand for?

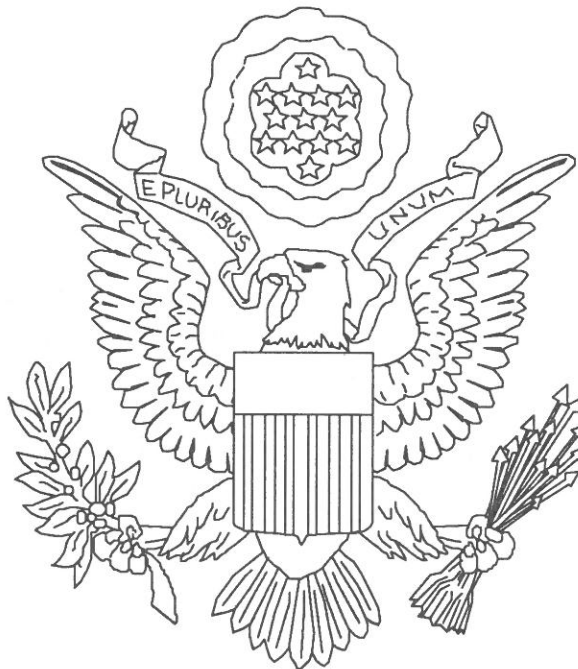
**1ST CUB:** The pyramid is a symbol of strength and lasting power. But notice that it's flat on top - unfinished. That means the nation is unfinished. We still have a big job ahead.

**4TH CUB:** What is that triangular eye above the pyramid?

**5TH CUB:** I think it represents God watching over us.

**3RD CUB:** Gosh, I never realized there was so much crammed into the Great Seal.

**1ST CUB:** And I'll bet you never realized it was right there on a \$1 bill.



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## March 1993 - Weather

### The Secret Weather Forecaster

This skit does not require elaborate costuming. The Cub that plays the forecaster can wear a white lab coat or a large name tag that says "Weather Forecaster." The other Cubs can wear their uniforms. The props should include a cardboard "Super Forecasting 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 Cubs to our National Weather Forecasting Laboratory. My name is Mr Weather and I'm here to show you all of our sophisticated equipment.

**CUB #1:** Gee, this looks real fancy.

**CUB #2:** I bet you have to be a genius to work all that equipment.

**CUB #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 from all over the world. We have hundreds of weather watchers that scan the skies and send us information on the weather.

**CUB #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 us millions and millions of bits of information about the temperature, cloud formations, and precipitation.

**CUB #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.

**CUB #2:** Does that include our town?

**FORECASTER:** No, no...we use a more accurate system for our town... it's our secret forecaster.

**CUB #1:** Show us, show us....we won't tell.

**CUB #2:** We're good Cub's...so we'll keep a secret.

**FORECASTER:** Okay, okay. *(Removes rock on a 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 a 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 its 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.

**CUB #3:** Wow...now we know the inside story.

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**Where on Earth is Spring**

**CHARACTERS:** Oak, Flower, May, Bear, Spring, and any number of Cubs.

**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.)* Hello

**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 the 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 blue 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 pretends to be asleep, as if in hibernation.)* Grrr! 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 human beings again. They've made such a mess of the Earth that Spring won't come.

**BEAR:** Grrr! 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..*)

*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!

**CUBS:** (*Enter, carrying brooms and rakes. They begin to clean up as they sing:*)

*We do want sunshine, birds, and bees*

*We'll clean up now.*

*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*

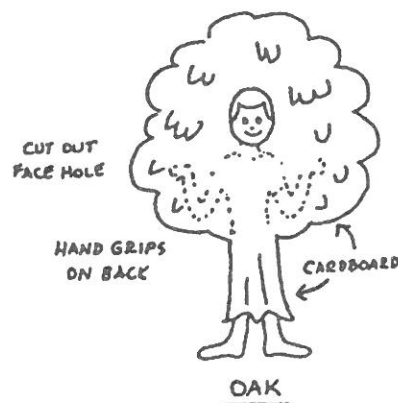
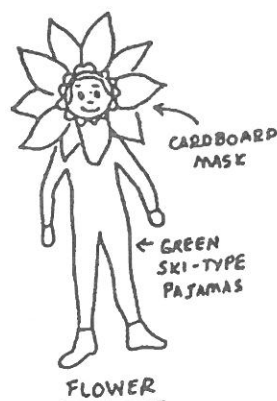
*Before Red Robin wakes.*

**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!

**SPRING:** Greeting my children. You have made a good start towards keeping the Earth as clean as a robin's whistle. Keep up the good work!





April 1993 - Life of Other Planets

A Robot for Chores

**SETTING:** Four Cub Scouts talking about the hardship of household chores. Two Cubs dressed as robots.

**1ST CUB:** You know what I hate? Taking out the garbage and helping with the dishes!

**2ND CUB:** Gee, you have it easy! I have to weed, mow the lawn, and water the whole yard.

**3RD CUB:** Bet you don't have to make your bed! All I ever get is girl chores!

*(Cubs exit and come back with robots.)*

**1ST CUB:** I sure hope these robots work!

**4TH CUB:** Well, let's find out.

**3RD CUB:** Let's turn on the robot for indoor chores. *(He turns switch on front of robot. Robot picks up garbage sack and pretends to throw it out the door. He pretends to start doing dishes and breaks them. He begins to sweep and breaks the broom.)*

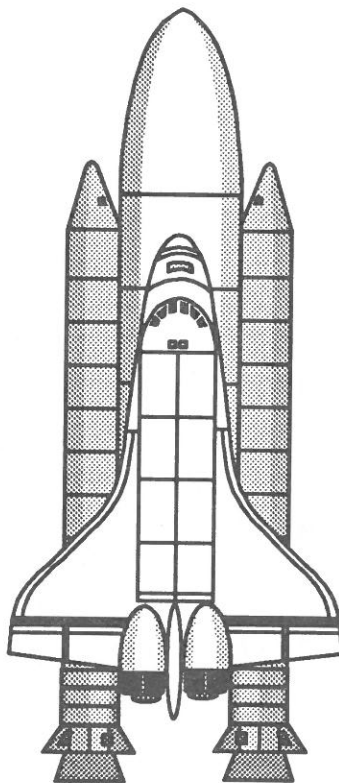
**4TH CUB:** Oh boy! We're in for it now! Look what that crazy machine is doing!

*(Other robot joins in, making a big mess of things. Tossing around newspapers, etc.)*

**2ND CUB:** Quick! Turn them off.

**1ST CUB:** *(They turn off robots.)* Now we have to clean up this mess before Mom comes home.

**3RD CUB:** *(As they begin work.)* I think it's easier just to do it ourselves in the first place. Those robots make a bigger mess than any family does!



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**Is There Life on Other Planets?**

**CHARACTERS:** Head Scientist and five Scientists

**PROPS:** One conference size table, six chairs, several brief cases. Official looking papers scattered over table. Business suit for Head Scientist.

**SETTING:** The Head Scientist and the five Scientists are seated at a conference table with their backs to the audience.

**HEAD SCIENTISTS:** (*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.

**1ST 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 SCIENTIST:** All test show that there is some atmosphere on the planet, but it is not enough to sustain life as we know it.

**2ND SCIENTIST:** Then how do you account for the ditches or canals which have been seen with our telescopes?

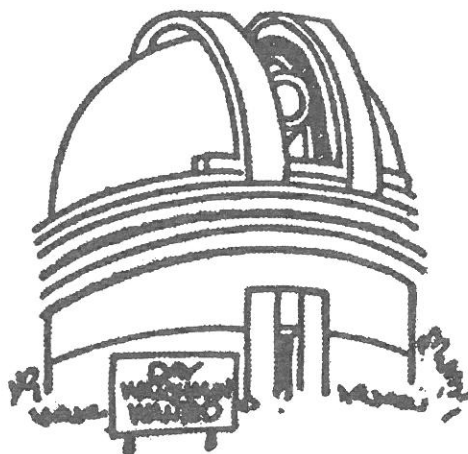
**HEAD SCIENTIST:** Latest viewing indicate that these are merely natural ground formations, and there is no proof whatever that they are made by any living beings.

**3RD SCIENTIST:** Then we must conclude that the flying saucer stories are all hoaxes?

**HEAD SCIENTIST:** No, of course not. Most of these sightings have perfectly logical, scientific explanations, and the rest are the direct result of mass hysteria.

**4TH SCIENTIST:** Then all the strange sounds picked up on radio receivers come from our own transmitters or are produced by atmospheric pressures?

**HEAD SCIENTIST:** I'm afraid so.



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**Space Skit**

**CHARACTERS:** Three Spaceman, Space Mice (2 or more), Critters (any number) Man-In-The-Moon, Moonster

**PROPS:** A Rocket Ship and 3 Ray Guns

**SETTING:** Rocket on stage - three space men emerge from rocket, looking about.

**FIRST SPACE MAN:** Well, here we are on the moon!

**SECOND SPACE MAN:** Never thought we'd make it!

**THIRD SPACE MAN:** Let's see what it's like.

**MAN IN THE MOON:** *(Entering)* What's going on here!

**FIRST SPACE MAN:** Who are you?

**MAN IN THE MOON:** I'm the Man in the Moon, of course *(loud bang off-stage)* Oh dear! There goes another batch of moonshine. It's always blowing up! *(He exits hurriedly.)*

**SECOND SPACE MAN:** No wonder they have so many craters!

*(Critters enter)*

**CRITTERS:** *(In unison)* Somebody call us?

**THIRD SPACE MAN:** Who are you?

**CRITTERS:** *(In unison)* We're the critters that live in the craters!

*(Critters examine rocket. Space Mice enter.)*

**FIRST SPACE MAN:** Holy Cow! Look!

**FIRST MOUSE:** Not cows - mice!

**SECOND MOUSE:** We're space mice - the Russians shot us up here.

**SECOND SPACE MAN:** You poor things! We'll take you back with us!

**FIRST MOUSE:** Not on your life - we're not leaving you here!

**SECOND MOUSE:** We've never had it so good!

**FIRST SPACE MAN:** What do you mean?

**FIRST MOUSE:** Didn't you know?

**ALL MICE:** *(In unison)* The moon is made of green cheese!

**SPACE MEN:** *(In unison)* Oh, no-o-o! *(Moonster enters)*

**CRITTERS AND MICE:** *(Terrified, in unison)* Oh, Oh, here comes the Moonster. He'll eat us all!

**FIRST SPACE MAN:** Don't be afraid. We'll get him with our trusty ray guns!

*(Loud bang offstage as space men aim and shoot. Moonster collapses. Critters and Space Mice all dance for joy.)*

**MAN IN THE MOON:** *(Entering)* Well, now we don't have to worry about the moonster any more - Oh, happy night!

**SECOND SPACE MAN:** Well, we'd better be going; we're due back on earth in three hours. It's been nice seeing you all.

**SPACE MEN:** *(Entering rocket, waving)* Good-bye!

**MOON PEOPLE:** *(In unison)* Good Night! Good Night!

### 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.

**NARRATOR:** Ladies and gentlemen, welcome to the moon. Meet the astronauts. *(Cubs smile and wave to audience.)* They are ready to begin a moon walk, and we'll be watching their adventures. There they go. *(Cubs start plodding in place.)* They have come to a steep hill. That's going to be a hard climb. *(Cubs bend forward as if climbing. They go slower and slower.)* They made it. *(Cubs stand still and straight.)* What a lovely view. *(Cubs imagine they have on a bubble sheet, shield their eyes a few inches from their heads and look around.)* Now they're ready to go down. Be careful. *(Cubs slip and slide as if plunging downhill.)* They must be out of breath. *(Cubs hold hands on chests, breathe heavily.)* Now they're entering a crater *(Cubs plod along.)* They seem to be having trouble with all that dust. *(Cubs walk like in deep snow.)* Now what? *(Cubs halt, look at the ground, get very excited, and point to one place.)* What do they see? Could it be...yes it is. It's a moon rock. Oh! Oh!, watch out. *(Cubs look at the sky, start running swiftly in place.)* It's a loony bird. *(Cubs wave arms as if battling off bird.)* They've scared him off. *(Cubs act exhausted, walk droopily.)* It looks like it's time for a cool refreshing drink. *(Cubs 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. *(Cubs 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. *(Cubs 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 he says these words.)* I mean...maybe the right way is the wrong way and the left way is the right way. *(Cubs turn in circles, some to the right, some to the left.)* Stop that. Just go straight ahead. *(Cubs start plodding again.)* Look at that crooked ravine ahead. Nothing but twists and turns. *(Cubs twists 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. *(Cubs run in slow motion.)* There they are, safe and sound. *(Cubs sit down.)* Say, astronauts, now that you've reached the ship, what are you going to do next? *(Cubs grin broadly. They stand up, face one side of the stage, start walking in place again.)* You mean — *(Cubs vigorously nod their heads.)* I'm sorry folks, but I just can't keep up with them any longer. Goodbye astronauts. *(Cubs plod off stage, waving farewell to the audience.)*



## May 1993 - Show Biz

### Musical Fair

**BOTTLE XYLOPHONE** - Fill eight or more bottles or jars with varying amounts of water, and tune them by adjusting amounts of water. Tap with sticks or spoons.

**BONES** - Use dried rib bones of a cow or hog or blocks of wood. Play by holding and snapping wrist.

**HUMMER** - Near one end of a paper towel roll, punch several holes, and cover end with wax paper. Sing or hum into open end.

**KAZOO** - Hold tissue paper or wax paper loosely on a comb and hum on it.

**THE FIDDLE** - Fit an eyebolt with washers and nuts on either side of a hole drilled in bottom of an old tub. Cut off and notch broomstick to fit over rim of tub. Attach wire or strong twine from eyebolt to top of broomstick. Place foot on rim of tub and pluck the string.

**TIN CAN DRUM** - Cut out ends. Heads are pieces of inner tube laced together.

**PADDLE RATTLE** - Nail bottle tops loosely to paddle. Play by shaking rhythmically.

**FLOWERPOT BELLS** - Hang various-size earthenware flowerpots on strings. Strike with a mallet or stick.

**NAIL CHIMES** - Knot spikes and large nails on a string. Strike them a ball.

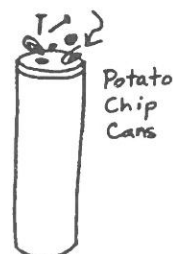
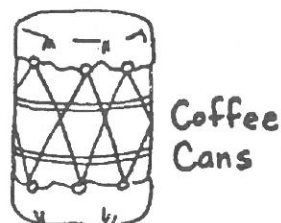
**JINGLE CLOGS** - Hammer nail through the center of two bottle caps and part way into a block of wood, 1" X 1" X 6". Be sure holes in bottle caps are large enough so that the caps will slide along the nail. Player holds the instrument in his right hand and hits against it with his left hand.

**BELL SHAKER** - Tape two paper cups together with scotch or mystic tape after placing one or more small bells inside. Shake to produce bell sound.

**TUBE RATTLES** - Use tubes from towels, bathroom tissue, etc. Cut 2 circles of paper with slits and fit over one end of tube. Put dried beans, peas, small rocks or rice inside and tape other circle to other end. Paint or decorate tube.

**CYMBALS** - Punch two holes near the center of each of two pie pans. Run heavy cord about 15" long, through the holes. Tie a spool tightly to outside of each pan for handle.

**SCRAPER BLOCK** - Notch a 1" X 3" X 8" piece of wood along the 1" side with notches 3/8" deep and about 1/2" apart. This is easily done with a triangular file. To play, rub a 6" piece of 1/2" doweling over the notches. The notched piece may be set on the table or held in the hand while being played.



### The Cub Scout Merry Minstrels

**PERSONNEL:** Emcee and six minstrels. More minstrels may be added as needed.

**SETTING:** Minstrels should be dressed in appropriate costumes and each should carry a tambourine. A kazoo should be at hand for use when needed.

**EMCEE:** Good evening - Ladeezz and Gentlemennn, Boyzzz and Girlzzz. The Cub Scouts of Den \_\_\_\_\_, Pack \_\_\_\_\_, are happy to present "The Cub Scout Merry Minstrel Show." Pleezz — all join in our fun!

*(All minstrels enter on stage down the aisles from rear, shaking tambourines, and using a dance-like step while the piano plays "When the Saints Go Marching In." When they reach the stage, all take a seat on chairs which have been arranged in a semi-circle).*

**EMCEE:** It is my very great pleasure to introduce out Merry Minstrels. *(As each is introduced, he stands, shakes his tambourine and waves, bows, or shows some signs of recognition. Minstrels are seated after introduction.)*

Mr. Lazy Bones

Mr. Casey Jones

Mr. Piney Cones

Mr. Rocky Stones

Mr. Groovey Tones

Mr. Safety Zones

Okay boys, let's get on with the show!

*(All minstrels stand to sing - shake tambourines and move arms, feet, etc., to keep time to the music.)* Song:

*Oh when the Saints, go marching in,*

*Oh when the Saints go marching in,*

*Lord, I want to be in that number,*

*When the Saints go marching in.*

*(All are seated after song. As jokes are told, minstrels go to center front to speak into microphone).*

**Mr. Bones:** Say, Mr. Jones, do you know that in Minnesota it gets so cold in winter, farmers have to put a heater under the cows to milk them?

**Mr. Jones:** That's nothing, Mr. Bones. In Texas it gets so hot that they have to feed the hens ice water so they won't lay hard boiled eggs!

*(After each joke, all minstrels laugh heartily and shake tambourines).*

**Mr. Cones:** What do you wanna do, Rocky?

**Mr. Stones:** I've got an idea. I'll flip a coin. Heads we go to a movie, tails we go bike riding, and if it lands on its side, we go home and study!

**Mr. Zones:** Well, Mr. Tones, I went to the football tryouts today.



**Mr. Tones:** Did you make the team?

**Mr. Zones:** I think so. The coach took one look at me and said "This is the end!"

**Mr. Jones:** Mr. Bones, you know I have a problem. I feel like dog! Sometimes I even sleep under the table without knowing it.

**Mr. Bones:** How long have you felt that way?

**Mr. Jones:** Oh, ever since I was a pup!

**Mr. Stones:** Guess what happened to me today, Mr. Cones!

**Mr. Cones:** What happened to you today, Mr. Stones?

**Mr. Stones:** I fell into the mud up to my ankles!

**Mr. Cones:** What's so bad about that?

**Mr. Stones:** I fell in head first!

**Mr. Zones:** I think I'm going crazy. There's a carrot growing in my ear.

**Mr. Jones:** Why, there is. How did this happen?

**Mr. Zones:** Beats me, Mr. Tones. I planted radishes!

*(All minstrels stand and play "When the Saints Go Marching In" on kazoos while they dance and keep and time to the music).*

**Mr. Bones:** You know, Casey, I don't think the neighbors appreciate my musical talent.

**Mr. Jones:** Why do you say that, Lazy?

**Mr. Bones:** They gave me a knife and asked me if I knew what was inside the drum!

**Mr. Cones:** Rocky, you mustn't be selfish. You should let your brother have the sled half the time.

**Mr. Stones:** I do, I have it going down and Brother has it coming up!

**Mr. Tones:** Hey, Mr. Zones. This match I have here won't light.

**Mr. Zones:** What's wrong with it, Mr. Tones?

**Mr. Tones:** I don't know. It worked a minute ago!

*(All minstrels stand and sing):*

*Oh when the Saints, go marching in,*

*Oh when the Saints go marching in,*

*Lord, I want to be in that number,*

*When the Saints go marching in.*

**EMCEE:** Everybody sing!

*(At this point, audience joins minstrels in song).*

*Oh when the Saints go marching in,  
Oh when the Saints go marching in,  
Lord, I want to be in that number,  
When the Saints go marching in,  
Oh when the Saints go marching in!*

*(2nd ending)*

*(All minstrels bow).*

*(All jokes used were from Boy's Life).*



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**June 1993 - Bird Watchers****Visit to an Aviary**

**CHARACTERS:** Cub Scouts wearing costumes to represent the birds listed below.

**NARRATOR:** Tonight we would like to take you on a visit to an aviary where we can meet some of our fine feathered friends.

**WOODPECKER:** *(Makes noises 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 scavenger at heart.

**HUMMINGBIRD:** *(Darts back and forth very quickly as he files 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 have a 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 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 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 may end up in a clock.

**NARRATOR:** *(As nondescript bird walks on.)* What kind of bird have we here?

**NONDESCRIPT BIRD:** *(Has 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!!



## July 1993 - Wild West

### Making of a Cowboy

**NARRATOR:** Bill was born to a large family in Texas and as a child was moving west with his parents when one day he fell out of the wagon. His family didn't miss him until three days later. Bill took up with a pack of coyotes and started to teach them everything he knew and to learn everything they knew. One day a cowboy came on Bill in his birthday cloths, making coyotes noises. He spent many a day trying to teach Bill to talk and see that he was a human instead of a coyote. They argued a lot.

**BOWLEG GERBER:** Well if you're a coyote, where's your bushy tail? *(Bill looks around and finds it missing.)* That's a stunner, huh? Here's another. Come over with me and take a look in this creek. *(Looking down in creek.)* Now don't you look like me, only less handsome and more whiskery?

**BILL:** All right, drat it! I'm human then. We'll call me Pecos Bill, because I'm from the Pecos River country—been a coyote there most of my days. And I'll run with my own human pack if I can slow down enough. First thing I have to do, I suppose is start looking like you ugly critters. Tell me how do I get bald all over my face and how do I grow hair like you've got all over most of you—red, blue and brown like that.

**BOWLEG GERBER:** *(Laughs and holds ribs with his hands.)* You get the hair off your face by shaving and the red, blue, and brown stuff isn't hair, it's clothes. We put cloths on. We don't grow'em. Tomorrow I'll bring you a razor and some clothes. Than I'll take you to the ranch and maybe you can join the outfit.

**NARRATOR:** Next day Bowleg Gerber brought Bill a razor and some clothes. And showed him how to use the razor and how to get into his clothes.

**BOWLEG GERBER:** I brought you a horse and quirt.

**BILL:** Got me a animal of my own standing over there. *(Points to panther.)* And this is what I'll use for a quirt. *(Holds up rattlesnake.)*

**BOWLEG GERBER:** Good Heavens! *(Both ride off.)*

**NARRATOR:** When the two rode into camp all the men set up and took notice. *(Several cowboys standing around.)*

*(Bill jumps off panther and snaps his rattlesnake Quirt and wipes his brow.)*

**BILL:** Who is the boss of this outfit?

**COWBOY:** *(Clears throat and using low voice.)* I—I was, until you turned up. What're your orders sir?

**NARRATOR:** Any body else but Pecos Bill probably would have been surprised by this, and puzzled as to what to do. But Bill had been boss of the coyotes so long that he expected exactly this sort of thing to happen. And he learned from the coyotes, too, that a varmit was loco if he stuck out his neck too far, without knowing what might happen to what was on the end of the neck, so Bill said.

**BILL:** Ahem! You can be vice boss now, if you want to. You go ahead and run things the way you were until I get the lay of the land and figure out whether we need to make any changes.



### Bragging Rights

**SCENE:** Enter 6 cowboys each bragging on his part of the country:

**COWBOY #1:** I'm an old cow hand from the Rio Grand, and boy do we know how to rope those doggies.

**COWBOY #2:** Well I'm from down Texas way, and boy do we know how to ride, and rope and round up strays.

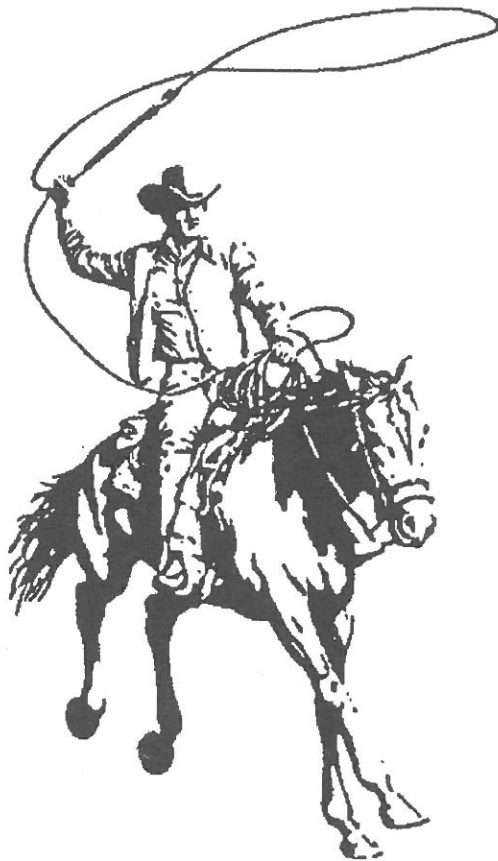
**COWBOY #3:** Well I am from Dodge City where men are men and mighty proud of it.

**COWBOY #4:** Well I'm from Montana and there isn't a bronco that we Montana cowboys can't ride.

**COWBOY #5:** Well I am from the old west and I can shoot the eye out of a rattlesnake at 40 feet, and never miss.

**COWBOY #6:** Well you all have mighty important jobs, but mine has got you beat, cause everyone of you like to eat.

Exit all cowboys following the cook, yelling let's eat.



**Indian Council Fire**

**CHARACTERS:** Any number of Indians including one Big Chief.

**SETTING:** Indians grouped around a campfire. Passing peace pipe. All are very sad that the white man and Indian do not understand each other better.

**1ST INDIAN:** I fear big trouble in making. *(All grunt)*

**2ND INDIAN:** Must do big magic to stop many wars.

**3RD INDIAN:** How ?

**4TH INDIAN:** Big worry makes headache with thinking. *(All grunt)*

**BIG CHIEF:** Big Spirit give me wisdom to treat problem, I must go to white man. *(Rises from campfire and goes to center stage. He addresses the audience.)* We all wish for peaceful moons and plentiful corn. Maybe we need know word from each other. Please help and repeat after me the words I say.

**BIG CHIEF:** Oh Wa

**AUDIENCE:** Oh Wa

**BIG CHIEF:** Ta Goo

**AUDIENCE:** Ta Goo

**BIG CHIEF:** Si am

**AUDIENCE:** Si am

**BIG CHIEF:** Very good, I think we are learning! Please one more time to go faster into land of knowledge.

*(Repeat complete chant as before only fast enough so that they can combine syllables and come up with the meaning.)*

**“OH WHAT A GOOSE I AM”**





## August 1993 - Campfire Yarns

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

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

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

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

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

Bowman, James C.: *Pecos Bill, The Greatest Cowboy of Them All*

Chase, Richard: *Jack Tales*

Kipling, Rudyard: *Just So Stories, The Jungle Book, Kim, Land and Sea Tales*

Seaton, Ernest Thompson: *Woodland Tales*

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

Bowen, Douglas R.: *Creative Campfires*

Seton, Julia M.: *Trail & Campfire Stories*

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



### Campfire Opening Skit

This skit can be used both indoors with fake campfire or outdoors with a real one. The skit below would be suitable to use as the fire is lighted.

**CUB SCOUT #1:** *(As fire is started.)* The early caveman used fire to protect himself from wild beasts and to warm his body.

**CUB SCOUT #2:** In ancient time Phoenicians used fire on mountaintops or high pillars as beacons for their ships.

**CUB SCOUT #3:** The American Indian used fire to hollow logs for his boats to fire pottery, and for ceremonial purposes.

**CUB SCOUT #4:** The pioneer used fire to forge rims for his wheels and bolts to build wagons. The silhouette of the village smithy against his fire was a common sight.

**CUB SCOUT #5:** The cowboys in the old West sat around the campfire with a pot of coffee and beans. Their entertainment was the singing of ballads of the trail accompanied by guitar and harmonica.

**CUB SCOUT #6:** Fire today makes the wheels of commerce and industry turn. In essence, fire is putting men of the moon.

**CUB SCOUT #7:** Fire is the universal symbol of Scout camping. The fellowship around the campfire is one of the most lasting memories in the life of a Scout. In just a few months, we will have an opportunity to participate in Scout campfires and all Cub Scouts have this to look forward to. If every Scout Troop in the world had a campfire such as this one tonight, the glow would light the world with a new hope for mankind.



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**September 1993 - American Folklore****Tall Tale Switcheroo**

America is tall tale country, and a lot of stories have been written about the clever and adventurous heroes - both real and imaginary - of our folklore. But this is one story that never quite made it into the books. To perform the skit, you make the "Tall Tale Puppets" found in September pages of the Craft section of this book.

**CHARACTERS:** A Wizard, and an operator for each of the mixed-up puppets: Mike Bunyan, Paul Crockett, Davy Appleseed, and Johnny Fink.

**PROPS:** Dress the Wizard in a long robe and a tall cone hat, made of cardboard and decorated with stars. For a magic wand, use a cardboard roll from a coat hanger with a paper star taped on one end. To make a stage, cover a long table with a tablecloth or sheet that drapes to the floor. The operators can kneel or sit behind the table, and reach up to display the puppets on the stage to refer to if they forgot their lines. No other props or scenery are needed. As the skit opens, the Wizard approaches the front of the empty stage.

**WIZARD:** How many more times do I have to listen to that Paul Bunyan tell how he and Babe the Blue Ox made the Great Lakes? Mike Fink never stops recalling his feats of skill on the Ohio River, and Davy Crockett thinks he's the toughest thing to hit the frontier since dried bear meat. And to top it off, Johnny Appleseed never misses a chance to let everyone know that he single handedly planted every apple tree this side of the Appalachians. I've had enough! Wait! I know what I'll do about it! (*Bends over stage and waves wand.*) Zip! Zap! Zowie! That'll fix'em! (*Stands to one side of the stage, listening, as all four puppets appear.*)

**BUNYAN:** Hey! What happened?

**CROCKETT:** Say, that was some ornery bolt of lightning!

**APPLESEED:** (to Fink): Look! You're wearing my hat!

**FINK:** And you've got mine, Mike Bunyan! They're all switched!

**BUNYAN:** Mike Bunyan? But I'm....

**CROCKETT:** My name is Paul Crockett?

**APPLESEED:** I think my name is Davy Appleseed....

**FINK:** And I'm Johnny Fink? Fellas, we not only look mixed up, we are mixed up!

**BUNYAN:** If we're so addled, we can't brag about ourselves! Folks'll become as confounded as we are, and won't know how famous we are!

**CROCKETT:** Why, I'm madder than a panther up a tree!

**WIZARD** (*appearing in front of the stage*): Good! It serves you right! I cast a spell on all of you to mix things up. I hope this will end all your bragging if you're not sure who you are! And if you try to exchange your hats by yourselves, you'll all be erased from every folklore book in America.

**CROCKETT:** I sure wouldn't want that to happen. I want everyone to know how brave and strong I was.

**FINK:** And that I was the fiercest keelboatman on any river!

**BUNYAN:** When anyone ever crossed me up before, I've taken care of him with my two fists. How 'bout it boys? Let's put this whimpering wizard in his place!

**APPLESEED:** No! Not me! That's not the way to go about it. That would put the wizard in sad shape, but it wouldn't change our problem. Perhaps another way.....

*(The puppets huddle together in a short discussion.)*

**FINK:** Ahem. Mr Wizard, sir? Naturally we would like to remove this mixed-up spell. We thought that perhaps we could interest you in a little contest of wits, a battle of the brains, so to speak?

**WIZARD:** I believe I would have an unfair advantage, since I have a brain, and you blustery braggarts do not!

**BUNYAN** *(Unruffled by the insult.):* We're willing to try our luck, Wizard, even though it might all be a waste of time.

**WIZARD:** All right. If you wish to make bigger fools of yourselves, ask me riddles. If I miss just one of them, I'll switch your hats and identities back, and you'll all remain in American folklore. But don't count on me to miss any!

**CROCKETT:** Yippee-yahoo! It's a deal! But I warn you - we intend to out-fox you, wily wizard. Ready to start?

**WIZARD:** Certainly. Begin, you with the sugar sack on.

**APPLESEED:** All right. Give me a second to ponder it a bit. *(Pauses.)* "If you saw this bird settin' on this here apple tree, how could you shake an apple down without disturbin' and frettin' the bird?"

**WIZARD:** Hmmmm.*(Pauses.)* Why, I'd just wait until the bird flew away!

**APPLESEED:** Oh rotten apples! That's the answer.

**BUNYAN:** All right now, I've got one for you, Wiz, "What has a trunk, but needs no key; has a big bark, but will never bite me?"

**WIZARD:** Let's see. Trunk? No key? Bark, but no bite? *(Pauses.)* A tree, of course!

**BUNYAN:** Blast it again! Well, Crockett, your turn.

**CROCKETT:** I'm puzzling my brain for a tricky one. Okay, I got it. "Why is a coonskin cap like a king?" Come on, you can't know this one.

**WIZARD:** Like a king? *(Talks to himself.)* A king wears a crown on his head. That's it! They both have crowns!

**CROCKETT:** Doggone it, I really thought hard on that one!

**FINK:** Well, it's my turn now, and I've got a really good one. "Crooked as a snake, flat as a plate, ten thousand horses couldn't pull it straight." What is it? Come on now, smarty!

**WIZARD:** Oh dear, snake, plate, horses? Dear me. I know I've heard that within the last thousand centuries. Oh, but it's so confusing!

**FINK:** Your time's almost up. We're going to stump him, fellas! *(Puppets cheer.)*

**WIZARD:** Wait. A river? That's it, a river! It's crooked and flat, and can't be pulled straight. *(Puppets groan, sounding disappointed.)* Whew! I must be getting rusty. Are those all the hard riddles you can think of, boys?

**APPLESEED:** Well, we were aiming to stump you without resorting to a theater production with a cast of chickens...

**WIZARD:** What? That doesn't make any sense at all. Let's see now. *(Long pause as he tries to think.)* Drat this game. Silly riddles. Oh fiddlesticks! I can't think of the answer. I guess I'll have to switch your hats and identities back after all. I just don't know the answer. A theater production with a cast of chickens? What's that?

**ALL:** A FOWL PLAY!

### Folklore Camfire

**CAST:** 9 Cubs - 5 dressed as cowboys - 1 as Davy Crockett - 1 Stormalong - 1 Paul Bunyon, 1 John Henry

**SCENE:** The curtain opens with Cowboys seated on floor around campfire made of cardboard logs and red tissue or crepe paper as fire. The cowboys are telling "tall tales." As the tale of Stormalong begins he enters carrying a ship or anchor. The Paul Bunyan enters pulling "Babe" made of cardboard mounted on sawhorse with wheels. John Henry could carry a spike in one hand and a hammer in the other. As Davy enters all say together "Davy Crockett", etc. Only the cowboys have speaking parts.

**COWBOY #1:** Old Stormalong was a sailor so big that he had to have a special ship.

**COWBOY #2:** His ship was so big that when she sailed through the English Channel, the sides were covered with soap so she could squeeze through.

**COWBOY #3:** Yes, that soap rubbed off making the White Cliffs of Dover.

**COWBOY #4:** Remember the story about Paul Bunyan. When he was born in Maine, he had a long, curly, black beard and weighed 85 pounds.

**COWBOY #5:** He was so big, as a man, that he used a pine tree to comb his beard.

**COWBOY #1:** And his toothpick was a telegraph pole.

**COWBOY #2:** His pet was a blue ox named Babe, who weighed 14 tons.

**COWBOY #3:** Paul dug Lake Michigan for Babe's water hole.

**COWBOY #4:** How about John Henry. He was a steel driving man.

**COWBOY #5:** He carried a mouth full of spikes and a hammer in each hand.

**COWBOY #1:** He'd spit out those spikes and "wham" with his hammers.

**COWBOY #2:** Why, he was so fast he put down track just ahead of the train.

**ALL:** Davy Crockett was a rugged sort. With grizzly bears he did cavort.

## October 1993 - Family Hobbies

## The Hobby Club

**CHARACTERS:** 9 Cub Scouts

**PROPS:** Long table so seven Cub Scouts can be seated facing audience; seven chairs. Each Cub has props as described below. A sign hanging on front of table says "Hobby Club".

**SETTING:** As curtain opens, the seven Cubs are seated at the table working on their hobby displays. Each has a large piece of cardboard or wood on which their collections have been glued for audience to see.

**CLYDE:** (*Coming on stage*) Hi guys! Just thought I'd stop by your meeting. I've been thinking about starting a hobby myself.

**ALL:** (*Look up*) Hi Clyde! Come on and see what we're doing.

**1ST CUB:** I'm collecting bottle caps. (*Holds up collection*)

**CLYDE:** I'll bet nobody can TOP that! (*Others laugh*)

**2ND CUB:** (*Holds up postcard display*) Hey Clyde, what do you have to say about this one!

**CLYDE:** It's great, but watch out you don't get TIED to it. (*Other laughs*)

**3RD CUB:** (*Holds up coin display*) Alright Clyde, what are your thoughts on this?

**CLYDE:** Be careful no one eats them - they're in MINT condition.

**4TH CUB:** I'm collecting different kinds of barbed wire. (*Holds up pictures*)

**CLYDE:** You could really get HUNG UP on that. (*Everyone laughs*)

**5TH CUB:** Here's my shell collection, Clyde. (*Holds it up*)

**CLYDE:** You must be a very positive thinking person. (*Cubs look puzzled*) If you were a negative person you'd have to collect SHAN'Ts instead of SHALLS. (*Others laugh*)

**6TH CUB:** (*Holds up matchbook cover display*) Here's some of the matchbook covers that I collect.

**CLYDE:** That's really a MATCHLESS display! (*Others laugh*)

**7TH CUB:** What do you think about collecting stamps? (*Holds up display*)

**CLYDE:** Now that's one hobby that a person can stick to! Well, I've made up my mind that I'll try stamp collecting. (*He exits*)

**A CUB:** I think Clyde has a hobby already. He collects clever words!

**ALL:** You can say that again!





### Goin' Fishin'

**SETTING AND PROPS:** Collect a lot of fishing equipment, tackle box, fancy rod, reels, lots of plugs, spinners, net, etc.

**CHARACTERS:** Bill, Bill's Dad, several other men.

**THE PLOT:** As the scene opens, the men are gathering around the fishing gear, talking about a fishing trip they are planning. They pick up the different pieces and try them out. Two of them argue about which is the best at casting. The more elaborate the argument, the better. Finally, Bill's Dad says: "I think I'll take my son, Bill, along on this trip. He doesn't know what fishing is all about." One of the men answers: "Yes, it will be lots of fun for Bill. He'll have the time of his life! You've got all the equipment you need. That's what it takes to catch the big ones - the right kind of equipment."

**Surprise Ending:** Bill enters, barefooted, wearing old jeans, a beat up hat, and carrying a big string of fish (cardboard ones). He says: "Did I hear someone mention my name?"

### A Found Hobby

**SCENE:** Have Cubs seated around a table.

**1ST CUB:** I'm sure glad we're working on hobbies this month. I collect stamps.

**2ND CUB:** Not me. Shells are a lot more fun.

**3RD CUB:** Gee, I don't have any hobbies.

*(Enter another Cub stuffed with pillows and eating an ice cream or sucker. As he moves, his jacket buttons drop off)*

**3RD CUB:** *(Bends down to pick up the buttons and says:)* Now I have a hobby. I'll follow him around and collect buttons.



### The Haunted House

**CHARACTERS:** Mr. Sly, The Adventurer, Three Willing Companions, Mr. Won't Go, Head ghost, Other ghosts

**SETTING:** As the skit is announced, Mr. Sly comes from the back of the room. He sets up his table at the right, in front of the curtain, and on it he puts two large signs. **Big Adventure-Only \$5 and Go In -Come Out - Collect the Bag of Gold.** Mr. Sly takes a bag filled with stones or something similar to give it weight and plunks it down. Then he goes to the center opening of the curtain and pins a third sign there - **Haunted House.**

When he returns to the table, the Adventurer (*who is the leader*) enters from the left with four followers. They see the signs. The leader points to the first one, which says Haunted House, then the others. He asks his companions, with a gesture, if they will go in. Mr Won't Go give a negative answer and exits. The other three raise their hands in approval, and the leader collects money from them and advances to the table. Mr Sly accepts the fees and registers satisfaction as the four brave to enter through the opening of the curtains.

Mr. Sly picks up a magazine and settles back to read. (*The curtain opens on a stage set with four sheet covered pieces of furniture. Eerie music plays and grotesque masks are spotlighted around the room.*)

The leader winds back and forth across the stage, his followers behind him. He goes from one to another of the sheeted objects removing the covers with a swagger of fearlessness. Each time he does this a white-shrouded ghost enters from offstage, picks up the discarded covering and uses it to envelope the last person in line. He guides him off without the leader being aware of it. Finally there is only the leader left. He unveils the last chair, but as he turns to tell his companions they can leave now, he is also confronted with a ghost, the Head Ghost, and is led away as the curtain closes.

Attention is now directed again to Mr. Sly. He has stopped reading and is apparently working on another sign.

The Head Ghost slips out through the center opening of the curtain. He comes to the table and puts out his hand to receive his share of the money. Mr. Sly rejects his demand and sends him off.

Finally Mr. Sly finishes his sign, counts his money, and goes to the center of the stage where the **Haunted House** sign still hangs. He puts his new sign beside it, and is about to leave a sheeted arm reaches out and pulls him through the opening.



## November 1993 - Under the Big Top

### Imaginary Circus

**CHARACTERS:** Ringmaster, 2 or 3 Clowns, Lion Tamer, Juggler, High Wire Artist

**COSTUMES:** Costumes can be made simply from grocery sacks cut and pasted to fit, then colored with either tempera paint or magic markers. This is a fun Den project that everybody will enjoy doing.

**SETTING:** The Middle Ring of the Big Top

**RINGMASTER:** Ladies and gentlemen!!! May I direct your attention to the Center Ring! Introducing "The Magnificent Marvo!" The world's greatest balancing artist. If you use just a small amount of your imagination, you will be astounded by his abilities! Ladies and gentlemen, Marvo!!

*As the Ringmaster leaves the spotlight, Marvo is seen to be carefully balancing on his tip toes slowly crossing the stage, almost falling, then regaining his balance, until he successfully makes it across the imaginary tight wire on the stage.*

**RINGMASTER:** Ladies and gentlemen, let's give him a round of applause. Now, to further your entertainment and enjoyment, I would like to introduce the world's greatest juggler, the great, the unbelievable, "Mr Majesto!" Please welcome him, Mr Majesto.....

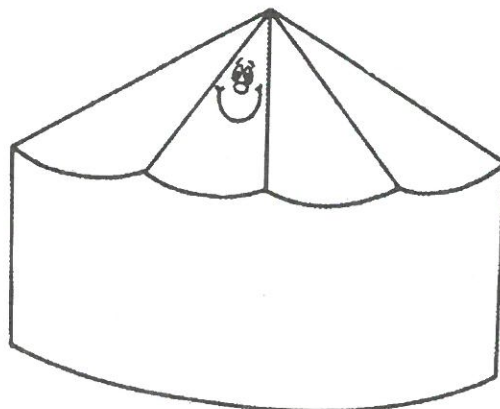
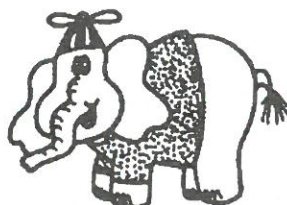
*Mr Majesto, the juggler, enters the stage juggling invisible balls, throws them up, catches them, in front, and in back. Then he throws them high into the air, waits, and catches them. Then he bows low to the audience and leaves the stage.*

**RINGMASTER:** And there goes, ladies and gentlemen, the world's foremost entertainer in the arts of balance and agility! Now, if I may have your attention, I would like to bring out the star of our show, and his unique and extremely rare trained Snow Leopard. Ladies and gentlemen, "Jungle Bob, the Lion Tamer!"

*The lion tamer comes out snapping an invisible whip, at an invisible Snow Leopard, putting him through several tricks, and stunts. Then he bows and leaves the stage.*

**RINGMASTER:** Isn't he just amazing my friends, and now for the grand finale of our amazing show, the clowns....

*The clowns come running out into the audience with buckets of "water" chasing each other, until one stops and the other throws the "water" (confetti) into the crowd.*





### No Soap

The clowns walk on the stage. One carries a large pail full of soapsuds and an armful of clothes representing dirty laundry. The other clown carries a pail full of soapsuds and a pail full of (*covered*) paper confetti. (*ALL THREE PAILS ARE CLEARLY AND LARGELY LABELED "SOAPY WATER".*) The clowns set the pails down with the pile of laundry between them. They each take an article of clothing and pretend to wash it.

When they reach for another item to wash, they both grab the same item. The clowns fight over who gets the piece of clothing and have a tug-of-war in which it gets torn. One clown lets go of the clothing and the other clown, still pulling, is thrown off balance and falls over. This clown gets even madder and throws the clothing back at the other, who then retaliates by throwing soapsuds. Both clowns engage in a soapsuds battle, and one finally dumps the suds in his pail on the other clown. But at this point, the clowns realize that the audience is laughing at them. They give each other a knowing look; then, pick up the pail full of confetti and throw the contents at the audience.

### Shake Well

**SCENE:** Two clowns are talking; one is shaking all over.

**CLOWN #1:** What's the matter with you?

**CLOWN #2:** I've got to take my medicine as soon as this is over.

**CLOWN #1:** Well, what's the matter?

**CLOWN #2:** You see that bottle?

**CLOWN #1:** Yeah!

**CLOWN #2:** It says, "Shake well before taking!"

### Bawl Game

**SCENE:** A clown comes on stage crying. Soon another appears, then another, until there are several.

**MOTHER CLOWN:** What's the matter with you guys?

**CLOWN #1:** We've been to a bawl game.

**MOTHER CLOWN:** Bawl game? I don't understand. Did your team loose?

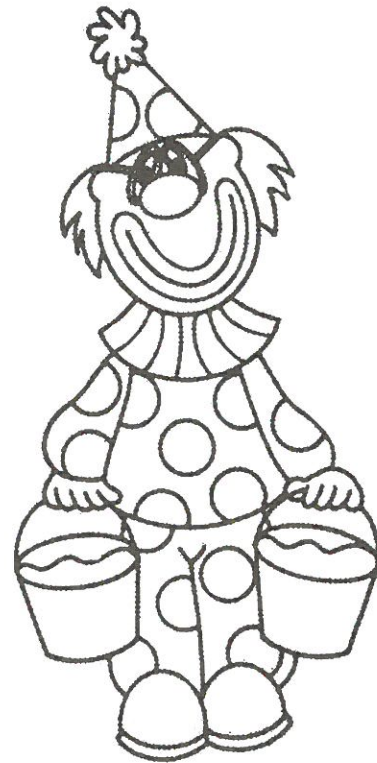
**CLOWN #2:** It wasn't that kind of bawl game. It was a crying game.

**MOTHER CLOWN:** Crying game?

**CLOWN #3:** Yes, to see who could cry the best.

**MOTHER CLOWN:** Well, did you?

**CLOWN #4:** No....we lost, that's why we're...bawling! (*All exit crying.*)



## INTRODUCTION TO WEBELOS SCOUTS

For many new leaders this may be the first time you have dealt with a group of Cubs your son's age on a formal, organized basis. At first this may intimidate many new leaders. Exactly what are you dealing with and what should you expect? Your own son may act one way in his family environment, but with his peers, he may show you a side of him that you have only occasionally seen.

The first year that a Cub enters Webelos he is usually nine. Cubs this age are very inquisitive. They like a variety of challenges that are new to them, but which are not too far beyond their reach. The challenges that you and the program have designed for them should excite their natural curiosity and expose and involve them, but without them necessarily mastering the skills or concepts that you are introducing. The best approach seems to be a series of short (plan on 15 minutes), intense sessions that involves either their imaginations or physical skills as soon as possible. This is why games are so valuable. You can make a simple game out of anything and the Cubs don't seem to mind no matter how simple and rudimentary it may seem to you. It challenges them in a fun way and they learn more when they are having fun. This is also an excellent way of handling some Activity Pins, such as Citizen, which because of the length of the requirements and/or the level of skill, must be spread out over the length of several meetings.

Cubs this age like physical contact. They enjoy the challenge of games and sports. But as with the more intellectual parts of the program, care must be taken not to push them beyond what they can do. For example, some Webelos leaders have found that, with a few exceptions, most of their Cubs were not capable of meeting many of the requirements of Athlete during the first year. It is important not only to encourage all the Cubs to play together and to participate as a group, but to recognize each Cub's individual efforts as he struggles with his personal limits. Some Cubs tend to tire easily. In a meeting format it is best to keep the games to about 10 to 15 minutes. As a rule it is best to stop the game (or any other activity) while the Cubs are still having fun.

Nine year old Cubs' verbal behavior seems unpredictable. It will range from unintelligible grunts and simple yes's and no's to times when it is difficult for you to change the subject. Involvement seems to be the key. When Cubs are involved, they will respond to the subject with the same gusto that they attack a game; it is another way they explore the space around them, especially among their peers. Expect them to be blatantly honest with you. They have not, as of yet, mastered all the adult taboos which often color or hide the truth. They may reveal things about their families, teachers, or friends that at times may seem a little embarrassing to you. At these times you can help direct their thinking and attitudes by discussing the ideals and purposes of Cub Scouting and how they apply to the particular subject. You can actually use this time of involvement to convey some of the drier aspects of the program which they must achieve either to get their Webelos Badge or Arrow of Light. For example, if the Cubs are talking about school, you could use the opportunity to discuss the meaning of "obedient" and "kind" in the Scout Law. Educators call this "the teachable moment." Recognizing it and taking advantage of it when it occurs can be more effective than trying to generate involvement on these subjects from scratch.

At first, during the first year, there may not be a true sense of unity in your Den. The Cubs may pair up with their friends and seem more involved with them than they are the program. They will at times seem silly and very immature. But over time as you challenge their curiosity and physical and intellectual capacities, both individually and as a group, a feeling of group identity and belonging will emerge and can become quite strong. Getting the Cubs to name their Den, the way a Boy Scout patrol does, having them adopt an active song, voting on a Den mascot and a yell, and having a good conduct candle, all can be of help in fostering a sense of identity.

Because of their maturity level, the first year is best devoted to working on Activity Pins in the Den. Sometimes you may ask them to finish things up at home. Once a Cub begins to realize the satisfaction of earning the pins and the recognition he receives as a result, he may tackle and complete a few on his own. But in general, it is best that these pins be done during the meeting as one of the activities. It fosters a sense of unity and provides an opportunity for the Cubs to work together and help one another achieve these awards. Besides it is more fun working as a group. Meetings outside, hikes and field trips are encouraged at this time, both as a change of pace and a way of fostering a deeper appreciation of the out-of-doors. But, in general, it is premature to start campouts at this point given the requisite technical and social skills that the Cubs will acquire during their second year as Webelos Scouts.

Another possible first year outdoor activity could be field trips. Watch the Cubs' behavior during these outings and their social interaction. As their self control develops along with their spirit of unity, try taking them for brief hikes. Initially, these hikes should not be more than a mile or two. The Cubs may tire easily. They should have an objective: find as many different colored flowers as you can, collect different types of acorns, find different kinds of animal tracks.

Weekend afternoon outings can gradually turn into overnight campouts during the second year with Boy Scout troops. At first you will do much of the preparation for these campouts before the Cubs have developed the necessary skills. But gradually allow them to help in the planning and to actually manage the camp jobs under your supervision. If you have an active and effective Den Chief, let this scout help the Cubs plan and conduct the campout, while you coach him on the side.

In this way, little by little introducing the Cubs to the Scouting outdoor experience, the focus of activity gradually moves during the second year to the outdoors. Naturalist, Outdoorsman, and Forester might logically fall in this year. All these are more easily and best done outside. By this time the Cubs should have ceased to be a group of paired individuals and have become instead a true working Den. At this point a campout is definitely more manageable.

Because the Cubs have a better sense of unity during the second year, learning camping and other outdoor skills will provide an excellent opportunity to further develop their sense of cooperation and teamwork that they will need to become successful patrols in Boy Scouts. This can also be true of the regular Den program. One very successful leader during his second year let his Cubs plan and provide parts to their own program. Of the remaining Activity Pins, the Cubs decided which ones they wanted to do as a group. Then each Cub volunteered to bring prepared parts of the activity to future meetings to help the other Cubs achieve it.

In addition, Cubs were encouraged to share what they had done on their own with the other Cubs. Not only did this spark the other cubs interest, but it used the Cubs' sense of built-in competitiveness to help each of them achieve his potential. Thus, as in Boy Scouting, in a limited way leadership of the Den can be passed to the Cubs to let them make decisions and discover their consequences. This must be structured and controlled by the leader to set limits on possible successes and, more importantly, failures. But it is one of the most important things a leader can do, not only to prepare the cubs for Cub Scouting, but to begin their journey to becoming true leaders in their communities and in their individual lives. This illusive and difficult goal is certainly worth striving for.



## THE WEBELOS OUTDOOR PROGRAM

The outdoor program is an integral part of the Webelos program. As a matter of fact, a Webelos program cannot be successful without it. However, as challenging and exciting as it is to the Cubs, taking kids out and controlling their activities in the out-of-doors provides new challenges for the leader. Possibly the best approach to this challenge is to gradually include the outdoors in the program in progressively involved steps. If there are problems, a leader can adjust to them fairly easily without risking upsetting his whole program, if he starts early in his program and in a small way. For example, in the first year, many games can be conducted in the leader's back yard. These games will ideally last only ten or fifteen minutes, but will get the kids outside. Another first year outdoor involvement activity is to actually conduct all or part of your meetings outside. Although many new Webelos leaders seem reticent to take the Cubs outdoors to do anything more adventuresome than a field trip, a few others, who at one time were Boy Scouts or who are seasoned campers, go to the other extreme. They want to take their Cubs camping Boy Scout style the first year. There are several reasons why this practice should be avoided. First, many times the Cubs are not mature enough physically, socially, or intellectually to fully grasp the concepts and skills more properly left to older boys. Such practices could jeopardize a young boy's safety. Second, by introducing these skills too early, the over zealous Webelos Leader can spoil a younger boy's future Boy Scout program. Learning to work together as a patrol and depend on themselves is a corner stone of the Boy Scout program. The most important method used to achieve this goal is learning to provide the basics of food, water, shelter, clothing, warmth, and personal hygiene, and safety in the outdoors away from the dependent environment of the home. If you expose the Cubs too early to some of these skills, they may get bored with them in Boy Scouting before they have learned the art of working together as a social unit, depending on one another for specific outcomes. Thus, you will be cheating them out of exploring the roles of leadership and committed followers, which is one of the core benefits of the entire Boy Scout program.

The following discussion will help guide you in defining the scope and setting limits for your outdoor program. Webelos camping is basically car camping. In general, it is an introduction to the fun and skills of camping. In Boy Scouting, Scouts ideally master those skills and move out of the car camp to the frontier of true wilderness travel. If they go on to Explorers, they may join a Post where they will become expert outdoorsman and wilderness travelers capable of coping with any environment for which they have been trained on earth. Your Webelos outdoor program could be the beginning of one of your Cub's long, long journey to eventually realize this exciting reality. Please realize that the process of getting there will take years. Skills must be learned gradually and safely. With all this in mind, let's first look at the outdoor policies that the National Office has set down to help us keep our outdoor program safe.



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## OUTDOOR POLICIES

Cub Scouting is home and family centered, and as part of the program, the outdoor program must also be. It is always good to have parents involved directly or indirectly in your Den activities. This involvement helps develop the strong relationships and support you will need to accomplish your Cubs' goals. It will also develop a resource pool that you can count upon to help with specific Activity Pins or as an Assistant Leader when the need arises. But in terms of the outdoor program, parental involvement is mandatory. Not only is it necessary in providing the Cubs with the proper and safe transportation when the activity is beyond your home or neighborhood, but it helps assure an extra measure of control to help contain the expansive freedom that tempts all Cubs when they get outside. As the Cubs mature, direct parental involvement, especially on field trips, may not be as important a factor, since peer pressure and Den unity will help keep them in check. Nevertheless, the National Office has issued guidelines which you should follow concerning parental involvement and other matters to help you plan and carry out a successful outdoor program.

### DEN FIELD TRIPS

Field trips are encouraged under the proper leadership. Make sure that you have the proper medical releases and permission slips from the parents. Also, plan some activity in case what you were planning on does not materialize or there is a delay. You have the choice of putting together your own program or the Cubs putting together one of their own spontaneously. Make sure you have enough drivers so that every Cub has his own seat belt. Den field trips can round out an Activity Pin that you are teaching. They can also provide a welcome change of pace from your current Den meetings. Cubs seem to learn more when you alternate the speakers and change the setting in which they are learning and playing. Field trips are an excellent way of providing these changes.

### WEBELOS OVERNIGHT CAMPING

Overnight camping is one of the high points of the Webelos program for Cubs. Cubs can never seem to get enough of it. It is the Webelos equivalent of the Boy Scout high adventure program. But just as with the advanced skills of kayaking, rappelling, and backpacking in the wilderness that Boy Scouts learn, nine and ten year old Cubs must be taught and coached with outings planned in detail if there is to be a chance of a safe and rewarding experience for everyone. Because of the extra measure of freedom that a campout affords the Cubs and the virtual impossibility of a single leader to keep his eye on all of the Cubs all of the time, policy requires that at minimum one adult should be present for every three Cubs. Who this person must be is not specified beyond the fact that he must be 21 years or older. As mentioned previously, at least at first, try to make the ratio one to one. This presents a problem for some families with single parents or whose fathers must travel for a living and, therefore, seldom are able to make the campouts. If you are camping with a Boy Scout troop, an Assistant Scoutmaster can serve in this capacity. This should be planned for in advance. A neighbor, a grandparent, a uncle, even an Eagle Scout no longer in Scouting could serve in this capacity. It should be added that given that this is a family program, there is nothing wrong with having mothers, especially those who are single parents, go along on an overnight outing. However, special consideration must be given to toilet facilities and privacy needs in advance to ensure comfort.

Given the importance of the outdoor program, the National Office encourages several overnight campouts during the year. It is best to consider only spring, summer, and fall as seldom are the Cubs equipped in either gear or skills to cope with a winter campout. Campouts may be conducted on a Den, Pack, District, or Council basis. The Boy Scout program can lend a hand in putting on these campouts. Webelos Woods is an excellent way to introduce the Cubs to camping. If you are camping with a sponsoring Troop, they can help you plan the campout and provide much of the gear which you may not have. In addition, Webelos Woods provides the Cubs a day long program geared to their interests and abilities. Occasionally, your Den may be invited, again by a sponsoring Troop, to a Council Camporee. These too are excellent programs although the activities tend to be geared to the Boy Scouts' interests and abilities. Finally, a Troop may invite you to go with them on their own campout. Do not assume that the Troop will provide you with a program. You may have to plan your own activities for your Cubs with interaction with the Troop at specified times during the weekend. All of these encounters with the Boy Scouts not only serve to help you with your needs for camping equipment and know-how, but also expose the Cubs to the activities and fun of Boy Scouting. It is a much more complete picture of what a Troop is and does to see them in an outdoor setting learning and participating as patrols in challenging outdoor programs. Visits to a meeting at night, at a church can only give them a hint of the real fun and excitement of Boy Scouting.



**PHYSICAL SKILLS GROUP****AQUANAUT ACTIVITY BADGE**

**PURPOSE:** To develop basic water skills.

**CHALLENGES:** Non-swimmers, fear of water or failure, over estimators. Remember the Safety Rules!

**SOLUTIONS:** Not all Webelos may complete this badge, especially on the first attempt. An approach that may minimize embarrassment, is to work with small groups in a shallow pool where the Cub can easily touch bottom. Check with parents about the swimming ability to the Cubs before meeting and quietly separate the Cubs into small groups of similar ability. A good group size is two or three Cubs and two adults. The other groups may do dry land work in a separate area (out of site) on life saving drills and boat safety.

If the pool is at a park, combine time for Aquanaut with Athlete and Fitness. In this way, a Cub that doesn't complete the requirements will still make progress on the other badges. Rotate the groups, but remember the most interest will be on getting into the pool. Because some Cubs may just be learning to swim, they may do their best with no audience or parents. Plan leisure splash afterwards. Use the buddy system.

**RESOURCES:** Use your parent volunteers on this badge. You'll need recorders, counters, and timers for other activities plus another adult to work with the other Cubs in the group while you test skills. Recruit a fisherman dad to cover boat safety rules. Does anyone have a canoe or small row boat that you can use as a dry land demonstration?

**PLANNING:** This is strictly a warm weather event unless you have access to an indoor pool. It makes a great summer Den meeting. Remember that the Safe Swim Defense Plan and the Safety Afloat standards adopted by the BSA require a 21 year old responsible adult qualified in water safety training (BSA Lifeguard, Red Cross Advanced Lifesaving, or YMCA Senior Lifesaving).

**MORE?** How about a Den cook-out in the park afterwards? Cubs that want to go further can work on the Cub Scout Sports Pin for Swimming. For the second year Webelos, some of the requirements are the same or similar to Boy Scout swimming requirements.

**DEN ACTIVITIES**

1. Discuss and stress the importance of the buddy system. Demand adherence to the system.
2. Take the Den swimming. Remember--15 to 20 minutes in one session as about as long as the Cubs' interests will be maintained. Include water games, but keep them short.
3. Teach the four basic rescue methods. Let the Cubs practice throwing a lifeline or inner tube for rescue.
4. Practice rescue breathing on a dummy.
5. Invite an expert to explain how to handle emergencies in the water: Swim instructor, YMCA or YWCA, Coast Guard, Nebraska or Iowa Water Patrol, local BSA certified aquatics instructor, BSA lifeguard.
6. Have a family splash party where Cubs can demonstrate proficiency in swimming, snorkeling, boating, and water rescue.
7. Have an expert demonstrate masks, fins, and snorkels.
8. Go to a swim meet.
9. Study the Safe Swim Defense Plan.



### SAFE SWIM DEFENSE PLAN

One of the things that should always be used with any water activity is the Safe Swim Defense Plan. There are eight factors involved:

1. **Qualified Supervision:** A responsible adult in complete charge. If he is not safe swim certified by the BSA, he must have assistants who are certified.
2. **Physical Fitness:** Every Cub should have a physical examination each year.
3. **Safe Area:** Marked-off swimming area. Not more than 3 1/2 feet deep for non-swimmers; shallow water to just overhead depth for beginning swimmers; and water not over 12 feet for swimmers. The total swimming area should be checked out for any dangerous objects hidden in the water (glass, cans, deep spots in shallow areas, rocks in diving areas, etc.)
4. **Lifeguards on Duty:** Two who are capable swimmers stationed ashore with life lines (such as 100 feet of No. 5 sash cord).
5. **Lookout:** Someone who can see all swimmers from shore.
6. **Ability Groups:** Divide the Webelos into non-swimmers, beginners, and swimmers. Make sure each group stays in its area.
7. **Buddy Plan:** Pair every Cub with a buddy in his own ability group. Make sure each buddy understands that he is to be on constant lookout for his buddy and vice-versa, and that they are to stay near each other at all times. Buddies join and raise hands together every time they hear the call "buddies". They check in and out of the water together.
8. **Discipline:** Be strict but fair. Play no favorites. All Cubs and parents must understand the need for obedience to the instructions of swim leaders.

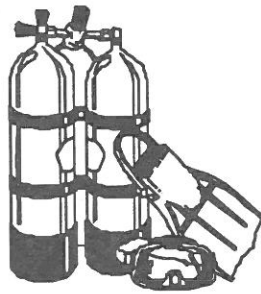
### YOU CAN SET UP A SAFE SWIM AREA

There is an easy, quick way to make a swimming area safe. Minimum equipment includes: two 50-foot lengths of No. 5 sash cord (not clothesline), 200 feet of binder twine, a hand axe, a pocket-knife, and a pencil. Organize swimmers in a line holding hands to check the bottom of the area, under 6 feet in depth to be used. Use a strong swimmer to scout the area, up to 12 feet, by looking for deep holes, rocks, stumps, or dangerous debris. He should work at the end of a life-line bowline around shoulder with buddy tending line at shoreside. Use binder twine to mark off and enclose the areas for non-swimmers and beginners. Support the line with deadwood floats cut by hand axe. Large rocks tied with twine make good anchors at the outside corners where buoys should be placed. Inflated balloons or plastic bleach bottles work well, too. Do not use glass bottles because of possible breakage.

See "Safe Swim Defenses, #7369; "Swimming and Waterfront Activities" #26-037

### SKILLS ENJOYED BY THE AQUANAUT:

1. Swimming
2. Floating
3. Snorkeling
4. Water Rescue
5. Boating
5. Water skiing



### BASIC RESCUE METHODS:

1. **REACH:** If the victim is within reach, extend a pole, sturdy stick or any other long object available for him to grab onto, then pull him to safety.
2. **THROW:** If the victim is not within reach, tie one end of a rope around your wrist, the other end around an inner tube. Throw inner tube (holding it in the position a wheel rolls) over and beyond the victim, then pull him to safety.
3. **ROW:** If the victim is not within reach, is further out than the inner tube may be thrown or no inner tube is available, use a boat to save him. In a rowboat, approach the victim stern first. In a canoe, pull up next to the victim so he can grasp its side. **NEVER STAND IN THE BOAT TO REACH FOR THE VICTIM.**
4. **GO:** IF REACH, THROW or ROW cannot be accomplished, only as a last resort swim to the victim. Do not attempt a rescue beyond your swimming ability.

**GET HELP IMMEDIATELY!** Keeping your eyes on the victim at all times, kick off shoes and disrobe quickly. Taking a shirt or towel in your teeth, jump—**DON'T DIVE**—into the water, still keeping your eyes on the victim. Swim to the victim, flip shirt or towel to him and tow him to shore with the shirt or towel. If nothing is available with which to tow the victim, approach him from the rear and tow him to safety by his hair.

### WATER GAMES

**WATER VOLLEYBALL:** Equipment required: volleyball net; large inflated balloon. Follow volleyball rules. It is tougher to move around in the water than in the gym.

**CANDY HUNT:** Equipment required: hard candies; aluminum foil. Wrap candies in foil and scatter along the bottom of pool. Have players duck and dive to retrieve the candies. Winner is the player who retrieves the most candies. (Players share candies with other players for a treat.)



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**MENTAL SKILLS GROUP****ARTIST ACTIVITY BADGE**

**PURPOSE:** Learn about art and artistic skills.

**CHALLENGES:** Varied artistic skills, obtaining inexpensive materials, adequate supervision, making a mess.

**SOLUTIONS:** The Artist Activity Badge isn't expected to make an artist of every Webelos Scout, but rather to help him better understand how the artist works and what he is trying to express. For many people, art is a vocation, the way they make their living. For others it is a recreational activity which may develop into a lifelong hobby.

Webelos Scouts will learn to be more observant in this activity badge area as they learn to differentiate between colors, tints, and shades. They should appreciate and be more aware of design and color in nature as they learn about these elements of art. They can develop creativity as they practice design and work on sculpturing, mobiles, and constructions

**RESOURCES:** An extra adult will be helpful. Many of your parents may have a craft or artistic skill to share with the group.

See the Crafts section of this book for craft ideas and ways to obtain inexpensive materials.

**PLANNING:** Basic artistic skills can be taught in many ways. Some activities will require ample planning ahead such as those involving materials or field trips.

Many of the requirements of this badge can be accomplished on the spur of the moment.

**MORE?** Organize a Pack art show or contest.

**DEN ACTIVITIES**

1. Invite a school art instructor or an artist to your Den meeting to discuss basic art and to answer any technical questions on the requirements which may come up. As design is basic in all art, have the Cubs make two designs each of straight line, curved line, and a composite of both types of lines. Have each Cub make a pencil sketch of a bottle, dish, or other still object.
2. Let the Cubs study the color wheel and practice combining paints making shades and tints with tempera or watercolor. Ask Cubs to make a profile of a family member and an original picture at home.
3. Have modeling clay and material on hand for making models. See *Webelos Scout Book* for instructions on modeling a head.
4. Make mobiles.
5. Make constructions - simple designs in space.
6. Visit an art museum or visit a museum and look at the design ideas put into each display.
7. Hold an "ART CAN BE FUN" night.
8. Make drawings from nature - birds, animals, plants, flowers, etc.

## ARTIST GAMES

**EYES-SHUT DRAWINGS:** Have the Cubs draw a picture of a pig with their eyes shut. The curly tail of the pig makes this game funny.

**OUTLINES OR WIGGLES:** Give everyone a pencil and paper and have him draw a wavy or zigzag line. Then tell the Cubs to exchange papers and make their line into a picture. The one with the funniest or the best picture is the winner.

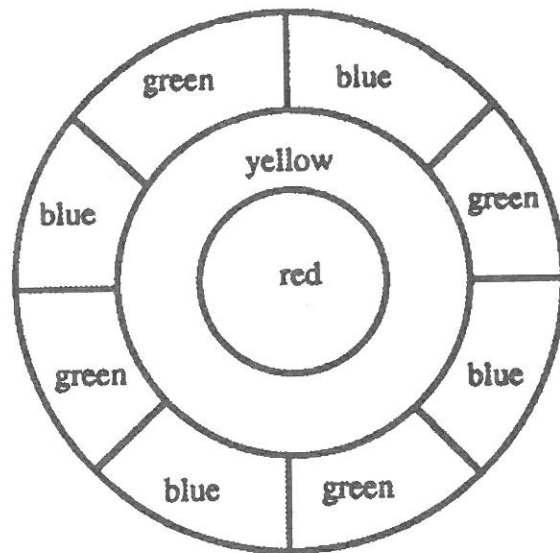
**CRAZY ARTIST:** Form teams for a relay drawing contest. Provide each team with a piece of chalk. The object of the game is for the entire team to draw a house, with each player drawing no more than two straight lines. Have a player from each team run forward about 30 feet, draw his two lines, then return and hand the chalk to the next player in his line. The team with the best looking house wins.

**FIVE DOTS:** Give one Cub Scout a piece of paper and have him draw 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 the head at one of the five dots, the hands at two of the dots, and the feet at the two other dots.

## SAND PAINTING

Sand painting may be a new concept for your Webelos. Begin with a piece of cardboard and draw a design. Since the American Indians are the foremost exponents of sand painting, an Indian scene or design could be used. Indicate on the design the colors which are to be used. Color clean sand with food coloring. Cover the area to be "painted" with white glue and then pour on the proper color of sand. Shake off excess. Work with only one color at a time and if the area is large, do it in several pourings. The painting can then be framed if you like.

Or, you might like to try a free-hand sand painting. Cover entire cardboard with white glue. Then add colored sand here and there, forming an abstract design. The cardboard should be small, so the glue won't dry before you're through. This is an interesting technique and can turn out some unusual designs.



## MAKE GREETING CARDS

Here's a way to make holiday greeting cards that are decidedly different. They are both interesting to work on and inexpensive.

Supplies needed are blueprint paper, a little water, a piece of window glass, a little peroxide, a cardboard box with lid, some bright sunshine, pieces of cardboard, and a dark cloth. You need to decide what type card you're going to make. Then find an object (leaf, twig, bells, cookie cutter shapes) that you wish to have imprinted on your card. Blueprint paper can be found at any store handling drafting or blueprint supplies.

Procedure: Cut the paper to size of cards and put the sheets in a covered box to keep out light. While it is not necessary to cut the paper in total darkness, the room should have only enough light to see what is being done. Work quickly! Now for the printing! In this same subdued room light, take one of the cut sheets and lay it face (curl side) up, on cardboard or tray. On top of it lay the lettering that has been cut out of thick paper, or the object you wish to have imprinted. Place the glass on top to hold them in place. Hold it firmly, and step out into the sunlight. Let the sun shine directly on the glass and items beneath it for three minutes.

Cover it with a dark cloth and hurry back to the darkened room. Wash the paper in cold water. Slowly it will turn a light blue, with the space where the lettering or object was remaining white. If the background is to be a darker blue, next time lengthen the period in the sun. To get a very dark blue, use just enough peroxide to color the water slightly then put the prints in it after they have been washed in the clear water. Leave them in each of the water containers for only a few seconds. Lay face up or hang with clothespins to dry.

### ACRYLIC PAINTINGS

Oil painting can be an expensive hobby, and even more expensive to demonstrate since you may never use the supplies again. An easy way to show how to paint is with acrylics. Acrylic paints can be thinned with water and clean up in a jiffy with simple soap and water. By using the basic colors of red, yellow and blue along with white and black, you can paint almost anything and the cubs will learn how to mix colors.

Can you afford paint brushes and canvas for everyone? Probably not, but with acrylics, you don't need them. Squares or rectangles of Masonite, heavy cardboard or even a good grade of poster board can be used. Brushes? If you have some but don't really bother. Buy a good sized sponge and cut it into pieces. The Cubs can dab on color with these and they clean up easily. Have some feathers on hand? Use them instead of brushes for light touches of paint here and there in the painting. Cotton balls make good splotches and the Cubs may want to experiment dragging thread and string through the paint and then around on the painting surface.

Every artist needs a palette to mix paints and look "artsy." With acrylics, have the Cubs bring a pie pan or an old TV tray to use. Again, soap and water works miracles for cleanup and they can take them home again.

Acrylic paints can be mixed with water to thin them down but a can of "medium" adds body to the paint while thinning it a bit. An art supply store can help you find the "medium".

Need an artist smock to finish the process? One of dads old shirts will probably work but if they get paint on their uniforms, wash it right away with soap and water and it will come out. Let it set and it won't!

It's time to start! Have the Cubs design their picture, if they want to, by roughing it out with a pencil. Then they can fill it in, like paint by numbers. They can paint an entire painting in 5 minutes if you let them so make them work slowly and creatively and they may last 15 minutes to 1/2 hour. Let them experiment and have fun.

### ACRYLIC PAINTS AND SCREEN PRINTING

Since you already have acrylic paints, you can probably work with the Cubs to create a special Den logo all of your own. They can then print it on a t-shirt that they will be proud to wear. You can get more information on making screen prints at the library or at your local craft store.

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**PHYSICAL SKILLS GROUP**
**ATHLETE ACTIVITY BADGE**


**PURPOSE:** Increase physical abilities and skills.

**CHALLENGES:** Varied athletic skills, reluctance to participate.

**SOLUTIONS:** This may be the absolute favorite of the more athletic Cubs and may be earned in a single meeting. For others, the dash option may be impossible to achieve. The object of the badge is to increase physical skills so project this as a starting place to get in shape for hiking and summer activities. To work up to the running or strength requirements may take a regular exercise program as detailed in the Fitness badge. If done in the summer, it may also be tied in with the Aquanaut badge. Special requirements may be set up for Cubs who are handicapped. Look for something at which the Cub could excel.

This is a good badge to work on during game period or when a day is too nice to stay inside. Many parks have workout areas that can be used for these requirements. Set up stations such as the pull-up bar, the sit-up bench, the long jump pad, and the sprint course.

**RESOURCES:** An extra adult or two to record times is helpful. A stopwatch is required for the running requirements.

**PLANNING:** This can be a spur of the moment activity. All it really takes is a school play ground or park and some good weather. You will require indoor facilities if you schedule during the winter months.

**MORE?** Organize a Pack or Den Olympics. Put in enough non-athletic games such as ring and horse shoe toss to give everyone a chance. Cubs that want to go further should look at the Cub Scout Sports Programs for Baseball, Swimming, Bicycling, Personal Fitness, Ultimate, and others.

**DEN ACTIVITIES**

Webelos Scouts are bursting with energy and eager to impress their Webelos Leader with their physical prowess. Athlete is one of four optional badges which may be used to fulfill the requirements for the Arrow of Light. The Webelos Leader, by giving some encouragement and praise, can make this badge a solid foundation for a good relationship with the Cubs for the coming year.

1. Make your own physical fitness equipment. A barbell can be made using a 3 foot dowel or broomstick with 3/4" pipe caps on the ends. The caps are then embedded in 46 oz. cans filled with cement. Allow cement to set overnight. Dumbbells can be made similarly by using foot long dowels and No. 2 size cans filled with cement and placed on the ends of the dowels. Plastic quart containers filled with sand may be used instead of the cans. A broomstick suspended at both ends in a garage, basement, or backyard makes an excellent chinning bar (be sure it's well supported and can hold the Cub's weight). A deflated bicycle inner tube makes a good exerciser.

2. Watch a high school track meet.

3. Have a Physical Education instructor talk to your Den concerning fitness.

4. Attend a gymnastics exhibition or meet.

5. Plan a physical fitness demonstration for Pack meeting.

6. Assist the Cubs in setting up a regular exercise schedule by keeping a chart showing their records for different activities and encouraging them to realize the areas they may need to try to improve.

## ROPE GAMES

A rope is a “gym” that can be carried and used for all kinds of physical fitness activities. One of the toughest rope games is TUG-OF-WAR. Try one at your Den meeting, with one half the Den against the other half. Or one Den against another Den.

To exercise alone, tie the rope to a tree or pole, and pass the end over the shoulder. Now pull as hard as possible. It will give the leg, stomach, and back muscles some tough exercise.

Tractor pull is a game, but it is also a good workout. Loop rope around the back of the neck and under the armpits of two players facing in opposite directions. On all fours, they try to drag each other across a dividing line.

Rope jumping develops coordination between leg and body muscles. Wrists and arms also get training in rhythm and timing.

For rope climbing, tie a heavy rope (one inch thick or more) securely to a sturdy tree limb about 10 feet off the ground. At first, climb it any way possible, using calf and thigh pressure. Later, learn to go up hand over hand from a sitting start. It builds arms, grip, shoulders, and the entire upper torso. It’s also a skill that’s good to master for possible future emergency rescue or survival situations. Be sure to always supervise your Webelos Scouts and to have someone always right there and be prepared to help catch the Cub if they slip.

## FITNESS CIRCLE GAME

Have all of the Webelos get in a large circle, facing the same direction. Give instructions for the various activities as follows:

1. Start walking in a circle, and keep walking between these exercises.
2. Start hopping.
3. Make yourself small as possible and keep walking.
4. Make yourself as tall as possible and keep walking. Reach you hands over your head.
5. Bend you 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 foot held high, like a lame dog.
10. Walk forward at a rapid pace (don’t run) while swinging the arms vigorously.
11. Take giant steps.
12. Walk forward, raising your knees as high as possible with each step.
13. Run, lifting your knees high.
14. Walk on your hands and feet.
15. Stop and walk backwards.
16. Stop!



**COMMUNITY GROUP****CITIZEN ACTIVITY BADGE**

**PURPOSE:** To learn about citizenship.

**CHALLENGES:** Lack of interest, poor attention.

**SOLUTIONS:** This can be a difficult badge to teach. Boys get enough lecturing at school, so the easiest way to teach (lecture) has to be avoided. It is an Activity Badge which is required for the Arrow of Light Award. It is also a stepping stone to the Citizenship Merit Badges required in Boy Scouts.

Exactly what is citizenship? What does it mean? Where does the word come from?

Citizenship comes from the Latin word "civitas" which means citizens united in a community. Citizenship means full membership of a nation, state, or community and full membership means taking part in every aspect of the community or nation that is possible.

Citizenship gives you certain rights, and with those rights, certain responsibilities.

**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 select public officials in free elections. 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 a speedy court trial if accused of a crime.

**YOUR RESPONSIBILITIES AS A CITIZEN:** Obey the laws. Respect the rights of others. Keep informed on issues of national and local government. To vote in elections. To serve and defend your country. To assist the agencies of law enforcement. To practice and teach good citizenship in your home.

You may want to make two large posters - one for rights and the other one for responsibilities. These could remain posted at your meeting site. While this may be a one month topic, it needs to be practiced and remembered twelve months of the year.

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

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

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

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

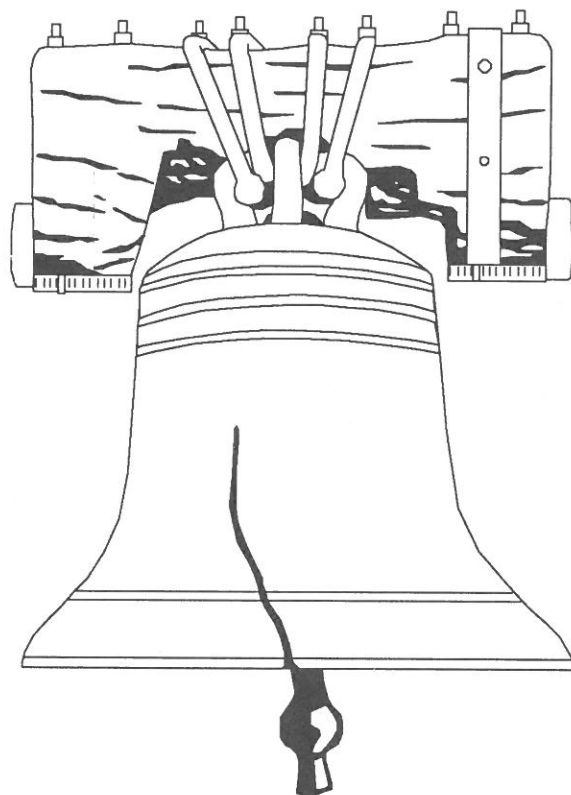


**MORE?** Be aware of what they are learning in school and how that can work into study of the Activity Badge.

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

### DEN ACTIVITIES

1. Have a Den select a good turn for school, church or community and plan how to carry it out.
2. Plan a special good turn for the next Pack meeting, such as setting up chairs, welcoming people at the door, clean up, etc.
3. Visit a local government agency. Find out how it works, what services it provides and how it affects Cubs and their parents.
4. Plan and carry out an anti-litter campaign.



### CITIZENSHIP RATING SHEET

Ask the Cubs to rate themselves on their citizenship, using the chart like the one shown below. Rating themselves might have the effect of improving their citizenship traits - or at least their efforts to become better citizens. Tell the Cubs that no one will know how they rate themselves, unless they want to tell. Urge them to be honest with themselves in making their rating each week. The citizenship rating sheet is merely a guide. Use it or adapt it as you wish. Don't ask to see a Cub's sheet. If he wants to show it to you, fine; **he may be seeking approval**. If his scores seem out of line with your own observation, gently question him **but do not challenge his veracity!**

**I will try to rate myself fairly on each of the following traits of Good citizenship. I will try to improve myself so that on future ratings, I can honestly give myself a higher score.**

Name: _____	
Date: _____	
<p><b>TRAITS</b></p> <ol style="list-style-type: none"> <li>1. I am honest, even in little things.</li> <li>2. I am courteous, loyal, and kind to my parents, teachers, and Webelos Leader.</li> <li>3. I try to show good sportsmanship.</li> <li>4. My parents and friends can trust me to do what I say I will do.</li> <li>5. I work and play cheerfully with others.</li> <li>6. I always keep my promise.</li> <li>7. I take good care of my own things and things that do not belong to me, such as school books, school property, etc.</li> <li>8. I do my best to keep the Cub Scout Promise all the time.</li> <li>9. I always help to clean up after Den meetings and when I'm needed in my school classroom.</li> <li>10. I never make fun of people (except maybe kidding around with my friends).</li> </ol>	<p><b>SCORE</b></p>
Total.....	=====
<p>Rating Scale: 5=Very good, 4=good, 3=fair, 2=poor, 0=very poor.</p>	

**COMMUNITY GROUP****COMMUNICATOR ACTIVITY BADGE**

**PURPOSE:** Improve awareness of how we communicate.

**CHALLENGES:** Lack of interest, poor attention.

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

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

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

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

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

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



## WHAT IS A CODE?

How exciting to be able to communicate by the use of secret codes! These pages provide you with several different types of codes for your Den to experiment with.

A code is a way of writing a whole word as a secret word. Many codes are really ciphers (SY-furze). A cipher is a code in which every letter of a word is written in a secret way. The Morse code is a cipher kind of code. Codes are used all over the world. A telegram or cable is a kind of code that is written in a short way to keep costs down. Codes are an important way of sending secrets during wartime. Brands marked on cattle and markings on planes and ships are also kinds of codes.

Codes usually have two parts. The first part is for making the code. This is known as **ENCODING** the message. You need to know how to make your message a secret one.

The second part is called **DECODING** the message. This will tell the person who gets the code how to read and understand the code. Then the person will know exactly what the message means.

The more you know about codes, the more fun they are. Many people like secret codes, and so will your Webelos Scouts!

Some of the easiest codes use numbers for letters. There are many different ways to make this code. Here are some samples; try making your own Den code using this concept.

### NUMBER CODE

Draw lines on paper or use lined paper. Print the letter of the alphabet on the paper. Then start with the number 1 and write the number in order below the letters.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26

Each letter of the alphabet will now have a number that means the same as the letter.

Copy this message and let your Webelos decode it. The dashes keep the words apart.

13 25 - 14 1 13 5 - 9 19 - 19 1 13

(My name is Sam.)

Webelos Scouts will undoubtedly accomplish the above code very quickly, so assign the numbers backwards; that is, assign 26 to the letter A, 25 to the letter B, and so on.

Another example of a number code is to use even numbers, beginning with A being #2, B being #4, C being #6, etc.

Codes can be set up in the same fashion, using only odd numbers, skipping by 5's, etc. Let your Webelos experiment and develop their own code and write out a message for another Scout to decipher.

### SIMPLE SIGN LANGUAGE FOR COURTESY

Please



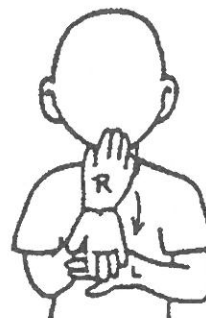
Rub open hand in circular motion over heart.

Thanks



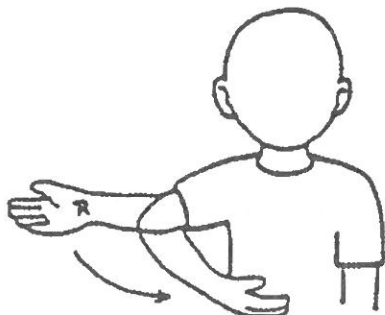
Touch fingertips of open hand to mouth. Move hand down and forward from mouth.

Good



Like "thanks" but hand comes to rest on palm of left hand.

You're Welcome



Bring straight arm with open hand down until little finger touches waist.

Excuse Me



Brush the fingertips of bent hand across the palm of upturned left hand a few times.

I'm Sorry



Rub closed hand with thumb up over heart in a circular motion a few times.

**TOLERANCE IS SEEING CERTAIN THINGS WITH YOUR HEART INSTEAD OF YOUR EYES.**

## TECHNOLOGY GROUP

## CRAFTSMAN ACTIVITY BADGE



**PURPOSE:** Learn how to work with tools.

**CHALLENGES:** Wide range of abilities, obtaining inexpensive materials, adequate supervision, making a mess.

**SOLUTIONS:** This badge will be a favorite, but requires a lot of preparation. Some projects, like leather work and cardboard, can be held at your regular meeting place. Others, like woodworking, should be held in a shop or garage where the sawdust can be contained easier. Because every Cub wants to do something, you'll need a large supply of hammers or set up cutting, sanding, nailing, and gluing stations. Have small groups rotate around as the work progresses. If everybody is starting fresh, you may need a second project to keep all Cubs busy. An adult helper or guide with each group or an adult supervisor at each station are both good methods.

Webelos Scouts who have spent a year or two in a Cub Scout Den before coming into the Webelos Den will have had some craft experience. They may have worked with simple woodworking tools, but chances are, they will not have had much experience with leather craft or tin craft. This is a good opportunity for a Cub to gain some knowledge in these skills.

To earn the badge, a Cub must complete ten craft projects. There is no way these can all be completed at Den meetings, so this is a chance to involve parents, both in work at home with their Cubs and in furnishing tools to be used at Den meetings.

While working with Cubs on this Activity Badge, keep these things in mind:

**Patience:** Some Cubs require a high degree of patience. Stick with it; and be rewarded. Enlist the help of the assistant Den Leader, Den Chief and fathers. Do not do it all alone.

**Preparation:** Have all tools laid out at separate work stations before the Den meeting starts. Build a sample of the item before the meeting and make note of the steps that require the most coordination. Be prepared to help Cubs individually in these areas. Show them the sample to give an idea of what the finished product will be like.

**Perseverance -** Insist that the Cubs finish the items they begin. This is very important. If necessary, work individually with them outside Den meeting or enlist the help of others. Do not even consider using a project which the Cubs cannot complete within a reasonable length of time. Watch for signs of discouragement and help the Cubs who seem to be having trouble.

Encourage every Cub to put forth his very best effort and reserve praise for projects worthy of compliments. Help the Cubs understand safety practices and take safety precautions where needed. They should realize that sharp tools are a necessity and must be used with care and safety.

Remember, everyone is included in the clean-up.

**RESOURCES:** Collection of materials will be a challenge. Check with local companies for wood scraps. Plywood is usable for most projects, but solid lumber such as pine is better for some cutouts. Hardwoods like oak, ash, and walnut are too hard for most Cubs to cut and shape; they may get frustrated. When hardwoods are needed, precut and rough sand them in advance, leaving the finishing work to the Cub.



For leather crafts, check with companies for scraps that the Cubs can cut and tool. 6" square or round pieces of Masonite make good work surfaces for cutting and stamping operations. First projects should be simple. Key chains are easy and make good gifts.

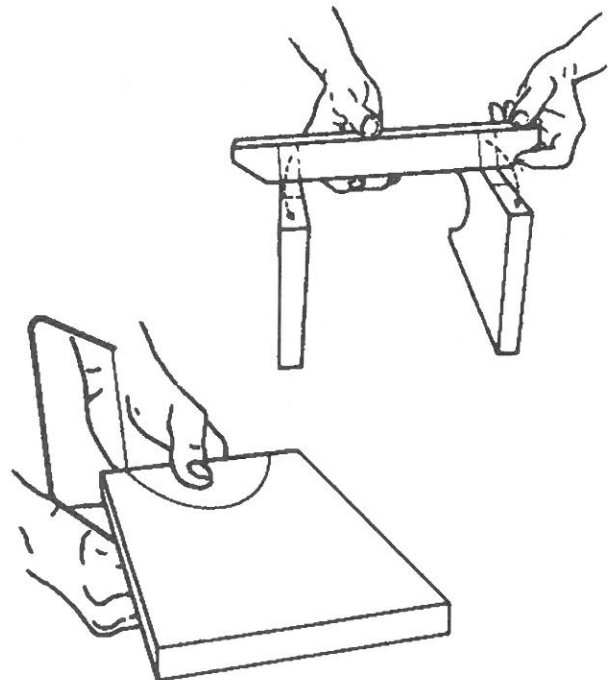
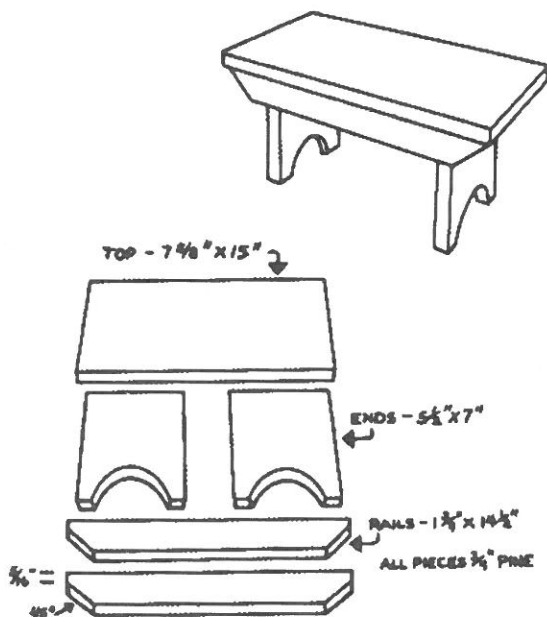
Clay projects are good for gifts and puppet heads that can be used for work in the Showman badge. Try a ceramic shop for advice and possible help with glazing and firing.

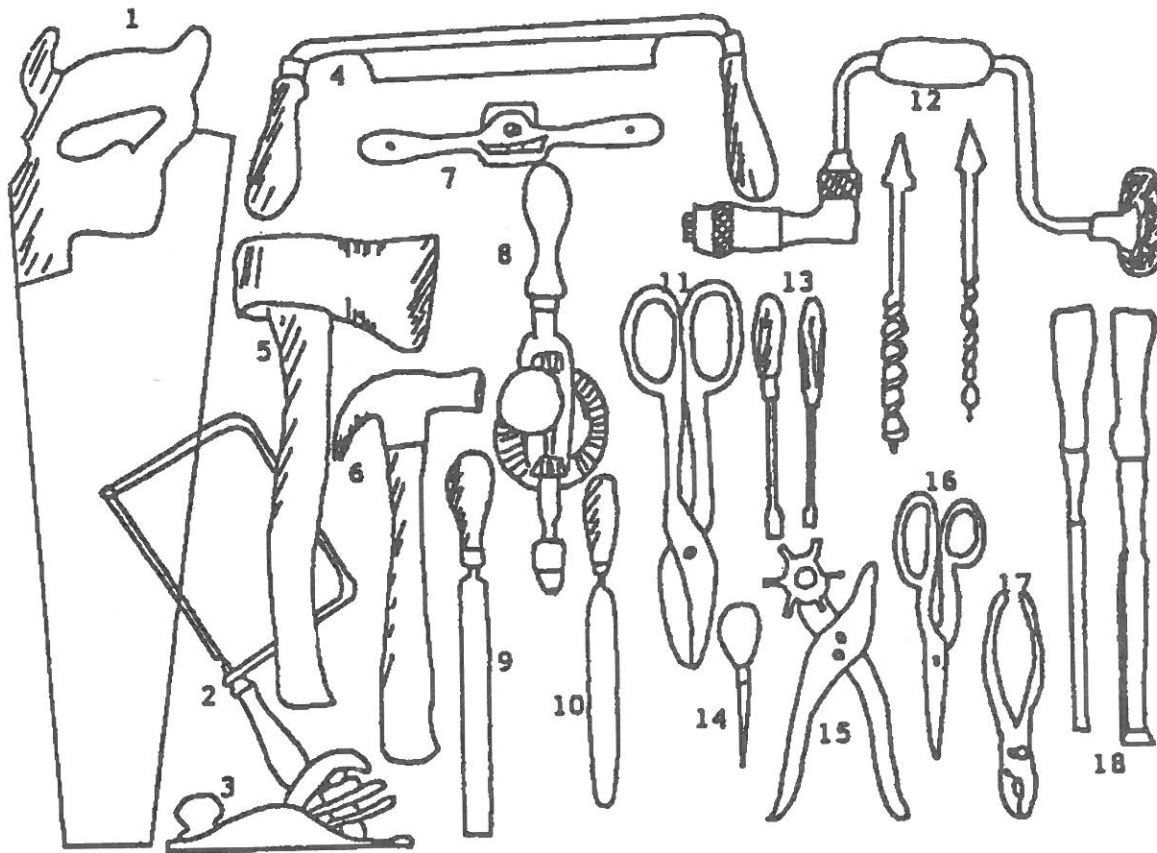
**PLANNING:** The Craftsman is a multi-meeting project, and the Cubs may also do a lot of work at home. The Cubs require a lot of supervision and help on most projects. Plan one adult for every two or three Cubs. Remember that tools used correctly are safe, but the incorrect use of tools can have serious consequences!

**MORE?** Blue and Gold centerpieces are good projects.

### DEN ACTIVITIES

1. Visit a furniture factory, lumber yard, saw mill, or cabinetmaker.
2. Visit a tannery or leather goods manufacturer.
3. Invite an expert to give a demonstration on the proper care and use of tools.
4. Have someone give a demonstration of leather craft and explain how to use leather tools.
5. Discuss finishing methods for wood projects - the importance of sanding, filling holes, and scratches, the various types of finishes, such as shellac, stain, lacquer, varnish, and enamel.
6. Have a nail-driving contest. Give each Cub a scrap of wood, nails, and a hammer. Let them practice driving nails straight.
7. Make a tool chest or a bench horse for sawing.
8. Have a birdhouse building contest.





Pictured above are some of the basic tools Webelos Scouts may use when working with wood, leather, or tin. See how many they can name.

- |                |                         |
|----------------|-------------------------|
| 1. Saw         | 10. Half-round File     |
| 2. Coping Saw  | 11. Tin Snips           |
| 3. Plane       | 12. Brace and Bits      |
| 4. Drawknife   | 13. Screwdrivers        |
| 5. Hand Ax     | 14. Awl                 |
| 6. Claw Hammer | 15. Leather Punch       |
| 7. Spokeshave  | 16. Shears              |
| 8. Hand Drill  | 17. Pliers (Slip-joint) |
| 9. File        | 18. Chisels             |

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**TECHNOLOGY GROUP**
**ENGINEER ACTIVITY BADGE**


**PURPOSE:** An introduction to engineering skills.

**CHALLENGES:** Leader apprehension.

**SOLUTIONS:** This badge can be one of the most informative in the Webelos program. If your background is not in science and you would like to highlight this program, enlist the help of a local engineer. The Boy Scout Engineering Merit Badge counselor may be able to help.

The catapult requirement will be the favorite. The units can be constructed of scrap wood, cardboard, and rubber bands. The block and tackle demonstration can be worked into a fun game. After the bridges are drawn, make some models. The bridges are more involved, but reinforce the principles learned, and can be a great source of pride making a good exhibit for a Pack meeting.

One of the great things about being a Webelos Leader is the opportunity to learn many things along with the Cubs. Unless you are an engineer, there may be some knowledge to pick up with this Activity Badge to pass on to your Cubs. Recruit the help of a father who is an engineer.

One of the purposes of Cub Scouting is "fostering a sense of personal achievement by developing new interests and skills" in Cubs. This Activity Badge probably does this more than any of the other badges. Engineering is one of the most exacting of the professions and the badge includes projects which will give a Cub an insight into some types of engineering.

Keep in mind that an engineer's job is to apply the laws of physics and chemistry to the solution of problems of construction, industry, and other areas.

**RESOURCES:** Ask a woodworking parent to cut and complete rough shaping for bridge supports. Construct bridges at your meeting. This will take time over several meeting and may require some patience.

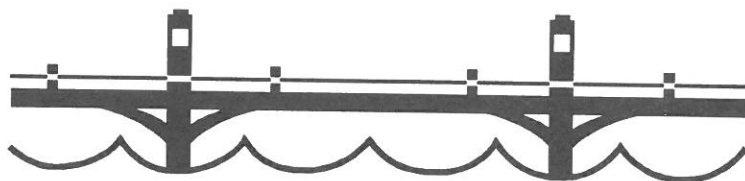
A good encyclopedia (*on a trip to the library for the Communicator*) can give you a good list of engineers and what they do.

New home construction sites can usually be visited most easily. Be sure to obtain permission first. A guided tour by the builder will prove more interesting. Ask him to review the construction drawings with you.

**PLANNING:** Schedule your visits early. Have all the bridge or catapult parts cut in advance unless you want the cubs to cut as part of the Craftsman.

**MORE?** Put on an "Engineering" demonstration at the Pack meeting.

Collect different wood scraps and other building materials on your construction site tour to fulfill requirements for Forester and Geologist.



## DEN ACTIVITIES

1. Arrange for the Cubs to visit an engineer or surveyor in a municipal county office. Plan for the Cubs to look through the surveyor's manual and read a rod.
2. Visit a construction site and see the plans which are being followed.
3. Visit the municipal water works, TV, or radio station.
4. Have someone explain how to read topographic maps.
5. Visit a college engineering department.
6. Have someone show and explain the floorplan of a house.
7. Make a block and tackle. Be sure to explain its purpose.
8. Tour a house under construction with a knowledgeable guide.
9. Discuss property lines. Have an expert show how property lines are determined and measured.
10. Discuss different types of engineers. If one can visit your Den, let him describe briefly what his duties consist of.
11. Have the Cubs collect pictures of bridges and note the difference in construction.
12. Take a field trip to an operating draw bridge, grain elevator, ship loading operation, or other large industrial operation involving large cranes or other lifting equipment.

## DEFINITION OF ENGINEERING

Engineering is the profession in which a knowledge of the mathematical and natural sciences, gained by study, experience, and practice is applied with judgment to develop ways to utilize economically the materials and forces of nature for the benefit of mankind.

## HISTORY (VERY BRIEF)

The word "engineer" has its roots in the Latin word "ingenious" which is also the root of "Ingenuity" meaning inventiveness or skill in devising or combining. The engineer finds ingenious solutions to problems and is not an operator of engines. A railroad engineer, a building engineer, or a maintenance engineer are skilled craftsmen, not professional problem solving engineers. Engineers of ancient times planned and guided construction of such marvels as the pyramids, Roman roads and canals, great structures, and war machines. They were advisors to kings and generals, but had no formal education. They used common sense and practical knowledge gained from experience. As civilization developed, engineers used discoveries in science and mathematical methods as they became available. Formal engineering education did not begin until the mid-1800's and most engineering disciplines were not established until about 1900. Civil engineering was the first distinct branch of engineering. They designed and supervised construction of roads, bridges, and buildings. Next came the mechanical engineer with the development of the steam engine and production machinery. Mining engineering emerged when society began demanding large quantities of fuel and ore. Electrical and chemical engineering came on the scene as industrial technology grew more complex. Other engineering branches were formed as technology in a particular field developed, for example, nuclear engineering.

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## FIELDS OF ENGINEERING

**AERONAUTICAL ENGINEERING:** Deals with the whole field of design, manufacture, maintenance, testing, and the use of aircraft both for civilian and military purposes.

**ASTRONAUTICAL ENGINEERING:** Closely related to aeronautics, but is concerned with the flight of vehicles in space, beyond the earth's atmosphere, and includes the study and development of rocket engines, artificial satellites, and spacecraft for the exploration of outer space.

**CHEMICAL ENGINEERING:** Concerned with the design, construction, and management of factories in which the essential processes consist of chemical reactions.

**CIVIL ENGINEERING:** Perhaps the broadest of the engineering fields; deals with the creation, improvement, and protection of the communal environment; providing facilities for living, industry, and transportation, including large buildings, roads, bridges, canals, railroad lines, airports, harbors, and other constructions.

**ELECTRICAL ENGINEERING:** Divided broadly into the engineering of electrical power distribution systems, electrical machinery, and communication, information, and control systems.

**GEOLOGICAL & MINING ENGINEERING:** Includes activities related to the discovery and exploration of mineral deposits and the financing, construction, development, operation, recovery, processing, purification, and marketing of crude minerals and mineral products.

**INDUSTRIAL OR MANAGEMENT ENGINEERING:** Pertains to the efficient use of machinery, labor, and raw materials in industrial production.

**MECHANICAL ENGINEERING:** Broadly speaking, covers the design and operation of all types of machinery and small structures.

**SAFETY ENGINEERING:** Concerned with the prevention of accidents.

**SANITARY ENGINEERING:** A branch of civil engineering that has acquired the importance of a specialized field due to its great importance for a healthy environment, especially in dense urban population areas.

## SOME ENGINEERING FUNCTIONS

1. **RESEARCH:** A search for new scientific knowledge, with the objective of applying it to solving problems.
2. **DEVELOPMENT:** Applied research which results in a working model.
3. **DESIGN:** Conversion of developed ideas into economical, reliable, and producible plans of manufacture, use, or construction.
4. **CONSTRUCTION:** Plan and direct the methods of making the design and transforming it into a useful product.
5. **MAINTENANCE:** Plan and direct the methods of making the product function.
6. **SALES:** Define and explain the application of the product and the sale of it.
7. **MANAGEMENT:** Administrate any or all of the engineers which perform the functions listed above and any other personnel required to perform the assigned task.

## HOW ELECTRICITY IS CARRIED

Electricity from power stations is carried through wires to homes, factories, stores, farms and schools. Transformers help in the transportation of electricity from the power station to all these places. A transformer transforms or changes an electric current from a high to a low voltage. It can also change current from a low to a high voltage.

The wires or cables are made of material that must be a good conductor or carrier. It's like having a good clear road without bumps or rocks for cars to travel over. Good conductors are usually made of copper, although there are other types. Silver is the best, but it's too expensive to use. Aluminum is good also and is gaining wider use because of its light weight. We use millions of tons of copper to make electrical wire for all purposes.

Our homes are supplied with 110 volts of electricity, but toy electric trains, for example, need fewer volts to operate. Step-down transformers decrease the volts of an alternating current, enabling a toy train to run. It takes only 11 volts A.C. to run a toy train.

When big generators make electricity, it is usually at about 2,200 volts pressure. Step-up transformers raise the pressure about 100 times, to around 220,000 volts. This helps it travel along the wires better. When it gets near the place where it is to be used, step-down transformers lower a back to 2,200 volts. Before it reaches our homes, another step-down transformer lowers it to 110 volts or 220 volts. So, transformers operate as pumps to increase pressure or voltage. They also act as shrinkers of voltage.

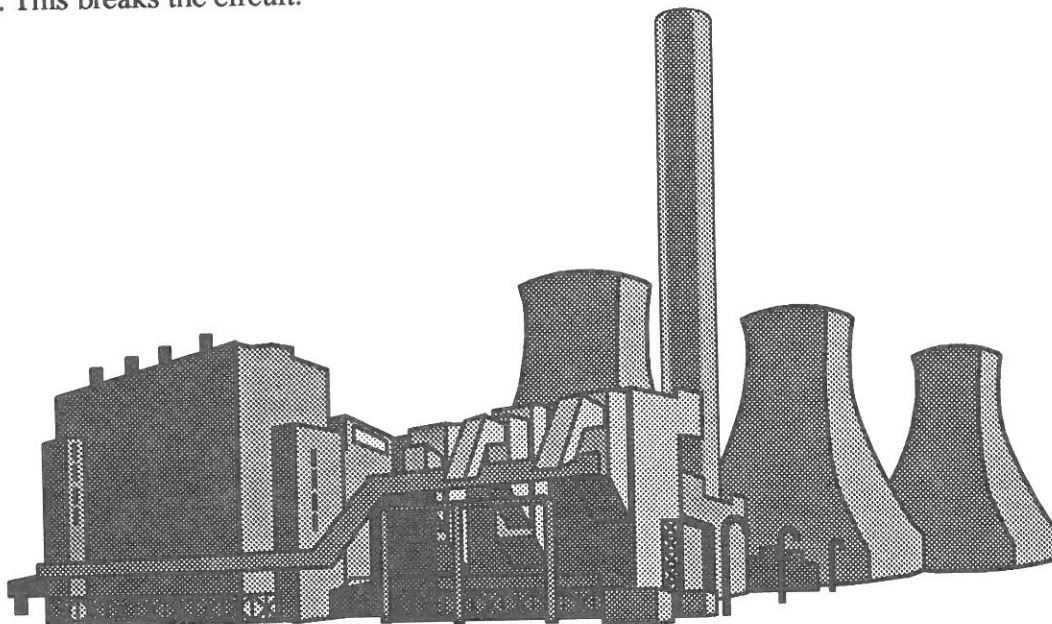
## TERMS TO REMEMBER

**Alternating Current (A.C.)** - An electric current that changes its direction very rapidly.

**Direct Current (D.C.)** - An electric current that flows in only one direction through a circuit.

**Circuit** - Entire path along which electricity can flow from the source through wires and appliances back to the source.

**Fuse** - A device which acts as a policeman to warn us of danger. The fuse melts when too many electrons are flowing. This breaks the circuit.





## BRIDGE BUILDING

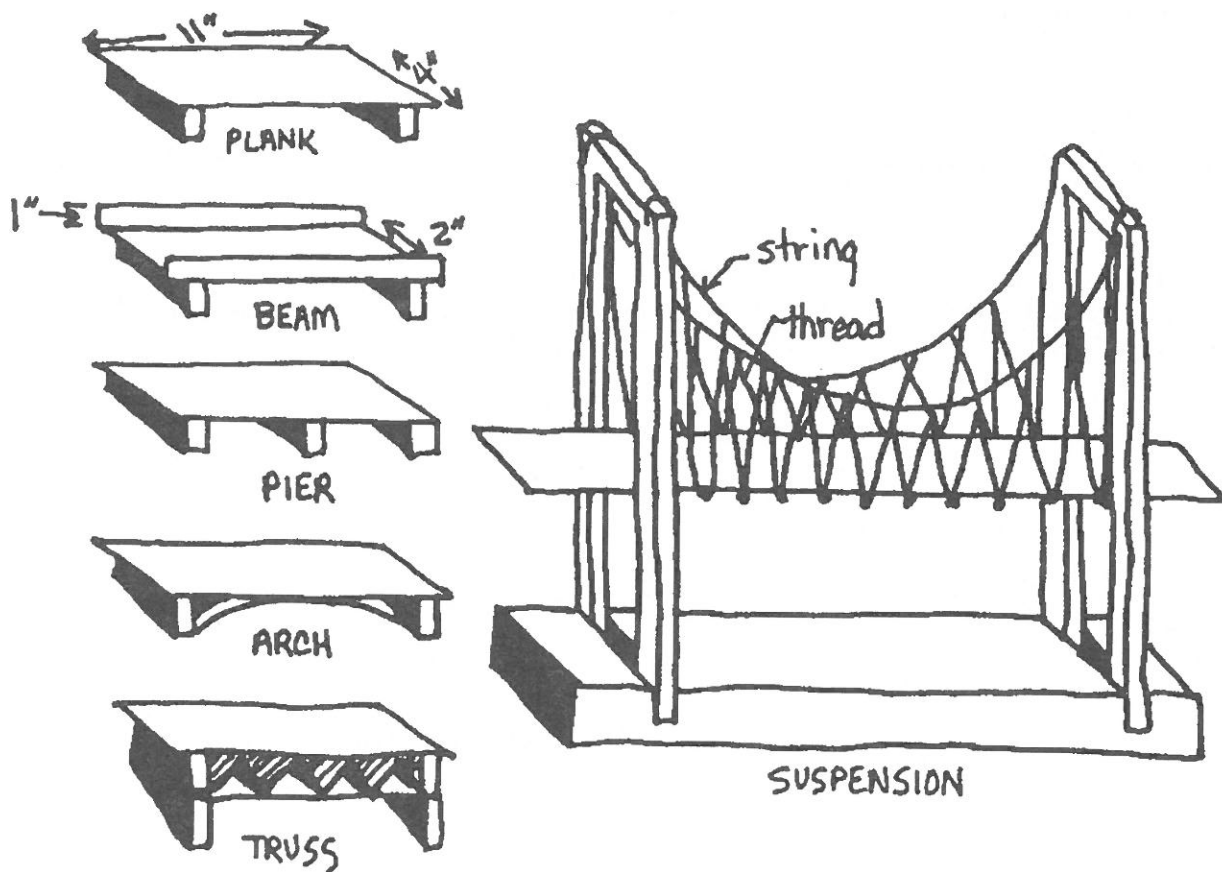
Ever since man found roads that would let him travel from one place to another easier and faster, he has been faced with the problem of crossing streams, rivers, gullies, and canyons. So he invented bridges - structures to leap from these obstructions and make the way smoother. At first, he used two basic geometric forms to build these structures - the arch and the triangle - and built his bridges of stone and wood. Today, highway and railroad bridges that we see crossing interstate highways, rivers, and canyons, are made from steel plates, wire cable, angles, I-beams, H-beams, and concrete.

The design of the bridge and the type of construction depend upon the kind and width of the obstruction, the load it is expected to carry, the kind of ground or rock found at the site and the cost.

Don't just draw bridges, build them! A drawing cannot demonstrate the structural strengths and weaknesses of the various bridge types.

To build the bridges, use construction paper or poster board strips. Use building block, brick, or whatever for supports. Use toothpicks and thread for the suspension bridge.

Using toy cars, pile them on the bridge until they collapse. The Cubs will love to try to bring about the demise of a bridge and are astonished at the strength of the truss and suspension bridges.



**COMMUNITY GROUP****FAMILY MEMBER ACTIVITY BADGE**

**PURPOSE:** Teach responsibility and cooperation in the family.



**CHALLENGES:** Lack of family support.

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

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

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

All boys are part of a family. They may have a single parent, they may live with foster parents or an aunt and uncle, or they may live in a group home. The people that they live with are their family. As a member of a family, they have responsibilities that they must learn.

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

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

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

**DEN ACTIVITIES**

**LAUNDRY LIZARDS:** Cubs will probably gripe about doing the laundry. However, when they leave home, they will probably wish they knew how to do it easier and faster, especially when a new white shirt turns pink over night. The following games can make this a fun activity.

**WASH SORT GAME:** The Cubs may think this is silly at first but when they get into the competition of sorting laundry before the other team finishes, they have a ball.

Get together some "dirty" laundry. This should be clean and be enough for the Cubs to get through in roughly a minute. Mix up the laundry into two piles. Have about the same white, colored, and delicate items in each pile. You can have fun with this by adding something that must be dry cleaned to each pile so they must read the labels of some of the clothes to properly sort them out. Also, put some pens and some paper in pockets to get the reality across to them.

Split the Den in two and have the Cubs sort the laundry into three piles - colored, whites, and delicate. The first team done wins. You may want each Cub to do this individually and time the fastest Cub.

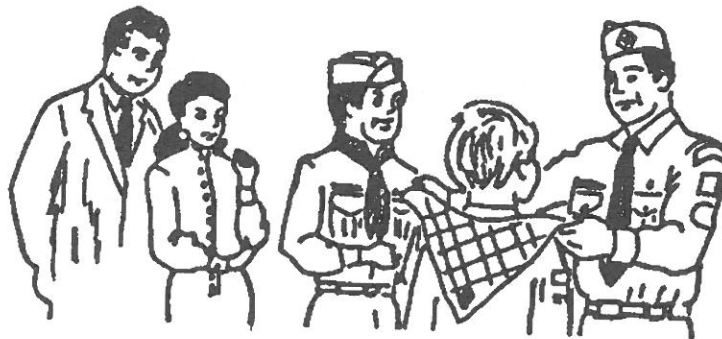
**FOLDEM:** When they get done sorting the laundry, you may want them to do the Foldem game. It's just that. They have to fold each item in the pile and do it neatly. The first team done is the winner.

**WASHEM:** You will probably want to have the Cubs help do this. Either you or your spouse has a vested interest in the laundry the Cubs were playing with. Have them help make this a special laundry day.

## HOME JOB LOTTERY

This isn't really a lottery, but the name is catchy. On this page you will find a list of jobs that must be done at home. Make a copy of this page or copy the jobs on small slips of paper. Put the slips of paper in a large glass jar, the JOB JAR. At the Den meeting the Cubs can reach in to the jar and pick a job to-do at home for the next week. You may wish to send a note home with the Cubs or ask for a slip from mom or dad that says they did the job.

- TAKE OUT THE TRASH ON TRASH DAYS
- MOW THE LAWN (SUMMER)
- RAKE THE LEAVES (FALL)
- SWEEP APARTMENT STEPS (ANYTIME)
- DUST THE FURNITURE TWICE THIS WEEK
- VACUUM THE HOUSE ONCE THIS WEEK
- DO THE DISHES EVERY NIGHT THIS WEEK
- FOLD THREE LOADS OF LAUNDRY
- IRON MY SCOUT SHIRT
- WILDCARD (DO A SPECIAL JOB FOR MY PARENTS)
- WASH THE WINDOWS INSIDE AND OUT
- CLEAN ALL THE BATHROOMS
- WASH OUT THE GARBAGE CANS
- HUG MY FAMILY EVERY DAY (This may be a hard one)



**PHYSICAL SKILLS GROUP****FITNESS ACTIVITY BADGE**

**PURPOSE:** To increase physical abilities and skills, learn about health, and your body.

**CHALLENGES:** Non-physical Cubs, parents who smoke, alcoholic family member.

**SOLUTION:** There may be a few problems on the requirements for this badge if the Cub has a parent who is sensitive about reviewing the dangers of alcohol, tobacco, and drugs. In this case, you will be required to review these topics with the whole Den as a group. Stick to the positive benefits of good health and don't preach.

The exercise requirements can be satisfied in gym class, in the summer, or maybe in conjunction with the Athlete or Aquanaut. Have someone demonstrate several exercises that the Cub can do at home or at school.

Special requirements can be set for Cubs that are handicapped. Look for something at which the Cub could excel.

**RESOURCES:** Check with local clinics or doctors offices for nutrition information. Be wary of fitness center instructors as their expertise may be with the totally dedicated athletes and be geared toward adults. Some of these practices could be dangerous for youth.

**PLANNING:** This badge can be done almost anytime with very little preparation. The Webelos book is an excellent source of information for this activity.

**MORE?** Visit a health fair.

Cubs who want to go further should look at the Cub Scout Sports Program of Baseball, Swimming, Bicycling, Personal Fitness, Ultimate, and others.

**DEN ACTIVITIES**

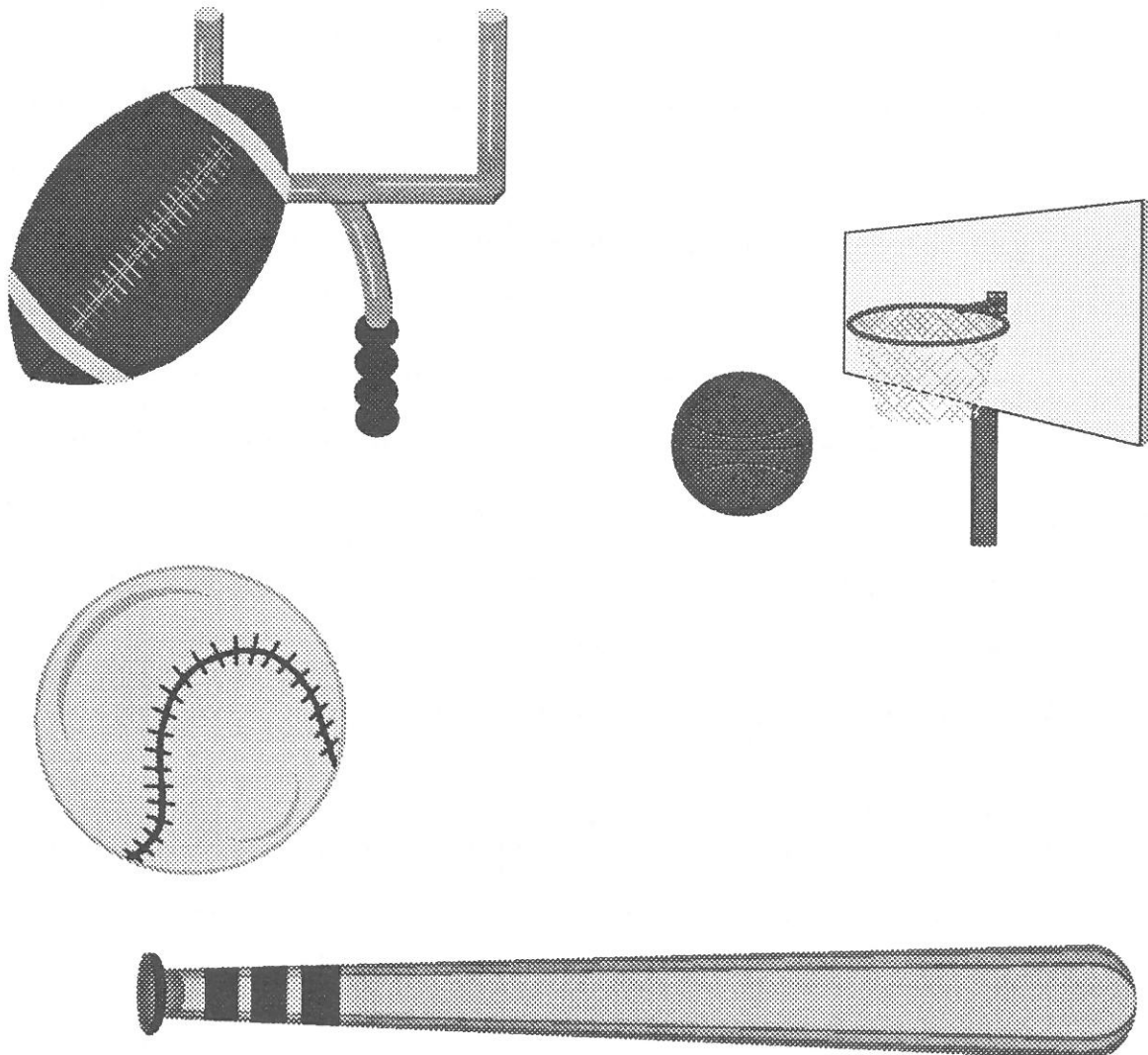
1. The federal government requires labeling on all foods as to ingredients and nutrition content. Have the Cubs collect labels from various types of food and then compare. You will be surprised at the variety in bread. Breakfast cereals obtain most of their value from the milk. See if the Cubs can find other interesting nutrition facts.
2. Not all drugs that are dangerous are illegal. Some over the counter medicines can make you sleepy. Have the Cubs look at their medicine cabinets with their parents and make a list of medicines that may cause you to be drowsy. Discuss why these can be dangerous.
3. Cholesterol is the new hot topic in foods and heart disease prevention. On their next trip to the grocery store, have the boys look for products that advertise low or no cholesterol. Have them write down the names of the products and find advertisements for them, if possible.
4. Cholesterol is usually related to animal fat and animal products such as eggs, whole milk, butter and cheese. See if any of the Cubs can find out if fruits and vegetables or their products contain cholesterol. They can call the library, or maybe their family doctor or his nurse can help.
5. Since your Cubs are a little older, they may wish to put together a "Just say no" skit for the Pack meeting. It must be done in good taste to show how easy it is to say no and walk away. Check with your Cubmaster and committee for approval.

6. Pharmacies often provide information on drugs and drug related topics as a public service. Visit your nearest store and see if they have pamphlets or coloring books that are suited for Cubs in your age group.

7. Explain why sniffing paint is dangerous. It damages the liver and other internal organs. Have the Cubs look around the area at stores to see if they are keeping spray paint under lock and key. Have them ask the store manager why he/she does not follow the state law if they are not.

Keep the chart on the next page for at least one month. To see even more of an increase in ability, keep it for the whole year.

**DRUGS: DEADLY  
A DANGEROUS  
GAME**  
**BOY SCOUTS OF AMERICA**







## OUTDOOR GROUP

### FORESTER ACTIVITY BADGE



**PURPOSE:** Improve awareness of trees, plants, wildlife, and the forest.

**CHALLENGES:** Finding and identifying trees in the winter without foliage.

**SOLUTIONS:** Finding a person knowledgeable in tree identification and their respective uses will make this badge much easier. Most veteran Scouters have a workable knowledge in this area. The Forestry Merit Badge counselor may be available to help. Books available at the library found during a Communicator field trip can be very helpful. Many local parks have rangers and/or naturalists that are available to work with youth groups. They are usually very flexible and are anxious to meet the objectives of your group. The poster requirement can be worked on as part of the Artist requirement, and the wood can be collected during Craftsman activities. This badge is a good one to work on during hikes and Webelos campouts. Use a piece of unsplit firewood to saw off disks and have the cubs count the rings to determine the age of the tree. Leaf collections can be made that will aid in the identification of trees and shrubs. Point out poison ivy.

**RESOURCES:** Most wooded parks are excellent places for this badge since several native trees are usually located close together and sometimes even marked. These parks need not be large reserves. Most small city parks offer ample opportunity. The *Scout Handbook* and *Fieldbook* provide excellent information and illustrations.

**PLANNING:** This is a project that is best completed in the summer while leaves and nuts make the tree easier to identify. Work the requirements around a hike or Webelos campout. It can very easily be combined with the Geologist, Naturalist, and Outdoorsman activities.

**MORE?** Plan activities such as conservation or tree planting community service projects. This can be as part of the qualification for the Cub Scout World Conservation Award. Details are available at the Scout Service Center.

### DEN ACTIVITIES

#### 1. What is lumber anyway?

Visit a lumber yard. See if the people there can help discuss the different grades and types of lumber available. Here are some possible questions to discuss:

Why is some wood cheaper than others?

What are studs?

How is plywood made?

Why are there different grades of plywood?

Where does most of the wood come from?

How is lumber measured?

What is lifetime lumber? What makes it lifetime?

What is the best way to fasten wood together?

You may be able to get some samples of various grades of wood.

2. The *Webelos Book* does not provide much information about this but a simple demonstration on how water is carried up a tree can be done with CELERY. For each Cub, obtain one rib of celery. Place three drops of red food coloring in a glass of water and place the celery rib in the water. Over a couple of days, the veins on the outside of the rib will start changing color to pink, showing how the liquid goes up the stalk. The same type activity takes place in a tree, only in the inner layers.

3. Identifying trees, shrubs, and plants can be frustrating for the newcomer. You can get various Field Guides from the local library or your favorite book store that help in identification. Some of the titles are:

*Field Guide to North American Wildflowers*

*Field Guide to Trees*

These books provide plenty of pictures and ideas to help you classify and identify the things you are looking at. Don't be afraid to give the book to the Cubs and let them identify what you cannot. What they don't know that you don't know is ok not to know. Know what I mean?

#### 4. USEFUL TREES AND PLANTS

TREE	USEFUL FOR
Cedar	Shingles and moth proofing.
Redwood	Weather resistant lumber.
Longleaf Pine	Chief lumber producing pine in the southern U.S. Also good for turpentine and tar.
White Pine	Pulpwood for paper. Building lumber.
Douglas Fir	Chief lumber producing pine of the Pacific Northwest states.
Pecan, Ash, Oak	Hardwood furniture.
Ponderosa Pine	Telephone poles.
PLANT	USEFUL FOR
Wildflowers	Nectar for bees making honey.
Wild Berries	Food for animals and birds.
Grasses	Food for deer and other animals.
Hollow Tree	Bird and small animal nests.
Chestnut Trees	Food for wild turkeys.
Pine Trees	Home for the red cockaded woodpecker, an endangered species that only nests in pine trees.

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**OUTDOOR GROUP**
**GEOLOGIST ACTIVITY BADGE**


**PURPOSE:** Learn about rocks and minerals.

**CHALLENGES:** Knowledge of rocks and minerals.

**SOLUTIONS:** Unless you possess a knowledge of geology, this is a badge that will be much easier with the help of a geologist or someone whose hobby is rocks or minerals. Show the geologist the requirements before he or she visits so they will have an idea of what is needed, but don't limit them to the requirements. There is a lot of very interesting information on geology that will hold the interest of your Cubs.

This is a hands on Activity Badge and should not be just book work. Take the Cubs to a site and hunt for fossils or minerals. Visit a rock shop and talk to the owner about the rocks. The scale of mineral hardness is easy to make and requires only a few rocks to demonstrate.

The sketches of the volcano and birth of the mountains can be combined with Artist. While you are collecting rocks, keep an eye open for trees and wild animals that will be of interest for the Forester, Naturalist, and Outdoorsman.

**RESOURCES:** The Geologist can usually identify places for a field trip to collect rock and fossils. Books available at the library found during a Communicator field trip can be very helpful.

**PLANNING:** This is a project that is best done when the weather is warm, but before foliage such as grass and shrubs cover the rocks. Be careful around rocks: insects, snakes, slipping hazards, and rock throwing come with the territory.

**MORE?** Have the Cubs start a rock collection and have them tell about their favorite specimens.

**DEN ACTIVITIES**

Almost every Cub, at one time or another, has a rock collection of some sort. This interest in rocks and the earth from which they come makes the Geologist activity badge a "natural" for most Cubs. You'll find that the *Webelos Scout Book* contains enough information on volcanoes, geysers, and mountains for the Cubs to acquire a fairly good understanding.

**IDENTIFYING ROCKS BY LUSTER**

*(Appearance of the surface, independent of the color, due to the way light is reflected)*

**Metallic** - The luster of a metallic surface like steel, tin, lead, copper, gold, etc. Luster is not called metallic unless the mineral is quite opaque, so that no light passes through even very thin edges.

**Submetallic** - The luster of some minerals is said to be submetallic when it lacks the full luster of the metals.

**Adamantine** - The luster of the Diamond. The brilliant, almost oily luster shown by some very hard minerals, like Diamond and Corundum, refract light strongly (have a high "refractive index").

**Vitreous** - Glassy luster, that of a piece of broken glass. This is the luster of most quartz and a large part of the non-metallic minerals.

**Resinous** - Waxy, the luster of a piece of resin, as shown by most kinds of sphalerite.

**Greasy** - Nearly resinous, but often quite distinct, shown by some specimens of milky quartz and nepheline.

**Pearly** - Luster of Mother of Pearl, common when a mineral has very perfect cleavage and has separated into thin plates.

**Silky** - The luster of a skein of silk or a piece of satin. Characteristic of some minerals in fibrous aggregates, such as Satin Spar gypsum and most asbestos.

### SOME COMMON EXAMPLES OF THREE MAIN TYPES OF ROCKS

**Igneous** - Granite pegmatite, granite, diorite, gabbro, felsite, basalt, obsidian, pumice.

**Metamorphic** - Slate, phyllite, mica schism, gneiss, marble, quartzite.

**Sedimentary** - Mudstone and shale, sandstone, conglomerate, gypsum, rock salt, limestone, chalk, coal.

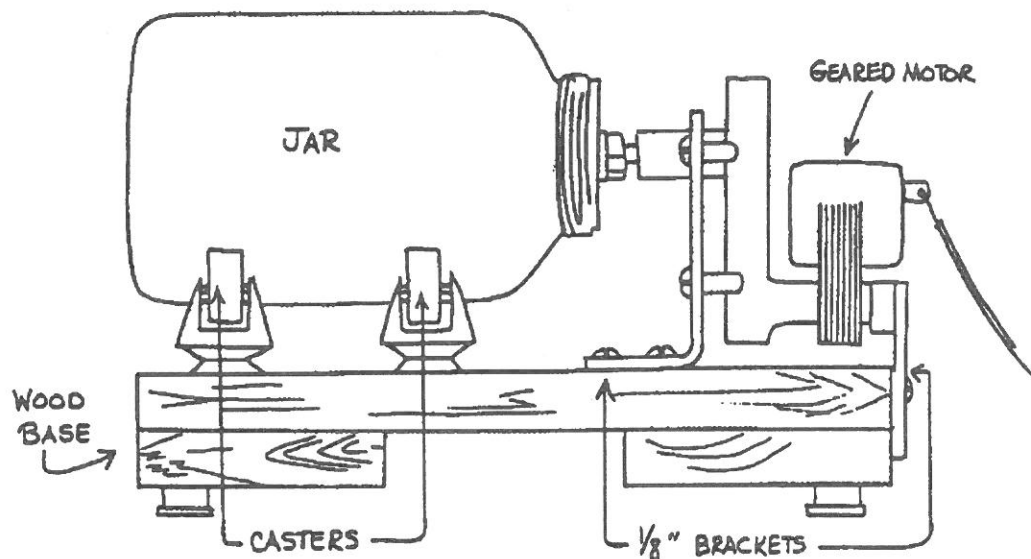
### MAKE A ROCK TUMBLER

This is a simple tumbler that you can build yourself. It will grind and polish the agates or other semi-precious stones that you collected on a field trip. The cost is less than \$5.00.

The tumbler barrel is simply a quart glass jar. It rolls on four ordinary nylon furniture casters. The key to its simplicity is the small geared-down electric motor (a rock tumbler must turn at a very low speed). The motor used here was a gear drive 22.8 rpm. 110 volt A.C. motor obtained from the Burstein Applebee Company, at a cost of \$3.29 plus postage.

The construction is shown below. Mount the motor with metal brackets on any sufficiently large piece of scrap lumber. Attach the jar lid shaft and, finally, the casters. Place them where the jar rests and turns easily on them. The electrical connections of the little motor are exposed; so cover or tape them well to prevent shocks.

In this and all other rock tumblers, the grinding gets done as the rocks cascade over one another in the slowly turning jar. You will want to contact your local rock shop to purchase the proper polishing powders. You tumble a load of rocks for a long time (two to three weeks) until the rocks inside are highly polished. The motor used here costs about 4 cents a day to run.



The chart below should be of some advantage in identifying rocks:

Hardness	Material	Scratch Test	Uses, Importance Etc.
1.	Talc	Easily with fingernail	The softest of minerals; has a slippery, soapy feel. Used in powdered form for manufacture of paint, paper, roofing material, lumber, face powder and talcum powder. Small parts fired in furnace used in electrical appliances. Occurs most abundantly in metamorphic rocks.
2.	Gypsum	Barely with fingernail	Of considerable commercial importance because of its use in production of plaster of Paris. Used for gypsum lath, wallboard and interior plaster. "Alabaster" is finegrained, massive variety of gypsum that is cut and polished for ornamental purposes. Most commonly found as a sedimentary rock.
3.	Calcite	Barely with copper penny	Calcite has more varieties than any other mineral except quartz. One type of clear, colorless calcite is used for optical prisms because of its power of dividing a ray of light passing through it into two separate rays. Limestone and marble are varieties of calcite. Limestone is used in manufacture of cement and mortar; also used as a building stone.
4.	Fluorite	Easily with knife blade	Fluorite is one of the most beautiful minerals occurring in many different colors. The chief use is in making steel. It also is used in making opalescent glass, in enameling cooking utensils, and in making hydrofluoric acid. Small amounts are used in making prisms and lenses. The phenomenon of florescence was first observed in fluorite and takes its name from this mineral. Commonly found with metallic ore minerals.
5.	Apatite	Barely with knife blade	Among the large group of phosphates, apatite is the only one considered a common mineral. Commercially, its greatest use is the source of phosphorus for most commercial fertilizers. After being mined, both apatite and rock phosphate are treated with sulfuric acid to make super-phosphate, for in this form they are much more soluble in the diluted acid of the soil.
6.	Feldspar	Not by blade. Easily with window glass.	The feldspars, all of them silicates of aluminum with potassium, sodium, and calcium, and rarely barium, form one of the most important groups of all minerals. Found in most igneous rocks, as essential constituents of most crystalline rocks, such as granite syenite, gabbro, basalt, gneiss and thus make up a large percentage of the earth's crust. Used in manufacture of porcelain and as source of aluminum in glass.
7.	Quartz	Easily marks steel and hard glass	Quartz is the most common mineral, and in some of its varieties, one of the most beautiful. Makes up most of the sand on the seashore; occurs as a rock in the form of sandstone and quartzite and is an important constituent of other rocks such as granite and gneiss. Some varieties used as gemstones, as prisms, and cut into plates for control of radio frequency. Varieties; crystal, amethyst, agate, onyx, bloodstone, jasper, flint.
8.	Topaz	Harder than other common materials	Topaz is highly prized as a gem. Those from Brazil are the most valuable. The pink color of some gem Topaz is obtained by gently heating the dark yellow stones. It has a mineral hardness greater than any other common mineral except corundum.
9.	Corundum	Scratches Topaz	Clear blue varieties make "sapphire" and clear red, the "ruby". Hardest mineral next to diamond. Long been used as an abrasive. "Emery" was the first type used in this manner. The ruby is used in the laser beam.
10.	Diamond	Scratches Corundum; hardest mineral	Hardness of diamond is greater than any other known substance, natural or artificial. Many times harder than corundum. Diamond is pure carbon and has same composition as charcoal, but does not burn readily. Highly prized as gemstone. Only 20% of diamonds are gemstones. The other flawed stones have industrial uses, drills, saws, cutting glass, etc.



**TECHNOLOGY GROUP****HANDYMAN ACTIVITY BADGE**

**PURPOSE:** Learn how to perform simple repairs.

**CHALLENGES:** Unhandy parents, lack of opportunity to try repairs.

**SOLUTIONS:** The requirements for this badge are among the easiest of all the badges. Most kids grow up doing these simple tasks. This badge can be earned with the parents help and is a good topic to introduce at a family Den meeting.

The requirements involving bicycle maintenance and repair can be completed at a meeting featuring a Bicycle Rodeo. The automobile requirements could be completed during a Den car wash. This might be a good way to enlist parent support to the program. A tour of the neighborhood garage led by the mechanic can prove interesting.

Since most of requirements for this badge will be completed at home, have the parents send a note when they are completed so you can keep track of the progress.

**RESOURCES:** Invite one of your non-involved parents to demonstrate the proper way to change a light bulb, check the oil in the car, or check tire air pressure.

**PLANNING:** This is a spur of the moment project that requires very little preparation

**MORE?** Sponsor a Pack Bicycle Rodeo. Have the Webelos conduct safety checks and make minor repairs.

Visit a free Auto show.

**DEN ACTIVITIES**

1. This is a great way to get the parents to stay at the Den meeting. Have a free car wash for the parents cars! The Cubs will complete requirement 1, and everyones car is washed. This could be combined with a Den picnic on a Saturday or Sunday afternoon.
2. Changing tires can be dangerous work when using the car jack found in most cars. It may be easier to contact a tire sales store and see if they will show the Cubs how to change a tire. While they are there, the manager may show the Cubs the different types of tires and explain how the life of a tire is determined. They can also learn the difference between radial and regular tires and why they cannot be mixed.
3. Discuss hazardous chemicals found in the home. If they Cubs have already done their Readyman Activity Badge they know about the poison control center. If not, give them the number. Talk about how to safeguard the chemicals. Remind them never to mix bleach with any other chemical except for water. Bleach contains chlorine and the reaction with other chemicals can make chlorine gas..this is VERY DANGEROUS and can be LETHAL!
4. Have the Cubs bring a few tools from home and show how to properly clean and store them. Show how to apply a light covering of light oil such as WD-40 or Miracle Oil.
5. If you have an engraver or can borrow one, mark Cubs tools with their phone number or other identifying mark so they can be recovered if they are stolen.
6. Visit a bicycle shop to learn about how to take care of a bicycle. Call ahead of time to make an appointment. Most dealers will help you out.



7. Have a Den bicycle day. Have the Cubs bring their bicycles with them and do simple maintenance. Then, hold a Den Bicycle Rodeo in a school parking lot or other suitable place. They can kill two birds with one stone. Their Bicycle belt loop for Sportsman and requirements 5, 6, and 7 for the Handyman Activity Badge.

8. Go to an auto parts store and look at the various tools and supplies available for cars. Have the Cubs bring with them the make and model year of the car that their family uses most. Since the Cubs are asked to change light bulbs, show them where the bulbs are and all of the different types of bulbs. Then show them how to look up the bulbs that their car will need in the light bulb catalog or card. There are lots of things to look up in the auto parts place. Here is just a short list:

Light bulbs            Spark plugs

Oil filters            Batteries

Air filters            Fan belts

Fuel filter

You might want to show them the different types of fluids used in cars. Oil, Transmission Fluid, Brake Fluid, Automatic Steering Fluid, and Antifreeze. Explain why there are different types for different jobs. If you don't know, skip this activity.

9. Visit a neighborhood garage that does automobile inspections and talk with the operator to see what is inspected. Discuss with the Cubs why inspections are important.

10. Change a fluorescent bulb in a fixture. Most Cubs have not seen this done. Explain that fluorescent tubes use a lot less energy than normal bulbs and do not get hot.

11. Show how to use a light sensing switch to control an outside or inside light. These usually screw in first, before the light bulb. They are used to turn the light on when it is dark and off when it is light. It saves energy and can be used to protect a house with no one at home.



## OUTDOOR GROUP

### NATURALIST ACTIVITY BADGE



**PURPOSE:** Increase knowledge about the outdoors and nature.

**CHALLENGES:** Identification of wildlife, areas to watch birds and wildlife.

**SOLUTIONS:** This may be one of the most difficult for Dens that do not get out; however, it is very important for teaching some early lessons of behavior in the wilderness.

Insect zoos, terrariums, bird houses, and bird feeders can be made as part of the Craftsman. The bird feeders and houses are particularly good since they can attract birds into the viewing area. Bird houses vary in style and complexity. Often the most crudely made houses attract birds better than the most finely crafted ones (better air circulation in a loosely fitted house!).

Identification of wildlife is made much easier with field guides, help from a veteran Scouter, or other experienced wildlife watchers. Illustrated field guides available at the library found during a Communicator field trip can be very helpful. Other badges with similar character that can be worked on at the same time are Forester, Geologist, and Outdoorsman.

**RESOURCES:** Information is available from the State Department of Natural Resources and other Wildlife organizations. The *Boy Scout Handbook* and *Fieldbook* are excellent resources and contain many good illustrations.

**PLANNING:** Tours of the Department of Natural Resources, nature centers, zoos, and museums of natural history must be arranged in advance. Use the zoo or nature center as an outing with a cookout later.

**MORE?** The Cub Scout World Conservation Award has similar requirements to all the outdoor group badges. Details are available at the Scout Service Center.

Combine with the Outdoorsman and hold a tracking contest. (See the *Boy Scout Handbook* for details.)

### DEN ACTIVITIES

All too often this Activity Badge is not taught because leaders don't feel qualified and don't know anyone who is. Some adult leaders feel they must be able to tell a pignut from a butternut hickory before they can begin to teach Cubs anything about nature. This is unfortunate because the whole intent of Naturalist is more one of observation than it is of identification. Not once does the word "identify" even come up in the requirements. The objective of this activity is to bring to the Cub a new awareness of his natural environment. To help the Cub achieve this, you get him involved in various activities and games suggested by the requirements.

People, especially adults, seem to have a strong need to name things. Name it and you no longer fear it. But naming is a way of knowing something without really knowing it. To get to know something or someone, you must spend time watching and interacting with it. Far more important than identifying the things they find is to allow the Cubs to experience nature with as many of their senses as they can. Focus their attention on colors, shapes, sounds, smells, and touch. For example, a Cub may bring you a brilliant red flower growing near a rocky outcropping outside of camp. The Cub asks you what it is, but you don't know. Get excited about what he has found. Call the other Cubs over and let them look at it too. Ask them if anyone knows what it is. They probably won't. Then draw their attention to its shape. Five brilliant red petals, each notched on the end; a single flower on a stem. What shape are the leaves? What do they remind you of? They look like thick grass, don't they?

How are they arranged on the stem? Are they all up and down the stem or are they only at the base? Have the Cubs feel the leaves. Are they rough, or woolly, smooth or waxy? Does the flower have any smell? Not much? If you were to call this flower something, what would you call it? Ask the Cub who found it to name it. He may name it the fire flower for its red color. If you stop here, you have accomplished your purpose. You have drawn the Cubs' attention to a new flower and they have had a tactile, living experience with it. The only time naming came up was when the Cub who found it was allowed to give it a name. Note that this name came after they had experienced the flower. Ask the Cubs if they have seen any other flowers with different colors this weekend. Tell them to be on the lookout for them.

If you want to pursue identification further, you can find more by going to the excellent *Golden Field Guide* series published by Golden Press. This series of brief, colorfully illustrated, inexpensive books on various natural topics are ideal introductions to the study of the natural world. Do not feel the need to prepare yourself before you find something. If you have a Cub who seems particularly interested in, say, flowers, let him look through the book and ask him if he can find anything in there that looks like what he found and named. If he does, ask him to tell the rest of the group about it. Indirectly, you are introducing him to the art of research and may, in a different way be turning him on to the world of books. It is best to learn about nature together by tuning in the Cubs' awareness to the wonders and beauties of the natural world around them.

### INSECT ZOOS AND AQUARIUMS

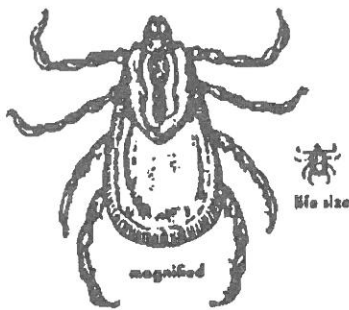
If you choose the requirement involving an aquarium or a terrarium or insect zoo, study the material included in this section for the animal life the Cubs will most likely collect. Following the procedures detailed there will help ensure that the animals will survive long enough for the Cubs to observe them and get to know them. You might prepare the terrariums or zoos before you go on the campout, collect the animals and/or plants at the campout, and keep and observe them at your Den meeting site. This could be a Den project or the Cubs could do their own.

### VISITING A NATURE CENTER

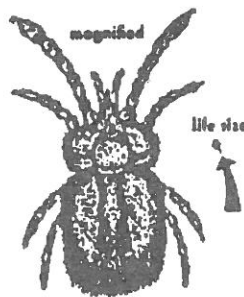
Visiting a nature center is a good way to help fulfill the requirements of Naturalist. Not only will you find expert help, but there may be displays and observation points already set up where the Cubs can easily observe wild birds and animals already accustomed somewhat to the comings and goings of people. Call the naturalist in advance and tell him or her what specific requirements you are trying to meet. Ask if he or she could help you out. Many times the naturalist will lead the Cubs on a nature walk pointing out things along the way that will help meet the pin's requirements. Show a lot of enthusiasm yourself and ask questions about what the Cubs find. You will be setting a positive model for your Cubs to follow.

## POISONOUS PLANTS AND ANIMALS

As part of preparing for a campout, Cubs should be warned about poisonous plants and animals that could affect their health. Most commonly in our area this includes ticks, scorpions, poison ivy, and some poisonous snakes. By far the most common concern on a campout will be ticks. Although not all ticks carry disease, some do carry rocky mountain spotted fever which can be fatal. Several people die nationally every year from this disease contracted through tick bites. Even though most ticks are not dangerous, try to guard your Cubs against them. The best prevention from getting bitten is to put on a good commercial insect repellent before you go to camp. A little bit applied to the feet, legs, groin, waist, and arms will eliminate most of the problem before it happens. It will also cut down on bites from chiggers. Look for a bug repellent with high concentrations of DET (N, N-Diethyl-meta-toluamide). Be careful of the Cubs using sprays around tents in that they can damage the tent fly's waterproofing. It is a good idea before bed time to have the buddy teams check one another or dads check their sons and themselves for ticks. Ask the Cubs to check each other's hair as well. If they do find one, cover the tick with a little bit of Vaseline. This will cut off its oxygen and it will soon back out. Use a pair of tweezers and twist it, being careful not to break off the head. Ticks are not generally dangerous, but proper care and checking will at the minimum decrease the chances of an uncomfortable itch for a couple of weeks.



TICKS WILL BITE THEMSELVES ONTO YOU AND SUCK YOUR BLOOD. GET RID OF THEM BEFORE THEY GET ATTACHED.



CHIGGERS (RED MITES) ARE ALMOST INVISIBLE. THEY DIG IN AT BASE OF HAIR.



POISON IVY IS FOUND ALMOST ALL OVER THE COUNTRY. ITS LEAVES ARE DIVIDED INTO THREE SHINY LEAFLETS. IT MAY BE A BUSH OR A CLIMBING VINE. SOMETIMES ITS LEAVES RESEMBLE OAK LEAVES. IT HAS WHITE BERRIES IN CLUSTERS.

Snakes are generally not a problem on a campout. They are usually wary of people and stay out of sight. However, caution the Cubs that they may find them off the trails, under rocks or logs or near rock faces. The most common poisonous snake they are likely to find are copperheads. Unlike rattlesnakes, copperheads have no rattles to warn you of their presence. You may find water moccasins near a lake. If you are taking the Cubs hiking or camping in snake country, encourage them to wear hiking boots and heavy denim jeans or high boots. Teach the Cubs to recognize poisonous snakes from nonpoisonous ones by looking for the triangular head and slant pupils of a poisonous one. Seldom does a Webelos Scout get bitten by a snake. If so, it is best to take him immediately to the camp director for first aid or back up help. The cutting required in first aid using snake bite kits is now somewhat controversial in that there have been cases of bad infections from the incisions. Have the Cub lie down and elevate the bitten area. Try to keep him calm. If you happen to be far away from automobile support, be prepared to do the first aid yourself, but send another adult in your party for help.

Far more common than snake bites is exposure to poison ivy. First familiarize yourself with it, then teach the Cubs to recognize it on the campout. Poison ivy is a vine that either trails about the forest floor sending up its three leaf sprigs or climbs trees. Characteristically, it has three leaflets whose shape may vary. The leaves look shiny even when not wet. When they first come out in the spring, they tend to be tinted with red among the veins. In the fall they turn a brilliant red. Caution enthusiastic leaf collectors about this. On a tree, the vine's trunk attaches itself with reddish hair like tendrils. The trunk may be one to two inches thick. The plant has a green berry that turns white as it ripens. Caution your wood collecting crew about picking up downed branches that have hairy vines on them. Putting poison ivy in the fire can cause major problems. First aid for poison ivy includes removing exposed clothing and washing the area thoroughly with soap and water. Use calamine lotion to relieve the itching. If significant swelling or blistering occurs, get medical attention. However, this probably will not happen until some time after the campout.

Although all these subjects are potential problems which you need to be concerned about, try not to frighten or drive away wary or timid Cubs or adults with little camping experience. Nature is largely benign. However, we must learn to respect it and care for ourselves against natural hazards. People always approach the unknown with some degree of fear. It is our job to allay those fears through knowledge and channel anxiety into respect.

### PLASTER PAW PRINTS

One way to learn about animals is to look for signs of them. Paw prints copied in plaster of paris make an interesting collection, and there are books that can help identify the kind of animal that left the prints. Look for a patch of soft, muddy ground on a morning after a rainstorm.

Mix up the plaster of paris so that it pours easily but doesn't take too long to dry. Before going out to find tracks, practice mixing small batches of plaster and making molds in a box of wet sand. The plaster should pour like very thick cream.

#### YOU WILL NEED

Plaster of paris

Water

Empty milk carton

Stick or spoon for stirring

#### HERE'S WHAT TO DO

Find a set of tracks.

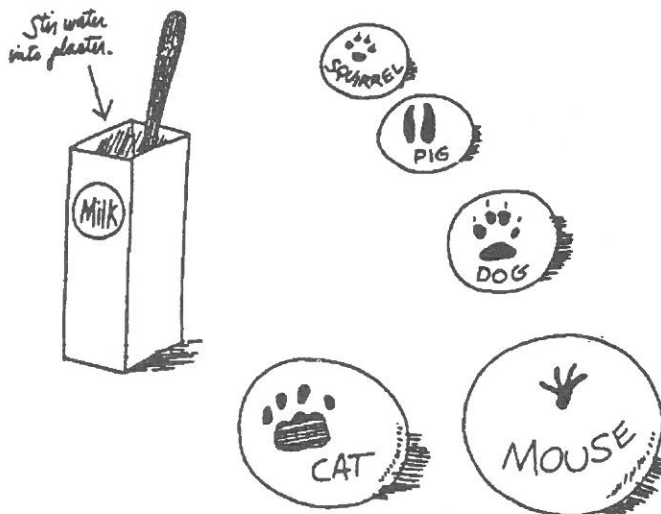
Mix up plaster.

Pour plaster slowly into the tracks.

Clean plaster carton for next time.

When dry lift plaster out of track. It takes time to dry.

Let dry overnight then brush off mud or debris.





**OUTDOOR GROUP****OUTDOORSMAN ACTIVITY BADGE**

**PURPOSE:** Learn basic camping skills.

**CHALLENGES:** Non-camping families, poorly equipped Cubs.

**SOLUTIONS:** This is one of the transition areas from Webelos into Boy Scouting. This badge needs to be earned!

Most requirements can be met at a Camporee as guests of a Boy Scout Troop. If a Den campout is held, equipment will have to be coordinated. Try to cook meals over a portable stove, grill or enclosed fire pit. Open fire cooking takes much experience to be successful. Simple envelope beds can take the place of sleeping bags and canteens can be made from clean 2-liter pop bottles.

The fire safety rules and campfire requirements can also be met at a family Den meeting after a Sportsman badge get together. Remember to take some kindling and split wood. Let the Cubs build the fire with adult supervision.

The requirements for knowledge of knots should be a mandatory since the Cubs will be using these simple knots repeatedly. Don't be surprised or disappointed if the Cubs must relearn these knots nearly every time they must be used; it takes practice. A game centered around knot tying ability gives good practice and appeals to their keen sense of competition.

Other badges that can be worked on at the same time are Forester, Geologist, and Naturalist.

**RESOURCES:** The positive examples of Boy Scouts in camping make a good, well organized troop one of the best resources. Check the camping literature available at the Scout Service Center.

1. *Boy Scout Handbook*
2. *Boy Scout Fieldbook*
3. *Camp Cookery for Small Groups*

**PLANNING:** Keep track of Council and District events that include Webelos camping. Don't miss one!

**MORE?** Hold a meeting on camping drills: set up tents, build safe fires, practice dishwashing. Hold an evening Den family cookout.

**DEN ACTIVITIES**

This Activity Badge was designed specifically for skills nine and ten year old boys can learn on a campout. As with the other Activity Badges, all of the information that you will need is included in the Outdoorsman section. The following comments are observations on teaching Cubs these ideas and skills.

**KNOTS:** Try to teach your Webelos the five basic knots over an extended period. Do not try to teach them more than two knots in any given session. Most Cubs will start to get confused after the second knot. Repetition is the key to teaching knots. Once you have introduced them, keep including the skills in various games and other activities. Using rope of two different colors helps some Cubs more clearly see how knots are correctly tied and lessens confusion. Cubs will need your individual attention in learning and demonstrating these knots, so try to get some help in watching them tie them. Your Den Chief should be good at this. You might ask him to bring a friend along who has earned the Pioneering Merit Badge to help out when you are teaching the Cubs these knots and having them demonstrate them to you.



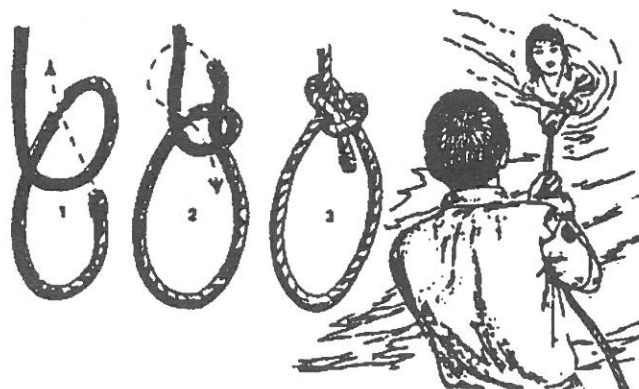
As a Den project, you could have each Cub make a small knot board using a piece of plywood and some pieces of dowel rod. (This could be one of the projects for Craftsman.) Have the Cubs drill the holes and cut and glue the rods in place. The rods are used for the taut line hitch. As the Cub completes and passes each knot requirement, have him tie the knot on the board. When they are finished, you can have them hang their boards where you meet as a Den or the Cubs can take them home. The knot board will serve as a token of accomplishment as well as a reminder to the Cub of how these knots are tied.

For excellent illustrations on knot tying, consult the *Boy Scout Handbook*. The photographs are in color with different color ropes. A complete guide is *Knots and How to Tie Them*. The *Pioneering Merit Badge Book* is a good reference. These publications should be available from your local Scout Service Center or they can be ordered from the National Office.



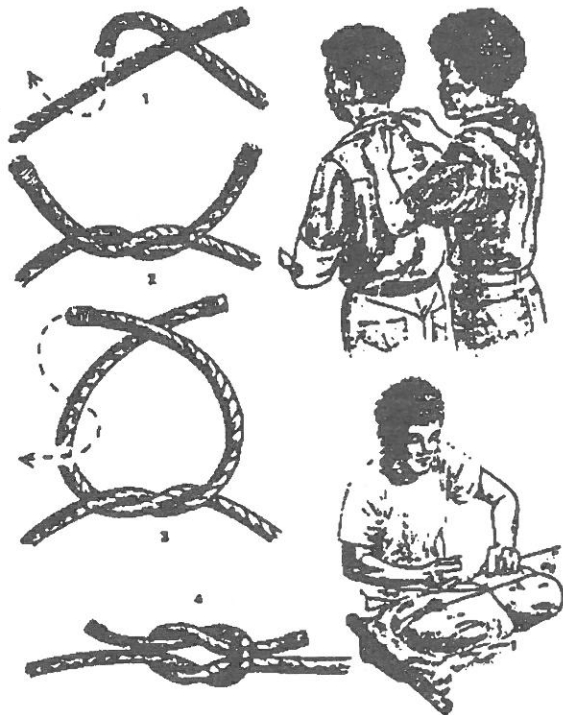
### CLOVE HITCH

The clove hitch is useful for tying a rope to a tree or post.



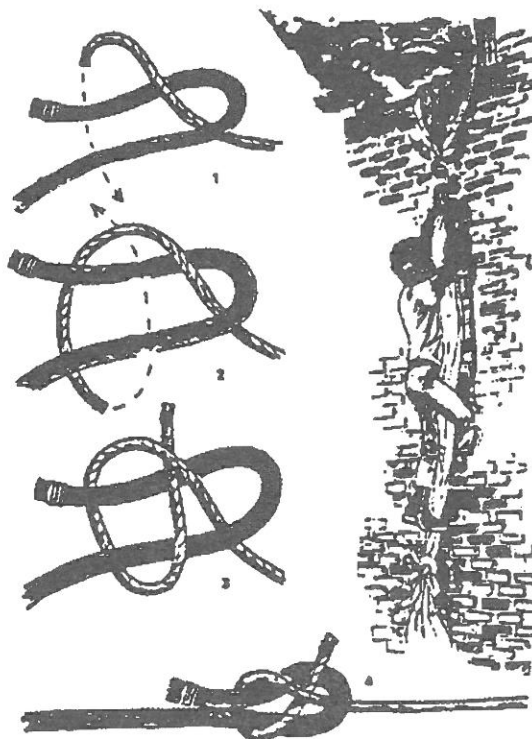
### BOWLINE

Use a bowline to form a loop that will not slip. This knot can be used to save a life.



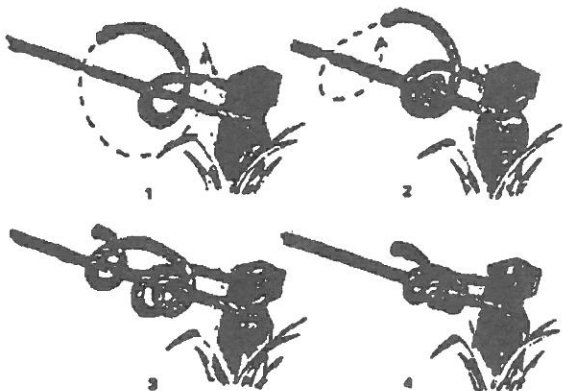
**SQUARE KNOT**

The square knot is used for tying together 2 ropes of the same size. In first aid, it is used for tying bandages.



**SHEET BEND**

Use a sheet bend when you tie together ropes of different sizes. Other knots slip when ropes are not the same size.



**TAUT-LINE HITCH**

This hitch is used to tighten or loosen tent ropes. It will help keep your tent up. This is done by sliding the hitch up or down.

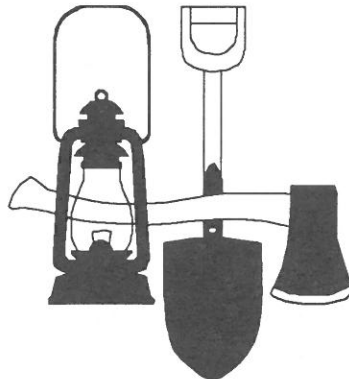
## WHERE CAN WE GO

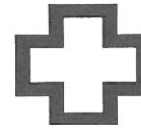
If you are using state parks, call ahead for reservations. Most will save you a space if you send in the required deposit on time. Make sure you get permission to use private property, and fill out a Tour Permit to get clearance from the Scout Service Center.

## WHEN YOU PLAN

When you are planning, use these topics as brain teasers. Make sure you consider these for a successful campout.

- Adult assistance! -      Son and one. Not more than two Cubs to one adult.
- Location -                      Distance, time, and transportation.
- Dietary problems -      Weight, water, refrigeration, trash disposal.
- Cooking -                      Basic food groups. Keep it simple. Try it at home first.
- Sanitation -                  Safe water, proper dish washing, showers, hand washing, latrines.
- Safety -                      No hatchets, axes or chain saws. Buddy system for everyone! Follow fire rules liquid or gas fuels, adults only!
- First Aid -                    Medication for Cubs. Allergies. Nearest medical facility. Good first aid kit. (You can make it yourself.)
- Activities -                  Activity Badges, Tracking, Hiking, Orienteering, Campfire, Swimming, Fishing, Knots.
- Plan B -                      Something to do if the above activities cannot be done because of weather, etc.
- Camping -                    Campsite  
    Tents  
    Bedding (suitable for the weather)
- Packing -                    Use checklist in Webelos book.  
    Have a "shakedown." See what the Cubs pack early.  
    Raingear (big plastic bags are cheap.)  
    Put things in small plastic bags. It keeps them organized and dry.



**COMMUNITY GROUP****READYMAN ACTIVITY BADGE**

**PURPOSE:** Learn basic first aid skills and general safety.

**CHALLENGES:** Health concerns with wound contact, uncooperative families, and lack of concern for home safety.

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

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

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

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

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

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

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

**DEN ACTIVITIES**

Even with the best precautions, sudden illness or physical injury can strike anyone at any time. Since the first person to arrive on the scene will usually not be a medical professional, as many people in the community as possible should be prepared to give basic emergency first aid. If you know first aid, you will use it for the rest of your life. With it, you can care for yourself and others in times of accidents and emergencies.

First aid is immediate help right after an injury. It is not playing doctor. It's doing the things that must be done before expert help arrives. How will you act in an emergency? Would you know what to do? If so, you'll be cool and calm, because you know you can help. Your confidence will show and it will aid the injured person as you ease their pain and worry.

As a Webelos leader, you should set the example by knowing basic first aid. Then enlist the help of a local Scoutmaster or Red Cross to obtain leadership for teaching Webelos Scouts the first aid requirements. There are three kinds of cases where fast action spells the difference between life and death: - Bad Bleeding, Stopped Breathing, and Poisons By Mouth. These are the hurry cases where every single minute counts. Be prepared to act fast.

**POISONING PREVENTION:**

All medicines, even aspirin and liniments, can cause poisoning. Keep them away from children!

**MANY COMMON HOUSEHOLD SUBSTANCES ARE POISONOUS**

Examples: Cleaning products such as bleaches, detergents, lye and other caustics, polishes, and waxes. Kerosene, lighter fluids, and fuel oils. Paints, turpentine, paint removers and thinners. Pesticides (including mothballs), weed killers, and fertilizers. Cosmetics, including nail polish, hair sprays, and permanent wave material.

**KEEP THESE PRODUCTS OUT OF REACH UNTIL YOUNGSTERS CAN BE TAUGHT THEIR PROPER USE. IN CASE OF POISONING:**

- 1. Call your doctor or nearest hospital emergency room at once for advice as to the immediate care, vomiting, etc.
- 2. TAKE THE ORIGINAL CONTAINER OF POISON WITH YOU TO THE DOCTOR'S OFFICE OR THE HOSPITAL.
- 3. Always have the following information next to each phone in your home: Physician's Telephone

Number: \_\_\_\_\_ Office: \_\_\_\_\_ Name: \_\_\_\_\_

Remember: Small children will put anything in their mouth!!!!

**GUIDE TO EMERGENCY ACTION**

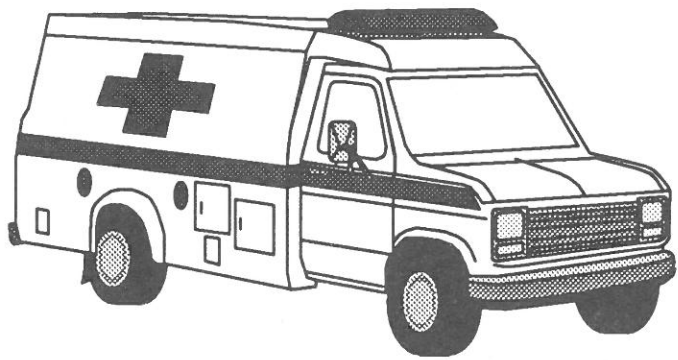
**STRANDED IN A BLIZZARD** - Don't sit with the motor running and the windows closed. Deadly and odorless carbon monoxide can seep into the car. Keep two windows partly open so fresh air circulates. To conserve gas, run the engine for a short while so that the heater warms the car. Then turn it off until the car begins to get cold.

Leave parking lights or warning flashers on. Don't leave the car. There is a better chance of help reaching you than you surviving on foot in severe weather.

**FAMILY FIRST AID KIT FOR YOUR CAR**

Either buy an already prepared kit or assemble your own using a small plastic or wood container with these Items:

- Roll of 2" graze bandages Cravat bandage
- Sunburn Ointment
- Insect Repellent
- Soap
- Tweezers
- Small Scissors Jackknife



**EMERGENCY SUPPLIES FOR YOUR CAR**

- |                                      |  |
|--------------------------------------|--|
| 2 - 3 x 17 Inch splints (1/2" thick) | For winter use:                              |
| Fire Extinguisher                    | Several candles & Matches                    |
| Tow chain or Tow Rope                | Blankets                                     |
| Flashlight                           | Fresh water (for a trip)                     |
| Flares or Red Flags                  | Food Items (that keep without refrigeration) |

**EMERGENCY TELEPHONE NUMBERS**

Medical Help: \_\_\_\_\_

Rescue Squad: \_\_\_\_\_

Doctor: \_\_\_\_\_

Hospital Emergency Room: \_\_\_\_\_

Poison Control Center Police/Sheriff Fire Department: \_\_\_\_\_

Utilities Companies:

Gas: \_\_\_\_\_

Water: \_\_\_\_\_

Electricity: \_\_\_\_\_

Parents Work Phone Numbers:

Mom: \_\_\_\_\_

Dad: \_\_\_\_\_

Other Important Numbers: \_\_\_\_\_

Neighbor: \_\_\_\_\_

Religious Leader: \_\_\_\_\_

Nearby Relative: \_\_\_\_\_

Other: \_\_\_\_\_

**When calling about an emergency, tell:**

- WHERE** the emergency is (address, cross streets, landmarks).
  - WHAT HAPPENED**-auto accident, fall, heart attack, fire, etc.
  - PHONE NUMBER** you are calling from.
  - HOW MANY** people need assistance.
  - WHAT** is being done for the victims.
- Record and post these phone numbers near each phone and in your first aid kit!



**MENTAL SKILLS GROUP****SCHOLAR ACTIVITY BADGE**

**PURPOSE:** Provide an interest in knowledge and scholarship.

**CHALLENGES:** Little interest, poor parental support.

**SOLUTIONS:** A Webelos Den leader can help his Webelos Scouts on the Scholar Activity Badge in several ways. He will find most helpful the ability to listen to the Cubs, to give them a pat on the back for school accomplishment and some advance planning.

The leader can influence the Cubs' thinking by his own attitude toward the badge and his opinions on the importance of education and the school system. Webelos Scouts are in the most receptive period in their lives to learning. You can guide them in establishing a good foundation and thirst for knowledge.

**RESOURCES:** Teachers, PTA, library, Community College, School District office.

**PLANNING:** Speak with your Cub's teacher. Explain the requirements of the Activity Badge. Plan meetings or free time at other activities to encourage work on this badge.

**MORE?** Contact the Board of Education and/or your school secretary for information about the educational chain-of-command. (Do this prior to Den meeting). Lead a discussion with the Cubs.

**DEN ACTIVITIES**

1. Encourage the Cubs to talk about what is going on at school; the people who work at the school; how each boy is progressing in school. (These Cubs are at an age where it is the 'in' thing to knock the school system, but their ideas can be greatly influenced by your attitude). Get them to talk about the jobs they are doing at school (safety patrol, etc.) and why they are important.
2. Don't try to force "school is good for you" attitude on the Cubs, but instead be a supplier of information and channel the discussion in a positive way.
3. When Cubs are ready to have their teacher sign off the first three requirements of the badge, the Den leader should give the teacher a warning and let her/him know what is going on. Keep your contact with the school on a simple, informal level.
4. Prepare a large chart of the school system showing where the children fit in both as students and as helpers. Display this at a Pack meeting to show what the Webelos Scouts have learned.
5. Work up a skit which demonstrates how everyone fits into our educational system ... to be presented at Pack meeting.
6. Invite an educator to speak to the Den about the careers which are available in the field of education.
7. Go to the library to research the history of schools ... the different types ... and how our present system was developed.
8. Visit the board of education or school superintendent's office to give the Cubs an opportunity to meet some of the important people in their school system on an informal basis.

Albert Einstein said, "The most important method of education always has consisted of that in which the pupil was urged to actual performance." Make this happen in your Webelos Den, so that the Cubs are doing something as often as possible and under your guidance are learning the skills which will help him get more out of life and become a better citizen.

Here are some suggestions to help a Webelos Leader increase the value and effectiveness of the Cubs' education, which can be worked into the Den program:

By keeping physically fit, the Cub is more likely to get the most out of school.

Emotional health is as important as physical health. Help him with his emotional development. Encourage him to talk about his problem and listen when he does. Pat him on the back when he does well. Help each Cub lead a balanced life. Studies should be counterbalanced with recreational and social activities.

Help him to make wise use of his time. Horace Mann wrote: "Lost, yesterday; somewhere between sunrise and sunset; two golden hours, each set with sixty diamond minutes. No reward is offered, for they are gone forever."

A Cub feels about schools to a certain extent, according to how he thinks adults feel about it. He's looking to you for guidance. Activities outside the classroom strengthen and extend the learning that goes on in school. His Webelos program is enhancing his education and you, as his leader, are an integral part of his growing-up process.

### BRAIN TEASERS:

1. Take the number of pennies in a dollar. Multiply by the number of thirds in a circle. Divide by the number of inches in a foot of string. Subtract the number of nickels in a quarter.

Answer: 20

2. Take the number of toes on both feet. Multiply by the number of pints in a quart. Add the number of months in half a year. Subtract the number of thumbs on two hands. Divide by a dozen oranges.

Answer: 2

### A BRIEF HISTORY OF EDUCATION

When prehistoric man learned to communicate with words he was able to pass his limited knowledge on to his children. Each generation has added new ideas gained from its experience. As contact between individuals, tribes, and nations increased, so did the exchange of knowledge. But this word-of-mouth education was slow and limited.

It wasn't until writing was invented-about 5,000 years ago that formal education began. In Asia and Egypt, temple priests taught selected boys the mysteries of their religions. These young men studied to become priests, government officials, scribes, or astronomers. About this same time the system of apprenticeship was established. Boys from poorer families were bound by agreements to work for a master without pay. In return he taught them a trade or an industrial craft. The master also had to feed, clothe and house his apprentices. This system of apprenticeship was still in effect in colonial America.

When Greece became the cultural center of the western world (around 400 B. C. ) education took a new turn. No longer was education a religious rite or a mystery. All citizens could attend school, if they wanted to. Only slaves were excluded. The schools prepared boys for citizenship and educated them in literature, medicine, philosophy and similar fields. The teachings of ancient Greek wise men like Plato, Socrates and Aristotle still influence modern academic studies.

During the Middle Ages (500-1500 A.D.) education was controlled by the church. Although people spoke in various languages, books were written only in Latin. At that time students came only from wealthy families.

The renaissance (1300) brought a great rebirth of culture to Europe. The Greek ideals of liberal education were revived. After the Reformation (1500s), church financed public schools were started, using the common national languages in reading and writing. Education was made available to all but the very poorest.

The education system in early America was of four types:

1. Apprenticeship training. Poor children and orphans were bound out as apprentices to learn a trade.
2. Elementary schools. Many were supported by churches and similar groups. Town schools were at first private - later were supported by town taxes.
3. Secondary and higher institutions - where the emphasis was on Latin to prepare boys for college.
4. Pre-vocational schools which taught technical subjects. These were called academies.

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

In 1839 the first of many Normal schools for teacher training was started. Massachusetts passed the first compulsory public school attendance law. Boston opened the first public high school.

America today has a greater percentage of young people, up to age 18, attending school than any other country in the world.



## TECHNOLOGY GROUP

## SCIENTIST ACTIVITY BADGE



**PURPOSE:** Provide the spark of interest in science.

**CHALLENGES:** Little or no interest in science, poor students, lack of equipment, no school science class, leader inexperience.

**SOLUTIONS:** We live in an exciting age of science that continues to bring new explorations and discoveries. The scientist tries to learn the laws of nature that govern the how, why, and wherefore of the world about him so that these laws can be used by people to improve our living environment.

The Scientist Activity Badge offers opportunities for lots of fun and learning and a touch of magic. Cubs who have an inquiring mind will love it, and even those whose interest are more toward the outdoors or sports will be interested if they have plenty of chances to experiment.

Experiments covering each of the badge requirements are suggested in the *Webelos Scout Book*, and additional ideas are found on the next few pages. Choose some experiments and enjoy an exploration into science with your Webelos Scouts. Be sure you have tried the experiments ahead of time and have the necessary materials on hand. Then the Cubs can use their scientific knowledge to astound the Cub Scouts at Pack meetings with their experiments and scientific tricks using Bernoulli's Principle, Pascal's Law, atmospheric pressure, and other phenomena which they have learned about. Learning scientific methods helps a Cub develop the power of thinking.

Most Cubs like science. Just start an experiment and the Cubs will take interest quickly. You aren't expected to be a scientist; the experiments are easy and the equipment is what you normally would find around the house like bottles, eggs, and cans.

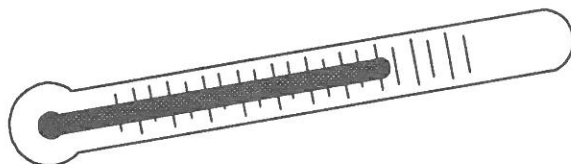
If the Cubs' school has a good science course or a program such as Science Enrichment, sponsored by a local industry, talk to the teacher about using some of the school's equipment to do the projects. Even better, interest the science teacher in doing the experiments for the science class.

All the experiments are clearly documented in the Webelos book and simple to complete. They are designed to be completed by people without a great deal of scientific experience. There is no reason they cannot be completed in the home. You may want to take caution to use the kitchen or garage however, because there is the potential for some spills.

**RESOURCES:** Science teachers, science inclined parents, industry volunteers, and even some of your Cubs may be of help with these projects. The simple equipment required can be gathered from kitchen, school, or trash can.

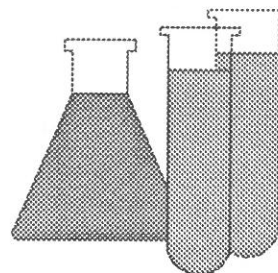
**PLANNING:** The experiments are simple but try them before you have a demonstration at your meeting. You will know what to expect. The best way to keep the Cubs' interest is to be successful. A failed experiment can be a real turn-off and interest will suffer.

**MORE?** Hold a Den Science Fair and have each Cub enter a project. Exhibit the projects at a Pack meeting.



## DEN ACTIVITIES

1. Do the atmospheric pressure and balance tests in the *Webelos Scout Book*.
2. Do the inertia experiments in the *Webelos Scout Book*.
3. Make fog, using a gallon jug, stopper, water, and bicycle pump.
4. Make a do-it-yourself flashlight.
5. Make a barometer using milk bottle, straw, balloon, and string.
6. Visit an eye specialist and learn how the eyes work.
7. Make an optical illusion and learn how the eyes converge. (See *Webelos Scout Book*).
8. Visit an airport and ask an expert to explain flight principles.
9. Have a slow-motion bicycle riding contest to illustrate balancing skills.
10. Invite a weather expert to talk to the Den or visit a weather station to learn about weather and air pressure.
11. Discuss the various branches of science and how they differ.
12. Make a chemical garden (See *Webelos Den Activities*).
13. Make crystals (See *Webelos Scout Book*).



## BERNOULLI'S PRINCIPLE

The following experiments are listed in the order that requirements appear in the *Webelos Scout Book*.

1. **Materials:** A ping-pong ball, some adhesive tape, 1 ft. thread or string, and a faucet.

**What to Do:** Fix the string to the ping-pong ball with tape. Turn on the water to form a steady stream. While holding onto the string, flip the ball into the water from a few inches away. Not only will the ball stay with the string at an angle, but you can draw the ball up the stream almost to the faucet.

**What Happens:** The water, streaming around one side of the ball, exerts less pressure than the air which surrounds the other side. Even though you can feel the resistance of the water as you draw the ball upward, the air pressure is still stronger, as the experiment proves.

2. **Materials:** Two ping-pong balls, two feet of thread, some mending tape, and a drinking straw.

**What to Do:** Tape each ball to an end of the thread and hold the center of the string so that the balls dangle about 1 ft. below your fingers and about one or two inches apart. Have the Cubs blow through a straw exactly between the balls, from a distance of a few inches. Instead of being repelled, they will be attracted.

**What Happened:** The air current directed between the ping-pong balls reduces the intervening air pressure. Stronger pressure from the far sides pushes the balls together. The strength of the air from the straw will determine how close the balls will come.

3. **Materials:** A candle and candlestick. Two bottles - one with rounded corners, one with square corners (metal or cardboard containers can be used instead of bottles.)

**What to Do:** Light the candle and place the round bottle in front of it. Blow hard against the bottle and the candle will go out. Place the other bottle (square) in front of the relit candle and blow hard. The candle will remain lighted.



**What Happens:** With the round bottle, the air current flows around the bottle and puts out the flame. With the square bottle the air currents are dispersed.

**Next Step:** Using different shape bottles, and two ping-pong balls on strings, place a ball on opposite sides of the bottle so that they are close, but not touching. Blowing against the bottle at right angles to the balls, one ball will come closer to the bottle and the other will move away. The shape of the bottle will determine the way the balls move due to the ease with which the air currents move around the bottle. This is the principle that supports airplanes.

### PASCAL'S LAW

1. **Materials:** Coke bottle, balloon, vinegar, baking soda.

**What to Do:** Place about 1/2 cup baking soda in the coke bottle. Pour about 1/4 cup vinegar into the balloon. Fit the top of the balloon over the top of the bottle, and flip the balloon so that the vinegar goes into the bottle. The gas formed from the mixture will blow the balloon up so that it will stand upright on the bottle and begin to expand.

**What Happens:** The baking soda and vinegar produce  $\text{CO}_2$  which pushes equally in all directions. The balloon, which can expand with pressure, will do so.

2. **Materials:** A medicine dropper, a tall jar, well filled with water, a sheet of rubber which can be cut from a balloon, a rubber band.

**What to Do:** Dip the medicine dropper in the water and press the rubber bulb so the dropper is partly filled. Test the dropper in a jar - if it starts to sink, eject a few drops from it until finally it floats with the top of the bulb almost submerged. Now, cap the jar with the sheet of rubber and fix the rubber band around the edges so that the jar is airtight. Push the rubber downward with your finger and the upright dropper will sink. Relax your finger and the dropper will rise.

**What Happens:** You have prepared a scientific device known as a "Cartesian Diver." The downward pressure on the rubber forces the water up into the bottom of the diver, compressing the air above it, producing the effects of sinking, suspension and floating, according to the degree of the pressure.

3. **Materials:** Large tin can, tape, water.

**What to Do:** Punch three holes in the can, one near the top, one in the middle, and one near the bottom. Tape the holes closed. Fill the can with water to the top. Pull the strips of tape off and measure the length of the streams. The bottom stream will go the farthest due to the added pressure of the air and the water in the can.

**What Happens:** The total pressure in a container of water is the sum of the air pressure and the water pressure at that point.

4. **Materials:** A rubber balloon, several pins with large heads, a roll of plastic tape.

**What to Do:** Inflate the balloon and affix little squares of plastic tape to it. Stick each pin through the center of the tape and to your amazement, the balloon will not burst. When you remove the pins, the balloon still will not burst.

**What Happens:** The adhesive substance on the tape acts like a self-sealing automotive tire, adhering to the pin as it is pressed inward. When the pin is removed, the adhesive is forced outward by the air pressure from within the balloon, automatically sealing the tiny pinholes.



## BALANCE

1. **Materials:** Three baseball bats of similar size.

**What to Do:** Point the handles of the bats together so they form a “Y” Slide the handle of the lower bat over the handle of the bat to the left. Slide the handle of the bat to the right under the handle of the bat on the left and over the handle of the lower bat. The bats should form a low solid stool.

**What Happens:** Due to the interlocking arrangement, each bat supports another, making a simple experiment not only in balance, but also in structural engineering. This experiment can also be done with three knives with the blades being the handles; or three pieces of wood of the same general shape.

2. **Materials:** Two table forks, a drinking glass, a coin chosen for its size.

**What to Do:** Point the prongs of the forks in an inward direction and thrust them together so that the forks are interlocked. Press a coin between the upper prongs from the inner side. Rest the coin on the far side of the glass rim so the handles of the forks extend in your direction by properly adjusting the forks. You can make the coin balance on its side, keeping the forks balanced with it.

**What Happens:** The handles of the forks serve as a counter balance for the coin and prongs. Precarious though it looks, it is like adjusting weights on ordinary scales the only difference being the weight of materials used.

## INERTIA

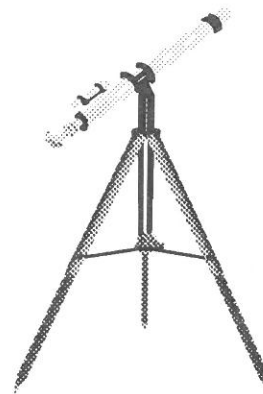
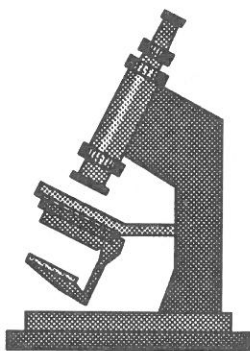
Inertia is the tendency of a thing at rest to remain at rest and a thing in motion to continue in the same straight line.

1. Get a small stick about 10 inches in length and the diameter of a pencil. Fold a newspaper and place it near the edge of a table. Place the stick under the newspaper on the table and let about half the stick extend over the edge of the table. Strike the stick sharply with another stick. Inertia should cause the stick on the table to break into two parts.

2. Get a fresh egg and a hard boiled egg. Give each of them a spinning motion in a soup dish. Observe that the hard boiled egg spins longer. The inertia of the fluid contents of the fresh egg brings it to rest sooner.

## BASICALLY THE SCIENTIST

1. OBSERVES
2. FORMS A THEORY
3. EXPERIMENTS
4. COMES TO A CONCLUSION



**MENTAL SKILLS GROUP****SHOWMAN ACTIVITY BADGE**

**PURPOSE:** Bring out hidden talents.

**CHALLENGES:** Shy or quiet Cubs, center stage clowns, lack of enthusiasm.

**SOLUTIONS:** The requirements for this badge are as varied as your Cubs. No two Cubs will have the same talents or ambitions, but some Showman activity will appeal to each.

If the Cubs like skits, practice a few and put them on at the Pack meeting. Rotate the starring roles so everyone gets a chance to star. Don't forget costumes. Garbage bags, aluminum foil, newspapers, and other odds and ends work for costumes and props. They really help put interest into a skit.

If your Cubs are too shy for skits or singing, make puppets. Even the shyest Cub can stand behind a curtain and work a puppet. Don't forget an announcer. For some real entertainment, have the Cubs write the script to the play or puppet show. Have them play the background music. Remember, enthusiasm is the main point. If you know a music teacher or musician, ask them to show the Cubs about music scores and musical notes. Pick a simple drama for a Den presentation. If the Cubs like it, make a presentation at a family Den meeting. A little makeup and some simple costumes help take away some of the Cubs' natural silliness.

A magic show will satisfy some of the drama requirements.

**RESOURCES:** Most Dens have a parent or two with some musical ability. Get them interested by asking for short term help. Search Scout literature on Den skits and puppets.

**PLANNING:** This is a long project; break it up into several meetings that might cover two or three months.

**MORE?** Write your own Den song.

Visit a music store and learn about various instruments.

Attend a concert or play.

**DEN ACTIVITIES****DRAMA**

The Cub Scouting literature has poems and stories that can be used for monologues, but the public library has a lot more material. Ask your librarian for directions to the literature and theater sections of the library. The youth or juvenile section of the library also has material that is more suited to the age of the Webelos Scout.

Unless you have lots of time and some really talented Cubs, putting together a full scale one act play can be overwhelming. A good skit is really a play in one act and can be more readily handled by 9 and 10 year old boys. The *Cub Scout How to Book* contains some good ideas on how to write your own skit or one act play. Let the Cubs be creative. They can make the play up about anything they are interested in, sports, Scouting, a silly moment in the Den meeting, etc. Making costumes and putting on "stage makeup" makes the task more fun and enjoyable.

If you want to have some fun in the Pack for Halloween and the Cubmaster can spare the time, *The Cremation of Sam Megee* is a great project. The poem can be found in *Creative Campfires* or in a book of poetry by Robert Service, the author. Two Dens may wish to plan and produce this "bone chiller" of a story. You may want adults to read the parts and let the Cubs act them out. It's great!

## OPERA

If your Cubs want to know the difference between opera and light opera, get a copy of any Wagnerian opera from the library and a copy of a Gilbert and Sullivan opera (*Pirates of Penzance* is fun, especially the *Modern Major General* song). Play sections of each. This comparison is worth millions, not thousands, of words.

For a dramatic play and musical play difference you can watch the public television schedule as well as the schedule for the Arts and Entertainment network, if you have cable. Frequently both types of plays appear and you can video tape them for playback for the Cubs.

## PLAYS

William Shakespeare is one of the most written about authors. His poetry and plays are still popular today. You can find information on Shakespeare at any library. Illustrations and drawings of the Globe Theater are in most books about him. The Cubs can use these drawings to create their drawing of the Globe.

Theater in the round is a challenge for any actor or performer. You must share your time with all of the audience so they must continually turn around to face different parts of the audience without the audience noticing it. Have the Cubs practice reading a story while the rest of the Den is seated around them. Have the reader practice moving around so that all of the Cubs get a chance to see his face.

## COMPOSERS

Record collections are fun to start. Some Cubs may already have a collection. Some Cubs may be collecting tapes and CDs as well so they will meet requirement 3 in this way.

American Composers - Other than in the Webelos Book:

Burt Bacharach	Henry Mancini
Irving Berlin	Gian-Carlo Menotti
Eubie Blake	Cole Porter
George M. Cohan	Richard Rogers
Stephen Foster	John Phillip Sousa

Have your Cubs do a brief report on one of these people, or any of the composers of their own favorite music. Have them bring music by the composer to play after they tell about the person.

## MUSIC

Folk music is found all around us. Most of the songs that we do in Cub Scouting use a tune that comes from folk music. *The Cub Scout Songbook* contains lots of folk tunes for the Cubs to use.

If you are not sure what a "staff" is and how "sharps and flats" are used, why not see if there is a piano teacher or some other music teacher that is a parent in your Pack. Ask them to come to a Den meeting and to help explain "music" to the Cubs. A guest can be a welcome relief to you and to your Cubs.

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**PHYSICAL SKILLS GROUP**
**SPORTSMAN ACTIVITY BADGE**


**PURPOSE:** To develop sportsmanship, learn about sports, develop teamwork.

**CHALLENGES:** Non-physical Cubs, lack of team spirit, wide range of abilities.

**SOLUTIONS:** This is a good badge to build and stress fitness, training, and teamwork. Select a team sport like ultimate, baseball, or softball that appeals to a wide range of skill levels and are less likely to be monopolized by one or two Cubs. You will have to get out there and play with them to explain the rules and make sure that everyone gets a chance.

Use a little of several Den meetings to train and work on teamwork. Select the teams yourself to make sure the sides are balanced and feelings are not hurt.

Select an individual sport that most Cubs may not be regularly exposed to like archery or bowling. Explain the scoring, give instructions, and schedule an outing to give it a try.

One of the parents may be very happy to assist with this badge. Many adults feel comfortable with the skills and they can explain the referee's signals.

Practice sportsmanship, both winning and losing, in your Den games. End the game anytime that tempers flair or when a Cub can not be a good sport.

**RESOURCES:** Most Dens have a parent or two with some sports knowledge and perhaps some real skill at playing the sport. Get them interested by asking for short term help.

**PLANNING:** Be sure to check availability of the field or park you plan to use and that all the proper equipment is obtained. Remember the safety equipment, i.e. batting helmet.

**MORE?** Challenge other dens to a "Championship" or hold a Pack Tournament to qualify for the sports participation award.

**DEN ACTIVITIES**
**INDIVIDUAL SPORTS**

Here are some ideas on how to organize you Dens' participation in each of these individual sports:

**ARCHERY**

Since archery deals with bows and arrows, be careful with the Cubs in this sport. Practice good range safety. Keep EVERYONE behind the shooter and make sure that arrows are always pointed down range. Unless you have a lot of adult supervision available, only one Cub at a time should shoot.

Organize a tournament within the Den. Using standard archery targets and ranges, score each arrow. Let the Cubs have enough practice at the sport to at least hit the target before you start scoring.

**BADMINTON**

An inexpensive backyard badminton set can be used to get this belt loop and can be quite effective. Most Cubs think that badminton is a sissy game but it can be extremely strenuous when played by experts.

You may want to start with doubles and then go to singles when the Cubs get good enough at it. Two sets would allow eight Cubs to play at once.

## **BICYCLING**

The Handyman section of this book suggests a bike tuneup and rodeo. If you do them at the same time, the Cubs can get credit for Handyman activities and the Bicycling sports loop. Your district Bike-a-thon is also a perfect solution.

## **BOWLING**

Hit the lanes with the Cubs. Remember your budget. Bowling can end up to be expensive. Be courteous.

## **FISHING**

Perfect for an overnigher. Son and one at the river fishing and camping together. Nothing expensive needed. A bamboo pole works fine. The small fish in this area like corn and the hooks are inexpensive. Be Water Safe.

## **GOLF**

This can be a little expensive for most Cubs. Miniature golf is fun. See what is required in the Golf Sports booklet before you take Golf on.

## **GYMNASTICS**

Gymnastics involves both tumbling and apparatus. If a Cub is already working in gymnastics, he can do this easily. Others may not have the money or access to equipment. Check with a gymnastics school in your area to see what help can be offered.

## **MARBLES**

One of the least expensive and easiest to organize. The lost art of marbles is coming back and the Cubs will enjoy it.

## **PHYSICAL FITNESS**

Your district Cub Olympics does this for you. Or maybe your Pack would organize one for everyone.

## **SKATING**

Roll away at a local rink.

## **SKIING**

In Nebraska and Iowa, water is the best bet, but only with adequate supervision and safety.

## **SWIMMING**

If you used for a belt loop for Aquanaut, try another one. Otherwise you can do a simple tournament for the Cubs.

## **TABLE TENNIS**

Ping pong by any other name is still the same. Indoors or out, this is easy and fun if you have the equipment. As with badminton, start with doubles and move to singles for the finale.

## **TENNIS**

Local school courts are great for this. Use inexpensive rackets if you can, and cheap balls since they seem to get lost. A Den competition seems to be in order here, unless a couple of Dens want to compete.

## TEAM SPORTS

Here are some ideas on how to organize you Dens' participation in each of these team sports:

### BASEBALL

Since your Den doesn't have 9 players, hopefully, you really cannot play a real game of baseball. You may be able to get three Dens together to play a game. Have the Cubs select straws or pick numbers from a hat to get teams. No one likes to be chosen last. Use safety equipment for the catcher and gloves for everyone. Share equipment if everyone doesn't have it. Seven innings may be enough.

### BASKETBALL

Most Dens can field a basketball team of five. Play Den against Den in a Pack. Webelos tournament: Play games to 21 or better and have a round robin. More action for everyone.

### SOCCER

Have 11 in your Den? If not you can play this game with fewer if you wish. For excitement, play "half-court" soccer. Just as in basketball, with change of possession the goal keepers swap and the ball has to be taken out to the midline and then brought in. Great when you have limited facilities and everyone has just as much fun.

### SOFTBALL

See baseball above.

### ULTIMATE

Soccer with a new twist. Get any plastic disk (Frisbee) and the Ultimate sports booklet. Play Den against Den to get the most out of the game.

### VOLLEYBALL

Most Dens have enough Cubs for six a side volleyball. Play Den against Den at the Pack level or maybe get a district to sponsor a tournament for all of the Webelos Dens at a sports day.

## SPORTS SAFETY

Each sport has safety concerns. The *Cub Scout Sports Booklets* cover some of the safety items. You can discuss these general sports safety questions with your Cubs.

What safety precautions might athletes take in hot weather?

What good are warm-up exercises?

For what sports might a player need a mouth guard?

Can you name some sports that require players to wear gloves for safety?

Why might shoes specially designed for a sport be safer than street shoes for that sport? Give some examples.

Some athletic shoes have spikes. In what sports can these be helpful? In what sports can they be dangerous?

What other sports safety equipment is worn?



**MENTAL SKILLS GROUP**

**TRAVELER ACTIVITY BADGE**



**PURPOSE:** Start an interest in traveling and this knowledge for adventure.

**CHALLENGES:** Families that don't travel.

**SOLUTIONS:** Most of the requirements for this badge are met on a family trip. If the families don't travel, let the Cubs navigate on Den field trips.

Timetables and schedules are readily available from airlines, bus lines, and Amtrak. Get one for each of your Cubs and let them plan an imaginary trip. Air mileages and ticket costs are included in many of the timetables to assist in computing costs .

Ask a local travel agent to discuss how they assist families in planning trips. Most will be happy to help for the exposure.

**RESOURCES:** Timetables, schedules, and costs are available from most airlines, bus lines, and Amtrak. State highway maps are available free. Community and county street maps can usually be obtained without charge.

**PLANNING:** This project can probably be completed in a single meeting and a family trip. Include the Cubs in the planning of routes and navigation duties on field trips and campouts.

**MORE?** Take a tour of the airport, bus station, or Amtrak station.

Have the Cubs check on the family car's mileage and operation expenses.

Make travel first aid kits while working on Readyman.

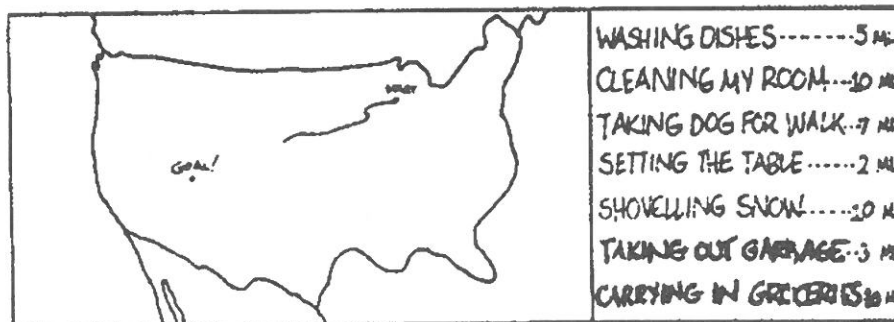
**DEN ACTIVITIES**

**COLLECTED MILES MAP**

Figure out how many miles you travel in a week. At the end of each week, mark on a state map how many miles you've traveled. (You can pick up a state map at a gas station.) How far away from home would you be at the end of a month? Six months?

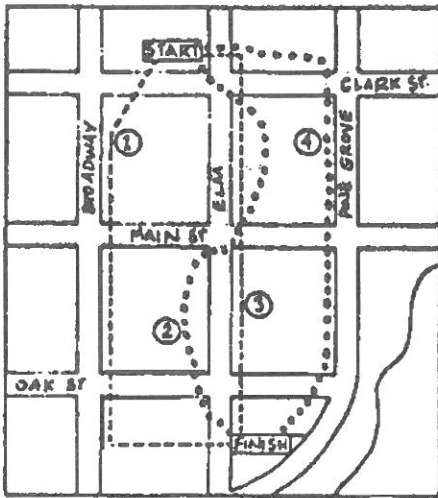
**GOAL MAP**

Decide which American city you'd like to visit. Figure out how far away it is from your home town. Then set goals for yourself, and allow yourself miles for each completed goal. Use a tack or a pencil (if no one has future plans for the map) to mark the map as you move closer and closer to your imaginary destination until you finally arrive.



### GEOMETRIC MAP

On a grid or your neighborhood, chart different geometric shapes. Mark each shape with a different color. Then travel every geometric route you've drawn. Sometimes it'll be easier to ride your bike along a route and sometimes that will be impossible! To keep on your route, you may have to cut across a field or make a sharp turn in the middle of a florist's shop! Have fun with this one, but do be aware of traffic, as always!

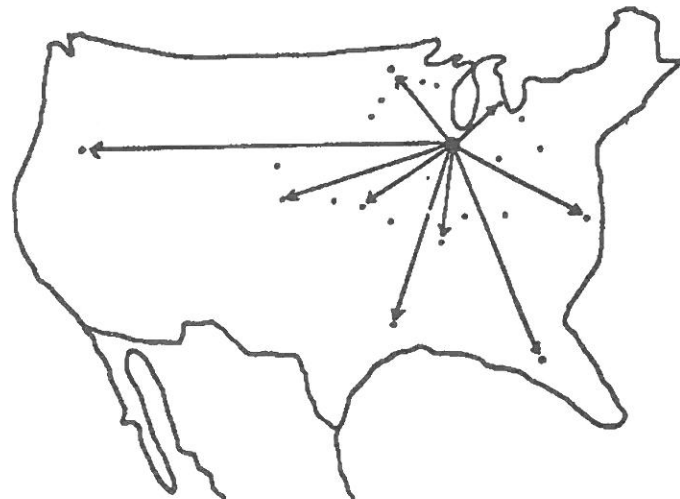


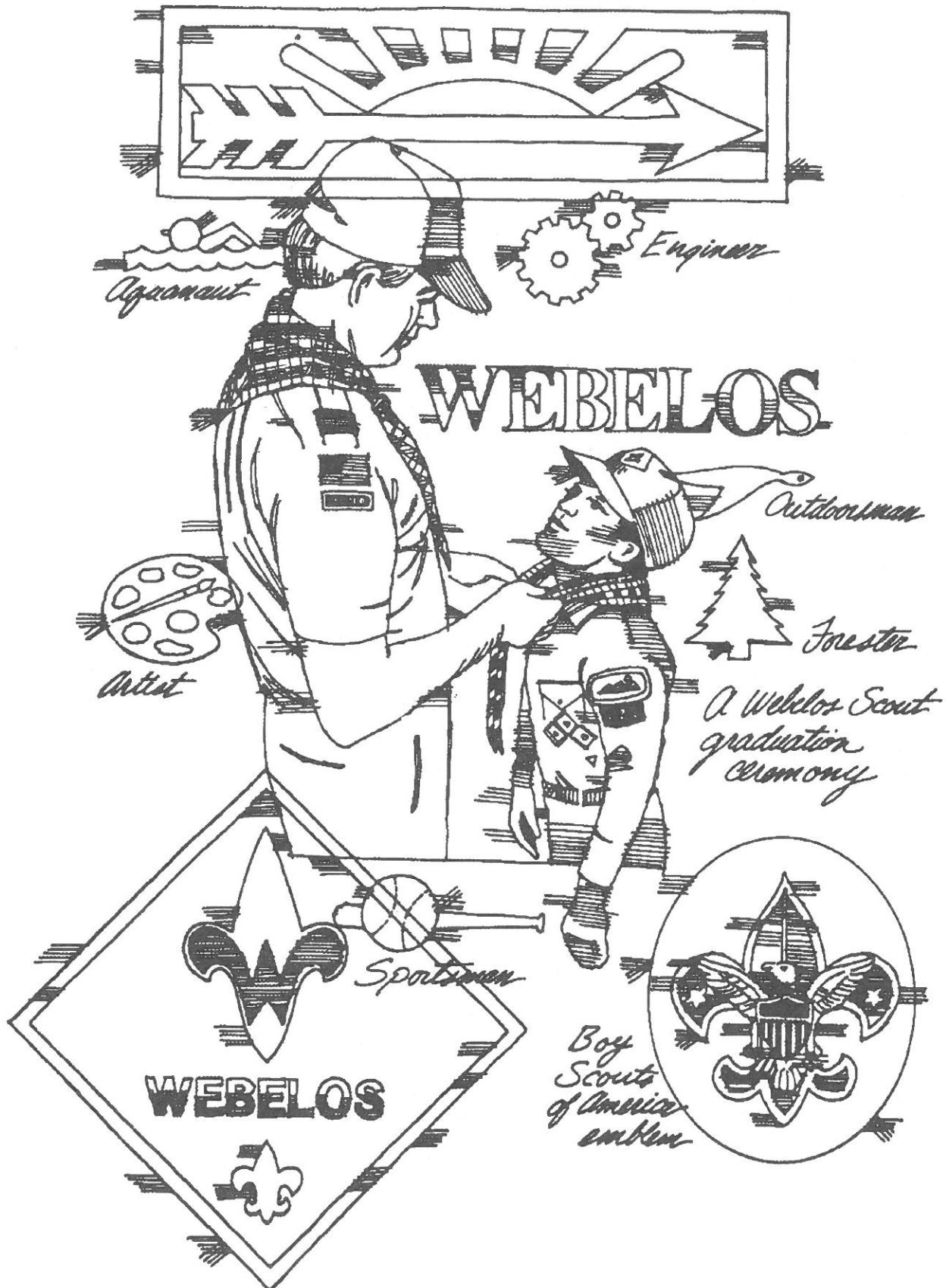
### FASTEST MAP

Have you ever wondered which is the fastest way to get to school or church or park? To figure out the fastest way to get from one place to another, make several identical maps of the area. Chart different routes to get to the finish. Give each friend a different route to follow. Make sure everyone walks at the same pace, and see who arrives at the finish first. You'll know which is the fastest (not necessarily the shortest) way!

### SPHERE OF INFLUENCE MAP

On a United States map, mark (with tack or pencil) your home town. Draw an arrow from your town to: cities where relatives live, cities where friends live, cities you've visited, cities you know at least one fact about. Make arrows for each group a different color. You can see how many towns play a part in your life. You'll probably be surprised to find out how far your influence reaches!





## WEBELOS INDUCTION

### Webelos Colors Induction

**ARRANGEMENT:** Narrator, 2 Scouts, Akela, Campfire (real or artificial)

**NARRATOR:** Many many moons ago the Great Chief Akela called a council to see what could be done to make Webelos the strongest of all tribes. The council said we need colors for our braves, that they will live by. After many hours he called two of his most trusted braves to the council fire.

*(Enter braves.)*

He told the first brave to climb the mountain and tell the eagle to fly high into the sky and bring back part of the sun.

*(The first brave leaves.)*

He told the second brave to go into the land and bring the beauty of our forest, hills, and streams.

*(The second brave leaves.)*

While the braves were gone Akela thought of many colors he could choose from and decided the first color should be red to represent the blood of the many warriors whom have fought and died to protect us all, to make us a great nation, to which a Scout is loyal.

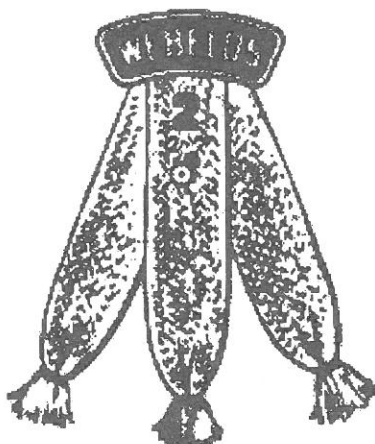
*(Now the braves return and bringing with them many things.)*

From the eagle, the golden rays of the sun that will bring warmth, good cheer, and happiness, for the Arrow of Light which he will strive to achieve.

They bring back the green of the forest, for the Webelos learn how to be Outdoorsman, to live under nature's canopy of trees. He comes to nature's house to be the Naturalist and Forester. He swims in the stream to be the Aquanaut.

We now have the colors the Webelos will wear, above them you see the blue of the heavens, the house of God to which the Scout is reverent.

Wear these colors, explore the 20 badges of the Webelos. Wear your hat and neckerchief with pride, be clean, courteous, and trustworthy. Trail the Eagle, follow the sun, and keep the spirit of Scouting a bright light.



### Webelos Tribe Induction

**PERSONNEL:** Cubmaster or Advancement Chairman; Indian Scout (*Den Chief*); Indian Chief (*Webelos Leader*); drummer; Webelos Scouts, and new Webelos to be inducted.

**EQUIPMENT:** Indian drum; artificial campfire

**ARRANGEMENT:** Webelos Scouts in costume sitting on stage or floor in circle with artificial campfire in center. Indian Chief stands in a prominent position with drummer standing to one side or sitting in circle. Indian Scout stands in front of circle.

**CUBMASTER:** (*As drum beats softly, he comes toward center of room, calls out names of Cubs to be inducted and says*): O, Scout of the Indian tribe of Webelos, we have Cubs who wish to enter the Webelos Circle.

**INDIAN SCOUT:** Whom do you have?

**CUBMASTER:** (*Reads names of Cubs to be inducted.*)

**INDIAN SCOUT:** Come forward Cub Scouts. (*Drum beats as Cubs come forward.*) Give the Cub Scout salute. (*They do*) Give the Cub Scout handshake. (*They do*) (*Drum beats again as Scout escorts the Cubs to the Indian Chief.*) O mighty Chief of the Webelos Tribe, I have brought you these Cub Scouts who wish to become part of the Webelos Tribe and to join the Webelos circle.

**INDIAN CHIEF:** Very well. Cub Scouts, can you give the Cub Scout promise? (*They do*) Now, what is the Cub Scout Motto? (*They repeat it*) (Chief stands with arms folded and looks solemnly out into space.) Scouts of the Webelos tribe, you have heard the charges of these Cub Scouts who wish to join our circle. What are your desires?

**INDIAN SCOUT:** Cub Scouts, can you tell us the meaning of Webelos? (*They do*) (*The Indian Scout kneels down and whispers into the ear of the Webelos Scout nearest him. The message is passed all around the circle. The last boy nods to the Indian Scout.*) My brothers think that these Cub Scouts will be worthy brothers of the Webelos tribe and we hereby extend a hearty welcome and invite them to share the peace pipe with us.

**INDIAN CHIEF:** Come, Cub Scouts, here is your Webelos neckerchief. Wear it with pride. Sit with us in our circle as we give thanks to the Great Spirit. (*Cubs sit in circle. Cubs rise and slowly leave stage after Chief departs.*)



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## WEBELOS BADGE CEREMONIES

### Ceremony #1

**ARRANGEMENTS:** Webelos Leader, 3 Cub Scouts and 1 Webelos Scout (representing the three ranks), Webelos candidate and his parents.

**EQUIPMENT:** Webelos Badge, ceremony board, and four candles.

**WEBELOS LEADER:** Tonight, we are recognizing Webelos Scout (name) from our Pack who has earned the Webelos Badge. Could (name) and his parents come forward?

Let us go back and review the steps he has taken to reach this rank. He started by earning his Bobcat Badge. To do this he learned the Cub Scout Promise and the Law of the Pack. Will Bobcat Cub Scout (name) come forward and light the Bobcat candle?

Next, he worked on the achievements to earn the Wolf rank. Will Wolf Cub Scout (name) come forward and light the candle representing the rank of Wolf?

Later, he acquired more Scouting skills as he worked on the increasingly harder requirements for the Bear rank.

Let Bear Cub Scout (name) come forward and light the candle for the Bear rank.

To earn the Webelos Badge, (name) joined a Webelos Den (number) months ago. Now that he has earned 3 Activity Pins, learned the Scout Oath, the Scout Law, and the Scout Motto, we are happy to present to him the Webelos Badge.

Will Webelos Scout (name) come forward and light the last candle which represents the rank of Webelos Scout. *(Present Webelos Badge to parents, who present the badge to the Cub.)* Congratulations! Wear the Webelos Badge with pride!

*NOTES: This ceremony could be used for any rank advancement, shortening it to the Cubs rank who will be receiving his new badge.*

### Ceremony # 2

**WEBELOS LEADER** *(Ask Den Chief to escort Webelos Scout and parents to front):* We often speak of the Cub Scout Trail, which leads from the Bobcat Badge to the Arrow of Light. It is a series of adventures that qualify the Cub for the badges called Bobcat, Wolf, Bear, Webelos, and the Arrow of Light. Tonight we have a Webelos Scout who has reached the fourth trail marker on the Cub Scout Trail the Webelos Badge. He is Webelos Scout (name).

Since joining Webelos Den (number) months ago, he has earned three Activity Badges and has learned some of the things Boy Scouts must know.

Now, (name), will you promise to set your sights on the Arrow of Light award? (Cub agrees.)

Will you then join me in repeating the Boy Scout Oath — one of the things you have learned in earning the Webelos Badge? (Repeat Oath.)

It is a pleasure to ask your parents to pin on your new Webelos Badge. *(Parent pins the badge. Give the Cub the Boy Scout handshake.)*



**SCOUT OATH:**

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

**Ceremony #3**

**WEBELOS LEADER:** Tonight, I have the honor of presenting the Webelos Badge to one of our Webelos Scouts. Would (Cub's name) and his parents please come forward? To receive this award a Cub must:

Earn three Activity Pins.

Be active in the Webelos Den for at least 3 months.

Understand and intend to live by the Scout Oath, Motto, & 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 Cubs 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 Cub.)*

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



## ARROW OF LIGHT CEREMONIES

### Akela's Lessons

**PERSONNEL:** Webelos Den Leader, Webelos Scouts receiving award, and their parents

**EQUIPMENT:** Candle board with four candles, Arrow of Light awards

**ARRANGEMENT:** All stand by ceremony board.

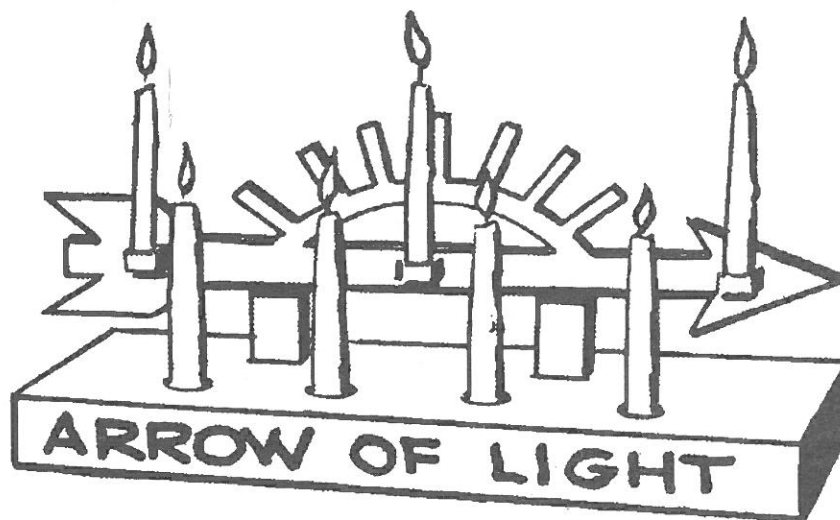
**WEBELOS LEADER:** Tonight we are recognizing one of our Webelos who has earned the Arrow of Light award, the highest in Cub Scouting. Let's go back and review the Cub Scout trail over which this Cub has traveled. Will (name) and his parents please come forward? We all know that the Cub Scout advancement plan follows the life of Akela, an Indian brave of the Webelos tribe. As we follow the Cub Scout trail, we follow in the footsteps of Akela and, like Akela, learn many things so that someday we too may become brave Scouts. The first thing Akela had to learn was the Law of the Pack. Please light the candle representing Bobcat.

When Akela was of Bobcat age, he was taken on short trips into the forest by his father to become acquainted with the animals. From the wolf he learned the language of the ground, the tracks, and ways of food. Much the same as Akela, our Cubs worked and learned to receive the Wolf badge. Please light the candle representing Wolf.

Later Akela learned from the big kindly bear the secret names of trees, and from other friends, the call of birds and the language of the air. Just as Akela learned new things that required a little more skill, so to do our Cubs earn their Bear badge. Please light the candle representing the rank of Bear.

From his father, Arrow of Light, Akela learned the speech and calls the Webelos tribe and he was admitted into the lower ranks of the young braves, a Webelos Scout. Please light the candle representing Webelos.

Now as we look back down our Cub Scout trail, we see how bright the pathway is. You light the pathway through Cub Scouting by doing your best, and giving goodwill. I am happy to present your parents with the Arrow of Light award to give to you because without their help, you could not have advanced thus far on the Cub Scout trail. To you I give my heartiest congratulations! May you soon know the adventure of a Boy Scout.



### Test of Fire

This is a very impressive ceremony, and done as a great honor. Be sure to practice it a few times first and always have a fire extinguisher ready!

**SUPPLIES:** Magic Solution (*actually 60% water and 40% acetone*), drum, candle of truth, Webelos Neckerchief with the emblem removed, FIRE EXTINGUISHER (Class BC). See special instructions following this ceremony!!

**DRUM BEAT:** (*Continuous drum beat throughout ceremony*)

**NARRATOR:** Many moons ago, a Webelos brave started on the trail of the Arrow of Light. Much work and many hard hours went into preparation. After many council fires, Akela came forward.

**AKELA:** (*Enters to the sound of drum beats.*) The great Eagle, bird of truth, has come to me with the name of a candidate for the sacred award of the Golden Arrow of Light.

Will (name) and his parents come to the council fire? Also would the Webelos Den Leader for this candidate please come forward?

Brave (name), I now ask your Webelos Leader if you have tried to follow the Cub Scout Promise and the Law of the Pack. Has this brave learned from the trail of the Bobcat, Wolf, and Bear, and now, from the tribe of the Webelos?

**WEBELOS LEADER:** Yes, he has.

**AKELA:** I now ask you one question. Have you TRIED to do your best?

**BRAVE:** Yes

**AKELA:** This is indeed a proud moment for our tribe, when we can see you advance. It symbolizes the cooperation in your Pack and in your teepee. You have shared many experiences and much knowledge. Without this sharing and caring along the trail of the Golden Arrow of Light, it would have been far more difficult. As your parents take the Webelos neckerchief from around your shoulders, I want you to think about the one question I asked you before. You answered "yes", that you had done your best. If this is true, after we dip your neckerchief into the magic potion and pass it over the flare of truth, it will flame up but will not be consumed by the fire.

*(Akela and Webelos Leader should take the neckerchief from the parents and dip "it" into the potion, then pass it over the candle.)*

**AKELA:** Welcome to the Brotherhood of the Golden Arrow of Light. You have indeed done your best. *(At this time, give parents the award to present to their son.)*



### Special Instructions for Test of Fire Ceremony

As in all ceremonies, PRACTICE this at home first! You must be quick. Have at least an 8 foot ceiling, a fire extinguisher, and enough room for safety.

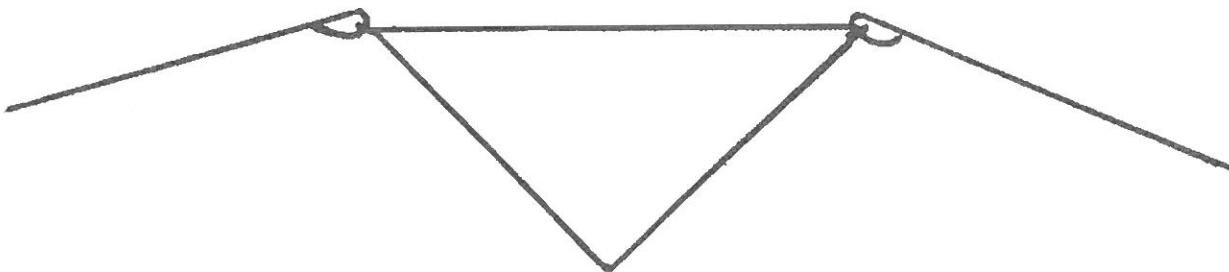
It is recommended that the Webelos emblem be removed from the neckerchief that you intend to burn and that you not use the Webelos Leaders neckerchief. The emblem and the cording around the leader's neckerchief may soak up too much of the acetone, however, this should not be a problem if you are quick. Two clothes hangers should be opened and cut so that they are at least two feet long. Then bend a small circle into the end of each hanger and clip a safety pin or clothespin in each circle to hold the neckerchief to the hangers. *(See illustration below)*

The magic potion should be put in a jar with a tight fitting lid. It can be used more than once. A wide mouth jar *(large enough for your hand to fit through)* works well. Do not leave exposed to the air for very long as it evaporate very quickly.

During the ceremony, the jar should be placed in a large basket or box. Have the neckerchief to be burned already in the basket, attached to the hangers if possible. Then, when the Cub's neckerchief is put in, no one will be the wiser. When you remove the Cub's neckerchief, put it in the basket and dip the neckerchief on the hangers into the jar and squeeze it out until only damp. Do this very quickly as the acetone will evaporate. Immediately hold this neckerchief briefly over the flame of the candle. It will go into flames for a few seconds and then go out as the acetone is burned. The flame is best seen in a dimly lit room. Again, be careful and practice this at home. It is indeed a very impressive ceremony but must be done with extreme caution. REMEMBER YOUR FIRE EXTINGUISHER!!

If this ceremony is for more than one Cub at a time, make certain you have practiced with enough neckerchiefs.

This ceremony will be remembered for a long time by the members of the Pack and will be a highlight for the Cub.



## Akela's Arrow

**EQUIPMENT:** Campfire and Arrow of Light stand.

**PERSONNEL:** Webelos Leader and Cubmaster (Akela) dressed in costume.

**WEBELOS LEADER:** You know the Indians often sat around the campfire at night when the moon was out and told stories of their bravest warriors. The Indian tradition was one of solemn silence while the tribal elders spoke. So let us be very quiet and turn down the lights.

*LIGHTS ARE SLOWLY TURNED DOWN AND CAMPFIRE LIGHTS UP.*

**WEBELOS LEADER:** One of my favorite stories is about the Great Chief Akela. When Akela was a young brave, he was a great hunter. But one season the hunting was very poor; only Akela could find meat for the tribe. All of the other hunters of the tribe brought home nothing. This was a very sad time for Akela's tribe. The people were very hungry. So one night Akela prayed to the Great Spirit.

*LIGHT CANDLE BEHIND THE ARROW OF LIGHT*

**AKELA:** Oh, Great Spirit, my people are very hungry. I alone cannot find enough food for so many. There are many other braves in our tribe, Oh, Great Spirit, let my arrows guide their arrows to the game so that my people do not starve.

**WEBELOS LEADER:** From then on when Akela hunted, his glowing arrow guided the other braves from the tribe to the game and there was food for all the tribe. In this ancient Indian story, the arrow was used by the great leader to guide the other braves of the tribe. Even today in Webelos, the arrow is the symbol of leadership. We call it the ARROW OF LIGHT.

Tonight we honor a Webelos Scout who has completed the requirements for Cub Scouting's highest award, the ARROW OF LIGHT. Will Den Chief \_\_\_\_\_, please escort Webelos Scout \_\_\_\_\_ and his parents to the front.

*AFTER PARENTS AND WEBELOS ARRIVE,*

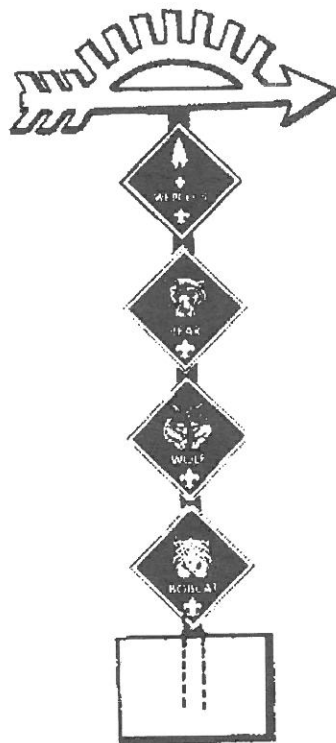
**AKELA:** You have reached a milestone in your Scouting life and will soon leave the Pack to join a Boy Scout Troop. You have completed the requirements of the Webelos Activity Badges to be presented the Arrow of Light.

*AT THIS TIME CANDLES ON THE SECOND ARROW OF LIGHT STAND WILL BE LIGHTED. USE ANY FORM TO LIGHT CANDLES. SUGGESTION WOULD BE TO CALL UP WEBELOS SCOUTS TO LIGHT CANDLES AND EXPLAIN MEANING OR AKELA CAN LIGHT AND EXPLAIN MEANING.*

1. *Light two yellow candles:* "These two candles represent Cub Scouting. You see before you the colors of Scouting."
2. *Light two green candles:* "You see before you the colors of Exploring."
3. *Light two red candles:* "Let these colors continue to light your way as you move onward and upward along the Scouting trail."

*AT THIS TIME PRESENT THE ARROW OF LIGHT PIN TO THE WEBELOS SCOUT. HE, IN TURN, PINS THIS PIN ON HIS MOTHER'S COLLAR. NEXT PRESENT THE ARROW OF LIGHT LARGER PIN AND PATCH TO THE FATHER WHO IN TURN PRESENTS THESE TO HIS SON. OTHER PRESENTATIONS CAN BE MADE. USE YOUR OWN JUDGEMENT.*

**WEBELOS LEADER:** By his work in meeting the requirements for the ARROW OF LIGHT, Webelos Scout \_\_\_\_\_ has earned the right to carry the ARROW OF LIGHT three times around the campfire so that all may see that he has earned it. His name will also be attached to the ARROW OF LIGHT STAND and will remain there. As our campfire dies down, we must each follow the trail of his ARROW OF LIGHT will guide us just as the ARROW OF AKELA guided his braves. Each of you must continue to work for the ARROW OF LIGHT. Now our campfire is over and as we turn on the lights, I hope each of you will remember the story of AKELA and the ARROW OF LIGHT.





## WEBELOS GRADUATION TO SCOUTING CEREMONIES

### Bridge Crossing

**MATERIALS:** Cross-over bridge, Arrow of Light Badge, Boy Scout neckerchief, slide, and *Scout Handbook*.

**ARRANGEMENTS:** Have bridge brought to center of floor with Cub Scouts on one side of bridge with Cubmaster and Webelos Leader. Boy Scouts and Scoutmaster on other side of bridge.

**CUBMASTER:** Cub Scouting is the younger brother of the great Scout movement. In it Cubs are grouped together in Dens, and thus provided with good friends, and an opportunity for fun in their first contact with the ideals of Scouting. The last few months in Cubbing are spent learning their requirements for the Scout rank. Tonight's meeting has special meaning to (number of Cubs leaving) of our Cubs. This is their graduation night. *(Call graduating Cubs, with parents, forward.)*

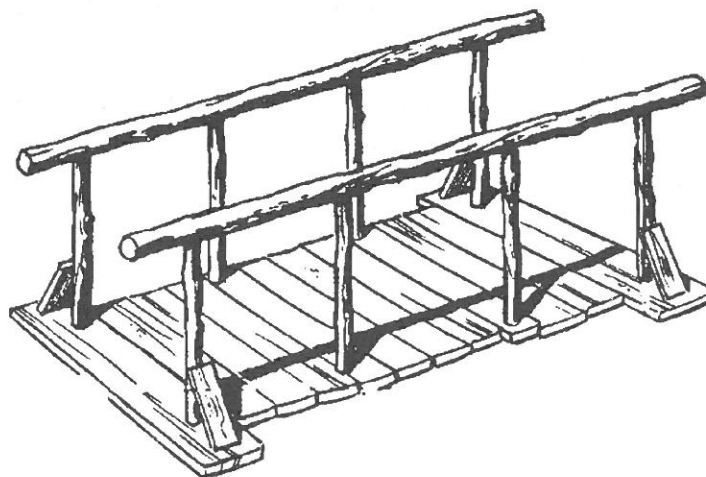
I would like to introduce Mr. (name of Scoutmaster to receive Cubs) from Troop (number). Please come forward.

*(To Cubs)* Three (or four) years ago you became Cub Scouts. On that night a whole new world of opportunity opened up to you through Cubbing. You have been loyal to your Den and to your leaders. You have learned to share, to assume responsibility, and to discipline yourself. Being a Cub Scout has helped you to understand the importance of being a member of a team. You have reached the crossroad; the end of Cubbing, and the beginning of Boy Scouting. I congratulate you in deciding to become a Boy Scout. Some day one of you may return to us as a Den Chief, to help other Cubs to learn to become Scouts.

**WEBELOS LEADER:** I'll miss you Cubs at our Den meetings, but I know you'll be having lots of fun in Scouting. So long and good luck.

**CUBMASTER:** Cubs, you have earned the highest award in Cubbing, the Arrow of Light. This is the only Cub badge you can wear on your Boy Scout uniform. It is my pleasure to present it to you and congratulate you on a job well done. (Cubmaster presents badge to parents who put it on cubs. Cubmaster gives Cub salute — graduating Cub Scouts return it.) And now it is time to cross over to your Boy Scout Troop.

*(Parents follow Cubs over bridge, Cub's Webelos neckerchief and slide are removed and the Scoutmaster gives them their Scout neckerchief and slide. The Scoutmaster gives them the Scout handshake to welcome them. All Boy Scouts exchange handshakes with the new Scouts.)*



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### Akeka's Advice

**SETTING:** Lights out. artificial council fire is lighted. Cubmaster, Webelos Leader, Webelos Scouts to be graduated, and Scout Troop Leaders (*Scoutmaster and/or Senior Patrol Leader*) stand in front of fire. Akela enters in Indian costume and takes his place of dignity behind the council fire.

**AKELA:** Akela has come to council with his people. Why did you call him?

**CUBMASTER:** O mighty Akela, Chief of all Cub Scouts, some of your Webelos sons have prepared themselves to be Scouts and have reached the age to leave the Den of the Webelos.

**AKELA:** It is good, My sons, you have reached a high point in your journey which leads from being a boy to being a man. You have reached the end of the Webelos trail and are ready to start the wonderful Scouting trail. Akela is proud of you. Before you go, Akela must be certain that you are well prepared for the Scouting trail. (*To Cubmaster*) Leader of this Pack, are you satisfied that these Cubs are ready to leave the Pack and start the Scouting trail?

**CUBMASTER:** Akela, I am certain.

**AKELA:** (*To Troop leaders*) Leaders of Troop \_\_\_\_\_, you have heard the leader of the Pack say that these Webelos Scouts are already to begin the Scouting trail. Are you ready to receive them into your Troop and lead them along the path of Scouting?

**SCOUTMASTER OR SENIOR PATROL LEADER:** Yes, Akela, we are ready.

**AKELA:** (*To Webelos Scouts*) My sons, for the last time as Webelos Scouts, salute those leaders who have worked with you and counseled with you that you might grow beyond the Den.

(*Webelos Scouts salute Cubmaster, returns salute*). The Arrow of Light is the only badge of Cub Scouting which may be worn on the Scout uniform. It signifies the highest achievement which a Cub Scout can attain. I am pleased to see that you are wearing the Arrow of Light. Now, in the presence of your Pack Leaders, your Troop Leaders, your parents and friends, please repeat the Scout Oath with me. (*Webelos Scouts give Scout sign and repeat Oath.*) And now salute your new Troop Leaders in greeting. (*Webelos Scouts give Scout salute.*)

Akela says these final words to you. The trail is sometimes hard. Easier paths may be tempting to you. But if you will remember the Scout Law and the Oath which you have just given, and keep these things in your heart, they will help you stay on the trail of Scouting.

Will the parents of these Scouts please stand? (*They do.*) With your help, your sons have grown a little taller tonight. In Scouting, just as in Cub Scouting, your sons will need your help and guidance and support so that they may follow the trail to Eagle.

It is now time for Akela to leave. Let there be happiness and rejoicing among the members of this Pack for these sons who have brought you pride and honor. May your trails be long and happy ones. (*Akela exits. Others return to their seats.*)

### Archer Ceremony

Select an arrow at least 23 inches long. Paint according to illustration and Cub's awards during his tenure in the Pack. This symbolic arrow and its presentation may be incorporated in the ceremony in a number of ways. The "Twin Archers" ceremony in the "Staging Den and Pack Ceremonies" book is the most fitting. Following is an outline of an Arrow of Light and graduation ceremony.

**WEBELOS LEADER:** Talks to parent and Pack. Tells them something about each Cub and thanks them.

**AKELA:** Introduces the medicine man.

**MEDICINE MAN:** Asks Webelos Scouts and parents to come forward.

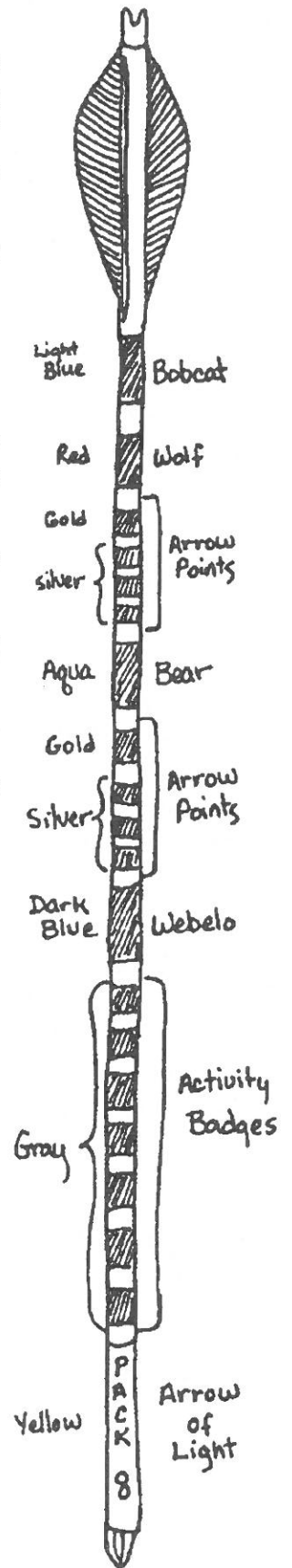
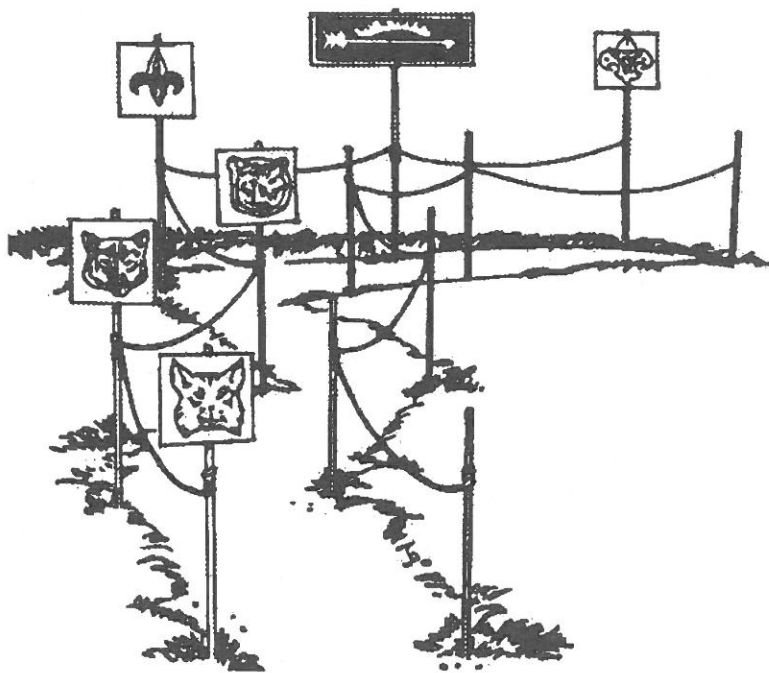
**AKELA:** Calls the archer forward to shoot each Cub's arrow into a target as his name is announced. (*Arrows could be placed in a target beforehand, if an archer is not available.*)

**MEDICINE MAN:** Retrieves arrows (*if arrows are shot*) and stands near Akela.

**AKELA:** Presents arrows, Arrow of Light awards and certificates to Cubs and parents.

**DEN CHIEF:** Leads Webelos and parents across bridge. (*or to Scoutmaster*)

**SCOUTMASTER:** Welcomes his new Scouts. The various Troop policies will dictate what the Scoutmaster presents or says to the Scouts.



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## ACTIVITIES FOR A SUCCESSFUL TRANSITION

Using the superlative opportunities and challenges of the Cub Scout program, how do we as Webelos Leaders prepare our Cubs to meet the challenge of Boy Scouting?

**First, every opportunity you get, talk up Boy Scouting.** Tell the Cubs how much fun it will be some day to climb to the top of a mountain in New Mexico, to watch the moon rise while the coyotes howl, or descend into the cool darkness of a cave in Missouri by rope. If your Den Chief has come back from a particularly exciting outing with his Troop, for example, a canoe trip or summer camp, have him tell the Cubs about it.

**Take your Cubs camping** and introduce them to the basics: site selection, fire building, gathering wood, basic knots, tenting, bedding, etc. Let them practice and master them in camp. The older Scouts in a Troop will more readily accept your Cubs if they have some experience. In addition, if you take the time to teach them skills in Webelos rather than waiting for the Troop, slower Cubs who need the attention will have a better chance for success and, thus, take this foundation with them into Scouting where more advanced skills can then be built on more easily. Often times in Troops, the pace is so fast that the basics can be overlooked, not only impairing a Scout's skill level, but limiting his opportunities for high adventure.

**Introduce the idea of service projects** to your Webelos by telling them that they are a very special group of people. Although Scouting is open to all boys, not all boys will accept the challenge. Part of that challenge is personal, physical, character, and spiritual growth through a rugged outdoor program. Another part of that challenge is learning to serve other people and the environment we live in. Tell them that they are modern day knights: earning acclaim for personal triumphs of strength and prowess, while at the same time kneeling to help those less fortunate or helping other people do the same. This will appeal to the Cubs' imagination and their pride in being a Scout. Make this code meaningful by encouraging all the Cubs to participate in PTA flag ceremonies in addition to their own Pack meetings when they are called upon to do it. Have them leave their campsites in a better condition than they found it by picking up any refuse or litter whether they dropped it or not.

**Because patrols are progressively boy led, it is a good idea, especially in the second year, to allow the Cubs limited opportunities to experiment with leadership.** More than likely during the second year your program, Activity Pins will slow down mainly because of all the preparation and training for campouts and other special activities. You may be faced with the choice of what pins to finish and which ones to let go. Let the Cubs help make that decision. Let them choose which requirements they want to do and have them divide up the teaching or demonstrating of each particular requirement among themselves. You will then serve in a capacity very much like a Patrol Dad or Troop Guide, advising them and helping them before the meeting at which they will become the leader for a short time. Another place that they can exercise leadership is on campouts where they can be given the responsibility for certain jobs, such as fire building, getting wood, etc. Divide them into buddy teams and let them work out the details themselves. Always be there to watch and advise them. A technique that you can use to get them to begin thinking for themselves during discussions and problem solving is to ask them leading questions instead of just telling them or giving them the solution. This is a very important technique in allowing them to explore the many conflicting viewpoints and uncertainties of leadership. Passing them these kinds of opportunities for self control will also encourage a certain amount of self-discipline.



**Take an active role in finding a good Den Chief for your Den.** Keep in mind that a Den Chief is a leadership position in a Troop. Scouts need to serve in some leadership capacity to advance. A Den Chief is one position in which any qualified Scout can serve without having to be elected. So Den Chiefs should be readily available. Insist that your Den Chief be at least a couple of years older than your Cubs and that he has at least his First Class Rank. Otherwise, the younger Cubs may not look up to him as a boy leader and you may inherit just another Webelos member. Insist that he be consistent in his attendance. Give him something to do. Direct him and discuss with him your plans for the meeting before you meet. Allow him the freedom within the structure you provide to come up with his own game or presentation. He should be used to this leadership format since this is what he has experienced in his Troop. Finally, find out who is his Patrol Dad or Assistant Scoutmaster advisor and keep this adult appraised of his performance. Expect him to earn his Den Chief cord. He can be one of your most powerful advocates for Boy Scouting to your Cubs.



## WEBELOS SUMMER PROGRAM

**BACKGROUND:** Cub Scouting offers an extensive year round program for 4th and 5th grade boys with the program structured around Activity Badges. The Webelos' interest level can be maintained with fun-filled challenges. Many activities can be conducted out-of-doors in a successful environment and in a variety of locations during the summer months.

**OPPORTUNITY:** To maintain an interesting program and successfully promote the Webelos into Boy Scouting, an opportunity exists to develop a Webelos Outdoor Program during the summer months.

Webelos Scouts of the 4th and 5th grade age level require bigger challenges than young Cub Scouts. By utilizing outdoor surroundings and the summer months to conduct activities, the Webelos' Den gatherings can be an enriching experience for both the Cubs and the adult leaders.

### REMEMBER, SCOUTING IS OUTING!

**STRATEGIES:** Although any Activity Badge can be earned in the out-of-doors, the following are ideal during the summer months:

#### 4th Grade Activity Badge

Naturalist; Aquanaut; Traveler

#### 5th Grade Activity Badge

Geologist; Forester; Artist

Locations to conduct the Webelos Outdoor Programs are numerous. Some activity locations are as follows:

Council Webelos Summer Camp

State parks or recreational areas

Municipal parks or pools

Large open areas, backyards, or Council Camps

**AUTHORIZATION:** On any activity away from the normal meeting place, the following must be obtained:

1. Parent's Authorization
2. Local Tour permit
3. Completed Health Form for each Webelos for certain activities.

**SUMMARY:** The Webelos Outdoor Program will enhance your Webelos Program and provide added challenges and fun for Webelos in an outdoor environment. Utilize local, state, or municipal parks or recreational areas, as well as nearby safe open areas to conduct outdoor activities. Overnight camping, under careful supervision, can be an enriching experience for the Webelos Scout. Make use of the many resources available to design the Webelos Outdoor Program to meet your group's specific needs.



**RESOURCES:** Program helps to successfully complete the Activity Badges are located in the *"Cub Scout Program Help Guide"* available each year. A separate *"Webelos Scout Helps"* section is located near the back of the guide. Other great program resources readily available are:

*"Webelos Scout Book" (No. 3235)*

*"Cub Scout Leader Book" (No. 3220A)*

*"Den Chief Handbook" (No. 321 1 A)*

*"Cub Scout Leader How-to-Book" (No. 3831 )*

*"Webelos Den Activities" (No. 3853A)*

*"Cub Scout Songbook" (No. 3222)*

*"Boys Life Magazine"*

Remember, you may already have excellent resources available among the parents of your Webelos group. Use the parent survey form to learn what talents your Den parents possess. Additional resources to lead Activity Badges programs are:

Assistant Scoutmaster

Den Chief

Grandparents



