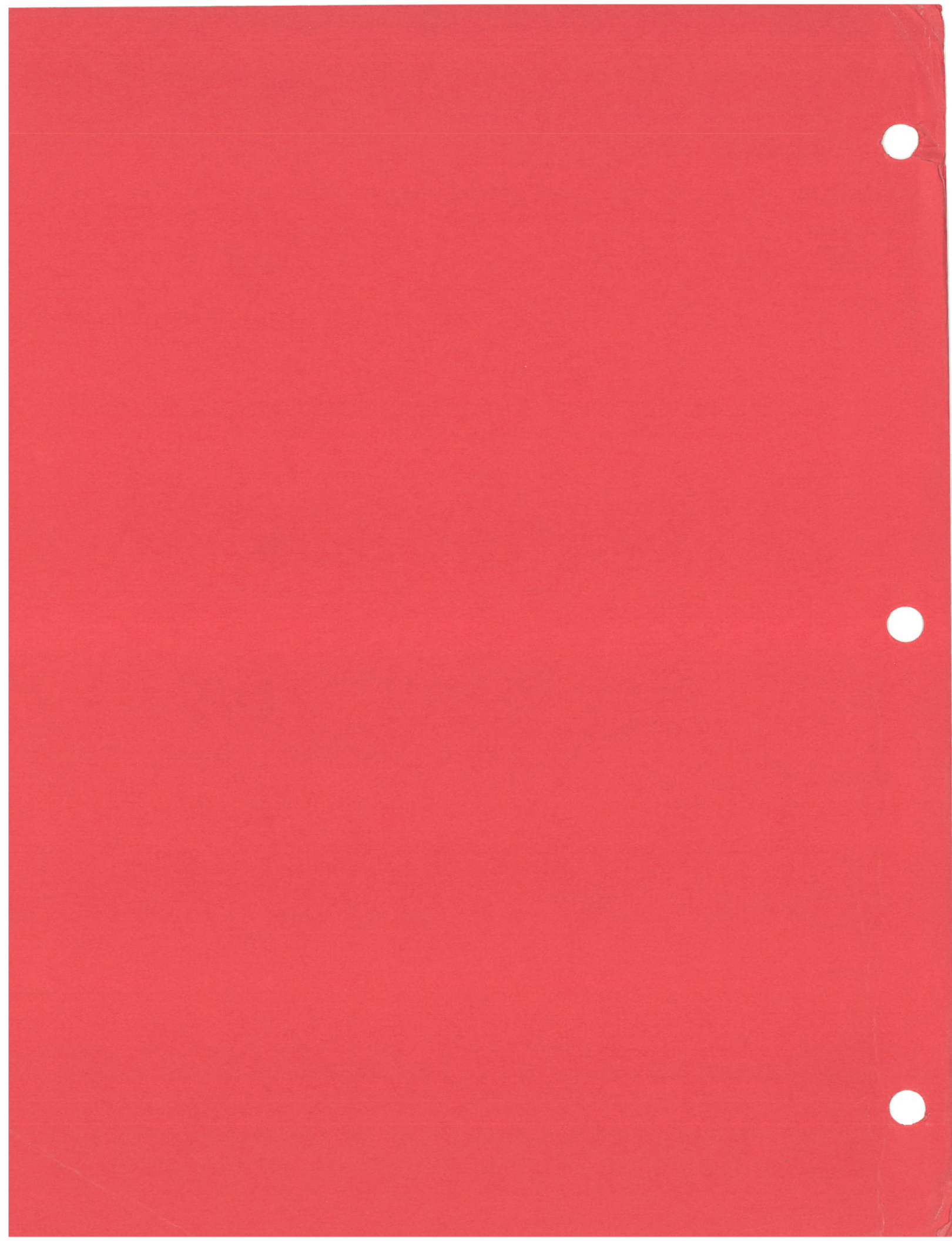


THE GREATEST SHOW ON EARTH

**CUB SCOUT LEADERS POW WOW
INDIAN NATIONS COUNCIL**

November 13, 1993



INDIAN NATIONS COUNCIL

BOY SCOUTS OF AMERICA

3206 S. Peoria • Tulsa, Oklahoma 74105 • (918) 743-6125

No. 488



November 13, 1993

Dear Scouters:

Welcome to the 1993 Indian Nations Council Pow Wow. As many of you know, this annual event is an integral part of our Council's training program. It is one of the most effective tools that we have to help prepare you for your very important role as a leader of Cubs and Webelos. Learning how to make Scouting fun and exciting is the only way we can insure that your son and his friends will truly benefit from our program's values.

You are a part of a movement that is rich in tradition. This tradition can only survive and grow when it's volunteers are dedicated to Scouting values. Thank you for taking this time and making this commitment.

Sincerely,

A handwritten signature in black ink, appearing to read 'Kent', with a stylized flourish extending from the end of the name.

Kent Caraway
Council Executive

November 13, 1993

Ladies and Gentlemen and Scouters of All Ages!

Welcome to Pow Wow 1993!

The circus is not just "children's entertainment", it is entertainment for "children of all ages", for the child in each of us. If you ask a boy why he is a Cub Scout, he will say "because it's FUN." If you ask a parent, the response would be because it builds character, leadership, citizenship and being around peers who are a good influence. The Scouting program provides all these things.

In choosing our theme, we feel that the real SHOW is watching your son grow up to be President of the United States, the first to walk on the moon, one of the greatest directors of all times, or wherever his ambitions and desires lead him, for that is really "**THE GREATEST SHOW ON EARTH.**"

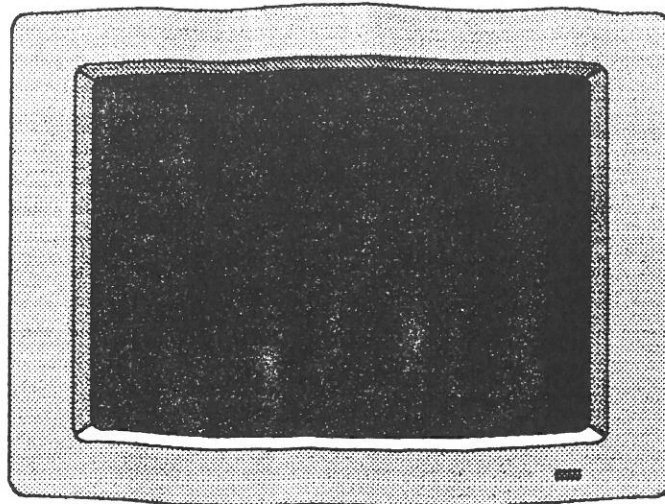
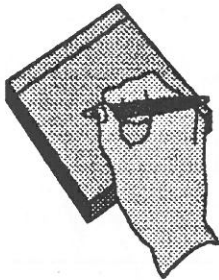
To our incredible staff, **THANK YOU!** Without each and every one of you, and the countless hours spent preparing, the SHOW could not go on. To our wonderful book editors and staff and all who contributed to the effort of making this book possible, **THANK YOU!** To Ricky and Talena, **THANK YOU** for allowing us the time and dedication this project required.

To you the participants, we want to give you a day of being just like that Cub Scout, to find out just how much FUN it is, to take you back to the time when you were eight years old and experienced the wonders of the circus. Along the way we hope to provide you with new ideas, skills, and new friends. We hope that you take this day and the experiences we will share with you along with this pow wow book, back to your den and packs and instill the sense of wonder in your boys.

May All Your Days Be Circus Days!

Don & Lisa Muttoni

Don and Lisa Muttoni
1993 Pow Wow Chairmen

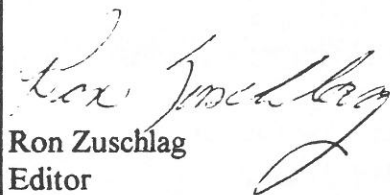



From the Editor.....


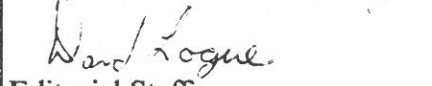
It has been many years since I attended my first Powwow. As a new leader I didn't know what to expect. I met many people dressed in the Scout uniform who seemed knowledgeable about the ways of Scouting and Powwow. I also met many people such as myself who had just become a Scout Leader and didn't have any idea what we had gotten ourselves into. By the end of the day I knew where I was going, Powwow had taught me many new things and I was anxious to share them with others.

When Don and Lisa asked me to edit the book this year I was both excited and scared, much like my first Powwow. As a Scout Leader it is our responsibility to provide the best possible program for the boys. Hopefully, through the use of this book and the Powwow experience, we have provided you with the tools to present that program.

I would like to give my gratitude of thanks to my co-editor, Paula Logue and our team. I would also like to give a special thank you to Bill Shaffer for designing and drawing our section dividers. It is dedicated people like these who exemplify the true meaning of Scouting.


Ron Zuschlag
Editor


Paula Logue
Co-Editor



Don Logue
Editorial Staff

POW WOW TRADITION



Indian Nations Council has a legacy of presenting Pow Wows that are regarded among the very best in the country. This reputation is not easily earned. It comes through the vision and dedication of the chairmen who take on the obligation of leading each year's Pow wow. Indian Nations Council is proud to recognize the chairmen of the past.

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THE GREATEST SHOW ON EARTH

INDIAN NATIONS COUNCIL

1993 CUB SCOUT LEADER'S POW WOW

Tulsa, Oklahoma

November 13, 1993

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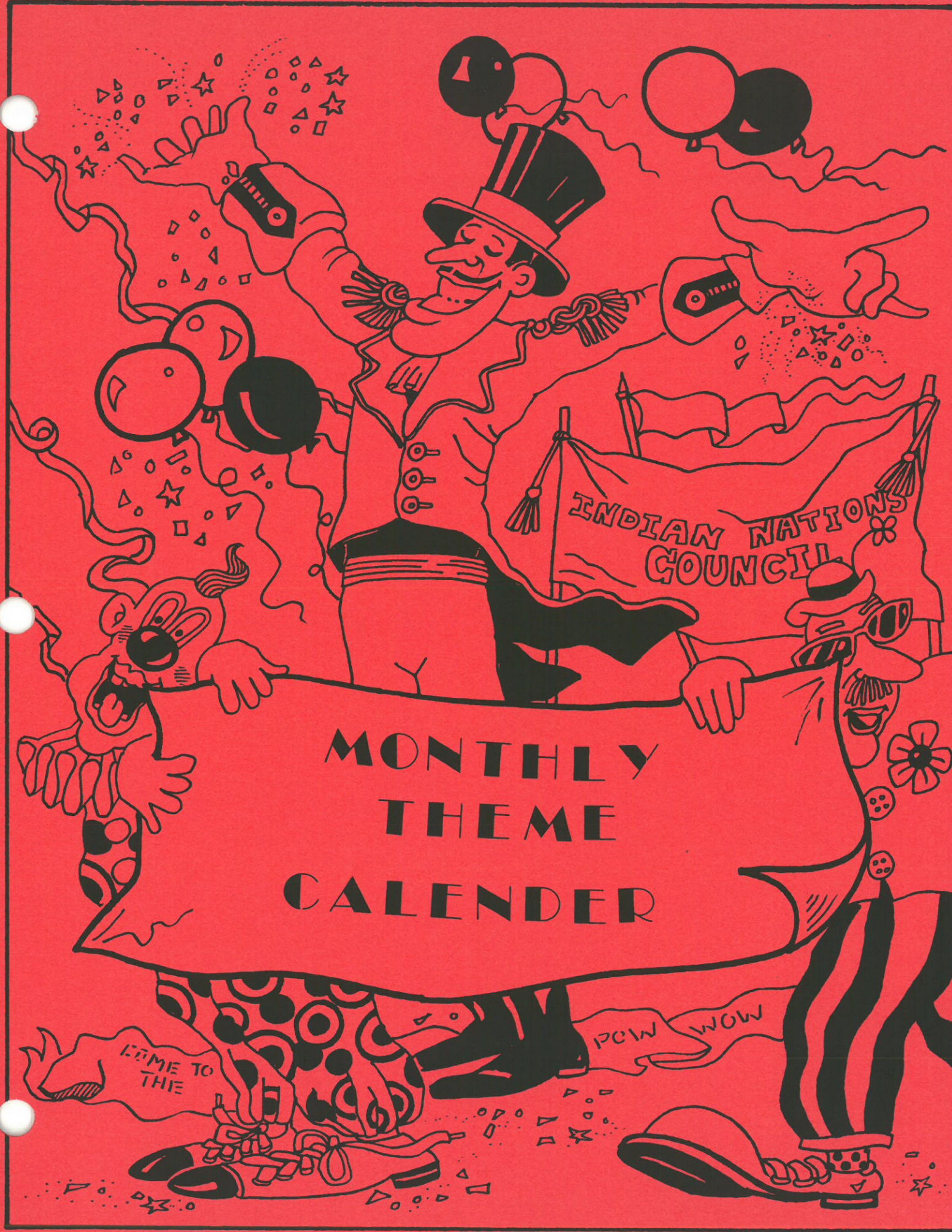


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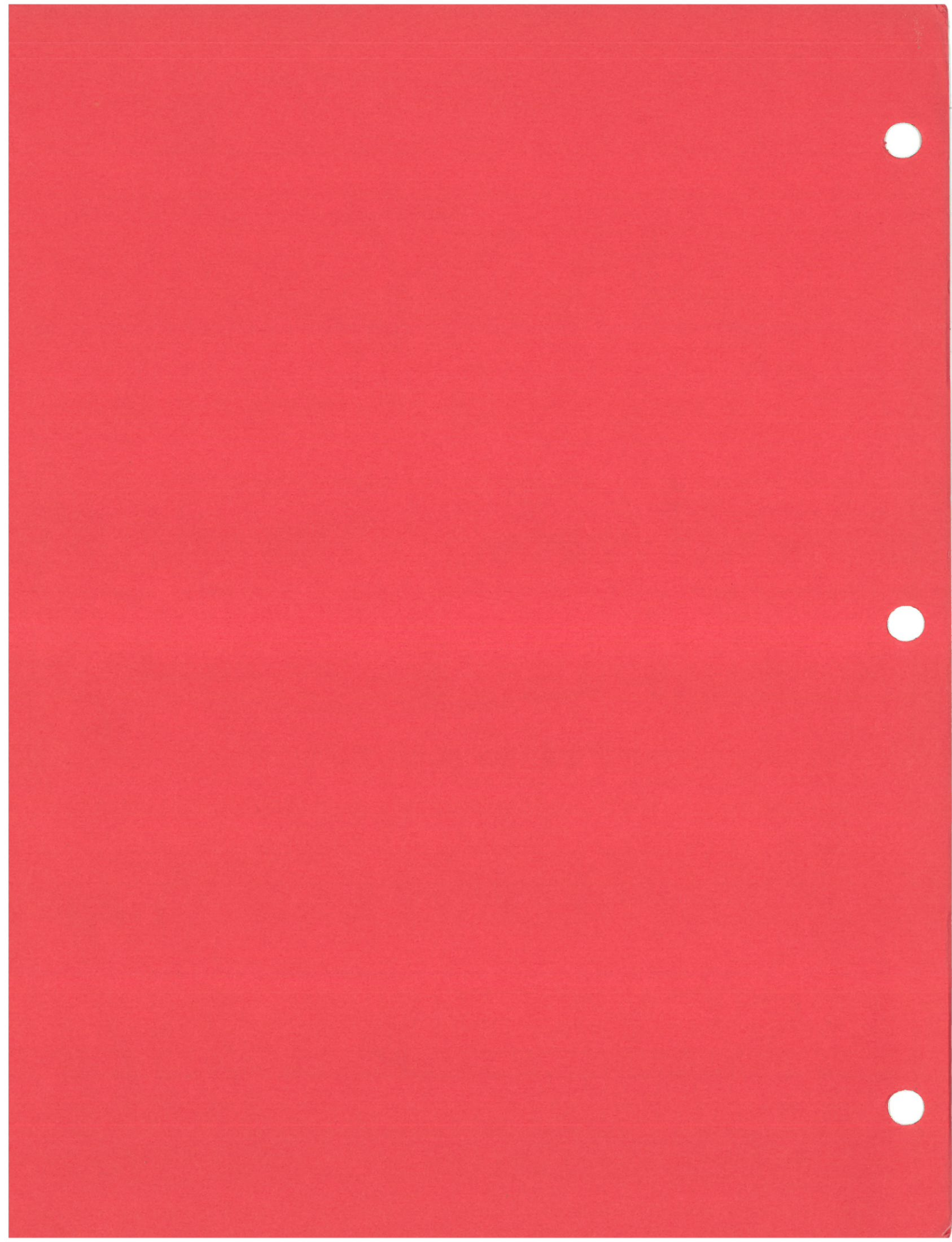


INDIAN NATIONS
COUNCIL

MONTHLY
THEME
CALENDER

COME TO THE

PEW WOW



THEMES and HOW THEY WORK

The secret of good planning for Cub Scout den and pack activities is the wise use of monthly themes. A theme is simply an idea or emphasis around which leaders plan things for the Cub Scout dens to do from one pack meeting to the next.

The theme idea simplifies the planning of den and pack meetings. It gives each den a focus for its work and play during the month and brings all dens together at the pack meeting with skits, stunts, and handicrafts, all related to a single theme. If the dens are active during the month on a common idea, an interesting and entertaining pack meeting is the natural result because it reviews all the things the dens have done. Parents and Cub Scouts alike are eager to see what other dens have done with the theme. A friendly rivalry usually results, and quite often den spirit is developed, even among parents.

We must remember that the Webelos dens do not use the pack's monthly themes. Instead, they work on one of the activity badge areas. Often the Cub Scout theme and activity badge area are compatible, such as "Indian Lore" and "Artist" of "Genius" and "Engineer".

The aim of the theme idea is to open the door to new fun and adventure by providing a different kind of experience for each month of the year. The theme should have a broad appeal for boys. It should give each Cub Scout a chance to express his own interests and to use his own abilities. The themes should steer boys toward new fields, interests, and hobbies they might not otherwise discover for themselves.

On the following pages you will find the monthly themes for the upcoming year as set forth by the Boy Scouts of America. Accompanying each theme is a calendar for that month which you can use to keep track of your scouting experiences.

Packs are not obligated to use the recommended themes, although there are benefits to be gained by using them. These themes are selected and planned to appeal to boys and to offer opportunities to achieve the Purposes of Cub Scouting. They are the subjects on which the most program material will be available.

If you decide to use a different theme than the one provided, then keep in mind the following suggestions:

- It must have strong appeal for boys
- It should offer variety so each boy can do the things he likes.
- It should instill the deeper values of Cub Scouting.
- It should be fun.
- It should contribute toward the development and maintenance of strong family relationships.
- It should be simple, within the capability and interests of both Cub Scouts and Parents.



Above all remember to **"KEEP IT SIMPLE, MAKE IT FUN"**



DECEMBER 1993

CUB SCOUT THEME - HOLIDAY MAGIC

WEBELOS ACTIVITY BADGES - CRAFTSMAN / CITIZEN

DATES :

7th	Pearl Harbor Day
12th	Hanukkah
15th	Bill of Rights Day
17th	Wright's 1st Flight
21st	Pilgrims Landed
21st	Winter Begins
25th	Christmas Day



PACK CHARTERS ARE DUE

IDEAS FOR PACK ACTIVITIES :

- Collect canned goods and give to needy.
- Collect coats for needy.
- Take part in a local parade.
- Collect toys for needy children.
- Have a cookie swap.
- Winter Christmas hay ride & caroling.
- Have a pack Christmas party.
- Decorate tree with homemade items.

IDEAS FOR DEN ACTIVITIES :

- Go Caroling.
- Visit retirement home.
- Get Angel from Salvation Army Christmas Tree.
- Go Christmas shopping for Mom & Dad.
- Pizza party for den.
- Do a good turn for neighbors.
- Have an old fashion taffy pull.



December 1993

SUNDAY MONDAY TUESDAY WEDNESDAY THURSDAY FRIDAY SATURDAY

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JANUARY 1994

CUB SCOUT THEME - EXPLORING ALASKA

WEBELOS ACTIVITY BADGES - FITNESS / READYMAN

DATES :

- 1st New Years Day
- 17th Ben Franklin's Birthday
- 18th Martin Luther King Jr.'s BD
- 19th Robert E. Lee's Birthday



IDEAS FOR PACK ACTIVITIES :

- Pick up Christmas Trees for 12th night burning.
- Show slides of Alaska
- Have pack meeting at a retirement center.
- Hold a Space Derby Race.
- Have sign-up sheet for Blue and Gold committees at Pack meeting.

IDEAS FOR DEN ACTIVITIES :

- Plan a puppet skit for Pack Meeting.
- Visit a library
- Have a Movie Day.
- Build an igloo.
- Visit a museum.
- Do a good turn for your neighborhood
- Start Blue & Gold preparations.



January 1994

SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

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FEBRUARY 1994

CUB SCOUT THEME - BLUE & GOLD TRADITIONS

WEBELOS ACTIVITY BADGES - SCHOLAR / ENGINEER

DATES :

2nd Ground Hog Day
6th Scout Sunday
8th Boy Scouts 84th Anniversary
12th Scout Sabbath
Abraham Lincoln's Birthday
14th Valentine's Day
22nd George Washington's Birthday
23rd Ash Wednesday



COUNCIL BANQUET - FEBRUARY 19

IDEAS FOR PACK ACTIVITIES :

- Finish Blue and Gold preparations.
- Have exhibit area where den activities can be displayed.
- Invite former pack members to Blue and Gold.
- Hold a work day to work on Pinewood Derby cars.
- Have a guest speaker tell about the history of Scouting.
- Observe Scout Sunday.

IDEAS FOR DEN ACTIVITIES :

- Learn about Scouting in other countries.
- Have a den uniform inspection.
- Learn a magic trick.
- Visit a museum.
- Finish Blue and Gold preparations.
- Do a good turn for neighbors.
- Attend Blue and Gold with your family.



February 1994

SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

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MARCH 1994

CUB SCOUT THEME - WHEELS WINGS & RUDDERS

WEBELOS ACTIVITY BADGES - HANDYMAN/ENGINEER

DATES :

17th St. Patrick's Day
12th Girl Scouts Founded



DON'T FORGET ROUNDTABLE!
SECOND THURSDAY OF EVERY MONTH

IDEAS FOR PACK ACTIVITIES :

- Hold a Pinewood Derby.
- Have a pack uniform inspection.
- Have a work day to prepare for Scout-a-Rama.
- Have an egg decorating contest.

IDEAS FOR DEN ACTIVITIES :

- Start preparing for Scout-a-Rama.
- Visit the Port of Catoosa.
- Volunteer to do flag ceremony at school's PTA Meeting.
- Visit a car body shop to see how cars are repaired.
- Have a paper airplane flying contest.



March 1994

SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

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APRIL 1994

CUB SCOUT THEME - SHAPE UP

WEBELOS ACTIVITY BADGES - SPORTSMAN/ATHLETE

DATES :

1st	Good Friday April Fool's Day
3rd	Easter Daylight Saving Time
13th	Thomas Jefferson's Birthday
19th	Revolutionary War Began



SCOUT-A-RAMA April 16

IDEAS FOR PACK ACTIVITIES :

- Hold a Cub Scout Olympic's
- Finish Scout-a-Rama preparations.
- Hold a bicycle safety inspection and rodeo.
- Sign-up for Cub Scout Day Camp and Resident Camp.
- Learn CPR.

IDEAS FOR DEN ACTIVITIES :

- Attend a baseball game.
- Go roller skating.
- Build a bird house.
- Work on improving physical fitness.
- Learn basic first aid.
- Go for a hike.



April 1994

SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

					1 April Fools Day	2
3 Easter Daylight Savings-- set ahead 1 hour	4	5	6	7	8	9
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March

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May

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MAY 1994

CUB SCOUT THEME - BACK TO NATURE

WEBELOS ACTIVITY BADGES - OUTDOORSMAN/FAMILY MEMBER

DATES :

- 1st May Day
- 8th Mother's Day
- 15th Armed Forces Day
- 21st American Red Cross Founded
- 24th Morse Code was first sent over Telegraph
- 30th Memorial Day



PLAN ACTIVITIES FOR SUMMERTIME PACK
AWARD!

IDEAS FOR PACK ACTIVITIES :

- Hold pack meeting outdoor's.
- Invite Order of the Arrow to conduct Arrow of Light Ceremony.
- Visit zoo and earn patch.
- Have an anti-litter poster contest, afterwards post in school.

IDEAS FOR DEN ACTIVITIES :

- Take a puddle hike.
- Make an insect cage.
- Make a Mother's Day gift.
- Plant a terrarium.
- Visit Oxley Nature Center
- Learn the Outdoor Code.
- Bug Scavenger Hunt



May 1994

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1	2	3	4	5	6	7
8 Mother's Day	9	10	11	12	13	14
15	16	17	18	19	20	21 Armed Forces Day
22	23	24	25	26	27	28
29	30 Memorial Day (Observed)	31				

April

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June

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JUNE 1994

CUB SCOUT THEME - STRONG FOR AMERICA

WEBELOS ACTIVITY BADGES - OUTDOORSMAN/FAMILY MEMBER

DATES :

6th D-Day Normandy
14th Flag Day
19th Father's Day
17th Bunker Hill Day
21st Summer Begins



ATTEND CUB DAY CAMP

IDEAS FOR PACK ACTIVITIES :

- Have a parade of famous Americans with boys in costume.
- Visit Woolaroc.
- Have a pack softball game.
- Have a Watermelon feast
- Have a pack picnic.
- Have a parade of flags.
- Ice Cream Social

IDEAS FOR DEN ACTIVITIES :

- Visit a post office.
- Visit a library.
- Learn the American's Creed.
- Go bird watching.
- Visit the zoo.



June 1994

SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

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12	13	14 Flag Day	15	16	17	18
19 Father's Day	20	21	22	23	24	25
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May

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JULY 1994

CUB SCOUT THEME - BUCKSKIN PIONEERS

WEBELOS ACTIVITY BADGES - NATURALIST / FORESTER

DATES :

4th Independence Day
20th First manned moon landing
28th World War I began



CUB & WEBELO RESIDENT CAMP
2 Sessions

IDEAS FOR PACK ACTIVITIES :

- Visit Cub World.
- Have a marble tournament.
- Have a Pack BBQ.
- Have an Ultimate tournament.

IDEAS FOR DEN ACTIVITIES :

- Learn to tie knots.
- Make candles.
- Learn to play marbles.
- Go rock hunting.
- Learn to cook on a hobo stove.
- Learn about the Constitution.



July 1994

SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

					1 Dominion Day (Canada)	2
3	4 Independence Day	5	6	7	8	9
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June						
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AUGUST 1994

CUB SCOUT THEME - WATER FUN

WEBELOS ACTIVITY BADGES - AQUANAUT / GEOLOGIST

DATES :

15th Panama Canal opened
26th Women's Suffrage



IDEAS FOR PACK ACTIVITIES :

- Have a swim party.
- Have a water carnival.
- Have a water gun fight.
- Have a campfire pack meeting.
- Invite the Red Cross for Basic First Aid Course.
- Have a raingutter regatta.

IDEAS FOR DEN ACTIVITIES :

- Fix dinner for mom and dad.
- Make a Cub Mobile.
- Have a Movie Day.
- Visit Batfish Museum in Muskogee.
- Have a backyard campout before school starts.



August 1994

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
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July

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September

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SEPTEMBER 1994

CUB SCOUT THEME - EXPLORE YOUR NEIGHBORHOOD

WEBELOS ACTIVITY BADGES - COMMUNICATOR / SCIENTIST

DATES :

1st World War II began
5th Labor Day
12th Grandparent's Day
14th Star Spangled Banner written
17th Citizenship Day
23rd Fall Begins



PACK FALL RALLIES BEGIN

POPCORN SALES BEGIN

CUB WORLD AND ZINK RANCH CLOSED
September 16 - 26

IDEAS FOR PACK ACTIVITIES :

- Pick up litter in neighborhood park.
- Make preparations for Cub Scout Rally Night.
- Induct new Cub Scouts into Pack with special ceremony.
- Induct New Leaders

IDEAS FOR DEN ACTIVITIES :

- Learn about historical sites in your city.
- Learn about the history of your city.
- Visit city hall.
- Do a walking tour of downtown.
- Invite a friend to den meeting.
- Build a bird feeder and give to elderly neighbor to enjoy.
- Do a good turn for your neighborhood.



September 1994

SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

				1	2	3
4	5 Labor Day	6	7	8	9	10
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August						
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OCTOBER 1994

CUB SCOUT THEME - ACHIEVEMENT PARADE

WEBELOS ACTIVITY BADGES - SHOWMAN/SCIENTIST

DATES :

11th Columbus Day
24th United Nations Day
31st Halloween
Daylight Savings Ends



REGISTER FOR POWWOW

IDEAS FOR PACK ACTIVITIES :

- Hold a parents induction.
- Have a science fair.
- Have a Genius Kit night.
- Dress in Halloween costumes for pack meeting - have prizes.
- Have a pumpkin carving or decorating contest.

IDEAS FOR DEN ACTIVITIES :

- Plan a skit with scenery for pack meeting.
- Learn to write in secret code.
- Decorate Jack-o-Lanterns.
- Make a game for preschool or church.
- Have a star gazing party.



October 1994

SUNDAY MONDAY TUESDAY WEDNESDAY THURSDAY FRIDAY SATURDAY

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NOVEMBER 1994

CUB SCOUT THEME - HARBORS, STATIONS, AIRPORTS

WEBELOS ACTIVITY BADGES - CRAFTSMAN / CITIZENSHIP

DATES :

- 2nd Daniel Boone's Birthday
- 11th Veteran's Day
- 19th Lincoln's Gettysburg Address
- 24th Thanksgiving



POWWOW 94 - November 12

POPCORN MONEY DUE

IDEAS FOR PACK ACTIVITIES :

- Have Daniel Boone or pilgrim present awards.
- March in Veteran's Day parade.
- Collect canned food for local food bank.
- Have Cub Mobile race.
- Invite a Veteran to speak at Pack meeting.

IDEAS FOR DEN ACTIVITIES :

- Make cranberry sauce.
- Take a bus ride.
- Visit an airport.
- Make Indian costume for pack meeting.
- Make Thanksgiving decorations.



November 1994

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
		1	2	3	4	5
6	7	8	9	10	11 Veterans Day	12
13	14	15	16	17	18	19
20	21	22	23	24 Thanksgiving	25	26
27	28	29	30			

October

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December

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1993-1994 INDIAN NATIONS COUNCIL

December 1993

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January 1994

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February 1994

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March 1994

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April 1994

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May 1994

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December

25 Christmas

January

1 New Year's Day
17 Martin Luther King, Jr.

February

12 Lincoln's Birthday
14 Valentine's Day
21 President's Day
22 Washington's Birthday

March

17 St. Patrick's

April

1 April Fools Day
3 Easter
Daylight Savings--set ahead 1 hour

May

8 Mother's Day
21 Armed Forces Day
30 Memorial Day (Observed)

June

14 Flag Day
19 Father's Day

July

1 Dominion Day (Canada)
4 Independence Day

September

5 Labor Day

October

10 Columbus Day (Observed)
Thanksgiving Day (Canada)
30 Daylight Savings--set back 1 hour
31 Halloween

November

11 Veterans Day
24 Thanksgiving

June 1994

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July 1994

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August 1994

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September 1994

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October 1994

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November 1994

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SCOUTING LANGUAGE

Achievement - The name given to a major requirement in the Cub Scout program. There are 12 achievements for the Wolf rank and 24 achievements for the Bear rank.

Activity Badge - One of 20 specialized recognitions earned by Webelos Scouts.

Advancement - The process by which a member meets certain requirements and earns recognition.

Akela - A title of respect used in Cub Scouting; any good leader is Akela. The name comes from Rudyard Kipling's Jungle Book.

Arrow of Light Award - Highest rank in Cub Scouting. The only Cub Scout badge that may be worn on the Boy Scout uniform.

Arrow Point - An award given to a cub Scout who has completed 10 elective projects beyond the rank for his grade. A gold arrow point is given for the first 10 projects and a silver arrow point is given for each additional 10 projects thereafter. He may earn any number of silver arrow points for his rank.

Assistant Cubmaster (CA) - A person 18 years or older holding this position in a Cub Scout pack.



Assistant Den Leader (DA) - A person appointed to help the Cub Scout den leader.

Assistant District Commissioner (ADC) - A volunteer Scouter who helps the district commissioner. An ADC is in charge of all unit commissioners in an assigned area of the district.

Baden-Powell, Robert Stephenson Smyth - Founder of the worldwide Scouting movement. Born in London, February 22, 1857. He is referred to as Lord Baden-Powell of Gilwell, Chief Scout of the World. Died January 8, 1941.

Basic Training - Formal introduction to the program, purpose, ideals and procedures of the Cub Scout program necessary for a volunteer to function with the ease and confidence that comes with knowledge.

Bear Rank - awarded to the Third grade Cub Scout for completing 12 of the 24 achievements.

Blue and Gold Banquet - A birthday dinner for Scouting held by Cub packs in February.

Bobcat - The first rank for all Cub Scouts.

Boy's Life - The magazine published by the Boy Scouts of America to help boys broaden their horizons in Scouting.

Buddy System - A part of Safe Swim Defense. Swimmers of like ability are paired, check in and out of the water together, and stay within 10 feet of each other during the swim. Buddy system is used also in other activities such as hiking and field trips for safety reasons.



Camporee - A council or district event where Boy Scout troops come together for one or two nights of joint camping. Usually involves competition between troops in Scoutcraft skills. Cub Scouts (especially Webelos) are sometimes invited to attend.

Charter - Formal permission from the Boy Scouts of America allowing a pack to organize.

Chartered Organization - The sponsoring organization of the pack. This organization may be a religious, civic, fraternal, educational or other community-based group. Monthly pack meetings are usually held in a building owned by that organization.

Commissioner - A volunteer Scouter who works with packs and/or troops to help units succeed.

Committee Chairman (CC) - An adult 21 years of age or older, the executive officer of the committee, who works with the Cubmaster to assure that the pack provides the Cub Scout phase of the Scouting program.

Compass Point Patch - Award earned by Webelos Scouts as they advance in the Webelos program. This cloth patch is hung by a loop from a button on the boy's right shirt pocket. Metal pins are added to the patch and attached at compass points (north, east, south and west) as the boy advances by earning activity badges.

Council headquarters - The local office for Scouting in a specific geographic area. The country is divided into more than 400 local councils.

Cubmaster (CM) - An adult 21 years of age or older, who holds this commission in a Cub Scout pack. The pack leader and Akela for the pack, serves as Master of Ceremonies during monthly pack meetings.

Cubmaster Award - A blue square knot on a gold field awarded to Cubmasters who have completed training and performance and served for 3 years.

Cub Scout - A boy who is registered with a Cub Scout pack. Also, the reason why we're all here!!!

Cub Scouter Award - A blue and gold square knot on a blue field awarded to Cub Scouters who have completed training and performance and served for 2 years at the pack level and/or in a district or council Cub Scout position.

Cub Scout Handshake - Used by Cub Scouts and Scouters with the right hand. It is given like an ordinary handshake except the index and middle fingers are extended toward the other person, touching his wrist.

Cub Scout Motto - "Do Your Best."

Cub Scout Promise -

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

Cub Scout Salute - A hand salute made by Cub Scouts and Scouters with the fingers of the right hand held in position as for Cub Scout Sign, except that the index and middle fingers are held together. The tips of the fingers touch the right eyebrow or the Cub Scout hat.



You Are Not Alone



Cub Scout Sign - A sign made by raising the right hand straight up high over the head with the palm forward. The first two fingers are wide apart and pointing up as in a V. The thumb covers the nails of the ring and little fingers. This sign symbolizes the ears of Akela, and when held up, the group should become silent.

Day Camp - Summertime fun for all registered Cub Scouts. This daytime program allows boys to interact with boys from other packs and keeps boys and adults active in the Cub Scout movement.

Den - Small group of Cub Scouts who meet once a week in the home of a den leader to work on projects, learn games, songs, tricks and skits to be presented at monthly pack meeting.

Den Chief - A Boy Scout who has been appointed to help direct the activities of a Cub Scout den.

Den Doodle - Advancements record using beads, spools or markers hung on string, lacing or yarn by each boy to represent his advancement. It is displayed at monthly pack meetings.

Den Leader (LD) - The adult on-the-scene supervisor of a Cub Scout den. A registered member of the pack who attends basic training.

Den Leader Award - A gold square knot on a blue field awarded to den leaders who have completed training and performance and served for two years.

Den Leader Coach - A Cub Scouter who is responsible for working with and helping den leaders in the pack.

Den Leader Coach Award - A blue square knot on a blue field awarded to den leader coaches who have completed training and performance and served 2 years.

Denner - Cub Scout who helps the den leader with den and pack meetings. This is generally a rotating position so each Cub Scout may serve and learn a little about helping and leadership.



District - Level of the Cub Scout organization directly under the council. Each Cub Scout belongs to a den, each den belongs to a pack, each pack belongs to a district, each district belongs to a council, each council belongs to a region, and all regions belong to the national organization of the Boy Scouts of America.

District Award of Merit - A silver knot on a dark blue field awarded for outstanding service by a volunteer on the district level.

District Commissioner (DC) - A volunteer Scouter who is in charge of all commissioners within a district.

District Committee - A group of registered adult scouters responsible for carrying out the council program within their district.

District Executive - A professional paid Scouter who works with the volunteers under the direction of the Scout Executive.

"Do Your Best" - The Cub Scout motto.

Elective - A part of the Cub Scout advancement program. There are electives in both the Wolf and Bear rank books. For every 10 electives completed, a Cub Scout earns an arrow point.



Fast Start - Supplemental training program for new leaders designed to help them until they can attend basic training.

Friends of Scouting - An annual campaign in which Scouters, and other interested people in the community, can provide financial support to the local council to assist in meeting its objectives.

Good Turn - A distinctive feature of Scouting is its emphasis upon service to others. The Good Turn habit is one that all Scouts endeavor to acquire.

Instant Recognition Patch/Progress Towards Ranks Patch - Diamond shaped patch to which a plastic thong and beads are attached for instant recognition of achievements. Each time a boy completes 3 achievements he will receive one bead. Wolf earns yellow and Bear earns red beads, awarded in the den.

National BSA - Headquarters for the Boy Scouts of America, located in Irving, Texas, where the Cub Scout program is developed and literature is developed and printed.

National Summertime Pack Award - An award earned by the pack for conducting a summer program.

Outdoor Code - A pledge for proper outdoor conduct which should be followed by all Cub Scouts and leaders.

Outdoor Program - The total scope of outdoor programs offered by the Boy Scouts of America, including unit outings, camporees, Cub Scout day camps, long-term Scout camps, council and national jamborees.

Pack - The unit that conducts Cub Scouting for the chartered organization. Usually consists of 2 or more dens and conducts monthly meetings.

Pack Committee - A committee of concerned parents and leaders, approved by the chartered organization, to administer the affairs of the pack.

Pack Meeting - Monthly meeting of Cub Scouts, adult leaders, committee members and parents, where Cub Scouts and adults receive recognition for their advancement in rank or service to Scouting. Skits, songs and other entertainment should be performed by dens.

Patches/Badges - Worn on the uniform to designate rank or training awards. Refer to the Wolf, Bear, or Webelos books, den leader book, or Insignia Control Guide for specific placement information.

Pinewood Derby - A pack activity that involves making and racing model cars on a tract.

Pow Wow - All-day learning experience for Cub Scout leaders covering a wide variety of subjects with some hands-on experiences.

Program Helps - An annual publication of the BSA to help den and pack leaders plan their meetings by using monthly themes.

Quality Unit Award - Recognition given each charter year to units that commit to and meet six of eight national standards (three are required) pertaining to leadership training, service, advancement, camping and membership growth.

Region - One of four large geographical administrative units of the BSA. The Indian Nations Council is part of the Southern Region.



Registration - The payment of an annual registration fee. This is one of the requirements for membership of the BSA.

Religious Awards - An award present by individual faiths to Cub and Boy Scouts for completion of a set of requirements within their respective faiths. Adults may also receive a religious award for service to youth within their own faith.

Roundtable - A monthly district level meeting where den and pack leaders learn new ideas on monthly themes, receive information on district and council activities, and have a general exchange of ideas.

School Night for Scouting - A one night event in a neighborhood school where boys and parents gather to hear how Cub Scouting operates and how they can join.

Scout Benediction - "May the Great Master of all Scouts be with us until we meet again".

Scouter - A registered adult member of the Boy Scouts of America.

Scouter's Key - A recognition given to a unit leader or commissioner for completing training, tenure, and performance requirements.

Scout Executive - The professional staff leader of a council.

Scouting Magazine - The official magazine sent to all registered Scouters.

Service Center-Scout Headquarters - It contains the professionals' offices and the Scout Shop (where you can buy uniforms and all of your Scouting needs.)

Service Star - Worn on the uniform above the left pocket to denote years of service in the Scouting program.

Silver Beaver - A recognition given by the National Court of Honor for distinguished service to youth within the local council. The similar regional award is the Silver Antelope and the national award is the Silver Buffalo.

Tenure - A term used to describe the length of service and membership in Scouting.

Tiger Cub - A first grade boy registered with an adult partner in the Tiger Cub Program.

Tour Permit - Permit approved by the council for any outing that is to be taken by a group of Cub Scouts if traveling is involved. Check with the Service Center.

Two-Deep Leadership - The concept of having at least two adult registered leaders at every pack meeting or den outing for the safety and welfare of the Cubs.

Uniform - The distinctive feature of Scouting that quickly identifies its members.

Uniform Inspection - A feature of a unit meeting when members of the registered unit are given an opportunity to demonstrate their uniformed appearance.

Unit - A term used to designate any one of the following; pack, troop, team, post, or ship.

Unit Commissioner - A commissioner assigned to a unit to lend support and help when needed. He/she can be the unit's best friend.



Volunteer - Individual who donates services, time, and/or funds to support the program of the Boy Scouts of America.

Volunteer Service - The work of a great body of men and women who make Scouting available to youth by their leadership of units.

Webelos Badge - A rank earned by a fourth or fifth grade boy which is part of the requirements for the Arrow of Light.

Webelos Den - A group of Webelos Scouts who meet weekly under the supervision of a Webelos den leader.

Webelos Den Chief - A Boy Scout who has been appointed to help direct the activities of a Webelos den.

Webelos Den Leader - The adult on-the-scene supervisor of a Webelos Scout den. A registered member of the pack who attends basic training to learn how to fulfill the job of a Webelos den leader.

Webelos Resource Person - A registered member of the troop committee or an assistant Scoutmaster who serves as liaison between the troop and the Webelos den.

Webelos Scout - A Cub Scout who has completed the third grade belongs to a Webelos den. He works on activities in the Webelos book which are suited to his age. He will be exposed to more challenging outdoor experiences including camping.

Webelos-to-Scout Transition - The preparation and graduation of a boy from Cub Scouting to Boy Scouting.

Wolf - A rank earned by a second grade Cub Scout when he completes 12 achievements in the Wolf Book.

Wood Badge - Advanced training session (open by invitation only) for qualified Cub Scout trainers.

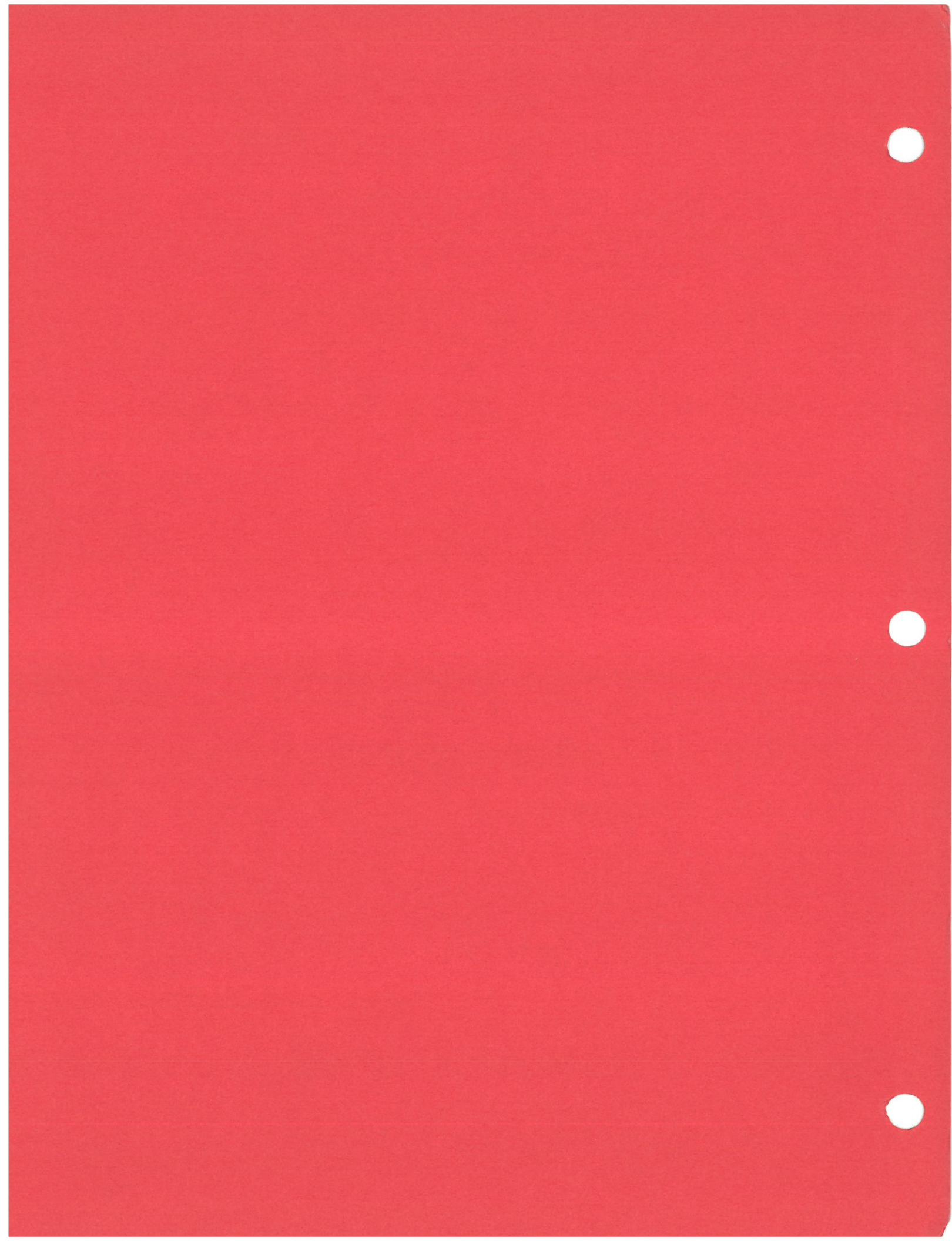
World Conservation Award - An award for Cub Scouts emphasizing the importance of our natural resources and our interdependence with other countries in fulfilling our mutual needs.

World Crest - A badge worn by Scouts and Scouters as a symbol of commitment to the World Association of Scouting. A portion from the sale of this patch goes to support this association.

World Friendship Fund - A fund to which Scouts and Scouters in the United States of America may contribute to provide material help to Scouts and Scouting around the world.



**LEADERSHIP
FUNDAMENTALS**



WHAT IS LEADERSHIP?

In Cub Scouting, leadership is working with boys and their families, improving the life of your community by enriching the lives of families who live in it. You will be helping boys respect their homes and families, and you will be helping families understand their boys by doing things with them.



In this day and time when the family is becoming less and less important to many people, you, as a Cub Scout leader, will be taking a positive stand in support of the family. As inflation, unemployment, crime, poor housing, and other factors cause stress in families, you will be taking an active part in helping to strengthen those families and the boys in them by providing a fun-filled worthwhile program which has stood the test of time. Few organizations in history have had the universal impact on the family that can be claimed by Scouting. And you are an important part of that impact today.

Successful leaders are people of character and honesty; people with the ability to guide and influence boys; people with pep, patience, tact, and a sense of humor; people who like boys and have a sense of purpose and direction. Now, before you become alarmed and begin thinking: "I don't have all those qualities," just relax and read on. As all boys are different, so all leaders are different. But there are certain things that Cub Scout leaders need to know and be able to do. That's the reason for training--to teach leaders the skills and information they need to work successfully with Cub Scouts.

If you have a son, or joined Cub Scouting because you like to work with boys, then you already have a head start. If not, then we can help you learn.



THE CUB SCOUT PROMISE

I _____ PROMISE
 TO DO MY BEST — TO DO MY DUTY
 TO GOD AND MY COUNTRY
 TO HELP OTHER PEOPLE
 AND TO OBEY
 THE LAW OF THE PACK

THE LAW OF THE PACK

THE CUB SCOUT FOLLOWS AKELA
 THE CUB SCOUT HELPS THE PACK GO
 THE PACK HELPS THE CUB SCOUT GROW
 THE CUB SCOUT GIVES GOODWILL



You and Scouting

Scouting is an association of boys, young men and women, and of volunteer leaders like yourself. The purpose of Scouting is to help boys grow, by involvement in many experiences, to be responsible, resourceful members of their communities, their country, and the world. As a leader, you help them to achieve this goal.

There may be any number of reasons why you decided to join Scouting. Your son may be involved and you offered to help with a special project and became interested. Perhaps, because of some hobby or talent, you were asked to work with the den for a short period of time, found that you liked it, and wanted to continue. You may have volunteered because you like boys, because you have some reason that caused you to think seriously about becoming a registered adult leader, we welcome you to Cub Scouting and urge you to make use of all the resources available.

Like everything else of a volunteer nature, you can devote as little or as much time as you wish, but being a Cub Scout leader is not just an hour a week at den meetings or an hour a month at pack meeting. The den and pack programs must be planned and detailed preparations made so that they will run smoothly. The amount of time you invest in Cub Scouting will depend on your enthusiasm, dedication, and personal involvement. Usually the more time spent, the better program the boys receive.

Throw yourself wholeheartedly into your Cub Scout responsibilities. Go out and ring the bell; **don't give up** and wring your hands. Be optimistic. Think about how high your kite will fly, not about how soon it will fall. **Plan your work, then work your plan.** As a leader you have made a commitment of time, effort, and knowledge. It is a commitment to a way of life, to being a living example for boys, and to lending a helping hand to fellow Scouters.



THE HISTORY OF SCOUTING

In 1910, newspapers featured Model T Fords chugging along rutted roads at 8 miles an hour; Detroit's center fielder, Ty Cobb, batting .385; and Tom Swift hitting the book market with a bang. Buried deep in one newspaper, it was reported: "*William D. Boyce, a Chicago publisher, incorporated the Boy Scouts of America in Washington, D.C. on February 8.*" That was all it said.

We can't blame reporters for missing the biggest story of the day, because who could have guessed that from such a small beginning, Scouting would become the giant it is today? From about 2,000 Boy Scouts and leaders in 1910, Scouting in the United States has grown to nearly 6 million strong. Although changes have been made in Scouting over the years, the ideals and principles have remained the same since its beginning--service to others and duty to God and country.

Our Founder

Scouting's history really goes way back to the turn of the century with a British Army officer, Robert S. S. Baden-Powell. Baden-Powell, who was stationed in India at the time, found that his men did not know basic first aid or the elementary means of survival in the outdoors. They couldn't follow a trail or tell directions, read danger signs, or find food or water. Baden-Powell, who had earned a reputation as a courageous soldier and able army scout, felt a need to teach his men resourcefulness, adaptability, and the qualities of leadership demanded by frontier conditions, so he wrote a small military handbook called *Aids to Scouting*. While serving in South Africa in 1899, Baden-Powell became world famous during the Boer War by holding, for 217 days, the small town of Mafeking, which was being besieged by an enemy force 10 times greater than his own. He returned to London as a national hero, was promoted to major general, and was amused to find that his little handbook had caught the interest of English boys. They were using it to play the game of scouting. Baden-Powell had the vision to see some new possibilities and he decided to test his ideas on boys. In August 1907, he gathered together 20 boys from all parts of England. Some were from exclusive schools and others were from the slums, the shops, and the farms. He took them to Brownsea Island, in a sheltered bay off England's southern coast, and there along the shore they set up a makeshift campsite which would be their home for the next 12 history making days. The boys had a great time! they divided into patrols and played games, took hikes, learned stalking and pioneering. They learned to cook outdoors without utensils. And in the evenings, in the magic of the campfire, they were spellbound by Baden-Powell's stories of his army adventures. The next year Baden-Powell published his book *Scouting for Boys* which revealed a warm understanding of boys and what they liked to do. He didn't dream that this book would set in motion a movement that would affect the boyhood of the entire world. That same year, more than 10,000 Boy Scouts attended a rally held at the Crystal Palace. This was living proof of how quickly Scouting was establishing itself. Two years later, the membership had tripled.



Baden-Powell

American Origins

In 1909, a Chicago businessman and publisher, William D. Boyce, was lost in a London fog. As he groped his way through the fog, a boy appeared and offered to take him to his destination. When they arrived, the American reached in his pocket for a shilling tip. But the boy stopped him by courteously explaining that he was a Scout and could not accept payment for a Good Turn.

Intrigued, the publisher questioned the boy and learned more about Scouting. The boy took him to Baden-Powell's office, and once there, disappeared into the fog. No one knows what happened to him. He was never heard



from again, but he will never be forgotten. At the Scout Training Center at Gilwell Park, England, a statue of a buffalo was erected in honor of this "Unknown Scout." His good Turn is what brought Scouting to our country. And so, on February 8, 1910, Boyce incorporated the Boy Scouts of America.

How the Cub Scout Program Started

Back in England, Boy Scout troops were being bombarded by younger boys who were eager to become Boy Scouts. In 1914, Baden-Powell began experimenting with a program for younger boys, based on Rudyard Kipling's *Jungle Book*. In this story you will meet a little East Indian boy named Mowgli. While Shere Khan the tiger was terrifying his village, Mowgli wandered away from his home and was saved by a family of wolves. Mowgli, the name the wolves gave him, means "little frog", for the boy's skin was smooth and hairless. To keep this man-cub, mother and father wolf had to get the approval of the wolf pack, and Akela, the leader of the pack. In addition, two others had to speak for Mowgli. The first to speak was Baloo, the serious old bear who taught the young wolves the law of the pack, and the second was Bagheera, the black panther who taught the skills of the pack. With their good works, Mowgli was accepted over the angry snarls of Shere Khan.

As Mowgli grew older, Baloo taught him the law of the pack and the secret master words that enabled him to talk to the other creatures of the jungle; all except the Bandar-log, the monkey people who did not observe the law of the pack. They were going to make their own law, but they would forget what it was they were doing and never did. So, the other creatures of the jungle paid no attention to them.



One day while Mowgli was sleeping, the Bandar-log swept down from their tree tops and carried him away to a deserted village where none of the jungle creatures lived except the cobras. While he was being carried aloft a hawk swooped down low enough for Mowgli to give the master word and ask for help. The hawk flew back to Baloo and Bagheera who raced to Kaa, the 30 foot python and dreaded enemy of the Bandar-log. Kaa was as much at home in the tree tops as the monkey people and often would be mistaken for a limb or branch by an unlucky monkey.

These three, the python, the panther, and the bear closed in on the village at nightfall. Bagheera and Baloo moved in first. Now, the Bandar-log are not brave, but fight only when the odds are 100 to one in their favor. Swarms of the monkey people jumped biting and scratching on the backs of Bagheera and Baloo. Meanwhile, Mowgli was carried away and dropped

through the roof of an enclosure that had no escape and only cobras for company.

Then Kaa appeared. The Bandar-log froze in terror. Bagheera and Baloo shook themselves free of the monkey people. Kaa slithered toward the ancient building that held Mowgli prisoner, and using his head as a battering ram, knocked a hole in the lattice work large enough for Mowgli to climb through and join Baloo and Bagheera.

In the dim moonlight, Kaa began his hunger dance, fascinating all who watched, the Bandar-log, Baloo, and Bagheera. Mowgli shook his friends who were falling under the spell of Kaa and, just in time, the three made their escape back to their own part of the jungle.

Today, each young boy is like Mowgli. He needs a leader and a friend who can help him learn those things that will protect him. Parents and leaders are the Akelas, Bagheeras, and Baloo. Everywhere today's youth turns there are the monkey people who would lure him into trouble, urging him or daring him to join them. Our Wolf and Bear Cub Scouts must be armed against this danger, for when they join the Bandar-log they are swallowed by the python Kaa whose real name is laziness, boredom, and drugs.



Akela, the Wolf and leader of the pack



Your Chartered Organization

Every Cub Scout pack, Boy Scout troop, and Explorer post belongs to an organization having similar interests as the Boy Scouts of America. This may be a church, school, community organization, or group of interested citizens, which is chartered by the BSA to use the Scouting program.

The chartered organization provides a suitable meeting place and facilities for pack meetings, adult leadership, supervision, and opportunities for a healthy Scouting life for the boys under its care.

A Scouting coordinator, a member of the chartered organization, acts as a liaison between the pack and the organization.

The Cub Scout Den

A Cub Scout Den is made up of small groups of six to eight boys. They meet weekly under the direction of adult den leaders and boy den chiefs. The den organization allows boys to get to know each other better and provides opportunities for activities which would be difficult in a large group.

Den meetings are planned and run by an adult den leader, with the help of an assistant den leader and den chief. A den leader coach works closely with all den leaders, coordinates den activities and plans for pack meeting participation and provides training and support.

Den meetings activities are planned around the monthly theme and include games, handicraft, hikes and other outdoor fun, practicing skits and stunts in preparation for the next pack meeting, and taking part in simple ceremonies and songs.

The Cub Scout Pack

The pack is a group made up of several dens. Most packs have from four to six dens. The pack includes not only boys in those dens, but also their families and leaders.

The pack meets once a month, usually in a room provided by the chartered organization. Summer pack meetings or activities are often held outdoors. The pack meeting is a climax of the month's den meetings and activities. It gives the dens something to look forward to and work toward. It gets parents and families involved with the boys, and is a chance to recognize boys, parents, and leaders.

In addition to regular pack meetings, occasionally the pack will take trips and conduct service projects or money-earning activities. During the summer, the pack might conduct outdoor activities such as a swimming party, a family picnic, sports, and others. Important to the successful operation of the pack is the pack committee. It is made up of a group of adults who manage such things as recordkeeping, finance, leadership, and reregistration.

The Webelos Den

Webelos dens have a different program from Cub Scout dens and are led by an adult male or female Webelos den leader, assisted by an adult male or female assistant Webelos den leader and Webelos den chief.

Webelos Scouts work on activity badges in one of 15 different interest areas at each of the month's den meetings. Weekly den meetings also include games, songs, stunts, preparation for the Webelos den's part in the pack meeting, and work on other advancement requirements. In addition, Webelos Scouts have the opportunities for dad-and-son overnight campouts and joint activities with a Boy Scout troop. One of the main purposes of the Webelos den is to prepare boys for Boy Scouting and to graduate them into a troop.

The District

A district is made up of several packs and troops. The purpose of your district is to work with chartered organizations to organize and support successful units. Part of this support is by the training of adult leaders and providing commissioner service. The supervision of a district is carried out by a volunteer district committee. The district committee is headed by the key-three (district executive, district chairman, and the district commissioner). Other positions within the district include unit commissioners, roundtable commissioners, activity chairman, camping chairman, advancement chairman, and secretary. You will learn more about these positions later in this chapter.



The Council

Your council is a voluntary association of citizens, including Scouting coordinators, who implement the Scouting program within a specific geographic area. A council provides service, leadership, management, and overall direction to districts and the organizations using the Scouting program, in support of their Scouting units.

The council employs professional Scouters who serve as advisers and provide guidance to volunteer leaders. Packs will, from time to time, be involved in district and councilwide activities such as Scouting shows, Cub Scout day camp, recognition dinners for adults, and pow wow.

The Region

The Boy Scouts of America is divided into six regions. Each of the six regions has a Cub Scout Committee headed by the Regional Cub Scout Chairman. Each area of the region also has an Area Cub Scout Chairman. These committees can be called upon by councils who need information or help in conducting the Cub Scout program.

Indian Nations Council is part of the South Central Region. The south Central Region consists of the following states. Utah, Colorado, Arizona, New Mexico, Texas, Arkansas, Mississippi, Louisiana, and Oklahoma.

National Headquarters

The Boy Scouts of America operates under a Federal Charter from the U.S. Congress which was granted in 1916. This charter calls for the Boy Scouts of America "to promote, through organization, and cooperation with other agencies, the ability of boys to do things for themselves and others, to train them in Scoutcraft, and to teach them patriotism, courage, self-reliance, and kindred virtues..." Since 1910, there have been nearly 65 million members of the Boy Scouts of America. The nation organization makes available to members for purchase such things as uniforms and insignia, equipment, literature, program material, training material, and other important items. Scouting and Boys' Life magazines are provided as program aids and a method of keeping leaders informed and updated on the Scouting program.

The National Boy Scouts of America is located at:
1325 Hill Lane
Irving, Texas 75002-1296

The Chief Scout Executive for the Boy Scouts of America is Jere B. Ratcliffe.



Who's Who in the District

The Key Three

DISTRICT EXECUTIVE

The District Executive is your best Scouting friend and counselor and is a full-time professional in the district. He or she is employed by the council and works under the direction of the council Scout executive. The District Executive, is a trained professional who advises, coaches, and helps prepare volunteers for decisions to be made within the district. Recruiting, training, and motivating volunteers is the key to their success.



DISTRICT CHAIRMAN

The District Chairman is the top Scouting leader of the district. He or she presides at the district committee meetings and represents your district on the council executive board. The district chairman is responsible for the membership, program and finance functions of the district.

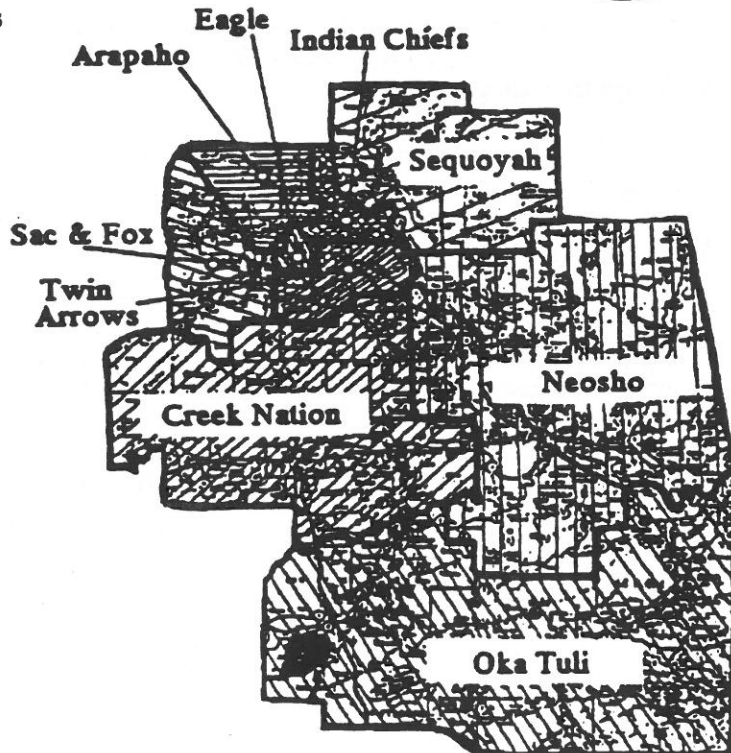


DISTRICT COMMISSIONER

The District Commissioner is the quality-control officer who recruits, trains and leads a staff of unit and roundtable commissioners. The District Commissioner is the liaison between the local council and the scouting units. There are three types of commissioners that work under the District Commissioner's leadership.



1. Assistant District Commissioners
2. Roundtable Commissioners
3. Unit Commissioners



Commissioner Service

Unit Commissioner

The Unit Commissioner is a volunteer whose main responsibility is to give service to the pack. The commissioner is not a pack servant. This person will not intrude in the pack's business, but is ready and willing to help when called upon. Whenever the commissioner spots signs of trouble in your pack, this person will help you solve your problems and will constantly act as your quality control arm.



The commissioner helps the pack by :

- Being a friend who helps the pack to be successful.
- Helping to solve problems and offer suggestions.
- Working with the pack committee and leaders of the chartered organization to maintain a close relationship.
- Helping to establish and maintain a good pack-troop relationship.
- Assisting at pack meetings, uniform inspections and other pack activities, as needed.
- Assisting with the pack's annual charter.
- Providing practical support, such as people, equipment, materials.

The pack helps the commissioner by :

- Asking for assistance before the problem becomes too large.
- Inviting the commissioner to pack meetings and activities and to occasional pack leaders' meetings.
- Inviting the commissioner to help with the pack's annual membership inventory and uniform inspection.

Pack leaders should get to know the unit commissioner and feel comfortable in asking for help. Don't look only for praise of the pack's efficiency, but listen to the commissioner for the helpful observations which can strengthen the pack program.

If your pack does not have a unit commissioner, make it known to the district Scout executive, the district commissioner, or the district chairman that you need one and would welcome this help.

Roundtable Commissioner

Roundtable is held monthly on a district basis. Den and pack leaders join for fun and fellowship while learning new tricks, stunts, games, crafts, ceremonies, songs, and skits. There are also opportunities for sharing of ideas and activities with leaders from other packs. Roundtable is under the guidance of a Roundtable Commissioner and staff who plan the program around next month's theme and activity badge area.

After attending roundtable each month, your leaders will come to your monthly pack leaders' meeting well informed and ready to complete plans for your den and pack program for the next month.

Check with your unit commissioner to find out when and where your monthly roundtable is held.



The Chartered Organization

The Scouting coordinator, as liaison between the pack and chartered organization, helps to bring the two groups together and establish and maintain a good relationship. Maintaining the relationship is the responsibility of members of the organization as well as all pack leaders.

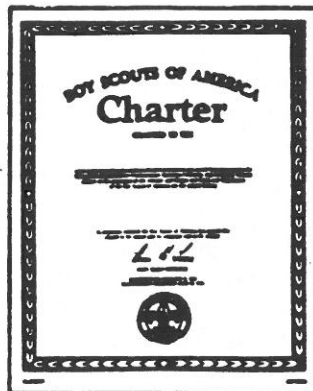
The chartered organization helps the pack by :

- Providing the Scouting program as an integral part of its program for youth and families.
- Seeing that the Scouting program is conducted according to the policies and regulations of the organization and the Boy Scouts of America.
- Selecting a Scouting coordinator to serve as liaison.
- Providing adequate and safe facilities for the monthly pack meeting.
- Providing opportunities for boys to recognize responsibility to God, to country, to fellowman, and to self.
- Cooperating with the council in fundraising through the United Way and sustaining membership enrollment (SME), so the Scouting program can operate.

The pack helps the chartered organization by :

- Being responsible to the chartered organization for the sound operation of the pack.
- Showing interest in the chartered organization and rendering service to it.
- Keeping the chartered organization informed of the accomplishments of the pack by an annual report from the pack committee and regular reports on pack activities by the Scouting coordinator.
- Inviting members of the chartered organization to participate in pack activities.
- Keeping the Scouting coordinator informed of needs of the pack which should be brought to the attention of the district or council.
- Seeing that the chartered organization receives recognition for operation the pack.

If these things are not happening between your chartered organization and pack, then a closer relationship needs to be developed. Ask for help from the Unit Commissioner and Scouting coordinator.



Pack Leaders

Cubmaster

The cubmaster need not be an expert in all Cub Scouting activities but should be a leader who is able to deal with adults as well as boys. He or she should be able to delegate responsibilities; set a good example by behavior, attitude and uniform; and believe in the values and principles of the Cub Scout program.



The Cubmaster has the responsibility to :

- Work directly with the den leader coach, the Cub Scout den leaders, Webelos den leaders, den chiefs, chairman, and members of the pack committee to make sure all dens are functioning well.
- Plan the den and pack programs with the help of other leaders.
- Lead the monthly pack meeting, with the help of others. Involve all dens in some ways.
- Coordinate the total Cub Scout program in the pack.

Everything the Cubmaster does is aimed at helping the individual boy. Securing strong leaders, planning the den and pack activities, advising other leaders and parents - these are all ways in which the Cubmaster affects the kind of Cub Scouting each boy in the pack is offered. Although this job is an executive position, the Cubmaster has direct influence on the lives of individual boys by keeping in mind that boys can be made better through Cub Scouting.

Committee Chairman

The committee chairman must be at least 21 years of age and registered as an adult leader of the BSA. This person should be familiar with organization procedure, and have a deep concern for the pack's success. Should be a member of the chartered organization, respected in the community, and show willingness and ability to be the Cubmaster's chief adviser.



The Committee Chairman's job is to :

- Maintain a close relationship with Scouting coordinator, keeping this key person informed of the needs of the pack which must be brought to the attention of the district and council.
- Confer with the Cubmaster on policy matters relating to the Cub Scout program and the chartered organization.
- Supervise pack committee operation by -
 - Calling and presiding at monthly pack leaders' meetings.
 - Assigning duties to and training committee members
 - Planning for pack charter review, roundup, and registration.
 - Approving bill before payment by the pack treasure.
- Conduct the annual pack program planning conference.



- Attend Cub Scout leader basic training, monthly roundtables, and pow wows.
- Work with the Scouting coordinator to provide adequate and safe facilities for pack meetings.
- Assume active direction of the pack, if the Cubmaster is unable to serve, until a successor is recruited and commissioned.
- Work closely with the unit commissioner and other pack and troop leaders in effecting a smooth transition of Webelos Scouts into the troop.

This is not a conclusive list of the Committee Chairman's job. More information can be obtained by attending Cub Scout basic training.

Organization Representative

The organization representative must be at least 21 years of age and a member of the chartered organization. He or she shall also be appointed by the chartered organization to be its official Scouting representative and registered as an adult leader of BSA.



The Scouting Coordinator has the responsibility to :

- Help recruit right leadership for the unit.
- Encourage unit leaders and committee members to take training.
- Serve as liaison between the units and the organization.
- Promote the recruiting of new members
- See that boys graduate from unit to unit.
- Assist with unit rechartering.
- Encourage unit committee meetings.
- represent your organization on the council.

The Scouting coordinator is the direct contact between the pack and the chartered organization. This individual is also the contact with the district committee and the local council. The Scouting coordinator may become a member of the district committee and is a voting member of the council. If the chartered organization has more than one unit, the Scouting coordinator serves all.

Assistant Cubmaster

The Assistant Cubmaster must be at least 18 years of age and interested in working with the boys. He or she should be recommended by the Cubmaster, approved by the pack committee, and registered as an adult leader in the BSA. At least one assistant cubmaster should be able to fill the Cubmaster's shoes in the case of an emergency.



The Assistant Cubmasters job (as directed by the Cubmaster) is to :

- Assist the Cubmaster as needed. Be ready to take over the leadership of the pack, if necessary.
- Attend Cub Scout Leader Basic Training and monthly roundtables.
- Participate in monthly pack meetings.
- Supervise den chiefs and see that they are trained.



- Help inform pack leaders of training opportunities and arrange for them to attend training sessions.
- Work with the Cubmaster and pack committee on pack reregistration.
- Assist in pack activities such as dinners, pinewood derby, bike safety, service projects, etc.
- Promote the religious emblems programs for Cub Scouts of all faiths.

This is not a conclusive list of the Assistant Cubmaster's job. More information can be obtained by attending Cub Scout basic training.

Webelos Leader

The Webelos Den Leader must be at least 21 years of age and enjoy working with the boys. He may be the father of one of the boys in the den and is recommended by the Cubmaster and pack committee after consultation with parents of the Webelos Scouts involved and approved by the pack committee. Must be registered as an adult leader of the BSA.



The Webelos den leader has the responsibility to :

- Give leadership to planning and carrying out a year-round program of activities for the Webelos den to achieve the purposes of Cub Scouting.
- Serve as a good male role model for Webelos Scouts.
- Attend Webelos Leader Basic Training, monthly roundtables, and pow wows.
- Meet regularly with the Webelos den chief. Let him help plan Webelos den meetings and activities. Give him meaningful assignments.
- Use Boys' Life, Scouting magazine and Webelos Scout Helps as resources for ideas and information.
- Instill Scouting's spirit and moral values by personal example, ceremonies, and meaningful activities such as service projects.
- Encourage Webelos Scouts to advance. Maintain high advancement standards. Keep accurate advancement records and see that the boys are promptly recognized for their achievement.
- With the help of the Cubmaster, pack committee, and unit commissioner, determine one or more neighborhood Boy Scout troops into which Webelos Scouts will be graduated and establish a good working relationship with those troops.
- Work with the Scoutmaster, troop Webelos resource person, troop junior leaders, and Webelos den chief for a smooth Webelos-to-Scout transition. Try to graduate every Webelos Scout into a troop.
- Ask qualified persons, including adult family members, to serve as activity badge counselors.
- Encourage fathers and other male relatives of Webelos Scouts to help plan and carry out dad and son overnight campouts and other outdoor activities. Work with troop Webelos resource person or Scoutmaster to arrange for loan of troop equipment and on joint Webelos den/troop activities.

This is not a conclusive list of the Webelos Den Leader's job. More information can be obtained by attending Cub Scout basic training.



Den Leader Coach

The Den Leader Coach must be at least 21 years of age and should be an experienced person (usually a former den leader) who is a good listener and capable of recruiting, encouraging and training Cub Scout den leaders. Preferably a member of the chartered organization and recommended by the Cubmaster and pack committee. Must be registered as an adult leader of the BSA.

The Den Leader Coach responsibilities include :

- Help ensure stable, active, enthusiastic den leaders for all Cub Scout dens.
- Attend Cub Scout Leader Basic Training.
- Attend monthly roundtables, pow wows, and den leader coach seminar.
- Help Cub Scout den leaders understand the purposes, and procedures of the chartered organization and the Boy Scouts of America.
- Give immediate help and training to new Cub Scout den leaders. Help them plan and conduct their first several meetings.
- Encourage Cub Scout den leaders to attend monthly roundtables, or represent them there.
- Be thoroughly informed and up to date on the latest Cub Scout programs, literature, and material.
- Help Cubmaster in recruiting new Cub Scout den leaders and assistant den leaders.
- Participate in the pack's annual program planning conference and the monthly pack leaders' meeting.
- Participate in monthly pack meetings.

Den Leader

A cub scout Den Leader must be at least 21 years of age and should be interested in and enjoy working with boys and able to work with adults. He or she may be a parent of one of the boys in the den and should be recommended by the Cubmaster and pack committee after consultation with parents of the Cub Scouts involved. Must be registered as an adult leader of the BSA.

The Cub Scout Den Leader has the responsibility to :

- Give leadership to carrying out the pack program in the den.
- Attend Cub Scout Leader Basic Training, monthly roundtables, and Pow Wows.
- Lead the den in its participation at the monthly pack meetings.
- Use Boys' Life, Scouting magazine, Cub Scout Program Helps as a source of program ideas.
- Collect weekly den dues and turn in to the pack treasurer at monthly pack leaders meetings.
- Stimulate the Cub Scouts imaginations on the program theme for the month and help the den prepare its stunts and exhibits for the pack meeting.
- Help the den and pack earn the National Summertime Pack Award.
- Develop a good working relationship with den parents and families. Use their talents to help enrich the den program.
- See that a leader is available for all den meetings and activities.
- Help set a good example for the boys by behavior, attitude, and proper uniforming.



Assistant Den Leader

An Assistant Den Leader must be at least 18 years of age and be able to perform the duties assigned by the den leader. Should be able to fill in for the den leader in case of emergency. Must be registered as an adult leader of BSA.

The Assistant Den Leader has the responsibility to :

- Assist the den leader as needed. Carry out the duties assigned by the den leader. Be ready to fill in for the den leader in case of emergency.
- Attend Cub Scout Leader Basic Training, monthly roundtables, and Pow Wows.
- Attend monthly pack meetings and assist as needed.
- Help set a good example for the boys by behavior, attitude, and proper uniforming.

Committee Members

Every pack is under the supervision of a pack committee, consisting of a minimum of three adult leaders. They must be at least 21 years of age, selected by the chartered organization and registered as an adult leader of the BSA. One of these is designated as pack chairman. Obviously, with a committee of three, members must assume responsibly for more areas of service than with a committee of seven or more, where the responsibilities can be spread around. Although packs can and do operate with a minimum of three committee members, experience proves that a larger committee generally ensures a stronger, more stable pack.

The Committee Members are responsible to :

- Approves leaders' membership in the pack.
- Recruit the Cubmaster and one or more assistant Cubmasters.
- Provide adequate and safe facilities for pack meetings.
- Coordinate the pack program with the program of the chartered organization through the Scouting coordinator.
- Assist with pack charter renewal.
- Supervise finances and equipment.
- Assure Cub Scouts and Webelos Scouts of a year-round quality program.
- Attend Cub Scout Leader Basic Training. Attend monthly roundtables.
- Conduct, with the help of the Cubmaster, periodic training for parents.
- Cooperate with other Scouting units.

A strong pack committee will have individual members assigned to such areas as recordkeeping and correspondence, finance, advancement, training, public relations, membership, and reregistration. Sub committees should be assign special projects such as Blue and Gold banquet, Scout-o-Rama, popcorn, and summertime activities. The pack committee chairman decides how the responsibilities should be divided and makes assignments to committee members.



Tiger Cub Organizer

The Tiger Cub Organizer may be a member of the pack committee or one of the pack or den leaders.

The Tiger Cub Organizer is responsible to :

- Encourage Tiger Cub families to keep in touch with one another.
- Helps with Tiger Cub activities, when asked.
- Invites Tiger Cub families to participate in the blue and gold banquet.
- Reports Tiger Cub doings to the chartered organization.

Den Chiefs

Preferably a former Cub Scout, at least First Class rank. Selected by the senior patrol leader and Scoutmaster or Explorer Advisor upon request by the Cubmaster. Approved by the Cubmaster and pack committee for recommendation to the den leader. Registered as a member of a troop or post.

The Den Chief is responsible to :

- Know the purposes of Cub Scouting.
- Help Cub Scouts achieve the purposes of Cub Scouting.
- Serve as the activities assistant at den meetings.
- Set a good example by attitude and uniforming.
- Be a friend to the boys in the den.
- Assist the den in its part of the monthly pack meeting program.
- Know the importance of the monthly theme.
- Meet regularly with the den leader to review den and pack meeting plans.
- Attend annual pack program planning conference.
- See that den activities do not include Boy Scout activities that would take away from a boy's future experience in the troop.
- Attend a den chief training conference.
- Encourage Cub Scouts to advance in scouting.
- Help Cub Scouts on advancement requirements.



Recruiting Leaders

The first responsibility of the pack committee is to recruit the best person available for Cubmaster and provide this person with one or more assistants. In the case of an existing pack where there is a functioning Cubmaster, the committee will simply want to create and maintain a close working relationship with the Cubmaster and assistants.

Most leaders are involved in the pack primarily because they have sons in it. It is almost inevitable that when their sons graduate from the pack, the leaders will, too. This will leave gaps in the pack leadership, and recruiting will be necessary.

Scouts deserve the best program possible and they will get it from qualified and enthusiastic leaders. Leaders should be selected because of their qualifications and not recruited because no one else would do the job.

When recruiting leaders, don't limit your search to parents of boys in the pack. Many times a former leader or a member of the National Eagle Scout Association is willing to help. Grandparents or other relatives make good leaders, too. There are many Cub Scout leaders who don't even have sons. There are senior citizens and retired persons who would be glad to help. Consider all possibilities.

Once new leaders have been recruited, do not leave them high and dry. Actively help get them started. The Fast Start Videos (available from the district training team or the Scout Service Center) are excellent materials. So You're a New Cubmaster, A New Webelos Den Leader, and A Pack Committee Member are pamphlets available to help in recruiting. And remember the chartered organization has a responsibility to help provide leadership for the pack.



If you have difficulty in recruiting adequate adult leaders, seek help from your chartered organization, Scouting coordinator, or Unit Commissioner.



Training

One of the first questions that new leaders ask is: "What am I supposed to do?" But an equally important question in the mind of new leaders is "How do I do it?" This is where training comes in. Training shows new leaders how to do their jobs and allows for an interchange of ideas with more-experienced leaders.

Every Cub Scout deserves qualified, trained leaders who will provide him with the best program possible, the way it is intended. Trained leaders ensure that the goals of Cub Scouting are met.

Each Cub Scout leader's job is different. This is the main reason why training leaders is so vital to the success of the program. Not only must they know how important their jobs are, but they must be acquainted with the methods used to attract and hold boys in Cub Scouting.

Chances are that your pack will have some new leaders each year. They should receive training immediately or as soon as possible. If they don't they may become submerged under a host of responsibilities and chores they really don't understand and their boys will be shortchanged in the process. Every boy needs leaders who know what they're doing.

Kinds of Training

Leadership training is conducted in these different ways:

- Group training
- One-pack training for all leaders
- Personal coaching of individuals or small groups
- At-home self-study

Every leader should try to attend the group training courses which are scheduled in the district. Group training demonstrates the fun and fellowship of Cub Scouting and provides opportunities to get to know leaders in other packs and share experiences in and ideas. However, there will be times when new leaders are recruited and training courses aren't scheduled for several weeks. For this reason, other methods of training are available. The important thing to remember is that leaders should be trained as quickly as possible, before they become involved in carrying out their responsibilities. They need to know how to do the job before they begin.



Fast Start

As new people become Cub Scout leaders, it is vital that they receive immediate information and guidance in the objectives and resources to help them do a good job. That's the reason for fast start.

Fast Start is a series of four outlines: (available at you Council Service Center)

- So You're a New Cubmaster, No. 3864
- So You're a New Den Leader, No. 3863
- So You're a New Webelos Den Leader, No. 3866
- So You're a New Pack Committee Member, No. 3865

You may wish to keep a supply of these outlines handy in your pack. Fast Start outlines are usually distributed to new leaders at School Night for Cub Scouting or pack rallies. They can be used as an incentive for a family member to become a new Cub Scout leader.

Check with your unit commissioner or district Scout executive for more information on Fast Start.

**DO YOUR
BEST**

Basic Training

Basic training is a series of separate training sessions designed to give job-related information to all Cub Scout leaders, regardless of position. **All Cub Scout leaders should take basic training.** One of the aims of basic training is to encourage leaders to continue growing in leadership on their own, and by participation in supplemental training courses.

The basic training sessions which should be attended by Cubmasters, assistant Cubmasters, pack committee chairmen, pack committee members, Cub Scout den leaders and assistants, and the den leader coach are:

- Session 1. What Is Cub Scouting:
- Session 2. Program Planning.
- Session 3. Den and Pack Management.
- Session 4. The Pack Meeting.

The Webelos den leaders may receive training in two ways. They may attend Sessions 1 and 2, and in addition, attend the Webelos Den Leader Outdoor Day. Or, they may receive all training in one weekend: the Webelos Den Leader Outdoor Weekend.

Check with your unit commissioner or district training chairman to learn when these courses are scheduled in your district.



Supplemental Training

Supplemental training includes a variety of training courses given on a district, council, area, regional and national basis. They are designed to give Cub Scout leaders additional information on specific areas of Cub Scouting, some of the Cub Scout methods and skills touched upon briefly in basic training are covered in greater depth in supplemental training courses.

Some supplemental training courses (such as the monthly district roundtables and Cub Scout leader's pow wows) are held on a regular basis as a source of continuing information. Other courses include den leader workshops, specialized courses such as training for leaders of handicapped Cub Scouts, Cub Scout leader conferences at Philmont Scout Ranch, and other family vacation training conferences held around the country.

Roundtable

The Cub Scout leaders' Roundtable is held monthly on a district basis. Den and pack leaders join for fun and fellowship while learning new tricks, stunts, games, crafts, ceremonies, songs and skits. There are also opportunities for sharing of ideas and activities with leaders from other packs.

Roundtable is under the guidance of a Cub Scout roundtable commissioner and staff who plan the program around next month's Cub Scout theme and activity badge area.

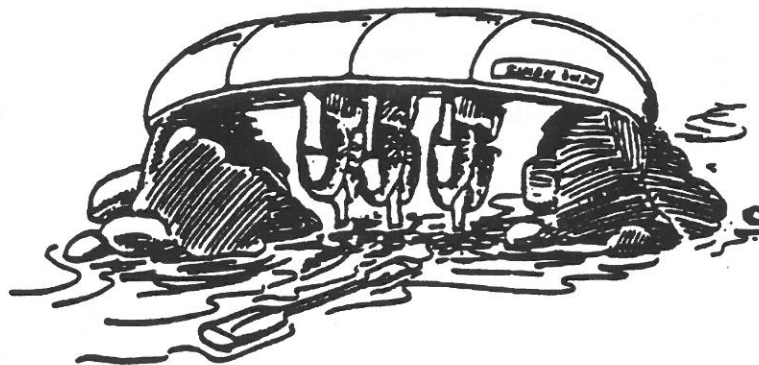
After attending roundtable each month, your leaders will come to your monthly pack leaders' meeting well informed and ready to complete plans for your den and pack program for the next month.

Check with your unit commissioner to find out when and where your monthly roundtable is held.

Pow Wow

Pow wow is an annual get-together of Cub Scout leaders from around the nation. Pow wow is convention time for the pack - a time when a wise Cubmaster takes all leaders to a refresher course. There are sections on games, crafts, skits and puppets, ceremonies, administration, and the Webelos den. It's a time for all experienced, new, prospective leaders, and parents to share ideas and see what the other packs are doing.

All leaders are encouraged to attend this exciting, fun-filled, informative training every year.



The Scout Uniform

The Boy Scouts of America has always been a uniformed body. There are many reasons for this. One reason stands out above all the rest.

We wear the uniform because it is a means of identifying ourselves openly with the principles to which we are committed - character development, citizenship training, physical and mental fitness.



The fact that youth and adult members of Scouting wear a uniform doesn't mean that we're all alike. We come from different ethnic and racial backgrounds. We have our own religious beliefs and political views. We are each individuals with our own family traditions and loyalties. So the uniform is not intended to hide our individuality. But it is a way we give each other strength and support. It is a bond which ties us together in spite of our differences. It is a way of making visible our commitment to a belief in God, loyalty to country, and to helping other people.

Uniform Policy

The official uniforms are intended primarily for use in connection with activities of the Scouting movement. They should be worn to all den and pack events. They may also be worn to school, church, or at any family function. The uniform may also be worn while participating in a local council approved pack money-earning project which does not involve the sale of a commercial product or service. It may be worn when selling tickets to such events as Scouting shows which are approved by the council.

The uniform may not be worn by either Cub Scouts or adults leaders when:

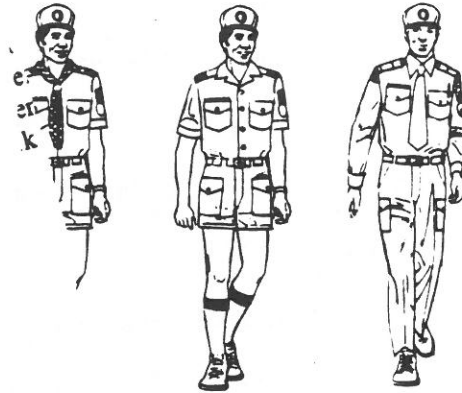
- Soliciting funds or engaging in any selling campaign or commercial operation.
- Involved in any distinctly political endeavor.
- Appearing on the stage professionally without special approval from the national Executive Board.
- Taking part in parades, except when rendering service as a Cub Scout or leader.
- Participating in demonstrations not authorized by the Boy Scouts of America.

See Rules and Regulations of the Boy Scouts of America and Insignia Control Guide for additional information on uniform rules and regulations.



Adult Field Uniform

The field uniform should be worn when the focus of the program is directed at young people. This would be Scouting Shows, camporees, unit events, camp, unit meetings, roundtables, leader training, commissioner functions and similar events or activities. The field uniform for men and women is described in the Cub Scout Leaders Book, Chapter 14, and the Insignia Control Guide.



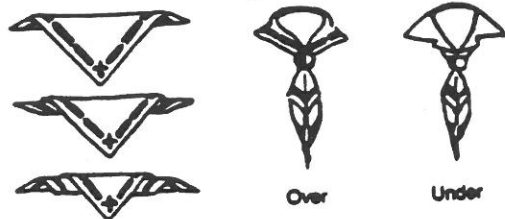
Adult Dress Uniform

The dress uniform is worn when the volunteer or professional is involved with non-uniformed Scouters, such as District committee, council executive board, and council committees, or with non-scouter groups such as service clubs, PTAs, or at formal Scouting functions such as annual dinners, or annual meetings.

How to Wear the Neckerchief

The scout neckerchief is an important part of the uniform and must be worn properly. The following information is a guideline to wearing the neckerchief.

- Fold the long edge over several flat folds to about 6 inches from the tip of the neckerchief. A tight fold prevents gathering around the neck and is neater than rolling.
- Place the neckerchief around the neck of a shirt, either with the collar turned under, or with the neckerchief worn under the collar.
- Draw neckerchief slide over ends and adjust to fit snugly.
- The portion of the neckerchief which shows below the back of the neck should measure no more than 6 inches.



The following neckerchiefs are approved for wear in Cub Scouting:

FOR BOYS :

- Gold Wolf neckerchief
- Light blue Bear neckerchief
- Plaid Webelos Scout neckerchief

FOR ADULTS :

- Cub Scout leader neckerchief (dark blue with gold trim)
- Webelos Den Leader neckerchief (plaid, similar to boys')
- Dark blue Cub Scout Trainers' Woodbadge training neckerchief (if earned)
- Mauve Woodbadge neckerchief (if earned)
- District or Roundtable neckerchiefs (if approved by Council)

Insignia for Red Jackets



The proper universal emblem for the appropriate Scouting branch is worn on the left pocket. The Philmont bull emblem is designed for the red wool jac-shirt (black for men, white for women) and is worn on the left shoulder above the pocket. Boy Scouts may wear their leadership corps patch centered on the right pocket. On all jacket, the Philmont or other high-adventure base emblems may be worn centered on the right pocket or in the same relative position if there is no pocket.

Members of the National Eagle Scout Association or Order of the Arrow may wear their six-inch emblem on the back of the jacket, as may those who have participated in international activities such as the World Jamboree. Only one such emblem may be worn. No other badges or insignia are approved for the red jackets.

The Red Vest

The red patch vest No. 537 (boys) or No. 539 (leaders) may be worn with the official uniform on all but formal occasions. These exceptions would be Blue and Gold Banquets, uniform inspections, etc.

This vest was designed for your extra patches such as Day Camp, Scouting Show, Pow Wow, Pinewood Derby, etc. since only one temporary patch can be worn on the uniform at a time.

This vest is available through the Scouting distributors. **Badges of Rank** do not belong on the red vest.



Summertime Uniform

BOYS :

Official shorts and Cub Scout T-Shirts are recommended for all outside summer activities. This gives the boys a feeling of being in uniform without wearing the uniform with all the badges, which would be restrictive.

ADULTS :

For both men and women, official shorts and knee socks. Men can wear official T-Shirts.

The Webelos Uniform

The Webelos Scout has the option of wearing either the blue uniform of Cub Scouting or the khaki/tan uniform they will wear as Boy Scouts. Insignia placement is the same on both uniforms. The placement of insignia on the Webelos uniform differs from the Cub Scout uniform as follows:

Flag - Moves from above the right breast pocket to the right shoulder.

Den Number - May or may not be worn. Patrol emblems may be worn to designate different Webelos Dens in the same pack. Other than these differences, the placement of permanent insignia on the two uniforms will remain the same.

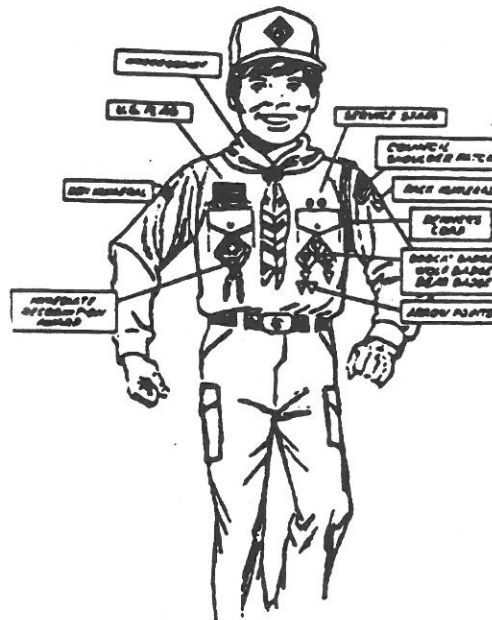
The Webelos visor cap is where the Webelos Scout wears their Webelos Activity Badges as hat pins. Pins may also be worn on the Webelos "colors", which is pinned to the top of the right sleeve.



Looking your Best

Are you encouraging the boys in your pack to wear a complete Cub Scout uniform? If they are allowed to attend the meetings in blue jeans, they are missing an important part of Cub Scouting, the thrill of wearing a uniform.

The Cub Scout Handbooks and the Cub Scout Leaders Book are clear on the subject of proper uniforming, so don't tell your boys or parents that jeans are acceptable when they are not.



It is the leader's responsibility as a registered adult of the Boy Scouts of America to encourage boys to obtain the official uniform. Cub Scout pants are not only more appropriate, but, they are equal or better in quality and wearability to jeans of the same price.

What would you think of a policeman who wears plaid trousers with his uniform? How about a hospital intern wearing, while on duty, a sport coat with his white trousers? Or what would you think of a bus driver wearing a fireman's hat, or even more absurd an airline pilot wearing the silks of a jockey as he boards the plane? They'd all be "out of uniform" wouldn't they?

Something wonderful happens to a boy when he wears his Cub Scout uniform. As if magic, it seems to lift them out of just plain belonging into active and spirited participation.

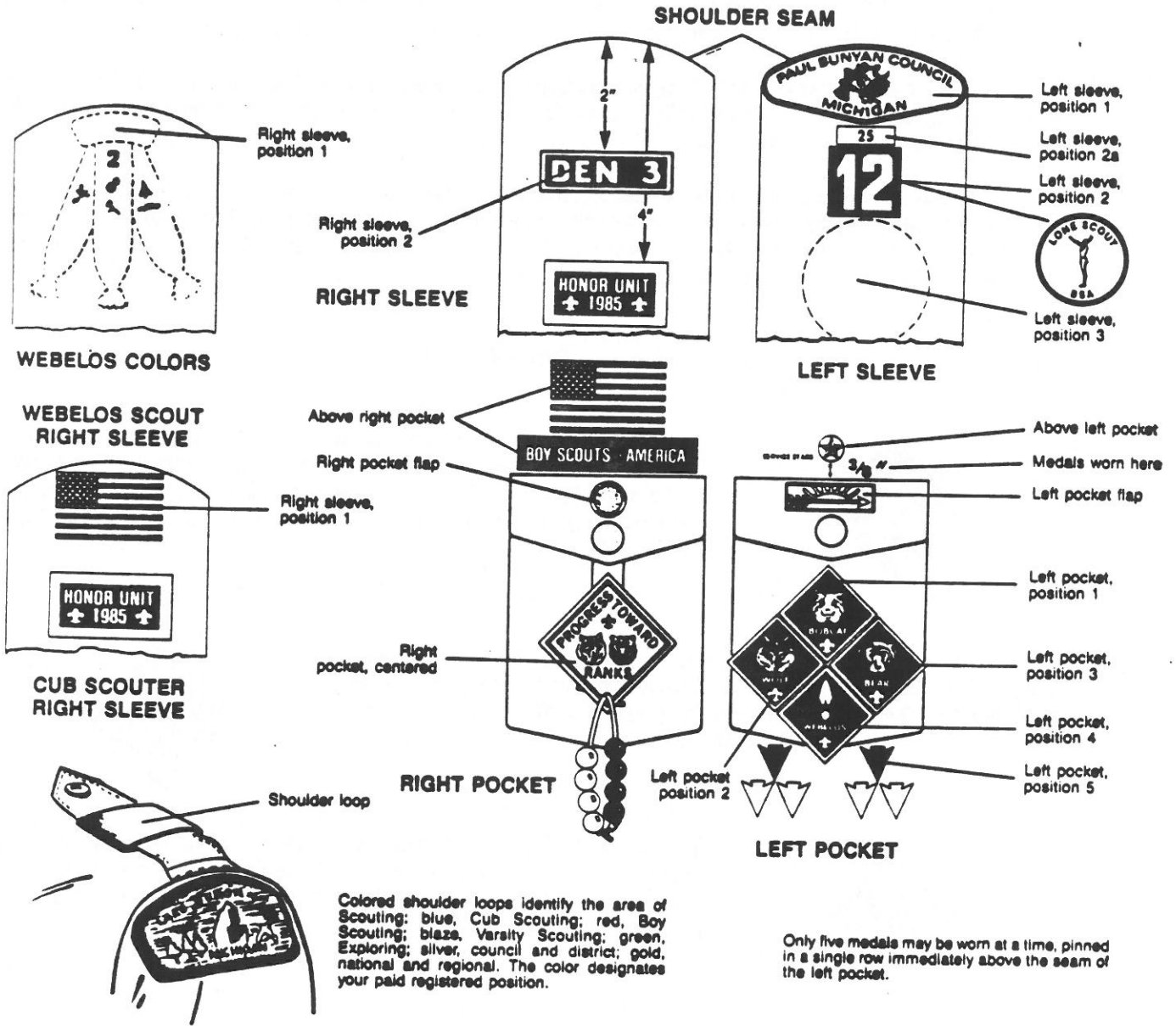
Look at a uniformed pack and you will see a unit with high spirit, a unit that gets things done, and a unit that attracts other boys. Many of these new boys join so they may wear the uniform too.

Uniformed leaders are the key to good uniform in your pack. Cub Scouts respect leadership and will follow the example. Let our Cub Scouts know how you feel about the official uniform, they'll do the rest.

Remember to set the example....



Uniform Insignia



Advancement

Advancement is one of the methods we use to achieve Scouting's aims of character development, citizenship training, and personal fitness. Everything a Cub Scout does to advance is designed to achieve these aims and aid in his personal growth. Advancement is a process by which a boy progresses from badge to badge, learning new skills as he goes. We should remember that badges are simply a means to an end and not an end in themselves.

Cub Scout advancement is not competition among boys. Each Cub Scout is encouraged to do his "personal best" by advancing steadily and purposefully, setting his own goals with guidance from his family and leaders. The ranks and badges are outward recognition. The real benefit to the boy comes from doing and learning.

Parents should be aware of their duties as parents in the pack, with emphasis on working with their son's advancement. Most parents want their son to do well, and would help if they knew just what was expected of them. In the front of each of the handbooks is a parent's supplement. This explains what Cub Scouting is all about and what they (the parents) must do to make it happen.

RANKS



BOBCAT - The new Cub Scout, regardless of this age, earns the Bobcat badge soon after registering. This rank involves learning the Cub Scout Promise, the Law of the Pack, and some signs and symbols of Cub Scouting. After receiving the Bobcat badge, the boy works on the requirements based on his grade.

WOLF - A second grade Cub Scout works on the requirements for the Wolf badge. When he has completed all of these he receives his Wolf badge at the pack meeting. Then he works on elective projects in 20 different interest areas until he goes into the third grade.



BEAR - A third grade Cub Scout works on the requirements for the Bear badge. He works from a field of 24 achievements, when he completes 12 then he receives his Bear badge at the pack meeting. Upon completing these, he works on elective projects, in the Bear book.

WEBELOS - When a boy enters the fourth grade he transfers to a Webelos den. While working toward the Webelos rank and the Arrow of Light Award, the boy earns any or all of 20 activity badges that range from Aquanaut and Sportsman to Geologist and Forester. The Webelos den leader approves the boy's work or assigns someone else to approve it.





ARROW OF LIGHT - The Arrow of Light is the highest award in Cub Scouting and helps prepare the boy for transition into a Boy Scout troop. This badge is the only Cub Scout badge that may be worn on the Boy Scout uniform.

IMMEDIATE RECOGNITION

As a Cub Scout completes his achievement for the Wolf or Bear rank, the den leader should make sure he is recognized at a simple ceremony in the den meeting, using the Cub Scout immediate recognition kit.

When he completes three of the 12 Wolf achievements, present him with the Progress Towards Ranks patch with a thong and yellow bead attached to it. Each time he completes three more achievements, present another yellow bead. When he completes all 12 achievements and earned four beads he is eligible to receive the Wolf badge at the pack meeting. This step-by-step recognition is an incentive for boys to earn their badges.

The same procedure is followed for recognizing Bear achievements, except the red beads are used. They are attached to the second thong on the Progress Towards Ranks patch. This patch may be worn along with the Wolf and Bear badges.

IT IS IMPORTANT THAT ALL RANKS ARE EARNED, NOT GIVEN.



Boy Behavior

How can you take 5-10 boys, between 1st and 4th grades, for one hour a week, teach them something, have them create something, express themselves, enjoy themselves, and still maintain your own sanity? That's a question den leaders have often asked themselves.

This section hopes to offer some suggestions to help make it all possible. Trying to maintain control of a group of active cubs isn't easy--but it's not impossible either.

BE PREPARED

The first and most important thing you can do to maintain order in your den is to prepare yourself. Take advantage of all the resources available to you -- the Cub Scout Leader Book, the Den Leader How to Book and any other Scout literature you can get your hands on. Attend Basic Training, Roundtables, Pow Wow, and Workshops. Scouting has more than 75 years of resource to draw upon--take advantage of them! These sources will provide valuable information about what to expect from Cub Scout aged boys. The more you know and understand the Cub Scout program, the more confidence will be communicated to the boys. They will know that you are really in charge.

Be prepared for your den meetings, too. Plan your meetings in advance and make sure you have all the materials ready and waiting for the boys. They will find something to do while you are off looking for the scissors, and it may not be what you had in mind! Have an extra song or game planned, just in case things move along faster than you expected. Spare time can be a disaster! If you have something for the boys to do every minute they will be less likely to get into trouble.

Don't forget to make use of your Assistant Den Leader and/or Den Chief. They are valuable resources. They can occupy the boys with a game or a song while you record dues and advancement. An extra pair of helping hands are always welcome at the craft table, too.

EMOTIONAL NEEDS OF BOYS

The emotional needs of boys between 1st and 4th grades are basically the same. All boys (in fact, all people) have:

- The need to be loved.
- The need to be accepted.
- The need to be noticed.
- The need to belong.
- The need to be praised and encouraged.
- The need to be safe and secure.
- The need to let off steam.
- The need to express themselves.
- The need to experiment (and make some mistakes in the process)
- The need to have fun.



How each boy tries to fulfill these needs is what really makes him unique. One boy may be very timid and quiet and another loud and rowdy, but both are afraid they won't be loved. We usually notice the rowdy one, but both need our care and attention.

If a boy wants to be noticed and receives a lot of attention from you when he misbehaves, his need to be noticed is fulfilled. He will probably continue his inappropriate behavior because it best fulfills his need.



Well then, what's a den leader to do? Boys will be boys and will probably get into trouble. How can you deal with misbehavior, build up their self-esteem and still maintain some kind of order in your den? You need a plan of discipline.

DISCIPLINE

Discipline is not punishment. Discipline is setting boundaries and sticking to them. Discipline is making the child responsible for his own behavior - - telling him that if he chooses a certain course of action, what the specific consequences of that action will be. Discipline is training given to a child to mold or correct his behavior.

Children need to realize they have choices. If they act one way, this will be the result. If they choose a different action, the result may be different, too. They can choose how things will go for them.

As a den leader, you need to spell out for the boys what is acceptable behavior and what is not. Also, let them know the consequences for acceptable and unacceptable behavior.

DEN CODE OF CONDUCT

At your first den meeting sit down with the boys and discuss what a den meeting will be like and what you hope to accomplish. Introduce the cubs to the Cub Scout sign. Let them know that you have no intention of wasting your time screaming and hollering at them (the boys will appreciate that too!) and you will only be using the sign to get their attention. (A whistle is nice to use for rowdy outdoor games)

Have the boys tell you what rules they think would be appropriate for den meetings. You'll be surprised, the boys will be harder on themselves than you would be. They'll be delighted when you decide to throw a rule or two out. Here's a sample Den Code of Conduct written by boys:

- Don't interrupt
- No nasty jokes
- No punching or kicking
- Listen to Akela and don't talk back
- No cussing
- Don't stick your tongue out or spit
- No talking ugly about other people

You might add a few things, like:

- Wipe your feet at the door.
- No running or yelling in the house.



Write all the rules on a poster board and display them at every meeting. You might find you need to add something later. You may also wish to review them from time to time.

Once you have your den rules established, you need to find a system to enforce it that will work for you. One system that works well is "THREE STRIKES - YOU'RE OUT". The first time a boy breaks a rule, he gets a warning. The second time, the boy spends 5 minutes in Time Out. (Time Out is an interruption of a child's unacceptable behavior, by removing him from the scene of the action.) A chair off to the side, out of the activity of the den meeting, can serve as the Time Out area. After 5 minutes the boy is asked if he is ready to return to the group. If a boy doesn't control himself in Time Out, he moves on to his third strike. When a Cub commits his third infraction of the Code of Conduct, he is excused from the meeting and must call a parent to come and get



him. Have a conference with the boy and at least one parent before he can return to the next den meeting. Be sure to explain the Den's Code of Conduct and the consequences of breaking the rules to the parents of boys in your den at each of our den parents meetings.

There are a variety of ways to keep track of each boy's conduct. The best are the ones which will accentuate the boy's positive behavior instead of the negative.

TICKETS - Use carnival tickets or homemade ones. Give each boy three tickets when he arrives and have him sign his name on each ticket. When he breaks a rule, he has to give you a ticket. For each ticket lost, follow the procedure in the "Three Strikes--You're Out" format. The tickets he has left at the end of the meeting can be placed in a bank. At the end of each month, count how many tickets each boy has in the bank. Reward the boy with the best behavior (most tickets) with a special treat.

MARBLES JAR - Give each boy 3 marbles at the beginning of each meeting. Take marbles away for unacceptable behavior. At the meeting's end, the boys put their remaining marbles in a jar. When the jar is full, take a den field trip as a reward. Don't make the jar too big. The goal will be too hard and the boys will lose interest. A month is about the right amount of time to work toward a field trip. Adjust the size of the jar accordingly.

CARD PUNCHES - Give each boy an index card at the beginning of the den meeting. Have him sign it. If he breaks a rule, ask to see his card and punch a hole in it with a paper punch. If he has no punches at the end of the meeting, give him a special treat.

DEN CANDLE - Light a candle at the beginning of the den meeting. The goal is to keep the candle burning. If a boy misbehaves, the candle is blown out. When the candle has completely burned down, you can celebrate with a field trip or a special treat. The disadvantage with this method is that one boy's misbehavior can spoil it for the whole den. Also, it's hard to keep the candle lit if you are meeting outdoors.

COUP AND BEADS - An Indian coup and beads can be used in conjunction with any of the above methods. The boys can make their own coups out of leather or vinyl. They could be worn on their belts or around their necks. The boys can earn beads for:

- Attending a den meeting
- Coming in uniform with their books.
- Advancement
- Pack meeting attendance
- Participation in pack events (Pinewood Derby, fund raisers)
- Participation in district or council events
- Having no "strikes" at the end of a den meeting



DEN METHODS

Here are some proven methods that you may want to try with your den:

Use the Cub Scout sign. Don't raise your voice! If you use the sign consistently, the boys will respond to it. If they seem to be becoming lax in their response, make a contest out of it. See who will respond to the sign first by becoming quiet and holding up their own sign. You could give a special treat at the end of the meeting to the boy who was first the most times.

Make den awards really special. Have a ceremony for Instant Recognition, Passing of the Denner Cord, etc. Just because these awards are made at a den meeting doesn't mean they aren't special and important.



Have a special opening and closing ceremony for each den meeting. This can set the tone for the meeting as well as signal the boys that the meeting has started.

Know your boys! Knowing them will help you understand him better. **REMEMBER**, every boy is different.

LET BOYS BE BOYS! Let them be rowdy when appropriate. Be sure to give them a chance to let off some steam through songs and games (especially if you meet right after school).

Use a **TALKING FEATHER** (or stick). A talking feather is a large feather that the boys can pass around. Only the person with the feather may speak. The boys really respect this because they all want a turn.

Make sure your projects are suited to the age and ability of the boys in your den. Don't make it so easy that they could become bored. On the other hand, don't make it too hard.

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

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

Explain the reasons for your rules. Let the boys know there are choices that are made by the leaders and choices made by the boys.

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

POSITIVE STATEMENTS

I like you!
 I'm glad you're here today!
 I'm glad you're in my den!
 I thought of you during the week.
 I think you're neat!
 Nice job!
 I knew you could do it!
 Super!
 I'm proud of you!
 Fantastic!
 I like the way you did that.
 Thank you for helping.
 WOW!
 You must have been practicing.

I can tell you really worked on this.
 Way to go!
 That was the best ever!
 Sensational!!
 That's right!
 You figured that out fast.
 Now you've got the hang of it.
 Great!
 You're really sharp today!
 Outstanding!
 Good thinking!
 I'm glad you thought of that.
 You're on the right track now.
 You are a good listener.



CHILD ABUSE PREVENTION

Child abuse is a fact in our society and matter of great concern for most parents throughout our country. The Boy Scouts of America shares in this concern.

One of the best strategies for child abuse prevention is for parents to have an ongoing communication with their children. Often this is difficult, especially for working parents and parents with adolescents. But it is worthwhile to talk to your children every day and take time to observe. Encourage your children to share their concerns and problems with you. BY doing this you are not an inquisitor, but a concerned parent.

The most obvious abuses in which we are able to detect in children are physical and sexual abuse.

INDICATORS TO BE WATCHFUL FOR ARE

Bruises - Usually bruises are seen on the back, back of legs, buttocks, eyes, cheeks or back of ears. Also there are bruises located to the back of the forearms sustained while children attempt to block the blows.

Extreme behavior changes - For example, an outgoing child becomes sullen or introverted. A well behaved child becomes aggressive.

Suicide threats or attempts - Very young children can become depressed and attempt suicide, and not just teenagers. Do not treat suicide threats or attempts lightly.

Sexual Behaviors - Sexually abused children have problems with regressing developmentally achieved tasks. (Example: reverting to bedwetting) They also participate in excessive masturbation and exploratory sexual activity with other children.

Do not blame yourself. Sexual abuse is a fact in our society. Many individuals who molest children find work through employment and community activities which gives them access to children. The vast majority of abuse cases occur in situations where the child knows and trusts the adult. So do your homework well, but remember a community and national consciousness is needed before we can stop sexual molestation in our society.

All registered leaders are required to see a film related to child abuse, which is provided by the Boys Scouts of America. When you suspect a child has been abused or a child has told you they have been abused, you need to direct your call to Mr. Kent Caraway, Scouting Executive of Indian Nations Council. His phone number is 743-6125. The Scout office will in turn notify the Protective Services in your area. If you feel the child may be in immediate danger then you should contact the law enforcement at 911 or your local police department.

For More Information:

"Child Abuse" Let's talk about it - A statement by the Boy Scouts of America.

How to Protect Your Children From Child Abuse

National Child Abuse Hotline, Child Help USA toll free 24 hour hotline 1-800-422-4453.



ETHICS IN ACTION

Ethics in Action is an activities program for Cub Scouts designed to reinforce the character-building goals that have always been part of the Scout program. These activities encourage Cub Scouts and their leaders to "think a little deeper" about values and about some of the decisions and consequences of decisions that are a normal part of growing up. The activities also try to enhance boys' respect and concern for others by having them see things from different points of view. But above all, Ethics in Action activities are FUN. They are part of the 'game with a purpose' that is Scouting.

Today's Cub Scouts are growing up in a very complicated world. They are faced with conflicting messages that are often hard to sort out. Some influences peer pressure, for example, may provide boys with the positive support they need to help them do the right thing. Or peer pressure may work the other way and urge boys to act in ways that sharply contradict the positive values that their parents are trying to encourage.

This program was created to answer parents' requests for help. Ethics in Action activities enhance character formation; that is, the development and reinforcement of the worthwhile qualities that are part of the Cub Scout Promise and Law of the Pack.

Each Ethics in Action activity is introduced in an easy-to-follow format so that leaders may fit them into the regular den schedule. Many of the activities require little preparation, and all can be managed by first-time as well as experienced leaders. Councils will provide leader training to introduce and explain the new materials. Various activities will be discussed in greater detail at roundtables throughout the year.

THE ETHICS IN ACTION PROGRAM

There are 14 activity modules in the Ethics in Action program. Each is built around a single theme. The themes are:

BE A FRIEND. Promotes discussion of what friendship means, and how friends act toward each other.

BE AWARE AND CARE-1. Discusses physical handicaps with an emphasis on blindness.

BE AWARE AND CARE-2. Discusses other physical handicaps, suggests ways to prepare for getting to know elderly people.

CARING AND SHARING. A mock court scenario is used to deal with the issues of taking care of one's own things and showing respect for the property of others.

CONSUMER ALERT. Helps boys analyze commercial messages on television and in printed advertisement.

DIFFERENCES. Explores attitudes towards differences in people.

FIRE! FIRE!. Explores the responsible use of fire and deals with the kinds of decisions regarding fire that Cub Scouts and Webelos are likely to face.

HARD LESSONS. Show boys what it is like to have learning disabilities and underscores the need for understanding problems faced by children and adults with learning disabilities.

KINDNESS COUNTS. Stresses responsibility to animals, both at home and in the wild.



PEACE IS... Discusses ways to introduce the positive aspects of peace and suggests ways boys can contribute to worldwide understanding and peace.

SAYING HELLO. SAYING GOODBYE. Provides ways to help boys who are joining or leaving the group.

SAYING NO! Helps reinforce information that boys already know about personal safety, drug use, et., through production of a public service announcement.

SHOPLIFTING IS JUST PLAIN WRONG. This activity involves a field trip to see a store security system and provides information that boys should know about the consequences of shoplifting.

WHAT WE SAY. Deals with name-calling and tale-bearing that, though typical behavior for boys of this age, can be disruptive and painful.

WHEN BAD THINGS HAPPEN. provides help for leaders in discussing special problems of an individual Scout of the group.

The above information was taken from BSA Publication No. 3015 and is available at your local Scout Service Center.



RESOURCES

Where can leaders obtain the materials that are needed for den and pack activities? Who can help provide these materials? How do leaders use what has been obtained? Resources are everywhere! The creative use of resources can strengthen the Cub Scout Program in the den and pack.

The Boy Scouts of America publishes a wide variety of material to help the leaders plan the Cub Scout program. Resources are the answer to the cry of "help" from leaders. Page 161 of the Cub Scout Leaders Book is a good place to start.

Each leader should establish his or her own resource list or file. It is a good idea to write things down, keep them in a specific place in an orderly fashion. One means of keeping resources well organized is 3 x 5 cards filed in a recipe-type box. Individual leaders may make their own files or the pack committee may make a large, combined file to be available to all leaders and committee members. The den leader coach needs a well-organized resource file to help the den leaders plan and execute the program.

In dealing with specific resources it is more manageable to split them into categories... people, places, and things. These categories do overlap but a pack or individual resource file should contain some information on most of the following suggestions:

SOURCES OF MATERIAL AND EQUIPMENT

1. DONATIONS OF MATERIALS:

- a. Parents, grandparents, other relatives, neighbors, friends of Scouting (these are responsive resources).
- b. Local businesses.

2. SCOUT SERVICE CENTER:

- a. Literature
- b. Insignia
- c. Badges of office
- d. Special recognitions

-Woolaroc Walk Patch, Zoo Train Patch, etc.

-National Summertime Pack Award, Honor Unit Award, Training Awards

-Recognition plaques, trophies, certificates, etc.

3. LOCAL SCOUT DISTRIBUTOR:

- a. Literature
- b. Insignia
- c. Uniforms
- d. Equipment

4. BOY SCOUT TROOP:

- a. Loan of equipment and props for special recognition ceremonies.
- b. Loan of camping equipment for Webelos outings.



5. OTHER SOURCES:

- a. Local craft stores.
- b. Army/Navy Surplus stores.
- c. Garage sales.
- d. Catalogs
- e. Close-out sales.

SOURCES OF PROGRAM INFORMATION AND IDEAS

All Boy Scout literature
Pow Wows
Professional Scouters
Council Newsletter (Smoke Signals)
Den Leader Coach
Workshops (including out of Scouting)

Roundtables
District/Council Committees
Commissioner staff
Philmont Training Conferences
Leaders from other packs
Libraries

SOURCES OF SUPPORT

FAMILIES:

- a. Transportation
- b. Telephoning
- c. Refreshment/parties
- d. Instruction
- e. Leadership of activities

COMMISSIONERS' STAFF:

- a. Uniform inspections
- b. Charter renewal
- c. Program assistance
- d. Special recognition ceremonies
- e. Help on recruiting

SCOUT SERVICE CENTER:

- a. Information
- b. Professional assistance
- c. Camping facilities
- d. Training schedules
- e. Material/equipment

DISTRICT COMMITTEE:

- a. Basic leader training
- b. Information
- c. Special assistance
- d. Leadership for special events
- e. Monthly Roundtables
- f. Rally training/recruiting

PACK LEADERS:

- a. Past experience
- b. Assistance/planning
- c. Special talents/skills
- d. Help in recruiting
- e. Leadership of activities

BOY SCOUT TROOP:

- a. Leadership assistance on Webelos campouts
- b. Den Chiefs
- c. Webelos graduation
- d. Other special recognition ceremonies

CHARTERED ORGANIZATION:

- a. Assistance from chartered partners
- b. Charter renewal
- c. Participation in pack activities
- d. Facilities/Information

ARMED SERVICES:

- a. Uniform inspections
- b. Instruction/flag courtesy
- c. Guided tours (National Guards)



SOURCES OF FINANCIAL SUPPORT FOR PACKS

- a. Pack Budget (den dues)
- b. Pack money-raising projects (require council approval)
- c. Scout-O-Rama ticket sales

Good luck in building your resource library!!!



TRANSFERS

When a Cub Scout moves away, the pack should do what they can to help him continue in Cub Scouting in his new location. He should be furnished with a copy of the Transfer Application, No. 28-401, showing his Scouting record to date. This will enable him to continue his Cub Scout work with full credit.

When a boy who has been a Cub Scout elsewhere joins the pack, ask him for his transfer record (or write for it) to bring your own den and pack records up to date. Transfer applications list advancement, offices held, and registration dates.

THE LONE CUB SCOUT

In many councils there are boys who, because they live in isolated rural areas or because of severe handicaps, cannot take part in the regular Cub Scout program. These boys can be Lone Cub Scouts.

Lone Cub Scouts work with a parent, a neighbor, a friend, or other adult who is known as a Lone Cub Scout friend and counselor. This person is responsible for encouraging and assisting the boy's learning and earning badges and getting the most out of the Cub Scout program. The boy's parent or guardian help him with the advancement program.

There are special forms available on which to register Lone Cub Scouts. These forms can be obtained from the local council office or by writing the national office:

Boy Scouts of America
1325 Walnut Hill Lane
Irving, TX
75062-1296

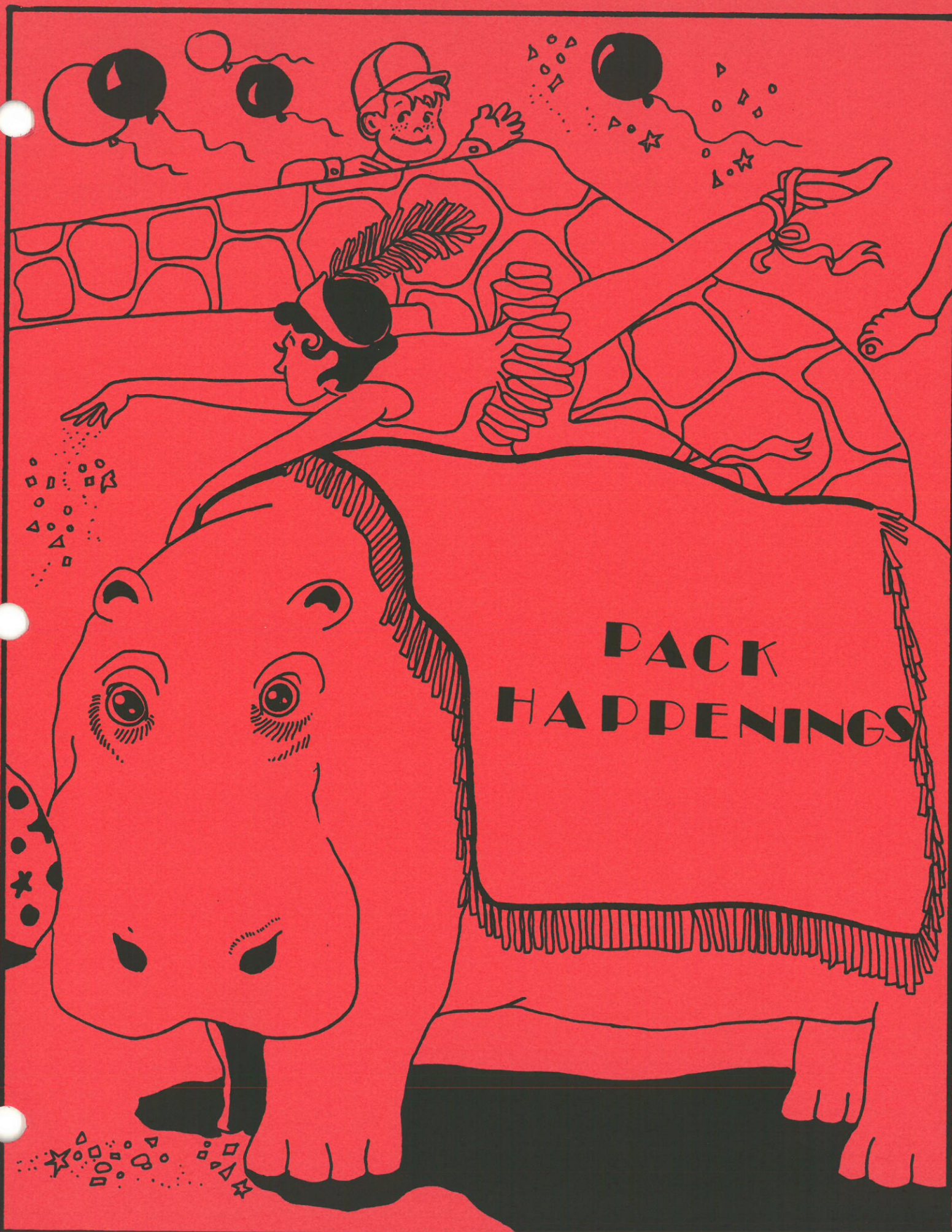
SUGGESTED TAX DEDUCTIONS

A considerable amount of money is spent each year by Scouters in carrying out their volunteer service to Scouting. Certain allowable deductions are authorized for volunteers under the Internal Revenue Service Code, Section 170:

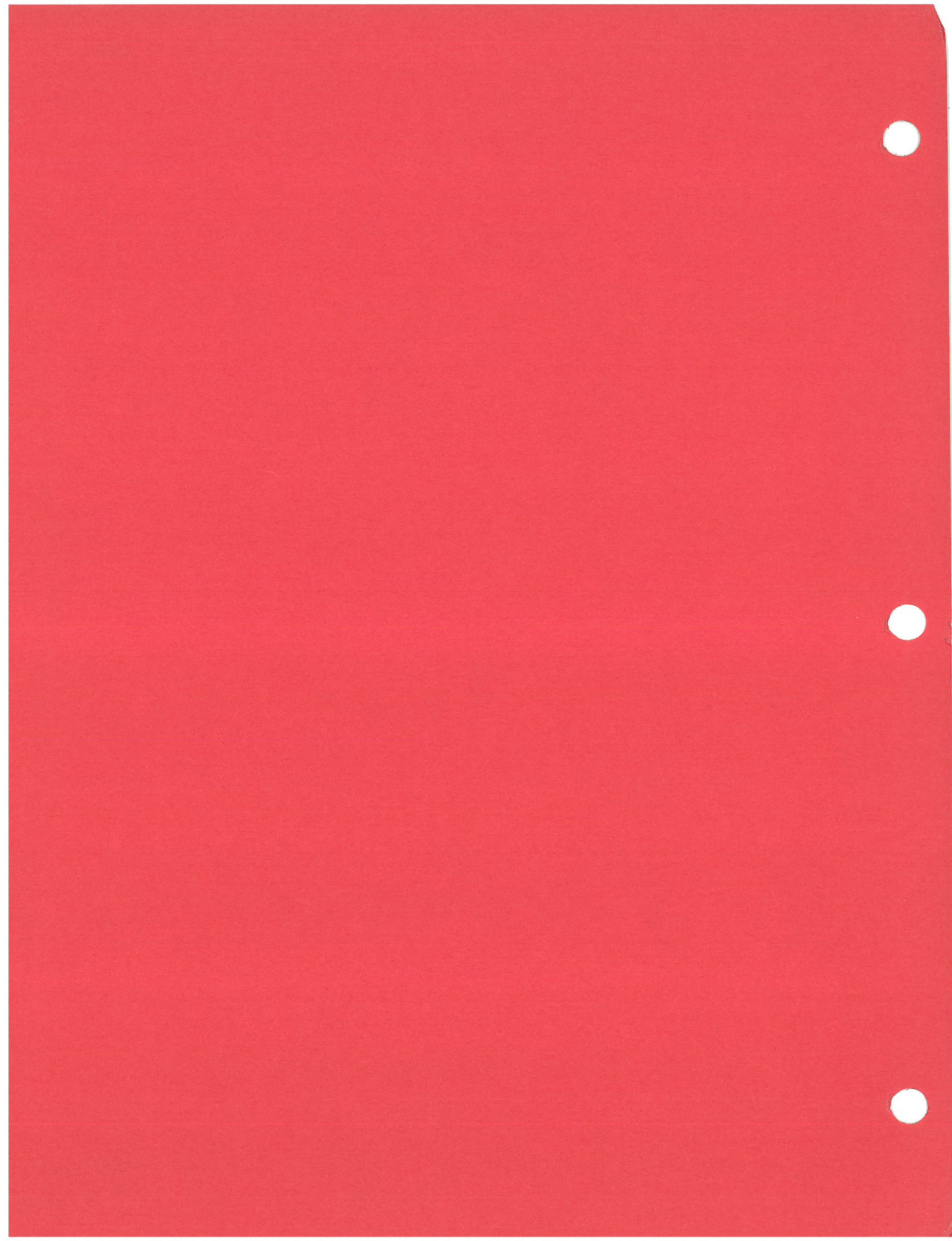
1. Annual registration fees.
2. Transportation expenses to and from Scouting events and meetings.
3. Purchase price of adult uniforms, emblems, and insignia.
4. Maintenance and cleaning of uniforms and equipment which are required for use in the performance of volunteer services.
5. Actual unreimbursed expenses incurred by attending Scouting meetings and conferences, in or out of the council territory. This includes out-of-pocket expenses and reasonable expenditures for meals and lodging necessarily incurred while away from home in rendering such volunteer service.
6. Contributions, stationery, mailing and telephone expenses, serving refreshments at meeting, cost of training material, literature, equipment, and memorial contributions.

Naturally, each deductible item must be substantiated by adequate records. More details are explained in the IRS booklet *Charitable Contributions* available at you Internal Revenue office.





**PACK
HAPPENINGS**



TURNING PARENTS INTO LEADERS RECRUITING - RALLY TIME

Usually, we have no problems recruiting boys into Cub Scouts. They are ready to join, eager to wear the uniform, enthusiastic about the badges. The group we really need to convince is the parents to be leaders.

Rallying is a group sales technique that you can use to recruit the parents as leaders. First, you must expose family needs, then show them a solution..the Scouting solution.

Recruiting has some important parts that must be done in order. There are four necessary steps:

- **OPENING:** States it is time to start thinking about what you are doing there, as well as the audience.
- **INTRODUCTION:** Tells the group who you are, and most importantly, what gives you the authority to be up front. (experience, position in Scouting, etc.) Introduce yourself and give background and credentials and why you are the authority.
- **SALES PRESENTATION:** tells what it is you have, and how they can use it, why they need it, and how they can get it. The most important part of this step is why they need it. You must be sure they understand this or you are not going to get a commitment.
 - Tell the motivational story about Baden-Powell and how Scouting all got started. Wind up with his concerns, purposes, and ideals.
 - Scouting today is the same as it was then..it addresses the same concerns. It offers the same solutions to things I worry about..things most parents worry about for their children.
 - What are some things you are concerned about for your son?
 - I want to teach skills that will give my son an advantage when he reaches the adulthood - LEADERSHIP SKILLS. How do I do that as a parent?
 - I'm concerned that my son is a good CITIZEN. Respects the rights of other,their property.
 - I want my son in a good environment with friends who don't turn to vandalism, drugs or other things that will harm him.
 - I want my son to learn how to have successful relationships with others. To understand the need for truth, honesty and fair play. I want him to practice it now so he know how important it really is to be an adult of GOOD CHARACTER.



This is what Scouting is all about! We teach leadership skills, values, citizenship. We teach, we practice, we learn, we experience.



- **CLOSE:** Asking them to do what you want them to do.
 - Scouting is a family oriented program.. operated by families. We are a volunteer program. Those who conduct the Scouting program are moms, dads, aunts, uncles, friends and neighbors, just like you and me. We are unique in a way, though..In most groups, when you agree to participate, you are given the books and a fond farewell by the outgoing volunteers.
 - Here's where our strength really is...Why are we the largest, most consistent youth organization in the world today? Because our purpose is sound, because we care enough to train you, share with you, help you, comfort you, laugh with you. You don't ever have to be the "Lone Den Ranger."
 - There are a number of ways you can help insure your son gets the most of his experience in Scouting. You pick the time you can spend and we'll show you how you can help your son. All our families participate in some way. Once a month, right here in this room, all the Cub Scouts come together for an hour and show all the things they have done during the past month...and get recognition for doing it. Is there anyone here who can't spend one hour with his son each month?
 - Some of you will not be able to take more than that hour a month to help and that's fine. We don't want to embarrass you. There are others of you who will be able to give more time. Some of you will take a direct role in guidance with you son and spend 3 hours a week just to make sure he gets the benefit of all those things we're concerned about. That's called a den leader.
 - First of all, I imagine all you boys came here tonight to join Cub Scouts and start doing all the neat stuff we do in Scouting, like Pinewood Derby and Sports, etc. I'm going to hand out some application forms for you to complete. Walk through the form, explaining the cost, including Boy's Life.
 - I didn't ask, and I'd be remiss if I didn't, did anybody come with the intention of being a den leader? How about if it didn't require a Doctorate in Child Psychology, years of training and a tendency toward self punishment? How about if I told you step-by-step, everything to do, would yo take 3 hours a week to spend helping your son get the most of our great program? That 3 hours is one hour of planning, one hour of meeting, and one hour of worrying. After the first few meetings, you will be able to eliminate the one hour of worrying. We really need your help. Discuss job descriptions, preparation of den meetings, resources, roundtable and training opportunities.
 - Perhaps the best way for you to make certain you're not getting in over your head is this:
Next _____ (*find out a convenient time*) we'll spend one hour..I'll tell you all the things that need to be done and how much time it takes. You decide if you want to do anything then, and if so, what. If nothing appeals to you, we won't embarrass you by trying to pressure you into taking some job. Is that fair?
- **COLLECT REGISTRATION FEES.**

PARENT INVOLVEMENT

What is parent participation? It might be a mother helping her son make an Indian vest for his den stunt, or a dad hauling home some old scrap wood to assemble a den game chest for his son's den. It could be these and many other helpful things parents do. But wait... this is participation not cooperation... to many times we simply send our children to someone away from home to let others worry about them. In the Cub Scout Program, the whole family participates.



It's important to the success of a pack. Leaders must always remember that the Cub Scout program was designed for parents to use with their sons. Parents simply do not let their son join Cub Scouting - they join with them.

- It starts with the Cubmaster, den leader and committee members. Be prepared with a few simple rules and procedures that your pack has agreed on . If you want parents to participate and cooperate, tell them exactly what they're in for, what you want them to do, and what they can expect from the program.
- Every parent and new leader should be encouraged to attend a Cub Scout Parent/Leader orientation.
- Be proud of being a Cub Scouter - BRAG about it! Tell how rewarding it is. Parent participation must begin either before or during the joining period. Don't make it too easy to join your pack. Make sure your information on parent participation is explicit.
- Parents have ideas and talents, too. Use them. Families can help with refreshments, transportation, den projects or by providing leadership for special projects. They can help by attending pack meetings, serving on pack committees and help support money earning projects.

SUCCESSFUL PACK OPERATION

The following guidelines have been followed successfully by many packs. You may want to use this as a check sheet to see where your pack operation can be improved.

- Enthusiastic parent participation
- Good attendance at pack meetings and activities
- Pack administered by committee
- Work shared by all leaders
- Treasurer handles finances, keeps accurate records and operates pack on a budget plan
- Advancement records are maintained
- Cubmaster is executive officer of pack and responsible for program
- Adult leaders are correctly uniformed and trained
- Adult leaders attend monthly roundtables regularly
- All dens meet weekly and have two deep leadership
- Trained Den Chiefs in all dens.
- Den leaders meet regularly with den chiefs
- Pack has a least one Webelos den
- Regular monthly pack leaders meetings
- Regular monthly den leader/den leader coach meetings
- Pack holds annual pack planning conference to plan year-round program
- Pack has a plan to transfer Cubs into Webelos
- Pack holds impressive graduation ceremonies into Boy Scouting
- Pack conducts at least one service project
- Impressive ceremonies are used for induction of new families and advancement
- Pack has an effective membership recruiting plan
- Pack has close working relationship with a Boy Scout Troop
- Badges and awards are presented at the monthly pack meeting immediately following when the boys earned them
- Pack reregisters on time with at least 50% of its members
- At least 50% of registered boys advance in rank each year
- Pack earns Honor Unit Award
- Leadership and performance of adults is recognized regularly.



SAMPLE PACK COMMITTEE MEETING AGENDA

Opening:

Greeting and introduction of new members or guests - *Chairman*

Minutes:

Reports from previous meeting - *Secretary*

Planning:

Next pack meeting - *Cubmaster or Chairman*

Pre-opening activity

Opening

Game

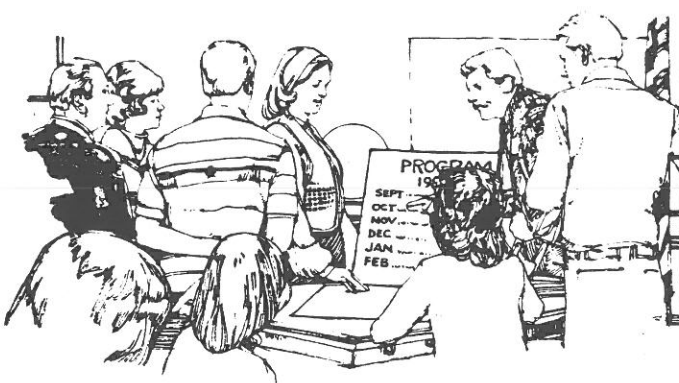
Song

Skit

Advancement

Announcements

Closing



Other activities: *All*

Den Activities/Reports: *Den Leaders*

Future Planning: *Chairman*

Financial Report: *Treasure*

Assignment of Responsibilities: *Chairman or Cubmaster*

THE PACK MEETING

There are several elements of a successful pack meeting. The most important thing to remember is that the pack meeting is for the BOYS. Cub Scouting is THEIR program... not the adults.

Elements of a good pack meeting include:

- ☺ Planning
- ☺ Timing
- ☺ Participation
- ☺ Fellowship
- ☺ Recognition
- ☺ Spirit
- ☺ FUN, FUN, FUN



The meetings should be planned with goals in mind. Themes, current fads, or events that Cub Scouts are interested in can help keep things on track. Pack meetings should be kept under 90 minutes in length. The interest



of the Cub is limited. So is that of an adult, especially if there is a good show or football game on TV at the same time as the meeting.

The Cubmaster should not be the only adult involved in the program. Parents, leaders, and the boys should be involved. Individual den participation is essential. If boys and their parents are involved, they are more likely to enjoy the program and keep coming in the future.

Fellowship is a must before any pack meeting. A gathering time activity such as a game before the meeting, gets people together and acquainted. Fellowship after the meeting is just as important. Refreshments are a good way to get people to mix and visit. This is a great time to recruit adult volunteers.

Prepare a written agenda for the pack meeting and be sure to use it! See that all leaders have copies before the meeting starts. Stay with the written game plan unless something drastic makes you change. The use of the written game plan will make the meeting move smoothly, permit it to end on time, and prevent leaving something important out.

FUN...the most important element, should not be overlooked. If people have fun, they will return and remain enthusiastic about the Cub Scout program. The spirit of Scouting should prevail throughout the pack meeting. Show enthusiasm for the program...**enthusiasm is contagious. Pass it around!**

PACK COMMUNICATION

Most packs have a lot of people involved - a lot of people who need to know what is going on, where, and when. Some information needs only to go to parents, other information goes to den leaders, member of the committee, the boys, or the district.

Lines of communication need to be established between:

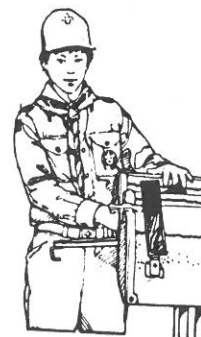
- The council and pack.
- The district and pack.
- The cubmaster and den leaders.
- The chartered organization and pack leaders.
- The pack and the community.
- The leaders and the Cubs.
- The leaders and the parents.
- The parent and Cubs.



Many things occur from poor communication. The pack may miss an important event, the boy may not receive his next advancement, the parents may miss out on an outing. There are many ways to improve communication and let everyone know what is happening.

Some things that can be done are:

- Take notes
- Listen
- Plan
- Review notes
- Encourage ideas
- Don't make communication to parents entirely the den leaders responsibility
- Understand that others may interpret the information differently



HOW TO KEEP COMMUNICATION GOING

YEARLY CALENDAR:

Each year at the annual planning meeting the pack should set monthly themes for the program for the next 12 months. Along with the themes the pack meeting, dates, times, and places should be set. This information is vital and should be shared with every family in the pack as soon as it is available.

SURVEY SHEETS:

Survey sheets provide information. If a survey sheet is completed by each family, valuable information is in the hands of the pack leaders. This will help the leaders know and understand the boys' families and help in accessing available resources and talents. The Parent Talent Survey Sheet is an excellent form to use and is available at the e Council Office.

NEWSLETTERS:

A pack newsletter can provide everyone with important dates and events. It can help to inform everyone on what has happened. Newsletters may include den doings, fund raising information and welcoming new Cubs and leaders. Don't forget to thank everyone who has helped. If newsletters are mailed they are more likely to be seen by parents than if sent home with the boys.

POSTERS:

Posters help tell what is going to happen or what has occurred. A den can use a poster to tell about its activities. Be sure to use lots of pictures!

SKITS:

Skits may be used to promote an upcoming event. A skit could provide entertainment as well as sharing information within the pack meeting.

NOTES:

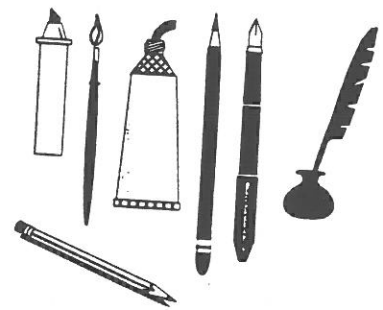
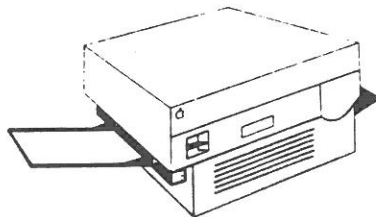
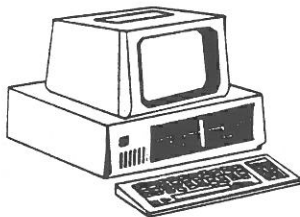
A note given to each boy as he leaves a meeting can be very useful in communicating with parents.

TELEPHONE:

While not the most effective method, it has the advantage of communicating immediate information and messages.

PERSON to PERSON:

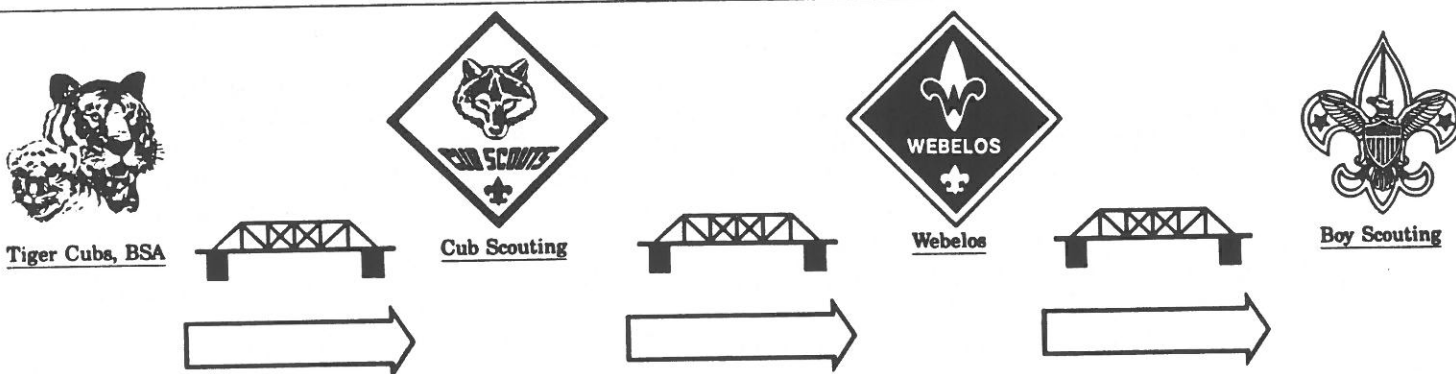
A leader can get and receive information by talking to parents and boys one on one. Discuss things that are going to happen and get feedback. Invite parents to visit the den meetings. Parent participation may increase and so will communication.



BRIDGING THE PROGRAM LEVELS IN CUB SCOUTING

To help pack leaders ensure the retention of boys through the transitional phases of Cub Scouting.

Specific methods for keeping boys active through transitional stages of Cub Scouting



Encourage:

1. Communication between leaders
2. Big Idea 17
3. Pack meeting attendance
4. Graduation ceremony
5. Involvement of parents
6. Parents as new leaders
7. Friendly interaction
8. Registration and den placement
9. Bobcat award
10. Continued success

Encourage:

1. Communication between leaders
2. Forwarding of records
3. Combined activities
4. Graduation ceremony
5. Involvement of parents
6. Parents as new leaders
7. Friendly interaction
8. Den placement
9. Webelos colors or hat
10. Continued success

Encourage:

1. Arrow of Light award
2. Boy Scout outdoor activity
3. Joint pack-troop activities
4. Graduation ceremony
5. Involvement of parents
6. Parents as new leaders
7. Friendly interaction
8. Registration and placement into new patrol
9. Boy Scout badge and Tenderfoot award
10. Continued success



TIGER CUBS

In 1982, TIGER CUBS was introduced for boys in the first grade. It fills a great need in America today by providing a simple, uncomplicated program for bringing boys and their families close together.

TIGER CUBS U.S.A. is an exciting program for first grade boys and an adult member of his family. The program calls for equal participation from the boy and the adult. The TIGER CUB program stresses *fun, activity, and the building of relationships* between the boy and the adult as well as among the TIGER CUB group.

The motto of the TIGER CUBS is "**SEARCH, DISCOVER, SHARE**". The motto is derived from the opportunities to search out new activities, discover new things, and share them with one another.



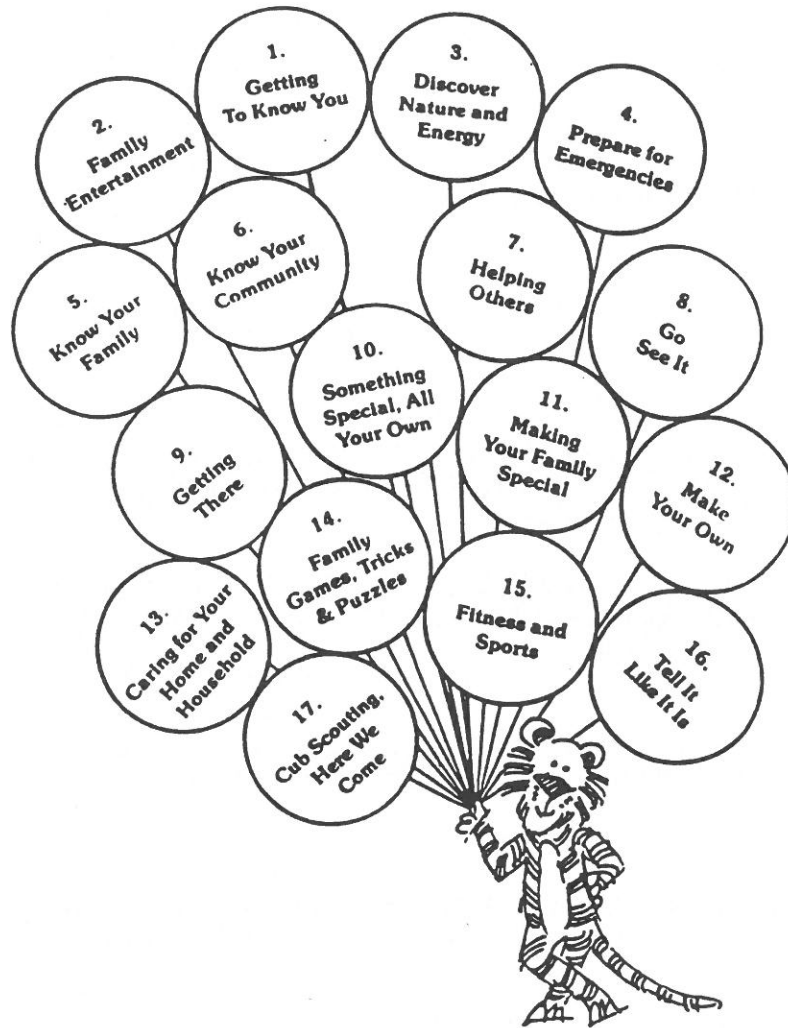
TIGER CUB groups are organized by the chartered organization and the Cub Scout Pack. A member of the pack organization acts as the "organizer". The leadership for the monthly activity is rotated among the adults in each group. TIGER CUB groups are affiliated with the Pack but meet separately. The TIGER CUB group meets monthly with both BOY and ADULT being present. Most meetings involve an activity or a field trip. Twice a year the TIGER CUB group meets with the Pack - at the annual Blue and Gold Dinner and as they graduate into the Pack in June or August. TIGER CUBS is a school year program, after which the boy is eligible to join the Cub Scouts.

THERE ARE TWO BASIC PIECES OF LITERATURE FOR THE PROGRAM.

1. An orientation flip chart to be used by the Pack organizer, accompanied by an organizer's manual.
2. The registration packet includes the Family Activity Book, which is used by the boy and the adult. The packet also includes two certificates of registration, two iron-on decals for the uniform, a wall poster activity chart, activity stickers, and a registration sheet for joining TIGER CUBS.



The TIGER CUB program is designed around 17 different program themes, called BIG IDEAS. Big Ideas include such topics as "Know Your Community", "Fitness and Sports", "Prepare for Emergency", and "Family Enrichment".



Suggested activities for individual families as well as the Tiger groups are listed with each Big Idea.



What is TIGER CUBBING?

TIGER CUB EMBLEM

Consists of an adult tiger and a tiger cub, symbolic of the fact that the program stresses equal participation.

TIGER CUB MOTTO

Search, Discover, Share.

TIGER CUB PROMISE

I promise to love God, my family, and my country and to learn about the world.

TIGER CUBBING is as easy as 1-2-3

1. **FUN!** If you want to sum up the Tiger Cub program in a single word, than this is it. A boy and an adult having fun together and learning more about each other and the world around them in the process.
2. **BOY, ADULT!** Tiger Cubs is a family-oriented program of teams. Each team is made up of a Tiger Cub and his adult partner - father, mother, or other adult family member or even a neighbor. What is important is that the adult partner is someone who cares about that boy and is committed to his well-being.
3. **SEARCH, DISCOVER, SHARE!** This is the Tiger Cub motto. Tiger Cub teams search out new activities, discover new things, and share them with one another in the program.

The TIGER CUB program has been successful from the moment of its introduction in 1982. Why? Because Tiger Cubs, BSA, fills a great need in America today by providing a simple, uncomplicated program for bringing boys and their families closer together. It works!



Pack TIGER CUB Organizer

Position Description

1. Attend District School Night Orientation meeting.
2. Attend District's August and September Roundtables.
3. Attend Pack School Night for Cubbing and organize Tiger Cub group(s).
4. Insure all applications are completely and correctly filled out, correct fees collected and Family Activity Packets are all accounted for.
5. Turn applications, fees, and unsold Family Packets over to School Night Coordinator.
6. Stay in contact with Tiger Cub Group throughout the year. Assist when needed.
7. Make sure Tiger Cub Group attends Pack functions when invited.
8. See that all Tigers graduate into the Pack in the spring.
9. Attend Tiger Cub graduation ceremony and recruit your successor.

Supply List for Tiger Cub Organizer

- Tiger Cub Organization Plan
- Tiger Cub Flipchart
- Tiger Cub Organizer's Manual
- Tiger Cub Applications
- Family Activity Packets



Tiger Cub Organizer's Calendar

- AUGUST:**
- Attend organizer's training.
 - Prepare for Tiger Cub Rally Night.
(coordinate with Pack Rally)
- SEPTEMBER:**
- Rally Night.
 - Attend pack committee meeting and report on rally.
 - Divide Tiger Cubs into groups.
 - Follow up with groups on first meeting through Big Idea #1.
 - Attend first meeting and plan calendar.
- OCTOBER:**
- Contact host team and make sure they are planning to have meeting and know what to do.
- NOVEMBER:**
- Follow up with host team about month's meeting.
 - Attend meeting.
- DECEMBER:**
- Follow up with host team about month's meeting.
- JANUARY:**
- Attend pack leader's meeting on Blue and Gold Banquet. Find out date, location, time, and what Tiger Cubs are to bring, or cost of dinner.
 - Follow up with host team about month's meeting.
- FEBRUARY:**
- Coordinate Blue and Gold Banquet with Tiger Cubs. Make place mats and table decorations.
- MARCH:**
- Follow up with host team about month's meeting.
 - Encourage Tiger Cubs and adults to attend SOR.
 - Obtain registration forms from Pack so Tiger Cubs can be registered as Cub Scouts.
- APRIL:**
- Plan to register Tiger Cubs with pack early in month.
- MAY:**
- Graduation of Tiger Cubs into Pack.

Encourage new Cub Scouts to take part in Summertime Activities



Tiger Cubs, BSA



Tiger Cub Rally

TIME ACTION

- 6:45 pm **BEFORE THE MEETING**
- Set up chairs and tables.
 - Lay out all materials.
 - Have greeters standing by at all doors.
- 7:15 pm **OPENING CEREMONY**
- Lead group in Pledge of Allegiance.
 - Teach the Tiger Cub Promise using flipchart.
- 7:20 pm **TIGER CUBS, BSA**
- Use the **TIGER CUB ORGANIZER MANUAL** to cover the following points:
- The boy and the adult as a team.
 - The objectives of the Tiger Cubs.
 - Tiger Cubs is an individual family program, with some group activities. Show Family Activity Packet and explain the "Big Idea" concept.
 - Explain how the Tiger Cub Group operates. No leader needed. Each team hosts one or two big ideas during the year.
 - Explain that you will be available to assist during the year. Give everyone your telephone number. Ask for volunteers to host the first three meetings. Set date, time and place.
 - Explain the cost for each Tiger Cub team (*boy and adult*). This should include registration, the Family Activity Packet and a subscription to Boy's Life magazine.
 - Answer any questions.
- 7:45 pm **WRAP-UP**
- Distribute pencils/pens and ask everyone to fill out their Tiger Cub Registration Forms.
 - Collect fees and applications.
 - Thank everyone for attending and remind them that you will be in touch.
- 8:00 pm **AFTER THE MEETING**
- Check fees, applications and remaining Family Activity Packets to make sure that everything balances.
 - Give material to Cubmaster.

NOTE:

THIS FORM CAN BE USED AS A CHECK-OFF LIST FOR YOUR RALLY.

IMPORTANT REMINDER

You are personally responsible for the cost of the Family Activity Packets, so be sure to collect them from those who do not register. You must account for all of the packets issued to you.



PACK HAPPENINGS

Happenings or activities are the spark that make a den and pack really special and the envy of all the others. The extra effort involved is well worth the investment as the group's enthusiasm grows. Recruiting becomes easier when a Cub Scout tells his friends all the neat things his Cub Scout pack is doing. Parents will want to be involved when activities are planned that are fun and exciting.

A successful activities program depends on all den and pack leaders and families working together. The single most important word for a smoothly-run program is **PLANNING**. Careful planning of pack and den activities will generate enthusiasm for unit leaders, parents and boys; an important factor for all the people "who make the pack go."

The secret for Cub Scout den activities is the wise use of the monthly theme. The theme is simply an idea or emphasis around which den and pack leaders plan activities for the Cub Scout dens to do from one pack meeting to the next.

The theme idea simplifies the planning of den and pack meetings. It gives each den a focus for its work and play during the month and brings them all together at the monthly meeting with skits, stunts, and handicrafts all related to a single theme. If the dens are active during the month, an interesting and entertaining pack meeting is the natural result.

The monthly themes suggested for 1993-94 are:

- December 1993 - Holiday Magic
- January 1994 - Exploring Alaska
- February 1994 - Blue and Gold Traditions
- March 1994 - Wheels, Wings, Rudders
- April 1994 - Shape Up
- May 1994 - Back to Nature
- June 1994 - Strong for America
- July 1994 - Buckskin Pioneers
- August 1994 - Water Fun
- September 1994 - Explore Your Neighborhood
- October 1994 - Achievement Parade
- November 1994 - Harbors, Stations, Airports



Cub Scout families are eager to see what other dens have done with the theme. A friendly rivalry usually results, and quite often den spirit is developed, even among parents. Many packs present a **PARENT PARTICIPATION RIBBON** to the den or dens who have the most parents at the monthly pack meeting.

Webelos dens do not use the pack's monthly theme. Instead their emphasis is on one of the activity badge areas. Often the Cub Scout theme and activity badge area are compatible, such as "Cub Scout Circus" and "Showman" or "Going Places" and "Traveler."

Packs are not obligated to use the recommended themes, although there are benefits to be gained by using them. These themes are selected and planned to appeal to boys and to offer opportunities to achieve the Purposes of Cub Scouting. They are the subjects on which the most program material will be available.



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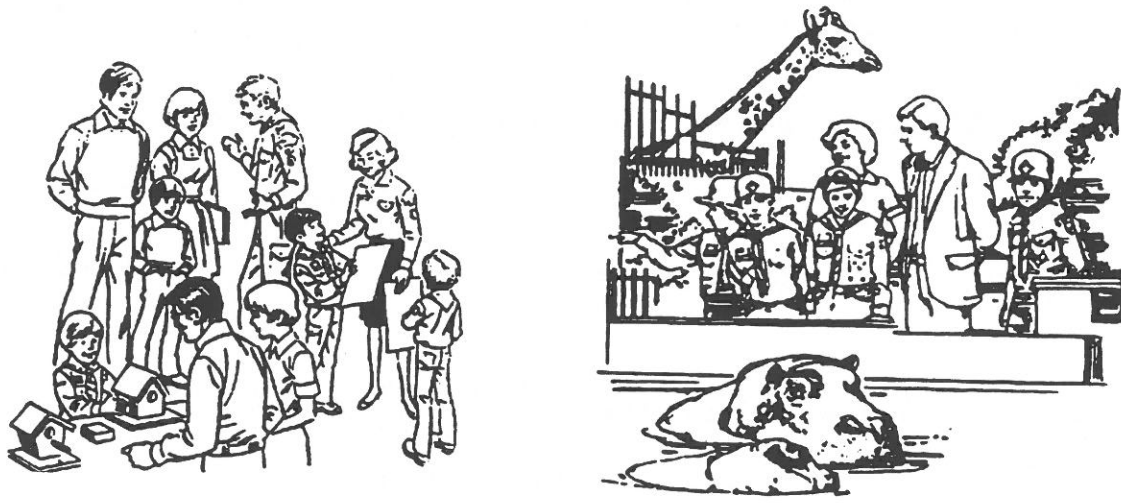
Remember the Cub Scout program is flexible, and if another theme is better suited for your pack, you may wish to make an exception.

These things should be kept in mind:

- It must have strong appeal for Cub Scout-age boys.
- It should be a wide subject that provides a variety so that each boy can do the things he likes to do.
- It should instill the deeper, more lasting values of Cub Scouting.

Cub Scouting has a nonsense word that expresses the idea very neatly. This should be your watchword as you plan year-round fun for your pack or den. The word is KISMIF. It stands for

"KEEP IT SIMPLE, MAKE IT FUN"



A Cub Scout pack can easily plan a variety of special activities. There are some general guidelines which should be followed to help insure that success of your activity.

OBJECTIVE: Why are we having the activity? Does it help to achieve the Purposes of Cub Scouting.

LEADERSHIP: There should be adequate adult leadership to ensure safety and supervision. In major activities, such as the Blue and Gold Banquet or Pinewood Derby, the pack committee usually appoints a chairman, and a committee is recruited to carry out various responsibilities. This is a good time to involve adult family members.

FACILITY: What type of facility is needed? Can it be held at the regular pack meeting place. Is it an outdoor activity? Are reservations necessary? Will there be a charge for the facility?



- PHYSICAL ARRANGEMENTS:** What type of seating arrangement is needed? If it is outdoors, what is available, and what do we need to provide?
- SCHEDULE:** A written schedule or program will be helpful. When will it be held? What time does it begin? Who does what when? What time does it all end?
- ALTERNATIVES:** Plan for backup leadership to fill in for emergencies. If it is an outdoor activity, have a backup plan in case of rain.
- PUBLIC RELATIONS:** Be sure all pack families are informed about the activity. Is this an event that could be publicized in local newspapers or other media?
- JUDGING AND AWARDS:** A special pack activity which takes the place of the regular pack meeting should include advancement awards so recognition can be made promptly. If it is a competitive activity, will each boy receive something for participating? Or will only the winners be recognized? How and when? What type of awards will be used? Who will do the judging? How?
- HEALTH AND SAFETY:** Include in the plan all necessary measures to ensure the health and safety of the boys and others attending.
- MATERIAL AND EQUIPMENT:** What materials and equipment are needed? Who will bring them?
- FINANCES:** Estimate cost of activity, if any. Does pack budget cover this expense? If not, how will costs be covered?
- REGISTRATION PROCEDURE:** Most competitive events require some type of check-in procedure. Who will be responsible?
- TRANSPORTATION:** Will transportation be needed? Will each family provide its own? If not, what arrangements need to be made?
- COUNTDOWN:** Does everyone involved know what is expected?

Scouting means doing. Everything in the Cub Scouting program is designed to have the boys doing things. **CUB SCOUTING IS A YEAR-ROUND PROGRAM.** Remember to include the summer months in your activities. This not only helps keep the pack together, but it also provides opportunities for some of the easiest and funniest activities that can happen during the year. A quality pack program has two elements...fun and exciting activities for the boys, and it achieves the Purposes of Cub Scouting. The information found on the following pages will help you with your planning for the coming year.



SAFETY AWARENESS

Leaders are responsible for safety while the boys are in their care. Safety rules should be enforced at all times during den/pack meetings and activities.

1. Teach the boys the rules of safety around the home, fire safety, and water safety, using the Cub Scout achievements and electives.
2. Meeting places must be free of accident hazards. Use the Meeting Place Inspection Form, No. 6140, to check them.
3. Use a few minutes of den or pack parents' meeting to discuss the value of teaching the boys to cope with everyday hazards of living.

Often parents place too much emphasis on keeping children away from hazards and not enough on teaching them what to do when they are faced with hazards such as a broken electric cord.

Instead of asking boys to stay off the streets, teach them to observe proper precautions while they are in the street.

Instead of keeping boys indoors in cold weather, teach them how to dress to protect themselves against the cold.

4. Invite local experts to visit with parents and Cub Scouts about such subjects as: Fire Safety, Traffic Rules or Basic First Aid

OUTDOOR ACTIVITIES

Outing is an important part of the word "Scouting". One of the purposes of Cub Scouting is "to prepare them to become Boy Scouts." As Cub Scout leaders, we have an opportunity to help prepare Cub Scouts for the outdoor activities they will enjoy later as Boy Scouts.



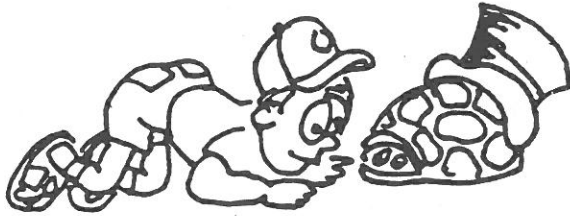
Cub Scouts are introduced to the outdoors through den and pack activities and Wolf and Bear requirements. They learn proper methods and safety procedures for hikes, cookouts, and conservation projects. The Cub Scouts enjoy camping with their family.

Webelos Scouts start the transition in outdoor adventure by participating in parent-son overnight campouts. They develop some basic camping and outdoor skills which help prepare them for troop experience when they move to Boy Scouting.

Each step in the outdoor program is a foundation for the next higher step. A boy's outdoor experience in Cub Scouting determines to a large degree how much he enjoys his later experience in the troop. It is our challenge as Cub Scout leaders to set the stage in the proper way.



Cub Scouts are explorers by nature, so the outdoor program helps open up the world around them. As boys hike, explore, run and romp, they are learning about God's beautiful world and the importance of conserving natural resources. As they take part in competitive sports and games, they learn the values of physical fitness and good sportsmanship. While they are having fun in the outdoors, they are learning important human values and growing strong in mind and body.



Outdoor den meetings can be family adventures in backyards or community parks. Cub Scouts can make their own outdoor games, improvise sleeping equipment for outdoor camping and collect objects from nature. The Cub Scouts learn to help plan and prepare for family camping experiences, picnics and trips.

Outdoor pack activities should be adapted to the facilities available. Make good use of rural areas, Scout and church camps, as well as city parks and recreation areas.

SAFETY RULES FOR OUTDOOR ACTIVITIES

1. Always have a first aid kit handy. If possible, have an adult trained in first aid and cardiopulmonary resuscitation (CPR) attend pack functions.
2. Remember that adequate leadership and supervision help prevent accidents.
3. Encourage boys to pair up in buddies and to be aware of each other's whereabouts at all times.
4. Have a plan for personal or natural emergencies (*such as lightning storms, high winds, or flash floods*) which could occur during an outdoor activity. Know where emergency care can be obtained quickly.
5. If possible, check out the location in advance for hazards.
6. Avoid such dangers as buildings in disrepair or under construction, fire hazards, stinging insects, poison plants, tools improperly used, too-rough sports or games for age and size of boys. Accidents can be prevented.
7. Select a well-identified gathering place in the event the group is separated.
8. An adult should always supervise when Cub Scouts are building fires and cooking. If the den is using a ground fire, clear a space 10 feet in diameter of all burnable material. Stay away from trees with low-hanging branches. Use of chemical or liquid fuel stoves must be limited to adults.

CUB SCOUT CAMPING

The Boy Scouts of America does not permit overnight camping by dens or packs except at council approved property. Backyard camping and family camping are encouraged for the younger Cub Scouts. A boy is not likely to run into problems beyond his ability when his family is with him or close by. Backyard camping is simply sleeping out with a friend or two, either under the "stars" or in a "homemade tent". Each district offers a summertime Cub Scout Day Camp for the Cub Scouts to attend.



DAY CAMP

Cub Scout Day Camp is a week-long summertime experience available for all Cub Scouts, from the newest Tiger Cub graduate to the Webelos (first grade through fourth grade graduates). The only catch is you've got to be a Cub Scout.



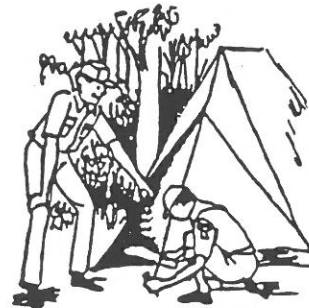
Just like it sounds, day camp takes place during the day usually from 8:30-4:00. Camp usually takes place at a city park or other wooded area in your pack's district.

The camp is directed and staffed by volunteers just like you who put in a little extra time for some special training. The boys spend their day shooting B-B guns, using a bow and arrow, making crafts, learning outdoor-nature skills and playing Cub Scout games. In short, they have FUN and in the process they complete electives and achievements toward their advancements. Every camp is unique in the "SPECIAL" activities that each camp's director chooses to put on each day. Well, how do you sign up to help and how do Cub Scouts sign up to attend? Applications are mailed in April to every registered Cub Scout with all the details so watch your mail box. In addition, staff applications and additional Cub applications are available at the Scout Service Center and at your District Roundtable around April.

FAMILY CAMPING

Since Cub Scouting is home and family centered, its outdoor program must be also. It gives the boy and his family an introduction to the outdoors and an appreciation of nature and its conservation.

Family camping can be rewarding and fun for Cub Scout families. You can't camp without equipment and equipment can be expensive. Many beginners rent the larger items the first year from a dealer who will apply the rental fee to the purchase price if they decide to buy.



Some families try a practice camping weekend before taking a camping vacation. This helps ensure that the equipment is complete and in working order. Check with an experienced camper to determine what equipment is needed. This will probably include a tent, a good sleeping bag for a good night's rest, cooking and eating equipment, food and food containers, some tools, and personal equipment.

Cub World at the John Zink Scout Ranch is a great opportunity for packs to enjoy a fun camping weekend. Cub World is developed with Cub Scout family camping as the core of the program.

Cub Scouts will be able to pass some of their advancement requirements while on a family camping trip. The whole family will have a lot of fun.



CAMPING TIPS

Selecting a Campsite:

When selecting a campsite look for these things:

- South or Southeast exposure
- Protection from wind
- Level and reasonably smooth ground
- What is above you? Are there trees with dead or dying branches
- Where is the water supply

Setting Up Camp:

Pitch a tent on smooth and level ground with tent back to prevailing wind. The slope of the stakes will depend on the condition and texture of the ground. Usually stakes driven at an angle toward the line of pull will hold in either hard or soft ground. Use taut-line hitch on guy lines.

Make a door mat of plywood or heavy cardboard to help keep the inside of the tent clean. When possible, leave shoes outside.

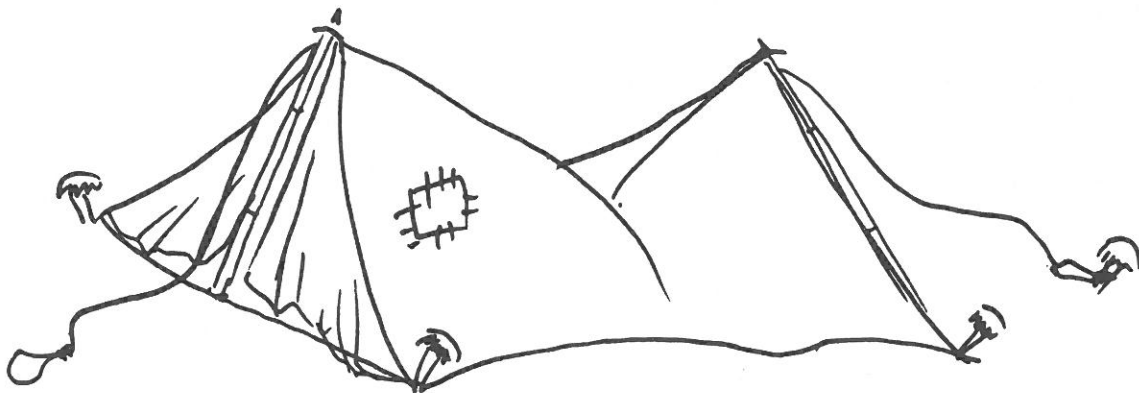
If the campsite does not have toilet facilities, locate your latrine well away from tents and water supply.

Many campers take along a large tarp or dining fly and set it up as a shelter to provide a covered area for cooking, eating and other activity outside the tent.

Keep an adequate supply of drinking water on hand. It is a good idea to keep a thermos bottle full of water in the tent at night, especially for children.

Always gather firewood during daylight and stack it under shelter. Don't count on firewood being available. Bring wood or charcoal or stoves.

Before turning in for the night, be sure everything is secure and covered for protection for rain or animals. Be sure food is well covered or hung out of reach. Don't leave open containers of food in the car--the food may be safe, but animals may scratch the car. Don't store food in tents.



CAMPFIRES

After a busy day of outdoor activities at camp, what better way to bring a day to a close than gathering around a crackling campfire for a program of ceremonies, songs and skits.

Select a scenic spot, with good drainage so ground will be dry for seating. Provide protection from the wind and insects. Check out the firewood supply, you may need to bring firewood from home. Check for fire safety. Contact the local authorities for any necessary permission. Can the fire be built and extinguished safely? Listen for outside noises which may be distracting. It is much better to have waves lapping against shore or wind blowing through the trees than highway or airplane sounds.

Boys should be properly clothed, depending on the season. In winter, clothing should provide warmth; in summer, protection from the sun. Suitable footwear is important.



CAMPFIRE PROGRAM

Name _____ Counselor assigned _____ Arrive set up by _____
 Date _____ M.C. _____ Campfire host by _____
 Time _____ Song leader _____ Fire set out by _____
 Sleep stations' position _____ Checked by _____

Step	Title of Event, Song, or Skit	By	Time
1	Opening - and Introduction		
2	Greetings - introduction	M.C.	
3	Song - " " " "		
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
21			
22	Closing		

THE CAMPFIRE PROGRAM PLANNER

How to use this sheet: Be sure that every feature of this campfire program appears somewhere in these locations:

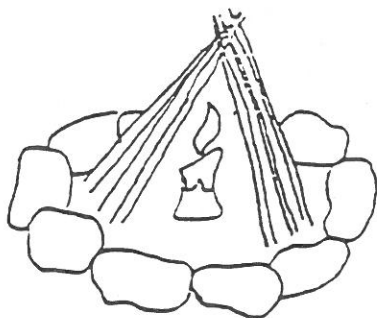
- In a campfire planning meeting, list in the top of the Campfire Program sheet.
- On the Campfire Program Planner (below), list all units and individuals who are participating in the program.
- Fill in each cell and write down the name, description, and type of song, skit or other activity.
- The order of the campfire program (songs, skits, and stories) in a good sequence (considering unity, variety, smoothness, and appropriateness).
- M.C. makes out the campfire program sheet cover.
- Copies of the program are given to all participants.

Campfire Planner	Song Planner	Campfire Program Planner			
		Group or individual	Description	Type	Time

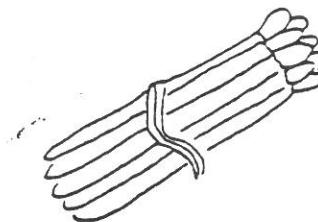


FIRE STARTERS

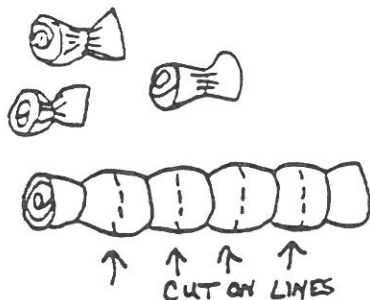
Fire starters are an excellent way to get your campfire going. Below are a few suggestions for fire starters that have proven successful.



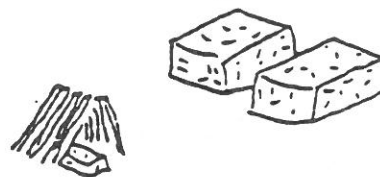
A candle stub works well. Place with string, dip in paraffin. Candle in center of twigs. Light and put on more twigs. Add larger sticks, etc.



Tie a half dozen matches together.



Roll up a single sheet of newspaper. Tie with string. Cut up and soak in paraffin. Place under kindling.



Cut plastic foam into blocks. Soak in paraffin. One placed under kindling is enough for each fire.



PACK DERBIES

Derbies are some of the most popular and successful special events in Cub Scouting. Like all really successful activities, they require planning and preparation, but their value is fun, strengthening of family relationship and promoting Cub Scouting purposes in a way that has been proven over the years. Many packs alternate between the different derbies to add variety to the pack program.

There are many similarities among the different derbies. All seek to:

- Provide fun and exciting new things to do.
- Foster a sense of personal achievement by developing new interests and skills
- Provide the first of many opportunities to share in friendship, fellowship and competition with other Cub Scouts
- Encourage good sportsmanship and pride in growing strong in mind and body

COMMITTEE DECISIONS FOR PACK DERBIES:

1. Decide on location and date.
2. Recruit team leaders.
 - a. Inspection and registration team.
 - b. Judging and scoring team. (*recruit from outside pack, such as principal, policemen or firemen*)
 - c. Race operations team.
3. Decide on judging categories and awards.
4. Recruit person to order kits and awards.
5. Recruit person to locate or build a race track to be used.
6. Establish list of equipment needed.
7. Finalize racing rules. (*as per pack racing committee's decision*)
8. Draw plan of race areas and space arrangements. (*remember derbies can be held inside or outside*)
9. Distribute kits with RULES for race.
10. Possibly arrange for photos and publicity. (*local newspaper*)
11. Allow about 1 1/2 hours, plus 2 minutes for each additional Cub Scout over the quantity of 30.

These decisions are assuming a race derby is scheduled but can be adapted to any derby the pack decides to hold.



Each pack sets their own rules and race as they see fit. This may be the only time that a parent gets involved with their child so encourage parent participation in your pack. SET AND KEEP RULES AND RACE AS FAIR AS POSSIBLE FOR EVERYONE INVOLVED.

Some boys might not have the opportunities and resources to make their race derby entry. About a month ahead of time, it is a good idea to have a time and place set aside for the boys to come and work on their entries.

AWARDS STRUCTURE

Each boy should receive an award or other memento of his participation in the derby. Winners could be presented with medals or trophies. Multipurpose award ribbons, trophies and numerous Cub Scout gift items are available at your local Scouting distributor or use your imagination.

Some ideas for winners could be:

Pack Champions

- 1st Place
- 2nd Place
- 3rd Place



Den Champions

- 1st Place
- 2nd Place
- 3rd Place



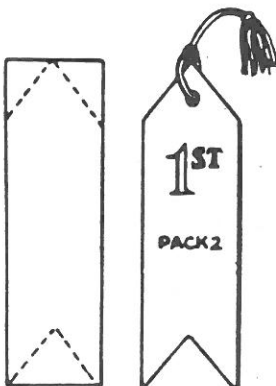
Theme

- Best by Cub
- Best paint job
- Most unusual
- Best detail
- Judges award



Cub Scout Medals

- Gold — C5107
- Silver — C5106
- Bronze — C5105

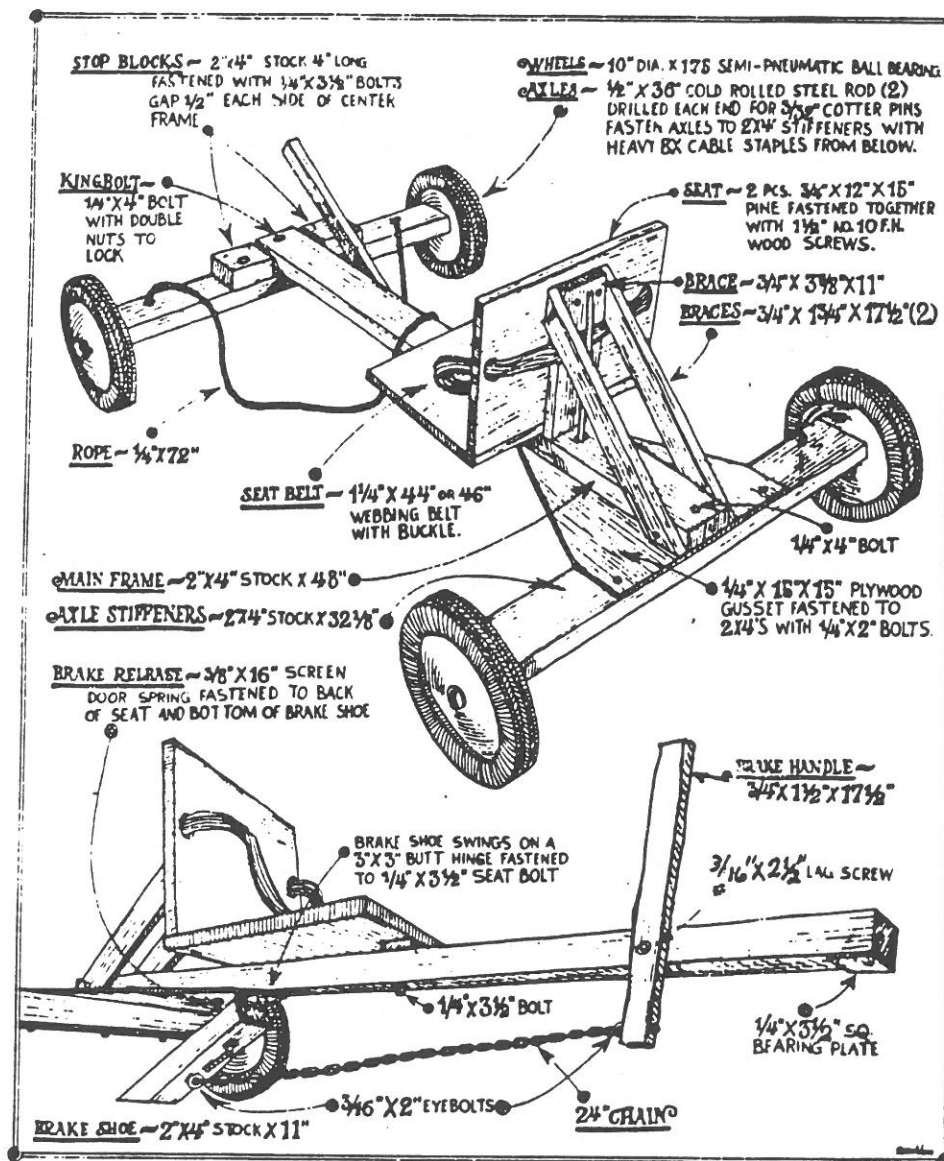


CUBMOBILE OR PUSHMOBILE DERBY

Planning for a Cubmobile or Pushmobile Derby should begin several months before the race date. The cars for each derby are built the same. The only difference is you do not use the starting ramp with the Pushmobile. The power comes from the Cub Scouts.

Each den builds its own Cubmobile, with dads or other adults helping to supervise the construction. Each pack family should be furnished with an information sheet listing the rules, awards, procedures, building specification, date, time and place. This will help prevent any misunderstandings.

CUBMOBILE OR PUSHMOBILE BUILDING SPECIFICATIONS



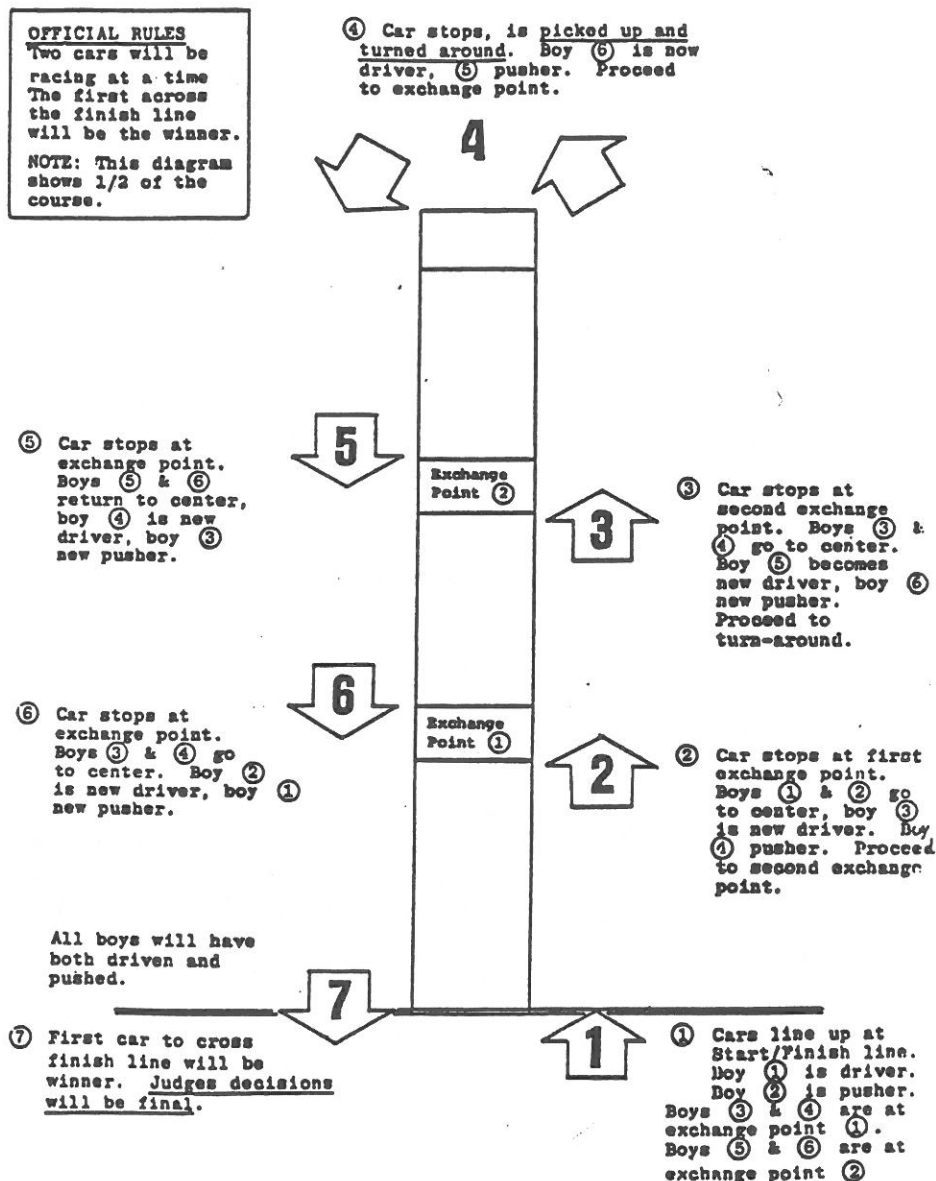
PUSHMOBILE TRACK

One of the best locations is a fairly flat parking lot that is not used on the day of your scheduled event. Schools, churches, or parking areas of an abandon shopping center make an excellent track. Be sure and get permission before scheduling your event. The lanes should be roped off and marked with chalk so boys will know where they are to drive.

Crossing over from one lane to another will happen, especially with inexperienced drivers. Boys should be instructed to stay within their own lanes. Judges should observe entire race for any fouls.

RACING PROCEDURE

The following is a diagram of a suggested Pushmobile track:



CUBMOBILE TRACK

The track should be a smooth-surfaced street with a gradual slope that is neither too long nor too steep. The suggested track length is about 150 feet, plus additional stopping space. Secure approval from the appropriate city, county, or park authority to close off the street to traffic during the derby.

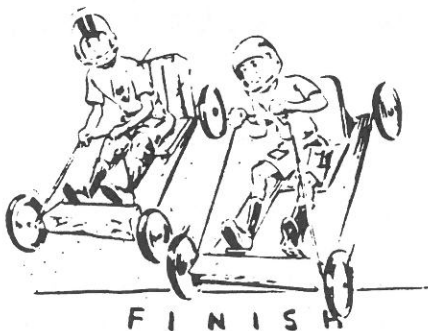
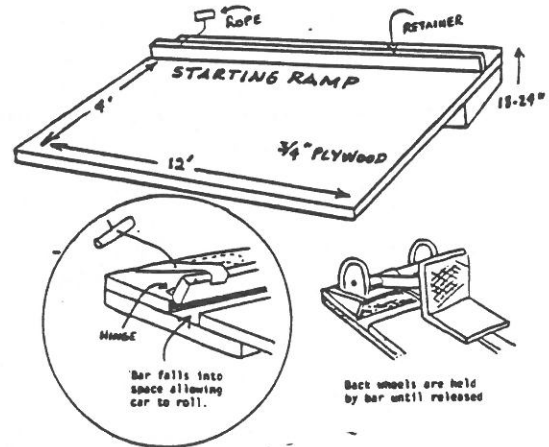
Usually a ramp is set up to start the cars. Cubmobiles start from a standstill, running down the ramp and the slope to the finish line. No pushing or pumping with the feet is allowed.

RACING PROCEDURE

Since several boys race the same car and compete against recorded time, Cubmobiles can be raced again as soon as they get back from the finish line. It will delay the race if boys are assigned a particular time to race. Run a race when two cars and two drivers reach the starting ramp. Accurate time-keeping is a must.

STARTING

The starting ramp should allow ample room for two cars at the same time. The ramp can be elevated at the back side with cement blocks to get more speed at the start.



SPACE DERBY RACE

Cub Scouts will find the Space Derby exciting. They blast off with models of miniature "rockets" propeller-driven and powered by three rubber bands that travel along a heavy monofilament fishing line. Join in the fun as the countdown begins for the space race of the century.

RACE SUGGESTIONS:

1. To stage the race, boys wind up their rocket's motor (rubber band), then hook the rockets over the guidelines, centering the rockets between the vertical dowels and locking the propellers behind the horizontal dowels on the starting gate. Start the countdown and fire at 'zero' by lifting the rear of the starting gate frame which releases the rockets.
2. Run the race in heats, up to four contestants at a time. Boys work hard on their rockets, so each boy gets to try at least twice instead of eliminating him from competition after the first race. For example, in a 6-boy den, try heats of three boys each. The winner of each heat goes into the den finals. Then race the other four again with the winner competing with the other heat winners for the den championship and entry into pack finals.
3. Recruit dads as your flight operations team - two as starters with green flags, two as judges with checkered flags, and two as gate-keepers to line up the boys. Use other adults as inspectors, scorekeeper, etc.
4. Experienced rocket racers warm up their space ships by gradually winding the rubber band motors to full capacity. Try 50 turns first, then 100, 200 and so on. Release the propeller between each winding. Try some backyard runs on a length of monofilament line before competition.
5. Soak rubber bands in castor oil several days before the space derby. This prolongs the band's life and power and will help eliminate breaking during competition. Leaders should have extra rubber bands and props handy for emergencies. Remember that it takes three rubber bands to fly each ship properly.
6. To save time, whenever a ship gives any trouble, pull it off the line and run it with the last heat. Allow boys to wind propellers before coming to the starting gate.

RACING TIPS:

A small hand drill is excellent for winding the rubber bands. It also helps speed up the event. Check the ratio of the drill by making one revolution of the crank handle and count the number of times the chuck turns. Most drills average a 1-4 ratio. It would take 40 turns of the crank to give you 160 winds on the rubber band motor. It is advisable to have one person hold the rocket and propeller while the other stretches the bands, about 1 1/15th" beyond the rocket tail, and turns the rubber bands, gradually shortening the distance between him and the rocket.

HAND DRILL

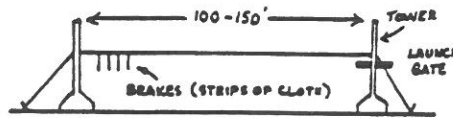
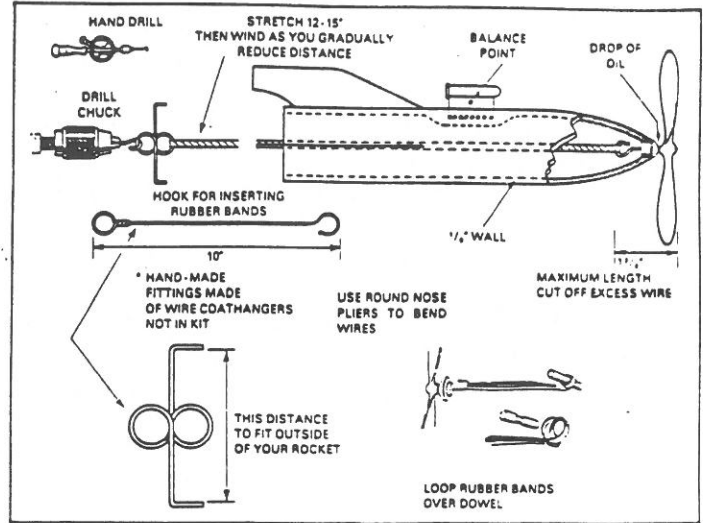


A handmade fitting of coat hanger wire makes winding easier. The wire for this winder accessory is not included in the kit, but can be easily made from scraps around the home.



RESOURCES FOR SPACE DERBY:

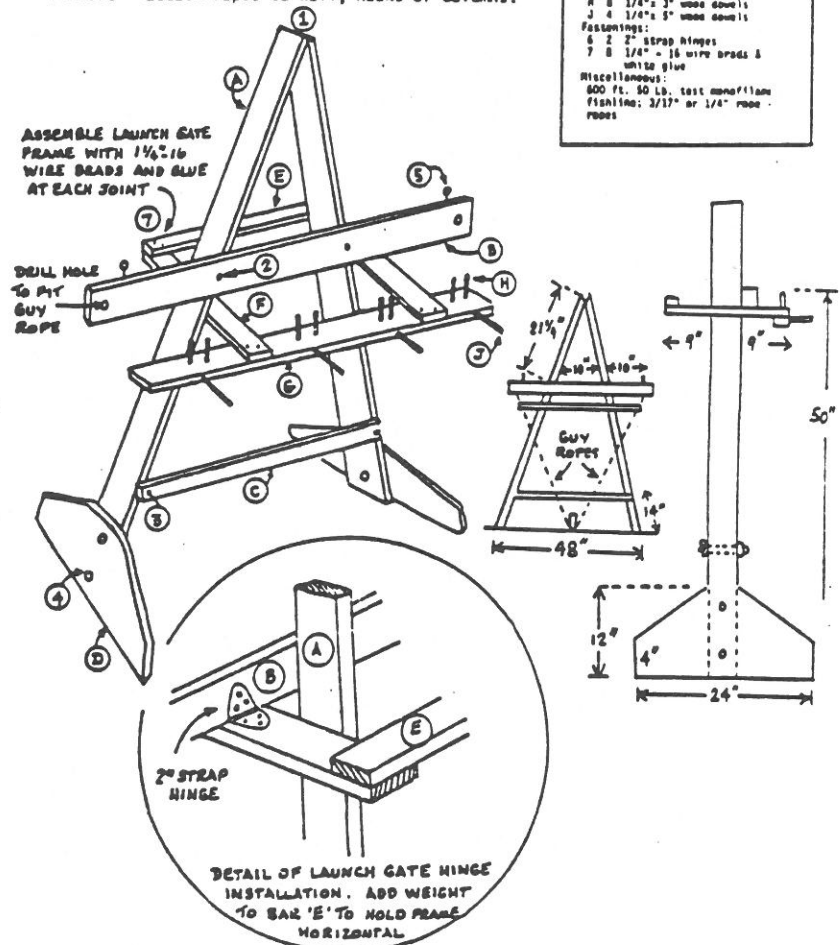
1694-1	Individual Space Derby Kit
1695	Space Derby 8-pack
1695A	Replacement propeller
1695B	Replacement rubber bands (24)
1695C	Space Derby carrier
1695D	Space Derby Acc. Kit (carriers, snap swivel and line)
1688	Space Derby casting mold (plaque with rockets)
7714	Space Derby ribbons (10)
5515	Gold Space Derby medal
5516	Silver Space Derby medal
5517	Bronze Space Derby medal
5730	1st Place Trophy
5731	2nd Place Trophy
5732	3rd Place Trophy



Outdoors - attach guy ropes to stakes, trees, or fences.
Indoors - attach ropes to wall, hooks or columns.

- Tools:**
- A 4 3/4"x3 1/2" x 72" pine
 - B 2 3/4"x3 1/2" x 40" pine
 - C 2 3/4"x1 3/4" x 40" pine
 - D 4 1/2"x12"x24" plywood
- Fastenings:**
- 1 2 1/2" butt hinges
 - 2 4 1/4"x8" carriage bolts
 - 3 4 1/4"x4 1/2" wing nuts &
 - 4 8 1/4"x2" washers
- Launching Gate:**
- E 1 3/4"x1 3/4" x 24" pine
 - F 2 3/4" x 1 3/4" x 18" pine
 - G 1 3/4" x 1 3/4" x 36" pine
 - H 8 1/4" x 3" wood dowels
 - J 4 1/4" x 5" wood dowels
- Fastenings:**
- 6 2" strap hinges
 - 7 8 1/4" x 16 wire brads &
 - white glue
- Miscellaneous:**
- 600 ft. 50 lb. test monofilament fishing line; 3/17" or 1/4" rope; ropes

THE ROCKET LAUNCHER:



PINEWOOD DERBY

The Pinewood Derby is probably the most universally popular and successful family project in Cub Scouting. Like all success stories, the Pinewood Derby requires planning and work by the pack committee and other parents but its value in fun and close family relationships has been proven over many years. A Pinewood Derby can be successful as a District or Council activity, also. Indian Nations Council holds a Pinewood Derby at the Scout-O-Rama in April. It is open to any Cub Scout wishing to enter.

Pinewood Derby cars are simply small models of specified dimensions, created and carved by boys, under the guidance of parents, and raced by the Cub Scouts. They are gravity powered and run down a regulation track. The derby is run in heats, with cars starting from a standstill and running unaided down the ramp to the finish line. A wooden strip placed down the center of each lane guides the cars.

Each pack sets their own rules for the race.

SET AND KEEP RULES SO RACE WILL BE FAIR FOR EVERYONE INVOLVED.

CAR QUALIFICATION RULES

Most packs encourage parent and Cub Scout working together on their car. For some parents this maybe the only time they take an active part in Scouting with their son. Cub Scouts that are from a single parent family may need assistance. Have a Pack wide workshop so Cub Scouts who need help with their cars have the opportunity to receive help. All Cub Scouts need to have the opportunity to experience the thrill of racing. The rules for car qualifying and racing are established by each pack committee or race committee and need to be followed when planning your Pinewood Derby. Below are tested rules from many years experience running and racing Pinewood Derby Cars.

1. Car must have been made this year.
2. The width shall not exceed 2 3/4 inches.
3. The length shall not exceed 7 3/8 inches.
4. The bottom of car clearance must have a minimum of 3/8 inch above the track surface (*including the weights if on bottom*).
5. Wheel bearings, washers, and bushings are not to be used.
6. Added details must be with in length, width, and weight limits.
7. The car must be free wheeling with no starting devices.
8. No loose material of any kind is to be in or on the car.
9. Graphite may be used on car (*powdered graphite only*).
10. Grand Prix Pinewood Derby Kit #1622 is provided by the pack. This kit may be modified in any way you wish (*sand, file, turn wheels, etc.*). Help is available in BOY'S LIFE MAGAZINE.
11. No mags are allowed (*only that come with Kit #1622*).



12. The car's weight shall not exceed five (5) ounces. Cars will be checked on official scales. All cars are to be weighed on the same scales the day of the race. Make the scales available at den meetings at least a week in advance for preliminary weigh-ins.

(Weight can be adjusted to be within limit. This is the responsibility of the parents. Have tools available race day to do the adjustments.)

CONSTRUCTION TIPS

- If the design calls for cutting away much of the block, use a saw first, then a knife or sandpaper to finish.
- Paint body parts before assembling them to avoid getting paint on axles.
- Remove burrs on the axles before adding wheels, using sandpaper or emery cloth.
- If there is a mold seam on the wheels, sand them very lightly.
- Use white glue or model airplane cement to hold pin axle in body. Measure center distance between axles before attaching.
- Lubricate axles with powdered graphite or silicone. No oil, grease or silicone spray should be used. Lubricating oil will slow wheel spin and dripping oil can foul the race track.
- Fishing sinkers or other weights may be inserted in the body to add weight, but the total weight of the car may not exceed 5 ounces.

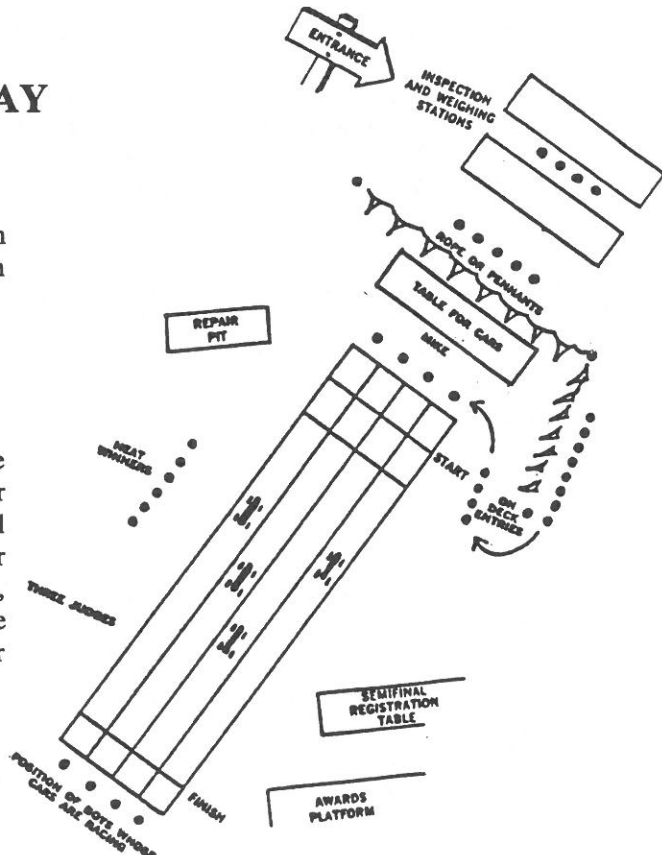
RACE DAY

INSPECTION

All cars are inspected and measured to make sure they conform to racing rules. Cars passing inspection are immediately given to the registration table.

REGISTRATION

Cars passing inspection should be assigned a number. Put the Cub's name next to the number on the registration board after the car if it is ready for racing. Give all cars to the Car Corral Officials. Do not allow anyone to touch the cars during or after inspection. This will avoid any damages, added weight, and confusion. If the cars need attention by the Cubs before the race, remove the registration number and have the car re-inspected, weighed and numbered.



CAR CORRAL RULES

Place the cars out of reach of the Cubs and crowd so that they will not be broken or tampered with. If the car needs to be removed for work before the race, remove registration sticker and inform the Cub that the car must be registered again. Warn Cubs that touching other cars may disqualify their car.

CAR REPAIR RULES

Any adjustments or additions to the cars before registration may be done by the Cubs. After the race begins, the cars may be repaired if minor work can be quickly performed. Fix only the items needing attention, do not lube the cars. Be available after the race starts to fix cars and watch the tools at the repair table.

JUDGES AND FINISH LINE RULES

The first car touching the finish line is the winner. If no car crossed the line the car going the farthest wins. If the cars cross very close to the same time, a tie can be declared. These cars can be re-run against other cars or on a different track or lane. Only in the finals will a close call be important. If both judges do not agree, it is a tie. Designate one judge to always pick up the winner by the center of the car to avoid smashing the wheels and say "THE WINNER". Return ties to the starting gate at once for re-run. The margin for ties should be smaller as the race progresses. Cars jumping off the track once is usually not a fault of the car; repeated jumping may be reason to lose.

(Having one judge always handling the winner will avoid mix-ups of the cars. Be careful; touching the wheels or dropping the cars can ruin them.)

STARTING GATE RULES AND SUGGESTIONS

Handle the cars with care, being careful not to pick them up by the wheels as they can be damaged. Make sure all cars are placed correctly, straight and not touching the center guides on the track. Be certain that the correct car is on the correct lane and is running against the correct cars. Then call out the number of the cars so that the names can be announced. Signal the judges and wait for the judges' starting signal.

Cars that are discovered to have loose parts or wheels may be repaired by race officials if time permits. Push loose wheels back in, being careful not to jam them against the side of the body. Decorative parts that are loose enough to fall off should be removed and not replaced. Cars breaking during a race will not finish that race; however, they may be repaired and put back in the next heat if time allows and they have not been eliminated.

The races themselves are run in heats. The following is a suggestion on how to run the heats.

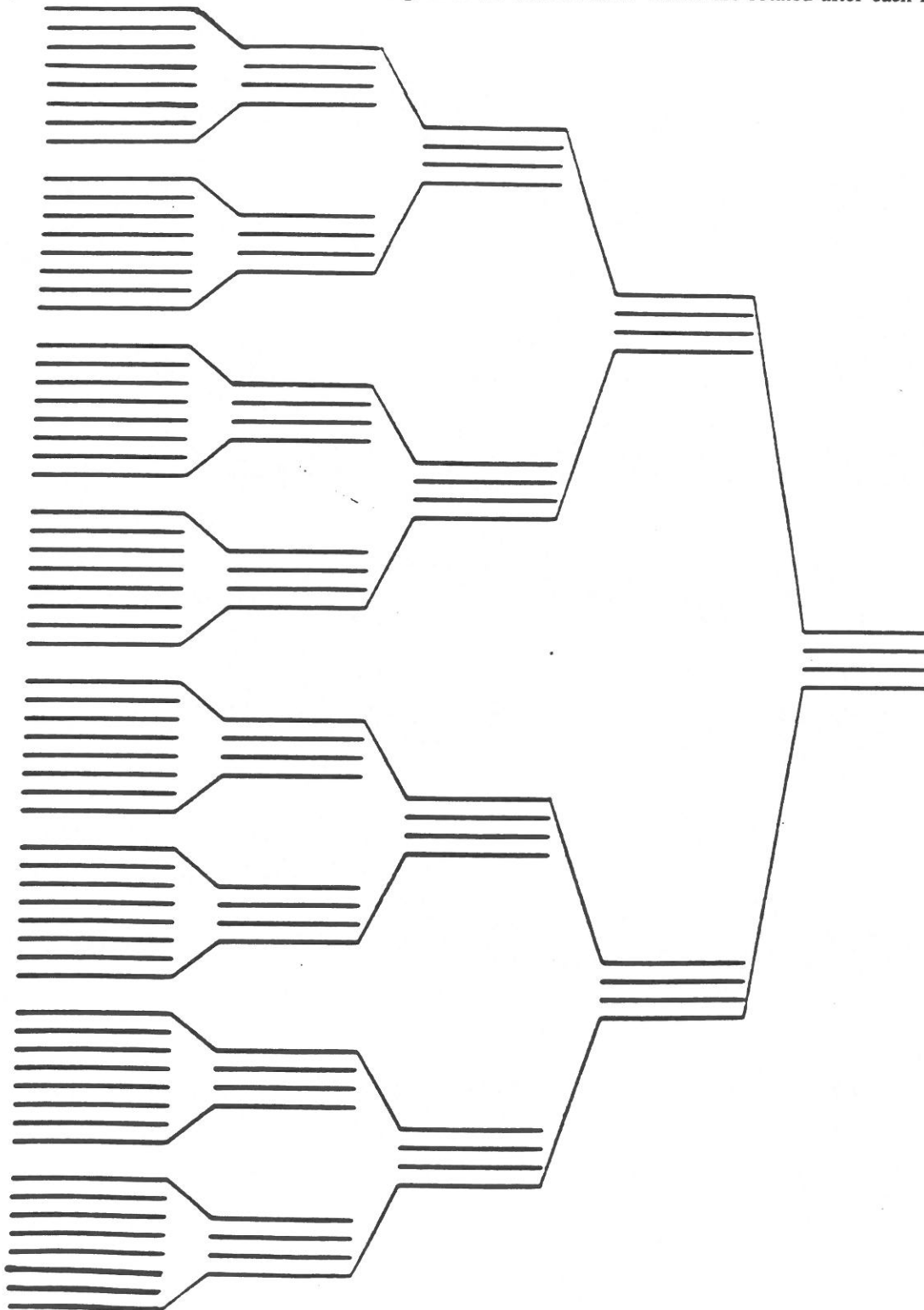
POINTS SYSTEM

1. Run three heat system by den giving points to each car as they finish. Total accumulated points will determine the order of winners. First place is awarded 3 points, second place 2 points and third is awarded 1 point.
2. Use colored dot system, with first place one color, second place another color and third place another. Cars should run on a different lane each time. At the end of three heats all cars are registered and winners are determined from total accumulated points. This system takes out track lane differences. Then all dots are removed to continue to next bracket race.
3. The lane assignments for each heat are rotated.

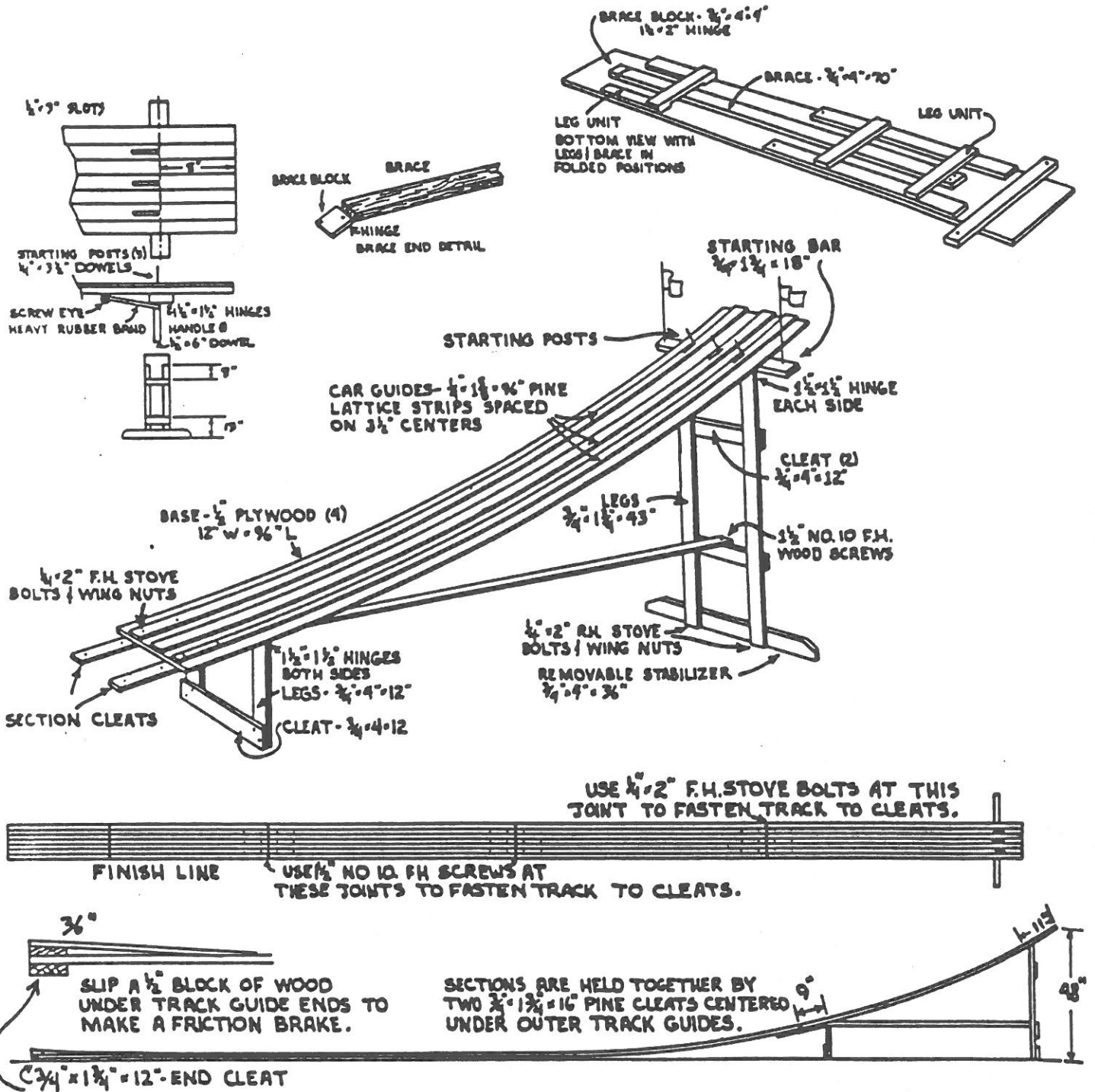


ELIMINATION BRACKET

When using an elimination bracket keep in mind that every Cub Scout should be given the opportunity to race twice. Every race is run in two heats with first, second and third place winners of each heat given points. After the race is run, points are totaled with the winners moving on to the next bracket. Lanes are rotated after each heat.

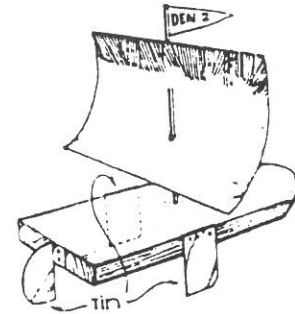


PINEWOOD DERBY TRACK



RAINGUTTER REGATTA

If you have a number of model-boat enthusiasts in your pack then you will want to plan a Raingutter Regatta. Several classes of boats can be raced as long as they are not too big for your Raingutter course. The Wolf Cub Scout Book has plans for simple boats that could be entered in the Regatta or a Regatta boat kit is available from your local Scout distributor.



RACE COURSE

The course will be determined by the facilities available. A portable wading pool, regular swimming pool, pond, lake or even a good size puddle after a rainstorm can be used for racing the boats.

The most commonly used course and where the race gets its name is the raingutter. The course is made of standard rain gutters 10' long, set in grooves in two saw horses. Allow sufficient space around the course for both participants and spectators. With gutters in place, put a small amount of water into each to make sure they are level. Make any needed adjustments, and when level, fill to about 1/2" from top.

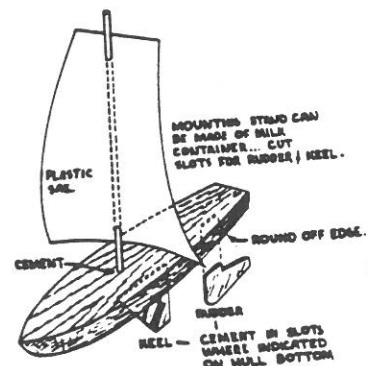
RACING PROCEDURE

The boats are propelled by boys blowing into the sails. Start with the boat's stern touching the end of the raingutter. The starter stands at the opposite end with hands raised. When he drops his hand, the boys begin to blow. Once the race is started, the boys may not touch the boats with their hands. The first boat to reach the end of the gutter is the winner. All races are run on an elimination system, by heats. Timing of boats has no bearing on determining heat or final winners. Winners of the first heats will compete against each other in a second heat, and third, etc. until a final winner is determined.

On courses other than the raingutter course, boats must be held by the pilots at the starting line and released at a pre-determined signal. No pushing is allowed. The boat crossing the finish line first is the winner of the heat. If two or more boats run a foul, there is no contest. The race is re-run.

BUILDING INSTRUCTIONS

1. Sandpaper the balsa hull to the desired shape, adhering to the specifications listed below. First use a medium-grade sandpaper, then finish off with very fine sandpaper.
2. Give model two coats of sanding sealer which can be obtained at a craft or hobby store.
3. Mast can be tapered by using either a hand or electric drill. While you carefully turn the dowel, work a piece of sandpaper back and forth until the desired shape is achieved.
4. Give entire model two coats of colored lacquer.

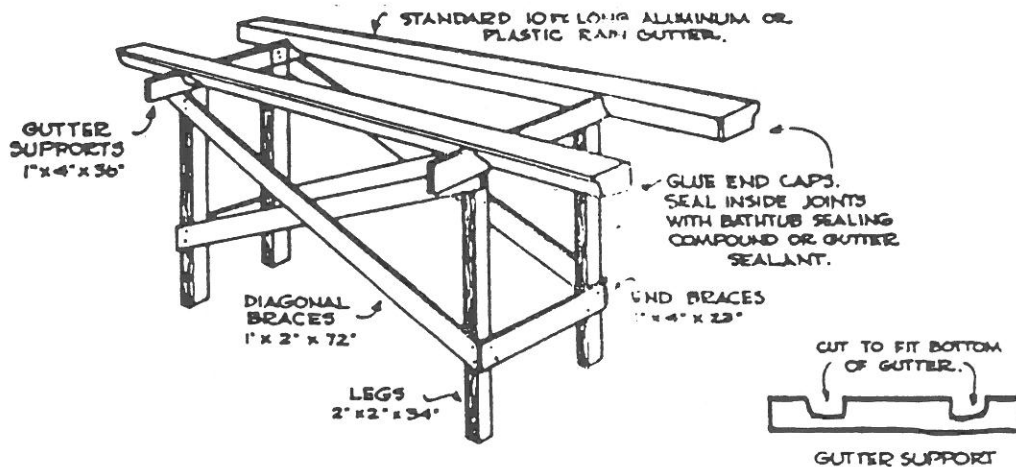


BOAT SPECIFICATIONS

- HULL** - No longer than 7" or shorter than 6 1/2"
- MAST** - 6 1/2" from deck to top
- KEEL** - Supplied in kit - no alterations allowed
- RUDDER** - Supplied in kit - no alterations allowed
- SAIL** - Supplied in kit - no alterations to size allowed

MATERIAL FOR DOUBLE RACEWAY

- 2 - 10 foot lengths of 5" diameter half round gutter
- 4 - End caps for gutter rivets or bolts to end
- 2 - Trough supports (1" X 4" X 36") cut so gutter will fit
- 2 - End braces (1" X 4" X 23")
- 2 - Diagonal braces (1" X 2" X 72")
- 4 - Legs (2" X 2" X 34")
- several - 1 1/2" #10 flat-head wood screws for all fastenings



(This will make a frame to support to 10' lengths of rain gutter filled with 8 gallons of water. It can be assembled and disassembled.)



FISHING DERBY

There are two kinds of Cub Scout pack fishing derbies: both are fun for boys and parents. One kind is a partner-and-son fishing trip to a nearby lake or river where adults and boys can fish off the bank or in boats. Small prizes are awarded for the biggest fish, smallest fish and best string.

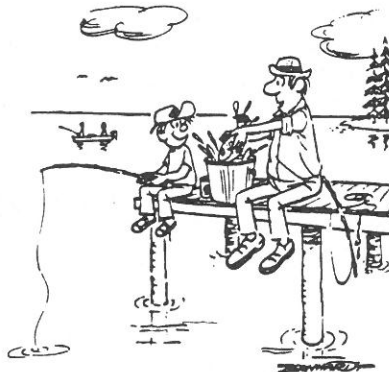
The other type is a family outing with games and contests related to fishing. The ideas here are for this kind of derby.

The fishing derby committee should follow the guidelines for planning special events. Planning includes securing a site, arranging for transportation, planning activities and obtaining prizes and arranging for food and equipment. Try special promotional gimmicks such as invitations in the shape of a fish.

Make identifying signs for each contest area. Use ropes, posts, colored streamers, and colorful signs to mark game areas. Consider using a public address system to control the activities, if necessary and a tape player to provide lively music.

SUGGESTED FISHING DERBY SCHEDULE

- 1:00 - 2:00 Gathering-time activities
- 2:00 - 3:30 Special contests
- 3:30 - 3:45 Awards ceremony
- 3:45 - 5:00 Free time for fishing
- 5:00 - 6:00 Meal and clean-up



"Just don't give them names, O.K.?"

ACTIVITY SUGGESTIONS

GATHERING-TIME

Guessing Contest :

How many fish eggs are in the jar? Use marbles for the eggs. The winner gets the jar of marbles.

Snapping Fish Game :

This game requires several fishing poles with sinkers and a piece of foam rubber attached to a 3-by-4 foot line. Also, have several mousetraps set to spring. Object of the game is to set off a trap by hitting it with the foam rubber without getting the line caught in the trap.

SPECIAL CONTESTS

Reeling Relay :

Dens and families are arranged in relay fashion. The first player on each team has a fishing pole and reel. On signal, he places the fishing pole and reel on the ground in front of him, takes the plug and runs to a line 25 feet



away, unwinding the line as he goes. He then runs back, sits on the ground, and reels in the line. The next member follows and so on, until all have played. First team through wins.

Fishing Relay :

The "fishpond" is a large cardboard box turned upside down, with slots cut in the bottom. In each slot, insert a "fish" cut from cardboard. On each fish mark a length and weight for it. For each team, you need a cane pole with a 3-foot string and a bent paper clip for the hook. Team members line up relay fashion, with the first member holding the pole. On signal he runs to the fishpond and catches a fish. A judge records the length and weight. The team with the greatest weight total of fish wins.

Rowing Relay - Go fishing in the lake :

Players on each team sit or kneel in a large cardboard box and propel themselves to the goal line and back by using two short broomsticks with rubber tips.

FREE TIME FOR FISHING

Prizes could be given for biggest fish caught, littlest fish, most fish caught, longest fish caught, etc. Inexpensive fishing tackle might be used for prizes.

CUB SCOUT INDOOR FIELD DAY

(This is an indoor activity which could be scheduled for a regular monthly activity or a standby activity when an outdoor activity is canceled due to bad weather.)

Packs competing by den seems to work best. The size of the pack will dictate this.

SOME OF THE EVENTS MIGHT BE:

DISCUS THROW

Use a paper plate and throw it like a discus.

FOOT RACE

The den is lined up heel to toe and the greatest length wins.

HIGH WHISTLE

The boy who hold a whistle the longest, with one breath wins.

FEATHER BLOW RELAY

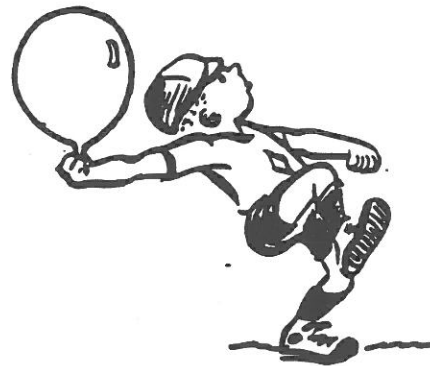
Blow a feather 50 feet and then return and tag the next runner.

BAWL GAME

The boys who makes the sound of a baby crying the longest with one breath wins.

GREAT SHOE ROUNDUP

All the boy's shoes are piled up across a line. ON a signal the boys race to the pile and find their shoes. Put them on and run back. First team with all shoes on wins.



OTHER PACK ACTIVITIES

ELEPHANT RACE

Tie one leg of a pair of panty hose around the boy's waist leaving the other leg hanging down. Put a potato in the toe for weight. Another potato (*the roundest one you can find*) on the floor. Swing the hanging leg without using your hands and strike the potato on the floor in order to propel it a certain distance. First across the line wins. This could also be a relay. Untie the panty hose and tie them to the next boy.

FATHER/SON CAKE BAKE AND AUCTION

Father and son (*or other adult male partner*) bake and decorate their own cake with no help from mom or any female at all (**THIS INCLUDES CLEANUP**). Send out invitations to all relatives and friends, because this is a golden opportunity to make money for the pack. If you happen to know an auctioneer this will lend pizzazz to the show. Besides being a fund raiser, prizes can be awarded for:

- Prettiest
- Best Scout theme
- Funniest
- Heaviest
- Biggest
- Best decorated
- Tallest
- Smallest

GENIUS NIGHT

This is a kit which is assembled by the committee consisting of a paper sack filled with many smaller items. The boys may construct anything they want to from the materials supplied. All they need to supply is some glue, paint and imagination. The only rule needed is that each kit contain the same items.

Examples of thing that could be put in the sack:

- string
- drinking straw
- marble
- toothpicks
- ball
- yarn
- paper plate
- paper cup
- wire
- block of wood
- and anything else you can think of

Prizes can be awarded for most creative, etc.

FRISBEE GOLF TOURNAMENT

All you need is a frisbee and the poles with flags attached. Set up any kind of golf course the area will permit. By team or individual.



HAUNTED HOUSE

This goes with the Halloween month and is a big favorite with packs that do it.

You will need very large appliance boxes preferably refrigerator or freezer size. Arrange these boxes into a twisting confusing maze, with dead ends and trap doors. Music and lighting are very important. Exploration holes in the side walls with strange items on the other side for the boys or their parents to try and identify by feel only.

EXAMPLES:

- cooked spaghetti
- bones
- peeled grapes
- mannequin parts
- raw liver
- hair or a wig

The larger the maze the more fun the pack will have. The hardest thing will be getting everyone out of the haunted house to go home.

OBSTACLE COURSE

You have a starting line and finishing line with obstacles in between. Obstacles might be a balance beam low to the ground. Some type of ball toss, jumping up to ring a bell, wiggle through a narrow space such as several tires and swing on a rope. Maybe include a bucking horse. The choice of events is totally up to the committees imagination. Keep it simple, make it fun, but don't forget safety.

OLD FASHIONED FUN DAY

You can hold this event in a park or on a farm. Some of the activities might be:

- pumpkin or apple carving contest
- apple bobbing contest
- corn shelling contest
- hog calling contest
- three legged race
- tug of war
- pie eating contest
- watermelon seed spitting contest
- wheel barrow race

Remember, this day is for the Cubs but it is a great time to have the other family members participate. You can end the day with a picnic, wiener roast, or home made ice cream.



CUB SCOUT SPORTS PROGRAM

Today's busy world often compels families to make many choices regarding how to best spend their valuable time. Often young boys are forced to select between organized sports and Scouting. It is for this reason that the Boy Scouts of America introduced the Cub Scout Sports Program.

Cub-aged boys gravitate to activities where they can run, jump, throw and compete. Now they can participate in their favorite sports as part of the pack's program or gain recognition in Cub Scouting for their participation in community programs.

The sports program includes summer and winter sports, both indoor and outdoor team and individual, and active and less active types.

The following sports are being offered by the Cub Scouts Sport Program :

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



Packs are encouraged to get involved in the sports program and try two sports a year - perhaps one team sport and one individual sport. When done correctly, this program supplements the existing Cub program. In four years a boy could be exposed to eight different sports.

The Cub Scout may participate in the sports program in his unit, in his community or by himself. Cub Scouting emphasizes participation of the family by involving an adult teammate. Throughout the Cub Scout years the Cub is encouraged to learn and practice good sportsmanship and always DO HIS BEST.

WHO RUNS THE SCOUT SPORTS PROGRAM

Although the Cubmaster does not run the Sports program, he should give supervision to the program to make sure the program is conducted in accordance with the BSA policy. The same would hold true with the den leaders. This is where parent involvement becomes important. Parents, grandparents, high school coaches, physical education teachers and community sports program volunteers are all good resources for team coaches.

CHOOSE YOUR COACHES CAREFULLY !!! They will have a big impact on the Cubs and their future enjoyment or sports.

Qualifications for Coaches

1. They should be familiar with and like working with young boys.
2. They should know the rules, strategies and skills of the game.
3. They should know how to teach enjoyment of the sport.



4. They should be able to spot problems and correct them.
5. They should know when NOT to play a boy who is ill or injured.
6. They must be able to keep his ego and his temper under control.
7. They must be able to keep open communications with players and parents.

YOUNG ATHLETES BILL OF RIGHTS

Cub Scout athletes are all protected by a bill of rights. This has been prepared by physical education experts and should be an integral part of your pack program.

The ten points of this Bill of Rights are listed below:

Each Cub has:

1. The right to participate in sports.
2. The right to participate at his own ability level.
3. The right to qualified adult leadership.
4. The right to a safe and healthy environment.
5. The right to share in leadership and decision-making.
6. The right to play as a child, not as an adult.
7. The right to proper preparation.
8. The right to equal opportunity to strive for success.
9. The right to be treated with dignity.
10. The right to have fun.

(The Young Athletes Bill of Rights was created to insure that all Cub Scout athletes would have a positive experience while learning new skills and doing their best in some of our nation's favorite sports activities. For more information you may want to refer to the Cub Scout Sports Leaders Guide.)

HOW TO SET UP A SPORTS PROGRAM

First item would be to select a sports chairman to oversee the program. Then you would select a sport that would be of interest to your group. Consider the interest of the pack members and determine what sports could be programmed for the year.

Establish a schedule for the pack activities. Identify playing area, equipment availability, safety rules, recognition, budget, leadership resources and parent involvement. Don't overlook FUN for the boys and family. Begin promotion.

Use Cub Scout Sports Leader Guide No. 2152. Also individual sports manuals are available for each sport. These manuals can be purchased at the Scout Service Center. These books have rules, fitness programs and teaching aides to enable the boy to enjoy the sport.

On all competition the rules must be known before the practice begins. **SET THE RULES AND KEEP THEM.** Put the rules for your sports on paper and see that every participant has a copy of the rules. **ASSUME THAT NO ONE KNOWS THE RULES.**

(If you are playing by simplified rules or rules that are not considered the "standard" rules, be sure that this is explained.)



Play and practice by the rules you have set. It is unfair to change your rules once the competition has started.

Your judges (*umpires or referees*) must also be aware of the rules you are playing by. This will help insure that everyone is playing by the same rules.

EXPENSE OF THE SPORTS PROGRAM

This is a concern for all units. For example, the pack wants to play volleyball but it doesn't have any equipment. Consider your parents, your sponsoring organization, friends, neighbors, school or your church.

USE YOUR RESOURCES.

Another way is to share a nominal fee to participate. For this program to be successful, you will need to pay particular attention to your fees. You do not want to keep any boy from participating because you have set the fee too high.

If the program is over a series of weeks, consider running a concession stand (*drinks, cookies, food items*). This can be successful but does require planning and willing workers to make it go.

Your pack could also include the cost of sports awards in their annual budget.

USE AS A RECRUITING TOOL

Boys will find the sports program of interest. Many boys are playing soccer or baseball, but how many get a chance to learn about marbles, golf or table tennis. The fact that there are organized sport clubs in your area should not keep you from trying a sports program for your pack.

Explain to the parents that the Cub Scout Sports Program is just one of the many programs offered to the registered Cub Scouts. This may encourage boys to take a part in the Scouting program if they know they can earn awards for sports activities.

TIGER CUB PARTICIPATION

Should Tiger Cubs be involved in the Sports program? There is no concrete answer to this question. It is up to your pack committee on how to handle the Tiger Cub Program.

Many first grade boys could participate in competitive sports against older boys while others would not be able to but this could be true in any grade level.

One consideration is that if Tiger Cubs compete in a sporting program, it will lessen what they can look forward to in Cub Scouting.

SAFETY FIRST

Cubs will appreciate and parents will insist on a safe and healthy environment in which play will take place. The following are some tips that will help you to keep accidents and injuries to a minimum.

1. Check out in advance the condition of the playing field, facilities and equipment.
2. Consider the effects of weather and terrain on your players.
3. Be sure that there is plenty of adult supervision and that the adults know what their responsibilities are.



4. Provide all necessary protective equipment, such as helmets, shin guards, knee pads, etc.
5. Teach the proper use of all equipment and the dangers of swinging bats, flying balls and improper technique.
6. Designate safety areas for observers. For example--behind the backstop, in the bleachers, etc.
7. Proper exercise and conditioning will help prevent injuries of any kind.
8. Make sure any injuries have completely healed before a boy starts strenuous play again. This will help prevent reinjuries, especially muscle pulls and ankle sprains.

AWARDS

There are three levels of awards and recognition in the Cub Scout sports program. Belt Loops, Physical Fitness Pins and a Cub Scout Sports Letter.

A belt loop is awarded to any Cub who participates in the sport of his choice either in a pack tournament or in a program in his community. This is the first level of award and is presented for participation. The belt loops are designated to be worn on the official Cub Scout uniform belt only.

A boy can also earn a physical fitness pin by accumulating points for exercise and practice in his sport. He is awarded one point for every 15 minutes he spends in practice or conditioning with a daily limit of 5 possible points. If he earns 75 points in a three month period, he can then be presented a physical fitness pin imprinted with the symbol of his sport.

In order for a Cub Scout to earn a Sports Letter he must involve an adult teammate. The teammate must also earn a physical fitness pin in a sport of his choice. To do this, the adult, however is awarded one point for every 30 minutes of exercise or practice.

The sport in which the adult participates does not have to be the same in which the Cub is working. For example, the Cub Scout may be playing basketball in a community sports program, but his adult teammate may be earning points while participating in bowling league. The Cub could earn a physical fitness pin then in basketball and his adult partner could earn a pin for bowling.

For both the Cub and his adult partner, no more than five points may be tallied in one day. This means the boy would get credit only for 1 hour and 15 minutes of exercise in a single day and an adult would get credit for only 2 hours and 30 minutes of conditioning in a single day.

If the Cub Scout earns his participation belt loop and a physical fitness pin, and his adult teammate also earns a physical fitness pin, then the boy can be presented his Cub Scout Letter. The physical fitness pins should be worn on civilian clothes. The letters can be worn on the Scout's red vest or on his warm-up jacket. In this way he could interest other boys in the Cub Scout sports program and perhaps be a recruiter for new Cub Scouts.

There is no limit to the number of Cub Scout Sports Letters a boy can earn. Every time he earns a belt loop and physical fitness pin, he can be awarded a sports letter.

Any pack sponsoring a Cub Scout Sports program can present to the boys who participate in the program a special Cub Scout Sports Patch. This is designed as a temporary patch, and as such, is regulated by the policies regarding patch wear.



PARENT'S ROLES

SOME DO'S

Be a voice of encouragement and moderation. Show the boys you love them no matter how well they play.

When there's a game, be there to watch your son play.

Help them have fun!

SOME DON'TS

Don't shout advice or criticism to your son or to anyone during the game.

Don't interfere with the coach or other officials.

Don't criticize players, coaches or officials.

Don't enter the playing area.

Don't keep anyone from having fun.

Don't push your son into a sport he isn't qualified to play or does not like.



BLUE AND GOLD BANQUET

The Blue and Gold Banquet is probably the most exciting event of the whole year because it is a birthday party for Cub Scouting in which all pack families can take part. The banquet is held in February, the anniversary month of the Boy Scouts of America. The Boy Scouts were organized in February of 1910 and the Cub Scouts were organized 20 years later in 1930.

This year Cub Scouts are celebrating their 64th birthday. Lord Baden Powell, the founder of Scouting, birthday is the 22nd of February. The pack's big celebration gets its name from the Cub Scout colors, blue and gold.

Some packs have a dinner. This can be a potluck affair, with each family bringing food, or many packs prefer buying the food and having it prepared by a mother's committee, and still other packs prefer having the dinner catered. The plan of feeding is not important, it is the Cub Scouting that takes place during the preparation and dinner that really counts. Dens should sit together so that den spirit and family relationships are strengthened. Guests may be invited and are seated either at the head table or with the dens.

The dinner program should include entertainment from within the pack but outside entertainment is okay. It is very important that advancement is recognized during the program and don't forget your adult leaders.

IMPORTANT THINGS TO REMEMBER

1. Be sure that pack leaders, boys and parents know that the Blue and Gold banquet is Cub Scouting's birthday celebration.
2. Begin planning at least 2 months ahead of time and no later than January 1. Some packs begin to plan earlier.
3. KISMIF - (*to borrow an oldie but goodie*) "Keep It Simple, Make It Fun."
4. Involve leaders and parents. Sharing responsibilities make it easier and fun for everyone.
5. Let the boy's help plan and make the decorations, but keep the cutting and pasting to a minimum. Do let them make each item.

BANQUET PLANNING

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 listed on the following pages. This general outline will help make your planning a little easier. Try to involve as many people as possible, and avoid giving Den Leaders too many additional responsibilities - they will be working with their dens. The following are steps to planning a Blue and Gold banquet. The banquet often takes the place of the February pack meeting, although it is not necessarily held on the regular meeting night.



The following committees and arrangements for them to consider are helpful in planning a successful Blue and Gold Banquet:

1. Physical Arrangements Committee
 - a. Secures adequate room for banquet and exhibits.
 - 1) Fellowship halls in churches
 - 2) School Cafeterias
 - 3) Banquet Rooms in Hotels or Restaurants
 - b. Develop seating plan
 - 1) Head-table? Who will sit there?
 - 2) Lay-out plan for seating
 - a.) Square
 - b.) U-shape
 - c.) Parallel tables
 - d.) Fan-shaped facing stage
 - c. Check restroom facilities and cloakroom
 - d. Inquire about kitchen availability
 - e. Check on rental fees, if any
 - f. Secure permission to use special items
 - 1.) Speaker's rostrum
 - 2.) P.A. system
 - g. Check on need to work with custodian on setting up
2. Dinner committee
 - a. Suggest meal plan (based on pack funds)
 - 1.) Catered dinner
 - a.) Does it include plates, cups, napkins, silver
 - b.) Drinks
 - c.) Time of food delivery
 - d.) Pre-paid
 - 2.) Potluck
 - a.) Determine serving needs
 - 1.) Kitchen utensils
 - 2.) Large containers for cold drinks
 - 3.) Number of coffee pots
 - 4.) Serving dishes needed
 - b.) Promote attendance
 - 1.) Dens report on families
 - 2.) Invitations to honored guests
 - c.) Plan and set up serving line



- d.) Clean-up -- trash bags
- e.) Thank-you notes afterwards

3. Program Committee

- a. Decides placement of room displays
- b. Recruits one person for each item on program
- c. Works with advancement chairman for what is needed on advancement
- d. Suggests the format of the program

(This outline can be altered to suit your particular pack needs and assets: the size of your pack and treasury and most of all, creative people willing to work together to bring forth a beautifully planned and fun dinner.)

THE FOOD

The word "banquet" suggests a lovely meal so plan carefully. Keep the meal cost as low as possible so that all families can participate.

POTLUCK PLAN

- Decide if dens will plan their own menu or if each family will bring food for an overall pack menu.
- Let each family know much and what type of food to bring.
- Decide what the Pack will furnish (Meat, rolls, drinks, etc.)
- Determine serving arrangement.

FOOD COMMITTEE PLAN

- Decide what the pack will furnish (*all or part of the food, paper products, etc.*)
- Purchase food and other dinner items.
- Recruit enough helpers to prepare meal.
- Accept reservations and estimate attendance. Be sure there is enough food.
- Set the cost of the dinner per family.
- Determine serving arrangement. Plan for two serving lines if more than 50 people will attend.
- Arrange for kitchen utensils, serving dishes, large containers for hot and cold drinks, if needed.



CATERED PLAN

- Get estimate and decide on caterer.
- Agree on menu and cost in writing.
- Find out if caterer provides plates, utensils, drinks, dessert.
- Check time of delivery. Be sure someone is there.
- Accept reservations and estimate attendance. The caterer will need to know how many to expect.
- Collect money from families in advance.

RESTAURANT PLAN

- Decide on restaurant or cafeteria. Agree on menu and cost in writing.
- Reserve a private meeting room where program can be conducted.
- Accept reservations and estimate attendance. Let restaurant know how many to prepare for.
- Collect money prior to banquet. *(If meal is to be at a cafeteria, you may wish to have pack families go through line and pay for their own meals then.)*
- Plan to have birthday cakes or cupcakes. This is a birthday party.



BLUE AND GOLD CHECKLIST

DAY/DATE _____

TIME _____

LOCATION _____

THEME _____

TYPE OF DINNER _____

BANQUET CHAIRMAN _____

ASSISTANTS & PHONE #'S _____

DISPLAYS _____

CLEANUP _____

DECORATIONS _____

FOOD CHAIRMAN _____

ASSISTANTS & PHONE #'S _____

HOW MANY FOR DINNER ADULTS _____ CHILDREN _____

PROGRAM CHAIRMAN _____

ASSISTANTS & PHONE #'S _____

CEREMONIES _____

INVOCATION (WHO) _____

GUEST SPEAKER _____



LEADER RECOGNITION _____

AWARDS _____

FLAG CEREMONY (DEN) _____

CLOSING (DEN) _____

SKITS (DEN) _____

SONGS _____

COMMITTEE SKIT _____

PHYSICAL ARRANGEMENT _____

ASSISTANT & PHONE #'S _____

HOW MANY TABLES _____

TABLES SET-UP _____

HEAD TABLE _____

SOUND SYSTEM _____

NOTES: _____



INVITATIONS

Two types of invitations are usually sent: one to honored guests and one to each family in the pack. The boys usually take these home from den meeting. One den might be asked to invite the guests or an adult might do this. The invitation and its contents should reflect the high ideals of Cub Scouting and also the theme of this year's Blue and Gold Banquet.

Honored guests might include the following:

- District executive and family
- Pack commissioner
- Church minister and wife (*if banquet being held there*)
- Guest speaker
- Guest entertainer
- Boy Scout troop leader
- PTA president and spouse
- Chartered Organization Representative and spouse
- Former Cubmaster and spouse
- School principal

THE DECORATIONS

This is the busiest part of Blue and Gold for den leaders and boys. Keep decorations simple enough for boys to handle. Let them help plan, using a theme for a guideline. Here is a list of items usually made for decorations to help carry out the theme. Doing a nice job on a few is better than trying to make all those listed.

- Centerpiece
- Nutcups
- Placemats
- Placecards
- Napkin rings
- Mother's corsage

(For ideas for invitations and decorations see the Craft section of this Pow Wow book.)

SAMPLE PROGRAM**Gathering period:**

Have someone to greet the families and guests as they come in, give them name tags and direct them to their tables. Have an activity for early arrivers.

Opening Ceremony:

Flag ceremony or opening to fit theme.

Invocation:

This is given by a pack leader or church minister and should be non-denominational.

Dinner:**Welcome and Introductions:**

Recognize pack leaders and special guests.



Songs:

Use song sheets or have songs printed in souvenir program so everyone will be able to join in.

Skits, Stunts, Entertainment:

Advancement Awards Ceremony:

Recognition of Leaders:

Announcements and Thanks:

Closing Ceremony:

At this point in the program, the tone should be more serious. Close with something inspirational or patriotic.



CUB WORLD

Are you and your Cub Scout pack ready to experience the most fun you've ever had?? Then Cub World at the John Zink Scout Ranch is the place you and your pack should be.

CUB WORLD IS a family program, with Cub Scouts and their families participating in an overnight experience, with the selected theme area as the focus for the program. Although there is a one-day program for packs that do not wish to stay overnight, the camping experience is encouraged to get the most out of the program. The campsites are designated for Cub Scout family camping only. There are even flush toilets!

Cub World has a comprehensive program developed for the theme area you choose. The package includes three complete den meeting programs and a pack program for the four weeks leading up to the weekend. These programs are directly related to the theme area the pack has reserved.

In addition, the program for the weekend will be outlined with a complete schedule to follow and activities to conduct, including a campfire and chapel program. An Orientation Guide describing how to plan the weekend and Theme Program Guides for each area are available at the Scout Service Center. These guides are essential to the success of your pack's program. It's all there for you; all your pack has to do is carry out the program. The program is designed to be run by the pack leaders. There won't be any staff on hand, except for the folks who run the General Store at Turkey Creek Village.

RESERVATIONS AND APPLICATIONS

Packs need to make reservations at least 60 days in advance. The pack must submit a completed Cub World Reservation Application by the deadline date or the reservation will be canceled. Reservations are accepted on a first come basis for every weekend from March through October.

CUB WORLD IS FREE!!

Of course some costs involved to prepare for and carry out the weekend, but there will be no charge for using the facilities. And no tour permit is required as your confirmed application will serve in its place.

LAND SHIP PROGRAM

Designed around a nautical theme, using a large land-locked replica of an ocean going ship as the centerpiece of the area. The program lends itself to pirate, viking, treasure island, and riverboat concepts. Part of the Land Ship program is the Learning Trail, with a series of stations where Cub Scouts and their families will take part in activities that will allow them to learn valuable lessons about life through experience and to understand the values involved with being morally straight.

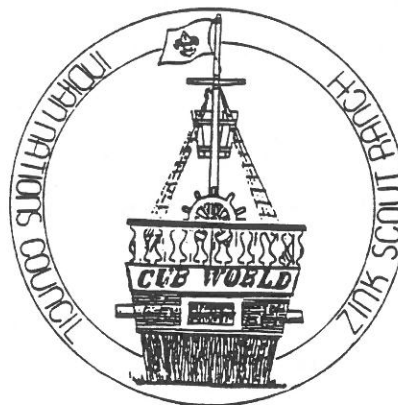
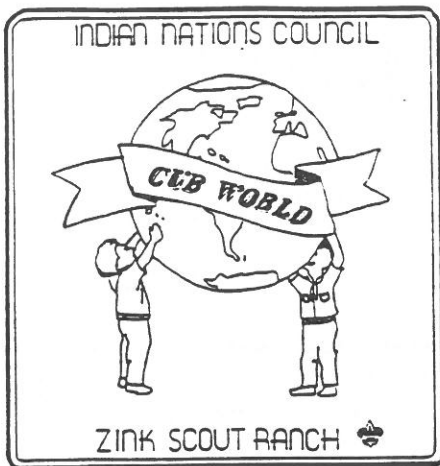
NATIVE AMERICAN NATURE PROGRAM

Focuses on American Indians and their relationship with the environment. An Indian Kiva is the focal point for this program area. The Kiva is large enough to accommodate an entire pack for program features. Part of the program is a Nature Trail, actually a series of trails with stations along the way for Cub Scouts and their families to learn about the environment of the area and as a result be more mentally awake.

TURKEY CREEK VILLAGE

A replica of an old western town complete with a Sheriff's office, general store, blacksmith building and hotel. In addition, a large fort sits just across from the village. Part of the program is a Fitness Trail, with a number of stations for Cub Scouts and their families to participate in activities designed to help them keep physically fit.





**Indian Nations Council
John Zink Scout Ranch
CUB WORLD RESERVATION APPLICATION**

Assigned Deadline Date: _____

Complete this form after establishing tentative reservations over the phone or in person at the Scout Service Center.
(Phone: 743-6125; out-of-town: 1-800-367-1272)

Pack Number _____ District _____

Cubmaster _____

Address _____

City _____ State _____ Zip _____

Home Phone _____ Work Phone _____

Leader in Camp _____

Address _____

City _____ State _____ Zip _____

Home Phone _____ Work Phone _____

Date Requested: _____ Assigned Campsite _____

Theme Area:

Type of Outing:

INSURANCE

Land Ship _____

Day Only _____

Please have a Pack Accident Policy in effect before using Cub World.

Kiva _____

Overnight _____

Policy #MB _____

Village _____

Number of Persons (Projected):

Tiger Cubs _____

Cub Scouts _____

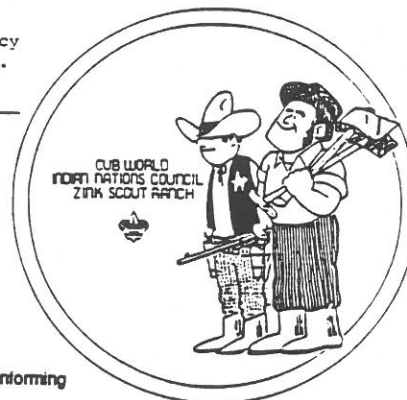
Webeles Scouts _____

Other Children _____

Adult Men _____

Adult Women _____

Total _____



When you have completed this Cub World Reservation Application, bring or mail it to the Scout Service Center (3206 S. Peoria, Tulsa, OK 74105) before your assigned "Deadline Date."

When the Scout Service Center receives your Cub World Reservation Application, you will be given or sent a copy informing you that your reservation is confirmed. Your reservation is not confirmed until you receive your confirmation copy.

You will need your confirmation copy to check in at Cub World.

Council Approval _____ Date _____

Check In _____ Check Out _____



SCOUT-O-RAMA

Scout-O-rama is a fun-filled day that boys and girls of all ages enjoy. It's a "show and do" event for all levels of Scouting, from Tiger Cubs to Explorers.

PURPOSES OF SCOUT-O-RAMA

An opportunity for Scouts to show off their skills and interest to other Scouts and the community.

Encourage the boys to DO THEIR BEST, while planning, developing and presenting the booth.

An excellent fund-raiser which benefits the boy through prizes, and the unit through cash commissions from ticket sales.

An opportunity for the community to show its support to Scouting, with the purchase of Scout-o-rama tickets and attendance.

YOUR SCOUT-O-RAMA BOOTH

The booth should demonstrate or display a Cub Scout skill or special interest, which the Cub Scouts of that pack enjoy.

The booth should be designed, built and operated by Cubs, with the assistance of leaders and parents.

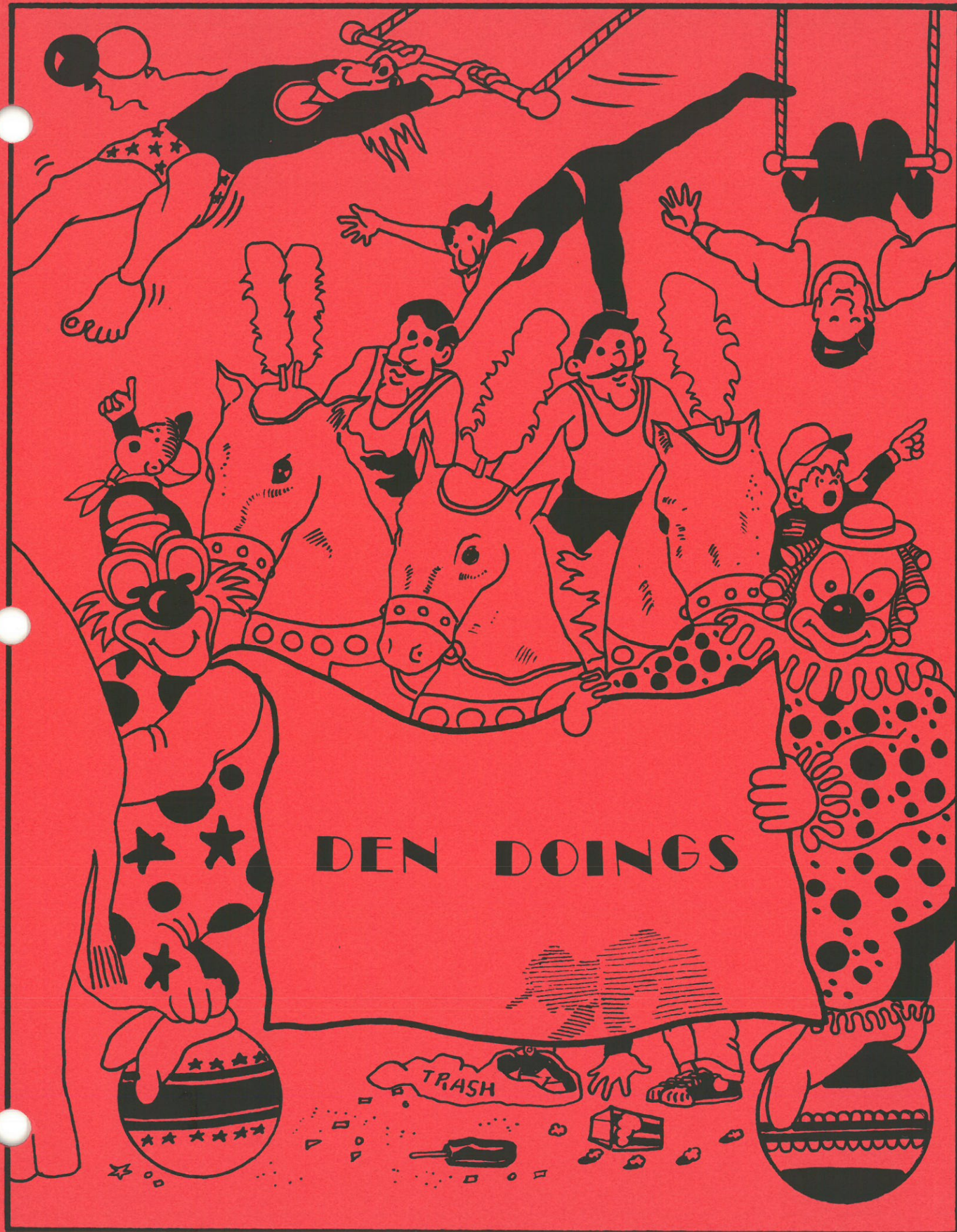
The booth should be properly identified with pack and den numbers, chartered organization, city and name of booth.

The booth planning should begin months in advance. First, choose the theme, and tell the Cubmaster. Then see what ideas the boys have. The more input the boys have, the more they'll enjoy it, and the better job they'll do. Discuss the booth at a den meeting. Use their help and expertise in securing supplies and equipment, and in putting the booth together.

You may use several den meetings to prepare the booth. But, remember! KISMIF! Keep it Simple Make it Fun! If it gets too complicated or too involved, the boys will be bored with it. Let the boys make crafts, signs, costumes, etc., whenever practical, (with leaders assistance of course). The boys should be able to explain the booth at Scout-o-Rama, so have them rehearse in den meetings. Let them practice their craft, demonstration, skit, or get used to their costume or equipment. Keep your eye open for advancement which they can earn while working on the booth.

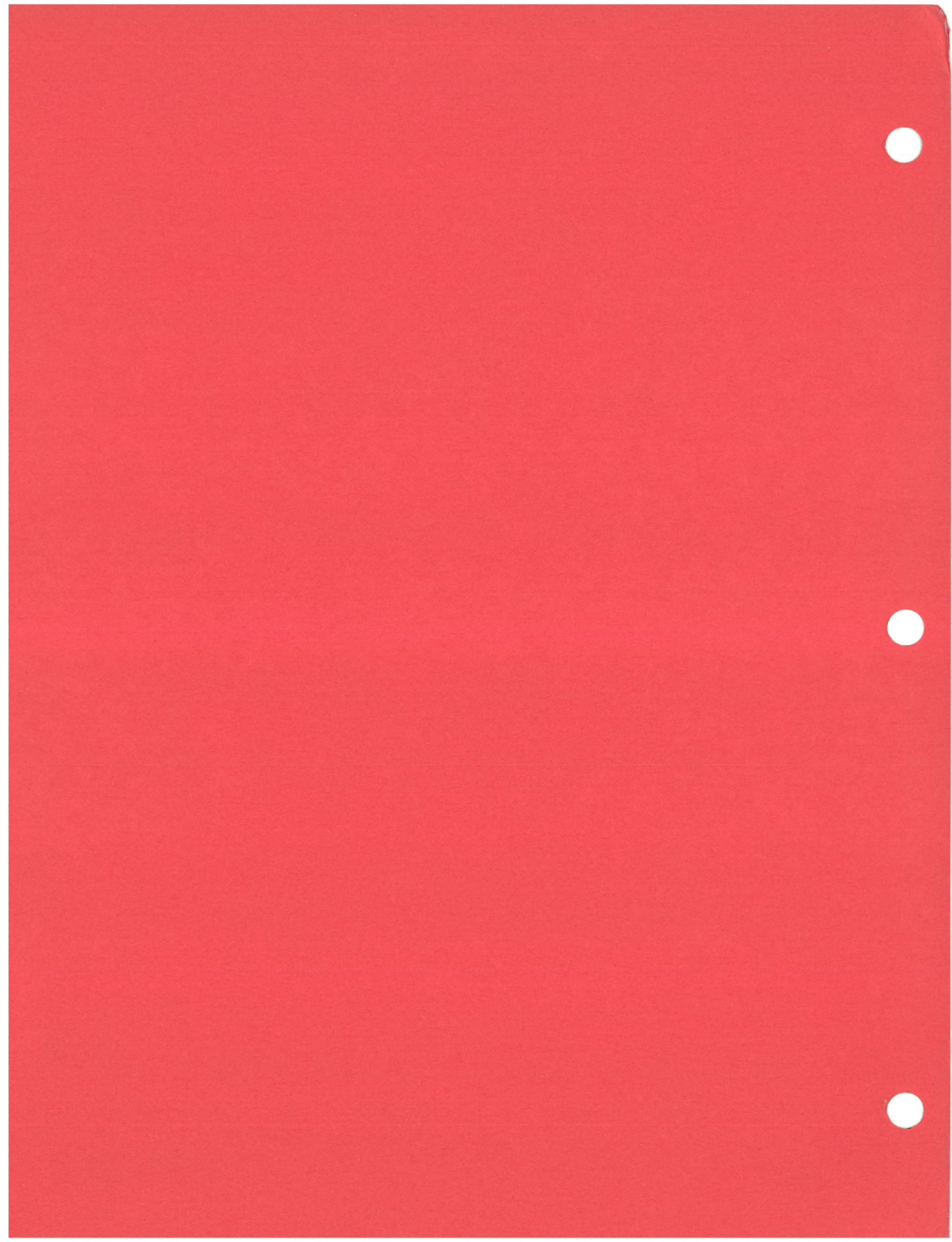
An excellent place to find an idea for the booth is the monthly themes.





DEN DOINGS

TRASH



DEN DOINGS

Den doings are the nucleus of a successful pack program. If a den is not doing or inactive then the boy loses interest. If a den is not doing then a pack has trouble happening; adults and family lose interest too. The following pages are for you the den leader. They have ideas and special activities to help you keep the den doing.

SURVIVAL HINTS FOR DEN LEADERS

You can be a den leader and enjoy it. You've taken care of your own son for seven or eight years and you're still fairly normal, so adding seven or eight more boys to the roost isn't all that hard.

- The first rule is - clothe yourself in optimism - grin a lot and be prepared at least an hour before they are due to arrive, with everything you need in your meeting room. One enthusiast in the group always comes early.
- Don't feel you're copping out if you use the Cub Scout program helps for games to play and projects to make. Scout Headquarters has a lot of experience with this sort of thing, and you need all the help you can get.
- As soon as the meeting opens, collect the dues, make announcements, and explain the day's activities. You're not likely to get their undivided attention again.
- Cub Scouts have little enthusiasm for the more worthless things in life and may refuse to waste their time on such stuff as table centerpieces that can't be played with later, and artificial flowers or crepe paper things.
- Good den leaders know where to look for supplies - they scour their garages, attics and trash barrels. Keep your projects simple. If you don't; you know who will be putting the finishing touches on 10 projects the night before your pack meeting. Learn enough carpentry so that you know how to build a bird feeder or a wooden bank.
- Cub Scouts love to hammer, but you or another adult should do most of the sawing in advance. Remember to be patient; keep 1-inch bandages on hand; decide what you'll do about unsavory words that might follow after the boys bang their fingers with a hammer a few times. Even if it's a birdhouse they have to paint, have them use a washable paint. And **NEVER leave a room full of Cub Scouts all alone with paint buckets.**
- Cub Scouts love to wait their turn to use supplies or materials or tools, it gives them time to explore your closets, to test each other's endurance to punches and pokes and leaves time for races and shouting contests. There are ways to avoid this; one is to get together with the other parents and make up a den box. It should contain all those things that nobody cares to own ten of.
- Remember how the kindergarten teacher pinned notes to your son's shirt? He's too old for that now, so put the notes for home inside each Cub's pocket and let a corner show so his mother finds it before his shirt goes in the washer.
- Always make it clear that everyone left in your house after the meeting must take a hot bath and clean out your garage. This spurs the Cubs to have their parents pick them up right after the meetings and saves you from driving them home.



DEN GAME CHEST

Have you ever wondered what to do with those odds and ends around the house. Start putting them in a Den game chest. The chest can be a cardboard box, or something more sturdy, if desired. Games instructions can be kept on 3 x 5 cards for easy reference and stored in the box. The following is some suggestions for items to store in the box:

Small paper sacks
Clothespins
Feathers
Bottle Caps
Playing cards
String
Rope
Old Work Gloves
Paper Cups
Marbles
Balloons
Bean Bags
Curtain Rod Rings
Golf Tees

Foil pie pans
Clotheslines
Rubber jar rings
Toothpicks
Plastic Spoons
Yarn
Metal Washers
Assorted Tin Cans
Wide-mouth Jar
Tennis Balls
Straws
Checkers
Muffin Tin
Ping-Pong Balls



DEN CEREMONIES

Simple ceremonies should be used to open and close den meetings and to mark important events in the lives of the boys and the den. They should be short, no longer than 2 or 3 minutes. Give the boys an opportunity to plan and lead opening and closing ceremonies.

The following is a list of Ceremonies used in Den meetings:

- Opening:** To the signal the beginning of the den meeting. Is usually a patriotic theme. The opening sets the tone for the whole meeting and can add dignity and importance.
- Progress Toward Ranks:** Recognizes boys who have completed requirements toward the current rank they are working on. This motivates and encourages the other boys to progress.
- Denner Installation:** Recognize boy leaders and place importance on this position.
- Special Recognition:** Recognize birthdays, special achievements, and activities both in and out of Cub Scouting.
- Closing:** A quiet end to the den meeting. Sometimes a den leader will present a special thought.



DEN YELLS

Yells are aimed at letting off steam at den and pack meetings. They also help develop and maintain den spirit. In making up a den yell, remember to make it simple and rhythmic. Yells should end in a word or phrase that the boys can shout. Many high school and college cheers can be adapted to den yells. Let the boys help make up the den yell.

DEN DOODLES

Den Doodles are an excellent way to stimulate advancement. They also make the den meeting and pack meeting places more eye-appealing.

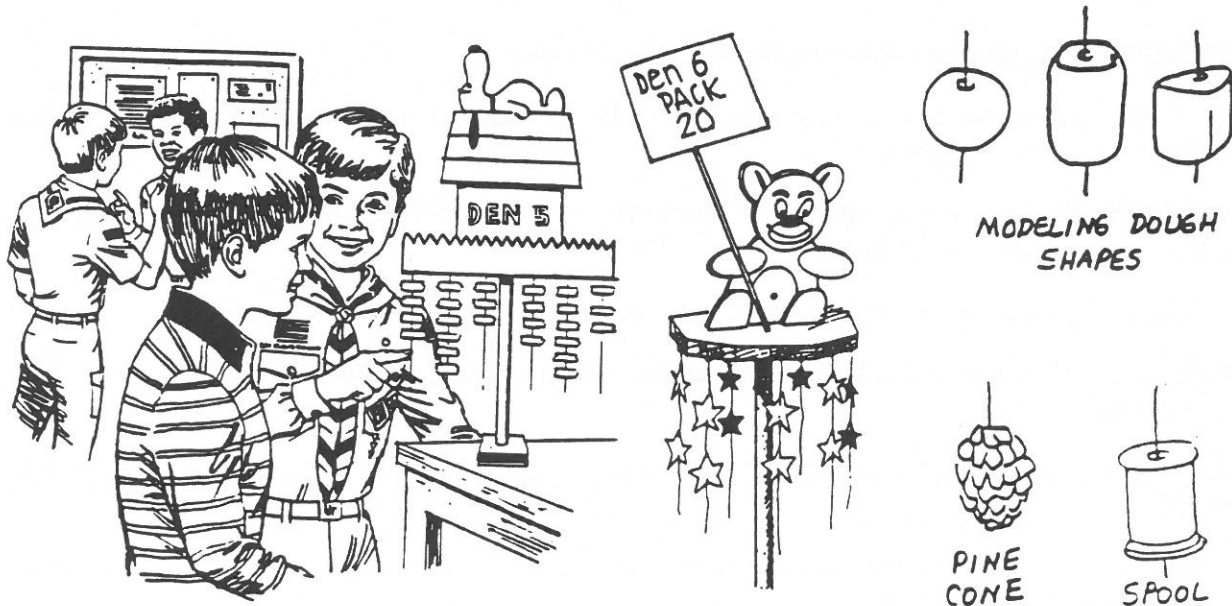
There are many types and ways to make Den Doodles. Let your imagination be your guide.

Den doodles can be either floor or table models. The floor models are usually fastened to some type of pole, such as a broomstick or dowel rod. The base can be a bucket or large can filled with plaster. If you wrap the stick with foil or grease it with petroleum jelly and insert it when the plaster is soft, then you can remove the stick after the plaster is hard making it easier to handle and transport from place to place.

Any number of things can be used to recognize advancements on the doodle. Examples: Colored beads, spools, wood cutouts, peanuts, walnut shells, etc.

When additions are made to the doodle, it is nice to use a short ceremony in the den. You may wish to give each boy the opportunity to color or paint or add his own addition to the doodle. Be sure to take your den doodle to pack meetings for display, this will give the parents an idea of where their son stands advancement-wise in the den and pack.

In addition to advancement, include any special accomplishment such as the Environmental Award, Oxley Nature Center patch recipient, etc. Don't forget to display den awards like the Summertime Award.



ETHICS IN ACTION

Teaching values has always been a part of the mission of the Boy Scouts of America, but parents of Cub Scouts told us they wanted even greater emphasis on values education.

Cub Scouts and Webelos Scouts are growing up in a complicated world. Ideas -- good and bad -- come at them from all directions. Many of these are in conflict with what their parents want them to learn, yet parents are not always around to help them choose.

Ethics in Action provides a series of activities and experiences designed to help boys learn to make good choices. The activities are designed to help boys understand such Scouting values as honesty, fairness and respect for themselves and others. Then, they learn to use these values to make choices in their daily lives.

Ethics in Action activities may be scheduled into the yearly plan for den meetings, or they may be used when a specific situation arises. One set of activities, for example, deals with "name calling." This can cause bad feelings in a den at any time and needs to be dealt with when it happens.

There are 14 sets of activities, each built around a single theme. They are:

BE A FRIEND. Discusses what friendship means, and how friends act toward each other.

BE AWARE AND CARE #1. Discusses physical handicaps with an emphasis on blindness.

BE AWARE AND CARE #2. Discusses other physical handicaps; suggests ways to prepare for getting to know elderly people.

CARING AND SHARING. Uses a mock court to deal with taking care of one's own things and showing respect for the property of others.

CONSUMER ALERT. Helps boys analyze TV commercial messages and print advertisements.

DIFFERENCES. Explores attitudes towards differences in people.

FIRE! FIRE! Explores the responsible use of fire; deals with the kinds of decisions regarding fire that Cub Scouts and Webelos Scouts are likely to face.

HARD LESSONS. Shows boys what it is like to have learning disabilities and underscores the need for understanding problems faced by those with such conditions.

KINDNESS COUNTS. Stresses responsibility to animals, both at home and in the wild.

PEACE IS. . . Explores ways to introduce the positive aspects of peace; suggests how boys can contribute to world-wide understanding.

SAYING HELLO, SAYING GOODBYE. Provides ways to help boys who are joining or who are leaving the group.

SAYING NO. Helps reinforce what boys already know about personal safety, drug use, etc., through the making of a "public service announcement."



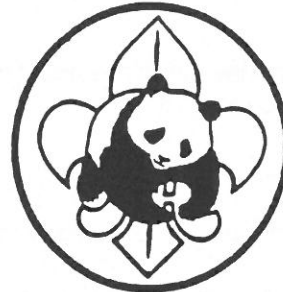
SHOPLIFTING IS JUST PLAIN WRONG. Includes a field trip to a store security system; suggests information boys should know about the consequences.

WHAT WE SAY. Deals with name-calling and tale-bearing that although typical for boys of Cub Scout and Webelos Scout age can be disruptive and painful.

Detailed instructions for each activity and how to lead discussions are found in the Cub Scout Leader How-to-Book, No. 3831.

CUB SCOUT WORLD CONSERVATION AWARD

Cub Scouts and Webelos Scouts who have participated in either a den or pack conservation project and have completed certain requirements can earn the World Conservation Award. This is an international award which also can be earned by Boy Scouts and Explorers who complete different requirements. The patch is a temporary patch and is worn centered on the right shirt pocket of the uniform.

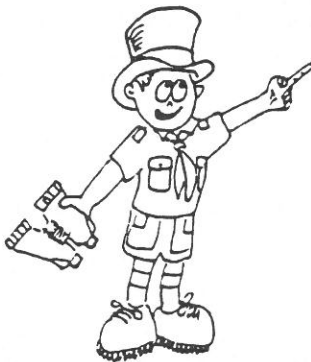


Wolf Cub Scouts do the Wolf Conservation achievement and complete all the projects in two of the following electives: No. 13 (Birds), No. 15 (Grow Something), No. 19 (Fishing); and take part in a den or pack conservation project.

Bear Cub Scouts do the Bear achievement No. 5 (Sharing Your World With Wildlife) and complete all projects in the following electives: No. 2 (Weather), elective (Nature Crafts) or No. 15 (Water and Soil Conservation), and take part in a den or pack conservation project.

Webelos Scouts earn the Forester, Naturalist, and Outdoorsman activity badges in addition to taking part in a den or pack conservation project.

Applications may be picked up at the Scout Service Center.



HIKING

Hiking is simply a long walk. It is an enjoyable den and family activity. The object is for the boys to get a closer look at what they see outdoors everyday and discover things they have never seen.

Boys should be properly clothed, depending on the season. In winter, clothing should provide warmth; in summer, protection from the sun. Suitable footwear is important. Use the buddy system when hiking, with an adult leader at the front and end of the line. Some suggestions for different types of hikes are:

GET-TOGETHER HIKE. Two or more dens hike to a location for games, songs, and fun.

ABC HIKE. Write the letters of the alphabet vertically on a piece of paper. On the hike, find an object, sound or smell in nature for each letter.



PENNY HIKE. Flip a coin to see which direction you will go. Flip the coin at each intersection or fork in the road.

STOP, LOOK AND LISTEN HIKE. Hike for a specified time then stop and write down all you see and hear. Make several stops.

FIELD TRIPS

Den trips are a welcome change from the routine of pack and den meetings during the school year and are good summertime activities. Both boys and leaders should be prepared. There are certain guidelines which should be followed.

- Short in-town den trips during den meeting hours do not require tour permits. However it is recommended that permission slips be obtained.
- The pack committee and Cubmaster should be informed about den trips.
- Den families should be notified anytime the den is away from the regular meeting place.
- File a Tour Permit Application for longer den trips.
- Check with the Council Service Center for policy on trips.
- Secure adequate, responsible and safe transportation. More accidents occur within a few miles of home than anywhere else.
- Use passenger cars or vans, making certain that there is a safety belt for each boy and adult and that everyone is buckled up.
- Boys should not ride in the back of station wagons.
- Transporting passengers in the back of trucks is not permitted.
- Drivers of motor vehicles must be licensed, be at least 21 years of age and be adequately insured.

Things to remember while on den trips:

- Cub Scouts and leaders should be in proper uniform.
- Good behavior is important so that other Scout groups will be welcome later.
- Provide plenty of adult supervision. Enlist the help of family members.
- Consider distance - how much travel time is involved. Do arrangements need to be made for extending meeting time.
- Make arrangements in advance with the place you plan to visit. Be on time.
- Tell the boys in advance the highlights of what they expect to see and do. Check on this information ahead of time.



- Coach the boys so they are attentive, courteous, and observe all necessary rules.
- Establish the buddy system before starting the trip. Explain that the boys remain together at all times.
- Locate restrooms immediately upon your arrival.
- Decide on rendezvous points, gathering times and plans for eating.
- Know where emergency care can be obtained.
- See that each boy has enough money for an emergency phone call.
- Carry a den roster with you and be sure it has emergency phone numbers.
- Be sure the boys write a thank you note to your hosts at the next den meeting.

TOUR PERMIT

Tour permits are required before taking any trips. They ensure a safer, better planned trip and furnish the Scout Service Center with important information in case an emergency should arise.

The local tour permit (Form #4426) is used for trips of 250 miles or less. This permit should be applied for at least 2 weeks prior to the trip and filed with the Scout Service Center.

Packs should file tour permits for any pack trips. Webelos dens should file tour permits for dad and son overnight campouts. Short in town den trips for a few hours do not require a tour permit.

Tour permits provide information about insurance and vehicle requirements, and minimum age of drivers. They also list national requirements for minimum liability insurance. The signature of a pack official is required to show these requirements have been met.

Leaders should carefully read "OUR PLEDGE OF PERFORMANCE" on the back of the local tour permit.



BOY SCOUTS OF AMERICA
LOCAL TOUR PERMIT APPLICATION
FOR TRIPS AND CAMPS UNDER 500 MILES

LOCAL PERMIT NO. _____ **DATE ISSUED** _____

This application must be filed with local council service center 2 weeks in advance of scheduled activity for proper processing. It is valid for trips of less than 500 miles. If destination is 500 miles or more into any or outside the U.S.A. (local council camp exempt), use National Tour Permit Application, No. 3426. If mandatory trip, be sure to know BSA Wilderness Use Policy.

Type of trip: No. _____ Trip _____ Charter _____ Party apply for a permit and submit photo for each boy from _____ to _____

Give history of tour, or destination if camp, including road description for routing complete for long trip attach map including route and overnight stops:

Type of trip: One day Training camp Short-term camp Long-term camp (Furnish copy of program and manual.)

Where outlining or leading is included in the program, list Scoutmaster, No. 3430, and/or Scoutmaster, No. 3430, standards are to be followed.

Person in charge: _____ Aquatics certification: _____ Expedition date: _____ or use of equipment on qualified Aquatics certification: _____ Expedition date: _____

Mode of transportation: Car RV Van Bus Boat Canoe Train Hiking Truck Other _____ (The mode of travel and equipment used are approved for equipment only—equipment are allowed only in the pack.)

Tour will include _____ youth and _____ adults. Have parent/relative/leader approved? _____

It is the tour leader's and unit committee member's understanding that all drivers, vehicles, and insurance coverage will meet the national requirements as listed on the reverse side of this application. The Boy Scouts of America policy requires one adult leader on all camping trips and tours. Tour leader in charge must be at least 21 years of age.

Tour leader's name _____ Full or last _____ Age _____ Phone _____

Assistant tour leader's name _____ Age _____ Phone _____

Address _____

Signed by member of unit committee _____ Signed by tour leader _____

RETAIN IN COUNCIL SERVICE CENTER

COMPLETE AND RETURN TO UNIT

OFFICIAL LOCAL TOUR OR CAMP PERMIT BOY SCOUTS OF AMERICA This permit should be in the possession of group leader at all times and displayed when requested by Scouting officials or other duly authorized persons.

Permit issued to: No. _____ Trip _____

Name of tour leader _____ Age _____ Address _____

Assistant tour leader _____ Age _____ Address _____

Permit covers all travel between _____ and _____

Date of trip from _____ to _____

Tour youth _____ Total adults _____

This group has given the best should every assurance that they will observe themselves according to the best interests of Scouting and observe all rules of health, safety, and discipline as prescribed by the Boy Scouts of America and as stated in the Pledge of Performance on the reverse side of this permit.

These spaces are for the signatures and statements of officials where the group camps or stays for 1 night or more. Signature indicates that the requirements and conduct of the Club Scout, Boy Scout, Youth Scout, or Explorer group were satisfactory in every way.

Date	Name	Dignitary	Comments

Local Permit No. _____
Date issued _____
Council stamp _____
Not official unless council stamp appears here.

Council name and address _____
Council phone no. _____
Signed by the council _____



TOURS, TRIPS AND TRAILS

ARTS

Alexander Hogue Gallery - Phillips Hall, University of Tulsa, 600 South College, 631-2202. September - May, 8 a.m. - 4:30 p.m., Monday - Friday.

American Theater Company - Call 747-9494 about group rates. All shows are at the John Williams Theater of Performing Arts.

Discovery Land Theater - West 41st, Prattville. This is the 5th largest amphitheater in the nation. Open June to August for the musical "Oklahoma". Call 245-0242 for information.

Fenster Gallery of Jewish Art - 1719 South Owasso, 582-3732. Group tours by appointment. Not open on Sabbath or other Jewish holidays. Call for time available. Free admission.

Johnson Atelier - 1714 South 123rd East Avenue. Many different arts and crafts are offered. Call for information, 438-0272.

Theater Tulsa - 1511 South Delaware, Tulsa 747-4239. Contact Debbie Burroughs Monday through Friday, 9 a.m. - 5 p.m. Call a week in advance. The best time to visit is two weeks after the opening of a show so you can see the sets.

Trail of Tears Production - Tahlequah, OK. Contact Cherokee Heritage Center, P.O. Box 515, Tahlequah 74465 for details. Special group/Scout rate.

Tulsa Ballet Theater - 2210 South Main, Tulsa, 585-2575. Monday through Friday, 9 a.m. - 5 p.m. during the school year.

HISTORY

Creek Council Oak Tree - 18th & Cheyenne. This is the site of the council fire used as a tribal meeting area by one segment of the Creek Tribe known as the Lochapkas or the Turtle Clan.

First Post Office Marker - 41st Street near Trenton. The first post office was opened near this site by Lewis Perryman.

Fort Gibson Stockade - Fort Gibson, OK. Monday - Saturday, 9 a.m. - 7 p.m.. Sunday 1 p.m. - 7 p.m. Restored fort of the early frontier. Free. While you are in the area go to the National Cemetery.

Frank Phillips Home - 1100 South Cherokee, Bartlesville, OK. Tuesday - Friday, 9 a.m. - 5 p.m. Sunday, 2 p.m. - 5 p.m. Free admission.

HAR-BER Village - Lake Road 1, 3-1/4 miles west of Grove, OK. Open 9 a.m. - 6 p.m. daily, May 1 to October 31. Historical information and collections. 82 different buildings and displays.

Harweldon - 2210 South Main, Tulsa, 584-3333, ask for Tamara. You can just walk through or arrange for a tour. Monday - Friday, 8:30 a.m. - 4:30 p.m. Home of Arts and Humanities Council, Ballet and Philharmonic. Beautiful old mansion. Free admission.



Murrell Home - Tahlequah, OK. Monday - Saturday, 9 a.m. - 7 p.m., Sunday, 1 p.m. - 7 p.m. Three miles south of Tahlequah on Highway 62, then 1 mile east (watch for sign). Site of many early day social events of the area. Free admission.

Perryman Home - located on the southwest corner of 31st and Utica. The Perrymans were early settlers in the Tulsa area and once owned all the land in this area.

Perryman Indian Cemetery - 32nd & Utica. This a good service project as the cemetery usually needs some work.

Tsa-La-Gi Cherokee Village - Tahlequah, OK. Open May 1 - September 3. Two miles south of Tahlequah on Highway 82. Tuesday - Sunday, 1 p.m. - 5 p.m, Saturday, 10 a.m. - 5 p.m. Charge for admission. Call for special group/Scout rate.

Tulsa County Historical Society - Now located on the grounds of the Gilcrease Museum in the restored Gilcrease home. Hours are not set, call for information concerning open hours and day.

Washington Irving Monument - Located at intersection of West Easton and North Vancouver. Irving passed through in the early 1800's.

Will Rogers Memorial - On the hill overlooking Claremore, OK. Open daily 8 a.m. - 5 p.m. Admission is free at this time. For more information, call 341-0719.

Will Rogers Birthplace - Near Oologah, follow the signs. Inquire at the Memorial.

USS Batfish War Memorial - Open March 15 - October 15, Monday through Saturday, 9 a.m. - 5 p.m. Four miles north on Highway 62 on Muskogee Turnpike.



NATURE AND ANIMALS

Age of Aquarius - 7827 East 51st, Tulsa, 622-6450. 200 varieties of fish, 40 types of birds. Tours Monday, Tuesday and Friday after 2 p.m. Need at least 24 hours notice. Call first.

Allen Ranch - 19600 South Memorial Drive, 366-3010. Trail rides and hayrides with wiener roast are available. Over-night campouts with 3 hour rides, with or without food, are available. Campground facilities and GROUP DISCOUNTS.

Carmichael Produce - 14800 South Memorial, 366-4728. Great place to go in October to see hundreds of pumpkins piled up, scarecrows, corn and animals. Nice jack-o-lanterns are available for about \$1.

Honor Heights Park - Muskogee, OK. Contains every flower and shrub native to Oklahoma. Famous for spring Azalea Festival but equally showy with fall flowers.

Juniper Hill Farms - 9740 East 121st South, Bixby, OK. Call 369- 5256 1 - 2 weeks in advance to schedule.

KJM Stables - 9801 South Sheridan, Tulsa, OK. Contact Kevin McCorkle or Don Starrow at 299-9283 about group rates or rides and lessons.



Lawrence Farms - 12601 South Mingo, 369-5692 or 369-2400. Open everyday 9 a.m. to 9 p.m. Trail and hayrides with cookout available. Covered wagons when it rains and an inside picnic. Western and English riding lessons. Scout discounts.

Mohawk Park - 36th Street North and Sheridan Avenue. This is the third largest municipal park in the United States. Activities available include horseback riding, fishing, boating, golfing, biking and hiking.

Oklahoma Department of Wildlife Conservation - Fairgrounds, 744- 1039. Lots of pamphlets available for pickup and also a film library of nature films to be ordered from Oklahoma City.

Oxley Nature Center - Located at Mohawk Park, 4700 Mohawk Blvd., 832-3112. Go in main zoo entrance and follow the road until you come to the sign and gate. Open 8 a.m. to 4:30 p.m., Monday - Saturday. Eight trails ranging from 100 yards to 1 mile in length. There is a patch you may earn and purchase there.

River Parks Authority - 582-0051

Fitness Parcour - Trail runs along river between 11th and 18th streets. A small nature trail is off the main trail.

Frisbee Golf - 41st and Riverside

Wildflower Plots - 46th and Riverside

Old West Playground - West across 23rd Street bridge. Take road on south side of bridge, just past McMichael's. Signs to follow. Clever old west town and stagecoach.

19th Street Overlook - Restaurant, restrooms, and playgrounds.

Pedestrian Bridge & Dam - 31st Street. Trails, hiking path and flower gardens.

Swan Lake - 17th Place and Utica. Swans, turtles, ducks, fish.

Tulsa Municipal Rose Garden & Ann Hathaway Herb Garden - (Woodward Park) - 23rd and Peoria, next to the Tulsa Garden Center. Contact them at 749-6401 for information about special shows and programs.

Tulsa Stockyards - 913 North 161st East Avenue. Sales on Monday mornings, tours available then. Call in advance at 234-3438.

Tulsa Zoological Park - Located at Mohawk Park. Open 10 a.m. to dusk. Call 596-2419 for docent guided tours. There is a patch you may earn.

GOVERNMENT



City Hall - Tulsa Civic Center - Call Euna Smith at 596-7911 in advance to schedule tours. Tours given any day of the week. Best tours would be during city commission meetings on Tuesday at 2:00 p.m. or Fridays at 9:00 a.m. The commission will recognize groups attending this function.



Tulsa Fire Department - Contact the Captain of the station you wish to tour to make arrangements. Station #4 which is near downtown has a fire pole, a dog that does tricks and an old fire engine. Any station will be happy to give you a tour.

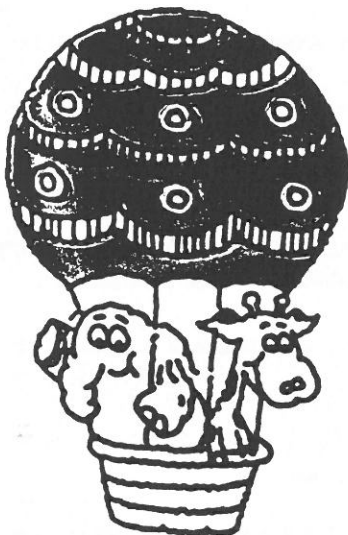
Tulsa Police Department - Crime Prevention Department - 600 Civic Center, call 596-9338 in advance to arrange tours, for daytime only.

Tulsa County Sheriff's Office - Call 585-1261 in advance to arrange tour. Given between 8 a.m. and 5 p.m., Monday through Friday. Special arrangements could be made for Saturday, but prefer weekdays.

Tulsa County Courthouse - Call Freda Hopper, 742-6074, to arrange your tour. Tours given on Tuesday and Thursday at 10 a.m. and 3 p.m., about 2 hours long. See the jury room and court room. If a judge is available, he will explain how the court system works.

United States Post Office - 3rd and Denver, Tulsa. Call 599-6800 to see when the next tours will be given. Tours last 30-40 minutes. Ask about the Ben Franklin Stamp Club when they explain about stamp collections.

TOURS



Arkansas Valley State Bank - 302 South Main, Broken Arrow, 251-9611. Please call Roy Moore for arrangements.

Broken Arrow Ledger - 523 South Main, Broken Arrow. Call Mark Banks, 258-6688 for appointment.

F&M Bank & Trust - 1330 South Harvard, Tulsa. Call Becky Callison, 744-1330, ext. 306 to arrange tours. Please allow at least 1 or 2 weeks advance notice.

Frankoma Pottery - Frankoma Road, Sapulpa, 224-5511. Showroom open 8 a.m. - 6 p.m., Monday - Saturday; Sunday 12 p.m. - 6 p.m. Tours start at 8:30 a.m. until 2:45 p.m. Call in advance to schedule tour.

Keystone Dam - Call 1-865-2919 for information and to schedule tours.

Oklahoma Air National Guard - Tulsa International Airport, call 832-8300. Contact Captain Bruce Charler or Sgt. Dennis Blake during Spring and Summer weekdays only.

Oklahoma Army National Guard - 637 East College, Broken Arrow. Please call first, 258-8643.

Oral Roberts University - 7777 South Lewis. Self-guided tour of Prayer Tower, also a slide show. Please call 495-6807 for further information. 10 a.m. - 4:30 p.m.

Pepsi Bottling Plant - 510 West Skelly Drive. Please call ahead. Ask for Jeri Ridener, 446-6601 ext. 387. Prefer to give tours on Tuesday and Wednesday with last tour at 3:30 p.m. Takes about one hour. Free soft drink.

PSO Generating Plant at Riverside (Jenks) - Call Howard Ground, 599-2318, to schedule tour.



Southwestern Bell Telephone Company (downtown Tulsa) - Call 585-6140 to schedule a tour. Advance notice is required. Tours given Monday through Friday during normal working hours. Ask for Alnoma.

Sun Oil Refinery - Call Debbie, 586-7601, to find out when the next tours can be scheduled. Tours vary as to when they can be given.

Radio Stations - Contact individual stations for information.

Television Stations - Contact individual stations for information.

Tulsa International Airport - Call 838-5000 shortly after the first of the month to set up a tour (this helps with their scheduling). No groups larger than 25, and a minimum of two adult with each group.

United States Weather Bureau - Tulsa International Airport.
Contact Don Devore, 838-7838, to schedule tours. Tours Monday through Friday 8 a.m. - 5 p.m.

Waste Treatment Plant - Call Kathy Smith at 586-9841 to make arrangements.

Water Treatment Plant - call Bill Kirk at 596-9847 or 596-9848 between 7 a.m. and 4 p.m. in advance for tours. 8 years or older please. Visit either plant, 3600 East Mohawk or 18707 East 21st. About 1 hour.

Westin Williams Center Hotel - Call Lin Bergeron at 582-9000 ext. 2226, for arrangements to tour the hotel. Tours will depend on the occupancy of the hotel.

MUSEUMS

Antique Inc. Motor Museum - 2215 West Shawnee, Muskogee, OK. Open 10 a.m. - 5 p.m. Admission charge. Collection of vintage autos, tractors, wagons, covered wagons, etc. Call 1-687-4447 for more information.

Bacone Indian College Museum - Muskogee, OK. Monday - Friday, 10 a.m. - 12 noon and 1 p.m. - 4 p.m. Indian artifacts and crafts.

Collinsville Depot Museum - 115 South 10th Street, on fairgrounds. Open Sunday 1 p.m. - 5 p.m., other times by appointment. Call for information and appointment. Area historical information.

Five Civilized Tribes Museum - Muskogee. Open Monday - Saturday, 10 a.m. - 5 p.m.; Sunday 1 p.m. - 5 p.m. Admission charge.

Gilcrease Museum - 1400 Gilcrease Museum road, 582-3122, September - March best months for tours. Tours weekdays 9 a.m. - 5 p.m., Sunday 1 p.m. - 5 p.m. Call for reservations for tours and information about special displays. Make reservations 2 weeks in advance.

J.M. Davis Gun Museum - 333 North Lynn Riggs Blvd., Claremore, OK. Monday - Saturday, 8:30 a.m. - 5 p.m.; Sunday 1 p.m. - 5 p.m. Free admission. More than just a gun museum. For more information, call 341-5707.

Kerr Museum - Poteau, OK. Monday - Friday, 10 a.m. - 5 p.m.; Saturday and Sunday, 1 p.m. - 5 p.m. Six miles south of Poteau on Highway 59 and 271. Admission fee. Home of former Gov./Senator Robert S. Kerr.



Philbrook Museum - 2727 South Rockford, 749-7941 ext 309 or 310, Tuesday - Saturday 10 a.m. - 5 p.m.; Sunday 1 p.m. - 5 p.m. Admission charge. Call in advance to make arrangements. Guides will go on tours with you.

Woolaroc Museum - 1-336-0307. 14 miles southwest of Bartlesville, on Highway 123 (Frank Phillips Memorial Highway). Open 10 a.m. - 5 p.m. daily except Monday. Entry fee for adults, children under 16 free. Group tours or special lectures may be arranged in advance by writing the Museum Director, Woolaroc Museum, Bartlesville, OK 74003 or by calling. *There is a Woolaroc patch you may earn from the Indian Nations Council, BSA or the "Woolaroc Pioneer Badge" (Cherokee Area, BSA) available for hiking the nature trails and completing questionnaires.*

TRAILS

Belle Star Trail - This is one mile trail begins and ends near the Belle Starr South Public Use Area on Lake Eufaula. It winds through the area once roamed by fabled outlaw Belle Starr. The trail is tree lined, mostly with dogwoods. Drinking water, restrooms and camping facilities available.

Enchanted Walkway Nature Trail - The first quarter-mile of the 1 1/2 mile nature trail is paved to provide access for wheelchairs. The trail is maintained by the Frank Phillips Foundation and is located near Woolaroc Museum near Bartlesville. Drinking water and restroom facilities are available at the trail entrance.

Grapevine Hollow Nature Trail - Located in Chandler Park, West 21st Street in Tulsa. Trail is 1/4 mile long, winding through hickory woods and huge boulders below a cliff overlooking the Arkansas River.

Keystone State Park - Nature trail approximately 1 mile long. Guided tours are available in the summer. Call 1-865-4999 for more information. Hard to get a hold of, be persistent.

Mohawk Park - Surrounding Mohawk Park and Zoo are some 700 acres of forests, streams and fields inhabited and used by a variety of wildlife species. Several miles of trails have been blazed within the Mohawk Nature Development Center. The nature center is open to the public year-round. Guided tours for groups can be arranged by calling 425-9214.

Okmulgee Historic Trail - Hike the trail and complete other requirements and earn the "Historic Trail Patch." Contact the Okmulgee Chamber of Commerce at 756-6172.

Overlook Nature Trail - The 1/4 mile nature trail is located below the Corps of Engineers Ft. Gibson project Headquarters. It winds along a rocky bluff overlooking the reservoir. It is an easy trail, but no facilities are available.

Outlaw Trail - Located in the hills of Arrowhead State Park on Eufaula. It has a 1 mile nature path and 3 mile hike section. The nature trail look is located near the Arrowhead Lodge.



Redbud Valley - This nature trail is one mile long, making a full circle through heavily wooded areas that shelter many small animals and songbirds. It is located east of Tulsa, West of 161st East Avenue, between Highway 266 and I-44. Drinking water, restrooms and similar facilities are not available.

Ruinestone Trail - This one-mile day-hike trail is northeast of Heavener in LeFlore County. It winds through the Heavener Ruinestone State Park. There are several steep grades making walking more difficult than on most nature trails. The trail leads to the mysterious monument-like stone, 12 feet high, bearing Runic alphabet markings, dated to 1012 A.D. The inscriptions are believed to have been carved by Viking explorers 500 years before Columbus.

Skull Hollow Nature Trail - This trail contains three loops with a total length of two miles. Shorter hikes can be made by cutting across the main loop on one of the shorter loops. The trail is located at the Hawthorn Bluff Recreation Area near the Dam at Oologah Lake, about 30 miles northeast of Tulsa. Picnic, camping and restroom facilities are available.

Taylor Ferry South Trail - This is a one-quarter mile nature trail winding through redbud, oak and hickory woods south of the Taylor Ferry Public Use Area on Ft. Gibson lake. The trail has a gentle slope and a variety of birds and wildlife inhabit the area. Drinking water, camping and picnic facilities are available.

STORYTELLING

Storytelling is a good way for den leaders to introduce the theme for the next month. Depending on the theme, this could be done with a true story from nature or an incident from the life of a famous person, a myth or an Indian legend.

A story can set the scene for a special outing or trip. It can meet a special need such as a behavior problem, allowing you to get the point across without actually pointing out one particular boy or incident. One of the best reasons for telling stories is because they are fun and boys enjoy them.

Here are a few tips to help you become a good storyteller:

1. TELL the story, DON'T READ IT if possible.
2. Try to imagine yourself in the story so you can really feel it.
3. Decide on a catchy line for a beginning to create interest.
4. Practice telling the story.
5. Don't make the story too long. Having it short and to the point will keep the boys interest.
6. Keep eye contact while telling your story.
7. Speak clearly. Use simple language. Don't be afraid to use different voices for the characters or to make sounds.
8. When you've finished, its time for you to start listening. Discuss the story with the boys. A few simple questions will help get them going.



KNOTS

Why is it important to learn to tie knots? There are a few people in each generation that just get a kick out of seeing how many of the approximately 4,000 different knots they can learn to tie. For most people knots keep your shoes from falling off, tie up bundles of limbs and twigs for trash pickup, fly a kite or tie a fly on a fishing line and all those other things that involve string, cord, line or rope.

Each of the 4,000 or so knots has an application for which it is best but we really don't expect Cub Leaders to teach all 4,000 knots to the Cubs. The Boy Scouts have selected five knots that will fill most of the Cub's needs. These knots are Square Knot, Sheet Bend, Bowline, Two Half Hitches and Slipknot. Instructions for tying these knots are in the Bear Cub Scout book, The Scouting Book of Knots and the Boy Scout handbook as well as numerous non Boy Scout publications. The uses of these basic knots are:

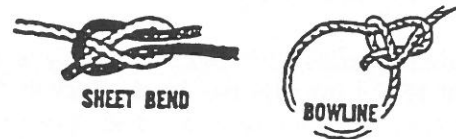
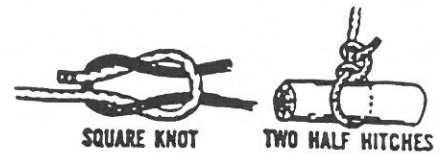
Square Knot - tie two ropes of the same size and material together.

Sheet Bend - tie two ropes of different sizes and/or materials together.

Bowline - tie a fixed non slipping loop in a rope.

Two Half Hitches - all purpose hitch for attaching rope to an uneven shape.

Slip Knot - can be used in place of two half hitches where it can be slipped over the end of an object to which it is to be attached.



TEACHING KNOTS

Try to teach Cub Scout's basic knots over an extended period. Do not try to teach them more than two knots in any given session.

Most boys 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 boys see more clearly how knots are correctly tied and lessens confusion. Boys 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 would be good at this.

You might ask him to bring a fellow Boy Scout along who has earned the Pioneering merit badge to help out when you are teaching the boys knots.

ROPE CARE

The ends of a rope should be whipped or taped to hold the fibers in place. Instructions for this are in the Bear book. The rope should be stored dry. A natural fiber rope will rot if put away wet and manufactured fiber will mildew. The rope should be clean. Dirt in the rope will damage the fibers and weaken the rope. Remove all knots and kinks. Knots or kinks in a rope for a long period of time will damage the fibers and weaken the rope.

Coil the rope as described in the Bear book.



GAMES AND PROJECTS

KNOT BOARD

As a den project, you could have each boy make a small knotboard. Cut a board from plywood about 18 inches square. Staple knots to the board. Use dowel rods for hitches over bars.

As the boy completes and passes each knot requirement, have him tie the knot on the board. When he is finished, you can have him hang his board where you meet as a den or he can take it home. The knot board will serve as a token of accomplishment as well as a reminder to the boy of how these knots are tied.

FRIENDSHIP CIRCLE CLOSING

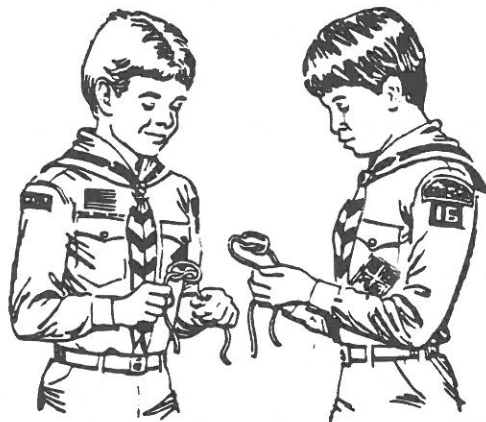
Each den member is given a three-foot length of rope which he ties to his neighbor's with a square knot so that a circle is made. Boys pull back on the line with their left hands and make the Cub Scout sign with their right. Den leader says, *"This circle shows the bond of friendship we have in Cub Scouting. Now please join me in the Cub Scout Promise."*

SAVE MY CHILD

Divide the den into two teams. One boy on each team is the child. He sits down on several sheets of newspaper about 15 feet from his teammates. Each of the others has a three-foot length of rope. On signal, the first boy on each team ties a bowline with a small loop in his rope and hands the other end to the next boy. He ties on his rope with a square knot. In turn, all others attach their ropes with square knots. When all knots are tied, the team leader casts the rope to the child, who grasps it by the bowline loop. Then the child holds the newspapers with his free hand and is pulled in by his team. First team finished wins, provided that all knots are correct.

KNOT STEP CONTEST

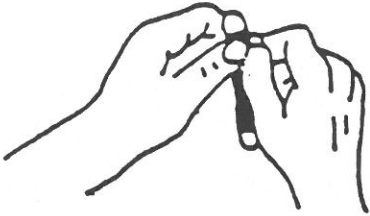
Line up Cubs at one end of the room. Each is given a 6 foot length of rope. Call out the name of a knot. Each Cub ties the knot. Judges quickly check the knots. Each Cub who tied the knot correctly can take one step forward. The process is repeated until the first Cub (winner) reaches a predetermined mark.



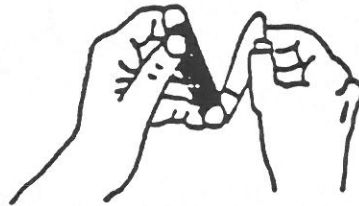
KNIFE SAFETY

TO OPEN AND CLOSE A POCKET KNIFE:

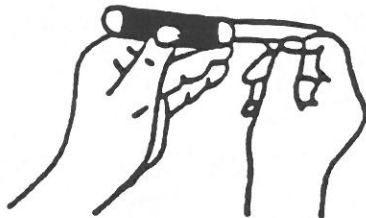
To open a pocket knife, hold in left hand, put right thumbnail into nail slot.



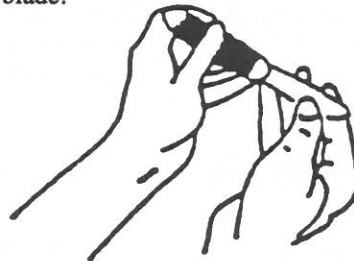
Pull blade out while pushing against hinge with little finger of left hand.



Continue to hold on to handle and blade until blade snaps into open position.



To close pocket knife, hold handle with left hand with fingers safely on the sides. Push against back of blade with fingers of right hand, swinging handle up to meet blade.



Let knife snap shut; "kick" at base of blade keeps edge from touching inside of handle.

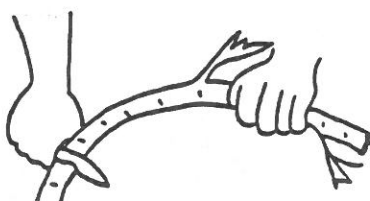


Ways to Use a Knife:

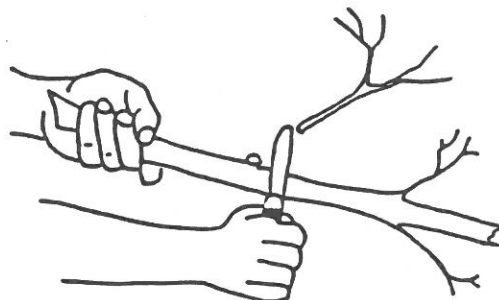
For course cutting, grasp handle with whole hand. Cut at a slant. Always cut away from you.



You can cut brush with a pocket knife if you bend the stem until grain is strained, then cut close to the ground with a slanting cut.



Trim a branch by cutting twigs from thick end toward end. Push knife against twigs, or pull twigs against blade.

**POCKET KNIFE SAFETY CIRCLE:**

To establish a safety circle, grasp a closed pocket knife in your hand, extend your arm and with the closed knife straight in front of you, rotate body to either side while continuing to extend the closed knife-arm. No one or thing should be in the imaginary circle you have created. Also check your overhead clearance as this is part of your safety circle.

TO PASS AN OPEN KNIFE:

The person handing should hold knife by the blade, passing the handle to the other person. In this way the handler has control of the edge of the knife.

WHITTLING CHIP CARD

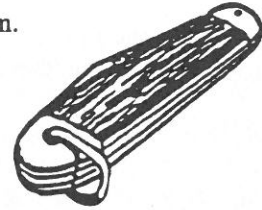
After completing Shavings and Chips Achievement #19 in the Bear Cub Scout Book and demonstrating knowledge of and skill in the use of a personal pocket knife, a Cub Scout earns a Whittling Chip Card which states he has earned the right to carry a pocketknife at Cub Scout functions.



CARE OF YOUR KNIFE:

All Cub Scouts should learn that knives are valuable tools and how to take care of them.

- Knives should be kept clean, dry and sharp at all times.
- Never use it on things that will dull or break it.
- Keep it off the ground. Moisture and dirt will ruin it.
- Keep it out of fire. The heat draws the temper of the steel. The edge of the blade becomes soft and useless.
- Wipe the blade clean after using it. Then close it carefully.



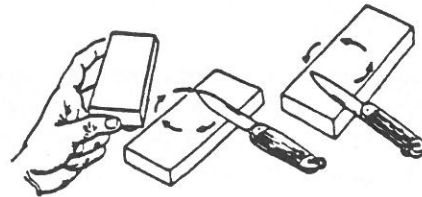
KNIFE SHARPENING:

A dull knife won't do its work. And what is more, it is dangerous. More fingers are cut by dull knives than by sharp knives. A sharp knife bites into the wood while a dull one tends to slip off. A camper should always carry a little sharpening stone in his pocket along with his knife. The knife and the stone are partners and where one is the other should be also.

Such stones are called whetstones or carborundum stones. One measuring $\frac{3}{4}$ of an inch by 3 inches is large enough and is a handy size to carry. A whetstone using water is more practical in camp than one requiring oil, for water is always at hand, but there never seems to be any oil when it is needed. Whetstones are made to provide a grinding surface, and come in varying degrees of coarseness. Coarse stones are used for heavy tools, like axes; fine stones for knives or for finishing the edge.

Rules for sharpening a knife:

1. Place the stones on a level surface.
2. Wet the stone with a little water or oil.
3. Place the blade of the knife flat on the stone, then raise the back edge about the width of the blade itself, keeping the cutting edge on the stone.
4. Draw the knife straight back toward you, or move it straight back and forth putting pressure on it only when you pull it toward you. This is always better than moving it in a circular fashion.
5. Turn the blade over and repeat on the other side an equal number of times.
6. Finish off on the sole of your shoe.



It will take half an hour to sharpen a dull knife, but once sharp, a minute a day will keep it in perfect shape.



CUB SCOUT CHEFS

Eating is fun and so is fixing food to eat! Cub Scouts love to do both. This section will focus on cooking inside, instead of cooking outdoors. For tips and ideas on cooking outdoors see the Webelos section of this book.

Cooking in a den meeting can be a real treat for Cubs. It provides a fun change of pace and a great avenue for teaching many important lessons that Cubs don't associate with having fun. Cleanliness, nutrition, safety, how to follow directions, planning, etc., are easily demonstrated in the kitchen; and you're likely to have their attention when food is involved. Always involve the boys as much as possible.

It is highly recommended that you first establish some rules in regards to cooking and eating. Further it is important to remember that not all of your Cubs may have had any experience in the kitchen. Some suggested rules are:

1. Wash your hands and keep them clean at all times. *(It might be a good idea to have a nail brush handy for some of the Cubs.)*
2. Read all of the recipe before starting.
3. Be safe.
4. Nobody eats until the mess is cleaned up.



You, of course, should elaborate on these rules to fit your situation and add any others you or the Cubs might think of. Assign everyone a task. If you run out of tasks, double up and have the boys waiting their turn start cleaning or look for safety violations. One of the skills we hope you don't have teach with cooking is First Aid. Just in case, know where your first aid kit is and how to use it. You should have at least one other adult present when cooking with Cub Scouts. Your full attention should be on a boy using a knife, mixer, blender or other potentially dangerous utensil.

Do simple things to start with and then progress as the skills become sharper. The first venture into food preparation will probably be an after school snack or a sack lunch for an outing. You will find recipes for all kinds of food in cookbooks and on mix boxes. While cooking from a recipe, help the Cub Scout measure out the ingredients himself. It's a lot more fun, but it does take more time and skill.

COOKING WORDS

- BAKE:** Cook food in the oven.
- FRY:** Cook food in hot oil.
- BEAT:** To combine ingredients, or add air by using a brisk whipping or stirring motion.
- KNEAD:** Work and press dough with palms of hands. Turn a little after each push.
- BLEND:** Stir several ingredients together until smooth.
- MIX:** Stir ingredients together.
- BOIL:** Cook in hot liquid that bubbles and steams.



- SIMMER:** Cook in liquid over very low heat. Bubbles are small and slow.
- BROIL:** Cook in direct heat. Use the broiler or cook outside over coals.
- CREAM:** Beat with spoon or mixer until mixture is soft and fluffy.

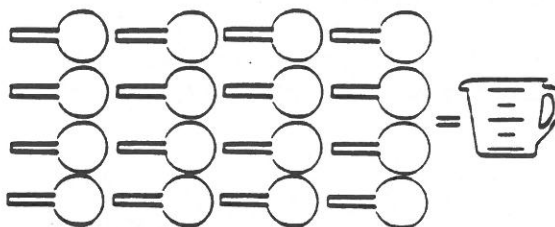


MEASUREMENT TABLE

Three teaspoons equal one tablespoon



Sixteen tablespoons equal one cup
or one cup equals 237 milliliters



Two cups equal one pint

or one pint equals 473 milliliters



RECIPES

CHEESE DOG ROLL-UPS

Preheat oven to 375°

- 1 can refrigerator crescent dinner rolls
- 8 hot dogs
- 8 strips cheddar cheese

Directions: Separate rolls into 8 triangles of dough. Cut narrow slit lengthwise in each hot dog and put in strip of cheese. Place hot dog on wide end of dough triangle and roll up. Cook on ungreased cooking sheet, cheese side up for 10-15 minutes or until brown.

CINNAMON TOAST

- 1 slice of bread
- Soft margarine
- 1 tsp. sugar
- 1/4 tsp. cinnamon

Directions: Toast bread in toaster. Spread at once with butter. Sprinkle on sugar and cinnamon. (Or mix 1/4 cup sugar, 1 T. cinnamon and use shaker.)



GRILLED CHEESE SANDWICHES

2 slices bread
1 slice American Cheese
1 T. butter or margarine

Directions: Put the cheese between bread slices. Melt butter in skillet. Toast the sandwich over low heat. Flip the sandwich over with a turner. When both sides are toasted, eat and enjoy.

FRUIT SPARKLE

1 can of frozen juice concentrate - any flavor
Ginger Ale

Directions: Follow the directions on the can, but use ginger ale instead of water to dilute the concentrate.

FRENCH TOAST

2 eggs
1 cup milk
1/4 teaspoon salt
3 tablespoons oil
4 or 5 slices of bread

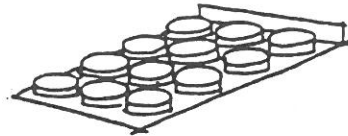


Directions: Break eggs into bowl. Beat until smooth and blended. Mix in milk, salt. Pour in shallow pan. Dip bread into mixture and cook in hot oil. Serve with sifted confectioners sugar or with jelly.

CUB SCOUT PIZZA

Preheat oven to 300°

English muffins
Pizza sauce
Grated cheese (any kind)
Meat of your choice, pre-cooked
Toppings of your choice i.e. mushrooms, onions



Directions: Split English muffins into halves to use as the crust. Spread pizza sauce on the muffin half, add the meat and topping of your choice, and top off with grated cheese. Bake for about 10-12 minutes, or until cheese is melted. (For a crispier crust, toast the muffins before adding sauce)

HOT CHEESE PRETZELS

Preheat oven to 425°

1 package dry yeast
1 1/2 cups warm water (105 to 115 degrees)
3 1/2 cups flour
1 cup grated cheddar cheese
1 egg

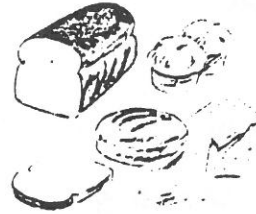


Dissolve yeast in water. Stir in flour and cheese. Knead dough until smooth. Add more flour 1 teaspoon at a time if dough is too sticky. Break off walnut size pieces and roll into 12" long rope. Twist into pretzel shapes or whatever shape the boys think is pretzel shape. Place on ungreased cookie sheet and brush with beaten egg. Bake at 425° for 15-20 minutes. Warm pretzels are great dipped in melted cheese or soft cheese spread.

CUB SCOUT MONKEY BREAD

Preheat oven to 350°

2 cans biscuits
 3/4 cup sugar
 1/4 cup cinnamon
 4-6 oz. margarine (squeeze margarine works great)



Remove biscuits from can and cut into quarters. Spread one layer of biscuit pieces in bottom of round cake pan (8-10" pan). Spread 1/4th of the margarine over the layer of biscuits and sprinkle with 1/4th of the sugar and cinnamon. Repeat layers, spreading margarine, sugar and cinnamon on each layer. Bake in oven for 350° for 12-15 minutes, or until browned.

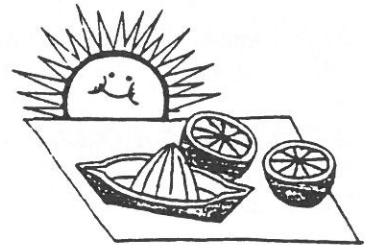
CREAMY AMBROSIA

1 big can fruit cocktail, drained
 1 cup shredded coconut
 1 cup miniature marshmallows
 12 ounces of Cool Whip
 1 cup pecans, chopped

Mix all the ingredients together and refrigerate for several hours before serving.

LEMONADE

1/2 lemon
 2 teaspoons sugar
 1/2 cup cold water



Roll lemon to soften. Cut in half and squeeze out the juice. Add sugar and water and stir well. For pink lemonade add 2 to 3 drops of red food coloring.

TING A LING NOODLE CLUSTERS

Melt 2 (6 ounce) packages semi-sweet chocolate pieces in a double broiler over hot water. Cool to room temperature. Add 1 cut spanish peanuts and 1 to 2 cups of chow mein noodles. Stir well. Drop by teaspoon full on waxed paper. Makes 2 dozen.

BBQ WIENERS

Take 1 package of wieners and cut into bite sizes. Place in pan and let brown, but not dark. Add 1 1/2 cups of your favorite BBQ Sauce. Let simmer for 15 minutes.



HIKER'S BIRD SEED

Mix the following ingredients together and divide into small plastic bags for easy carrying.

Semi-sweet chocolate bits
M&M's or Hersheyettes
Raisins
Unsalted Nuts
Dried fruit bars
Sugared breakfast cereal

MARSHMALLOW PUFFS

Preheat oven to 375°

2 tablespoons sugar
1/2 teaspoon cinnamon
1 can refrigerated crescent rolls
2 tablespoons butter or margarine
8 large marshmallows



Combine sugar and cinnamon. Melt butter over low heat. Dip marshmallows in the butter then in sugar and cinnamon. Stretch the crescent roll just a little then wrap the marshmallow making sure that no holes are showing. Bake at 375° in a greased muffin tin for 12-15 minutes.

GOOBER APPLES

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

BREAKFAST PIZZA

Preheat oven to 375°

1 pound pork sausage or bacon
1 package (8) refrigerated crescent rolls
1 cup frozen loose packed hash browns, thawed
1 cup shredded sharp cheese
5 eggs
2 tablespoons parmesan cheese
1/4 cup milk
Salt and pepper to taste

In a skillet cook sausage till brown, drain or cook bacon until crisp, drain then break into pieces. Separate crescent rolls into 8 pieces. Place in ungreased 12" pizza pan with points toward center. Press over bottom and sides to form crust; seal perforations. Spoon meat over crust. Sprinkle with thawed hash browns. Top with cheese. In bowl beat together eggs, milk, salt and pepper. Pour over cheese. Sprinkle on parmesan cheese. Bake 25-30 minutes.



CARAMEL CORN

1/2 cup packed brown sugar 1/4 cup butter or margarine
2 tablespoon dark corn syrup 1/4 teaspoon salt
1/2 teaspoon vanilla 8 cups unsalted popcorn
 (measured after popping)

1. Make the popcorn in your popcorn popper. Depending on the brand of popcorn you use, you will need 1/2 cup or more of unpopped corn.
2. Place the popped corn in a deep glass 4 quart casserole.
3. Mix together brown sugar, butter, corn syrup, and salt in a 1 1/2 quart glass bowl.
4. Cook, uncovered, 2 minutes, stir after 1 minute.
5. Stir. Cook, 1 minute, 30 seconds, stir after 45 seconds. **THIS IS HOT!**
6. Stir in vanilla.
7. Pour the hot brown sugar mixture over the corn. Stir to coat.
8. Cook 2 minutes, stirring after 1 minute.
9. Pour out on a tray lined with waxed paper to cool.

GRILLED CHEESE TORTILLA

Tortilla's
Grated Cheese *(any kind)*

Bake or grill a sandwich using tortillas in place of the bread. Slice like a pie and serve.

CINNAMON TORTILLA TREAT

Small to medium flour tortillas
Sugar and cinnamon *(mix 50/50)*
Cooking oil

Spread a very light coat of oil on both sides of flour tortilla. Place under broiler, on cookie sheet, until golden brown; turn and brown other side. (won't take long). Remove from oven and sprinkle with cinnamon and sugar mixture.

TOOTSIE ROLLS

2 tablespoons margarine (room temperature)
1/2 cup corn syrup
2 squares of chocolate melted
1 tsp vanilla
3 cups powdered sugar
3/4 cup dry powdered milk

Put all ingredients in zip lock bag, knead until well mixed. Roll into ball or log shapes.



DUMP CAKE

1/2 cup brown sugar
1 egg
1 can cherries
1 cake mix
1 stick margarine

Spray pan with non stick cooking aerosol. Spread brown sugar evenly on bottom of pan. Cut margarine into thin pats and distribute evenly in pan. Add cherries in juice. Mix beaten egg with cake mix and spread over cherries. Bake at 400 degrees for 25 minutes or until brown.

PUDDING CONES

1 pkg INSTANT pudding
ice cream cones

Mix instant pudding as directed on package. Serve in ice cream cones. Can top with whip cream or any topping.

PUDDINWICH

1 cup plain yogurt
1/2 cup peanut butter
Graham crackers, chocolate wafers or oatmeal cookies

Combine yogurt and peanut butter. Spread on crackers or cookies. Top with another cracker or cookie. Wrap in plastic wrap and freeze.

This is a great snack for warm weather. Make this snack when the boys first get there, let them freeze during your meeting then serve at the end and they should be frozen.

RED HOT GUMMY APPLES

Cut out core of an apple.
Fill with red hots candy.
Microwave 3-4 minutes turning halfway through.
Stick some gummy worms in it for fun.

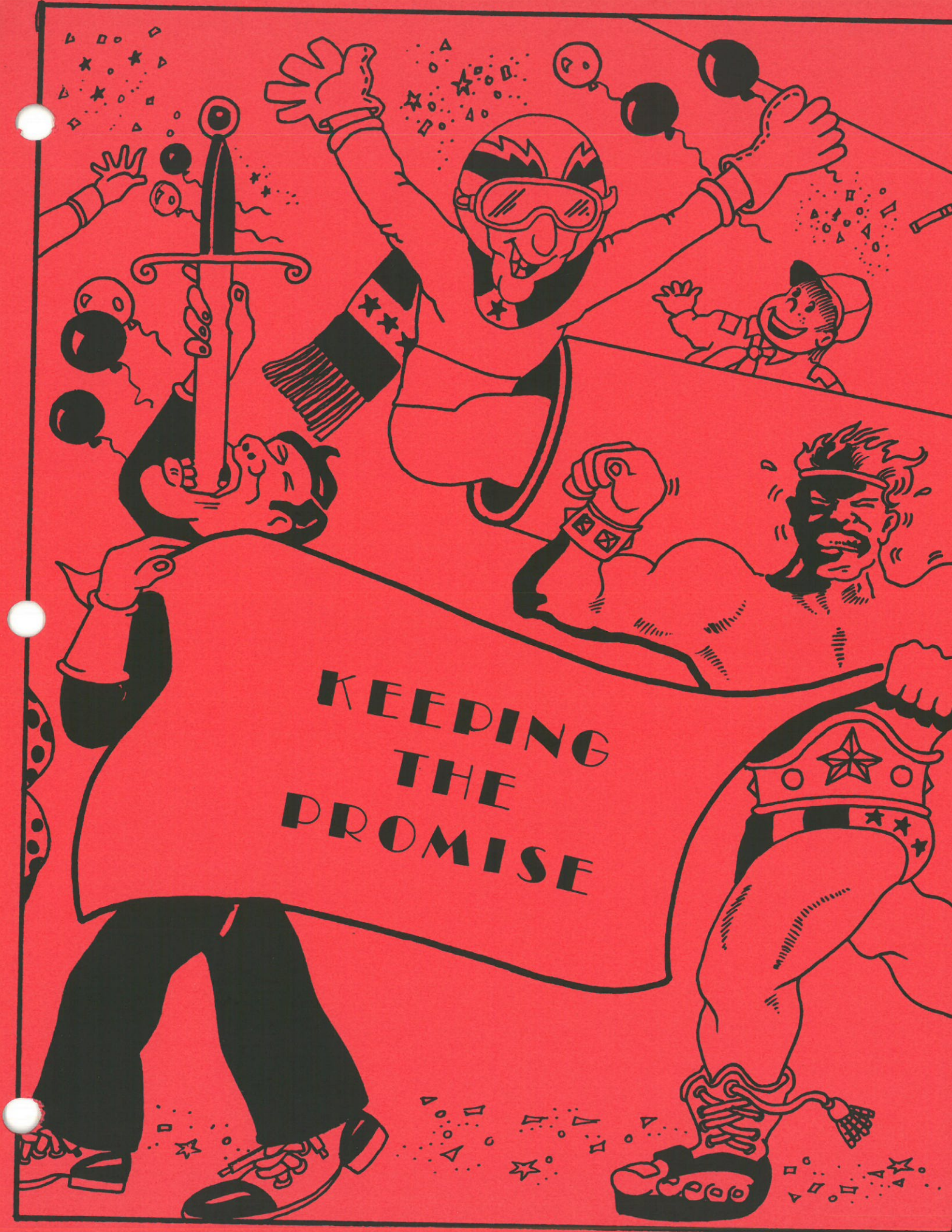
BANANA WRAPS

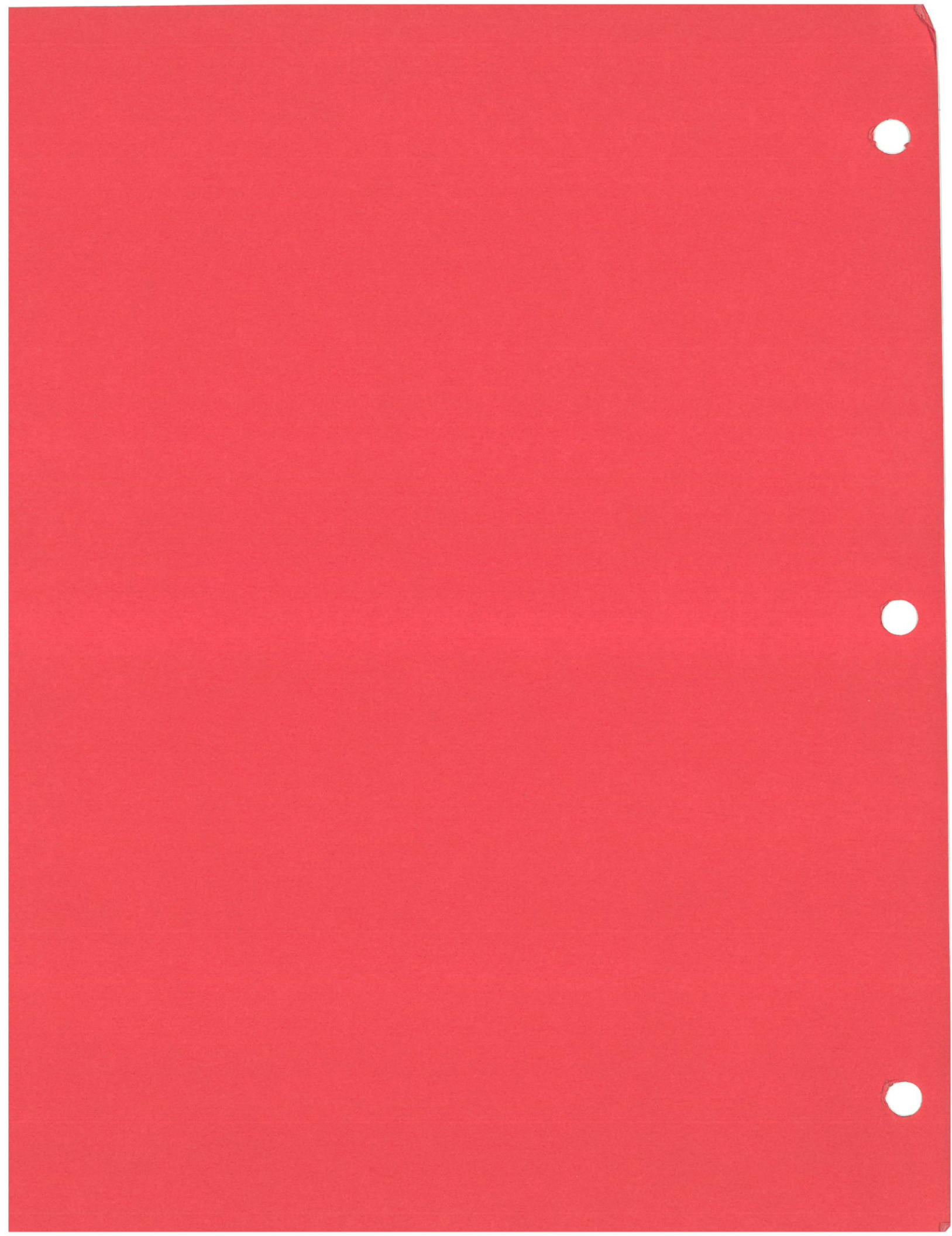
1 8 inch flour tortilla
2-3 tablespoons peanut butter
2-3 tablespoons jelly
1 small banana, peeled

Place tortilla on a paper towel. Microwave 10-20 seconds on high or until tortilla is soft and warm. Spread with peanut butter and top with jelly. Place banana near the right edge of the tortilla. fold up the bottom fourth of tortilla, bring right edge over the banana and roll up.



**KEEPING
THE
PROMISE**





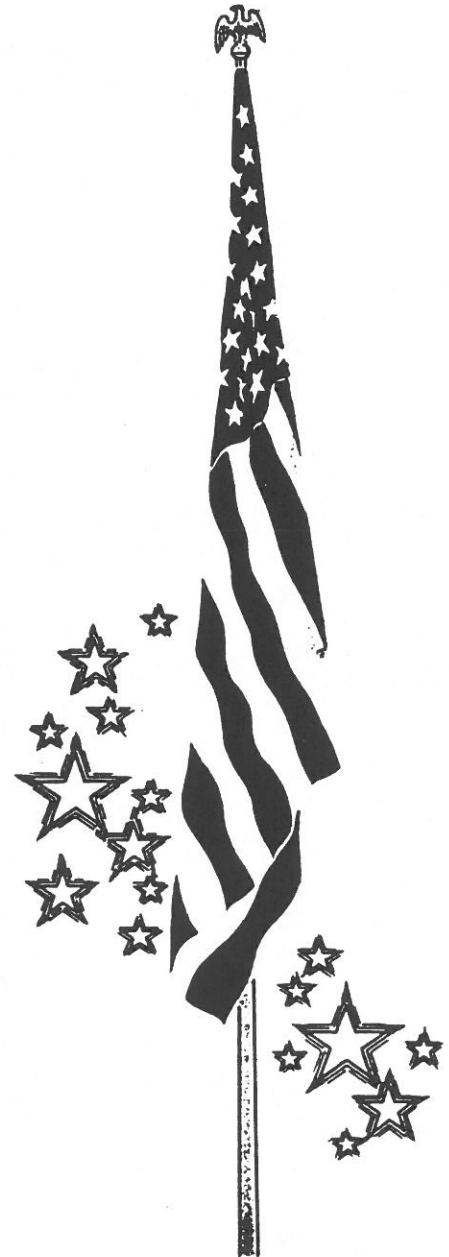
WHAT IS A FLAG ?

The World Book Dictionary defines a flag as "a piece of cloth with a pattern or picture on it that stands for some country, city, party, club, or other group, or that gives some information or signal."

Normally when we think of a flag we think of our national flag, which is as it should be. However if we look at the definition above we see that a flag can represent many other things. A flag is a symbol, it represents people united by a common bond or cause. It is a source of pride, for a flag encompasses the hopes and ideals of the people it represents.

We see the American flag many times a day - flying at school, over office buildings, decals on vehicles - we even wear it on our Scout uniforms, but how well do we really know "Old Glory"?

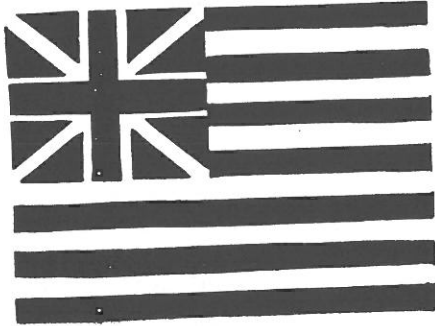
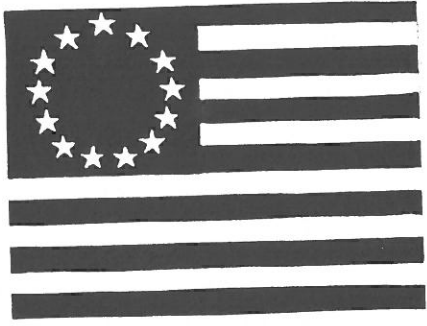
- On January 1, 1776 the Continental Army was formed and a common flag was hoisted. It was a British Meteor flag with 6 horizontal white stripes on a red field. It was called the Grand Union flag and later called the Cambridge flag and the Continental flag. It's origin is unknown and it was never officially approved. It was widely used aboard ships until July 4, 1776 and there is no record of it ever being carried into battle on land. After the signing of the Declaration on Independence, the Grand Union became obsolete and was used less and less. It's last recorded usage was at Fort Schuyler, New York in August 1777.
- On June 14, 1777, Congress passed a short resolution stating:
"that the flag of the United States be made of thirteen strips, alternate red and white; that the union be thirteen stars white in a blue field, representing a new constellation."
- The Continental Congress left no record to show why it chose red, white, and blue as the colors for the flag. But in 1782, the Congress of the Confederation chose these same colors for the newly designed Great Seal of the United States. *Red* was for hardiness and courage, *white* was for purity and innocence, and *blue* for vigilance, perseverance, and justice.
- May 1, 1795, Congress passes the Second Flag Law, adding two stripes and stars to the national flag in recognition of Vermont and Kentucky. The 15-striped, 15-star flag is the second official version of the national flag.
- The 15-star and 15-strip Star-Spangled Banner is the only flag to have a national anthem written for it.
- On April 4, 1818, Congress passes the Third Flag Act. The flag reverts back to 13 strips representing the 13 original colonies and 1 star for each state admitted to the Union.



HOW WE EVOLVED AS A COUNTRY

**NUMBER OF STARS
STARS IN FLAG**

**STATES AND DATE
ADMITTED TO UNION**

13	The original thirteen founding states: Delaware, Pennsylvania, New Jersey, Georgia, Connecticut, Massachusetts, Maryland, South Carolina, New Hampshire, Virginia, New York, North Carolina, Rhode Island.	
15	Vermont (1791), Kentucky (1792)	
20	Tennessee (1796), Ohio (1803), Louisiana (1812), Indiana (1816), Mississippi (1817)	
21	Illinois (1818)	
23	Alabama (1819), Maine (1820)	
24	Missouri (1821)	
25	Arkansas (1836)	
26	Michigan (1837)	
27	Florida (1845)	
28	Texas (1845)	
29	Iowa (1846)	
30	Wisconsin (1848)	
31	California (1850)	
32	Minnesota (1858)	
33	Oregon (1859)	
34	Kansas (1861)	
35	West Virginia (1863)	
36	Nevada (1864)	
37	Nebraska (1867)	
38	Colorado (1876)	

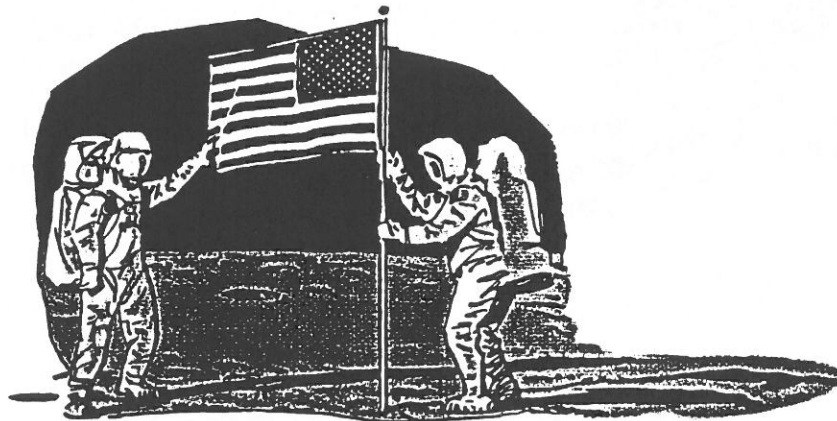


- 43 North Dakota (1889), South Dakota (1889), Montana (1889), Washington (1889), Idaho (1890)
- 44 Wyoming (1890)
- 45 Utah (1896)
- 46 Oklahoma (1907)
- 48 New Mexico (1912), Arizona (1912)
- 49 Alaska (1959)
- 50 Hawaii (1959)



OKLAHOMA

Entered the Union in 1907 as the 46th State; flag adopted in 1925, modified 1941 and 1988. An Osage shield stands for defense, its small crosses for lofty ideals. The blue background symbolizes loyalty, while the olive branch and calumet are for peace.



STORIES OF THE FLAG

(facts or fiction)

Since there was a war going on when the United States flag was first designed, there was little written down about its origins. Only recently have we learned that Francis Hopkinson was probably the designer of the thirteen-star thirteen-stripe flag.

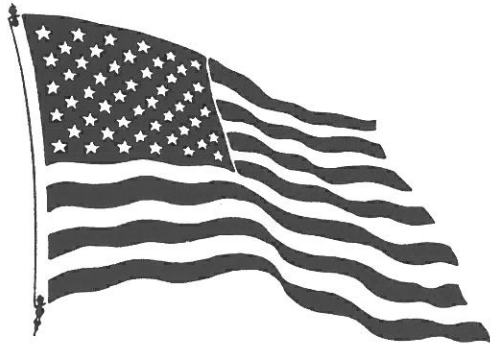
Other places and persons have been named as the first to display the United States flag and as flag designers. A very popular story is that about Betsy Ross of Philadelphia. She is supposed to have sewn the first United States flag at the request of George Washington.

The claim is based upon family tradition and was first mentioned in 1870 by her grandson, William J. Canby. Mrs. Ross was indeed a flagmaker and no doubt did sew American flags in her day. Yet, there is no mention of her sewing the first American flag in public records, newspapers, or private diary. Recently scholarship indicates that though Betsy Ross did sew flags at an early date, she probably did not design or make the very first one.



Another interesting story about early American flags is that of the Pickergill family. Mrs. Mary Young Pickergill, a widow, was an expert maker of flags. She and her daughter Caroline lived and worked in Baltimore City. Her flags were flown on many of the ships that used Baltimore Harbor.

Mrs. Pickersgill was commissioned to sew a huge flag to fly over Baltimore's Fort McHenry. It was a massive task. Finally, the work had to be moved to the floor of a local brewery to get room enough to assemble it. When completed it was thirty feet wide and forty-two feet long. This is the flag that is on exhibit today in the Smithsonian Institution's National Museum of American History in Washington, D.C.



Another story about our American flag is that made popular by John Greenleaf Whittier, a poet and abolitionist. He wrote a poem called *Barbara Frietchie* in 1863, as the Civil War raged. It was set in September of 1862, in Frederick, Maryland.

In the poem an old woman, Barbara Frietchie, was supposed to have defied Confederate Army invaders by flying the American flag from her home. The Confederate leader, "Stonewall" Jackson, is supposed to have gallantly spared the old lady and her flag. Whether or not this is a true story is not known. There was, however, an older woman of that name in Frederick. Today we can visit the "Barbara Frietchie House" there. Her name is sometimes spelled "Fritchie."

Pieces of material sewn together form a design. Created by man, it is an object with no life of its own. Yet, throughout history, men and women have given their lives for it; poems, songs and stories have sung it praises; children have been taught to revere it; and hardened men have broken down in tears at the sight of it. It is called a flag.



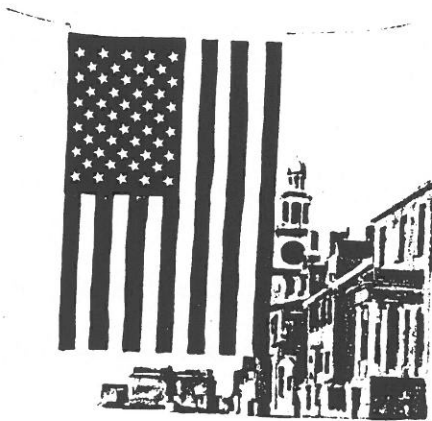
FLAG ETIQUETTE

Just having a flag is not enough. What to do with it properly, by using a set of guidelines developed through the years, is necessary. Flag etiquette is the term given to the rules and regulations regarding the use of the American Flag.

Following you will find the general over-all rules that should be discussed with the Cub Scouts concerning the care and use of the flag. Learn a few at a time as they come into use, too many at once will be overwhelming. Here is a place when setting-the-example will come into play - your Cub Scouts will look to you, their leader, as a model.

Generally, flag courtesy is just plain common sense. Remember that the American Flag is the symbol of our country, recognized around the world - treat it with a full measure of respect.

GENERAL RULES OF RESPECT FOR THE AMERICAN FLAG



When displayed over the middle of the street, the flag should be suspended vertically with the union to the north in an east and west street, or to the east in a north and south street.



- The American Flag should be flown from sunrise to sunset (in good weather) from public buildings, schools, permanent staffs in the open and near polling places on election days. The flag may be flown at night on special patriotic occasions.
- The flag should always be flown on national and state holidays and on those occasions proclaimed by the President. On Memorial Day, the flag should be at half staff until noon.
- The flag should be hoisted briskly and lowered ceremoniously. It should never be displayed with the union down except as a signal of dire distress.
- The flag should never be allowed to touch anything beneath it, nor should it ever be carried flat or horizontally - it should always be free and aloft. It should never be used as drapery or decoration, for carrying or holding anything, or stored in such a manner that it will be damaged or soiled.
- The flag should never be used for advertising purposes in any manner whatsoever, nor should any picture, drawing, insignia or other decoration be placed upon or attached to the flag, its staff or halyard. The flag should not be embroidered on personal items nor printed on anything designed for temporary use and then discarded.
- When the flag is so worn or soiled that it is no longer suitable for display, it should be destroyed in a dignified manner, preferably by burning.

**NO DISRESPECT OF ANY KIND
SHOULD BE SHOWN TO THE
FLAG OF THE UNITED STATES**



HONORING OUR FLAG

It is the universal custom to display the flag only from sunrise to sunset...however, the flag may be displayed at night on special occasions when it is desired to produce a patriotic effect. If displayed at night the flag should be illuminated. Certain historic and symbolic locations have flown the flag 24 hours a day for many years weather permitting .

The flag should be flown and displayed on all days when weather permits, particularly on national and state holidays, on historic and special occasions such as:

- | | |
|--------------------|------------------------------------|
| New Years' Day | Inauguration Day |
| Lincoln's Birthday | Washington's Birthday |
| Easter Sunday | Loyalty and Law Day |
| Mother's Day | Armed Forces Day |
| Flay Day | Memorial Day |
| Labor Day | Independence Day |
| Columbus Day | Constitution and Citizenship Day |
| Veteran's Day | Thanksgiving Day and Christmas Day |

Also any other time that may be proclaimed by the President of the United States, (like National Flag Week), birthdays of states (dates of admission to the Union), and on state holidays.

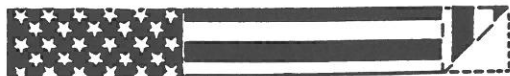
All citizens should know how to display their country's flag and how to salute it. Owning a flag and displaying it properly are marks of patriotism and respect.

HOW TO FOLD A FLAG

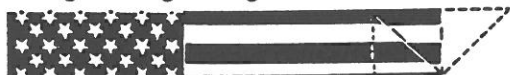
ON BEING DETACHED FROM THE HALLYARD THE FLAG MUST BE FOLDED IMMEDIATELY!



1. To fold the flag correctly, bring the striped half up over the blue field.



3. Bring the lower striped corner to the upper edge forming a triangle.



4. Then fold the upper point in to form another triangle. Continue until the entire length of the flag is folded.



2. Then fold it in half again.



5. When you get near the end—nothing but the blue field showing—tuck the last bit into the other folds to secure it.

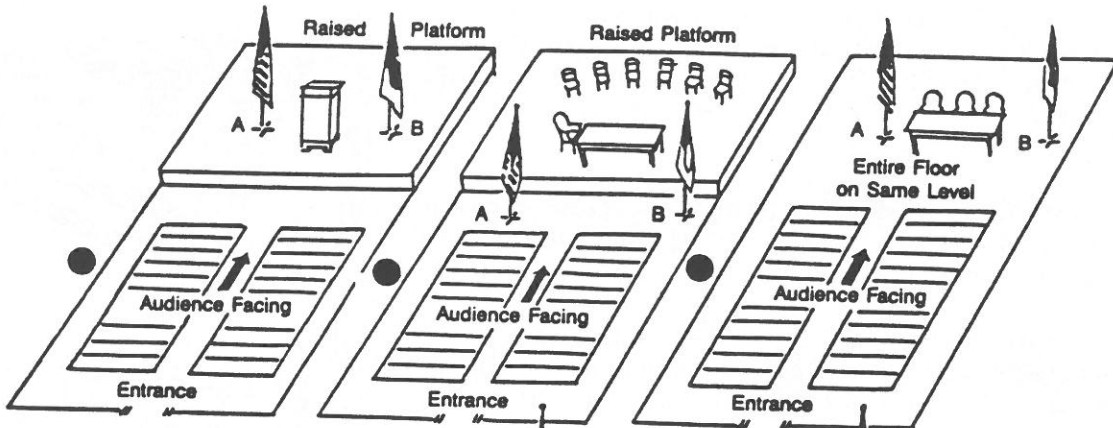


6. The final folded flag resembles a cocked hat with only the white stars on a blue field showing.

A person lowering the flag alone need not try to fold it. Gathering it into his arms so that it does not touch the ground is sufficient.

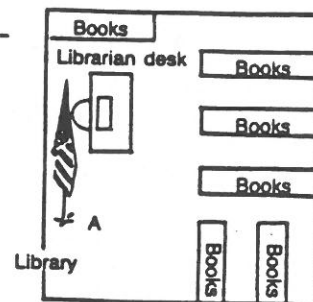
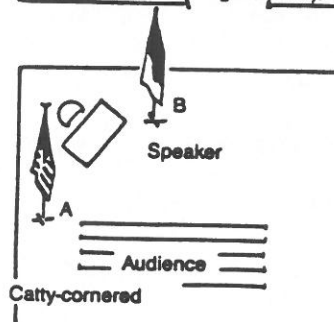
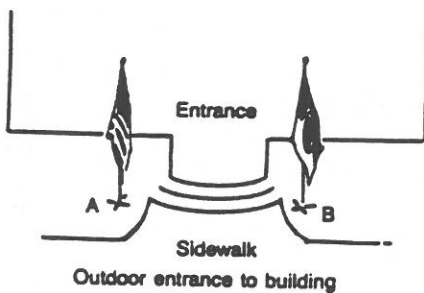
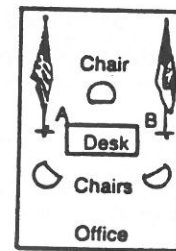
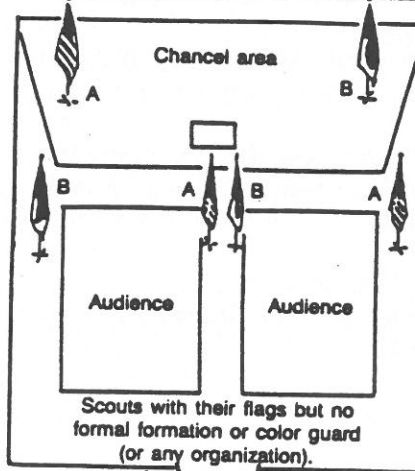
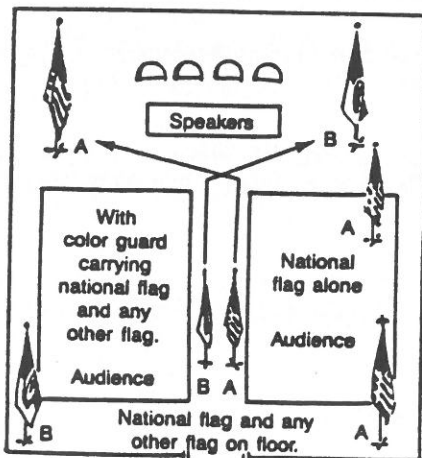
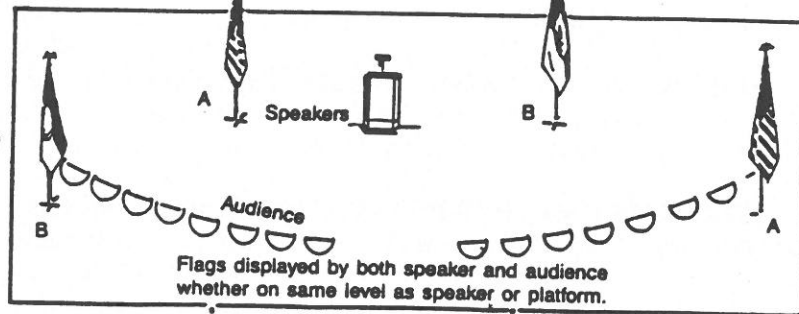


DIAGRAMS OF FLAG POSITIONS



Note: A stands for the national flag, B stands for any other flag.

Diagrams 1-2-3-4 apply to lecture halls, classrooms, club rooms, churches, auditoriums, etc.

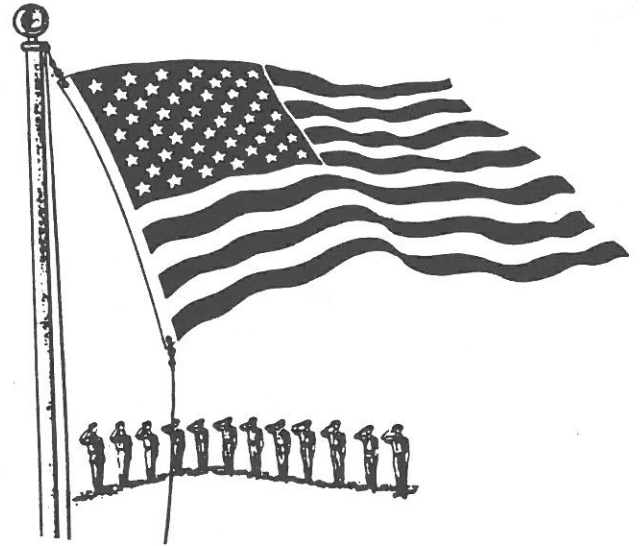


SALUTING THE FLAG

The Cub Scout salute signifies respect and courtesy. It is used to salute the American Flag and as a recognition of a position of leadership. The Cub Scout salute throughout the world is made with the right hand, with the first two fingers extended to touch the cap, or forehead if no cap is worn.

WHEN IN UNIFORM - Salute with your head covered or uncovered, either indoors or outdoors, stand at attention and salute with your right hand.

WHEN NOT IN UNIFORM - During ceremonies stand at attention, place your right hand over your heart. Men wearing hats should remove them and hold them over their heart. At sporting events team members wearing uniforms should uncover their heads, stand at attention and hold their hat in the right hand.



DURING THE NATIONAL ANTHEM - Stand at attention, facing the flag, and salute at the first note. Hold the salute until the very last note of the anthem. If there is no flag or it cannot be seen, face the music. Stand at attention but do not salute if the National Anthem is sung without accompaniment or is a recording.

AT PARADES AND REVIEWS - Start your salute when the approaching flag is approximately six paces (12 feet) from you. Drop the salute when the flag is about the same distance past you. Follow this procedure when the flag is carried by mounted flag bearers or passes you on a vehicle, provided the flag is flown from a staff. A flag draped coffin rates the same honor as the flag passing in a parade. It is customary to salute when "Taps" is sounded at a military funeral.

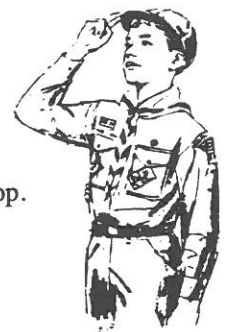
The salute is held during the recitation of the Pledge of Allegiance as you face the flag. Remember, you are saluting the flag and saying the Pledge of Allegiance, one does not say the Pledge of Allegiance to the flag.

WHEN COLORS ARE RAISED - Stand at attention facing the flagpole. Salute as soon as the flag is started on its way up and hold the salute until it is at the peak. If the flag is to be flown at half-mast, hold the salute until it is lowered to half-mast after first being hoisted to the peak.

AT RETREAT - State the salute at the moment the flag is on its way down and hold until the flag is gathered at the base of the flagstaff. If the flag is at half-mast, salute as it is first hoisted to the peak; hold the salute until it is gathered at the base.

SIMPLY SAID - Salute the Flag of the United States of America ;

- When you say the Pledge of Allegiance.
- The moment a flag passes in front of you at a parade.
- From the moment the flag starts raising up a pole and until it reaches the top.
- From the moment it starts lowering until in the hands of the color guard.
- When the flag is present and the "Stars Spangle Banner" is being played.
- With pride.



DUTY TO GOD

From its beginning the Scouting movement has encouraged its members to be faithful in the practice of their religions. The Cub Scout Promise, Scout Oath, and Explorer Code all call upon members to pledge themselves to do their duty to God.

The Boy Scouts of America does not define what constitutes belief in God or the practice of religion. Rather, it provides programs and ideals that complement the aims of all religions, with the result that religious organizations are the single largest category of chartered organization for packs, troops, and posts.

Religious principles underline Scouting's philosophy of character formation and are basic to its concepts of citizenship. Duty to God and Duty to Country go hand-in-hand. The program helps boys to understand how to participate in the democratic process, to express citizenship through service, and to cherish and perfect the freedoms we enjoy as American citizens.

Think back about the early history of America. Can you describe America as it differs from other countries? Read the Declaration of Independence. Read the Constitution. Familiarize yourself with the leaders who have been vital factors in the growth of America. There you will find the basic for instructing Cub Scouts. First, reverence toward God. Second, faithfulness in their religious convictions. Third, respect for the conviction of others in matters of custom and religion. Amid today's conflicting ideologies it is more essential than ever that Cub Scouts learn what it means to be citizen of "...one Nation under God..."

Cub Scouts should be encouraged to explore the world of nature and of man in a context of a spiritual view of life. A skilled leader using the natural environment and element of the program as a teaching medium can do much to instill in boys the concept of God in the universe. There has always been a spiritual theme running through the nature lore of Scouting. Dan Beard, our first National Scout Commissioner, emphasized that: "...it was God who made the great out-of-doors". This acceptance of the natural world as God's creation, by whatever process, is the reverent attitude that Scouting has chosen to communicate to boys through its religious principles.

The principles of the Cub Scout program are often summed up in the words "Cub Scout spirit". Like the wind, this spirit is invisible, but it has great power when harnessed. How to catch this spirit is described by the words of an old sailor who was asked by a young lad; "What is the wind?" The old sailor replied: "I don't know what the wind is, but I know how to set the sail." In Cub Scouting, a leader tries to help a boy to set the sail of his life so as to capture the spirit of the Cub Scout Promise. As he experiences the warm feeling of citizenship through service as he does a good turn, he can also be made aware that he is helping to fulfill his duty to God in the spirit of the Good Samaritan.

The one principle that can do most to give meaning and motivation to a Cub Scout's life is "Duty to God and Country".

Scouting is not a religion but it is religious. If we can help the boy to understand that there is a Supreme Being who is guiding us daily, taking care of us and loving us, we may have implanted a seed of righteousness that will grow and mature all of his life. We sincerely hope that the parent are giving their sons a religious experience through home life. Maybe we can add to it so very subtly.

We think of a "well rounded out" Cub Scout as well liked by other Cub Scouts and school friends. He obeys the code of home, school and other people, he works hard in school to make good grades and is willing and eager to learn. He attends church and Sunday School regularly with his parents and takes an active part in extracurricular church activities. Perhaps he runs for an office in his grade at school or even has outside activities such as soccer, baseball, etc. that he can show leadership abilities in. This is an example of a "well rounded out" young man. We have quite a few of these wonderful young people and thank God for them! But we have some



Cub Scouts who do not have leadership abilities -- do not have the opportunity to be fully "rounded out". Cub Scouting is a wonderful opportunity to help all boys in understanding more about God and the community.

Cub Scouts are watching you whether you are a leader or a helper and they do not understand double standards. They expect you to be an ideal for them to look up to and, if you teach one thing and do another, a lot of respect for both you and your teachings is lost.

Learning to have respect for other people's property is a tough lesson to learn. Teaching can start in den meetings at your home. Have ground rules and expect them to be obeyed. Respect for other people's property is a continuing learning experience. "Property" can extend to other people's privacy, money, time and help. This is all part of learning to live in your community and being a better citizen.

Cub Scouts can work on a badge for their interest in their church and their community. They can learn more about their church -- its inner workings, etc. This is done with the pastor or a representative appointed by him. Requirements for different religions vary in time and some in depth. It is an extracurricular activity for the Cub Scout and an experience he will never forget.

The Religious Emblems Programs

All of the major Churches and other religious bodies in the United States have programs to recognize the Cub Scouts, Boy Scouts, and Explorers who demonstrate faith, observe their creed or principles, and give service. The religious emblems are not Scouting awards. They are presented by religious groups to boys (*and young women in Exploring*) who work with their religious leader or a counselor on a fairly demanding program of requirements.

In most cases, a youth member may start work toward a religious emblem as soon as he joins a unit. However, some religious bodies requires that he achieve a certain rank or progress award, or have been in the unit for a minimum period, before he can receive the emblem.

Requirements for each religious emblem are determined by the religious body. Student and counselor manuals are available from the Scout office or from your church headquarters.

For Boys

Boys may wear the square knot (*silver on purple*) centered above the left uniform pocket. The religious emblem medals are worn on formal occasions only.

ALEPH (Jewish) - For Cub Scouts and Webelos Scouts who have earned Bear rank or five activity badges and have been registered at least six months. Requirements cover knowledge of the Torah, prayer, religious holidays, the synagogue, a Bible hero, American heritage, and Israel. (*Requirements available Scout Service Center*).

PARVULI DEI (Roman Catholic) - For Cub Scouts and Webelos Scouts. Requirement cover understanding Christian love, knowledge of the church, and the home parish, and service (*Requirements available Scout Service Center*).

SILVER CREST (Salvation Army) - For Cub Scout with at least six months' service. Requirement covers Salvation Army doctrines and history, prayer, Bible reading, and service. (*Requirements available from the Salvation Army, 120 West 14th St., New York, NY 10011*).

FAITH IN GOD (Church of Jesus Christ of Latter-Day Saints) - For Cub Scouts who have earned Bear rank or at least five Webelos activity badges. Requirements include prayer, Bible Stories, geneological charts, leadership, and service. (*Requirements available Church Distribution Center, 1990 West 1700 South, Salt Lake City, UT 84104*)



PRO DEO ET PATRIA (GOD AND FAMILY) (Lutheran) - For 9 and 10 year old Cub Scouts and Webelos Scouts, Camp Fire Adventurers, and Junior Girl Scouts. Requirements cover projects in the child's faith, worship, witness, the church's ministry, and service (*Requirements The Lutheran Church, 360 Park Ave. South, New York, NY 10010*)

GOD AND FAMILY (Protestant) - For 9 and 10 year old Cub Scouts, under supervision of pastor, with parents or guardian involved in the home as counselors. Basic thrust is to help boys understand more deeply their faith as it relates to the church. (*Requirement available Scout Service Center*)

GOD AND FAMILY (Episcopal) - Similar to above. (*Requirement available Scout Service Center. Specify Episcopal*)

GOD AND FAMILY (Baptist) - Similar to above. (*Requirement available Scout Service Center. Specify Baptist*)

METTA (Buddhist) - Designed to help Cub Scouts of the Buddhist faith deepen their faith and further their knowledge and practice of the Buddhist religion. Earned by Cub Scouts with at least three months of Service, the Metta Provides deeper understanding of the Buddhist Shrine, Buddhist holidays, the childhood teaching of Buddha, and the search for Buddhahood. (*Requirements available Buddhist Church of America, National Headquarters, 1710 Octavia St., San Francisco, CA 94109*)

CHI RHO (Orthodox) - For Cub Scout and Webelos Scouts. To help a boy become more aware of God's presence in his daily life, especially through things he does in his home and church. there is close cooperation between family and church by using parents or guardians and parish priests as counselors. (*Requirements available Orthodox Scouting Commission, 1345 Fairfield Works, Fairfield, CN 06430*)

LIGHT OF THE WORLD (Reorganized Church of Jesus Christ of Latter Day Saints) - For boys between the ages of 8 and 11. Emphasis is on personal, family, and church relationship in activity-centered requirements. (*Requirements available Director of Scouting R.L.D.S., The Auditorium, P. O. Box 1059, Independence, MO 64051*)

For Adults

Adults who earn an adult religious emblem may wear square knot (*purple on silver*) centered above the left uniform pocket. Adults who earned the religious emblem as a youth may wear (*silver on purple*) square knot on their uniform. Again, the medals are worn only on formal occasions.

GOOD SHEPHERD (Baptist) - For distinguished service by Baptist layperson and Pastors leading toward the spiritual, physical, mental and moral development of youth through service to the church and its Scouting program at all levels.

LAMB (Lutheran) - For recognition of laymen and Pastors who render exceptional service to boyhood through Scouting.

SALVATION ARMY SCOUTER'S AWARD - For Salvationists who give noteworthy service of exceptional character to the spiritual, moral, and physical development of boyhood through or in the Scout program in the Salvation Army.

ST. GEORGE (Roman Catholic) - For outstanding contributions to the spiritual development of Catholic youth in the programs of the Boy Scouts of America.

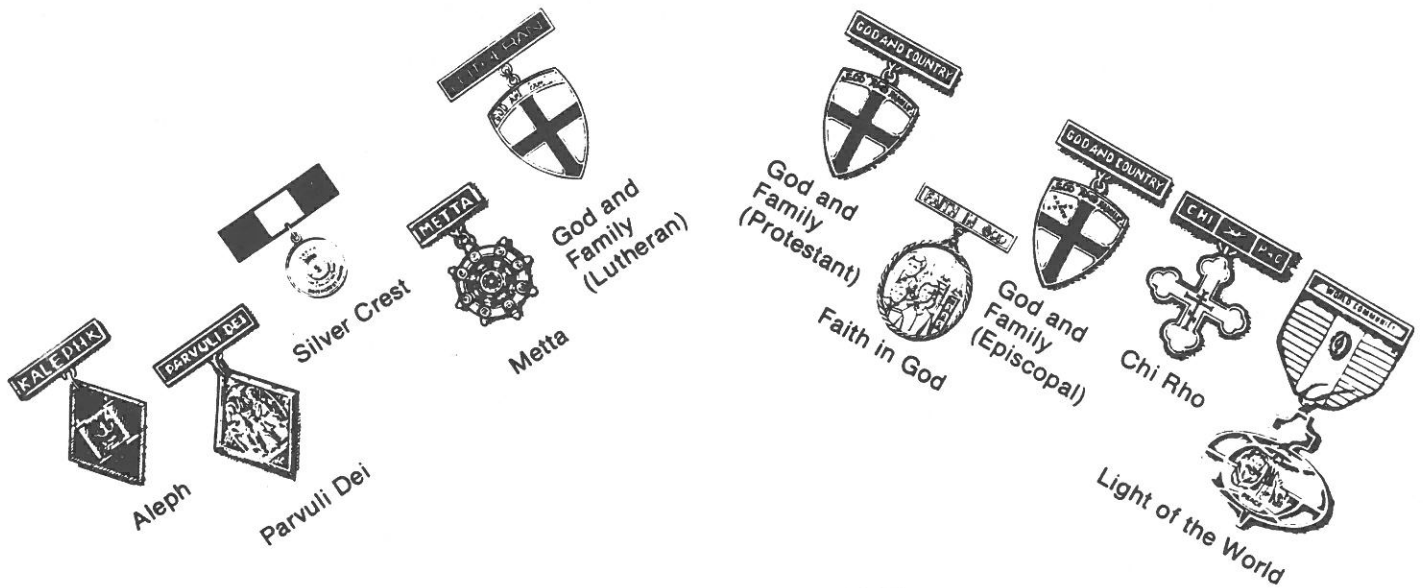


SHOFAR (*Jewish*) - To recognize outstanding service by adults in promotion of Scouting among Jewish boys.

GOD AND SERVICE AWARD (*Protestant*)

BRONZE PELICAN (*Roman Catholic*) - For outstanding service to Scouting and Catholic religious training given by the local Diocese to both men and women in the Scouting program.

WHAT YOU ARE IS GOD'S GIFT TO YOU. WHAT YOU MAKE OF YOURSELF IS YOUR GIFT TO GOD.



FAMILY

What is the Importance of the Family?

The family is the most important single factor in the molding of a human being. It either prepares him to reach for his ultimate destiny and fulfillment, or it cripples and inhibits him from attaining his original potential.

Families learn to love and understand one another by spending time together, by sharing activities. Values are passed on from generation to generation as parents take the time to build relationships with their children as individuals and within the family circle.

One thing is certain: It is not easy to find time to build the kind of family unity we have been talking about. It seems as though society in general obstructs the family as it tries to walk the way of togetherness. Think of the competition: School activities, television, fathers commuting or working out of town for extended periods of time, church and youth programs, sports, etc.

We are responsible for our own schedules and we can find time for family activities if we really want to. It depends on what we value. If we value the family then we will sacrifice less important activities. If we do not value the family then it will indeed be "impossible" to find the family time.

We are not saying that family time is a cure-all for all family problem, or that the family will be free of hassles if they spend a lot of time together. Family togetherness, however, creates a climate of closeness that makes family members think, **"We will work this out because we care. We are a family."** This closeness lasts even after the children are grown and the family is no longer physically together. Our children will not remember all we say or do, but attitudes that are important to us will stand out.

What is a Family?

When we talk about "family" in Cub Scouting, we could be referring to several different types of groups. Many Cub Scouts do not come from traditional two-parent homes. Some boys live with a single parent, relatives, or guardians. Whoever a boy lives with is his family, as far as Cub Scouting is concerned.

- A family is people giving and receiving love. How often do we come right out and say something like: "Son, I'm not pleased with what you did, but I love you anyway, regardless of what you do."
- A family is people getting angry with each other but still loving one another. The important thing is whether we can let off steam without losing our love for each other.
- A family is loving the differences about each other. Each member of the family is special and unique. Do we enjoy each other's difference?
- A family is people talking and listening to each other. It sometimes takes courage to talk about a problem. When children know that their family will listen, they will discover they feel better after talking about it. Unfortunately, when children discover that we're not listening, they sometimes stop talking.
- A family is people caring about what happens to each other, and letting it show. There is a warm discovery in learning that the family cares. Encouragement goes a long way in showing that we care. As family members help boys cope within the home, they will learn to cope with similar situations outside the home. We should know and accept our own strengths and weaknesses as adults and be open with our children about our joys and anxieties.
- A family is people laughing and crying without feeling ashamed of it. The sound of laughter is beautiful, but there is a difference laughing at someone and laughing with someone. And we all feel like



crying sometimes. A tear in the eye isn't something to be ashamed of, it's natural. Tears gives us a chance to show our love. Every family member needs to be able to express himself.

- A family is people sharing with each other and with others. Each day has at least one or two small successes. They need sharing in a family. This is a chance to look for what is good in a day. There is pleasure to be gained in giving and receiving recognition for small victories, as family members grow closer by sharing together.
- A family is people reaching out instead of fencing in. It's reaching out to each other and to neighbors and friends.
- A family is a place for having fun, for sharing sorrows, and healing hurts. The family is probably the most effective mutual, self-help organization ever invented.

Family life has its good times and bad. But, above all it's people giving strength to each other when needed, people caring and letting it show, people leaning on each other, and people feeling loyal to each other. It's worth the effort to keep it strong.

GOOD FAMILY LIFE IS NEVER AN ACCIDENT. IT TAKES WORK, AND IS ALWAYS AN ACHIEVEMENT BY THOSE WHO SHARE IT.

THE BEAUTY OF A HOME IS HARMONY. THE SECURITY OF A HOME IS LOYALTY. THE JOY OF A HOME IS LOVE.

IF WE PAID NO MORE ATTENTION TO OUR PLANTS THAN WE HAVE TO OUR CHILDREN, WE WOULD NOW BE LIVING IN A JUNGLE OF WEEDS.

How do we teach?

- | | |
|-------------------|---|
| We teach patience | by being gentle and understanding over and over. |
| We teach honesty | by keeping our promises to our family even when it costs. |
| We teach courage | by living unafraid, with faith, in all circumstances. |
| We teach justice | by being fair and dealing equally with everyone. |
| We teach kindness | by being thoughtful and gracious even at home. |

Communicating with Families

Good Communication between leaders and families is essential in obtaining family cooperation.

- Let them know what is expected BEFORE they join. Then keep the lines of communication open.
- Be sure they know the regular den and pack meeting dates and times. Provide reminders as needed.
- Let them know that the best way to find out what is going on is to stay actively involved.



- Don't rely entirely on boys to transmit messages to parents. The information may never get through.
- Use newsletters, telephoning, personal visits, or other means to stay in touch and inform families of any special activities, projects, needs.
- Get to know the family. Find out how the den and pack can help meet their needs.
- Hold den and pack parents' meeting to communicate information.
- Keep families up-to-date on how the den and pack are operating. Share with them the successes and needs.
- Keep them informed about activities which can be enjoyed by the family, such as family camping, trips, and tours, etc.
- Keep families up-to-date on how their son is progressing. Let them know how they can help him.

Establishing Good Family Relationships

Relating to children in the home as a parent is not only 'doing', it is also 'being'. Like a diligent spider spinning a delicate web strand by strand, a parent must give of himself to produce a strong relationship with the child. Someone said that parents can create a favorable climate for children, but on experiences reinforce the learning. These are standards for measuring a good parent/child relationship:

- **PRACTICE A SINCERE RESPECT OF THE CHILD'S WORTH AS AN INDIVIDUAL.** Does he speak to you? He speaks long as you will listen. If your child doesn't talk to you, he may have had his 'off' button pushed sometime in the past. Many children close doors and windows on the world because they have been told too often "Be Quiet", "Hush up", or "Go Away".
- **PROVIDE YOUR CHILD'S BASIC NEEDS.** Needs - not wants or your frustrated desires for him. Privacy, a place to play and study, clean clothes, ownership of his own things, time to be alone, a sensible program of eating, exercise and rest, opportunity to make his own decisions. Always tell him the truth.
- **EXPOSE CHILDREN TO REAL EXPERIENCES.** Use births, marriages, deaths, and disasters as teaching times. You will help him both to satisfy his curiosity and avoid irrational fears. Make him aware by issuing realistic warnings against danger. But don't overprotect him.
- **TEACH THE CHILD THE 'HOW-TO' OF DAILY LIFE SO HE CAN FUNCTION WITH FRUSTRATION.** Confidence grows in the soil of doing it yourself. We laugh at the boy who can't get his own breakfast or the man who is lost without his wife to pick out his socks. Seldom do we consider the fact that nobody ever took the time to teach them.
- **FENCES LEND SECURITY FOR EMOTIONAL DEVELOPMENT.** Set reasonable limits for a child's behavior. Just as surely as a backyard fence protects in a physical way, behavioral limits shield the boy from the fear of not knowing when to stop. In addition to setting limits are the warnings about traffic, fire, drugs, etc. - all the many traps of childhood. Such concern tells the boy that his parents care very much that happens to him.



THINGS TO NEVER, NEVER DO.

Don't threaten; you reduce your own authority.

Don't bribe; this is a clear indication of lack of control.

Don't refuse to explain; they'll go elsewhere and leave you on the outside.

Don't use sarcasm or embarrassment. This is the fastest way to demolish a relationship.

Don't dash his dreams. This is your ticket into the generation gap.

If a child lives with criticism, he doesn't learn responsibility. He learns to condemn himself and find fault with others. He learns to doubt his own judgement.

When a child lives with parents who believe in him, he instinctively holds a higher view of himself and his brothers and sisters, as well. Everybody's sense of worth is enhanced.

Ways of Reinforcing Values

Do, rather than just talk about.

Use new methods, new ideas.

Use other than your own suggestions.

Provide opportunity for discussion and participation.

Encourage communication.

Encourage expression.

Develop a more mature understanding of meaning of honor.

Show more understanding of the worth of individuals.

Learn the meaning of helping people sharing, and giving of one's self rather than just things or money.

Develop an awareness of the need for service. Accept service as a personal and group responsibility.

Show feelings of responsibility to community, state and nation.

Develop an understanding of the United States in relation to the rest of world.

Have pride in our country and its heritage.

Show an understanding of out country's basic ideals.

Recognize and appreciate the differences of all human beings.

Develop an interest in and concern for others.

Extend kindness, consideration and involvement beyond your immediate circle of family and friends.

Use an understanding of self as a basis for understanding others.



A Supportive Climate

As a child grows and communicates, he needs the assurance that he can be himself. This provides freedom for him to experience things and express his feelings without fear of rejections.

Children want to please the adults in their lives. They get their recognition from them; they are dependent on them. It is important for parents to continuously provide a supportive environment. Fear of rejection, fear of failure, fear of uproar, fear of physical abuse, all are part of a defensive climate.

The Art of Family Communication

Communication is a basic part of all human life. It is one of the significant differences separating people from animals. The experts in communication point out that this art contains three basic elements: (1) talking; (2) listening; and (3) understanding. Everyone knows how to define talking, but talking does not guarantee communication. It has been said, "Talking is easy; anyone can do it. But communication is hard work."

Communication requires two people, but concentrating on the same thing: that which is being said. Because talking is so much easier than listening, the hardest problem in the whole process is listening.

LOVE IS.....

- ☺ Doing something for others even when you don't have time.
- ☺ Love is making others happy when you would rather be alone.
- ☺ Not being irritable when others get in your way or interrupt you.
- ☺ It is kind and patient regardless of the circumstances.
- ☺ Looking for ways to make others happy no matter who they are.
- ☺ Love is honest and just, but also tender understanding and compassionate.
- ☺ More than a paper valentine or sentimental love note.
- ☺ It is operative all the time and lasts for a lifetime.
- ☺ Not getting upset or angry on the spur of the moment.
- ☺ It chooses to be consistent through hard experiences and finds its joy in God--not circumstances.



SERVICE PROJECTS

Service, best exemplified by the daily Good Turn has long been a tradition in Scouting. Good citizenship is best taught by service in action.

To get the most Cub Scouting has to offer, boys should have opportunities to take part in den and pack service projects. This is one of the best way to show boys that helping other people is not only beneficial to others, but is fun and rewarding for themselves. They will experience a warm feeling that comes from giving to others.

Pack Projects

- Contribution to one of the many organization which help alleviate hunger and starvation around our community or the world.
- Plan a trip to a nursing or convalescent home around one of the Cub Scouts themes. Wear costumes, put on skits or puppet shows, or provide some type of entertainment.
- Plan a service project to benefit your chartering organization. Check to see what type of help is needed, then get to work.

Den Projects

- Shut-in adults and children need excitement added to their lives. Many times they receive special attention during the holidays. Why not select some other time of the year to make them feel "special".
- Visit and put on a den skit, sing Cub Scout songs or make gifts.
- Make tray favors for hospitals or nursing homes.
- Collect games, books or puzzles to take to a day care center.
- Make puppets and put on a show for a childrens' hospital.
- Collect and donate magazines to nursing homes or hospitals.
- Leaf raking party. Rake into one big pile, toll and jump in them and then put them in plastic bags or on a compost pile.

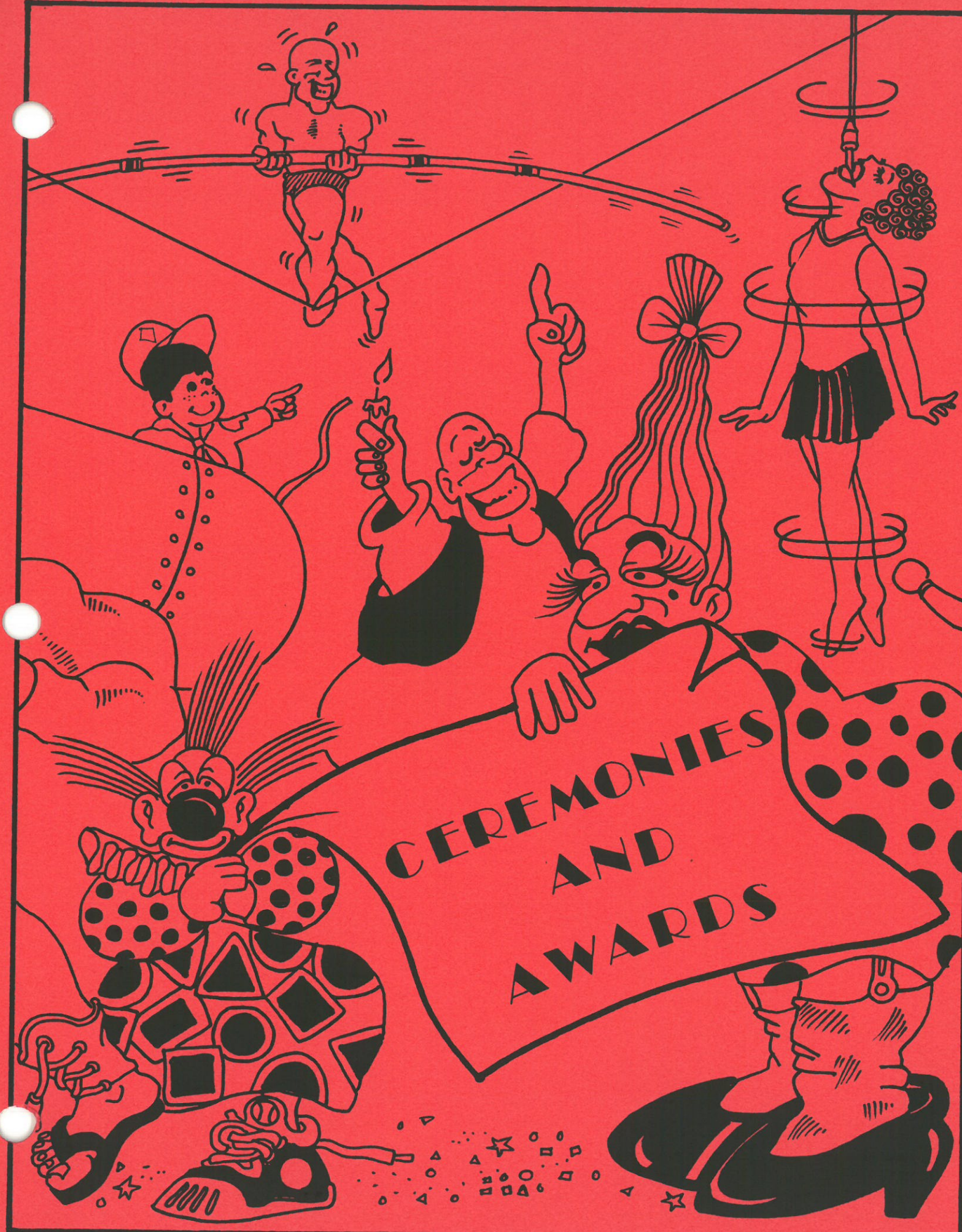
Individual Projects

- Run errands of sick or elderly persons, or neighbors.
- Read to a smaller child.
- Pick up litter.
- Plan new trees.

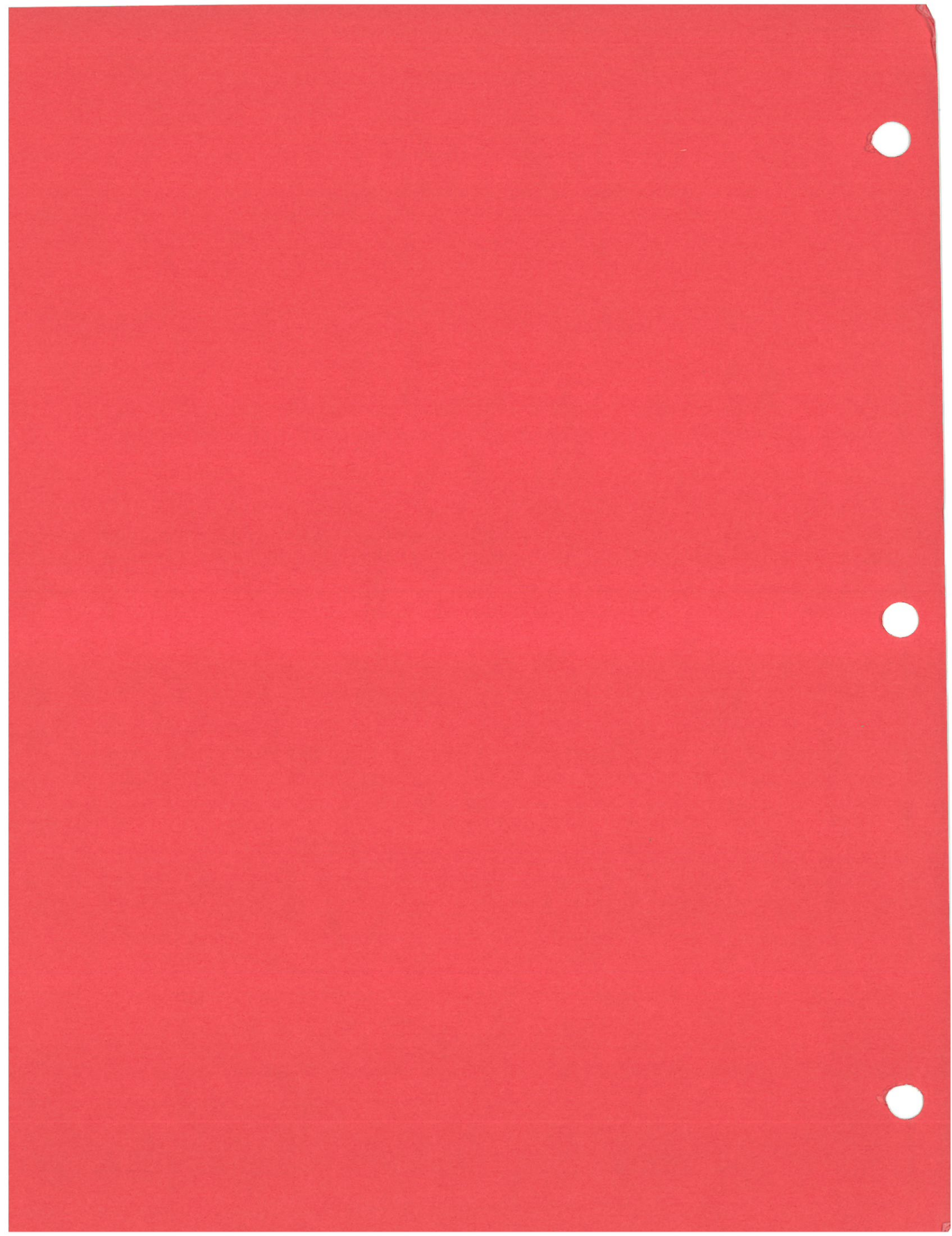


No doubt you and your Cub Scouts will be able to think of many more useful service projects. Most institutions have restrictions, so be sure to clear your project with the person in charge. This will eliminate duplicate efforts by other groups, and will prevent embarrassment if some regulation is not followed.





CEREMONIES
AND
AWARDS



CEREMONIES

The high points in men's lives have always been marked by ceremonies. Look back on your own life. In many instances, the important happenings were marked by ceremonies...your graduation from high school or college, your wedding, joining the church, joining a club or sorority, the christening of your children...all of these were probably 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 Scouting...all of these are marked by ceremonies.

We take ceremonies in our lives for granted. They just seem to happen, or naturally fit into the activities which are high points. In Scouting, we can't take ceremonies for granted. Without effort in planning and execution, they don't happen. Ceremonies can be easily omitted, and when they are, a very important part of Scouting is left out.

What a Ceremony means to a Boy

Let's take a look at pack ceremonies. A boy has worked long and hard to complete the requirements for his Wolf badge. Do you think he is impressed if the Cubmaster simply hands him his badge? Of course the badge is important to a boy, because it is a visible means of showing others what he has done. But use your creative imagination for a moment and think how many impressive ways it can be presented. For instance, the theme is Halloween...imagine the Cubmaster dressed in a white sheet, drawing the badge out of a black and boiling cauldron...can't you just see that boy's eyes widen? Or perhaps the theme is Pirates, and there stands Peg Leg Pete on the bow of a pirate ship, ready to present the award...if the boy will walk the plank! Wow! In the eyes of an 8 or 9 year-old boy, that would be a night to remember. Sure, you're right...it does take time and effort to plan such a ceremony. But think of the rewards...think of the long-lasting benefits...and think of the excitement and inspiration for the boy to work hard for the next badge, cause who knows what might happen next.



Then there's the most important occasion in the life of a Cub Scout...his graduation into Scouting. How much meaning do you think it has for him to simply stop attending pack meetings? Maybe some of the other guys say "Where's Jimmy?" and someone replies "Oh, he joined the troop." Big deal! What kind of a picture is this for the younger Cub Scouts? He might as well have just disappeared into the fog.

One of the main purposes of Cub Scouting is to prepare a boy for Scouting. It is a proven fact...statistically...that boys who have been Cub Scouts stay in Scouting longer and are more successful. So it is a big deal. Cub leaders should do their best to make it a big deal for the boy. don't underestimate the importance of ceremonies. They are important to a boy.

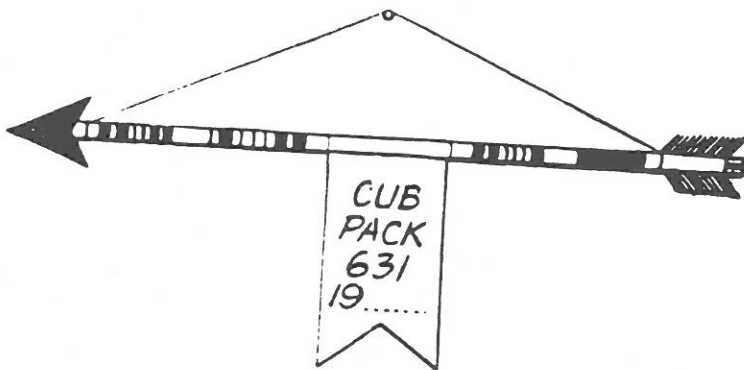


TYPES OF CEREMONIES

Three basic ceremonies should occur in every pack meeting....indoors or outdoors. They are as follows:

- **OPENING** - The opening ceremony gets your meeting off on the right track. use the American flag! It sometimes seems like our organization is the only link boys have to patriotism and citizenship and flag ceremonies can provide an important reminder of our heritage and our future.
- **ADVANCEMENT** - The main goal of Cub Scouting is advancement. What is advancement? Just another word for growth....but growth is a positive direction. The advancement ceremony is important to the younger boys in the pack. A good ceremony can create incentive to progress.
- **CLOSING** - A sometimes overlooked (particularly on outings), but very important part of your meeting. The last part of a pack meeting is frequently the longest remembered. An effective way to leave boys and parents with a good attitude and spirit, is to immediately precede your closing with a "Cubmaster's Minute"....a few words to inspire enthusiasm and dedication.

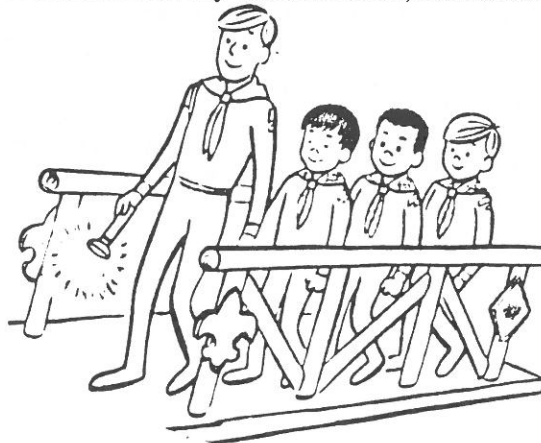
Always remember....it is easy to develop a ceremony that is meaningful for adults. It is a little more difficult (but more fun) to develop something meaningful to 7, 8, 9, and 10 year-old boys. Keep it simple, make it fun, and , above all, have FUN.



HINTS FOR CEREMONIES

Here are some points to remember when developing your ceremonies:

- Base your ceremony on Cub Scout ideals....the Promise, Law of the Pack, Motto.
- Plan the ceremony to build Cub Scout spirit.
- It should inspire and have color, but should be sincere.
- It should be well planned and staged to avoid delays and mix-ups.
- It should instill high regard for patriotism and citizenship.
- Use candles, campfire, flag or Cub emblem as a focal point.
- If specific speaking parts are required, have them read from a script with the speaker out of sight of the audience. Be sure he can be heard. Ceremonies are lifeless if the speaker can't be understood.
- A good ceremony can be measured by the Cub Scout yardstick...FUN!
- Each person involved should have a copy of the script. Have extra copies in case you need someone to pinch-hit at the last minute.
- Homemade costumes enhance the ceremony and mean much to parents and boys.
- Ceremonies mean more to Cub Scouts who help make the "props".
- Careful consideration must be given to the place where the ceremony will take place. Ceremonies can be changed, but often you location cannot.
- Make your ceremonies dignified. Rule out horseplay. Avoid situations which will create laughs or yawns. Never sacrifice dignity for fun.
- Every sound, action, and prop has meaning. This is symbolism. When you put it all together, you have a ceremony.
- Avoid mass ceremonies for presentation of awards. Each boy is an individual, and should be recognized as such!
- Always give immediate recognition.



INGREDIENTS FOR CEREMONIES

ACTION	Use as many people as possible. Force them to move about by having them use ceremonial props.
ADVENTURE	Relate the ceremony to the theme of the month, if possible. Have the participants identified with the theme through action, narration, and costume.
COORDINATION	Plan ahead, anticipating each step in the ceremony. Anticipate the props which will be needed and start work on them as soon as possible. Take nothing for granted. Explain the WHO, WHAT, and WHEN of the ceremony.
DELEGATION OF AUTHORITY	Don't try to do everything yourself. Rely on others to help, but be sure to have a handle on the entire planning.
DIGNITY	Do not permit any horseplay or other action which will detract from the dignity of the occasion if you want to hold the attention of your audience.
IMAGINATION	Get showmanship into the act. If the Cubmaster doesn't have a dramatic flair, rely on someone else to produce the ceremonies.
IMPROVISATION	Use materials easily found, low-cost materials, Recycle some would-be trash items for props.
INSPIRATION & IDEALS	Help the participants and audience understand the spirit of Cub Scouting and the theme by your preparation of the ceremony.
MOOD	Set the stage. Use lighting, make an announcement, music or a prop. Don't string it on the audience cold.
PARTICIPATION	Get the parents involved with their son; the Den Leaders with their den; outside persons to compliment the theme. Get as many people as appropriate to participate in the ceremony. It is through participation that boys develop poise, self-reliance and confidence.
SIMPLICITY	KISMIF. Keep it simple, make it fun.
SYMBOLISM	The proper use of props can provide symbols of deeper meanings and values you want to instill. A lighted candle can represent the ideal, an individual, etc. A paper chain can represent unity, strength.
PROPER STAGING	Always face the audience. Elevate so everyone can see. Make sure everyone can hear.
VARIETY	Avoid repeating the same ceremony meeting after meeting, either in the den or pack. No matter how well it is received the first time, it may be a bore the second time.



CEREMONIAL PROPS

A few attractive props help set the scene for an impressive ceremony. A little "showmanship" along this line shows the boys and their parents that your pack really cares that they came to the meeting, and that you are prepared for it.

Many props can be made from scrap material. They need not be expensive to be impressive. The following are some basic pieces of equipment that your pack may wish to acquire.

A Tablecloth - A blue and gold tablecloth will add color to your head table which holds the badges and other ceremonial equipment. Make the tablecloth to fit from yellow fabric, and trim with blue binding. Or sew together old Cub Scout neckerchiefs. Washable fabric is easy to care for.

Electric Candles - Made from discarded electric candle-type Christmas wreathes. Run the wiring through a piece of conduit or heavy cardboard tubing for the candle part. Cover with blue or gold foil gift wrap. Posters of the various ranks can be placed on a small easel between the candles on the head table. Change the posters to correspond with the rank being awarded.

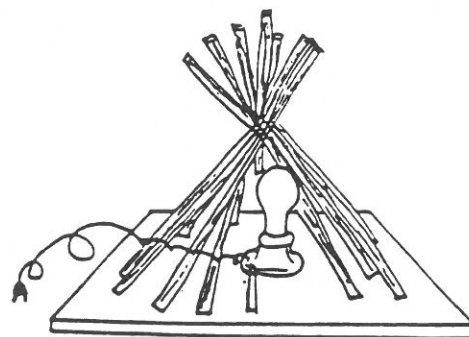
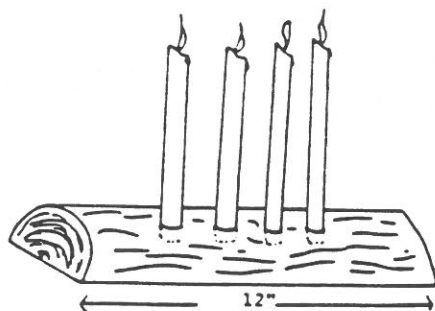
Indian Headdress - Most Cubmasters think the time and effort in making an Indian headdress are worthwhile. With careful storage, a headdress will last for years. Transferring the headdress from the outgoing to the incoming Cubmaster is a beautiful act. The headdress alone, worn with the Scout uniform, is adequate, unless you wish to make other Indian costume parts.

Campfire - A log cabin or tepee type fire can be nailed to a plywood base and lined with yellow, orange or red cellophane. Use a small string of individual blinking Christmas lights underneath. Take care in using flameproof materials.

Bridge - A bridge can be built from scrap lumber, using doweling for poles and white rope to string along the top. Graduating Cub Scouts look forward to crossing the bridge to be met by the Scoutmaster of the troop they have chosen to join. It is a good idea to build the bridge so that the poles can be removed for storage.

Arrow of Light - Cut from scrap plywood, paint yellow, and mount atop another piece of plywood for the base. Holes can be drilled to hold candles.

Costumes - It is impressive for the Cubmaster to wear a costume fitting the monthly theme. You won't want to do this every month, of course, but on special occasions, such as Christmas, or themes such as Circus, Indians, or Knights, Cub Scouts will enjoy receiving their awards from Santa Claus or an Indian Chief of King Arthur.



CEREMONIES WE CAN USE

BOBCAT INDUCTION CEREMONY #1

Equipment: Bobcat investiture board with candles.

Personnel: Cubmaster, Bobcat candidate, Parents.

Cubmaster: The top three candles on our ceremony board represent the Cub Scout Promise. This is a promise which binds all Cub Scouts together in a common goal. It is through this promise that we are guided and directed.

I light the white candle which stands for "I promise to do my best". This is not always easy to do. Cub Scouts should do the best they possibly can. They do their duty to God, which means they accept their religious responsibilities, and they do their duty to their country, which means they are good citizens.

I light the red candle which stands for the second part of the promise "To help other people". Helping others not only makes them happy, but it makes the Cub Scout happy too. You help other people by doing a good turn each day.

I light the blue candle which stands for loyalty and obedience. The third part of the promise "Obey the Law of the Pack" means that you will follow Akela, who is any respected leader such as your Cub Scout leaders, your parents, your teachers, your minister. You will be loyal to our pack and help make it the best pack in the country. You give good will, which means that your attitude of helpfulness and friendship can benefit other people as well as yourself.

Together these three candles represent the Cub Scout Promise. *(point to white candle)* I promise to do my best to do my duty to God and my country, *(point to red candle)* to help other people, *(point to blue candle)* and to obey the Law of the Pack.

In the center of the board are three white candles representing the Law of the Pack. *(light the first candle)* The Cub Scout follows Akela. *(light the second candle)* The Cub Scout helps the Pack go; the Pack helps the Cub Scout grow. *(light the third candle)* The Cub Scout gives good will.

So, briefly, the Law of the Pack means that a Cub Scout follows, helps and gives.

These same three white candles represent the Cub Scout's loyalty to God, Home and Country....when you give the Cub Scout salute, three of your fingers are hidden *(show salute)* and those three fingers stand for God, Home and Country. Please give the Cub Scout salute *(they do)* and remember the hidden meaning.

(Presents Bobcat pins to parents, who pin them on their sons. Handshakes and congratulations all around. Bobcats and parents return to seats. Cubmaster continues with other awards.)



BOBCAT INDUCTION CEREMONY #2

Personnel: Cubmaster, Den Leader, new Bobcat and parents.

Cubmaster: Do we have any boys who desire to join our pack?

Den Leader: *(Comes forward)* Akela, I have a boy who has shown his desire to join our pack.

Cubmaster: How has he shown his desire?

Den Leader: He has studied the Bobcat requirements and understands the purposes of Cub Scouting.

Cubmaster: Does he come alone?

Den Leader: No, his parents wish to join the pack also.

Cubmaster: Fine, bring him up.

(Den Chief escorts new Bobcat and his parents to front)

What is your name?

I understand you wish to become a member of our pack.

Do you know the Law of the Pack?

Are you prepared to try to follow the Cub Scout ideals and obey the law?

Are you prepared to work hard and to advance in rank? Are you willing to do your best?

Good. You are about to start on the Cub Scout trail. Please repeat with me the Law of the Pack.

(addressing parents) Cub Scouting is a family program. Parents have certain responsibilities too. They are expected to help their son advance in rank. They are expected to attend pack meetings with their son, and help at other times when called upon. Are you willing to do these things to help your son achieve the goals and fun that will be his in Cub Scouting?

(to boy and parents) You are all starting the Cub Scouting trail which leads to the great game of Scouting. May each of you be happy in our pack.

(pinning on Bobcat pin) I am pinning on this Bobcat pin upside down. After you have done your first good turn which is approved by your parents, you may turn it right. Welcome to our pack.



BOBCAT INDUCTION CEREMONY #3

Personnel : Bobcat candidate, parents, Cubmaster

Equipment: 1x6 board, 2 nails, 2 strings 18" long, 2 metal washers

1. Drive a nail into each end of the board, slightly off center.
With 1/4" left protruding. Print ACHIEVEMENT on one side of board and PARENT COOPERATION on the other. Tie a washer to one end of each of the strings.
2. Ask the Bobcat candidate to take the string and washer and lift the board from the floor by hooking the washer over the nail. It will slip off.
3. Ask the Bobcat's parents to try the same thing with the same string.
4. When they have tried and failed, pull the second string from your pocket and give it to the boy. Tell him and his parents to put a washer on each nail and together pull the board up. Together, they should succeed. The board should slip so the words can be seen.
5. Explain that achievements in Cub Scouting will always depend on the Cub Scout and his parents working together, just as they have done tonight.



PATRIOTIC OPENING #1

Equipment: American flag. One red, one white and one blue candle in holders.

Personnel: 4 Cub Scouts, Den Chief.

Staging: After flags are advanced in usual manner, and before they are posted, the 4 Cub Scouts recite these lines:

Den Chief: Practically from the beginning of time, man has used symbols to express hope, ideals and love in his own nation. Our flag represents the ideals and traditions of our people, their progress in art and science, commerce and agriculture. It symbolizes the sacrifices made by men and women for the future of America. It stands for your home, and everything and everyone you hold dear.

1st Cub: I light the red candle which is the symbol of the red in our flag. It stands for hardiness and valor, and symbolizes the life blood of brave men and women.



2nd Cub: I light the white candle which is the symbol of purity and innocence and symbolizes the white of our flag.

3rd Cub: I light the blue candle which is the symbol of perseverance and justice, and symbolizes the eternal blue of the heavens.

4th Cub: The stars in our flag represent states. The indicated that the heights of achievement for our nation are limitless as the heavens above us.

Please join us in the Pledge of allegiance to our flag.

(Audience stands, salutes and repeats pledge of allegiance. Flags are posted. Color guard retires.)

PATRIOTIC OPENING #2

Personnel: Narrator and 6 or more Cub Scouts.

Equipment: American flag, tape player, recording (*such as America the Beautiful or This is My Country*), Pack flag.

Arrangement: The color guards advance the flags in the normal manner while the patriotic tape is playing. They come to the front and stand at attention, facing audience while narrator reads the ceremony. The tape player volume should be turned down to provide background music during narration.

Narrator: The heritage of freedom that is ours today was won on the battlefields of yesterday by men who pledged that future generations of Americans might live unshackled by the bonds of the past; that they might walk, head erect, in a new world...with new ideas...new remedies for ancient ills...and in a climate free from fear.

"We hold these truths to be self-evident" wrote Thomas Jefferson "that all men are created equal..." Those words destined to ring down the corridors of time...words which would stir the conscience of mankind.

Life, liberty and the pursuit of happiness...now other charter or treaty has ever before included that last word...happiness. It was like a fresh breeze blowing from Philadelphia that hot day in July 1776...brushing away the cobwebs of intolerance and servitude.

But somewhere along the way that "fresh breeze" became and ill wind...for a document, however noble, is only a scrap of paper if the people for whom it was written, abandon the principles it promises, or turn away from the obligations of good citizenship and ultimately reject reason and embrace hate.

It is for us, therefore, as Americans, young and old, to rediscover the time-tested values which have made this country great...to rededicate ourselves to preserving this heritage of freedom...to make the great dream work. We must never abandon our faith in America.

Join me in pledging our allegiance to our flag.



PATRIOTIC OPENING #3

"THE FLAG SPEAKS"

- Arrangements : The flag stands alone, lights are dimmed with a spotlight on the flag, speakers are offstage.
- Voices of the Flag : Cub Scouts
- Scout #1 : I am your flag. I have a special meaning to the Boy Scouts of American because the Scout Promise emphasizes duty to god and country and I am your country.
- Scout #2 : I am a symbol of America. I suppose you might say I am America. I am great cornfields in the midwest, throbbing industries in the great cities, orchards and vineyards in the great valleys of the west. I am mountains, rivers and lakes.
- Scout #3 : I am the citadel of democracy and the vanguard of freedom in the world, we both are being threatened with annihilation.
- Scout #4 : I am the opportunity for any boy to become most anything if he has the skill and the will to scale the heights. I am most things to everyone, and everything to most people. As a matter of fact, I guess that's what I am most...people...free people.. YOU!
- Scout #5 : Let us rededicate ourselves to our duty to keep American people and our country great and free. Please rise and join in the Pledge of Allegiance.



OPENING CEREMONY

SPOTLIGHT THE BOY

The US Flag and a pack flag are carried to the front by the color guards. They face the audience. The lights are turned down and a Cub Scout stands in between the flags. A spotlight is turned on the setting. A good reader, reads the verse below.

He's just eight years old
 He's made of the following ingredients:
 Noise, energy, imagination, curiosity and hunger.
 He's the "cute little boy down the street",
 That "spoiled imp next door", or
 "My Son,"...depending on who you are.
 He's something to be kept fed, clothed, healthy, happy and out of trouble.
 But.....
 He's something else, too.....
 He's tomorrow.



He's the future we've been fighting for.
 He's part of the world's most important generation.
 Our generation must also win the peace.

CLOSING THOUGHT

PACK MEETING

A narrator hides behind the stage to do all the speaking. One Cub Scout dials a play phone or a large cardboard cutout phone and hold the receiver up as if for audience to hear. Seven other Cub Scouts hold up large traffic signs at appropriate times as the narrator mentions them.

The first boy comes on stage with the telephone and dials a number. He holds up receiver toward the audience.

Narrator:

You have just dialed a THOUGHT FOR THE DAY, brought to you courtesy of DEN ____, PACK ____.

Sometimes you may have trouble in communicating with those you meet, and you may feel you have come upon a DEAD END STREET. *(Cub Scout comes out and holds up sign)*

But when that happens, you'd better take CAUTION you see. *(Next boy comes out holding cardboard traffic signal which has colored tissue paper glued in proper place over the three lights. He holds a flashlight behind the yellow.)*

Then STOP *(Next boys comes out, takes traffic signal and holds flashlight behind red)* and think a while. Is the trouble with him or me?

Do you always GO *(Next boy shines light on green)* on and on about the things that interest only you?

Or do you YIELD *(Next boy comes out carrying 'Yield' sign)* some time to him, so you can hear his thoughts too?

So let's not go through life, not communicating because we're going the WRONG WAY *(boy comes out with 'Wrong Way' sign)*

Just remember to say U-TURN O.K.? *(Next boy carries 'U TURN' sign)* When you're talking instead of listening to what he has to say.

CLOSING

Cubmaster Thought...."Did you ever notice how pleasant it is to be around people who have a cheerful attitude? On the other hand, we sometimes avoid a person who is grumpy and looks on the dark side of things. Sometimes we can't avoid being sad or unhappy when things go wrong, but even then it's best to try to be cheerful. Cub Scouts who have a cheerful attitude not only make life easier for themselves but spread that attitude to others."

CLOSING

Ask everyone to stand. Cubmaster gives the words and demonstrated the signs used in the ceremony. Then everyone joins in.

Boy Scout Sign.....May the spirit of Scouting
 Cub Scout Sign.....and the light of Akela
 Point finger.....be with you and me
 Both arms out.....until our paths
 Arms crossed.....cross
 Cub sign *(on wrist, then
 elbow, then shoulder.....again.*



DEN CEREMONIES

Den ceremonies are to pack ceremonies what stunts are to skits; short, informal, fun and designed for presentation and participation with a small group of boys gathered about the leader. They may stand or sit in a circle or some other formation to indicate this is a special time.

CUBBY THOUGHT

Den ceremonies are easy to skip, but don't be tempted to omit them from your den meeting. They promote a feeling of group togetherness and make each Cub take away that special warmth that keeps him coming back.

TYPES OF DEN CEREMONIES

Opening and closing a meeting
 Immediate recognition awards
 Thanking boys, parents, leaders or guests
 Welcoming new members or visitors
 Good-byes to transfers or graduates
 Denner or Den Chief installation
 Celebrating birthdays



Patriotic and Cub Scout ideals should be used often, but not exclusively. Base some ceremonies on monthly themes, holidays, religious, local or historical events, or use closing words on a general inspirational theme. Songs, den yells, applause, cadences, theme-related roll calls, or a short parade can all be den ceremonies.



CUBBY THOUGHT

If you den has the job of a ceremony for a pack meeting, use this ceremony several times in your den meeting. Rehearsals are accomplished without using up too much craft, game or outing time.

KEEP THEM SIMPLE: Important in den ceremonies, don't compete with the pack meeting ceremonies. Occasionally give the boys an opportunity to plan and lead ceremonies, but have them tell you a week in advance what is planned - this is not the time for surprises.

KEEP THEM SHORT: Build around everyday den experiences of the boy and the den.

DON'T GET IN A RUT: Vary the ceremonies so that boys don't tire of them. Don't open the den meeting and close it in the same way each week. Boys like something new.

By keeping many possibilities in mind, a den leader can have simple, yet varied and fun ceremonies.

OPENINGS:

1st week: Say Law of the Pack in a Friendship Circle.

2nd week: Use a theme-related ceremony from the pow wow book.

3rd week: Flag ceremony and Pledge of Allegiance.

4th week: Use Grand Howl, Den Yell, or an applause stunt tapped out on oatmeal box drums (or clapped).

5th week: Sing a song about a holiday or one from the pow wow book or Cub Scout Song book.



CLOSINGS:

- 1st week: Make a Living Circle and say the Cub Scout motto.
- 2nd week: Use a theme-related ceremony from the pow wow book.
- 3rd week: Retire the flag and hum Taps.
- 4th week: Have Cub repeat the Cub Scout Prayer as you say each line.
- 5th week: Close with a brief den leader's thought.



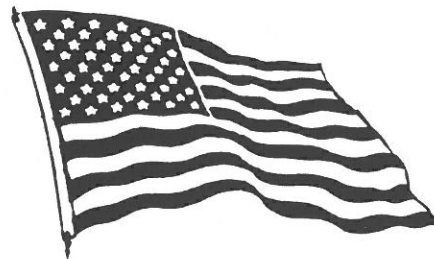
ROUND OF APPLAUSE:

Clap moving hands in a circle. *(This is good to use when recognizing a boys achievement outside of cubbing.)*
Example: Let's give Robbie a round of applause for winning the Spelling Bee this week.

FLAG CEREMONY:

The following words printed on a small index card will help the boys for the pack's opening flag ceremony:

- Will the audience please rise.
- Color guard advance. *(flags come forward)*
- Present the colors.
- Salute
- Please join me in the Pledge of Allegiance.
- Two! *(Drop salute)*
- Post the colors.
- Color guards retreat
- You may be seated.



RECEIVING NEW MEMBERS:

Here is one occasion that the boys may prefer to have each new boy welcomed into the den in the same way. One way of doing this is to reserve one song for welcoming. Here are two welcoming songs that can be used:

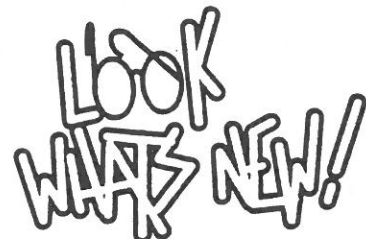
WE'RE GLAD TO SEE YOU HERE *(Tune: Farmer in the Dell)*

We're glad to see you here.
 It gives us joy and cheer.
 Sure, it's true, we say to you.
 We're glad to see you here.

CUB SCOUT WELCOME SONG *(Tune: Auld Lang Syne)*

We welcome you to our Cub Den.
 We're mighty glad you're here.
 We'll start the air shaking.
 With a mighty cheer.

We'll sing you in; we'll sing you out.
 For you we'll raise a shout!



BIRTHDAY CEREMONIES

Early in the year, have boys answer roll call with their birth dates. Use the following ideas to celebrate during the opening ceremony:

- Sing "Happy Birthday".
- Present a card signed by the den.
- Have each boy light a candle and wish him Happy Birthday.
- Light candles on a birthday cake and let him make a wish.
- Give him a Bear book if he is 9.

**DENNER INSTALLATION**

Select a denner by drawing straws, alphabetically, or by whatever arrangement is customary in your den. If you have both Wolves and Bears, you may want to let the Bears be first so they can earn the section on being a leader. Install the denner and his assistant immediately.

The den leader or den chief leads the new denner to a table with a large candle.

Den Chief: *(Name of boy)* has been selected Denner of Den *(number)*. It is your job to call roll, bring refreshments, and help clean up after meetings this month. *(adjust to fit duties and time period in your den.)* Will you accept this responsibility?

Denner: I will do my best.

Den Chief: I will light this candle to symbolize the on-going Spirit of Scouting. Cubs, let us join together in saying the Cub Scout Promise to show our support for Cub Scouting and our new Denner.

IMMEDIATE RECOGNITION

Advancement ceremonies happen in pack meetings, so den ceremonies must be simple and different. Your den achievement chart can be marked with great ceremony and a special marker. The proper emblem can be hung by the boy on your Den Doodle.

One advancement ceremony is special for the den. Using the Cub Scout Immediate Recognition Kit, a cub is awarded a bead for each three achievements toward his Wolf or Bear badge.

Den Leader: We would like to tell you the story behind these wonderful beads. The customs of awarding beads started in the ancient tribe of Webelos. They are given to braves who did their best to help the tribe and others.

Den Chief: Many moons ago, when the animal world was ruled by wolves and bears, the braves of the Webelos tribe feared these strong beasts.

Den Leader: But some braves names *(names of boys being recognized)*, still untried, decided that the best way to live without fear was to learn to understand the creatures of the forest.

Den Chief: So they went, disguised as animals, to live with the wolves and bears. The animals accepted them and all their brothers and called them "Cubs", just as if the braves were their own. This was according to the Law of the Pack.



Den Leader: For their bravery and friendliness to the beasts, they were given a leather thong with colored beads on it. It signified that he knew the ways of the bribe and did his best at everything without worrying if someone else did better. This is the law which the tribe borrowed from the animals and had the 'cubs' learn.

(ask den to form Living circle and repeat the Law of the Pack)

Den Chief: For doing your best in completing three achievements toward your *(Wolf) (Bear)* badge, I award you *(names)* this thong and this bead. May you always obey the Law of the Pack.

GRAND HOWL:

The grand howl is a ceremony that combines showing respect for a leader with a chance to use up energy. It serves equally well as an opening or closing for a den or pack.

The cubs stand in a circle. When a person is being honored, he or she stands in the center. Starting from a crouching position, the boys make the two-finger Cub Scout sign; but instead of putting their right arms over their heads, they touch the ground between their feet with the two fingers of both hands. Then, wolf-like, the Cub Scouts raise their heads and howl, "AH--H--KAY--Y--LA! WE--E--E'LL DO-O-O-O OU-U-R BEST!" The last word "best" is yelled in unison. As it is yelled, the Cub Scouts jump to their feet, with both hands high above their heads in the Cub Scout sign.

The hands are held high while the denner or den chief call to the cubs at the top of his voice. "DYB-DYB-DYB-DYB," meaning "do your best." On the fourth 'DYB' each cub drops his left hand smartly to his side, makes the Cub Scout salute with his right, and shouts, "WE-E-E'LL DOB-DOB-DOB," meaning "We'll do our best." After the fourth 'DOB,' each Cub drops his right hand smartly to his side and comes to attention.



THE LIVING CIRCLE

The living circle may be used alone as a ceremony, or it may be used as a part of one. It reminds a Cub Scout of the fine friendships he is making in Cub Scouting.



It is made by a den and its leaders in a close circle facing inward. They turn slightly to the right in the circle, and each extends his left hand into the circle, palm downward and left thumb pointing to the right. Each person grasps the left thumb of the one to this left - making a complete living circle handclasp. The right hand is held up in the Cub Scout sign. Pump left hands up and down while saying "Ah-h--kay-y--la, we-e-e'll do-o-u-r BEST!"



PATRIOTIC

The den forms a circle around the United States flag or den flag. Salute and sing "God Bless America" or "America"

CUB SCOUT IDEALS

The den stands in the Living Circle and says the Law of the Pack, the Promise, or Cub Scout Motto.

FRIENDSHIP CIRCLE

Each Cub has a 3 foot section of rope joined with a square knot to that of the boy on his left. The boys hold the rope with their left hands and pull back to form a taut circle. The leader says: "You are now a part of a group of close friends, held together by a square knot, a symbol of friendship. Let us give our Cub Scout Promise."

DEN LEADER'S MINUTE

This is an important inspirational thought for the day, a brief story concerning the Cub Scout Promise, the Law of the Pack, the motto, or a patriotic item-- told without moralizing.

WEBELOS GRADUATION CEREMONY

Staging: Darkened room with red light on bridge which is centered between American flag and pack flag.

Assembled on stage, to the left of the bridge are the parents and Webelos Den Leader; on the opposite end of the bridge is the Scoutmaster.

Cubmaster: Tonight we mark a great occasion...the graduation of Webelos Scout *(name)* from our pack. We are sad to see him leave because he has been a great help to our pack....but we are happy for him because he is going on to the great adventure of Scouting. He has worked hard for this night and has advanced well. Please escort Webelos Scout *(name)* to the front.

(Boy, who has been standing on opposite side or room is escorted to front by another Webelos Scout, who carries the Webelos den flag. They stop at front; the graduating Webelos Scout salutes and joins his den leader on stage. The other Webelos Scout returns to his place.)

Cubmaster: *(Recaps information such as date boy joined pack, ranks he earned, awards he received, date joined Webelos den, etc.)*

Den Leader: *(Recaps activities in Webelos den, highlighting activity badges he has earned) Webelos Scout (name) it is with a great sense of pride that I now ask you for your Webelos neckerchief. (After removing neckerchief, den leader escorts him to end of bridge where Cubmaster is waiting.)*

Cubmaster: I am pleased to see that you are wearing the Arrow of Light, the highest award in Cub Scouting. This is the only Cub Scouting badge which you will be permitted to wear on your Scout uniform. And now you may take the final steps. *(Webelos Scout crosses bridge. He stops in center, turns to salute Cubmaster with Cub Scout salute. He proceeds across bridge to where the Scoutmaster is waiting. He gives the Scout salute.)*



Scoutmaster: *(name)*, we are happy to welcome you to our troop. I can see by the Arrow of Light that you are prepared to join the great fellowship of Scouting. *(short statement on what is expected of Scout)* Please repeat after me the Scout Oath. *(Scoutmaster and Scout exchange salutes and shake hands)* As a token of this important occasion, I would like to present you with the troop neckerchief.

(Scoutmaster and parents meet in front of bridge)

Mr. and Mrs. *(name)*, welcome to our troop. I congratulate you on the fine work that you have done with your son in Cub Scouting. I am sure you will find new adventures in our troop.

(Red light is turned off. House light on. Participants leave stage.)

CUB INTO WEBELOS DEN

Equipment: Webelos neckerchief for each boy going into Webelos.

DL: Mr. Cubmaster, a member of my den has reached the age of ten and is now ready to enter the webelos den.

CM: Bring him forward.

DL: This is Cub Scout _____ and his parents, _____ has reached the bear rank and has _____ arrow points.

CM: _____, you have reached an important point on the scouting trail. As a webelos scout, you will be doing many new things and learning new skills that will not only be fun, but also rewarding. Now I want you to meet your new den leader.

WDL: _____, Mr and Mrs. _____, welcome to the Webelos den. As you enter webelos, some things will be done differently than they were in your last den. Your achievements will require a little more effort, you will be investigating areas that may help you decide what you would like to do in later life.

You will be camping out overnight. I will be the one to approve your achievements instead of your parents, although they will still help yo with some of them.

And your uniform will be different.

(The Webelos leader then removes the Cub Scout neckerchief and places the Webelos neckerchief around his neck.)

WDL: This is the neckerchief you will wear. *(He then pins on the colors)* These are your colors, the activity badges you earn will be placed on them.

Now lets meet your new den.



ATTENDANCE RECOGNITION BOLO AWARD REQUIREMENTS

- BOLO AWARD
 - Attendance at 3 consecutive den meetings. Attendance includes wearing uniform and bringing book.
- BLUE BEAD
 - Attendance at two consecutive den meetings.
- YELLOW BEAD
 - Attendance at pack meetings.
- SILVER BEAD
 - Attendance at pack meetings and parents present.
- GOLD BEAD
 - Participation in special pack events such as popcorn sales, pinewood derby, or blue and gold banquet.
- RED BEAD
 - Participation on webelos campout or special activity such as day hike or trip to Woolaroc.
- GREEN BEAD
 - Participation in joint activity between webelos den and boy scout troop such as campout or visit troop meeting.

BOLOS Ties may be worn with webelos neckerchief or alone on activities where neckerchief is not required by webelos leader. The first bolo will be awarded at no cost. Additional bolos will be available at cost, so take care of your bolo and don't misplace it.

ARROW OF LIGHT CEREMONY

- Personal: Webelos Leader or Cubmaster, Webelos Scout, parents.
- Equipment: Arrow of Light ceremony board.
- Arrangement: Room is in darkness. Leader introduces Webelos Scout(s) who are receiving Arrow of Light, and explains they have met the requirements to receive the highest award in Cub Scouting.
- Leader:

The purpose of Cub Scouting is to light the way to Scouting. The first rank in Cub Scouting is Bobcat. *(Turn on first light)*. Before becoming a Bobcat he learns the Cub Scout Promise, the Law of the Pack, knows the Cub Scout sign, handshake, motto and salute. The rank for eight year old Cub Scouts is Wolf. *(Turn on second light)*. Twelve achievements are required to earn the Wolf badge. Then he works on Arrow Points until he is nine years old. He can earn as many Arrow Points as time and ambition will allow. Twelve achievements are also required for the Bear badge. *(Turn on third light)*. You can see that as a boy progresses in Cub Scouting, his way becomes lighter. After receiving his Bear badge, he works on Arrow Points until he is ten years old.

Now he is ten and becomes a Webelos Scout. *(Turn on fourth light)*. Webelos Scouts do not earn cloth badges. They wear the Webelos tri-colors on their sleeve and work on Activity Badges which are metal pins. Webelos is the secret name for "We'll Be Loyal Scouts" and it is the name of the Indian tribe of which Akela is Chief. The Webelos Scout is older....he can do more for himself. His parents no longer sign for his advancement....his Webelos Leader does this. He works on the Arrow of Light Award. *(Turn on fifth light)* To receive this award, he must earn the Citizen Activity Badge and at least two more of four specific badges. *(Turn sixth light)*



MONTHLY CEREMONIES

DECEMBER - Holiday Magic

OPENING CEREMONY

This ceremony is introduced by the den chief, who explains that the audience is to respond by doing as the boys say. The boys hold cards which spell out the word G-R-E-E-T-I-N-G-S...Each holds up his card as he speaks his line.

G - Glad to see you are here tonight.

R - Reach out your hand to a friend left or right.

E - Everyone smile and shake his hand.

E - Everybody smile and nod at another friend.

T - Together now, stand up on your feet,

I - I'd like for you all to take your seat.

N - Now that we're all friends, we'll start the show,

G - Good Will is a feeling we all like to know.

S - So now we say greetings to everyone. We've tried to spread goodwill, and that we have done. So Cubmaster _____, our program's begun! (*Boys motion for Cubmaster to come on stage*)



SUGGESTIONS FOR CHRISTMAS ADVANCEMENT CEREMONIES

An adult, dressed as Santa, could arrive with his pack on this back which contains the awards to be presented. It is a special treat to receive an award from Santa himself.

Make a large paper mache' snowman to hold the awards. Awards could either be put in snowman and removed from an opening cut in this back, or they could be fastened to a long scarf around this neck.

Awards could be taped to large cardboard cut-out ornaments which decorate a Christmas tree. When a boy's name is called, he goes to the tree and finds his ornaments.

A large paper mache Christmas stocking could set on head table to hold awards, or a large knit or felt stocking hung from a sock fireplace. Santa makes presentations.

CLOSING THOUGHT

A smile costs nothing, but creates much. It happens in a flash, but the memory sometimes lasts forever. It cannot be bought, begged, borrowed or stolen, but it is something that is of no earthly good to anyone unless it is given away. So, if in your hurry and rush you meet someone who is too weary to give you a smile, leave one of your. No one needs a smile quite as much as a person who has none left to give. What better way to spread good will.



JANUARY - Exploring Alaska

ALASKA OPENING

A - is for all working together for one common goal.

L - is for Leaders, it takes leaders to carry out the job at hand.

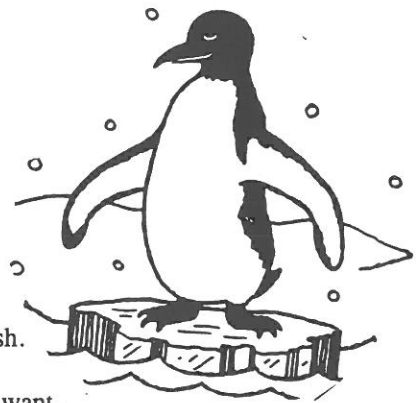
A - is for attitude, with the proper attitude nothing is impossible to accomplish.

S - is for Scouting the means by which all of us can be and do anything we want.

K - is for Keeping, Keeping America and Scouting one of the strongest forces in the world today and forever.

A - is for Alaska it represents the challenge, vast and unexplored.

Just as Scouting has many challenges to explore, the only limitation is your willingness to try. *(give commands for Pledge of Allegiance)*



ADVANCEMENT

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

Cubmaster: Snowflakes always appear as six-sided crystals. If you use your imagination just a little, you can see that there are six areas in the climb to the top of the Cub Scouting experience. Will all Bobcats please come forward with their parent. *(Awards chairman present the award and gives each a snowflake.)*

Do the same for all of the following:

Wolf Wolf Arrow Points

Bear Bear Arrow Points

Webelos

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

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

CLOSING

Form a "Living Circle" and say : "Go forth and explore"

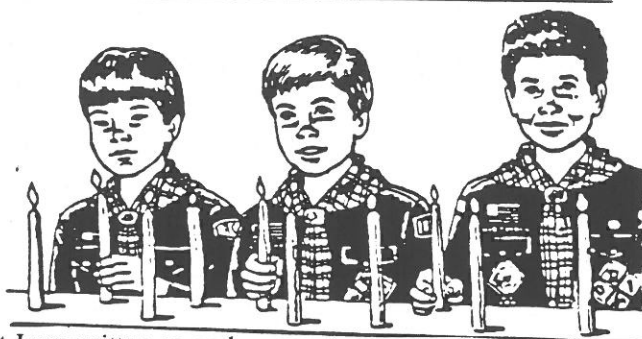


FEBRUARY - Blue & Gold Traditions

BLUE AND GOLD OPENING

Personal : Assistant Cubmaster, 12 parents

Equipment: 6 blue and 6 gold 12 inch candles
 1 candle holder or log for 12 candles
 12 3x5 cards - with one point of the Scout Law written on each.



Give each parent a candle and a card. All participants are gathered at the rear of the room. The Asst Cubmaster comes forward, carrying the candleholder, stops, turns and faces the audience. The lights are turned off. The 12 candles are lighted and, one by one, the 12 parents come forward with a lighted candle.

Upon reaching the front, each parent faces the audience and reads the Scout law on the card then places his candle in the candleholder. After placing the candle, form a semi-circle around the candleholder.

Asst Cubmaster: One candle, like one point of the Scout Law, gives some light. All the candles, like all the points of the Scout Law, brighten the entire room as surely as the Scout Law brightens the young lives of our boys. Today we have gathered here to celebrate the Cub Scout Birthday based on the Cub Scout Promise, Law of the Pack, Scout Oath, and Scout Law, and wish them many more. Will all the adults please stand and sing "HAPPY BIRTHDAY" to our boys!

(After the song, the lighted candles and holder are placed on the head table, followed by the posting of the colors and the invocation.)

ADVANCEMENT

Props: All awards have been individually wrapped in blue and gold paper and ribbon as birthday gifts.

Setting: Narrator presents ceremony from front of room with three stacks of "Birthday Gift Awards" on a table in front.

Narrator: Tonight being Scouting's ____ Birthday Party, it's time to give presents so we won't be tardy.

Our first presents go to Cubs that are new.
 So we would like to award Bobcat badges to these few.
(Read names and give each a "Birthday Gift".)
 To celebrate their efforts and time
 We'd like to award Wolf badges to these Cubs combined.
(Read names and give each his "gift")
 Our last group of Cubs to be recognized tonight, Richly deserve this gift by right. The Bear badge they've earned take time and attention, and work on their part too numerous to mention.
(Read names and give each Cub a gift)
(After names have been read and gifts given, present Webelos badges in much the same fashion, and then give the closing thought below:)

Enjoy these small gifts from Scouting that you have worked to achieve. But, remember, a gift is much richer by far when you give instead of receive. So please give what you have learned of Scouting to others, tonight when you leave.



BLUE AND GOLD CLOSING**MEANING OF THE BLUE AND GOLD**

Staging: Lights are dimmed. Spotlight on pack flag.

Narrator: As we close our meeting tonight, let's give a thought to the meaning of the blue and gold colors of Cub Scouting. Did you know that the blue and gold you see on the Cub uniform was not chosen merely because it was attractive? Each color has a very definite meaning. The Blue stands for truth and spirituality - for steadfastness and loyalty - and for the sky above. The Gold stands for warm sunlight - good cheer - and happiness. So, may the meaning of these two colors shine forth in our lives as we bring the Scouting program into the lives of boys.

BLUE AND GOLD FLAG CEREMONY

Narrator: I represent the Spirit of Lord Baden-Powell, the founder of Boy Scouting. I am also the Spirit of Scouting Past and Present. Here is our future---Cub Scouts of America.

1st Boy: In the Cub Scout Promise, we say, "I promise to do my duty to God", and religious activities are part of our rank advancement program. I like to wear my uniform to church on Scout Sunday. Nearly half of all Cub Scout packs are sponsored by churches.

2nd Boy: I wear my uniform with pride. People know I am a Cub Scout, growing straight and strong through Cub Scouting. There is only one official uniform. The colors of the uniform have meaning.. Blue stands for truth and loyalty; gold, for good cheer and happiness.

3rd Boy: *(Carrying Indian headdress)* Early Cub Scout ceremonies were based on Kipling's jungle tales. When Cub Scouting was established in America in 1930, Indian themes were used. Akela was the big Chief of the Webelos tribe - to which all Cub Scouts belong. Chief Akela's father, Arrow of Light, stated that all men were brothers, and a tribe could be no greater than its boys.

4th Boy: *(Carrying wood project)* Cub Scouting means FUN! We have lots of fun, but I like making things - real boy projects -things we can play with our that follow our theme. Cub Scout arrow points and Webelos activity badges give us many different projects to work on so we make useful things and learn new skills while we progress.

5th Boy: *(Carrying a collection)* I like to go on hikes and collect things for my nature collection. Hikes help us to appreciate the outdoors and help us grow physically.

6th Boy: *(Carrying American Flag)* I am proud to be an American so I can salute our flag. I also like to see our pack flag *(points to it)* because then I know I am part of ___ years of Scouting. I belong! When you salute the U.S. flag, you salute a lot of other things too. You salute your family, your home, your friends, your Cub Scout den, your fellow Americans, and this land of freedom - Because they are America!

Narrator: Yes, I represent the Past and the Present. These boys - Cubs Scouts now - are the men of Tomorrow. They will be the preservers of our American heritage. *(Pause)* Please stand and join us in the Pledge of Allegiance.



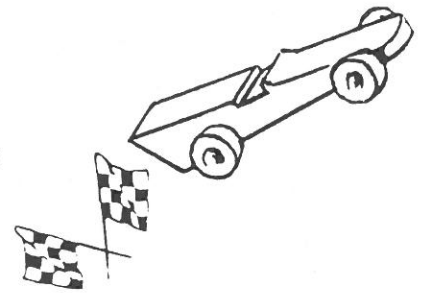
MARCH - Wheels, Wings, Rudders

PINEWOOD DERBY OPENING

Each boy should read his line from a card which has the first letter of the sentence on the front side.

- D** Dads and sons this month have had some fun.
- E** Everyone working to make their pinewood derby car run.
- R** Races will be held right here tonight.
- B** Boys and dads hoping they built their's just right.
- Y** Yearning to WIN a race or two.

- T** Thinking hard about the competitions our car must go through
- I** In just a short while the races will begin.
- M** May all the best cars win.
- E** Everybody please rise. Let us say the pledge to the flag.



ADVANCEMENT

Equipment: Pinewood Derby track, badges of rank, or decals, and awards to be given. Put decals or actual badges of rank on cardboard and attach to 8 inch long sticks. Tape or tack these to siderails of derby track in ascending order - Bobcat, Wolf, Bear, Webelos, and Arrow of Light. At the appropriate places on the track, have the badges and arrow points.

Cubmaster: We've all had a great time tonight watching the pinewood derby cars race down this track. They really speed downhill, don't they? Well, you can go uphill on this track too. It's a little harder, but it's worth the climb from Bobcat to Wolf to Bear, etc. Some of our Cub Scouts have been climbing this course, and now we are going to show how far they have progressed. Will the following Cub Scouts who have made the climb as far as Wolf please come forward with their parents.

(When boys and parents come forward, remove the awards from the track and have the parents pin the badges on.)

CLOSING THOUGHT

Cubmaster: At the end of our pinewood derby night, I would like to say that we were all winners here tonight. Dad has more respect for his son whether he was a humble winner or graceful loser. Mom was proud of her son whether she gave him a hug of congratulations or comfort. Each boy gained a better knowledge of competition; how to win, how to lose, how to be happy for a friend who is taking home the trophy he wanted. The leaders, in the pride they felt, knowing each of their boys had done his best. Building the car helped bring families together and cheering for our den members helped bring the den closer together. No, there are only winners here tonight. Thank you all for helping to make the pack go and Cub Scouts go. Good night and CONGRATULATIONS TO ALL OF US WINNERS!



APRIL - Shape Up

OPENING

Arrangement: 7 boys come on stage, carrying various kinds of muscle-building equipment. They use the equipment and in turn, speak the lines below.

1st Boy: To keep your body strong and healthy, it is more valuable than being wealthy.

2nd Boy: When you are fit, you feel so good, and try to do the things you should.

3rd Boy: It helps you lend a helping hand, to needy folks around our land.

4th Boy: Eating the right foods is always wise, and everyone needs some exercise.

5th Boy: Stand on tiptoes, one, two, three, touch your toes, don't bend a knee.

6th Boy: Run a while, then slow your pace, practice will help you win the race.

7th Boy: Scouting builds young boys into men, and this is where it all begins.

A CUB OLYMPICS OPENING

Cubmaster: We promise, that we will take part in our game, in fair competition, respecting the e rules that govern them and with the desire to take part in the true spirit of sportsmanship for honor to our dens and for the glory of the sport.

Do we all promise to do your best to obey this promise?

Cubs: We do!

Cubmaster: Let us all stand and face the American Flag, as we repeat the pledge of allegiance.

ADVANCEMENT

CM: Cub Scout age boys dream of being great athletes, spacemen, tarzans, or other persons with outstanding physical power. They like to test and show off their muscles. These are part of the dreams of boyhood.

Tonight, we have several boys who have achieved part of their goal to become stronger. Will the following boys and their parents please come forward?

(Call names of boys and parents)

Boys, while you have worked on your advancement you have learned many things which have made you stronger and bigger. To illustrate this, look at this plain stick. It represents a boy your age who has not been working in scouting. He hasn't had people like your den leader or parents helping him as you have. He has not learned all that you have learned. He stands alone weakly, and breaks easily, as evidenced by this one stick. *(Break stick)* See how easily it is broken.



As you work and develop your skills, you will become stronger. *(Show this by adding more sticks - it becomes harder to break.)*

Now, I am proud to present to you, your parents and they in turn may present to your *(wolf, bear etc)* badge.

Congratulations.

(This award can be presented pinned to a small weightlifting bar made from a cardboard roll stuck into two round styrofoam balls painted black.)

CLOSING

(Have the boys on stage wearing cardboard feet which have scratches, cuts, band-aids, etc. on them.)

Narrator: Our Shape Up meeting has come to an end.
We now have a message to leave with you, dear friend.

Our many achievements in life make feet tired and weary.
But if there was nothing to do, our life would be dreary.

So forget the knocks and scratches, blisters and aches.
Do your best at all times, That's what success takes!

(As the poem is finished, boys lay down on stage with their cardboard feet facing the audience...each of the feet has a letter on it spelling out G-O-O-D-N-I-G-H-T)



MAY - Back to Nature

CONSERVATION PLEDGE OPENING

(Provide copies of the "Conservation Pledge" below to each person in audience, and ask them to repeat it together. Follow by Pledge of Allegiance.)

"I give my pledge as an American to save and faithfully to defend from waste the natural resources of my country - its soil and mineral, its forests, waters and wildlife."



"NATURE" OPENING

Arrangement: 6 uniformed Cub Scouts, each holding sign with a letter to spell the N-A-T-U-R-E, read the lines which have been written on back of signs.

- 1st Boy: N - stands for all the nests in the trees.
- 2nd Boy: A - is for all the acorns to be.
- 3rd Boy: T - stands for the trunks so firm and high.
- 4th Boy: U - is for under the stars in the sky.
- 5th Boy: R - stands for the rain that makes things grow,
- 6th Boy: E - is for the earth that we all love so.

"WILDLIFE PLEDGE" CLOSING

(Provide copies of the "Wildlife Pledge" below to each person in audience, and ask them to repeat it together.)

"I pledge to use my eyes to see the beauty of all outdoors.
 I pledge to train my mind to learn the importance of nature.
 I pledge to use my hands to help protect our soil, water, woods, and wildlife.
 And by my good example, show others how to respect, properly use, and enjoy our natural resources."

CLOSING THOUGHT

(Provide copies of the closing thought so audience can read it together:)

This is my country. I will use my eyes to see the beauty of this land. I will use my ears to hear its sounds. I will use my mind to think what I can do to make it more beautiful. I will use my hands to serve it well. And with my heart, I will honor it.



ADVANCEMENT CEREMONY

Setting: A large tree, cut from cardboard and set firmly in a stand. A large green construction paper leaf for each boy who will receive an award. If desired, names can be written on the leaves. As each person receives his award, he tapes his leaf on the tree.

Cubmaster: What do we plant when we plant a tree?
A thousand things that we daily see!
The paper for books from which we learn,
Tools to help us do a good turn,
The wood for a Pinewood Derby car,
For model planes that we can fly far,
We plant the staff for the flag of the free,
Yes, we plant all these when we plant a tree.

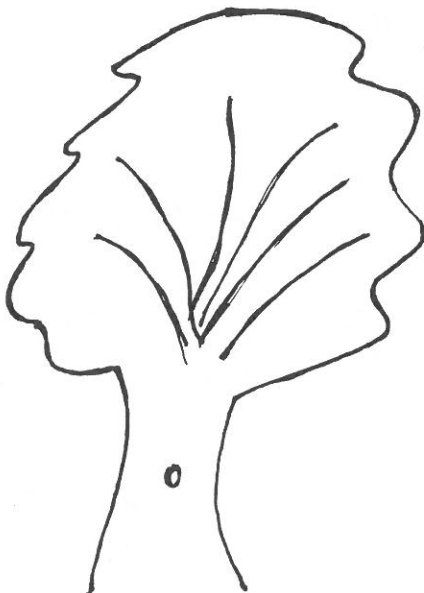
But what do we plant when we plant a lad?
With the help of high mother and hid dad,
We plant a Cub who'll become a Scout,
We plant ideas that will round him out,
The silk, the games, the joy to be had,
We plant a Scout when we plant a lad.

(Cubmaster calls boys and parents forward to receive awards. As awards are presented, each boy tapes his leaf on the tree.)

You have all helped make this tree more beautiful, and it is a part of you, Just as Mother Nature's trees endure for many years, you have learned many things from your achievements, electives, and activity badges that will last you a lifetime. May you always stand straight and tall like a tree, and be a worthwhile resource of our country.

What do we do when we plant a lad?
We plant a Scout when we plant a lad.

Congratulations to all of you.



JUNE - Strong for America

OPENING - I AM AN AMERICAN

Arrangement: Flags are advanced in regular manner, after pledge of allegiance and posting of flags, this ceremony is given. *(Twelve uniformed Cub Scouts have speaking parts or use six scouts, giving each two parts.)*

- 1st Cub: My country gives each one of us the opportunity to advance according to his ambition. Education is for all. I am an American.
- 2nd Cub: My country means love of freedom, faith inn democracy. Justice and equality. I am an American.
- 3rd Cub: My country believes in the moral worth of the common man. I am an American.
- 4th Cub: My country gives us the privilege of expressing beliefs or opinions without fear of persecution. I am an American.
- 5th Cub: My country has the best form of government. It is our duty to keep it that way. I am an American.
- 6th Cub: My country promises life, liberty and the pursuit of happiness. I am an American.
- 7th Cub: My country gives us a privilege that we shall protect and defend even with our lives. I am an American.
- 8th Cub: My country is and always shall remain the land of the free and the home of the brave. I am an American.
- 9th Cub: My country offers a living Americanism which demands an informed, intelligent and active citizenship. I am an American.
- 10th Cub: My country meets any needs of suffering with its abiding love an loyalty. I am an American.
- 11th Cub: My country is the servant..not the master. I am an American.
- 12th Cub: My country possesses a Statue of Liberty whose torch shall burn as long as we keep it alight with our devotion to the freedom of the individual. I am an American.

OPENING THOUGHT

"O beautiful for spacious skies, for amber waves of grain for purple mountain majesties above the fruited plain."

Yes, our country is indeed beautiful - from the charm of New England on the eastern coast to the deep blue lake of Minnesota, to the towering mountains, the golden wheat fields, the roaring rivers, the majestic Grand Canyon, and the expansive deserts of the West, to the giant redwood of California on the western coast. We are proud of our beautiful America and pledge ourselves to keep her beautiful. There is beauty in each of the 50 states, and our US flag represents those states. Will you join me in the Pledge of Allegiance.

CLOSING

Have all stand in a double circle with boys on the inside, parents outside. Raise and focus light on flag in center of circle.

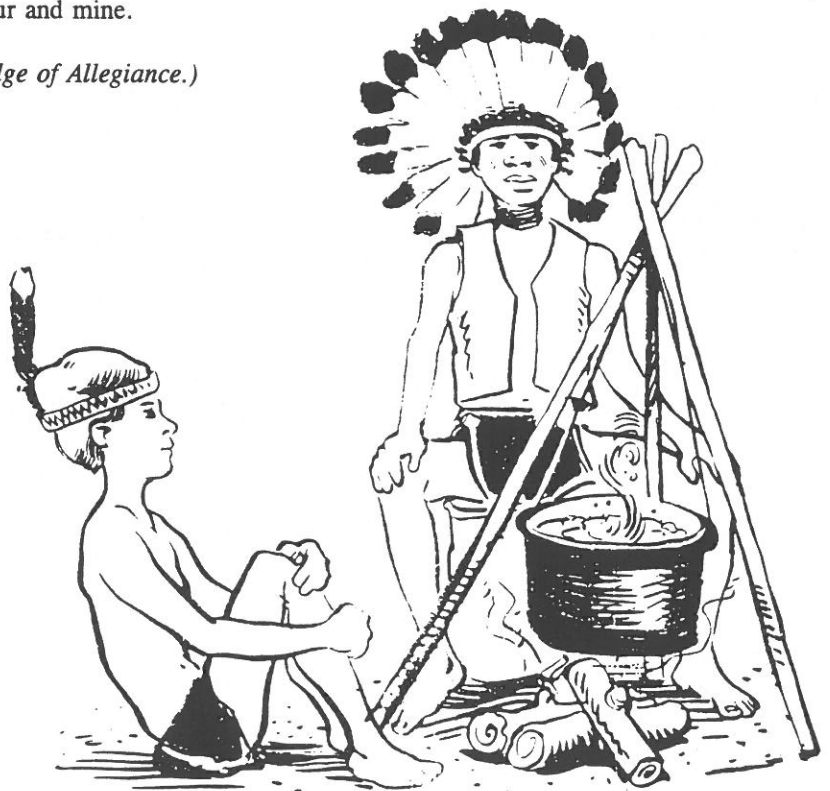
Narrator: This flag stands for all the wonderful things we enjoy as Americans. The appreciation we feel we can return only by demonstrating a real love for our country. We have seen the greatness of the outdoors and begin to understand that it is ours only as long as we are willing to protect and conserve it. Good night and good Cubbing.



JULY - Buckskin Pioneers

INDIAN OPENING

- Personnel:** 6 Cubs dressed as one Indian Chief, one medicine man, three Indian braves, and one in Cub Scout uniform.
- Props:** Artificial campfire, tom-tom, rattle for medicine man, and a small American flag.
- Setting:** Three Indian braves and medicine man are seated around fire; Indian chief is standing. Boy in uniform is off stage.
- Indian Chief:** *(Raising arms outstretched toward the sky)* Oh great father in the sky, listen to my people.
- First Brave:** *(Raises arms toward sky)* We thank thee, Great creator for the light of the sun each new day.
- Second Brave:** *(Raises arms toward sky)* We thank thee, for the beauty of the world and the plants and animals we enjoy.
- Third Brave:** *(Raises arms toward sky)* We thank thee for the night and the rest it brings.
- Indian Chief:** Oh, Great Father of all Cub Scouts, bless us and be with us today.
- Medicine Man:** *(Jumps up, shakes rattle, and as the tom-tom beats, shouts)* Rise up all you braves. Rise up, our white brothers!
- Cub Scout:** *(Enters carrying American Flag, which he presents to the Indian Chief)* This is the most beautiful flag in the world. It stands for freedom, Liberty, and happiness. Take it, Honor it, Respect it and love it always, for it is your and mine.
- All:** *(Lead everyone in the Pledge of Allegiance.)*



CAMPFIRE ADVANCEMENT CEREMONY

The buckskin pioneers settled down at night and usually had a campfire for cooking and for warmth. It takes several ingredients to make a campfire. To start, you have to find some small sticks or twigs. *(have bobcat candidates bring in some twigs or sticks and place on the ground)*

Discuss their accomplishments and present badges. *(set sticks on fire)*

The next ingredient is to add kindling to get the fire going. *(have Wolf candidates put kindling on the fire)*

Discuss their accomplishments.

The next step is to add the fuel to the fire. We do this by adding wood. *(have bear candidates bring in wood and place on fire)*

Discuss their accomplishments.

The Webelos scout adds to his knowledge and Scouting experience by completing activities. The fire will not burn unless more wood is added. *(have Webelos place more wood on the fire)*

Discuss their accomplishments.

With fire now burning take an arrow and discuss the elements to earn the arrow of light. *(Call candidates forward)* This arrow and the light from the fire represents the highest honor a Cub Scout can achieve. The Arrow *(hold up arrows)* of Light. *(point to fire)*

Discuss accomplishments.

GOOD NIGHT CUB SCOUTS

Using plain indian signs.

GOOD *(right hand palm downward moves upsweep from waist to right shoulder level, outward)*

NIGHT *(both palms together, under left cheek head inclined to the left)*

CUB *(thumb and index finger form circles, held at top edge of head-one around ear-buff cheeks)*

SCOUTS *(right hand shades eyes, as in scouting position in the plains)*



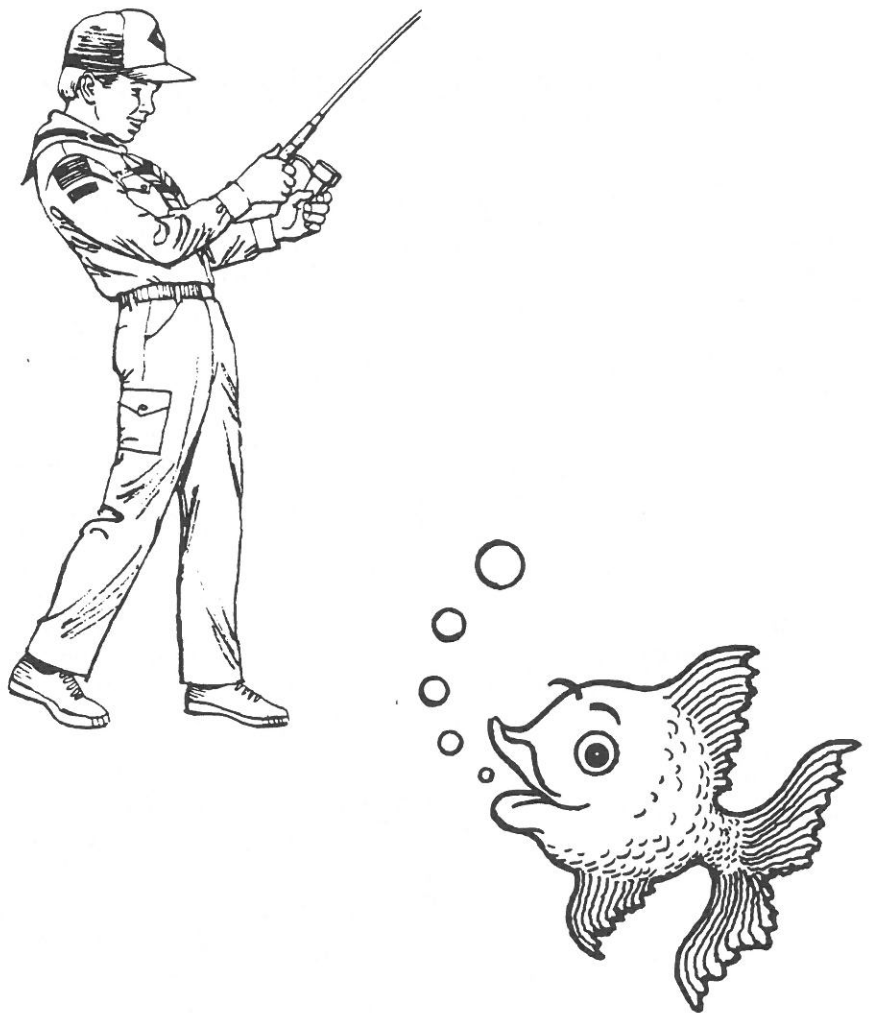
AUGUST - Water Fun**GOIN-FISHIN ADVANCEMENT**

(This ceremony can be used indoors or at the waterfront.)

If you are indoors, pin the badges that were earned to a cardboard fish. Make a fishing pole out of a dowel, string and a paper clip hook. Put a paper clip bent into a circle into the mouth of the fish. Make the fish different colors according to the badge pinned to it and tell each boy who earned an advancement to go fishing for a *(color)* fish.

Make a statement about the boys achievements and have the parents help the boy if needed.

If you are at the water, you could use the same process or you could use the water instead of a bucket to put the fish in. Simply wrap the badges tightly in tin foil and have the one who swims best in the water with the badges. When the boy casts his line out, the dad can attach the proper badge to the hook and give it a tug.



SEPTEMBER - Explore your Neighborhood

WELCOME BACK - Pack Opening

(No Scenery or costumes are required. Have the performers line up on stage with each one stepping forward as he speaks. In the seventh verse, have the boys point to the audience on the last line.)

- 1st Cub: Another year is starting, And we'd like to welcome you, and tell you what our purpose is, and what we hope to do.

- 2nd Cub: Cub Scouts is a group of boys; it helps us grow up strong, and teaches us to do what's right and fight against what's wrong.

- 3rd Cub: It shows us how much we can do, if we work as a team; then we'll have fun and jobs won't be as hard as they first seem.

- 4th Cub: We'll go on a hike and field trip, to learn of nature's wonders, so we'll respect her when we're grown and not make any blunders.

- 5th Cub: And we'll be shown in many ways that each man is our brother; and we will see the joy there is in helping one another.

- 6th Cub: We'll learn to be good citizens and, hopefully, we'll see that laws are made for all the men so each man can be free.

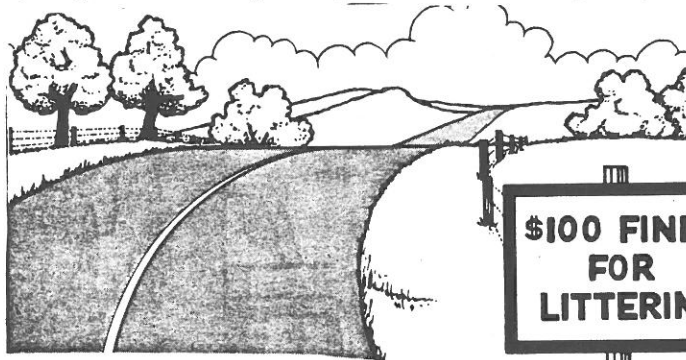
- 7th Cub: To do all this, the Cub Scouts need good leaders - this is true- that means we need the help of all of you...and you.. and YOU!!

- 8th Cub: And now, to start the year off right, in a good and proper manner, we'd like you all to rise and sing our own "Star Spangled Banner".

CLOSING

Form a circle. With right hands raised in Cub Scout sign, Cubs Scouts repeat *(as you read)* the "Cub Scout Neighborhood Code"

I, _____, will do my best to be proud of my neighborhood by helping others to know the good things about my street and my community. I will try to make my neighborhood a good place to live. Be helpful in making my street attractive by setting a good example in keeping my sidewalk and grounds clean, I will not litter and will keep garbage and trash covered and picked up. Be considerate of others by not damaging public or private property. I will tell others why it is wrong to harm other people's things. Be a good neighbor by trying to be friendly and helpful to my neighbors. I will try to respect others even though they may be different from me and my family.



OCTOBER - Achievement Parade**HALLOWEEN OPENING**

Cubmaster is in front of the pack with a table directly behind him. A jack-o-lantern (*either real, plastic, or ceramic*) is lighted and lights are off. A flashlight illuminates a Cub Scout dressed in a sheet or ghost costume. He holds a sign which reads:

GHOST OF THE PAST
-CUB SCOUT-
IDEALS
Ceremonies
Traditions

CUBMASTER: The ghost of things past has had an effect on the way we live and the things we do, but most importantly your ideals and the way we think and believe. (*shifts light to American flag*) One of our greatest traditions is saluting and giving the Pledge of Allegiance to our flag. Will you please stand and join me now?

ADVANCEMENT

A goblin pot (*a black cauldron*) is center stage. Inside is a smaller pan with dry ice and a little water in it. A leader dressed in a witch's costume stirs the cauldron and pulls out the awards for the boys which are dry-- being hidden in the dry cauldron, next to the pan. The witch should give each award to the cubmaster or advancement chairman who is dressed as a ghost of the present. This person calls the boys and parents forward to receive the awards.

CLOSING

CUBMASTER: We have seen the ghost of the past and the ghost of the present. We can't see the ghost of the future but what we do in the present will have a definite effect on how the future ghost will appear. Each of us, by doing our best in every thing we do, can not only change our future, but the future of all those who follow us. Do your best. Good Night and good Scouting.



NOVEMBER - Harbors, Stations, Airports

OPENING

Staging: Two Cub Scouts and/or leaders.

Cub 1: Oh boy, Thanksgiving is coming! Turkey, dressing and pumpkin pie. Boy, am I going to feast!

Cub 2: Is that what Thanksgiving means to you?

Cub 1: Sure, doesn't it mean that to you?

Cub 2: That is only a small part of Thanksgiving. It is a time to celebrate and to give thanks for all we have.

Cub 1: Oh! To give thanks for our big dinner.

Cub 2: To give thanks for everything we have, not just our food but our shelter, family, friends and our freedoms.

Cub 1: Freedoms?

Cub 2: Yes, the Pilgrims celebrated their religious freedom with a feast after a year in the new world. The other freedoms that we enjoy in America are freedom of speech, freedom to live as we choose, and the freedom to elect our leaders. These freedoms had to be earned and defended through the blood and sweat of our forefathers.

Cub 1: I never realized I have so many things to be thankful for!

ADVANCEMENT CEREMONY

Staging: One or more pilgrims, one or more Indians, Cubmaster as pilgrim, asst. cubmaster as Indian.

Pilgrim: The pilgrims came to America so they could worship as they chose. The new world was not easy. Many things had to be learned and endured so they could survive the first year.

Indian: Survive they did, with the help of the Indians. The redman showed the pilgrims how to grow corn and how to survive.

Pilgrim: After their first year in the new world, the pilgrims gave thanks and celebrated with a great feast.

Indian: The Indians were invited and came to help celebrate with their paleface brothers. We were different, but the same; we were brothers in this land that became known as America.

Pilgrim: Just as the pilgrims and Indians gathered, we are here tonight for a celebration. We give thanks for what we have and celebrate the accomplishments of our Cub Scouts. The pilgrims and the Cub Scouts had to work for what they got.

Indian: Our Cubs, like the pilgrims, had to learn new skills and crafts. While the pilgrims had the friendly Indians to help them, our Cubs have their parents and leaders to help them.



- Pilgrim: We have Cub Scouts that have a special reason to celebrate because they have achieved the Bobcat Rank, the first rank in Cub Scouts.
- Indian: Will the following Cub Scouts and their parents please come forward to our celebration. *(reads names)*
- Pilgrim: When the pilgrims first arrived in the new world, they were like our new Bobcats. They were new and did not know what to expect. They met people that were different than they were. The pilgrims and our Bobcats had faith and the ability to learn. Parents, I have the honor to give you the Bobcat rank so you may present it to your son. *(parents presents badges)*
- Indian: Will the following Cub Scouts and their parents come forward to join our celebration. *(reads names)*
- Pilgrim: These Cub Scouts are celebrating tonight because they have gone beyond the Bobcat and have earned the Wolf Rank, the e second rank in Cub Scouts. These scouts, like the pilgrims, soon got to work after they arrived and learned to do many things. Their skills were crude but their faith was strong. Their tests were harder, their accomplishments were greater and their reason for celebrating is larger than when they were bobcats just starting to learn. Parents, I give to you the Wolf Rank badges for you to present to your sons.

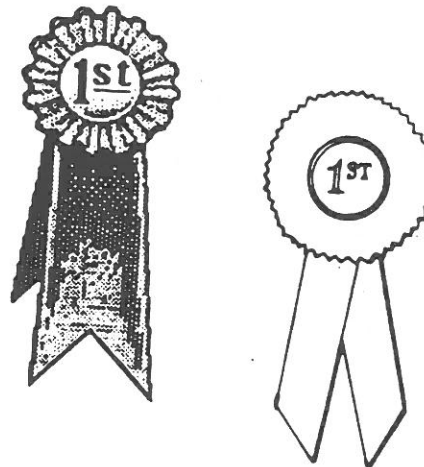
(continue in same manner for Bear and Webelos Ranks)



RECOGNITIONS AND AWARDS

RIBBONS

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



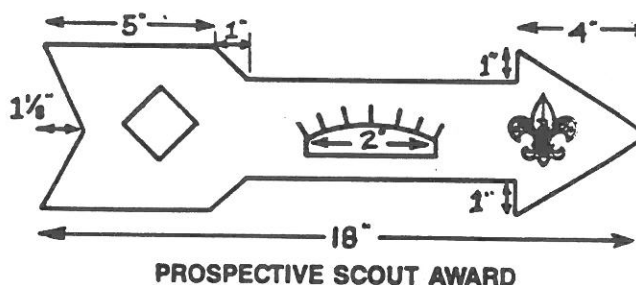
TROPHIES

Trophies are very easy to make and can be made from a wide variety of materials. Impressive ones can be made from old trophies and their parts. Most bowling or sports trophies are pieced together, and they can be disassembled and their various parts reused. Most consist of a base, pedestal, and decorative figure, and the top section can be replaced with any number of items. Miniature cars painted gold, small action figures, carved items and much more can be substituted for those pre-made figures, and can make very nice trophies. Old trophies can often be found at swap meets and garage sales. If you do not have access to old trophies, you can assemble your own simply by using the same basic three parts. A plaque or base holds the pedestal or supporting piece, and decoration usually tops it off. Sometimes a trophy will consist merely of a base and a figurine. Adding the lettering to personalize it finishes it off.

Bases can be made of the same materials as plaques. The pedestals can be anything from a box, can, or block of wood or the top decoration can stand by itself, eliminating the pedestal altogether. The decorative figures can be made of paper mache, salt dough, tinker toys, miniatures of any kind. The list is endless.....

The most important thing to remember when making your own trophies is to glue them securely and let them dry adequately, especially when working with heavy materials. Also, be sure that the glue you select is the appropriate one for the job. Remember that your trophies are unique so they don't have to fit any one's standards by your own. You can be as creative as you wish. Here are a few ideas to get you started.

Using scrap lumber, build a stand for winners to rest their winning cars on. Be sure to place a small retaining strip for the cars' wheels to rest against. It will serve as a trophy and display. Wood burn information on the face of the trophy. Add winners name at the Pack Pinewood Derby.



PLAQUES

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

With a label maker and the plaster of paris molds for pinewood, space and model rocket derbies, which are available from you Scout distributor, you can make excellent award plaques. For a change, cut the shield from pine or plywood and paint or stain with brown shoe polish. Attach plaster car or rocket. Use label maker for the winner's name or letter with a black felt pen. Miniature plaques can be made from smaller plaques using alphabet soup letters.

MEDALS

A medal is anything that can be hung on a string or ribbon and placed around a boy's neck. A variety of small objects can be used.

Party favors, tiny toys, a leather round, a wooden circle with wood-burned letters on it or a piece of cardboard cut into an interesting shape work well.

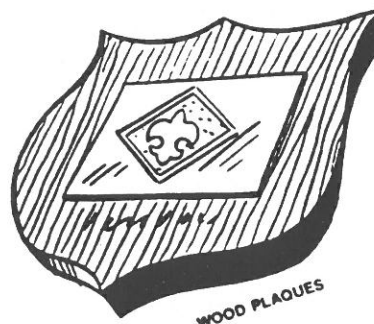
a unique idea for medals is to use "shrinking plastic". Commercially sold as Shrinky-Dinks, this plastic material can be purchased at most hobby shops. A design can be drawn on and colored in, depicting anything you like. After the design is traced onto the plastic and cut out, the material is placed into an oven at low heat. There it shrinks in an attractive small picture suitable for hanging on a string and being used as a small medal. The shrunken design is very detailed and makes an attractive medal.

Leather rounds are inexpensive and can be stamped with a variety of designs or can be written on with markers to resemble a real medallion. Wooden circles can be cut from thin wood, such as paneling, and decorated by using a wood burning set or markers.

Use a frozen juice can lid, covering the face with the largest circle and use hot glue to secure edges in back. Next glue ruffle in place, attach ribbon and glue in place. Cover all rough edges with smaller circle and glue into place applying pressure until secure. Remember, hot glue can burn so use a craft stick or something similar to prevent burns.



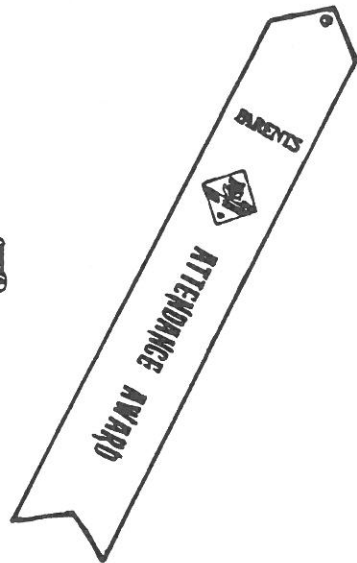
SAND AND STAIN
A WOOD MEDAL.



WOOD PLAQUES



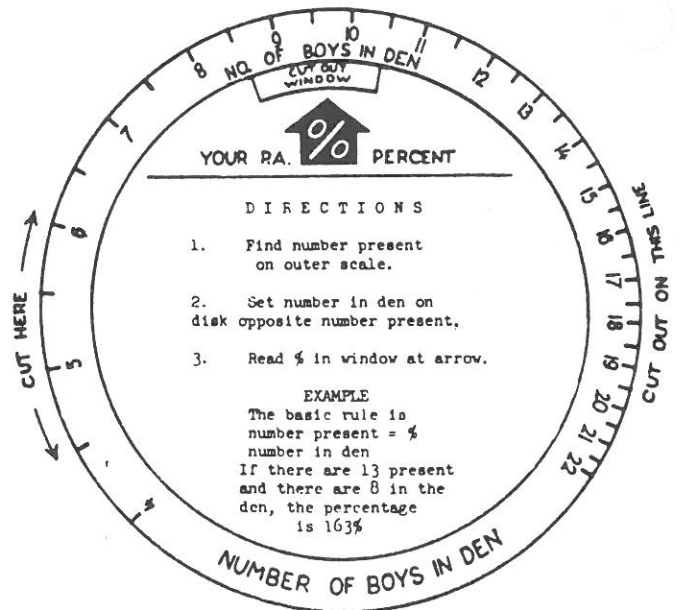
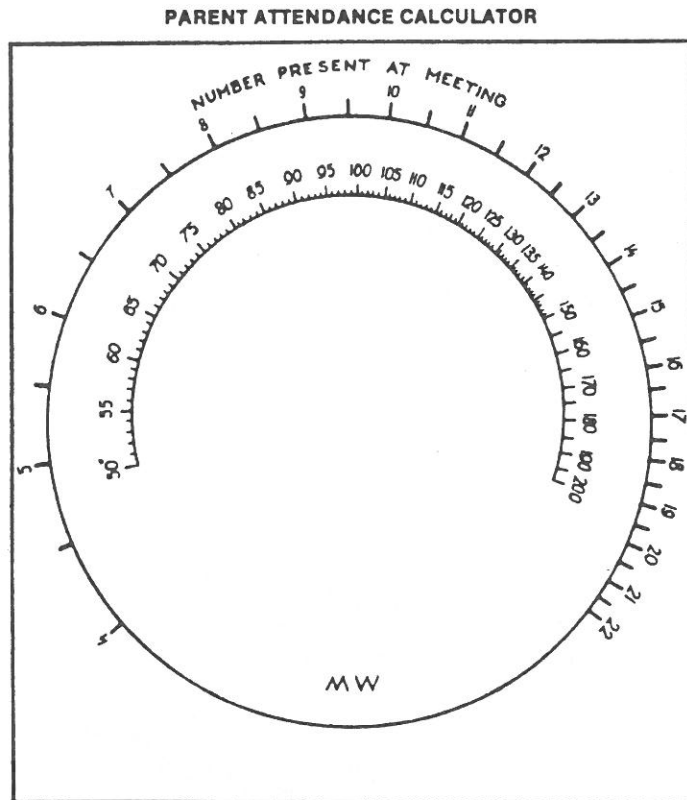
PARENT ATTENDANCE AWARD



Each pack has its own way of building family attendance at the pack meetings. Some have a simple trophy of a homemade "Cubby" which is presented to the den having the best adult attendance at each pack meeting. The winning den keeps the trophy in its meeting place until the next pack meeting, where it is passed on. "Cubby" is a homemade attendance trophy, made from tin cans and any scrap material. Challenge a creative parent to design and make your attendance trophy.

Some packs present a family attendance ribbon to the den or dens with the best parent attendance. The den or dens are presented with a ribbon to be attached to the den flag. If attendance of families at pack meetings is not what you would it to be, perhaps the pack committee can come up with a plan for increasing attendance.

Parent Attendance Calculator



PRESENTING THE AWARDS

Trained leaders have the knowledge and self confidence needed to provide young people with a quality program. It is important to the recognition plan that all awards be presented in a dignified manner at an occasion befitting the achievement.

Immediate recognition of achievement should be given by presentation of the award in the presence of the unit membership and representatives of the chartered organization. Announcement in the council newsletter and in other news media is also recommended. In addition, announcements at a major event in the district or council are desirable.

REMEMBER: Adult Scouters are volunteers. Ask, don't order. Their only payment is the personal satisfaction and recognition received for their efforts. Give them a job and let them do it. Recognize and reward results. How long would you work without a paycheck?



Keep in mind that an important objective is to encourage other leaders to strive to be fully trained. Properly handled, the awards presentation can serve to prompt others to seek training and recognition.



EXAMPLES OF RECOGNITION FOR OTHER OCCASIONS

Apple Award - For the person with great appeal (real or plastic apple).

Arrow of Light - Graduation and Arrow of Light. Cover the board with vinyl then use a large Arrow of Light pin and letter.

Basket Award - For the person who carried more than their share of the load (small basket glued to ribbon)

Blue & Gold - Thanks for serving as Blue and Gold chairman, glue wooden spoon, and a Cub Scout sticker.

Bonafide Award - Spray gold or cover with varnish a dog bone for the leader deserving an "Award".

Bud Award - For the person who 'bugs' you to do your best (make with chenille sticks and movable eyes, or buy).

Candle Award - For the person who really lights up (mount small candle on base).

Class A or Flying A - Cut out the letter A (can add wings), spray gold for the first class effort, (use wood or heavy cardboard).

Cone Award - For the person who can lick any job (mount ice cream cone on base).

Broom Award - For the person who sweeps all the mistakes away (small broom)

Crutch Award - For the person whom you can always lean (mount small crutch on base).

Cubby - Cut out a Cub Scout's head or Wolf decal on a plaque for outstanding performance.

Duster Award - For the person who always does the dirty work (small wooden dowel with felt used as a duster part with pompom on top).

Genuine Diamond Stick Pin - The special award for a group activity. Give to each participant (mount a dime and a stick pin on base).

Good Egg Award - Spray a Leggs' Egg with gold paint or make one from salt dough for a leader who comes through or the person who doesn't crack under pressure.

Heads Award - For the person who is 'heads' above the rest (mount small wooden heads on base).

Heart Award #1 - For the person who is all heart (give large plastic heart, wooden or cardboard cut-out)

Helping Hand Award - Picture of a hand tracing with your specific award written within the tracing.

Kiss Award - For the person who deserves a big 'kiss' (mount kiss on base).

Life Saver Award - For the person who saved you (mount Life Saver on base).

Lollipop Award - For the person who can't be licked (mount small lollipop on base).

Match Award - For the leader who may be getting burnout (2 matches, one lit, the other not covered so they stay together and mount saying "stick with it, don't get burned out of Scouting").



Measure Up - Give a 6" ruler to the leader whose performance set the standard.

Nuts about "_____ " Award - Attach nuts to a plaque adding movable eyes and smiles, for the leader who had to be "nut" to take on a hard task.

Order of the Bear - Any type of bear given to the leader who did a "Berry Good Job" made thing "Bearable" or for the "Beary Best".

Order of the Level - For the person who is half a bubble off (small level).

Order of the Nut - For the person who is a little nuts (mount metal nuts on base, or use edible nuts).

Order of the Spare Marble - For the person who may need it (marble in a bag or mounted).

Our Eyes Are on You - Wiggly eyes glued to ribbon for the leader who sets the example.

Pear Award - For the great "pair (mount a plastic pear on base and give to husband and wife team).

Pedro Salutes - Glue 3 clothes pins together, add twine for a tail and wiggly eyes for outstanding job for leader who carried the heaviest load.

Plaque - (cut to resemble a shoe) Hole is cut in wood for the "o" in whole.

Raise in Pay - For the person who deserves a "raisin" pay (mount a small box of raisins).

Silver Spoon or Gold - For the person who really digs in to help (spray paint plastic spoon).

SOR Ticket Chairman - Use a Scout-O-Rama patch and make a plaque. Thanks for your help. Glue pennies around the border of a plaque.

Successful Scouting - Cut out a key to leaders who are the key to success of a program.

Summer Time Activities Chairman - A plaster sunshine glued to a plaque.

Thank You For The Clean Up - Film canister of dish washer soap, container is used for trash bin with paper, tissue, string, foil, etc., to resemble trash.

Thanks a Bundle - Thank you for fund raiser of newspaper drive chairman or most contribution from member (newspaper cut in small squares, tied to look like bundle).

Thank to Leaders - Thank you leaders for the service the have given. Use the emblem of leadership for the center.

Top Hat Award - For the person we must take our hats off to (top hat glued on ribbon).

Whisk Award - For the person who is un'beat'able at 'whisking' away our troubles (small whisk).

Wooly Mitten - For the person who participated in a winter activity (cut mitten shape from fur and attach thong).

Write on Award - For the person who is on the 'right trail' (pencil with ribbon pennant put on top).

YDG Award - "YA DONE GOOD" (cut out letters form vinyl or leather).



CERTIFICATES

Handmade Certificates can be as impressive as those you purchase at a store. Varying the size, shape, type or paper, and writing implements you can make your certificates truly unique.

Feel free to copy any certificates in this book.





This is to certify that

_____ has demonstrated his skill in the completion

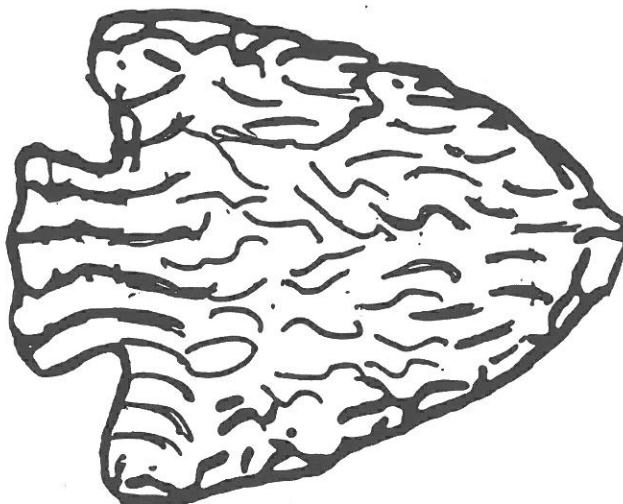
of this activity badge

Date _____

_____ Webelos Den Leader

_____ Cubmaster





This is to certify that

_____ completed the requirements for the

SILVER ARROW POINT

_____ Date _____

_____ Den Leader

_____ Cubmaster





This is to certify that the following

named Webelos Scout

**has completed all of the requirements
and has earned this highest award**

THE ARROW OF LIGHT

Date _____

Den Leader _____

Cubmaster _____





This is to certify that

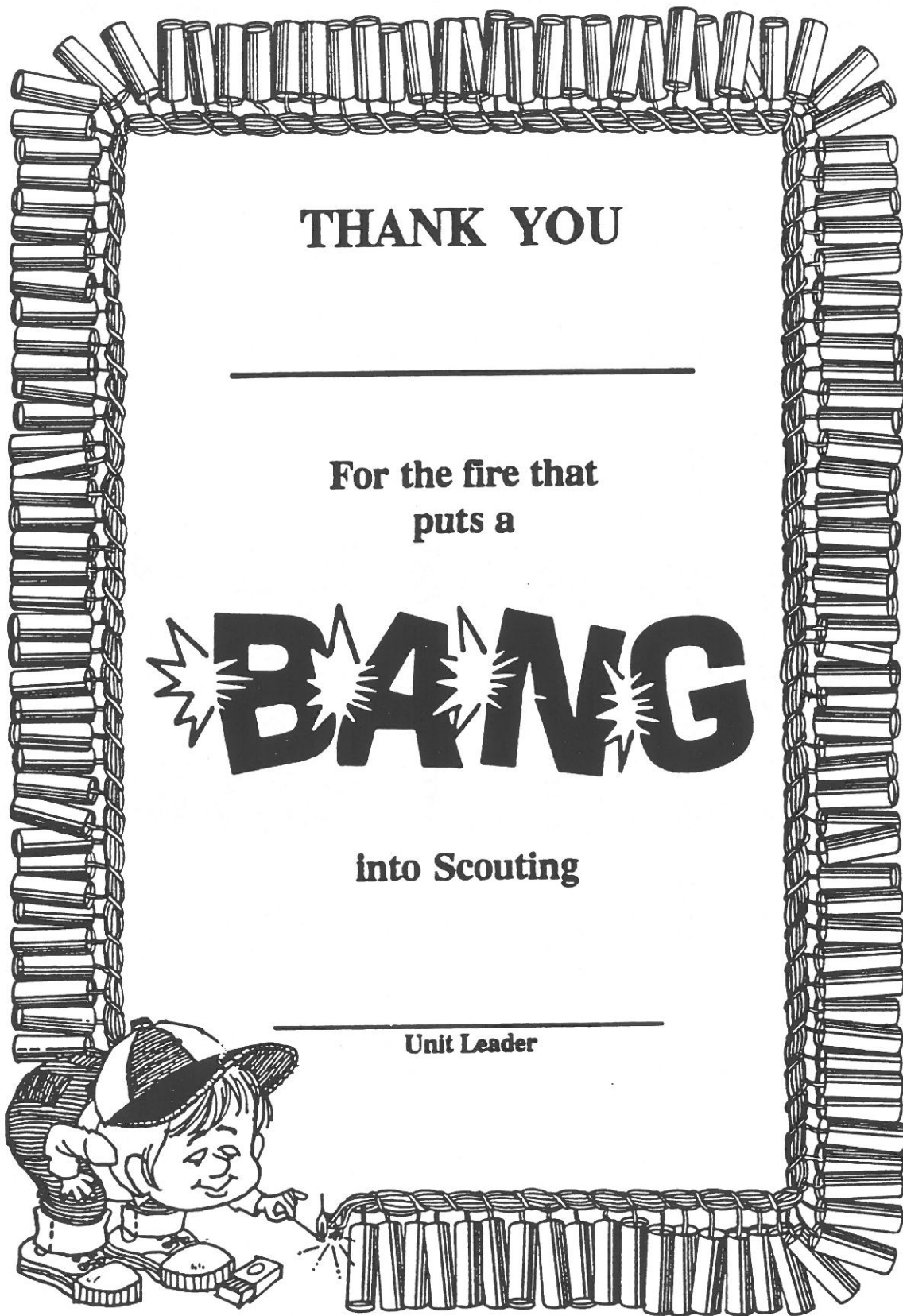
**has completed all of the requirements
for his advancement to Wolf**

Date

Den Leader

Cubmaster





THANK YOU

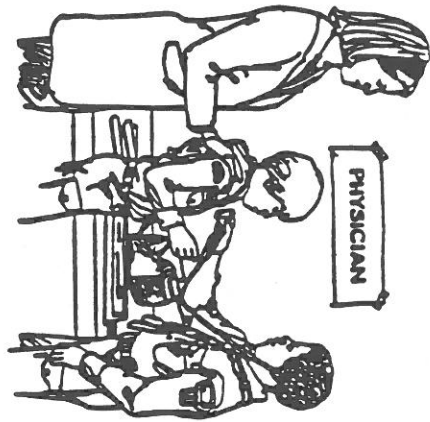
For the fire that
puts a

BANG

into Scouting

Unit Leader





READYMAN

This is to certify that

**has demonstrated his skill in the completion
of this activity badge**

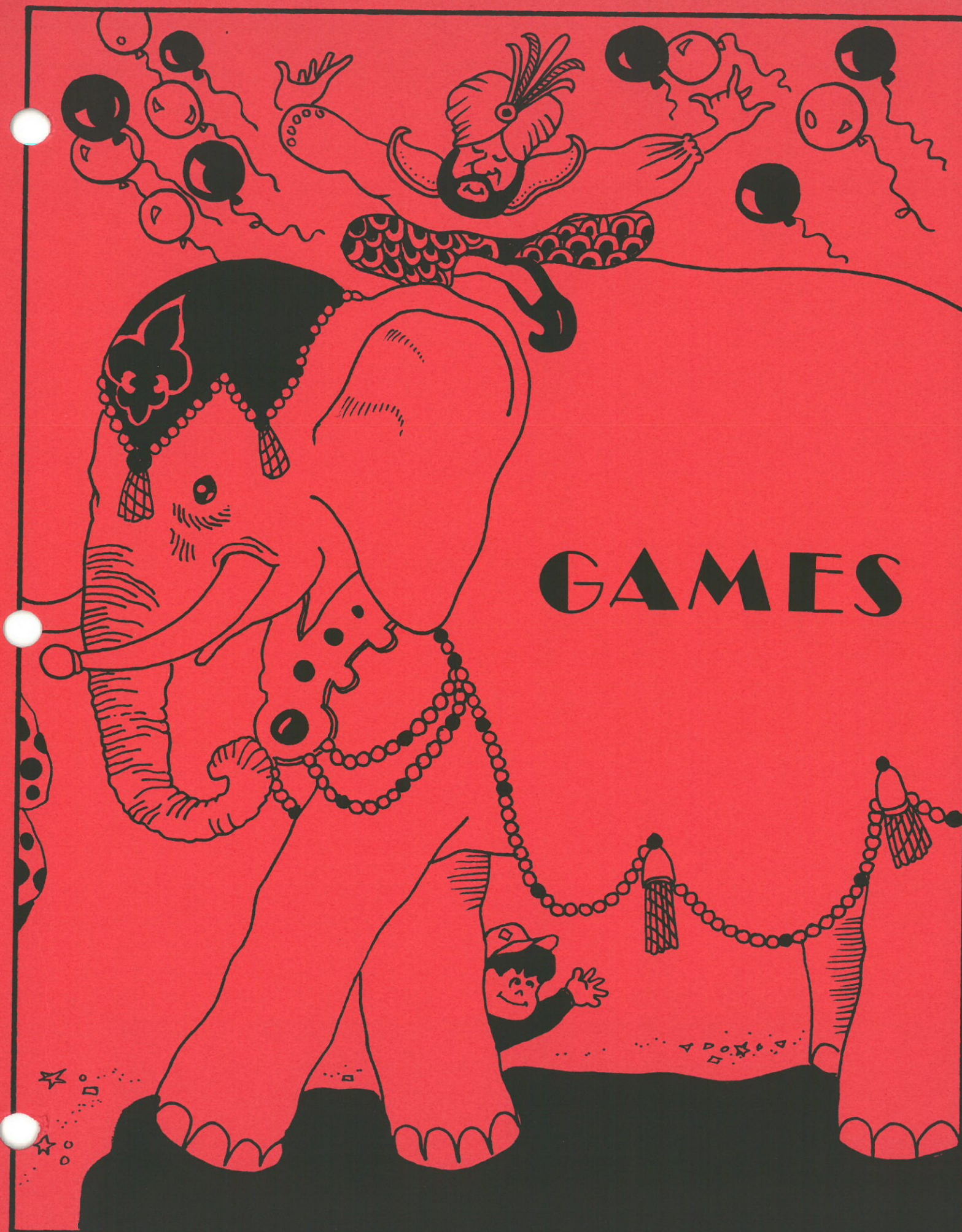
_____ Date _____

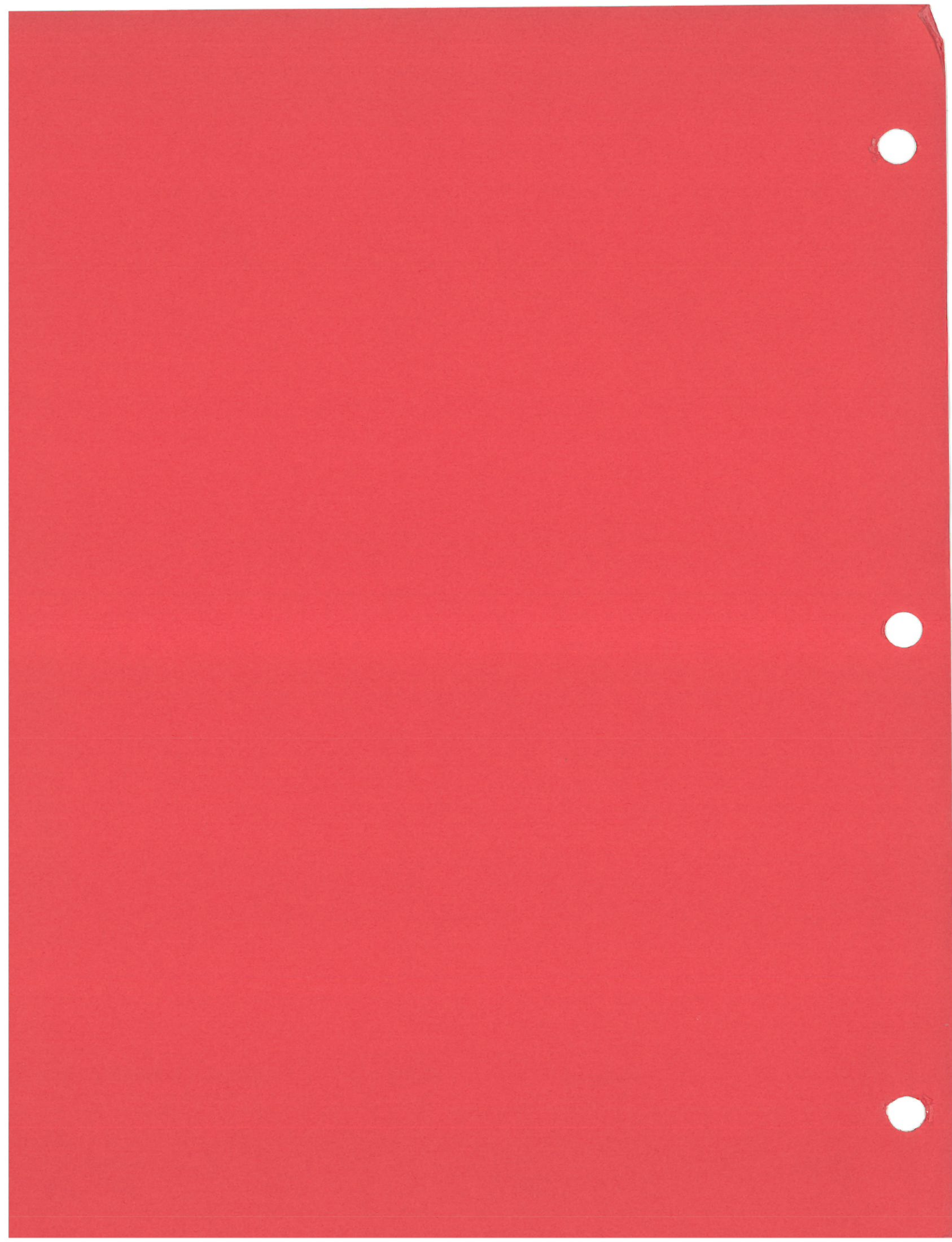
_____ Webelos Den Leader

_____ Cubmaster



GAMES





GAMES

Everyone likes to have fun! The playing of games is an extremely easy and fulfilling way to have fun.

Cub Scouting is fun. It is one endless game where the Cub Scout learns new skills, enlarges on known skills, and can see more clearly his place in the world around him. Games can accomplish a large scale of activities and convey more than skill improvement. They can encourage thought, promote team spirit, build citizenship, develop one's own mind and body, and be an outlet for excess energy.

GAMES ARE:

- ☺ Lessons without teachers
- ☺ Body builders
- ☺ Mind stretchers
- ☺ Friend makers
- ☺ Building blocks
- ☺ Most of all games are fun



THROUGH GAMES, A CUB SCOUT:

- ☺ Learns new skills
- ☺ Develops new interests
- ☺ Learns to follow the rules
- ☺ Learns fair play
- ☺ Learns to wait his turn
- ☺ Is taught respect for the rights of others

Cubs like games in which there is a sizeable element of luck. They do not require prizes, nor do they seem to worry if the game is not finished. They like games which restart almost automatically, so that everyone is given a new chance. Cubs like games whereby they gain the reassurance that comes with repetition.



Remember, the success of a game period depends greatly upon leadership. A leader can challenge and persuade the shy Cub Scout and channel the energy of the "showoff", making den and pack meetings fun for all.



CHOOSING A GAME:

- ☺ Know and understand the game.
- ☺ Be prepared to teach the game.
- ☺ Take into consideration:
 - Physical arrangements
 - Equipment needs
 - Number involved
 - Abilities of the participants
- ☺ **KISMIF - Keep it simple make it fun.** Give it full attention; practice to make it work; then evaluate to make sure it is right.



SUGGESTIONS FOR CONDUCTING GAMES:

- ⊙ Know the game well and the area needed before teaching it. Have all the necessary equipment on hand.
- ⊙ Remove all possible hazards from the game area.
- ⊙ Have the full attention of the group before trying to explain the rules of the game.
- ⊙ To introduce the game, name it, demonstrate it, ask for questions, then start it.
- ⊙ Always insist on fair play.
- ⊙ If a game is going badly, stop it, explain it again, then try the game once more.
- ⊙ Play, but don't overplay a game. A successful game will be more in demand if it is stopped while it is still being enjoyed.
- ⊙ Be alert to overexertion.

PACK GAMES

The games picked for a pack meeting should be fun to play and fun to watch. They should promote good sportsmanship, and hopefully tie into the monthly theme.

A multi-station relay can easily accomplish all of these. For instance, if the theme were space, the stations could be... spin around Saturn... drink Tang from a big dipper... eat a cracker and whistle "When You Wish Upon A Star"... shoot the moon, etc. In between stations, the participants could walk as if weightless. This type of relay can easily be adapted to any theme. Ride a broom horse between cowboy and Indian stations, or walk like Frankenstein between Halloween stations.

Games that are fun to play and fun for the pack to watch can be designed with just a little bit of innovation. Everyone should be able to participate. Don't just pick one or two boys from each den. Be sure to get parents involved. The Cubs will love watching their parents playing a game.

One of the most important aspects of keeping a pack healthy is to make the new families feel welcome. This is true in all packs, but it is especially true in large active packs. Often it is intimidating for new people to come into a group where everyone knows each other. There are many ways to make new families feel welcome and playing an icebreaker game is an especially good way. Icebreaker games are fun and a good way to get people to meet each other. Icebreakers can be found in "Group Meeting Sparklers" and the "How To Book" available at the Scout Shop; however, designing an icebreaker for a theme is easy. For example, if the theme were patriotic, choose four patriotic songs. Have a slip of paper with the name of one of the written on it for each person attending the pack meeting. Hand these slips of paper to each person as they walk in the door and have them find the others that have their matching song. As an opening, each group could sing their song. One person from each group could also introduce a person they didn't know before.

DEN GAMES

Den games are designed with a small group of boys in mind. Quiet games are helpful when weather prohibits outdoor activities. Den games can be relays or can be played by individual boys.

An active den game is a helpful start at den meeting to "get the kinks out". This is especially true for Den meetings that are held immediately after school. The boys have been cooped up for several hours and starting with an active den game can provide an outlet for letting off steam and may make the group easier to handle for the quieter activities later in the meeting.



Choosing up sides among the boys is not always easy. If there is a problem boy who is not 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.

Remember...games can be used to teach fair play, promote good sportsmanship and build character..., but most of all, they should be fun.



TYPES OF GAMES

There are many types of games. Games can be quiet or they can be active. They can depend on chance or they can take skill, speed or strength. There are games for one or two persons, and games for groups of any size. Some games provide for relaxation and amusement and some stimulation through physical or mental exercise.

Play is unrestricted but games have rules. In each game there is a contest.

Here are several types of games with examples of each:

ACTIVE GAMES

Hand Baseball

Materials: Basketball, volleyball or sport ball
Something to mark bases



You can have a den ball game even if the meeting place is a small backyard or a tiny area of a park. Hand baseball can be played in an area as small as 50' x 75'. Play it like baseball except that:

Bases are about 35' apart

Pitching distance is about 15'

A basketball, volleyball or sport ball is used, and the batter hits it with fist or open hand

The pitcher pitches underhand

A base runner may be put out by hitting him with the ball

Lame Chicken

Divide the boys into two teams and give each team 10 sticks about 10 inches long. The sticks are placed about 10 inches apart like the rungs of a ladder. On signal the first boy in each team hops on one foot over all 10 sticks. He then reaches down and picks up the 10th stick and hops back over the other 9 to his team. The second boy then begins, hopping over the 9 sticks, picking up the 9th and returning. Continue until all have raced. The last boy in line hops over all remaining sticks and then picks up all of them as he hops back to the finish line. If a player steps on any stick, he must start over from the starting line. First team through wins.



Pioneer went to Sleep

Everyone stands in a circle. The first player begins by saying "Pioneer went to sleep." The rest of the group answers "How did Pioneer got to sleep?" The leader then says "Pioneer went to sleep like this, like this," repeating a small gesture such as nodding the head or twisting the wrist. The rest of the group mimics the gesture and answers "like this, like this." The entire group continues to repeat the gesture as the next boy in line says "Pioneer went to sleep," and others respond as before. The second boy adds another gesture to the first, so that now there are two movements to keep going. The game continues around the circle, each player adding a gesture. By the end of the game, the entire group should be a foot-wiggling, eye-blinking, head-shaking, nose-twitching mess. Try to add as many gestures as possible before the game totally falls apart. Since it is difficult to do more than ten gestures at once, you may not get everyone in the group, but the challenge is to see how far you do get. Start off slowly with small things, such as toes and fingers, and work up to the bigger things, such as arms and legs.

QUIET GAMES

Logomachy

Materials: Cardboard letters

This game is played with cardboard letters printed on one side. Boxes containing such letters can be bought, but it is easy to print them, and cut them out. There should be cards for each letter of the alphabet, about six for the letters most commonly used, like A, B, C, D, E, M, P, R, S and T, and only one for such letters as J, X, Y and Z.

These cards are placed, letters down, on the table. Each boy draws one. The one who draws the letter nearest to A plays first. Putting all the letters back, the first player draws a letter and lays it down, face up, on the table. The player to his left does the same. As soon as any player can make a word out of one of his own letters, and the letters laid down by the others, he picks up all these cards and places them on the table before him. For example, the first player lays down the letter O, and the second player draws the letter S, the second makes the word "so". Any word may be taken from any player by another player who draws a letter which will make a longer word out of it. If the third player draws the letter B, he can make "sob" out of "so", and should take these letters to make this word. The one who can make ten words first, wins.

Sentry Post

The prize goes to the quietest team in this game. Set up two chairs about seven feet apart. These are the sentry posts and two blindfolded players are seated in them, facing each other. The other players divide into two teams. At signal from the leader, the first player in each line sneaks forward on tiptoe and tries to pass between the two sentries without a sound. If either sentry hears anything, he calls out and points in the direction from which the sound came. If he's right, the player is "captured" and out of the game. If he points in the wrong direction, the player sneaks ahead. Each team goes through just once. The winner is the team that gets the most players past the sentries.

Bug

Each player receives paper and pencil. One die is used. Players in turn throw the die. Each side of the die represents one part of the bug. Players draw parts of the body as they roll die.

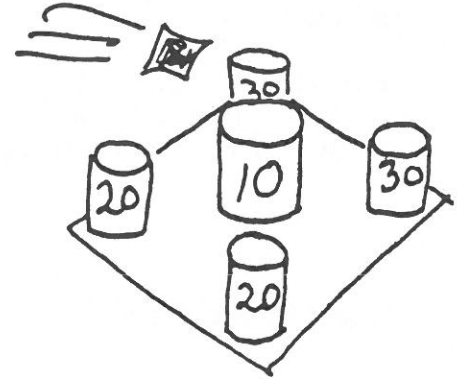


Directions for play:

- 1 One makes the body. Player must throw a 1 before he can make other parts of his "bug."
- 2 Two is the head.
- 3 Feelers are 3's. Bug has 2.
- 4 Legs are 4's. Bug has 6 legs.
- 5 Eyes and mouth are 5's. Bug has 2 eyes, 1 mouth.
- 6 Tail is 6.

Winner is player who finishes bug first.

TARGET GAMES



Pan Toss

Materials: 3 pans of different sizes
6 ping pong balls

Find three pans of different sizes which will fit one inside the other and still allow some space between the rims. Label each pan some value from 5 to 25.

Bounce the ping pong balls so they will hop into the pans. Score according to points allotted to each pan.

Bombing

Drop three clothespins into a bottle from an erect kneeling position on a chair seat. Pin must be held at eye level. Score one point for each pin dropped in the bottle.

Calendar Toss

Toss bottle tops onto a large numbered calendar page, laid flat 5 feet from the player. Score by adding the dates on which the bottle tops come to rest.

GOAL GAMES

Count to Ten

All players stand on one line except one player who is it. "It" stands with his back to the other players on a goal line about 30 to 35 feet from the starting line. "It" counts to ten as fast and as clearly as he can. While he is counting, the other players advance as fast as they can by putting one foot directly in front of the other (heel, toe, heel, toe). At the count of ten, "It" turns around. Everyone freezes. If someone moves he starts all over again. The first player across the goal line wins and becomes the next "it".

The Wolf

The boys stand in a circle with the "Wolf" in the center. Boys call "Wolf, Wolf, are you ready?" Wolf answers "No, I'm putting on my shoe" and pantomimes putting on his shoes. The other imitate him. Again they ask "Wolf,



Wolf, are you ready" and he replies that he is putting on his coat, tie, hat, etc. each time pantomiming putting on the item, while all follow suit. Whenever he wishes, the Wolf answers with "Yes, I'm ready, and here I come". The players rush to a goal line and the Wolf tries to tag them. If any player is tagged, he becomes the Wolf.

Fish in the Sea

All players but one stand behind a line. "IT" stands midway between the line and a goal line thirty feet away. He shouts "Fish in the ocean, fish in the sea; don't get the notion you'll get by me." The fish leave their line and try to cross the goal line without being tagged. Players who are tagged join "IT" and help catch others.

RELAY GAMES

Fumble Fingers Relay

Materials: 2 jars with screw lids
 10 toothpicks
 2 pair large mittens



Each team has a pair of large mittens. At a goal line is a jar, one for each team, containing five toothpicks. On signal, the first person from each team races to the goal line, puts on the gloves, removes the lid, empties the jar, picks up the toothpicks and puts them back in the jar and screws on the lid. He takes off the mittens and races back to hand them to the next player, who repeats the action.

Candle Carry

The object of this game is to carry a lit candle through an obstacle course. Make sure the base of the candle has a holder so the hot wax won't drip on the boys' hands. The candle must be passed from boy to boy through the course. Each boy will have a section of the course to cover, with an assigned method to cross their section. One might have to be riding a bicycle, another on a skateboard, another might have to jot, or walk backwards, or on a tricycle, etc. Too swift a pace might put out the candle. Completing the course with the candle lit is the object of the game.

Birds on a Telephone Line

Divide the group into two relay teams. String a clothesline from one side to the other at shoulder height of the average person. Clip 20 or more round topped clothespins onto the clothesline. (*The pins are the birds and the clothesline is the telephone line*) On signal, the first person in each team runs to the line, removes a pin with his teeth (*no hands!*), brings it back to his team and drops it into a sack. The first team finished wins.

BALLOON GAMES

Balloon Basketball

Materials: Cardboard strip 1" x 38"
 Tape or staples
 String
 2 round balloons of different colors



Make a basketball hoop out of a cardboard strip about 1" wide and 38" long. Attach the ends together by tape or staples. Tie the hoop to the ceiling by two strings about six feet from the floor. Divide the boys into teams, each having a different color balloon. Have them start about 6 or 8 feet back from the basket. On the signal "Go", the first two players bat their balloons into the air and try to make a basket. Whoever makes a basket first catches his balloon and gives it to his team mate, who does the same. Each basket counts as two points. The balloon may not touch the ground or the player starts again. Let the game go for a certain amount of time. Highest score wins.

Static Electricity

Give each boy a balloon and at the given signal the boy blows the balloon up, ties it and rubs it on his hair to make static electricity, then he sticks it on the wall. The balloon that sticks the longest is the winner.

The Biggest Balloon

Advance preparation is needed for this game. You will need a pop bottle and balloon for each player. Into each bottle put 3 tablespoons of vinegar, and into each balloon put 2 tablespoons baking soda. At the word go, have each boy put his balloon on his pop bottle. When the soda mixes with the vinegar the balloon will expand, thus the more you shake it the bigger it will expand. Have the boys tie off the balloons to see which is the largest.

TAG GAMES

Paired Prey

Materials: 1 bell
 1 blindfold for each player

One person is chosen as the predator. The predator is blindfolded and a bell is attached to his clothing. The others pair up and decide on what animal each pair would like to be and what sound they will use. All participants are blindfolded and the group is spread out with the predator placed in the middle of the play area. The animal pairs are to find each other by the sounds they make before the predator touches them. The predator should try to keep his bell as silent as possible by walking silently. Once a pair has found each other they take the blindfolds off and walk off the field. If the predator touches an "animal" before they find their mate, the animal must take it's blindfold off and walk off the play area. All animals walk, don't run.

The game ends when the animals pair up or the predator finds the animals and is left alone on the play area. Sometimes a time limit of 10-15 minutes is helpful. Discussion can follow about how animals in the wild might feel as they are threatened and look for safety.

Turtle Tag

To insure safety, a player must be on his back with all four feet in the air. The boy who is "it" counts to ten and all turtles (*other boys*) must hop up and run at least ten steps before again assuming the turtle position. If "it" can tag a player before he is "safe" they exchange places and the other boy becomes "it".

Guard the Treasurer

One boy is chosen to be "IT", the keeper of the treasure, who stands guard over the "jewels" (*beanbag or whatever*). Everyone else forms a circle around "IT". The group standing around "IT" must try to steal the treasure without being tagged. Those touched by "IT" are frozen in place and can no longer try for the treasure. Play ends when the "jewels" are captured.



BALL GAMES

Straddle Ball

Materials: Kickball or playground ball

All players form a circle and spread apart their legs just far enough to be comfortable. One player is it. He stands in the middle of the circle with the ball. The object of the game is for the player in the middle to get the ball outside the circle through the other players legs. The other players in the circle can use their hands, but cannot touch the ground or lose their balance. If they do, they change places with the player in the middle. If the player in the middle gets the ball through one players legs, he changes places with that player.

Bucketball

Place two bushel baskets or large metal buckets 50 to 60 feet apart. Establish sidelines 30 to 40 feet apart. Use a basketball or similar ball. Play regular basketball rules, but with any number of players on a side. No score is made if the ball bounces out of the bucket or knocks it over.

Circle Ball

A player with a tennis ball is in the center of a circle of other boys. The circle players also have a tennis ball, which they pass around from one to another. The boy in the middle tries to toss his ball to one of the circle players and have him drop it. (*He usually throws to the boy who is receiving the second ball.*) If a player drops either ball, he goes into the center.



**REMEMBER IN ANY GAME YOU
PLAY, KEEP IT SIMPLE, MAKE IT
FUN AND MAKE IT SAFE.**



THEME GAMES

DECEMBER 1993 - HOLIDAY MAGIC

WHAT'S WRONG WITH CHRISTMAS - On a table or tray place a number of Christmas-type objects, such as candy canes, bell, spring of holly, ornament, etc. Through these scatter a number of objects which are not a part of Christmas, such as a Halloween mask, green shamrock, red heart, hard boiled egg, etc. Cover all objects until time to play the game, then remove the cover and give the boys two minutes to look at all the objects. Re-cover the objects and give all a pencil and paper. Ask them to write down all non-Christmas objects. The one who remembers the most "out of place" objects is the winner.



DECORATE THE TREE - Cut a large Christmas tree from a sheet of green paper. Cut ornaments of different shapes and sizes from wrapping paper. Make two sets of ornaments. Have one set of ornaments arranged on the tree. Let the boys study the tree and pick out an ornament to hang. Blindfold the first person, turn him around a few times, then let him pin or tape his ornament as close to its matching ornament on the tree. The one that is the closest wins.

SNOWBALL RELAY - Divide the boys into two teams. Give each boy a plastic straw. Give a team their own small box for their snowballs (*cotton balls*). Place a large box about 8 to 10 feet in front of the boys full of cotton balls. On the signal "Go", have the first two players go to the box of cotton balls. Using the straw to draw air through, pick up a cotton ball and take it back to his team box. When he drops his cotton ball into the box the next players goes. If a player drops his cotton ball on returning to his team box, he must pick it up with his straw and no hands, then continue on to his team box.

JINGLE BELL CHOW MEIN - This game is a good one to test the skill of your boys. You'll need 2 shallow bowls, several jingle bells and 2 full length pencils with erasers. To play the game, place all the jingle bells in one bowl. The player uses the two pencils as chopsticks. With the eraser end down, the player tries to transfer as many bells as he can from one bowl to the other. He can use only one hand.

HELPING PARTNERS - You will need a balloon for each pair of partners. Each pair links arms and is given a balloon. On signal, they start batting the balloon towards the finish line 50' away. They may not unlink arms during the race. If the balloon falls to the ground, they must stop and pick it up before going on.

ICICLE HUNT - You will need numerous pieces of string in various lengths. Hide them around the room before the boys arrive. Have the boys hunt for the "icicles". The leader ends the hunt after a given period of time. The winner is the boy whose "icicles" form the longest line when laid out end-to-end, not the player who collected the most pieces.

BUNDLE RELAY - Boys line up in relay formation. The first player in each line is given a ball of cord. On signal, he passes the ball to the second player, but holds the end of the cord. The ball is passed down the line, unrolling as it goes. When it reaches the end, it is passed back up the line behind the backs of the players who must roll the cord back into a ball.



JANUARY 1994 - EXPLORING ALASKA

SNOWFIGHT - This one creates quite a mess, but it's worth it. Divide into two teams and put a divider down the center of the room (*like a couple of rows of chairs, back-to-back*). The two teams are on opposite sides of the divider. Give each team a large stack of old newspapers, then give them five to ten minutes to prepare their "snow" by wadding the paper into balls-the more, the better.

When the signal to begin is given, players start tossing their snow at the opposing team which really does look like a snowstorm. When the whistle blows, everyone must stop throwing. Judges determine the winner by deciding which team has the least amount of snow on its side of the divider.

With larger groups, watch out for players who lose their eyeglasses or other personal belongings in the snow, which get pretty deep. After the game is over, provide plastic garbage bags and have a race to see which side can stuff the snow into the bags first.

ESKINOSE - Teams line up. One person on the end of each line gets a lipstick smear on the end of his nose. The idea is to see how far down the line you can pass the lipstick smear by rubbing noses. The team that can get the farthest or the team that can get it to the farthest in the time limit (*thirty seconds, for example*) is the winner. A good prize might be Eskimo Pies.

SNOWBALL THROW - Use a large wad of cotton or a styrofoam ball. The boys are seated in a circle on the floor. "IT" sits in the center of the circle. The boys throw the snowball to each other while "IT" tries to intercept. When he succeeds, the boy who threw the snowball becomes "IT".

GATHERING SNOWBALLS - Each boy takes a turn at trying to pick up cotton balls and put them into a mixing bowl, blindfolded.

ESKIMO CIRCLE PASS - Eskimo boys play this game with a 3-4 inch ball of sealskin filled with sand. Find a ball of similar size. To play the game, boys knees in a circle and pass the ball around from boy to boy with a flat, open hand (*palm up*). When first learning the game, use two flat hands side-by-side rather than one. The object of the game is to pass the ball around the circle as rapidly as possible without actually grasping it. It can also be attempted with more than one ball at a time.

SNOWBALL RELAY - Players divide into two teams and line up relay style. Each team is given a "snowball" (*cotton or styrofoam*) and a piece of cardboard. Players move the ball across the floor and back by fanning it with cardboard. Do not touch with hands or cardboard. Each player in turn repeats the action until all players on one team fans the snowball down to the designated line and back. The first team to complete the course wins.



FEBRUARY 1994 - BLUE AND GOLD TRADITIONS

BLUE AND GOLD BALLOON POP - You will need an even amount of balloons in blue and gold. Separately each boy will be blindfolded and will be led to the pile of balloons. The boy has 15 seconds to reach into the pile of balloons and pull out balloons and then set on them and pop them. Scoring: 5 point for each pair of blue and gold balloons and 1 point for extra blue and gold balloons.

AFTER YOU - Divide boys into pairs. Each pair sits with a small table, chair seat, lapboard, etc. between them. Give each pair two spoons joined together with a length of string so that spoons are only six inches apart. Place a slice of cake or dish of ice cream in front of each boy. On signal, everyone starts to eat. Each boy must eat only from his own dish and must not lift it from the table. The pair finishing their dishes first wins.

FASHION SHOW - This can be quite hilarious if performed for others to watch. Divide group into teams of about 4 persons each. Give each team a bundle of newspapers and a package of pins. They select one person from their team to be the model. The others dress him in a newspaper costume, tearing the paper where necessary and pinning the pieces in place. Do not provide scissors. The most sensational costume wins a prize.

MOTHER AND CUB SCOUT CLOTHESPIN RACE - Here is a good pack game for your pack meeting that will get the mothers involved, too. Assisted by her son, who runs to get the clothespins, a mother pins one or more paper napkins on a line.

NECKERCHIEF RELAY - Boys line up in relay formation. The first Cub Scout in each line holds a neckerchief and a neckerchief slide in his hands. At the other end of the room opposite each line is another boy or parent. At the starting signal, the first boy runs to the boy or parent, places the neckerchief around their neck, puts the slide on, salutes, takes the slide off, removes the neckerchief, and returns to his team. He then gives the neckerchief and slide to the next boy in line who repeats the process. This continues until each boy has had his turn.

PENNY TOSS - Have boys form two lines. Give one side a penny in a paper cup. Have the boy opposite him toss the penny to him and he catches it in his paper cup. The tossing continues back and forth with each side stepping out one step further apart each time until only two boys have not missed. Elimination comes upon missing the cup with the penny.

BADEN-POWELL - How many words of three or more letters can be made from: BADEN-POWELL. Set time limit of 3-5 minutes.



MARCH 1994 - WHEELS, WINGS, RUDDERS

SPACE RACE - Have two balls of different colors for "spacecraft". The boys form a circle and are numbered 1,2,1,2, etc. around the circle. The two spacecraft start from opposite sides of the circle - one held by the Ones and one held by the Twos. At "blast off" the space craft orbit around the circle, ones to ones and twos to twos. The object is for one spacecraft to overtake and pass the other.

MY SHIP IS SAILING - Seat the boys in a circle and have the first member of the circle say, "Our ship is sailing, what is its name?" The second person must then designate a name which begins with the letter A. He may say, for example, "Our ship is the Albatross." Then turning to the next person in line, he asks, "Who is its captain?" That person must give the captain's name, which starts with the next letter in the alphabet, the letter B. He might say for example, "The captain's name is Brown." "On what sea does she sail?" He asks this question of the next person in the line, who must reply with some answer beginning with the letter C. This continues around the circle, using each letter of the alphabet. It is well for your boys to devise their own questions, as this adds originality to the game. However, you might suggest before starting the game that questions such as these might be asked:

1. What is my ship's name?
2. Who is the captain?
3. On what sea does she sail?
4. Who is the pilot?
5. What is the cargo?
6. Under what flag does she sail?
7. What is our destination?
8. What do we see as we sail along?
9. What do we find in the ship's hold?
10. What great adventure do we meet on our trip?

STEAMBOAT RACE - Boys line up relay style. Each boy locks his arms around the waist of the boy in front of him and holds on during the race. On "go" signal, each group moves off as a body, walking or running in step. They race to a given point and back again. First "steamboat" to puff into port wins. For extra effects: Give first boy in each group or den a bell or whistle to use during the race; give last boys rattles to simulate stern paddle wheels.

STAGECOACH - The players are seated in a circle. Each one is given the name or some part of the stagecoach - the wheel, the hub, the axle, the seat, the door, the harness, the brake, the horses, the driver, the passengers, the baggage, spoke, tire, step. One of the party begins telling a story about a stagecoach, bringing in all the different things related to the coach. As each thing is mentioned the player (*or players*) representing it gets up and runs around his chair. At some point in the story the storyteller shouts "Stagecoach" when everyone must leave his seat and get a different one. The storyteller tries to get a seat in the scramble, thus leaving another player to begin a new story.

BAT THE BALLOON - Divide the boys into two teams. If played at pack meeting have eight to ten players on a side. The two teams sit on the floor or ground facing each other with the soles of his feet touching the soles of the feet of the player opposite him. A balloon is then tossed into the middle of the line by the leader. Each team tries to bat the balloon over the heads of the its opponents. A point is scored each time the balloon lands behind one of the teams. Players may use their right hands only and if they lose contact with their opponents' feet, they forfeit a point.



APRIL 1994 - SHAPE UP

HOP, STEP AND JUMP RELAY - Divide the boys into two groups and then let each side practice the hop, step and jump until each member can do it. First member of each team toes a mark and takes into succession a hop, step and jump. Second player does the same, toeing the last heel mark of his teammate. Other members repeat the performance. The team whose last man finishes out in front wins.

BACK-TO-BACK RELAY - Players are divided into two teams and take their places behind the starting line. Two members of each team race at one time. They stand back-to-back and link arms so that one walks forwards and the other backwards. At signal, pairs head for goal line and come back, with player who has been walking backwards now walking forwards. They touch off the next pair and the race continues until one team has finished.

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 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.

WALK THE TIGHTROPE - Line the players up in two teams. Give each team a 10' long piece of string - their "tightrope" and a cardboard roll from paper towels or toilet paper. Lay the string in a straight line on the ground. The first player from each team stands at the end of his teams tightrope and balances a cardboard roll in his open hand. He must balance the roll as he walks the length of the string and back. He then passes the roll to the next teammate. If he steps off the string or drops the roll, he must take two steps back before starting forward again. The first team of successful tightrope walkers wins the game.

INDIVIDUAL SKILL CHALLENGES

STORK STAND - Stand with hands on hips. Place one foot against the inside of your other knee. Bend the raised knee outward. Count to ten without moving from place.

FROG HANDSTAND - Squat and place your hands flat on the ground. Keep arms between legs. Lean forward slowly, shifting weight of body onto hands and elbows until feet swing free of ground. Keep head up and point toes backward.

HEEL CLICK - Stand with your feet apart. Jump into the air, click your heels twice. Land with your feet apart.

COFFEE GRINDER - With one hand on the ground, arm stiff, body stretched out straight, head back, walk around in a circle, using arm as a pivot.

ANKLE TOSS - Hold a ball firmly between ankles or feet. With sudden jump, kick feet backwards and up so ball is tossed in air and curves over your head. Catch it as it comes down.

LINE JUMP - Stand with toes touching a line. Lean over and grasp toes with hands. In this position attempt to jump over the line without letting go of toes.

ELBOW TOSS AND CATCH - Hold right arm (*if right-handed*) out at side, shoulder height and bent at the elbow. A coin or beanbag is placed on elbow. With a quick motion, drop arm and try to catch coin or beanbag as it falls, in the same hand.



MAY 1994 - BACK TO NATURE

GRASSHOPPER RELAY - Relay teams line up single file. The first player in each team holds a bean bag or ball firmly between his knees. At signal, he hops to goal line and back to the starting line where he hands the bag to the next "grasshopper" in line. If a player drops the bean bag, he goes back to the starting line. Team to finish first wins.

CENTIPEDE RACE - It is best to run this race outdoors on soft ground. If you try it on a hard floor, it will be hard on hands and knees. Divide the group into teams of two players each. The players on each team get down on their hands and knees, one behind the other. The one in back grasps both ankles of his partner in front of him, so that each pair forms something resembling a centipede. On signal, the centipedes move away from the starting line, and creep toward the finish line.

APPLE RACE - Contestants are required balance an apple on top of the head and walk to a goal line. If the apple falls off, the contestant must go back to the starting point and begin again. This race could be done with almost anything on top of the head, apples, oranges, books, etc.

BIRDS FLY - All players stand with hands on hips. The leader stands in front, calling out the names of various animals and saying that they fly. If the animal really does fly, the boys make flapping motions with their "wings". If a boy makes an error - says that an animal flies, but it doesn't - he is eliminated. The leader may try to confuse the players by flapping his own wings every time. Examples of calls: "Robins fly, pigs fly, ducks fly, hawks fly, horses fly," etc.

STAY OUT OF THE PUDDLE - Establish two lines about 20' to 30' apart. Divide the group into two teams, then divide each team in half. One half of each team stands behind each line on the playing field. The object of the game is to move each half of each team to the opposite side of the "puddle" (*playing field*). This is done using 2 large juice cans or 3lb coffee cans.

To begin, the first players from each team stand on a can behind one of the lines while holding another can in one hand. When the leader says "Go," each player places the second on the ground in front of the line and steps on it. While balancing on this can, the players pick up the first one and put it in front to serve as the next step. If a player loses his or her balance and touches the ground, that play must start again from the beginning.

When players reach their team members on the other side, they place a can in back of the line for the next player to stand on to get his or her balance. The first player hops off in back of the line and hands the next player the free can. The next player crosses back across the "puddle." The game continues until one team has successfully switched all players from one side to the other.

NATURE ALPHABET GAME - Divide den into two teams. Give each team a pencil and paper and ask them to list growing things for each letter. (*Example: Ant, Butterfly, Crocus, etc.*). Set a time limit. The team with the longest list wins.

GARDENING - Dive the boys into two parallel lines about ten feet apart. The leader stands at the head to call the names of vegetables. When corn is called, the Cub Scouts are to grasp their ears, on carrots they point to their eyes, for onions they hold their nose. When cabbage is called they place both hands on their head, and for potatoes, they point to their eyes. The leader referees to see which line responds first with the desired action. The first line to have all its members perform the correct action scores a point. The winner is the line that scores ten points first.



JUNE 1994 - STRONG FOR AMERICA

BATTLE OF BUNKER HILL - The boys should be divided into two teams, one team representing the minutemen and the other the British. Draw two lines from ten to fifteen feet apart and stand the contestants on these lines, facing each other. Give each team four beanbags. When the signal is given to "fire" the teams "shoot" at each other by tossing the bean bags at the opposing line. If a player is hit by a bean bag, he is a "casualty" and must drop out of the game. However, if a player sees a bag coming toward him, he may catch the bag and continue playing. The game should continue until either the Minutemen or British are vanquished.

RING THE LIBERTY BELL - To make this game, you'll need a bell, a wire coat hanger, some heavy cord or rope, and a small rubber ball. Bend the coat hanger into a hoop, with the hook at the top. Hang the bell in the middle of the hoop with the rope, and then tie the hoop from a low tree branch. This game may be played by individuals or teams. The players take turns trying to throw the ball through the hoop. Have a person stand on the other side of the hoop to catch the ball. Keep score as points are made. Each time the bell is rung, the player scores three points. If the ball goes through the hoop but doesn't touch the bell, he scores two points. If the ball hits the outside of the coat hanger, the player scores one point. Each player throws the ball only once per turn, and gets five turns. After everyone is finished, add up the number of points scored by individuals or teams.

STATE LANDINGS - Cut cardboard circles of different sizes to represent the states. Suspend them from the ceiling. Make paper airplanes and let each player have 3 chances at throwing a plane and hitting a state. Have the player stand about 6 feet away. Set a point value on each state, the smallest being worth the most points. The player with highest score wins.

MINUTEMAN, RUN! - To play this game, the players form a circle and hold hands. A person is chosen to be "it" and stands inside the circle. He walks around the circle, tapping each player's hands as he says each word of the rhyme, "Red, white, blue, out goes you!" The two persons he taps on the word, "You," run around the circle in opposite directions. "It" steps into one of the empty places. The last one to get back to the other empty place becomes "it".

INDEPENDENCE TAG - As in all tag games, "IT" pursues the rest of the players and tries to touch one of them. When one has been touched, he must keep his hand on the spot where he was touched and pursue the others. His hand cannot be freed from this spot until he has tagged someone else. The idea is to tag people in inconvenient places...on the ankle, knee etc.

MISS BETSY ROSS - Give each player paper and crayons or pieces of colored construction paper and tell them that they have been commissioned to design a new American flag. After the designs are finished, take a vote to see which design wins. The winner is crowned "Miss Betsy Ross".

CITIZEN TEST - Two team face each other with a wide space between them. The leader asks each player a question about the Declaration of Independence, the Star Spangled Banner, the President, Vice-President, Governor, or other fitting subject. A correct answer entitles that team to one step forward. An incorrect answer passes the question to the other team. The team to cross the other team's starting line first is the winner.

STRAW AND TISSUE PAPER RELAY - Each player is given a straw. The two end players on each relay team are given a small square of tissue paper. They draw their breath through the straws and hold the paper against the end of the straw. The next player in line removes the paper to his own straw in the same manner. He passes it on to the next player, and so on down the line. If the paper falls to the floor, it must be picked up by putting the end of the straw against it and breathing in.



JULY 1994 - BUCKSKIN PIONEERS

INDIAN TOSS BALL - Make ball by fastening a strong 10-inch cord to an old tennis ball or softball. Each boy lies flat on his back with his shoulders resting on a starting line. Holding the cord of the ball in his hand and arm at his side, he swings the arm up and over his head and throws the ball behind him as far as he can. Boys mark their point where the ball lands.

TRAILS - Two groups each mark a trail through a designated area without harming or defacing the environment (*for example, by using small rocks in a certain formation, broken sticks found on the ground, small dots of flour, etc.*). The two groups meet back at a starting point at an agreed-upon time and try to follow each other's trail.

LOG CABIN ON A POP BOTTLE - Dive the boys into two groups. Give each boy 10 toothpicks. The object is for each player to alternately place a toothpick across the top of a pop bottle until the stack falls. His side must then take all the toothpicks knocked off. The first side to get rid of all their toothpicks wins. If a player knocks one toothpick off, he picks up just that one toothpick

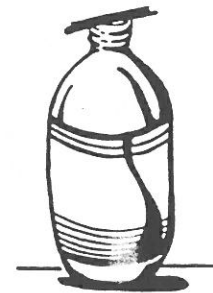
BLIND HORSE TURNABOUT - Divide players into teams of two. Player #1 is the backseat driver and player #2 is the "blind horse" with a paper bag over his head. The horses and riders line up at the starting line about 30 feet from the finish. On signal, horses start moving. The rider directs his horse with verbal signals (*bear right, whoa, go left, etc.*). The rider may not touch the horse. The first horse to finish wins.

INDIAN DIRT BALL - Divide Cub Scouts into two teams and give each boy a yardstick or rolled up newspaper. Place a tennis ball in the middle of the playing area. On the sound of the whistle each team will try to maneuver the ball to their goal, with their yard sticks, to earn points (*usually 1 point per goal*) while the other team tries to steal the ball and make a goal of their own. The ball cannot be batted across the playing area. It must be rolled across the floor to the goal. Strict rules are needed for this on the handling of the yard sticks or newspapers.

BAREFOOT MARBLE RACE - Boys remove shoes and socks. Place two marbles on the starting line in front of each boy. On signal, he grasps the marbles between his toes and walks to the finish line. If he drops a marble, he must stop and pick it up with his toes before continuing.

LOG-ROLLING RELAY - Divide into two teams. On signal, first boy on each team uses dowel or broomstick to roll log to turning line 20 feet away and back. Others repeat the action. Logs may be two-foot sections of six-inch logs, or make logs by taping two round oatmeal boxes together.

JACK STRAWS - You need 25-30 six-inch long drinking straws and a wire hook. The hook may be made by straightening a paper clip into a J-shape. Dump all the straws in a pile on the ground or table. Players take turns. Each tries to lift out as many straws as he can without disturbing any of the others. When any straw moves except the one he is trying for, his turn is over and the next boy plays. Winner is the one who gets the most straws.



LOG CABIN ON
A POP BOTTLE



AUGUST 1994 - WATER FUN

CATCH THE BALLOON - Balloons filled with water are flipped with a towel held by one Cub Scout on each end, holding the towel between them. Two teams of four boys flip a water filled balloon between them. They start out three feet apart, and with each progressive flip they each step back one pace. They continue in this manner until the balloon bursts. If you miss you get wet! Can be done by Packs with several pairs of teams.

SPOON RACE - The players race across the shallow end of a swim area carrying a ping-pong ball on a spoon held between their teeth. If the ball falls off, the player must start over.

SHOOT OUT - Candles are placed on a tray about 6' to 8' away from a line of players. The candles are lit and the boys take turns trying to shoot out the flame with a water pistol. If a player succeeds, he earns one point and the candle is relighted for the next player. Winner is the boy with the most points at the end of a designated time.

GREASED PIG CONTEST - Have all boys gather around edge of pool. Place a small watermelon in the center of the pool. The first boy to get the watermelon up on the bank gets to keep it.

JUMP THE CREEK - Each boy does his best and tries to improve his last jump. Two ropes are laid parallel and close together. One at a time, the boys jump across the "creek". After all have jumped, the distance between the ropes is increased slightly. The boys must not step in the creek (*between the ropes*) or on the water edge (*the rope*) or they are eaten by sharks and must leave the game.

UP AND UNDER - You'll need one rubber ball for each team (the larger the ball, the more fun, but balls should be kept the same size). Teams line up relay formation in waist-deep water. A ball is given to the first boy in each line. On signal, he passes the ball overhead to the second boy, who passes it between his legs to the third boy, who passes it overhead, and so forth to the end of the line. The last boy "runs" to the head of the line and passes it as before. First team back in its original order is the winner.

ROWING RACE - Divide into relay teams. Each player sits or kneels in a large cardboard box and propels himself to the goal line by using two short broomsticks with rubber tips.

WALKING PING PONG - Each player has a ping pong ball. In armpit deep water the players drop the ball in the water in front of him. He starts to blow it across the pool as he walks to the other side. The first one whose ball touches the other side of the pool is the winner. Variation: Swim across instead of walk.



SEPTEMBER 1994 - EXPLORE YOUR NEIGHBORHOOD

LITTER SWEEP RELAY - Divide into two teams and give each team a broom and a small pile of dry trash -soda cans, paper, small plastic bottles, etc. On signal, the first boy on each team sweeps the trash to a certain point and back. The next team member then takes over, and so on until all have run. First team finished wins. If a boy loses any trash he must sweep back and pick it up.



MAP GAME - Divide den into two teams and give each team pencil and paper. Ask each team to draw a map showing the location of some relatively small object within a short distance of the meeting place. (Example: *fire hydrant, basketball backboard, bicycle rack, stop sign*).

The teams exchange their completed maps and study them. Then, under supervision of the den leader the teams try to find the object on the map. Score two points if a team's map is reasonable accurate, one point for finding the object on the other team's map.

THUMB FUN CUTTING - Divide group into relay teams. Each team captain is given roll of scotch or adhesive tape. He goes from player to player taping the thumb to the forefinger, making the thumb useless. When the thumbless teams are ready, the game proceeds as follows. Each team captain is given a pair of scissors and a strip of paper (*such as adding machine tape*) long enough to stretch the length of the team who stand close together. At a signal, the captain cuts down the middle of the paper strip until the next person can take the scissors, players will each cut about 12". First team to cut through all the paper strip wins. Torn strips disqualify the team.

ONCE AROUND THE BLOCK - Hikers go "once around the block", then their observations are tested. Who has seen the most round things? What kind of trees were seen? What did you see that was orange? Etc.

TWO HAT GAME - To find out what Cub Scouting is all about, all new members work first on the Bobcat rank. Boys can earn their Bobcat badge and have fun by playing the Two-Hat game.

Put two Cub Scout hats on a table. Write the following sentences on separate strips of paper or make up your own. Fold the strips and place them in one hat.

Each boy writes his name on a slip of paper and folds it. These slips are placed in the other hat. The leader draws a name from this hat. The boy whose name was drawn picks one of the requirement slips from the other hat. He reads it aloud and does what the strips says.

- Give the Cub Scout Promise.
- Say the Law of the Pack. Tell what it means.
- Explain what Webelos means.
- Show the Cub Scout sign and handshake. Tell what they mean.
- Give the Cub Scout motto and salute. Tell what they mean.

THE WAY HOME - Have a sheet of paper with 30-40 dots printed randomly on it. Hand it out to everyone and tell them they have ___ minutes to make their "way home", by connecting the dots and creating something unique. Have everyone sign it and then collect them to be displayed.



OCTOBER 1994 - ACHIEVEMENT PARADE

WITCHES CACKLE - One player is chosen to be it. He leaves the room, while the other boys choose a witch. The boys sit down in a half circle. The player who is it comes back into the room. He turns his back to the half circle. The "witch" cackles. The player turns around and tries to guess who is the witch. If he guesses wrong, all the players cackle. Continue until the player guesses the witch or limit the guesses to three, then change players.

POOR SPUD - Draw a large circle on the ground and place potatoes in the center (*one fewer than there are players.*) Tell the players to march around the circle, blow a whistle and players grab a potato. The one without a potato sits out the next game, you now take out another potato and play again, and so on. The last player is the winner.

GIVE HIM A HAND - Divide the players into teams and arrange in line formation with the teams facing each other. Give the first player of each team a 12" x 6" plastic bag which he slips over his right hand. At signal the first player shakes hands with the second player. The second player while shaking hands with his teammate, transfers the bag to his own right hand using his left. In effect, he turns the bag inside out as he slips it off his teammate's hand onto his own. Player #2 turns and shakes hands with player #3 who does the same thing with the plastic bag. When the bag reaches the last player, the game is over and the first team to finish wins.

WEATHERVANE - Use a compass to establish the four main directions in a room. Have all boys stand facing one player is the "wind." The wind tells the direction he is blowing by saying, "The wind blows....south." All players must face south. If a player is already facing that direction and moves, he is out. The wind may confuse the game by facing any direction he wishes. Players turning the wrong direction are out. The winner is the last player still in the game.

NEWSPAPER CODE - Use pencils or crayons of several different colors and a sheet of newspaper for each boy. Have each boy write a message with one of the colors by circling letters going from left to right and top to bottom. Then use the other colors and circle other letters all over the page so the real message is hidden. Exchange papers and have someone else decode the message.

FUNNEL CATCH - Make a funnel from a piece of cardboard. The contestants bounce a rubber ball off the wall with their right hand and must catch the ball in the funnel in his left hand after the ball bounces on the floor. Allow three tries, and score one point for each successful throw.

THE OLD WITCH IS DEAD - Players set in a circle. The first player says "The old witch is dead". The player on his right asks "How did she die?" The first player replies "Trying to fly". He waves his left arm up and down and keeps waving it as the second player turns to the third player and says "The old witch is dead". The third player asks the question and gets the same reply. This continues around the circle until all players are waving their left arms in the air. Then the first player starts again with "The old witch is dead". "How did she die?" asks the second player. "Patting her head" replies the first player, and so on until all players are patting their heads with their right hands and waving their left arms. The next answer is "Kicking up high", with one foot kicking high in the air, while patting head and waving arm. Finally, everyone is doing all three motions. The leader looks at the circle and says loudly "No wonder the old witch died. She died of laughter!"

PENCIL AND LEMON RELAY - At signal, first player in each relay team pushes a lemon across the room with a pencil until it touches the opposite wall or crosses a goal line. He then picks up the lemon and brings it back to the next player on the team. Don't try to push the lemon too fast - it will spin and slow player down.



NOVEMBER 1994 - HARBORS, STATIONS, AIRPORTS

TURKEY FEATHERS - Divide the boys into teams and you'll need a feather, paper plate and rattle for each team. Line up teams in parallel lines at one end of the playing area. On "GO", the first team member fans a feather with a paper plate while constantly shaking the rattle with his other hand. Each boy must negotiate the feather to a designated spot, and back to the next team member. The first team to finish is the winner.

TURKEY HUNT - Boys roll a set of children's alphabet blocks as dice. Or make a set of dice with letters of the alphabet marked on them. They try to make letters in the word turkey turn up on the dice. Each correct letter counts 25 points. First boy to reach 150 points (*or spell the word turkey*) wins. Each player gets three rolls each turn.

TRAVELER - One player who is "it" stops before another player, points his finger, and announces, for instance, "I am going to Chicago". The player before whom he has stopped must call the names of three things before "it" can count to ten. All three of these things must begin with the first letter of the announced designation of the traveler, such as "candy, cotton and carrots." If he fails to do so, he takes the traveler's place.

HAULING IN THE NETS - Each player is given two sheets of newspaper. He holds a sheet by a corner in each hand, arms extended. The winner is the Cub who can first squeeze both sheets into two balls without moving arms or putting hands together.

TURKEY FEATHER RELAY - Divide group into teams, relay style. First player in each team holds a long turkey feather. Each team uses a different color feather. At a signal, he throws his feather, javelin style, toward the finish line. As soon as it comes to earth, he picks it up and throws it again. When it finally crosses the finish line, he picks it up, runs back and hands the feather to his next teammate. First team to finish flaps their arms and gobbles like a turkey.

TRAIN RELAY - Line boys up for relay. First Cub Scout WALKS to finish line, comes back and touches next Cub Scout, who hitches on. Then both go to the line and return. Third boy hitches on, etc. The last Cub Scout is the caboose. He must hitch on backwards. First team to finish wins.

RUNAWAY CARS - This is a den or pack tag game. It may be played by individual dens or the pack. Designate one boy as the locomotive. He will be "it". The rest of the boys will be runaway cars. The object of the game is for the locomotive to catch the runaway cars. When caught, they hook on behind the locomotive. The game continues until the train is completed.

PUMPKIN PIE TOSS - Suspend a hoop from a high spot, or use a coat hanger bent to a round shape. Players attempt to sail five nine-inch paper plates through the hoop. Score: 25 points for each successful try.



PACK MEETING GAMES

CHRISTMAS HANDSHAKE - Give each boy five Christmas cards or seals. On signal each boy introduces himself to five parents other than his own. Each time he must leave a card or seal with them. (*Parents should not accept the card or seal until the introduction is complete and the boy can repeat their name.*) The first den to finish, assembles as a den and raises their hands in the Cub Scout sign or gives their den yell.

FOUR CLOWNS IN A ROW - Give each person present a sheet of paper marked off in twenty squares. In each square they must get someone present to write his or her name. That will mean that each person will get the signatures of twenty people, one for each square. Provide each player with fifteen or twenty small stickers. If the committee could get white stickers and paint clown faces on them it would help.

Each one is now asked to write his or her own name on a small piece of paper. These are placed in a hat. The leader draws the names from the hat, one at a time. As the name is called, the person bearing it responds with a lusty "Here," and raises the right hand. This serves as an introduction to the group. Each person who has that name on his paper puts a sticker in the square where it appears.

When any player gets four stickers in a row, either across, down, or diagonally, he shouts: "Four clowns in a row!" Some suitable award may be made to that player. Let him read the names of the four.



TYPEWRITER - This is truly an old fashioned manual typewriter with each player in a key role.

1. Gather everyone in a circle. Each player represents a letter in the alphabet, A through Z. If there are more players than there are letters, one can become a number, another a period, and another an eraser for correcting mistakes.
2. Find or create a sentence that uses all the letters in the alphabet. For example, "The quick brown fox jumps over the lazy dog". In the case of extra people, it can be two dogs.
3. Finally, create a typewriter rhythm for everyone to follow. Everyone claps hands, stamps a foot once, and punches the key by raising a hand in the air. Clap-stamp-punch, clap-stamp-punch - alternating right and left hands and feet.
4. Write the sentence on the chalkboard or large piece of butcher paper. Make sure everyone can see during the game. The object is to type out the entire sentence using the proper keys without missing a beat. When the typewriter rhythm begins and everyone punches the air, the person with the first letter call out "T"! On the next punch, the player calls out "E"! When a space between words is reached, everyone calls out together "Space"! If a mistake is made, just keep going, unless there is a person who is the eraser to call out "Correction"!



WORD GAMES

Rhyme / Reason

1.	A skinny young horse	bony/pony
2.	A seafood platter	fish/dish
3.	A comic rabbit	funny/bunny
4.	A foul in a prize fight	low/blow
5.	A hobo in the rain	damp/tramp
6.	Well behaved rodents	nice/mice
7.	Flower asleep in a field	lazy/daisy
8.	Two pretty girls	fair/pair
9.	Timid insect	shy/fly
10.	A bee's home	live/hive
11.	A jittery fowl	jerky/turkey
12.	An unhappy boy	sad/lad
13.	Small frankfurter	teeny/weeny
14.	An angry employer	cross/boss
15.	A fresh vegetable	green bean

Same But Different

1.	Sweetheart	Dear/Deer
2.	No clothes at all	Bare/Bear
3.	What you play baseball with	Bat/Bat
4.	Part of a chain	Links/Lynx
5.	To paste a letter closed	Seal/Seal
6.	To travel through the air	Fly/Fly
7.	To nag persistently	Bug/Bug
8.	What you have on your head	Hair/Hare
9.	Bend down to avoid to hit	Duck/Duck
10.	Uncle's wife	Aunt/Ant

NATURE DID IT FIRST - For most modern inventions, there already exists a counterpart in nature. Here is a list of animals and of the invention they utilize. Try matching the animal with the invention.

1.	Bat	A.	Parachute
2.	Armadillo	B.	Snowshoes
3.	Chameleon	C.	Anesthetic
4.	Fish	D.	Helicopter
5.	Flying Squirrel	E.	Suction Cup
6.	Squid	F.	Hypodermic Needle
7.	Hummingbird	G.	Radar
8.	Scorpion	H.	Camouflage
9.	Snake	I.	Electricity
10.	Abalone	J.	Tank
11.	Caribou	K.	Jet Propulsion

Answers: 1-G, 2-J, 3-H, 4-I, 5-A, 6-K, 7-D, 8-F, 9-C, 10-E, 11-B



FLAG QUIZ

Questions:

1. Mrs. Elizabeth Griscom Ross Ashburn 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 every day, 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 flag by publicly mutilating, defacing, burning or trampling upon the American flag. True_____ False_____
10. The American colonies used British flags for 150 years. True_____ False_____

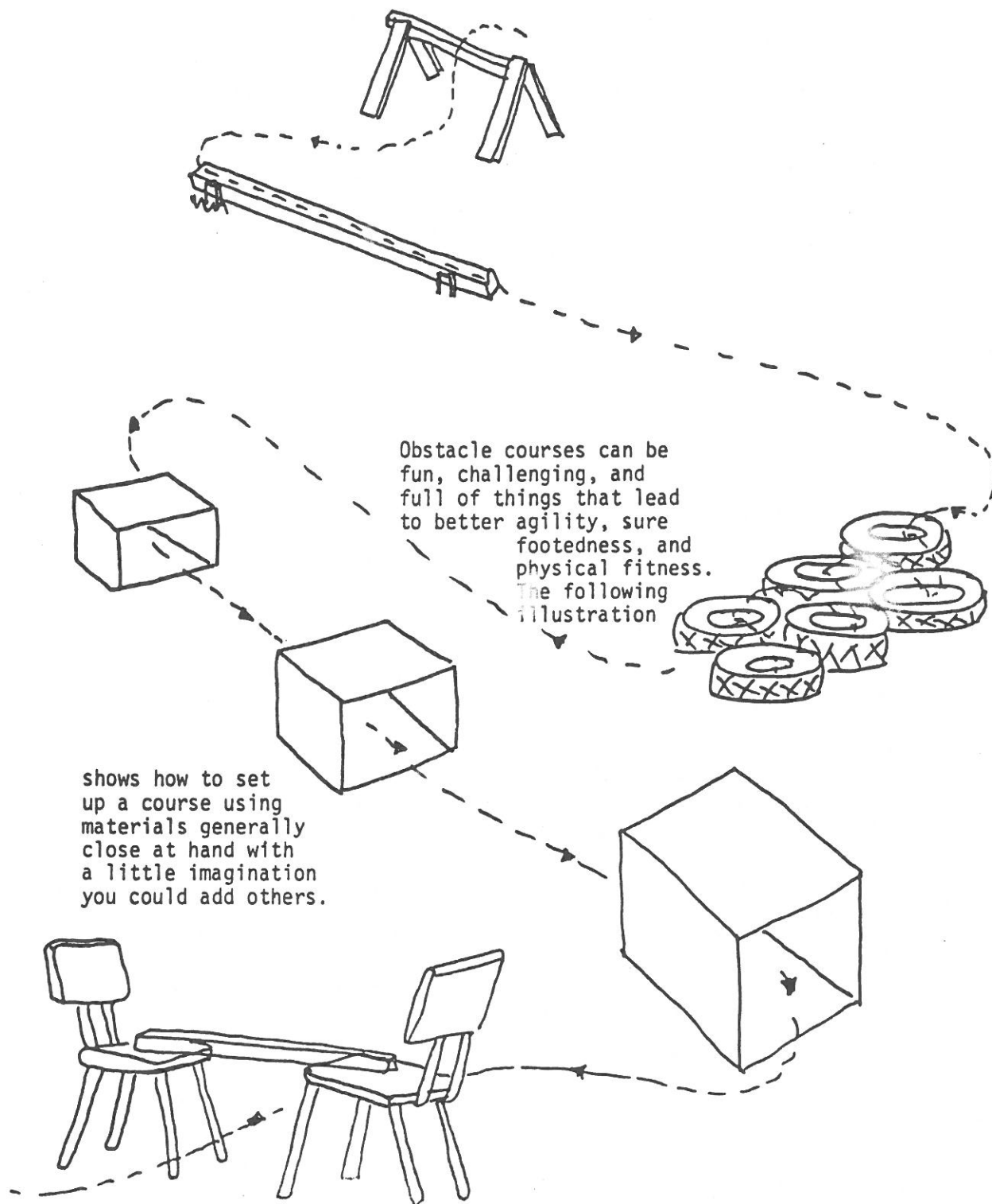
ANSWERS:

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). The flag measures 60 x 90 feet.
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 presented 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 is 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.



OBSTACLE COURSE (indoor)

Cub Scout Fitness



GUESS WHAT GAME - Take cards or slips of paper and on each, with a marking pen, print a letter of the alphabet. On the back, print a question or statement, whose answer begins with the letter printed on the other side of the card. Hold up the card so the audience can see the letter, then ask the question.

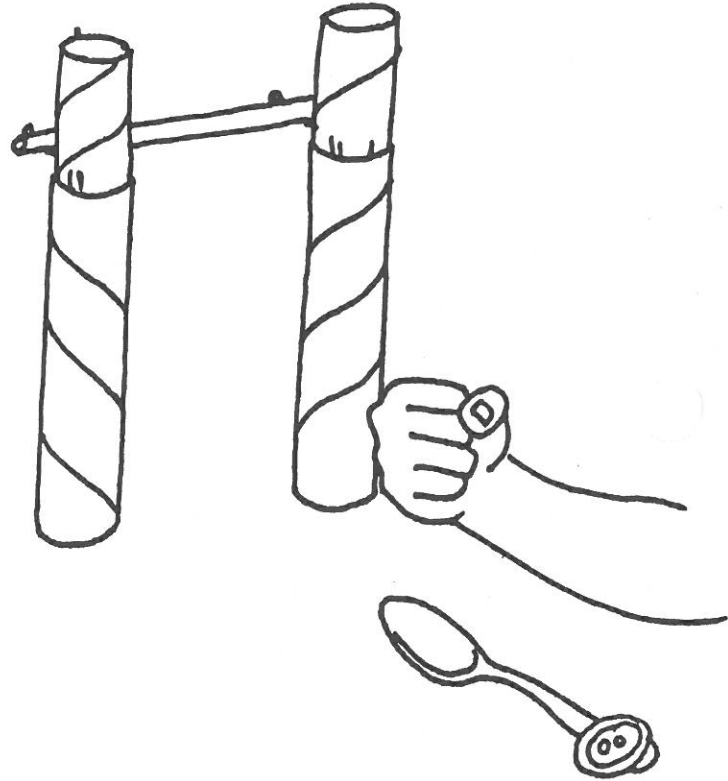
A	Give the name of an important Cub Scout leader	(Akela)
B	Something Cubs want to be when they are old enough	(Boy Scout)
C	Name of the leader of the pack	(Cubmaster)
D	An elected officer of the den	(Denner)
E	A Cub Scout elective	(Electricity)
F	Something every Cub Scout should respect	(Flag)
G	The Cub Scout gives _____	(Goodwill)
H	Something that Scouts like to do	(Hike)
I	We use this to write with	(Ink)
J	We like to see how far or how high we can do this	(Jump)
K	We like to do this to a football	(Kick)
L	Something we do when we are happy	(Laugh)
M	What we can make with a guitar or by singing	(Music)
N	These can be saved to raise money for the pack	(Newspapers)
O	At these Cub events we compete in athletics	(Olympics)
P	These are fun to make and use in skits	(Puppets)
Q	What everyone is when the Cub sign is given	(Quiet)
R	Something we do at the olympics	(Run, Race)
S	We like to do this at den and pack meetings	(Sing)
T	What we don't do when the Cub sign is given	(Talk)
U	What we wear to show that we are Cub Scouts	(Uniform)
V	What we take during the summer	(Vacation)
W	What 4th and 5th grade Cub Scouts are called	(Webelos)
X	A musical instrument	(Xylophone)
Y	A noise that Cub Scouts like to make	(Yell)
Z	We can earn a patch for visiting this	(Zoo)



TABLE TOP OLYMPICS

JAVELIN - Each competitor places his elbow at the edge of the table (or the floor). He then tosses a toothpick as far as possible without lifting this elbow. The official distance is measured from the edge of the table to the point where the toothpick first touches the table (or the floor).

POLE VAULT - The equipment must first be set up. For "uprights" use long paper towel tubes. Put a straight pin in each tube at the height you select for vaulting and use a drinking straw as a crossbar. Rest the crossbar on the pins. Make sure the crossbar is on the side of the tubes facing away from the players. To get additional height for the cross bar, you can raise the tubes up on a box or a few books, or attach a few tubes together. Use a common spoon or a fork to vault a button, coin, or some other small object up and over the crossbar. The object is placed on the end of the handle and the player strikes the other end with his hand.


























After the height of the crossbar is set, each player in turn tries to vault the object he has selected over the crossbar. If the object goes to the side or under the straw, the try is a miss. If the vaulted object knocks the straw off the tubes, the try is also a miss. Three misses in a row and the player is out. After each round of play the crossbar is raised. The player who clears the greatest height over the crossbar is the winner. The official height is measured from the tabletop to the top of the crossbar.

SHOT PUT - Each competitor in turn places a coin (penny, nickel, dime, or quarter) at the edge of the table and then, blowing hard through a drinking straw, he tries to blow the coin across the table as far as possible. The tip of the straw cannot move past the table edge. Blowing one strong blast through the straw works best. The official distance is measured from the edge of the table to the leading edge of the coin.



THIS IS PLAYED LIKE BINGO.

	A	K	E	L	A	
	1-15	16-30	31-45	46-60	61-75	
	3	17	45	49	67	
	13	20	42	52	62	
	6	23	FREE	51	69	
	8	19	31	58	74	
	5	26	44	60	70	
						
						
						
						



SURVIVAL KIT

Match Column B to Column A:

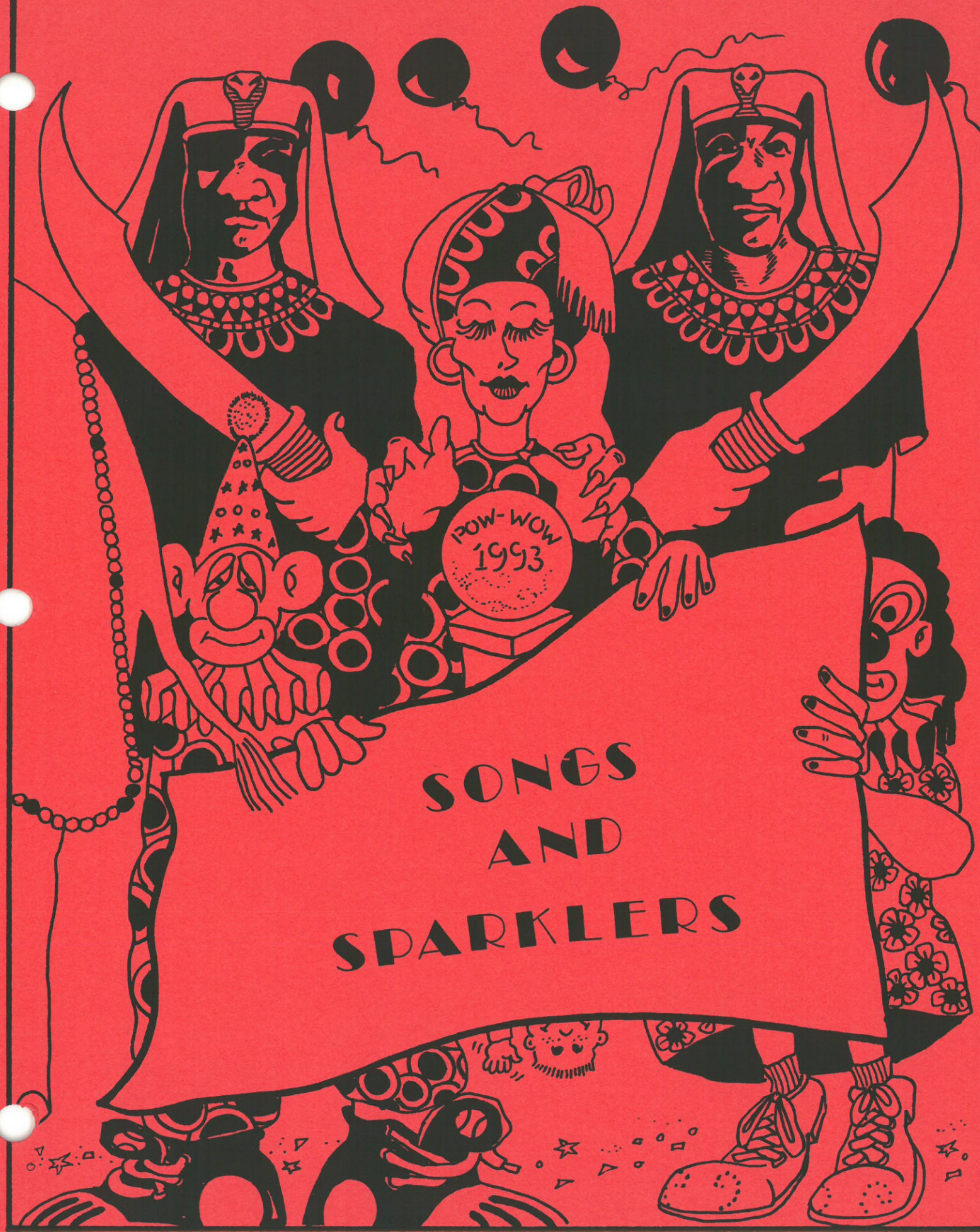
Column A

1. ___ To remind you that you are only useful when pointed in the right direction.
2. ___ This is to help hold it together.
3. ___ To wipe away the tears that may come with each lesson.
4. ___ We all make mistakes, but they can always be corrected.
5. ___ To keep your shirt on, when you become impatient.
6. ___ To cover and heal the little hurts that occur from time to time.
7. ___ To help you through the darkness of uncertainty.
8. ___ It is not necessary to blow out another's light in order to let your own shine.
9. ___ To help you file away the rough spots of the year.
10. ___ To remind you to give of yourself, be flexible.
11. ___ To remind you that you must be able to reach down to do some things.
12. ___ Keep up the good work. There will be stars in your crown.

Column B

- A. Kleenex
- B. Band-aid
- C. Button
- D. Candle
- E. Paper clip
- F. Yarn
- G. Pin
- H. Star
- I. Match
- J. Sandpaper
- K. Eraser
- L. Rubber band

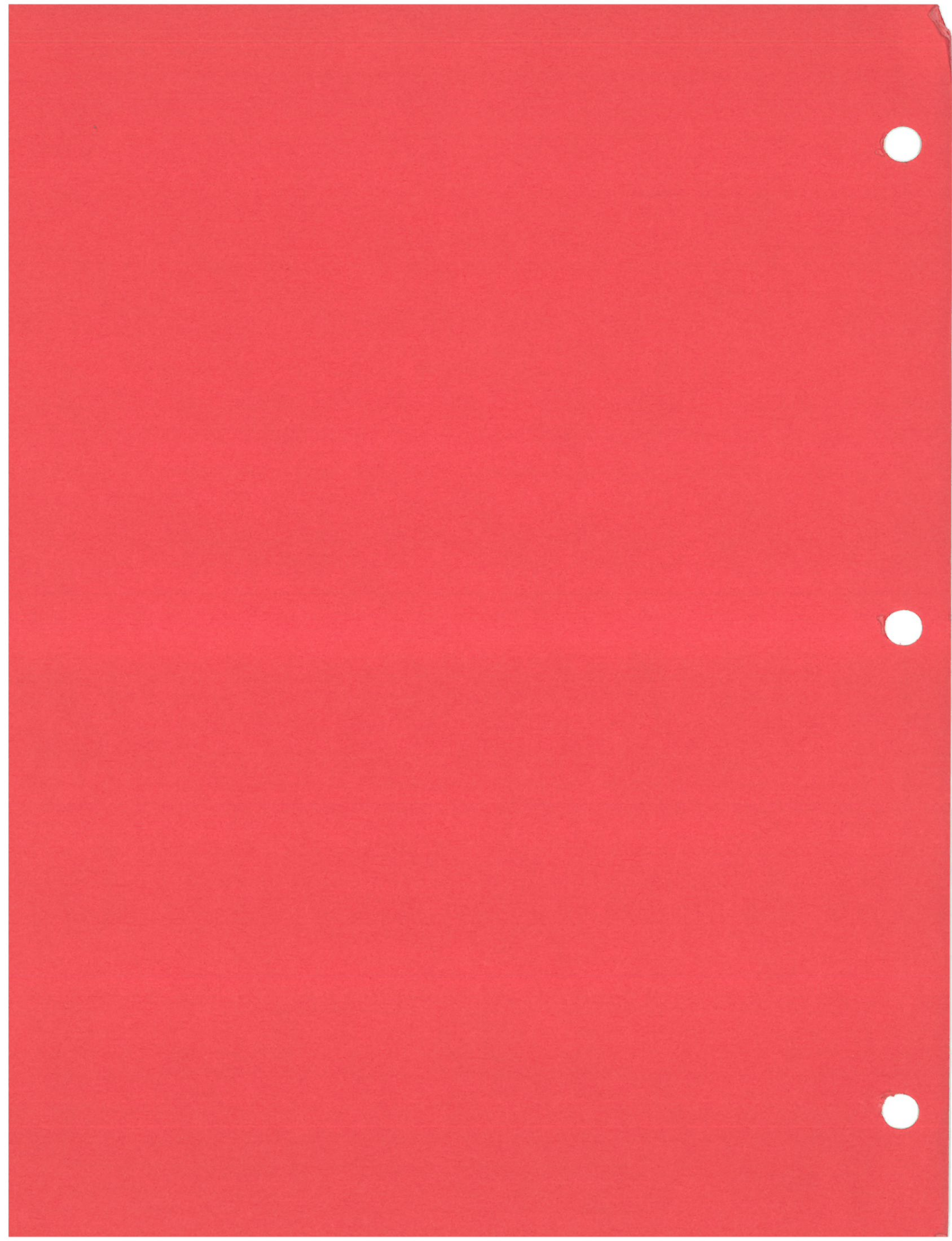




SONGS
AND

SPARKLERS

POW-WOW
1993



SONGS..SONGS..and more SONGS!!

Why songs? Remember the great times singing those songs in school or that song that rumbled the rafters at church? The feeling after these songs really lifted the spirits. Singing is fun! Songs can create enthusiasm or set a mood.

To be a successful song leader, all that is required are a few tips about how to lead songs. Voice? Don't worry about it! A voice like that of a crooner or an operatic star is not necessary. Never apologize. It's easy and it's fun to lead songs. Just follow these hints to be a song leader!

A song leader must break the ice, particularly with a new group. Do things that will break down the reserve and get everyone into the group spirit. At the beginning of the first song period, announce that the group will do things together. Ask a Cub Scout to stand in front of the group and throw his neckerchief into the air and then catch it. Have him do this several times. Tell the group that they can yell as long as the neckerchief is in the air, but must stop instantly when the neckerchief is caught. Suggest such words as "yip-pee, wahoo, Akela, Wolf, Bear, Webelos" etc. Everyone should yell something.



TIPS

1. Begin with a song that everyone knows. Announce the name and the tune (*if it isn't an original song*).
2. Sing the first few bars, or sing the entire song. This will give the pitch and the proper tempo. If there is a piano and a pianist or a recording of the song, use them to teach the song.
3. Then start the song. How? Tell the group to begin singing after the first few words, then signal, such as a simple down motion with the hands is given.
4. What about hand motions? Start with simple up and down motions. Then use these motions to keep time with the rhythm and the syllables of the words as they are sung. The movement of the hands should indicate those notes that are to be prolonged or quickened. In the same way, raise or lower the hands to regulate the volume. Get into the proper swing and rhythm. Put some personality and pep into it. Put the entire body into song leading.
5. Insist on quality, not volume. Expect everyone to sing.
6. Use songs that fit the occasion. Start with lively songs and end the program with something inspirational.
7. Songs should be taught in the weekly den meeting, using songbooks only until the words are learned. Everybody should be ready for some real singing at the monthly pack meeting.
8. If the first song doesn't measure up to expectations, "kid" the group along. Don't reprimand! For instance, try some competition. Put dens one and two against dens three and four...or boys against parents...or moms against dads. Use only one short song to get everyone into the proper spirit.
9. In small groups, someone can often begin a song and everyone joins in naturally without formal leadership.



HOLIDAY MAGIC

December 1993

TOMMY THE CUB SCOUT

(Tune: Frosty the Snowman)

Tommy, the Cub Scout
Was a very happy boy
With a uniform of blue and gold
And a den that gave him joy.

Tommy, the Cub Scout
earned his badges one by one.
he did his best and he met the test;
A good citizen he's become.

He helps out other people
When he sees they need a lot.
He does his chores around the house
And he feeds his dog named Spot.

Tommy, the Cub Scout
Does his duty willingly.
Someday he'll join a Boy Scout troop
And a fine man he will be.

CUB SCOUT SPIRIT

I've got that Cub Scout spirit
up in my head,
Up in my head,
Up in my head.
I've got that Cub Scout spirit
Up in my head
Up in my head to stay.

I've got that Cub Scout spirit
deep in my heart

I've got that Cub Scout spirit
down in my feet

I've got that Cub Scout spirit
all over me...



WE WISH YOU A MERRY CHRISTMAS

We wish you a merry christmas
We wish you a merry christmas
We wish you a merry christmas and a
Happy New Year!

I'M PLAYING IN THE SNOW

(Tune: I'm singing in the Rain)

I'm playing in the snow.
I'm playing in the snow.
What a glorious feeling
It's snowing again.

Making snowman tonight
For the whole world to see
I'm happy just playing
In the snow.

SANTA

(Tune: BINGO)

Every Cub Scout has a friend
and Santa is his name, sir
S-A-N-T-A, S-A-N-T-A
S-A-N-T-A and Santa is his name.

Sing song through six times, the first time just spelling out the name S A N T A; second time, spell out first four letters and clap the A etc.

JOY TO THE CUBS

(Tune: Joy to the World)

Joy to the world, our Cubs are here.
Let all the pack rejoice.
Their badges they have earned today.
Award them now without delay
Let all the pack now cheer.
Let all the pack now cheer.
For those Cub Scouts who advanced today.



EXPLORING ALASKA

January 1994

ON TOP OF THE IGLOO

(Tune: On Top of Old Smokey)

On top of the igloo,
All covered with snow.
Stood 43 reindeer
And twelve Eskimos.

They stood there for hours.
Not one reindeer moved.
The Eskimos also
Seemed froze in their shoes.

But as I look closer
The secret I knew.
The hooves and the snowshoes
Were stuck in ig-glue!

THE POLAR BEAR SONG

(Tune: Sippin Cider)

The other day
I saw a bear
A big white bear
I had to stare.

He stared right back
And seemed to grin.
His long white fangs
Hung to his chin.

He moved toward me
Upon four paws.
And those four paws
Held six-inch claws.

I couldn't move.
My feet were froze,
As I saw steam
Shoot from his nose.

But I was safe
Because I knew,
This polar bear
Was at the zoo.

WHEN ITS SPRING TIME IN ALASKA

When it's spring time in Alaska
And it's ninety-nine below
Where the Eskimos go barefoot
In forty feet of snow.
Where the polar bears get sunburned
And the seals sing all the day
When it's spring time in Alaska
I'll be headed the other way.

ALASKAN YANKEE DOODLE

Yankee Doodle went to Alaska
Just to see a walrus
Stuck some blubber in his hat.
And called it really gross.

Yankee Doodle freeze your nose,
Yankee Doodle dandy,
Don't lose your fingers and your toes,
And don't eat blubber candy.

KNOCK KNOCK

Who's there?
Alaska
Alaska who?
Alaska questions and she'll give me an answer.



BLUE & GOLD TRADITIONS

February 1994

DO YOUR BEST*(Tune: 'Do Re Mi')*

DO to us means Do Your Best
 RE are cheers for all the fun,
 MI is what I do myself
 FA means father, mom and son.
 SO what happens to our pack
 LA with lots of this and that?
 TI together to the top (*Clap, clap*)
 Then that brings us back to Do....

Repeat

DO..TI..LA..SO..FA..MI..RE..Do..
 DO YOUR BEST!

THE PACK MEET*(Tune: Take Me Out to the Ballgame)*

Let's go out to the pack meet,
 Let's all join in the fun,
 Song and games and lots of joys,
 We'll have fun with all of the boys,
 So, come on, let's work together
 And make Cub Scouting a treat..
 For it's Wolves, Bears, Webelos Scouts
 At our old pack meet.

THINK BLUE*(Tune: My Bonnie)*

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 picnic 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 goodtimes.
 For Cub families and their sons.

*(chorus)***THE BANQUET***(Tune: On Top of Ole Smokey)*

Our Blue and Gold Banquet's
 The best one in town,
 We celebrate Scouting
 While gulping food down.

Cub Scouting's a pleasure
 And eating is too!!
 So pass the fried chicken
 Yea, Gold and Blue!

CUB PLEDGE*(Tune: America)*

Cub friendships, pure and deep
 We promise we will keep
 Our pledge to thee.
 We'll honor and obey
 Akela all the way
 And when we graduate
 Good Scouts we will be.

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 we go.

From Wolf to Bear to Webelos
 As in to 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.



WHEELS, WINGS, RUDDERS

March 1994

PINEWOOD DERBY SONG

(TUNE: De Camptown Races)

Cubs Scouts all join in the song, do-da, do-da!
Pine car track all night long, oh do-da-day!

Chorus:

Going to run so fast, going to get ahead.
Bet my money on a blue pine car, somebody bet on
the red.

Black cars, blue cars, green and gray, do-da, do-da!
Are running on the track today, Oh, do-da-day!

Pine cars do have lots of class, do-da, do-da,
Even though they don't use gas, oh, do-do-day!

They're the pride of all the lads, do-da, do-da,
Built by Cub Scouts and their dads, oh, do-da-day!

TRAVELIN' SONG

(Tune: Home on the Range)

Oh, give us a train, or a boat, or a plane,
That will carry us Cubs far away;
To Paris or Rome..let us wander and roam,
And find new things to do every day.

Chorus:

Relax, relax on the trail.
Float over the waves all day,
or glide through the clouds.
Far over the crowds,
But be home before five every day.

On a broomstick we'll ride,
in a rowboat we'll glide.
Take a trip to the moon in a rocket;
And our trip will be fun..
but it soon will be done.
If we happen to hit an air pocket.

Up..Up.. and away!
Let us orbit the far distant sun,
Or deep on the floor.
Of the sea, let's explore,
And as Cubs always have fun!

OUR CAR

(Tune: Camptown Races)

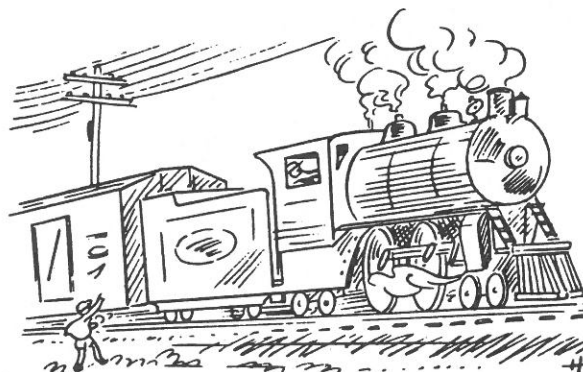
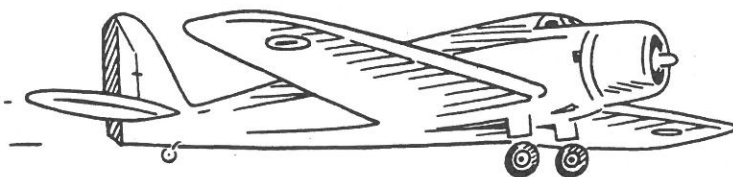
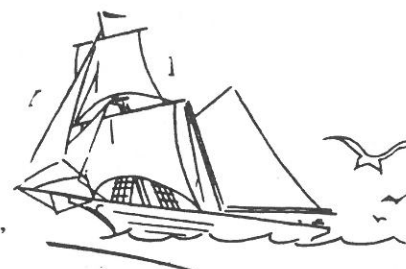
Pinewood Derby's here again,
Oh Boy, Oh Boy!
Dad and I would like to win,
Oh boy, we will try!

Chorus:

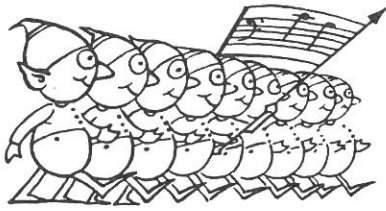
My pop's thumb is sore,
from the carving knife!
Wish he'd let me try it too,
You can bet your life!

Our car looks a little weird,
Oh my, oh my!
Glad it doesn't have to be steered,
Oh my, time to go!

Now it's racing down the track,
Hurry, Hurry!
We're close to the finish line,
Hurry up and pass!



SHAPE UP
April 1994



TOUGHEN UP
(Tune: Clementine)

Do a push up, do a pull up,
Do a 30 yard run.
We build muscles as we hustle,
All the time we're having fun.

Running broad jump, do a high jump.
Throw the ball way out of sight,
Lift bar bells with all your might.

Watch 'em flexing, watch 'em bulging,
Watch our muscles growing strong.
Building muscles in our backyard,
That will last a whole life long.

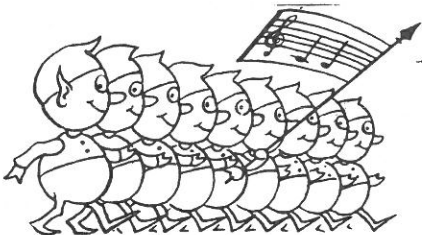
A STRETCHING WE WILL GO

(Tune: A hunting we will go)
This is an action song.

A-stretching we will go,
Moving to and fro.
And when we're done,
We've had some fun,
And relaxed our muscles, too.

Come on, folks, let's stand,
And raise up high each hand.
Then spread them wide.
Now to your side,
As your muscles you relax.

Now let us stamp our feet,
But please don't take your seat.
Before you're down,
Please turn around,
And then you'll take your seat.



CUB SCOUT MARCHING SONG

(This old man he played one)

This young Cub, number one, He sure likes to get things done.

Chorus:

With a knick knack paddy wack,
Give a Cub a chore.
This he'll do and ask for more.

This young Cub, number two, He will do odd jobs for you.

This young Cub, number three, Full of humor, full of glee.

This young Cub, number four, Follows rules and know the score.

This young Cub, number five, he has courage, he has drive.

This young Cub, number six, He'll make things with ropes and sticks.

This young Cub, number seven, becomes a Boy Scout at eleven.

This young Cub, number eight, gives goodwill that sure does rate.

This young Cub, number nine, he's so pleasant all the time.

This young Cub, number ten, sings the chorus once again.....

HEAD SHOULDERS KNEES & TOES

(Tune: There's a Tavern in Town)

Head Shoulders Knees and Toes,
Knees and Toes.

Head Shoulders Knees and Toes,
Knees and Toes.

Eyes and ears and mouth and nose,
Head Shoulders Knees and Toes,
Knees and Toes.

1 - sing through, doing actions.

2 - omit singing 'head', but touch it.

3 - omit singing 'shoulders' and 'head'.

4 - omit singing 'knees' but touch them.

5 - omit singing 'toes' but touch them.



BACK TO NATURE

May 1994

TAKE ME OUT TO THE FOREST*(Tune: Take Me Out to the Ball Game)*

Take me out to the forest.
 Let me hike in the wild.
 Show me a skunk and a few bear tracks.
 I won't care if I never come back.

But it's look, look, at your compass.
 If it rains, then it pours.
 And it's ouch, slap, sting and your bit
 In the great outdoors!

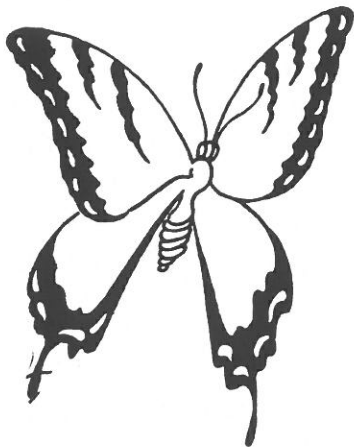
TO THE WOODS*(Tune: It's Off to Work We Go)*

Hi ho, hi ho, it's to the woods we go.
 To catch some snail on backwoods trails.
 Hi ho, hi ho, hi ho.

Hi ho, hi ho, it's in the woods we go.
 To gaze at stars, won't hear no cars.
 Hi ho, hi ho, hi ho.

Hi ho, hi ho, it's through the woods we go.
 To search the skies for butterflies.
 Hi ho, hi ho, hi ho.

Hi ho, hi ho, out of the woods we go.
 We'll pitch our tent, our legs are spent.
 Hi ho, hi ho, hi ho.

**THE FLYING BIRDS***(Tune: The Flying Trapeze)*

They fly through the air with the greatest of ease.
 Those big flocks of pigeons and gulls from the seas.
 No dog on the ground or big snakes in the trees,
 Can fly high like the ducks and the geese.

I once had a duck, and that duck's name was Phil.
 One morning he woke with a terrible chill.
 The dew was too heavy, he drowned on the hill,
 Yes, he died from an over dew bill.

Once just for a joke me and Tim, my big brother,
 Caught fifteen wild geese who were downed by the
 weather.
 We poured on some glue, and found birds of a
 feather,
 In fact really do stick together.

Oh cows have no feathers, and zebras can't fly.
 And aardvarks and beavers can't zoom through the
 sky.
 And I can't take off although I always try,
 I guess I'll be an earth bound guy.

TARZAN OF THE APES*(Tune: Battle Hymn of the Republic)*

I like bananas, coconuts and grapes.
 I like bananas, coconuts and grapes.
 I like bananas, coconuts and grapes.
 That's why they call me Tarzan of the Apes!

(When you are singing 'I like bananas, coconuts and grapes, bend over with arms swinging in front of you like an ape) (Say last line very loudly and stand up and beat your chest).



STRONG FOR AMERICA

June 1994

ON THE FIRST DAY OF DAY CAMP*(Tune: On the first day of christmas)*

On the first day of day camp,
my mother sent with me.....
A sack lunch with smashed potato chips.

Two T-shirts.
Three pairs of socks.
Four baseball caps.
Five plastic cups.
Six water guns.
Seven games to play.
Eight batman comics.
Nine shower hooks.
Ten band-aids.
Eleven shoestrings.
Twelve bottles of OFF!

LINCOLN SONG*(Tune: Found a Peanut)*

Found a poor boy,
Found an honest boy,
And Abe Lincoln was his name.
He worked hard and studied law,
It's how he earned his claim to fame.

Went to Washington,
Became our President!
Honest Abe so strong and tall;
Freed the slaves as we all know,
Won the peaches for one and all.

When he died,
It was so sad,
But his bravery lives on:
A memorial we can see,
When we visit Washington.

**PICKING UP LITTER***(Tune: I've been working on the Railroad)*

I've been pickin' up the litter,
All the live long day.
I've been pickin' up the litter,
Just to have a place to play.
Can't you see the litter basket,
Sitting on the sidewalk there?
Every little bit will help us,
If you just show you care.

Won't you pick it up?
Won't you pick it up?
Won't you pick it up today, today?
Help us clean it up,
Help us clean it up,
Help clean up the U S A.

THIS LAND IS YOUR LAND

This land is your land.
This land is my land.
From Cal-i-for-nia,
To the New York Is-land.
From the Red wood for-est,
To the Gulf Stream wa-ters,
This Land was made for you and me.

As I went walking,
That Ribbon of highway.
I saw above me that endless skyway.
I saw below me that golden valley.
This land was made for you and me.

I roamed and rambled,
and I followed by footsteps,
To the sparkling sands of her diamond deserts.
All around me a voice was sounding,
This land was made for you and me.

FLY YOUR FLAG*(Tune: Row your boat)*

Fly, fly, fly your flag,
On our holidays,
Be a loyal citizen,
In this and other ways.



BUCKSKIN PIONEERS

July 1994

CUB SCOUT INDIANS

(Tune: On top of Old Smokey)

Down in the basement,
Of the den leader's house,
The Cub Scouts were working,
As still as a mouse.
They made bows and arrows,
And headdresses, too.
They were going to be Indians,
Creek, Blackfoot and Sioux.

They painted their headbands,
In red, green and blue,
And some of the Cub Scouts,
Had painted arms, to..
they made shields and breechcloths,
And moccasins too.
And a big Indian Tepee,
Large enough to walk through.

Pack meeting night came.
They arrived on the scene,
All dressed up like Indians,
Painted red, blue and green.
They danced and sang war chants,
Around the campfire,
They had an Indian contest,
No one seemed to tire.

The room was all filled,
With excitement and noise.
No one could believe,
Those wild Indians were boys.
When the wild Indians got home,
The parents all said,
They were glad that their boys,
Were now Cub Scouts instead.



AKELA'S COUNCIL

(Tune: Clementine)

When Akela holds his council,
And the campfire's all a-glow,
We'll form a friendship circle,
As we sing so sweet and low.

O Akela, brave Akela,
True & fair Cub Scouts we'll be.
To our Promise and the Pack Law,
We will pledge our loyalty.

INDIAN TAPS

(Tune: Taps)

Great spirit come,
With beat of drum.
Journey now,
With each one,
Great spirit please.
Till each one,
Of your tribe,
Reach their tepees.



HOME ON THE RANGE

Oh give me a home,
where the buffalo roam,
Where the deer and the antelope play.
Where seldom is heard
a discouraging word,
And the skies are not cloudy all day.

Chorus:

Home, home on the range,
Where the deer and the antelope play.
Where seldom is heard,
A discouraging word,
And the skies are not cloudy all day.



WATER FUN

August 1994

SOAP AND TOWEL

(Tune: Row your Boat)

Soap, soap, soap and towel,
Towel and water, please,
busily, busily, busily, busily,
scrub your dirty knees.

Chew, chew, chew, your food,
Gently through the meal,
the more you chew, the less you eat,
and the better you will feel.

SKIN DIVER'S SONG

(Tune: Sailing, Sailing)

Diving, diving, into the deep blue sea,
and many a fish we've scared away,
on that you will agree.

Diving, diving, into the ocean blue,
with flippers, and mask and oxygen gas,
We'll have adventure true!

IF YOU'RE HAPPY

If you're happy and you know it,
Clap your hands.
If you're happy and you know it,
Clap your hands.
If you're happy and you know it,
and you really want to show it,
If you're happy and you know it,
Clap your hands.

2nd verse

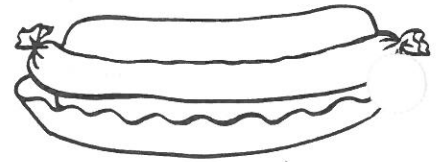
If you're happy and you know it,
Stamp your feet.

3rd verse

If you're happy and you know it,
Shout 'Amen'.

4th verse

If you're happy and you know it.
Do all three.



HOT DOG SONG

(Tune: Oscar Meyer Wiener Song)

I wish I was a fat and juicy hot dog,
That is what I'd truly like to be.
'Cause if I were a fat and juicy hot dog,
Someone'd always be in love with me.

(Sing it louder)

(Sing it faster)

(Sing it the last time as if your mouth was full)

BOOM-CHICKA-BOOM

(Slap legs then snap fingers to keep time; leader chants, then group repeats)

I said a boom-chicka-boom.
I said a boom chicka-rocka.
I said a boom-chicka-rocka-chicka-rocka-chicka-boom,
Uh huh,
Oh yeah,
One more time..this time higher.

(repeat above lower, faster, slower, sexy, macho, tongue-in-cheek. Make up any other variations that are fun)

THERE AIN'T NO FLIES ON USE

(Tune: The Farmer in the Dell)

There ain't no flies on us.
There ain't no flies on us.
There may be flies on the other guys,
But there ain't no flies on us.

(Chiggers, ticks, bugs, etc)



EXPLORE YOUR NEIGHBORHOOD

September 1994

TAKE ME OUT TO THE BALL GAME

Take me out to the ball game,
 Take me out to the park.
 Buy me some peanuts and crackerjacks,
 I don't care if I never come back.
 Let me root, root, root for the home team,
 If they don't win, it's a shame.
 For it's one, two, three strikes,
 "You're out"
 At the old ball game.

PEOPLE IN A FAMILY SHOULD DO A LOT TOGETHER

(Tune: *Supercalifragilisticexpialidocious!*)

Chorus:

People in a family should do a lot together,
 In a house, or out of doors,
 No matter what the weather,
 Do not try to put it off.
 It's either now or never,
 People in a family should do a lot together!

Mom and Dad should take the time,
 You'll be glad you did.
 To be a parent and a friend,
 Do something with your kid.
 One day they are tiny,
 And the next day they are grown,
 And before you know it,
 You'll be living all alone.

THE MORE WE GET TOGETHER

The more we get together, together, together,
 The more we get together, the happier we'll be.
 For your friends are my friends,
 And my friends are your friends,
 The more we get together, the happier we'll be.

The more we get together, together, together,
 The more we get together, the happier we'll be.
 For you know that I know,
 And I know that you know,
 The more we get together, the happier we'll be.

TRAIN SONG

(Tune: *Yankee Doodle*)

I met an engine on a hill,
 All hot and broken-hearted.
 And this is what he said to me,
 As up the hill he started.

(Slowly)

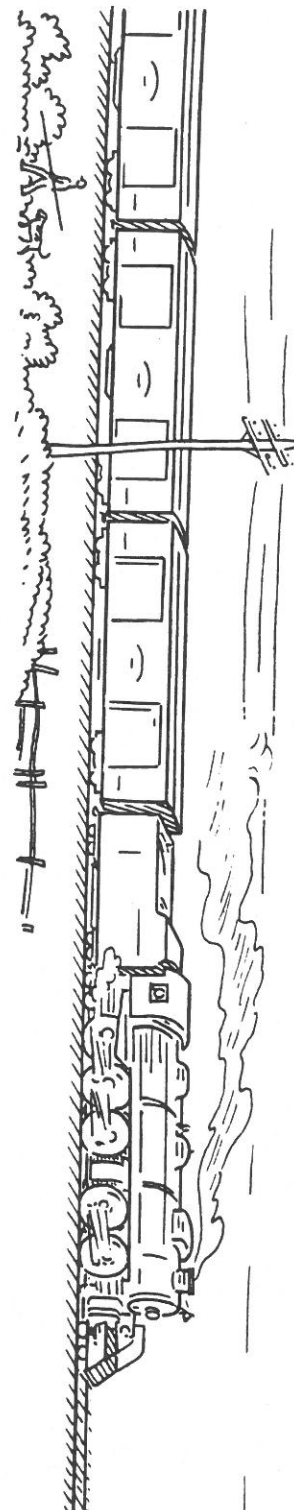
I think I can, I think I can,
 At any rate, I'll try.
 I think I can, I think I can,
 At any rate, I'll Try.

A-choo choo choo, A-choo choo choo,
 A-choo choo choo choo choo.
 A-choo choo choo, a-choo choo choo,
 A-choo choo choo choo choo.

He reached the top, and looking back,
 To where he stood and doubted.
 He started on the downward track,
 And this is what he shouted.

(Quickly)

I knew I could, I knew I could,
 I never should have doubted.
 I knew I could, I knew I could,
 I never should have doubted.



ACHIEVEMENT PARADE

October 1994

WE ARE CUB DEN NUMBER ONE*(Tune: London Bridges Falling Down)*

We are cub den number one, number one, number one.

We are cub den number one, where is number two?

We are cub den number two, number two, number two.

We are cub den number two, where is number three?

*(Each den takes up the song in turn)***FOUR CUB SCOUTS***(Tune: Three Blind Mice)*

Four Cub Scouts, Four Cub Scouts,
See how they go, see how they go,
They all went after their Bobcat pin,
The Wolf and the Bear were the next to win,
and then they went to the Webelos Den,
Our four Cub Scouts.

AKELA'S PACK*(Tune: I've Been Working on the Railroad)*

We're a pack of happy Cub Scouts,
"Webelos" is our tribe.
We are waiting to be Boy Scouts,
When we become of age.
Don't you want to come and join us,
Join our happy Pack?
Don't you want to be a Cub Scout?
Come, and "DO YOUR BEST,"
(Cheer YOUR BEST)

PUMPKIN BELLS*(Tune: Jingle Bells)*

Dashing through the streets,
In our costumes bright and gay.
To each house we go,
Laughing all the way.
Halloween is here,
Making spirits bright.
What fun it is the trick or treat,
And sing Pumpkin carols tonight.

Oh, Pumpkin bells! Pumpkin bells!
Ringing loud and clear.
Oh what fun Great Pumpkin brings.
When Halloween is here!

THE TWELVE DAYS OF HALLOWEEN

On the twelfth day of Halloween,
my mom gave to me:
Twelve bats a-flyin,
Eleven masks a-leering,
Ten ghouls a groaning,
Nine ghosts a-booing,
Eight monsters shrieking,
Seven pumpkins glowing,
Six goblins bobbling,
Five scary spooks,
Four skeletons,
Three black cats,
Two trick or treaters,
and an owl in a dead tree.

GREAT PUMPKIN IS COMIN' TO TOWN*(Tune: Santa Claus is comin to town)*

Oh, you better not shriek,
You better not groan,
You better not howl,
You better not moan,
Great Pumpkin is comin' to town!

He's going to find out,
From folks that he meets,
Who deserves tricks,
And who deserves treats,
Great Pumpkin is comin' to town!

He'll search in every pumpkin patch,
Haunted houses far and near.
To see if you been spreading gloom,
Or bringing lots of cheer.
So, you better not shriek,
you better not groan,
You better not howl,
You better not moan,
Great Pumpkin is comin' to town!



HARBORS, STATIONS, AIRPORTS

November 1994

TURKEY SONG

(Tune: Bring back my Bonnie)

My turkey went walking one morning,
The November weather to see.
A man with a hatchet approached her,
Oh, bring back my turkey to me.

Chorus:

Bring back, bring back,
Oh, bring back my turkey to me, to me.
Bring back, bring back,
Oh, bring back my turkey to me, to me.

I went down the sidewalk a shoppin',
The signs in shop walks to see.
And everywhere hung Great Fat Gobblers.
Oh, bring back my turkey to me.

(Chorus:)

I went out to dinner and ordered,
The best things they had I could see.
They brought it all roasted and sizzling.
They brought back my turkey to me.

Brought Back, brought back,
They brought back my turkey to me, to me.
Brought back, brought back,
They brought back my turkey to me, to me.

TURKEY

(Tune: My Country Tis of Thee)

My turkey, 'tis of thee,
Sweet bird with gravy, of thee I sing.
I love thy breast and wings,
Back, legs and other things.
I love thy sweet stuffing,
All but the neck.

THE PILGRIMS CAME

(Tune: Yankee Doodle)

The Pilgrims came across the sea,
From England faraway;
And now we always think of them,
When it's Thanksgiving Day.

The Mayflower was their sailing ship,
Across the waves and foam,
They landed here on Plymouth Rock,
And this was their new home.

The bitter winter was so hard,
That many Pilgrims died.
By spring they had some growing crops,
And Indian friends besides.

When harvest time came they were glad,
They had learned many things.
The Indians joined them in a feast,
Their first Thanksgiving.

Some folks think that they were sad.
I think that they were gay.
We thank the Pilgrims everyone,
For our Thanksgiving Day.



TRICKS AND STUNTS

You'll be amazed at these tricks that you can show your Cubs at very little expense to you, as most of the materials needed can easily be found around the house.



One suggestion: As with anything you prepare for den meetings, try these tricks first so you understand and accomplish them so as not to disappoint your Cubs.

FLOAT A NEEDLE

You can float a needle in a glass of water if you first put a piece of tissue paper on top of the water and carefully lay the needle on top of it. The paper will sink and the needle will remain floating.

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.

LASSO AN ICECUBE

You will need:

- Glass of water
- Ice Cubes
- Cotton thread
- Salt shaker on table

Tie a 1 or 2 inch loop in the end of a piece of thread. Ask the boys if they can lasso an icecube and remove it from the glass,

FIZZICAL TOES

Have each boy remove one shoe and one sock. Then give each boy three marbles. Without using their hands in any way, the boys are to lift and carry each of their marbles with their toes from the starting point to another point. The first to get all three marbles to the finish line wins. *(when first using this stunt, have the finish line nearby so the boys don't get discouraged. Each time you use the stunt with the same group of boys, though, be sure to move the finish line further away as they will be able to do this quite quickly)*

INVISIBLE INK

Materials needed: Juice of half a lemon, a Q-Tip, a lamp and white paper.



Dissolve the lemon juice in a small amount of water and dip the swab into it. Then use the swab to write a message on ordinary white paper. When it dries, the writing will be invisible! When you want to read the message, heat the paper by holding it near a light bulb and your message will appear on the page in black.

KNOT TRICK

Materials needed: A string about 20 inches long.

Place a string on a table and challenge your friends to hold one end of the string in each hand and tie a knot - without letting go of the string.

Now you can sit back and watch them struggle. No matter how hard they try, they won't be able to tie a knot without releasing at least one hand.

Now you demonstrate how to do it. Cross your arms, bend over the string and grab the ends in your hands. As you straighten up, by uncrossing your arms you will have tied a perfect overhand knot!

COMPETITIVE PAIR STUNTS

Kneel Knock - Boys kneel, facing each other. Each tries to knock the other off balance, using only the shoulders. First man down loses.

Elbow Wrestle - Each boy tries to force his opponent to the ground without moving the elbow.

Chest Touch - Each man resists opponent's right hand as he tries to touch chest.

Twister - Boy rotates 1-inch dowel back and forth as fast as he can and as far as possible in each direction. This develops wrists and forearms.

Seal Crawl - In push-up position, boy walks forward using only his arms (*instead of foot on ground, toes dragging*). Body is straight, head is up.

BUBBLE MIX RECIPES

Here are several recipes to experiment for bubble blowing. They differ partly because soap (*powders*) and detergents (*Liquids*) vary in strength. Try several and decide on a favorite.

Dishwashing liquid detergent usually works well.

Use at least one part soap to 8 to 10 parts warm water for a normal mix. For example, 1 tablespoon of soap for every 1/2 cup of water or 1/2 cup of soap to 5 cups of water.

A larger proportion of soap to water makes larger bubbles.

More detergent than water creates giant bubbles.



Add sugar or gelatin powder to get longerlasting bubbles. Bubbles burst when they dry out. These substances slow down the evaporation of water that causes the drying out. Try 1 part sugar or gelatin to 1 part soap and 6 parts water.

BUBBLE HINTS

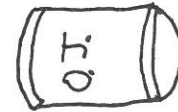
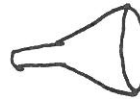
- Save clean jars of different sizes to hold various bubble mixes.
- Stir gently so as not to whip up soapsuds.
- Slowly pour water into detergent/soap.
- Let bubble mix stand for a day or two, if possible.
- Put the bubble mix in the refrigerator for a few minutes before using it. Your bubbles will last longer!
- For best results, blow bubbles on a rainy or humid day. Because there is moisture in the air, they will last longer.

MAKE YOUR OWN BUBBLE BLOWERS

There are many types of bubble blowers to be made from things around your house.

Try some of these:

- A frozen juice can with both ends removed.
- A cut away plastic bottle.
- A funnel.
- A soda straw.



You can blow two bubbles with one bubble blower by cutting 4 slits about 2/3" long at BOTH ends of a plastic drinking straw. Bend the cut strips outward. Make a small slit in the middle of the straw, and bend it at the slit. You have now created a two-ended bubble pipe. Dip one end into mix and blow into the middle slit. You'll get a bubble. Blow a second bubble by dipping the other end of pipe into the mix and blowing through middle again. Then seal the slit in the middle of the bubble pipe by covering it with your fingers. When you blow the second bubble, the first one gets larger and when the opening is sealed, the smaller second bubble gets even smaller while the first one gets still larger.

FUN WITH COLOR

Materials needed: a strip of paper towel or newspaper, a green felt tipped pen or a drop of green food dye, a jar or glass filled with 1" of water and a spring type clothes pin.

Make a spot of color about 2 inches from one end of the strip of paper towel. Hang the strip in the jar so that the spot is above the water and the end of the strip is in the water. Let it stand in the water for 15 to 20 minutes.

When you come back to it, you will see the green spot is gone but above the original spot the paper has turned blue, and above that the paper is yellow!



TONGUE TWISTERS FOR CUB SCOUTS

How to use a tongue twister:

Just for fun, pass out slips with tongue twisters on them. See if you can say them to another person.

Use them at a table, on back of placecards.

As a contest, to see which person or den is best at twisting their tongues around.

Have your Cubs try saying short tongue twisters three times very fast.

Red Leather, Yellow Leather.

Good blood, bad blood.

Shy soldier.

Kick six sticks quick.

Seashore, seashore.

If your Cubs master those, have them try these longer ones:

1. Fred fetches fresh fish each friday.
2. The sizzling sun shines on six swinging shop signs.
3. Wicked witches will whisk switches.
4. Two treetoads tied together tried to trot to town.
5. A big black bug bit a big black bear.
6. Susie's shirt shop sells pre shrunk shirt.
7. Eleven enormous elephants elegantly eating Easter eggs.
8. Nine floating flyboast full of fruits and flowers.

How about:

Betty Botter bought some butter,
 "but" she said, "this butter's bitter if I put it in my batter,
 It will bake my batter bitter!"

The swan swam the sea. We shouted, "swim, swan, swim" The swan swirled and swam back again. What a swim, swan, swam"



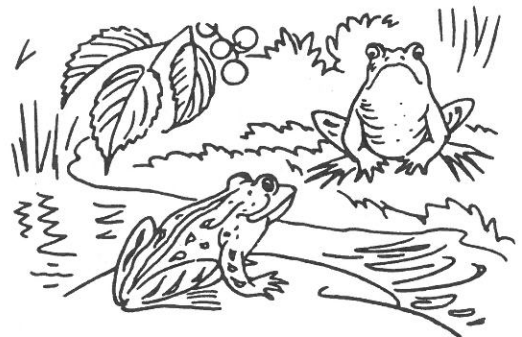
TONGUE TWISTER SONG

(Tune: Battle Hymn of the Republic)

A busily buzzing bumble bee was busily buzzing by.
 A busily buzzing bumble bee was busily buzzing by.
 A busily buzzing bumble bee was busily buzzing by.
 A busily buzzing bumble bee was busily buzzing by.

Chorus:

They were only playing leapfrog.
 They were only playing leapfrog.
 They were only playing leapfrog.
 As a busily buzzing bumble bee was busily buzzing by.



Variations:

A speedy spider spied a spider on a spindly spider's back.

(Chorus: same as above)

One hedge hog edged up on the hedge while another hedgehog edged down.

(Chorus: They were only playing hedge hop)

One fleet fly flew up the flue while another fleet fly flew down.

(Chorus: They were only playing flu fly)

One sly snake slid up the stake while another sly snake slid down.

(Chorus: They were only playing serpent)

One big black bear backed into a bush while another big black bear backed down.

(Chorus: They were only playing bear back)

One tiny turtle tumbled into the tank while another tiny turtle tumbled out.

(Chorus: They were only playing tip tank)

One tall turkey tore up the tree while another tall turkey tore down.

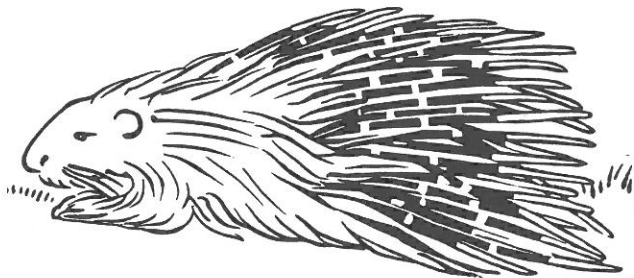
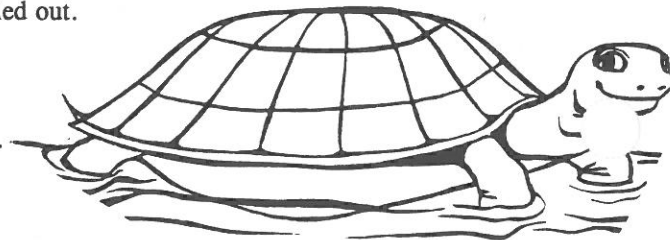
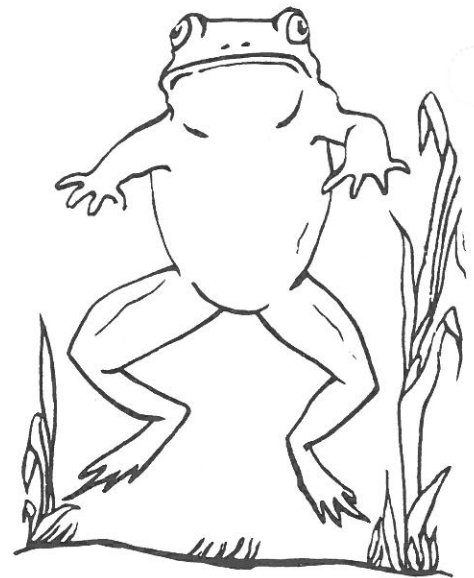
(Chorus: They were only playing tree tag)

One fat frog flopped on the float while another fat frog flopped down.

(Chorus: They were only playing frog float)

One speedy fat bear tumbled into the stake while another sly fleet turkey flopped down.

(Chorus: That's the way we sing in Cub Scouts)



SPARKLERS

There are many different kinds of audience participation stunts which can serve to get the whole audience involved in doing something together. Some kinds serve the purpose of letting people stand and take a stretch by going through motions under the direction of a leader. Others are in the form of a story, with either worthwhile points or just plain fun.

Remember the key word is INVOLVEMENT. The more people who are involved, the more fun it will be for everyone. Stunts add variety, action and fun.



BUZZER BEE

Have the group pair off. On signal, each person is to look his partner in the eye and start buzzing. Continue until one laughs or has to take a breath. Each winner finds another winner until one person is the "Champion Bee."

RIDDLES

Why does Santa like chimneys?
They soot him.

Why did Santa only have seven reindeer this year?
He left Comet to clean the sink.

What lives in winter, dies in summer, and grows with its root upward?
An icicle!

What is the Eskimo song?
Freeze a jolly good fellow!

What happens to a cat when it crosses a desert on Christmas day?
It gets sandy claws.....Santa Claus.

Why do elephants have so many wrinkles?
Have you ever tried to iron one?

Why aren't elephants allowed on the beach?
Because they can't keep their trunks up!

What time is it when an elephant sits on a fence?
Time to get a new fence.

Which will burn longer: The candles on the birthday cake of a boy or the candles on the birthday cake of a girl??
Neither, candles don't burn longer..they burn shorter!



KNOCK KNOCK JOKES

Knock Knock, whose there, ether Bunny

Knock Knock, whose there, Anna.
Anna Who? Anna ether Bunny.

Knock Knock, whose there, Stella.
Stella Who? Stellanether Bunny.

Knock Knock, whose there, Consumption.
Consumption who? Can somethin be done bout all these ether bunnies?

Knock Knock, whose there, Cargo.
Cargo who? Cargo beep beep and run all over all the ether bunnies.

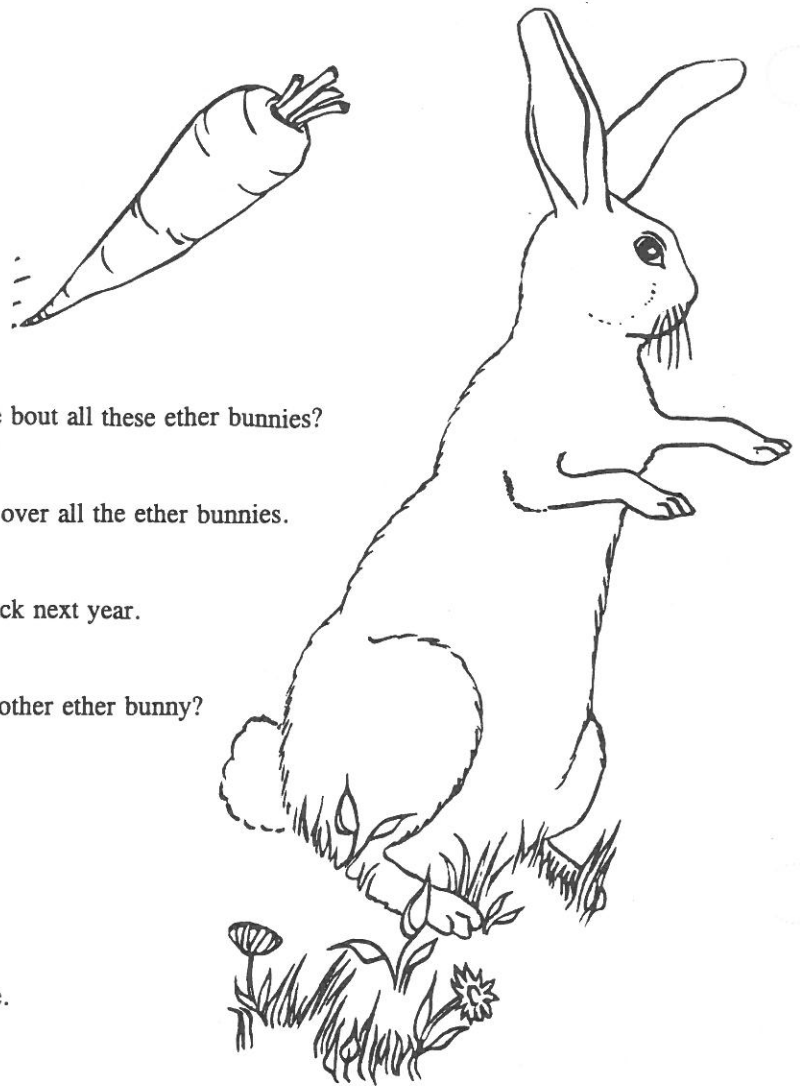
Knock Knock, whose there, BOO.
Boo Who? Don't cry, ether bunnies be back next year.

Knock Knock, whose there, Orange.
Orange who? Arentcha glad there isn't another ether bunny?

Knock Knock, whose there? Radio.
Radio Who? Radio not, Here I come!

Knock Knock, whose there? Althea.
Althea who? Althea later!

Knock Knock, whose there? Heaven.
Heaven who? Heaven ya heard this before.



JOKE

Ask someone to spell the word "joke". Then ask him to spell "folk". Next ask him to spell "poke". Finally ask him to spell the white of an egg. He will probably spell "y o l k". But the yolk is the yellow part of an egg. The white part is called albumin!

THE REMARKABLE LETTER

1st Cub: "I can write my whole name in just one letter"

2nd Cub: "How"

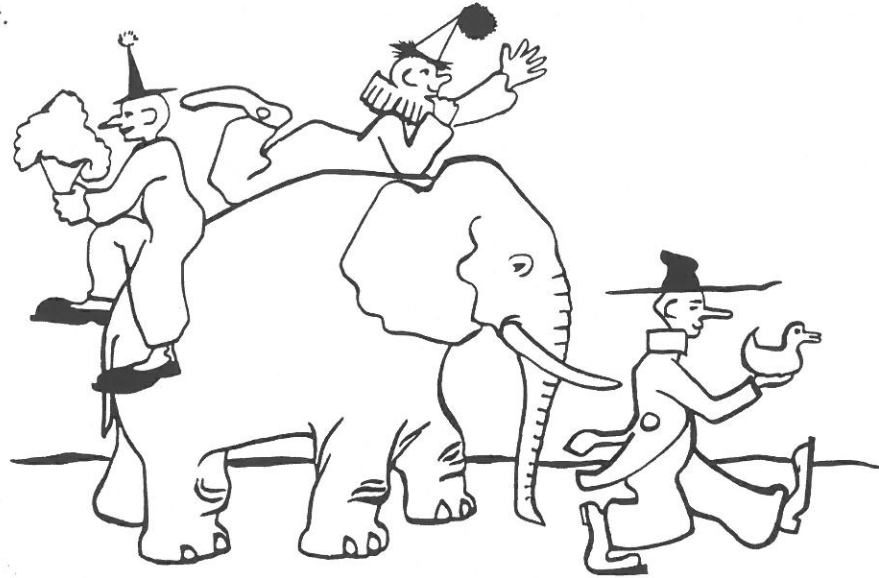
3rd Cub: "Like this!"



EZ DOES IT!

Can U read these? Some R very EZ and same R craZ!

1. IV, LC, LN, KT, and RT 8 canD B4 dinner.
2. LC wants 2 B N avE8R.
3. Cats N K99 R NMEE.
4. R U A N OT boy?
5. F U R MT, eat NapL.
6. POT oooooooooo grow big N IOA.
7. Who is this and where does he live?
 Hill
 John
 Me
8. The restaurant owner said:
 " I C U O o4 U 80"
9. XQQ me 4 Tsing U.



ANSWERS:

- (Ivy, Elsie, Ellen Kate and Artie ate candy before dinner.)
- (Elsie wants to be an aviator)
- (Cats and canines are enemies)
- (Are you a naughty boy?)
- (If you are empty, eat an apple.)
- (Potatoes grow big in Iowa)
- (John Underhill, Andover, ME.(Maine))
- (I see you owe nothing for you ate nothing)
- (Excuse me for teasing you)

COMMUNITY SNEEZE

While seated, the group is divided into three sections. The leader then asks the first section to say together "HISH" two or three times for practice. The second section "HASH" and the third section "HOSH". Then he asks the first section to add "EE" as in "HISHEE", the second section "HASHEE", the third "HOSHEE". The leader then tells the group to say their word in unison at his signal. The ensuing sound is like an enormous sneeze.

SAME SONG

Get partners. Have slips of paper paired, with names of familiar songs on them. Each person gets a slip and wanders around the room, humming or singing his song until he finds the other who is humming or singing the same song.



AUDIENCE PARTICIPATION STUNTS

These stunts gives the audience an opportunity to stand up and move about a bit and stretch. In this type of audience participation stunt the leader reads the narration and the audience performs what the narrator says. If desired, one or two leaders can stand beside the narrator and lead the audience in the motions.

STRETCHER

Try this as an icebreaker or a seat-relaxer. Everyone imitates the actions of the leader as he tells the story.

The traveler stood up;
 He looked to the north,
 Then looked to the south
 Then to the east,
 And to the west.
 He then turned around and faced the north;
 Then he faced west,
 Then he turned to the south.
 And turned to face the east
 Then stood on tiptoes to see over his neighbor's
 shoulder..but he could see nothing.
 So he sat down.

THE EXERCISER

The exerciser stood up tall,
 And stretched his arms from wall to wall,
 He put his hands way up high,
 Then down again beside each thigh.
 He put his chin upon his chest,
 Then he pulled it far back, his neck to rest.
 Then he reached down and touched to the ground,
 And then he turned himself once around.
 Then with his hands he touched his feet,
 And then quietly he took his seat.



A TO Z AUDIENCE PARTICIPATION STUNT

Letter 26 cards with the letters of the alphabet. The cards are then handed out to the audience and they are to put a word on the card beginning with the letter on the card. These they keep. During the meeting the Cubmaster tells a story. As he pauses the member of the audience reads off the word on his card, first A, then B, C, all the way to Z. There will be some unusual results.

The other day I saw A and B walking down the C. I said D to them but they didn't say E. F I said and ran after G. Again I yelled H. This time they heard me. When they stopped, I saw they had I and a J with them. "we can't talk now, we are going to the K with this and L is waiting for it. So I said good bye and got in my R to go S. When I got there, I found I had lost my T. Then I knew it was going to be a bad U. So I picked up my V, W, and X, said so long to my Y and got on my Z and left.



APPLAUSES



CHEERS AND APPLAUSES SPICE UP YOUR MEETINGS!

Applause stunts are a great way to recognize a person or den for some accomplishment they have performed. Be sure before you start that everyone knows and understands what the applause stunt is and how to do it. Applause stunts not only can be used as recognition, but they liven up a meeting. They give the audience a chance to move around and let off steam.

COLUMBUS APPLAUSE

Put hands up like holding a telescope and shout "LAND HO!"

AFTER DINNER APPLAUSE

"Plop, plop, fizz, fizz, oh what a relief it is!"



OVER-EATERS APPLAUSE

Looking uncomfortable, rub stomach and say slowly... "I can't believe I ate the whoooooole thing!"

RUDOLPH APPLAUSE

Put your thumbs to your head with fingers forming 'antlers'. Wrinkle your nose while saying "blink blink".

GOODBYE SANTA APPLAUSE

Pretend to throw a pack onto your back and say "Merry Christmas to all, and to all a good night".



GIANT BEEHIVE APPLAUSE

Buzz like a hive of bees. When you raise hand, volume increases. When you lower hand, volume decreases.

MOTORCYCLE APPLAUSE

Start by pumping foot down to get the cycle going, then rev up and take off with hands on handlebars, yelling "VAROOM!"

WATERMELON APPLAUSE

Pretend to open the refrigerator, pull out a watermelon, and kick the door shut. You are holding a 2 foot slice. Pull the watermelon rapidly past your mouth, slurping the fruit. Then spit out the seeds.



RINGMASTER'S

Leader says "And now, behind me in the Center Ring, the Cubs!!!"
All cubs respond by growling "YEEOOOOOOOOW".



CLOWN APPLAUSE

Hold fingers at both corners of mouth, pull mouth up into a smile and say, "SMILE EVERYONE SMILE".

STRONGMAN

Pretend to lift heavy object and go "UH,UH,UH,UH,UH,AHHHH".

ELEPHANT

Hold arms down in front of body like a truck, putting hands flat together, lean over slightly and swing arms slowly back and forth while bringing fingers of both hands up and down saying "I WORK FOR PEANUTS" several times.

POPCORN

With one hand closed, cover it with other. Let hand grow from under other hand and spring fingers open and go "POP POP POP".

BALLOON

Put hands to mouth and blow. While blowing, put hands out in circle getting bigger, then yell "BANG".

TURKEY APPLAUSE

Say "Gobble, Gobble, Gobble" , then rub tummy saying "Yum Yum".

FIREWORKS

Skyrocket! WHEEEEE (Whistle) --Boom! Aah! Pack __ Pack __ Pack __!

LITTERBUG

"Crackle, Clatter, Dump". (repeat 3 times)



WE CAN YELL

"We can, We can, We know we can, We must, We'll try to be the best in town..and we'll succeed or bust!"

BANQUET YELL

C'mmon Gold! C'mon Blue! C'mon Cubs! C'mon through! Chow! Chow! Bow! Wow! (Cubmaster's name) Wow! Wow!

PACK YELL

Clap your hands (3 times), Stomp your feet (3 times), "Pack __ can't be beat!"



VIP

How do you do, How do you do, Mr. _____, We welcome you!!



DUCK

Squat down and tuck hands into arm pits forming wings, "Duck walk" saying "QUACK,QUACK,QUACK".

RAILROAD CHEER

Make arms go back and forth and say "CHUG A CHUG A" pull on whistle and say "WHOOOO WHOOOO WHOOOO".

KETCHUP BOTTLE CHEER

Pat bottom of bottle (*left hand*), then the third time the ketchup comes out all over "BLLLLGGGG".

INDIAN APPLAUSE

Stomp feet three times. Beat chest three times, Give Indian war whoop with hand over mouth.



OKLAHOMA INDIAN APPLAUSE

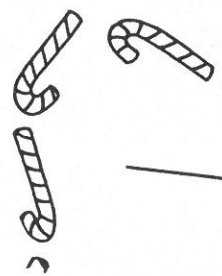
Hold C... sign behind head like feathers. Say "UGH". Lean forward from waist and say "UGH" again. Leap into air.



891

CE PARTICIPATION

Child
sound
group



EP QUIET! A sound effects skit, in which each one takes a different s kind of stunt can also be performed by the audience, divided into uet or let off steam before beginning a more serious program.

Assign the
story and indicat
to stop.

up and let them practice their sound once. The narrator reads the the sound is to be made. When he begins speaking again, they are

Some participation stories give the ...ance to follow the leader and also let off a lot of steam which seems to be really bottled up in them during a pack meeting. If a leader practices ahead of time he can have alot of fun with the boys doing this. It might help to write the words on a 3x5 card with key words to remind you of the proper actions to do. You might want to get several other leaders or parents up front to lead the boys in actions while one leader reads the words.

A TRIP THROUGH SANTA'S WORKSHOP

Narrator:

Say boys, we've had a special invitation from old Santa himself to come up and visit his toy shop at the North Pole. However, he told me that we must make our trip through as quietly as possible so as not to disturb the elves or the toys but the toys really come to life when they see visitors so if any of them spot us, we may have to pretend we're one of them and also the elves get very nervous when they have to pretend we're one of them and also the elves

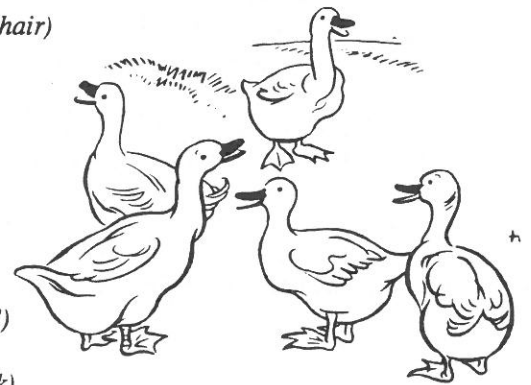


get very nervous when they see people around so when I tell you to do something so as not to give our visit away to the elves or toys you just follow me and do as I do and we'll make it through without too much disturbance. So listen and watch closely.

Come let's follow Santa,
(Narrator motions for everyone to do as he does. Everyone pretends to be walking while standing still)
 On a trip through his toy shop.
 But since the Hour's late,
 we can't take the time to stop.
(Everyone holds finger to lips and hump over pretending to sneak by)
 SHHHHH, the Jack-in-box,
 in his box is sound asleep.
 So come on quietly,
 and past him we will creep.
 Look there's the dancing ballerina
(points with finger ahead)
 Standing on one toe.
 Oh, no, she saw us,
 so around and around we must go.
(Hold one hand over head and go around and around several times). Boy now that ordeal is over,
 let's continue on our way,
(Start walking in place)
 we want to see some more,
 but very long we cannot stay.
 Look over there to the right,
(Shade eyes with hand, point to right)
 Back in that corner dark,
 I think that I can see,
 ever so small a spark.
(Pretends to quietly sneak up on something).
 Oh, it's an elf I see,
 Building a rudolph toy,
 Oh, oh, he sees us,
 Pretend you're not a boy
(Cup hand over nose to simulate Rudolph's large nose while saying blink, blink, blink)
 Wheew that was a close call,
(Wipes brow with hand)
 But we fooled him I guess,
 We'd better follow Santa
(Start walking in place)
 Before we get into a mess.
(continue walking)
 Oh, Santa has stopped again,
(Stop walking and hold up hand in halt sign)
 I wonder what he sees,
 Oh, oh, I think I'm going to sneeze!
(hold finger across under nose while saying AAAAA CHOOOO!)
 Oh, my goodness that did it,
 Come we better run
(All start running in place)
 We better get out of here,
 Or it won't be such fun!



Come on and blink your nose
(all do as before while running in place)
 As past the rudolphi we run,
 Just to make the elf,
 Think that we are one.
 There's the ballerina,
 Dancing on her toe,
 Let's twirl around once
(all twirl as before only once around then continue running)
 So past here we can go.
 Oh, oh, here's the Jack-in-the-box,
 Let's get down low and crouch
(get down low and sneak quietly by)
 Here he comes out with a **B-O-I-N-G!**
(All shout boing as they spring up high in air and then back down in chair)
 Now we're back home on the couch!
(Sit exhausted with hands at sides of chair)



QUIET PLEASE

THE FIRE SIREN *(Moan)*
THE DOG *(Arf, Arf)*
THE POLICEMAN *(Loud Whistle)*
THE CHICKENS *(Bok-BOk-Bok)*

THE LIBRARIAN *(SSSSh!)*
THE PIGS *(Snort, Oink)*
THE DUCKS *(Quack-quack)*
TWO BOYS *(sing Row your Boat)*

If there is room, appropriate motions can accompany the sounds, such as marching feet for the boys, flapping wings for chickens, etc.

Narrator:

It was a beautiful spring afternoon in the sleepy little town of Blodgettville. In the balmy air the fragrance of early tulips mingled with the rich aroma of skunk cabbages in nearby marshes. The only sounds to be heard were the faint moan of a FIRE SIREN in a neighboring village, the distant barking of a DOG, and the occasional whistle of the POLICEMAN at the main intersection. Within the town library, someone turned a page too loudly, and the LIBRARIAN said, "SSSH!". On the main road, at the outskirts of the town, a farmer was lazily driving his animals to market. Each time he hit a bump, the PIGS grunted, the CHICKENS squawked, and the DUCKS quacked. Yes, all was peaceful in the sleepy little town of Blodgettville.

Suddenly, TWO BOYS appeared on the quiet street. They were singing "ROW YOUR BOAT" and marching in time to the rhythm. They reached the center of town where the POLICEMAN blew his whistle to let them cross. Still singing, they marched up the steps of the library. The LIBRARIAN looked up quickly and said, "SSSH". EACH BOY took a book, then sat down at one of the tables. One of the boys looked around the almost empty library and said, "They'd do a lot more business in here if they had comic books!" Guess what the LIBRARIAN said? That's right, "SSSh".

Outside, the DOG'S barking could be heard more strongly. The POLICEMAN blew his whistle as a car approached the intersection, followed by the farmer's truck. As they started up again, the woman driving the car signalled a right turn. Oddly enough, her car made a left turn. The farmer slammed on his brakes, and there was a **LOUD CRASH** *(everyone clap their hands together)*. Down went the tail gate of the truck and out tumbled the



PIGS, the crates burst and out flew the CHICKENS and the DUCKS. The DOG, who by now was quite close, began an excited chase, barking wildly.

Frightened, the PIGS ran up the library steps, grunting, followed by squawking CHICKENS, quacking DUCKS, and yelping DOG. The LIBRARIAN was so startled she had time to let out only one "SSSH", before a CHICKEN flew into her face. The BOYS jumped up and delightedly burst into song. In rushed the POLICEMAN, frantically whistling. From across the street, old Miss Spindle saw the disturbance, and called the FIRE DEPARTMENT.

So then, at that moment in the quiet library of the quiet town of Blodgettville, these things were going on: The PIGS were grunting, the CHICKENS were clucking, the DUCKS were quacking, the BOYS were singing, the FIRE SIREN was screaming, the POLICEMAN was whistling, and the LIBRARIAN was hopelessly saying over and over again "SSSh, SSSh!". And for awhile at least, all these things were going on at the same time (EVERYBODY).

But an hour later, everything was peaceful again in the sleepy little town of Blodgettville. The PIGS, DUCKS and CHICKENS had somehow been caught and put back in the truck; the BOYS and DOG had gone home for supper, the FIRE TRUCK was back in the station house, and the POLICEMAN again stood at his post by the intersection.

And the LIBRARIAN?? Well, the LIBRARIAN looked around the library at the floating feathers, the muddy floor, the mixed up books, the overturned tables and the broken chairs.

And then, all of a sudden, the LIBRARIAN SCREAMED (EVERYBODY)

(Do not rehearse the audience on the ending; let it be a surprise)

THE WITCH HUNT

(Take a seated position in front of the audience so they can see you. Narrate the following)

Would you like to go on a witch hunt? OK, 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 witch hunt, everyone tiptoe. (*"Tiptoe" fingers across hand*)

SHHHH! (*finger across mouth*)

I see a house...a haunted house....We can't go around it. We can't go under it. We can't go over it. I guess we'll have to go in it. (*Pretend to open creaking door*)

SHHHH!

I see a stairs....a great long stairs. We can't go around them. We can't go under them. We can't go over them. I guess we'll have to clump them. (*Pretend to climb stairs.*) (*Shade eyes and look around*) (*Continue tip toeing*)

SHHHH!

I see a cobweb...a great big cobweb. We can't go around it. We can't go under it. We can't go over it. I guess we'll have to go through it. (*Wave hands to get through cobweb*) (*Continue to tiptoe*)

SHHHH!

I see a room...a great big room. We can't go around it. We can't go under it. We can't go over it. I guess we'll have to go through it. (*Open creaking door..feel in front of you as in dark.*) It sure is dark in here. I feel something



(Go through motions) It's big. It has a crooked nose. It has a pointed hat. It has stringy hair. I think it's a witch. It is a witch!! Let's get out of here fast!!

(Slap knees for running sound) Open the door *(Creaking sound)* Through the cobweb *(Wave hands)* Down the stairs. *(Slap knees)* Out of the house. *(continue slapping knees)* I beat you home. And now you've been on a witch hunt!!

WHERE IS YOUR HOME

Divide the audience into two groups and have them respond to the following key words:

HOME: "Home on the Range"

UNITED STATES: "This Land is your Land"

Be it ever so humble, there's no place like HOME.
 No matter where in the UNITED STATES you may roam.
 You may travel all over the UNITED STATES.
 But your own HOME state with you always rates.
 Some choose to roam while others stay,
 Always in their HOME state till their dying day.
 No matter in what part of the UNITED STATES your HOME state may be,
 There's one thing everyone says you see,
 And everybody I'm sure will remember that..
HOME is where you hang your hat!



STORYTELLING

THE GREAT ALASKAN SAFARI

I've just returned from a great Alaskan Safari. While there I hunted the polar bear. Let me tell you what happened.

I got up bright and early one morning, you see one must rise very early to see a polar bear, and I left the igloo. I walked for hours but saw nothing. Then suddenly off in the distance I spied something moving! Yes, yes! It was a polar bear! You see, it is very difficult to see a polar bear...they are white and with all that snow it is very difficult, you must concentrate to find the pupils of the beast. I began stealthily to approach him and before long he spotted me and also began a cautious approach. We were now within a mile of each other. Closer and closer, we had to be very near each other or I could never kill him.

Finally we were about half a mile from each other. The bear was no longer approaching cautiously, rather it seemed he was in a great hurry. So..I unslung my weapon and pulled the powder horn from my chest. I filled the barrel of my might musket and tapped it down well with the tapping rod. I then reached into my right pocket for the buckshot.. *(pause)*...Then I reached into my left pocket for the buckshot..Then into my shirt pocket and my back pockets but there was no buckshot. You see, I had left it in the igloo. The bear was now approaching at a rapid rate, but I was not afraid, and fearlessly raised my musket to my shoulder..I knew that I would think of something. The bear in the meantime had come within several hundred yards, but I remained calm, I was not afraid.



For some strange reason little beads of sweat formed on my forehead, and in that cold Artic air those little beads of sweat turned into tiny balls of ice. Perfect, I thought! I wiped those ice crystals from my forehead and packed them into the barrel of my mighty musket. Once again I shouldered my musket and took a firm stance, I was not afraid. The bear was only a hundred feet away now so I took careful aim. As he reared up on his hind legs I pulled the trigger. The heat of the blast melted those tiny crystal ice balls and a gigantic gush of water shot out of the barrel. But in that cold Artic air that gigantic gush of water turned into an immense icicle. It hit the bear right between the eyes and knocked him out cold. I was able to run back to the igloo, safe and sound.

HERBERT THE BEAR

Tuck your tongue under your bottom lip when telling this story.

Hi...my name is Susie and I live in a big house near the woods with my mommy, my daddy, my little brother and Herbert. He's our pet bear. One day I went into the woods to pick some flowers. when I came home I said HI to my mommy and I went and said hi to my daddy and I pet Herbert, but I couldn't find my little brother anywhere. Then I saw Herbert smile. Herbert had eaten my little brother. Oh, I was so mad! I said, Herbert don't you ever do that again!

Well the next day, I went into the woods to pick some more flowers. When I came home I said hi to my mommy and I pet Herbert, but I couldn't find my daddy anywhere. Then I saw Herbert smile, Herbert had eaten my daddy. Oh I was so mad! I was furious! I said Herbert, don't you ever do that again.

The next day, I went for another walk in the woods to pick flowers. When I came home I patted Herbert on the head but I couldn't find my mommy anywhere! Herbert just smiled and sat there looking big and fat. Herbert had eaten my mommy! I was so mad! I was so mad I was just furious! I said, Herbert, don't you ever do that again!

So the next day I went to pick flowers again. When I came home, there was my mommy, my daddy, my little brother and there was Herbert, just smiling. I was so surprised, I asked my mommy what happened. She said, "Herbert burped!"

THE GIFT OF TREES

The Indians believe that the secret of happiness comes from giving to others. "All nature gives freely", they say. "The sun gives his light. The rain feeds the thirsty earth. The stars guide and comfort the traveler."

Many, many moons ago, when the Great Spirit put Man on earth, Man was frightened. "Where shall I find food and shelter?" he said. The trees laughed softly. "We are your brothers", they murmured. "We will help you".

The maple tree spoke up: "I will give you sweet water to drink and to make into sugar". he said. The elm tree said: "use my soft bark for your baskets, and tie them together with my tough muscles." "My cousins and I will fill your baskets with sweet nuts", said the hickory tree, and he called to the chestnut, beech and walnut to help him. "When you get tired, little brother," whispered the great pine tree softly, "I will make you a bed. My cousins, the balsam and cedar will help me."

There was sunshine in the heart of Man as he set out to explore his world. But soon he came to a deep, wide river. "How shall I ever cross the river?" asked Man. The trees laughed and laughed. "Take my white skin", said the birch. "Sew it together with the muscles of the elm tree and you can make a boat that will carry you across the widest river."

But when the Sun had crossed the sky to his lodge in the west, Man felt cold. Then the balsam fir tree whispered to him: "Little brother, there is much sunfire in my heart. Rub my branches together and you will make fire." So



man made fire. And that night he slept soundly on the branches of the great pine tree. The North Wind blew cold, but there was sunshine in the heart of Man.

When Indian children asked how they could repay their friends, the trees, the wise men answered: "They do not ask for payment. But you can give them care and attention. You can give love and care to every plant and flower that makes life beautiful."

GATHERING TIME ACTIVITIES

Getting the meeting off to a good start often depends on the little things..the greeting at the door (*or the lack of it*);the activity involving people as they arrive (*or the lack of it*); the opening song or ice breaker (*or the lack of it.*) These are the little things that put **SPARKLE** and **PUNCH** into pack meetings and give a touch of spice that adds to one's enjoyment.

Any gathering of your den or pack can be made or marred in the first 15 minutes while the group is gathering. If ice is permitted to form at the beginning, valuable time and effort must be spent in thawing out. Simple preliminary games and contests that almost run themselves are necessary as ice-breakers.

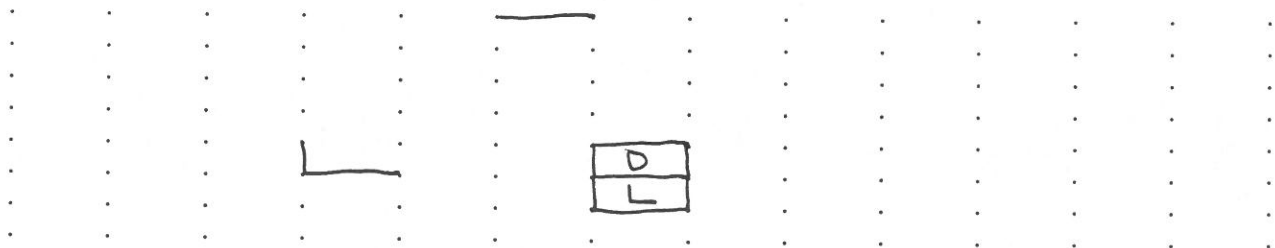
These activities include dramatics, tricks, ice-breakers, and even nonsensical recreations in which everyone in the audience joins the leader. Such stunts can be used in the meeting to enliven it at moments when the interest seems to be waning or when there is a lag between the staging of stunts by dens.

Gathering Activities can be used in many ways. They may be used before the den or pack meeting starts, or as a get to know each other.



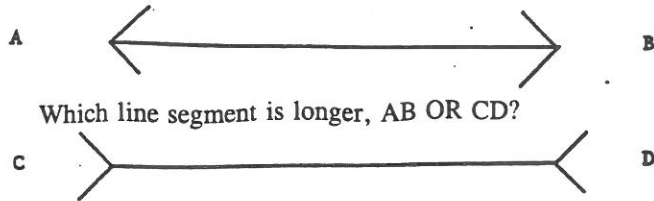
MAKE A SQUARE

The purpose of this game is to see which of the players can complete the most squares. Play rotates, with each player being allowed to draw one line that connects two adjacent dots only. If the two dots complete a square, that player should initial that square and draw another line. As long as a player completes a box, that player gets another turn. When all of the boxes have been completed, the game is over and the player with his initials in the most boxes wins.

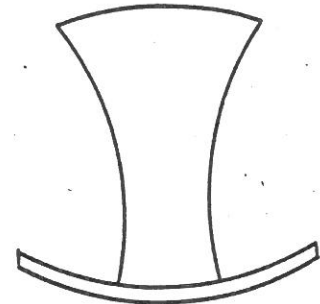
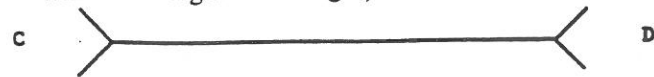


SEEING IS BELIEVING - OR IS IT ?

Which is longer, the distance from the top of the hat to the base or the distance from one end of the brim to the other?



Which line segment is longer, AB OR CD?



THINGS TO SIT ON

Circle each answer

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

CHAIR
 BED
 GROUND
 KITCHEN COUNTER
 PILLOW
 FLOOR
 SEAT
 COUCH

PING PONG BALL.....SCREECH!

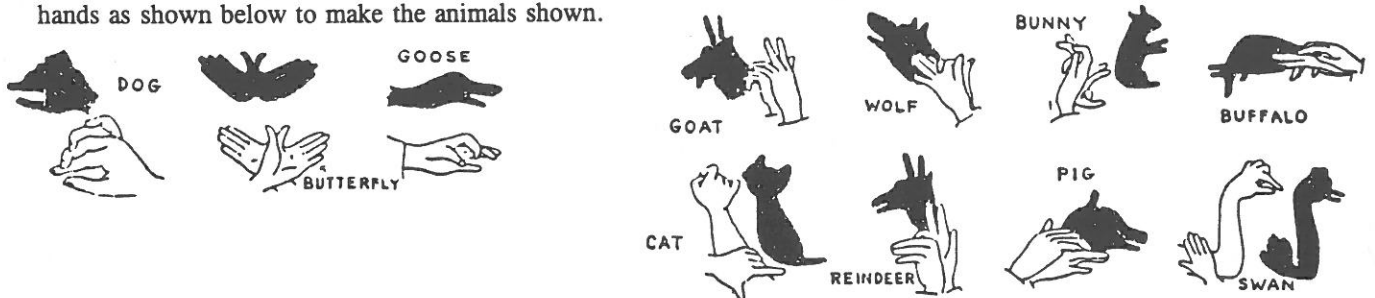
As Scouts arrive hand them a balloon and have them blow it up. They then can move a Ping Pong ball across the floor towards a goal line. This is done by pulling tight on the end of the balloon and placing it close to the ping pong ball, making it go. The number of scouts can be added easily to t his game as they arrive. Have a race when everyone has arrived. Divide into two lines and have each Cub blow up his balloon and then take turns moving the ping pong ball towards the goal while the others blow up their balloons again.

UNITED STATES

Have Cubs make a list of as many states as they can remember. Set a time limit and the cub with the most gets an applause.

SHADOW PICTURES

Stand between a lamp and a wall, and you can have no end of fun making all kinds of shadow pictures. Hold your hands as shown below to make the animals shown.



HOW MANY WORDS CAN YOU FIND IN THE WORD

CHRISTMAS TREE

Example: that, his, meet

CUB SCOUTING WORD SEARCH

Can you find 34 different words about Cub Scouting in this puzzle?
Look up, down, diagonally and backwards. Circle each word.

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

ACHIEVEMENT
 CRAFTSMAN
 SAFETY
 AMERICA
 DEN
 TOOLS
 BSA
 HIKING
 NATURE

COLLECTIONS
 PHYSICAL FITNESS
 ARROW POINTS
 DAY CAMP
 SPORTS
 BOBCAT
 GAMES
 WOLF
 CODES

PACK
 ARROW OF LIGHT
 CONSERVATION
 SCHOOL NIGHT
 BICYCLE SAFETY
 FLAG
 WEBELOS
 CEREMONY

AKELA
 CUB SCOUT
 SCHOLAR
 BEAR
 ELECTIVE
 WHITTLING
 BLUE AND GOLD
 LEARN TO SWIM



CONCENTRATION

Lay out several items gathered from your scouting bag or from around the room. As the Cubs enter have them look at these things. Later handout a piece of paper and have them make a list of what they saw. This helps to teach them to pay attention and to hold onto visual things a little easier.

(Examples: pencil, pen, paper clip, book, crayons.....)

CUB BINGO

Introduce yourself to twenty-four people giving them the Cub Scout handshake. Ask them to write their names in the squares below. Be sure every square contains a signature. Hold on to this sheet. We'll play the game later.

		CUBSCOUT		

(Play game like Bingo..calling out names instead of numbers. First person to mark a whole row, across, down or diagonally is winner and calls out CUBBINGO!)

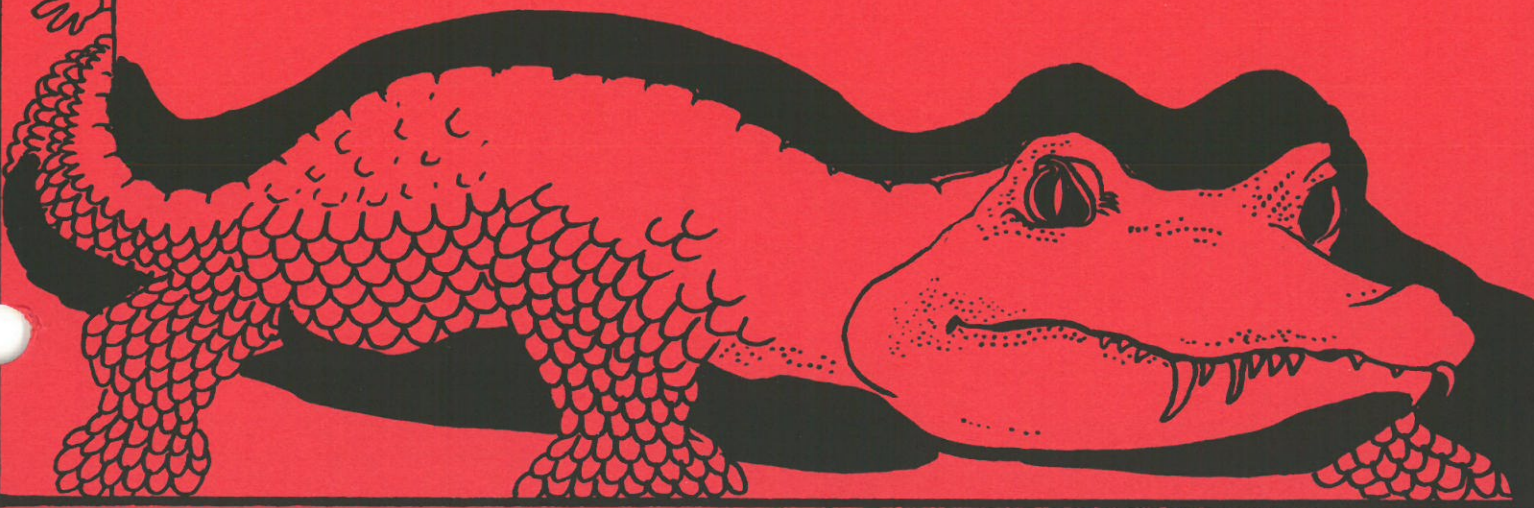
OTHER IDEAS FOR GATHERING ACTIVITIES

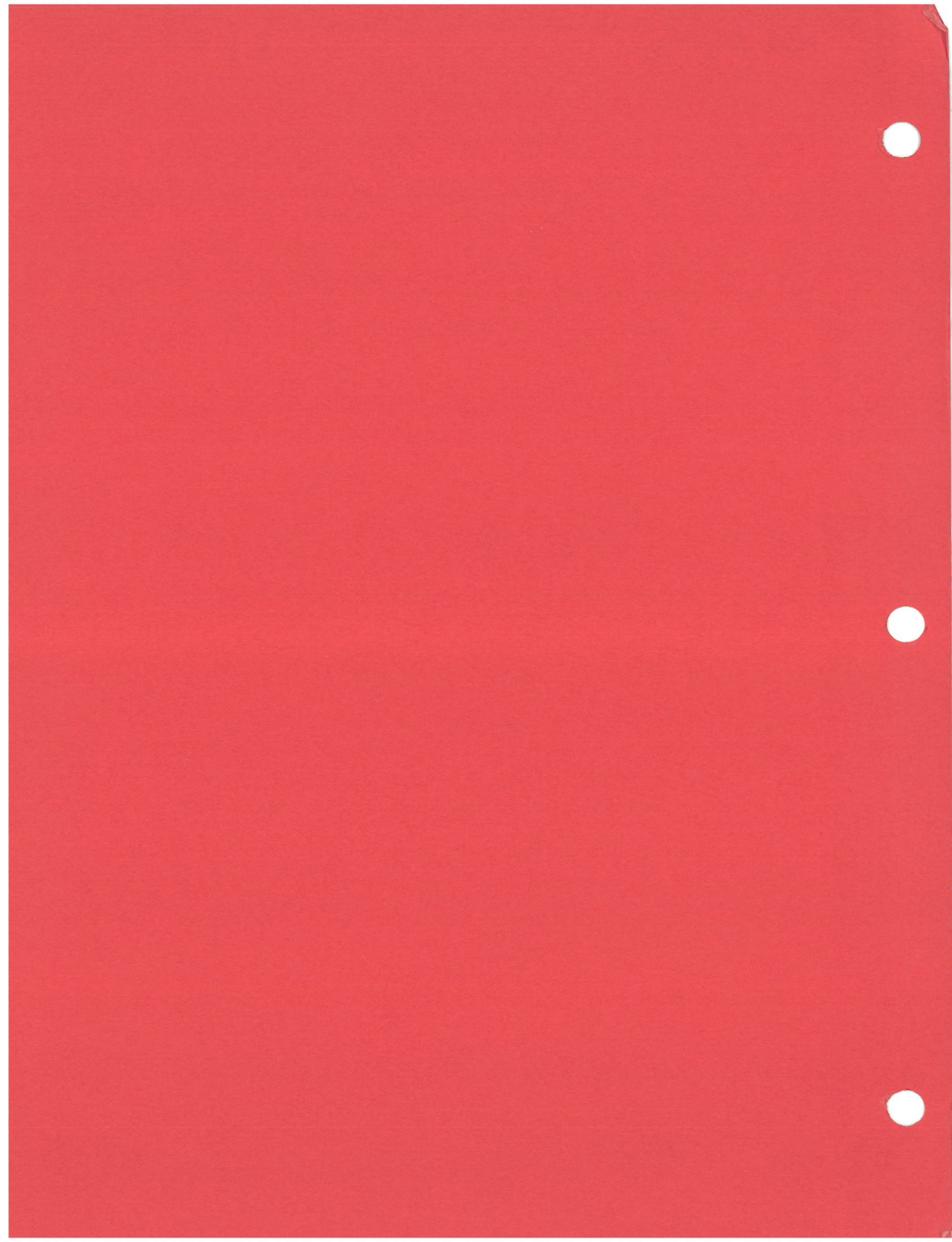
- Use achievements and arrow point requirements.
Dual Contests.
Make secret codes and try them on each other.
Wolf Feats of Skill.
- Play a game.
- Tricks, puzzles and magic tricks found in Cub Scout Leader Book and Den Chief Handbook.
- Make somemore's.
- Have den chief demonstrate first aid - ie: for burns, practice first aid for cuts.
- Have den chief teach and practice knot tying.



1993

SKITS AND PUPPETS





SKITS AND PUPPETS

Cub Scout dens and Webelos dens will be called upon to present skits at the pack meeting. This can be a pantomime, a sketch, or a short play. The main purpose of skits is fun for the boys and the audience. Skits help build self-confidence and poise and allow the boy to use his imagination.

Skits are usually based on a monthly theme. A Webelos den skit might focus around the monthly activity badge area. There will be a chance for planning, rehearsing, and making props and costumes in den meetings, with the final presentation at the pack meeting.

A shy boy, who would rather just observe than take part in the skit, can be asked to handle the lights, offstage sound effects, or watch the time. Sometimes being a character who wears a mask or uses puppets helps eliminate self-consciousness in a shy boy.

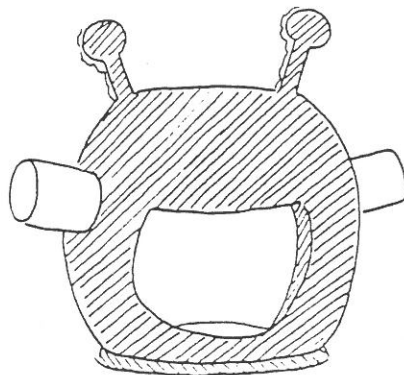
Things to Remember

Skits should be fun. Whether the theme is serious or humorous, skits should be fun for the boys and for the audience.

- Keep is simple.
- Keep is short. (3-5 minutes at the most)
- Avoid long memorized dialogue. Pantomimes are great for Cubs.
- Use simple scenery, props, costumes.
- Let every boy take part.
- Use stage directions liberally - tell who goes where and does what.
- Be sure the audience can hear. Boys should be coached to speak slowly, clearly, loudly. If the audience laughs or applauds, actors should pause before continuing their lines.

Things to Avoid

- Dramatization of undesirable characters.
- Asking a boy to attempt to portray a character that is too difficult for him. Fit each boy to his part.
- The tendency to let the more capable boys do all the work.



How to write a Skit

Sometimes it's hard to find a skit that fits the monthly theme and your den of boys. The thing to do then is to write your own or adapt one so it will fit.

Follow these simple steps:

- Boy wants something....friendship, a gold mine, a prize, etc.
- Boy starts to get it....by canoe, plane, horseback, foot, etc.
- Obstacles stop boy....crocodile, enemy, false friend, weather, etc.
- Boy achieves goal....through kindness, bravery, wisdom, magic, etc.

Outline of a Skit

Month: _____

Theme: _____

Plot: _____

Title: _____

Type of characters: (puppets or boys in costume)

Length of time: _____

Staging: (lighting, special effects, scenery)

Characters: _____

Location or setting of skit: _____

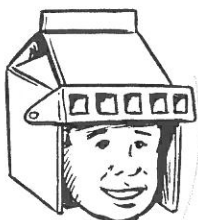
Problem to overcome: _____

Obstacles: _____

Crisis: _____

Ending: _____

Does skit fit audience? _____



COSTUMES

The actor's job is to make the audience believe he is someone far different from his everyday self. He does this first of all by playing a part...by his acting. But his costume, his hair style, the make-up, the way he walks, and even his shape help give his character dimension.

Costumes can help set the theme or the mood of the whole skit. Costumes can be as simple or as elaborate as you and the boys would like for them to be. It is important to find the right costumes. But this isn't as hard as you might think. There are enough everyday things around your house to clothe most any number of actors. A nimble imagination helps even more than nimble fingers. You can find some real costuming treasures if you know what to look for.

Costume Materials

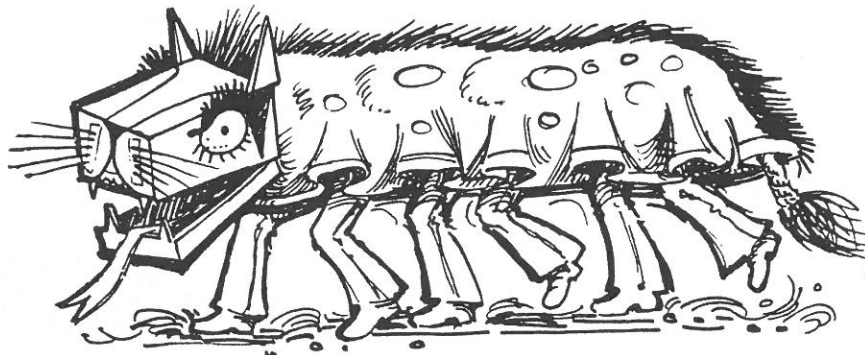
Old Clothing - add feathers, sparkly trim, bright material, etc. One costume can be made over in different ways and can be used again and again in a variety of skits.

Small Pillows - are just right for that extra bit of padding which some costumes and some characters need.

Paper Sacks - for a leather like appearance, crush and recrush the paper sack with your hands until it is soft and wrinkled. Then spread out and press with a lukewarm iron. Decorate with crayons, felt markers, or paint.

Crepe paper - inexpensive, stretchy, can be glued, stapled, folded, sewn, draped, etc. Good for tunics, vests, hats, etc.

Cardboard Boxes - are good for animal costumes, and can be used for other unusual costumes such as vegetables, cars, trains, insects, etc.



Remember to keep your costumes and props at the Cub Scout age level. The boys will give their best performance if they are made to feel that the skit is theirs, including the costume making. Don't forget that a simple sign to identify your characters can be as effective as a costume. Props such as a mustache, eye patch, bandanna, cardboard sword for a pirate, can do a great deal.

HAVE FUN AND USE YOUR IMAGINATION...



STAGE MAKE-UP

The skit is written, the parts are assigned, and the boys have been busy making costumes. What's left? Make-up, of course! Here are a few simple tricks for using make-up to its best advantage with the boys.

Why use make-up? It helps tell the audience what the character is like. It makes the characters seem more real to the other actors, and as a result, everyone plays their part better. It hides an actor's own features, changes his form, and makes him appear larger or smaller, older or younger, and can alter his character completely.

Theatrical make-up is expensive, and since most Cub Scout leaders work on a limited budget, the information which follows tells of inexpensive substitutes.

Make-up base - Combine equal parts of liquid cleansing cream and powdered sugar, first sifting the sugar to remove lumps. Mix well, and the result is a simple white base which can be used for Clown White. Tint with a few drops of green food coloring or tempera paint for Monster make-up. Tint with mixture of red and blue for a Purple Martian. Or, mix red, yellow, and blue separately for Indian war paint. This make-up is non-toxic and wipes off easily.

Crisco Make-up - Mix together 2 teaspoons white vegetable shorting, 5 teaspoons cornstarch, 1 teaspoon white flour, a few drops of glycerin, and any food color desired. For brown color, add 2 teaspoons unsweetened cocoa. This make-up gives a soft skin-like texture and is easily removed.

Tempera Paint - Can be painted directly on the face. This can be used without fear of allergy problems. It can be washed off.

Lipstick - Can be used for both lip and cheek color.

Eyebrow Pencil - Can be used to darken or change the shape of eyebrows, to line the eyes, to make freckles, mustaches, sideburns, and wrinkles.

Cornstarch - Powdered into the hair helps make characters look older. The hair usually begins to gray at the temples first, and in streaks.

Talcum Powder - Can be patted into the hair to make the character appear to be graying.

Black Crayon - Can be used to simulate missing teeth.

Remember:

The more light used on stage, the more make-up necessary.

Apply make-up after the character is in costume, using a make-up cape or towel to protect the costume.



Tips on Creating a Character

To make a wig of white hair - use an old stocking. Pull the stocking down over the hair and ears. Tie it off at the top and cut off what's left. Use scotch tape to fasten white cotton balls all over the stocking.

To make curls - Cut strips of paper. Curl each strip by holding one end between your left thumb and a long pencil. Press lightly with your thumb and pull the strip over the pencil with your other hand. Do this several times for a stiff curl. Sew or tape the curls to the stocking wig.

To make braids - Stretch about 3 strips of crepe paper, 3/4" wide. Twist each strip around the others. Now braid the three strips together.

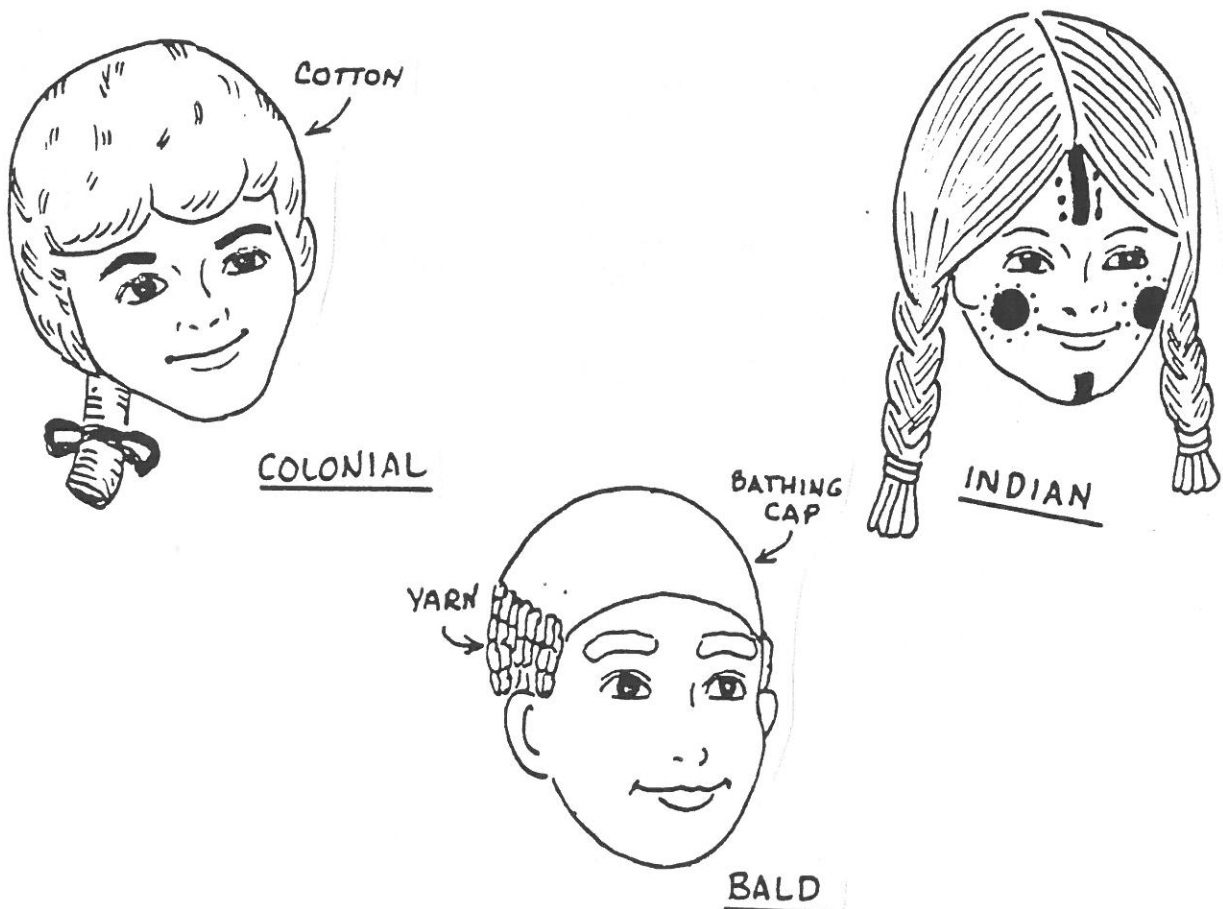
Using nose putty - You can make a big nose or cover your own eyebrows. It can also be used to form a raised scar or bump or change the shape of your face. All other make-up goes over it.

New-looking wounds - Can be drawn with lipstick or fingernail polish. Old scars can be drawn with eyebrow pencil and powdered over.

Bald head - Use an old bathing cap (white or flesh color) for the base. Paint or glue yarn around edges.

To highlight features - Use rouge on cheeks and eyebrow pencil on eyes. Powder over this make-up to "set".

To make a wig - Use an old mop head and dye to desired color, wear as is or add a hat.



SCENERY

Simple scenery is fun for boys to make. It is a good den project. It adds to the mood of the skit and makes the skit more believable. Keep these things in mind when building your scenery.

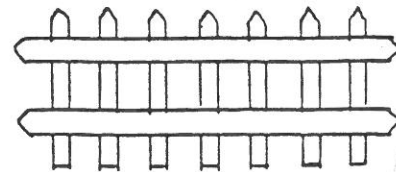
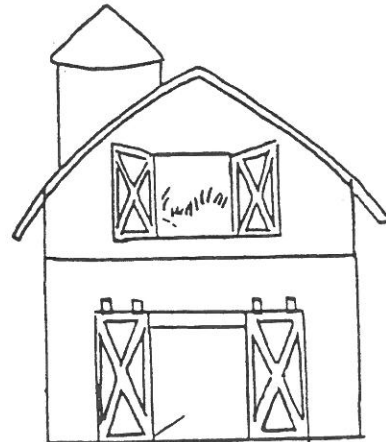
Scenery should be simple. It should provide an idea or suggestion of what is to come.

Most scenery can be made of corrugated cardboard. It is easy to find and to work with.

Wood boards can be nailed to the back of the scenery to make it more sturdy or to help it stand up and keep painted cardboard from curling.

Let the boys do the painting. Guidelines can be drawn with heavy pencil to show what colors go where. Latex or tempera paint are the best on cardboard, and it washes off the boys as well.

Felt tip markers can be used on cardboard that has been painted a light color, to put in detail work or the whole design, if you wish.



When using latex to cover large areas, apply it with a roller. Latex paint is inexpensive. Sometimes the boys can bring left-over paint from home.

Tempera can also be used to tint latex when the desired shade is not available.

Always keep in mind that the audience will see scenery from a distance. Be sure it is distinctive enough.

Create a mood with scenery. Paint in grays if skit is spooky or sad, bright colors if skit is happy or funny.

Boys should use old clothes or Dad's old shirt for paint smocks.

REMEMBER TO LET THE BOYS DO THE WORK....



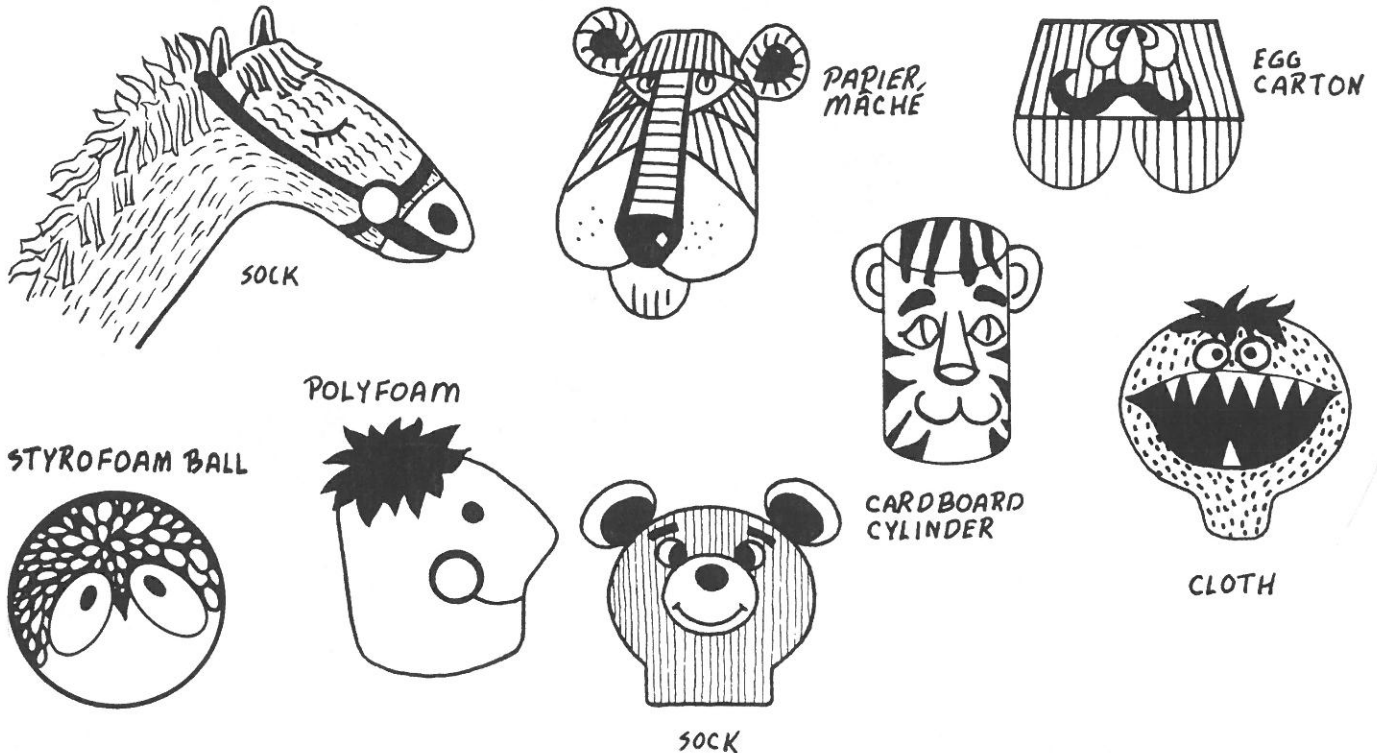
PUPPETS

Puppeteering appeals to boys of all ages. It allows them to be creative and provides an outlet for their active imagination. Puppets can help overcome stuttering, strengthen weak muscles, relieve tensions, develop coordination, overcome inhibitions in a shy boy, teach a noisy boy patience, and encourage the less imaginative boy.

Puppets are magical in their powers. They can come alive and can do things faster and better than people. They can exaggerate their moods and actions. Sometimes a boy is too shy to perform in a skit with live actors, but by using puppets, he can express himself in a more comfortable way.

Puppet-making can be an inexpensive venture in which paper bags, old socks, left-over scrap materials, or wooden spoons are used. There are many ideas for puppet-making available at the library and in many craft books.

Many of the techniques learned in skits can be used in puppeteering.



Types of Puppets

The best known types of puppets are operated in one of the following ways:

Marionettes - operated by manipulation strings.

Hand of Glove Puppets - operated by the hand of fingers.

Shadow Puppets - shown as silhouettes back lighted against a screen.



Pointers for Puppeteers



The most important part of the puppet is the head. This gives it character.

Next in importance is the costume. It helps distinguish one puppet from another and helps to give character to your creation.

The presence and style of hair, brows, mustaches, and beards contribute to the personality.

To learn the possibilities and limitations of your little friends practice in front of a mirror.

Puppets can be more appealing if given a definite personality and character. This can be done by costume, mannerisms, method of walking, or style of talking. Each puppet in the play should act and speak according to the kind of person he represents.



When presenting a puppet show, keep the actions clear, simple and exaggerated.

Make sure there is plenty of room for all puppeteers backstage. Crowding will inhibit spontaneity.

Any skit can be adapted to a puppet play and vice versa.

Facial features of your puppet will help make him outstanding in appearance. Give your puppet a face that will attract attention.

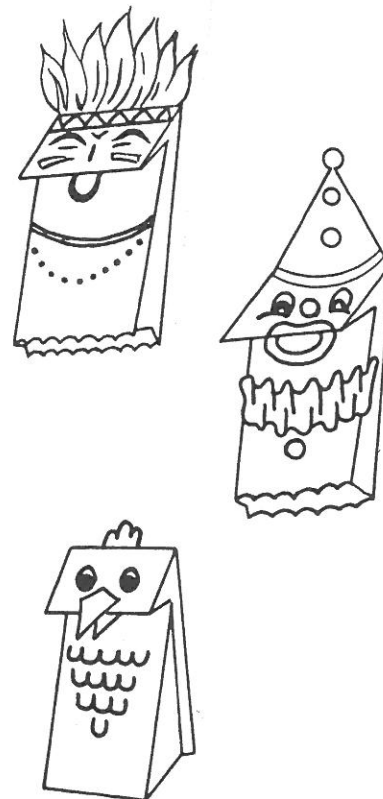
Make sure the audience can tell which puppet is doing the talking. Jiggle the talking puppet somewhat as he talks, nod his head or move slightly forward. The other puppets on stage should remain motionless until their turn to speak.

Be sure to speak clearly. It is harder to understand a person's voice when you can't watch his face and lips while he talks.

Do not hide one puppet behind another.

Let the puppet exaggerate both feelings and actions that go with the feelings. An excited puppet should be wildly excited, while a tired puppet should groan and sag so wearily that the audience knows instantly how tired he is.

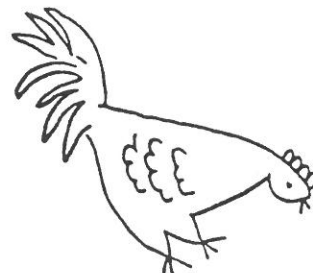
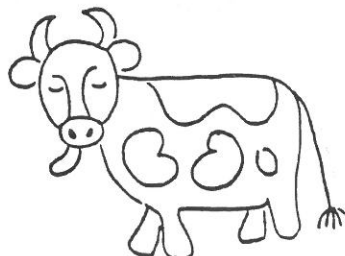
In some cases, it is a good idea to have the puppet speak to himself as he goes about his act. For example, he might say while looking "I'll look under this tree for a rock".



Special Effects

Musical sounds and sound effects make a puppet production more lively and vivid. Usual and comical sounds can result from the use of bells, drums, gongs, cymbals, castanets, triangles, whistles, horns, rattles, and natural objects such as pots and pans.

Thunder	Shake a piece of galvanized tin or iron.
Lightning	Flash white light on and off. A photo flash can also be used.
Breaking glass	Use an old piece of window glass in a sack and drop on floor.
Crashes	Fill a wooden box with glass and a few stones, then nail the top shut. Drop or tip on end for various types of crashes.
Horses	Two half coconut shells clapped on a wooden board gives the sound of horses walking or galloping on a hard surface. For hoofbeats on a soft road or turf, use wallboard.
Running Water	A small box with tin on bottom. Place a small amount to lead in the box and tilt box to produce sounds of running water.
Trains	Sandpaper or wire brushes on metal when done in the right rhythm.
Rain	Fill a tin biscuit or cookie tin on third full of dry peas or bean and rotate slowly.
Gun Shot	Slap yardstick or thin board on a hard flat surface.
Smoke, Fog, Etc.	Incense, melting dry ice, baby powder.
Snow	Small pieces of white paper fanned off a flat box. Moth flakes or Christmas snow can be dropped from above. Soap flakes can also be used.
Sawing Wood	Rub a piece of sandpaper across the rim of a large foil pan.
Fire	Crumble cellophane into a ball. When released in front of a microphone, it will crackle like a fire.
Cricket Chirp	Run finger over a small piece of fine tooth comb.



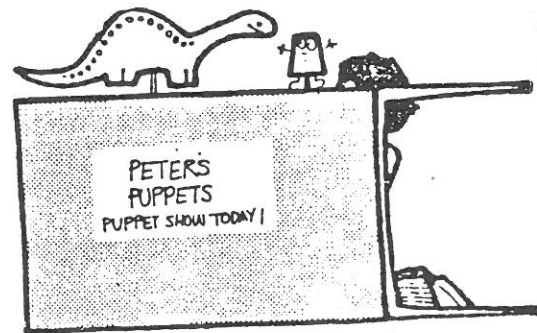
Puppet Stages

You may want to make your theater a simple, one time thing, or an elaborate, permanent structure for future use. The materials you need will be determined by the type of theater you desire. The main purpose for a puppet stage is to mask the puppeteer. However, the stage should enhance the production too. The stage should be sturdy, but it is not necessary to use heavy material. The only weight directly on the stage should be the curtain. Lights, sound equipment, and other materials should not be supported by this type of staging.

Types of Stages



A broomstick and blanket between two chairs



A table turned on its side

Makeshift - suitable for simple productions. An example might be a cereal box, or small cardboard box.

Temporary - are a little more sturdy and should be used if the stage is used for an extended period. An example might be a large cardboard box or a sheet of cardboard.

Permanent - are used if durability is needed or if the stage is to be used over and over. An example might be a piece of plywood or similar structure.

Whatever type of stage is used, be sure that the curtains or any other masking materials are securely fastened. A puppet production will be brought to an abrupt conclusion if the curtain or other structural element collapses.

Background

A good background is pretty crucial to the success of a production. The background determines how well the puppets are visually defined for the audience. Usually bright, warm colors are used for the puppets. So it is wiser to use darker colors for your background. The best is black, browns, or even dark blues. Make sure that when you construct your puppet that you are aware of your background colors, so the puppet is not the same color.

Height of the Stage

The stage's height is determined by the height to the puppeteers and whether they will perform standing up or sitting down. The stage should be just above the top of the puppeteer's hair. Measure from the floor to the top of your tallest Cub Scout's hair, then add about 2 feet, 3 inches. That gives you the height of the puppet theater.



DECEMBER 1993

Holiday Magic



HOW BIG

- Characters:** Den Leader, any number of Cub Scouts with presents.
- Setting:** Den Leader is standing on stage. If desired, a decorated Christmas tree may be used as backdrop. Boys enter one at a time.
- First boy: Merry Christmas, Mrs. _____. I brought you something. *(Hands her a box.)*
- Den Leader: That's very nice, Bill, but there was no need....
- Second Boy: Hi, Mrs. _____, look at the present I brought you. *(Hands her a bigger box.)*
- Den Leader: Well, Bob.....
- Third Boy: *(Rushes in)* Here's a present, Mrs. _____. Boy, it's heavy!
- Den Leader: Well, Tom ... what a surprise. You really didn't have to...
- Fourth Boy: *(Rushes in carrying box almost too large to handle)* Look what I have! Boy, are you going to like it!
- Den Leader: Oh dear! Boys...
- Fifth Boy: *(Pushing box across floor...too heavy to carry)* Here's a Christmas gift from me, Mrs. _____ It's really neat!
- Den Leader: My Goodness...
- Sixth Boy: *(Pulling a wagon on which is a box much too large to carry.)* Wait till you see this one! I really spent a lot of money!
- Den Leader: Boys, you are all very kind. But I think we should have a talk about all this. Where's Jim?
- First Boy: He's coming. I don't know what is taking him so long. He doesn't have a very big gift. In fact, I didn't see him carrying anything.
- Second Boy: Here he is now. *(Jim enters.)*
- Jim: Sorry I'm late for the meeting, Mrs. _____. I stayed after school to finish your Christmas present.
- Third Boy: I don't see a present. Look at all the BIG presents we brought. I can't even see yours. *(Smirks.)*
- Jim: Mine isn't very large, Mrs. _____, but I hope you'll like it. It's a poem.
- All: What a present! *(Lots of Laughing.)*



Den Leader: May I see it, Jim. *(He hands her the paper and she reads:)*

I have no money, so I guess I'm poor
 But I have friends, that is for sure.
 I have no money so I couldn't buy
 The things I'd like, though Christmas is nigh.
 I have no money, but I don't care
 Cause I have you, with whom to share
 A happy Christmas Season.
 I have no money, so I was sad;
 But I looked around, and I was glad.
 The things I have are worth a lot;
 Some kids don't have the things I got.
 I have my dad, I have my mom,
 I have my dog--he loves me some.
 And in my den I've learned to share.
 Not things or money, but love and care.
 For each of you I wish as much,
 That you'll each know the work of such,
 As family, friends and all the things
 That last when Christmas gifts are gone.



SANTA KNOWS ABOUT RUDOLPH'S NOSE

Characters: Santa Clause; 6 Elves *(wearing Santa hats made from red crepe paper); Rudolph (wearing cardboard or paper band around head with horns attached.)*

Scene: Santa sitting in an easy chair by fireplace reading newspaper. It is Christmas Eve.

Elf 1: *(Comes running to where Santa is sitting and breathlessly says:)* Oh Santa, come here. Bad news I must tell. Rudolph's nose is all frozen. Not a thing can he smell!

Elf 2: *(Running in as other elf exits.)* Hey Santa, listen here, while sad news I tell you. Poor Rudolph's nose is cold and it's turning all blue.

Elf 3: *(Hurrying in as 2nd elf leaves.)* Oh Santa, I've come to tell of Rudolph's plight. He has a cold in his nose that has put out his light!

Elf 4: *(Follows 3rd, etc.)* Santa, Oh Santa! I'm sorry to tell. Rudolph's nose is all warm and he doesn't feel well!

Elf 5: *(Same as above)* There's something I must say, but I'd really rather not. You see, poor Rudolph has a nose that's very hot!

Elf 6: *(Same)* Santa, please come! See Rudolph's burned nose! It's all black like charcoal, not red like a rose!

(After all elves have entered, spoken their parts and left, then Rudolph comes in and Santa holds up his hand to keep him from speaking.)



Santa: *(While Rudolph hangs his head.)* No! Don't say anything, but please let me guess. Your friends were all lying, so you've come to confess. I knew all the time that it was only a plot. For how could your nose be both cold and hot?

Rudolph: Well you see, Santa Claus, I was feeling quite low, and decided on our trip I didn't want to go. But now I've learned a lesson. The truth is always best. It could have saved me from this embarrassing mess!

(Santa pats Rudolph on the head. Rudolph smiles and scampers off stage.)

SANTA'S BIG SECRET

Characters: Santa Claus *(Scout uniform under Santa suit)*, Reporter, Numerous elves *(Scout uniforms under jackets)*.

Scene: Elves are in background working making toys or putting toys in sacks. Santa is directing them when reporter comes out with microphone.

Reporter: This is Scoop Smith the roving reporter for radio station KCUB, on the scene here at Santa's workshop. Santa, may we have a word with you please?

Santa: Oh sure, we're real busy getting ready for our deliveries. What can I do for you?

Reporter: All of our listeners want to know how you got into the gift-giving business. Did your father give gifts or what?

Santa: Well, it all began when I was eight years old...I just started doing good deeds, you know, helping people and such...and it just became a habit.

Reporter: Good deeds, huh, that sounds familiar. Say, what is that under your jacket?

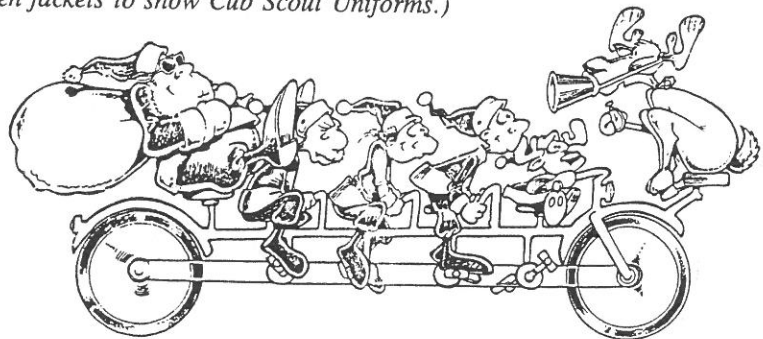
Santa: That's my best kept secret...*(Opens jacket)*

Reporter: A Cub Scout Uniform!!!!!! You're a Cub Scout?

Santa: Yes, well, no. I WAS a Cub Scout, then a Boy Scout, and then an Explorer. I wear this uniform to remind me of where it all started...way back years and years ago. I just loved helping other people and doing good things.

Reporter: Well, that explains your involvement, but how do you get all of these elves to help you?

Santa: Show the man.....*(Elves open jackets to show Cub Scout Uniforms.)*



JANUARY 1994

Exploring Alaska

THREE RIVERS

Scene: Two prospectors meet. First prospector has camp set up and good cooking. Dog is sitting beside him. (*Boy on all fours is dog.*) Second prospector comes in pulling mule named Sunshine. (*Two boys covered with blanket are mule.*)

Props: Pick, pan No. 10 cans for cooking, two beat-up hats, mask for dog (*if desired*) and blanket for mule.

Prospector 1: Howdy!

Prospector 2: Howdy!

Prospector 1: Any luck?

Prospector 2: Nope!

Prospector 1: Come fur?

Prospector 2: Quite a job.

Prospector 1: Et lately?

Prospector 2: This mornin.

Prospector 1: Hungry?

Prospector 2: Yep.

Prospector 1: Join me?

Prospector 2: Don't mind iffen I do.

Prospector 1: Have a plate.

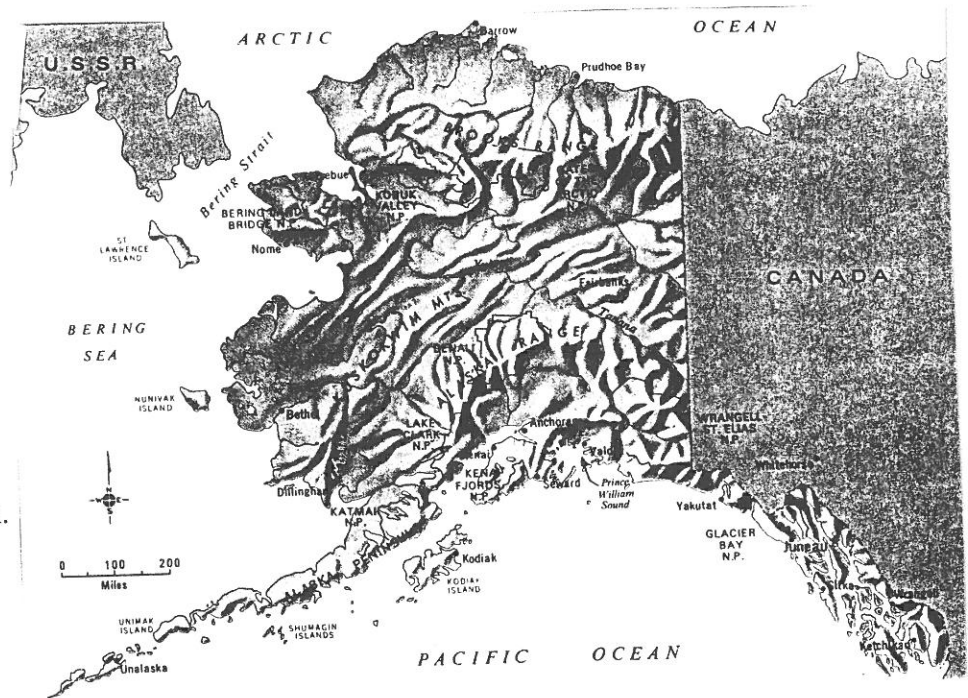
Prospector 2: (*Holds up plate and looks at it*) Don't want to seem to be pickyunish, but ain't this plate a mite dirty here in the corner?

Prospector 1: (*Looks scornfully at him*) Well now, it all depends on how you look at it. But I'll tell you one thing for sure. It's as clean as Three Rivers can get it.

Prospector 2: (*Shakes his head looking at plate*) Clean as Three Rivers can get it?

(*Mule brays a loud "hee-haw"*)

Prospector 2: Shut your mouth, Sunshine. You heard what the man said.



(1st prospector dishes out stew and they eat.)

Prospector 2: Mighty good vittles.

Prospector 1: Thanks pardner. Mind handin' me the plates so we kin clean em up?

(2nd prospector hands him the plates)

Prospector 1: *(Puts plates on floor and calls loudly over his shoulder)* Here Three Rivers. Here Three Rivers.

(Dog comes up and starts licking plates.)

WALRUS SONG

(When doing this song you should have male, female alternating in the line up, use as many people as you wish, kids love to see adults do this song. Tell story part, only sing chorus.)

Off in the frozen tundra of the northern Arctic Circle lived a tribe of brave eskimos. Every year, just before the ravages of the cruel and biting winter, the hunters of the tribe would set forth on a great hunt for the walrus. The other members of the tribe would stand on the shore as their valiant hunters paddled off in their kayaks. But! Eskimos, they don't paddle like we do they paddle like this: *(fold arms on top of each other, hands touching elbows and wiggle up and down and side to side together while singing chorus)*

CHORUS:
 Hey, tacoma misha waukee.
 Hey, tacoma misha waukee.
 Hey, tacoma misha waukee.
 Aukie tauka oooma, aukie tauka oooma,
 Hey diddle, hi diddle, ho diddle, hey.

As the hunters approached the ice floes, they had to search the horizon for signs of the great walrus. But! Eskimos, they don't search like we do, they search like this: *(starting with right hand, place hand on left side of face with palm of hand facing up going across forehead, lean to left with body crossing to right side, reverse hands and go other direction at the end of each verse of chorus when you get to last two verses of chorus do paddling motion from above)*

CHORUS:

And off in the distance were a herd of walrus or walruses *(anyway there was a bunch of them)*. The hunters finally spotted the walrus off in the distance and the leader pointed them out to the other hunters. But! Eskimos, they don't point like we do, they point like this: *(put hand on forehead like above and put other arm thru the loop in first arm, lean body as above, don't forget paddling motion on last two verses of chorus)*

CHORUS:

The hunters carefully paddled close enough to get a good shot off at the walrus. Each hunter took careful aim and prepared to shoot his walrus. But! Eskimos, they don't shoot like we do, they shoot like this: *(put hands together, arms straight out starting at left swing to right then shoot at end of each swing by saying boom while raising arms in the air, reverse directions on each verse, remember to paddle at end, use your imagination while paddling)*



CHORUS:

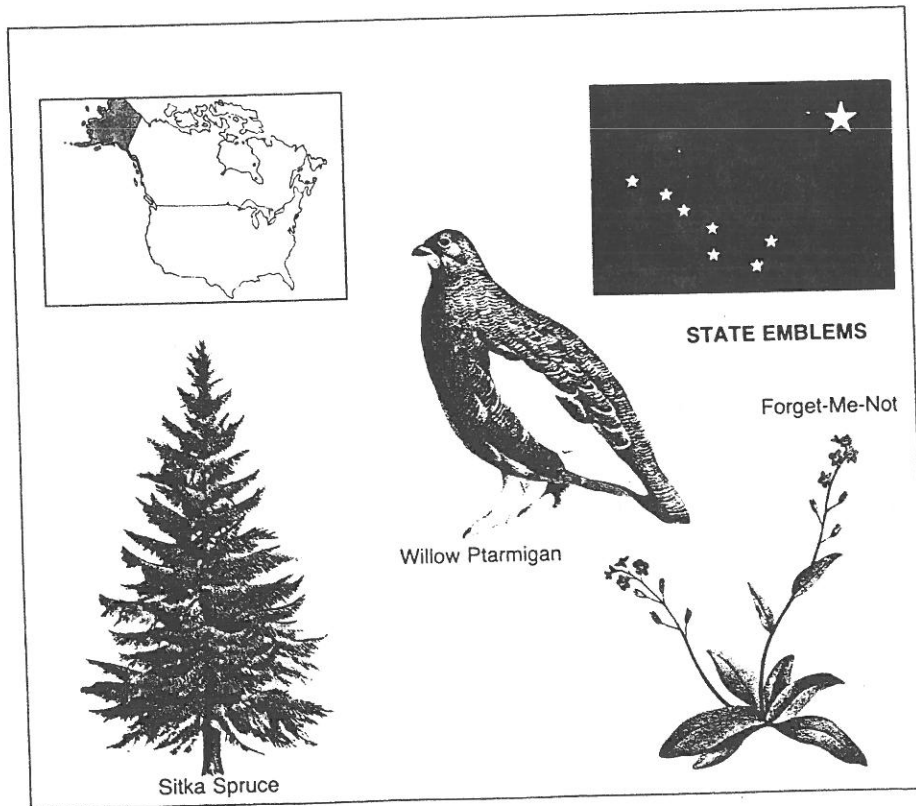
Since the Eskimos are very good marksmen, each hunter managed to get his own walrus. They stepped out onto the ice floe and prepared to carry their walrus back to their kayaks. But! Eskimos, they don't carry their walrus the way we do, they carry them like this: *(start at left with both hands act like lifting up walrus while moving to right, at top of swing throw down walrus in kayaks, make noise of walrus hitting bottom, remember to paddle.)*

CHORUS:

The happy eskimos paddled their heavy kayaks back to their village. The villagers waved to the mighty hunters as they approached the shore. But! Eskimos, they don't wave like we do, they wave like this: *(place back of right wrist at waist level palm up, wiggle hands up and down while swing as above, remember to paddle)*

CHORUS:

The hunters were very excited about the reception they received, but they were especially glad to be home to their wives. They all ran to kiss their wives. But! Eskimos, they don't kiss like we do, they kiss like this: *(two people face each other with arms held straight out to their sides, while acting like they are rubbing noses, change back and forth with people behind you at each verse, paddle at end)*



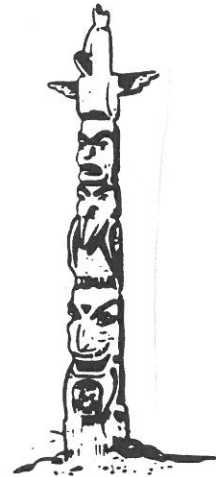
ALASKA

Capital
Juneau (26,300 people)
Area
570,833 square miles
(1,478,451 sq. km.)
Rank: 1st
Population
545,700 people Rank: 49th
Statehood
Jan. 3, 1959 (49th state admitted)
Principal river
Yukon River
Highest point
Mount McKinley; 20,320 feet (6,194 m.)
Largest city
Anchorage (231,100 people)
Motto
North to the future
Song
"Alaska's Flag"
Famous people
Vitus Bering, Carl Eielson, Joe Juneau, William H. Seward



ESKIMO PIE

- Scene:** Group of Cub Scouts around a table.
- Props:** Ping pong ball, sponge, white golf tees, pan with ice cream bars in the bottom.
- Cub 1: Isn't it great our leader is letting us make a pie for our den meeting treat?
- Cub 2: Sure is. I don't know what kind of pie it is, but here are the directions.
- Cub 3: Let's see, first you put in these walrus eyes.
- Cub 4: Walrus eyes? Are you sure?
- Cub 3: Says so right here. *(Puts ping pong balls in pan.)*
- Cub 5: Ok, next put in a pound of blubber.
- Cub 4: A pound of blubber? Are you sure?
- Cub 5: That's what it says in the recipe. *(Puts in white sponges.)*
- Cub 6: The next thing to add are two dozen polar bear teeth.
- Cub 4: I don't believe that. Why would you put teeth in a pie?
- Cub 3: Hey, you have to have teeth to eat a pie!
- Cub 4: Oh yeah, go ahead.
- Cub 6: Here go the teeth. *(Puts in golf tees.)*
- Cub 1: Now we let it freeze for one hour. *(Put lid on pan.)*
- Cub 2: *(Hold up sign that says "one hour later".)*
- Cub 1: Let's see what we've got. *(Uncovers pot.)*
- All: *(Look into pan and exclaim.)* Eskimo pies!!!! *(Pull out ice cream bars, open and eat.)*



FEBRUARY 1994

Blue and Gold Traditions

SINGING TELEGRAM

Characters: Several Cub Scouts with one of them wearing a hat that says "Singing Telegram".

Setting: Stage is bare as skit begins. Telegram Scout walks out first and is joined one by one by the other scouts.

(Telegram Scout walks to center stage and begins to sing "Happy Birthday", but is interrupted after the first few words by Scout #1.)

T. Scout: Happy Birthday to....

Scout #1: Hey, what are you doing? What's going on here?

T. Scout: I'm delivering this singing telegram.

Scout #1: Who to?

T. Scout: If you'd stop interrupting me you'd find out. Happy Birthday to...

Scout #2: What's all the noise, what's going on?

Scout #1: He says he's delivering a singing telegram to somebody but he won't tell me who.

T. Scout: Just be patient and you will find out. Happy Birthday to...

Scout #3: Who's having a birthday...I heard the noise, who is it?

Scout #1: He won't tell us...he says we have to wait...

Scout #2: It's not my birthday, is it one of yours?

Scout #3: Not me!

Scout #1: Not me!

T. Scout: If you'd just wait, you'd find out...Happy Birthday to...

Scout #4: I heard a lot of noise, what's going on?

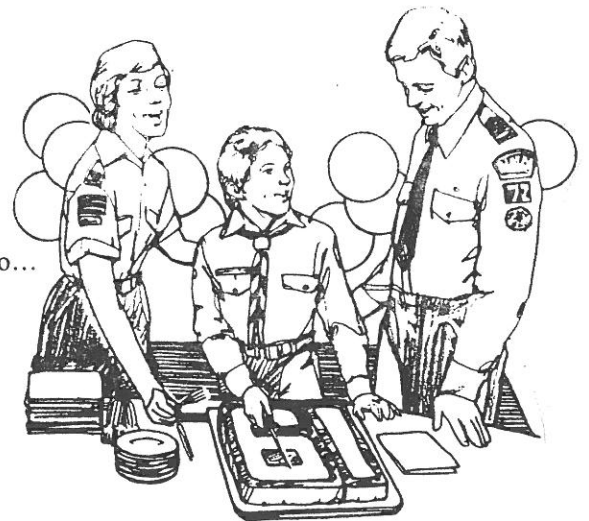
Scout #1: It's somebody's singing telegram...

Scout #2: And they're having a birthday...

Scout #3: And he won't tell us who it is...

Scout #4: And it's not any of our birthdays.

T. Scout: All right! All right! I'll tell you. *(Scouts gather round and whisper.)*



(All Scouts then turn around and shout Happy Birthday Cub Scouting, it is _____ years old.)

BLUE AND GOLD SKIT

Setting: The narrator, the spirit of Lord Baden-Powell is a Den Chief in full uniform wearing a campaign hat. He reads the script from a lectern, while Cub Scouts in uniform come on stage one by one.

Narrator: I represent the spirit of Lord Baden-Powell. The founder of Boy Scouting. I am also the spirit of Boy Scouting past and present. Here is our future...the Cub Scouts of America.

(First boy enters in complete uniform.)

The two colors of the Cub Scout uniform have a meaning. Blue stands for truth and loyalty; gold for good cheer and happiness.

(Second boy enters carrying Wolf Book and Kipling's "Jungle Book.")

Early Cub Scout ceremonies were based on Kipling's Jungle Tales. When Cub Scouting was organized in America in 1930, Indian themes were used.

(Third boy enters with a craft project of wood.)

Cub Scouting means fun. We have lots of fun. But most boys like making things...real boy projects...things they can play with or that follow the monthly theme.

(Fourth boy enters carrying a nature collection.)

Cub Scouts like to go on hikes and collect things for their nature collection or the den museum. They like the outdoors.

(Fifth boy enters carrying a buddy burner.)

Most Cub Scouts like to go on picnics. All boys like to eat. It is even more fun when they can cook their own food.

(Sixth boy enters - the smallest Cub Scout - holding the American Flag.)

Cub Scouts are proud to be Americans. They are proud of their Flag. They are also proud of their pack flag (*points to it*) because it reminds them they are part of ___ years of Scouting. They belong!

Yes, I represent the past and the present. These boys, Cub Scouts now, are the men of tomorrow. They will be the preservers of our American heritage. Please stand and join us in singing "God Bless America".



HAPPY BIRTHDAY SKIT

- Characters:** 5 Cub Scouts plus one small Cub Scout.
- Props:** A 'birthday cake' large enough for the small boy to hide inside.
- Cub 1: Well, here we are. But where is Ed?
- Cub 2: I don't know. It's just like Ed to invite us over for the surprise party and then not be here.
- Cub 3: Does anyone know who's birthday we're celebrating?
- Cub 4: It isn't mine. Mine's in April.
- Cub 5: Who cares?
- Cub 4: I do! Besides, now that you know when it is, you can save your money and buy me a super present!
- Cub 1: Boy! Will you look at that cake?
- Cub 2: Man, that's big enough to feed an army!
- Cub 3: Not with Jack around. You know how he is with our den snacks. He eats everything in sight!
- Cub 4: I can't help it. I'm just a growing boy...just like the Law of the Pack says we should.
- Cub 5: Yeah, but we're to grow up...not out!
- Cub 1: Look, here's a note.
- Cub 2: Read it. Maybe it will explain what this is all about.
- Cub 1: Okay, okay! *(Reads from note.)* We're a gang that's really true, Here to celebrate our __, Our organization rates an "A" plus, so let's all sing...
- Small Cub: *(Jumps out of cake and yells Happy Birthday to us!)*



A VERY SPECIAL BIRTHDAY PARTY

Divide audience into four groups to respond with the following: DEN LEADER--"OH BOY"; CUB DEN 1--"OH BOY, OH BOY"; BIRTHDAY CAKE--"HAPPY BIRTHDAY TO YOU" (SUNG); BIRTHDAY PARTY--"YIPPEE".

This is a story of a DEN LEADER..., CUB DEN 1..., and a BIRTHDAY CAKE... One Thursday afternoon, as CUB DEN 1... was meeting at the home of their DEN LEADER..., Mrs. Reid, the boys overheard her on the phone, say "It will be a very special BIRTHDAY PARTY..."

BIRTHDAY PARTY?...they said, to each other, whose BIRTHDAY PARTY...is it? each asked the other---not mine, said Jimmy. Nor mine, said Johnny. Or mine, said Billy. Maybe, said Mike and Ike, it's Mrs. Reid's, our DEN LEADER....!

Yeah, they chorused. I know, said Jimmy. Why don't we give her a BIRTHDAY PARTY... That's a neat idea, said Johnny. Let's have a BIRTHDAY CAKE..., said Mike and Ike. Swell, they all said.

So each went home and made special plans for the next den meeting and the special BIRTHDAY PARTY...for their DEN LEADER.

Den Meeting day dawned bright and sunny. At 3:30 all five boys arrived at their DEN LEADER'S...house. Mike and Ike brought a BIRTHDAY CAKE... Jimmy brought paper hats. Johnny brought balloons and Billy brought ice creams for the BIRTHDAY PARTY...

As they trooped in the door, they all yelled surprise! We're having a BIRTHDAY PARTY...Mrs. Reid, their DEN LEADER....looked shocked. My BIRTHDAY PARTY?..... Why it's not my birthday.

But we heard you talking about a special BIRTHDAY PARTY...on the phone last week, said Jimmy. Oh, said their DEN LEADER..., and smiled. It's Cub Scouting's birthday, she said. Cub Scouting is 64 years old, this month. But I think this is a wonderful idea. We'll just celebrate a little early.

And so they did. And that is how CUB DEN 1...and their DEN LEADER...had a very special BIRTHDAY PARTY!.....



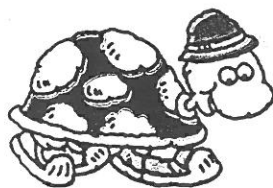
MARCH 1994

Wheels, Wings, Rudders

THINGS THAT GO

This is a question and answer skit. Two sets of answers are given and should be used according to whether you wish the skit to be serious or silly. A Cub Scout can read each riddle and another Cub Scout may answer, or the audience can be asked to guess the answers.

1. I can run fast. I have four legs. My fuel is oats. Last year a friend of mine won the Kentucky Derby.
What am I?
A. A horse. B. 2 oatmeal eating Cub Scouts who have horse for friends.
2. I run on boy power. I run on the streets, never on sidewalks. I have 2 wheels. I have spokes and pedals.
What am I?
A. A bicycle. B. Two unicycles.
3. I have 4 wheels. I usually have an air coiled rear engine. You can spot me on sight. I run on sand.
What am I?
A. A dune buggy. B. A Volkswagen that ran off the road in the desert.
4. I have 2 wheels. I have a roll bar. My pedals are as high as the seat. I have a lot of chrome.
What am I?
A. Motorcycle. B. 2 "souped-up unicycles."
5. I have a horn. I have two bright eyes. I have four wheels. I run on the street.
What am I?
A. A car. B. A unicorn on wheels on a highway.
6. My horn goes "toot-toot". My engine goes "choo-choo." I don't always have the same number of parts.
What am I?
A. A train. B. A Cadillac with a problem.
7. I fly through the air with the greatest of ease. I have a nose and 2 big wings.
What am I?
A. A plane. B. A trapeze artist with wings.
8. Sometimes I am self-propelled. Sometimes you have to help me. I skim over the water, in various speeds.
What am I?
A. A boat. B. A beginning water-skier.
9. I could go right through your ceiling if I could fit in your house. I'm going to the moon to find me some cheese.
What am I?
A. A rocket. B. A 2-ton hungry mouse.



SAVED BY THE DINNER BELL

- Characters:** 8 boys in a lifeboat.
- Props:** *If a lifeboat is not available, the scene must be set by a narrator. As the scene opens, we find boys from Den drifting at sea in a lifeboat.*
- Boy 1: We are sure lucky to get this lifeboat.
- Boy 2: Yeah, it saved our lives.
- Boy 3: How long have we been out here?
- Boy 4: Seems like a week.
- Boy 5: *(Looking at his watch.)* Three days, two nights, six and a half hours and thirty seconds.
- Boy 6: Hope we get rescued soon. I'm getting hungry.
- Boy 7: Let's go swimming.
- Boy 8: Better not, there might be sharks out there.
- Boy 1: Or some weird sea monster.
- Boy 2: And they get hungry, too.
- Boy 3: Wouldn't it be great to find some deserted island like Robinson Crusoe did?
- Boy 4: Yeah, and we could do what we wanted to?
- Boy 5: Just think, an island of our very own. No freeways or pollution. No school or homework!
- All Boys: Yeah!
- Boy 7: What would we do for television?
- (Mother's voice off at a distance: "Johnny!...")*
- Boy 6: Did you hear that? Sounds like someone calling me.
- (Mother's voice, a little louder: "Johnny...")*
- Boy 6: It's my mom. Guess, it's dinner time. Well, I've got to go. See you all tomorrow. *(Boy steps out of the boat and exits.)*
- Boy 8: Guess I'd better go, too. It's getting late. *(Boy exits.)*
- Boy 7: Me, too! See you later, *(Boy exits.)*



SKY DIVING

Props: Plane out of cardboard or three chairs. Signs saying 3000 ft., 2000 ft., 1000 ft., 500 ft., two backpacks for parachutes. Boy in cockpit flying plane. Instructor and pupil with parachutes in back seats. 1st Cub walks by with sign saying 3000 ft.

Instructor: "Pull your rip cord when I say." *(They jump out of plane and act like they are free falling.)*

Pupil: Now Sir? *(Second Cub enters carrying a sign saying 2000 ft.)*

Instructor: Not yet. *(Third Cub enters carrying a sign saying 1000 ft.)*

Pupil: Now?

Instructor: Wait! *(Fourth Cub enters carrying a 500 ft. sign.)*

Instructor: *(Pulls his ripcord.)* Now pull the rip cord, now!

Pupil: *(Shrugging.)* No need to now. I can jump from here!

GONE FISHING

Three boys sitting on a bench or chairs in the front of the room. The two boys on outside have fishing poles, the one in the middle is reading a newspaper. Boys with lines act like they are fishing.

Cub 1: Sure haven't been catching much.

Cub 3: I haven't even had a nibble.

Policeman: *(walks on from offstage.)* What are you guys doing?

Cub 1: Fishing, sir.

Policeman: Can't you tell this is a pack meeting?

Cub 3: No, it's a pond!

Policeman: *(nudges man with paper and he lowers it)* Do you know these two characters?

Cub 2: *(folds newspaper)* Sure, they are my friends.

Policeman: In that case, you'd better get them out of here.

Cub 2: Yes, sir. *(reaching behind chair, picks up a paddle and acts as if he is paddling away.)*



APRIL 1994

Shape Up

SHAPE UP

- Cub 1: I can lift an elephant with one hand.
- Cub 2: I don't believe you.
- Cub 1: Give me an elephant with one hand and I'll show you.
- Cub 3: I can bend bars with my bare hands.
- Cub 4: Iron bars?
- Cub 3: No, chocolate bars.
- Cub 5: Why are you jumping up and down?
- Cub 6: I took some medicine and forgot to shake well before using.



THE SPLIT BALL

Characters: Bud the pitcher, Bill, the reporters, Shorty the catcher, Gentleman from Australia, Other visiting gentlemen, Two flashlight operators.

Scene: Practice field. The front stage is very dimly lit. Across the back is a sheet or lightweight curtain through which a light can shine.

The success of the stunt depends on the ability of the pitcher, catcher, and flashlight operators to coordinate their movements. The pitcher pantomimes a throw. When he says, "There," a flashlight operator turns on his light and makes it shine through the screen. The light moves along the screen to resemble the flight of the ball. The catcher pretends to catch the ball, and the flashlight goes off. The movement may or may not mimic the flight of that kind of ball in a real game.

Bud comes on stage, in front of the curtain. Bill steps up to him, followed by all the visiting Gentlemen.

- Bill: Hi, Bud.
- Bud: Hi, Bill.
- Bill: Gentlemen, I'd like you to meet Bud, the greatest pitcher in America.
- Bud: Oh, come on, Bill!
- Bill: It's true. Bud, these gentlemen represent the world wide athletic association. They wanted to see the greatest American pitcher, so I brought them right to you.
- Bud: Well, I am flattered.



Bill: This is Mr. Grossman from Australia, Mr. Blackwell from England, etc. *(Add as many names and countries as you need. Each shakes hands with Bud and then steps away.)*

Grossman: Excuse me, sir. We have heard about the different ways you pitch ball. Would you demonstrate a few balls for us?

Bud: Glad to. Have a seat. *(points to a row of seats and they sit.)*

Gentlemen: Thank you.

Bud: Shorty?

Shorty: *(appearing)* Yes, Bud?

Bud: What shall I start with, Bill?

Bill: Start with your fast ball.

Bud: O.K. a fast ball. There! *(light darts across screen, quickly. Gentlemen cheer.)*

Bill: A slow ball.

Bud: O.K. a slow ball. There! *(light moves very slowly across screen. Cheer.)*

Bill: A curve ball.

Bud: O.K. a curve ball. There! *(light moves in a fancy curve. Cheer)*

Bill: A knuckle ball.

Bud: O.K. a knuckle ball. There! *(light moves in a zig zag line. Cheer.)*

Bill: How about a sinker?

Bud: O.K. here comes a sinker. There! *(light glides along waist- high, then drops into mit. Cheer.)*

Grossman: Pardon me sir. I have heard about your split ball. Could you please show us?

Bud: Certainly. A split ball. There! *(The two flashlights start together. They seem to separate, one high, one low on the screen. Then just as they near Shorty, they come together.)*

Every one cheers, pats Bud on the back as they all exit.



THE DEN _____ TITLE HOLDERS

Boys come onto stage and speak in unison:

We all excel in Feats of Skill,
Some of us hold titles you see.
Just listen to us dear friends,
And that we're skillful you'll agree.

One boy steps out of line toward audience and says:

I hold the title,
Of strongest boy in my den.
Do you really think,
It's because of my friend?



(As this boy says the first line, other boys take clothespins out of pockets and place on noses. Then as boy says second line, he takes a toy skunk from behind him and holds it up for audience to see.)

Another boy steps out of line and says:

I'm called the muscle man
Of my den this year.
I guess it's all here,
Right between each ear!



(As boy says last line, he takes a much-too-small hat from behind his back and tries desperately to fit it on his head.)

Another boy steps out of line and says:

I hold the title
Of the fastest of all;
It's because I'm always first
When it's time for chow call!

(As boy says the last line, he takes a handful of cookies out of his pocket and starts eating them.)

Another boy steps forward and says:

In magic I'm skillful
As you will soon see;
We'll all disappear
As we count to three.

(Boy takes a magician's hat from behind him and puts it on.)

All boys count in unison 1 - 2 - 3. Curtain closes.



MAY 1994

Back to Nature

THE LION HUNT

(Audience Participation)

The leader takes a seated position in front of audience so all can see him and instructs everyone to make signs and gestures as indicated.

Leader: Would you like to go on a lion hunt? O.K. let's go.

Way, way down in the deep dark jungles of Africa, there lives a tribe of Pygmies.

One morning the chief got up, yawned, stretched, and looked at the sky. *(All go through motions.)* He called all the Pygmy braves from their huts. *(Sound one "whoop" by cupping hand over mouth.)*

The braves all come out, stretch, and answer their chief with two whoops. *(All give two whoops.)* The warriors go to the chief's hut to talk over the plans. *(Sound effect: All repeat "Soda water bottle, soda water bottle.")*

The Pygmies say good-bye to their wives. *(Make sound, "Low wo-wo-wo," by cupping hands over mouths.)* Here we go down the trail. *(Everyone produces sound of marching Pygmies by striking knees with palms of hands, alternating.)*

We're getting out in the tall grasses now. *(Rubbing palms of hands back and forth against each other.)* Up ahead there's a big river with a bridge. Here we go across the bridge. *(Hit chest with fists, alternating.)* We're across. *(Regular marching resumed.)*

We're starting up a mountain *(tempo slows)*. This is hard work. *(Slower and slower.)* We're getting close to the top now. *(Tempo quite slow, then back to normal.)* We're on top now; here we go down the other side. *(Speed marching up to a run tempo, then back to normal.)* O.K., we're back on level ground.

Oh! Oh! Narrow river. No bridge. Better jump. Run! *(Slap knees fast, long pause, then one smart slap.)* Made it. More tall grass. *(Rub palms together.)* Sh-h! *(All repeat Sh-h!)* Sure looks like lion country. Yep, there's a lion ahead. We have to sneak up on him. *(Walk fingers of right hand across palm of left hand.)* Suddenly the lion charges with a roar. R O A R ! The Pygmies turn and run *(Running tempo against knees. Now repeat all actions and gestures in reverse)*: We're back to the mountain...jump the creek...cross the bridge...run through the grass...through the gate...slam the gate shut...bit sigh of relief. And then the wives start asking questions all at once. You know how women talk. *(All say "rhubarb, rhubarb" in a high pitch to imitate old women.)*

O.K. We've been on a Pygmy lion hunt.



THE DEN MOTHER'S BOUQUET



Characters: Six Cub Scouts in summer uniform or Cub Scout T-shirts.

Scene: A nature walk.

Props: Cub - fashioned bouquet, with strands of ivy.

Cub 1: Gee, Fellas. I don't think Mrs. Brown's having a very good time.

Cub 2: Well, you didn't help things much, giving her that garter snake.

Cub 3: I was just trying to help her collect stuff for our nature display at pack meeting.

Cub 4: Yeah...and you heard what she said! "Nothin' ever again, that moves by itself."

Cub 3: So...now I know better!

Cub 5: Don't worry about a thing, you guys. I'm gonna fix everything.

Cub 6: Yeah? How?

Cub 5: Well, you know how nutty women are about flowers? So, I picked her this neat bunch of flowers...*(he holds up bouquet, with trailing strands of ivy)*... See?

Cub 6: Oh no... *(wails)*. We'll never get to go on another hike!

Cub 5: How come?

Cub 6: Cause...that's poison ivy!!

THE MONGOOSE

Props: Box with coiled spring in it and fur tied to end of spring. When box is opened spring will shoot fur out of box.

Setting: 2 Scouts talking about what they caught in the woods.

Object: Get other Scouts to look in box and see the Mongoose.

Cub 1: Did you see what we caught in the woods last weekend?

Cub 2: No! What was it?

Cub 1: It's a Mongoose.

Cub 2: A what?

Cub 1: A Mongoose, they are very quick and hard to catch. Did you know that?



Cub 2: Where is this Mongoose?

Cub 1: Right here in this box.

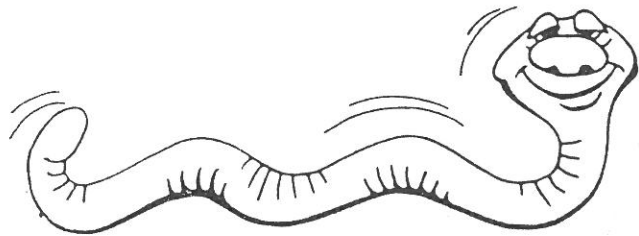
Cub 2: Can I look?

Cub 1: Sure! But don't scare it. (*Peek in box lid carefully.*)

Cub 2: Wow did you see how shiny and glassy the eyes looked?

Cub 1: You know they are so fast that they kill snakes by grabbing their head?

Cub 2: Wow that's really neat. (*Get someone to look and let the box lid come open quickly, so fur flies.*)



JUNE 1994

Strong for America

THE GREAT SEAL

Scene: 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's 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. That's our national symbol. The shield over the eagle's breast has 13 strips.

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 mean?

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 on a \$1 bill.

CONSTITUTION SKIT

Scene: Philadelphia, 1787

Characters: Narrator, 4 Cub Scouts in colonial dress, some extra Scouts.

Narrator: "While it's true that our constitution was written by truly great men, it still took 11 years to finish. Lets look in on some of these men as they go about their work. Here comes Ben Franklin and Samuel Adams."

Sam: "Let's have pizza tonight."

Ben: "I don't like pizza. How about tacos?"

Sam: "But I don't like tacos. Let's have hamburgers."

Ben: "We always have burgers."

(The two walk off stage still arguing.)

Narrator: (flustered) "Simply a difference of opinion, ladies and gentlemen. Don't worry, they'll work it out. Look there's Thomas Jefferson and John Adams."

John: "I tell you the Yankees are the best!"

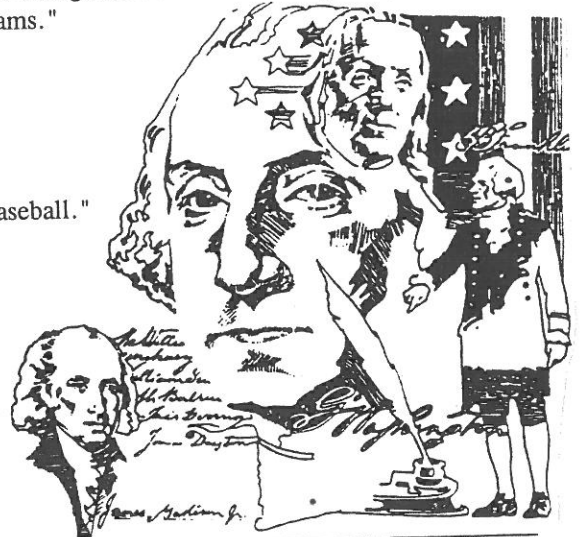
Tom: "No way, it's gonna be the Braves this year."

Narrator: "Wait a minute you two, are you talking about baseball."

Tom and John: "Yes!"

Narrator: "Baseball hasn't been invented yet!"

John and Tom: "OH!" and then walk off arguing about football.



Narrator: "I don't know what's going on here. Wait, they're gathered together! Now what are they arguing about?"

(The four Scouts plus the extras are gathered around a table.....)

Tom: "At least we agree on something...The Constitution of the United States!"

HANS AND FRANZ

Props: Box with a lever sticking out of it. Costumes of weight lifters. Cover over sign on box that says "Voting Booth".

Hans: I'm Hans.

Franz: And I'm Franz.

Both: And we're here to *(clap)* pump you up! *(Point to audience.)*

Hans: We have a lever to pull here today.

Franz: Ya, and we aren't no weakling men, we will have no trouble pulling it.

Hans: Hear us today, remember us next week, and understand what we do next year. Let's pull the lever, Franz. *(Both try but cannot pull the lever.)*

Boy 1: *(Walks on stage, pulls lever down and pushes back up.)* Having some trouble pulling the lever down?

Franz: No problem, we were just checking the tension.

Hans: Ya, we'll show you now! *(Try again and fail.)*

Boy 2: *(Walks on stage and pulls lever and pushes it back up.)*

Franz: Hey, how did he do that?

Boy 3: It's easy. Anyone can do it.

Hans: You tink so?

Franz: Third time's a charm. *(Try again and again cannot do it.)*

Boy 3: *(Walks on and pulls lever and pushes back.)* This is easy, but pulling the lever has little to do with strength. You see *(removes sign cover)* all you have to be is a registered voter to do it.



JULY 1994

Buckskin Pioneers

BUFFALO STORIES

These are a variation of the popular elephant jokes. They can be set up with two boys for each "joke".

- Cub 1: How can you tell if a buffalo is under your bedroll?
Cub 2: The ceiling of your tent is very close.
- Cub 3: Did you know buffaloes are originally from Italy?
Cub 4: You mean like in the song " Oh where is the home for the buffaloes - Rome!
- Cub 5: What do you find between the hooves of buffaloes?
Cub 6: Slow buffalo hunters.
- Cub 7: What do you get when you cross peanut butter with a buffalo?
Cub 8: You either get peanut butter that roams the range or a buffalo that sticks to the roof of your mouth.
- Cub 9: How can you tell a buffalo from a field mouse?
Cub 10: Try to pick it up. If you can't, it's either a buffalo or a very overweight mouse.
- Cub 11: How can you tell a buffalo has been in the refrigerator?
Cub 12: His hoofprints are in the jello.
- Cub 13: How can you tell when there are two buffaloes in your refrigerator?
Cub 14: You can't shut the door.



LEWIS AND CLARK GET LOST

- Character:** 4 Indians, Lewis and Clark
- Scene:** 4 Indians on stage, Lewis and Clark enter.
- Lewis:** Hello Indians my name is Lewis.
- Clark:** And mine's Clark, and we're exploring our way across this new land.
- Indian 1:** We don't think its' a new land. We've lived here for many moons.
- Lewis:** Great! You should know your way around very well.
- Clark:** And that's great because you see, we are lost. Could you help us find our way to the Missouri River?
- Indian 2:** Missouri River? Never heard of it.
- Indian 3:** Me either. I've heard of the Misery River, but it's downstream quite a ways.



- Indian 4: I once ate some liver from a cow from Missouri, but I guess you're not looking for the Missouri Liver.
- Lewis: You are all crazy. You've lived here all these years, and you can't tell us how to get to the Missouri River?
- Clark: You must not roam much.
- Indian 1: The may well be, but at least we aren't lost!



DAVY CROCKETT SKIT

- Characters:** Announcer, 6 Cub Scouts in Davy Crockett costumes; 7th Cub in dress clothes and wearing a coon skin cap.
- Announcer:** Tonight we bring you the story of a famous American, Davy Crockett - a brave and powerful man. Raised in the woods of green Tennessee, he soon learned to know and name every tree.
- Cub 1:** He learned to know the critters, from the Possum to the Bear, wait until you hear what he did with just a stare!
- Cub 2:** He scared a coon right out of a tree with just a grin and a big old stare. He tried it on a bear, but the bear wouldn't scare, so he challenged him to a fist fight and won him fair and square!
- Cub 3:** A streak of lightning Davy mounted; all the stars he named and counted. He caught the tail of a passing comet, and put a piece of sunrise in his pocket.
- Cub 4:** Davy was caught between a panther and a bear, so you see he couldn't use just a simple little stare. He aimed "Old Betsy" at a rock between the two - the bullet split that rock and left a trail of blazing blue. One piece of rock killed the panther, the other demolished the bear. A mighty combination - "Old Betsy" and Davy's stare!
- Cub 5:** Davy was a fighter honest, brave and true; but fighting, it was told to me, always made him blue. A treaty was signed. Davy helped make the peace. And in that land, fighting did cease.
- Cub 6:** This is a fine country. It's worth fighting for. Guess I'll head for the fort called Alamo, where the Texans are fighting for liberty.
- Announcer:** Folks liked Davy's way of doing things. They thought Davy ought to be a congressman and help run the country., The critters seemed to think so too. Even the crickets all chirped, "Crockett for Congress! Crockett for Congress!" In the nation's capitol, Congressman Crockett made this speech:
- Cub 7:** I'm Davy Crockett, fresh from the backwoods. I'm half horse, half alligator, and a little bit tetchted with snappin' turtle. I got the fastest horse, the prettiest sister, the surest rifle, and the ugliest dog in Tennessee.
- ALL BOYS:** SING "DAVY CROCKETT"



AMERICAN FOLK TALE SKIT

Narrator: America's history is full of colorful characters. I'm sure you've heard of many that you couldn't even begin to count them. But we also know that much of our country's history wasn't written down until many years had passed. Memories fade as time goes by. Now...we're not calling our historians liars...but...things were not always the way they told us. Take, for instance, the burro express rider.

Rider: *(enters pulling the burro)* "Come on Speedy, those Cub Scouts at Southside are waiting for their Male.

Narrator: "Excuse me sir? Why do you call your burro Speedy?"

Rider: Why, this here is the fastest burro in the west.

Narrator: "How fast is he?"

Rider: "Why, he's so fast he can dance his shoes off! *(Burro dances, and removes his shoes and tosses them into the crowd and they leave.)*

Narrator: And there's always the legend of Rip Van Winkle. It's really quite unlikely that he could sleep for forty whole years.

Rip Van W.: *(entering)* Sleep? Did I hear someone mention sleep. Oh, I'd love to get some sleep!

Narrator: Have a hard day Rip?

Rip Van W.: Day, day he says! Days is more like it. Ever since those Cub Scouts came to town, I haven't slept a wink. Their Den Leaders keep knocking things over and tripping over things. And you should hear them laugh.

Narrator: Poor Rip, I guess he could use forty years sleep now.

Chef: *(entering eating an ice cream cone, and looking over and under and around things, saying.... "Nope, not here, etc. and "I know it's around here somewhere." Continuing to look.)*

Narrator: Boy that ice cream looks good. Where can I get some?

Chef: Down the road at Custard's Last Stand.

Narrator: What are you looking for?

Chef: A mine.

Narrator: You mean the Lost Dutchman Mine?

Chef: No the lost Italian Mine of course. I hear they have the greatest pizza.

Narrator: There was a guy over there who was talking about pizza earlier. I think his name was Wild Bill.....*(hiccup)* Wild Bill.....*(hiccup)*....

Chef: Yeah, I know him, Wild Bill Hiccup - Hiccup...*(leave the room)*



AUGUST 1994

Water Fun

HOW TO WASH AN ELEPHANT

Before introducing this stunt, choose three people to leave the room. They should not overhear the narrator. Narrator explains to audience that the stunt is called "How to Wash an Elephant", a classic example in communications. He tells the following story and pantomimes the motions as he goes.

Narrator: One morning, Farmer Friendly went out to the barn to begin his chores (*pantomime walking*). He threw open the barn door, and to his surprise, he found an elephant in his barn (*pantomime throwing open door, surprise*). The farmer didn't know what to do with the elephant so he decided that the first thing to do was to wash it. He led the elephant from the barn (*pick up the elephant's trunk and walking with it over your shoulder, open and close barn door*). He left the elephant near the pump, got a bucket and scrub brush and pumped the bucket full of water (*pantomime the actions*). Now he was ready to begin. First he scrubbed the left side (*lift up elephant's ear and wash that*). Then he was ready for the stomach (*lie down on floor; wriggle under elephant and scrub underside*). Next, the right side (*repeat actions as for left side*). Then he scrubbed the elephant's face (*pantomime scrubbing between eyes and down length of trunk*). Almost done (*walk to rear of the elephant, gingerly lift up tail and quickly scrub there*). There, that's done! (*Pantomime throwing out rest of water, putting the brush in bucket and setting bucket beside pump. Take the elephant by his trunk and lead him back to the barn, open door, lead him in, go out and shut door behind.*)

Narrator tells audience he will call people back in, one by one, and pantomime the stunt, without benefit of narrative. The first person will do what he remembers for the second person, and so on. He will, of course, have no idea what the motions mean, so it can be very funny. By the time the actions are pantomimed for the third person, it will be distorted and bear little resemblance to the original version.

After all three have tried their luck, the narrator explains the story and tells them what they were doing.

ENLARGING MACHINE

Hang a sheet or blanket in front of the audience. Announce the marvelous invention of an enlarging machine, and ask for objects to be enlarged. A stick is fed into the machine, out rolls a large log. Next, a rock is put in, and a boulder rolls out. A lady enters with a baby in her arms, stands next to the machine while searching in her purse, and accidentally drops her baby into the machine. Out runs a giant "baby" which has been previously dressed up and carries its mother offstage crying "MA MA!"

FISH SKIT

Characters: 2 fishermen, little boy. All three have a stick with a short string on it as a fishing rod.

Scene: Two boys with "fishing rods" are standing together fishing through the ice. The rods hang without moving, as the boys are not catching anything.

Boy 1: Boy, am I cold. I don't know how I let you talk me into coming out in the middle of the night to go ice fishing. My feet are frozen to the ice, my nose is running, my ears are like ice, and I haven't even had a bite.



Boy 2: Knock it off! This is a great spot! Just wait till we catch a few.

(Boys stand a few seconds with no bites.)

Boy 1: It's 2:00 AM and we still haven't had a bite. I think my right ear just fell off.

Boy 2: Stop complaining! Soon they'll start biting; just wait.

Boy 1: *(after a short wait)* 3:00AM and still no bites! My other ear just fell off.

Boy 2: Wait! Wait!

Boy 1: Talk louder, my ears fell off.

Boy 2: Cut that out!!!

(Another boy walks onto the stage at some distance from the other two. He begins to fish, and catches one after another.)

Boy 1: It's 4:00 AM; my toes just fell off. I have to go to the bathroom, but I can't afford to have anything else fall off. We still haven't had a single bite. *(Watches as the new boy catch more fish.)* Say Charlie, that kid over there. *(points)* Look at all the fish he's getting!

Boy 2: Wow I wonder how he does it? *(raises his voice)* HEY-KID!

Boy 3: MMMMMMMMM

Boy 2: You're catching fish over there, aren't you?

Boy 3: UMMM HUMM. *(Nods his head and catches another fish.)*

Boy 2: You got more than ten-don't you?

Boy 3: MMMMMMMMMMMM *(Nods his head.)*

Boy 2: How do you do it? We've been fishing here for hours without a bite, while you get them one after the other.

Boy 3: MMM MMMMMMMMMMMM MMMMMMMMM MMMMMMMMMMMMMMMM

Boy 2: What?

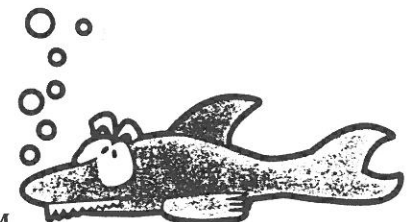
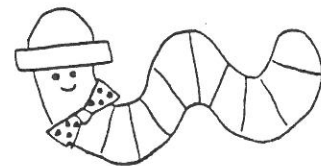
Boy 3: MMMMM MMMMMM MMMMMMMMMMMMM

Boy 2: I can't hear you.

Boy 3: MMMMMMMMM MMMMMMMMMMMM MMMMMMMMMMMM

Boy 2: I don't understand you! What are you trying to say?

Boy 3: *(Loudly spits a large something into his hand.)* YOU HAVE TO KEEP THE WORMS WARM!!!
(Puts the worms back in his mouth.)



WATER SAFETY SEALS

- Characters:** Ringmaster, Clown, six seals (*all in appropriate costumes*)
- Scene:** A cardboard ring, about 2' high, large enough for all seals to stand inside. Paint it to resemble a pool. As the curtain opens, seals are in the pool, flapping their arms.
- Ringmaster:** And now, ladies and gentlemen, we present those barking aquanauts, those super swimmers of the sea, our very own Water Safety Seals!
- Seals:** (*Flapping arms and singing to the tune of Clementine.*)
In the ocean, in a home pool,
In a lake or in a tub;
Where there's water there is danger,
Even in a shower scrub.
If you plunge down to the bottom
Of the ocean, cool and green,
You must take some swimming lessons,
For you're not a submarine.
- Seal 1:** (*Clapping flippers*) Arf! Arf! You'll get a glad hand from us seals if you'll only swim where there is a lifeguard.
- Seal 2:** Arf! Arf! We'll applaud you is you always swim with a buddy. Never swim alone! (*Claps flippers.*)
- Seal 3:** Arf! Arf! Encore! Encore! Learn to swim well, then learn some simple reaching rescues. Learn to give artificial respiration.
- Seal 4:** We seals say, by all means, enjoy your swim!
- Seal 5:** But, be a smart seal. Stay out of water during thunderstorms!
- Seal 6:** Stay out of water when you have just eaten.
- All:** When you're in trouble, call for help, but only if you need it.

(*Seals flap arms and sing:*)

If you plunge down to the bottom
of the ocean, cool and green,
You must take some swimming lessons,
For you're not a submarine.

(*During the chorus the clown crosses the stage carrying a sign that says: "Don't be wet behind the ears!" At mid-stage he turns the sign over so it reads: "Don't clown in the water!"*)



SEPTEMBER 1994

Explore your Neighborhood

THE LATE NEWS

- Scene:** 1 Cub Scout is seated on stage, turning the dial of a radio. The other den members are offstage voices. As the boy on stage turns the dial, we hear:
- Voice 1:** "Prepackaged pale purple pain pills will stop that ache in your bit toenail. A small bottle of 10 pills costs only a little more than...."
- Voice 2:** "...a new Chevy Citation which was the only car still running after 200 miles. All other cars in the race had run out of"
- Voice 3:** "...elephants, which were the only source of power available to lift the giant logs. The elephant trainer would sit with his legs locked around..."
- Voice 4:** "...the rocket, which will be launched from Cape Kennedy next week, will be the first rocket to carry..."
- Voice 5:** "...100 fat cattle and 200 hogs reported on the way to the stockyards. The animals will be fed..."
- Voice 6:** "...dynamite or TNT, which should open the passage to allow the boats to operate in the..."
- Voice 7:** "...bathtub when the water level is at least six inches deep and warm enough for...."
- Voice 3:** "...the giant logs, which will be used in the construction of..."
- Voice 1:** "...drug stores. Ask your friendly pharmacist for..."
- Voice 2:** "...a thunderbird, which maintained a speed greater than any other..."



THE ANTS

Characters: Six to eight Cub Scouts.

Props: Paper sacks.

Scene: Skit opens with boys standing together in a backyard. Cardboard cutout trees and bushes could be used.

Cub 1: Gee, there's nothing to do.

Cub 2: Yeah, I know.

Cub 3: Hey, let's have a backyard picnic.

All: Yeah!



- Cub 4: But it's going to rain.
 Cub 1: I don't think so. If it does we can eat in the house.
 Cub 2: I'll bring the potato chips.
 Cub 3: I'll bring the hot dogs.
 Cub 4: I'll bring the hot dog buns.
 Cub 5: I'll bring the drinks.
 Cub 6: And I'll bring something special!



(All walk off stage and come back carrying sacks.)

- Cub 2: Here are the chips.
 Cub 3: Here are the hot dogs.
 Cub 4: Here are the hot dog buns.
 Cub 5: Here are the drinks.
 Cub 6: *(Drops his sack.)* Oh no!
 Cub 5: What's wrong?
 Cub 6: I brought the ants!!

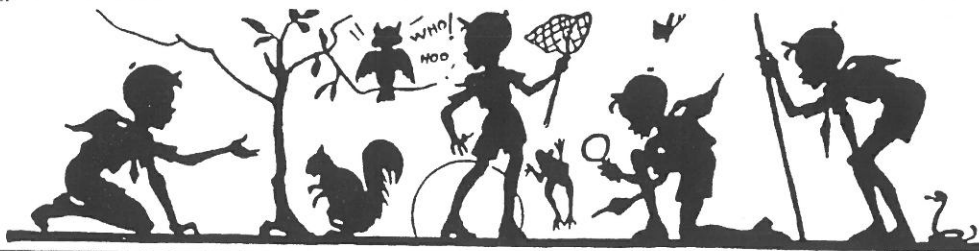


CHEWING GUM

You will need: 5 Cub Scouts, props should include a lamppost, park bench, tree.

Scene: Park area, Cub Scouts walk on one at a time. This is a pantomime skit and is great to use with younger Cub Scouts and shy boys.

One CUB walks on stage chewing imaginary gum *(use exaggerated motions- chewing, blowing bubbles, pulling gum out of mouth, putting it back in)*, leans against lamppost for a bit, takes gum out of his mouth and sticks it to the lamppost. He then walks off stage. Second CUB comes on stage, leans against lamppost, feels gum stick, pulls the gum off and sticks gum to bench. Second CUB exits. Third CUB enters and sits on bench. Notice gum, pulls it off himself and throws it to the ground. Fourth CUB walks on stage, steps in gum, removes gum from shoe and sticks it to tree. Exits. Fifth CUB enters, leans against tree and finds gum. Removes gum from tree and sticks it on the lamppost. First CUB enters again. Walks up to lamppost, finds gum and sticks it back in his mouth. Walks off stage chewing gum.



THE PICNIC

For this skit have the audience insert words in the blank spaces or you can have a list of words prepared and let them read the word when asked.

One fine day, two little old ladies decided to drive out of town for a picnic. Miss Bingley loaded a basket with _____, _____, and _____ and other tasty things. Then they drove off with their lunch in an old car that belonged to Miss Arbuckle. The cap on the radiator was decorated with _____ and the holes in the roof had been painted with _____ and _____.

As they drove along, Miss Bingley pointed to the side of the road. "Oh, look at the bush with the _____ and the _____ growing in it." Let's stop here, said Miss Arbuckle. They carried the basket to some shade cast by _____ and spread out _____ to sit upon. Nearby, _____ sang gaily in a tree and some low bushes had _____ and _____ growing on them. The two friends were having a wonderful time. There's nothing so delicious as _____ with mustard and relish, said Miss Arbuckle, as she brushed the crumbs off her lap with _____. "Yes," sighed Miss Bingley, "However, it is getting late." "Maybe we'd best start for home now.

But their car refused to go. The motor made a noise like _____ and then stopped. "Oh dear!" said Miss Arbuckle, looking under the hood. "I think I see _____ and _____ caught in the gears." "Impossible," said Miss Bingley. "Are you sure the tank isn't empty?" "Are you sure you put enough _____ in before we left home?" "Of course I did," said Miss Arbuckle. It must be the wheels. We'll jack them up with _____ and _____ and then replace with _____ and _____. She covered her dress with _____ and took _____ to loosen the bolts. Just then a farmer drove up and asked if he could help the ladies. "Looks like _____ in the engine," he said, tightening a bolt with _____. Then he stepped back and the car started. "I just connected the _____ to the _____, which had rattled loose. The two old ladies gave him the rest of their _____ and to show their appreciation, they gave him _____ and drove happily home again.



OCTOBER 1994

Achievement Parade

WATCH OUT FOR CRITTERS

As the skit opens, an old guide leads two pioneers into the mountains. The three walk in place, pretending to climb uphill and down.

Pioneer 1: Are there wild animals here?

Guide: Yep. Bobcats. They're bad.

Pioneer 2: Is there anything else?

Guide: There's wolves. Mean critters.

Pioneer 1: Is that all?

Guide: You wouldn't ask that question of you had come to rehearsal. There are bears. And they are the worst critters that I know of. *(Suddenly, three Cub Scouts appear. Over their heads are brown paper sacks with animal faces drawn on them.)*

Cub 1: I'm a Bobcat.

Cub 2: I'm a Wolf.

Cub 3: I'm a Bear. Who are you?

Pioneers: *(Together)* We're chicken! *(and they run away.)*

SMOKEY'S DEPUTIES

Characters: Narrator, 3 boys in Smokey Bear costumes with "Deputy" badges, clown.

Scene: Outdoor scene with cardboard trees and buses. Posters as indicated in script.

Narrator: Ladies and gentlemen. For the first and only time, in our stage we present a trio of performing bears directly from Yellowstone Park. *(Gesturing with sweep of hand.)* Take it away bears!

Bears: *(enter singing...Tune: "Polly Wolly Doodle")*

Oh, bears like cake, and bees like pie
And a little bit of honey is fine'
But we don't like sparks in our national parks,
And in forests of spruce and pine.
So beware, so beware,
Put your campfires all the way out.
Let the fire burn down, sprinkle water all around
Put them out without a doubt.



- Bear 1: Listen friends. Before you strike one match in my forest, check the Forest Ranger or an adult camping guide.
- Bear 2: Never build a fire without an adult to help you.
- Bear 3: That's right! Remember to have a bucket of water or dirt handy, right next to the fire.
- Bear 1: And when you're through with the fire, don't go away and leave it. No sir. Let the fire burn down. Break up the coals with a stick. Sprinkle water or dirt on the fire until it is cold.
- Bear 2: Be sure to check the fire to see that it is cold out before you leave the campsite.
- Bear 3: Now everybody, please join us in the chorus of our song:

So beware, so beware
Put your campfires all the way out
Let the fire burn down, sprinkle water all around.
Put them out without a doubt.

(During the chorus, clown crosses stage carrying sign which reads: "You are no Match for Fire" When he reaches mid-stage, he turns sign over. On back side it reads: "Don't clown around with fire.")

TWO STORY FIRE

Character: 5 firemen, dressed in street wear.

Scene: 3 firemen are seated at table and two are laying on cots. Laying nearby are fireman's hats and raincoats for all. Off stage are blackened corks to be used for soot, and sound effects of telephone ringing and siren.

Fireman 1: *(stretching on cot.)* I dreamed I ate a five pound marshmallow last night.

Fireman 2: *(sleepily)* So what? *(yawns)*

Fireman 1: My pillow is missing!

(Telephone rings. Fireman 3 leaves table and goes off stage to answer it.)

Fireman 3: *(running back on stage)* Fire! Fire! Fire! A two story fire.

(All firemen quickly don hats and coats)

Fireman 4: Are you *(name)* ?

Fireman 5: No, why?

Fireman 4: Well, I am, and that's my hat and coat you're putting on.

(Fireman 4 & 5 quickly trade hats and coats. All firemen rush off stage. Siren is heard.)
PAUSE *(Firemen return, with soot all over their faces.)*



- Fireman 2: Boy, I'm sure glad we're back! I forgot to turn off the stove. We could have had a fire right here.
- Fireman 5: Ah, don't worry. I forgot to turn off the water in the sink.
- Fireman 1: We almost never found that fire. I thought you said it was a two story fire.
- Fireman 3: It was. The caller told me two stories. One story was that the fire was on 6th Street. The other story was that the fire was on Maple Street. That's why we almost never found it.

(Others groan, and take their original places at the table or on cots, as curtain closes.)

CUBNAC

The following are answers and questions to be used in a Cubnac presentation. A Cub can dress up in a turban and cape and reads the answer and then the question. Have two Cubs one dressed as above giving the question part and one giving him the answer first.

- | | |
|----------------------------|---|
| Dances with Wolves | What would you call a Den Leader who square dances with her den? |
| I Can Bear No More | What does a new Webelos Scout say? |
| Bobcat | What would you call Robert Cat if you were a close friend? |
| Webelos | What would a group of older Cub Scouts say if they didn't know where they were? |
| Bear, Aaron, & Wells Fargo | Name a rank, a Hank, and a Bank. |
| Rankled | What happens to patches on your uniform after washing? |
| Arrow of Light | What would you call 20 candles in a straight line? |
| Tiger Paws | Describe a Tiger Cub taking a nap. |



NOVEMBER 1994

HARBORS, STATIONS, AIRPORTS

MILESTONES IN THINGS THAT GO.

Here's a skit that has a special added attraction - the audience can join in the fun as they try to guess the famous names in transportation history.

To present this verse skit, you can use 10 Cub Scouts - one for the Narrator and one to deliver each verse. If you have fewer Cub Scouts, they can say more than one, just change the placard. Make a placard for each verse with the famous person's name printed on the back. Print the name large enough on the placard for the audience to see clearly. Attach the placard to the actor's back. After the actor has delivered his verse (allowing the audience a little time to try and guess the name of the person he represents), the actor turns around to reveal the name on the placard. The Narrator recites the first two verses. No costumes or scenery are required.

NARRATOR: Transportation through the years
Has changed, we are aware,
Because some men had vision,
And were not afraid to dare.

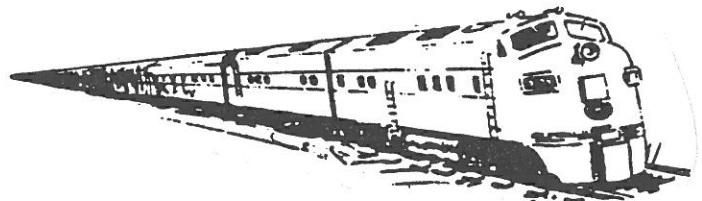
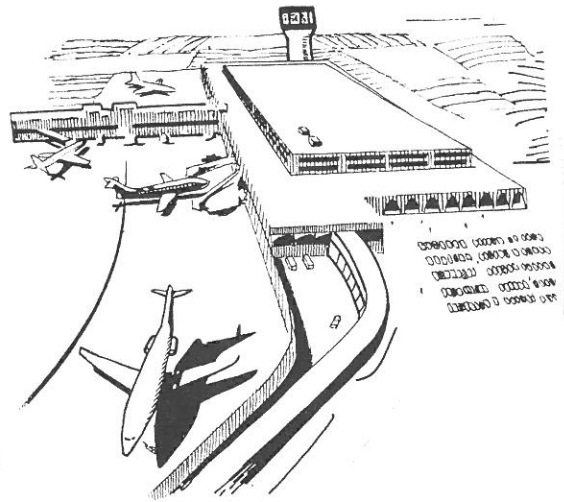
Although we see the evidence
of all that they have done,
Let's see if you can guess their names
Presented, one by one.

1. We bet you don't know our name,
But we first gave man his wings,
As we soared aloft in a balloon
And made men feel like kings!
Who are we? (Montgolfier Brothers)

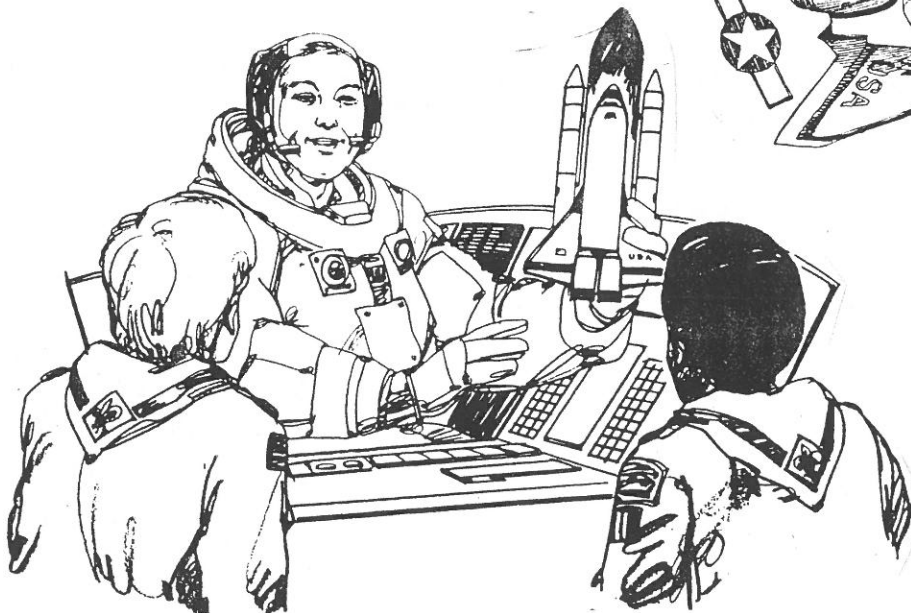
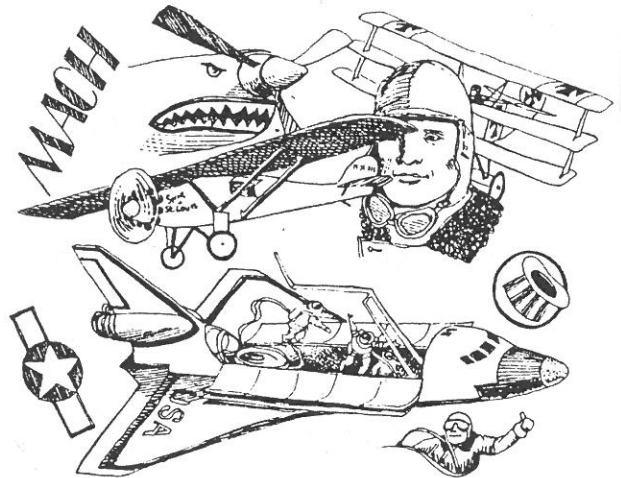
2. Until I came along and helped,
Fast boats were just a dream,
For I got rid of sails and oars;
I gave the boat its steam!
Who am I? (Robert Fulton)

3. I gave to life its "ups and downs,"
So many men would say
The elevators makes tall buildings
Possible today.
Who am I? (Elisha Otis)

4. As people peddle down the street,
From grannies to little tykes,
They all owe me a debt of thanks,
'Cause I invented bikes!
Who am I? (Pierre Lallement)



- 5. As trains crisscross the continents,
My humble head is bowed.
"Father of the locomotive" is
The name of which I'm proud.
Who am I? (George Stephenson)
- 6. As soon as you say "airplane,"
Our name quickly comes to mind;
But when we started, pilots were
Quite difficult to find.
Who am I? (Wright Brothers)
- 7. Though I did not invent it,
I played a major part
In mass-producing autos. I'd say
I gave the car its start!
Who am I? (Henry Ford)
- 8. "Father of the modern rocket"
Is the title I enjoy,
So when he takes you to the moon,
Remember, that's my boy!
Who am I? (Robert H. Goddard)
- 9. I'll have a fuel-less motor
That will hit the marketplace,
And stop pollution of all kinds
And go faster into space.
Who am I? (You?)



WHAT DID YOU SAY YOUR NAME WAS?

CHARACTER: Boy in Cub Scout uniform and a group of boys in street wear.

PROPS: Toy airplane, a ball for the group of boys to bounce, sign on easel saying "small town in 1939."

SCENE: Open with boys bouncing ball to each other when Cub Scout enters. Easel is set up with a sign on far left side of stage.

CUB SCOUT: Hi fellas! (holding airplane)

BOY #1: Hi, you're new here aren't you?

CUB SCOUT: Yes, we just moved here from Ohio. I'm on my way to my first den meeting. Are you guys in Scouts!

BOY #3: What kind of airplane have you got there?

CUB SCOUT: We're building rockets in our den and I made this airplane at my last meeting in Ohio. I just thought I'd bring it to show the guys in the den. It will really fly.

BOY #4: You say you're building rockets?

CUB SCOUT: Yes, when they are finished we are going to shoot them off after pack meeting so everyone in the pack can see how they work. I'm glad to get the chance to build one. You know I'm going to fly one someday for real. Maybe I'll even walk on the moon.

BOY #5: Wouldn't that be something! What else do you do in the den meeting?

CUB SCOUT: We do a lot of different things. Of course I'm really interested mostly in aviation. I'm going to have my pilot's license by the time I'm 16.

BOY #6: Sure, sure...do you guys ever camp out?

CUB SCOUT: Sure when you become a Webelos they have great dad and son campouts. You know, I'm going to test new aircraft when I'm grown...maybe even rocket-powered planes. I've got to go now...I don't want to be late. Bye!

BOY #7: Boy those Cub Scouts think they can do anything...He sure has big ideas...What did he say his name was, anyway?

BOY #1: Neil Armstrong! What a dreamer! He really thinks he's going places.



THE RAILROAD CROSSING

- Cast:** A conductor who sits on a stool and holds a very thick book; a hillbilly family, including father, mother and several children. All are dressed to fit their roles.
- Props:** Two ropes laid parallel in front of the acting area to represent a railroad track.
- Father:** (Addressing the mother) Be there a train from the North today?
- Mother:** (To first child) Be there a train from the North today?
- (Each family member, in turn, passes this same message down the line to the Conductor, who thumbs through his big book.)*
- Conductor:** No. There's no train from the North today. (speaking to last child.)
- Last Child:** *(To the next child in line)* No there's no train from the North today.
- (This procedure is repeated, with message being passed back up the line until it gets to the Father.)*
- Father:** *(Addressing the mother)* Be there a train from the South today?
- (The same procedure is repeated with the conductor responding negatively. The Father then asked about trains from the East and West, with the message being passed from person to person. When the last message gets back to the Father, he says...)*
- Father:** O.K. It's safe to cross the railroad tracks.
- (The family proceeds to walk across the tracks).*

ERIC THE GREEN

- Cast:** 6 Cub Scouts playing T.V. Announcer, Cabin Boy, Crew Member, Ships Cook Leif Ericson, Eric the Red. *(If you have more than 6 Cub Scouts they can be extra crew members.)*
- Scene:** Takes place at ships landing in Greenland, where T.V. Announcer is waiting the arrival of the Vikings to interview them on the voyage.
- T.V. Announcer:** Ladies and gentlemen, through the magic of television and the 20th century, we are able to take you back in time to the landing of the Vikings, here in Greenland...the time is the 10th century...ah, here is a likely looking fellow now...(cabin boy in Viking dress walks on)...T.V. Announcer thrusts mike in front of him and says "welcome to Greenland, son, and how was your voyage?"
- Cabin Boy:** Terrible trip, worst I've ever seen...if you don't believe it ask Eric the Green! *(He walks off stage.)*



T.V. Announcer: Oh, that's too bad, but wait, I thought your Captains name was Eric the Red...hmmm, that's strange...well TV audience, here comes another member of the group. Sir, how was your trip to Greenland?

Crew Member: *(Gives T.V. Announcer suspicious look)* Terrible trip, worst I've ever seen...if you don't believe it, ask Eric the Green!

T.V. Announcer: There must be some mistake...all history books refer to the leader of the Norsemen as Eric the Red. This certainly is a mixed up crew. Well, here comes the ships cook...ah, sir, would you mind telling us your opinion of the voyage? *(Ships cook walks on stage, gives him surly look...)*

Ships Cook: Terrible trip, worst I've seen...if you don't believe it, ask Eric the Green! *(He walks off stage.)*

T.V. Announcer: Ladies and gentlemen, this is most puzzling...could it be that we are about to discover something new in history? Here comes the captains son, Leif Ericson...perhaps he can tell us something about this...Mr. Ericson, can you tell us something about your voyage?

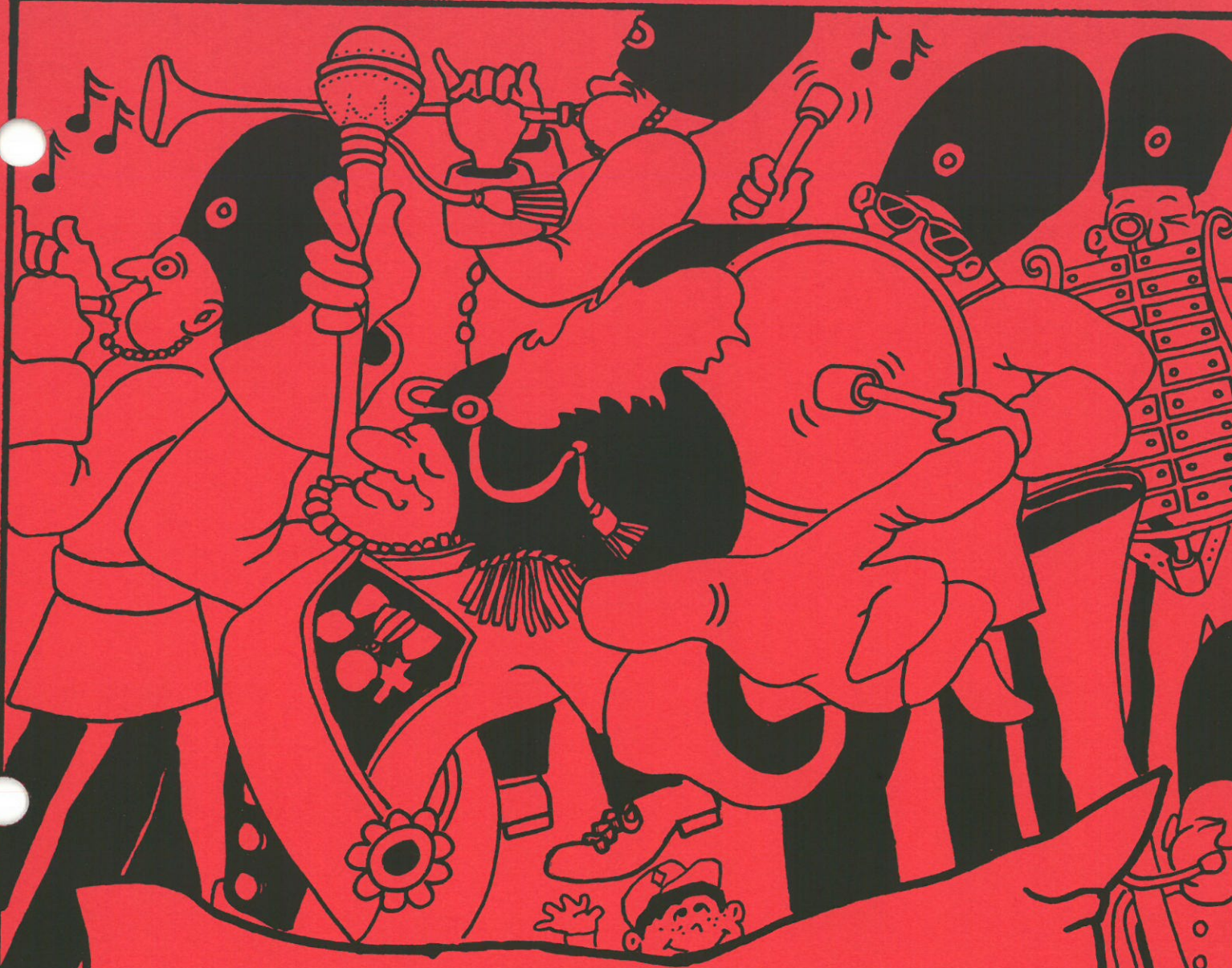
Leif Ericson: *(He walks on.)*

Leif Ericson: Terrible trip, worst I've seen...if you don't believe it, ask Eric the Green! *(He walks off stage.)*

T.V. Announcer: Ladies and gentlemen, there's only one man who can solve this mystery...and here he is now...*(Eric the Red walks on stage...his face has green makeup on it and he clutches bottle marked SEA SICK PILLS...one hand holds his stomach.)* Captain, captain, the world of television is awaiting your description of your exciting voyage to Greenland...!

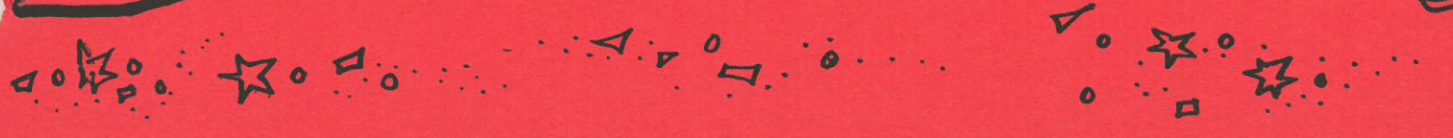
Eric the Red: "I used to be known as Eric the Red...before this dreadful journey I led...it was terrible trip, the worst I've ever seen. Just call me sea sick...ERIC THE GREEN!...(T.V. Announcer throws up his hands and they both exit.)

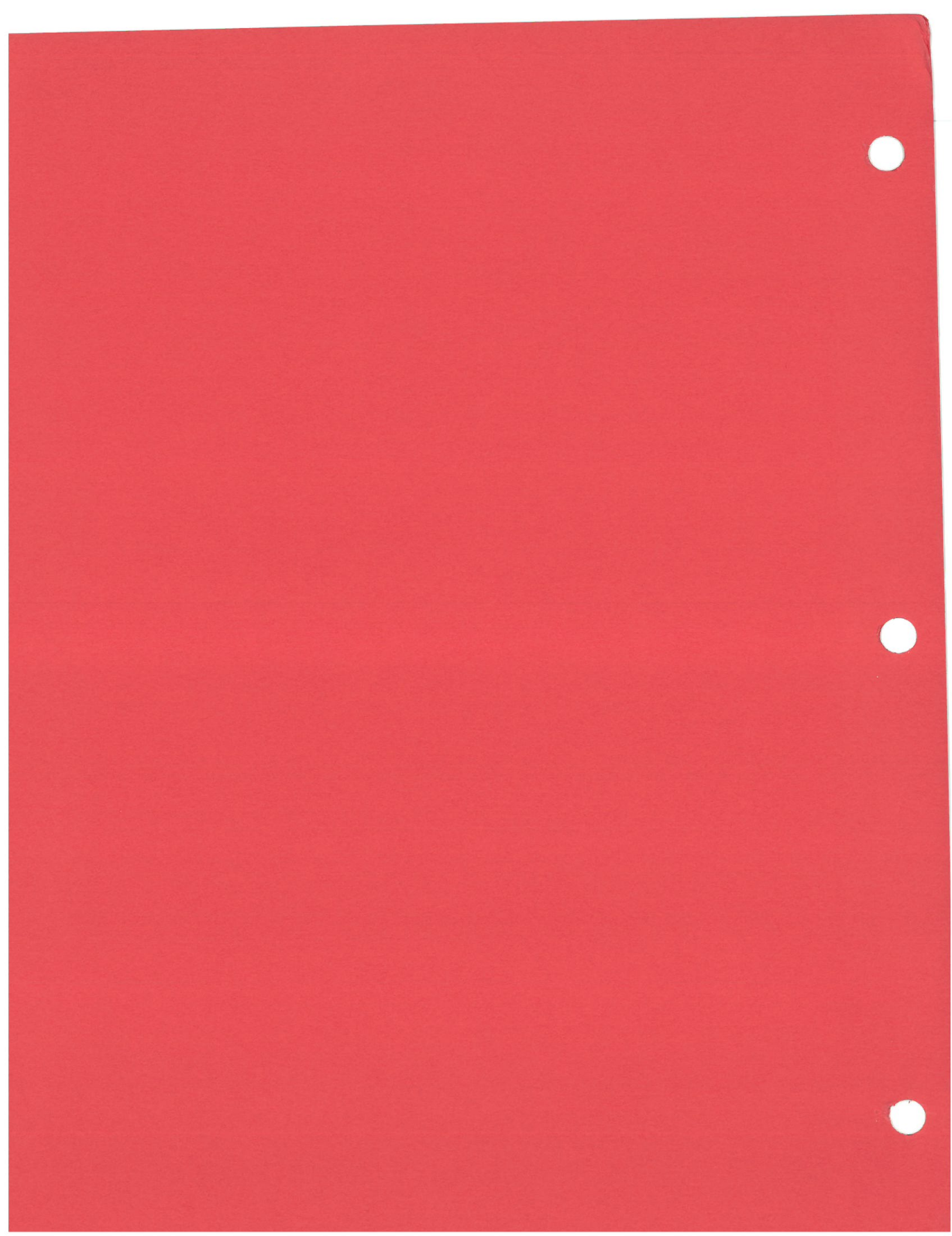




BUGS, BARKS,

BIRDS, BOYS





NATURE AWARENESS

Learn to be a nature detective, an explorer or scientist! There are exciting things outside! A bug hidden under a leaf, footprints in the mud, or a pile of fur and bones. Learn to explore the world around you, looking for clues and signs to solve the mysteries of Nature. Nature mysteries can be found anywhere; in your yard, the woods, or a pond, puddle or stream. Some of the clues can only be found during a certain time of the year, while other signs can be found all year.

Good nature detectives and explorers have a sense of adventure. They also remember to leave only footprints as clues to the wildlife that they have been in an area.



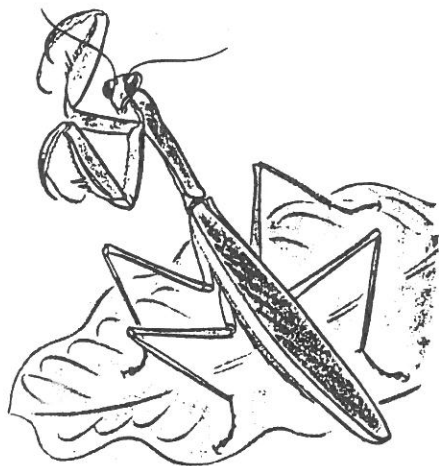
PRIMARY TOOLS

- Eyes** - To closely inspect any find, and to search an area.
- Ears** - To listen for any sounds of animals moving or communicating.
- Nose** - To sniff out suspects, use your nose to smell a flower or an animal.
- Hands** - To feel all the parts of a clue, to turn over logs and leaves or to feel the shapes and textures of things.

RULES FOR NATURE LOVERS

- Never take all the leaves and flowers from a plant. Take just what you need.
- When you pick a flower, break or cut the stem. Don't pull the plant up by the roots.
- Don't taste or eat any plants, berries or seeds you find outdoors. Some plants are very poisonous. Check with an adult.
- Don't pick a flower from anyone's garden or backyard without asking permission. Remember that in many public parks and gardens, flowers must not be picked.
- Don't pick a wildflower if there are only a few of its kind growing where you find it. Greedy picking might mean this kind of flower will not grow in that spot anymore. Then no one else will ever be able to enjoy it again.
- Never touch poison ivy, poison oak, or poison sumac. Touching these plants creates an itchy rash on the skin.
REMEMBER: "LEAVES OF THREE, LET IT BE"
- Dress according to the seasons, and keep in mind that a good nature detective checks out all clues and sometimes this means lying down on your belly, crawling on your hands and knees and even stepping into water. So wear old clothes and sneakers.





BUGS

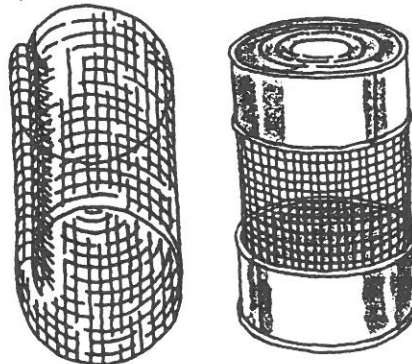
Did you ever see a bug creature up close? Most grown-ups would much rather do their looking from a distance, but kids like to catch the bug and confine him temporarily for a closer look. That's okay, but too often the confinement takes place inside a mayonnaise jar with a perforated lid. The bug may be safe inside, but a kid chasing after a butterfly while clutching the glass jar might not be. And maybe the bug is safe, but is he really happy? It gets pretty hot and damp inside a jar, and sometimes it's difficult to climb glass walls.

So what do you do?

Make a CREATURE CAGE:

MATERIALS:

2 empty (*washed*) tuna cans
Wire Screen
Scissors



Remove lids and labels from tuna cans. Make sure there are no sharp edges, then wash the cans thoroughly. Wire screen cuts easily with scissors. Cut a length of wire screen about 6 inches wide and long enough to go around the inside of the can, plus an inch. Ben the screen into a tube to fit the inside size of the cans. Fasten the screen in that shape by first stripping a few wire strands from the outside overlap edge and bending the exposed row of wire prongs inward. Then fit the prongs through the inside screen, bending the prongs over and shut. Fit the cans over each end of the screen tube to complete the bug proof CREATURE CAGE.

WORMY EXPERIMENT

Try this experiment to show your den how worms work. Put four to five inches of rich soil in a large glass jar with about 6 earthworms. On top of the soil, put an inch of light sand. Sprinkle corn meal on the sand. Wrap black paper around the jar to shut out light. At your next den meeting, take off the paper and see what has happened. The worms will have moved dark soil up into the sand the sand down into the soil. You will see tunnels along the glass marking their travels. Explain that the worms tunnels bring oxygen and nitrogen to nurture life and that the tunnels help the soil hold water.

WEB (PRINTING) PAINTING

Take a walk in the woods with a can of spray paint and a piece of white paper. Find a spider web. Webs are usually found between branches of bushes or between two growing things, such as weeds or garden flowers. Hold the can of spray paint at arm's length away from the web. Spray quickly with a back and forth motion. Be sure the wind is blowing away from you when you spray paint so you won't breathe in any of it. Cover the web with a thin coating of paint. The paint will look like tiny beads on the fine strands. Quickly place a piece of paper on the web. It is better if you curve the paper first in the center of the web and straighten it out very carefully along the sides. Let the web dry on the paper. Your finished print will contain some of the web.



NIGHT CREATURES

Your backyard is part of your environment. You share it with all sorts of busy little creatures. There are some you usually don't see because they're nocturnal. That means they're active at night. Here's how to have a look at them without staying up all night.

Things you will need include:

- A wide-mouthed glass jar
- A garden trowel
- A small, flat piece of wood
- A few small stones or small wooden blocks

1. You're going to set up a trap for night creatures. It won't hurt them; it will just hold onto them until you get a look at them. You need to dig a hole in the ground for this. Ask permission before you dig.

2. Make a hole in the ground big enough to hold your jar. It should be deep enough that the mouth of the jar is level with the ground.

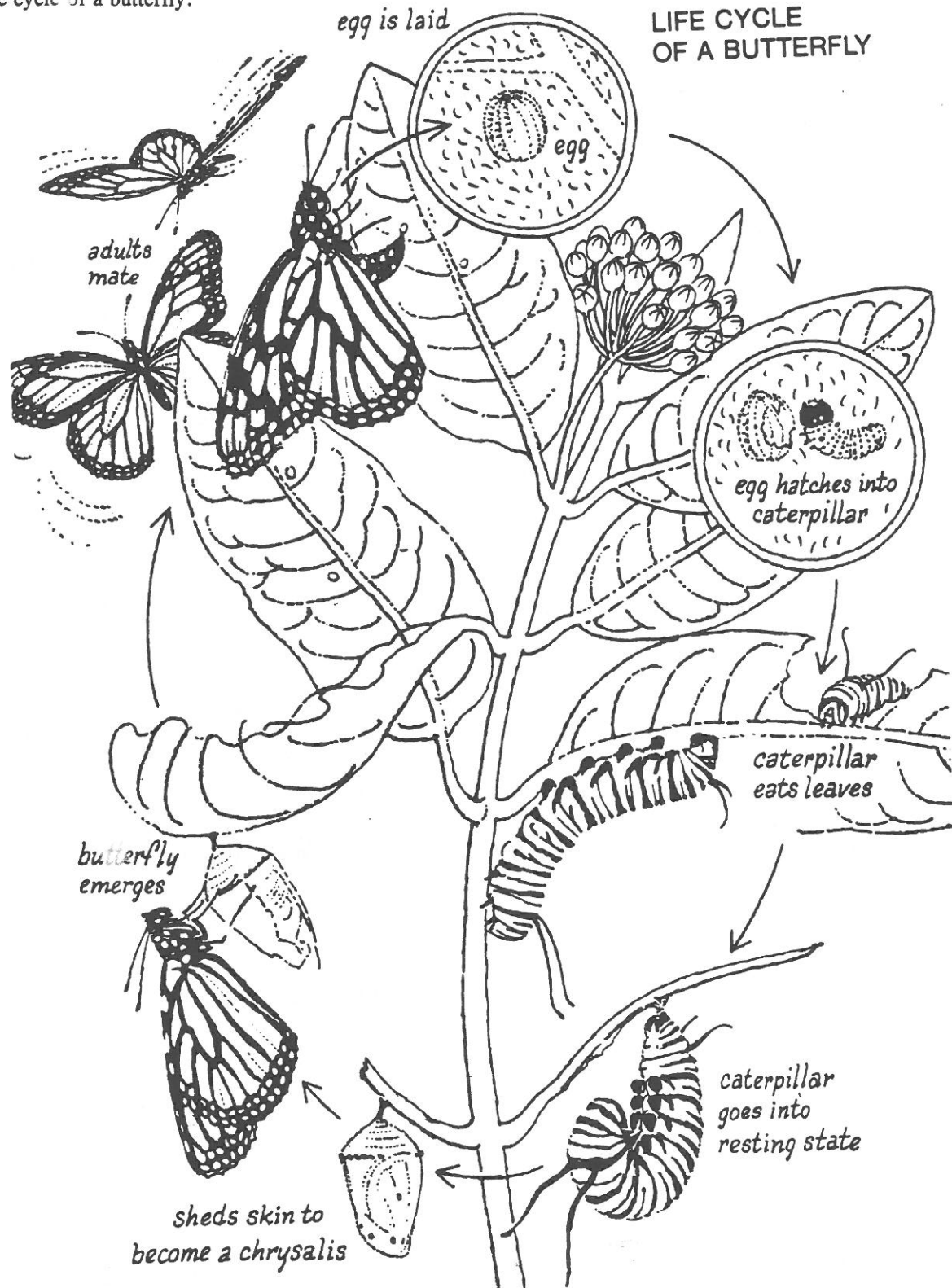
3. Cover the jar with a flat piece of wood. Use stones or blocks to hold it about half an inch above the jar. Your cover will keep the rain out. If rain got into your jar overnight, it could drown your captives.

4. Check the jar the next day. See what is there. Be sure to let the creature go!



CATERPILLARS AND BUTTERFLIES

Look for cocoons attached to stems and leaves of grasses. Look for caterpillars inching along stems. They often do great damage to plants. Look for partly eaten leaves and flowers which are clues to caterpillars. This picture shows the life cycle of a butterfly.



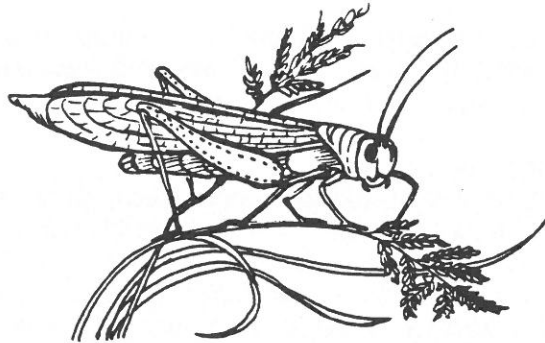
BASIC FOODCHAIN OR ECOSYSTEM

Animals and plants live together in communities called ecosystems. All the living things in an ecosystem are linked together in food chains. Here's an example of a food chain.

This is the grass.



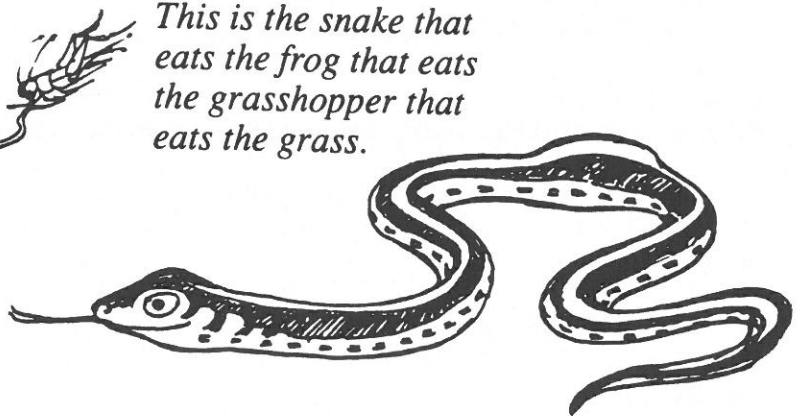
This is the grasshopper that eats the grass.



This is the frog that eats the grasshopper that eats the grass.



This is the snake that eats the frog that eats the grasshopper that eats the grass.



HIKES

LEADING A NATURE HIKE

Don't be afraid to say "I don't know" to the boys. After all, none of us has all the answers. You will command more respect in the eyes of the boys if you admit it. However as a leader you have the duty to find the answer. Therefore you should say "I don't know but I will find out and let you know".



As you start the hike have one of the boys pick up two small sticks, each about 1 foot in length. Push the first stick in the ground. Locate the end of the shadow cast by that stick and place the other stick in the ground at the end of the shadow. Ask the boys if they think the shadow will be in a different position at the end of your hike. If they think the shadow will move, ask them which way. At the end of the hike stop back and check the sticks.

Remind boys to be as quiet as possible since animals are easily frightened and can hear sounds from long distances. During the hike if you wish to take a rest break, have the boys sit in an open area and ask them to be quiet for about 15 minutes. At the end of the time, ask them what sounds they heard.

The use of all five senses should be emphasized. It is not enough to merely look and listen..but they should taste, feel and smell, too. A frog and toad look pretty much alike, but how do they feel? The frog has a smooth skin and the toad has a rough skin. Crumble a handful of dry sycamore leaves and you'll find they smell like cinnamon. Let them feel the velvet softness of the fuzzy branches of the staghorn sumac. Even if the boys don't remember the name of this shrub the next time they see it, chances are they'll remember how it feels. That is more important. Take care in what the boys taste. Some berries are poisonous - others are edible.

After a cool night, look for spiders in the warming sun rays. Often they are found on goldenrods at the edge of the woods or in the field. Take a strand of web between your fingers and show how the spider will go up and down the web strand like a yo-yo. If a breeze comes along, the spider might 'fly'. Actually, this is known as ballooning. Often the wind will carry a spider and his web strand several hundred feet into the atmosphere.

Try a night hike in the woods. Have the boys identify objects in the dark. What can they tell about it? Is the tree's bark smooth or rough? Is there any particular odor connected with it? Get to know plants and trees without the use of your eyes.

At the end of the hike, get each boy to describe what he liked the most. You'll find they usually remember the simple things. **Don't worry about your knowledge. Get out in the fascinating world of nature and enjoy it with your boys.**

TYPES OF HIKES

NATURE HIKES -	For observation, for listening.
TREASURE HIKES -	A trail laid out with treasure at the end.
HISTORICAL HIKES -	To historical landmarks.
SNOOP HIKE -	Explore, be aware, notice oddities, be snoopy.
CRAFT HIKE -	Gather nature items for a craft project.
BABY HIKE -	Look only for 'babies'. Make a list. Birds, fern, leaf.
DETECTIVE HIKE -	Spot and list all evidence of man in nature ,even litter, which can be picked up and put in the litter bag you have with you.



HEADS-TALES HIKE -

Toss a coin each time you reach a crossroads. Turn left if the coin says heads, turn right if tails.

BREAKFAST HIKE -

Reach the destination in time to see the sunrise, then cook breakfast.

RAIN HIKE -

Go dressed in raincoats and boots to observe nature in the rain.

COLLECTING HIKE -

Collect whatever your family show an interest in: rocks, leaves, shells, seeds, fossils, insects, oddly shaped sticks.

TRACKS OF ALL KINDS

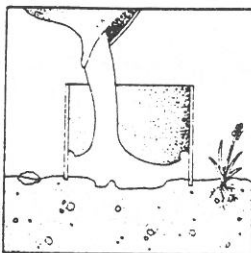
HOW TO CAST ANIMAL TRACKS

Materials:

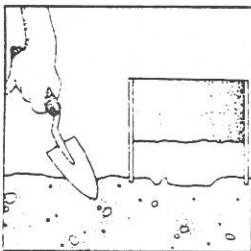
- Plaster of Paris
- A measuring cup
- A tin can (2 lb coffee can)
- Paper cups
- Strips of light cardboard (2" wide, 12-24 inches long)
- An old toothbrush
- Water
- Paper Clips



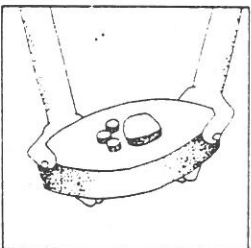
A mud bank near a stream is a good place to look for tracks. After a rain, look around sandbars, ditches and gullies. When you find a good, sharp imprint, clear the ground around it. Be careful not to disturb the print.



Illus. 31



Illus. 32



Encircle the print with light cardboard strip. Secure with paper clips. Press the paper collar into the ground, so the poured plaster doesn't seep out. If the ground is too hard, build up dirt around the outside of the collar. If the print is in loose sand, spray it with a cheap hair spray to prevent its crumbling. If the ground is very muddy, sprinkle some dry plaster on the print and the area around it to soak up excess moisture before proceeding.

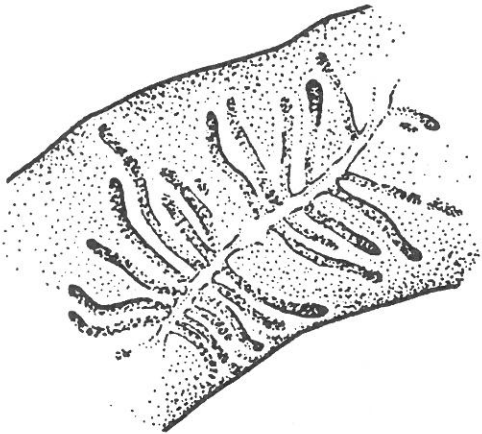
Mix plaster of paris in the tin can. Use about 1 2/3 cups plaster to one cup water. You need a consistency like pancake batter - neither too thick or too thin. Stir until it's smooth and creamy. Let stand in can two or three minutes, then pour slowly and gently into track. Let set about 30 minutes, then pick up cast gently, brush off dirt.

Note: The first cast of the animal's track is the negative. The second cast or positive shows the track as it actually looked on the ground. This can be painted to emphasize the track.

To make the positive cast, smear the 'negative' with a coat of vaseline. Mix plaster as before. Set collar around negative. Pour in plaster. When nearly dry, scrape date, location, animal's name, etc. on back of cast for a record. When hard, remove the 'positive'.



TREE TRACKS



Other places to look for tracks are on leaves and tree trunks. Have you ever wondered about those lace-like trails on leaves or fancy carvings on the surface of wood? They're footprints! Leaf miners are the larvae of insects that live within leaves and feed on the leaf's internal tissues.

Bark beetles also leave tunnel tracks. Adult beetles carve out a tunnel under the bark of trees then they lay their eggs.

If you find bark in the area, look for tiny holes. This is where the beetle emerges when it becomes an adult. It bores a hole to get out of the tree where it hatched and flies to a new tree.

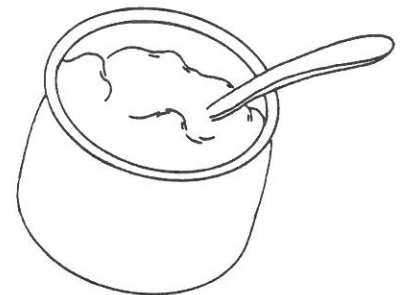
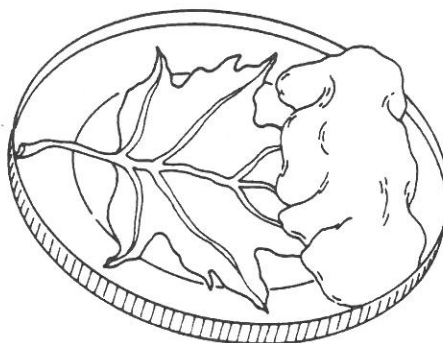
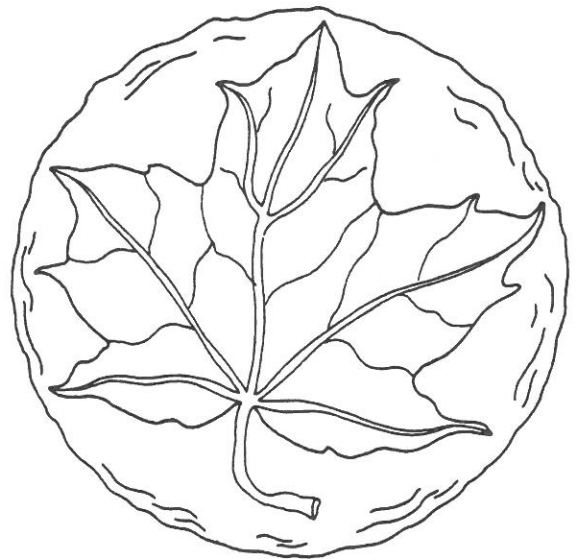
LEAF CASTS

You can make permanent copies of your favorite leaves using plaster of paris.

Materials you will need:

- A leaf
- Plaster of Paris
- Shallow dish that is bigger than the leaf
- Vaseline
- Water
- A jar
- An old spoon

Lay the leaf on the dish with the underside (*the veined side*) facing upwards. Rub a little vaseline on the leaf. Put a little water in the jar. Carefully spoon plaster of Paris into the jar. Stir the mixture with a spoon. Keep adding plaster little by little until the mixture is like toothpaste. Carefully spread the plaster over the leaf so that it is evenly covered. Then fill the dish with the rest of the plaster. Work quickly. Leave plaster to dry. This will take about half an hour. When dried, you can lift it out of the dish. Carefully peel off the leaf. There in the plaster is a cast of your leaf!!



BARK

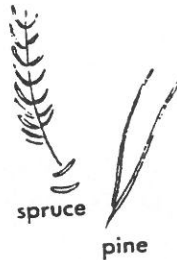
Trees are living things. They are growing wood for our use. There are two kinds of trees...

- **DECIDUOUS** trees which drop their leaves in winter.



(AMERICAN ELM)

- **EVERGREEN** trees which keep their leaves all year round.



When trees get old and big, they are ready to be used. Foresters cut these trees before they get sick. This gives little trees more room to grow.

HOW TALL IS A TREE?

Here is a useful trick you can use to measure trees and other tall things too.

Materials you will need:

- A partner
- A pencil
- A tape measure or ruler

- Find a tall tree that is standing on fairly flat ground.
- Back up from the tree. Stop when you are farther away from the tree than the base of the tree is from its top.
- Ask your partner to stand right at the tree.
- Hold a pencil straight up and down. Grasp it near its end. Close one eye and hold the pencil so that it lines up with the tree.
- Move forward or backward until the part of the pencil above your thumb looks like it is as tall as the tree.
- Carefully turn the pencil sideways keeping your thumb lined up with the tree trunk. Your pencil should now look like it is lying along the ground.
- As your partner to walk away from the tree. It will seem as if he is walking along the pencil. Tell him to stop when he is lined up with the end of the pencil.
- Measure the distance from the base of the tree to the place where he is standing. This is about the height of the tree.



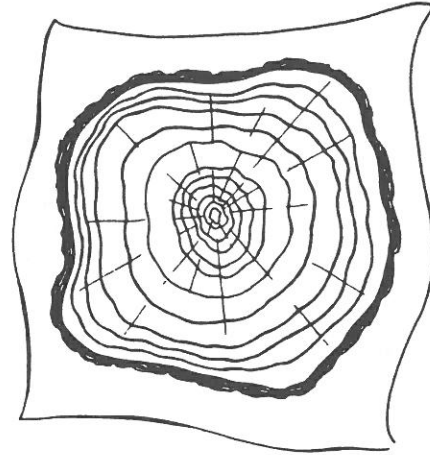
STUMPS TELL A STORY

If you come upon a dry tree stump, you can take a rubbing that will tell you the tree's life story.

Materials you will need:

- Paper big enough to stretch across tree trunk
- Thumb tacks
- Charcoal

1. Stretch the paper across the stump, tack it down.
2. Rub the charcoal across the paper. Rub in just ONE direction.
3. Soon the tree rings and other marks will show through. When done, take the paper off the tree.
4. While you are still at the stump, mark the center of the tree on your rubbing. Count off the rings and mark every tenth year.



Here's what to look for to reveal your tree's story:

1. The number of rings tells you how old the tree was when it was cut down.
2. Look at the growth rings. Are some wider? These probably show years when there was lots of rain. Are some narrower? These may have been dry years.
3. Was the tree growing evenly in all directions? If it grew more on one side than the other, can you see any reasons for it? For example, was it crowded on one side?

BARK RUBBING

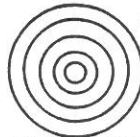
Materials:

- Thin sheets of white paper
- Crayons
- Masking tape



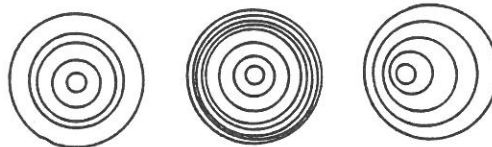
Find a tree with interesting marking on its bark. Use masking tape to tape the paper to the tree. Rub the side of the crayon over the paper until the markings on the bark show up clearly on the paper.

- Find a smooth-cut stump or log end, and look closely at the pattern of growth rings.



- There is a layer of wood for each year of growth. Some tree kinds will show light spring wood and dark summer wood in each year's growth. Count annual rings low on the trunk to find the tree's approximate age.

1. Drought years cause occasional narrow growth rings.
2. Crowding causes zones of narrow rings.
3. A leaning tree has rings narrower on one side than the other. A tree on a clearing edge may have similar uneven rings.

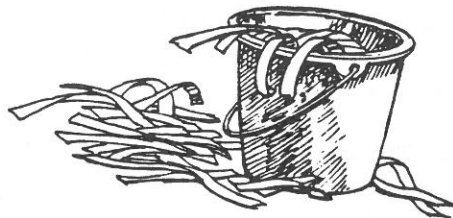


NEW PAPER FROM NEWSPAPER

Recycle some paper and do your part to save trees.

Materials you will need:

- 8 pages of newspaper
- Extra newspaper
- A plastic bucket
- A medium size saucepan
- Liquid dishwashing detergent
- A colander
- An electric blender
- A large mixing bowl and stirring spoon
- A square of fine wire mesh, about 8x8
- 10 to 12 clean absorbent cloths
- A heavy book or other weight



- Tear the newspaper into long, thin strips. Put the strips in the bucket and cover them with tap water. Leave them to soak overnight.
- Next morning, pour off any water that has not soaked into the paper. Put the paper into the saucepan. Add 1 tablespoon of liquid detergent to the saucepan. Cover the paper with water again.
- Put the saucepan on the stove, and heat it on low heat for 2 hours. Every once in awhile, check to make sure the paper is still covered with water. Add a little water if you need to.
- Over the sink, carefully pour the mixture of water and paper mush from the saucepan into the colander. The water will pass through, and the paper mush will stay in the colander.
- Run cold water over the paper mush in the colander. Stir the paper a bit to help the water strain through.
- The next step uses the electric blender. Don't use the blender without permission from a grownup. Take a handful of soggy paper and put it into the blender. Add water until 3/4 full. Turn blender on for a few seconds then turn off. Continue switching for about 1 minute.
- Pour the blended mush - called pulp - into a large plastic mixing bowl.
- A handful at a time, blend the rest of the pulp. Always add water to the blender as necessary. Put all the pulp in the bowl.
- Add water to the bowl of pulp until half full. Use a large stirring spoon to stir the water into the pulp.
- Lay an absorbent piece of cloth on a flat surface. Slide the wire mesh into the bowl. You want to get a thin, even coating of pulp on the mesh. If the first dipping doesn't work well, try again.
- Bring the coated wire mesh to the cloth. Quickly and smoothly lay the mesh on the cloth, pulp side down.
- Press the mesh hard against the cloth. Now lift the mesh, leaving the pulp behind on the cloth. Put another piece of cloth over the pulp. Press hard again.
- Repeat until all pulp is gone. Layer the pulp like a sandwich with many layers of cloth and pulp. Put a heavy weight on top of the stack to keep it pressed for 24 hours.
- Carefully peel off the pieces of damp paper and put them on newspaper to dry. Now you can make your own recycled cards or decorated notepaper. And you can print on the back: recycled by...to save a tree!



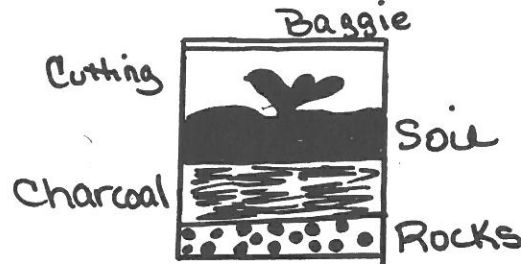
TERRARIUMS

USING A ZIP LOCK BAGGIE

Bag a terrarium on your next nature walk or outing. It's quick, easy and shows the boys that nature doesn't require a lot of fancy equipment to work.

Materials you will need:

- Zip lock baggies
- Small rocks
- Charcoal
- Soil
- Plant cuttings

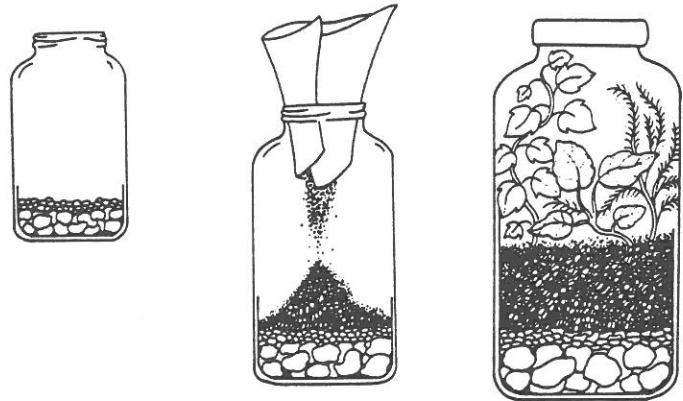


Layer baggie with several rocks, crushed charcoal and soil. Gently plant cutting into soil. Before sealing zip lock bag completely, blow carefully into bag and then seal. This will fill the terrarium with carbon dioxide and moisture. Plant should require no other care except occasionally blowing into baggie to replenish moisture.

USING A BOTTLE OR JAR

Materials you will need:

- A large clear glass bottle or jar with a lid
- Small pebbles
- Some charcoal briquettes
- A bag
- A hammer
- A strainer
- Potting soil
- A piece of stiff paper
- Newspaper
- A few small green plants, such as maidenhair, ferns, miniature ivy and mosses.



1. Wash and rinse your jar. Spread out some newspapers to make a work surface. Wash any dirt off the pebbles.
2. Put pebbles in the bottom of the jar about 1 inch deep.
3. Break up charcoal into small pieces. (*Put charcoal into a bag and break it with a hammer*) Then pour the broken charcoal into a strainer and wash it with water.
4. Put one layer of charcoal into the jar on top of the pebbles, about 1/2 inch deep.
5. Make a funnel by rolling a piece of stiff paper. Put the funnel into the bottle and pour the potting soil through it. The funnel keeps the sides of your bottle from getting dirty. You will need about 2 inches of soil.
6. To plant your plants, don't plant them too close, remember that the plants will grow and fill up the space. Make holes in the soil for the plants. Gently lower the plants into the jar and set them into their holes. Pat the soil down firmly around the base of each plant.
7. Add a small decoration to your jar, such as a shell or piece of driftwood.
8. Water the garden. It should be moist but not soaked. Put on the lid. As long as the lid is on your garden will need only a little water every month or so.
9. Water your garden LIGHTLY. If the glass fogs up with water, your bottle garden has been watered too much. If this happens, take the lid off for a couple of days to let it dry out.
10. Put your garden where it gets light, but don't set it in direct sunlight. **ENJOY!**



HOW PLANTS GROW

Nature has given plants a powerful will to grow, and all you have to do is assist her by supplying their basic needs - moisture, light, air, food and space. Here are some growing experiments to help you understand the growing process more clearly.

GERMINATION:

Seeds need moisture and warmth to germinate. To watch them grow, line the inside of a glass jar with a piece of wet blotting paper. Between the blotter and the glass, place birdseed, radish or grass seed that has been soaked overnight in warm water. Put an inch of water in the bottom of the jar so the blotter will stay moist. Watch for the seeds to develop roots and tiny leaves in a few days. To show the effect of warmth, prepare two identical glasses and set one in the refrigerator.

ROOT GROWTH:

To show how strong is the instinct of plants to grow with their roots downward seeking a supply of moisture, put a cover on the jar with the sprouted seedlings and turn it upside down. In a day or so the roots will turn downward toward the supply of water.

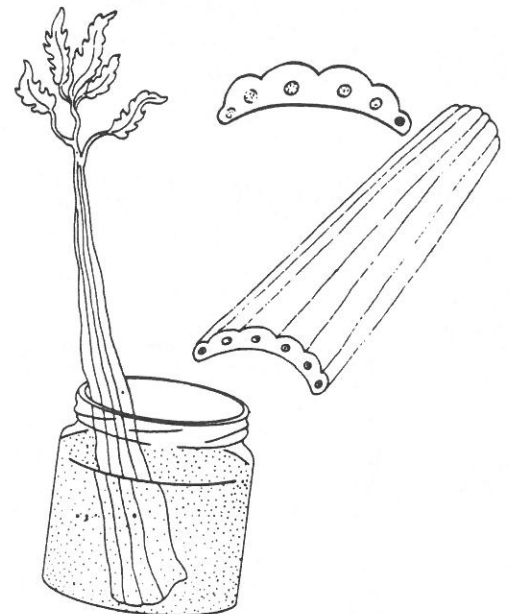
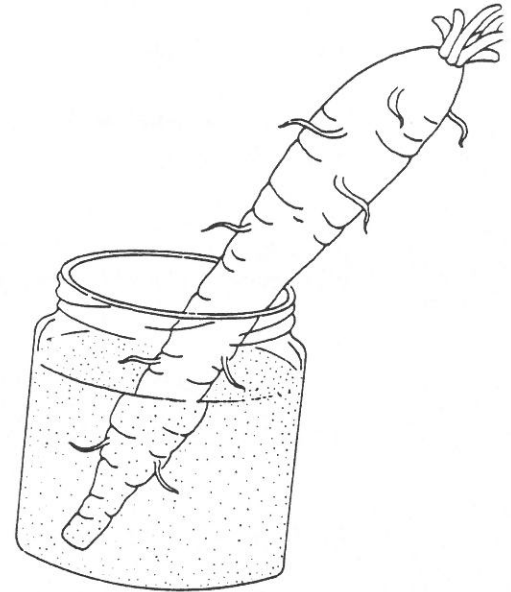
STEM GROWTH:

Stems grow upwards with equal force, seeking air and light. To observe a plant as it twists its way toward the light, make an obstacle box from a one-pound cracker box or shoe box. Cut a window about 2" x 3" near the top. Cut two pieces of cardboard as wide as the box and tape them to the sides. Bend them down, leaving a small space. At the bottom, set a small pot with a bean seedling growing in it.

NEED OF WATER:

To trace water through plant tissues, make a fresh cut at the bottom of a carrot and piece of celery. Soak for a while in water then place in a fairly concentrated solution of red ink or dye. After a few hours, cut the carrot from top to bottom and cut across the celery stalks.

In the celery, you will find color even in the veins of the leaves. Bi-colored carnations, sometimes seen at the florists, are made by splitting the stem partway and putting each half in a different color. Try this with other white flowers, if available.



To see for yourself the way plants drink water through their stalks, and where the water goes, tint a white flower. Fill glasses halfway with water and enough food coloring to tint the water a bright color. Add a white carnation or a white daisy. Watch the flower turn green, yellow, red, or blue over the next few hours.



GO ON A SOCK WALK

Lots of plants need animals to spread their seeds. Some seeds are inside fruit. Animals and birds eat the food. Then the seeds pass right through their digestive systems and end up on the ground again, somewhere else. Some seeds catch in animals fur. They get spread around as the animals move from place to place.

Put on some woolly socks and see how many seeds you can pick up.

You will need; fuzzy socks, a magnifying glass, a place to walk and a day when weeds have ripe seeds in the fall or spring.

Pull the socks on OVER your shoes. Go for a walk through the weeds in a field or park. Take off the socks and see what seeds you've picked up. Are some seeds hard to pry off? Take a look at them through a magnifying glass to see what kind of 'hooks' they have.

You might try planting the seeds to see what kinds of plants come up. Egg cartons make good planters..you can put a different kind of seed in each place.



RUN-AWAY SEEDS IN YOUR FRONT LAWN

Lawns are often covered with white, ball-shaped dandelion heads. Blow one into the air. Catch some heads and inspect them closely. Attached to the hairs are brown specks. Inside these hard coats are the dandelions seeds. The silky hairs act like parachutes that carry the seeds far away from their starting place to spread the seeds.

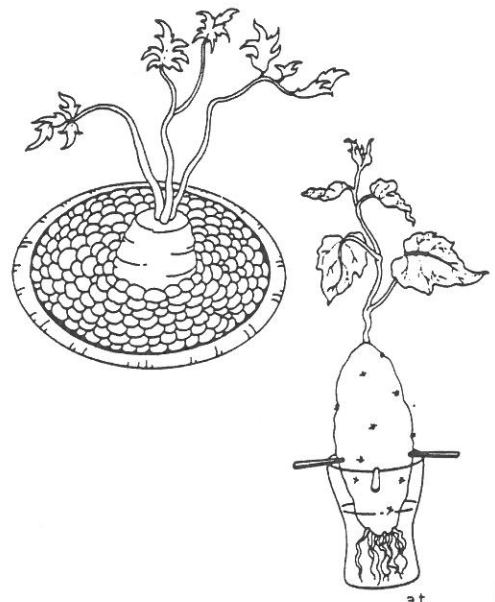


Each dandelion flower releases hundreds of tiny, light seeds to the wind. For a seed to grow, it needs to land in an area with right soil, enough moisture, and plenty of sunlight. How many seeds from one dandelion plant are likely to land in a spot that's good for growth? Very few.

KITCHEN LEFTOVER PLANTS

Did you know you could raise a lacy, fernlike plant from a carrot top - or a fast growing vine from a sweet potato? You can grow a whole garden from the seeds and cutting of fruits and vegetables. For your plant, cut 2 inches off the top of a carrot (including the leaves). Set the carrot, cut side down, in a dish with 1/2 in of water in it. Change the water often. When roots appear, plant our carrot in a pot of moist sand. Set it in a sunny window and keep it wet.

To start a sweet potato vine, stick three toothpicks in the sides of an old sweet potato. Set it in a glass of water with the toothpicks resting on the rim. The water should just cover the top of the sweet potato. Put the glass in a place where the vine will get filtered sunlight. Pin up some strings so it can climb.



BIRDS

BANQUETS FOR BIRDS

It's easy to feed the birds. You can just scatter food for them on the ground or on a window sill. Or you can make simple birdfeeders out of old containers. That way, you can do some recycling at the same time.

WINDOWSILL BIRD FEEDING

Jays, nuthatches, and cardinals are bold, curious birds. They will fly right onto a window ledge for a meal. Start by putting bread crumbs on a windowsill. Birds can spot them quickly. When the birds are used to coming to your house to eat, you can switch to sunflower seeds or wild birdseed.



Here's a quick windowsill treat:

Roll 1 cup of peanut butter in birdseed or sunflower seeds to make a ball. Squeeze it in your hands until it holds together well. Put the ball on your windowsill. *(If you have a backyard, you can put it out on a fencepost).*

SCATTERED FOOD

The easiest way to feed backyard birds is to scatter breadcrumbs or seed on an open patch of ground. Another treat some birds like is crushed dog biscuits. Put several biscuits in a bag and close it tightly with a twist tie. Break up the biscuits until they're fine crumbs. Scatter them outside.

If you have a fireplace, here's something else you can do to help the birds in winter. Put cold ashes from the fireplace near the bird food. Or crush eggshells into fine grit and put them out. Birds need to swallow bits of grit to help them digest their food. Once the ground is covered in snow, it's hard for them to find this grit.

The best thing about feeding the birds in winter is that not only are you helping the birds make it through the season, you are decorating your outdoor surroundings with living ornaments filled with song and color. You should start feeding the birds early in the winter so they will get used to coming to your food supply.

Different birds prefer different foods and feeding locations. Some are tabletop feeders, some are ground feeders, some like to perch on window sills or high posts.

DETERGENT BOTTLE FEEDER

Use the upper part of a coat hanger to hang. Trace around a jar lid for the entrance and cut out. Be sure to do both sides. Punch a hole and insert a dowel for a perch. Be sure to do both sides.

Drill very small holes in bottom for drainage.



PEANUT BUTTER STICK

Material needed:

- Coat hanger hook, screw eye.
- Branch 2"-3" thick, about 16 inches long.
- Bottle caps --nailed on.

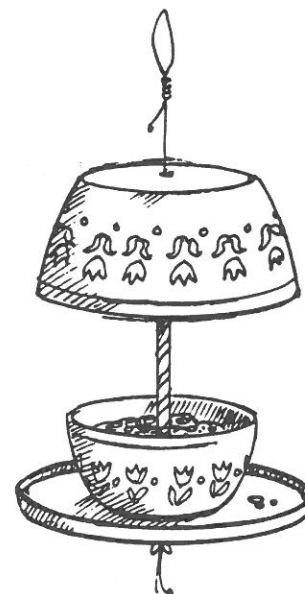
Mix peanut butter and bird seed. Fill bottle caps.

MARGARINE TUB FEEDER

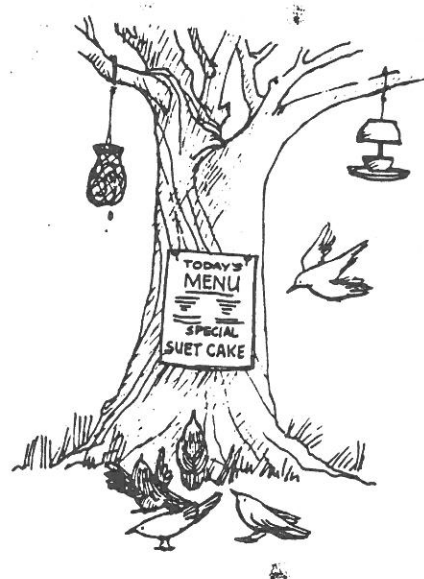
Material needed:

- 2 empty plastic margarine tubs one about 1 pound size and 1 about 1/2 pound size
- A plastic straw
- Nylon string
- A nail to poke holes

Use the nail to poke a hole in the middle of the bottom of each container. Poke a hole in the middle of the big container's lid. Thread nylon string through all the pieces as shown. The big container, turned upside down, makes the roof. The straw threaded on the string, helps to hold up the roof. The small container is the dish of food. The lid of the big container is a tray at the bottom. When all parts are threaded, tie a knot in the string to keep them all together. Then tie the string to a tree branch and fill the dish with birdseed.



BIRD FEEDING TIPS



If you can, set up two or three bird feeding stations. Some birds are bullies. Once they find an eating spot, they will drive other birds away. If there are several eating places, all the birds have a better chance to get their share. Once you start feeding the birds, DON'T STOP. They will come to depend on you for food. If you stop suddenly in the winter, they may starve.

WHO LIKES WHAT

- Sunflower Seeds:** Jays, cardinals, chickadees, goldfinches, nuthatches, sparrows
- Millet:** Juncos, sparrows, goldfinches
- Peanuts:** Jays, chickadees, goldfinches
- Suet and bacon fat:** Woodpeckers, chickadees, starlings



PUDDLES PONDS AND STREAMS

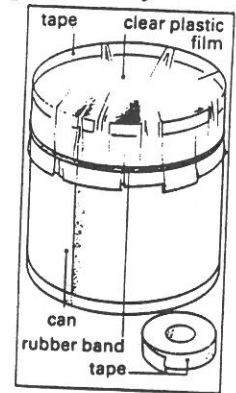
Approach a pond quietly. Walk slowly and keep your body low. When you get to the edge of the pond, sit quietly. Any animal you may have disturbed will resume its normal activities when it feels no more movements. Close your eyes and listen for the different sounds, then open your eyes and look for ripples on the water's surface. Before long you may see turtles and bugs that need oxygen. They come to the surface, take a gulp of air, then dive back under.

To make exploring along the waters edge FUN, take along a strainer (like a fish net), a magnifying glass, some jars with lids, plastic cartons and a pond viewer (water scope) to use as you look down in the water.

To make a POND VIEWER

Cut a big hole in the bottom of a plastic carton. Cover the top with clear plastic wrap and hold it in place with a rubber band. You lower this end into the water and look through the other end.

Instead of a plastic carton, take a large can and use a can opener to remove the top and bottom. Tape the cut edges and use a rubber band to hold a piece of clear plastic over one end.



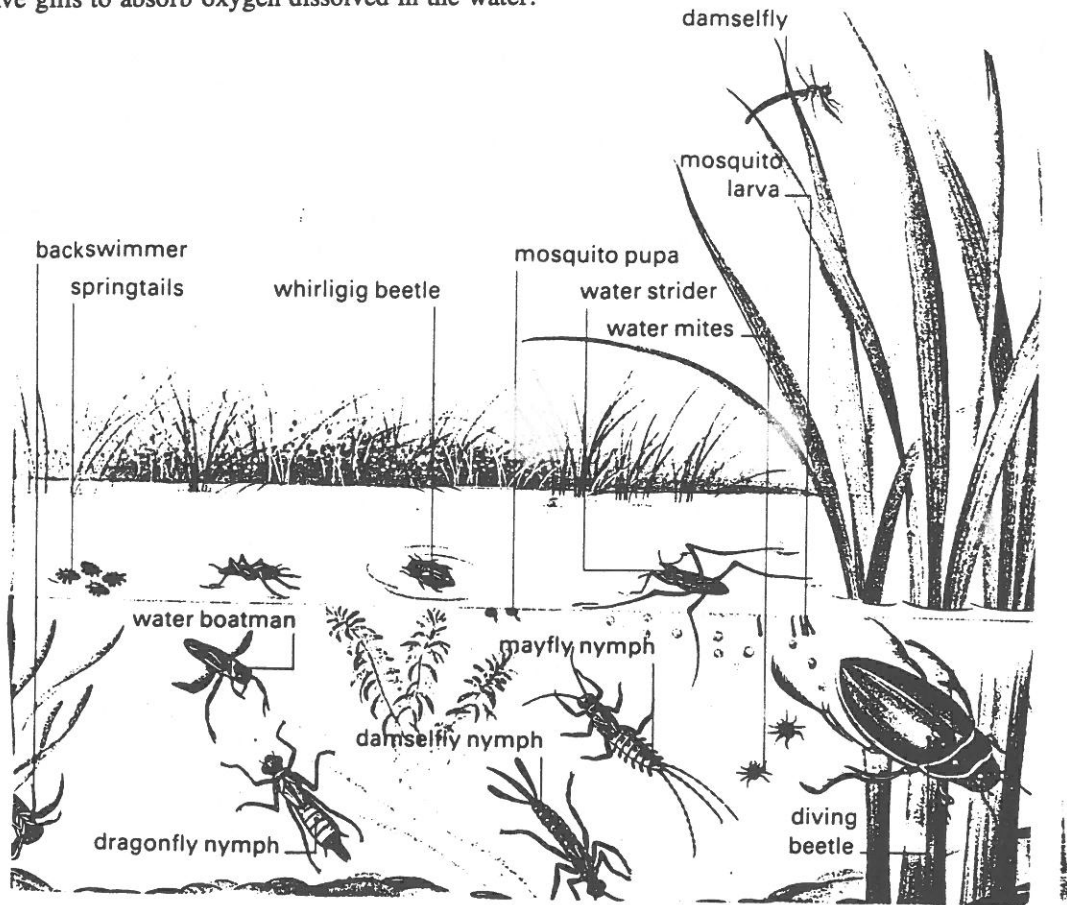
Use your pond viewer for a clearer view of underwater life. Go on a pond safari. Watch the surface for movement. Many creatures are able to use the surface film to support their bodies. Look for water striders skimming along and tiny springtails bouncing on the surface. Whirligig beetles spin around like dodgems on the water as they search for food. All these creatures dart away the moment the surface of the water is disturbed. Look for free-swimming pond creatures like water boatmen, backswimmers and red water mites. Daphnia and Cyclops swim rapidly in bursts to 'jump' through the water, which is why they are often called 'water fleas'. These are the skimmers. Diving beetles and backswimmers come regularly to the surface to replenish the bubble of air they carry on their bodies. They do this because they cannot get enough oxygen to breathe from the water, although their larvae have gills and live entirely in the water.



Different animals keep to particular areas of the pond. If you dip with your net half in the water, you will collect those animals which live on or hang just below the surface. Sweep your net through the water and empty the contents into the large container of water. Sort out your 'catch' by transferring the bugs to a jar. Pond creatures like to hide, so don't put any weeds, dead leaves, sticks or stones into the containers. Now the bugs are easier to view, take closer look using a magnifying glass.



Other insects like dragonflies, damselflies and mayflies also lay their eggs in the water. On hatching these become nymphs which have gills to absorb oxygen dissolved in the water.



Snails lay eggs all spring and summer. Frogs lay eggs only in early spring. You can find them close to the shore in big clumps with thousands of eggs in them. Each egg is coated with jelly. At first the eggs are round and black. Then they change in shape and look like commas. The commas twitch - they are tiny tadpoles. Within ten days, they will wiggle out of the jelly.

Use a strainer to scoop up some frog's eggs. Put them in a big jar with pond water and cover the jar. Then take it home and watch the eggs develop.

It takes two to three months for a tadpole to become a frog. Hind legs grow first, then front legs. As the tail gets shorter, the tadpole stops breathing under water like a fish. It starts breathing air, like a land animal and soon becomes a grown up frog.

Catch a frog, if you can, and watch it breathe. Its throat goes up and down while it takes in air through its nose.

When you have finished looking at the animals and bugs always return them to the pond by floating them on to a spoon. Do not pick them up with your fingers.



POND PLANTS can be just as fascinating as animals once you know what to look for. Living in water they have to cope with some rather special conditions.

The commonest pond plants are rushes and sedges. Clumps of these plants are always found in damp places. Rushes have round, spiky stems filled with white fluffy pith. They are smooth, with no leaves and bear bunches of brown flowers. Sedges have similar flower spikes and tough pointed leaves which grow out in three directions from a triangular stem. These plants form a dense band along the edge of the pond. Among them you may see the violet blue flag.

A STREAM is water on the move. As it rushes across the countryside it cuts or erodes a notch or valley for itself. To see the effect of water erosion, look for a bend in the stream. The bank on the outside of the bend is being cut away. Debris is deposited on the inside bank creating a beach.



Find out how fast the water is flowing by marking a 5 yard length of the stream. Note the time taken for a small piece of wood to float this distance. Divide the time by five to give the rate of flow in seconds per yard.

Animals that live in streams have to be able to survive the current. They are either strong swimmers like freshwater shrimps and fish or clingers like leeches and flatworms.

Flowing water is better at taking oxygen from the air than still water. Animals must have oxygen to breathe and many stream creatures need lots of it.

The plants are firmly rooted in the stream bed or securely attached to stones. They have long stems and like water milfoil finely divided leaves which do not obstruct the water's flow. Some plants like broad-leaved pondweed have fine submerged leaves and broad floating leaves.

Fish like sticklebacks and young eels weave their way among the weeds. Mayfly and stonefly nymphs dart around while snails and flatworms glide over the stones.

INVESTIGATING FISH

Everyone who dips in a pond or stream hopes to catch a fish, but they are not always easy to find. Fish are sensitive to movement and vibrations. They can feel you walking along the bank and see your shadow if it falls on the water. Attract the fish by baiting with small pieces of bread or worms. Some fish always rise to take insects which land accidentally on the surface and become trapped. Insects struggling to escape attract these fish. This is imitated in fly-fishing. Other fish stay near the bottom of the pond, feeding on insects and snails.

Find a bridge over a clear fast-flowing stream. Watch how the fish swim against the current. They are well camouflaged to avoid predators and have more streamlined shapes than fish in ponds.

If you want to catch fish and then release them unharmed remove the barb on your hook as shown in picture.



WIND

How far can you throw a ball?

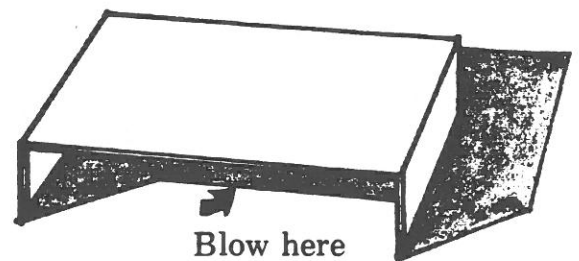
The answer depends on how strong you are and how you get the power in your arms transferred to the ball. It depends on the air. If the wind is blowing from behind the ball, it will go farther. If you throw the ball into the wind, then the wind will slow the ball down and it will fall quickly to the ground.

As you can see, the distance that you can throw depends on many factors.

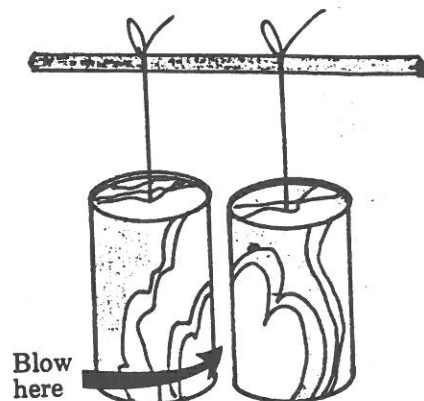
Go outside and practice throwing a ball. See how the wind affects your throw. What happens if you spin the ball?

Some experiments with wind:

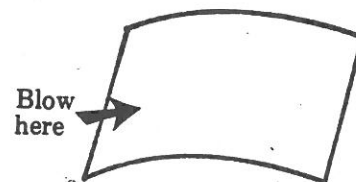
Cut a stiff piece of paper into a rectangle. Fold down each side to make a bridge. Place paper bridge on a flat surface. Blow steadily under the bridge. What happens to the top of the bridge? What happens to the sides of the bridge?



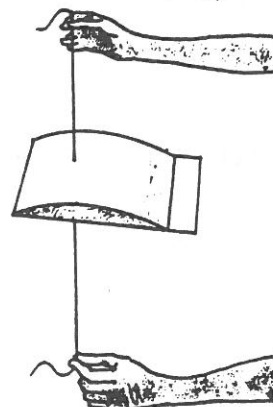
Punch a hole in the bottom of two equal size cans. Thread string through each hole and knot it. Suspend the cans at the same height but only 1 inch apart. Blow gently between the cans. Which way do the cans move?



Hold a sheet of paper close to your mouth. Hold it so that the paper hangs down in a curve. Blow gently across the top of the paper. What happens to the paper?



Take a sheet of paper and fold it in half. Crease the fold firmly. Curve the top sheet and glue it in place. You have made a wing. Make a small hole in the top and bottom of your wing. Cut a short length from a straw to prop up your wing and stop it collapsing. Thread string through holes and the straw. Pull the string vertical. Now, while pulling the string, blow from the crease. What happens to the wing?



BOYS

NATURE TRAIL PACK ACTIVITY

This is a den competition - not a race - to test nature skills. The trail should have 5 to 10 stations at which each den is asked to find something, identify something or otherwise have knowledge of nature lore.

Dens start at intervals of about five minutes. At each checkpoint, they find a message under a rock which tells them what they must do. They have a scorecard on which they write their findings; then they go on to the next station. At each station, a mom or dad acts as judge to provide minimum help and to make sure the message is replaced under the rock.

The following is a sample nature trail that might be suitable for a small park.

- STATION 1** - "Look for the biggest tree you can see from here. What direction is it? Write the direction on your scorecard. Go northeast to a picnic table and look under it."
- STATION 2** - "Within 15 paces of this spot, there are five different kinds of trees. Write the names of two of them. Go south 50 paces and find a small mound of pebbles."
- STATION 3** - "Within 20 feet of here, there is a clump of wildflowers. Write down its name. Go east until you come to a tree with a split trunk. Look around its base."
- STATION 4** - "Somewhere in this tree there is a nest with young birds. Spot it but do not disturb the nest or birds. Watch for adult birds feeding the young or guess the name of the birds from the shape of the nest. Write down what kind of birds you think they are. Go north toward the highway entrance to the park. Near the road, look for two rocks, one on top of the other."
- STATION 5** - "Within 5 paces of this spot there is an insect's home. Find it and write down the name of the insect." (*Could be an anthill, beehive, wasps nest, etc*) "Go southeast until you come to a seesaw. Look under one of the seats."
- STATION 6** - "Ten paces due east of this spot is an animal track. What is the animal?" (*If there is no real animal track, use plaster cast of a cat's track*) "Go due east until you come to a weedy patch. Look along its edge."

Return to station one and turn in your scorecard.

Have judges ready at Station 1 to check scorecards and post each den's ranking. Give an inexpensive prize such as a pennant for the winning den's den flag.

EXPLORING FIELDS AND LOTS

Just beyond the door is a world of living things. A field, a vacant lot or even a small grassy spot is home to many kinds of plants and animals. Even the smallest field or lot has many kinds of animals and plants. How do these plants and animals live and survive in their surroundings? Have your boys become 'explorers and scientists'. Spend a meeting or two finding what is out there.



Climates:

We all know that Alaska's climate is different from Florida's. But few of us realize that one small grassy lot has a number of different climates. For example, the south slope of a hill gets more sunshine than the slope that faces north. An open area gets more sunshine and is windier than a sheltered spot. Because water is being given off from the soil, the air right above the ground is usually damper than the air near your face.

These little climates help to explain why certain animals and plants live in one spot rather than another. For example, centipedes, slugs, worms, moss and mushrooms need dampness. They are close to the ground. They need shade and avoid the sunlight by living under plants, rocks, and rotting trees. Many spiders, ladybugs, dandelions and ragweed live higher up. You'll find them among the stems of grasses and other plants. They do very well in sunny or windy spots.

PROJECT: Finding temperatures in different climates.
YOU WILL NEED: An outdoor thermometer.

Find a bare place in a field. Lay the thermometer on it, making sure the bulb is touching the soil. Leave it there for a minute or two. Now find the temperature of the air at knee level. Compare the two temperatures. There may be a 10 - 20 degree difference. Repeat this exercise under a tree or in damp places, on different sides of a hill or a tree. What did you discover happens?

POLLUTION AND LITTER

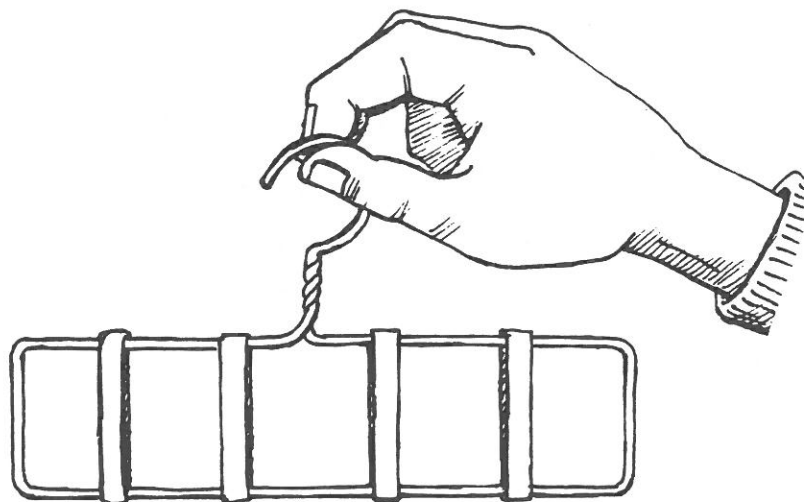
TESTING FOR POLLUTED AIR

Ozone and other gases in polluted air destroy rubber. Find out how good the air is where you live.

Materials you will need:

- 6 - 8 rubber bands (*all same size*)
- A coat hanger
- A glass jar with a lid
- A magnifying glass

1. Bend the coat hanger as shown in the drawing. You want it to hold the rubber bands straight without stretching them.
2. Slide 3 or 4 rubber bands onto the hanger. Hang the hanger outside in a SHADY place. (Sun also changes rubber, but you want to see what the air will do to the rubber bands without sunlight)
3. Put 3 or 4 rubber bands into the glass jar. Close the lid tightly. Keep this jar indoors in a drawer or cupboard.
4. Wait a week. Check the rubber bands that have been outdoors. Use the magnifying glass to look at them more closely. Do they have cracks or breaks? Have any of them snapped? How do they look compared with the rubber bands that were kept indoors in a jar.
5. If the outdoor rubber bands are still in good shape, put them back outside. Check them again in another week. Where the air is really polluted, rubber bands will snap in a week or two.



SNARE DIRT FROM THE AIR

Air may have tiny grains of sand, dust, ash and other things floating around in it. What kinds of solid stuff can you find in your air?

Materials you will need:

- A white plate
- Petroleum jelly (*vaseline*)
- A magnifying glass

1. Cover the white plate with petroleum jelly.
2. Put the plate outside on a windowsill. Leave it there for a week.
3. Bring the plate in. Use the magnifying glass to see what has stuck to the plate. These are the solid bits and pieces that the air is carrying.



THINGS YOU AND YOUR FAMILY CAN DO TO SAVE THE ENVIRONMENT



1. Before throwing letter-size paper into the trash, check the backs of sheets to see if they are blank. If so, use them for drawing. Or cut them into squares and use them as notepaper.
2. Reuse big envelopes that arrive in the mail. Just put a new address label on - any square of paper will do.
3. Send back junk mail you don't want - at mailers expense. Tell them you don't want anymore. These are a great waste of paper.
4. If possible, take showers instead of baths. Showers use less water than baths. Soap up and then turn the shower on.
5. Don't throw out those last little bits of soap. Stick them to the next bar.
6. Don't pour anything from a container marked "poisonous" or "dangerous" into the sink or onto the ground.
7. Buy pump spray containers, which work just as well as aerosol cans, and don't harm the atmosphere.
8. Compost your kitchen leftovers, such as apple cores and potato peelings. You'll be amazed at how much less garbage you have. And your garden will be grateful.
9. Buy eggs in cardboard cartons not styrofoam ones.
10. For foods that don't spoil quickly, buy the biggest size you can afford. First, the biggest size is usually the best buy. Second, there's less packaging for the amount of stuff you get.
11. Write letters complaining to companies that use lots of wasteful, polluting packaging on their products. (*This includes many toy companies and fast-food restaurants*) Support companies that try to put their products in simple packages that can be recycled.
12. Find out if your community has depots to recycle bottles, cans, and paper. Then make sure your family recycles these things.



To start a recycling program:

Write to the mayor and urge him to begin a recycling program.
Ask your teacher if your school can be a recycling depot.



- 13. You'll probably have to buy some things in plastic containers, because that's the only way they are sold. If they go into the garbage, they'll be polluting the environment for a long time. What else can you do with them? Find ways to reuse them, make a flower container or crayon container. Find out how crafty you can be.
- 14. Become a saver. Giftwrap paper can be smoothed out and used again. So can ribbon and string. Make gift tags from the fronts of old greeting cards.
- 15. Use rags, worn out clothes, sheets and old diapers for housecleaning instead of paper towels and throwaway cleaning clothes.
- 16. Don't throw away outgrown clothes. Maybe there is someone else in your family or neighborhood that the clothes could be passed on to.
- 17. Don't throw litter onto the ground or into creeks and ponds.
- 18. Turn off: the TV when nobody's watching it; the light when you leave a room.



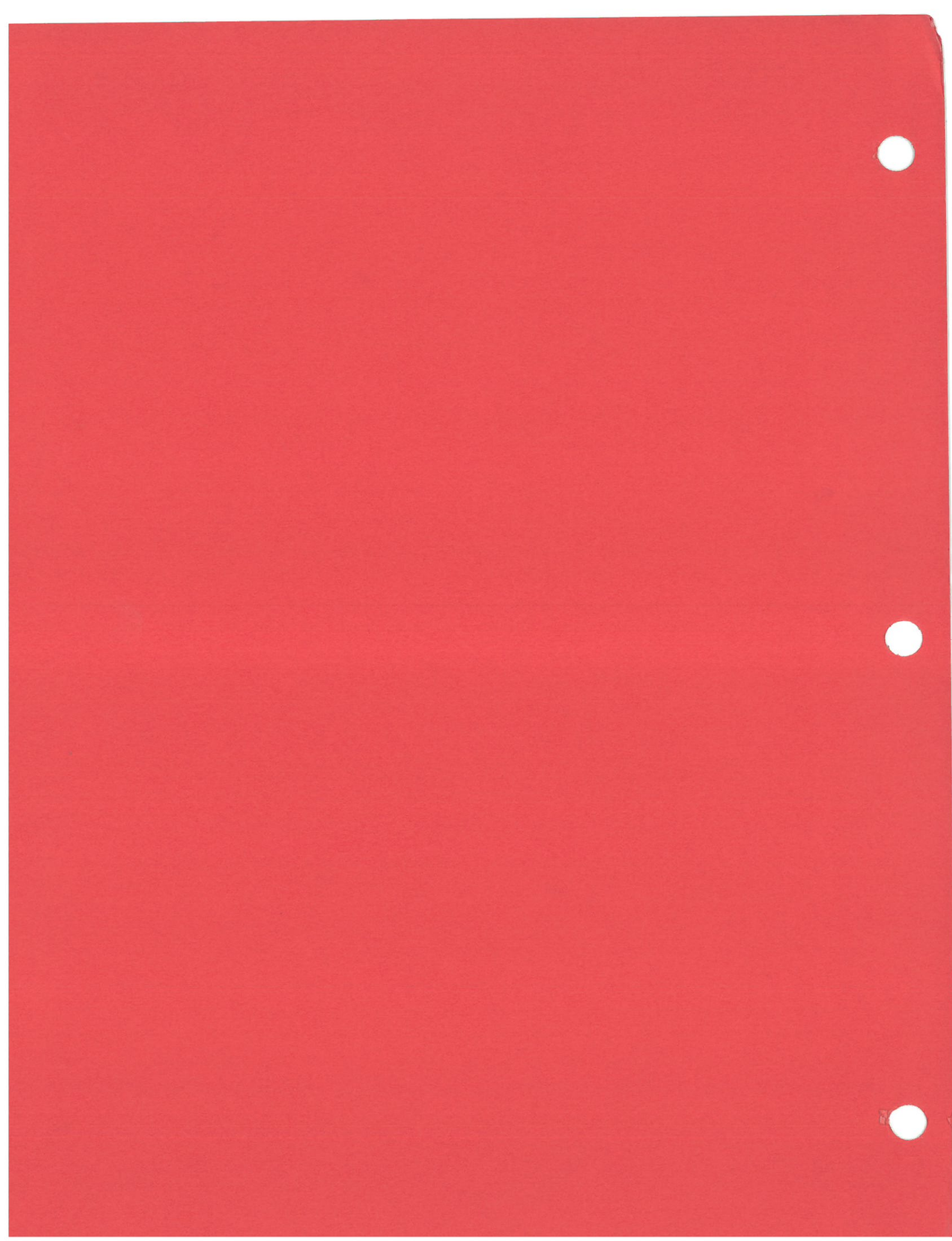
- 19. If you can, walk or ride your bike instead of taking the car. It's better for you, saves energy, and cuts down on pollution.
- 20. Talk to your parents, other relatives and friends about the environment and how we can protect it. Share ideas for saving energy and recycling things.
- 21. Your family probably makes some donations to charities and other groups every year. Is your family supporting a group that works to clean up the environment.





CRAYONS
CREPE PAPER
CARD BOARD
CRAFTS

I ♥
POW
WOW



CRAFTS and IDEAS

Boys like to make things, even those molded plastic toys or models put together with glue. The challenge for Cub Scout leaders is to find a craft suited to the monthly theme, holiday, or a special activity which is within the abilities and interests of a Cub Scout age boy, and is fun for them to make.

Finding crafts is not a problem. Cub Scouting literature is full of them, roundtable provides them, and various magazines and books also include suitable ideas.

Check the Cub Scout handbooks and you will find they are filled with an unlimited number of achievement and elective ideas involving crafts.

Help your den pick out the elective or achievement they need or are interested in and get them started on a handicraft project that will help them meet their requirement.

Keep crafts simple and inexpensive. Costly kits of materials are rarely appreciated by the boys any more than simple projects made from scrap material. Since den leaders work with a limited budget, cost is a big consideration.

- **Crafts should be practical.** Learning to braid is fun. Learning the braid a belt which can be used as a costume part is even better. Crafts should have some practical or decorative value and if possible, fit the monthly theme.
- **Crafts should teach some skill** such as carving, modeling, painting, weaving, measuring, etc. Merely gluing pieces together is not enough. Cub Scouts like boy-type crafts. They like to hammer, saw, lace leather and paint. They like to do new things.
- **Crafts should be progressively more challenging.**
- **A variety of material and methods should be introduced through craft projects.**
- **Crafts should seldom require more than two weeks to complete.** A craft project that drags out for a whole month is too difficult and takes up too much time. It may become boring. Start a craft in a den meeting and let them take it home to finish.
- **Be sure the craft project is compatible with the work area.** Take the boys to the garage or outside for messier crafts.



THE CRAFT MUST BE BOY'S WORK, NOT THE LEADERS! In some cases leaders will be wise to pre-cut or pre-assemble certain parts of a craft which may be too difficult or too time consuming for the boys. But boys need to be able to say **I MADE IT!**



CRAFT TIPS and MATERIALS

GLUE - To save money, buy glue in a large container and pour it into smaller containers so each boy will have his own to work with. The best glue for plastic milk cartons is clear silicone. Scotch contact cement is good for wood and paper. Tacky glue is best for styrofoam. Egg whites make a good adhesive for bonding paper kits. To make a heavy duty glue, mix cornstarch with regular glue until mixture is as thick as desired.

PLASTIC - To cut plastic milk cartons, coping saws or jig saws will cut the thick portion easier than scissors or knives which can be used to cut thinner parts. Use a nail to punch holes in plastic.

SCRAP PLASTIC AND LEATHERETTE - can be obtained from auto upholstery companies as scrap material. Use for Indian costumes, book marks, stool covers, etc.

PUPPET STUFFING - Worn out stockings, old rags, or plastic laundry bags.

CUTTING STYROFOAM - Some types of styrofoam can be cut with a knife - the kind with a serrated edge which can be used as a saw works best. Heavier types of styrofoam can be cut best with a coping saw or jig saw.

PAINTING PLASTIC BOTTLES - Mix tempera paint with a little powdered detergent. This makes it adhere to the bottles better. Acrylic paint works well too.

USING FELT TIP MARKERS on plastic - Felt tip markers will work better on plastic bottles if you first sandpaper the plastic lightly. Then spray with hair spray to protect the decoration.

WORKING WITH TIN - Rub the edges with steel wool and you will be less likely to cut yourself on sharp edges.

TO COLOR MACARONI - Buy the cheapest alcohol you can get, put in jars and add food coloring. Drop in dried ingredients until desired color is obtained. Remove with spoon and spread out on paper towels or newspaper to dry. Turn once.

CRAFT RECIPES

SALT CORNSTARCH CLAY - Mix 2 cups table salt and 2/3 cup water in pan. Simmer over medium heat, stirring constantly until mixture is well heated. Remove from heat. Add mixture of 1 cup cornstarch and 1/2 cup cold water. Mix hard. This will make a thick dough. Add food coloring if desired or it can be left white and painted later. Store in plastic bag in refrigerator.

FLOUR CLAY - Mix 1 cup flour, 1/2 cup salt, 3 teaspoons powdered alum, food coloring and a few drops of water. Add a little water at a time until mixture is stiff and holds its shape.

HOMEMADE FINGERPRINT - Add 1/2 cup liquid starch to 1 quart boiling water. Stir over heat until thick. Add 1/2 cup liquid detergent. Stir well. Divide into small jars. Color with tempera or food coloring. Keeps in refrigerator.

POSTER PAINT - Combine 1/2 cup cornstarch with 3/4 cups cold water. Soak 1 envelope unflavored gelatin in 1/4 cup cold water. Stir 2 cups hot water into cornstarch mixture. Cook over medium heat until mixture boils clear. Remove from heat and stir in gelatin mixture and 1/2 cup powdered detergent. Cool. Put in jars for different colors. Add color by using either food coloring, all purpose dye or tempera.

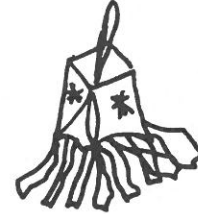


DECEMBER 1993

Holiday Magic

TINY PINATAS

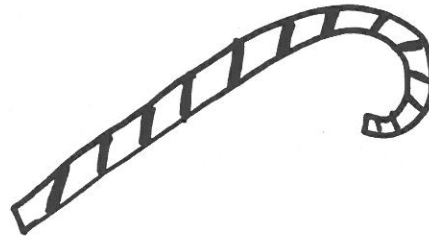
Fill these little pull down pinata with candies or toys. Each pinata is a cup from an egg carton, painted with poster paint. Cut a three inch fringes of tissue paper and glue it around inside of rim. Tie a knot in the end of a length of yarn and string it through egg cup. Fill cup and secure contents with a strip of tape. String the pinatas on a pole covered with crepe paper streamers and hang it just out of reach. Attach yarn to pole with tape so pinata will release when pulled.



CANDY GIFTS

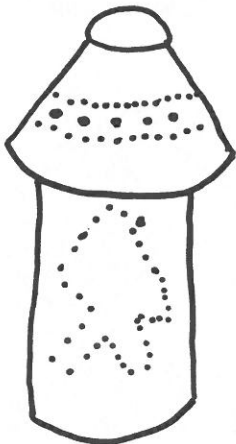
Items needed:

- Candy
- Peppermint stick candy cane
- Nylon netting
- Bow



Cover candy pieces in plastic wrap and then tie in a large square of nylon netting or costuming tarlatan. With a bright bow, tie the pack to a jumbo peppermint stick candy cane.

TIN CHRISTMAS LANTERNS



In Mexico people often light their houses at Christmas with simple tin lanterns. They're decorated with lacy patterns of punched holes. Candlelight glowing through the holes creates dozens of flickering stars.

If you save up an assortment of tin cans and buy a few aluminum funnels, you can make Christmas lanterns for friends and family. The tin is easily pierced with a hammer and nail if you first freeze water in it.

Cans without ridges are easiest to punch. Fill each one with water to 1/4 inch below the rim and freeze.

Cut up paper bags to make patterns that will fit around the cans. Draw designs on the paper to follow as you punch the holes.

Lay the cans of frozen water on a towel. Wrap the patterns around the cans and tape them down. Hammer evenly spaced nail holes through the lines of the pattern.

You don't have to try to freeze water in the funnels; they're sturdier. Just use a very sharp nail to punch a simple design. Leave the funnel tops on.

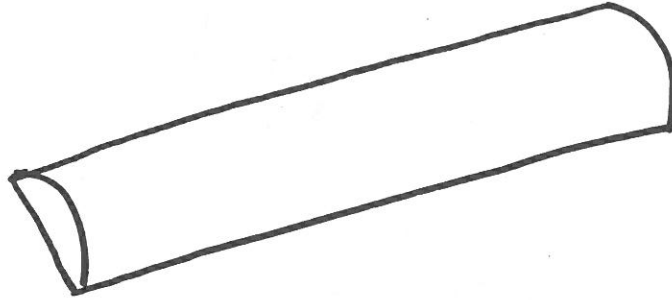
In each punched can place a small candle and holder (*votive candles in glass jars work well*). Place the funnel, upside down, over top.



YULE LOG

Items needed:

- Small log
- Pinecones
- Paraffin
- Evergreen branches

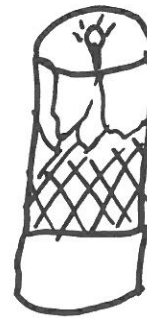


Melt the paraffin and let it cool about a half hour.
 Put it on the log in a big soft lump and press the ends of the evergreen branches into it.
 Add three or four pinecones.

DECORATIVE LAMP

Items needed:

- Tuna Can
- Candle
- Detergent (*snow*)
- Copper screening
- Decorations



Cut strip of copper screen the height desired and wide enough to fit around the inside of the tuna can. Staple or sew ends together. Cover seam with tape (*optional*).

For snow: Mix 2 part detergent with 1 part water and whip until stiff. Apply unevenly to can and top of screen with spoon. Mica snow can be sprinkled over moist detergent.

Decorate with Christmas beads, pine cones, evergreens, etc.

Attach candle inside tuna can with small amount of melted wax.

SANTA PACKAGE DECORATION

Items needed:

- Clip-type clothespin
- Paint
- Heavy paper
- Glue
- Construction paper
- Marker
- Cotton

Paint a clip type clothespin.
 Use one of the patterns shown.
 Cut from heavy paper and decorate.
 Glue head to clothespin.
 Clip on packages as decorations.



JANUARY 1994

Exploring Alaska

HOW TO MAKE A SNOWFLAKE

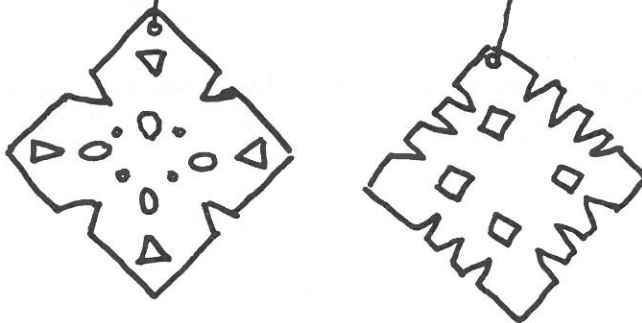
You can make snowflakes any time of the year. When you use colored paper instead of white, a snowflake turns into a fancy-flake.

Measure and cut 1 square of paper. Fold square in half. Then fold it in half again. Fold it once more into a triangle. Follow the picture directions. Draw a design on the triangle. Cut out the pattern. Open the paper and see a snowflake.



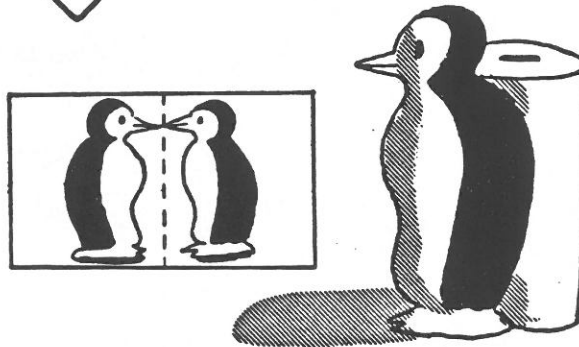
SNOWFLAKE MOBILE

Make 3 snowflakes, one from a 6" x 6" square and 2 from 4" x 4" square. Punch holes in the flakes as shown. Use thread or string to tie the small flakes to the large flake. For a hanger, tie a piece of thread to the top of the large flake.



PENGUIN BANK

On half a white folded card draw or trace silhouette of a penguin. Trace the same figure on other half of card. Cut around card, allowing beaks of penguins to remain joined. Color penguins with back paint or crayon. Paint beaks yellow. Spread penguins apart and paste around circular box or can. Make a slit in top of can for insertion of money as indicated.



ALASKAN SNOW MOBILE

Provide each boy with a "Big Mac" carton (*empty*) and an assortment of materials such as pipe cleaners, golf tees, buttons, screws, wire, cardboard, paint, etc.

Let each boy custom-design his own Explore mobile. They will have a lot of fun using their imaginations in creating this world of tomorrow vehicle.

ESKIMO TIE SLIDE

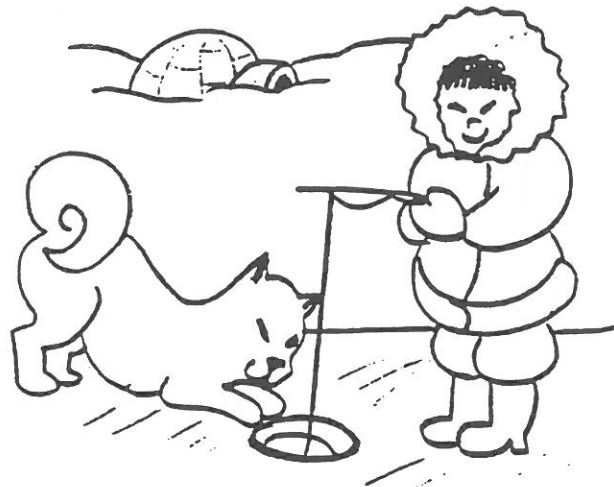


For the fellow who lives way up in Alaska, cut a cardboard circle, about 2" across. Glue an almond in the center. Draw on eyes, nose, mouth and bangs. For white fur, glue cotton onto the cardboard all around the face. Glue a pop top ring to the back with glue.

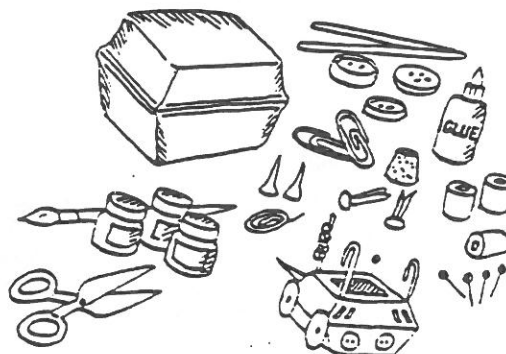
EXPLORING ALASKA

Items needed:

- Aluminum pie pan
- Salt
- Assorted small stones
- Leaf (*bean shaped*)
- Toothpick
- String
- Sugar cubes (*optional*)
- Plastic figures (*optional*)



Give each Cub Scout a pie pan. Use spray glue or Elmer's glue (*spread around on surface of pan*). Cover generously with salt. Use sugar cubes to build small igloos. Use regular glue to hold together. A toothpick with a string tied on it will resemble a fishing pole. Use half of a pod shaped leaf to make a canoe. You can purchase figures for an extra touch.

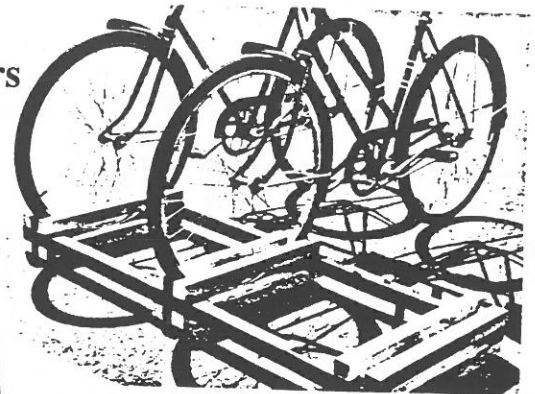
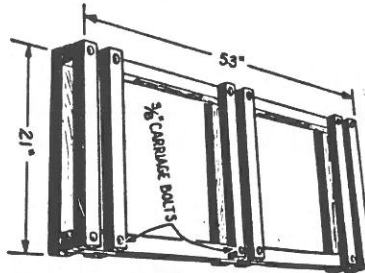


MARCH 1994

Wheels Wings and Rudders

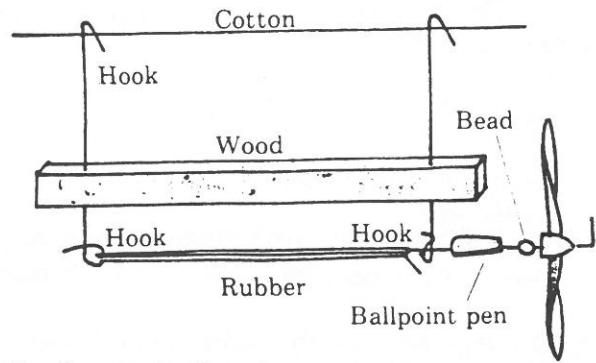
BIKE RACK IDEAS

Glue crosspieces in place on side pieces for stability. They should be placed a tire width plus 1/8 inch apart. Then bolt the crosspieces through side pieces as shown. Let bolts protrude if rack will be on the ground; recess them if the rack will be on a paved area.



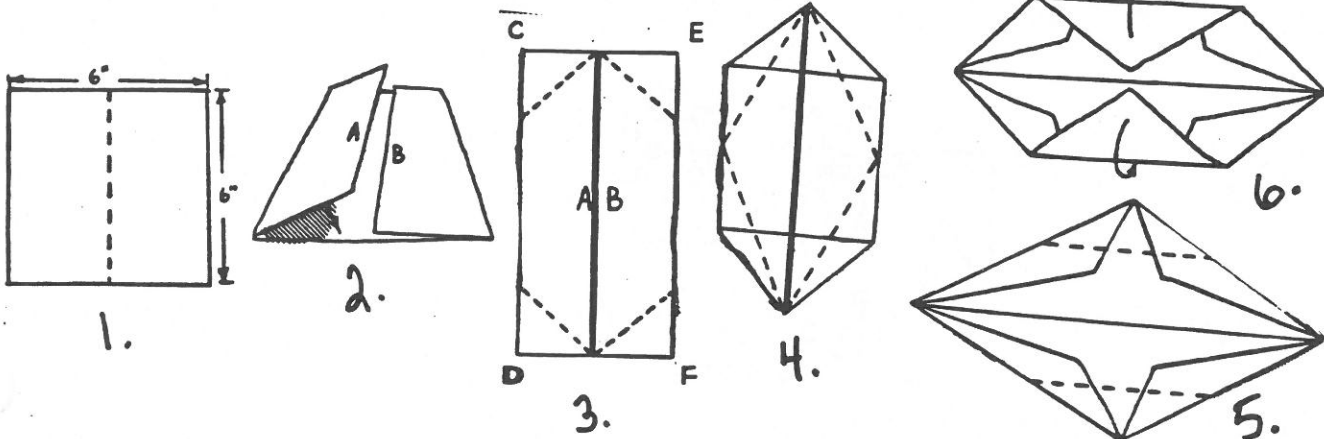
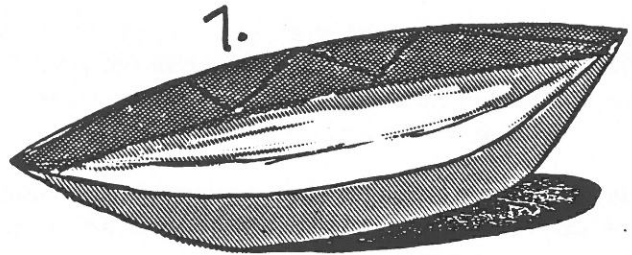
PROPELLERS

Buy a plastic propeller.
 Cut two equal lengths of strong wire.
 Push each length of wire through the ends of a 20-cm long strip of balsa wood.
 Cut the end from a ballpoint pen.
 Push a short length of wire through the propeller, a bead, the outer case of the ballpoint pen and then make a hook. Connect the wire through the wood to the propeller wire, just behind the pen.
 Connect the rubber bands to the hook and the back wire. Connect your machine to a length of cotton that is taut and horizontal by bending the other way. What happens?

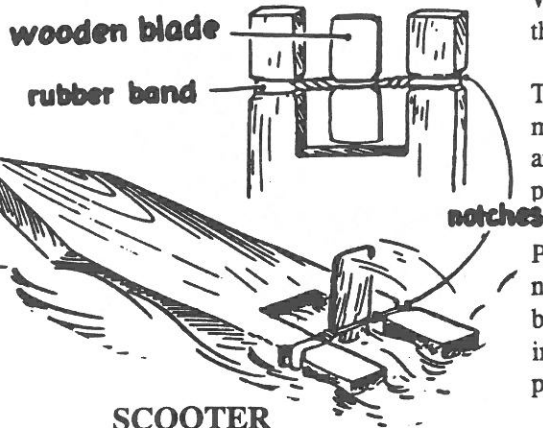


PAPER ROWBOAT

1. Fold a 6 inch square of paper in half. Crease and unfold.
2. Bring sides A and B together in center and fold.
3. Fold points C-D-F-E on diagonal line to center and crease.
4. Fold on dotted lines.
5. Fold again on dotted lines.
6. Turn rowboat inside out. Hold sides carefully to avoid tearing.
7. The finished rowboat.



MOTOR BOAT



With only two pieces of wood and a strong rubberband you can make a boat that will speed through the water.

This boat can be any size you want. Cut it to the shape in the picture and make notches in the back, as shown. Then cut another small piece of wood and make notches in the middle of that too. Your boat will last longer if you put a coat of varnish or paint on it.

Put the rubber band around the small piece of wood so that it rests in the notches. Now you can fasten it to the back of the boat, stretching the rubber band so it fits in the other set of notches. Turn it to wind it up, put the boat in the water and let it go. As the rubber band unwinds, the boat will be pushed through the water.

SCOOTER

Items needed:

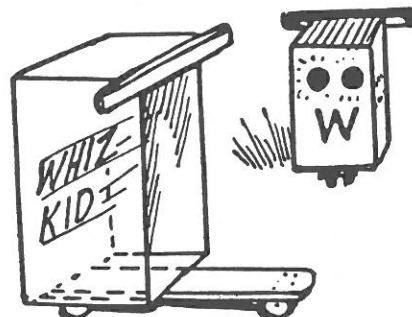
- Sturdy fruit box or crate
- Roller Skate
- Board 4 inches wide, 3/4 in thick, 12 inches long
- Board 1 1/2 inches wide, 1/2 inch thick, 10 inches longer than width of the box.

Remove the leather strap and shoe clamp from the skate and separate back from front of skate. place back part of skate upside down near one end of 4 inch wide board. Carefully hammer skate to flatten shoe guard as much as possible then nail skate wheel to board. Nail front part of skate to the other end of the board. This is the scooter board.

Stand box on one end and place scooter board over center of box so that one end of the board is flush even with the bottom (*or closed side*) of box and other end of the board is flush even with the bottom (*or closed side*) of box and other end of the board extends 12 inches beyond open side. Nail scooter board securely to box. Round off edges of back of scooter board with sandpaper.

Stand box on closed side (*front of scooter*). Nail a 4 inch wide board securely across the end of the box, opposite the scooter board. Make sure it extends 5 inches on each side of box. Round ends with sandpaper. This board becomes steering bars.

Hammer down all nail ends inside the box and paint scooter. Nail 2 bicycle reflectors on front of box for 'lights'.



APRIL 1994

Shape Up

BUNNY BASKET

A cute party favor for your Easter table or egg hunt! This is also a nice decoration for nursing homes, too.

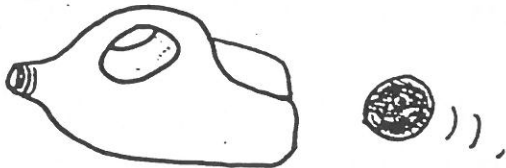
Items needed:

White posterboard
Pink, black construction paper
White spray can cap
Cupcake liner
Easter grass

Cut outer ears from white posterboard. From pink construction paper, cut eyes and inner ears. Glue the inner ear to the ear. From black paper cut pupils and nose. Glue pupil to eye. Staple or glue ears to back of inverted, white spray can cap. Glue eyes and nose to the front of the cap. Fill cup with a cupcake liner, or Easter grass, and add eggs or whatever you like.



BOTTLE JAI ALAI



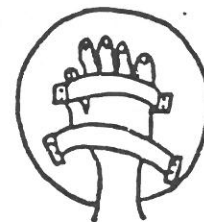
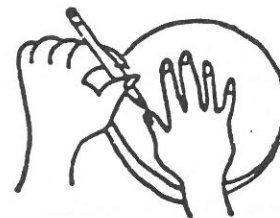
Use two 1 gallon milk or bleach bottles for the *cestas* (*pitching cups*). Following the picture, draw lines on the plastic where one side and the bottom will be cut out. Be sure that the lines are even. Then use a knife or large scissors, to cut.

Rules: The players stand 25 feet apart (*closer if necessary*). One player puts the tennis ball in the cup and tosses it to the other player who catches it in his own cup. If the other player doesn't catch it and return it, the tosser gets a point. No player is allowed to touch the ball while in play.

PALM PADDLE

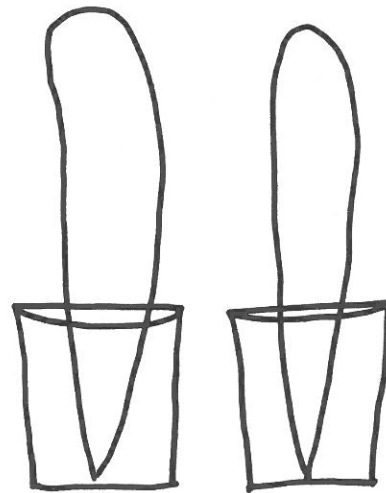
Trace a dinner plate on a 1/4" plywood or a pine board 1" x 8" x 8" or any paddle type material you have on hand. Cut out the circle with a coping saw and sand the edges smooth. Trace your hand on the wooden circle. Measure enough elastic to hold your hand tight to the paddle, and tack it down.

Rules: Two or more can play this game. It is probably more fun with four or more. Use a whiffle ball at first and then go on to a tennis ball when you think you want a faster game. Set up a badminton net and score the way you would in a badminton game.

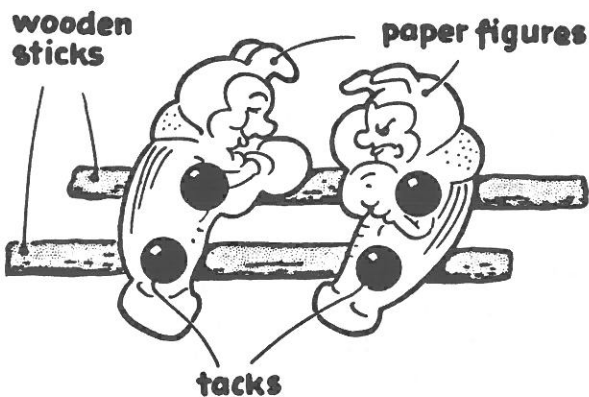


STILTS

Tin can stilts, made from two large juice cans and two 6 foot sections of rope are great fun for the outdoors. Cut out one end of the can. In the other end punch two holes just large enough for the rope. Tie the ends of the rope together inside the can. Step on the closed end of the can and hold the rope in your hand. As you lift your foot, pull on the rope.



BOXING BUGS



Cut two figures - beetles, birds, or other animals from stiff paper. Place them on two sticks of the same length as shown. Fasten them with four tacks. Hold the longer end of the lower stick with your left hand. Push and pull the longer end of the upper stick with your right hand. The boxing bugs will eagerly begin the fighting match.

BOWLING PINS

Items needed:

- Foam Cups
- Stones or small rocks
- Glue, paint, brushes



Place stones in cups. Glue second cup to first cup rim to rim. (you may wish to fortify seam by wrapping with cloth tape.) Decorate pins by painting numbers, faces or designs of your choosing.

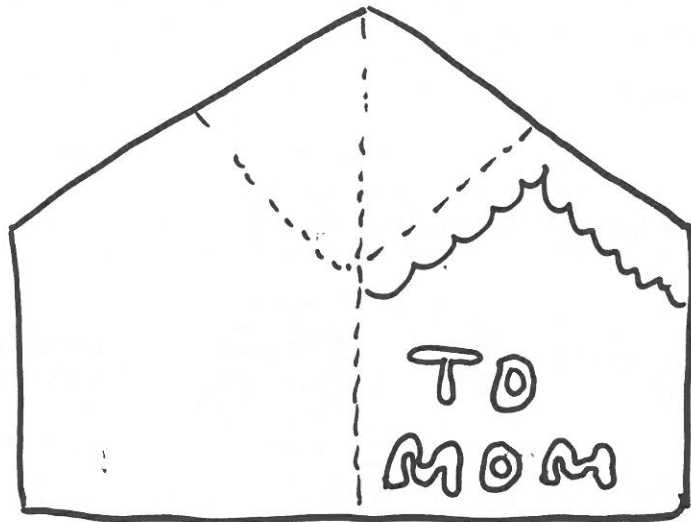
To play: Set up pins and see how many you can knock down by rolling a tennis ball at them.



MAY 1994
Back to Nature

MOTHER'S DAY POP UP CARD

Trace pattern as shown. Write message inside.



FLOWER POT FIGURES

Items needed:

- 3 small flower pots
- Spray paint
- Rickrack, ribbon and beads
- Ribbon
- Wooden bead
- Cardboard disks



A ribbon, knotted at the bottom and tied above a wooden bead at the top, holds each figure together. Cardboard disks separate the pots and provide places to attach collars and arms. The crowns are made of rickrack, wood or cardboard disks, centered with the wooden bead. Hanging figures are loose-jointed. Standing figures are more compact.

CLOTHESPIN PLANTER

- A 1 lb coffee can
- 18 clothespins
- 2 rubber bands
- 36 inches of wire



Remove and discard the springs from about 18 wooden clothespins. Place two heavy rubber bands around a 1 pound coffee can and slip the pieces of clothespin under the rubber band. When you have encircled the can with the wood pieces, replace the rubber bands with two 18 inch lengths of wire wound around the two rows of grooves. Twist wire tightly together, clip ends, and bend them down (*small boys will need help with this*). Punch several holes in



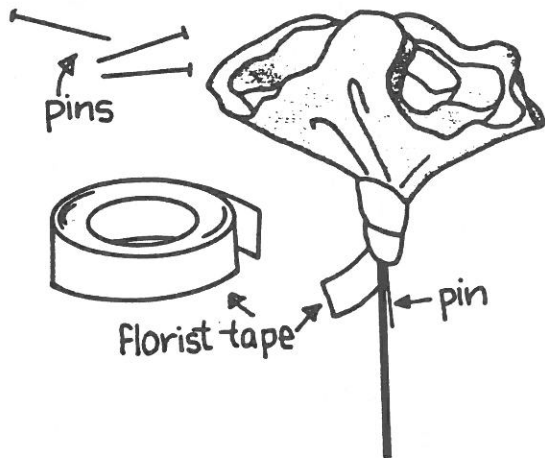
the bottom of the can for drainage. Varnish or paint the wood. Soil, one succulent plant from the garden, and perhaps some ivy will complete the planter.

TISSUE PAPER FLOWERS

A pretty bouquet of paper flowers is fun to make and is a nice gift for mom. Choose a vase or jelly glass that goes well with the flower colors.

Items needed:

- Tissue paper - 3 shades of the same color or 3 different colors
- Straight pins (*hold the petals together*)
- Florist tape (*wrap the pin and stems*)
- Thin wire - cut in 8 inch lengths for the stems



Trace the petal patterns from the drawing using the darkest shade of paper when tracing the outside line and lighter paper for the inside lines. Cut out the patterns and stack them one on top of the other putting the largest petal on the bottom. Stick a pin in the center dot, down through all three layers. Push the petals up over the head of the pin. Then hold the pin tightly against a piece of wire and wrap the florist tape snugly around the pin and the wire as well as the bottom of the petals.

For different looking flowers, cut curvy petals or fringes as the drawing shows.

STAIN GLASS

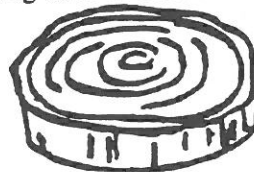
Items needed:

- Flat Cardboard
- Tin foil
- Saran Wrap
- Pattern
- Paint pens

Tin foil should be 2 inches larger than the cardboard. Crumple foil slightly, flatten out and place on cardboard and tape in place on back. Place saran wrap over pattern and tape in place. Outline in black and color. Place saran wrap over foil and tape in place on back. Makes a very pretty picture.

TREE SLICE TIE SLIDE

When taking the boys on a nature hike, look for a branch 1 to 2 inches in diameter. Cut sections about 1/2" thick. Spray with clear varnish. Glue a pop top or pipe cleaner ring on back side. This is a nice reminder of the hike and nature study.



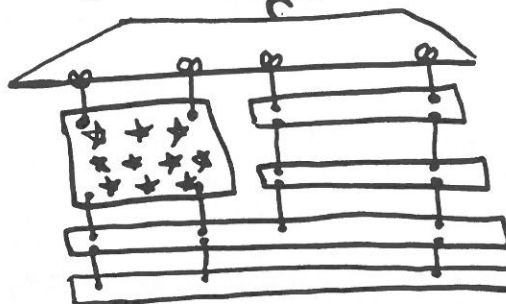
JUNE 1994

Strong for America

MOBILE

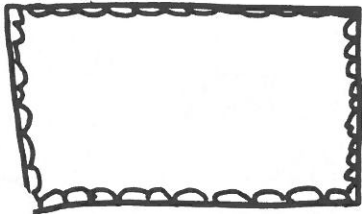
Items needed:

- Colored poster board
- String
- Hole punch
- Coat hanger



Using flag patterns, cut out pieces from colored poster board. Punch appropriate holes. Start from top and assemble flag.

SIT-A-PON



As we enjoy the great outdoors, it is always easier to enjoy if you have a soft, dry spot to sit down. Sit-a-pons can be used while camping, hiking or sitting around in a den meeting.

Cut 2 pieces of heavy vinyl 18" square. (*Old shower curtains work well also*).

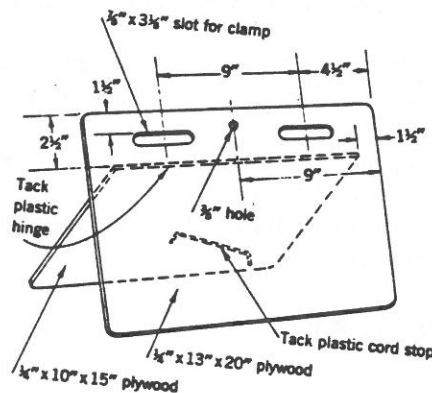
With a small hole punch, punch holes around the edges about 3/4" apart. Lash the two pieces together (*wrong sides together*) using twine or cord leaving one side open.

Stuff insides with newspaper, a towel or old socks. Lash closed fourth side.

CLIPBOARD FOR INSTRUCTION BOOKS

Items needed:

- 1/4" x 13 x 20 plywood
- 1/4" x 10 x 15 plywood
- Plastic hinge
- 2 large clamps
- 1 small clamp
- Bolts



This useful 'Fathers Day' gift, holds an instruction book open on a working surface and tilts it at a handy reading angle. It has a clip for a pencil on the leftside. When not in use the easel can be folded flat and hung from a nail.

Make the board of 1/4 or 3/8 inch plywood (*13 x 19 inches is a convenient size for most books*). To make the clamps lie snug on the board, drill 7/8 inch holes in the board and enlarge them with a coping saw to accommodate the curved springs. Then bolt each clamp in place through one of its eyelets. Bolt a small clamp on the left side to hold a pencil. (*bolts are preferable to screws in thin plywood*).

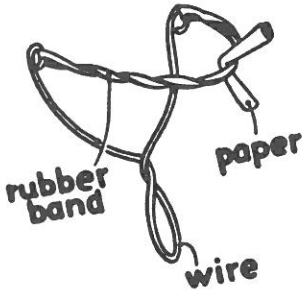
A piece of plywood, 10 by 15 inches, hinged to the back with plastic or cotton webbing, makes the easel stand. A piece of cord between the two boards will keep them from spreading too far apart.



JULY 1994

Buckskin Pioneers

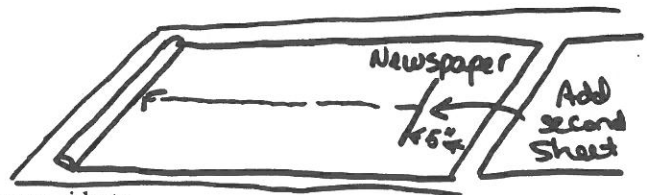
SLINGSHOT



To make a slingshot to shoot pieces of paper, all you need is wire and a rubber band. Twist the wire as shown in the picture and make loops at each end to hold the rubber band. Fold little pieces of paper, make a target, aim, and shoot.

THE TREE

Make a tube by rolling a double-page sheet of newspaper from one side to the other. When about five inches from the edge, add another double-page sheet. Keep on rolling and add a third sheet. Bring the paper toward you as you roll it. Tap the ends to keep the roll even.



Flatten half of the tube and tear straight down the center.

Flatten the torn strips together and tear down again.

You will now have four torn parts. Each of the parts will be a lot of strips. Separate the four parts and bend the strips out from the tube.

Put two fingers into the tube at the top and with your thumb take hold of a couple of strips where they bend and pull them up gently for a few inches. All strips will start coming up as the tree begins to grow. Take your finger out at the top and work the tree upwards from the outside.

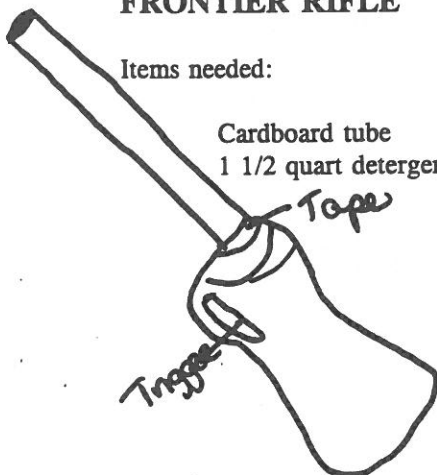


These can be decorated with pine cones, sweet gum balls or other seed pods to give the trees a more real look.

FRONTIER RIFLE

Items needed:

- Cardboard tube
- 1 1/2 quart detergent bottle



Using a knife, make a slit in the center of the bottleneck. Place roll into slit and trace around roll in top of bottle. Cut a small tab 1" x 3/4" for trigger on underside of bottle behind handle. Bend tab down and out. This will make a clicking sound when flipped by the finger. Insert roll in top of bottle and tape in place. Paint rifle adding design to the gun butt to give it an old look.



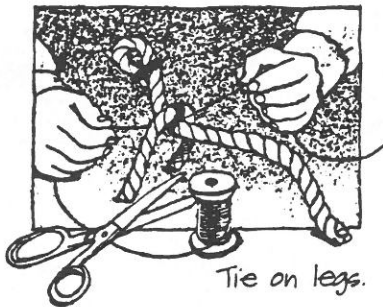
TWISTED ROPE CREATURES

Items needed:

- 1/4 or 1/2 inch hemp rope, cut in lengths of 16 inches
- Wire
- Wire cutters



Untwist rope and place wire in the gap.



Tie on legs.

Cut the wire to the same length as the rope pieces. (*Handle the wire cutters with care*) Straighten the pieces of wire, if necessary. Threading them into the rope takes a little patience.

First, you untwist the hemp just a little, making a gap in the rope. Place the wire diagonally along the gap. Let the rope spring back into shape; this holds the wire in place. Keep working this way along the length of the rope.

You can make a four legged friend with three pieces of wired rope. Bend a long piece to form a head, body, and tail. Fold two shorter pieces to make pairs of legs. Tie the legs to the body with crisscrossed string.

To get shaggy manes and tails, unravel the hemp, pulling apart its fibers. Tie off with string. Bind cut ends, the animal's feet, for example, to keep them from unravelling.

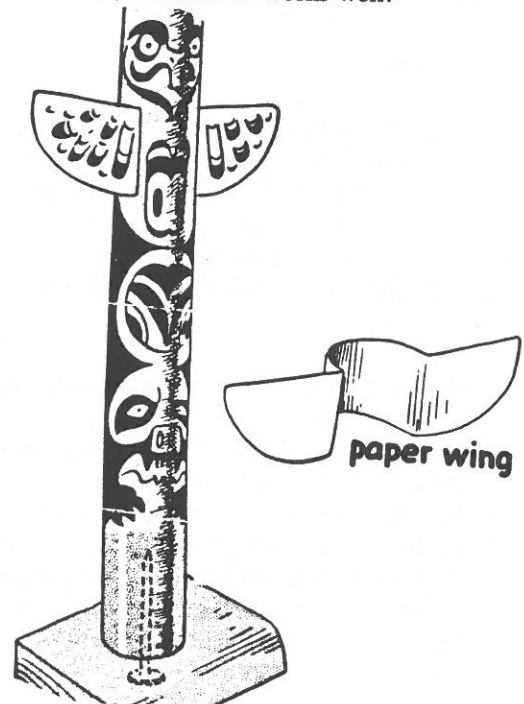
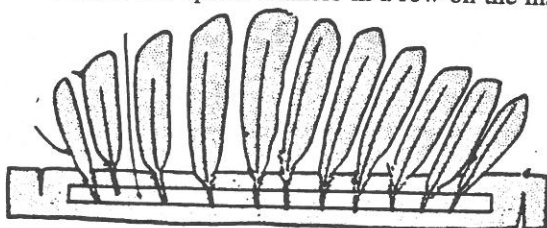
If you want your animal to be colorful, dip him in a both of water colors or food coloring. Look around for trimmings to improve your creature's looks. Glue on beads, buttons, bottle caps, corks. Felt, ribbon also works well.

PAINTED TOTEM POLE

You can make a totem pole from a broomstick. Cut a 7 inch long piece off. Smooth it with sandpaper and paint Indian designs on it. Cut hard paper in the shape of double wings, paint them and paste them on the upper end of the pole. For the base, you can nail a polished wooden block to the pole and shellac or varnish the whole thing.

INDIAN HAT

Collect some bird feathers or cut them from colored paper. Then cut a stiff paper strip, long enough to fit around your head. Cut notches at each end that fit into each other. Line up the feathers in a row on the inside and tape them down.



AUGUST 1994

Water Fun

INNER TUBE RAFT

For a summer full of wet adventures, assemble this simple, inexpensive raft. Paddle it in a lake or float it in a swimming pool.

Items needed:

Three inner tubes
30 feet of nylon rope
Board as long as the inner tubes lined up
Drill
Handsaw

Line up the inner tubes. Lay the board across their tops. With the handsaw, round the corners of the board to prevent sharp bumps when you fall off the raft. Allow no more than 6 inches to hang over the inner tubes at each end. Remove splinters from the board and sand rough edges. You may want to paint your board.

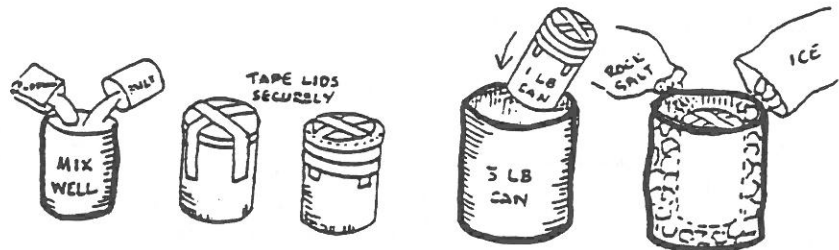
To mark where to drill the holes, lay the inner tubes on top of the board. Keep the marks 1 inch from the edge of the board. Lace rope through the holes, tying the ends so that the inner tubes are fastened securely to the board.

Climb aboard for a floating good time!!

TIN CAN ICE CREAM

Items needed:

One 1 lb coffee can with plastic lid
One 3 lb coffee can with plastic lid
One 3 3/4 oz pkg instant pudding
Two 6 oz cans evaporated milk
1 to 1 1/2 cups regular milk
Rock salt, crushed ice, duck tape



Directions:

1. Place pudding mix and evaporated milk into clean 1 lb can and stir well. Add enough regular milk to fill can 3/4 full. Mix well.
2. Cover with lid. Tape lid on securely so can is air tight.
3. Place 1 lb can in 3 lb. can.
4. Add layers of crushed ice and rock salt, making sure smaller can is surrounded with ice and salt on all sides.
5. Put lid on larger can. Tape as shown in picture.
6. Have boys form two lines. They roll can back and forth on table or ground for 15-20 minutes.
7. At this point, carefully untape large can and remove smaller one to check ice cream. Wipe off all salt before removing lid from smaller can.



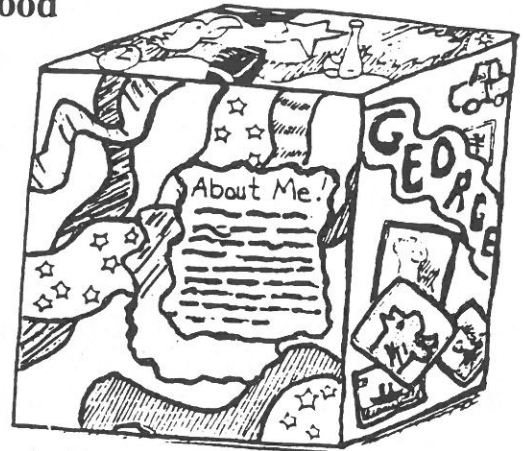
SEPTEMBER 1994

Explore Your Neighborhood

ALL ABOUT ME CUBE

Items needed:

- Box (medium to large)
- Paint
- Colored paper or old fabric (enough to cover the box)
- Magazines or photographs
- Pencil and paper
- Crayons
- Glue



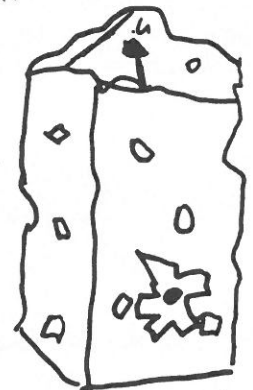
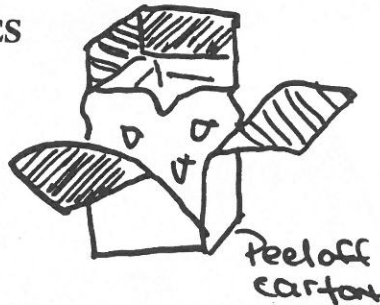
Paint the outside of the box, or cover it with fabric or paper. You can do each side differently!

Collect some things that tell about your den. Attach them to all 6 sides of the box. You can use anything. Pictures or words from magazines, drawings, stories, etc.

CRACKED ICE CANDLES

Items needed:

- Half-gallon milk carton
- 10" candle
- 1 1/2 lb paraffin
- Ice



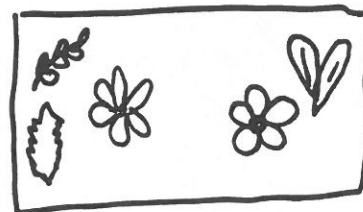
Add Bow or other decoration

Cut the top from the carton and rinse out any milk or juice that is left. Melt the paraffin in a double boiler. For color, add crayon bits. While paraffin is melting, center candle in carton and surround with ice. When wax is melted, quickly pour all the hot wax over the ice. Let it cool for half an hour, then cut off carton.

Note: Always melt paraffin in double boiler over a low heat. Do not melt wax over direct flames.

STAINED GLASS COLLAGE

- Arrange assorted, dried flowers, fern, and leaves on a piece of waxed paper.
- Shave crayon bits over picture.
- Add another piece of waxed paper.
- Seal with a warm iron.
- Hang collage in bright window with tape.

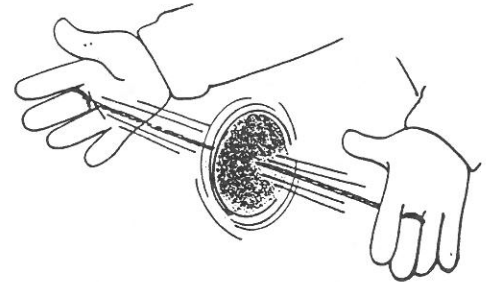
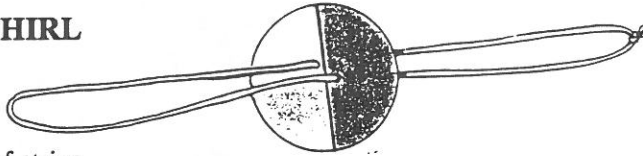


OCTOBER 1994 ACHIEVEMENT PARADE

BUTTON WHIRL

Items needed:

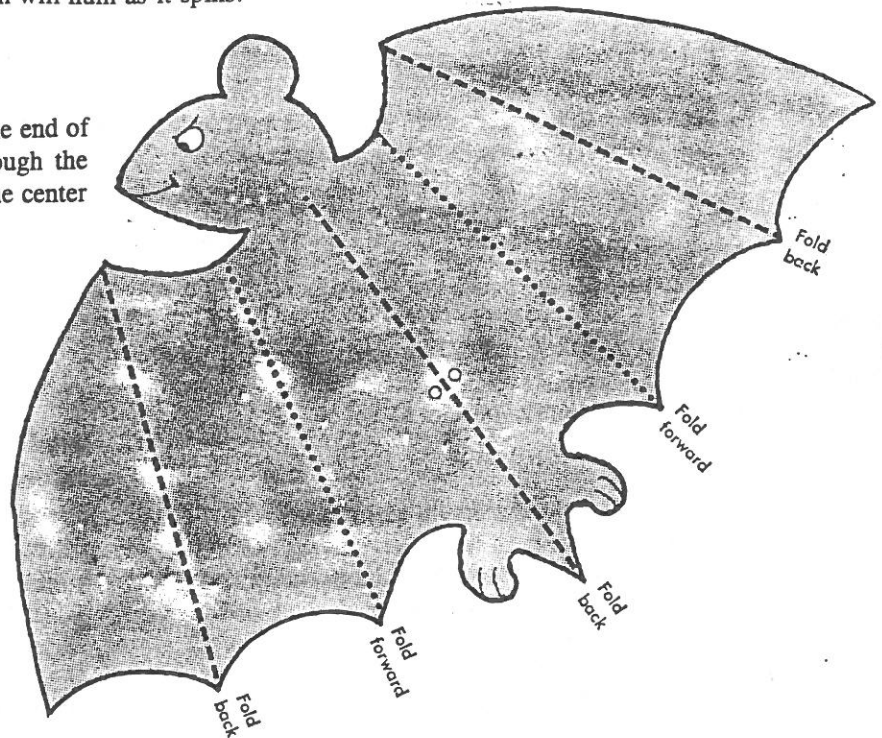
- 4 feet of string
- Large button with 2 holes



To make this simple spinning toy, you need about 4 ft of string and a large button with 2 holes. Pass the string through both holes and tie the ends so that the button is threaded on a long loop. Whirl the loop of string like a jump rope until it's tightly wound up. Then pull on the ends. The button spins and dances as the string unwinds. If you get the string very tightly wound, the button will hum as it spins.

FLYING BAT

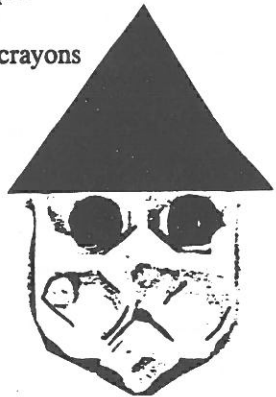
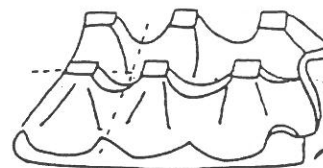
Cut this bat of black paper. Fold as shown. Tie one end of a thread around his neck and the other end through the holes in his back. Tie another piece of thread to the center of the first piece and hang your bat.



EGG CARTON WITCH FACES

Items needed:

- Paper egg cartons (*one carton makes 3 witches*)
- Black paper
- Glue
- Paint or crayons
- Thread



A window full of witches on Halloween would be a very scary sight. Cut a 4-cup section from the carton. Using black paper, cut out a high pointed hat and glue it to the top edge. Make big round eyes and a turned down mouth using paint or crayons. Tie a thread to the top of each hat and hang the witches in a window.



JINGLE GHOST

Items needed:

- White plastic bottle
- Paper punch
- Needle and thread
- Jingle bell



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.

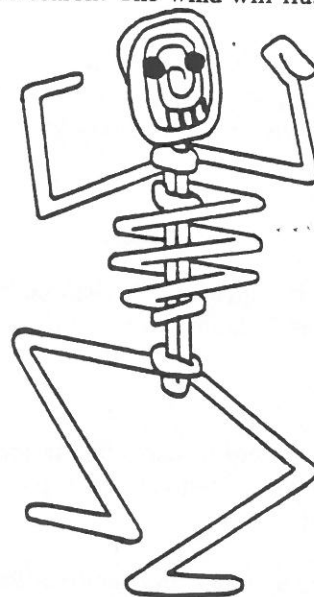
LIVING SKELETON

Items needed:

- 6 pipe cleaners
- Rubberband
- Black felt tip marker

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.

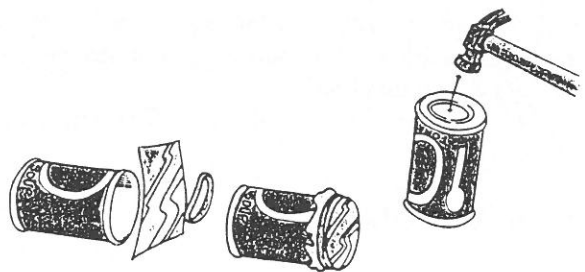
Twist two pipe cleaners together and wind them round and round the backbone to make the rib cage. Bend the last pipe cleaner into a flat head and draw a face on it. Hang the skeleton from a rubber band.



UPSIDE DOWNER

Items needed:

- A can that has been opened at one end
- Nail and hammer
- Rubber band
- Tracing paper or wax paper
- towel



With a nail and hammer, poke a hole in the closed end of the can. Poke it right in the middle. Cover the open end of the can with a piece of tracing paper or wax paper. Hold the paper in place with a rubber band. Cover your head with a towel and hold the paper covered end of the can up to your eyes. Let the end with the small hole stick out from the towel. Look through the can at something very bright. Look at a flower on a sunny day. An upside-down image of the flower will appear on the tracing paper! Look at a lamp. Look at a candle! If you like, you can decorate your Upside-downer with colored paper. Add some silver stars for a bit of sparkle.

Option: make this from a cardboard tube. Just cover one end of the tube with a circle of black paper. Hold the paper in place with tape, and poke a small hole in the center.



NOVEMBER 1994

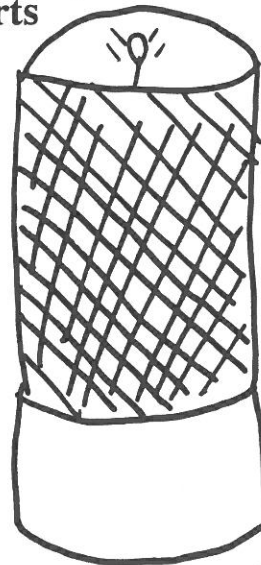
Harbors, Stations, Airports

HURRICANE LAMP

Items needed:

- Window screen
- Fine wire
- Baby food or small jar
- Candle

Form a roll from a 6 1/2" x 10" piece of window screen. Fold edges over with pliers and lace together with fine wire. Paint a small jar for a base. Insert candle. Add the screen wire roll.



PERISCOPE

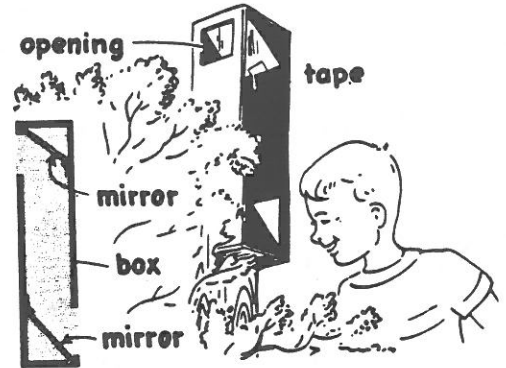
Periscopes are good for spying. They let you peek over fences, around trees or look down at the sidewalk from a balcony.

Items needed:

- Narrow box no longer than 3 feet (*a shoe box*)
- Two metal mirrors from a sporting goods store
- Masking tape.

Place one of the mirrors on the bottom of one side of the box. Trace around it. Do the same on the top of the other side of the box. The sketches on the right show how to fix the mirrors in place. You will probably have to adjust one of them to make the periscope work properly. You'll know it's working when you can see out of the top hole by looking through the bottom hole.

To finish up, put the lid on the box. Then seal the edges with masking tape and paint the box.



ROLLING NUTS

Items needed:

- Walnut shells
- Marbles
- Felt, scraps of paper
- Glue



Watch these creatures skitter along on marbles. Their bodies are halves of walnut shells. You cut heads, tails and features from felt scraps or paper and glue them to the shells. After the glue dries, set the shells on marbles and let your creatures roll down a sloping board.



PAPER CRAFT

MAKE A DRINKING CUP FROM PAPER

Items needed:

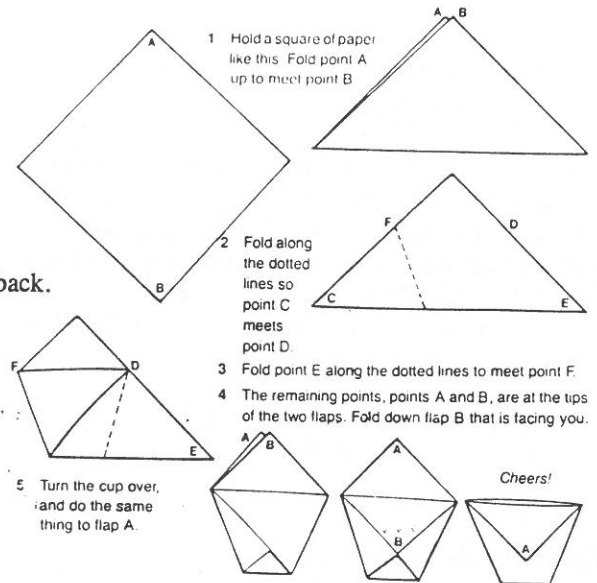
Paper

1. First fold a square piece of paper diagonally once.
2. Now fold the left corner, then the right corner.
3. It will look like example 3
4. There are two points at the top. Fold 'a' forward and 'b' back.
5. Your drinking cup is completed.
6. Open the cup and it is ready for use.

Game to play:

Items needed:

- 2 drinking cups
- 2 thumbtacks
- 5 buttons or small stones

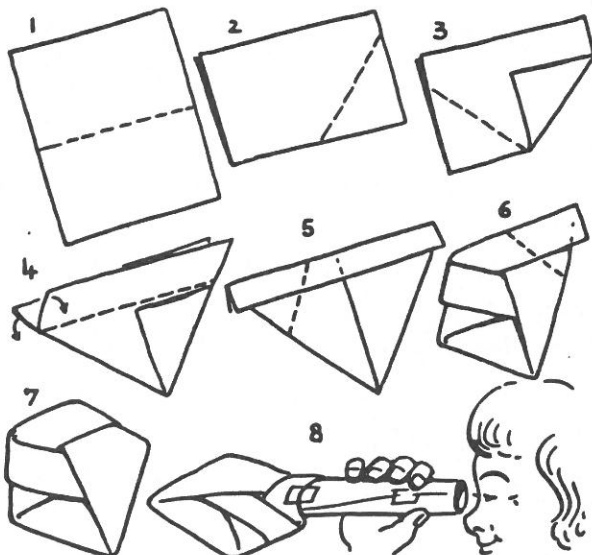


Tack the cups on a bulletin board or a piece of cork. Push in the bottom of the cups so they will stay open.

Any number of people can play. Each player, during his turn, gets a chance to throw all five buttons into the cups. If a button goes into the left cup, the player scores three points. If a button goes into the right cup, the player gets two free throws. The player with the highest score wins.

Stand back far enough from the cups so that it is not too easy to get every shot into the cups.

MAGIC SHOW



Make an envelope by folding a piece of paper as shown. Seal the front and back, but not the opening on top, with tape or pins. Roll another piece of paper into a pipe, tape it together and insert one end in the opening of the envelope.

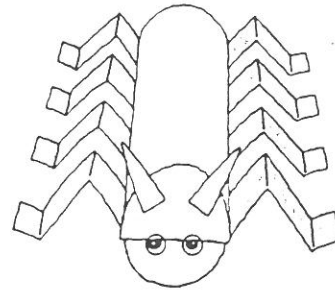
Now cut up about 50 snips of different colored paper and pour them through the pipe into the envelope. Shake well, hold it toward a bright light and look into the pipe. What interesting shapes and colored patterns you see! this is sometimes called a kaleidoscope.



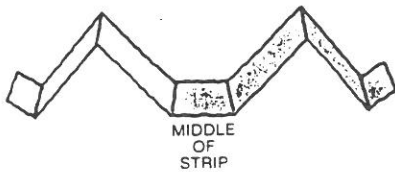
GIANT BUG

This bug can walk, hop, fly - it's all up to you!

Materials:
2 sheets of construction paper different color
scissors, ruler, pencil and glue

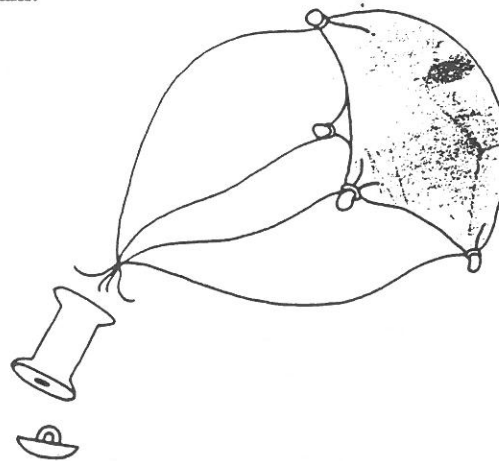


Cut 4 strips, each 1/2" x 12", from one sheet of paper.
Cut a 3" X 3" square from the other sheet of paper. Make a roll with the square and glue the ends together. This is the body of the bug. Glue on scraps of paper for a face and antennae.
Shape the legs of the bug by folding each strip as shown. Firmly crease each fold.
Glue each set of legs to the underside of the roll. Let dry.
Slip your finger into the roll and take your bug for a walk.



PARACHUTE

Materials:
One section of paper towel
Heavy thread
Spool
Scissors, ruler
Button with loop on back or a washer



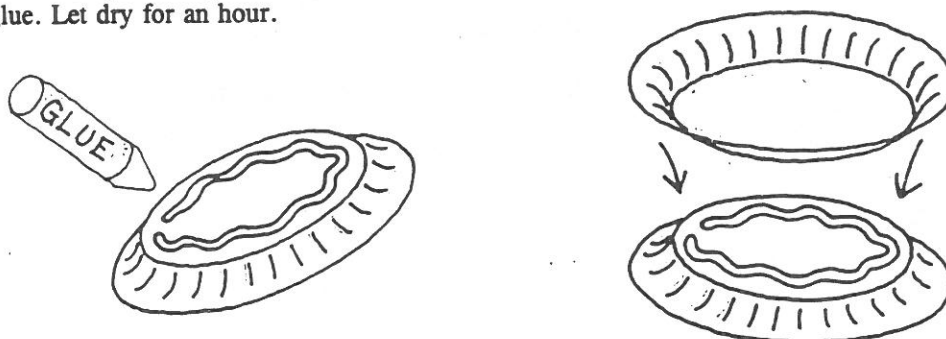
Cut 4 pieces of thread each 12" long
Tie one piece of thread to each corner of the paper towel.
Knot together the ends of the four peices of thread. Slip the thread through the spool.
Tie the knotted thread to the button or washer.
Toss the parachute high into the air and watch it float to the ground.

PAPER PLATE FRISBEE

You'll never be without a Frisbee as long as you have paper plates!

Materials: 2 paper plates and glue

Squeeze a heavy line of glue along the bottom (back) of one plate. Firmly press the bottom of t he second plate onto the glue. Let dry for an hour.



WORKING WITH TIN AND METAL

Cub Scout metal projects can be divided into three categories:

1. Those with cans and aluminum plates.
2. Those with lids and sheet metal.
3. Those with wire.

Projects with cans generally require such tools as can openers, "church keys", pliers, punch and maybe a hammer. These projects include bird feeders, planters and hobo stoves. Advanced projects would include cutting the can with snips to make candle holders, drinking cups and biscuit or donut cutters.

Projects with frozen orange juice lids or "kerr" lids usually require only a hammer and punch or nail. Here a design is made by denting the metal. These projects include Christmas tree ornaments, tie slides, necklace or mobile pendants.

Projects with wire or coat hangers usually require pliers, a bending board and a pair of hands. These projects include wiener forks, hanging planters, mobiles and sculpture.

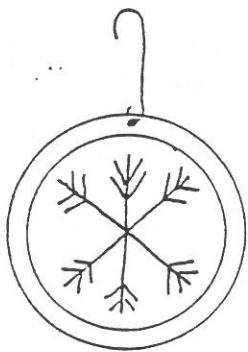
It would be a good idea to have any cutting with snips done and any sharp places removed with a file before the boys arrive. Most boys are not strong enough to cut metals thicker than a postcard. They will probably cut themselves on the sharp edges while they struggle. Even metal from TV dinner plates and pop cans is very sharp and would be better cut by an adult.

You need to plan and prepare for a good project. Your objective is for each boy to be successful, that is, to have all the projects look alike. Otherwise you are sure to have one tugging at your shirt crying, "mine isn't any good. It doesn't look like Bobby's!"

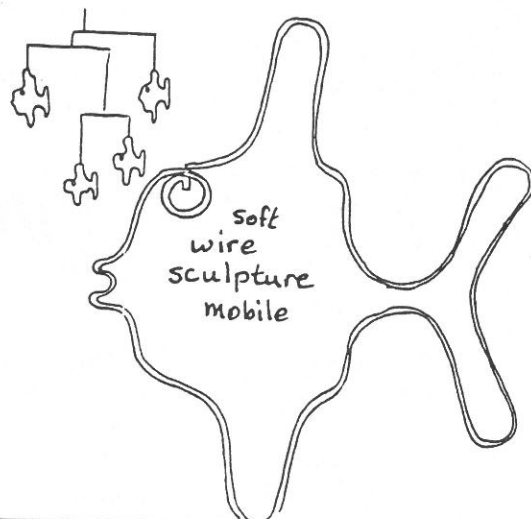
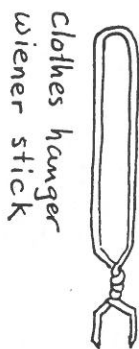
You will probably have to do part of the work before the meetings. This is done to insure the boys can finish during the meeting and to avoid tasks too difficult for the boys.

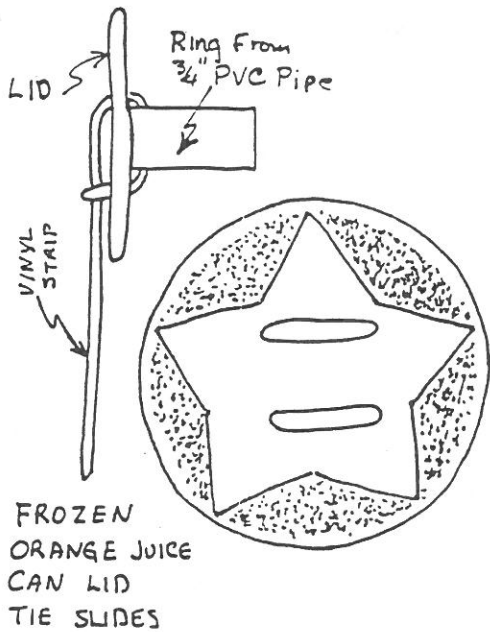
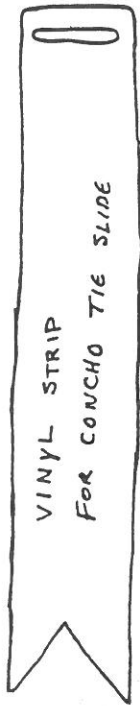
You will need enough tools for each boy or risk one becoming a trouble maker. If you are short on the number of tools, have something else for the others to do, or have some use the pliers while others use the hammers. They may still fuss over who does what first, but you tried. It is best to have one tool for each boys, just alike.

No matter what craft you are doing, always have an example of the finished project. Most of the boys you will work with are not able to visualize what you want without holding one in their hands.

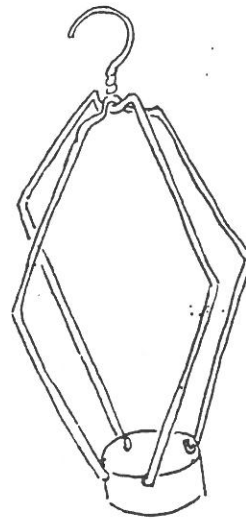


Ornament for
Christmas tree or mobile
Orange juice lid

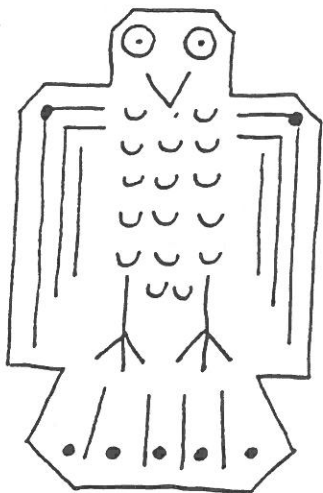
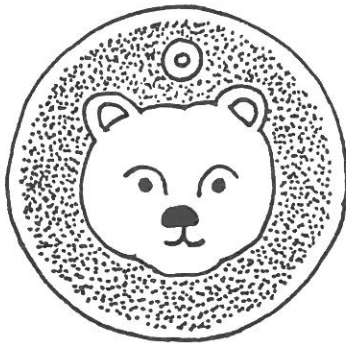
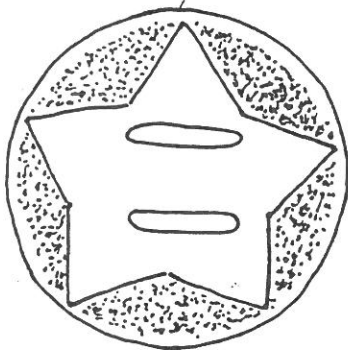




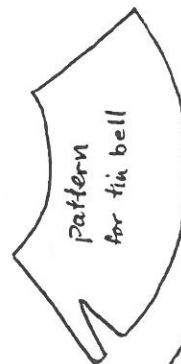
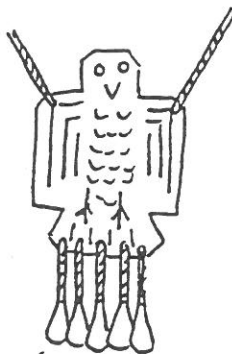
Hanging Planter



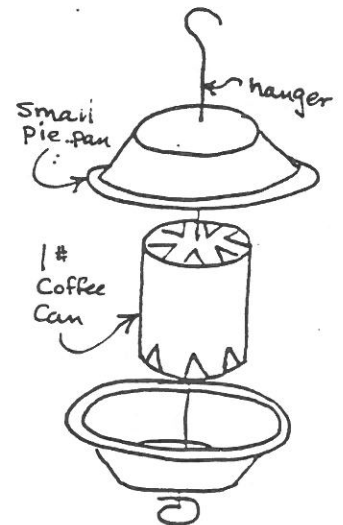
Note holder
clothes hanger



Indian necklace



A dowel slotted and sharpened in a primary pencil sharpener makes a good tool for shaping tin bells.



Bird feeder



WORKING WITH LEATHER

Leather work is a particularly satisfying craft project. Its durability and natural qualities are especially suited for Cub Scouts. Whether they stamp, tool, carve, or simply make something out of a finished leather, they will have a project they like and it will be useful as well.

Instead of using expensive leather, use rounders, practice pieces, scraps or half backs.

- Rounders are inexpensive precut 3 1/4" round pieces that are very versatile. They can be used to make coups, slides, coasters, bookmarks, and key chains.
- Practice pieces are another precut shape in leather that is even more inexpensive and with a little imagination can be a coup, a slide, a bookmark, key chain, or whatever several pieces attached together could be.
- Half backs are approximately 3 1/2" by 4 1/2" precut pieces that are a little more expensive, but do make change purses, picture frames, and folded key chains.

Scrap leather is usually available at leather shops and its limits are confined only by the size of the piece and your imagination. You will need an exacto knife or leather knife to cut the projects out. This is a difficult task and should always be done by an adult.

When the leather has been cut out, you can decorate it by stamping, tooling, or carving. Stamping is imprinting a design stamp into the leather surface by tapping the tool with a wooden hammer. It is the easiest to learn, and boys love to pound a variety of stamps into their leather projects. Tooling and carving are more difficult and probably a leader will need some specialized instruction before attempting them. Since stamping is easier and really needs only a few simple rules of thumb.

Stamping leather is popular with the boys, start with a few design stamps and some wooden hammers and add as money and a good sale will allow. Purchase small stamps and two or three hammers and a small letter set 1/4 to 1/2" if money permits.

If this is impossible, you can make your own stamp set by filing different size nails into interesting shapes. File the point of a large nail flat and groove into the nail tip. With the variety of nails available, you can make as many shapes as your imagination permits.

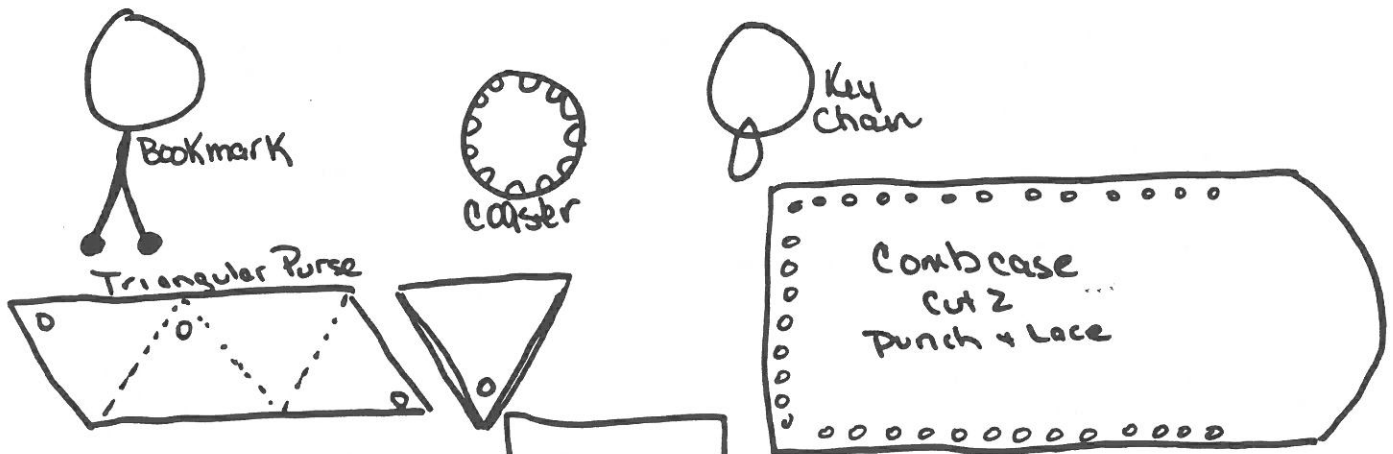
When ready to decorate the leather, dampen it (**DO NOT SOAK**), punch any holes necessary for lacing, and then stamp, rewetting as needed. It is best to encourage the boys to take some time to plan their design so they will be pleased with their finished project.

To stamp, hold the stamp upright and tap it firmly several times with a wooden mallet. Be careful not to drive it completely through the leather. Use a board under the leather to protect the surface underneath. Finish the project with a fast drying finish that is available at leathercraft stores. It paints on like shoe polish and dries quick. The final step is lacing. A good easy stitch to lace with is the whip stitch. It gives an nice finished edge to the project. Plastic lacing is inexpensive. Cut lace approximately 3 to 3 1/2 times the distance to be laced.



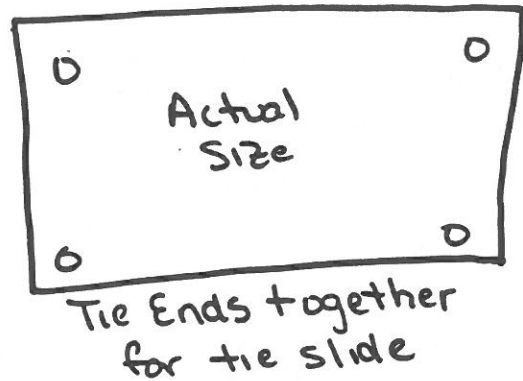
COUP, COASTER, KEY CHAIN

- Wet leather.
- Punch holes for lacing if desired. The coup needs one or two holes at the top and one at the bottom. The key chain needs one.
- Stamp
- Color with permanent marker or dye.
- Apply finish.
- Lace or add key chain or plastic lace to complete the project chosen.



TIE SLIDE, BELT COUP

- Wet leather
- Punch holes, or cut slits.
- Stamp and color
- Apply finish, dry thoroughly.
- Add lacing as desired.



PRINTING

You can make designs and use them over and over to make greeting cards, gift wrapping, banquet programs and menus and stationary.

Cover the table where you are working with newspapers because you must press down hard when printing to make a clear print.

Design will print the reverse of what is seen on the block so if there is lettering or a design that has a right or left, it should be glued to the block backwards.



POTATO PRINTING

- ☺ Potatoes make good block prints, if used right away. They are easily carved, but last only a day or two. One potato makes at least two designs.
- ☺ Select a good bold design, free of small designs.
- ☺ Cut potato in half with one straight cut and blot the surface to removed as much moisture as possible.
- ☺ With an orange stick or pencil, trace design on potato.
- ☺ Cut away all parts without any design ont hem. Cut outline at least 1/3" deep to provide a good printing surface.
- ☺ Again remove additional moisture.
- ☺ Place paper to be printed on a pad of newspaper or a water-soluble printer's ink on design.
- ☺ Transfer potato design onto paper. Press had but do not move the potato or the design will smudge.

LEAF PRINTING

Trees shrubs, flowering plants and weeks offer an infinite source of leaf designs for printing. Use an inked stamp pad, place leaf, veins side down on pad. Lay a piece of newspaper over leaf and rub fingers over it. Remove leaf and place it on surface to be printed. Pace clean newspaper on tap and rub.

CRAYON RUBBING

Place leaves veins side up on paper or textured surface, such as burlap, wood or leatherette. Cover with sheet of plain paper and rub crayon held sideways. Outlines and veining of leaves will stand out.

PRINTING WITH SPONGES

On a dry plastic sponge draw or trace your design. Cut cleanly along the lines. Place poster paint in a dish, brush the paint onto the flat part of the sponge and stamp it on your paper.

PRINTING WITH ERASERS

Draw your design on a gum eraser. Use a craft knife or scissors to cut away the part around the design so the pattern is raised.

PRINTING WITH ODDS AND ENDS

Interesting and easy prints can be made with odds and ends from around the house. You will be surprised with the patterns you can make by pressing the bottom of a spice can or a bottle on an ink pad and then stamping your paper. Other things such as:

Matchbox
Buttons
Fork

Half an Onion
Coins
Toothbrush

Your hand
Kitchen Utensils



PLASTER CASTING

Learning to cast and finish plaster is a skill that both Cub Scouts and parents will enjoy. When you start a plaster casting project, be sure to cover your table or work area with newspaper. Plaster can be messy and sticks when it hardens.

Discarding leftover plaster is a problem unless you follow some simple rules. Allow dried plaster to soak loose from mixing pan and pour into disposable container. When plaster is dry, throw away. **DO NOT POUR DOWN THE SINK DRAIN.**

Plaster of Paris comes in bags, 5 pounds or larger. You can purchase it at hardware or paint stores.

Other materials needed are:

- Water for mixing
- A mixing container
- A soap solution or grease to keep molds from sticking
- A mold
- Newspaper to cover your work area.

Use the type of mold best suited for your project. Commercial molds, made from flexible vinyl or latex, plastic, or plaster are available in many shapes and sizes. For special projects, try improvising your own molds from wood or cardboard, cookie cutters, sand or molding clay.

Prepare your mold to prevent sticking. Use grease or oil for all molds except latex and a soap solution of 1 cup of water and 1 tablespoon of liquid detergent for latex molds.

To mix - pour water into container. Use amount equal to size of mold. Sprinkle plaster slowly into water until a peak forms above the surface and allow to sit for 1 minute. Stir gently to avoid air bubbles until plaster resembles heavy cream. Do not mix more plaster than you can use quickly. Plaster hardens in 3 to 5 minutes.

Pour plaster immediately and work it into crevices with a toothpick or old paintbrush. Fill larger molds three-quarters full, flex molds with your hand, fill to top and flex again.

Let plaster stand 15 to 30 minutes for smaller molds. Remove mold. Larger molds take 1 to 2 hours.

Sand rough edges.

To finish, allow to dry completely, from 1 to 3 days. Where air bubbles have formed, scrape gently with a small knife. Make a thin solution of plaster and water and fill in the cavity. After repair hardens, smooth with fine sandpaper.

Decorate with watercolor, tempera, poster paint. Glaze with varnish, lacquer or clear figure glaze. Tint with food coloring.

MAKING YOUR OWN MOLD

Modeling clay is a good base for molds for simple shapes such as neckerchief slides. Press model to be reproduced firmly into clay and remove gently. Oil the clay but do not use a soap solution. Fill with plaster and allow to dry.

Waxed cartons - Do not grease or soap as the wax will serve the purpose. Fill mold with plaster and press a small bottle into plaster to make a depression for an ashtray or a candleholder. Allow large cast to set several hours.



NECKERCHIEF SLIDES

CIRCUS ELEPHANT

Items needed:

- 1 1/2 inch pom pom
- 2 1 inch pom poms
- 3 3/4 inch pom poms
- Felt
- Pull ring
- Wiggle eyes



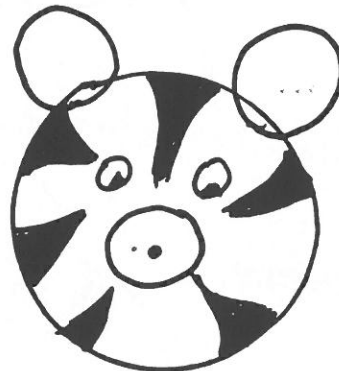
Glue a large metal pull ring to the bottom of 1 1/2 inch pom pom, and 1 in pompom underneath for feet. Glue 3/4 inch pom poms together to form trunk. Then attach trunk to elephant's face. Ears are matching color felt, with inner ears a contrasting color. Add 2 wiggle eyes. A circus elephant can be any color you want.

TIGER

Items needed:

- 1 1/2 inch orange pom pom
- 3 3/4 inch orange pom poms

Glue a plastic ring to the back of large pompom. Glue on ears and muzzle as shown. Use black felt scraps for stripes, and a small black bead or a felt dot for nose. You can make whiskers by sewing black embroidery thread through muzzle.



CLOWN



Use a 3 inch circle of white knit fabric, such as old leotards. Gather around outside edge, and stuff with cotton or dacron batting. A Den Leader could have this much ready for boys. Then let them design their clown face as real clowns do. You can use pom poms, beads, wiggle eyes, markers and embroidery thread on face. Use yarn, fake hair or a short piece of curled chenille stem for hair. Gather or pleat ribbon or fabric for his ruffle.

SNOWMAN

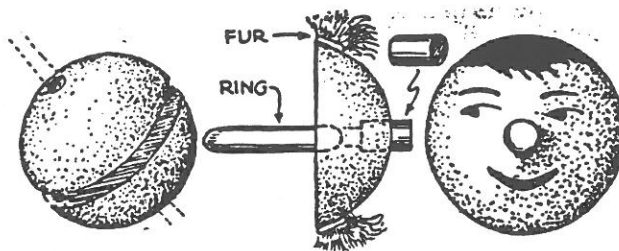
Glue 2 1 1/2 inch white pom poms on either side of a large metal pull ring. You can use whole pepper corns for coal lump eyes and button. A small wedge of orange felt is the nose. Use fluffy yarn tie for muffler or let boys finger chain 2 or 3 strands of yarn. The "battered" hat is black construction paper.



LITTLE ESKIMO

The head is made from half of a cork fishing bobber. Saw it in half so the holes are centered. Nose can be of wood or preferably cork. Set a 3/4 inch plastic or metal ring into the back with glue.

- ☉ Saw it carefully and sand it smooth
- ☉ Glue nose and ring in place.
- ☉ Paint eyes and hair black and mouth red.
- ☉ Any short brown, grey or white fur will do. Cut a 1/4" strip and fasten it with glue and pins.

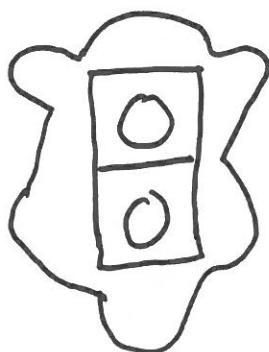


TRAFFIC LIGHT

Items needed:

Vinyl
Brads

- Draw lines with pencil
- Brads are used for light
- Paint brads red and green.



PINEWOOD DERBY

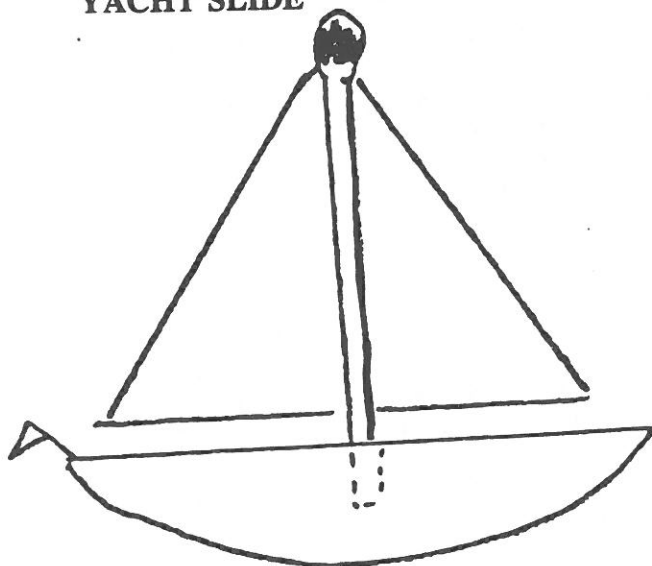
Items needed:

Vinyl
Brads



Cut out car of contrasting color and glue onto vinyl backing. Brads are used for wheels. Racing flags are decals.

YACHT SLIDE



The hull is whittled from white pine or balsa. The mast is a burned match. The boom is a toothpick. The sail is a triangle or white or red fabric.

Whittle and sand hull. It is flat on back and curved on front.

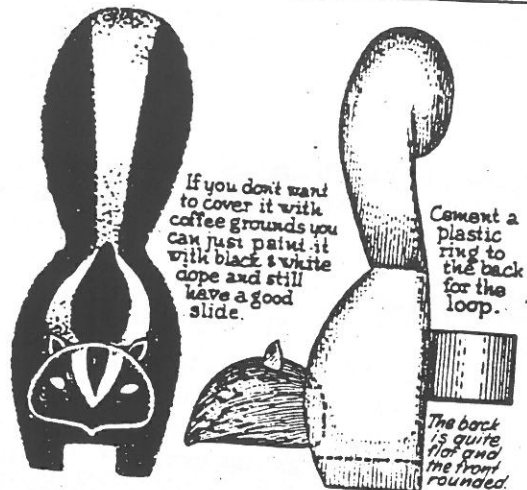
Drill 3 holes...one in top for match mast..2 in back for plastic or metal ring cut in half.

Glue mast in place. Glue boom to lower edge of sail. Glue ring in place. While it is drying, make small flag for stern form construction paper triangle glue to straight pin.



LITTLE STINKER

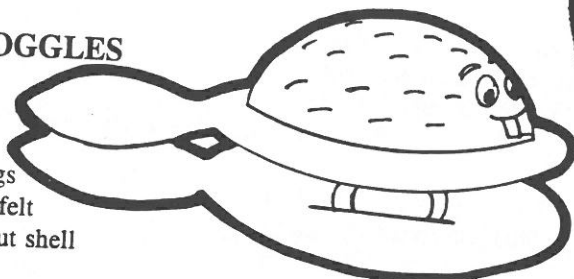
The head is a chestnut with a couple of ears glued on. The body is whittled out of white pine or balsa. The wood should be given a coat of glue and dry coffee grounds were sprinkled on and allowed to dry. Paint like the drawing.



WALNUT WOGGLES

Items needed:

- Metal rings
- Pieces of felt
- Half walnut shell

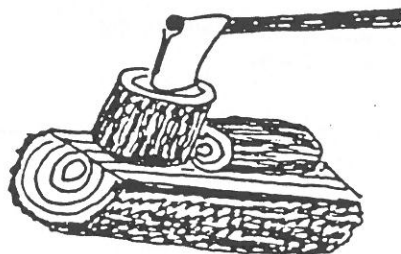


Each woggle needs two pieces of felt cut in the shape shown. Boys push a metal ring through both the pieces and glue the felt together to make a base. Then glue a walnut shell on top of the felt and make a Beaver face on it with scrap felt.

CHOPPING WOOD

Items needed:

- 3/4" diameter stick of green wood
- Match stick or 1/8" dowel
- Small piece of printing plate or aluminum can
- Wood glue and 527 household glue
- 3" pieces of chenille stick
- Coping saw or jig saw drill 1/8" bit
- Spray varnish



Cut an ax head from aluminum. Put a coat of 527 glue inside of the ax head. Bend around one end of a match stick and use a clothespin to hold in place. Allow to dry.

Cut the branch into pieces: one 1 1/2", one 1", one 2 1/2". (If the Cubs are cutting use a coping saw, leaders can cut ahead with jig saw). Cut a flat surface on the 2 1/2" piece. Make a cut in the end of the 1/2" piece. (For the ax head to glue into)

Drill two holes, 1/2" apart, in the middle of the back side of the 2 1/2" log. (the flat surface is the top).

Glue each end of the chenille stick into the drilled holes. Glue the 1/2" long (Cut side up) and the 1" long lying next to it on this side. Glue the ax head into the slot with glue. Varnish



WOODCRAFT

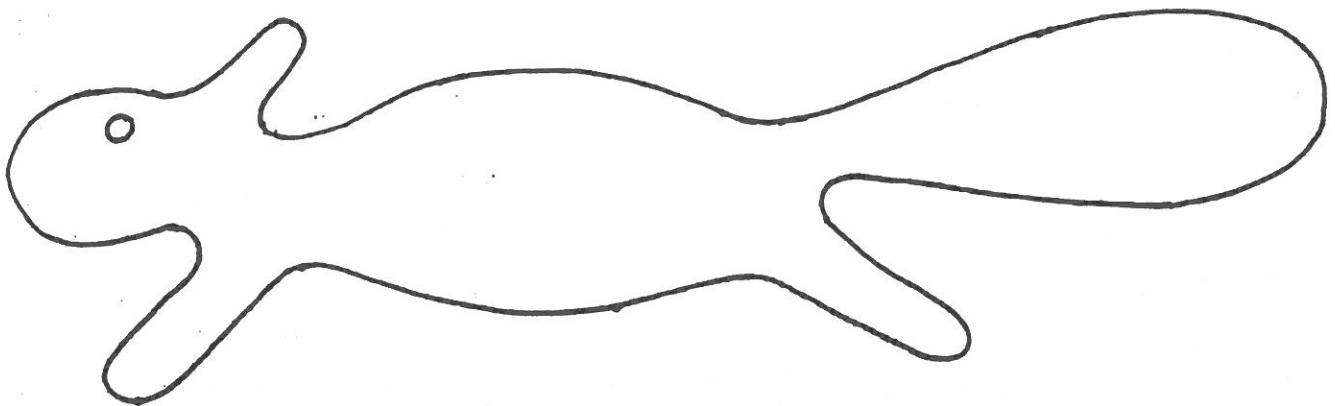
Woodcrafts can vary in size and type requiring minimal amount of skill to as much skill as a boy can perform. Crafts should be selected within the boys capabilities. Most projects can be made with a few simple hand tools. Use of power tools should be limited to those capable of handling such type tool.

SAFETY FIRST

1. Boys should work with adult supervision.
2. Work areas should be clean, large and good light.
3. Don't wear loose clothing around tools or any type of machinery.
4. Work carefully and not too fast, that might result in an accident.
5. Work tops should be at hand level height for best results.
6. Don't force work. This could result in binding, slipping, kickback and breaking tools or craft. Tools should be kept clean and sharp.
7. Slight cutting mistakes can be corrected with sandpaper and wood filler.
8. Use clamps or bench vise to hold material. This will make cutting easier.
9. Limit use of tools according to boys skill and knowledge of how to use.
10. Use safety glasses when using tools. This protects eyes from flying chips.

SQUIRREL - OVEN RACK TOOL

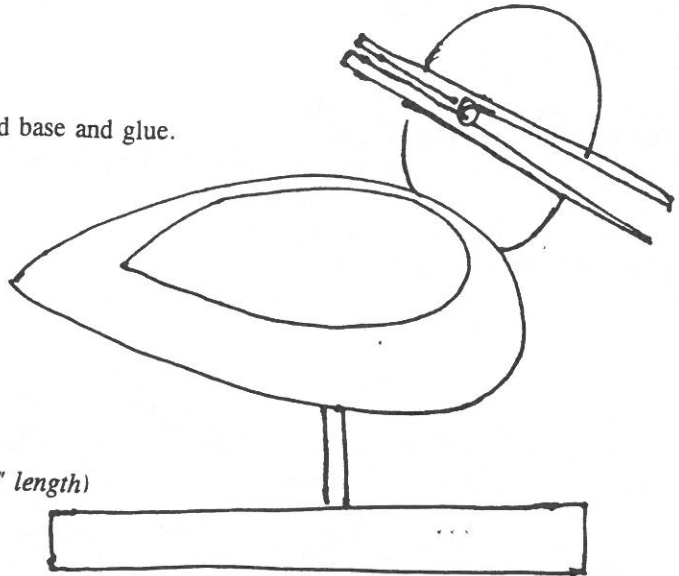
- Trace pattern onto wood or plywood.
- Cut-out with coping or jig saw (*hand or power driven*)
- Drill hole for eye.
- Sand smooth all surfaces and finish as desired.
- Pull oven rack out with ears.
- Push in with neck.



RECIPE HOLDER

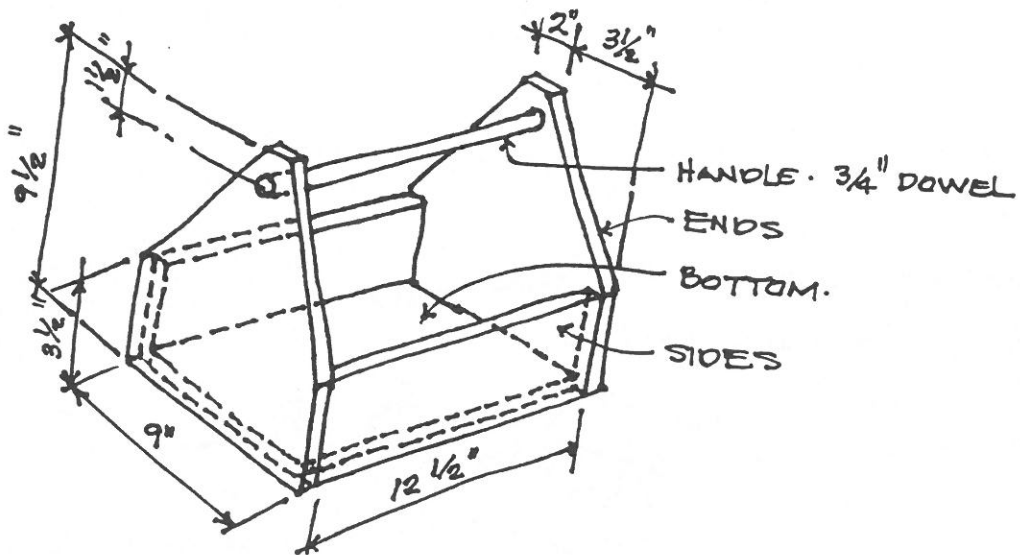
(Makes a good gift for mom or dad if he does the cooking)

- Trace body and head onto 1x4 block.
- Cut out with jig saw.
- Trace wings onto 1/4" plywood and cut out 2.
- Cut head in two and glue clothespin.
- Cut legs out of 2 - 3/16" dowels. Drill into body and base and glue.
- Cut base out of 1x3x3".
- Sand all pieces smooth and finish as desired.



TOOL OR TOTE BOX

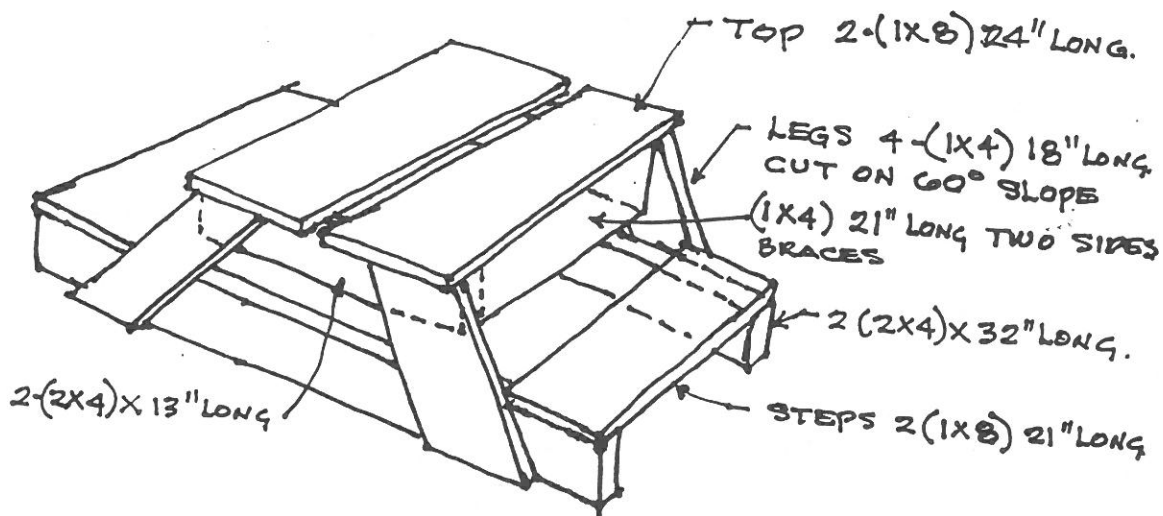
- Cut bottom out of 1 x 8 pine (7 1/2" wide by 12 1/2" length)
- Cut sides out of 1 x 4 pine (3 1/2" x 12 1/2")
- Cut ends out of 1 x 10 pine (9" x 9 1/2")
- Taper ends.
- Drill hole in ends for 3/4" dowel handle.
- Cut 3/4" dowel 14" long.
- Nail ends and sides, and bottom together with 6d (6 penny) size nails and glue.
- Slide handle through holes in ends and nail to ends.
- Sand all pieces smooth before nailing together and again after putting it together.
- It is now ready to paint or finish as desired.



WOOD STOOL

(makes a good sturdy stool. Tiny tots love it as a play stool, like a park bench)

- Cut boards out of soft pine.
- Glue and nail all pieces.
- Nail 2 (1x4) braces to 2 (2x4) x 13"
- Then nail top pieces to brace frame.
- Nail steps to long pieces of 2x4.
- Turn top section up on end and nail legs in place and set bottom step in place and nail legs to this.
- Turn over and nail legs on other side.
- Sand all edges round and sides smooth.
- Paint and finish as desired.

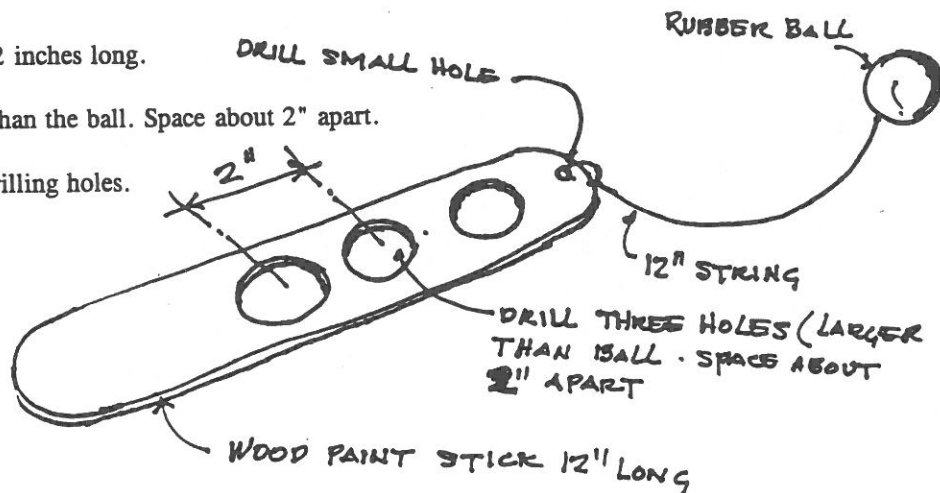


GAME

Items needed:

- Rubber Ball
- String
- Wood Paint Stick 12 inches long.

- Drill three holes - larger than the ball. Space about 2" apart.
- Drill small hole in top.
- Sand stick smooth after drilling holes.
- Finish as desired.



BIRD HOUSE

Items needed:

- 1 x 6 piece of pinewood
- 4d (4 penny) nails
- Hinge and screws
- Sandpaper

Cut back, front, sides, top and bottom out of a 1 x 6 piece of pine wood. Cut pieces to lengths shown on sketch, or any length desired.

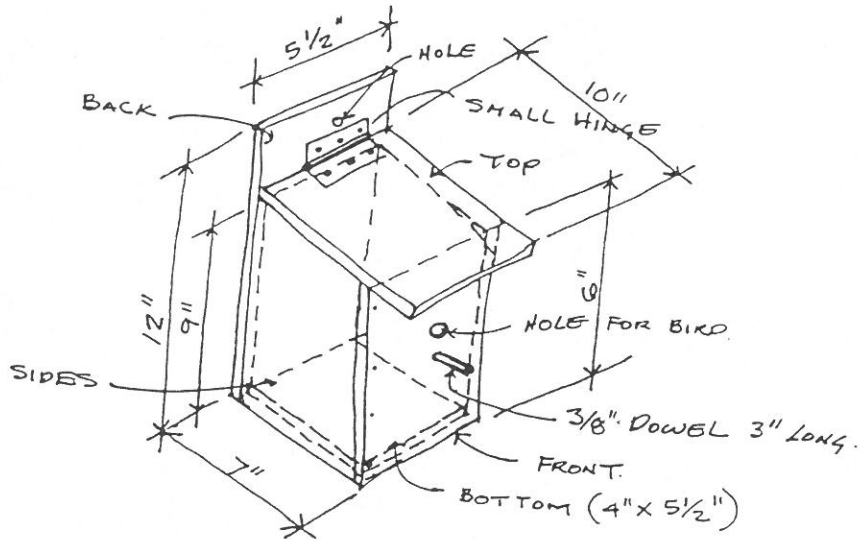
Drill small hole in back piece near top to hand bird house.

Drill a hole in front piece for bird entry. This hole can be any size desired and for particular birds. Also drill hole in front for a 3/8" dowel.

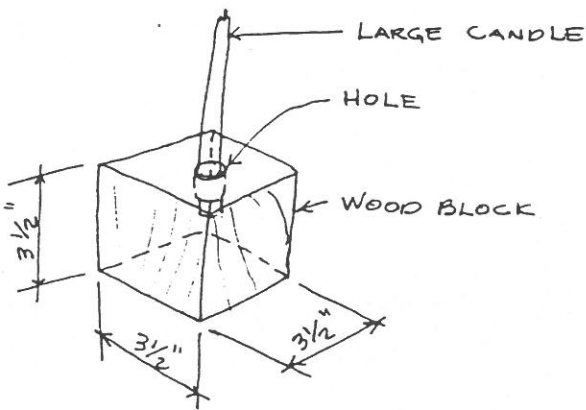
Nail sides, front and back to bottom piece; and front and back pieces to sides with 4d (4 penny) size nails.

Attach top to back with a small hinge with screws.

Sand all sides and edges. Paint it and hang it up!



CANDLEHOLDER

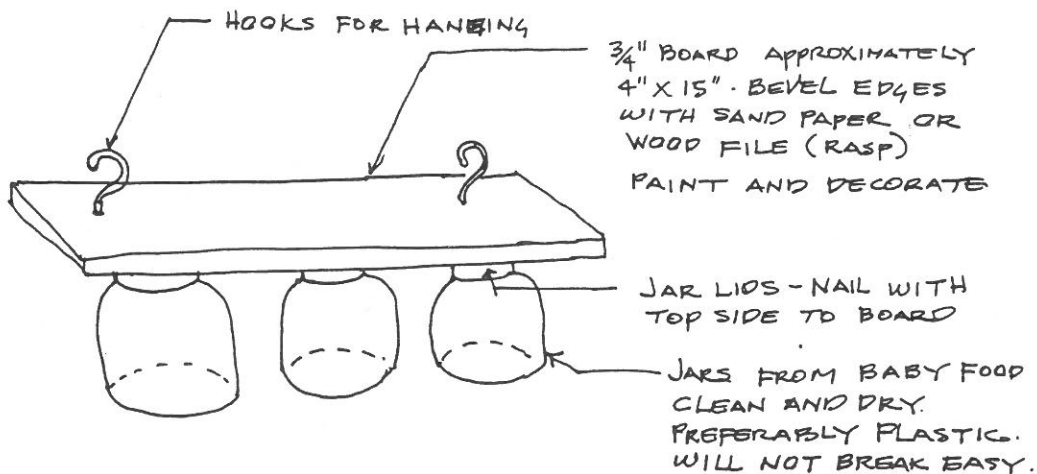


- Cut a cube from a piece of 4x4 fir lumber.
- Mark the center of the cube (block) at the top and drill a first hole 7/8 inch diameter to 5/8 inch depth. Then drill the hole another 3/8 inch depth with a 5/8 inch diameter drill bit.
- With a sharp knife or round file, smooth the hole to a tapered fitting. This will enable a tapered candle to fit snug.
- Now sand the block rounding all edges. The block can now be finished smooth or engraved with any design using a wood burning tool.

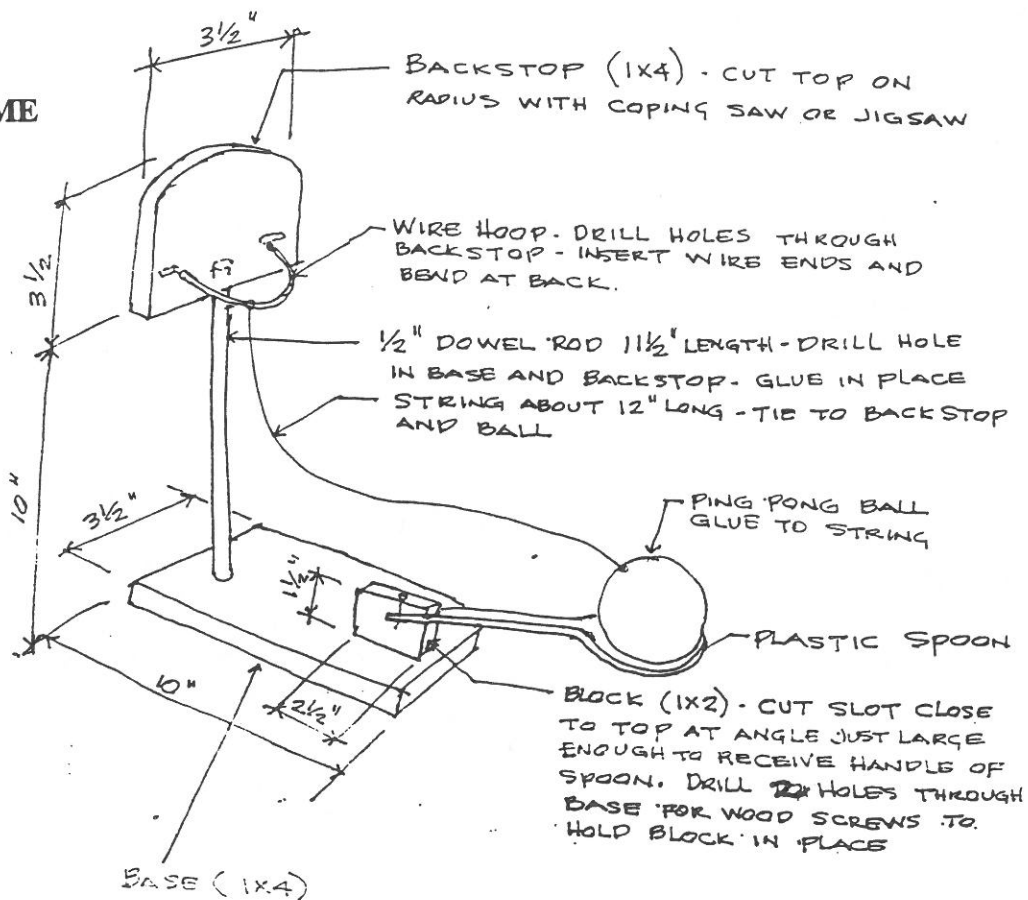


HANDY JAR HOLDER

(Use to store assortment of screws, nails or bolts, etc.)



BASKETBALL GAME



SAND SMOOTH ALL SIDES OF PIECES AND ROUND EDGES. FINISH AS DESIRED.

HAVE FUN!



STAINED GLASS

Stained glass windows are found in many churches and are made from lead-encased glass. Cub Scouts can make their own stained glass that is beautiful and inexpensive. Glue and food coloring mixed together and applied to glass will give the appearance of expensive stained glass.

HOW-TO

Glue mixture is made from Elmer's white glue with food coloring added to achieve the desired color. Baby food jars are excellent for storing mixed glue. If stored glue mixture becomes too thick, add a few drops of water until the desired consistency is reached. Glue mixture colors will dry darker than they appear when wet.

When applying glue mixture, brush as smoothly as possible. Two light thin coats are better than a heavy coat. If two colors touch, allow the first color to dry before applying the second. To brighten or darken a color, add additional coats of the mixture.

To transfer patterns to mirror, cover the back of the pattern with white crayon. Place the pattern on top of the mirror and trace around the pattern with a ball point pen. When pattern is removed, a wax tracing will remain.

Metal tabs must be flattened before applying any glue. The glue tends to puddle in the middle if the tab is still curved. The colored glue mixture may be used as paint on styrofoam.

PATTERNS

Coloring books are good resources, or be creative - free hand them. Pattern sizes may be enlarged or reduced by most copy machines at local printing shops. Patterns need to be kept simple, without much detail.

OTHER MATERIAL

Pipe cleaners, pins, glue or hot glue guns for tie slides and pins. Tape and small wire of fishing line for sun catchers and Christmas ornaments.

PROJECT IDEAS: Ideas are unlimited!

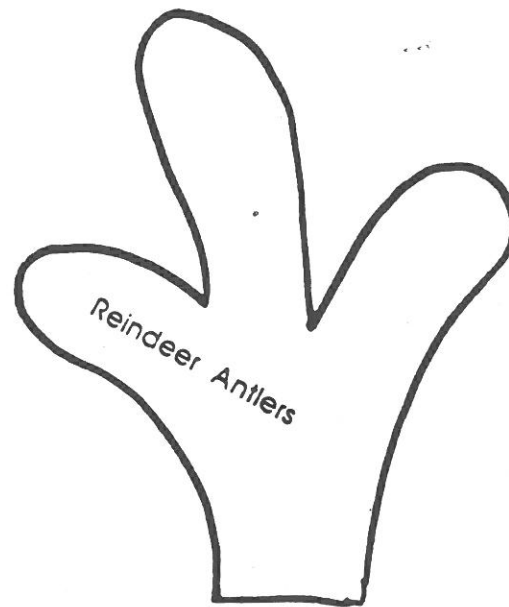
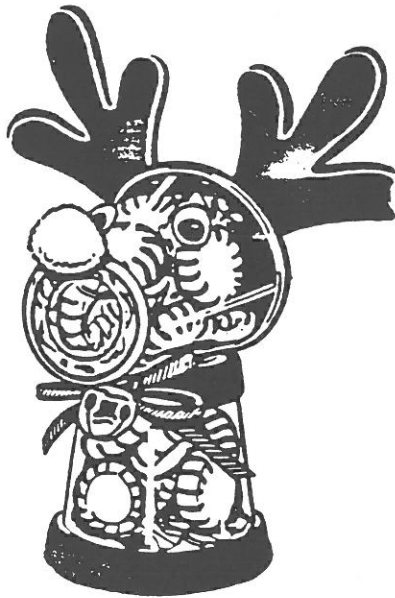
- Small Bottles - toothpick holders or vases
- Plastic boxes - jewelry boxes, sewing kits or picture frames
- Plastic/glass - tie slides, signs, rings, sun catchers, candle holders, key chains
- Old glass christmas ornaments - enamel comes off easily. Pour chlorine bleach inside ball and swish.
- Wear rubber gloves.



HOLIDAY CRAFTS

REINDEER PARTY FAVOR

- Materials:**
- Clear plastic cups (*approximately 3 1/2 ozs*)
 - Cardboard
 - Construction paper - brown
 - Moving eyes (*or make eyes of construction paper*)
 - Ribbon - 1/8" x 18" red
 - Pom pom - 3/4" red
 - Jingle bell - 15mm gold
 - Chenille stem - green
 - Candy - *approximately 3 oz of peppermints (or fill with other candy, potpourri, etc.)*
 - Scissors
 - Ruler
 - Pencil
 - Craft glue and/or tacky glue

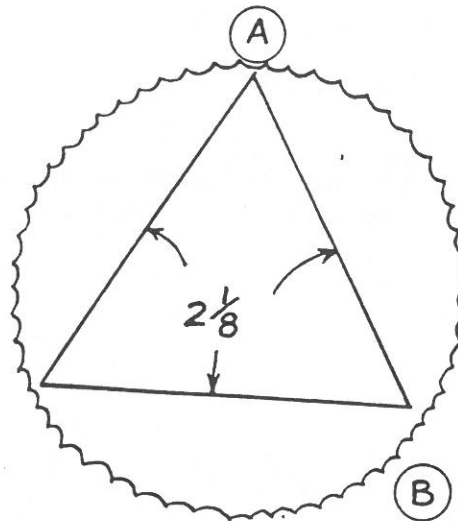


1. Using plastic cups, rim side down, make two circles of cardboard and 4 circles of brown construction paper. Glue the construction paper to each side of the cardboard.
2. Fill both cups with candy and lay a line of glue around the rims of the cups. Place the circles on top of the cups. Turn upside down and press firmly. Let dry.
3. Cut two 3/8" wide strips of brown construction paper, trim length to match circumference of cup, and glue strips around the top and bottom of one of the cups. Glue the other cup across the small end of this cup to form reindeer's head and body.
4. Cut two antlers from brown construction paper and cardboard using same method as before, using pattern. Glue antlers to back of reindeer's head.
5. Glue eyes and pom pom in place.
6. Form a double bow from ribbon, trimming ends if necessary. Loop a small piece of chenille stem through jingle bell and then tie around center of bow. Glue bow to front of reindeer's neck.



LACY THREAD BALLS

These light, delicate ornaments are nothing but thread and air. You make them by wrapping balloons with thread that has been soaked in starch. Lay a spool of thread on its side in a small bowl; cover it completely with liquid starch. Hang a small balloon over the bowl and wind the three around it firmly (*not too tightly, or might pop the balloon*). Keep winding until the balloon is covered with a fine net work of thread, like a cobweb. Then cut the end of the thread, like a cobweb. Then cut the end of the thread and smooth it down. Let the starch dry overnight; then pop the balloon and gently remove it. Hang lace balls on your Christmas tree or in a window.

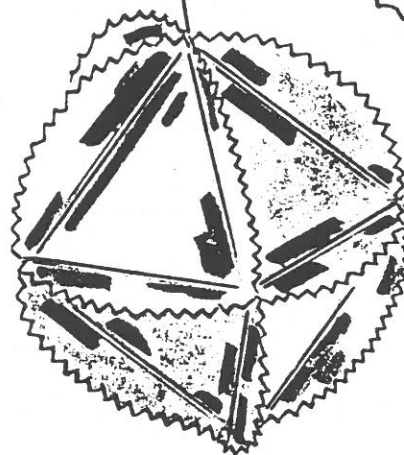
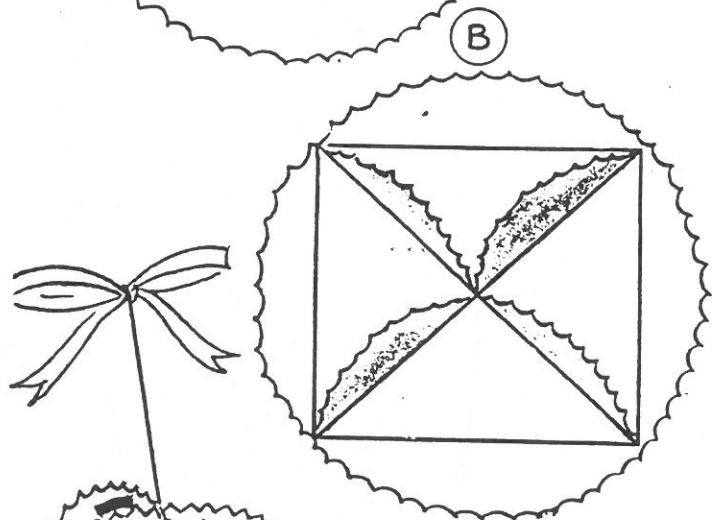


NOTARIAL SEAL BAUBLES

Use large Dennison Notarial Seals (No. 26). Cut a triangle, 2 1/8" on all sides, from cardboard. Place the triangle on the Notarial Seals, colored side up, matching points A. Trace along the cardboard, then fold the seal upward along the lines.

Paste four seals together at the two top sides, matching the points and folds as closely as possible (B). Paste another four seals in the same manner, then join bottom edges. Decorate with glitter if you wish. Attach wire for hanging to tree.

You can make variations by using more or less seals, and by alternating the colors of the seals when pasting them together.

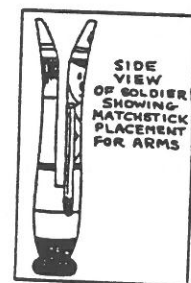
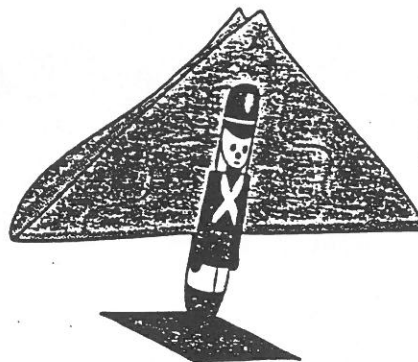


SOLDIER NAPKIN HOLDER

Invert a round top clothespin and paint the lower part a dark color for the soldier's boots. Paint the uniform, face and hat in suitable colors.

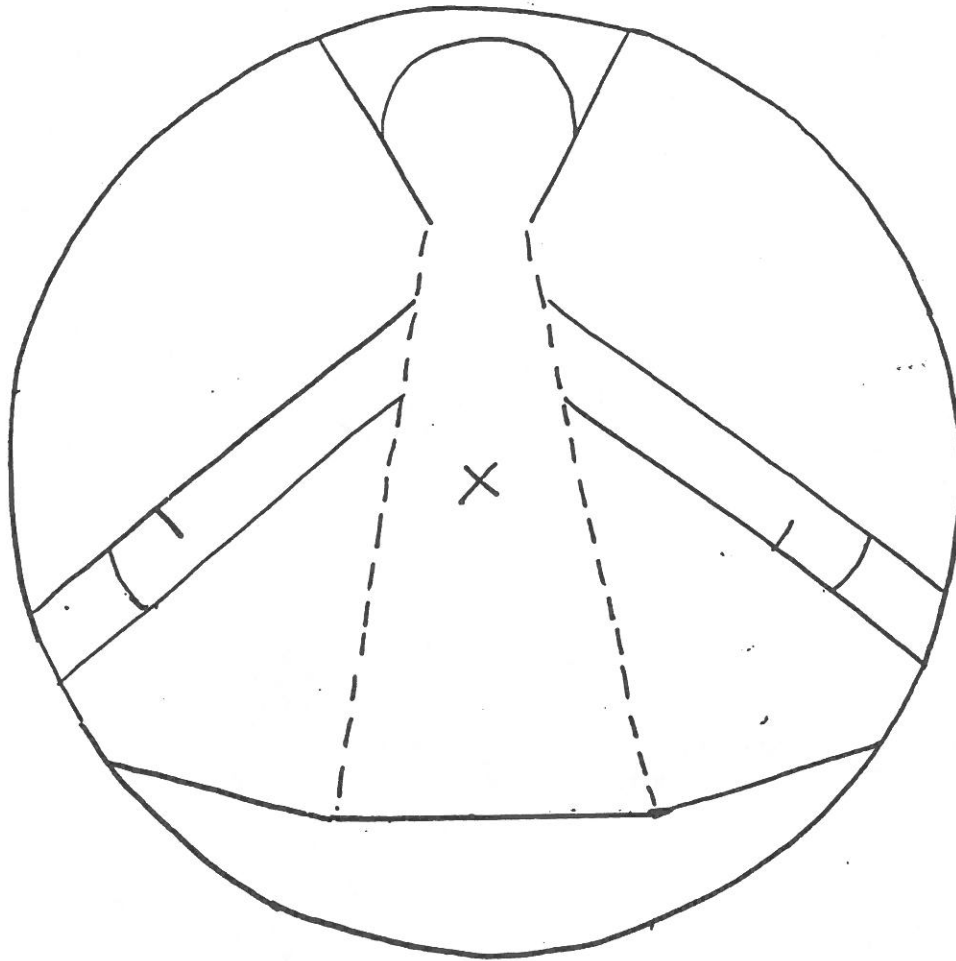
For arms, glue pieces of burnt matches at the sides of the front, as shown. Ink in features and added details. Glue boots to a small card for name or greeting. Slip a napkin between the prongs.

A nut cup decorated like a drum, would be appropriate for goodies.



ANGELS IN THE ROUND

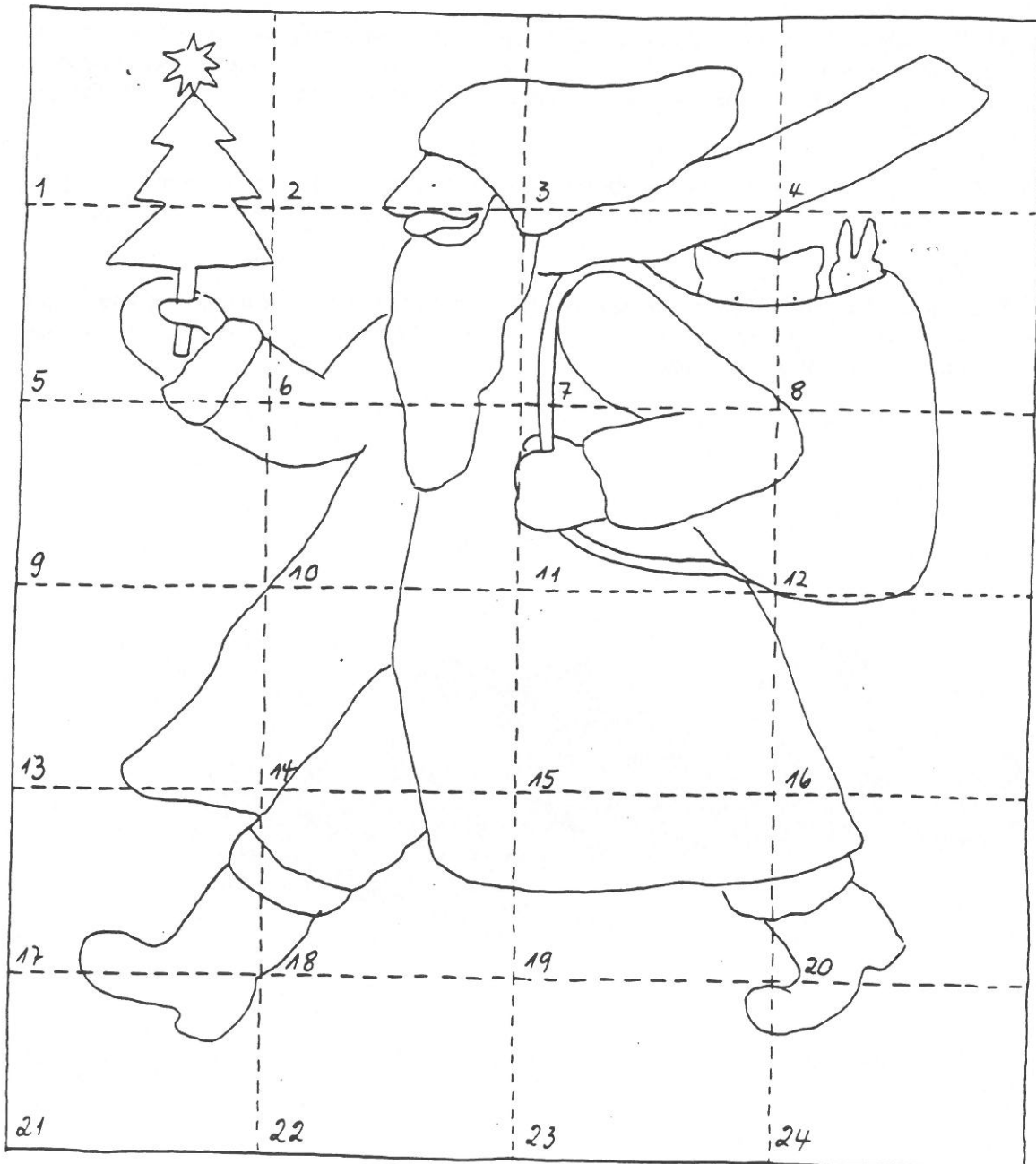
A procession of angels in front of Christmas greenery makes a very nice decoration. You can make them any size - each one is made from paper or foil, cut and folded. Use the pattern and cut on solid lines and fold on dotted ones. Try cutting these from foil pans and decorate wings with glitter.



ADVENT JIGSAW PUZZLE

- Materials:** A sheet of paper large enough to take 24 matchbooks put side by side
Paints and paintbrushes
Glue
24 matchboxes
24 little surprises (such as candy, coins, little pictures, etc.)

Paint a picture of Santa Claus or a Christmas tree on the sheet of paper. Then cut the paper into 24 rectangles and glue them to the matchboxes. Put a little surprise into each matchbox. You could give the puzzle to someone you're particularly fond of.



SPARKLING STAND UP EGGS

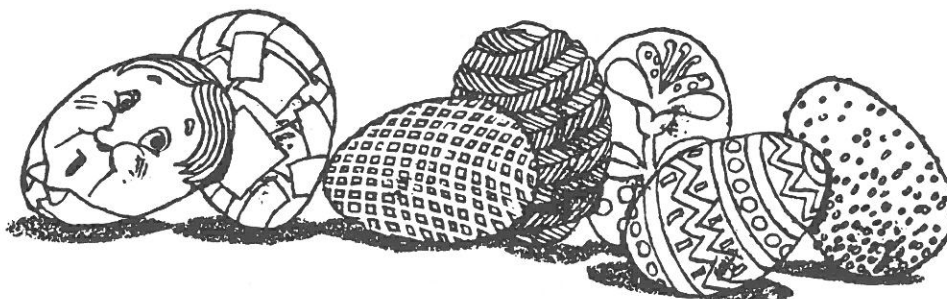
Weighted eggs made with blown eggs stand by themselves. Tuck them here and there around the house - wherever you'd like a special Easter touch. With a darning needle, punch a hole in both ends of an egg. Blow the contents into a pows. Seal the hole in the large end with tape and with this end down, prop the egg in an upright position. Squeeze about 1 teaspoon of white glue into the egg. Then drop a teaspoon of bird shot into the egg for weight. Let the glue dry thoroughly (*three or four days*). When the glue is dry, seal the top hole by gluing a tiny piece of tissue paper over it.

Decorate them in the following ways:

Yarn-Wrapped: Apply a thin coating of glue to half of the egg. Beginning at the center, wrap two strands of yarn, string or embroidery floss around and around the egg, keeping the strands close together so they completely cover the surface of the egg. Repeat for the other half. When the glue is dry, apply a coat of varnish to the egg.

Marbleized: Use felt markers in various colors. Beginning with the darker shades, apply the outline of your design. Then blend in the various lighter shades, to give a marbleized appearance. Top with a coat of varnish.

Antiqued: With pencil, draw your design on the egg. Apply a thin line of glue to the design and press string onto the glue. When the glue is dry, paint the egg silver; let dry. To antique the egg, brush on black paint and wipe off the excess immediately for desired effect.



CUB SCOUT BAND

RATTLE

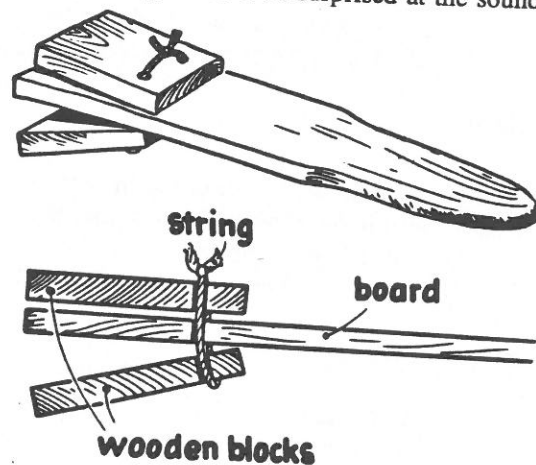
1. Make a ball of crumpled paper. Press pieces of clay all around it. Press them good and tight. Leave an opening in the ball. Let dry.
2. Pull the paper out through the hole. Fill the ball with tiny dried clay balls.
3. Close the hole with clay. Make a handle and put it on. Smooth the seams.
4. Poke little holes in the rattle and let it dry thoroughly. Paint the rattle a bright color.

TIN CAN KAZOO

A tin can and a comb will make your voice sound very strange. Hammer a sharp pointed nail into the bottom of an empty can, making two rows of holes. Wrap a clean comb in tracing paper or wax paper and tape it over the holes with four pieces of tape. Then bring the can to your lips and sing a song. You'll be surprised at the sound that comes out the other end of the can.

CASTANET

Get a narrow piece of wood, 5 to 6 inches long. Then, from another piece of wood, cut two wooden blocks, each about 2 by 2 inches. Drill two holes through all three pieces, as in the picture. Bind them together, but don't tie them too tightly. Leave enough space between the smaller blocks and the board so your castanet will rattle when you shake it.



STRING MUSIC - HARP

Using a sharp pointed nail and a hammer, make holes around two sides of the open end of a tin can, near the edge. Draw thin rubber bands through the holes and stretch them over the opening into the holes on the opposite side. Fasten them with knots.

Hold the other closed end of the can to your ear while you pluck the rubber bands. The tin can has become a harp.

MAKE A DRUM

Materials: 1/4" down rod 12 inches long
2 inch rubber ball
3 lb can
Gummed paper or paint
Unbleached muslin or rubber sheeting
Shellac
Strong string or lacing
Glue

Drum Frame:

1. Cut out ends of can.
2. Decorate the can with paint or gummed paper.

Drumhead:

(Muslin)

1. Place cloth over one end of the can and tie with strong string.
2. Pull cloth tight.
3. Use a paint brush and cover the cloth and string with a few coats of shellac.

(Rubber Sheeting)

1. From rubber sheeting cut a circle at least 3 inches larger than the top of the can.
2. Stretch the sheeting tight over one end of the can and secure it with a strong string (*wrap it several times*).
3. If you cover both ends with rubber sheeting, use a paper punch and punch holes around the edge of both pieces of rubber sheeting. Lace both pieces together.

Drumstick:

1. Sharpen one end of the dowel rod in pencil sharpener.
2. Make a hole in the rubber ball with an ice pick.
3. Put glue in the hole in the ball.
4. Stick the sharpened dowel into the ball, and let it dry.

For drum frame, try using:

An oatmeal box
Half a coconut shell

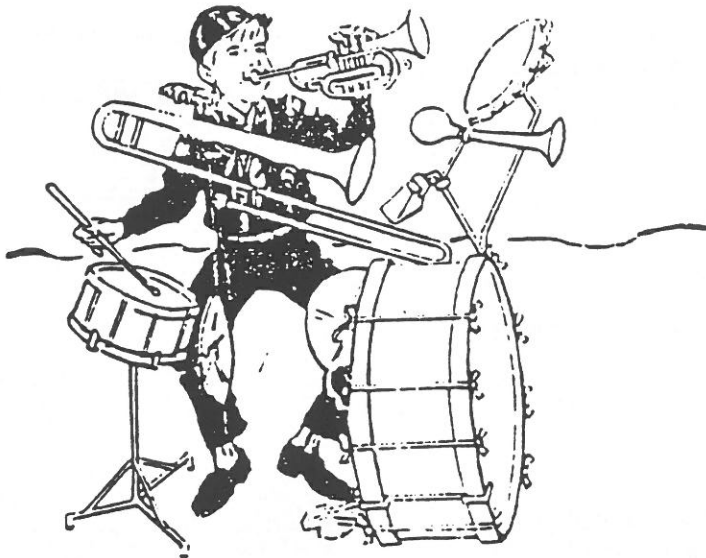
Wooden salad bowl
Cardboard ice-cream bucket



SHAKER

Materials: Two pieces of 2" x 2" boards 6" long
Eight pieces of metal (*bottle caps are great*)
6 nails (*4d or 6d box nails*)

1. Use two nails and nail the two 2" x 2" boards together in the shape of a T.
2. Punch holes in the middle of the eight pieces of metal with a hammer and nail. Make the holes large enough so pieces of metal will slide easily on the nail.
3. Slide 2 pieces of metal on each of four nails and drive the nails into the crosspiece of the T. Leave the head of the nail 1/2" from the board so the metal can slide on the nail.
4. Paint or decorate it.
5. Hold the bottom part of the T, and shake it in rhythm.

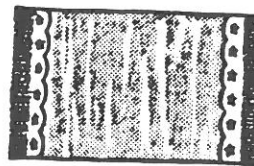


BLUE AND GOLD IDEAS

PATRIOTIC PLACE MATS & NUT CUPS

Materials: 9" x 10" piece dark blue construction paper
Red and white crepe streamers
Gold stars

Scallop the white streamer and glue it to the blue paper. Fringe the red streamer and let it extend beyond the blue for a fringed edging. Attach a small gold star on each white scallop.



Materials: Cardboard roll
Blue construction paper for brim
Red and white streamer
Gold stars

Glue cardboard roll onto a circle of blue construction paper, for brim. Cover crown with red and white striped streamer. Add a blue band with bold stars glued around it.



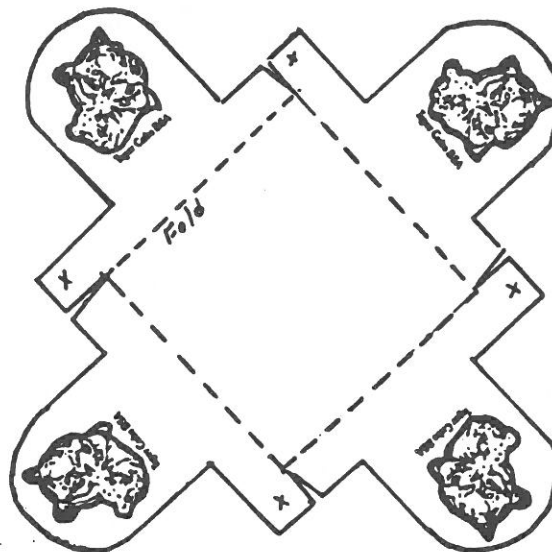
Napkin Rings: Use stick on stars to hold rolled napkins in place.

NUT CUP

Materials: Orange, blue or yellow construction paper
Tiger Cub or Cub Scout stickers

Cut pattern from construction paper.

Fold on dotted lines and glue at x's. Use stickers to decorate.



THE INCREDIBLE SHRINKING NUT CUP

- Materials:**
- Styrofoam cups
 - Blue and yellow permanent markers
 - 400 degree oven
 - Alot of patience



Draw Scouting picture on the foam cups. Place on foil covered cookie sheet, open side down. Place in oven. Leave door open a crack, and watch carefully. Cook for 30 seconds. Be sure your kitchen is well ventilated, the melting cups give off a noxious odor. These are really tricky - they'll shrink too much and collapse if over cooked.

BIRTHDAY CAKE CENTERPIECE

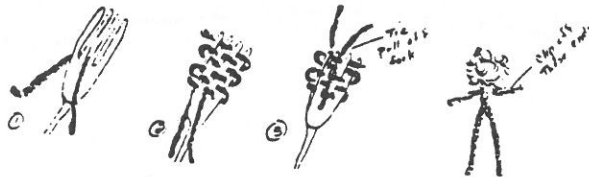
- Materials:**
- 2 round cardboard boxes - different sizes
 - Candle
 - Whipped soap suds
 - Flags

Glue the two boxes together. Frost cake with whipped soap suds. Add candle on top. Decorate as desired. Add flags that have the boys names on them.

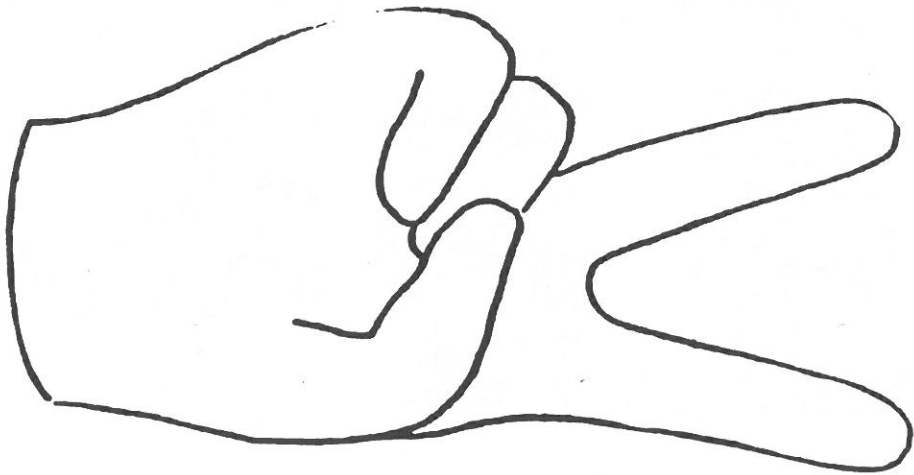
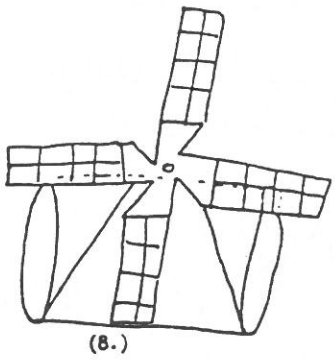
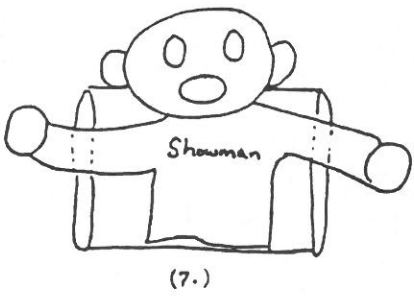
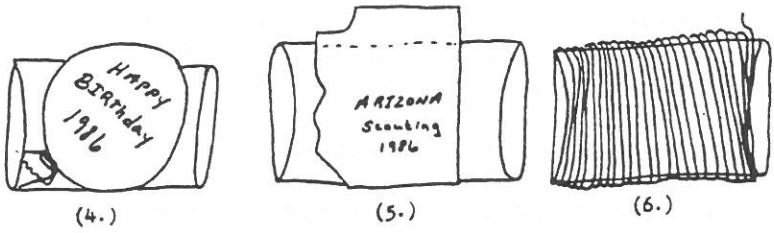
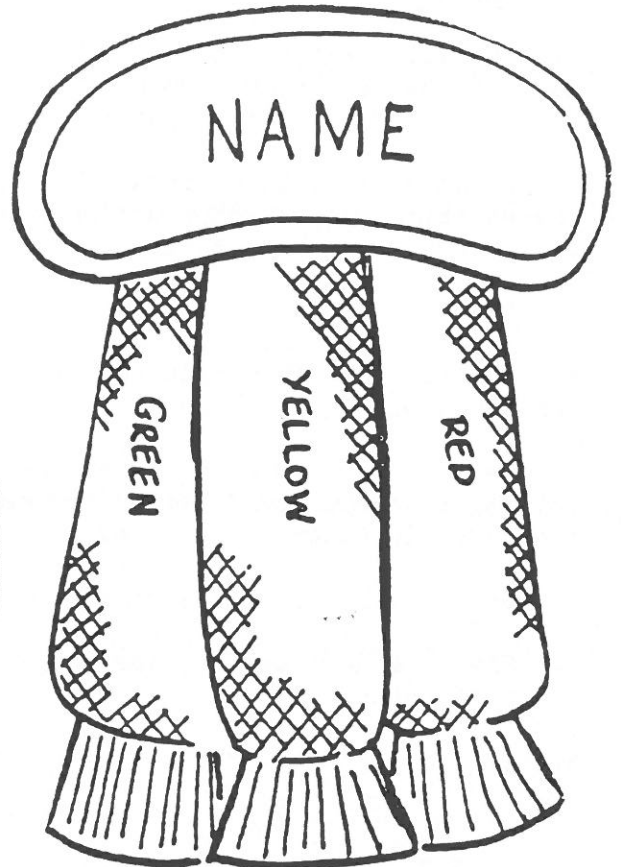
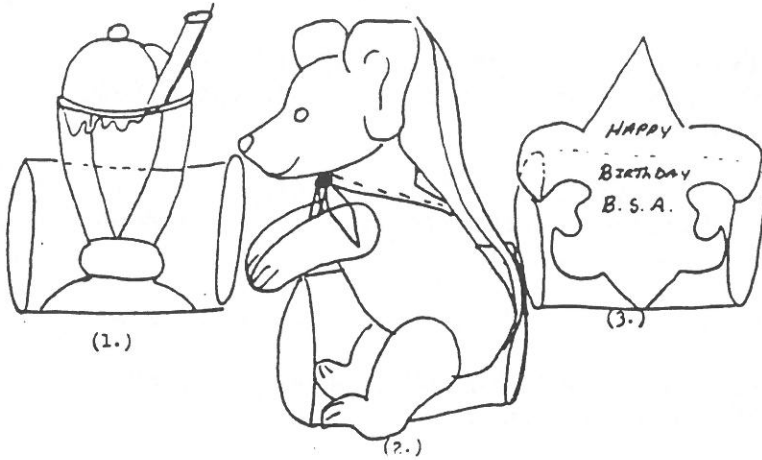
BLUE AND GOLD YARN FLOWERS

- Materials:**
- Fork with straight tines
 - 1 piece of yarn 6" or 8" long
 - 1 piece of yarn 60" long

1. Lay the 6" piece of yarn between the middle tines of the fork, pull ends down on each side of the fork handle and hold in left hand.
2. Start at the base of the fork with the 60" piece of yarn weaving in and out of each tine, reverse, go back across the fork until completely full. Keep the yarn pushed down on the tines for a fuller flower. Be careful not to stretch the yarn while weaving.
3. When the fork is full, take the 6" piece of yarn to the top of the fork. Tie first loop of a knot and pull carefully off the fork. Pull the tie tight and complete the knot. Clip off any excess of the 60" woven piece. The remainder of the tie now can be tied to leaves, nutcups, name tags, etc.

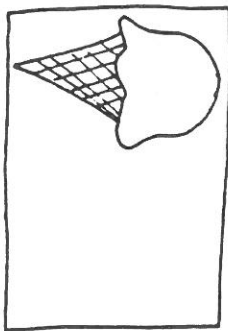




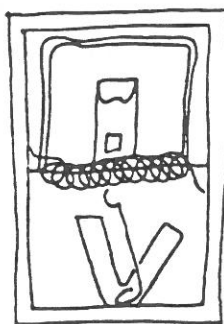


PLACEMATS:

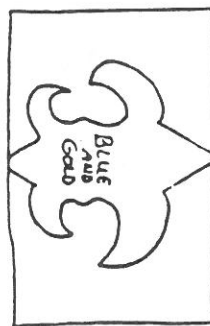
1. You will need a piece of construction paper, colored felt and glue. Cut out the ice cream from white or pink felt. Cut out the cone from brown felt. Glue on the construction paper.
2. A piece of large construction paper, yarn and glue. Cut out the different shapes from colored construction paper. Add yarn twisted in loops glued across the center. Use markers to draw the note and the V.
3. Cut out shapes and glue on construction paper. Write message with markers.
4. Cut balloons from colored construction paper and glue on a large piece of construction paper. Glue strings to mat and write message with marker.
5. Get a good copy of a map of the United States and use that to trace onto colored construction paper. Then cut out and paste onto a large piece of construction paper. Use a felt pen to mark the town in which you live.
6. Use the Yarn Painting technique in the Craft Section to make this design.
7. Have the boys cut out the badges they earned and glue them onto a large piece of construction paper. Write the Achievement on the award.
8. Cut out from colored construction paper and glue on.



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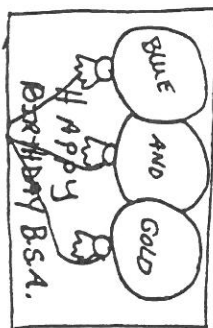
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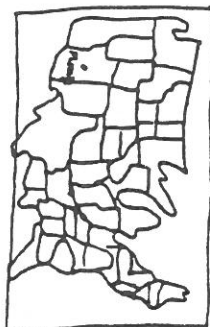
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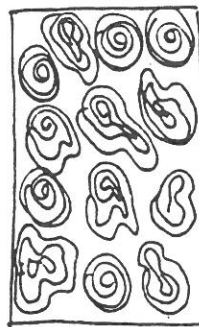
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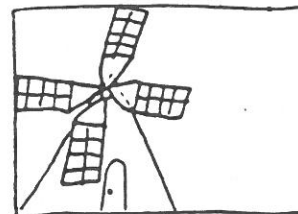
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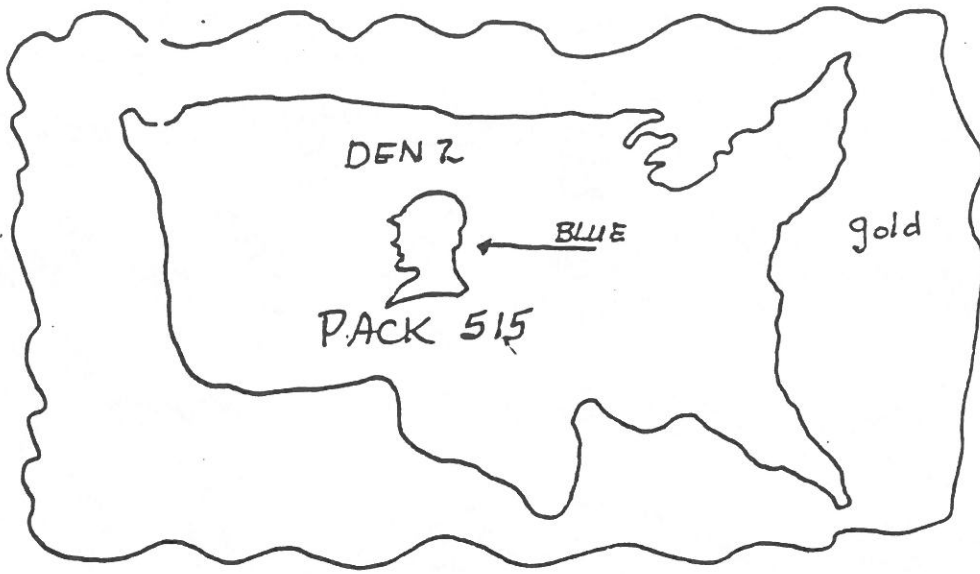


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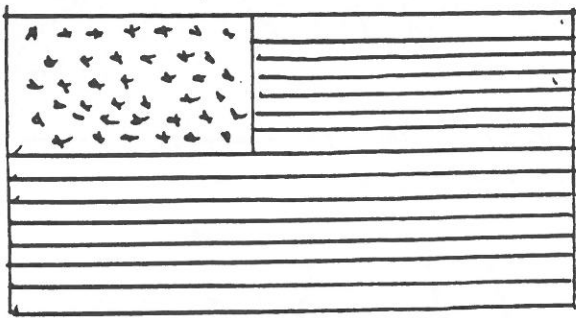


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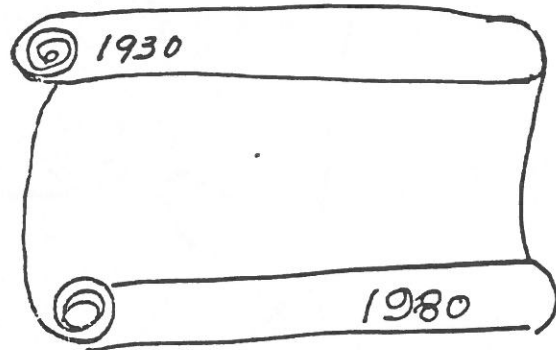




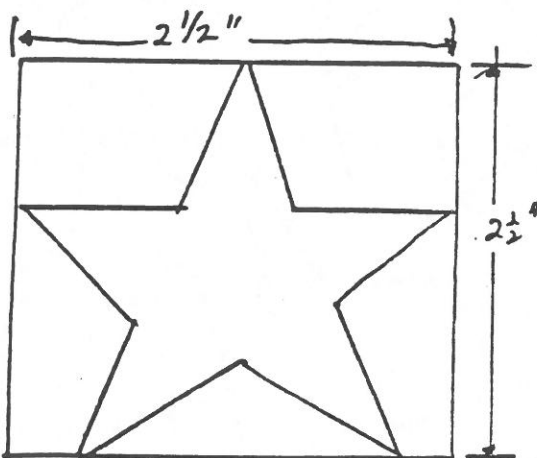
PLACE MAT NO. 2 FLAG



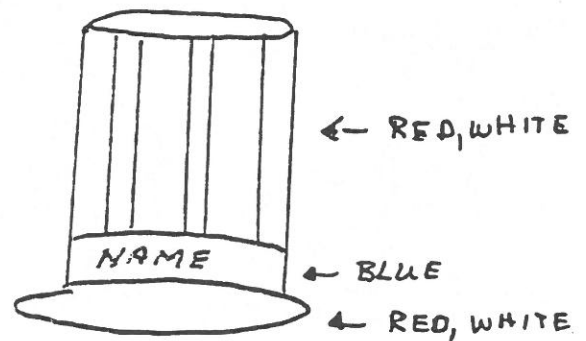
PLACEMAT NO 3 - PARCHMENT SCROLL

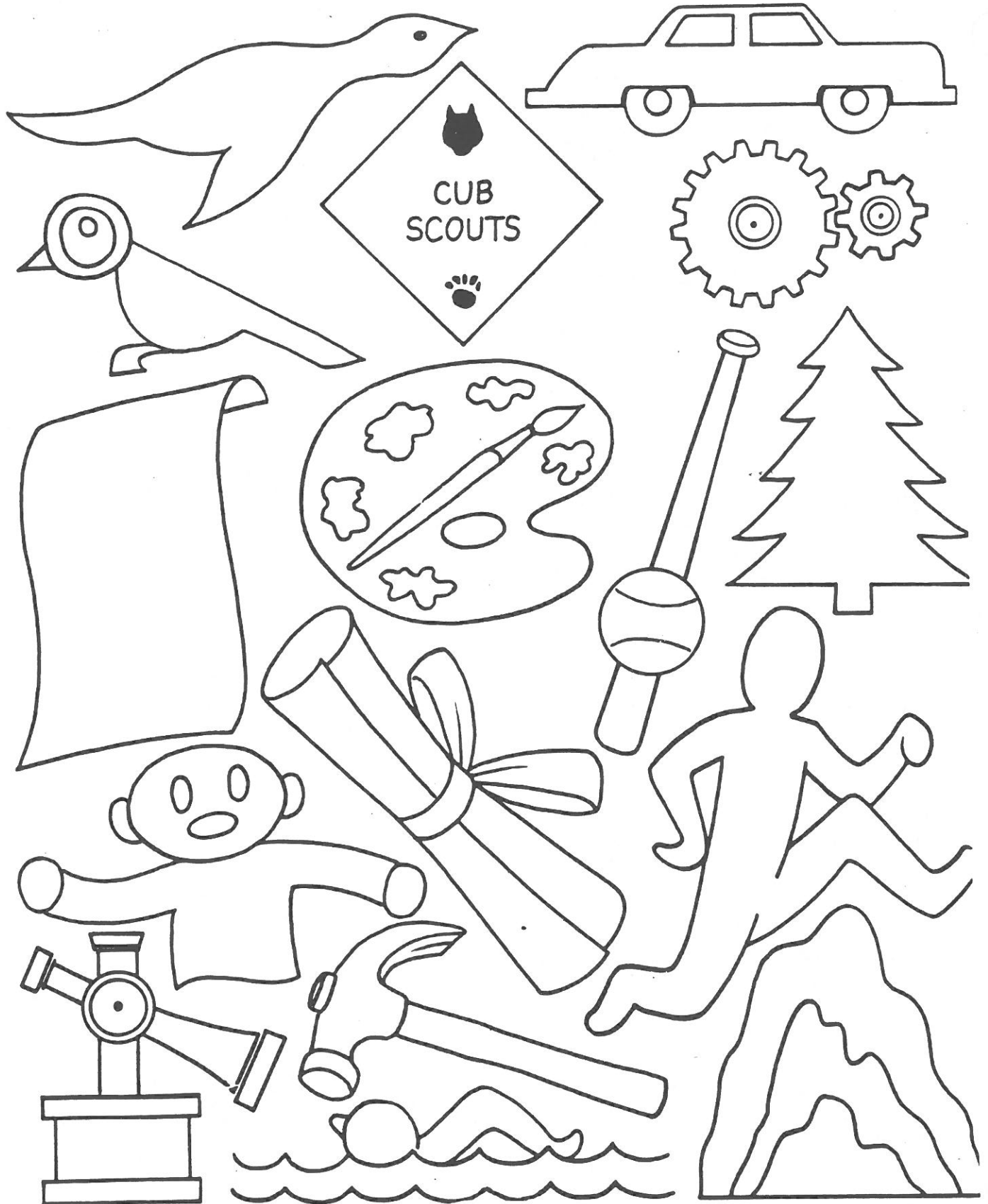


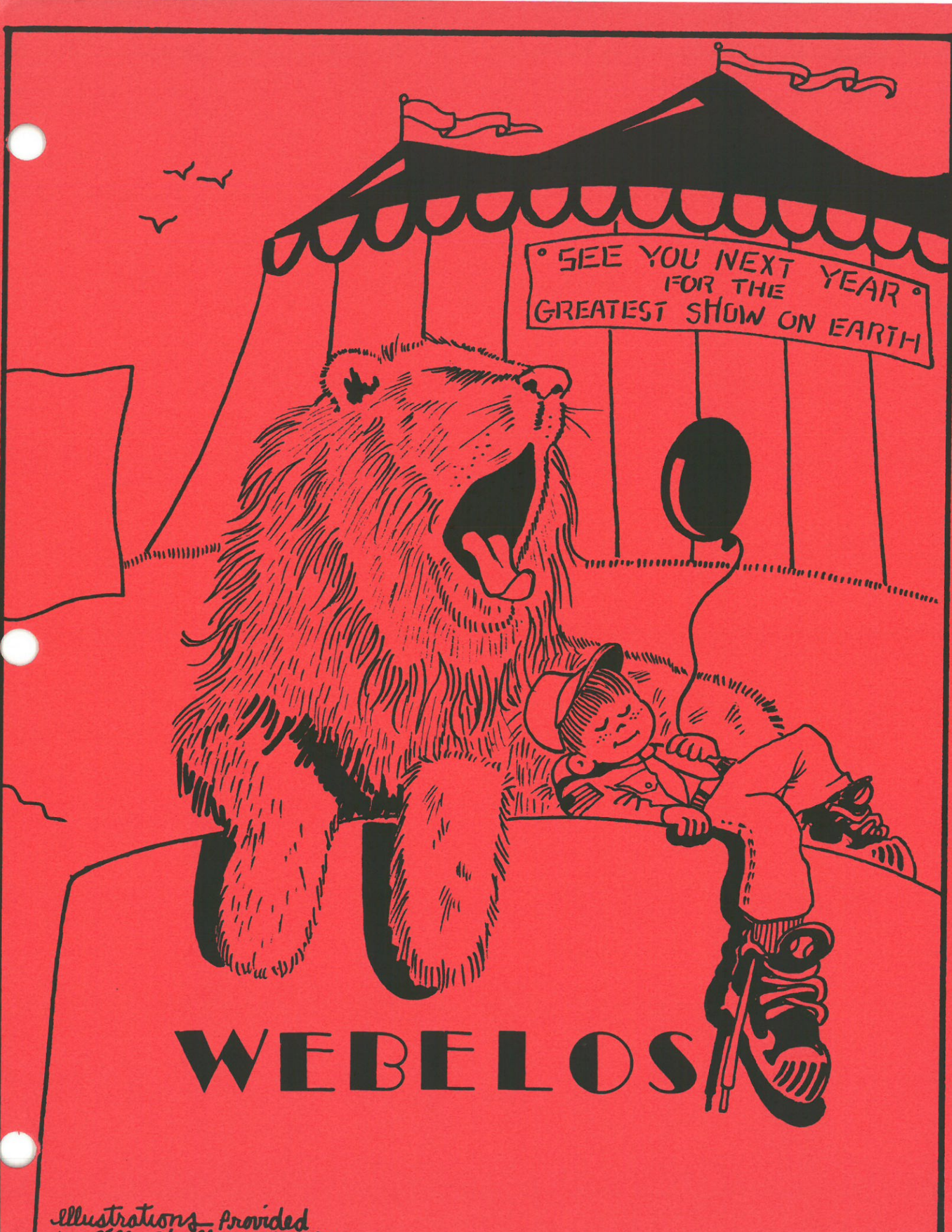
NUTCUP NO. 1 PATTERN



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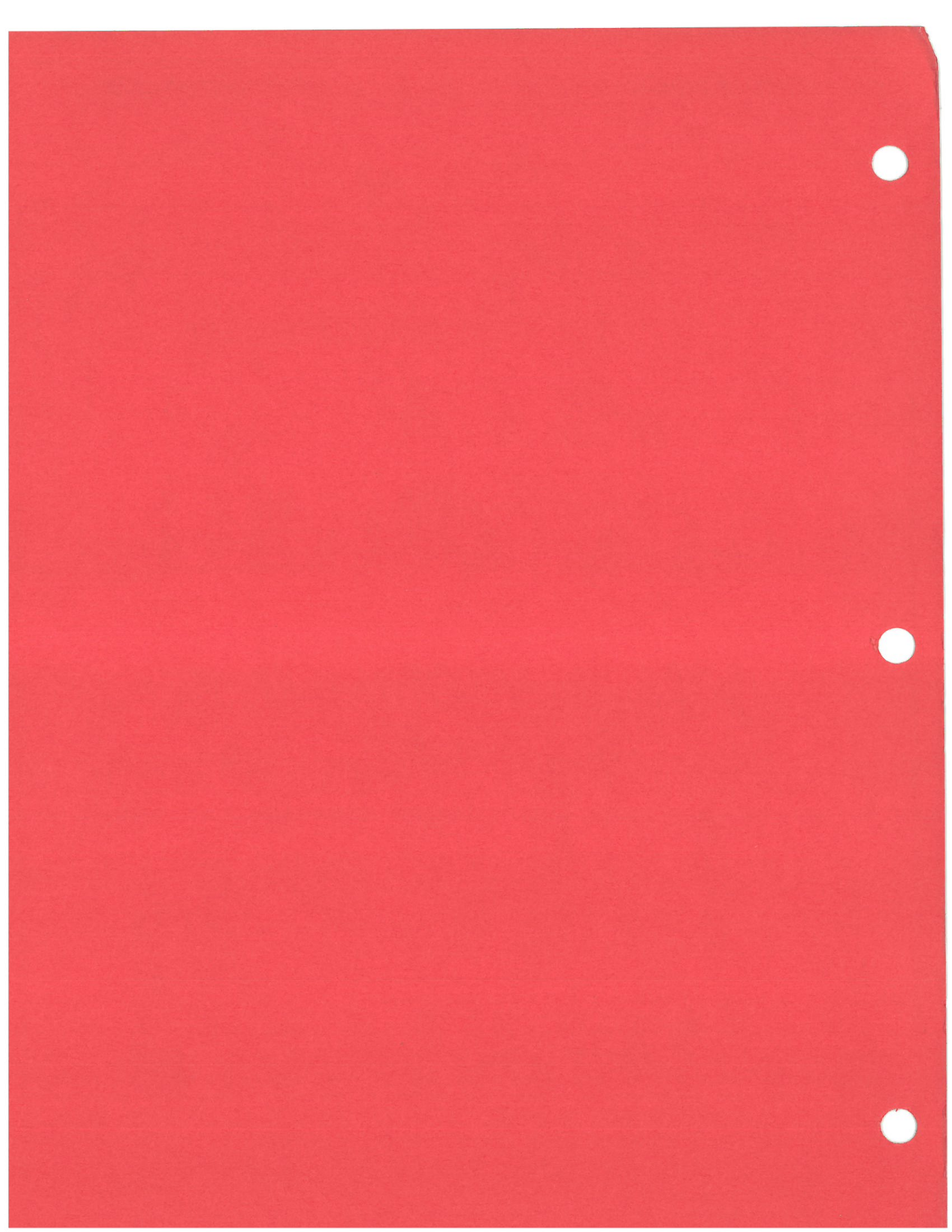




SEE YOU NEXT YEAR
FOR THE
GREATEST SHOW ON EARTH

WEBELOS

Illustrations Provided
by Bill Shaffer ©1993





WEBELOS PROGRAM

Although Webelos Scouts are still an integral part of Cub Scouting, with the same purposes, it is a transitional program. It is moving the boys from a family based program in which the parents approve work, to a unit leader led program where the Webelos den leader must approve advancement. It is a transition from the simpler Cub Scouting program and ideals to the more challenging program of Boy Scouting and the more complex ideals of the Scout Oath and Law. It is a transition from the home and neighborhood based Cub Scouting to the wider world of Boy Scout camping, hiking and the wilderness.

Webelos Den Leaders have two objectives:

Provide every Webelos Scout the opportunity to earn his Arrow of Light.

Lead and successfully coach the boys to the threshold of a positive Boy Scouting experience.

WEBELOS DEN LEADERSHIP

Webelos Den Leader - Should be interested and enjoy working with 4th and 5th grade boys and serve as a role model. This person leads the Webelos den in a year-round program of activities and helps ensure that the boys graduate into Boy Scouting. The Webelos Den Leader also provides regular coaching to the Den Chief related to the den's program activities.

Assistant Webelos Den Leader - Assists the Webelos Den Leader in planning and carrying out a program of activities for the Webelos den.

Webelos Den Chief - A registered Boy Scout, active in the troop and selected by the Scoutmaster to serve as a program assistant to the Webelos den leader.

Activity Badge Counselor - Various adults, often parents, who have knowledge of one or more activity badge areas. They are recruited by the Webelos Den Leader and help Webelos Scouts gain self confidence in dealing with adults.

Other key leaders who will help the Webelos leader to provide a quality program are:

Webelos Den Leader Coach - In packs having more than one Webelos den, this Scouter is the coordinator between dens in planning activities, use of resources, contacts with Scoutmasters, participation of Webelos dens at pack meetings and is the person to keep the Cubmaster informed.

Troop Webelos Resource Person - A registered adult in the troop, usually the assistant Scoutmaster for new Scouts. May have personal knowledge in teaching Boy Scout skills, but equally important, should know where to secure resource people to assist in Webelos activity badges and other projects. Is appointed by the Boy Scout troop to serve as the liaison between the troop and Webelos den(s).

KEEP IN MIND YOU DO NOT HAVE TO DO IT ALL YOURSELF. There are plenty of Scouters who are willing to help. In addition, there is a wealth of community resources, publications and teaching aides to help you cope both with your limited time and lack of background in some areas. Using these people and materials will not only enrich the program for the boys, but increase your enjoyment of it as well.



UNDERSTANDING WEBELOS SCOUTS

As a Webelos leader this may be your first exposure to dealing with several boys in this age group. You may feel intimidated or even frightened. If you are in either of these groups you are not alone. Many new leaders feel the same way. As nine and ten year old's a group of boys can be a challenge, but they are also a lot of fun. They Webelos program, as designed, allows the boys of this age group to stretch themselves, be challenged and have fun.



Nine year old boys are very inquisitive by nature and want to be challenged. The program you provide should fill their needs, yet not be so difficult as to discourage them. Exposure to skills does not necessarily mean mastery of skills, just a challenge, a learning experience and fun. Some boys this age have a terrible time with skills. The desire is there, but ability may not be. Remember, any real attempt on their part is the challenge and even the reward. Never compare one boy's accomplishment to another's. At this age a boy needs a compliment for a job done to his ability. Nine year old's also need learning to be fun. Along the theme of the particular activity use games, both mental and/or physical, where possible. The challenge to this age boy comes in many forms, and when fun is involved the learning can become easier.

At nine the boys can be unpredictable. One week he loves the current activity. The next week the continuance of the same activity bores him. The key here is to keep them busy, and to keep all the boys involved. Have the bored boy show the others or you how he is doing his project or skill. Two deep leadership is an important factor here. Two helping and guiding works well.

First year Webelos also like to tease, poke, verbalize or antagonize the other boys, but hate it when the same is done to them. Two will "gang up" on one, then just as fast one of the pair will be best friends with the boy being teased. As the group gets older though it generally gels into a unit and although everyone isn't "best friends" they look out for one another.

As the first year progresses you will begin to see a change in the boys overall maturity level. At first it may not be readily apparent. Then after a particular meeting you will be aware the boys were more attentive, or quieter, or more on task. After a little thought you will realize they have been this way over the last few meetings, or maybe at the last pack meeting. At this point you begin to hand over more responsibility to the boys.

The ten year old Webelos is generally more mature than he was in his first year in your den. His self control is greater. His willingness and ability to lead is better. His strength and self-confidence are higher. The poking and teasing and silliness generally decreases. The unit becomes stronger as a result. As this happens you as their leader should hand over more of the den responsibilities to the boys. Taking roll, collecting dues, deciding on activity pins to work on, den activities planning, etc. goes to the boys, and your job becomes easier.

As second year Webelos the boys are now most likely mature enough to understand the need for being quiet at pack meetings and often begin to attempt to keep the younger boys in the pack quiet at the appropriate times. However, remember these ten year olds are still boys, so don't expect too much from them.

In summary, when you reflect back on your first few meetings with nine year olds and compare them to your last meeting with them as ten year olds you will see a greater change than you ever imagined possible.





TRAINING AVAILABLE

Webelos den leaders and assistants should complete their district's Cub Scout Leader Basic Training and a Webelos leader outdoor experience. They should also attend their district's monthly roundtables and council pow wow.

Fifth grade Webelos leaders and assistants are encouraged to attend the Boy Scout Scoutmastership Fundamentals before they start the second year. In this way, the leaders will better understand the Boy Scout program and will be able to adapt their meeting and activities in the final stages of this transitional period.

PROGRAM PLANNING

The Webelos den does not operate with the recommended monthly themes. Instead, it uses a monthly activity badge focus. Part of each month's activity badge program should include something to do at the pack meeting. This could be a fitness demonstration or a display of projects. The point is that the Webelos den should remain an integral part of the pack, and should have a part in each pack meeting.

The mission of the Webelos program is to provide activities which are fun for boys and meet their needs, interests, desires and contribute to their growth. The goal of the Webelos den is to hold a boy in the Cub Scout pack and graduate him into a troop. That's why a quality program is of such importance.

Annual Planning - A Webelos/Troop annual planning meeting should be held during the summer before the pack's annual planning meeting. A tentative calendar of activities is set, including joint quarterly activities with the troop. Resources are identified and activity badge counselors are recruited. This plan is incorporated in the pack's annual plan.

Monthly Planning - At least once each month the Webelos den leader, assistant, Webelos den chief and troop Webelos resource person meet to work out details of activities for the next month. The key to successful planning is the monthly activity badge.

Involve the boys in program planning. They need to learn leadership, and they will surprise you with their ideas. Get them involved in setting a code of discipline for the group.

Leadership is learned and developed. You can become an effective Webelos Leader if you will prepare yourself and take the time to learn. Remember to be flexible in your planning. There are no "pat answers" to handling boys. Don't be afraid to experiment. Be thankful for the opportunity which has come your way to work with and influence the lives of boys. There is a great deal of satisfaction in helping boys along the way to manhood.



THE TWO YEAR WEBELOS PROGRAM

The Webelos program is structured as a two year program for 4th and 5th grade boys. While the two year program is not optional, the way it is administered can be varied to accommodate the circumstances for each pack. There will be two main ways of running the program. The first is having separate first and second year dens. The second is to run one den with a mixture of first and second year boys.

SEPARATE DENS

This scheme works well for packs with a fairly large number of first and second year Webelos. Coordination of the program between the first and second year dens is essential. In general, the dens' programs should be planned so that the first year den (or dens) concentrate on the Webelos rank and the activity badges necessary to achieve it, while the second year den (or dens) concentrate on the Arrow of Light and moving into Boy Scouting. One way to accomplish this is by designating half of the activity badges as first year badges, and the other half as second year badges. Keeping in mind, that Fitness is required for the Webelos rank, and Citizen and Readyman for the Arrow of Light.

Possible activity badge arrangement:

First Year

Aquanaut
 Communicator
 Craftsman
 Family Member
 Fitness
 Forester
 Handyman
 Naturalist
 Showman
 Traveler

Second Year

Artist
 Athlete
 Citizen
 Engineer
 Geologist
 Outdoorsman
 Readyman
 Scholar
 Scientist
 Sportsman

Other arrangements are, of course, possible.

Combined Dens

For small packs with limited membership and leadership, the above program may be undesirable or impossible. In this case, there are a couple of ways of dealing with the 2 year program. One way, is to run a combined first and second year program, alternating working on first and second year badges.



Another option is to use a modified patrol method. Webelos dens can name their dens and use the Boy Scout patrol medallions as identifying insignia. During activity badge time, the groups could split, with the first year patrol working on Webelos rank and first year activity badges, and the second year patrol working on the Arrow of Light and second year badges.

Regardless of how your pack decides to run the two year Webelos program, the adults of the den can set the tone of the den by dedicated program planning and evaluation.



PARENT INVOLVEMENT

Getting parents involved is an essential part but not an easy part of your job as Webelos leader. However, some parents like to camp, some are good at woodworking, some are familiar with nature, or maybe they are engineers or geologists. All of these are important activities within the Webelos program. Ask a parent for some help other than transportation or snacks.

Communication may be the key to getting the boys' parents involved and keeping them there. Greet them as they drop off their boys or pick them up. Phone them once a month to inform them of upcoming field trips or events. Talk with them at pack meetings. Send out a monthly calendar. Your taking the time to communicate means you care about their boys. And that is very important to all parents.

Schedule and conduct a Webelos Den organizational meeting with parents.

1. Explain the Webelos program to the parents.
 - A. Webelos to Boy Scout transition
2. Decide on meeting day.
3. Decide on meeting starting time and length.
4. Decide on meeting location(s).
5. Decide on dues structure, if any.
6. Plan program for the year.
 - A. Den meeting structure
 - B. Campouts
 - C. Field trips
 - D. Pack meeting participation
 - E. Other den activities
8. Prepare parent talent survey.
9. Secure parent participation in activity badge program presentations.
10. Be flexible -- always have plan "B" and plan "C" ready.



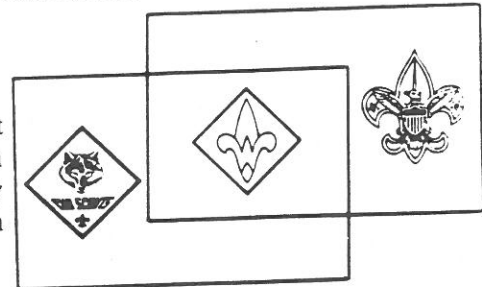
Remember to use your Resources and KISMIF



WEBELOS TO SCOUT TRANSITION

HOW THE TRANSITION PLAN HELPS THE BOY

Webelos to Boy Scout Transition is one of the most, if not the most important job you have as a Webelos leader. It is your job to guide the boys through the Webelos requirements, their Arrow of Light ceremony, and on to Boy Scouts. Transition to Boy Scouting is not that difficult a task if you plan ahead. Planning is the key.



Many Webelos Scouts will go on into Scouting with no help at all. But at least half of them need to know more about their opportunities for fun and adventure in the Scout troop. That is really the purpose of the Webelos-to-Scout transition plan, to give the Webelos Scout a sampling of the troop program, troop leadership, personal advancement, a training and learning experience and an appreciation of troop organization and relationships.

You, as a Webelos leader, are the means for the boys transition to Boy Scouting. As a leader you supply the road which the boys must travel for successful transition to a Boy Scout Troop. If the road you provide is not well marked the boys will be fearful of what is around the next turn and they may never complete the journey. The boys' transition involves knowledge, understanding, and communication. Through your leadership and teamwork with other pack leaders, and with the Boy Scout Troops in your area you can supply the necessary road map for your Webelos to follow.

Preparing your Webelos to become Boy Scouts actually begins early in the first year of the Webelos program. As Webelos the boys learn about outdoor skills, about more challenging tasks through activity badge requirements, through greater independence and leadership. As second year Webelos your boys should be exposed to Boy Scout Troops in your area. In their second year they should be learning the Boy Scout Oath, Motto, Slogan, Sign, Salute and Handshake. They have been camping as a den and might have gone to a Webelos Long Term Summer Camp. If all this has been done then the transition has begun and the Webelos you lead are ready to visit troop meetings and camp with the Boy Scouts as guests.



BOY SCOUTS OF AMERICA

The boy's Webelos badge and Arrow of Light Award reach into the requirements bordering on Scouting skills, giving him a view of Scouting advancement. He sees boy leadership at work and senses his own potential as a junior leader.

In short, the boy's desire for troop membership is the result of this gradual change in appetite for troop oriented activities.

YOU AND THE TROOP LEADERS WORK TOGETHER

When the Webelos-to-Scout transition program is used, Webelos Scouts want to join Boy Scout troops. As a part of this program, Boy Scout leaders give you help and support, participate in the joint meetings and campouts with you, supply a den chief and a troop Webelos resource person, and establish a pack-troop relationship of a permanent basis.

Your unit commissioner can help you make a list of nearby troops, with leaders' names and phone numbers. If a unit commissioner is not available, either the Cubmaster or the Webelos den leader will need to take the initiative to get things going.



If available, the unit commissioner can help bring together the Webelos den leader, Cubmaster and Scoutmaster for their first meeting. If commissioner is not available, call the Scoutmaster and arrange for all to sit down together and to share your mutual needs. It will be a time to get acquainted, define responsibilities, discuss leadership needs and make plans to recruit any needed leaders. Set up a plan for regular communications between key leaders to keep every one interested and informed.

YOU AND THE PACK LEADERS WORK TOGETHER

The following are responsibilities that should be done by den and pack leaders to ensure Webelos-to-Scout transition.

Webelos Den Leader

- Use the parent-talent survey sheets to identify potential activity badge counselors.
- Train the Webelos den chief and help him to register for and attend den chief's training.
- Recognize the Webelos den chief in front of the pack or Webelos den.
- Complete Webelos den leader training as soon as possible.
- Work with the Webelos resource person and Cubmaster to conduct effective graduation ceremonies at the pack meeting.
- Attend roundtables on a regular basis, especially any joint Webelos and Scout leaders' roundtables.

Webelos Den Chief

- Receive training from the Webelos den leader and attend den chief training. Secure a Den Chief Handbook.
- Participate in the yearly Webelos program planning meeting.
- Be familiar with the Webelos badge and Arrow of Light Award requirements in order to assist Webelos Scouts in their advancement.
- Attend all Webelos den meetings and participate in district "Webelos Woods" activities.
- Assist with all pack (or den)/troop activities and participate at pack meetings with Webelos Scouts in skits, stunts, songs, demonstrations, etc.
- Assist with Webelos overnight campouts, showing Webelos Scouts the proper use of troop equipment.
- Secure help from troop junior leaders.
- Assist activity badge counselors at Webelos den meetings as needed.
- Represent the Webelos den to the troop and the Scouts to the Webelos den. Explain the "patrol method" enthusiastically.
- Participate with the pack, Webelos den and troop in joint service projects.



Cubmaster

- Sit down with your unit commissioner, Scoutmaster and Webelos den leader to determine what needs to be done to improve Webelos graduations.
- Assist in planning and conducting stimulating graduation ceremonies, involving parents, the Scoutmaster, the den chief, the Webelos den leader and boy leaders from the troop.
- Conduct Webelos den induction ceremonies and Arrow of Light Award ceremonies.
- Support the Webelos den leader in pack/troop activities.
- Help establish and maintain strong pack/troop relationships.
- Encourage high advancement standards for the Webelos Scouts.
- Include Webelos den participation in pack meeting activities.
- Attend roundtables on a regular basis. Attend any Webelos and Scout leader's roundtables with the Webelos den leader.
- Recognize the den chiefs at the pack meetings.
- Support the year-round Webelos den program.
- Help to recruit activity badge counselors from the pack.

Pack Committee

- Help recruit and support the Webelos den leader(s) and provide resources for the Webelos den.
- Promote Webelos-to-Scout transition through the chartered organizations.
- At each monthly meeting, keep informed of Webelos den progress and needs.
- Help bring families together at joint pack(or den)/troop activities.
- Promote and support strong pack/troop relationships, sharing with the troop committee the need for graduations into the troop.
- Work closely with the unit commissioner in effecting a smooth flow of boys into the troop.

Activity Badge Counselor

- Provide activity badge instruction at the Webelos den meeting.
- Be familiar with the Webelos Scout book in presenting activity badge information and certifying advancement.
- Help recruit other activity badge counselors.
- Lead field trips related to activity badges.



- Provide resources and instruction on selected activity badge.
- Hold to the time schedule for activity badge instruction.

Webelos Den Leader Coach

- Coordinate activities between Webelos dens in the pack.
- Coordinate Webelos overnight campouts between Webelos dens in the pack.
- Work closely with the troop Webelos resource person.
- Plan for pack meeting participation by the different Webelos dens.
- Help recruit activity badge counselors.
- Aid in training Webelos den leaders and den chiefs.

SUGGESTIONS FOR A SUCCESSFUL TRANSITION

Sign up for and attend your district's next Scoutmastership Fundamentals Training. The course is not only for Scoutmasters. Parents, committee members and anyone interested is welcome to attend. This is a great way to get firsthand knowledge of how a troop works. You can then take your knowledge back to your Webelos and get them excited.

At every opportunity talk about Boy Scouting.

Take your Webelos camping. Teach them the basics about fire building, knots, camp tasks, cooking, site selection and camp rules.

Introduce them to service projects.

Show pride in your uniform.

Gradually hand over den leadership to the boys. Let them learn what it is like to have the added responsibility.

In their second year expose the boys to as many Boy Scout Troops as you have time for.

Create games as a form of learning the Scout oath, law, motto, and slogan. There is nothing like a little competition to spark boys this age.

If you were a Boy Scout, talk about your adventures and apprehensions. Show the boys some of your old gear or pictures.

Let the boys talk about their ideas of what Boy Scouting is, their anticipation and their fears.



OVERVIEW OF THE BOY SCOUT PROGRAM

Like Cub Scouts, a Boy Scout Troop is structured with a chartering organization, a charter representative, a committee, and adult leaders, in the case a Scoutmaster and Assistant Scoutmasters. The boys are divided into patrols, rather than dens, and are boy led. The Senior Patrol Leader fills the position of the troop's boy leader.

The chartering organization provides a meeting place and helps the troop in any way it can. The representative acts as liaison between the troop and the sponsor. The committee insures the troop is following BSA policy, helps conduct boards of review for rank advancement, and considers the troop's means of finance.

The Scoutmaster and his/her assistants carry out the program with the boys and have the closest exposure to the troop as a whole.

The Senior Patrol Leader (SPL) not the Scoutmaster, conducts the troop meetings. The SPL is an elected position, determined by regularly scheduled elections and voted on by the boys in the troop. The SPL is not picked by the Scoutmaster or the committee. Patrol leaders are also elected by the boys within each patrol. The SPL, his assistants, and the patrol leaders comprise the Patrol Leaders' Council (PLC). The PLC meets generally once a month to plan and review the troop's progress. With the assistance of the Scoutmaster the PLC determines the troop's program.



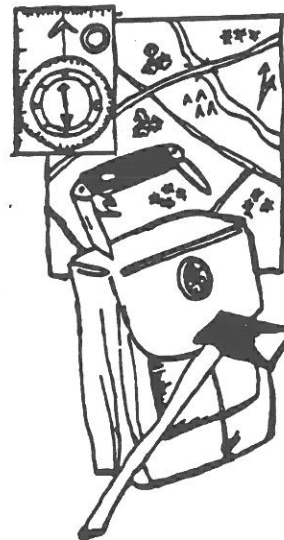
The Patrol Leader conducts the individual patrol meetings with the assistance of an adult Assistant Scoutmaster. The Patrol Leader leads the patrol in planning for campouts, other activities, Scouting skills, games, advancement, etc.

As members of a patrol the boys work as a unit, and individually. As a unit they camp, work on patrol service projects, and carry out troop assignments together. As individuals they work on merit badges, rank advancement and self-improvement.

THE OUTDOOR ADVENTURE

The outdoor program is an integral part of the Webelos adventure. To many boys it is THE adventure. Without the outdoor experience your program cannot be a success. After all, what do most people think of when Cub Scouting and Boy Scouting are mentioned? Camping, hiking, nature, forestry, etc. And what was one of the first questions your Webelos asked you? When can we go camping?

The outdoor program for Webelos is not just camping though. It is the end product of the program, and comes after gradual exposure of the boys to the outdoor environment through use of field trips, outdoor games, outdoor meetings, neighborhood hikes and day hikes. Yes, the boys are very anxious to go camping, and yes many Webelos leaders want to expose their dens to camping right away, but waiting until the den is late in it's first year is the right thing to do.



Although many new Webelos leaders seem reluctant to take the boys 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 boys camping Boy Scout style the first year. There are several reasons why this practice should be avoided. **FIRST**, many times the boys 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 overzealous 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 cornerstone 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 boys 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 and 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.

Webelos camping is basically car camping. In general, it is an introduction to the fun and skills of camping. In Boy Scouting boys ideally master those skills and move out of 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 boy'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. The pages that follow should help define the policies, scope, dos and don'ts of the Webelos program.

OUTDOOR PROGRAM POLICES

As in the rest of the Cub Scout program, the Webelos program is centered around the home, neighborhood and family. This policy is very important in the outdoor program. In reference to the outdoor program parental involvement is mandatory. Parents must be involved not only to help provide proper transportation, but to also aid in control of the boys when your meeting is away from your home or the normal meeting place. The BSA national office has guidelines for parental involvement, transportation, field trips, and Webelos camping. A brief summary of BSA national regulations for Webelos outing are as follows:

- Tour permits should be filed at the local Scout office before your outing occurs if travel by motor vehicle is involved.
- If traveling by motor vehicle all drivers must be 21 years of age or older, be properly licensed and insured, and be approved by the pack committee.
- If a truck is used, boys are permitted to ride in the cab only, using proper seat belts. No riding in the truck bed is permitted.
- All passengers should be provided with and use a seat belt. Set the example.
- Proper medical forms should be in your possession whenever you and your boys are together.
- There should be no camping in route to the destination. Stay in hotels, motels or private homes.
- Cub Scout groups are permitted to visit military installations, but overnight stays are not permitted.
- If camping, no adult except parent or legal guardian may under any circumstance share a tent with a boy other than the boy under his/her guardianship.



TOUR PERMITS

A tour permit is a form that officially registers your outing with the local council office. It helps assure that national guidelines are met concerning the ratio of adult leaders to boys and the legal age, licensing, and insurance of drivers. The local council also uses these permits to compile statistics on local unit activities. Many Boy Scout camps will not allow your visit without having one. For all these reasons, the tour permit should be considered necessary whenever you are going on any trip.

The forms are available from your local Scout service center. If you file them by mail, allow two weeks. If you file them in person, they can be stamped by the council office the same day. You must fill out both the top and bottom. The office will stamp the form and give the bottom part back to you. Keep this part of the form and take it with you on the outing. You may be asked to present it, especially if you are going to a Boy Scout camp. You will need to know the number of boys that are going and the number of leaders including yourself. You will also need to know the names and addresses of the other leaders (*adult drivers*) and some idea of the amount of insurance they carry on their vehicles. There are minimum requirements (*see back of form*). Each boy should have a seat belt. These precautions not only help you to stay within the national guidelines and state law, but protect the boys as well. Please note that you must have the signature of a member of the pack committee sign the permit in addition to yourself.



FIELD TRIPS

Field trips are a welcome and exciting diversion to the den meeting. Ideally, they should enhance and expand the particular activity badge that is currently being worked on. Thus, they should be planned several weeks in advance. The boys will generally enjoy the change in setting and speaker. If you work out the agenda in advance, often the boys can earn several requirements towards the badge without realizing it.

Like any other den meeting, a successful field trip demands adequate preparation. Although some may be spontaneous, brought on by an unexpected event or natural occurrence, most should fit neatly into your program. They often can serve to bring a particular aspect of an activity pin to life that may otherwise seem dull and boring. Also, an experienced practitioner may more easily handle the questions and teaching than you can. But in so far as you can, be careful of who you select as the speaker. Ask for someone who is personable and good with children. Lecture should be alternated with some activity to get the kids involved. If this is not possible, suggest that the setting be changed every few minutes. A walking tour often achieves this. Review in advance with the person handling the tour the requirements you feel the tour might cover. It will help the speaker prepare what he is going to say as well as gear the talk to the age group.



Advise the parents weeks in advance of when and where you are going. Ask for volunteers to help drive. Invite them to go along. It may be best to meet together first where your den meeting takes place and then go to the field trip site. This seems to eliminate confusion. Tell the parents both the departure time and when you believe you will be back. Try to be punctual. Everyone concerned will appreciate this. Make sure you have signed permission slips and a tour permit, if appropriate. Finally, prepare the boys for the filed trip. Review with them what they are going to do and see. Remind them that they are Scouts and how they behave will reflect



on all Scouts. Ask them to think of questions for the person conducting the tour. You might suggest some that follow the guidelines of a particular requirement. You should prepare a game or two to play with them in case there is an unexpected delay or some wait. When the tour is over, have the boys write a thank you note, either individually or as a den, to the person who gave the tour. Small courtesies, such as this, are a valuable habit for the boys to get into and are many times deeply appreciated by the person providing the tour.

DEN HIKES

Den hikes are an excellent way of exposing boys to the outdoors. Other than in the confines of a building, such as a shopping mall or a school, it is amazing how little people walk outside anywhere anymore. So even a brief urban hike can present new opportunities for discovery. Always have an objective for the hike. It may be to the local Braums for ice cream. Or it may be to a starting point for a treasure hunt. Allow the boys to have some input into the objective.

Not only should there be an objective, but think of some things to do along the way (*if you don't, the boys will*). Boys like to collect things. Use this natural instinct to help them earn their activity badges. For example, keep an eye out while passing construction sites for different types of wood used in the building of a home. This will help them earn Forester. Note the shape of leaves or clouds. If you don't know much about it, make your library an objective. Or bring books to your home for after the hike, if the library is too far away. You can then share in the excitement of discovery of identifying what you have seen and indirectly teach the boys valuable skills, habit, and resources. For Naturalist, challenge them to collect as many different kinds of insects as they can find on the sidewalk. Limit the physical space of the activity or they will run all over the place.



Hiking is great time to learn songs, especially songs with a cadence or a response. The natural rhythm of walking makes this activity irresistible even for boys who may be too embarrassed to participate in songs in a den meeting. Songs pull them together as a group, banish boredom, and make hiking a real joy. The tradition of trail songs is at least centuries old. The voyagers that helped to open up the Northwest part of our country west of the Mississippi in the late 1700's and early 1800's hired on new employees not only based on their physical capability and skills with a canoe, but their ability to sing. Songs helped to ease the fatigue brought on by 14 hour days of paddling and carrying 200 pound loads over swampy uneven harbors.

If the hike is about a mile or so in an area with no facilities, encourage the boys to carry a day pack with such things as snacks, a rain poncho, a canteen or plastic bottle of water, and their Webelos Scout Book. Day packs can comfortably hold up to about ten pounds. Boys should generally carry no more than about five. They may protest that they can carry more, but once on the trail, they may begin to complain of aching shoulders. Unlike a backpack day packs have no hip belt to help redistribute weight from their shoulders to their hips. Do not encourage boys to wear a backpack. In any case they are too young for true backpacking. This is an activity and a skill that they will later learn in Boy Scouting.

WEBELOS OVERNIGHT CAMPOUT

Of all the outdoor activities you lead as a Webelos Den Leader the Webelos overnight campout is probably the most ambitious. It is the one event that your boys in general are the most excited about and may remember the longest. Some of your boys may have camped before with their families. Some of them will have never camped before. But even if they have, camping overnight with friends their own age has a tremendous appeal to nine and ten year old boys. It is your job as a Webelos leader to first of all provide the opportunity for the experience to happen and then make sure that you plan quality activities to help ensure the campout's success. A Webelos program without



at least one or two campouts cannot be considered complete, nor totally successful. Campouts will both help hold the interest of the boys in the program and prepare them for new adventures in the Boy Scout troop they join.

TWO ADULTS ARE REQUIRED TO BE PRESENT AT ALL TIMES AT ANY SCOUT MEETING, OUTING OR FUNCTION. THIS IS BSA POLICY AND MUST BE STRICTLY FOLLOWED.

Because of the extra measure of freedom that a campout affords they boys and the virtual impossibility of a single leader to keep his eye on all of the boys all of the time, policy requires that at minimum one adult should be present for every three boys. Who this person must be is not specified beyond the fact that he must be 21 years or older. **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 could serve in this capacity but this should be planned for in advanced. A neighbor, a grandparent, an uncle, even an Eagle Scout no longer in Scouting could serve in this capacity.

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 they boys 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 you an invaluable hand in putting on these campouts. Webelos Woods is an excellent way to introduce the boys 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 boys 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 boys 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 boys 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.

In planning and preparing for your own Webelos overnight campout, use the scope of the Webelos program as a guide. The Webelos program is the last step in Cub Scouting. Cub Scouting is a family oriented program that attempts to expose boys to many new and exciting concepts and skills within the context of the family's community and own religious beliefs. These ideas and skills are presented to them through crafts, activities, and games that emphasize fun. In particular, the Webelos program continues this tradition, but begins to stretch the limits. In the earlier Cub Scout years, the Den Leader's home is the focus of activity. In Webelos, because of the crafts and new skills involved, the boy may spend part of the den meeting in the leader's garage working on basic repairs or wood working skills. Another part may be spent in the back yard rigging a tarp tent. The focus of the meeting has expanded from the kitchen table to include the back yard and the garage on a fairly regular basis. The outdoors is more an integral part of the Webelos Scout program than it is in either the Wolf or Bear programs. Whereas before, many times the moms lead the younger Cubs in the den meetings, now in the Webelos program dads are encouraged to go with their sons on campouts.



But even as the scope of the Webelos program is larger than the rest of Cub Scouting, it does have its limits. Keep in mind that one of the goals of Webelos is exposure to new ideas and skills, not mastery. The same thing is true of camping. Campouts are basically car camping where the boys are introduced to the basics of site selection, tent raising, bedding, fire building and simple cooking. They will complete, finesse, and expand these skills as Boys Scouts, not as Webelos. But early exposure will help make that eventual mastery easier.

WEBELOS LEADER OUTDOOR QUIZ

1. How many Webelos father-son over night campouts are permitted in a year?
2. Who is responsible for the Webelos Scouts on the overnight?
3. Who is responsible for the planning, organizing and leading the overnight?
4. What do you do if all dads can't go?
5. How do you get tentage and equipment?
6. Who cooks the meals?
7. What kind of meals should be planned?
8. What should be done with empty bottles before leaving the camp grounds?
9. What about empty cans?
10. What do you do with garbage? With trash?
11. What is the easiest way of handling dish washing?
12. What is a slit trench latrine?
13. What do you do if drinking water isn't available at the campsite?
14. How can transportation best be handled?
15. List some good Webelos camp activities?
16. The first step to a successful Webelos den overnight is a meeting of _____.
17. Webelos den overnight away from home can use a good guide to safe practices by securing a _____ from the local council.
18. If your overnight camp is located where swimming and boating are possible, you should use the _____ for help in conducting your swim program.
19. All overnights should be conducted with the _____ and _____ of the boys in mind.
20. What things should be avoided on hikes?

ANSWERS

1. There is no limit.
2. Their dads or guardians.
3. The Webelos den leader, with the help of the assistant den leader, Webelos den chief and the dads.
4. The family should get some other dad or adult family member, neighbor or friend to take the boy.
5. Dads can be asked to furnish it or borrow it from the local Scout troop.
6. Fathers and sons from buddy teams.
7. Simple, such as heat and serve.
8. They should be washed and taken home.
9. They should be burned out in the fire and when burned, flattened then taken home.
10. Webelos garbage should be dried beside the fire and burned with the trash. Nothing should be buried.
11. Suggest that paper plates and cups and plastic utensils be used. Cooking utensils can be washed in hot water and detergent.
12. A sanitary facility. A slit trench is dug away from the cam and screened for privacy. The dirt is piled to one side with a paddle stuck in the dirt pile. After each use of the latrine, the paddle is used to spread a layer of dirt in trench.
13. Have each father and son bring water from home in plastic jugs or other closed-top containers. About 3 gallons per team.



14. Use private cars with dads driving. Don't overcrowd cars. Remember, one seat belt per passenger.
15. Flag raising, lowering, campfire program, games and Sunday morning service, fishing, swimming or conservation projects.
16. The Webelos den leader with the dads.
17. Local Tour Permit
18. Safe Swim Defense Folder.
19. Health and Safety.
20. Heavily traveled highways, private property, railroad tracks, natural hazards such as fast-moving streams, steep cliffs and loose rocks.

PREPARING FOR THE WEBELOS OVERNIGHT

Preparing the Boys

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

The den meetings leading up to your first Webelos overnight campout should provide instruction in the activities for the campout. Hold the meeting outdoors and invite the other adults who will accompany the boys. For suggestions to incorporate in these meetings see the Outdoorsman activity badge in this section.

Prepare the Adults

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

Meeting with the Adults:

Held about two or three weeks prior to campout. This should give a fairly good estimate of how many adults will be going and is close enough to the actual date that last minute changes can be avoided. Probably, 100% of the adults will not attend, so be sure that those who don't are contacted soon after the meeting and informed of its content.

This is a planning meeting for adults. More will be accomplished if the Webelos do not attend.

Cover these items at your meeting:

- Date of campout
- Location - cover in detail how to get there. Give the adults a map.
- Time and place of rendezvous and estimated time of arrival back home.
- Schedule of events of campout. Plan activities you feel the boys would like to participate in. For example a nature walk, hikes, swimming, fishing, campfire program.
- Menu for Webelos Scouts and adults.
- **NO ALCOHOL ALLOWED ON CAMPOUTS.**

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



Aside from the fun you Webelos Scouts will experience on this campout, they should have satisfied the requirements for the Outdoorsman Activity Badge by the time they return home. In addition to this badge, certain requirements for Geologist, Naturalist and Forester could also be satisfied.

Plan your camp schedule to take into account the religious duties of the boys. If your camp extends into Sunday morning, be sure that they have an opportunity to attend services at their own church back home, a church in a nearby town or at camp, or you might schedule a brief service at camp for your own group.

A planned program is necessary so that your Webelos Scouts do and learn as well as live in a camp setting. Your schedule should be flexible. If you have allotted 1 hour for a nature hike and the boys are enjoying it and learning, don't hesitate to extend the time. Cut short any period which isn't working out as planned.

When you arrive home do evaluate the experience. Then at the next den meeting find out from the boys what they like and didn't like. This will enable you to plan for next time.

SUGGESTED AGENDA FOR A 1-NIGHT CAMPOUT

Saturday A.M.

- Arrive at campsite. Set up tents and bedding. Gather fuel supply if needed and permitted.
- Raise U.S. flag with ceremony.
- Have nature hike. Do activity badge work.
- Go fishing.
- Boy-adult teams prepare and eat sack lunch. Clean up.
- Free time.
- Have activity badge work or swimming.
- Boy-adult teams build cooking fires and prepare dinner. Den eats as a group.
- Wash dishes and clean up.
- Free time.
- Lower U.S. Flag with ceremony.
- Have Campfire program.
- Lights out.

Sunday A.M.

- Reveille.
- Air Bedding. Clean up campsite.
- Boy-adult teams prepare and eat breakfast.
- Wash dishes and clean up
- Hold religious service. Boy-adult teams may go to a nearby church or a nondenominational service may be held at the campsite.
- Strike camp. Leave site in better condition than you found it.

THE CONSERVATION PLEDGE

*I give my pledge as an American
to save and faithfully to defend from waste
the natural resources of my country—its soil
and minerals, its forests, waters and wildlife.*



CAMPOUT CHECKLIST

■ Departure and arrival

- From what point do we leave? When?
- How long will it take to travel to campsite?
- When will we return?

■ Campsite

- Have you filed a Local Tour Permit?
- Are reservations or other permits required?
- Does the campsite lend itself to conservation projects?
- Is firewood available or do we need to bring it from home?
- Is the water supply safe or do we need to bring our own?

■ Transportation

- Do we have enough cars and qualified drivers to carry boys, adults and equipment?
- What about car pooling?
- What about public transportation?

■ Participation

- Is there an adult to accompany every boy?
- Are any substitute adults needed?
- Is the den chief coming? Was he involved in the planning?
- Will anyone from a troop be there?

■ Equipment

- Do the boys and adults know what to bring?
- Who will bring bow saws or axes for cutting wood?
- Who will bring the first aid kit?

■ Meal Preparation

- Have we planned simple fare? Hearty ingredients?
- How many meals? Which ones? Snacks?
- Are there utensils to match the menus?
- What about eating utensils? Paper plates and cups for easy disposal?

■ Activities

- Games? What kind? Who will lead them?
- Campfire? Who is responsible for what?
- Hikes? Fishing? Swimming? Who?



OUTDOOR COOKING

Cooking and eating are an adventure. Eating is fun and so is fixing food to eat. There are so many activities that offer an opportunity to cook and eat. There is just something about camp cooking that is special. Cooking outdoors requires a different set of rules and equipment. Take time to plan some activities that will include food preparation, whether it is brought in a paper sack or food that will be prepared by the boys. Even cooking a hot dog or marshmallow can be a real challenge - having it cook just right and not burnt. Cooking is a skill and cooking outdoors with charcoal, wood or a buddy burner will take some skill. Take time to talk about what you plan to cook, discuss safety and practice fire building.

It is fun to beat eggs, mix pancakes, make a milkshake or cherry cobbler. It can be lots of fun as long as you know what you are doing. Don't be too ambitious to start with, remember the age of boys you are working with. Do simple recipes and progress as their skills develop. Outdoor food does not have to be cooked. A good lunch can be part of the day without having to take time out to cook. Maybe the first venture could be an after school snack.

SAFETY AND GOOD COOKING HABITS

Start out by getting yourself ready to cook.

- Protect your clothes from spills by putting on an apron; then wash your hands.
- Read the entire recipe carefully.
- Organize the bowls, spoons, pans and other equipment that you will need.
- Read and know about making fires and fire safety.
- Have all the ingredients for the recipe. Measure ingredients accurately. Follow the recipe mixing the ingredients.
- While the product is cooking, put things away and clean up your work area.
- Stay near your food. If you forget them, they will cook too long and burn.
- Turn pot handles away from the edge so no one will bump the handle and cause pot to spill.
- Always use potholders when handling hot pans. Keep all towels, pot holders, clothes and hair away from the flames.
- Learn how to use a knife.

OUTDOOR COOKING HINTS

- Pack charcoal in a paper egg carton and tie shut. When ready to use, just light the carton.
- For a wood fire, use candle pieces wrapped (*like candy*) in wax paper. Light the paper and the wax will keep it going long enough to ignite your kindling.
- Handy fire starters (*never-fail*) can be made by placing one charcoal briquette in each section of an egg carton (*paper kind*). Cover with melted wax. Tear apart and use.



- Handy fire starter. Save lint out of lint filter in clothes dryer. Place lint under kindling and use as tinder.
- Put a burger fresh from the grill into the bun and place in a plastic bag for about a minute. The bun will be steamed warm.
- Let a pan or bucket of water heat on the fire while you eat and your dish water will be ready when you are.
- Melted paraffin, applied inside and outside a cooler leak will seal it.
- A bar of soap will stay clean on a cookout if kept in the end of an old stocking and hung in a tree.
- For safety, always keep a bucket of water nearby when cooking outside.
- When camping, choose foods that keep well with little or no refrigeration. Check out instant and dehydrated foods.
- Cool the ice chest before you fill it. The ice will last much longer.
- Cans of frozen juice can help keep other foods cold when packing your ice chest.
- Freeze fresh meat before putting in cooler. It will last longer and also help keep other foods cold. Even make hamburger patties and freeze with double paper between each.
- Give yourself plenty of time to start a fire and wait for wood or briquettes to be ready.
- Brush grates of a grill with oil to prevent meat from sticking.
- Don't forget to rub the outside of metal pans with liquid detergent - it sure helps when it comes time to clean up.

COOKING TRICKS

You won't want to spend your whole day cooking while in camp. In the beginning, cooking will take up a lot of your time, but soon you'll learn a number of tricks that will get you out of the "kitchen" quickly.

One of the most important tricks in camp cookery is to have exactly the right kind of fire ready for the job on hand when you start cooking -- quick flames if you have boiling to do, low flames for stewing, a bed of glowing coals for frying and broiling.

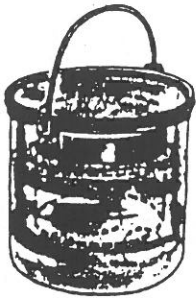
In the kitchen at home, your oven can be set for the exact temperature called for in a recipe. When camping, you can come close to determining correct temperature by learning the trick of counting seconds while holding your palm in at place where food will go.

A cookbook will call for specific measurements by the teaspoon, tablespoon, or cup. In camp, your fingers and palm will do. The measurements on the next page are for the average hand. Find out how they fit your hand by testing them at home against a measuring spoon and cup.

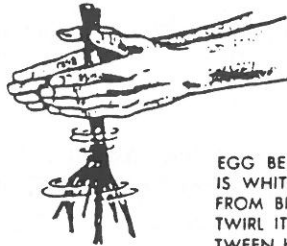
As you pick up other cooking tricks, make a note of them. You will find that they will come in handy sooner or later.



Cooking Tricks



SMALL POT PLACED ON THREE STONES INSIDE A LARGER POT MAKES A GOOD DOUBLE-BOILER.



EGG BEATER IS WHITTLED FROM BRANCH. TWIRL IT BETWEEN HANDS.

CAMP MEASUREMENTS FOR COOKING



2-FINGER PINCH = 1/8 TEASPOON



3-FINGER PINCH = 1/3 TEASPOON



4-FINGER PINCH = 1 TEASPOON

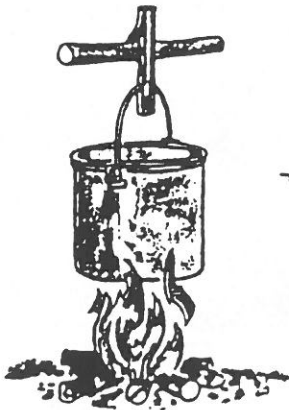


1 FISTFUL = 1/4 CUP

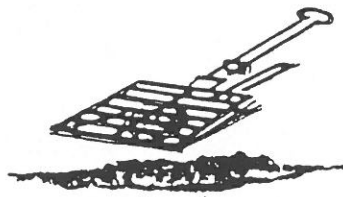


1-FINGER GOB = 1/2 TEASPOON

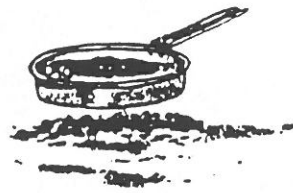
DIFFERENT TYPES OF FIRE TO USE



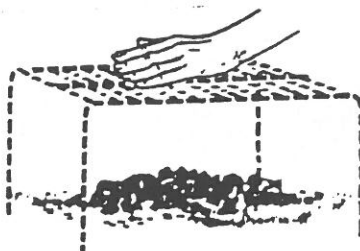
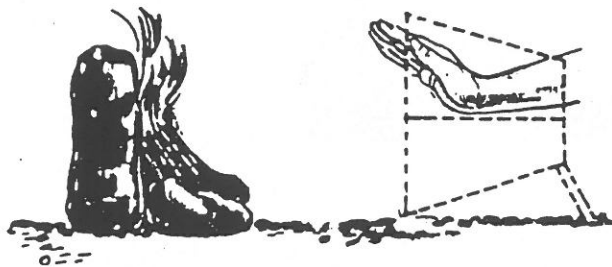
FLAMES ARE OK FOR BOILING.



YOU NEED COALS FOR BROILING.



TEMPERATURES



HOLD PALM AT PLACE WHERE FOOD WILL GO. COUNT "ONE-AND-ONE," "TWO-AND-TWO," ETC. SLOW FIRE IS 6 TO 8; MEDIUM, 4 TO 5; HOT, 2 TO 3; VERY HOT, 1.

SLOW: 250°-325° HOT: 400°-500°
MEDIUM: 325°-400° VERY HOT: OVER 500°



BUILDING A FIRE

Before you cook outdoors you must have a fire. Remember that the fire makes the success of the cooking. Learn when to have a quick hot fire, when to have good coals, when to plan for a fire that burns for a long while. Firebuilding and cooking go hand in hand.

Building a fire is a big responsibility. Build a fire only where and if you have permission. You need a grown up around when building a fire. Care of the fire and fire prevention becomes the responsibilities of the person who lights the match. A good camper knows not only how to light a fire, but also how to put it out. When he is finished, he makes sure every ember is out and cleans up the fire site.

WOOD FIRES

Have a safe and suitable place for your fire. It could be built in a park, a campsite or a driveway. Clear away anything that can burn - leaves, grass, paper, etc.

Have a bucket of water ready to put out the fire.

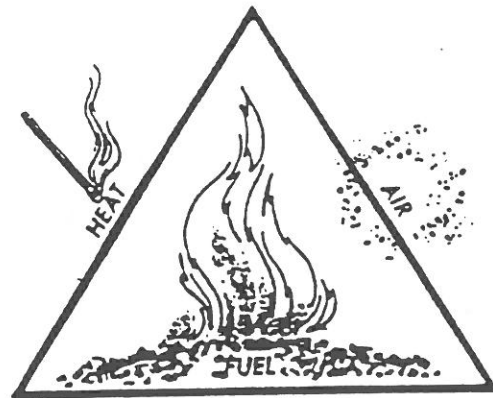
Collect your equipment before you start.

For a fire to burn three things are required:

FUEL - material that will burn.

HEAT - enough heat to bring fuel to ignition.

AIR - to provide oxygen for burning process.



When one of the three things is removed, the fire stops burning. Water cools fuel below ignition point, dirt cuts off the oxygen supply.

A fire needs three different kinds of fire material - tinder, kindling and fuel. The match lights the tender, the tender lights the kindling, and the kindling starts the fuel burning.

TINDER - should start to burn as soon as it is touched with a lighted match. Use thin twigs, tops of dried weeds, wood shavings, dryer lint, etc.



KINDLING - is little sticks and can be as small as a pencil or as thick as your thumb.



FUEL - is the larger wood that keeps your fire going. Do not use green or freshly cut wood, it does not burn well.



Stack the wood in three separate piles far enough away from the fire, so that no sparks can fly into stacks.

BUILDING YOUR FIRE

Using larger pieces of wood, form an "A" on the ground. Get your tinder and kindling. You will need two handfuls of kindling. Put the tinder on the "A" instead of the ground. This way the tinder has air underneath it and there is space for your match.

Light the match. Kneel near the fire and strike the match away from you. Tip the match down so that the flame catches on the match stick. On a windy day, kneel with your back to the wind and cup your hands around the match.

Now light the tinder. Carefully add more tinder. You may need to blow at the base of the fire.

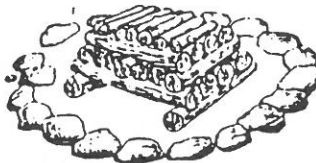
Add kindling. When the tinder has started to burn, add kindling. Start with small pieces. Remember to keep close together but allow space for air.

TYPES OF FIRE

TEPEE FIRE: This a good fire for quick cooking since the heat is concentrated on one spot. It looks like a tepee. Stack the fuel over the foundation fire. The foundation fire will start the fuel burning. Add fuel as you need it.



CRISSCROSS FIRE: This type is long lasting and makes good coals. It is good for a campfire. To make this, lay fuel over the foundation fire in a crisscross pattern. Be sure to leave room for air. Add fuel as needed.



REFLECTOR BAKING: This type of fire is built against a high back of rocks or logs; a wire screening over coals is good for roasting corn.



Reflector Fire—gives high steady heat for use with reflector oven or plank.



After you are finished with your fire make sure it is out by:

- Scattering ashes or embers
- Sprinkling with water
- Drenching charred logs
- Covering with dirt or sand



When you can hold your hand on the spot where the fire was and not feel any warmth, your fire is out.

COOKING WITH CHARCOAL

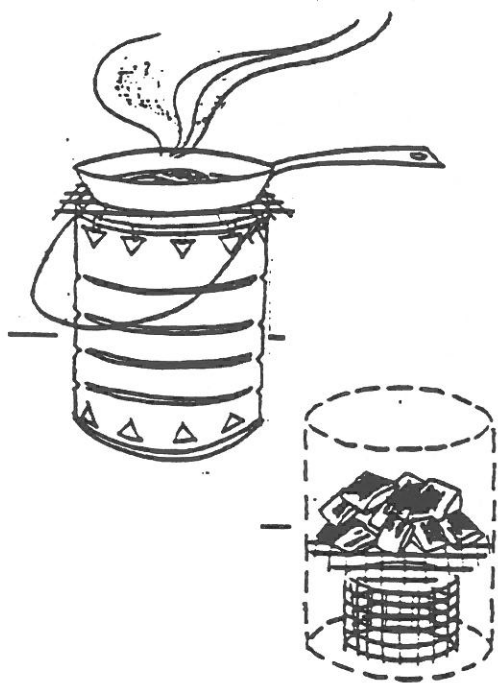
To start charcoal fires make and use fire starters or a starter can. Charcoal starts slowly. Allow at least 30 minutes before fire is ready to use. To start charcoal use one of the following methods:

- Place small twigs or fire starters close together as a base. Leave an air space beneath starters. Place charcoal on top of this. Light the fire starters, and gradually add a few more briquets, one at a time.
- Use a starter can.

Charcoal will be grey-white in the daylight and red at night when ready.

STARTER CAN

Cut both ends from a one gallon can, or large juice can. Make vent holes with a pop can opener around one end of the large can. To use, place can inside grill or on a pan or tray, crumple three full size sheets of newspaper into balls. Place newspaper in bottom of starter can or fill it half way with twigs. Cover with charcoal. Light the newspaper through the vent holes. When charcoal is glowing, remove can with a pair of pliers. One charcoal briquette equals 40 degrees of temperature.



CHARCOAL STOVE

- You need:
- Tin can (#10 or larger)
 - Roll-type can opener
 - Punch opener
 - Wire for handle
 - Three pieces sturdy wire screen

1. Remove top of can with roll-type can opener. Punch airholes with punch opener around top and bottom of can.
2. Stick ends of wire through two of the holes at top and twist to make a handle.
3. Push wire screen half way down into can to make a grate. This holds charcoal near top for cooking and keeps air under charcoal. To keep screen from slipping, curl second piece of screen into a coil, and put between grate screen and bottom of stove.



4. Make a stove top out of the third piece of wire screen. This supports your hamburger or the cook pot.

TO USE CHARCOAL STOVE:

Set the stove on cleared ground and put tinder on the grate. When tinder is burning briskly, drop charcoal into fire. Swing the stove by the handle now and then to keep the charcoal burning.

VAGABOND STOVE

You need: #10 tin can
 Pair of tin snips
 Gloves
 Roll-type can opener
 Punch opener
 Hammer

1. Remove lid from tin can using roll-type can opener. This open end will be the bottom of your stove.
2. Cut door in stove. Wearing gloves, take the tin snips and cut from the open end two slits three inches apart and three inches long. Bend this piece of tin back into can and hammer it flat.
3. Punch with the punch opener two or three small holes at the top of the can on the side opposite the door. These are your air holes and serve as a chimney.



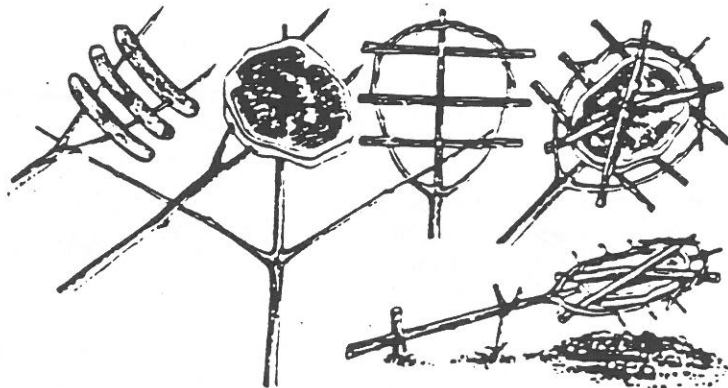
TO USE VAGABOND STOVE:

Find a level spot for the stove so food will not run over the side. If stove is not level, put a twig under the low edge.

Press the stove in the dirt so that it makes a ring. Then put it aside. Make a small fire of twigs in the ring. Keep fire small but steady. You can also use a Buddy Burner. (See directions for making.)

Put the stove over the twig fire or Buddy Burner. The stove will get very hot so do not touch it.

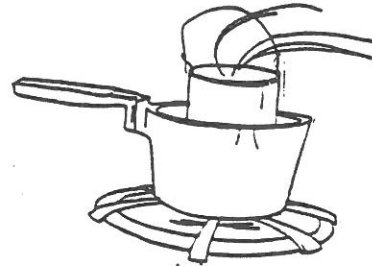
The first time you use your stove you will have to wipe the finish off the tin can after the stove has heated up. Hold stove with a pot holder and wipe off with a paper towel.



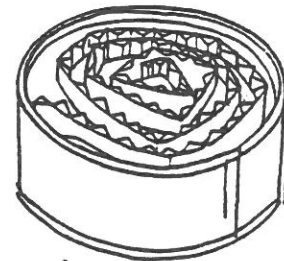
BUDDY BURNER

A Buddy burner is fuel and can be used with a vagabond stove. It is also good emergency fuel to have on hand if your stove at home should not work. You can use it in a driveway or an inside fireplace or when you cannot have an open fire. The smoke is very black so do not use it in a room.

You need: A shallow tin can (*tuna or cat/dog food*)
 Corrugated cardboard, cut in strips just a little narrower than depth of can
 Paraffin, in a tin can
 Lid from a larger can
 Pot of water on stove



1. Roll cardboard into a coil that fits loosely into the can.
2. Melt the paraffin. Paraffin should always be melted in a tin can set in a pot of water on the stove. Use low heat. Melt small amounts at a time. The vapor given off by the melting paraffin might start to burn, so have a lid from a larger tin can on hand to smother any fire.
3. Fill shallow can almost to the top with melted paraffin.
4. Let the paraffin harden. Now you have made a Buddy burner.



You can make a Buddy burner using sawdust instead of cardboard. Fill the tin can with sawdust and pour in paraffin. You may have to use "wicks" in this to start the burning easier.

TO USE A BUDDY BURNER:

Light the top of the Buddy burner with a match. Now you can cook on your vagabond stove. Never cook directly on the Buddy burner because the smoke is black and sooty.

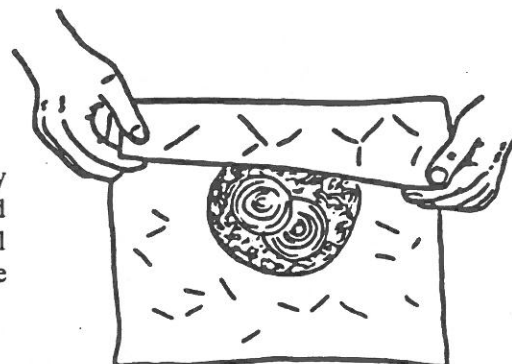
Place the vagabond stove over the Buddy burner.

Put the fire out by lifting the stove off and smothering the flame with a No. 10 tin can lid or any flat surface larger than the Buddy burner. Use a pot holder to lift the stove, or knock the stove over with a stick. The paraffin will be hot and liquid, so wait until it hardens and cools before you pick it up.

FOIL COOKERY

Foil Cooking Hints

Use two layers of light-weight, or one layer of heavy duty aluminum foil. Foil should be large enough to go around food and allow for crimping the edges in a tight seal. This will keep the juices and steam in. This wrap is know as the "drugstore" wrap.



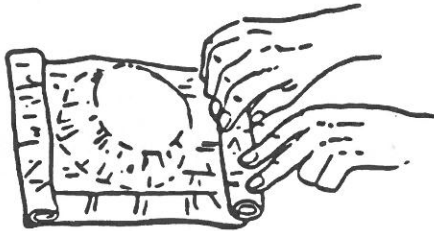
Drugstore Wrap

Use heavy foil three times the width of the food. Fold over and roll up the leading edges. Then roll sides for a steamproof seal.

A shallow bed of glowing coals that will last the length of cooking time is necessary.

Cooking Times:

Hamburger	8-12 minutes	Carrots	15-20 minutes
Chicken pieces	20-30 minutes	Whole apples	20-30 minutes
Hotdogs	5-10 minutes	Sliced potatoes	10-15 minutes



FOIL DINNER

Lay slices of potatoes, onion, and carrots on a sheet of heavy-duty foil then place hamburger patty on top. Cover with slices of potato, onion, and carrots. Season with butter, salt and pepper. Cook 20-30 minutes over hot coals, turning twice during cooking.

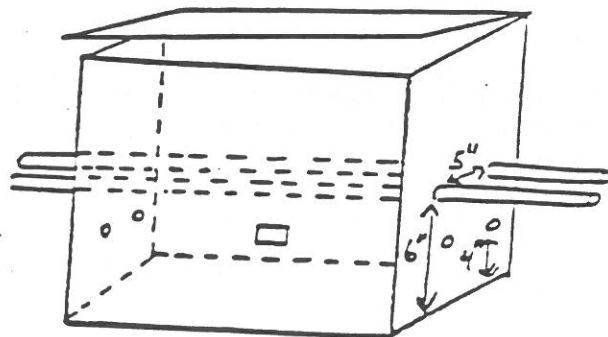
CARDBOARD BOX OVEN

A cardboard box will make an oven. Cut off the flaps so that the box has four straight sides and bottom. The bottom of the box will be the top of the oven.

Cover the box inside and out **COMPLETELY** with foil, placing shiny side out.

To use the oven, place the pan with food to be baked on a footed grill over the lit charcoal briquets. The grill should be raised about ten inches above the charcoal. Set the cardboard oven over the food and charcoal. Prop up one end of the oven with a pebble to provide the air charcoal needs to burn - or cut air vents along the lower edge of the oven. Control the baking temperature of the oven by the number of charcoal briquets used. Each briquette supplies 40 degrees of heat (a 360 degree temperature will take 9 briquets).

Experiment! Build an oven to fit your pans - or your menu: Bake bread, brownies, roast chicken, pizza or a coffee cake. Construct a removable oven top or oven door. Punch holes on opposite sides of the oven and run coat hanger wire through to make a grill to hold baking pans. Try the oven over the coals of a campfire.



RECIPES

ALUMINUM EGGS (*FOIL BREAKFAST*)

Sausage
Egg
Hash brown potatoes
Salt, pepper and spices to taste

Place potatoes, scrambled egg (*doesn't need to be cooked*) sausage patty and spices in foil. Wrap securely. Place on coals for 15 minutes.

EGG ON A RAFT (*VAGABOND STOVE*)

Bread
Egg
Salt and pepper

Grease the cooking surface of the stove. Cut two inch hole in a slice of bread. Place bread on burner and break egg into the hole. Season and turn over once while cooking.

AZTEC TOOTHPICKS

Heat a white flour tortilla in skillet or top of vagabond stove. Spread cream cheese on tortilla; sprinkle on brown sugar and cinnamon. Roll up tortilla and pig out. Great breakfast, sweet roll or night time snack.

FRENCH TOAST (*VAGABOND STOVE*)

3 eggs
1/2 cup milk
1 tablespoon sugar
4 slices bread
Butter, syrup, jam or powdered sugar

Beat eggs, milk and sugar together with a fork. Grease the top of a hot vagabond stove with margarine. Dip both sides of a piece of bread in egg mixture, and lay it on the stove. Be careful that the fire is not too hot. When bottom browns, turn the toast over with a fork or turner. You may need more margarine. When the second side is brown, remove the toast to a plate.

VIENNA TOAST

Make a jelly sandwich. Beat two eggs per person (*4 pieces of toast*). Add a little sugar, cinnamon and milk or water. Dip sandwich in egg mixture, fry the sandwich like french toast. Dip fried sandwich in (*or sprinkle on*) powdered sugar instead of syrup. Tastes like a giant jelly donut.



PUNCH DONUTS

Canned biscuits
Cooking oil
Cocoa
Jello
Sugar (*white, brown, powdered, w/wo cinnamon*)

Take a biscuit, punch hole through it with finger. Shape into donut shape. Drop into hot oil. Flip over when brown. Remove from oil, dip into sugar, cocoa or jello. Eat slowly, they are really hot.

SAUSAGE BALLS

1 lb sausage
3 cups bisquick
1 8 oz jar Cheese Whiz or shredded cheese

Combine sausage (*cooked*), bisquick and cheese; shape into balls. Bake in preheated 300 degree oven for 25 minutes or until lightly browned.

NELSON'S STEW

Box of macaroni and cheese
1 can of chunky ham

Heat water to boiling. Add macaroni and cook until soft. Follow directions on box. Crumble can of chunky ham into mixture, mix thoroughly. This is very easy. Feeds 2 scouts per box of macaroni and cheese, 1 can of ham can be mixed with each 2 boxes of macaroni.

CAMP STROGANOFF

1-1/2 to 2 pounds ground beef
Onion soup mix
2-3 tablespoons of ketchup
1 cup sour cream
1 can cream of mushroom soup
Noodles

Bring pot of water to a rolling boil and cook noodles until done. Brown meat and drain off grease. Add remaining ingredients and simmer until meat is tender. If necessary, thin sauce with a little milk. Serve over cooked noodles.



TACO CASSEROLE

2 pounds hamburger
6 tortillas
cheese grated
2 cloves garlic, minced
2 cans enchilada sauce
1 small can tomato sauce

Brown meat and garlic. Add enchilada sauce and tomato sauce. Simmer for 30 minutes. Tear tortillas and layer pan with tortillas, meat, cheese. Repeat with cheese on top. Bake at 350 degrees for 45 minutes.

DON'S HAWAIIAN DELIGHT

In a square piece of heavy duty aluminum foil place enough of each of the following to make one serving:

Sliced ham
Sweet potatoes
Carrots
Pineapple

Surround the ham slices with the other ingredients on the foil then add 1 tablespoon of syrup or honey. Fold using "drugstore" wrap to hold in the juice. Cook package on hot coals for approximately 15 minutes on each side.

PASTA ITALIANO BAKE

1 lb ground beef
1/4 cup chopped onion
1/4 cup chopped green pepper
1 garlic clove, minced
1 6 oz can tomato paste
1/2 cup water
1 teaspoon salt
1/2 teaspoon oregano leaves
2 cups (4 oz) noodles, cooked, drained
1/4 cup chopped parsley
1/2 cup Miracle Whip salad dressing
3/4 cup Kraft grated parmesan cheese
2 eggs, beaten

Brown meat, drain. Add onion, green pepper and garlic; cook until tender. Stir in tomato paste, water and seasonings. Cover; simmer 15 minutes. Combine noodles and parsley; toss lightly. Combine salad dressing, 1/2 cup cheese and eggs; mix well. Layer noodles and meat mixture in Dutch Oven; top with remaining cheese. Bake for approximately 40 minutes. 6 servings.



CORN CASSEROLE

- 1 can whole corn with juice
- 1 can cream style corn
- 1/2 cup melted butter
- 1 package Jiffy corn bread mix
- 1 cup sour cream
- 2 eggs
- 1 cup cheddar cheese

Mix all ingredients together, except cheese. Bake at 350 degrees for 25-30 minutes. Add cheese on top and bake for 8-10 minutes more.

CHICKEN BREASTS

- 8 chicken breasts
- 1 jar or package dried beef slices
- 8 slices bacon
- Salt and pepper to taste
- 1 can Cream of Mushroom soup
- 1 small carton sour cream

Bone the chicken breasts and roll one slice bacon around each. Place dried beef slices in bottom of Dutch oven and lay bacon-wrapped chicken breasts on top. Salt and pepper to taste. Pour mushroom soup and sour cream over breasts. Bake for approximately 50-65 minutes until chicken is tender.

SAUSAGE-RICE OVEN DISH

- 2 1/2 lbs. ground sausage
- 1 medium green pepper, chopped
- 1 medium onion, chopped
- 1 cup celery, chopped
- 2 cups rice, cooked as to directions on box
- 3 packages dry chicken noodle soup mix
- 1 small can pimentos, chopped
- 1 can cream of chicken soup
- 1 package almonds, slivered

Brown sausage and drain. Add green pepper, onion and celery and simmer in open Dutch Oven for 15 minutes. Add cooked rice and dry soup mix. Add pimentos, cream of chicken soup and almonds and bake. *(You can also use Wild Rice)*

BBQ PORK CHOPS DUTCH OVEN

- 6 Pork chops *(You can also use chicken)*
- 1 tablespoon cooking oil
- Salt and pepper to taste
- 3/4 cup catsup
- 1 8 oz cola drink

Brown meat with cooking oil in Dutch Oven. Mix catsup and cola with salt and pepper and pour into oven over meat. Bake until done. *(Should be gooey)*



EASY MEAT LOAF

- 2 pounds ground beef
- 1 small can evaporated milk or 1/2 cup milk
- 2 packages dried onion soup mix

Mix all ingredients together and form loaf in Dutch oven. Bake approximately 50 to 60 minutes.

TASTY BEEF ROAST

- 1 3 lb to 5 lb beef roast
- 1 can cream of mushroom soup
- 1 package dry onion soup mix

Brown roast. Pour 1/2 can mushroom soup around meat. Pour onion soup mix over meat, then the remaining mushroom soup over all. Let bake to desired doneness. Approximately 30 to 45 minutes to pound.

DUTCH OVEN ENCHILADA CASSEROLE

- 2 lbs ground beef
- 1 teaspoon salt
- 1 large onion, chopped
- 1 can tomato soup (10 3/4 ozs)
- 2 cans enchilada mild sauce (10 ozs)
- 1 can water (10 ozs)
- 1 package of corn tortillas
- 1/2 lb grated or sliced cheese

Brown together beef, salt and onion. Add tomato soup, enchilada sauce and water to beef mixture and simmer together. Place 3 or 4 corn tortillas on bottom of Dutch Oven. Remove 3/4's of the meat mixture from pan, and place over top of tortillas. Add another layer of tortillas. Add a 1/4 lb of cheese on top. Add another layer of meat mixture. Place another layer of meat mixture. Place another layer of tortillas. Sprinkle with remaining cheese. Place like over Dutch Oven and let simmer until it appears to be done. Approximately 30-40 minutes.

FRESH TOMATO SAUCE PICANTE

- 1 medium size tomato, finely chopped
- 1 small onion, finely chopped (1/4 cup)
- 6 springs cilantro or Italian parsley (leaves only),
finely chopped (1 tablespoon)
- 3 serrano chilies, seeded and finely chopped; or
1 can green chili, finely chopped
- 1/2 teaspoon salt
- 1/2 cup water

Combine tomato, onion, cilantro, chilies, salt and water in a bowl. Cover; let stand about 30 minutes before serving. This sauce is best eaten the same day, as it soon loses it crispness and flavor.

TAMALE PIE

- 1 1/2 lbs. ground beef
- 1 clove garlic, minced



- 1 onion, coarsely chopped
- 1 green pepper, cut in 1 inch squares
- 1 can (1 pound) tomatoes, cut up
- 1/2 cup stuffed green olives (or black olives), coarsely chopped
- 1 to 2 teaspoons chili powder
- 1 teaspoon salt
- Freshly ground pepper to taste
- 1 package (11 ounces) corn muffin mix
- 1 can (8 oz) cream corn
- 1/3 cup milk
- 1/2 cup shredded cheddar cheese

Brown ground beef in Dutch Oven, drain excess fat off. Add garlic, onion and green pepper and saute' 5 minutes or until tender. Add tomatoes, olives, chili powder, salt and pepper and simmer 10 minutes. In a bowl stir together muffin mix, corn and milk until evenly moistened. Spoon over ground beef mixture and sprinkle with cheese. Bake at 400 degrees for approximately 20 minutes, or until browned.

EASY SAUSAGE PIZZA BAKE

- 1 lb pork sausage
- 3/4 cup chopped onion
- 3 cups Bisquick baking mix
- 1 1/2 cups water
- 1 jar (15 1/2 oz) thick spaghetti sauce
- 1 can (4 oz) mushroom stems and pieces, drained (if desired)
- 1 can (2 1/4 oz) sliced ripe olives, drained
- 1 green pepper, cut into thin rings
- 2 cups shredded cheddar cheese

Grease the inside of the Dutch Oven. Cook and stir sausage and onion in skillet until sausage is brown; drain. Mix baking mix and water until thoroughly moistened; spread batter in oven. Spread spaghetti sauce carefully over batter; top with sausage mixture and the remaining ingredients. Bake until crust is golden brown. Approximately 25-30 minutes.

BAKED SPAGHETTI

- 1 large onion, chopped
- 1 clove garlic, minced
- 4 tablespoons shortening
- 1/2 lb ground beef
- 2 cups water
- 2 cans tomato soup
- 2 teaspoons chili powder
- 1/2 lb uncooked spaghetti
- 1 cup sharp cheese (grated)

Cook onion and garlic in shortening in Dutch Oven. Add beef and cook, stirring occasionally, to keep meat particles separated. Drain excess grease off. Mix in the soup, water and chili powder and cook a few minutes longer. Break spaghetti into inch pieces and stir into sauce until all covered. Bake for about 1 hour, but stir approximately every 15 minutes. Then add cheese to top. Bake another 15 minutes.



HANOVER BRISKET

4 or 5 lb brisket
1 can of consomme
1 (10 oz) bottle (lite) soy sauce
1/4 cup lemon juice
Garlic to taste
1 tablespoon liquid smoke

Combine last 5 ingredients, pour over meat and marinate overnight. Place meat and marinade in a covered pan and bake at 300 degrees for 3 hours for 3 & 4 lbs and 4 hours for 5 lbs. Baste occasionally during baking. Take out and slice. Then replace it in the pan and pour some of the marinade over brisket. Increase the temperature to 350 degrees and continue baking for another hour.

CINNAMON-RAISIN ROLL-UPS

2 cups Bisquick baking mix
1/2 cup raisins (can omit)
1/2 cup dairy sour cream
3 tablespoons milk
2 tablespoons margarine, softened
1/4 cup packed brown sugar
1/4 cup finely chopped nuts
1/2 teaspoon ground cinnamon
2 tablespoons margarine, melted
Granulated sugar

Spray Pam on the inside of Dutch Oven. Mix baking mix, raisins, sour cream and milk; beat 20 strokes. Smooth into ball on floured aluminum foil or wax paper. Knead 10 times. Roll into rectangle, approximately 12 x 10 inches. Spread with softened margarine (can use squeeze margarine also). Mix brown sugar, nuts and cinnamon; sprinkle over dough. Roll up tightly, beginning at 12" side. Pinch edge into roll. Cut into 12 slices. Place slices, cut sides down, in the bottom of Dutch Oven. Brush melted margarine over the tops, sprinkle with granulated sugar. Bake until golden, about 13 minutes. Top with margarine if desired.

HERB BUBBLE RING

1/2 cup grated Parmesan cheese
1 tablespoon parsley flakes
1/2 cup dried basil leaves
1/2 teaspoon garlic powder
1/2 teaspoon paprika
3 cups Bisquick mix
3/4 cup dairy sour cream
1/4 cup milk
1/4 cup margarine, melted

Spray Dutch Oven with Pam, or line with aluminum foil. Mix cheese, parsley, basil, garlic powder and paprika; reserve. Mix baking mix, sour cream and milk until soft dough forms; beat vigorously 30 seconds. Gently smooth dough in ball on floured aluminum foil or wax paper. Knead 10 times. Shape into 1 inch balls. Dip each ball into melted margarine, then roll in cheese mixture to coat. Arrange balls about 1/4 inch apart in layers in oven. Sprinkle any remaining cheese mixture over top. Bake until golden brown, about 20 minutes.



SOUR CREAM ONION SQUARES

- 1 large onion, sliced
- 2 tablespoons margarine
- 1 egg
- 3/4 cup dairy sour cream
- 1/4 teaspoon seasoned salt
- 1 cup milk
- 3 cups Bisquick baking mix

Saute' onion in margarine until soft. Beat egg in a small bowl; stir in sour cream until blended; add onions and seasoned salt. Stir milk into baking mix to form a soft dough; turn into a lightly sprayed (*with Pam*) or aluminum lined Dutch Oven. Bake for approximately 20 minutes or until top is set.

BISCUITS

- 4 cups flour
- 2 tablespoons baking powder
- 1 teaspoon salt
- 1/2 cup shortening
- 1 1/2 cups milk or water

Combine dry ingredients. Work in shortening with a knife or fingers until evenly distributed. Add milk gradually, mixing lightly and quickly until there is no dry flour in dish. Pinch off desired amount for each biscuit and bake.

SOPAPILLAS

- 4 cups sifted all-purpose flour
- 3 teaspoons baking powder
- 1 teaspoon salt
- 2 tablespoons sugar
- 2 tablespoons vegetable shortening
- 1 cup milk
- Vegetable oil for frying

Mix flour, baking powder, salt and sugar into a large bowl. Cut in shortening until mixture resembles cornmeal. Stir in milk until mixture forms a firm dough. Knead dough on lightly floured aluminum foil or waxed paper just until smooth. Cover; let rest 20 minutes. Roll out to 1/4 inch thickness; cut into squares or diamonds. Heat oil in a Dutch Oven until hot. Fry sopapillas, a few at a time, turning often so they fry evenly until golden brown. Remove from oil with slotted spoon to paper towels to drain. Serve hot with butter & honey or sprinkled with cinnamon sugar.

IMPOSSIBLE PECAN PIE

- 1 1/2 cups chopped pecans
- 3/4 cup packed brown sugar
- 3/4 cup milk
- 3/4 cup light or dark corn syrup
- 1/2 cup Bisquick baking mix
- 1/4 cup margarine or butter, softened
- 4 eggs
- 1 1/2 teaspoon vanilla



Grease pie plate. Sprinkle pecans in plate. Beat remaining ingredients until smooth. Pour into pie plate. Put into Dutch Oven and bake until knife, when inserted into center, comes out clean. Approximately 50-60 minutes.

PINEAPPLE UPSIDE DOWN CAKE

1 can pineapple (6 oz)
1/2 cup pecans
1/2 cup brown sugar
1 square margarine
2 yellow cake mixes, or 3 golden pound cake mixes

Mix cake mixes according to directions.

Line the Dutch Oven with aluminum foil, place oven onto the heat, level it and melt the margarine in the oven. When melted, add the brown sugar, then the pineapple slices, then the pecans. This will be the glaze.

Pour cake on top of glaze. This dessert doesn't require much heat on the bottom, just enough to brown the glaze - about 8 briquets should be plenty. Bake for approximately 25 minutes. Check it every 15 minutes and when golden brown, test it to see if it is done. If it is, take off the heat and lift the cake out of the oven by the aluminum foil. Put a pan or board on it and then turn it over quickly so that the glaze is on top. Remove the foil.

WHEN BAKING IN A DUTCH OVEN WITH A CAKE PAN OR PIE PAN, PUT 1 INCH DIAMETER FOIL BALLS IN THE BOTTOM OF THE OVEN TO LIFT THE PAN OFF THE BOTTOM TO KEEP THE FOOD FROM BURNING AND DISTRIBUTE THE HEAT MORE EVENLY.

IMPOSSIBLE PUMPKIN PIE

3/4 cup sugar
1/2 cup Bisquick baking mix
2 tablespoons margarine
1 can (13 oz) evaporated milk
2 eggs
1 can (16 oz) pumpkin
2 1/2 teaspoons pumpkin pie spice
1 teaspoon vanilla

Grease pie plate. Beat all ingredients until smooth. Pour into pie plate. Put into Dutch Oven and bake until knife inserted in center comes out clean. Approximately 50-60 minutes.

EASY ICE CREAM

1 (14 oz) can Eagle Brand Sweetened Condensed Milk
2/3 cup chocolate flavored syrup
2 cups (1 pint) whipping cream

Put into small cleaned coffee can, put lid on. Put down inside a 3 lb coffee can. Put ice and rock salt around it. Put lid on large can. Roll can, stop and drain water out, and put more ice and rock salt in. Continue until firm.



ADVANCEMENT

The Webelos Scout advancement plan has three parts: The Webelos badge, the 20 activity badges, and the Arrow of Light Award.

As soon as a boy joins the Webelos den he begins working immediately on the Webelos activity badges and the requirements for the Webelos rank. After he has earned the Webelos badge, he begins work on the requirements for the Arrow of Light award.

As he is earning these he is required to earn eight of the 20 available activity badges. Certain activity badges are required for earning the Webelos badge and the Arrow of Light Award, while others may be selected by the boy. The 20 activity badges are hobby and career fields ranging from science to sports.

After completing the Webelos badge, the Webelos Scout may receive compass points for earning additional activity badges. The Compass Points emblem is presented to the boy who has earned four activity badges in addition to those required for the Webelos badge (*a total of seven*). A metal compass point is awarded for each additional four activity badges earned.

The Arrow of Light Award is the highest award a boy can earn in Cub Scouting and is the only Cub Scout badge that he can wear on his Boy Scout uniform.

Meaningful advancement ceremonies are important. Troop representatives should be involved in pack graduation ceremonies.

WEBELOS BADGE REQUIREMENTS

1. Have an adult member of your family read and sign the Parent Guide in the Webelos book.
2. Be an active member of your Webelos den for 3 months (*attendance, dues, den projects*).
3. Know and explain the meaning of the Webelos badge.
4. Point out and explain the parts of the Webelos Scout uniform. Tell when to and when not to wear it.
5. Earn Fitness and two other activity badges - one from each of two different activity badge groups.
6. Plan and lead a flag ceremony in your den.
7. Show that you know and understand the requirements to be a Boy Scout.

Understand and intend to live by the:

Scout Oath or Promise
Scout Law
Scout motto
Scout slogan

Know the following and when to use them:

Scout salute
Scout sign
Scout handclasp



Understand and agree to follow the Outdoor Code.

8. Earn the religious emblem of your faith.

OR

Do two of these:

Attend the church, synagogue, mosque, or other religious organization of your choice, talk with your religious leader about your beliefs, and Tell your family and Webelos den leader what you learned.

Tell how your religious beliefs fit in with the Scout Oath and Scout Law, and discuss with your family and Webelos leader what character-building traits your beliefs and the Scout Oath and Scout Law have in common.

With your religious leader, list and do two things you think will help you draw nearer to God.

Pray to God daily as taught by your family, church, synagogue, or other religious brotherhood. Do this for at least 1 month.

Under the direction of your religious leader, do an act of service for someone else. Talk about your service with your family and Webelos leader. Tell them how it made you feel.

List at least two ways in which you believe you have been a good example and lived in accordance with your religious beliefs.

ARROW OF LIGHT AWARD REQUIREMENTS



1. Be active in your Webelos den for at least 6 months since completing the fourth grade (*or for at least six months since becoming 10 years old*), and earn the Webelos badge.
2. Show your knowledge of the requirements to become a Boy Scout by doing all of these:

Repeat from memory and explain in your own words the Scout Oath or Promise and the 12 points of the Scout Law. Tell how you have practiced them in your everyday life.

Give and explain the Scout motto, slogan, sign, salute, and handclasp.

Understand the significance of the Scout badge. Know its parts and tell what each stands for.

Tell how a Boy Scout uniform is different from a Webelos Scout uniform.

3. Earn five more activity badges for a total of eight. (*Three have already been earned for the Webelos badge. The total of eight must include Citizen, Fitness, Readyman, and at least one from the outdoor group, one from the mental skills group, and one from the technology group.*)
4. With you Webelos den, visit at least one Boy Scout troop meeting, and one Boy Scout oriented outdoor activity.
5. Participate in a Webelos overnight campout or day hike.



6. After you have completed all five of the above requirements and after a talk with your Webelos leader, arrange to visit, with your parent or guardian, a meeting of a Boy Scout troop you think you might like to join. Talk to the Scoutmaster. Then get an "Application to Become a Boy Scout", fill it out, and have your parent or guardian sign it. Show it to your Webelos leader and talk about your interest in becoming a Boy Scout.



THE SCOUT OATH



ON MY HONOR - How do we define "honor"?

- Honor is the thing that makes you act the same when no one is watching as you do when you know you're being watched.
- Honor is the quality of doing what you know is right and not what others do or bid that you do, acting according to your own honor and not according to that of someone else.
- Honor is of the heart and mind of a person - something not easily seen. It is called integrity.
- Honor is showing regard for others, and having the quality of being able to accept and pay when due any bill you receive in life; to admit you are wrong and accept the consequences when they arise.

I WILL DO MY BEST - What do we mean by "Do My Best"?

- I am the judge of what is MY best.
- I should always do any task set before me to the utmost of my ability, even though I might not like it.
- I should never use the excuse "I didn't do so well, but neither did so-and-so" - knowing full well I should have done better.
- Do just well enough to get by.
- This phrase is best explained by items a, b, and c, above.

TO DO MY DUTY TO GOD AND MY COUNTRY - What's meant by "Duty to God"?

- Living according to the teachings of our religions every day.
- Living according to the teachings of our religions just on Sunday.
- Living according to the teachings of our religions once a month, whether we need to or not.
- Living according to the teachings of our religions only when we want to.
- None of the items apply because religion isn't that important.

We explain "Duty to my country" best as:

- Obeying those laws of the land we think are important and necessary and ignoring or deliberately breaking those that are not.
- Being a good citizen and living by the laws and customs of our nation and working to solve our country's problems.
- Letting other people do what must be done to govern our country, as our vote doesn't count that much anyway.
- Dodging a draft call and fighting the local law enforcement people to see how much we can get away with.
- Shoplifting for the fun of it.



TO OBEY THE SCOUT LAW - What does, "to obey the Scout Law" mean?

- a. Playing the rule of the game of Scouting.
- b. Obeying the twelve points of the Scout Law and using them as signals for guidance when it is hard to decide what to do in everyday life.
- c. By doing a good turn daily to prove you are a good Scout.
- d. Doing your part to make this a happier world.
- e. Taking an active part in the activities listed in items a, b, c, and d.

TO HELP OTHER PEOPLE AT ALL TIMES - What does "to help other people" mean to a Scout?

- a. The help you give someone is important to that person. But it is even more important to you. You become a better person when you help others.
- b. The help you give another person is important to you because you may get a medal for it.
- c. It is just another rule to follow in the club.
- d. It is an easy way to get people to support your troop.
- e. None of the above items apply to the question.

TO KEEP MYSELF PHYSICALLY STRONG - What does this phrase mean to a Scout?

- a. It means having big muscles.
- b. it means being able to bully others.
- c. It means keeping your body healthy, able to stand up to a disease and carry on when the going gets tough.
- d. It means being able to impress the girls with your physique.
- e. None of the above items apply to the question.

MENTALLY AWAKE - Define mentally awake.

- a. Words describing this are sharp, alert, and bright.
- b. When you are mentally awake you see, hear, smell, and even feel things others don't.
- c. You remember things better when you are mentally awake.
- d. Developing your brain by striving to increase your knowledge and by making the best use of your abilities.
- e. All of the qualities mentioned in items a, b, c, and d apply to the definition.

MORALLY STRAIGHT - What does morally straight mean to a Scout?

- a. Use of coarse and profane language is a must to impress people.
- b. Knowing what is right, but doing something else instead, or knowing that you shouldn't do something but doing it anyway because nobody will find out.
- c. Showing little or no respect for laws or other people.
- d. Living, acting and speaking in a way that marks you as a boy who will grow up to be a man of good character. You are honest, clean in speech and actions, thoughtful of the rights of others, and faithful to your religious beliefs.
- e. None of the items above apply to the question.



THE SCOUT MOTTO

BE PREPARED - What does the Scout Motto mean?

- a. The Scout Motto means that you are always in a state of readiness in mind and body to do your duty and to face danger, if necessary, to help others.
- b. You are ready at all times to meet at any given place in a minute's notice with all your camping gear and backpack for a troop campout.
- c. Ready to assist in a community emergency.
- d. Ready to stand a uniform inspection without prior notice.
- e. Items a, b, c and d all apply. Lord Baden-Powell said "A Scout should be prepared for any old thing."

THE SCOUT LAW

A SCOUT IS TRUSTWORTHY - Define trustworthy in relation to what a Scout is.

- a. A Scout tells the truth.
- b. A Scout keeps his promises.
- c. Honesty is a part of a Scout's code of conduct.
- d. A Scout is dependable.
- e. Items a, b, c and d are all correct because a Scout's honor is to be trusted. If he were to violate his honor by telling a lie or by cheating or by not doing a given task trusted to him, he may be directed to hand over his badge.

A SCOUT IS LOYAL - To whom is a Scout loyal?

- a. A Scout is loyal to his parents.
- b. A Scout is loyal to his Scout leader.
- c. A Scout is loyal to his country.
- d. A Scout is loyal to his friends.
- e. All the answers above are correct because a Scout is loyal to all to whom loyalty is due.

A SCOUT IS HELPFUL - How is a Scout helpful?

- a. A Scout is prepared at any time to save life or help injured persons.
- b. A Scout is prepared to share the home duties.
- c. A Scout does things willingly for others, without pay or reward.
- d. A Scout may work for pay, but he does not take money for being helpful.
- e. All answers above are correct. The spirit of being helpful is spelled out in the Scout Slogan "Do a good turn daily" and in the Scout Motto "Be Prepared."

A SCOUT IS FRIENDLY - How is a Scout friendly?

- a. A Scout recognizes that people are different and he accepts a person as he is.
- b. A Scout respects a person's differences.
- c. A Scout is a friend to all and a brother to other Scouts.
- d. A Scout seeks to understand others.
- e. All answers above are correct because to be a true friend you must respect the other person's differences and be interested in other people.



A SCOUT IS COURTEOUS - Define courteous.

- a. Making it easier to get along with other people by using good manners and being polite to everyone.
- b. Being rude and short tempered.
- c. Being argumentative when another person doesn't agree with you.
- d. Having the attitude that using words like "please, thank you," or "excuse me" is a sign of weakness.

A SCOUT IS KIND - Which of the sentences below best illustrates that a Scout is kind.

- a. A Scout understands there is a strength in being gentle.
- b. A Scout treats others as he wants to be treated.
- c. A Scout will not hurt or kill harmless things without reason.
- d. Kindness is more than just a way to treat others. A big part of it has to do with treatment of birds and animals.
- e. Each of the statements above are a part of kindness. Live with nature and you'll learn to respect and love animals. With kindness comes understanding and that applies to human beings as well as animals.

A SCOUT IS OBEDIENT - Define obedient in relation to a Scout.

- a. A Scout follows only those rules or laws he believes are fair and necessary.
- b. A Scout will intentionally break those rules or laws he thinks are unfair.
- c. A Scout will follow the rules laid down in his family, school and troop only when they are to his advantage.
- d. If a Scout believes a law is unfair, he tries to have it changed in an orderly manner rather than disobey it.
- e. A Scout obeys his parents, Scoutmaster, patrol leader and all other duly constituted authorities and laws. He treats those regulations he doesn't agree with as in item d.

A SCOUT IS CHEERFUL - Why should a Scout be cheerful?

- a. People who can do things with a smile get things done because they think they can.
- b. Everyone at one time or another is faced with a task they do not like. A cheerful spirit and a smile will make the job easier.
- c. You might as well smile and be cheerful when you have something to do that you don't like or don't want to do. It's a cinch that griping and complaining won't help.

A SCOUT IS THRIFTY - What is thrifty?

- a. Thrift is working, wise spending and saving.
- b. Thrift is a Scout working to pay his own way.
- c. Thrift is protecting and conserving natural resources.
- d. Thrift is saving for unforeseen needs and carefully using time and property.
- e. All of the above.

A SCOUT IS BRAVE - How is a Scout brave?

- a. He can face danger even when he is afraid.
- b. A Scout has the courage to stand up for what he thinks is right, even if others threaten or laugh at him.



- c. A Scout is able to face danger even when he is afraid, because he is prepared. Only a fool is never afraid.
- d. Have the courage to say "no" when others call you a coward or chicken for doing it.
- e. All the above statements apply because a Scout has the courage to face danger in spite of fear and to stand up for what he thinks is right against the coaxing of friends or jeers or threats of enemies, and defeat does not get him down.

A SCOUT IS CLEAN - What is meant by the statement, "A Scout is clean"?

- a. Personal cleanliness is an important part of being accepted by your fellow man.
- b. A Scout is judged in part by the friends he has.
- c. A Scout does his part in keeping a clean America.
- d. A Scout helps keep his home and community clean.
- e. All of the above statements apply.

A SCOUT IS REVERENT - Explain what is meant by "A Scout is reverent".

- a. A Scout is faithful in his religious duties.
- b. A Scout respects the convictions of others in matters of custom and religion.
- c. A Scout lives by the moral code and worships God in the way taught by his own religion.
- d. A Scout treats others the same way he wants to be treated.
- e. all of the above statements apply.

SCOUT SLOGAN

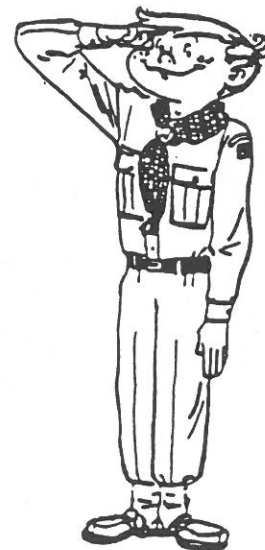
What does the Scout sign signify?

- a. That you are a Scout and it is recognized anywhere in the world.
- b. The World Brotherhood of Scouting.
- c. The three fingers represent the three parts of the Scout Oath.
- d. The thumb and the little finger represent the ties of friendship in Scouting.
- e. All of the above.

THE SCOUT SALUTE

Why is there a Scout Salute?

- a. The Scout Salute signifies courtesy and respect.
- b. Used to salute the flag of the United States of America.
- c. Three fingers signify the three parts of the Scout Oath.
- d. the thumb and little finger signifies the ties of friendship in Scouting.
- e. all of the above are correct and apply.



THE SCOUT BADGE

The two stars symbolize truth and knowledge, and the outdoors in Scouting.

The three points like the fingers of the Scout sign, stand for the three parts of the Scout oath.

The trefoil means that a Scout can point the right way in life as truly as a compass can in the field.

The Eagle, with the Shield stands for freedom and readiness to defend that freedom.



The knot at the bottom of the scroll is a reminder to "do a good turn daily".

The scroll with the Scout motto is turned up at the ends. It's a hint that a Scout smiles as he does his duty.

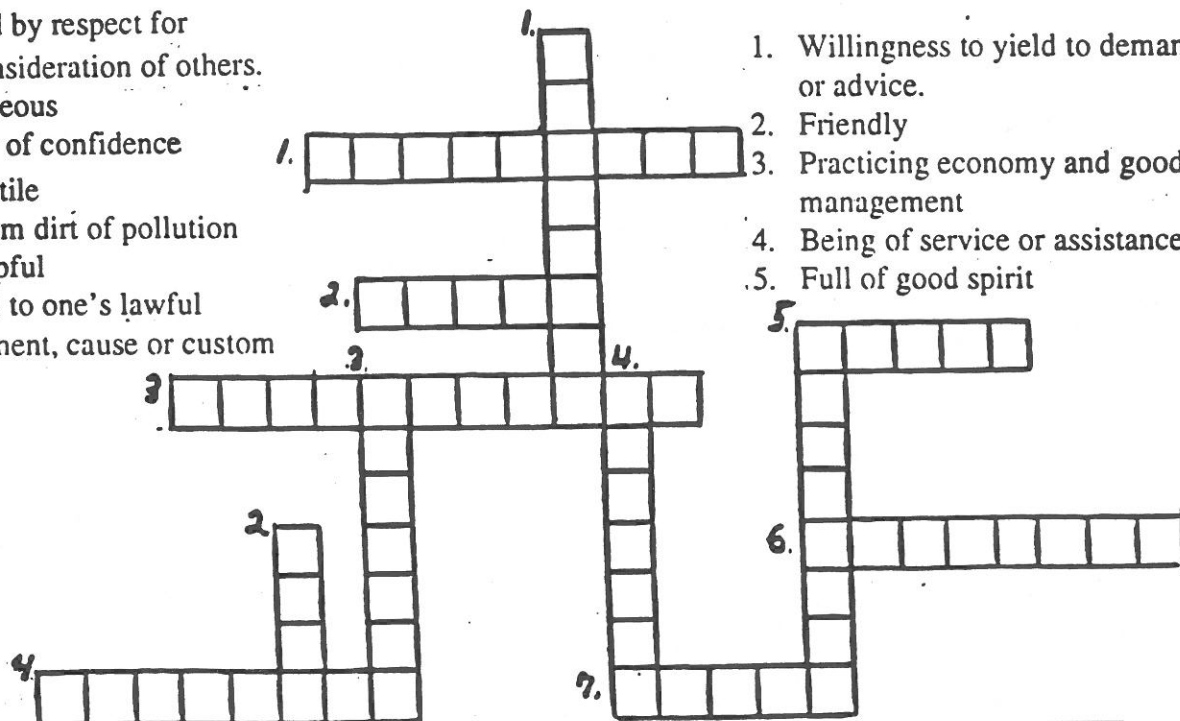
SCOUT LAW CROSSWORD PUZZLE

Across

1. Marked by respect for and consideration of others.
2. Courageous
3. Worthy of confidence
4. Not hostile
5. Free from dirt of pollution
6. Worshipful
7. Faithful to one's lawful government, cause or custom

Down

1. Willingness to yield to demands or advice.
2. Friendly
3. Practicing economy and good management
4. Being of service or assistance
5. Full of good spirit



QUICK REFERENCE TO ACTIVITY BADGE REQUIREMENTS:

PHYSICAL SKILLS GROUP

AQUANAUT

Swim 100 feet
Float 1 minute



Do 3

Surface dive
Mask, fins, snorkel
Water rescue
Small boat safety

ATHLETE

Explain physical health
Physical fitness pin



Do 5

30 sit-ups
2 pull ups
8 push ups
5 foot standing long jump
9 inch jump
8.2 second 50 yard dash
600 yard walk/run

FITNESS

Tobacco evils
Drugs effects
Diet
Alcohol
6 exercises 30 days



SPORTSMAN

Official signal
Good sportsman
2 individual awards
2 group awards



MENTAL SKILLS GROUP

ARTIST

Do 5
Draw/frame picture
Primary colors
Make 6 designs
Family member profile
Sculpt
Mobile construction



SCHOLAR

Good school record
School activity
Education value
School teaching



Do 3

School history
School system
Grownup questions
Education jobs
Help student

SHOWMAN

Puppetry
Music
Drama



TRAVELER

Do 5
Map/timetable
Plan a trip
Cost per mile
Take a trip
List 4 trips
Pack a suitcase
First aid kit



COMMUNITY GROUP

CITIZEN

- Know President, V.P., Governor
- Flag history
- Flag respect
- Pledge/allegiance
- National Anthem
- Citizen rights
- 2 law enforcement helps
- Visit community leader
- President essay
- Tell good citizens
- List 5 citizens
- Why have laws
- Why have government
- 6 ways country helps/works with other nations
- 2 organizations help people



COMMUNICATOR

Do 4

- Play body language
- Tell den experience
- Invent sign language
- Word signal code
- Telephone use
- Invent secret code
- Tell story 2 ways



Do 2

- Visit library
- Visit news person
- Handicap communication
- PC database communication

FAMILY MEMBER

- What is family
- Family jobs
- Home hazards
- Money
- Trash disposal



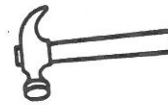
Do 2

- Energy saving
- Family fun
- Clean home
- Clothes care

TECHNOLOGY

CRAFTSMAN

- Make 2 home items
- Cut 4 wood items
- Tool safety



Do 1

- 4 leather items
- 4 plastic items
- Frame/display
- 4 clay projects
- 4 misc. projects

ENGINEER

Do 5

- List 10 engineering jobs
- Visit construction
- Property line
- Electric to house
- Draw 3 bridges
- Block & tackle
- Catapult
- Floor plan house



HANDYMAN

Do 6

- Wash a car
- Change a tire
- Change an auto bulb
- Oil/tires
- Fix bicycle
- Lube bike chain
- Bike tires
- Change light bulb
- Chemical safety
- Sawhorse/stool
- Mow lawn
- Tool storage
- Clean/store tools
- Mark ID on tools



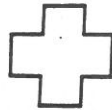
SCIENTIST

- Bernoulli Principle
- Pascal's law
- Inertia



Meal Planning
Family meetings

READYMAN



First aid
Get help
Hurry cases
Shock
First aid
Swimming safety

Do 2

Bike safety
Home fire escape
First aid kit
Home accident areas
6 car safety rules
First aid demo

OUTDOOR GROUP

FORESTER

Do 5

Identify 6 trees
Identify 6 plants
Tree poster
Tree growth
3 kinds of wood
Plant 20 seedlings
Wildfire
Forest map of U.S.



GEOLOGIST

Do 5

Rock mineral use
5 geologic specimens
Hardness scale
Geologic home materials
Geyser, volcano, quake
Mountains formed



Do 6

Atmosphere pressure
Air pressure effect
Air/water pressure
Fog
Crystals
Balance
Eyes
Optical illusion
Eye care

NATURALIST

Do 4

Insect zoo
Aquarium/terrarium
Museum
Identify birds
Bird flyways
Poison plant/reptiles
6 wild animals



OUTDOORSMAN

Do 5

Knots
Pitch/sleep tent
Webelos overnight
2 nights camping
Campfire
Cook/cleanup
Fire safety
Visit Scout camp



CITIZEN

What does citizenship mean to you? The right to go where you want without government interference; the right to free speech; the right to choose our own religion or many other things.

You as Webelos leader will be more fully able to answer this question as you help your boys towards earning this activity badge which is required for the highest award a Cub Scout may earn before entering Boy Scouts, the Arrow of Light.

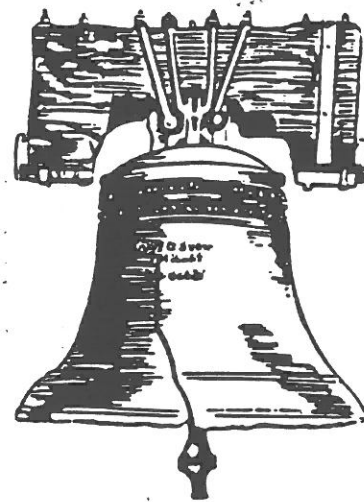
During this time you will gain invaluable insight into the way the boys of today view their citizenship as well as, hopefully, reinforce your own views.

Citizenship actually means taking part in your national government as well as your state and local governments by using the power of the vote and keeping actively informed about what is going on.

Working on the Citizenship badge can be as interesting or as dull as YOU the leader makes it. Adult Americans have long seen "Law" as a synonym for "Justice". Youth sees justice as being fair play. At least, that's the way many of them see police, courts and other symbols of law. Our Webelos Scouts have been exposed to terms such as "pig", "fuzz" and other uncomplimentary words describing law and order. We have an opportunity through the Citizen Activity Badge to teach them respect for law and authority.

Objectives

- To foster citizenship in Webelos
- To teach boys to recognize the qualities of a good citizen
- To introduce boys to the structure of the U.S. government
- To familiarize boys with the basics of American history
- To convince boys that laws are beneficial
- To encourage Webelos to become community volunteers



DEN ACTIVITIES

Invite a guest speaker from a local board to explain his duties and to tell the Scouts why he volunteers his time.

Obtain a pack of U.S. commemorative stamps. Pass out several to each Webelos and challenge them to discover the story behind the stamp.

Plan and carry out a citizenship project or litter campaign, complete with posters, etc.

Visit a city council meeting, police station, fire station, etc.

Tour city hall or your county court house.

Fly a flag at home, particularly on appropriate occasions.

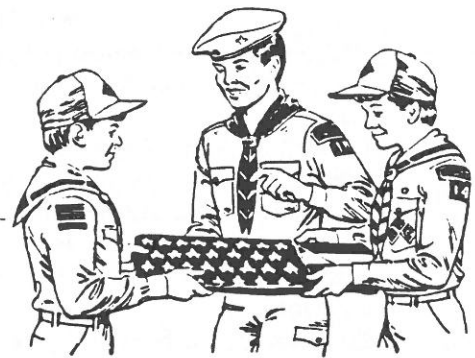


- Deliver "Meals-on-Wheels" over school vacations.
- Write and mail a letter to Senator or Congressman.
- Have a "Get-out-and-vote" poster contest.
- Make a logbook for each boy to keep record of work on the Citizen Activity Badge.
- Invite a "new citizen" to talk to boys and tell what becoming an American means to them.

YOUR DUTIES AS A CITIZEN

If you are going to have rights as a citizen and you want to keep them, then you also have certain duties to uphold. You duties as a citizen are:

- Obey the laws.
- Respect the rights of others.
- Keep informed on issues of National and local government
- To vote in elections.
- To assist the agencies of law enforcement.
- To practice and teach good citizenship in your home.



SOME QUALITIES OF A GOOD CITIZEN

- Obeys the laws where ever he is.
- Respects the rights of others.
- Is fair and honest.
- Tries to make community a better place to live.
- Learns as much as possible about leaders of Nation, state, community.
- Practices rules of health and safety.
- Is honest and dependable.
- Is patriotic and loyal.
- Practices thrift.
- Respects authority.

GAMES

HEADS OF GOVERNMENT GAME

Materials: Pictures of government officials.

Directions: Have boys match up the correct name with the correct official.

NEWSPAPER STUDY

Materials: One current newspaper per team.

Directions: Divide boys into teams. On signal, each team starts a search for news items that definitely illustrate the Scout Law. Team with the most clippings in a given time is the winner.



BUILD A FLAG

Materials: Cardboard flags - 1 each of 5 U.S. flags shown in Citizen section of the Webelos book. 1 set for each team, divided into stripes, background, field of stars, name of flag and year of flag.
Corkboard
Push pins

Directions: Divide Scouts into two teams. First Scout from each team runs to his pile of pieces, grabs a stripe background and a push pin and pins it to the corkboard. First Scout runs back and touches off the second Scout who pins up a starfield piece which matches the stripe background. Next team member matches appropriate flag name and four pins up the year of the flag. Continue to rotate until all five flags have been properly constructed, named and dated.

AMERICA'S SYMBOLS QUIZ

1. The right hand of the Statue of Liberty hold a torch.
2. Which is taller - the Statue of Liberty or the Washington Monument?
3. What words are inscribed on the ribbon held in the mouth on the eagle on the Great Seal of the United States?
4. In the Great Seal, what is the eagle carrying in its talons?
5. What denomination of currency has the Great Seal printed on it?
6. How many people can fit inside the head of the Statue of Liberty?
7. What is the official U.S. Motto.
8. Francis Scott Key was inspired to write the "Star-Spangled Banner" when he saw the flag still flying over what fort.
9. Name the four U.S. Presidents carved in the Mt. Rushmore memorial in South Dakota.
10. The Declaration of Independence says that all men are created?

Answers:

1. Book
2. The Washington Monument
3. E pluribus unum (*one out of many*)
4. Arrow symbolizing war and an olive branch of peace
5. The \$1.00 bill
6. 40
7. In God We Trust
8. Ft. McHenry
9. George Washington, Thomas Jefferson, Abraham Lincoln and Theodore Roosevelt
10. Equal

WEBELOS CITIZEN

1. Name the state tree: _____
2. Name the state flower: _____
3. Name the state stone: _____
4. Name the state fish: _____
5. Name the Governor: _____
6. Name the state capitol: _____



CITIZENSHIP TEST

Materials: None

Directions: Two teams face each other with a wide space between them. The leader asks each player a question about the Declaration of Independence, the Star-Spangled Banner, the President, Vice-President, Governor, or other fitting subject. A correct answer entitles that team to move one step forward. An incorrect answer passes the question to the other team. The first team to cross the other team's starting line is the winner.

GOOD TURN IDEAS

1. Give some of the toys Cub Scouts may have made as part of the Craftsman badge to a children's home, hospital or institution for handicapped children. Use Craftsman skills to repair or refurbish toys for the same purpose.
2. Give a holiday party for children in a home or hospital. Plan games, songs, small gifts and treats.
3. Collect canned foods or good used clothing for distribution to the needy by Salvation Army, Goodwill Industries, churches or other organizations.
4. Collect good used books and magazines for the library of a children's home or institution for the elderly.

KNOWING YOUR COMMUNITY

As a project, your den might like to check out the following list to see which of the things listed can be found in their community, who operates them and how they are paid for:

Health - hospitals, clinics, doctors, dentist, ambulance service, water filtration plant, sewage disposal, garbage collection.

Protection - storm sewers, fire and police protection.

Education - public schools, high schools, colleges, night schools, vocational schools, libraries.

Recreation - theaters, pools, parks, playgrounds, golf courses, lakes.

Transportation - roads, highways, bus terminal, train station, airport, parking lots, garages, service stations, car lots.

Stores - shopping centers, supermarkets, corner stores, appliance stores, markets.

Business - what major companies are there in you community?

Industrial - what items are manufactured?

Agriculture - what products are produced locally?

Voluntary Agencies - what agencies are there? What do they do in the community? Organizations and Clubs - service? fraternal? hobby?

Religion - churches, synagogues, temples, halls, seminaries.



