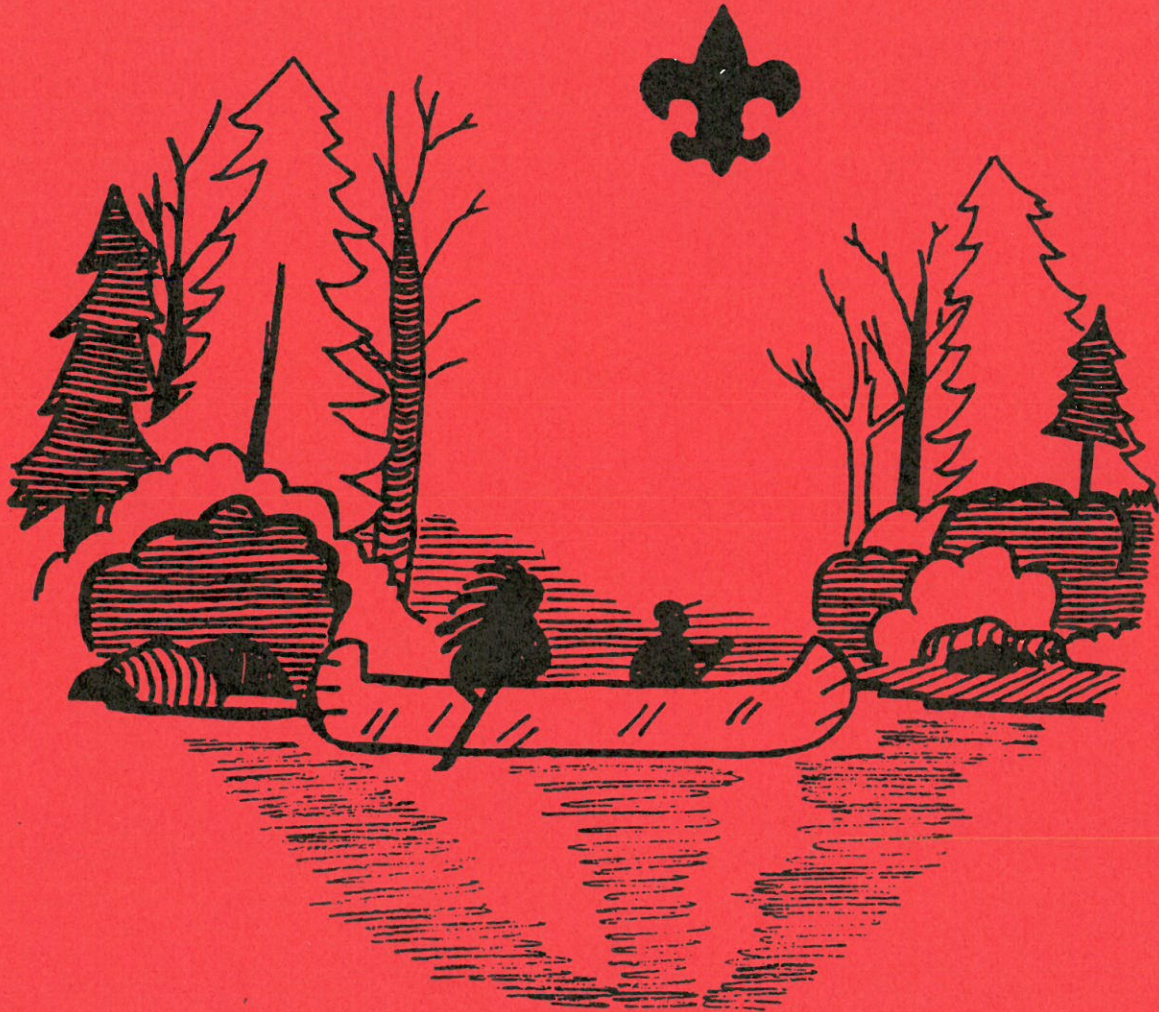


**INDIANHEAD COUNCIL
BOY SCOUTS OF AMERICA**

A LEGENDARY POW WOW



Margaret Bader/Jacob Sinn

"A Legacy Built Together"

October 30, 1993



INDIANHEAD COUNCIL

1993 POW WOW

**"A LEGENDARY
POW WOW"**

OCTOBER 30, 1993

**PRESENTED BY CUB
SCOUT VOLUNTEERS**

As the 1993 Pow Wow Book co-chairs we would like to take this opportunity to acknowledge those who have made this Pow Wow book a reality.

Special thanks to:

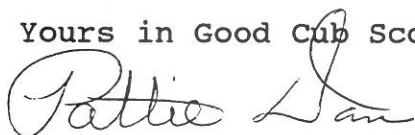
- Our families and friends for their patience and understanding too, these many months!
- All our staff, particularly Kathy Johnson, Linda Popa, LaVerne Sherman, Joan Beaudoin, Mary Wiessner, and Mary Heipel.
- Pat Ross for her hours of research, art work and typing, and for allowing us to invade her home and her dining room.
- Steve Short and Blue Cross/Blue Shield for attaining all those three-ring binders.
- 3M Company for their printing services.
- The Pow Wow books from other councils from which some materials were borrowed.

To all who had anything to do with the production of this reference book, your many hours of research, typing and proofreading is very much appreciated. Also, a big thanks to the scouters both known and unknown who contributed to this "A Legendary Pow Wow" book.

Please take this time to familiarize yourself with the entire book. The Webelos section is not strictly for Webelos nor is the Pack Administration section strictly for the Pack Committee. It is our hope that this book will greatly assist you in planning a fun and challenging program for your Cub Scouts.

Please feel free to take any part of this book and copy, re-write, or adapt it as you see fit. Remember...Keep it Simple, Make it Fun!

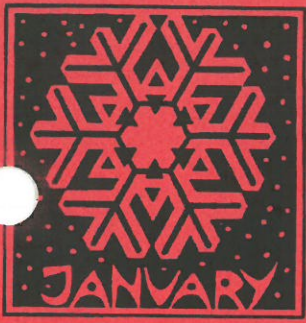
Yours in Good Cub Scouting,



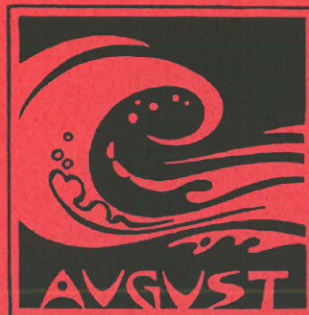
Pattie Ross, Dan Beaudoin
Pow Wow book co-chairs

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MONTHLY THEMES



MONTHLY THEMES

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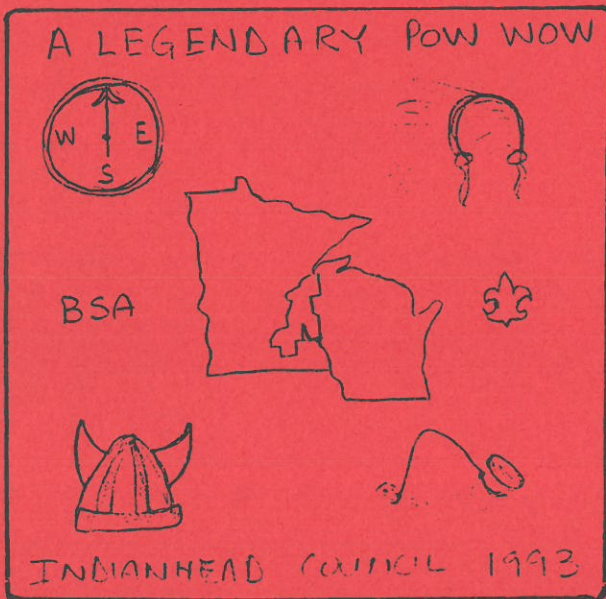
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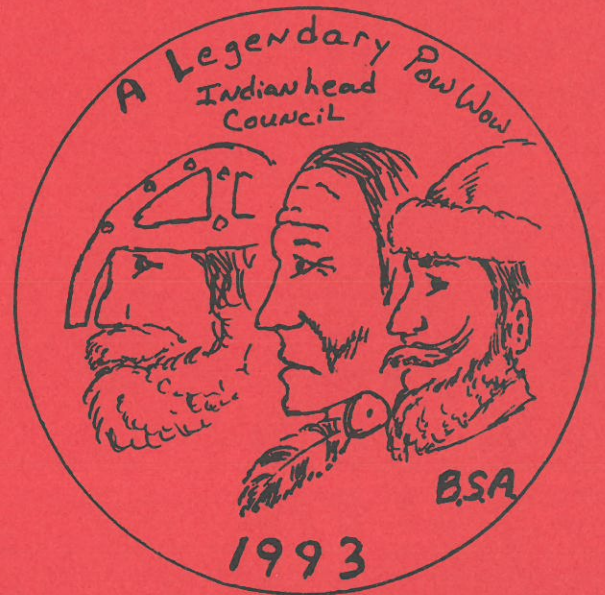
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Mitzi Welna
Northwest District



Ade Lewandowski
Greater East Side District

UNDER THE BIG TOP

OPENING

The Pack Meeting is set up and run like a world class circus. The Cubmaster is attired as Ringmaster, all Cub Scouts are in costumes.

Ringmaster: Ladies and gentlemen, boys and girls, welcome to our show "Under the Big Top!" Let's greet our circus performers as they make their grand entry by standing and singing The Star Spangled Banner.

Play snappy recording of the National Anthem as flags and color guard lead the parade. All Cub Scouts are in their den-made costumes as clowns, side show members, aerial artists, trained and wild animals. Use brilliant colors, fantastic costumes and masks with a lot of imagination. Have thrilling circus music and capricious clowns (den leaders) fill in slack time between the den circus acts of your show.

Circus Animal Masks to make in Den Meetings for Pack Meeting

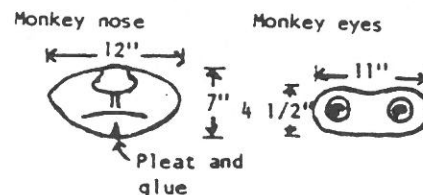
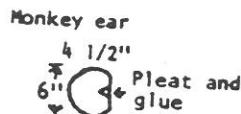
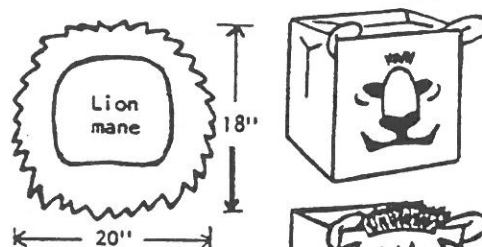
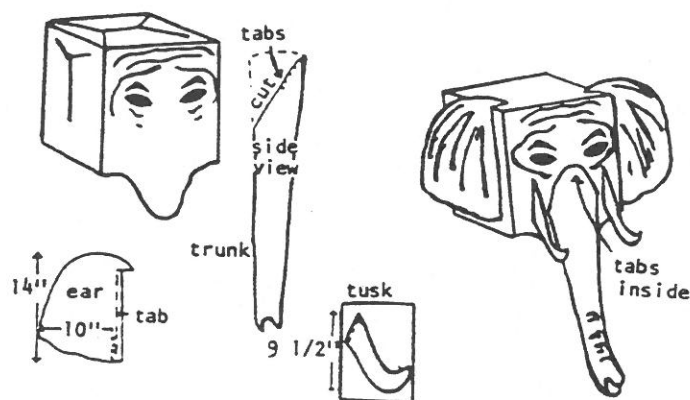
Lions, tigers, monkeys, elephants and bears can be a part of acts for Under the Big Top. These animal masks are made with brown grocery sacks as the base. Eyes, ears, etc., from colored construction paper are glued on.

To prepare the bags, slit up about 4" at the four corners of the bag's open end. Slip bag on the boy's head. The clipped portions will fit down his back, on his shoulders and onto his chest. Cut off the front flap but leave the other three. Mark positions for the eye holes and nose. Cut out the eyes, leave the nose uncut.

To assemble the elephant, glue ears in position on side of bag. Draw face features. Glue trunk and tusks in place.

For the lion, glue mane to the front. Glue ears at top corners, center topknot between them, leaving jagged edge free to curl away from face.

For the monkey, glue ears to side of bag, staple top edges of bag to shape head. Add face features.



Clown Face Makeup

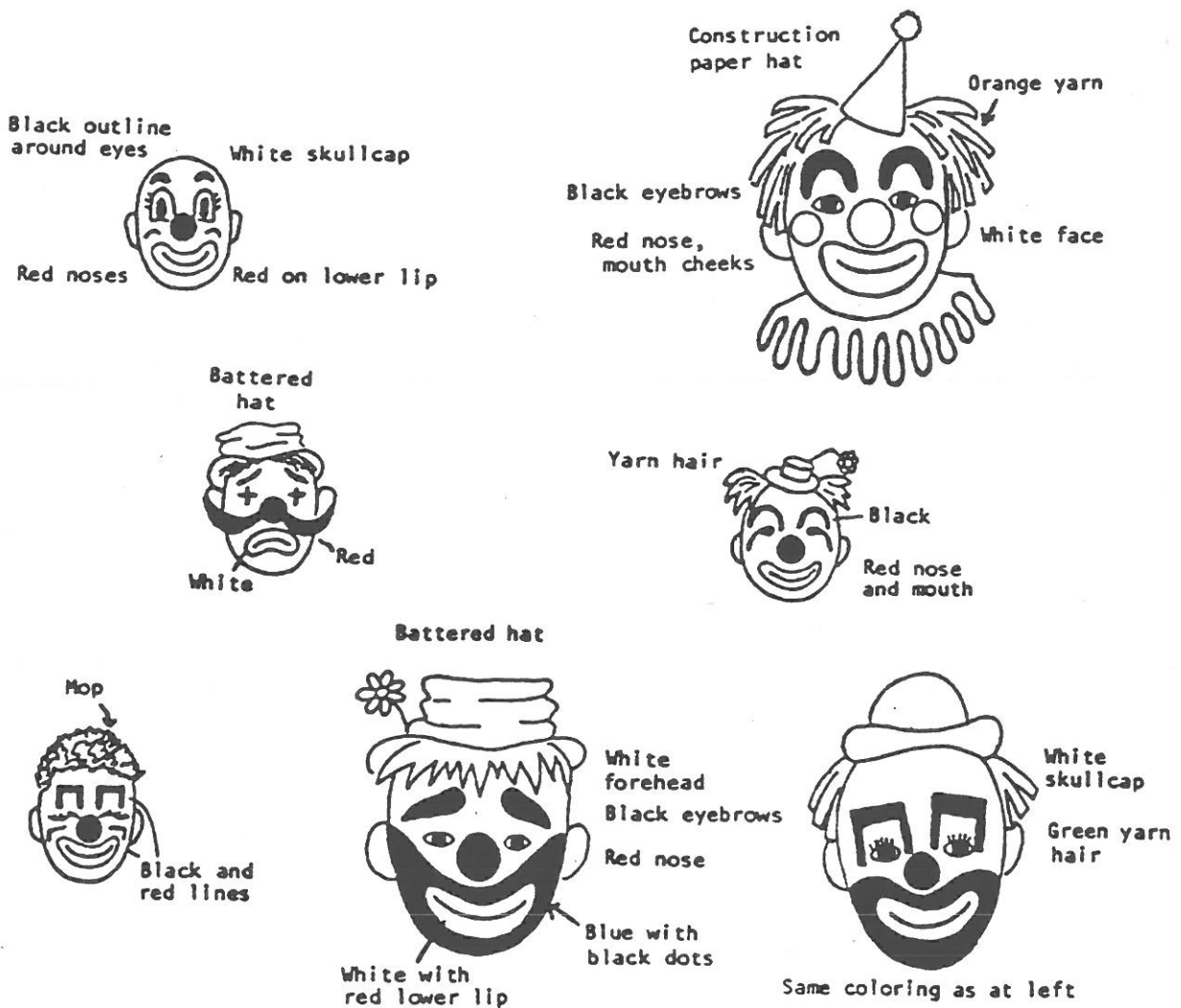
White base options:

1. Mix equal parts of liquid face cleansing cream and sifted powdered sugar.
2. Using a fork mix one tablespoon shortening and two tablespoons cornstarch until creamy.
3. Or, cover face with vaseline and powder with several applications of talc or cornstarch. Be sure not to breathe while powdering.

Rubber noses are available at many novelty or craft stores.

Eyebrow pencil, lipstick, and eye shadow may be used to enhance the features. Eyebrow pencil darkens or changes the shape of the eyebrows. Exaggerate the mouth with lipstick and outline with eyebrow pencil.

Add yarn hair or silly hat to top off your clown character. A section of panty hose, knotted at one end makes a good skull cap in which to cover your own hair.

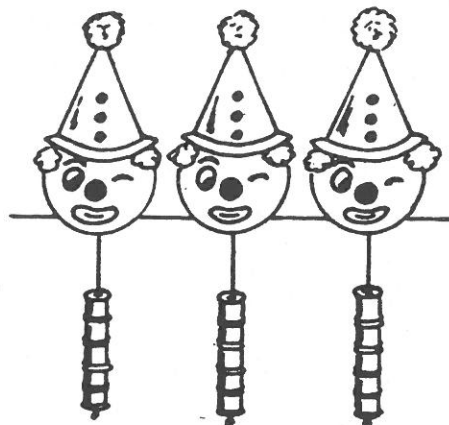


GAMES

Clown Ball Game

3- 8"x12" squares of heavy cardboard
 poster paints
 string
 thread spools or metal washers
 2 soft rubber balls

Draw and cut out the clown faces on the heavy cardboard. Paint with poster paints. Punch holes through the chin, tie string to it and hang several spools or metal washers to the string. The weight of the spools or washers will keep the heads upright. Attach the clown faces to a heavy cord by taping it on the back at mouth level. Now hang this between two chairs. The game is to hit the heads and tip them over. Many who try this game aim for the red nose instead of the hat, which is the place to hit in order to counter the force of the hanging weights.



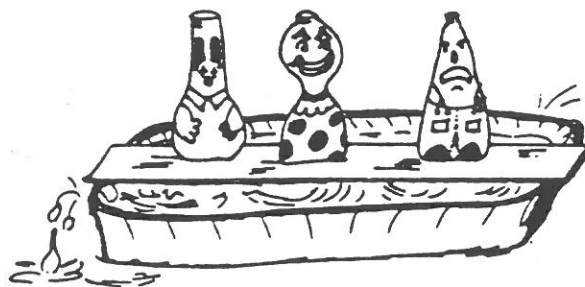
Ring the Tent Pegs

Drive nine tent pegs into ground 5-6 feet apart, in a big circle. Players run around circle trying to ring pegs with rubber jar rings. Color code the rings with magic marker, blue for one team, yellow for the other. Divide den into two teams. Each team member has several rings. Have team members mixed together and every one runs around pegs at same time. Score one point per peg ringed.

Dunk the Clowns

pint size plastic bottles
 medium size plastic tub
 board to lay across top of tub
 rubber balls
 permanent colored markers

Design the plastic bottles to look like clowns. Set them on the board placed across the water filled tub. Divide the den into two teams, let them take turns throwing the balls at the clowns. Keep track of the number of times the clowns are toppled. When the board is empty, reset the clowns and continue playing.



CENTER RING ANTICS SKITS

A circus means clowns, and lots of them. Present a series of clown acts using the ideas below as starters. Have the Ringmaster introduce the acts and tie them together.

The Lion Tamer

A clown comes in with five "lions". The tamer cracks his whip as the lions circle single file around him. Suddenly, one lion comes up behind the tamer and bites his leg. The tamer stops, glares, then proceeds to get the lions going again. A second lion bites his leg; the tamer again stops and then proceeds. The same thing happens with lions three and four. And then lion five bites his arm. After the final bite, the tamer leads them off and comes back to take his bows. The Ringmaster: "Heavens, that was quite a performance, but a little dangerous isn't it?" The tamer: "Oh no, I don't mind. It helps with my research." Ringmaster: "What do you mean?" Tamer: "Well, it just goes to prove that 4 out of 5 lions prefer legs."

Elephant Walk

The clown trainer comes on with a group of elephants, wearing over-sized tennis shoes. The elephants parade in a line, bent over as though walking on all fours. At a signal from the trainer, they stand up straight as though they were standing on their hind legs.

The elephants bend down again and at another signal, put one hand on the shoulder of the elephant in front of them. They parade in a circle and go off. The trainer comes forward to take a bow and the Ringmaster says "That was a most unusual act. I never heard a group of elephants parade so quietly." Trainer: "Oh, of course they're quiet, didn't you notice?" Ringmaster: "Notice? Notice what?" The trainer brings out one of the elephants with the large tennis shoes on: "Elephants are always quiet when they wear their sneakers."

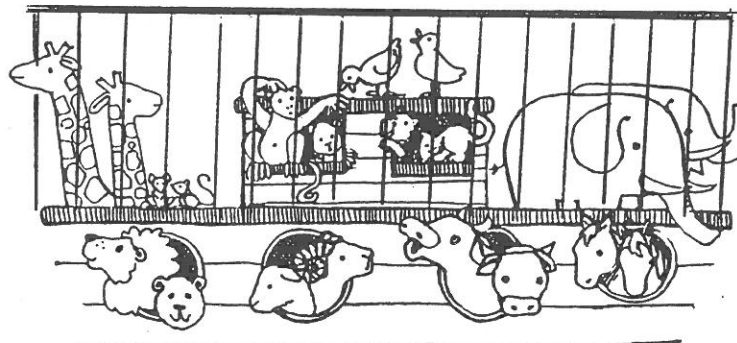
Bareback Rider

Two clowns come out and get down on all fours, facing the audience. A third clown comes out and stands on their backs, facing the audience, then he gets down and comes forward and takes his bow.

Ringmaster: "Is that the whole act?" Clown: "Well, of course, what more did you want?" Ringmaster: "A little more than that! What makes you think you're a bareback rider?" The clown turns around and show his back, which is bare, and walks off.

High Wire Act

The clowns come on and singly, walk along an imaginary wire on the floor. They use the standard umbrella to help balance themselves and make the walking look difficult. After they all finish the clowns come forward and take their bows. Ringmaster: "That was an amazing, skillful performance, but I thought it was suppose to be a high wire act." Clown: "Yes, that's true, but we're afraid of heights."



ADVANCEMENT CEREMONY

Staging: Cubmaster and one or more Den Leaders dressed as clowns. Do the short clown skit to lead off this ceremony.

Clown #1: Being a clown is lots of fun. You make people laugh with you and at you. It does not take a lot of skill, only a good sense of humor.

Clown #2: It is an easy way to be the center of attention. We tell jokes, chase each other around and fall flat on our faces. Everyone loves a clown.

Clown #1: Scouting in many ways is like being a clown. Cub Scouts have lots of fun. We tell jokes, laugh a lot and have many enjoyable experiences. However, Cub Scouting is not only fun, it is learning skills and crafts and even some citizenship and good manners.

Clown #2: Sometimes the Cub Scouts learn something with out even knowing it. Other times it takes hard work for accomplishments. Tonight we have some Cub Scouts that have had lots of fun earning these awards.

Clown #1: Now let me see, where are those names?

Clowns do some antics in trying to find names:

1. have names on slips of paper inside inflated balloons, pop balloons to get names.
2. names taped to end of spring snake inside a can with the rank badges on outside of can.
3. names and badges on outside of box filled with set mousetraps.

Clown #2: (when names are found) Will the following Cub Scouts and their parents come forward to the center ring. (read names)

Clown #1: Parents I have the privilege of giving you these badges to present to your sons.

(Continue in like manner for all the rank presentations.)

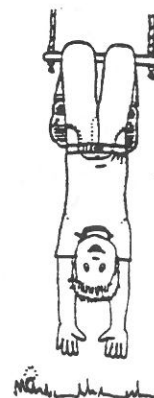
At conclusion, Clown #1 chases Clown #2 off with broom or some other silly prop.

SONG

The Daring Young Cub on the Flying Trapeze

(Den pantomimes the actions of the song, while Den Leader leads audience in singing this old favorite a couple times. Cub Scouts probably won't want to wear leotards, some other clown type costume would do.)

He flies through the air with the greatest of ease
 He's the daring young Cub on the flying trapeze.
 His moves are so graceful the boys they do scream
 And my nerves he has taken away!



CLOSING ACT

This act makes a good closing for Under the Big Top.

A den of Cubs in costumes, to represent acts in the circus, parade in and say their lines. The Ringmaster asks audience to guess what each boy is.

Ringmaster: We bring you now these circus characters from near and far, listen to their stories and guess just who they are.

1st Cub: It's evident that although I am a cat, you never would call me kitty. I'm a king of renown with a mane for a clown, and my roar is tremendous not pretty. (lion)

2nd Cub: At the sound of a shot I can change my spot when hunters are out to pursue me. But I can't, so they say, change the spots I display, they seem to be glued right to me. (leopard)

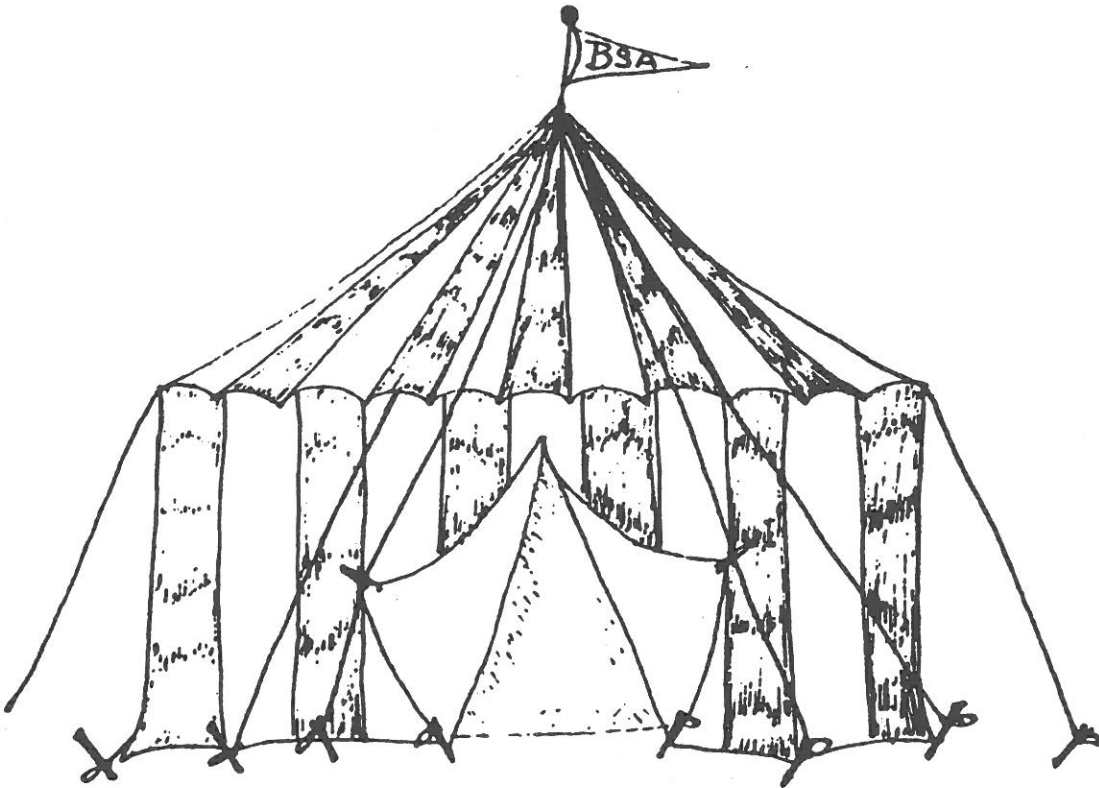
3rd Cub: I look like a common house pet, but I'm not, on that you can bet. I'll tell you a fact, I need a friend for my act. (dog)

4th Cub: As you can see balancing is my thing, and excitement to you I will bring. Oohs and ahhs are heard from the ground, but I will never fall down. (tight rope walker)

5th Cub: I can't fool you, my name's not Pooh. My name rhymes with scare, but I look so cuddly I wouldn't dare. (bear)

Ringmaster:

We were happy to have met you, but must leave you now,
and so we bid you all farewell and take our final bow.
Our evening Under the Big Top has come to an end,
but through Cub Scouting we are making many a new friend.
So as our circus lights are dimming and the animals are at rest,
remember your Cub Scout motto and always Do Your Best.



HOLIDAY MAGIC

OPENING

Light the Christmas tree. Cubmaster says: "Cub Scouts, isn't that a beautiful tree? It's bright and colorful, like the joyous seasons of Christmas and Hanukkah. And we all had a part in making it so beautiful. When all Cub Scouts work together and do their best, the result is always something fine like this tree. Let's remember that as we repeat the Cub Scout promise." (lead promise)

Opening

"C" CHRISTMAS is Jesus' birthday and a time of worship.
 "H" CHRISTMAS is secrets - shopping for a tree and lots of cookies.
 "R" CHRISTMAS is many friends, greetings and best of all, vacation!
 "I" CHRISTMAS is beautiful hymns, decorations and wishing hard.
 "S" CHRISTMAS is thinking of others, caroling and making my own presents.
 "T" CHRISTMAS is excitement, visitors, and plenty of togetherness.
 "M" CHRISTMAS is gifts given in love.
 "A" CHRISTMAS is beauty with sparkling snow and twinkling stars.
 "S" CHRISTMAS is thankfulness for our many blessings.

Boy with the word "Merry" comes in late and gets into proper place.



SONG

Santa's Coming 'Round the World
 (Tune: "Are You Sleeping")

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

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

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

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

GAMES

Unpacking the Present

Place an inexpensive gift in a small bag or box. Wrap paper around it until you have a dozen or more wrappings, each separately fastened. With the den in a circle, start passing the parcel around. Start a record or tape player with holiday music. Every few seconds, stop the music. The player holding the parcel then starts to unwrap it. When the music starts again, he must pass it along. The breaks in the music should be frequent but for only a few seconds at a time. The player who finally uncovers the present keeps it.

Hungry Santa

Draw a Santa Claus head on a paper plate. Cut a large hole for the mouth. Hand the Santa from a doorway and give each Cub Scout a supply of "snow-balls" (table tennis balls or marshmallows). Object is to toss the snowballs into Santa's mouth. Most hits wins.



Christmas Charades

This is a good game for your den meetings. Divide the den into teams of twos. The leader gives each team slips of paper with suggested Christmas parts (decorating the tree, hanging stockings, etc.) Each team in turn is to act out their part while other teams guess what they are doing.

Magic Number Cards

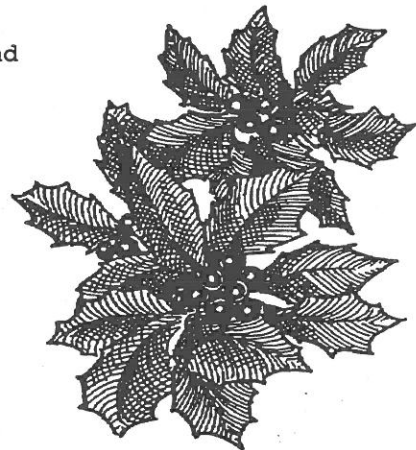
Mystify your friends by "reading their minds" when they choose a number on the cards and you accurately guess the number. Print the numbers below in proper sequence on six 3 x 5 index cards. Have someone choose a number on one of the cards and then give you all the cards on which that number appears. The correct answer is obtained by adding the numbers in the upper left-hand corner of each card.

1	3	5	7	9	11	13	15	2	3	6	7	10	11	14	15
17	19	21	23	25	27	29	31	18	19	22	23	26	27	30	31
33	35	37	39	41	43	45	47	34	35	38	39	42	43	46	47
49	51	53	55	57	59	61	63	50	51	55	58	59	62	63	
4	5	6	7	12	13	14	15	8	9	10	11	12	13	14	15
20	21	22	23	28	29	30	31	24	25	26	27	28	29	30	31
36	37	38	39	44	45	46	47	40	41	42	43	44	45	46	47
52	53	54	55	60	61	62	63	56	57	58	59	60	61	62	63
16	17	18	19	20	21	22	23	32	33	34	35	36	37	38	39
24	25	26	27	28	29	30	31	40	41	42	43	44	45	46	47
48	49	50	51	52	53	54	55	48	49	50	51	52	53	54	55
56	57	58	59	60	61	62	63	56	57	58	59	60	61	62	63

Words from Poinsettia

Read each numbered definition at the right. Fill in, at the left, the missing letters to complete the proper word, using only the letters in the word "POINSETTIA".

- P _____ 1. Half of a quart
 T _____ 2. Point or end of something
 P _____ 3. Person who writes poems
 S _____ 4. Rest in a seated position
 N _____ 5. Organ of smell
 P _____ 6. Vegetables that grow in a pod
 P _____ 7. Touches lightly with the open hand
 T _____ 8. Part of the foot
 N _____ 9. Trim and orderly
 S _____ 10. Taste lightly
 P _____ 11. Tame household animals
 S _____ 12. Put something in place
 P _____ 13. Window glass
 T _____ 14. Kind of metal
 P _____ 15. Already gone by
 P _____ 16. Small pointed fastener
 S _____ 17. Used with water for washing
 S _____ 18. Juice of a tree
 P _____ 19. Hurt or ache
 P _____ 20. Object used for writing



Scrambled Christmas Words

TSRA
TANSA
ESNITL

ERTE
LOHLY
GALEN

LEBL
KCOTSGNI
DACYN

TRAEWH
LDNACE
YOST

Reindeer Race

Make 10 reindeer from green construction paper, and 10 from red paper. Divide the players into two teams. The captain of each team is given 10 reindeer which he puts on the floor in front of him. At a signal the captain picks up the reindeer, one at a time, and puts them on the floor in front of the player next to him. Each player continues to do the same until they are all in front of the captain, or until the end of the line is reached. The team that completes the race first is the winner. A variation of this game is for the captain to hold the reindeer behind his back. Then he passes them, one at a time, to the next player who has his hands behind his back. The reindeer continues down the line and back.

Ring the Christmas Bells

Fasten a short string of Christmas bells in a wreath. Hang the wreath in a doorway or between two chairs. Divide the players into teams. Each player is given four chances to ring the Christmas bells. Each "ringer" counts 5 points for the team.

Musical Artist

Pin an 8 x 10 inch piece of cardboard to each player's back. The cardboard in men's shirts from the laundry are ideal. Each player is given a red crayon or pencil. As music is played, players walk around the room. When the music is fast they walk fast, when the music is slow they walk slow. During the march each player draws a picture of Santa on the cardboard on the back of the person in front of him. Best "Musical Artist" wins.

ADVANCEMENT

All advancement awards are placed in Christmas wrappings and hung on the tree. Also in each package is a Christmas tree light bulb with the Cub Scout's first name lettered on with a felt pen.

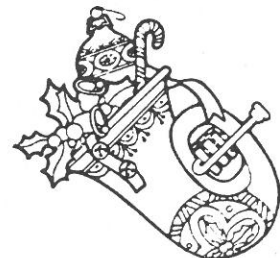
Use pink bulbs for Bobcat; red for Wolf; green for Bear; gold for gold arrow points; silver or white for silver arrow points; orange for Webelos activity badges; and a multicolored or special bulb for Arrow of Light.

Boys being given awards are called forward with their parents and take their parents and take their package from the tree. Their parents pin on their new award, and the boys then screw in their bulbs, which remain on the tree for the rest of the meeting. Afterward, let the boys take them home. For boys graduating into a Scout troop, use one of the more formal ceremonies from Staging Den and Pack Ceremonies.

CLOSING

In the season of happy days, I'd like you to keep in mind the recipe for a wonderful day - it works all year 'round. Recipe for a Wonderful Day

- 1 cup friendly words
- 2 heaping cups understanding
- 2 cups milk of human kindness
- 2 heaping tablespoons of time and patience
- 1 dash gentle humor
- 1 pinch spice of life
- 1 drop warm personality



Measure words carefully; add cups of understanding to milk of human kindness. Sift together three times to make a smooth paste. Keep temperature low so it never boils over. Season with gentle humor, warm personality and spice of life. Serve in individual molds. Works best with a good mixer.

Closing Ceremony

1st Boy	Long ago in Bethlehem
2nd Boy	A little babe was born.
3rd Boy	This little child
4th Boy	Was sent by God
5th Boy	Into a world so torn -
6th Boy	May the peace, love and joy
7th Boy	Of that first Christmas
8th Boy	Come to all once more.

Then everyone sings - "Silent Night"

CRAFTS

String Web Ball

Small round balloon
Glue
String
Coat hanger
Ribbon or yarn
Glitter

Blow up a small balloon to the size of an orange. Knot the balloon. Mix glue with water in a tuna can. Starting with the end of the string. Pull the end of the string through the glue mixture. Tie end to the balloon neck. Start wrapping the string around and around the balloon in all directions. Be sure to pull the string through the glue before wrapping. Use plenty of string. When finished, tie the end to the neck of the balloon and then tie the tail to a coat hanger and hand up to dry. Sprinkle with glitter while it is wet. Be sure to put newspaper under the balloon to protect the floor while drying. When completely dry pop the balloon. Tie a pretty ribbon or yarn on top for a hanger.

Pretzel Wreath:

Take 8 pretzels and glue together in an circle and let dry. Then with some yarn or ribbon weave in and out of the pretzels till you get back at the top, then make a bow.

Christmas Bulb Ornament

Save discarded light bulbs, any size. Spray with desired color, when dry, decorate with glitter, sequins, or small pictures of Christmas time. The end can be covered with lace or ribbon. Twist a thin wire or pipe cleaner around screw end for hanging.

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.

Helpful Hints:

1. Glue mixture is made from Elmer's white glue with food coloring added to achieve the desired color.
2. 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.



3. Glue mixture colors will dry darker than they appear when wet.
4. When applying glue mixture, brush as smoothly as possible, two light, thin coats are better than a heavy coat.
5. If two colors touch, allow the first to dry before applying the second.
6. To brighten the color add additional coats of the glue mixture.
7. When applying the glue mixture to plastic, metal tabs, mirror, foil pans or tinfoil, a plain coat of Elmer's glue must be applied over the design and allowed to dry before using the colored glue mixture.
8. 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.
9. Metal tabs must be flattened before applying any glue. The glue tends to puddle in the middle if the tab is still curved.
10. The colored glue mixture may be used as paint for styrofoam.

ACTIVITIES

A Cub Scout Gives Goodwill

1. Visit a nursing home or hospital and do some caroling.
2. Make tray favors for a wing of a hospital or nursing home.
3. Arrange to collect canned goods and clothing for a needy family. (Check at your local church for help in this matter.)
4. Purchase a tree and have each den make decorations for it. Once used at your Pack meeting, donate it to a family.
5. Tree Decorations can be brought to the place of your caroling.
6. Center your den meeting thoughts on the fact that Christmas isn't only "GETTING" and much more joy comes from GIVING.

GIFTS

For DAD

Golf Cart Pencil Holder

If dad plays golf, he'll get a big hoot out of this pencil holder, made from a bandage tin.

Remove and discard the lid. Cover outside and line top inside of tin with paper. From contrasting paper, cut out two circles for wheels and glue to sides of tin. Add trim.

To hold the tees, cut a narrow strip of paper to fit around the front and sides of the tin, plus a little extra. Glue the two ends of the strip to the sides of the tin, leaving the middle open to insert two golf tees.

To make pencils look like golf clubs, cut out tiny golf club heads from construction paper or foil. Glue them near the eraser end of pencils.

Crying Towel

Dad should get a big chuckle out of this gift.

Take a towel or make one out of terry cloth or some other material. Pencil on sports equipment, representative of dad's favorite sport. Add "CRY HERE", Paint or embroider design. Add eyelet at one corner. Attach shower curtain ring to eyelet for hanging.

For MOM

Nylon Duster

Mom will like this practical gift. Take a wire coat hanger and bend the bottom bar up to the neck, leaving neck for the handle.

To cover the wire, cut nylon net into strips 3" x 5 1/2". Gather lengthwise and fold in half. Center the net strip with the fold at one side of the wire and the two ends at the other side. Wrap ends around wire and through the loop formed by the fold. Pull ends tight. Repeat to cover wire.

*Happy
Holidays*

For TOTS

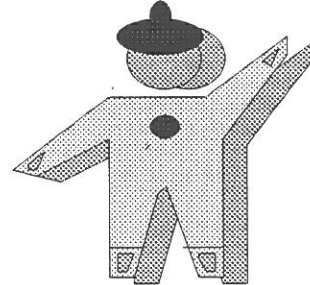
Clutch Ball

Baby's tiny hands can grasp this three-sectioned ball easily.

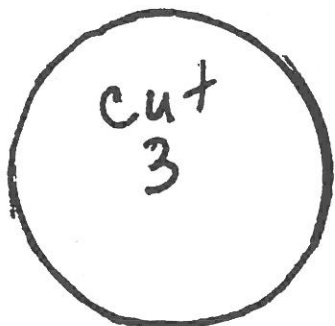
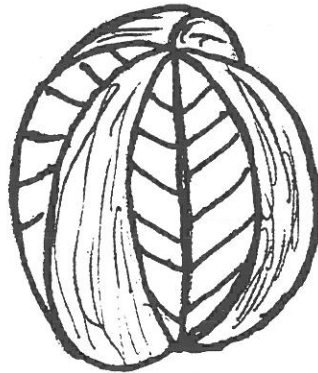
Cut three circles 8" across from fabric. Cut three petal-shaped pieces 3" x 7", as shown.

Fold the three circles in half. Sew edges of one petal between edges of one circle, leaving a couple of inches open at one end for stuffing. Turn right side out. Repeat for other petals and circles.

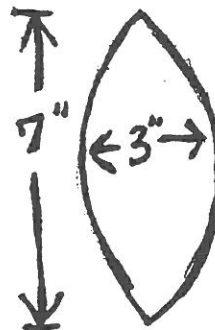
Sew the center folds of two circles together. Then sew the center fold of the third circle to the center folds of the other circles. Stuff each section and new openings closed.



CLUTCH
BALL



8" CIRCLE



LEAVE OPEN



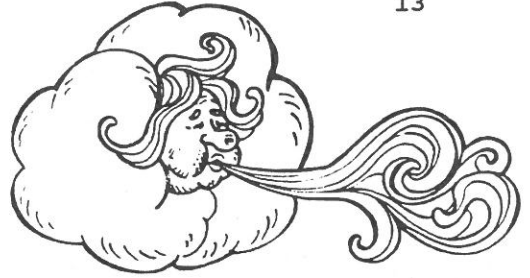
Sew PETAL SHAPE
to CIRCLE

EXPLORING ALASKA

GAME for Den or Pack meeting

Gold Rush Relay

Materials: An equal number of Cub Scouts per team.
1 paper plate per team member
40 yellow jelly beans per team member
5 black jelly beans per team.



Each team stands in a straight line facing the other team. Each team member starts with the same number of yellow jelly beans (40) except the first member who also has 5 black jelly beans mixed in with his yellow ones.

When the game starts, the first team member transfers the black jelly beans from his plate to his teammate's plate by rolling them off the edge without using his hands, (as in panning for gold), while trying not to transfer the yellow beans. When all the black beans have been transferred to player two, the process continues to the end of the line.

When the end is reached, or when the predetermined time has expired, the game stops and the "gold nuggets" (yellow jelly beans) are counted. Do not count the last player's beans (or from the last player having black beans on his plate). The team with the most nuggets wins.

SONG

This is an action song that could be used by a Den as a skit. The leader tells the story, and the audience follows along with the motions and repeats the verse and chorus.

Leader: "This is a story of a great Eskimo hunter as he hunts the Walrus out on the ice floe."

Motions to go with Verse: Shade eyes with the back of hand facing down. Repeat the following words three times while scanning the horizon from left to right, left to right, left to right.

Verse:

O Na-ko-ma-Mish-a-wau-kee
O Na-ko-ma-Mish-a-wau-kee
O Na-ko-ma-Mish-a-wau-kee

Motions for Chorus: Fold arms Indian style and hold straight out in front of you and move arms (one elbow up, one elbow down) in a rocking motion while raising one heel (same side as raised elbow) as if paddling a kayak.

Chorus:

Akie Takie Uma
Akies Takie Uma
A-Diddle I-Diddle O-Diddle A (repeat)

Leader: "Hunter sees the Walrus." (Point at him, while still shading eyes as before and while scanning the horizon and repeating the Verse. Repeat Chorus and motions.)

Leader: "Hunter shoots the Walrus." (Motion as if shooting a gun, repeating the Verse while scanning the horizon. Repeat Chorus and motions.)

Leader: "Hunter loads the Walrus in kayak." (Use lifting motion from left to right, left to right, left to right, while repeating Verse and repeating Chorus and motions.)

Leader: "Hunter returns to village, where the villagers are glad to see him and wave to him." (Wave with arm fully extended above your head, moving only your fingers while repeating the Verse, Chorus and motions.)

Leader: "Hunter's wife runs out to greet him and kiss him.: (Hold arms out to hug a rather large woman and rub noses as you repeat the Verse, Chorus and motions.)

SKIT Run-ons for two sets of Cubs.

1st Cub: Why did the eye doctor move to Alaska?
 2nd Cub: I don't know, why?
 1st Cub: He wanted to become an OPTICAL ALEUTIAN!!!

 3rd Cub: Knock, knock.
 4th Cub: Who's there?
 3rd Cub: Scold.
 4th Cub: Scold who?
 3rd Cub: Burr, it's cold up here!

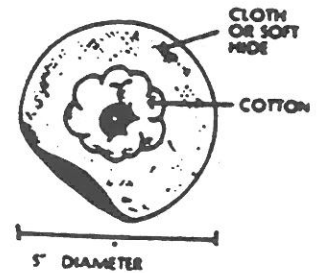


Figure 1

CRAFTS

Rotating Balls (Eskimo Yo-Yo)

A popular Eskimo game using two small leather balls on strings, attached to a handle or tied together with a knot. The object is to rotate the two balls in opposite directions at the same time.

Material: cotton fabric, cut two pieces, 5" in diameter
 scissors, needle, thread,
 string, 26" the other 30" long
 two small pebbles, cotton batting or poly fiberfill.

1. Cover two pebbles with cotton batting, wrap them separately in the fabric circles.
2. Overlap edges of fabric circles and stitch together forming a ball shape.
3. Use about 10" of each piece of string to tie around the cloth ball as if wrapping a gift, the string crosses the ball in two directions. It is then knotted to itself, the rest of the length hangs loose.
4. In a few places, sew the string to the ball's cloth covering. This will secure the string so it does not slide off when balls are swinging.
5. Knot the loose ends of the strings together. One string with a ball should be about 14", the other about 18".
6. To play, hold the knotted end of the strings in your hand and move so that the balls rotate in opposite directions. Hint: begin by holding the shorter string aside and rotate the longer one by itself using an up and down motion of your hand. When it is moving well, send the second ball in the opposite direction, all the while keeping your hand moving up and down. Never rotate your hand, this will cause the balls to move in the same direction.

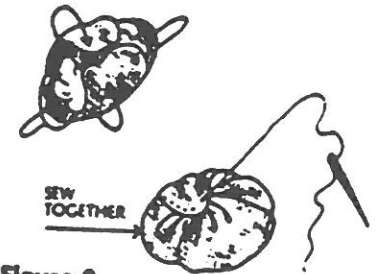


Figure 2

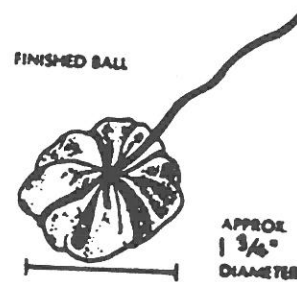


Figure 3



Figure 4

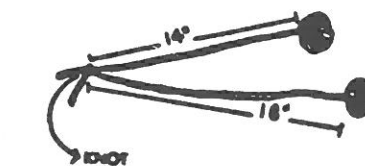


Figure 5

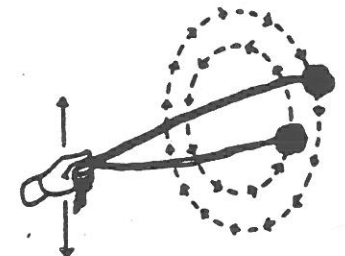
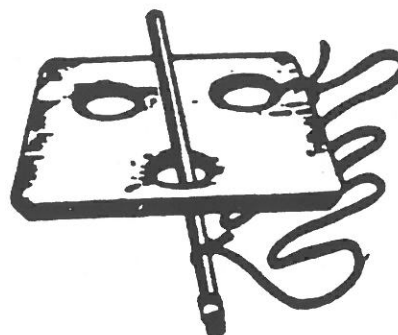


Figure 6

Ajegaung (Holes-and-Pin Game)

This game of skill is the Inuit version of the medieval court jester's cup and ball on a string. The object caught is often the dried bleached skull or pelvis of a small animal, with the pin made of bone.

1. Drill three holes in a piece of wood or plastic. It can be any shape or size but should be about the size of your hand and heavy enough so as to have some weight when tossed into the air. The holes should be large enough for the pin to pierce it easily. An unsharpened pencil makes a good pin.
2. Tie one end of a string through a hole on your object, the other end to the pin.
3. Hold the pin in your hand with the free end up. Toss the hole panel into the air. Try to catch it as it falls by piercing one of its holes with the pin.



Scrimshaw Tie Slide

Scrimshaw, an ancient art of carving or drawing on bone, ivory or shells, is still practiced by craftsmen. Cub Scouts can get a feel for this by making this neckerchief slide.

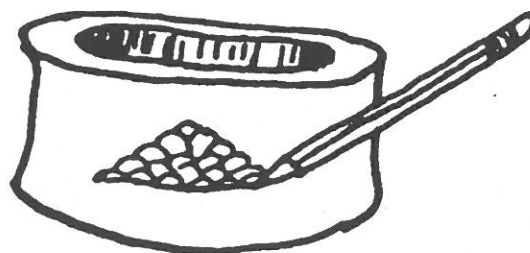
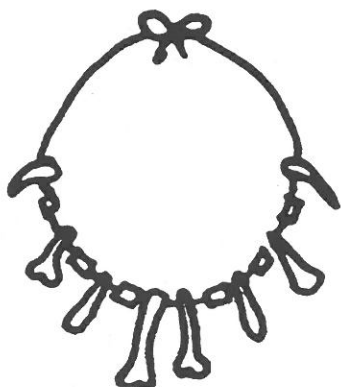
Any round bone, such as found in ham steak or round steak, works for this project. Clean the bone thoroughly in hot soapy water and then warm vinegar water. Let dry. The center can be made smaller by running

several layers of masking tape around the inner edge.

Have Cubs draw a design on paper first, it is difficult to erase marks once they're on the bone. Sketch the desired pattern on the bone with pencil then make it permanent with fine tip marker such as made by Sharpie.

Chicken Bone Necklace

Chicken bones can make an authentic looking Inuit necklace. Use bones of all types. Scrape off any remaining meat or cartilage. Wash the bones in hot soapy water to remove grease. Finish the cleaning with a short soak in warm vinegar water. Use a small saw to cut some of the larger bones, you may find some of them hollow, making them naturals for stringing. On other bones use a drill to make holes. After the bones have dried thoroughly, varnish or paint them, then string them on a cord, knotting between the bones.



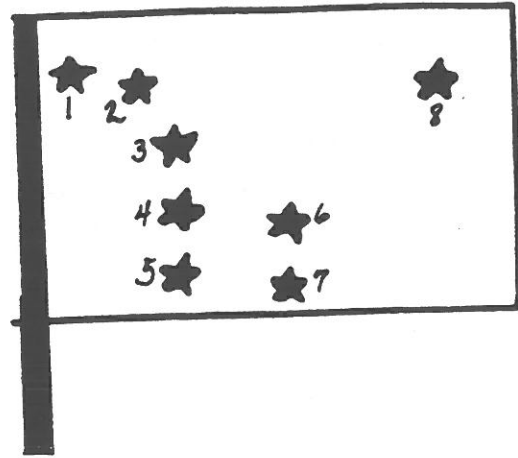
Totem Poles

Carved tree trunks were used by Inuits to tell a family or tribal history. Cubs can make their own totem using a variety of nuts.

Material:

2 walnuts
3 hazel nuts
1 walnut half
2" x 4" wood
heavy white craft glue
markers

Glue the half walnut shell, flat side down on the wood base. To this glue one of the nuts on which you have drawn a face. When thoroughly dry, glue another on top, and so on until all the nuts are on top of each other. Adornments such as feathers, twigs, pebbles, etc. can be added as desired.



ALASKA'S FLAG ADVANCEMENT CEREMONY

Material: Blue tagboard or flannel board, seven stars each with a Cub Scout rank sticker or arrow on it, and an eighth, larger star with a Boy Scout sticker.

Procedure: As a Cub Scout rank is mentioned in the ceremony, a star with its rank sticker is placed on the board in such a manner as to form the Big Dipper and North Star.

Submaster reads ceremony, Advancement Committee Member places stars on blue tagboard as ranks are explained.

CM: The opportunities for young boys in the Cub Scout program are as limitless as the stars in the heavens. Just as every great constellation begins with a single star, Cub Scout advancement begins with the Bobcat rank. (Bobcat star placed on board in position #1.) Tonight we are happy to call forward Cub Scouts ___ and their parents to receive the Bobcat rank. (Present badge to parents who pin it on their sons.)

We add another star to our constellation (#2) like the Wolf Cub Scouts have added new knowledge and skills by completing 12 achievements. (Name Wolf recipients, present badge as before.)

Our next star (#3) represents the Arrow Points the Cub Scouts can earn at the Wolf rank to broaden their horizons. Will these Wolf Scouts (read names) who have earned gold and silver arrow points please come forward with their parents. (Present badges as before.)

As we place our next star (#4), we are giving shape to our constellation, the Big Dipper, or the Great Bear, which symbolizes strength. Achieving Bear rank shows that the Cub Scout has strength and perseverance, just like the "Great Bear". (Name Bear recipients and present badges.)

Just as our Bear Cub Scouts expand their knowledge by earning arrow points, another star (#5) to our constellation increases its size. Will these Bears (read names) and their parents please come forward to receive their gold or silver arrow points.

Now we place the first of the pointer stars (#6) in our constellation which helps lead the way to the highest star. The Webelos badge is a Cub Scout's pointer star leading to a higher goal. (Name recipients of the Webelos rank and present badges.)

To finish our constellation, we place the last pointer star (#7). A Cub Scout's last pointer star is the Arrow of Light, the highest award a Cub Scout can earn. (Present award as before, if no recipients, continue.) Just as we have completed our constellation by adding the last star, the Arrow of Light completes the Cub Scout advancement program.

As we sight upward along these pointer stars, the bright star we see is Polaris, or the North Star, the Guiding Star. (Place Boy Scout star #8.) Boy Scouts is the Cub Scout's guiding star. We hope that all our Cub Scouts will complete the Arrow of Light and be ready for the new adventures of the Boy Scouts.

(Advancement Note: With March graduation of Webelos to Boy Scouts, this ceremony can be easily adjusted at the end to include a Scoutmaster welcoming the graduating Webelos into Boy Scouts.)

CLOSING THOUGHT

The Cub Scout promises to do his duty to his country. Our country has many different parts as we learned this month by Exploring Alaska. We call it the United States and we are bound together by our Constitution and our language. Yet, in many ways we're a group of separate kingdoms. We practice more than 250 different religions and observe thousands of different hunting, tax and labor laws. Our land grows palm trees and Sitka spruce, cactus flowers and forget-me-nots, vanishing key deer and arctic ptarmigan. Our people say "you all" and "youse". We catch fish and sell stocks, live in leantos, skyscrapers, and stucco bungalows. We are a very diverse land but these are some of the things that make the United States of America great. To close tonight, let's stand and sing "America the Beautiful."

Opening Ceremonies

Print large black letters with permanent markers on 8" x 10" sheets of white cardboard. Printing script on back of each card cuts memorization to a minimum.

- A - "A" is for Alaska
- L - "L" is for "the Great Land"
- A - "A" is for "Anchorage" the capital of Alaska
- S - "S" is for the snow
- K - "K" is for "King Salmon" the state fish
- A - "A" is for America's 49th state.

- E - "E" is for Eskimos
- S - "S" is for "Sitka Spruce" the state tree
- K - "K" is for the "Kodiak Bear Moose"
- I - "I" is for "Igloos"
- M - "M" is for "Mt. McKinley" the highest mountain in North America
- O - "O" is for the "Sea Otters"

Please stand and join us in the Pledge of Allegiance.



Closing Ceremonies

The Big Chief asks all hunters to stand and join him in speaking and using Indian sign language.

"May the Great Spirit	(Make Cub Scout sign. As words are spoken, fingers make small circles upward as if smoke is drifting to the sky.)
Bring sunshine	Make sign for the sun - index finger and thumb form circle, hold arm out to right.
Into my heart	Place hand over heart.
Now	Put both hands along sides, palms facing forward.
And forever more	Bring hands up from sides, palms up.
In great measure."	Bring palms together and then apart as if measuring.

Eskimo Prayer Closing

Cubmaster or Master of Ceremonies dressed in Eskimo costume...

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

Closing

Leader (or Cub Scout):

For many years, the Great Eskimo Hunters of Alaska have used the spear and the arrow as they hunt for seals and bear to feed and clothe their families.

Cub Scout 1:

The point of the arrow must be keen and sharp like a Cub Scout's mind as he starts the long advancement trail.

Cub Scout 2:

The shaft of the arrow must be straight and true and like the guiding hand of the Cub Scout's family.

Cub Scout 3:

The shaft must do it's part to keep the arrow on it's path like a den leader's constant guidance.

Cub Scout 4:

The shaft must be strong and unbending to reach the target, just like a Webelos leader guiding a Cub Scout to the target of The Arrow of Light.

Cub Scout 5:

The feathers provide the guidance for the arrow, just as the Cubmaster and the Pack Committee guide him through the Cub Scout program and on into Boy Scouts.

Leader (or Cub Scout):

When the parts of the Eskimo's arrow work together, it reaches it's target. Likewise when a Cub Scout works together, we reach our target, the Arrow of Light.

Directions

1. Make an arrow 6-8 feet long from tagboard, newsprint, or white butcher paper.
2. Decorate the head (point) and feathers as the den sees fit.
3. Cut off the head and the feathers. Cut the shaft into enough equal size pieces so each den member has one to hold. Write or glue the words to the back of each piece.
4. Starting with the head, assemble the pieces of the arrow as the parts are read.

ICE BREAKERS - GAMES

Snow Shovel Relay

Equipment: Two flat spatulas, two pie tins, or bowls and two packages of cotton balls (200 count).

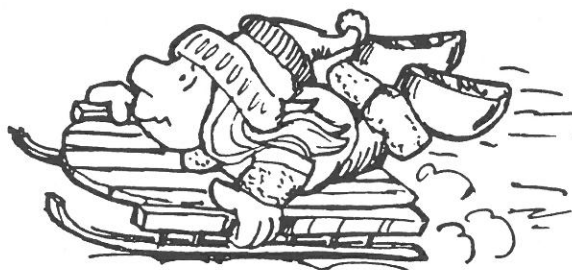
Divide the den into two teams. Give each team's first player a spatula. Place a pie tin about 15 feet from each team. Empty a bag of cotton balls at the feet of the first player. On signal, the first player scoops up as many cotton balls as the spatula will hold (one try) and carries them to the pie tin and drops them in. Players cannot use their hands. The first team with all the snowballs in the pie tin wins the game.

Lasso an Ice cube

You will need:

Glass of water
Ice cubes
Cotton thread
Salt shaker on table

1. Tie a 1 or 2 inch loop in the end of the piece of thread. Ask the boys if they can lasso an ice cube & remove it from the glass, (without using any fingers). Let them try it for a while. After they've all tried unsuccessfully, step in & show them how.
2. Simply lower the loop onto the exposed surface of an ice cube. Try to get it as flat as you can. Then, sprinkle salt on top of the cube & string. Wait a few seconds.
3. The salt on the ice cube will freeze the string to the cube. All you do now is carefully pull the string up and the cube will come up with it.



Alaska Dictionary

The following vocabulary is used by the Eskimos in their songs, games and skits. See if you can translate some of their words to the language you use.

- | | | |
|----|-----------|---------------------------------|
| 1. | HUSKY | JAIL |
| 2. | KAYAK | THE UNITED STATES |
| 3. | MUSH | SOD HOUSE, ANDY ESKIMO DWELLING |
| 4. | OUTSIDE | SLED DOG |
| 5. | PANHANDLE | A SINGLE PASSENGER SKIN BOAT |
| 6. | SKOOKUM | FUR BOOT |
| 7. | MUKLUK | SOUTHEASTERN ALASKA |
| 8. | IGLOO | "GET ON" COMMAND TO A DOG TEAM |

Answers

- | | | | |
|----|------------------------------|----|---------------------|
| 1. | SLED DOG | 5. | SOUTHEASTERN ALASKA |
| 2. | A SINGLE-PASSENGER SKIN BOAT | 6. | JAIL |
| 3. | "GET ON" | 7. | FUR BOOT |
| 4. | THE UNITED STATES | 8. | SOD HOUSE |

There's more to this than meets the eye

Hidden in these eighteen sentences there are twenty special words commonly associated with Alaska. There are people, places, animals, and things. The letters of the words are in correct order, but not always linked in one word: BE ARTHUR's buddy!

1. The car I bought is blue.
2. Go into the den; a light is on.
3. To Sal, money was important.
4. She made errors in everything she did.
5. Charlie had a go at canoeing.
6. Al, ask a friend to join us.
7. Get off, Jordan! You're dirtying lacier pillows with your shoes!
8. Dad, all she epoxied was the shower.
9. Jane's kimono was found under Margaret's wheelbarrow.
10. Major Gray lingered over the chutney.
11. Growing old gracefully is the whole point, Hope.
12. Your accomplishments pale utterly when compared with mine.
13. Doris spiked the ball over the net.
14. Hustling its puppies, the mother dog hurried into the kennel.
15. The County Fair banks on fair weather for its June opening.
16. Please, Warden Jones, give me time off for good behavior.
17. Be ringing the bell when the church door closes.
18. Scamper, Ma, frost is predicted for tonight!

Answers:

- | | | | |
|-----|------------------|-----|------------|
| 1. | caribou | 2. | Denali |
| 3. | salmon | 4. | deer |
| 5. | goat | 6. | Alaska |
| 7. | fjord, glacier | 8. | Dall sheep |
| 9. | Eskimo | 10. | grayling |
| 11. | gold, Point Hope | 12. | Aleut |
| 13. | pike | 14. | Tlingits |
| 15. | Fairbanks | 16. | Seward |
| 17. | Bering | 18. | permafrost |



Advancement Ceremonies

- Props: Akela costume; tom-tom.
- Setting: Fire is glowing. Akela stands behind fire, and is flanked by Awards Chairman and ACM who beats tom-tom.
- Akela: Will all Cub Scouts in good standing with this tribe come forward and be seated around the council fire. It is time for us to take council.
- (Cub Scouts come forward and are seated)
- Our Medicine Man (Awards Chairman) is here, so it is time for the council to begin.
- (Tom-tom beats)
- Mighty Medicine Man, you have signalled us that some of the braves in this tribe have traveled along the Trail of the Golden Arrow of Light far enough to earn them names of their hunting stations. Who are these braves?
- Awards Ch: (Reads names of boys to receive awards.)
- Akela: Mighty Warrior, how far along this trail did these braves travel?
- Awards Ch: (Name of boy) has passed the twelve achievement tests to Wolf Valley and also did a fine job of hunting for he earned a gold arrow. (name of boy) after crossing Bear Ridge, hunted well to earn a gold arrow and a silver arrow. (Name of boy and name of boy) are working their way up Webelos Peak and have earned activity badges in _____ and _____.
- Akela: This is indeed a fine job of Scouting. Will these braves come forward and stand before the council fire so we can see these good hunters.
- Awards Ch: (To boys) Can you truthfully say you have followed the Cub Scout Promise and have tried to Do Your Best?
- CS: Yes
- Akela: Will each of you tell us of one of your accomplishments along the trail?
- (Each boy tells of one achievement or elective.)
- Akela: I am satisfied you have Done Your Best. This is indeed a proud moment for our tribe when we can advance our young braves. It symbolizes sound cooperation in your tepees among your family. Without their help, hunting along the Trail of the Golden Arrow of light would have been difficult. Mighty Medicine Man, have you brought suitable awards for these fine hunters?
- Awards: I have. (he presents awards and boys return to seats.)

SONGS

Exploring Alaska

(Tune: Yellow Rose of Texas)

Alaska is a world of white
 And it's so very cold
 The ground is frozen all year long
 But still it's full of gold.

You'd think nothing would live there
 But how surprised you'd be
 There's lots of wolves and bears and fish
 And still there's plants and trees.

Not many people lived there
 Until someone found gold
 And people rushed to Alaska
 The young ones and the old.

You've only learned a little bit
 About this mighty state
 Alaska is our largest state
 So wonderful, so great.

Alaska

(Tune: She'll Be Coming Round the Mountain)

We'll be going to Alaska in the snow,
 We'll be going to Alaska in the snow,
 We'll be going to Alaska, we'll be going to Alaska,
 We'll be going to Alaska in the snow.

2nd verse: Oh! We'll get to ride on dog sleds when we go.

3rd verse: Oh! We'll live in an igloo when we go.

4th verse: Oh! We'll meet an Eskimo when we go.

5th verse: Oh! We might see a polar bear way up there.

Eskimo Walrus Hunt Song

Leader explains that the Eskimo gets into his kayak and paddles (with arms folded, move arms back and forth in paddling motion.)

Chorus

Haukie, taukie, oombah, haukie,
 Haukie, taukie, oombah, haukie taukie oombah, Hey diddle, Hi diddle, ho diddle,
 hey.
 Haukie, taukie, oombah, haukie taukie oombah, Hey diddle, hi diddle, ho diddle,
 hey.

Leader: "Eskimo stops and sights for walrus, with right hand turned so that he is sighting with the back of his hand, shading his eyes while singing:"

Hey tacoma, mishawaukee; Hey tacoma mishawaukee; Hey tacoma, mishawaukee

Chorus

Leader: "He gets within range, takes his walrus gun, aims and sings," Hey tacoma, mishawaukee-boom; Hey tacoma, mishawaukee-boom; Hey tacoma, mishawaukee-boom;

Chorus

Leader: "He gets alongside the walrus. It is heavy. He lifts it into his kayak and sings:" Hey tacoma mishawaukee-ugh; Hey tacoma, mishawaukee-ugh; Hey tacoma mishawaukee-ugh.

Chorus

Leader: "He paddles homeward slowly at first because of the heavy load, then picks up speed. Everyone is waiting to greet him. He waves to all, smiles a toothy smile, singing:"
Hey tacoma mishawaukee; Hey tacoma mishawaukee; Hey tacoma mishawaukee.

Home in the Snow

(Tune: Home on the Range)

O give me a home, between Fairbanks and Nome,
Where the moose and the caribou play.
Where nothing will grow.
'Cause it's covered with snow
From June to the following May!

Home, home in the snow.
Where it's mild when it's 90 below.
The tundra for me, by the great Bering Sea,
And the life of a tough sourdough.

SKIT

Facts About Alaska Our 49th State

Narrator speaks: Den Leader or Den Chief
7 boys & Narrator.
Props - picture of each fact.

Boys could trace and color objects on cardboard or poster paper as part of their den meetings to use for skit. Library will provide all pictures needed so one den meeting could be spent at the library.

1. STATE BIRD - WILLOW PTARMIGAN
Alaska's most important game bird is pure white in the winter. You'll find it in valleys and foothills throughout Alaska.
2. STATE FLOWER - FORGET-ME-NOT
Alaska's State Flower is blue with a heart of gold. Look for it along the banks of our ponds, brooks and streams.
3. OFFICIAL STATE GEM - JADE
Alaska has large deposits of jade, especially near the Kobuk region in western Alaska. Many beautiful objects are carved of jade, by Alaskan artisans.
4. STATE FISH - KING SALMON
The King, or Chinook, Salmon is the supreme western game fish. Its tasty red flesh makes it a premium food and an important part of the Alaskan economy.
5. STATE TREE - SITKA SPRUCE
This native of Alaska is the largest of all spruces. Long prized by boat builders because of its lightness, this spruce is now an important source of high-grade pulp.
6. OFFICIAL STATE MINERAL - GOLD
Gold is found in quantity in many areas of Alaska, and is mined commercially at several spots. Recently, dredging for gold on the floor of the Bering Sea near Nome has been expired.
7. ALASKA'S FLAG
In 1926, the American Legion, Department of Alaska, conducted a contest in the Alaska public schools for designing a flag for Alaska. The design by



Benny Benson, a 13 year old orphaned school-boy, was chosen winner. Accompanying his design, he wrote: The blue field is for the Alaskan sky and the Forget-Me-Not, an Alaskan flower. the North Star is for the future State of Alaska, the most northerly of the Union. The Dipper is for the Great Bear - symbolizing strength.

CRAFTS

Imitation Scrimshaw

Scrimshaw is a craft of the old whalers of the north sea and of the Eskimo people. They used whale teeth and animal horns. The imitation ones are made of casting plaster. Here's how!

Pour a glob of fresh plaster on wax paper. Flatten out slightly or leave in a smooth rounded lump. The plaster must be thick enough to hold its shape but not too runny. With a pencil or dowel make a hole for the leather thong. Let dry, but don't let it get "brittle" dry. With a nail, scratch a design on it. Darken lines with a felt marker, a brown is good, then varnish for a shiny, bone-like look.

Paper Roll Totem Pole

Materials:

1 cardboard paper towel tube 11" x 1 1/2" diameter
 1 small cardboard box 3" x 1" deep
 8 1/2" x 11" piece drawing paper
 pencil, ruler and scissors, paste, compass, crayons, paints and brushes or felt tip markers.

Directions:

1. With a compass draw circle in center of top of the box the diameter of the cardboard tube. Then cut out the circle. Be sure the tube fits securely into the hole. Remove the tube and set it aside.
2. Draw 2 long strips 3" x 10" of Indian designs on the drawing paper.
3. Color designs and box with crayons, paints or markers.
4. Cut out along the outside outlines of each strip of Indian designs.
5. To complete the totem pole, paste the two decorated strips on opposite sides of the tube, leaving 1" of the tube at the bottom. Fit the bottom of the tube securely into the hole in the top of the box.



BLUE AND GOLD TRADITIONS

Opening

We will open this Blue and Gold Banquet by lighting this candle. Most candles are nothing but wax and string. They can mean many things to each of us, TRUTH, WARMTH, and LOYALTY. This is a special candle because in it we have mixed the colors of Blue and Gold of Cub Scouting.

The WHITE represents a well-planned Cub Scout program.

The BLUE represents the boys - full of fun, mischief and curiosity.

The GOLD represents the well-trained leaders - helpful and interested in the boys.

The FLAME which draws from all three represents the spirit of Cub Scouting.

Closing

Our candle which stood tall, straight, and white, has burned and given forth its inspiring light. As the candle shines forth, you have seen - As the blue appeared, think of truth and loyalty, The sky so blue, steadfastness, and spirituality. When the gold shines forth, be of good cheer, think of happiness and the sunlight so clear. As our candle's flame reaches toward the sky so blue, let us ask the Lord to give us wisdom to lead each of our boys straight and true. Let each of us be like our candle, straight and tall, and be inspired to give to God and our Country our ALL.

How to Make the Magic Candle

Take a white candle and drill 1/4 inch diameter holes every two inches down the opposite sides of the candle. Place scraps of blue and gold crayon in the holes. Melt paraffin and whip with egg beater. Cover candle with whipped paraffin using a fork to give the candle a rough decoration. As the white candle burns, it will drip blue and gold wax decoratively down the side of the candle.

Opening

Narrator: We're gathered here tonight,
To honor the Blue and Gold,
And pay a tribute to Scouting,
Which is eighty-three years old.

Now, as we look all about us,
Scouting in action we see,
Bringing fun and adventure,
As Baden-Powell meant it to be.

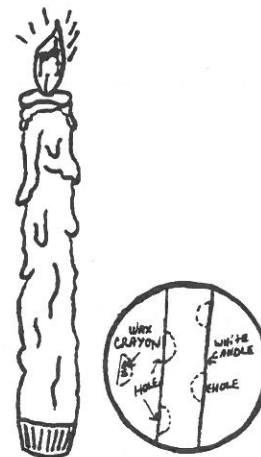
Let us all join together,
As our program we start,
By pledging allegiance to our Flag,
With our hand over our heart.

Actions for boys:

1st verse: Boys could hold up blue and gold cards for first 2 lines and then turn them over for last 2 lines where the #93 is printed on back.

2nd verse: As first 2 lines are read they place hands over eyes as if shading them and look from left to right. As second 2 lines are read, each one can hold up something showing Cubbing fun such as Pinewood Derby cars, sail boats, etc.

3rd verse: Boys stand at attention and turn to face the Flag and lead the Pledge.



Cub Scout Prayer

O Lord that I will do my best
 I come to thee in prayer
 Help me to help others every day
 And teach me to be fair.
 To honor Mother and Father
 And to obey the Cub Scouts Law, too.
 This I ask that I may be
 A Loyal Cub Scout true.

SONGS

Be A Cub

(Tune: Jingle Bells)

Be a Cub, Be a Cub
 In our pack today
 Help to build it big and strong
 And to work and play.

Pass a test, pass a test
 See what you can do
 You'll become a Bobcat then
 In a uniform of blue.

Blue and Gold Traditions

Tune: Jingle Bells

While dashing all around
 to prepare for Blue and Gold
 The boys made napkin rings
 and placemats to behold.

The nutcups, they were neat;
 the nametags were just right.
 O what fun it is to have a
 Blue and Gold tonight.

Chorus

Blue and Gold, Blue and Gold,
 Banquet time again,
 Families gathered all around,
 Ready to pitch in.

Fried chicken and baked beans;
 potato salad, too.
 A piece of birthday cake;
 enough for me and you.

Some people ate too much;
 but we all enjoyed the meal;
 The friendship that was there
 was warm and true and real.

Chorus

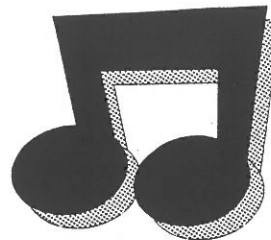
Blue and Gold, Blue and Gold
 Banquet time is here,
 Time to sing and celebrate
 Cub Scouting's 63rd year.



Cub Scout Harmony

(Tune: The Coke Song)

I'd like to teach the world to sing,
 in Cub Scout harmony,
 The Blue and Gold would be the thing
 that everyone would see.
 Each Wolf and Bear and Webelos,
 is doing all he can.
 To "Do His Best" with all the rest of
 Cub Scouts in the land.



We're the real thing (Cub Scouts)
 Why not join us, You'll see
 What fun really can be (oh yeah!)
 We're the real thing.

The Story of the Blue and Gold

This flannel-board picture is suitable for a den skit or a ceremony using blue and gold candles to light up the board.

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

Birhtday Cake Ceremony

Make a large paper mache birhtday cake. Use whipped soap suds for icing cake. Before soap suds harden insert candles. Candles can be lighted before presentation of awards and blown out after ceremony.

Individual awards could be packages wrapped in blue paper and tied with gold ribbons. Follow standard advancement ceremony but present each boy with a package containing his award. To avoid confusion, ask boy to wait until you have given siganl for them to open the packages. As all boys open packages at the same time, the rest of the pack could sing "Happy Birthday to You". Remind boys to throw paper and ribbon away.

Advancement Ceremony

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 stacks of "Birthday Gift Awards" on the table in front.

Cubmaster: "Tonight being the Birthday of Scouting and Cub Scouting, I have a few gifts to present to some of our Cubs."

"Our first present goes to the Cub Scouts that are new. So we would like to award Bobcat badges to these few." (Read names and give each their birthday gift.)

"To celebrate their efforts we'd like to award Wolf badges to the following Cubs". (Call boys forward and present with their birthday gift.)

"The following Cubs have earned their Bear badges tonight and they richly deserve this gift by right." (Call forward and present their birthday gift.)

"The Webelos badges earned take time and attention and work on their part too numerous to mention." (Read names and give each his gift.)

"Enjoy these small gifts from Scouting that you've worked hard 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 -- share a little Scouting with all of us! Congratulations!"

Closing

This is an impressive closing for the Blue and Gold Banquet or any other type of dinner.

Personnel: Cubmaster, Cub Scout poem reader, person to turn off lights

Equipment: Candles, one on each den's table.

Arrangement: On each den's table a single lighted candle burns. All houselights are out.

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

CUB SCOUTS: Do Your Best.

CUBMASTER: As we face each other around our Blue and Gold tables, let us look at the candle's flame and silently thank God for the Cub Scout friendships we are privileged to enjoy. Now, join me in rededicating ourselves to our Cub Scout Promise. (All repeat Cub Scout Promise.)

CUBMASTER: Thanks to everyone for your assistance tonight. We'll say goodnight after Cub Scout (name) reads Edgar A. Guest's "A Creed".

Lord, let me not in service lag,
 Let me be worthy of our flag;
 Let me remember, when I'm tired,
 The sons heroic who have died
 In freedom's name, and I'm my way
 Teach me to be as brave as they.
 In all I am, in all I do,
 Unto our flag I would be true;
 For God and country let me stand.

Unstained of soul and clean of hand,
Teach me to serve and guard and love
The starry flag which flies above.

Leader Recognition Neckerchief Slide

Blue and Gold is a good time to give recognition to leaders for the work they've been doing all year and for the special effort they've put out to make Blue and Gold special.

"Diamond in the Rough" Neckerchief Slide

Materials:

- 1" x 4" leatherette strip
- 2" x 2 1/2" piece of brown leatherette
- 2 2" x 2 1/2" pieces of cardboard
- Small lump of coal or jagged rock painted with black enamel paint
- "Diamond" from costume jewelry
- Stapler and staples
- Hot Glue gun

Cut two round or oval shapes from cardboard. (a "front" and a "back"). Staple leatherette strip to "back". Glue the two pieces of cardboard back to back and trim, if necessary. Glue the leatherette piece to the "front" and leaving about 1/8" all around trim the leatherette. Glue the "Diamond" to the coal and then glue the coal to the completed slide.

Grace

Tune: Twinkle, Twinkle Little Star

Heavenly Father be our guest,
And let these gifts to us be blessed.

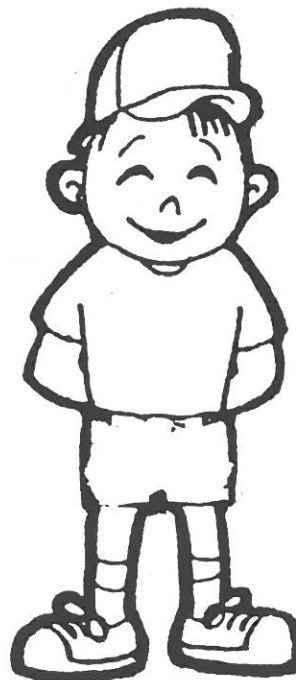
Invocation

He's just a little laddie, God;
This blue-eyed Cub o' mine.
Take Thou his hand, along the way,
Help him "to help" and "to obey."
Bless all these busy Cubs dear God;
For if they follow all Cub rules,
They won't stray far from Thee.
Bless all, dear God; Who guide them;
Crown each effort, noble, true.
Sustain the good Den Leaders;
They need thy blessing, too!

Blue and Gold Mints

- 6 Tablespoons margarine or butter
- 2 Teaspoons peppermint or spearmint flavoring
- 3 Pounds powdered sugar
- 7 Tablespoons water, colored with food coloring
- Dash of salt

Method: Cream margarine or butter; add flavoring, salt and water. Combine 2 pounds of sugar. Blend with mixer and knead mixture with remaining sugar. Cut or shape mints and cool on cookie sheet in refrigerator. Refrigerate and keep unused portion covered to prevent hardening. When mints are dry, store them in can or cardboard box.



"Bright Ideas" Cub Scout

Body is an old light bulb. Spray paint blue. Cut base, cap, bill, and hand pieces from cardboard. Head is plastic foam ball. Paint pieces in appropriate colors and glue on. Draw features with felt-tip pens.

Table Favor

Tent: Using a brown paper bag, cut pattern as shown. Fold points in at one end and glue. Fold points out on other end, to represent tent flaps. Print Cub Scout's name on flaps. District Name on one side and Cub Scouts U.S.A. on other side. Use a pencil or a straw in a piece of clay, attach a small piece of paper for a flag. Print Den Number and Pack Number on flag. Slip a small candy bar inside the tent for a treat.

Centerpiece

Cover lid of shoe box top with blue paper. Cut holes for cardboard roll. Cut roll in five graduated sizes and cover with gold or yellow paper. Print the names "Tiger Cub", "Bobcat", "Wolf", "Bear", and "Webelos" on both sides of candles with a felt-tip pen. Glue on red flame cut from construction paper. Print the words "Cubs Grow and Glow" on yellow paper and glue to each side of box. Logs or wood may also be used instead of a shoe box cover, drilling the holes to graduated depths.

Nut Cup

Fold yellow kleenex to form a triangle. Place around a nut cup. Decorate with blue pen to resemble a Cub Scout scarf. Make a slide from a circle of paper.

Picture Frame

19 craft sticks and white glue

Lay 4 sticks down to make a square. Glue at each over-lapped corner. This is the outside. Make a second square, but indent 1/2 the width of a stick and glue in place. Add a 3rd square 1/2 stick narrower than the 2nd. To make an easel, break stick in half, not going all the way through, and glue one section to back of picture.

Napkin Holders

Materials needed:

Cardboard tubes from toilet paper rolls, cut in half
Scraps of wool yarn, ribbon or colored tape
Glue and scissors

Around each one of the toilet paper tubes wind the yarn or ribbon. To do this, put a little glue on the inside edges of the tube and press one end of the yarn or ribbon into the glue. Let it dry, then wind. When you have finished covering the cardboard tube, put another drop of glue on the inside edge of the tube and press yarn or ribbon into it. Let it dry. You might want to use only one color or you can alternate a couple of colors (blue and gold) after 3 or 4 rounds of each color. Tie a piece of decorative ribbon or contrasting color yarn around the middle of each tube. Insert a napkin.

Smiling Scout Place Mats

A smiling Cub Scout will greet each guest at your Blue and Gold Banquet with these simple place mats.

For each mat, cut a piece of yellow paper, 8 1/2" x 14". For the head, cut a 9" circle of white paper. Cut the hat from blue paper and glue it to the head.

Let each boy make the face on his own mat and the mats for his family, adding the insignia and lines on the cap with yellow crayon or marker.

Blue & Gold "Knife" Invitations

Supplies:

Blue construction paper Gold construction paper

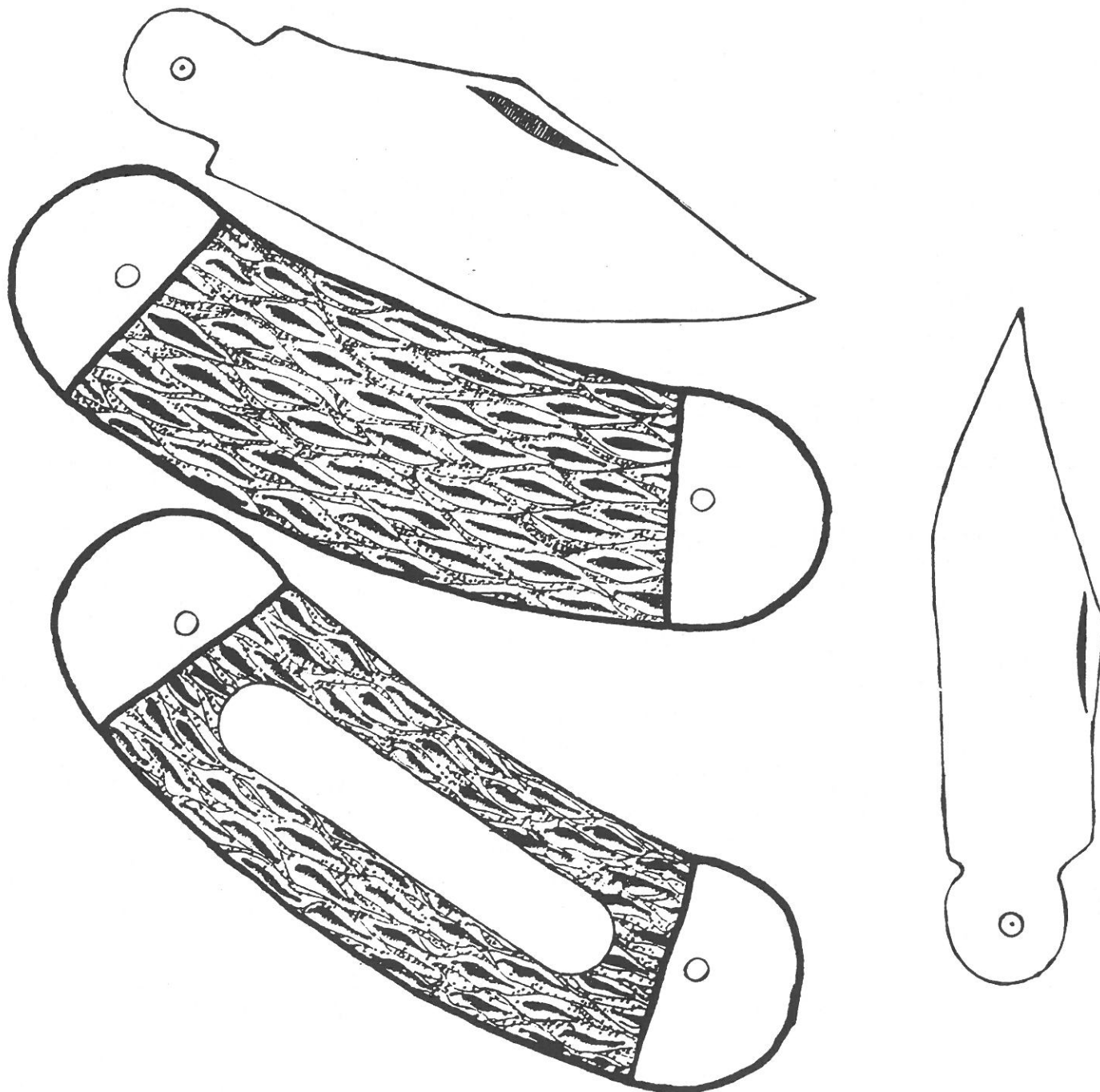
2 paper fasteners

Cut 2 knives from Blue paper Cut 2 sizes of blades from gold paper.

Attach by slipping blade between 2 handle (blue) pieces. Put fasteners through holes of all 3 thicknesses and spread. Do other end in same fashion.

Write Pack number in rectangle open space on front side of knife handle.

On small blade write invitation (i.e.) You are invited to Pack ___ Blue and Gold Banquet. When: Where: Time:



WHEELS, WINGS, & RUDDERS

Opening

Cub Scouts line up with posters as indicated and read their parts.

Den Chief: Wheels, wings and rudders make many things go. And for the month of March, it is out theme you know.

1st Boy: (Wheels) Henry Ford was an important man, he really took us far. Our thanks for Mr. Ford, he helped invent the car.

2nd Boy: (Wings) Lindberg was a man whom we've all read about. He flew a plane that made the world really jump and shout.

3rd Boy: (Rudders) Robert Fulton did his part in making something grand. The steamship made him famous all across the land.

Den chief: Wheels, Wings and Rudders have helped our country grow. So let us now salute the flag, we're the nation on the go.

Opening - Awards - Close

Try tying the opening, awards, and closing ceremonies together. Why not have the meeting room seating arranged like the seating on a giant airliner.

For a pre-opening activity, have everyone coming in issued a ticket. The opening is a call, announcing Cub Scout Air lines flight number (your pack number) is ready for boarding. People board, (Cub Scout flight attendants check tickets) and all are seated and fasten their seat belts.

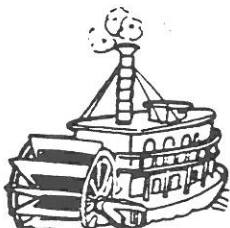
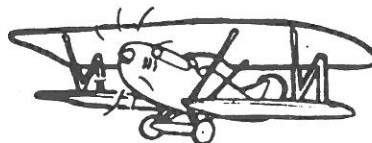
The Captain (Cubmaster) announces the destinations of this flight and wishes all a pleasant trip. Aircraft takes off, flies all around the United States, landing at various cities to see a skit by that nationally famous Den 1, or to sing a song led by the Den 4 singers.

Advancement Ceremony

Cubmaster awards badges of rank and arrow points to boys and their parents. He may preface the awards by saying something like: "in competitions like our _____, there are winners and losers. But in Cub Scouting, there are no losers so long as a boy does his best. Tonight we have some boys who have shown how to be winners in Cub Scouting by taking another step on the advancement trail. It's a pleasure for me to recognize these winners and their parents."

For the awards, the airplane lands at various places to see famous people (brand new Wolf Cub Scouts), takes off and lands somewhere else to see a Cub Scout who is receiving arrow points. The Captain might present each boy earning an award with some silver pilot's wings (cardboard cutouts covered with aluminum foil) with his award.

At the end of the round trip flight, the aircraft returns home. Pilot announces that he was pleased to have all on the trip with him (that was the close). The folks disembark and go home.



Racing to Advancement

Materials Needed: Poster board with a diagram of a race track on it. Four cardboard cutouts or race cars, one having a Bobcat, another a Wolf, one Bear and one with Webelos written on it.

The first entry in our advancement race is that of the Bobcat. He has worked hard to become prepared to enter the race and is on the starting block ready to race. (Pin the model of a race car with Bobcat on it by the starting line.) Would the following boys please come forward to receive their Bobcat badge.

The next step of the advancement race is that of the Wolf. The Wolf has started to pick up speed and heads further down the advancement track. (Pin the model car with the Wolf on it just beyond the starting line.) Have the boys receiving Wolf badges come forward.

The third phase is that of the Bear who has gained speed on the track and is learning how to maneuver and control his speed and accuracy. (Pin race car of Bear just ahead of the Wolf car.) Call boys forward to receive Bear badges.

The last challenge of this first lap belongs to the Webelos. The Webelos has learned all of the earlier strategies and is now ready to challenge the high speeds and the curves on the advancement runway. (Pin Webelos race car near the end of the track.) Call Webelos forward.

These Webelos are now ready to go on past the first lap onto the second lap of Scouting which will be Boy Scouting, and beyond.

Pinewood Derby Song

Tune: Camptown Races

Cub Scouts all join in the song
Doo-dah, doo-dah!
Pine car track is mighty long
Oh, doo-dah day!

CHORUS

Going to run so fast,
going to get ahead
bet my money on a blue pine car,
somebody bet on the red.

Red cars, blue cars, green and gray,
Doo-dah, doo dah!
Running on the track today.
Oh, doo-dah day!

Pinewood cars have lots of class,
Doo-dah, doo-dah!
Even though they don't use gas,
Oh, doo-dah day!

They're the pride of all the lads,
Doo-dah, doo-dah!
Built by Cub Scouts and their dads,
Oh, doo-dah day!

Things that Go

(Tune: Row, Row, Row Your Boat)

Ride, ride, ride your bike,
Pedal for goodness sake,
Up and down, up and down,
How the legs do ache.

Ride, ride, ride the bus.
Rite it here and there.
Seeing all the pretty sights,
Without a driving care.

Fly, fly, fly a plane, It's really
lots of fun.
Gliding high up in the sky,
Just see that setting sun.



Space Derby Song

(Tune: Camptown Races)

Cub Scouts all join in the song,
Doo-dah, doo-dah;
Spaceship wire is mighty long,
Oh, doo-dah, day!

CHORUS:

Going to fly so fast,
Going to get ahead,
Bet my money on a blue spaceship,
Somebody bet on the red.

Spaceships - red, blue, green, and
gray,
Doo-dah, doo-dah;
Running on the wire today,
Oh, doo-dah day!

(CHORUS)

Spaceships have a lot of speed,
Doo-dah, Doo-dah;
Rubber bands are all they need,
Oh, doo-dah day!

(CHORUS)

They're the pride of all the lads,
Doo-dah, doo-dah;
Built by Cub Scouts and their dad,
Oh, doo-dah day!

(CHORUS)

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!

(CHORUS)

Now it's racing down the track,
Hurry, hurry!
We're close to the finish line,
Hurry up and pass.

(CHORUS)

We won the trophy, Dad and,
Hurrah! Hurrah!
See the smile on old dad's face,
Cause we won the race!

(CHORUS)

Paddle Your Canoe

(Tune: Row, Row, Row Your Boat)

Paddle paddle, paddle your canoe
Swiftly up the liquid solution
Ecstatically, ecstatically,
ecstatically, ecstatically
Life is but an optical illusion.

Go Cart Applause: Move hands in a down-hill motion and shout "Swoosh".

Motorboat Applause: Knife hand out from you in a swishing manner while fluttering tongue on roof of your mouth.

Motorcycle Applause: Start with foot, rev up, take off with hands out like on handlebars, yelling "Varoom".

Closing

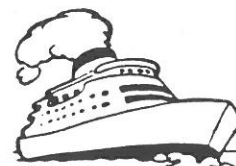
The Cubmaster asks all to bow their head for an adaption of the Scout benediction:

"Now may the Great Captain of all Scouts, who created the land, the seas, the air, and all that lives therein, and who gave us dominion over them, be with us till we meet again."

How Did They Go?

Each of the fictional characters below made a famous trip. By what means of transportation?

- | | |
|---------------------------------------|--------------------------|
| 1. Casey Jones | Locomotive |
| 2. 3 Wise Men of Gotham | Bowl |
| 3. Cinderella | Pumpkin Coach |
| 4. Hans Brinker | Ice Skates |
| 5. Huckleberry Finn | Raft |
| 6. Phinneas Fogg | Balloon |
| 7. Eliza | Foot |
| 8. Winken, Blinken, and Nod | Wooden Shoes |
| 9. Ulysses | Ship |
| 10. Butcher, Baker, Candlestick Maker | Tub |
| 11. Owl and the Pussycat | Beautiful Pea-green Boat |

Park Your Car

Mark out a parking lot on a driveway, floor or tabletop and push pinewood derby cars or toy cars into the parking space. Count the score from the area where the front wheels sit. Call the space where you will park and, if the car stops there, score an extra 10 points.

Hitting the Target

This game requires skill, coordination, timing and marksmanship. Four to six coffee cans or other receptacles are set up about 15 feet apart in a straight line along a 100 foot course. Each Cub Scout is given one small object (marble, stone) for each of the cans. Den members follow each other down the course at average speed, dropping one object into each can. The winning den is the one with most hits after all have run the course.

What Did You Say Your Name Was?

Characters: 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: Opens 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 # 2: Naw, we don't have time for stuff like that. They don't do much anyway.

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 the 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.

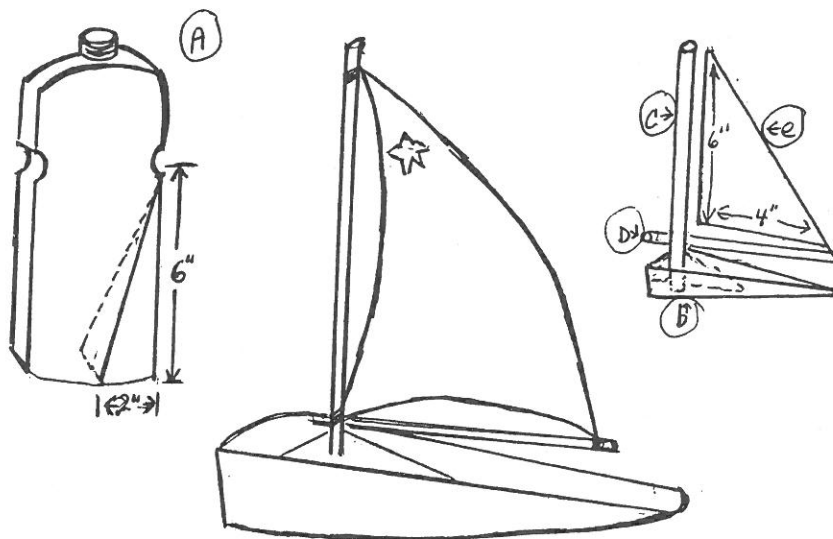
- BOY # 5: Wouldn't that be something! What else do you do in den meetings?
- CUB SCOUT: We do a lot of different things. Of course, I'm really interested mostly in aviation. I'm going to have my pilot's license by the time I'm 16.
- BOY # 6: Sure, sure.....do you guys ever camp out?
- CUB SCOUT: Sure 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!

SAILBOAT

You will need: flat-type detergent bottle, plaster of paris, 1/2" dowel, 12" long, fabric (small piece), paint or felt tip marker, wire, needle and thread.

DIRECTIONS:

1. Cut bottle, diagonally.
2. Cut dowel into lengths of 7" and 5".
3. Mix plaster of paris. Since the plastic bottle is non-porous, it should be scraped with the points of scissors and made rough before pouring the plaster. This makes it hold better. Pour into front of boat (dia. b). Prop boat so top stays level.
4. Push end of 7" piece of dowel into wet plaster to make the "mast" (c). Hold straight until plaster dries.
5. Cross "mast" near boat with 5" piece of dowel to form "boom". Secure with wire (d).
6. Cut sail from fabric (e). Fasten to mast and boom at corners with thread.
7. Paint and name the boat as desired. Finished sailboat will really float.



Sailing Boats

Sailboats are propelled over the course by boys blowing into the sails. Start with the boats' sterns touching the end of the rain gutter. The starter stands at the opposite end with his hand raised. When he drops his hand, the boys begin to blow. Once the race has started, the boys may not touch their boats with their hands.

Run races for rubber-band motorboats and jet boats in similar fashion.

Rocket Ship Bank

The rocket is a Pringles potato chip can. Remove the corrugated paper on the inside. Cover the outside with

Round Airplanes

1. Start with a piece of paper about 8" square. Fold edge A to line B, about 1" from top of paper. (Figure 1)
2. Fold edge C to line D, about 1" from line AB (Figure 2). Open this fold out again.
3. Tuck one end of paper into other end, with shorter side of paper inside roll. Refold CD into roll, leaving smooth outside. (Figures 3 and 4).

Throw airplanes underhand for greater accuracy

Skit

This is a question and answer skit. Two set of answers are given and should be used according to whether you wish the skit to be serious or silly. A Cub can read each riddle and another Cub 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 horse
 * Two oatmeal-eating Cubs who have a horse for a friend.
2. I run on boy power. I run on the streets, never on sidewalks. I have two wheels. I have spokes and pedals. What am I?
 * A bicycle
 * Two unicycles
3. I have 4 wheels. I usually have an air-cooled rear engine. You can spot me on sight. I run on sand. What am I?
 * A dune buggy
 * A Volkswagen that ran off the road in the desert,
4. I fly through the air with the greatest of ease. I have a nose and two big wings. What am I?
 * A plane
 * A trapeze artist with wings
5. Sometimes I am self-propelled. Sometimes you have to help me. I skim over the water, in various speeds. What am I?
 * A boat
 * A beginning water-skier
6. I could go right through your ceiling if I could fit in your house. I'm going to the moon to find me cheese. What am I?
 * A rocket
 * A two-ton hungry mouse

colored paper. Invert the can so the plastic lid is on the bottom of the rocket ship for easy removal of the money.

For the nose cone, cut an 8 1/2" circle of colored paper; remove a pie-shaped wedge. Overlap and glue the ends to form a cone; glue the cone to the top of the rocket. Cut a coin slot just below the nose cone.

For fins, cut three vertical slits near the bottom of the rocket, insert and glue a popsicle stick into each. Cover each fin with colored paper that is cut a little wider than the popsicle stick and glued in place.

Skit

Cast: 1 Den Chief, and 6 boys. 4 boys each as one tire on the car. One boy acts as a motor.

Props: 2 chairs

Scene: Place two chairs on stage side by side. Den Chief and Cubs enter. One Cub acting as motor, gets down on hand and knees wearing cap, other boys get down on hands and knees, representing the four tires. The 6th boy sits in the 1st chair, and pretends to drive the car, holding on to the steering wheel. The den chief goes to the front of the car and lifts Cub's hat as if inspecting the motor, tapping lightly on his head, and the Cub says VAROOM, VAROOM.

Den Chief: "I have just got to win this race today." (goes around and starts to enter car when suddenly tire #1 says "BANG! shhhhhh" and falls flat.)

"Oh no a flat tire." He grabs the Cub by the belt, with Cub assisting, he pulls him back to his hands and knees position pretending to pump up the tire, then starts to return to his seat by the driver when suddenly tire #2 goes "BANG! shhhhhhh".

"Oh no, not another one." Again repeats pumping up tire procedure as he starts to enter car and #3 tire goes BANG and falls flat. Den chief repeats the same procedure. Again as he starts to enter car, Tire #4 goes "BANG! shhhhhhhhhhh".

Den chief cries out "It can't be 4!"

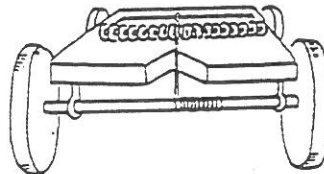
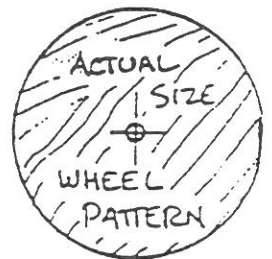
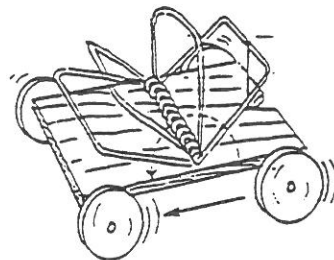
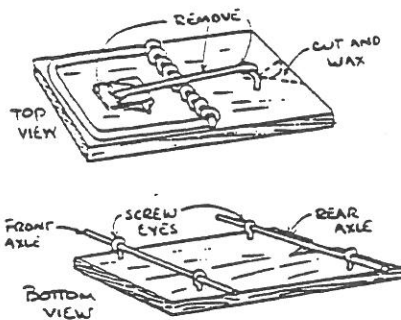
He pumps it up and returns to the car and the driver pretends to turn the key, yells "Here we Go!" and suddenly the motor goes VAROOM, VAROOM, CLANK, CLANK, COUGH COUGH, then falls silent and suddenly all 4 tires fall flat.

Den Chief looks at driver and says, "Let's forget it and go have a coke," All Cub Scouts get up and exit. with Den Chief.

Le Mouse 500

This is a mousetrap on wheels with built-in propulsion, something so simple and inexpensive that every Cub Scout will want to make one.

The simplicity of this racer fires the imagination. the greatest momentum can be obtained from 2-4" diameter wheels, but the mousetrap needs to be mounted on a board to prevent wobble. Rubber bands or sandpaper can be glued on the rear wheels for traction. Wind cord the opposite direction and you have front wheel drive.



Directions:

1. Remove bait pan and hook arm from mousetrap.
2. Cut a 1/2" deep notch at the rear axle line for easy winding of the string. (This will be at the opposite end of the sandpaper, and the slot should be rounded slightly and waxed or soaped.)
3. Carefully measure 1/2" in from each end for eyelets. The wood splits easily, so screw in the eyelets carefully.
4. Insert wire axles through eyelets. Coat hanger wire may be used. Sand wire if necessary for easy turning in eyelets. Be sure to roughen the axle where the cord will be wound to give it grip.
5. Make wheels from wood 1 1/4" diameter by 3/16 thick. they ca be sawed from thin wood, or better, sliced from dowel. Locate and drill center holes. The more accurate this is, the better the racer will run.
6. Knot string onto snapper. Do not tie string to axle.
7. Pull snapper back to its full extent and hold with thumb.
8. Wind the string onto the rear axle until tight. (Best cord is nylon, as it is springy. Cut with a hot soldering iron to prevent raveling.
9. Set the racer on a rough surface (not a waxed floor) and release.
10. Racer should go over 8 feet. Perfect it until is does. Try winding cord backwards for front wheel drive.

You might want to mark off a board for a race track and let the boys have a race. Do not paint the track, as this will make it too slick.



NOTES . . .

GAMES

Transportation Words:

Each boy or team needs a pencil and paper. Make as many different words from "transportation" as you can in a set time limit. Count 2 points for two letter words, 3 points for three letter words, 4 points for four letter words, etc. Give 10 bonus points for each word that relates to a vehicle.

Paper Plane Race:

Each boy makes a paper airplane out of a sheet of typing paper. The object is to get from start to finish in the least number of plane tosses. From a starting point, each boy tosses his plane toward the finish line. If the plane does not cross the finish line, boy goes to where it landed and throws it again from

there. This continues until the plane lands across the finish line. This game can also be run as a relay, one boy per team at a time tosses his plane, next team member starts after preceding boy and plane cross finish line. First team with all members across finish is the winner.

Do you know your cars?

Each of the definitions below describes a type of car. Can you identify them?

- | | |
|-----------------------------------|------------------------------------|
| 1. Our 16th President | 13. French tourist spot |
| 2. River in New York | 14. Prince Ranier's Country |
| 3. First colony of New England | 15. A Roman mythical God |
| 4. Indian Chief | 16. A tall building in New York |
| 5. Theatre where Lincoln was shot | 17. Deep sea fish |
| 6. Wild animal in cat family | 18. A hawk |
| 7. A young horse | 19. A dear-like animal |
| 8. A spotted horse | 20. A fast bird |
| 9. A motherless calf | 21. A letter in the Greek alphabet |
| 10. A stinging insect | 22. A hundred years |
| 11. A shooting star | 23. A musical instrument |
| 12. A bullfighter | 24. A lady with a chredit card |

1. Lincoln, 2. Hudson, 3. Plymouth, 4. Pontiac, 5. Ford, 6. Cougar/Jaguar, 7. Colt, 8. Pinto, 9. Maverick, 10. Hornet, 11. Comet, 12. Matador, 13. Riviera, 14. Monoco, 15. Mercury, 16. Chrysler, 17. Barracuda, 18. Falcon, 19. Impala, 20. Roadrunner, 21. Omega, 22. Centry, 23. Coronet, 24. Charger.

AUDIENCE PARTICIPATION

DOCTOR - SAY AHFFF

BOAT - SPLISH SPLASH

CAR - ARE WE THERE YET DADDY?

CUB SCOUT - BLUE & GOLD FOREVER

PLANE - PLEASE FASTEN YOUR SEAT BELT

Once upon a time there was a wealthy doctor---who couldn't decide whether to buy a boat!---airplane---or a fancy new car---This weighed heavily on the doctor's---mind, so he decided to consult his son who was a very enthusiastic Cub Scout---and had lots of expirience with boats---cars---and planes---

His son brought out his Pinewood Derby car---and began to explain to his Doctor--Father all the advantages of a car---. After they had concluded the dicsussion of the car---, the doctor---then inquired of his son, the Cub Scout---of his experiences with airplanes---The Cub Scout---proceeded to tell his Doctor---father the fun he had at the pack aero-derby. The airplanes---ran so well. By this time the doctor---was becoming so impressed with his son, the Cub Scout---that he then asked him about his experiences with boats---. By this time it was becoming apparent to the Doctor---that his son, the Cub Scout---was having a terrific experience with his boats---, planes---, & cars--- and he felt that he was really being left out by not taking advantage of the marvelous experiences that his son, the Cub Scout---was having in his Pack & Den Meetings, so after reevaluating his financial stature & examining his Cub Scout---sons cars---, planes---, and boats--- the Doctor---decided to volunteer as a Cubmaster---to his son, the Cub Scout's pack and help with the program running boats---planes---& cars---& raise his price in his clinic so that he could buy all 3 a boat---, a plane---and a car---and now when the Cub Scout---and his Doctor---father go anywhere in the boat---plane---or car---the pack goes with him.

Audience Participation

Group:	Trigger Word:	Action:
Dads with hair	airplane	stand, applaud, sit
Dads without hair	fly	stand, turn in a circle, sit
Moms under 29*	up	stand, wave arms, sit
Sons*	walk	stand, march in place, sit
Daughters*	excite	stand, yell "Oh my," sit
Grandpas, aunts, etc.	thrill	stand, yell "Good Grief" sit

*Notice there's no category of moms over 29. Expect there won't be anyone acknowledging that fact! Here's where the Narrator should have a little fun with the audience. Also, Narrator should tell Dads and Moms that they must react when Sons and Daughters, Aunts and Uncles do, too, because they are also them. (everyone is going to be terribly confused, you know. That's 3/4 the fun!)

Capitalized words should be given special punch by the Narrator. Audience is supposed to respond to these.

NARRATOR: There was a young man who wanted to learn to FLY. He didn't want to be a bird. He wanted to soar through the skies in an AIRPLANE. He loved the idea of going UP in the clouds. But he didn't know how. So he WALKED to the nearest airport and told them of his EXCITING wish. When they told him he could begin lessons the next day, he was THRILLED.

Home he WALKED. That night he dreamed about FLYING in an AIRPLANE, going UP, UP, UP, UP, UP. (Here the narrator should hesitate after each "up," misleading audience to believe it's the last "up" every time he says one. He should wait until the Moms have been seated before proceeding to the next "up".) The idea of FLYING was EXCITING and THRILLING to him. FLYING in an AIRPLANE! He was WALKING on air just thinking about it!

Morning finally came, He woke UP. He got UP, He ran UP the stairs to the kitchen. (He lived in a two story basement apartment.) He poured himself a big glass of seven-UP, and he threw UP. Too much EXCITEMENT!

He WALKED to the airport, sat inside the AIRPLANE with the instructor next to him, and began to FLY. He was EXCITED! He was THRILLED! He was UP...UP...UP in the air.

When he finished his first flight, he WALKED out of the AIRPLANE, knowing he had never been as EXCITED or THRILLED before because he could now FLY. Proudly he marched off the field...UP, UP, UP, UP...(Narrator marches himself off the stage saying, "UP", with each step he takes. Should drive the Moms wild.!)

NOTES . . .

SHAPE UP

OPENING

Seven boys, holding various types of exercise equipment speak the following lines.

1st Cub: To keep your body strong and healthy, is more important than being wealthy.

2nd Cub: When you are fit, you feel good, and try to do the things you should.

3rd Cub: It helps us lend a helping hand to needy folks around the land.

4th Cub: Eating right foods is always wise, and everyone needs some exercise.

5th Cub: Stand on tiptoes, one, two, three. Touch your toes, don't bend a knee.

6th Cub: Run awhile, then slow your pace, practice will help you win the race.

7th Cub: Scouting builds boys into men, Cub Scouting is where it all begins.

Cubmaster: Color guard advance.

A den of Cub Scouts bring in the colors and line up in front of the room with the boy holding the American flag in the center and one step forward.

Cubmaster: Would you join us in the Pledge of Allegiance.

SKIT

Using some kind of muscle building stunts or equipment that the boys have made, have each of the Cub Scouts in the den on stage except for one who will create the funny ending of the skit. As each of the boys is doing his stunt have the Den Chief or Den Leader stroll by as ask each Cub Scout what he is demonstrating. When he gets to the last boy he stops and scratches his head and looks puzzled at him. The boy is seated cross-legged with bags of groceries around him and he's eating something heartily.

Den Chief: I hate to sound stupid, but what kind of muscle building stunt are you demonstrating?

Cub Scout: This is a great muscle builder! It is called "stretching the stomach muscles". (then hitting stomach which is a pillow stuffed inside shirt) It takes a lot of work to do this one.

SONGS

These two songs are audience participation songs which could be sung and led by a den of Cub Scouts. Do actions as song indicates.

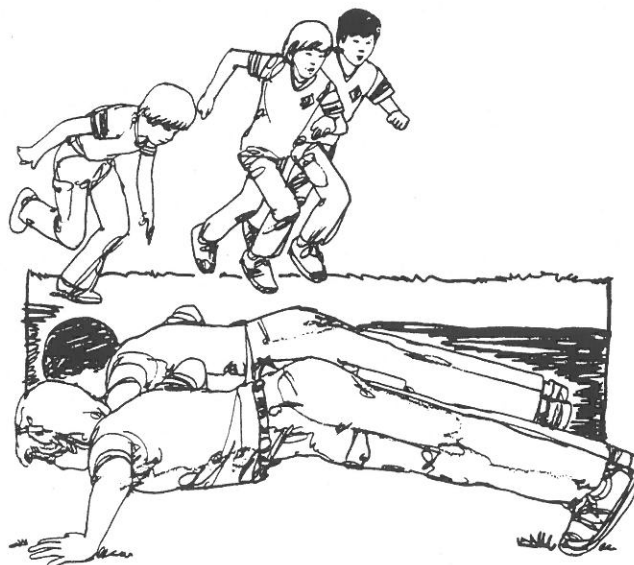
A Stretching We Will Go

(Tune: A Hunting We Will Go)

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.

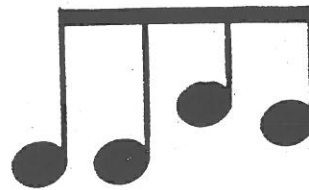
Now let us stomp our feet,
But please don't take your seat
Before you're down
Please turn around
And then you'll take your seat.



Whew-w-w-w

(Tune: Jingle Bells)

Clap your hands, stamp your feet,
 Let's all stand up please.
 Face to the left, face to the right,
 Now hands upon your knees.
 Sit down now, stand back up,
 Clap your hands two beats.
 Now we'll all wipe our brows,
 And collapse into our seats.



(Sing through several times, each time getting a little faster.)

FITNESS CIRCLE GAME

A Den or Pack activity. Cub Scouts form a circle as large as room permits. All face the same direction. Leader gives signals for various muscle building activities.

1. Start walking (continue to walk between all other activities)
2. Start hopping
3. Make yourself as small as possible and continue to walk
4. Make yourself as tall as possible and continue to walk
5. Bend knees slightly, grasp ankles, continue walking
6. Walk as if heel of one foot and toes of other foot were sore
7. Walk with stiff knees
8. Squat down and jump forward in that position
9. Walk with two hands on floor and one leg held high like lame dog
10. Take giant steps
11. Walk forward at rapid pace swinging arms vigorously.
12. Run, lifting knees high
13. (anything else you can think of)



ADVANCEMENT CEREMONY

Lift the Weight

This month the theme is Strong for America and our Cub Scouts will advance according to their strength. As men and women must train to be olympic champions, our Cubs must grow in strength and ability to obtain their rank advancement.

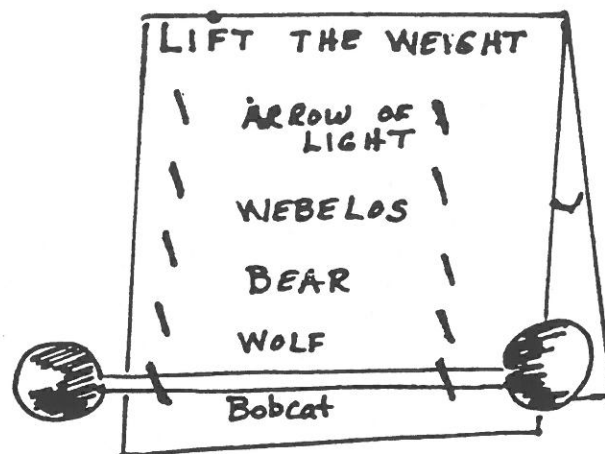
Tonight we have ___ Cub Scouts who have achieved Bobcat rank. We ask them to come forward and lift the heavy weight up to the Bobcat level.

For a boy to earn the Wolf rank, he must increase in ability by practice and working with his muscles just like a weight lifter must train and get into condition. Tonight we have ___ Cub Scouts who have trained and gotten into shape for the Wolf Badge. Would they please come forward and attempt to lift the weight to the next level?

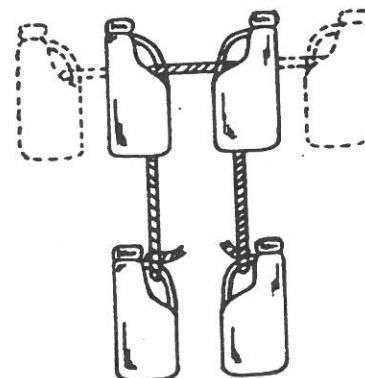
Training must continue for all athletes. Tonight we have ___ Cub Scouts who have spent many hours in practice and have earned the Bear rank. Would these muscle men please come forward and raise the weight to the Bear level?

The olympic champion receives his gold medal to show his strength and ability. Tonight ___ Webelos Scouts have earned activity badges. We ask them all to come forward and demonstrated their skill by lifting the weight to the Webelos level and becoming champions of Pack ___.

We have seen that Cub Scouts increase in ability much like muscle builders but they did not get there on their own. Would the trainers of these Cub Scouts, their parents and den leaders please stand? Let's give them the Weight Trainers' cheer: (one arm held high like a starting signal, the other as if it is holding a whistle to the lips) Ready! Set! Lift! UUUUGH!



MUSCLE BUILDING EQUIPMENT FOR DEN OR PACK FITNESS EVENT



Chest Pull

4 quart size plastic bottles with handles
stones or sand
cord, 5 ft long

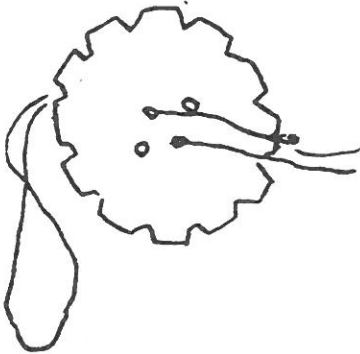
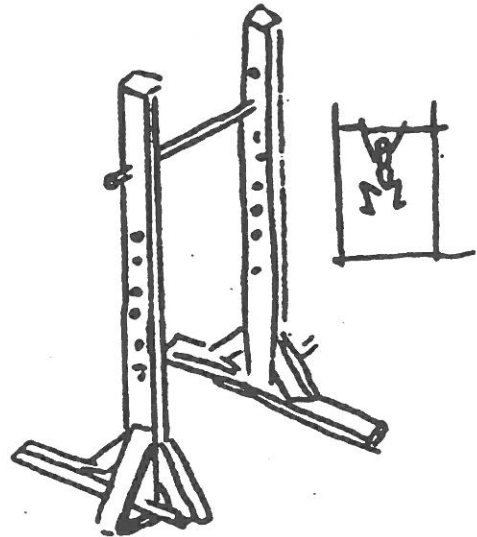
Put stone weights or sand in two of the bottles. Have the caps on all the bottles. Tie one end of cord to handle of one of the weight filled bottles, thread cord through the handles of the two empty bottles and tie other end to handle of second weight filled bottle. To operate the chest pull, hold the handle of an empty bottle in each hand, weight filled bottles dangling. Spread hands to raise the weighted bottles; bring hands back together to let bottles dangle.

Portable Pull-up Bar

Materials:

two 6 ft uprights, pine 2x4s
 six 18 " braces, pine 1x4s
 two 5ft bottoms, pine 2x4s,
 galvanized pipe, 4ft x1 inch
 nails or wood screws
 2 stop collars

Drill holes in upright boards starting 3 1/2 feet from bottom, space them at nine inch intervals to near the top end. Angle cut the braces so that they form stable triangles with the bottom and upright boards, nail in place. Slip galvanized pipe through level holes, secure ends on the outside of the uprights with pipe stop collars. Adjust height of the bar for the height of the Cub Scout, boys should be able to just reach the bar on tip toes, then hang free and pull themselves up so that their chin clears the bar.

The Buzz-Saw Toy

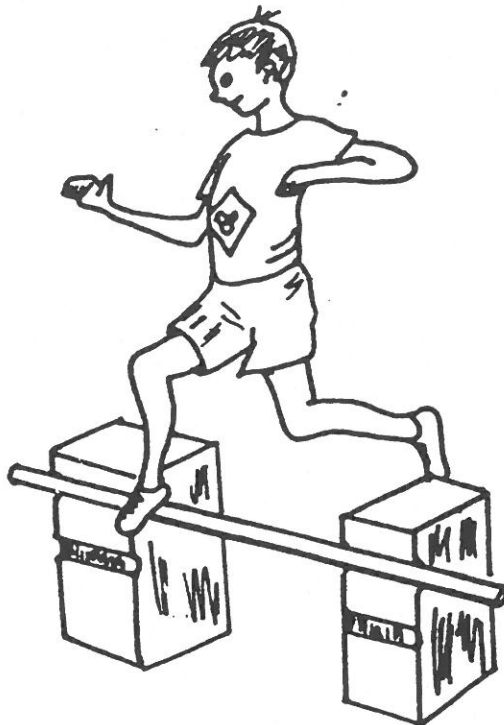
Have plenty of materials on hand and have Cub Scouts make this as a gathering time activity. They will build arm muscles by operating it.

Thread a 40" length of string through a 2" cardboard disc which has two small holes about 1/4 inch apart in the center of the disc. Tie ends of string forming a loop though the two holes of the disc. To make the disc buzz, hook the ends of the loop over each thumb. The disc must be in the center of the string, now swing it in a circle to wind up the string. Next, pull gently outward, causing the disc to rotate and completely unwind the string, then release the tension as the force of the disc winds up the string in the opposite direction. Continue pulling and releasing the tension to keep the disc buzzing.

High Jump

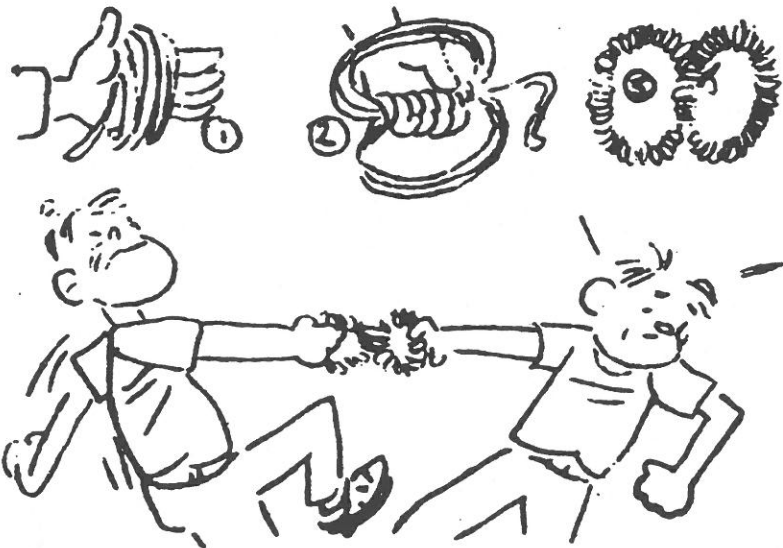
2 cardboard boxes the same size
light weight pole (bamboo or pine
dowel)

Cut notches in carton at two
different heights, making them the
same distance down on both cartons.
The notches must be cut so the pole
will roll out if it is hit by the
jumper. Write on the box how high
each pole position is from the
ground.



Tug of War Grip

Wind 20 turns of heavy twine loosely
around hand, divide into two loops of
10 strands each. Wind more cord
tightly around the two loops, binding
them together in the middle and
covering each of the side loops. To
use the Tug of War Grip, two Cub
Scouts stand facing each other, each
holding a loop of the grip, on signal
they try to pull the other off
balance.



CLOSING THOUGHT

Cub Scouts, I hold in my hand a
pocket knife. this is a valuable
tool because it can be used for many
useful things. It is a dependable
tool as long as the blade is kept
sharp and free from rust and the
working parts are in good condition.
But if it is neglected and becomes
dull and rusty, it can be a dangerous
tool. The same principle applies to
us. We have a body which when kept
in good condition will serve us well.
But if we fail to take care of
ourselves we can become rusty and
dull like a neglected pocket knife.
Do your best to keep fit so you can
be prepared for life.

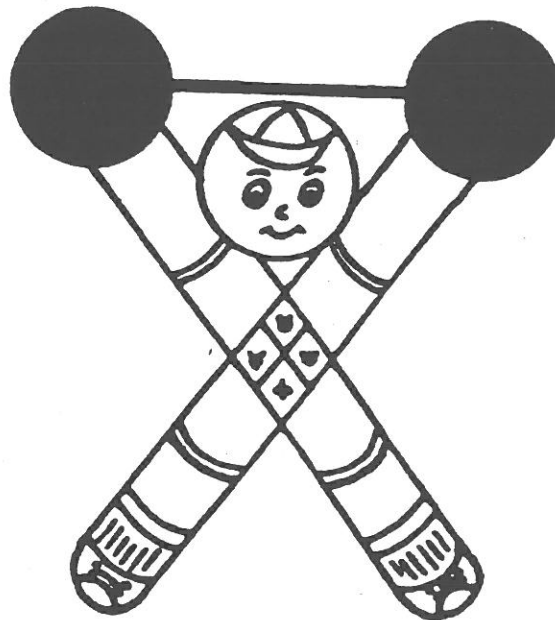
CRAFTS

Weight Lifter Neckerchief Slide

Materials:

2 popsicle sticks
cardboard
felt tip markers
1 round toothpick
yellow construction paper
blue acrylic paint
glue
pipe cleaner
scissors

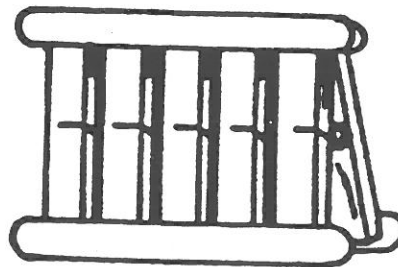
For body, glue two popsicle sticks together to form an "x". Paint uniform on popsicle sticks. Head is a circle cut from cardboard, with features drawn on in felt tip marker. Barbells are two circles cut from cardboard, glued onto round toothpick, glued onto up-stretched hands. A yellow construction paper diamond is glued to the "x" for the Cub Scout insignia. A pipe cleaner is formed into a circle and glued to the back of the weight lifter for the slide.

Tension Handgrip

Materials:

5 clip clothes pins
4 popsicle sticks
glue

Place the closed ends of five clip clothespins together, side by side and glue a popsicle stick across each end joining the clothespins together. Allow to dry thoroughly, turn over and glue the other two popsicle sticks to each end on the other side. To work the handgrip, place the open end between the palm and finger, bending the tops of the fingers over one side of the handgrip, squeeze to open the closed end of the handgrip.



BACK TO NATURE

Opening

Leader: As an American, I will do my best to be clean in my outdoor manners

Pack: I will treat the outdoor as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waters, fields, woods and roadways.

Leader: Be careful with fire

Pack: I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.

Leader: Be considerate in the outdoors

Pack: I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.

Leaders: Be conservation minded

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

Advancement Ceremony

Personnel: Cubmaster, 6 Dads or 6 Committee Members

Equipment: Paint one block letter of word NATURE on each of six cardboard squares. On reverse side of each, print the script.

- N** Stands for your name - be proud of it. As you advance from Bobcat to Arrow of Light you will add more pride to your name. Everything you do affects your good name and your family.
- A** Is for attitude. As sunlight is essential to growth, so attitude affects your spirit. Cub Scouts with the right attitude are happy, game, and fair.
- T** Stands for task. As the beaver works hard at his task, so does each Cub Scout.
- U** Stands for usefulness. Just as animals and birds are judged by their usefulness, so your place in life depends upon your usefulness.
- R** Means you're ready. As they squirrel gathers food for future use, so you have worked on your achievements getting ready for the day when you will become a Boy Scout.
- R** Stands for energy. As the bee is never idle, and you keep busy giving goodwill.

Cubmaster: "The letters on the cards spell nature - God's way of telling us, he cares. Let us always be grateful for his guidance. (At this time Cubmaster presents awards and arrow points for all ranks.



SONGS

Birds in the Wilderness

(Tune: Old Gray Mare)

Here we sit like birds in the
wilderness,
Birds in the wilderness,
Birds in the wilderness,
Here we sit like birds in the
wilderness,
Waiting for the fun to start.
Waiting for the fun to start,
Waiting for the fun to start;
Here we sit like birds in the
wilderness,
Waiting for the fun to start

Tommy Toad

(Tune: Oh Christmas Tree)

Oh, Tommy Toad,
Oh, Tommy Toad,
Why are you lying
On the Road?

Oh, Tommy Toad,
Oh, Tommy Toad,
Why are you lying
On the Road?

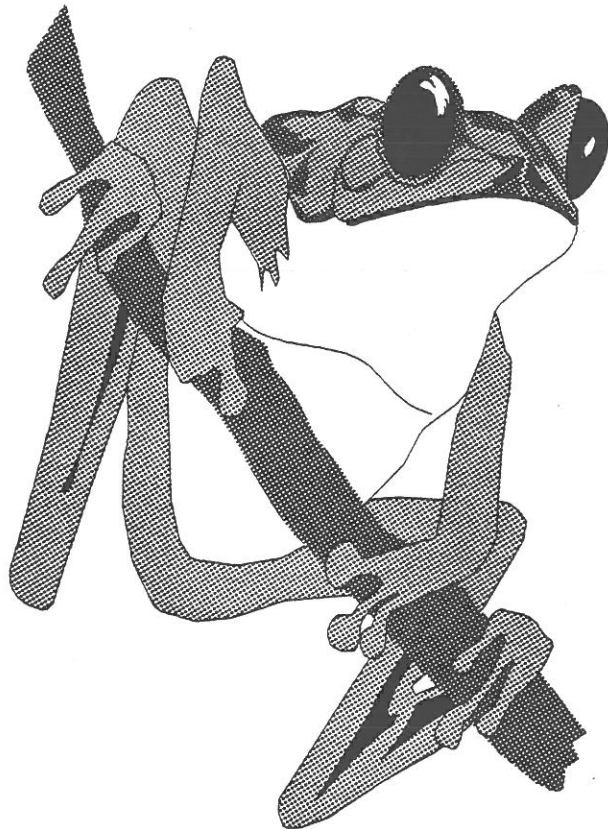
You didn't see that car ahead
And now your body is
tire tread!

Oh, Tommy Toad,
Oh, Tommy Toad,
Why are you lying
On the road?

Old Ma Nature

(Tune: AuldLang Syne)

From east to west,
From north to south,
Ma Nature's backyard lies,
Discover things you've read about.
Just use your ears and eyes.



CRAFT

Plaster Casts of Animal Tracks

This is a fascinating nature experience for any boy--and dad too. The leader or the dad should take along with him on the hike supplies for mixing plaster of Paris. Of course, in a local park he may be required to cast the tracks of something tame like a dog, but, nevertheless, the boys get the idea. It is important to this project that the boys not be given an opportunity to make the tracks themselves. The process should be merely demonstrated. They will have their chance to make plaster casts when they go on a nature hunt.

AUDIENCE PARTICIPATION

A Lesson for the Big Bugs

Bees:	"Buzz-buzz"	Frog:	"Croak-croak"
Ants:	"Hup-two-three-four"	Woods:	All sounds together
Mosquitos:	"Bite-bite"		

This is a story about Billy and his family and their adventures in the woods. One fine spring day, Billy's family decided it was a good day for a picnic in the woods where they could enjoy nature. They packed a nice lunch and left on their outing.

As soon as they arrived at their destination, they picked out a nice spot to spread their picnic. Billy and his brother ran off the chase a frog. They heard some bees gathering nectar, and watched some ants busy at work. They even swatted some mosquitos and felt right at home with their nature friends.

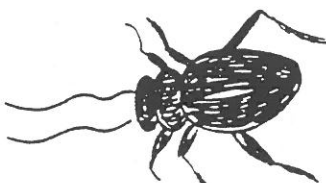
When they got back to the picnic area, they began telling the rest of the family about the woods, the bees, the ants, the frog and even the mosquitos. Dad listened intently as he opened another sandwich and carelessly threw the wrapper on the ground. Their sister threw her pop can under a bush, and ran off to chase a frog that stopped by. Mom threw her napkin on the ground and jumped up in disgust. "That does it," she said. "The ants seem to have taken over our lunch."

Dad stretched out for a nap and had just about dozed off when he heard sister scream. She had been stung by a bee. Mom took care of her, so dad tried again to sleep. But this time the pesky mosquitos would not leave him alone. Finally he said they were going home.

Billy said, "It seems to me that the woods and the mosquitos and the ants and the bees are trying to tell us something." "What's that," asked dad? "Well," said Billy, "just look around here and you will see that we haven't been very nice visitors in the woods. Look at all the trash we've thrown around. It seems that we're the worst bugs of all---litterbugs."

So the family started to clean up the mess and afterwards they all felt better. They took a nice walk through the woods listening to the sounds. They actually enjoyed the buzzing of the bees, the croaking of the green frogs, and they even watched an army of ants at work.

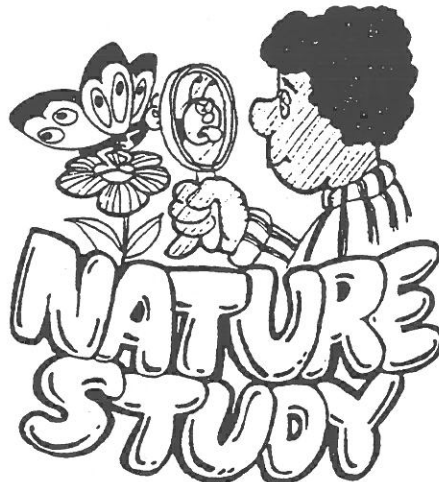
When they returned home they were tired, but happy that they learned an important lesson that day. The worst kind of bug is a litterbug.



SKIT

Mother Nature

- CAST:** MOTHER NATURE (adult), TREE OR LUMBERJACK (depicting lumber industry), FARMER (with milk pail for dairy industry), MINER (with hard hat for mining industry), INDIAN OR VOYAGEUR (early explorers), FISHERMAN (land of many lakes), CAMPER (with backpack).
- SETTING:** Mother Nature in the center of the stage surveying the Cubs who are sitting in a semi-circle on the floor in front of her. Each Cub will rise to speak his lines as Mother Nature points to him with her wand.
- MOTHER NATURE:** This part of the world is one of my favorites. I really outdid myself when I made this state! Just look at all the people I have helped... (waves wand around at the Cubs and stops at the lumberjack). Why, hello lumberjack. How are you doing?
- LUMBERJACK:** I am just fine and I sure want to thank you for such a good job. Because of you, my state is known for its lumber industry.
- FARMER:** And I'd like to thank you too. My state is known all over the nation because of the dairy products we produce here.
- MINER:** Don't forget me. My state has many natural minerals to help keep the whole country going.
- MOTHER NATURE:** You're all very welcome. It is good to know that all the things I created in this state have helped so many people.
- INDIAN:** The state has really come a long way. I first explored this land many years ago and I could tell then it was really worthwhile.
- FISHERMAN:** My state is loaded with lakes and I could tell you fish stories for a week and still have some leftover.
- CAMPER:** In my state, we have preserved many areas just for fun and believe me, it's great.
- MOTHER NATURE:** Yes--believe me. Minnesota (Wisconsin) is a fine state to live in. How do you feel?
- CUBS:** Minnesota? (Wisconsin?) I'm from...**MOTHER NATURE:** It's not nice to fool Mother Nature.



SKIT

The Ants

Actors: 6 to 8 persons.
 Costumes: None
 Props: Paper sacks.



Skit opens with boys standing together.

1st boy: Gee, there's nothing to do.
 2nd boy: Yeah, I know!
 3rd boy: Hey, let's have a picnic.
 All: Yeah!
 4th boy: But, it's going to rain.
 1st boy: I don't think so, I'll bring the potato chips and we'll eat in the house.
 2nd boy: I'll bring the drinks.
 3rd boy: I'll bring the hot dogs.
 4th boy: I'll bring the hot dog buns.
 5th boy: I'll bring something real special.

All walk off stage and come back carrying sacks.

1st boy: Here's the chips.
 2nd boy: Here's the drinks.
 3rd boy: Here's the hot dogs.
 4th boy: Here's the buns.
 5th boy: (drops his sack) OH NO!
 6th boy: What's wrong?
 5th boy: I brought the ants!!



SKIT

Magic Mud

One player: Did you ever wonder, as you pass a little stretch of mud and grass, what nature may be hiding there, within this spot a few feet square?

All together: Let's gather round and take a look. And like the pages in a book, we'll study it with open eyes. Can soil like this hold a surprise?

(All get down on hands and knees in a semi-circle around imaginary patch of ground or piece of cardboard painted black and green. Each player is assigned one or more of the two-line stanzas. Some of the items may be held up as they are found. The bee sting gets everyone to his feet, and the victim is smeared with some black substance. All line up for final stanza.)

One: Here's a freshly patterned animal track
 Where a rabbit hopped across and back.

Two: I see a stream of busy ants
 Carrying tidbits as they dance.

Three: Look, a feather blue and gray
 Dropped off by a screaming jay.

Four: Sprinkled here are sprouting seeds
 From lofty elms and sprawling weeds.

Five: A pebble smoothed by action slow,
 Formed a million years ago.

Six: In a puddles spot not yet dried out,
 A water beetle swims about.



Seven: And here an eager plant is set--
An early-blooming violet.

Eight: An wiggly worm comes up to twitch,
No one know which end is which!

Nine: The mud itself, with food stores vast,
From life that grew in ages past.

Ten: It's not all Nature mud reveals--
Here's a candy wrapper and two toy wheels.

Eleven: There's something moving, what's that now?
I'll pick it up...a BEE! Ow Yow!

Twelve: Quick, here's some mud upon the spot
To make away the soreness hot.

All Together: In mud, there's stone and living things,
Healing power for bitter stings,
Through it flows the earth's life blood,
Our soil is really MAGIC MUD!

Closing

Extinguish the room lights. Shine a small spotlight on the U.S. Flag and ask all to join in singing "God Bless America."

Cubmaster: Cub Scouts, this candle representing the spirit of Cub Scouting has been burning throughout our meeting. We're going to blow it out now, reminding ourselves that a flame must never be left burning when no one is around. But let's keep the light of Cub Scouting burning in our hearts.

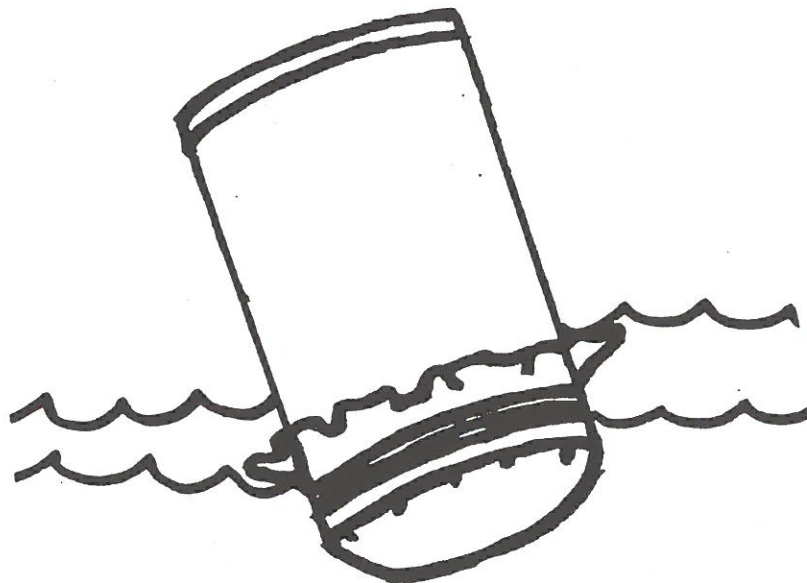
(Extinguish candle)

CRAFT

Waterscope

large tin can
clear plastic bag
heavy rubber band

Cut top and bottom from a large tin can and slip a clear plastic bag over one end. Hold the bag in place with heavy rubber bands. Tape around the viewing edge for safety. Hold the covered end under water and look into the open end.



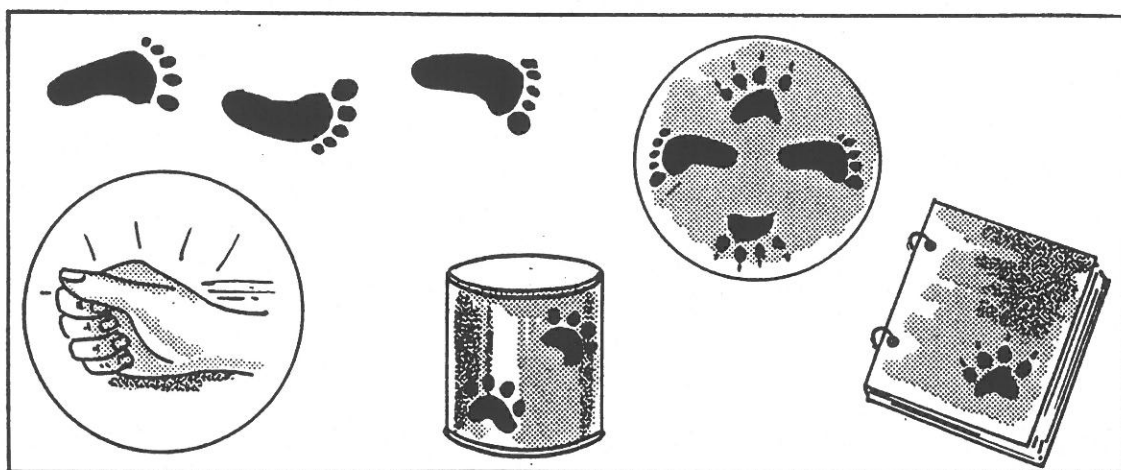
Animal Tracks

Making Footprints

With nothing more than your own fist and tempera paint poured on wax paper or a paper plate, you can make realistic animal prints.

1. **BEAR:** Clench fist and dip little finger side into paint. Press onto paper and then dip balls of thumb and fingers into paint to make toe prints.
2. **LION:** With fist in same position as for bear, dip in paint but press mainly on little finger knuckle area. Use thumb to make toe prints.
3. **WOLF:** For this print, use only little finger knuckle area of fist. Make toes with thumb and claws with the point of a paint brush.

Project Ideas:



ACHIEVEMENT CHART: Decorate your chart by pressing on a border of footprints, or gluing cut-outs of prints around chart.

DECK SET: Use the prints to decorate wastebasket, letter box, book ends and desk pad.

WALL DECORATIONS: Arrange footprints in a geometric design for wall plaque. To make a "path" of footprints across a wall, glue cut-outs of prints to cardboard backings.

DECORATIVE PAPER: Use footprints on stationery or to make an all over design on gift wrapping paper. For an unusual notebook cover, make your prints directly on cover.



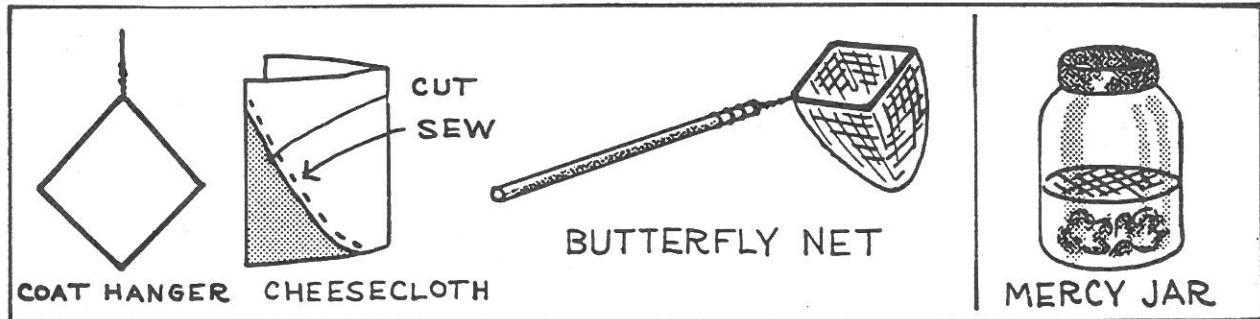
Butterfly Net

You'll need a coat hanger, some cheesecloth and broomstick. Straighten the coat hanger hook and bend the hanger into a diamond shape. Fold a 24" x 36" piece of cheesecloth in half cross-wise. Cut on shaded line as shown and seam along cut edge, starting 1" from top. Place seam where hook joins hanger, fold top edge of cheesecloth over hanger and sew in place. Tape hook to a broomstick handle.

Mercy Jar

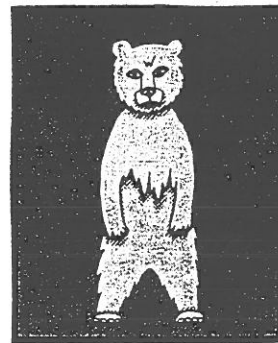
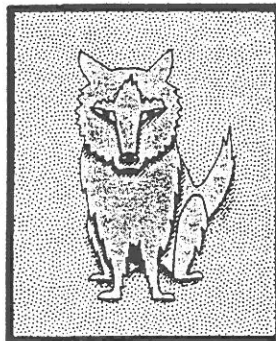
For a painless way to kill butterflies for a collection, place a wad of cotton, soaked in carbon tetrachloride, in the bottom of a screw-top jar. Fit a piece of wire screen over cotton and drop butterfly in jar. Screw on cover and leave for a few minutes.

If the wings become too brittle to spread for mounting, place the butterfly in jar with cotton dampened with water and turpentine.

3-D Wolf and Bear Plaques

Each animal will fit nicely on a 9" background (round, square or oblong). For the background, you may use any material you have handy -- such as a paper plate, box lid, foam tray or corrugated cardboard. Paint the background to contrast with the color you will paint the animal.

For each spacer, cut pieces of cardboard, about 1/2" x 3/4". Stack and glue the pieces (from 3 to 6) to get the depth you want between the various parts of the animal. Use the dotted lines on the pattern pieces as guides for adding the parts of each animal.

WOLF

From cardboard, cut the pieces for the wolf, cutting the nose and eye section (heavy lines) separately; paint the pieces. Glue a spacer to the painted background, and then glue the hind leg and tail section on top. Glue the other hind leg on the dotted line below the tail. Add a spacer and then the foreleg section. Add a spacer and the head and then, finally, a spacer and nose and eye section. Paint eyes and tip of nose.

BEAR

Cut the pieces from cardboard, cutting nose section and feet (heavy lines) separately; paint the pieces. Glue a spacer to the background; glue the legs section on top. Add a spacer and the arms section. Cut smaller spacers to glue feet. Glue on a spacer and then the head. Add a cut-down spacer to glue on the nose section. Paint details.

Hanging Planters

Glass Jar: Here's a planter to hold a popular vegetable that makes such pretty vines -- the sweet potato.

Choose a small potato with eyes that have started to sprout. Place it, narrow end down, inside the jar. Add enough water to cover about 1/3 of the potato. The vines should start growing in about two weeks.

Plastic Bottle Planter

An ordinary gallon plastic bottle becomes an attractive planter very simply. Nasturtiums and ivy do particularly well in this planter.

To make the planter, cut 1 1/2" to 2" horizontal slits in the sides of the bottle at regular intervals. Insert a cylindrical object (such as a stick or cardboard roll) into each slit.

Prepare a pail or tub of boiling water. Plunge the whole bottle into the boiling water, hold it under for a few seconds, and then remove it from the water.

Remove the sticks, and the slits will remain open. Spray paint the bottle. Using a funnel, fill the bottle with a rich soil mixture. Plant a seed or two, a sprig, or a cutting in each opening. Replace the cap (which has been painted to match). Hang the planter.

ACTIVITY

Square Foot Claim

Use rope or string and 4 wooden pegs to "stake a claim". Each Cub Scout stakes a "claim" and studies it carefully to see what it contains--grass, weeds, adult insects, larvae, worms, etc.



STRONG FOR AMERICA

OPENING

U.S. flag is held by Webelos honor guard. Cubmaster has scraps of red, white, and blue cloth.

Cubmaster: Cub Scouts, what is our flag? You could say that it is just a few pieces of red, white, and blue cloth like these in my hand. That would be true. But our flag is really much more than that. We all recognize the flag as the banner of our country. In other words, it stands for our country. And so we should respect it and treat it as we would want to be treated - with care and love. Let us show our respect by pledging allegiance to the flag.

After the pledge, honor guard posts colors.

An American Tribute

Opening or Closing

ALL: America is my country.
How glad I am that this is my land.
Prairie and forest,
Snow-capped peaks and mighty canyons.
Cities of steel and farms with red barns.
How glad I am that this is my land.

ALL: My country is young, but it has a wonderful history.

Cub 1: It is Columbus, Plymouth Rock and Davy Crockett.

Cub 2: It is the Boston Tea Party and "Give me liberty or give me death".

Cub 3: And General MacArthur returning to the Philippines.

Cub 4: It is Washington and Lincoln and all the Presidents who carried the burden of leadership.

Cub 5: It is all the men and women who have died, so we may be free.

Cub 6: And all the men, women and children who are working today to keep it free.

Cub 7: It is you and I and all its people who love America's goodness and work each day to make it better.

ALL: In all the world are many lands.
But in my land is more hope and promise.
And strength and joy
Than anywhere else on earth.
America is my country
How thankful I am that this is my land!

Cub 1: America is my country

Cub 2: And mine....

Cub 3: And mine....

Cub 4: And mine....

Cub 5: And mine....

Cub 6: And mine....

Cub 7: And mine....

ALL: How thankful I am that this is my land!



Opening Ceremony

- PROPS: 3 candles, 1 red, 1 white, 1 blue and the American Flag. Room in darkness.
- CUB 1: (Lighting red candle): The red of my flag is the life-blood of brave men ready to die or worthily live for this, our country.
- CUB 2: (Lighting white candle); The white of my flag is for purity, cleanness of purpose, thought, word and deed.
- CUB 3: (Lighting blue candle): The blue of my flag is for truth and justice, like the eternal blue of the star filled heavens.
- CUB 4: (All Cubs salute): My flag—the flag of America, home of liberty, land of opportunity, where men of all races and creeds live in peace and friendship together.

OPENING

I Am An American

- Arrangement: Flags are advanced in regular manner. After pledge of allegiance and posting of flags, this ceremony is given. 12 uniformed Cub Scouts have speaking parts. (or use 6 cubs, each giving 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 in 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 is and always shall remain the land of the free and the home of the brave. I am an American.
- 10th Cub: My country meets any needs or suffering with its abiding love and 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 lit with our devotion to the freedom of the individual. I am an American.



Opening Ceremony

I am your flag
 I was born June 14, 1776.
 I am more than just cloth shaped into a design.
 I am the refuge of the world's oppressed people.
 I am the silent sentinel of Freedom.
 I am the emblem of the greatest sovereign nation on earth.
 I am the inspiration for which American patriots gave their lives and fortunes.
 I have led your sons into battle from Valley Forge to the dense jungles of Vietnam.
 I walk in silence with each of your Honored Dead to their final resting place beneath the silent white crosses, row upon row.
 I have flown through peace and war, strife and prosperity, and amidst it all I have been respected.
 I am your flag.
 My red stripes symbolize the blood spilled in defense of this glorious Nation.
 My white stripes signify the burning tears shed by Americans who lost their sons.

OPENING

The Six Ships of Scouting

- Arrangement: 6 Cub Scouts hold large cardboard cutouts of ships, on which have been printed the following words; SCHOLAR-SHIP, FELLOWSHIP, FRIEND-SHIP, SPORTSMAN-SHIP, WORKMAN-SHIP, STATESMAN-SHIP.
- Cubmaster: Tonight, Den _____ would like to tell you about the Six Ships of Scouting. These are ships which were launched in America strong and mighty...ships that will last forever.
- 1st Cub: SCHOLAR-SHIP. This ship is very important on the Sea of Education. On her deck stands such officers as Ambition, Determination, Intelligence, and Application. Her flag bears symbols of the letter "A" and the plus sign.
- 2nd Cub: FELLOW-SHIP. This is the most handsome ship of all. It is true blue and its flag is golden - since friendship, itself, is golden.
- 3rd Cub: FRIEND-SHIP. This is the most handsome ship of all. It is true blue and its flag is golden - since friendship, itself, is golden.
- 4th Cub: SPORTSMAN-SHIP. This is the ship that's fair and square. It never veers from its course. Its flag is never at half mast.
- 5th Cub: WORKMAN-SHIP. This ship's every line, every part, every mast, represents the best that a person can give. Its flag bears a laurel wreath.
- 6th Cub: STATESMAN-SHIP. This ship represents wise guidance, constant counsel, unselfish interest and sincere endeavor. Its flag is white for purity.
- Cubmaster: And there you have six strong and sturdy ships to brave the sea. Three cheers for the Scouting Ships!

Advancement Ceremony

Cubmaster: I'm sure you're all aware that our theme for this month is "Flags of America." Our Country's flag is made up of several things, much like the Cub Scout program.

Our flag contains the color white. White is a clean and new color. To represent the white in our flag, I'd like to welcome the following new members of the pack. (Read names of new Bobcats. Have them and their parents come forward and present the badges.)

Red is also found in our flag. Red is a lively, active color. Representing the red will the following new Wolves come forward. (Award Wolf badges and arrow points.)

Our flag also has a field of blue. Blue is an older and wiser color. The following new Bears will represent the flag's blue color. (Award Bear badges and arrow points.)

You have to have something to fly the flag from, too. A pole or staff that reaches toward the sky. The following boys have earned awards in the Webelos program representative of that upward reach. (Award activity badges and Webelos awards.)

Of course, you can't forget the stars on our flag. "Stars" also means someone important and successful.

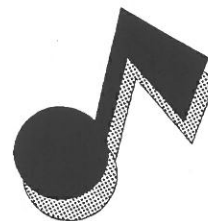
The following young men, who have achieved the Arrow of Light are stars in every sense of the word. They are tonight receiving the only Cub Scout award that they will be able to wear through-out their Scouting career, and that makes them truly stars. (Award Arrows of Light with appropriate dignity.)

You know, it seems to me we've forgotten something essential here. We have all the parts of the flag, and pole to fly it from. But we're never going to see our flag flying proudly in the breeze without a rope to tie all of this together. And the rope that makes this Cub Scout program go is supplied by the parents. Without their help, all of this would still be stuck in a drawer somewhere, or just a gleam in someone's eye. Let's all give mom and dad a big hand for all the help that they give us.

SONG

The Marine Hymn

Written by Ellen Dudley
Wacouta District 1977



- | | |
|---|---|
| <p>I. From the great Pacific Ocean,
to the gulf of Mexico
You will find the view
terrific, no matter where you
go.
Then go north to Alaska and
east to New York state.
You will find no matter where
you go the United States is
great.</p> <p>II. Oh, Minnesota is our state,
there are lots of things to
see.
From the open mines in the Iron
Range to the caves of Harmony.
There's the Aquatennial in the
summertime and the State Fair</p> | <p>in the fall.
And the River Mississippi
provides entertainment for all.</p> <p>III. If you go down south to Texas
there is no doubt you will find
The stirring sight of the Alamo
brings our country's great to
mind.
There are many Spanish Missions
and oil fields to see.
The great Chisholm Trail played
a part in our Country's
history.</p> |
|---|---|

Hail to Our Flag

(Tune: Home on the Range)

Just see our Old Glory,
 A flag with a story,
 With it's colors of red, white and
 blue.
 Of our flag we are proud,
 We'll proclaim it so loud,
 And to our country we'll ever be
 true!

Chorus:

High, high waves the flag,
 O'er the land of the free and the
 brave.
 As we pledge in our heart,
 To e'er do our part,
 The freedoms of our country to save.

When I see the flag

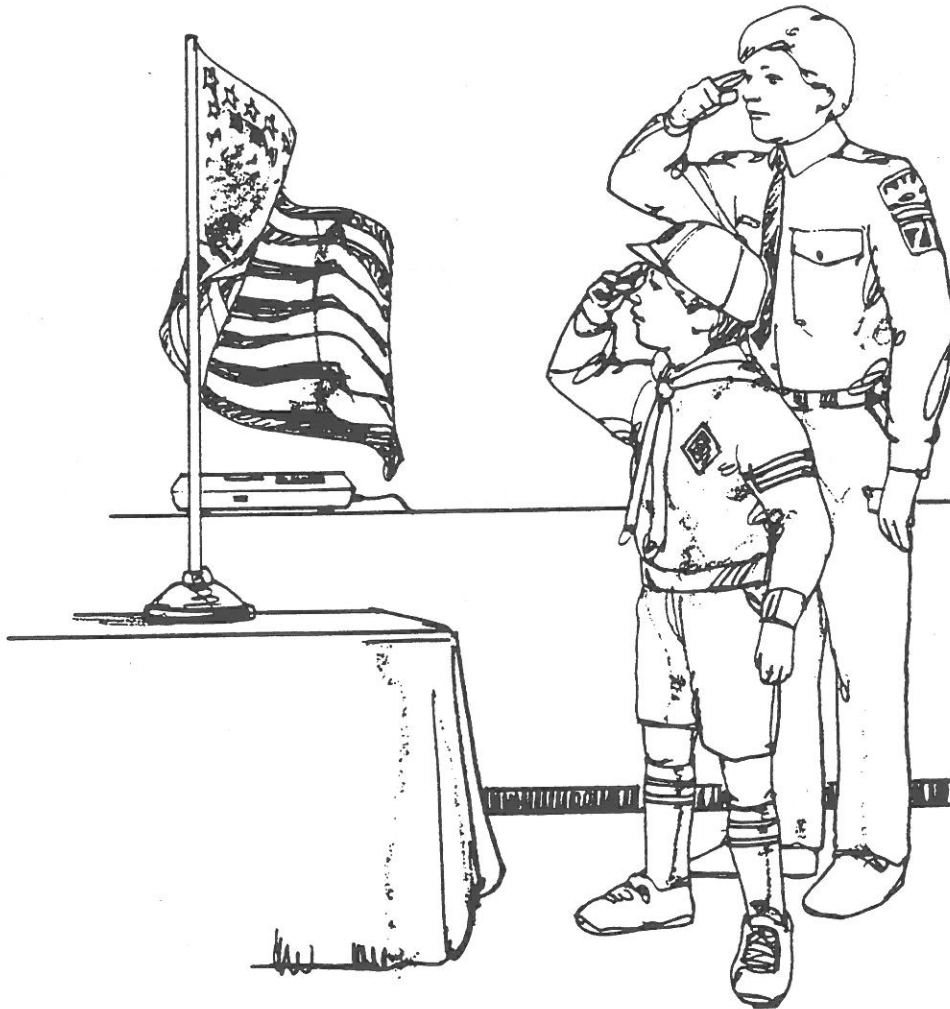
(Tune: Amazing Grace)

The stars and stripes fly o'er my
 home,
 A land where all are free:
 The United States of America,
 The land of liberty.

I'm proud to be an American
 when I see our flag up high'
 Red, White, and blue, the banner
 waves,
 Against the sunny sky.

God Bless My Underwear

God bless my underwear, my only pair
 Stand beside them and guide them
 Through the night when the lights are
 above.
 From the washer to the dryer.
 From the clothesline to my rear.
 God bless my underwear, my only pair.
 God bless my underwear, or I go bare.



GAME

Historical Telegram

Two or more groups work on a historical telegram, making up a message that will give clues to the identity of the famous person who sent it, or to whom it was sent. The other team will then try to guess the name of the famous person. The number of guesses required represents that team's score.

Red, White, and Blue

Materials: Pencil and paper for each player.

Directions: Regardless of the numbers of stars, the colors in our flag remain the same: red for courage, white for purity, and blue for justice. Match the meanings in the right column with the color in the left column.

___	a.	Red Cap	1.	British soldier
___	b.	Red Coat	2.	Caught in the act
___	c.	Red Cross	3.	Memorable event
___	d.	Red Handed	4.	National Relief Organization
___	e.	Red Letter Day	5.	Porter
___	f.	Red Light	6.	Professional Hockey Team
___	g.	Red Tape	7.	Tedious official procedure
___	h.	Red Wings	8.	Traffic signal
___	i.	White Cane	9.	Burdensome possession
___	j.	White Throat	10.	Symbol of England
___	k.	White Cliffs	11.	Sparrow
___	l.	White Collar	12.	Tuberculosis
___	m.	White Elephant	13.	Mark of Cowardice
___	n.	White Feather	14.	Office worker
___	o.	White Witch	15.	Blindness
___	p.	White Plaque	16.	Guardian angel
___	q.	Blue Beard	17.	Aristocratic
___	r.	Blue Blood	18.	Basic plan
___	s.	Blue Book	19.	Insurance plan
___	t.	Blue Coat	20.	Policeman
___	u.	Blue Cross	21.	Social register
___	v.	Blue Laws	22.	Sunday legal restriction
___	w.	Blue Print	23.	Wife slayer

Key for Red, White, and Blue:

5a, 1b, 4c, 2d, 3e, 8f, 7g, 6h, 15i, 11j, 10k, 14l, 9m, 13n, 16o, 12p, 23q, 17r, 21s, 20t, 19u, 22v, and 18w



Closing

This ceremony is effective if done with lights out and a spotlight on the Cub Scout. A den leader or den chief unbinds the boy while the Cubmaster, standing in the back of the room, reads the script.

A Cub Scout stands blindfolded, gagged and bound at the wrists.

Cubmaster: This is an American boy. The American Revolution won him his freedom. (unbind wrists) The Constitution guarantees him freedom of speech. (remove gag) A free education has given him the ability to see and understand. (remove blindfold) Help Cub Scouting teach him to preserve and enjoy his glorious heritage, and to become a good citizen.

PACK ACTIVITIES

Participate as a unit in a community Independence Day celebration. Attend a fireworks display.

Have a guest speaker from recruiting stations to talk about flag history and flag courtesy.

Have a Design-a-Flag contest with paper and crayons provided at pack meeting.

Find and share some silly laws still in force.

Have an old-fashioned 4th of July picnic.

Celebrate Men on the Moon Day, July 20th.

Flag Burning Ceremony (see Flag Etiquette section)

OUTDOOR CODE CEREMONY

Personnel: Leader in uniform, Song leader, Pack
Equipment: United States Flag, copy of Outdoor Code for each Cub Scout and parent.

Arrangement: Leader emphasizes the importance of right attitudes toward the natural resources of our country. Leader then uses the Outdoor Code as a responsive reading, with the Pack giving the response. All sing "God Bless America" as the flag is held aloft.

Leader: As an American, I will do my best to be clean in my outdoor manners.

Pack: I will treat the outdoors as a heritage. I will try to improve it for myself and others. I will keep my trash and garbage out of America's waters, fields, woods, and roadways.

Leader: Be careful with fire.

Pack: I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.

Leader: Be considerate in the outdoors.

Pack: I will treat public and private property with respect. I will remember that use of the outdoors is a right that I can lose by abuse.

Leader: Be conservation-minded.

Pack: I will learn how to practice good conservation of soil, waters, forests, minerals, grasslands, wildlife, and energy. I will urge others to do the same.

CUBMASTER: Two! Lights!

BUCKSKIN PIONEERS

All of our suggestions for this month will fit into an outdoor summertime event. Stage your pack get together as an old time picnic with pioneer games, songs, skits and homemade treats.

OPENING SKIT

- Narrator:** American pioneers have been men and women with curious minds, strong purpose, courage, determination, and a proud, fierce loyalty. Through every hardship they refused to give up.
- 1st Cub:** In 1607, some 100 men and some venturesome boys stepped ashore at Jamestown and founded the first English settlement on this continent. Soon other men & women came seeking new homes and religious freedom.
- 2nd Cub:** During the Revolutionary War, the minutemen and other great patriots fought for our independence and founded our nation. There were people like Patrick Henry, Nathan Hale, Dolly Madison, Benjamin Franklin, George Washington and Thomas Jefferson.
- 3rd Cub:** Daniel Boone, Lewis and Clark, and others opened the way westward. Then came the pioneers, trappers, and settlers. This was the great westward movement over the famous trails with scouts like Buffalo Bill Cody, Kit Carson, and Davy Crockett.
- 4th Cub:** Robert Fulton produced the first steamboat for river travel and Peter Cooper built the first steam locomotive which brought forth our railroads. Men and women brought their families and possessions into a new land and built towns and cities.
- Narrator:** For us, the United States is still a land of expanding opportunities. The doors of education are open to every American. You can be trained for any one of thousands of skilled jobs in industry, business, science or social fields. You can look forward to a life of opportunity because of our nation's pioneers. Today let us salute the flag in honor of these great people who have gone before us and have had visions of today's America.

Picnic Activities

Den parents are asked prior to the outing to set up and help run activities. Cub Scouts, siblings and parents move through the events at their own pace.

Suggestions for pioneer fun:

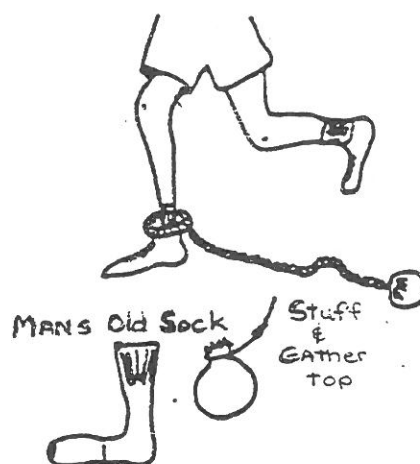
- make a divining fork
- make a pioneer costume from brown bags
- play pioneer games
- hold a spelling bee
- make ice cream
- make butter
- build a camp fire
- roast marshmallows on camp fire
- make trail mix, pemmican, or Johnny cakes



PIONEER GAMES

Sock Footsy

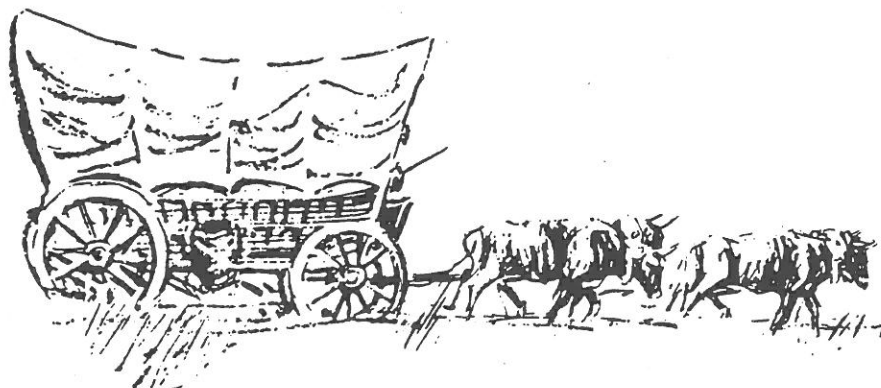
Stuff the top end of an old cotton sock into the toe of the sock. Gather the open end together and tie with one end of a 3 foot cord. Make a cardboard circle that will fit over a boy's foot, wrap it in several layers of masking tape and attach free end of cord to it. Object of this game is to get the stuffed sock swinging in a circle and jump the rope as it passes the free foot. This can be adapted into a relay race with several teams each using its own footsy.



Other Pioneer Games

Pioneer get-togethers featured many kinds of races and games; try some of these with the Cub Scouts.

1. Sack Race: use gunny sacks from a granary or sew part of old sheet into large sacks, boys get in sacks and hop to finish line.
2. Three-legged race: partners stand next to each other, left leg of one tied to right leg of the partner.
3. Wheel barrow race: one Cub moves on his hands as partner hold up his legs.
4. Potato on a spoon: participants race to line holding large potato on wooden spoon, transfer it to next team member, continue until entire team has raced with the potato.
5. Tug o' war: match teams by number and size, use a long, heavy rope with a bandanna tied in middle. This is great fun if a mud puddle is used between the teams.
6. Horseshoe pitch: requires iron horse shoes and metal stake in the ground. Be sure to have adequate adult supervision during tossing of the shoes.

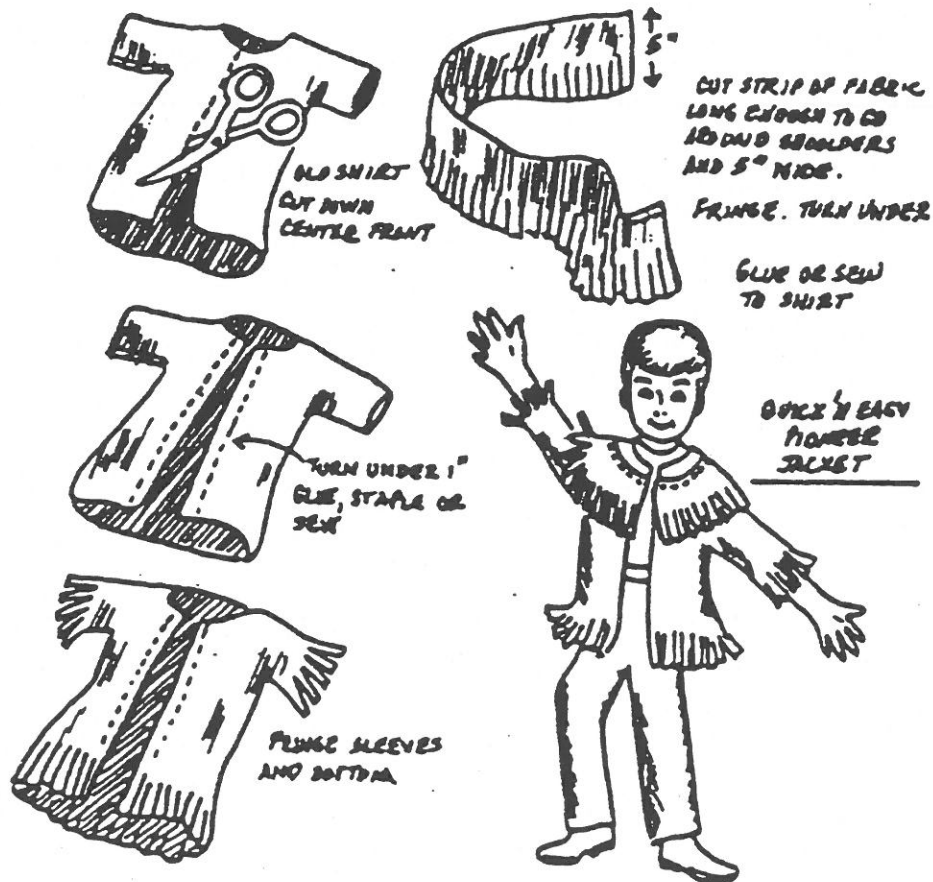
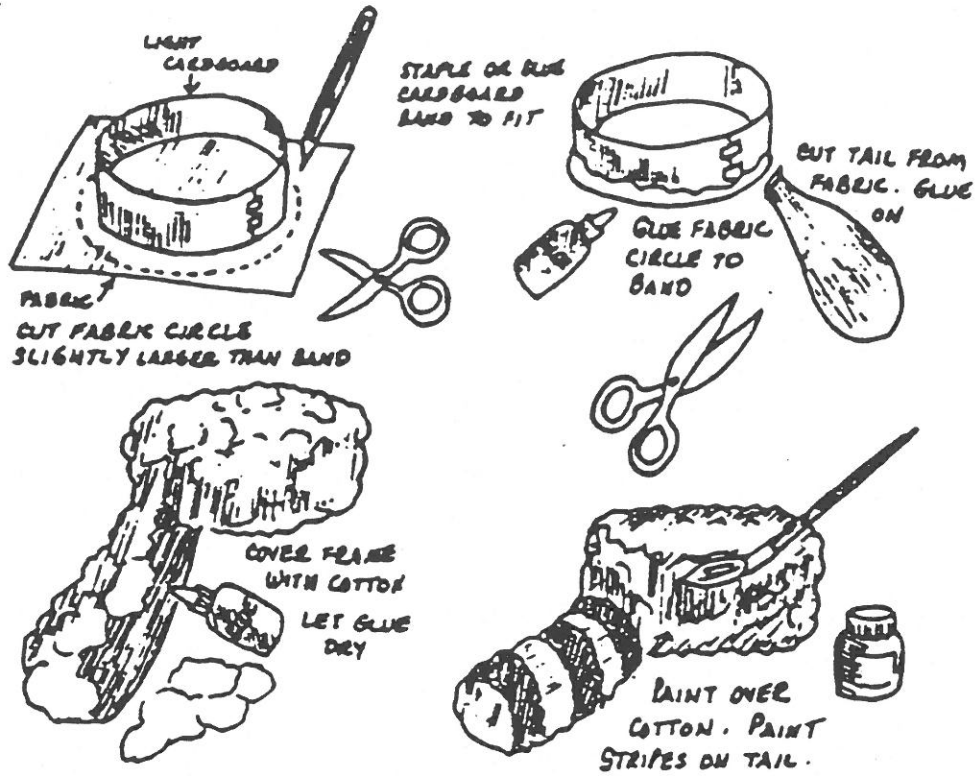


Costumes for Pioneers

Each Cub Scout and family members should bring several brown grocery bags to the picnic. Committee will have scissors and glue on hand to help construct buckskin pioneer outfits. Encourage parents and leaders to wear bib overalls, simple cotton shirts, colorful skirts and straw hats. The making of the costumes can be a great gathering activity as well as an event station during the pack picnic.

A grocery bag slit up the front, with holes cut in sides for arms to come through, and the bottom cut out in the shape of a collar makes a simple pioneer vest that fits most Cub Scouts. Crunch up the bag before cutting and you get a look similar to buckskin.

Costume Ideas



PICNIC TREATS

What's an old fashioned picnic without the tasty treats? Try making some of these with the Cub Scouts and their families.

Tin Can Ice Cream

one 1-lb coffee can with lid
 one 3-lb coffee can with lid
 one 3 3/4oz pkg instant pudding
 two 6 oz. cans evaporated milk
 1 to 1 1/2 cups regular milk
 rock salt, crushed ice, duct tape

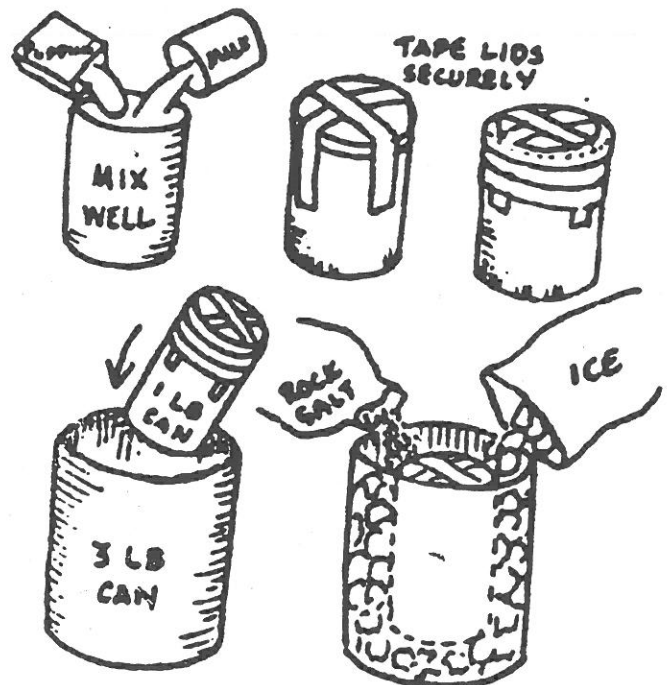
1. Place pudding mix and evaporated milk into clean 1 lb can, stir well. Add enough regular milk to fill can 3/4 full. Mix well.
2. Cover with lid. Tape lid on securely so can is air tight.
3. Place 1 lb can in 3 lb can.
4. Add layers of crushed ice and rock salt to surround smaller can on all sides.
5. Put lid on larger can. Tape closed.
6. Have boys form two lines to roll can back and forth on table or ground for 15-20 minutes.
7. Carefully untape larger can and remove smaller can. Wipe off all salt before removing lid from smaller can.
8. Scrape ice cream from insides of can. Put lid back on and tape securely.
9. Place smaller can back in larger can with more ice and salt. Continue to roll 5-10 minutes more.

This recipe will let one den of Cubs get a taste of homemade ice cream. For a pack picnic plan for multiple mixings in several sets of cans. Or alternately use a hand churned ice cream maker.

Sunflower Cakes

3 cups sunflower seeds, shelled
 3 cups water
 1/8 tsp salt
 6 Tbsp cornmeal
 1/2 cup oil or shortening

1. Prepare cakes ahead of time, place between waxed paper and cool. Cakes can be fried at the picnic on an electric griddle or over a campfire. Basic recipe yields about 15 three-inch cakes.
2. Simmer sunflower seeds, water, and salt for about an hour. Cool, puree in blender. Mix in cornmeal a Tbsp. at a time to form stiff dough. Form dough into 3" flat cakes. Store in refrigerator until ready to fry.
3. Heat oil in large skillet. Brown cakes on both sides and drain on absorbent paper. You may need to add more oil as cakes are cooking.



Pemmican or Trail Mix

Pioneers used native plants and animals as their basic food sources and could preserve by drying, salting, or pickling. Our present day trail mixes are sweetened adaptations of pemmican.

1 lb. dried beef, run through a food blender
1/2 cup raisins or other dried fruit
small amount of melted suet

Put beef and fruit in shallow pan, pour very little suet over mixture. Use only enough suet to hold beef and raisins together, or it will be too fat for modern taste. Mix thoroughly, allow to cool. When cool, cut into squares or strips. Store in air-tight container. Vary the basic recipe by adding nutmeats and other dried fruits such as cranberries or currants.

Old Fashioned Taffy

If your picnic has access to electricity, this can be made using an electric pot.

1 cup sugar
1/2 cup water
1/4 cup corn syrup
1/8 tsp salt
buttered platter

Stir all ingredients in sauce pan. Heat slowly until all sugar dissolves. Bring to boil stirring constantly. Mixture is ready when small amount forms a hard ball when dripped into cold water.

Taffy can be flavored by adding a few drops of peppermint oil or 1 tsp. vanilla at this stage.

Immediately pour onto buttered platter. When cool enough to handle, gather into a ball and pull until white and firm. Butter or oil hands for this part. Pull taffy into rope, twist it, cut into pieces with scissors. Yields 1/2 lb. taffy.

Draw the picnic crowd together around a campfire or into a large circle for the ceremonies. Open with a lively song.

Ain't Gonna Rain No Mo'

Chorus: Well, it ain't gonna rain no mo', no mo',
It ain't gonna rain no mo'.
How in the heck can I wash my neck,
If it ain't gonna rain no mo'.

Bull frog sitting on a lily pad,
Looking up in the sky,
Lily pad broke and the frog fell in,
Got water in his eye.

Chorus

Well, the skeeter he fly high,
Well, the skeeter he fly low,
If ole Mr. Skeeter light on me,
He ain't gonna fly no mo'.

Chorus

Peanut sitting on a railroad track,
His heart was all a flutter,
Along came a big old railroad train,
Choo! choo! Peanut butter!

Chorus



ADVANCEMENT CEREMONY

Cubmaster stands before a campfire, or, if fires are not permitted, stack wood log cabin-style as if ready for a fire.

CM: Will all our Cub Scout pioneers come forward and be seated around our fire? (Pause while boys settle down around fire.)

CM: Fire played an important part in the lives of our Buckskin Pioneers. It gave them heat on chilly mornings and light into the evenings. It was where they cooked their food and heated water to wash their clothes. In order to build a fire, we need several sizes of wood. (Shows pieces of wood from twigs to branches to logs.)

CM: The advancement ranks in Cub Scouting are like the wood needed to build a strong fire. The boys earning their Bobcat rank are like these twigs, just getting fired up. Will our Bobcat recipients and their parents come forward. (name boys, present awards).

Repeat for all the ranks, Wolves are like branches, Bears are our heavier wood, Webelos are the logs on the fire.

CM: Congratulations to all our Cub Scouts as you continue to burn with the fire of Scouting and the spirit of our Buckskin Pioneers.

CLOSING

To close our Buckskin Pioneer picnic, let's sing about a famous scout and pioneer, Davy Crockett.

The Ballad of Davy Crockett

Born on a mountain top in Tennessee,
Greenest state in the land of the free,
Raised in the woods, so's he knew ev'ry tree,
Kilt him a b'ar when he was only three.
Davy, Davy Crockett, king of the wild frontier.

In 1813, the Creeks up rose,
Addin' redskin arrows to the country's woes,
Now, Injun fightin' is somethin' he knows,
So he shoulders his rifle an' off he goes.
Davy, Davy Crockett, the man who don't know fear.

Off through the woods he's a marchin' along,
Making up yarns an' singin' a song,
Itchin' fer fightin' an' rightin' a wrong,
He's big as a b'ar and twice't as strong.
Davy, Davy Crockett, the buckskin buccaneer.

His land is biggest an' his land is best,
From grassy plains to the mountain crest,
He's ahead of us all a meetin' the test,
Following his legend into the west.
Davy, Davy Crockett, king of the wild frontier.



WATER FUN

Pre-opening:

Have an exhibit area - either on tables or the ground - for den displays of water wildlife.

Have open swimming for families before the show starts. Be sure to use Safe Swim Defense.

Opening:

Line Cub Scouts up at the pool edge. Lead them in singing "Be Kind to your Web-footed Friends." Before the song, instruct them to jump into the water after singing the last phrase, "Well, it is!"

SKIT

Fishing

Actors: 4 to 8 persons.
Costumes: None

Skit opens with a single person shading his eyes with his hand as if from the sun looking into the far distance.

1st boy: What are you doing?
Observer: Watching my friends fishing.
1st boy: (Looks at observer, shrugs and goes on.)
2nd boy: What are you doing?
Observer: Watching my friends fishing.
2nd boy: (Looking at observer and shrugs and goes on.)

(Repeat this sequence as many times as needed.)

Adult: What are you doing?
Observer: Watching my friends fishing.
Adult: But, they can't catch fish in that field, there's no water.
Observer: I know, but I don't have a boat to go tell them.

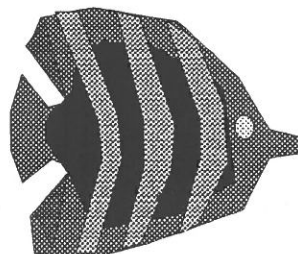
Fresh Fish

Actors: 5 persons
Costumes: None
Props: Sign that reads "Fresh Fish Sold Here"

Several Cub Scouts present this short skit.

The first person hangs out a large paper sign that reads "Fresh Fish Sold Here." The second Cub Scout criticizes the sign saying, "You don't need the word "Fresh". You wouldn't sell anything else would you?" (He then tears off word "fresh". The third Cub Scout says, "why use the word "Here"...Everybody knows it's here." (He tears off word "Here".) The next Cub Scout tears off word "Sold" because he claims things are always sold in a store. The last Cub Scout says, "Look, friend, you don't need that sign "Fish"...you can smell 'em for 10 blocks."

Storekeeper chases him off stage.



Water Show:

With the boys in the water, begin with relay races. Relays can be adapted to the water, using balloons or Ping Pong balls which must be tapped or blown through the water.

Your Water-Show Program depends on the site. It determines whether you have boat-safety demonstrations. Inform den leaders about the site as soon as possible to help dens plan their stunts and demonstrations.

ADVANCEMENT CEREMONY

"School of Advancement"

Materials needed: Diagram made of poster board or a sheet colored blue imitating water gradually getting deeper, fish made out of cardboard (4 different sizes)

(Place smallest fish in shallow water.)

The small fish starts out in shallow water and the first step is to learn how to maneuver in the water, just as our beginning Scout is becoming familiar with Cub Scouting. The first part of becoming a Cub Scout is that of a Bobcat. Would the following boys please come forward. (Award badges.)

(Place next smallest fish in the water further out than the 1st.)

As our small fish becomes stronger and larger he moves out further into the water finding new food sources and discovering new areas. Just as our fish is developing so is our Cub Scout. The next step is that of a Wolf. Would the following boys please come forward. (Award badges and/or arrows.)

(Place 3rd fish out further in the water.)

Our fish has grown into a larger fish and has moved out further into the water becoming more acquainted with the other fish and is learning to maneuver faster in the water. Just like the fish, the Cub Scout is learning and meeting more challenges and is becoming more acquainted with the Pack. The next step is that of the Bear. Would the following boys please come forward. (Award badges and arrows.)

(Place last and largest fish in the deepest water.)

Our fish has finally reached the stage where he can go into the deepest water and has learned quite a lot about the water and what lies in it. This stage of growth is like that of the Webelos. The Webelos has matured and learned much about the Pack and is ready to move on into Scouting. Would the following boys please come forward. (Award Webelos badge and/or activity pins.)

Just as the fish has developed and has gone out into deeper water, we hope our Scouts have learned and developed as we send them on into Boy Scouting and beyond.



Rain Gutter Regatta

If you have a number of model-boat enthusiasts in you pack—perhaps boys who passed the Wolf Boats elective—you can plan a rain-gutter regatta.

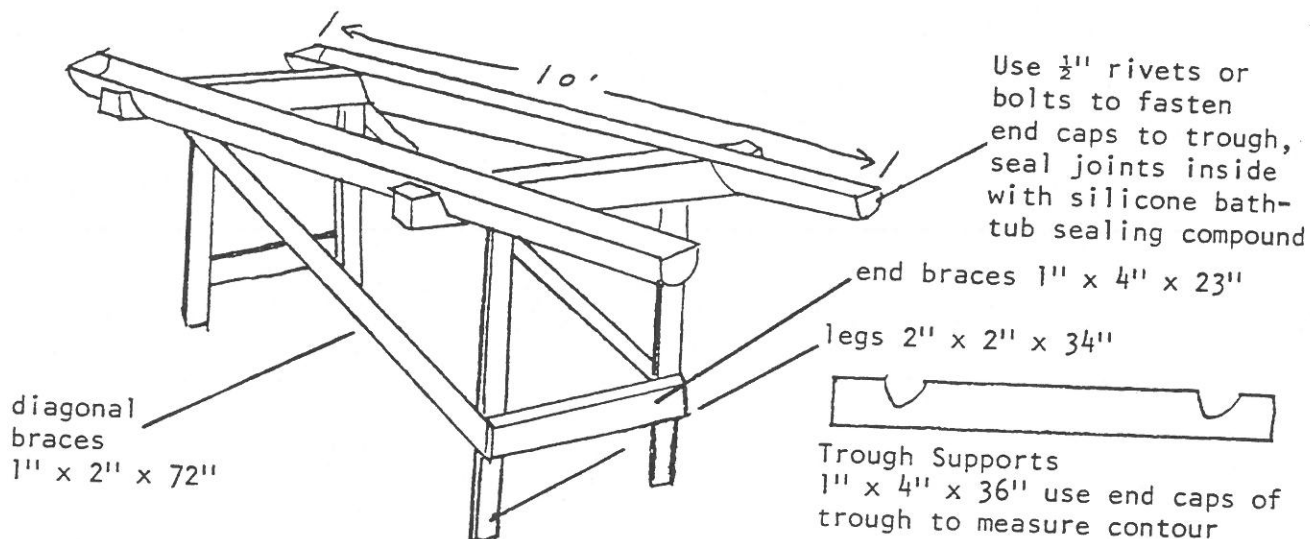
Several classes of boats can be raced so long as they are not too big for your rain-gutter course. See the Wolf Cub Scout Book for plans for simple boats that could be entered in the regatta.

The regatta boat kit has a pre-shaped balsa hull, metal keel and plastic sail. Also, see Wolf Cub Scout Book for plans for simple boats which the boys can make. All boats should be alike so the race will be fair.

The raceway consists of a simple frame that supports two 10-foot lengths of rain-gutter filled with eight gallons of water. The frame is designed so that it can be assembled and disassembled easily.

Materials needed for Double Raceway:

- 2 10 ft. lengths of 5" dia. half round gutter
- 4 end caps for gutter and rivets or bolts to attach end caps to gutter
- 2 trough supports (1" x 4" x 36") cut so gutter will fit snug
- 2 end braces (1" x 4" x 23")
- 4 legs (2" x 2" x 34")
- 1 1/2 #10 flat head wood screws for all fastenings



Setting Up the Rain-Gutter Course

Allow sufficient space around the course for both participants and spectators.

With the horses and gutters in place, put a small amount of water into each gutter to make sure it is level. Even on the most level floors or ground, some adjustments may be necessary; and once the gutters are full, it is nearly impossible to move them without causing a minor flood.

When the course is level, fill the gutters to about 1/2 inch from the top.

Closing:

Announce date, time, and place for the September pack meeting. Have Cub Scouts invite their nonmember friends and their parents to come.

Have boys form a circle with arms around each other's shoulders and sing or hum "Taps."

GAMESCork Scramble

Players stand at the water's edge, half on one side of the pool and half on the other. Leader throws a number of corks into the pool. On signal, players scramble to see who can get the greatest number of corks. If desired, winner may be eliminated and game continued until only one boy is left.

Over and Under Relay

Line up by dens in water that reaches midway between hips and knees. The last Scout in line leapfrogs over Scout just ahead of him, dives between legs of next Scout, leapfrogs the third, and so on until he comes to the front of the line. As soon as he finishes, the Scout who is now last in line does the same thing. Scouts repeat until the boy who was originally last in line is last again. First group finished wins.

Balloon-Blowing Contest

Issue each group member a small balloon. Groups line up in waist-deep water. On signal, Scouts duck and attempt to inflate balloon underwater. The group inflating balloons first is the winner.

Pajama Relay

Use between stunts. Have a large pair of pajamas for each den. Half of each den lines up on opposite sides of pool. On signal, boy number one in each den puts on the pajamas and swims or walks to the other side, takes off pajamas, and places them on the deck for the next boy who dons them and returns. The first den to finish wins.

Candy Hunt

Wrap hard candies in aluminum foil and scatter them on the bottom of the pool. On signal everyone jumps in and retrieves what they can.

Sharks and Whales

Two teams of five or more players each. One team is called the sharks, the other the whales. The teams line up facing each other, in parallel formation. Each team has a home base about 10 feet behind it. One player chosen to be leader calls "Sharks!" The whales turn around and run to their home base (which might be the side of the pool or a spot on shore). The sharks chase them and any whales tagged become sharks. The leader calls "Whales" and the situation is reversed. Team having the greatest number of players at the end of a given time is the winner.

Fish Net

Ten or more players form two lines 30 to 50 feet apart. The lines may be the sides of the pool or in a lake the beach may be one line and chest-deep water the other. All players but one stand behind one of these boundary lines. (In a lake the players should stand in chest-deep water and run towards shore.) The player who is the fisherman stands halfway between the boundary lines and calls:

Poor fish, poor fish, poor fish,
Better get wet!
I'm going to catch you in my net.

All the "fish" either head for the opposite boundary or shore. The fisherman tries to catch all that he can. All players caught hold hands and become a part of the "net" and help catch others. When the fish make their second crossing, the net tries to encircle as many as possible. Each player caught becomes a part of the net. The last fish caught becomes the fisherman for the next game.



Bubbling Contest

Two or more players. The players form a circle in chest-deep water and at a given signal all submerge their faces. Then by controlled effort they exhale steadily but slowly. The last person to lift his face out of the water is the winner.

Bobbing for Apples

Equipment: Several apples for each player. Most people have bobbed for apples at Halloween parties. However, it is as much fun, or perhaps more so, to bob for apples in a lake in the middle of the summer; because now you are dressed for it. The one who ends up with the most apples is the winner.

Heave Ho

(Water version of Tug-of-War). Equipment: A strong rope. Two teams of five players or more on each team. A cloth is tied in the center of the rope and two neutral players are stationed about 5 feet on each side of the center point. When one team pulls the other team past the player on their side, that team is the winner and the games is over.

Penny Hunt

Equipment: At least five pennies for each boy. The number of players can vary from 1 to 20-the more the merrier. If desired, the players may be divided into teams. The players line up on the sides of the pool. The pennies are scattered in the shallow water. Each player or team has a home base at which they leave their retrieved pennies. At a signal, all players jump into the water, duck under, and pick up one penny at a time. He brings the penny to his home base and then returns to find another one. The player with the most pennies is the winner. Even a Cub Scout by himself can have fun ducking for pennies.

Charlie Over the Water

Six or more players. Players hold hands and form a circle around the one selected to play "Charlie." Charlie stands in the center while the others walk around him singing:

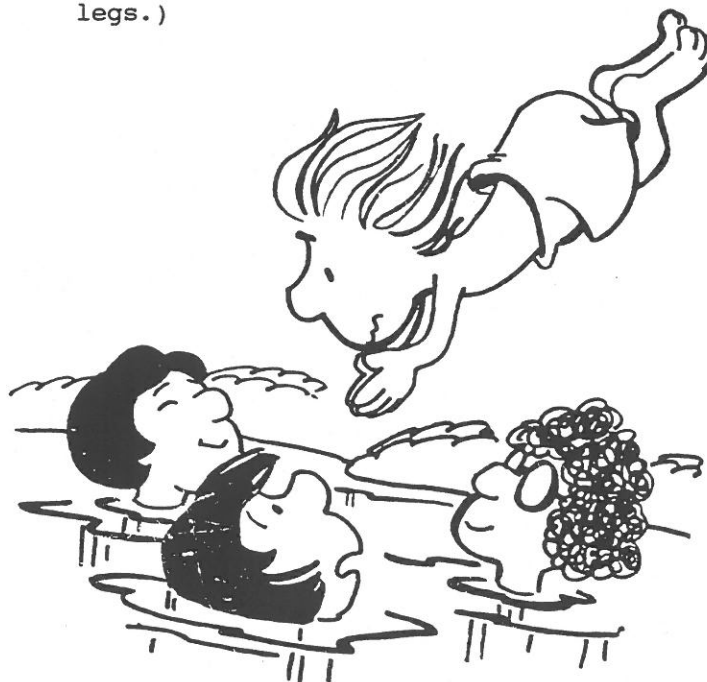
Charlie over the water,
Charlie over the sea,
Charlie caught a blackbird,
But can't catch me.

After the song is completed the players stop walking and Charlie tries to tag someone before he can duck underwater. The one tagged, changes places with Charlie.

Up and Under

Equipment: One rubber ball for each team (the larger the ball, the funnier the game-but all balls should be the same size). Two or more teams of at least six players each.

The teams line up in relay formation in waist-deep water. A ball is given to the first Cub Scout in each line. At a signal, the first player passes the ball overhead to the second player who passes it between his legs to the third Cub who passes it overhead and so on to the end of the line. The end Cub runs to the head of the line and passes the ball as before. The first team lined up in original order wins. (The trick of the game lies in trying to pass the ball under the water and between the legs.)



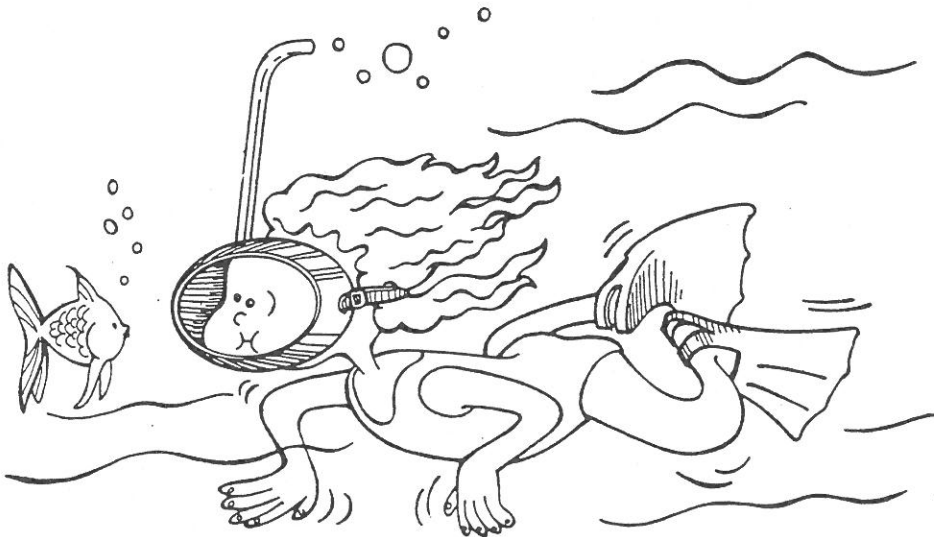
SEA LIFE

s t a r f i s h x u q t e o s
 w l c t d o c t o p u s u y h
 c o d s w o r d f i s h r s r
 u b f p h g a j t s d a f t i
 r s k x a p b t u n a r w e m
 c t e e l c a r p a l k a r p
 h e l j e l l y f i s h b p d
 i r p z c a f d o l p h i n t
 n x r t s m a r l i n l d m o

kelp
 shrimp
 swordfish
 whale
 marlin
 oyster
 cod

octopus
 shark
 dolphin
 snail
 jellyfish
 urchin
 carp

tuna
 crab
 starfish
 lobster
 clam
 eel



Experiments with Water

If holes are punched in a container of water, the water will squirt farthest from the lowest ones, because the farther below the surface you go, the greater the pressure becomes.

Water stands at the same height in the teapot itself and in the spout, because the levels depend on the depth of the water and not on the amount.

A small vial with just enough air in it to float upside down is forced to the bottom of the jar when the metal cover is pressed. The pressure forces more water into the bottle. This makes it heavier and it sinks.

A floating candle, balanced by a nail at the bottom, rises higher and higher in the water as it burns because it becomes lighter in weight and thus displaces less liquid.

An egg sinks in fresh water because its density is greater than that of the water. But, if the density of the liquid is increased by adding salt to it the egg will float in it.

A needle, safety-razor blade, or paper clip carefully placed on the water's surface will remain there. It is supported by the membrane-like surface of the liquid.

If a strong hose leading from a great height to a closed barrel were filled with water, the weight of the liquid would create enough pressure to burst the barrel.

When a boy lands on the water in a belly flop position he learns several things about water. It has surface tension, it cannot be compressed, and it is not displaced as easily as air.

Dripping water demonstrates surface tension in liquids. As the thin stream flows out, the action of surface tension pinches it off in small sections to form drops.



EXPLORE YOUR NEIGHBORHOOD

Our Town U.S.A.

Opening Ceremony

Setting: 4 Uniformed Cub Scouts, carrying suitable props (such as a megaphone, nightcap, church model, and a star) speak the following lines.

FIRST BOY: You can say anything you want to say, whoever you may be. Some things cost a lot of money, but speech is free.

ALL: That's what it means to be an American.

SECOND BOY: You can write anything that you want to write and dare to disagree. You can sleep without feeling afraid at night."

ALL: That's what it means to be an American.

THIRD BOY: You can't be put in prison unless you have been fairly tried. You can choose a place of worship with your family by your side.

ALL: That's what it means to be an American.

FOURTH BOY: You can dream any dream you want to dream, and make it all come true. We live in a land where liberty is meant for me and you.

ALL: That's what it means to be an American.

(Lead "America the Beautiful," then the Pledge of Allegiance.)

SONGS

Our Town

(Tune: She'll Be Coming Around the Mountain)

1. There are lots of places in our town for fun
There are lots of places in our town for fun
There are parks and playgrounds all 'round,
There are parks and playgrounds all 'round
There are lots of places in our town for fun.
2. The people in our town like it here a lot
The people in our town like it here a lot
There are many things to do here
There are many things to see here
The people in our town like it here a lot.

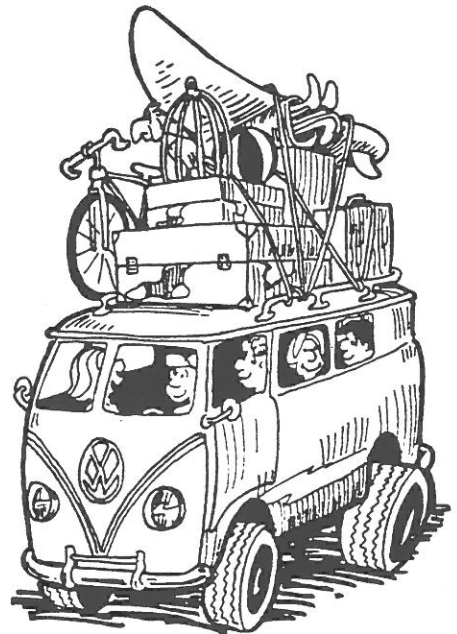
99 Cubs

(Tune: 99 Bottles)

99 Cubs in a boat on the sea
99 Cubs in a boat
If one of the Cubs should fall overboard
98 Cubs in a boat on the sea
(Repeat down to 1 Cub being left in the boat)

Row, Row, Row, Your Boat

Row, row, row, your boat
Gently down the stream
Merrily, merrily, merrily, merrily
Life is but a dream
(This song can be used as a ROUND)



Advancement Ceremony

Props: This can be as simple or as fancy as desired. The setting is at a campaign speech for city mayor.

Characters: The Cubmaster will need to have three men help with the awards.

CUBMASTER: Ladies and gentlemen, we have come here tonight to hear our three candidates for mayor express their views. (Introduce Mr. Wolf, Mr. Bear and Mayor Scout.)

MR. WOLF: I would like to talk to the young people about our fair city, to say we need to improve on our quality of life. We have Cub Scouts present who have earned awards for a job well done. Would these Cub Scouts please come forward and receive their awards. (Call out boys' names that are getting their Wolf and arrow points. The Cubmaster can assist in handing out these awards.)

MR. BEAR: I would like to address the middle aged group of our fair city. You have been working for some time and have achieved much. I would like to ask you to accept a token of my appreciation and award you the Bear award. (Call out the boys' names who have earned their Bear and arrow points. The Cubmaster helps hand out awards.)

MAYORSCOUT: I would like to talk to the old timers of this our golden town. You have each given unselfishly of yourselves and for your loyal support all these years I have a special award that is called the Webelos. Webelos stands for We'll Be Loyal Scouts and I know I'll have your loyal support in the upcoming election. (Call the boys forward and give them their awards.)

CUBMASTER: As sponsor for these campaign speeches I would like to add my many thanks for jobs well done and we'll see you at the polls.

Advancement

Equipment: A three-foot high tree limb with several branches, set as if it were a tree in a can of mortar; green paper leaves (make with thin wire frame and with wire stem sticking out) with Cub Scouts' names and awards; badges and arrow points.

Personnel: Cubmaster, Webelos Den leaders, advancing Cub Scouts and Webelos Scouts, parents.

Cubmaster: "This little tree is a symbol of the natural beauty of land. The tree also represents Cub Scouting.

It takes a long time for a beautiful tree to grow. In the same way, a Cub Scout spends a lot of time and effort in advancing from rank to rank. So do his parents who help him.

Today we will see how much prettier this Cub Scouting tree will be when we put some leaves on it. Each of these leaves represents the time and effort put into their advancement work by our Cub Scouts and parents."



CRAFT

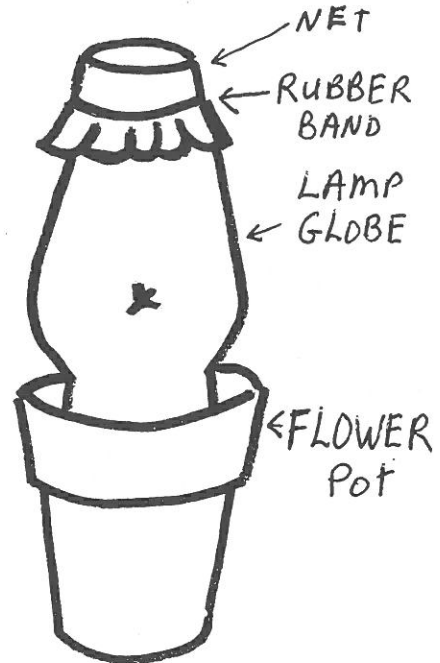
Nature creatures

Start with a base of clay, soap, or styrofoam to keep your sculpture from falling over. Work from the bottom up using milkweed pods, acorns, or pine cones. Fasten each part that is added with glue or glue-soaked bits of cotton.

Insectarium

Materials: Glass lamp chimney, clay or plastic flower pot and mosquito or fly netting.

Put the glass chimney on top of the flower pot that is filled with dirt. Cover the top of the chimney with the netting after the insects are in. Keep several insect cages and observe the life cycles of flies, ants, butterflies or moths.

Pictorial Wall Map

On a large sheet of ordinary wrapping paper, draw a map of your town or community. This does not need to include many details or be exact as to streets, since it is intended more for decorative purposes.

Locate points of interest, important building, such as the library, city hall, schools, and churches. At the location of each of these, either draw a picture of the building, or glue a picture cut out of the place.

If you wish, you can print or typewrite interesting facts about each picture on a small square of paper or on a gummed label, and attach it below the picture.

To make the map colorful, paint in trees, houses, and so on, and add a decorative, painted border.

Mount your map on a background of heavy cardboard cut from a carton. Add a hanger on the back.



Jig Saw Puzzle

There are various subjects you can use for your puzzle, such as different buildings, industries, well-known people, or famous landmarks of your town. You even could combine all of these subjects, if you want.

Good sources for such pictures are city maps, booklets put out by your Chamber of Commerce or School Board, and local papers.

Assemble the pictures on pieces of cardboard, gluing them close together, even overlapping a bit. When the glue is dry, turn the cardboard over and draw lines to outline the sections of your puzzle. Cut them apart, and then have the fun of fitting them together again.



SKIT

The Hoot N' Holler Tribune

Here is a simple, humorous skit which you can adapt to pertain to your home town newspaper. It is easy to produce, requiring very little in the way of costumes and props. The action is mostly pantomime and the dialogue is quick and easy to remember.

There are eight characters in the skit. You could add more characters very easily, if you wish, by increasing the number of reporters. Instead of one reporter, you could have a sports reporter, a society reporter, etc. You could also have other editors. No doubt you will have ideas of your own which you will want to include to make the skit more applicable to the people on the staff of your local newspaper.

Characters

Editor: Dressed in shirt sleeves and wearing an eyeshade.

Reporter: Wears fedora hat pushed back on his head. Has sign "Reporter" on hat band.

Copy Boy: Dressed as a person from the 60's - flower child type.

Linotypist: Dressed in work clothes. Carries a clothesline.

Walter Willtell: Wears fedora hat, loud tie and suit.

Proofreader: Wears a "Sherlock Holmes" hat and carries a magnifying glass.

Office Boy: Wears sweater and slacks and has long white beard.

Cub Reporter: Wears Dr. Denton Pajamas and a fedora hat. Carries a teddy bear.

Props

Two desks: One with a sign "Editor" on it and a shallow box at each side, one labeled "Incoming" and the other labeled "Outgoing". Other desk is for reporter. Provide two or three toy telephones for Editor's desk, plus a wastebasket. Place a typewriter on Reporter's desk.

Alarm clocks: These are out of sight and are set to go off at regular intervals during the skit.

"The End" sign: This is hidden behind Editor's desk.

Ice Cream Scoop: This is carried by Copy Boy.

Flash Bulb Camera: This is used by Walter Willtell.

Action and Setting

The action takes place in the office of the "Hoot 'n Holler Daily Tribune." As the scene opens, the Editor is seated at his desk. The Reporter is pounding away at his typewriter, a pencil dangling from his mouth. Each time an alarm clock goes off, the Editor picks up a phone and bellows "Hello!" and hangs the receiver down, saying, "Wrong Number!" There should be an air of hectic confusion throughout the skit.

EDITOR (*shouting*): Copy Boy! (*Copy Boy, paper in hand, comes dancing in like a real "hip" cat.*)

REPORTER (*loudly*): What's the deadline? (*Boy enters with paper in hand; gives it to the reporter.*) This is no deadline. This is the obituary column! (*Editor shakes his head in disgust.*)

COPY BOY: Well, they're all dead, aren't they? (*Reporter gets up menacingly, as if to choke copy boy. Boy scurries out.*)

EDITOR: I wish we'd get a good "scoop" just once!

COPY BOY (*running in with ice cream scoop*): Here's one! (*Editor snatches scoop and throws it at boy as he beats a hasty retreat, laughing.*)

Office Boy enters and takes papers from the "Outgoing" Box and starts to put them into the wastebasket.

EDITOR: Who are you?

OFFICE BOY: I'm the new office boy, Sir.

EDITOR: Well, get out of here and let my papers alone! (*Grabs papers and puts them back in "Outgoing" Box as Office Boy exits.*)

REPORTER: Where's that linotypist?

LINOTYPIST (*enters carrying a piece of clothesline*): Can't find a linotypist, but here's a piece of clothesline.

REPORTER: I don't want that. Get out of here! (*Linotypist exits as Proofreader enters. He hovers around Editor's desk, examining everything closely with the magnifying glass.*)

EDITOR: What on earth are you doing here?

PROOFREADER: Who, me? I'm the Proofreader, and I'm looking for proof. (*Editor holds his head in anguish as Proofreader ambles off, examining everything as he goes.*)

EDITOR: If this keeps up, we have to stop the presses. News! News! News! That's what we need. Instead, what have we got? A proofreader with a Sherlock Holmes complex. (*Editor pounds his fist on the desk as he talks. He picks up phone.*) Hello! City Desk? Send me some news! (*After he has completed his call, he paces up and down behind his desk. Cub Reporter comes skipping in, carrying his teddy bear.*)

EDITOR: Now, just tell me please, what have we here?

CUB REPORTER: I'm your eager Cub Reporter. You asked for news, and here I am. I am reporting on the cubs at the zoo. There are exactly four. Well, almost that is. Now there are only three. I brought one along.

EDITOR: Out! Out! Out! (*Holds head and groans.*) Oh for some news.

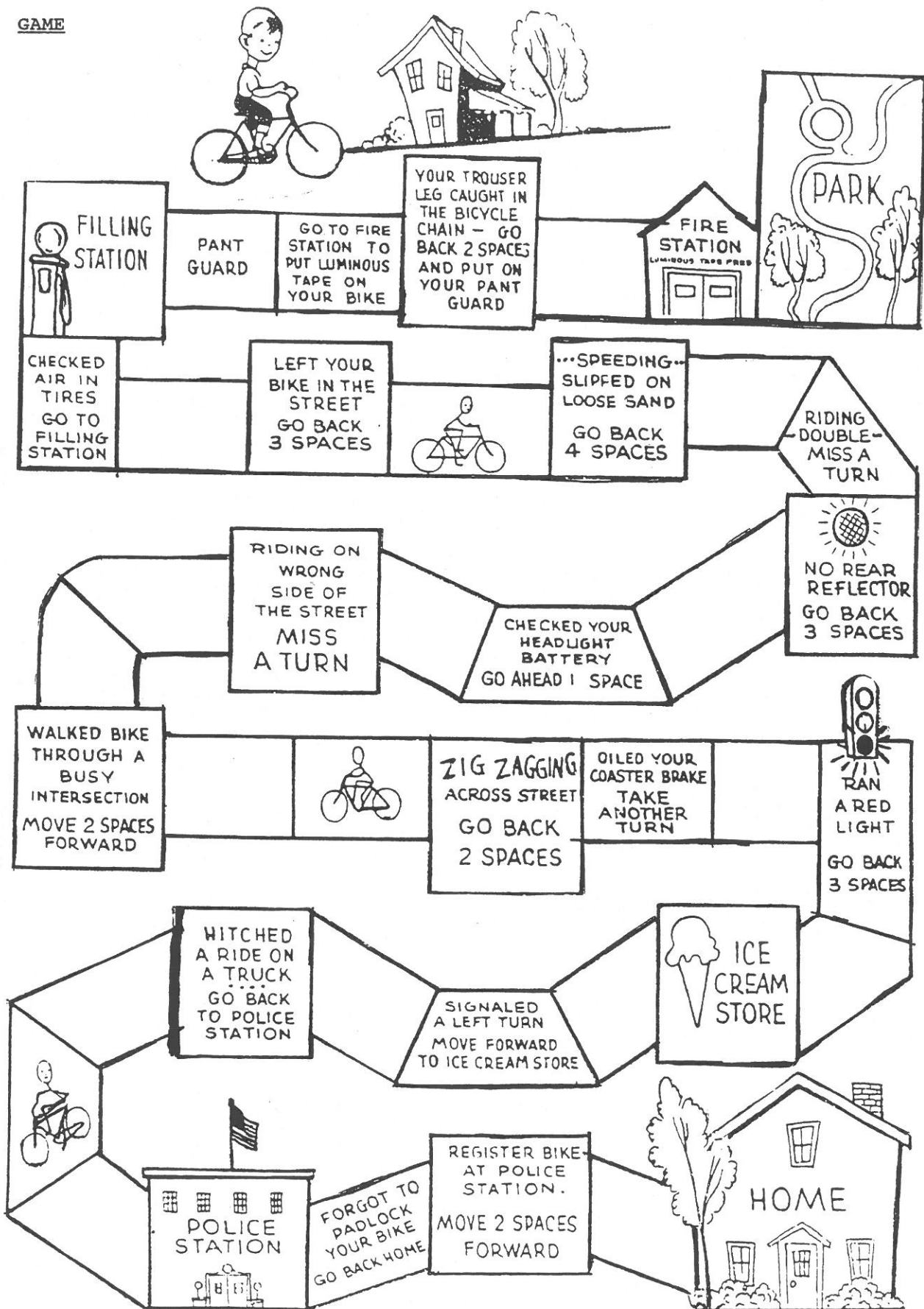
REPORTER: Here comes Walter Willtell. Now we'll get some gossip!

WALTER WILLTELL (*enters, and speaks very rapidly*): Good evening, Ladies and Gentlemen and all the ships at sea! I'll be back in a flash with a flash! (*He runs out, re-enters with camera and takes a flash picture of the audience. Editor props "The End" sign in front of his desk.*)

Closing Ceremony

Use a song for the closing such as "This Land is Your Land", "Main Street, USA", from the movie The Music Man.

GAME



ACHIEVEMENT PARADE

Pack Meeting Opening - Closing Combination

Here is a simple, yet effective opening - closing combination that utilizes the Cubmaster and a single candle as a focal point of the ceremony.

Personnel: Cubmaster or other leader
 Equipment: Candle, Candlestick, matches
 Arrangement: This ceremony may be used alone or many introduce another opening.

Opening

(Before the opening ceremony, place a candle at one side of the stage or room but in view of everyone. When time for the opening ceremony, the Cubmaster makes the following statement.)

Cubmaster: (lighting candle) This candle represents the spirit of Cub Scouting. It is going to burn throughout our meeting, representing the fun and friendship we will enjoy together here.

Closing

Cubmaster: Throughout our meeting this evening this candle, which represents the spirit of Cub Scouting, has burned. Look steadily at it for a moment. (Pause.) Now close your eyes. The image remains with you. Open your eyes. Now we blow out the light. As the image of the light remained in our ceremony, so will the spirit of Cub Scouting remain with us. Good Night.



SKIT

Audience Participation

Wolf -	"Ahooh"	Bear -	"Grrrrr"
Webelos -	"Let's Go Camping"	Parents -	"I'll help"
Leaders -	"Let's go Boys"	The Pack that Advancement Built -	"Congratulations, Boys"

Once upon a time, there was a Cub Pack. Not a large pack, in fact, not even a small Pack. Just a medium-sized Pack. There were Wolves....and Bears....and Webelos.... But they stayed Wolves....and Bears....and Webelos.... And that's why the pack stayed a medium sized Pack.

One evening, all the Leaders....got together at the monthly pack leaders....meeting to figure out why their pack stayed medium-sized. One Den Leader....thought it was the Parents....fault. One Leader....thought it was the boys fault. One Den Leader....didn't know whose fault it was!

But one Den Leader....thought that the reason their pack stayed medium-sized was advancement! They had no advancement! So all the leaders....put their heads together and began to promote advancement. Soon, they were becoming the Pack That Advancement Built....

Their Wolves....became Bears....and their Bears....became Webelos....and their Webelos....advanced to Boy Scouting. Soon the leaders....were happy, the Parents....were happy and the boys were especially happy. They grew from a medium-sized pack to a larger, stronger pack. And with the Leaders....help, and Parents....help and the Wolves...., Bears...., and Webelos....help, they really were the Pack That Advancement Built!....

The Cub Scout Trail

Props needed: Tepee or tent, large boxes to make store and mountain, cardboard signs that read Bobcat Store, Wolf Tunnel, Bear Mountain, Webelos Bridge, and Rugged Road.

Setting: A simulated trail with the tepee standing at the beginning, four signs held along the way by Cub Scouts and the den chief at the end with the fifth sign. Blue and gold crepe paper streamers are wound around the signs marking the trail. Akela, attired in an Indian blanket and headband, is at the tepee. The prospective Cub Scout wears an old baggy shirt and hat over his uniform as he steps up to meet Akela.

Akela: "Can I help you?"
 Boy: I'm on my way to manhood.
 Akela: Come, let's follow the blue and gold trail. It's the best way. First, we'll stop at the Bobcat Store and get prepared for the journey.

(Boy ducks down and removes old shirt, changes Cub Scout cap at Wolf Tunnel)

Cub Scout: (at Wolf Tunnel) I hope there aren't real wolves here. (Comes to Bear Mountain) A mountain - Wow! Are you sure this is the best way?
 Akela: You are doing fine. You're well on your way. (Comes to Webelos Bridge) I must go help others now. Good luck!
 Cub Scout: (salutes) Thanks for your help. (crossed the bridge) This is the end of the trail. Is this manhood?
 Den Chief: No, but you're getting close. Just follow the rugged road to Scouting.

(Cub Scout goes off stage.)

Bobcat Ceremony

Cubmaster: Will the boys who wish to enter our Pack as Bobcat please come forward with their parents.

Cubmaster: We are happy that you are here with us tonight, because your boy is taking an important step toward good citizenship and wholesome living.

You, as parents, have a real responsibility to carry out as your boy enters our Pack. Will you cooperate, by attending the Pack meetings...and every activity which will help your boy, so that he will be able to achieve the great goals and fun that are his in Scouting?

Will the Cub Scouts please come forward and form a LIVING CIRCLE.

All come forward. (Living Circle is formed with the Cubmaster and Bobcat Cub Scout having room to join in too).

Before you, you behold the Cub Scouts of this Pack wishing to become the friend of every other Cub Scout. We ask you Bobcats to become part of our circle too. To show you wish to do your best to be a friend to all, join with me and repeat the Cub Scout Promise.

(At the end of the Promise the Cubmaster asks the Cubs to be seated and thanks the parents for joining their sons in the Cub Scouting Program).

THE STORY OF THE CUB SCOUT COLORS
(An Advancement Ceremony)

Personnel: Akela, two Indian Braves, a Narrator.

Equipment: Tripod with pot suspended over fire, small container (such as a coffee can) that will fit inside the large pot and hold a Cub Scout neckerchief and any awards; dry ice to pack around the small container. Dry ice will vaporize and cause a smoking effect and it looks as if the pot were boiling. The smoking increases when water is added. You will need two clean bottles. Fill one with diluted yellow food coloring to color the water gold. In the other use blue food coloring to tint the water a sky blue. Have an Indian headdress for Akela.

Narrator: (Speaking to audience, seated in a circle with Akela standing behind the smoking ceremonial fire). Many, many moons ago the great chief Akela called a council to see what could be done to make the Webelos tribe the best of all the tribes. After many hours, Akela called his two most trusted braves to the council fire.

(He continues as two Braves come in and stand on each side of Akela). He told the first Indian Brave to climb the mountain and tell the great eagle to fly high into the sky and bring back part of the beauty of the sun (first Brave leaves).

He told the second Brave to go into the forest and tell the sparrow to fly high into the sky and bring back part of the beauty of the sky. (Second Brave leaves. Then, both Braves return immediately. One carries a bottle of blue water and the other a bottle of yellow water that were located just outside the room. They come in and kneel, one on each side of fire, and hold up the bottles of colored water for everyone to see.)

Akela: (Orders First Brave). Pour some of the beauty of the sun into our council mixing pot. (The Brave with the yellow water pours some of it into the large pot containing dry ice, being careful not to pour the water into the small container. The water causes the dry ice to smoke more, and it seems as if the pot is boiling faster. Akela signals the second Brave). Pour some of the beauty of the sky into the council mixing pot.

(The rapid boiling action starts again. Then raising his right hand, Akela speaks.)

Akela: From this day forward, blue will stand for truth and loyalty. Yellow will stand for warm sunlight, happiness and good cheer.

(Then Akela stirs the pot, reaches in, and pulls a Cub Scout neckerchief from the small container. He holds the neckerchief open so everyone can see it, and speaks.) And that is why the Cub Scouts use the colors blue and gold. Now let us meet the Cub Scouts and parents that helped us keep the blue and gold of Cub Scouting alive and growing this month.

(Akela stirs the pot again and takes out the boys' awards from the small container in the middle. Boys and parents are called forward to receive them.)

Progress Toward Ranks Ceremony

Personnel: Den Leader, advancing Cub Scouts

Equipment: Progress Toward Ranks patches and beads as needed

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

(Attaches Progress Toward Ranks Patch to Cub Scout's right shirt pocket and hangs gold bead (red for Bear) from thong.)

Den Leader: When (Name of Cub) passes three more achievements, he'll get another bead. When he has earned four beads, he will also get his Wolf (or Bear) badge at a pack meeting. Congratulations (Name). Now let's give him our den yell. (Or have each Cub Scout give advancing boy the Cub Scout handshake.)

Advancement Ceremony

Personnel: Cubmaster, Akela, Great Spirit

Equipment: Artificial campfire, Tom-tom

Arrangement: Curtain opens showing Akela sitting by campfire. Tom-tom is beating softly.

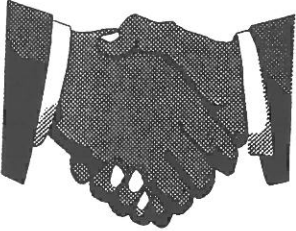
Cubmaster: Chief Akela of the Webelos Tribe, I have before me (number) Cub Scouts who have lived by the Cub Scout motto, kept the Cub Scout Promise and obeyed the Law of the Pack. They have each completed the requirements of their respective ranks. I now present and recommend each for his advancement.

Great Spirit: Tonight we honor those Cub Scouts who have grown in knowledge and have achieved a higher rank in Cub Scouting. How have they grown in knowledge? In much the same manner as Akela. Akela was the big chief of the Webelos - tall, stalwart, straight as an arrow, swift as an antelope, brave as a lion. His father was the son of the great yellow sun. He was called the 'Arrow of Light'. His mother, from who he learned all those wondrous things that mothers know, was called 'Kind Eyes'. When Akela was a young boy, he was taken on short trips into the forest among the great trees and the streams.

Here from the Wolf he learned the language of the ground, the tracks, the fields, and the ways of food. From the Bear he learned the secret names of the trees, the calls of the birds and the language of the air. Just like Akela, you have learned much along your trail to advancement.

Akela:

Cub Scouts, you have lived by the Cub Scout motto, kept the Cub Scout Promise, and obeyed the law of Pack. I am happy to see you come before this pack to receive your badges.



(curtain closes)

Now I will ask that you boys give the Cub Scout sign and repeat after me:

"We boys now promise...to go back to our dens...and to do our very best...to work on electives...and to keep advancing regularly."

Thank you and congratulations!

Den Achievement Ceremony

Written to be used with a den doodle.

Set up den doodle in convenient spot in meeting place where all can see it. Have boys facing the den doodle.

Den Leader: We have a boy today who is ready to add another achievement doodle to his string on our den doodle. He has been working hard and has passed off another Achievement in working toward his (Wolf or Bear) Badge.

If _____ will come forward now our assistant den leader, _____ will present him with his doodle which he will then add to his string.

Asst. Den Leader: (Hands it to boy as he comes forward and faces boys.) Saying: Congratulations, (boy's name), you're doing fine on your Achievements. Keep up the good work!

Den Leader: O.K., fellas, while (boy's name) is adding his doodle to his string on our doodle, our den chief _____ is going to lead us in our Den Achievement Pledge.

Den Chief: Let's all give the Cub Scout Sign and repeat with me.

We the boys of Den (den #),
 Promise to do our best,
 To keep working on our achievements,
 And to make our den stand out from all the rest!

Den Leaders: Now that (boy's name) has added his new achievement doodle to our den doodle, let's all give him ___ big How(s). (Match number of hows to number of achievements doodles added or number of boys adding doodles.)

This simple ceremony could also be changed for variety. Sometimes the boys could give their den yell in place of Achievement Pledge or you could add the yell on at the end. Also a den song could be sung instead of the pledge.



Graduation Ceremony - Webelos

(Based on ceremony in "How Book of Cub Scouting", 1958)

The Cub Scouts are called together in some formation which will make the ceremony easy to conduct (square or half circle).

The Webelos Leader brings forward the graduating Cub Scout, and the Cubmaster speaks:

"Friends and parents, Cub Scout _____ has reached the 5th grade level and is ready to be graduated into the Scout Troop. (Cubs name) you have looked forward to this for almost 4 years. You have been a good Cub Scout and we know you will be a good Boy Scout. We are all proud of you.

There are two things, (Cubs name). First, I want to tell you that I have enjoyed my association with you in Den _____ and in Webelos. And, now as you leave Pack _____ on behalf of all your fellow Cub Scouts and myself, I wish you the best as you become a Boy Scout with Troop _____.

Mr. Scoutmaster, we now present to you and Troop _____, Cub Scout _____, who has met the requirements and eager to be a Scout. We recommend him highly. He has been a fine member of our Pack.

THE SCOUTMASTER ACCEPTS THE CUB SCOUT INTO THE TROOP.

Scoutmaster:

On behalf of Troop _____, I want to welcome you into the Great Scout Brotherhood. The Boys tell me that you have been asked to join the _____ Patrol, so I would like to have you meet (Scout's name), who will be your Patrol Leader.

We will be having a meeting of our Troop on (day of week), (date). We would like to have you attend.

Cubmaster: (talking to parents)

(Cub Scouts come forward) Friends, we of the Pack wish to congratulate you upon the graduation of your son. You have done much to keep him interested and happy in Cub Scouting and we appreciate it. I would like you to meet the Scoutmaster.

The Cubmaster presents the Scoutmaster to parents.

The Cubmaster requests the entire Pack to form the Living Circle. After the circle is formed, it is broken to permit Cubmaster, Scoutmaster, and graduate to step inside, and Cubmaster says:

"As you leave us to follow the trail through Scouting we would like you to renew with us the Cub Scout Promise."

Group repeats Promise.

The Living Circle breaks to let the Scoutmaster and Cubmaster out. The group then still facing graduate. Cubmaster says:

"As you go, we say goodbye with the Cub Scout Motto."

The entire group shouts: "DO YOUR BEST."



Advancement/Opening

Props: None

Personnel: The 4 boys with scripts face the pack and read their scripts in ascending rank sequence

Bobcat: I have learned five new things. I can give the Cub Scout Promise and the Law of the Pack; I know what Webelos means. I know the Cub Scout sign and handshake. I promise to do my best. I am a Bobcat. (Call boys and parents forward; present badges and pins.)

Wolf: I have learned twelve new things. I grew physically and spiritually. I developed habits and attitudes of good citizenship. As I grew in mind and body, I also grew within my family. I learned to get along with others and gained a sense of personal achievement. It is fun being helpful and doing your best. I am a Wolf. (Call boys and parents forward; present badges and pins.)

Bear: I too have learned twelve new things. They required more skill and effort. Many of the things I learned were preparing me to be a Boy Scout. The electives started giving me ideas about hobbies I might pursue in life. I am a Bear. (Call boys and parents forward; present badges and pins.)

Webelos: I am learning and understanding the requirements to become a Boy Scout. The Scout Oath, The Scout Law, and the parts of the Scout badge. I am learning about the outdoors through activities and the outdoor code. I have earned three activity badges. I am a Webelos. (Call boys and parents forward; present badges and pins.)

All four: Turn to face the flag and lead in the pledge of allegiance (if used as an opening ceremony.)

Closing Ceremony

Narrator: Each of us must try to do our best.

1st Cub: If man did not learn to walk, he would still be crawling.

2nd Cub: If man did not learn to ride a horse, he would still be walking.

3rd Cub: If man did not learn to make and drive a car, he would still be using a horse.

4th Cub: If man did not learn to fly he would still be driving on the ground.

5th Cub: Man dared to dream and aim for the moon so that now we can get to the moon.

Narrator: So Cubs you can achieve if you believe and try to do all you can. If you never try, you will get nowhere. So let's all grow in our achievements. DO YOUR BEST!

Pack: WE'LL DO OUR BEST!



CLOSING

The Cub Scout Trail

Six boys needed; four holding posters with Bobcat, Wolf, Bear, and Webelos Emblem. Each boy takes one step forward and says his part.

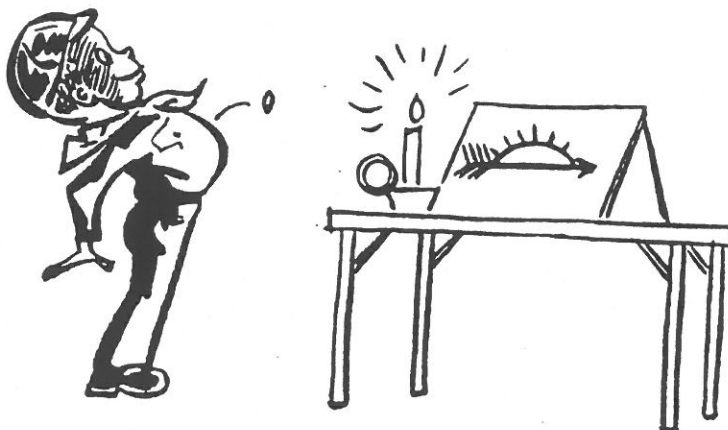
- 1st Cub: The Cub Scout program was formed in 1930. When it was found that younger boys desired a program too, Lord Baden-Powell saw fit to start us down our Cub Scout way. So come along and join us now as we travel down the trail.
- 2nd Cub: I'm a little Bobcat as you can plainly see. I've learned my law and promise, so a full-fledged Cub Scout I'd be.
- 3rd Cub: Now I am a Wolf Cub Scout, with a gold arrow too. Soon I'll have a silver one, to sew on my shirt of blue.
- 4th Cub: I'm in my second year now, and a Bear Cub Scout I've become. I've also earned some arrow points and besides, I've had some fun.
- 5th Cub: Webelos is the name for me, and now it is the time. They teach us to be Boy Scouts, and the dads keep us in line.
- 6th Cub: So let us close our Cub Scout path, that we have travelled down. We've learned a lot, we've worked a lot, to prepare for the days ahead. For now I am a Boy Scout, and my Cub Scout days are done. When I think back the last 4 years, it really has been fun.

Closing

Props: Three broomsticks, staves, lathes, etc., and a large rubber band.

Personnel: Adult (Cubmaster, Advancement Chairman, Committee Chairman, etc.)

Adult: The advancement program of our pack has three elements, all of which are essential to its success. (Pick up first stick) This represents the boy. He needs help to stand. (second stick attached with rubber band) This second stick represents the Cub Scout program. Even with this, the sticks won't stand. (attach third stick to form tripod). This last stick represents you parents. Now the advancement program of our pack will work. All of us working together are essential. None of us can leave the job to the others.



CRAFTS

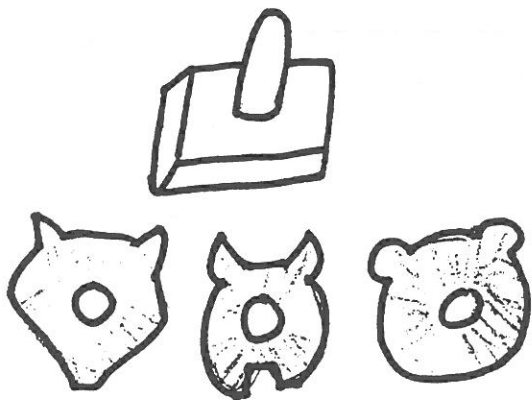
Advancement Totem

This totem grows as a Cub Scout advances. Use large thread spools, a square wooden base 1/2" thick by 4" square and a dowel 1/4" diameter by 7" long. Glue the dowel stick into a hole drilled in the base. When a boy becomes a Bobcat he paints a Bobcat symbol on a spool and slides it over the dowel. As he advances through Wolf and Bear, he adds new totems. The totem pole can be kept in the den meeting place or at home.

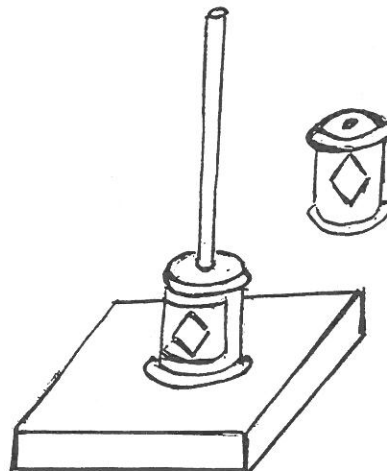
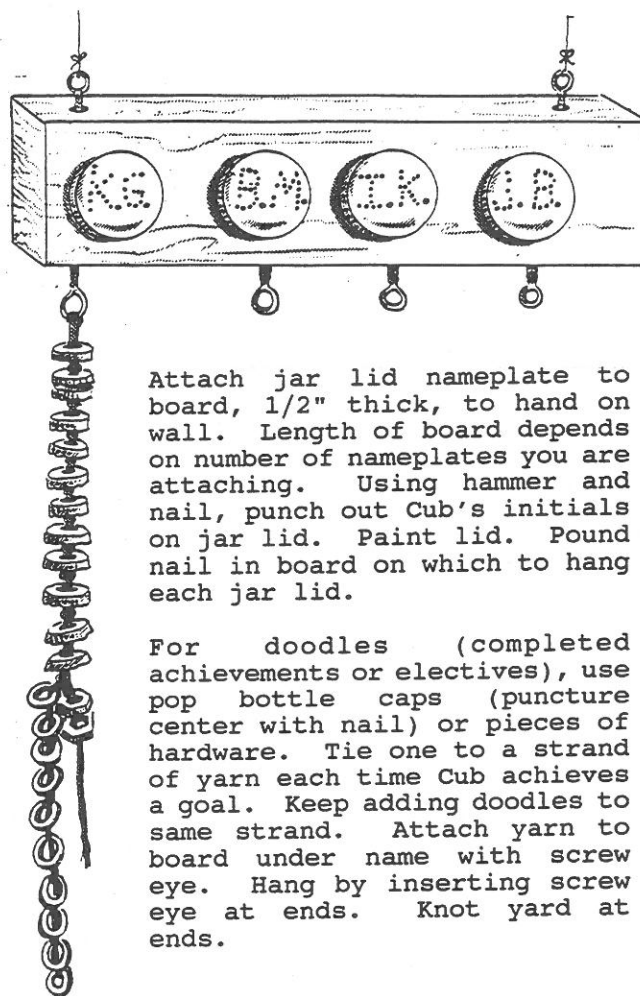
Cub Scout Ring Toss

Using Cub Scout emblem stickers glued to pieces of 1" foam. Cut out insignia. Cut hole in center of each emblem approx. 1 - 1 1/2" round.

8" X 8" piece of wood. 3/4" hole drilled in center, 3/4" dowel 8" long glued in center.



DEN DOODLES FOR ADVANCEMENT

Hanging Doodle

Attach jar lid nameplate to board, 1/2" thick, to hang on wall. Length of board depends on number of nameplates you are attaching. Using hammer and nail, punch out Cub's initials on jar lid. Paint lid. Pound nail in board on which to hang each jar lid.

For doodles (completed achievements or electives), use pop bottle caps (puncture center with nail) or pieces of hardware. Tie one to a strand of yarn each time Cub achieves a goal. Keep adding doodles to same strand. Attach yarn to board under name with screw eye. Hang by inserting screw eye at ends. Knot yard at ends.

SONGS

Cubbing Time

Tune: Clementine

Round a table, while we're able,
We discuss the things we've done
Every feller in the cellar
Is a second Edison.

Chorus:

We like Cubbing, we like Cubbing,
Oh, you bet your life we do
And we're going to keep on plugging
'Till we're old and mustached, too.

We can hammer, we can clammer
We can saw a board in two
We can put it back together,
So it looks like something new.

Chorus:

We like laughter, and the rafters
Drip with merry Cub Scout yells,
Sounds as if all eight of us had
Swallowed strings of jingle bells.

Chorus:

Our Den Leader prob'ly druther
Teach a kangaroo to dance.
'Stead of trying to teach all
Wolves and Bear like us in pants.

Chorus:

Cub Scout Advancement Song

Tune: The Farmer in the Dell

A-cubbing we will go,
A-cubbing we will go.
Hi, Ho, the Daireo, a cubbing
We will go.

2. The Bobcat makes a Wolf, etc.
3. The Wolf makes a Bear, etc.
4. The Bear Cub makes a Webelos,
etc.

A-Scouting we will go,
A-Scouting we will go.
Hi, Ho, the Daireo, a-Scouting we
will go.
Ta, ta, ta, ta, ta, ta, ta, ta.
A-Scouting we will go.

He's Got the Whole World In His Hands

Each line repeats 4 times

1. He's got the whole world in his hands,
2. He's got the busy bashful Bobcats in his hands,
3. He's got the wary watchful Wolves in his hands,
4. He's got the bold brave Bears in his hands,
5. He's got the witty wise Webelos in his hands,
6. He's got the fathers and mothers in his hands,
7. He's got the sisters and brothers in his hands,
8. He's got the whole world in his hands.



THE ADVANCEMENT SONG

(Tune: Clementine)

We're the WOLF Cubs,
 We're the BEAR Cubs,
 And true WEBELOS Cubs are we,
 Altogether we're a Cub Pack
 Known as well as (i.e. eighty-eights)
 (or if it has only one number
 use words Pack Five)
 Keep advancing, keep advancing,
 Step by step, right up the line.
 If you want to be a Boy Scout
 Never, never lag behind.

GAMESToe Writing Contest

Equipment: 2 pencils and 2 pieces of paper for each child.

Remove shoes and socks. Grasp pencils underneath and across the toes. See who can make an "X", write his name, and draw a picture first. Give each foot a turn.

Thumbless Stunts

Have someone tape your thumb and forefinger on each hand together, making the thumbs unusable. Then try to do the following:

1. Untie your shoelaces and at a signal, try to retie them
2. Peel an orange
3. Tie a bow

Penny on Nose

Have players lie on the floor. Place penny on his nose and try to wiggle it off. Do not move head...just wiggle nose.

Sucker Talk

Give each boy a lifesaver. He is to place it on his tongue and not hold it with his teeth. Then have him say the promise.

Protect the Egg

Equipment: A new egg

Each contestant is given an egg before the pack meeting. They are to prepare the egg to survive a fall from the top of a tall ladder or a roof top. Anything can be used to protect the egg.

Cub Pack 'O Dice

Make dice from large cubes of foam rubber or blocks of wood. Paint words pertaining to Cub Scouting on all 6 sides of each piece. Cub take turns tossing out one dice at a time, then trying to match the word on top by tossing the second dice.

Scoring:

If player matches word, 5 points
 If rank is lower 1 point
 If rank is higher 2 points
 First player with 10 points wins.

How Do You Rate?

Paper and pencils - number down the paper to 13

1. Score 5 for each button that you have on your clothes.
2. Score 5 for each arrow you have on your shirt.
3. Score 20 if you have your ID card with you.
4. Score 50 if you have attended church services last Sunday.
5. Score 10 if you have blue and black socks on.
6. Score 5 if you have your Cub Scout Hat on or with you.
7. Score 30 if you have plain blue jeans, or Cub Scouts pants on.
8. Score 5 if you are wearing your Cub Scout neck tie.
9. Score 30 if you have black or brown shoes on.
10. Subtract 10 if you are wearing tennis shoes.
11. Score 50 if you helped your Mom with the dishes last week.
12. Score 50 if you helped your Dad in some work on Saturday.
13. If you did an achievement in your book or an elective this week, Score 20.

Now add your score. Highest score wins.

Trophy Skin

Here is an easy to make, authentic looking trophy skin which any Cub Scout will be proud to have hanging in his room. During his Cub experiences, duplicates of his badges and pins can be hung on the skin and when he joins Scouting, he can continue to display duplicates of his honors.

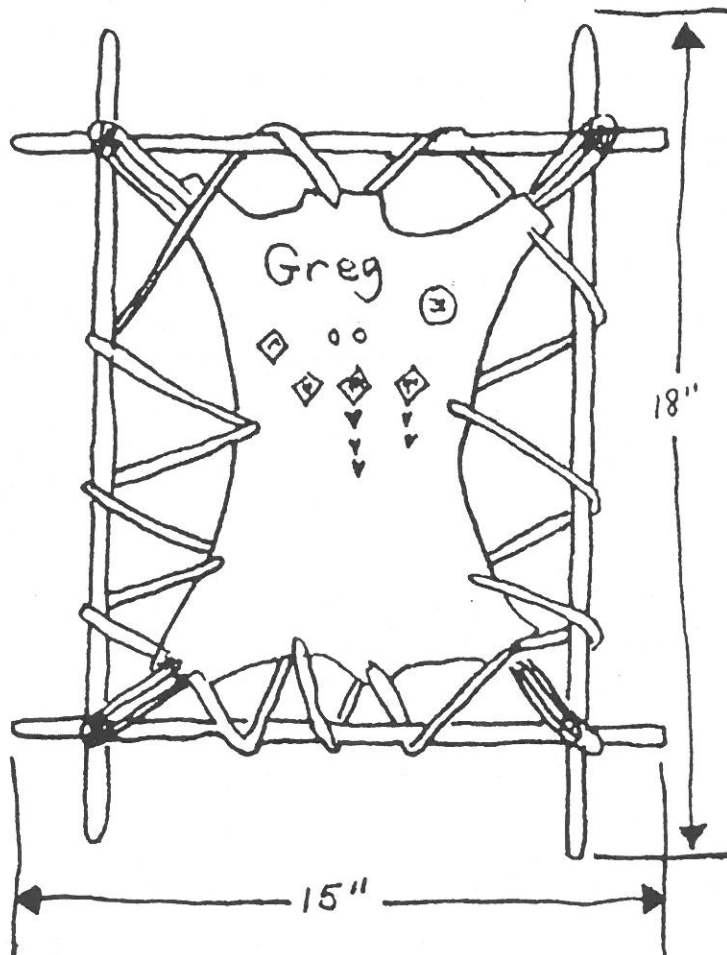
Materials: 13" x 16" piece of leatherette, suede or other similar material, 2 18" dowels or sticks (tree limbs for a more natural look), 2 15" dowels or sticks (or tree limbs), 4 12" pieces hemp twine or rawhide lacing, 1 90" piece of hemp twine or rawhide lacing 4 12" pieces bell wire.

Notch the four pieces of wood 1" from both ends. Be sure the notches are on the same side of each piece of wood.

Bind the four pieces of wood together with the wire (as shown in illustration) making the joints as tight as possible. Cover with twine or lacing.

Cut leatherette in shape of skin. Punch holes around edges. Tie it onto sticks temporarily with cord to hold it in place while you lace through the holes with lacing. When it is laced securely, cut holding cords.

Boy's name can be painted at the top or letters can be cut from felt and glued on. He might like to put his pack and den numerals on the skin as well as his badges and pins.



HARBORS, STATIONS, AND AIRPORTS

OPENING CEREMONY

When ceremony is presented, Cub Scouts come on stage each holding a large cardboard picture of appropriate train car.

- ENGINE:** This is the engine that represents our Government that keeps us on the right track.
- COAL CAR:** This is the coal car that represents the people who supply the energy to run our Government.
- GONDOLA CAR:** This is the gondola car that represents the open minds of the people who supply the energy to run our Government.
- TANK CAR:** This is the tank car that represents the energy to produce the ideas in the open minds of the people who supply the energy to run our Government.
- BOX CAR:** This is the box car that carries the food from our farmers, that helps produce the energy to supply the ideas in the open minds of the people that run our Government.
- CABOOSE:** Last but not least, this is the caboose that represents Scouting, which trains the boys with fantastic energy, who eat the food from our farmers and grow to men who produce the energy to supply the ideas in the open minds of the people that run our Government.
- CUBMASTER:** This train is unique, in that it runs on FREEDOM, the freedom that has made this country the strong nation that it is today.

Please stand and join me in the Pledge of Allegiance.

(The engine could have a small American flag posted in a proper place and the caboose could bear the Scout emblem. The other cars can be decorated appropriately.)

Steamboat Applause: Use both hands to make large rotary motions as if they were paddle wheels on an old side-wheeler. At the same time, say "chug-a-chug-chug", then reach up with right hand and pull down saying, "Toot! Toot!"

Spaceship Applause: Countdown "10 9 8 7 6 5 4 3 2 1, Blast Off!" Using hand motions, attain orbit and say "Beep-beep-beep-beep".

Steamboat Race

Dens 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 or den 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.



AUDIENCE PARTICIPATION

Travel

Divide the audience into four parts and as the narrator reads the following poem the different groups say the key words when their assigned word is read.

Car - Honk, honk Plane - Glide, glide
 Bus - Beep, beep Boat - Splash, splash
 Travel - All sounds at once.

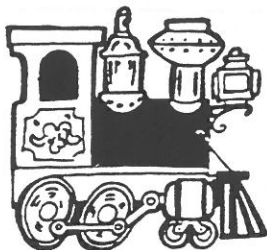
When you want to TRAVEL...From place to place, there are many vehicles, that could join this race. There's the CAR...that comes, in many assorted sizes, with gadgets galore, and full of surprises. Or you could settle for a ride, in a modern BUS... Does not meet your needs? You can TRAVEL...in a PLANE... at astonishing speeds. But you choose to TRAVEL...Over a route that's wet, the finest of BOATS...are yours to get. When you want to TRAVEL...whether near or far, you can do it comfortably, in a nice new CAR...If you listen when they say, leave the driving to us, then you certainly should TRAVEL... around the place by BUS... But if you are one, that's always in a hurry, then take a PLANE...in your rush and scurry. But if over the water, you may choose to ride, then pick a BOAT..., and through the water slide. Whatever the transportation, you may chance to use, when you TRAVEL...my friend, tis yours to choose!

SONGS

When you Travel:

(Tune: Clementine)

When you travel, don't unravel!
 Plan your trip ahead of time.
 Those who go around in circles,
 Never leave and stay behind.

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,

Refrain:

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!

Refrain:

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 we always have fun.



Closing

Arrangement: This can be a closing ceremony performed by Cub Scouts holding large cardboard cutouts as they read their lines off the back of the cutouts, or, large posters with the lines printed on them can be displayed around the room instead of the closing ceremony.

- 1st Cub: (Holding train engine)
When engineering a project, keep on the right track, this way you never will be caught slack.
- 2nd Cub: (holding canoe)
As the wise old Indian would say to you, learn to paddle your own canoe.
- 3rd Cub: (holding covered wagon)
The covered wagon served folks well in its day, but don't get in a rut - you won't go far that way.
- 4th Cub: (holding airplane)
To guide your life, like a good pilot you'll find it's important to keep an open mind.
- 5th Cub: (holding car)
If spinning your wheels causes a terrible rumbling, you may not be moving, but just sitting there grumbling.
- 6th Cub: (holding space ship)
Just as an astronaut flies into space, with a lot of determination, you can go anyplace.

(Cub Scouts prop cutouts against back wall and join hands in the Living Circle while the Den Chief reads the following:)

Just like the cars in a train, we're joined together as one; We do our best to help the pack go, while having Cub Scout fun. And when it's time to part and each take a separate trail, we'll do our best for God and Country - in that we will not fail. We remember our Cub Scout Promise in everything we do, won't you all please join us as we pledge ourselves anew. (leads the boys and audience in Cub Scout Promise)

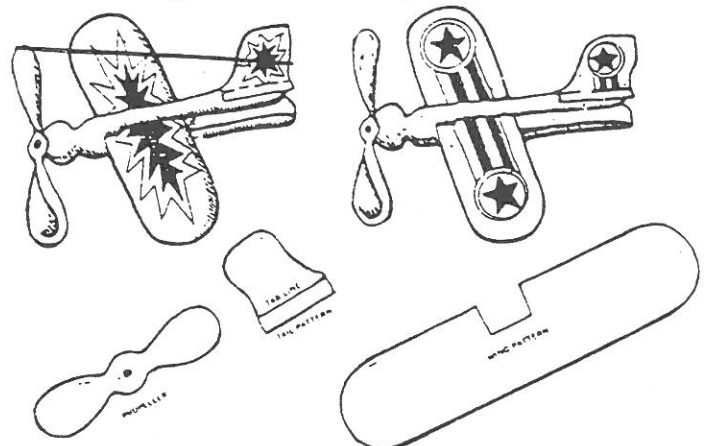
Closing Thoughts

The principle occupation of each boy while he is growing up is school. Think of yourself. Are you merely putting in time, or are you trying to get all the rewards the school has to offer? The rewards can be great. It's up to you.

President Kennedy said that intelligence and skill can function best when the body is healthy and strong...hardy spirits and tough minds usually are in strong bodies.

Airplane tie slide

Put pipe cleaner ring between prongs of small wooden clothes pin. Cut 2 each of wing and tail pattern from light weight cardboard. Glue wing pieces and upper tail pieces together. Glue tail tabs to end of clothes pin. Glue wings between prongs. Cut propeller from foil pie pan. Thumbtack propeller to top of clothes pin. Decorate wings and tail.



CRAFT

Map Holder

Cut vinyl 13 x 12 inches with 2-inch square flap at top. (Need 15 inches) Use paper-hole punch to make 12 holes on each side. For accurate punches, make six bottom holes on right side. Then fold material and mark other holes. Cut two slits 2-1/4 inches long on lower section.

Fold vinyl over and match holes so six holes are visible on each edge. Cut two inch pieces of rug yarn to bind sides.

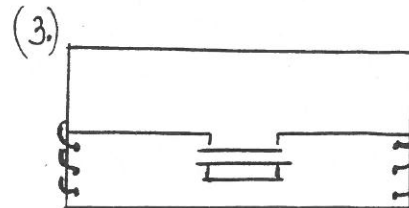
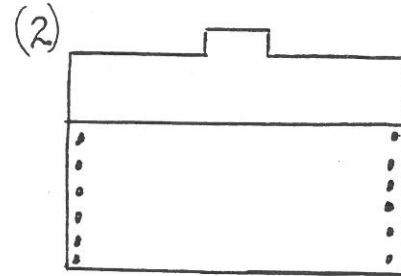
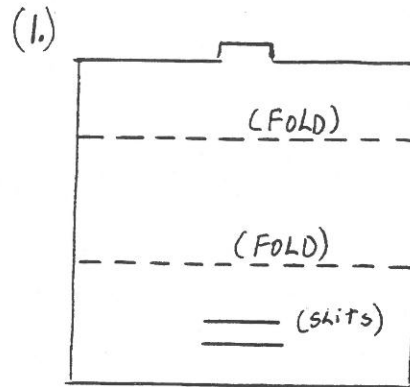
For binding: Tie square knot at top right. Bring yarn over top edge to next hole and pull through to back. Bring yarn around edge of vinyl and loop under yarn on top. Continue lacing to bottom. Tie off with several half knots at bottom. Repeat on left side. Clip off excess yarn for neatness.

SKIT

The Absent-Minded Drivers

This skit can be altered to fit any number of boys. Large cardboard cutouts of boat, plane, rocket, etc. are on stage in full view of audience. Boys are dressed in appropriate costume. As they speak their lines, the audience calls out the correct vehicle.

- Narrator: We're slightly absent-minded, I've even forgotten my name; please help us find our vehicles, in our transportation game.
- Pilot: I have a pair of goggles and a helmet on my head which one of these belongs to me? (Points to vehicles) What was that you said?
- Cowboy: My hat's about ten gallons, I've spurs upon my boots, I wear a kerchief 'round my neck, my yells I give in whoops.
- Fireman: I sometimes wear a helmet, a rubber coat and boots, my vehicle is usually red, my siren has no toots.
- Astronaut: My orbit is outside the earth, where silence is profound, and when my trip is over, I don't touch down on ground.
- Sailor: Over the blue and bounding main, away, away we float, I wonder what I'm steering? Could it be a _____?
- Engineer: I carry loads and people, my engine's big and black, I go to far off places, I run upon a track.
- Indian: My highways are the lakes and streams, over all the country wide, sometimes I use a hollowed log, sometimes an animal hide.
- Bus Driver: I carry people to their work, and home again at night, I drive to any part of town, I'm yellow and shiny and bright.



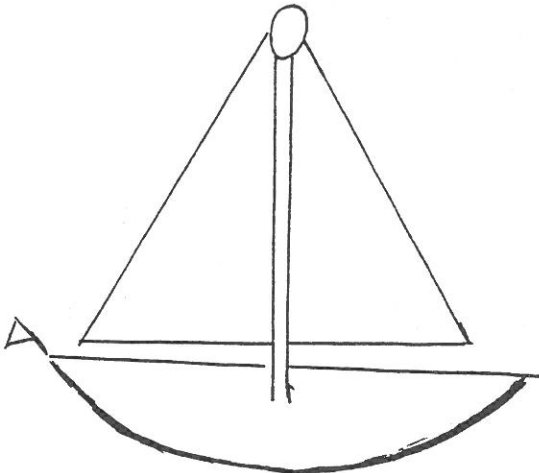
How Did You Get Here?

- Den Chief: Transportation played a very important part in the settling of America. How did you get there?
- Cub 1: If the Pilgrims came over on the Mayflower, how did the Scouts get here?
- Cub 2: That's easy...on Handicrafts! (Cub enters with a handicraft project and a sign identifying it.) If the Pilgrims came over on the Mayflower and the Scouts came on Handicrafts, how did the doctors get here?
- Cub 3: I know that one...on blood vessels. (Cub enters dressed as a doctor.) How did the students get here?
- Cub 1: On scholar ships, or course. (Cub enters carrying a load of books.) How did the ordinary people get here?
- Cub 2: On citizen ships. (Cub enters carrying a "Don't forget to vote" sign.) Do you know how the barbers got here?
- Cub 3: Sure....on clipper ships. (Cub enters, dressed as a barber; with towel, razor, etc.) How did the movie stars get here?
- Cub 1: On a showboat, silly. (Cub enters, well-dressed and wearing sunglasses.) I'll bet you can guess how all the hot heads got here.
- All: (As Cub runs on stage shaking his fist and pretending to quarrel with everyone...) On Steams ships of course!!!

A Yacht Slide

The hull is whittled form white pine or balsa. The mast is a burned match. The boom is a toothpick. The sail is a triangle of white or red fabric.

1. Whittle and sand hull. It is flat on back and curved on front.
2. Drill 3 holes...one in top for match mast...2 in back for plastic or metal ring cut in half.
3. Glue mast in place. Glue boon to lower edge of sail.
4. Glue sail and boom mast and let glue dry.
5. Glue ring in place. While it is drying, make small flag for stern from construction paper triangle (tiny) glued to straight pin.



TRANSPORTATION

a i r p l a n e e c v t t c h
 t x b o a t j o f a t r a i n
 r o c k e t h k t r c a u d h
 u p k q s n o w m o b i l e b
 c a m e l r s a d f h l g o u
 k b u c e p i g e o n e b g s
 p j l t d r m o x o w r a f t
 l e e s h i p n k t d y z i j
 k t c h o r s e q l c a n o e

boat
 snowmobile
 trailer
 horse
 camel
 airplane
 wagon

truck
 car
 rocket
 canoe
 foot
 pigeon
 raft

mule
 jet
 sled
 train
 ship
 bus



Let's Make a Boat

Shingle-boat races are real fun. The boat is made from a shingle or a thin piece of wood pointed at the end. About a third of the way back from the point make a hole into which you insert a mast made from a strip of the wood. On this place a sail.

When you're teaching your son to swim, get him interested in a shingle-boat race. The race becomes a game and helps the boy become at home in the water.

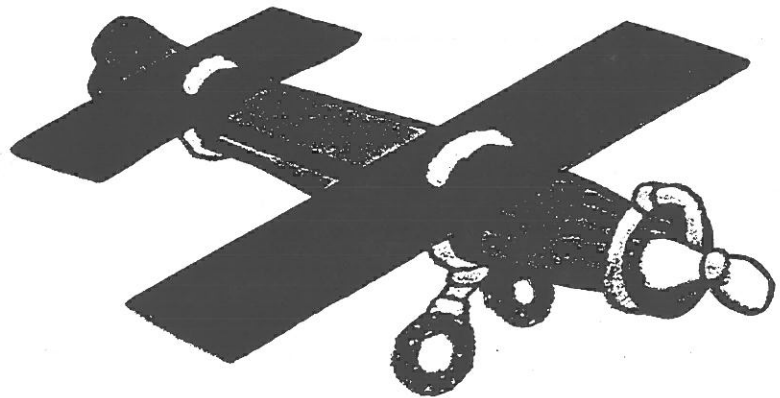
Paddle boats are best made of thin wood. Make a point at one end and cut a U shape in the other end. Make a wood paddle narrow enough to turn easily in the U and about twice as long as the depth of the U. Cut a little groove across the center line on each side of the paddle to keep the rubber bands from slipping.

Loop the bands over each arm of the U and wind the paddle backwards. Hold the paddle until the boat is placed flat in the water, then release the paddle.

Another type of paddle boat is made with outriggers placed at an angle up and away from the stern of the boat. This enables you to use a much larger paddle. Try the outriggers at different angle (decide where they give you the best drive) before you fasten them down solidly.

Clothespin Airplane

Color a wooden clothespin red, decorating the outer edge of the rounded end with stripes to represent the motor section. The wings and tail are cut from cardboard, colored black, and fastened in place with pipe cleaners. When securing the wings, form the landing gear by wrapping the pipe cleaner into wheel shapes. The wheels should be colored black with a felt-tipped marker. The propeller is a piece of cardboard colored yellow. It is attached to the place with a piece of pipe cleaner.



I Met An Engine On A Hill

(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.
 I think I can, I think I can, at any rate I'll try it.
 I think I can, I think I can, at any rate I'll try it.

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;
 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.

And so to all you Cubs and Scouts whenever you're downhearted.
 Remember what the engine said as up the hill he started.

The Astronaut's Plea

(Tune: My Bonnie Lies Over the Ocean)

I went for a ride in a spaceship,
The moon and the planets to see,
I went for a ride in a spaceship,
Now listen what happened to me.

I went for a ride in a spaceship,
The capsule was crowded and I
Developed a cramp in my muscles,
So I decided to walk in the sky.

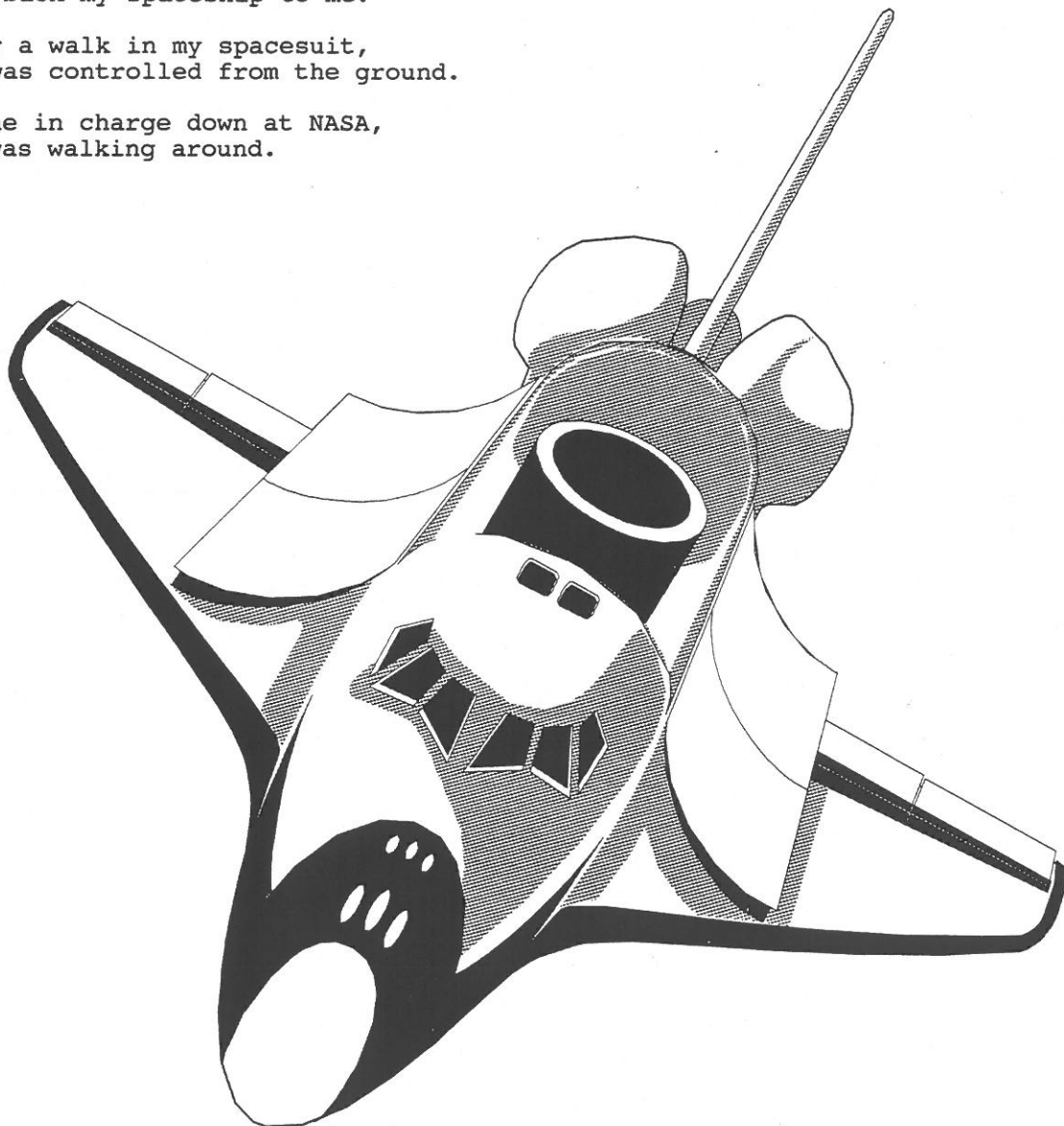
CHORUS:

Bring back, bring back,
Oh, bring back my spaceship to me, to me.
Bring back, bring back,
Oh, bring back my spaceship to me.

I went for a walk in my spacesuit,
The ship was controlled from the ground.

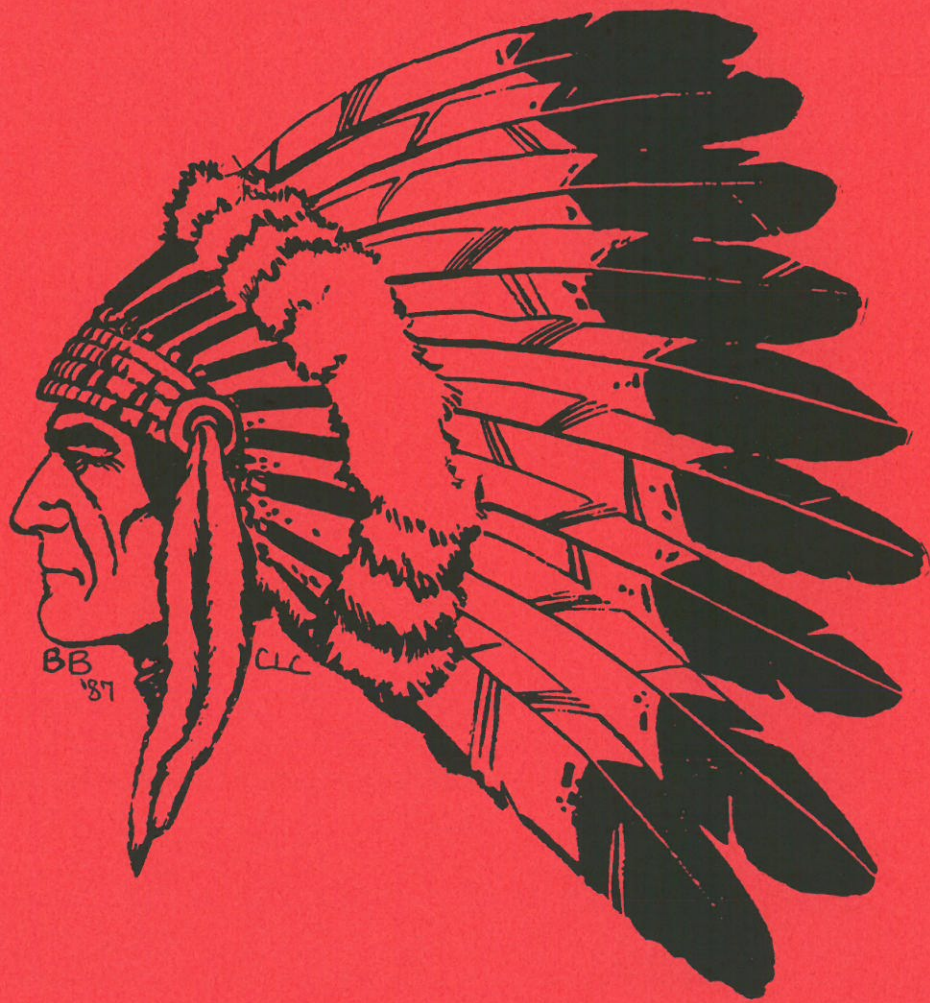
And someone in charge down at NASA,
Forgot I was walking around.

(CHORUS)



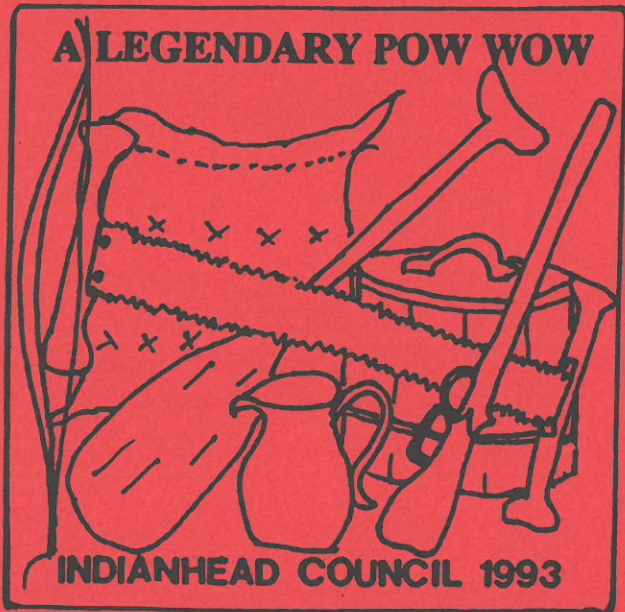
NOTES . . .

LEADERSHIP ENRICHMENT



LEADERSHIP ENRICHMENTS

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Recognition 119
Recruitment 125



Linda Rawlings
LaCroix District



Margaret Bader
Lake Wanocki

NOTES . . .

BOY BEHAVIOR

If a boy wants to be noticed and receive 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 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 it not. Also, let them know the consequences for acceptable and unacceptable behavior. Let them know what to expect at the beginning and **STICK TO IT!**

Plan Rules Together

The purpose of rules is not to force the boys to be good, but to show them how.

Good rules should have the 5 P's and a Q: partnership, purposeful, possible, plain, positive, and quiet.

Good rules are **PARTNERSHIP** - Let them help make the rules. Talk about their need for rules. Talk about their need for rules and write some. They will be much more cooperative to follow their rules than your rules.

Good rules are **PURPOSEFUL** - Let the boys discuss why the rule is important, if they can't find a good reason, they should not make the

rule.

Good rules are **POSSIBLE** - Make rules that can be enforced. These rules should apply to everyone fairly.

Good rules are **PLAIN** - Each person needs to know what the rules are and to feel that they are the same for everyone. Post the rules so everyone can see exactly what they are.

Good rules are **POSITIVE** - Rules should be aimed at producing good behavior, not at punishing bad. Instead of saying "Don't talk when others are speaking" say, "Give your attention to the person who has the floor."



"Q" stands for QUIET - Make sure everyone understands and recognizes the Quiet sign (Cub Scout sign). You should wait until you have total attention. You may look at your watch or a clock to see how long it takes, and then tell them how long and see if it would take less time next time.

When you and your den have written rules that are partnership, purposeful, possible, plain, and positive, and have established a Quiet Sign, you have planned effective rules together.

Sample of a Den Code of Conduct:

- 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 name calling

You may have some good ideas in mind to add to this list. Try them to see if they are going to work.

What can you do when one boy in your den or pack is a constant troublemaker? Because he needs your help even more than the others, you don't want to force him to leave. But can you let him spoil the fun and work for everyone else?

In most packs there are boys who have been tagged or labeled as "show-off," "rebel," "tease," "jealous," and so on. These labels, while not an explanation of boy behavior, are like red flags, warning us as Cub leaders of annoying or upsetting behavior. Let's look beneath some of these labels.

The Show-off: Some boys constantly seek the spotlight by show-off behavior. One uses his loud, penetrating voice. Another seems to have a tireless capacity for horseplay. Another endlessly clowns. Show-off behavior can be maddening at times. But what does this behavior really mean? Often it is a lost, lonely and uncertain boy, trying to hide such feelings from himself as well as others. In some cases, it is a boy trying to get simply attention, but the right kind of attention...the kind that helps him build up his

sense of personal worth. Let him show off with a skill or a task that will contribute to the group's success and give him recognition from his friends. Give him new or different responsibilities. Let him know you understand and want to help.

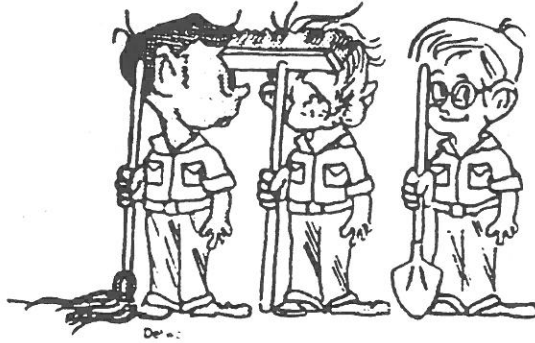
The Rebel. This boy refuses to accept any suggestion or direction resists almost everything; is argumentative. We think of him as rebellious and defiant. Negative behavior is a way of expressing feelings and needs. It could be a fight for freedom from too many pressures. Increasing demands are placed on boys today. Helping him to "lighten" his load can improve his behavior.

The Jealous One. Jealousy may show itself in anger, over affection, rejection as well as a number of other ways. Sometimes an expression of jealousy is a craving for the kind of personal relationships that will richly strengthen the boy's self-confidence, his self-respect and sense of worth. Jealousy seems to thrive in highly competitive situations. Perhaps the boy must compete for a place in his family. Perhaps the boy must compete for a place in his family. Perhaps the den or pack has been recognizing the 'blue ribbon' winners only. The leader must rely on his own emotional maturity to enable him to give the boy the support and acceptance that he needs. If the boy feels he has a secure spot with his leader, then he won't be too concerned about the spots the other boys have.

The Limit Tester. This is the unruly boy who, in his search for the limits, continually distracts others and disrupts well-laid plans. Every boy does his share of 'testing' adults to see how much he can get away with. But for this boy, life is a struggle to find the security which comes from knowing that 'this is the limit...this and no further.' The leader who sets limits for behavior and lets the boys know what the limits are, is setting out the boundaries of safety, welfare and emotional well-being for the boys.

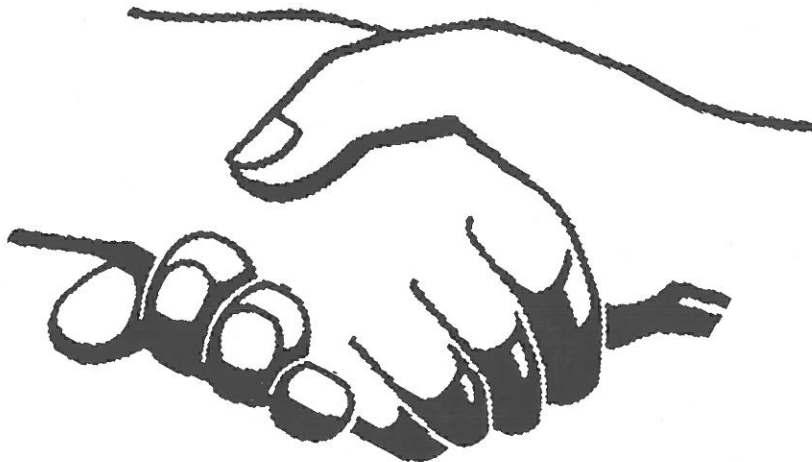
The Teaser. All of us have at one time or another been both the teaser and the teased. Some teasing conveys fun and good-natured affection. The leader should be concerned about the

boy who works continually at teasing which hurts others. It could be that the continual teaser is carrying some burden of 'hurt' from the past which his behavior tries to relieve. Yet teasing does not relieve the burden and his resentment toward others continues to smolder. The leader should recognize that persistent teasing is often gnawing within the teaser to relieve a problem or resentment. Punishment will not help. The feelings that cause the teasing need outlet rather than oppression. Active Scout work can help the continual teaser because it offers opportunity for physical and mental activity and imparts a knowledge of how it is to walk in another boys' shoes.



DEFINITION OF A BOY

After a male baby has grown out of long clothes and triangles and has acquired pants, freckles, and so much dirt that relatives do not dare to kiss it between meals, it becomes a boy. A boy is nature's answer to that false belief that there is no such thing as perpetual motion.. A boy can swim like a fish, run like a deer, climb like a squirrel, balk like a mule, bellow like a bull, eat like a pig, or act like a jackass, according to climatic conditions. He is a piece of skin stretch over an appetite. A noise covered with smudges. He is called a tornado because he comes at the most unexpected times, hits the most unexpected places, and leaves everything a wreck behind him. a boy, if not washed too often and if kept in a cool, quiet place after each accident, will survive broken bones, hornets, swimming holes, fights, and nine helpings of pie. Every boy born is evidence that God is not yet discouraged of men. Boys faithfully imitate their dads in spite of all efforts to teach them good manners. He is a growing animal of superlative promise, to be fed, and kept warm, a joy forever, a periodic nuisance, the problem of our times, the hope of a nation.





DON'T FORGET HE'S JUST BOY!

Get to understand the lad -
He's not eager to be bad.
If the right he always knew
He would be as old as you.
Were he now exceedingly wise,
He'd be just about your size.
When he does things that annoy
Don't forget he's just a boy.
Could he know and understand,
He would not need a guiding hand.
But he's not you and hasn't learned
How life's corners must be turned.

Doesn't know from day to day
There is more to life than play.
More to face than selfish joy.
Don't forget - he's just a boy.

Being just a boy, he'll do
Much you will not want him to.
He'll be careless of his ways,
Have his disobedient days.
Willful, wild and headstrong too,
Things of value, he'll destroy,
But reflect, he's just a boy.
Just a boy who needs a friend -
Patient, kindly, to the end.
Needs a father who will show
Him the things he wants to know.
Take him with you when you walk
Listen when he wants to talk.
His companionship enjoy.
Don't forget he's just a boy.

GUIDE TO SAFE SCOUTING**Preface**

Prepare adult leaders to conduct Scouting activities in a safe and prudent manner. Guidelines have been established because of the real need to protect members from known hazards that have been identified through eighty-plus years of experience. Limitations on certain activities should not be viewed as stumbling blocks; rather, policies and guidelines are best described as stepping stones towards safe and enjoyable adventures.

Adult Leadership

One citizen of the United States, 21 years of age or older.

Leadership Requirements for Trips and Outings**Two deep leadership**

Two registered adult leaders, or one adult and a parent of a participating Scout, one of whom must be at least 21 years of age or older, are required for all trips or outings. Co-ed overnight activities require male and female adult leaders.

Aquatics Safety**Safe Swim Defense**

All swimming activity in Scouting is conducted according to the Safe Swim Defense.

1. Qualified Supervision

A responsible adult (at least 21-years-old) must supervise all swimming.

2. Physical Fitness

Require evidence of fitness for swimming activity from physician, parent, or legal guardian.

3. Safe Area**4. Lifeguards on Duty****5. Lookout****6. Ability Groups****7. Buddy Swim**

Pair every youth with another in the same ability group.

8. Discipline

Swimming is allowed only with proper supervision and use of the complete Safe Swim Defense.

**Pool and Surf Swimming**

If the swimming activity is in a public facility where others are using the pool at the same time, and the pool operator provides guard personnel, there may be no need for additional designation of Scout lifeguards and lookout.

The buddy system is critically important, however, even in a public pool. Remember, even in a crowd, you are alone without protection if no one is attentive to your circumstances.

Safety Afloat

Safety Afloat has been developed to promote boating and boating safety and to set standards for safe unit activity afloat. Adult leaders for such activity must complete "Safety Afloat Training", No. 1459, have a "Commitment Card" with them, and be dedicated to full compliance with all nine points of Safety Afloat.

1. Qualified Supervision

A responsible adult must supervise all activity afloat (BSA Lifeguard or lifesaver certification by a recognized agency).

For Cub Scouts: The adult supervisor MUST be experienced and qualified in water safety. The ratio of adult supervisors to be Cub Scouts shall be one to five.

2. Physical Fitness

All persons must present evidence of fitness assured by a complete health history from physician, parent, or legal guardian.

Those with physical handicaps can enjoy and benefit from aquatics if the handicaps are known and necessary precautions taken.

3. Swimming Ability

4. Personal Flotation Equipment

Properly fitted U.S. Coast Guard-approved personal flotation devices (PFD's) must be worn by all persons engaged in activity on the open water.

5. Buddy System

All activity afloat must adhere to the principles of the buddy system.

For Cub Scouts: Canoeing and rafting for Cub Scouts (including Webelos Scouts) is to be limited to council/district events on FLAT WATER ponds or controlled lake areas free of powerboats and sailboats. Prior to recreational canoeing, Cub Scouts are to be instructed in basic handling skills and safety practices.

Cub Scout canoeing and rafting does not include "trips" or "expeditions" and is not to be conducted on running water.

Camping

Overnight camping by second and third grade Cub Scout dens or Cub Scout packs (other than at an approved camping facility operated by the local council) is not approved. Certificates of liability insurance will not be provided by the Boy Scouts of America.

Cub Scouts (second and third grades) and Webelos Scouts (fourth and fifth grades) may participate in council-operated day camps and resident camps. A Webelos Scout may participate in overnight den campouts when supervised by his mother or father. If a parent cannot attend, arrangements must be made for a parent substitute.

Drug, Alcohol, and Tobacco Use and Abuse

The Boy Scouts of America prohibits the use of alcoholic beverages and controlled substances at encampments or activity on property owned and/or operated by the Boy Scouts of America, or at any activity involving participation of youth members.

Adult leaders should support the attitude that young adults are better off without tobacco and SHOULD NOT ALLOW THE USE OF TOBACCO PRODUCTS AT ANY BSA ACTIVITY involving youth participants.

Emergency Preparedness

Perhaps the most critical test of your preparedness will be in time of emergency. Developing and rehearsing an emergency action plan will add previous time needed for response to a crisis. This is true on a day hike, overnight, and all other activities. A plan should include:

1. The person in charge
2. Action to be taken
3. Alternatives
4. People and agencies to notify
5. Location of law enforcement
6. Fire and health facilities
7. Evacuation procedures

Whenever an emergency occurs in which a person needs medical care beyond simple first aid, leaders should immediately notify the parent or next of kin. In case of a missing Scout or a fatality, notify the council Scout executive after notifying local authorities and emergency medical services.

Prepare an emergency phone number list for out-of-town trips. This list, and an ample supply of coins should be kept in your first-aid kit.

First Aid

First aid is the first help or immediate care given someone who has suddenly sickened or been hurt in an accident. It is important that one person in each touring group be trained in the principles of first.

First-Aid Kits

A first-aid kit is well stocked with the basic essentials is indispensable. Choose one sturdy and lightweight, yet large enough to hold the contents so that they are readily visible and so that any one item may be taken out without unpacking the whole kit. Keep the kit in a convenient location.

SUGGESTED FIRST-AID KIT CONTENTS

Bar of soap
 2-inch roller bandage
 1-inch roller bandage
 1-inch adhesive
 3-by-3-inch sterile pads
 Triangular bandage
 Assorted gauze pads
 Adhesive strips
 Clinical oral thermometer
 Scissors
 Tweezers
 Sunburn lotion
 Lip salve
 Poison-ivy lotion
 Small flashlight (with extra batteries and bulb)
 Absorbent cotton
 Water purification tablets (iodine)
 Safety pins
 Needles
 Paper cups
 Foot powder



Instant ice packs

Because of the possibility of exposure to communicable diseases, first-aid kits should include latex gloves and antiseptic to be used when giving first aid to bleeding victims, as protection against possible exposure. Mouthpieces or mouth barrier devices should be available for CPR.

Fuels and Fire Prevention

Adult supervision is required when chemical fuels are being used for lighting and cooking.

Guidelines for Safely Using Chemical Stoves and Lanterns

1. Store fuel in approved containers and under adult supervision.
2. Never fuel a stove or lantern inside a cabin. Provide ventilation. Never fuel, ignite, or operate a stove or lantern in a tent.

Fireworks

The Boy Scouts of America prohibits the securing, use, and display of fireworks in conjunction with programs and activities, except where the fireworks display is conducted under the auspices of a certified or licensed fireworks control expert.

Local councils may not authorize any group or chartered unit activity for or on behalf of its members, units, or district to sell fireworks as a fundraising or money-earning activity.

Guns and Firearms

CUB SCOUT STANDARDS

Gun-shooting sports are not an approved part of the Cub Scout program, except at Cub Scout day camp or Cub Scout resident camp. At camp, Cub Scouts may have an opportunity to take part in a BB-gun (rifle) safety and marksmanship program under the direction of a trained and certified BB-gun range officer.

Cub Scouts are not permitted to use any other type of handgun or firearm.

Hazardous Sports and Activities

Cave Exploring

Cave exploring activities are limited to high-school-age or older Scouts and Explorers.

Unauthorized and Restricted Activities

The following activities have been declared unauthorized and restricted by the Boy Scouts of America:

All terrain-vehicles (ATV's) are banned from program use. ATV'S are defined as motorized recreational cycles with three or four large, soft tires, designed for off-road use on a variety of terrains. Boxing, karate, and related martial arts are not authorized activities.

Exploration of abandoned mine is an unauthorized activity.

The activity commonly referred to as "War Games" - in which individuals shoot paint or dye at one another - is an unauthorized activity.

Hunting is not an authorized Cub Scout or Boy Scout activity, although hunting safety is part of the program curriculum.

Special Precautions

Parade Floats and Hayrides

The BSA rule prohibiting the transportation of passengers in the backs of trucks or on trailers may be modified for parade floats or hayrides, provided that the following points are strictly followed to prevent injuries:

1. Transportation to and from the parade or hayride site is not allowed on the truck or trailer.
2. Those persons riding, whether seated or standing, must be able to hold on to something stationary.
3. Legs should not hang over the side.
4. Flashing lights must illuminate a vehicle used for a hayride after dark, or the vehicle must be followed by a vehicle with flashing lights.

Unit Fundraisers

Include these safety considerations when planning a unit fundraiser:

1. Money-earning projects should be suited to the ages and ability of youth participants.
2. Proper adult supervision should be provided.
3. Youth should engage in money-earning projects only in neighborhoods that are safe and familiar and should use the buddy system.
4. Leaders must train youth members to never enter the home of a stranger and to know whom to contact in case of an emergency.
5. Youth participants should be familiar with safe pedestrian practices and participate during daylight hours only.
6. Compliance requirements:
 - A. Check local statutes regarding solicitation rules and permits.
 - B. A Unit Fundraising Permit must be obtained from the local council service center.



PARENT & FAMILY INVOLVEMENT

What is a Family?

Use the term 'Cub Scouting' in a conversation with a non-Scouter and immediately he has the vision of a cute little boy in a blue uniform with a gold neckerchief and a mischievous glint in his eye.

The same term, to a Cub Scout leader, conjures up a very different image. He sees a uniformed boy with his family. Most people involved in Scouting know that Cub Scout is a family program, and without the family, it is not very much at all. Family involvement is vital to Cub Scouting's success.

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, a guardian, or with relatives. Whoever a boy lives with in his family, as far as Cub Scouting is concerned.

Communicating with families

Good communications between leaders and families is essential in obtaining family cooperation.

1. Let them know what is expected before they join. Then keep the lines of communication open.
2. Be sure they know the regular den and pack meeting date and times. Provide reminders as needed.
3. Let them know that the best way to find out what is going on is to stay actively involved.
4. Don't rely entirely on boys to transmit messages to parents. The information may never get through.
5. Use newsletters, telephoning, personal visits, or other means to stay in touch and inform families of any special activities, projects, needs.
6. Get to know the family. Find out how the den and pack can help meet their needs.
7. Hold den and pack parents' meetings to communicate information.
8. Keep families up-to-date on how their son is progressing. Let them know how they can help him.
9. Keep them up-to-date on how the den and pack are operating. Share with them the successes and the needs.
10. Keep them informed about activities which can be enjoyed by the family, such as family camping, trips and tours, etc.



**Have Family Fun in the
Great Outdoors**

Communicating with KidsI'm Glad You're Here

Let the child know you're glad he's around. There are some ways to let a child know he's not wanted.

1. Never being at home.
2. Not meeting your child's needs.
3. Not holding or touching.
4. Physical abuse.
5. Neglect.
6. Body language that says: "STAY AWAY"
7. Facial language that says: 'I DON'T LIKE YOU'.
8. Leaving the child alone a lot.
9. Letting him know he's too much trouble.

Children need a supportive climate which tells them you are glad they belong to you.

It Isn't Too Late

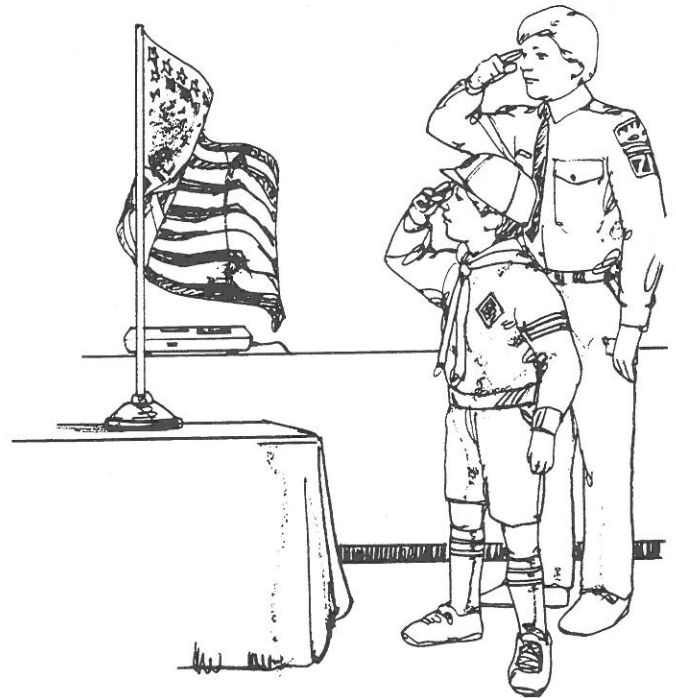
We have heard many parents say that there are a lot of things in their family life that they wish they might have started earlier. That's not very surprising because it's always easier to look back where we have been, than to look forward to where we are going.

Fortunately, we move from the present into the future constantly, moment by moment. No matter what problems may exist, there is the opportunity for a fresh start and a new approach. But time runs out very quickly regarding the things we wish to do with and on behalf of our Cub Scout-age boys. Whatever we are going to do we need to do now.

They are building their memories of their home and their families now. Memories like that are important for the long years ahead, because out of them will come the means for building their own families and enriching the lives of their own children.

So, best wishes to you as you move into the exciting experience of helping your children grow. Make it

a happy time, a warm time, a time in which you both discover each other. And let the Cub Scout program help you to do that. It isn't the whole answer, but it sure can help!



Parent Induction

Arrangement: Newly inducted Bobcats and their parents are at the front of the room.

Cubmaster: Parents of these new Cub Scouts, will you please give the Cub Scout sign and repeat after me:

"As a parent of a Cub Scout
I will do my best
To help my son
Live up to the Cub Scout Promise
And obey the Law of the Pack.
I will work with my son
On his achievements and projects.
I will attend the pack meetings
And help as needed
To make the Pack go."

Involving the Family

The Boy Scouts of America has a deep interest in the strength of the family. Its own aim to develop boys, young men and women, into participating citizens possessing good character who are physically, spiritually, and mentally fit demands that the movement have an active concern for the family.

A child's attitudes, personality, and the foundation for emotional stability are formed at a very early age. The influence of the family is primary, not only in the sense that it precedes the influence of others, but also in the sense that it is of the greatest importance.

The world changes and social norms change. Social pressures come from different directions. The family faces problems today that are far different from those faced by a family only two generations ago. The Boy Scouts of America is continually examining its relevance and effectiveness so that it remains useful as a support resource for the family.

What Cub Scouting Does for Families

When parents work with their sons and share with them as they take part in Cub Scouting, family relationships are strengthened, discoveries are made, and each new day brings more exciting adventure.

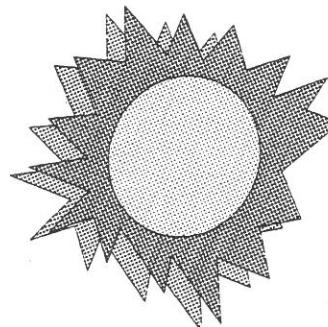
As parents work with other adults in Cub scouting, they make new friends and become acquainted with people they would not otherwise meet. A common bond for the parents is general concern for their boys.

Community spirit is strengthened and community leadership is developed out of Cub Scouting adult efforts. Adults get a renewed sense of certainty and confidence when boys and adults work together in harmony with a purpose.

Cub Scouting provides a rich opportunity for families to grow together.

Scouting supports today's family with...

- Specific programs
- Role models
- Surrogate parents
- Instrumental and incidental learning
- Social network
- Survival skills
- Facilities (camps for families, etc.)
- Activities, events



The Family's Responsibilities

While you provide your interest, skill, time in developing a good Cub Scout program, the family provides help by supporting the den and pack. Families can help in many different ways, but there are some specific things expected of all families.

Advancement Responsibilities

- Parents are expected to work with their son on achievements and electives
- Parents are expected to give their son the opportunity to pass his achievements and electives. Who better than his parents knows when he has done his best? (Webelos leaders or activity badge counselors pass the Webelos on their advancement.)
- Parents are expected to participate in all advancement ceremonies when their boy receives his badges. They should be asked to present his badge to him. Parents are a part of the advancement plan from start to finish.

Responsibilities to the Pack

- Parents are expected to support and take part in all pack activities.
- Parents may be called upon by the pack committee or the Cubmaster to help occasionally at pack meetings or with special pack activities.
- Parents are expected to help with pack finances by making sure their son pays his dues promptly. Suggest that parents provide ways for the boys to earn the amount needed for den dues. This will help teach the boys the value of money and the importance of carrying out financial obligations.

Responsibilities to the Den

- Parents are expected to cooperate with the den leader in every way possible. This could include helping at an occasional den meeting on a specific project or activity badge, providing refreshments, transportation, telephoning, or assisting with den outings.
- Parents can help the pack earn

the National Summertime Pack Award as well as help the den qualify for the den participation ribbon.

- Webelos parents may be called upon to help teach an activity badge.
- Parents will be an important part of the Webelos overnight campouts.

Pack/Den Responsibilities to Families

It is easy to list all of the things that families should do for the program, but it is important to remember that the Scouting program, as represented by packs and dens, has duties toward the families as well.

They include:

- To provide a well-planned, year-round program of activities in the den and pack, which meets the aims of Cub Scouting.
- To provide trained, qualified, and enthusiastic leadership for all activities.
- To provide training for parents and keep them informed.
- To provide activities which strengthen the family and give them opportunities to work and play together.

Families Can Help!

There are many different ways families can help. A few of these are listed below:

Den Meetings

- Furnish refreshments
- Transportation for field trips
- Help on den projects
- Leadership for special activities

Pack Meetings

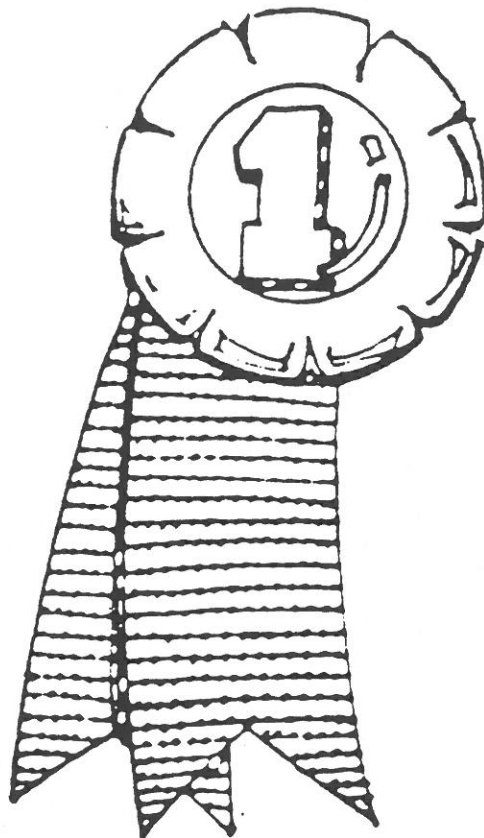
- Attendance at meeting
- Serve on pack committee
- Lead a special activity
- Provide transportation for pack trips
- Support pack money-earning projects

Family Recognition

Be sure to recognize families for their contributions, no matter how small or large. Ideas for recognition's can be found in the "Recognition's" chapter of this book. Whether it be a special bead, a certificate, or plaque or some type, the important thing to remember is this is very important to the individual but most important to the boys who derive a great deal of pride from their families involvement. BSA provides a Cub Scout Family Award. The certificate is available at the scout shop, or make your own. The pack can determine the criteria for awarding it;

Some suggestions might be:

- Family represented at all pack meetings and the Cub Scout having advanced during the year.
- Family served on at least one pack project during the year.
- Remember to get to know the Cub Scouts and their families. Respect their situation and plan activities around them when possible.
- Don't be afraid to tell the families they are needed. Tell them it's the boy that benefits. He is what the Cub Scout program is all about!
- Give sincere recognition for efforts whenever possible.
- Keep it Simple, make it FUN-- for everyone!!!



SKIT

Have cub scouts make signs and carry them out as the vegetables are announced.

Narrator: Cub Scout garden

First plant five rows of peas:

1. Preparedness
2. Promptness
3. Praise
4. Perseverance
5. Politeness

Then, plant five rows of lettuce:

1. Let us be Faithful
2. Let us be Unselfish
3. Let us help one another
4. Let us be Loyal
5. Let us be Truthful

Next to them, plant three rows of squash:

1. Squash impatience
2. Squash criticism
3. Squash indifference



No garden is complete without turnips:

1. Turn up for pack meetings
2. Turn up with a new idea
3. Turn up with determination

Without the help of every person in our pack, our garden will turn to weeds. So help us build the background, work the soil, pull the weeds, and spread the sunshine so that in the garden of Pack _____ we can say, "We have done our best."



RECOGNITION

EVERYONE needs recognition.

A baby is cheered and praised for each step and new word.
Our Scouts are recognized and rewarded for accomplishments.
Young people are praised for good grades.
Even the family dog gets a pat on the head for good behavior.

BUT too often we take our adult volunteers in Scouting for granted. We forget that EVERYONE needs recognition.

EVERYONE likes to feel that he/she has accomplished a task and that someone else appreciates the effort that went into it.

EVERYONE needs recognition:

To encourage us to continue,
To reward us for doing...and for doing it well,
To recognize accomplishment(s).

Recognition comes in many forms. It might be a special name tag or T-shirt, a neckerchief or special slide. It may be a thank you in the Council bulletin or an article in the local newspaper. It may be a personal thank you note or even free coffee with a sign that says "For Special People - Our _____" (Camp staff or volunteers or whatever is appropriate). Between Scouting volunteers a simple verbal "Thanks" is sometimes enough.

"Thanks" - what a simple word - how much feeling it conveys - but how often we forget. The very best way to say "Thank You" is to smile and say "Thank you for...." and really mean it!

Don't forget training awards, tenure awards, plaques and certificates of every kind - B.S.A. or original. (It's a nice touch to present certificates framed).

A word of caution: Don't use recognition as a quality award ("Best...") Use awards as a positive incentive. Avoid negatives and put-downs ("Worst...." or "Klutz of the Week").

The MOST IMPORTANT thing is to say "THANK YOU" and to mean it.
and THANK YOU for reading this!



Are you looking for new ideas that can be used to show "THANKS" to new leaders...parent helpers....and other volunteers? Something that is inexpensive, easy to do, fun to get, and most of all, gives a message of appreciation? Listed below are some ideas. Have fun!

Hanger	"Thanks for hanging in there"
Hook	"Glad you're hooked on Cub Scouts"
Plant	"You've helped us grow in Cub Scouting"
Tea bag with cup	"Cub Scouting must be your cup of tea"
Recipe holder	"When cookin' up fun, you're our favorite recipe"
Candle in holder	"You light up our lives"
Excedrin	"Excedrin headache #_____, forms...etc."
Bag of marbles	"We would have lost our marbles without you"
Mirror	"You're a nice reflection on Cub Scouting"
Stick of gum	"We're glad you're stuck on Cub Scouts"
Magic Marker	"You've left you mark on Cub Scouts"
Cucumber seeds	"We'd be in a pickle without you"
Dill seed packet	"We've had a 'dilly' of a time with you"
Musk beauty soap	"we 'musk' thank you for helping Cub Scouts"
Hand lotion	"We've got to hand it to you-Cub Scouts run so smoothly when you're around"
Green apple soap	"You're the apple of our eye - Thanks for helping in Cub Scouting"
Box of crayons	"You've made Cub Scouts colorful"
Cookie cutter	"We're cooking with you in Cub Scouts"

Notes - A single piece of paper, an envelope, a stamp, and a heartfelt message will not only help make someone feel good but will probably assure help the next time you may need it.

Certificates - The Cub Scout Appreciation Certificate or a handmade certificate can be used when several people have helped with an activity. These can be framed or mounted and are a nice remembrance.

Public Acknowledgement - Announce at pack meetings when someone has done something special and see that they get a big round of applause.

Phone call - take time to phone and say: "Thanks for the good job you did. The pack really appreciates your efforts."

Recognition can be serious or you can use your sense of humor. Something tangible adds meaning. You don't have to spend money - just use "THINK" and you'll have something original.. Here are a few suggestions to get you thinking.

Gag Gifts - Fun thank-yous can sometimes mean more than any others. These can be made from a variety of scrap material found around the house.

Helping Hand - for someone who is always around when they are needed.

Cut a hand from wood or use an inexpensive pair of plastic gloves, stuffed, and attached to a dowel rod.

Good Egg Award - the good egg award should go to someone who always helps or is especially good at certain projects. Use a pice of white felt and cut a yolk from yellow felt. If there happens to be a couple entitled to this award, make it a double yolk award.

Old Fossil Award - this can be a rock or arrowhead attached to a cord or leather thong to wear around the neck. Given to the person in the pack who has been in in Scouting the longest.

Big Heart Award - for someone who never fails to help when there are problems. Glue a felt heart on a piece of wood and print a special message on it.

These are just a few ideas. I am sure that you can come up with some of your own.

ADULT RECOGNITION

Here are some fun ways to recognize both leaders and helpful parents/adults in your pack;

Water can - For leaders who help the pack grow.

Sun visor - For leaders who always see things clearly.

Bingo game - For leaders who take a chance.

Bag of bread crumbs - For leaders who lead a hike.

Tube of sun screen - For the leader who got the worst sunburn at camp.

Jar of crunchy peanut butter - For leaders who were there in a crunch.

Candy Bar - For leaders who need replacement energy.

Yellow tulips - For leaders who don't hesitate to spring into action.

Puzzles - For leaders who know how to solve problems.

Wet sponge award - A piece of sponge mounted on cardboard. This is for the newest leader who needs help soaking up all there is to know about the Cub Scout program.

Sticky award - For the person that always gets you out of sticky situations (a cactus plant in blue & gold pot or a package of bubble gum)

Pear award - For a great "pair" (mount a plastic pear on base) a present to a "team"

Cubby award - For outstanding performance (like an EMMY, cut out a Cub Scout's head or wolf decal and mount on a base)

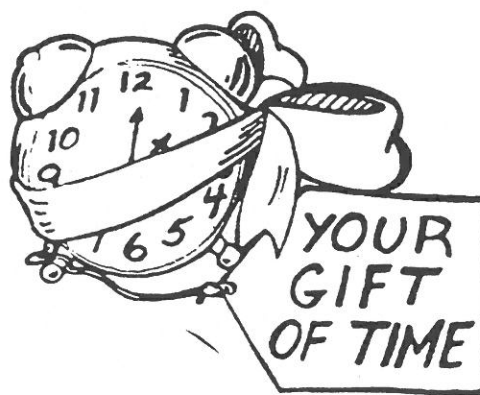
Good egg award - For a person who comes through or doesn't crack under pressure (spray a Legg's egg)

Order of the bear - For the person who did a "beary" good job, making things "bear"able or for the "beary" best (any type of bear)

DO-RE-MI Award - For the person who leads a song (cut out a large musical note from poster board, if it someone who sings well, put the note in a bucket so he can "carry a tune in a bucket")

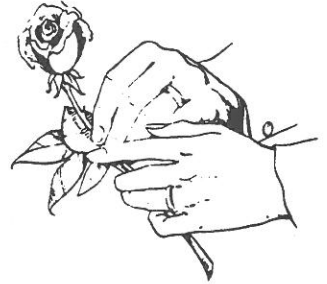
Silver spoon award - A nice thank you for Blue & Gold Banquet chairman, or someone who helps prepare food for any occasion. To assemble, purchase a single spoon from the dime store, or thrift store, or spray paint a plastic spoon with silver paint. Mount the spoon on a plaque, along with your appropriate message.

Gem award - Mount a large gem-like ornament on a plaque, along with a message, including, "You're a Real Gem".



A Leaders Resolution

I shall study my boys so that I may understand them.
 I shall like my boys so that I can help them.
 I shall learn--for they have much to teach me.
 I shall laugh--for youth grows comfortable with laughter.
 I shall give myself freely--yet I shall take, so that they may acquire the habit of giving.
 I shall be a friend--for a friend is needed.
 I shall lead--yet I shall beware of pushing.
 I shall listen--for a listener prevents combustion.
 I shall warn them when my experience warrants it.
 I shall command when actions merit it.
 I shall overlook mistakes--yet I will not blame them.
 Lastly, I shall try to be that which I hope they think I am.

RECOGNITION CEREMONIESDen Chief Recognition

Trustworthy, Loyal, Helpful -- Helpful, this is the third point of the Scout Law. It means a Scout is concerned about other people. He does things willingly for other people without pay or reward. That is, giving of yourself to others and back to Scouting.

Tonight, we honor a Scout who has exemplified these ideals: Would Scout _____ please come forward?

_____ is a den chief. That is, he is one of the older Scouts who accepted the responsibility and has volunteered his time and talents to assist the Cub Scout leaders with their Cub Scout dens.

To say he is just a den chief is an understatement. This is a Scout who has gone the extra mile. Having completed various requirements and by having served for more than one year, he has now earned the Den Chief Service Award.

These cords are worn along with your regular den chief cord as long as you serve in that position. When you are no longer a den chief, you will continue to wear the Service Award to show others that you have served so well.

Installation of the New Cubmaster

Personnel: Leader, Akela, new Cubmaster

Equipment: Spotlight, chair, table, bear claw necklace, beaded bag, Indian headdress, Indian blanket and four candles.

Arrangements: The lights are darkened on stage, where the installation takes place, except for the spotlight, which is focused on Akela's face with as small a beam as possible. Leader and CM wait at back of room.

Leaders: Great Akela, there is a brave among us who has chosen to accept the mighty challenge to become like you and accept the position of Cubmaster of Pack _____.

Akela: Does this brave know of the responsibility and challenge before him?

Leader: Yes Akela, and he also agrees to seek further knowledge at your council fires. He now awaits your acceptance of him.

Audience forms two lines, making a lane for the new CM and the leader to walk to the stage, where the installation takes place.)

Akela: Please be seated. Do you, (name), accept the challenge and responsibility set before you?

CM: I do.

(Akela places the bear claw necklace around the new Cubmaster's neck.)

Akela: (To the CM) Light the first candle.

(he does)

Leaders: This light represents enthusiasm. Nothing great is accomplished without enthusiasm. If you agree, light the second candle pledging your enthusiasm.

(He lights the second candle).

CM: I so pledge.

(The leader places the beaded bag over the Cubmaster's shoulder).

Akela: Will you, (name), seek the knowledge open to you in training, pow wow and roundtables, so that the knowledge you find there can make you a better Cubmaster? If so, state I will.

CM: I will

(Akela places the headdress on the Cubmaster's head)

Akela: Now light the third candle.

(The Cubmaster lights the candle)

Leader: (name), we give you now the gift of admiration, for never has there been a worthy chief who was not admired. Do you now pledge to continue to strive to be worthy of this admiration? If so, speak the words, I do.

CM: I do.

(Akela places blanket over the Cubmaster's shoulders).

Akela: Light the fourth candle.

(After lighting the candle, the Cubmaster faces the audience and raises his arms to the outstretched position.)

CM: May the great spirit look with favor on our pack and guide us throughout this life.

(The spotlight goes down from full to small, focusing upon his face, then goes out.)

Leadership Appreciation Ceremony

Materials: 4 candles

Scouting is made up of many things, people, and ideas. Tonight we are going to take a few minutes to reflect on some of the more pertinent aspects of Scouting.

First - Scouting is a program. As depicted by our first candle it is a program dedicated to the development of character, citizenship, and the mental and physical fitness of our youth.

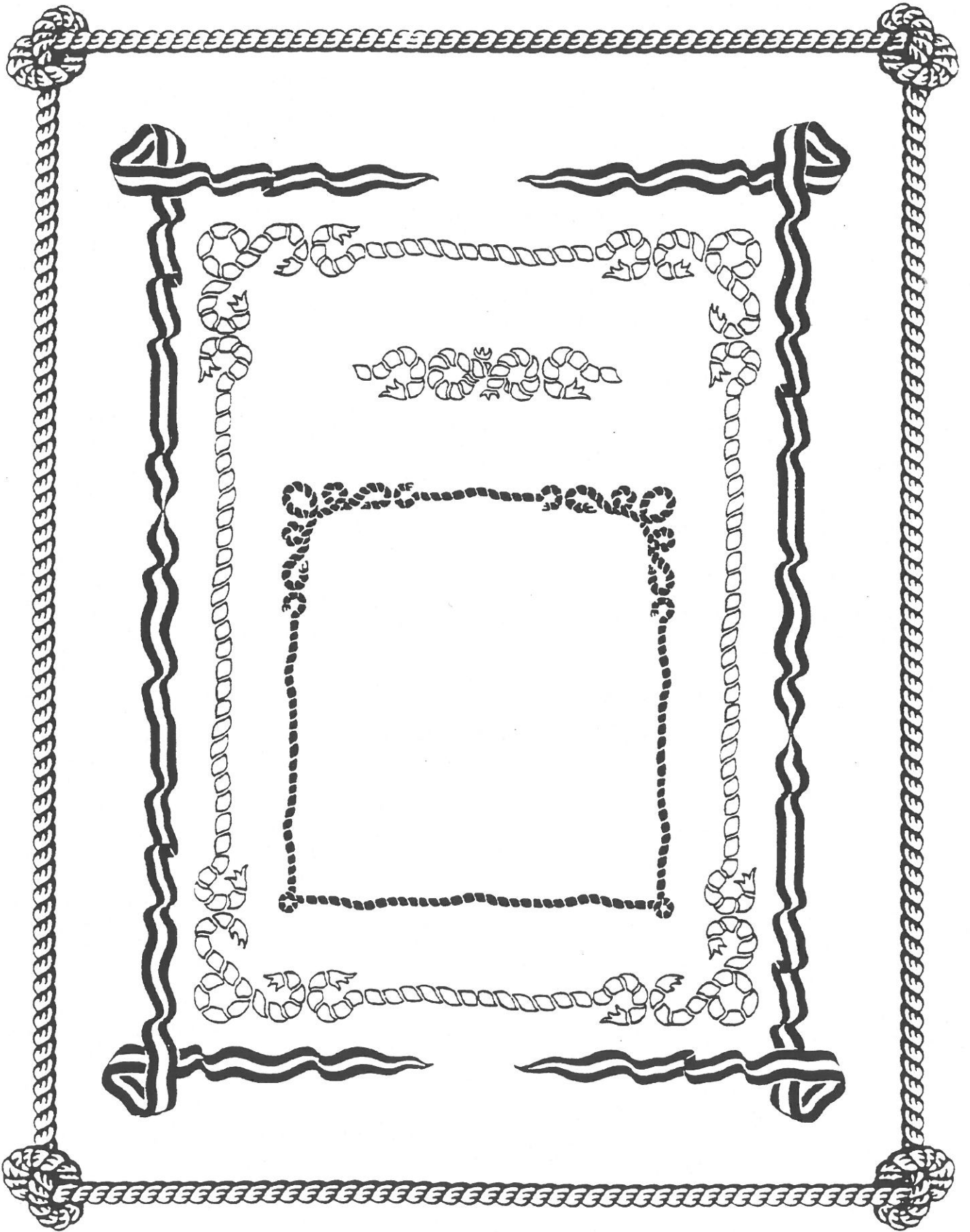
Second - Scouting is for the youth of our community. Young men who expect to learn, gain recognition by advancement, but most of all they expect to have fun with others of their own age.

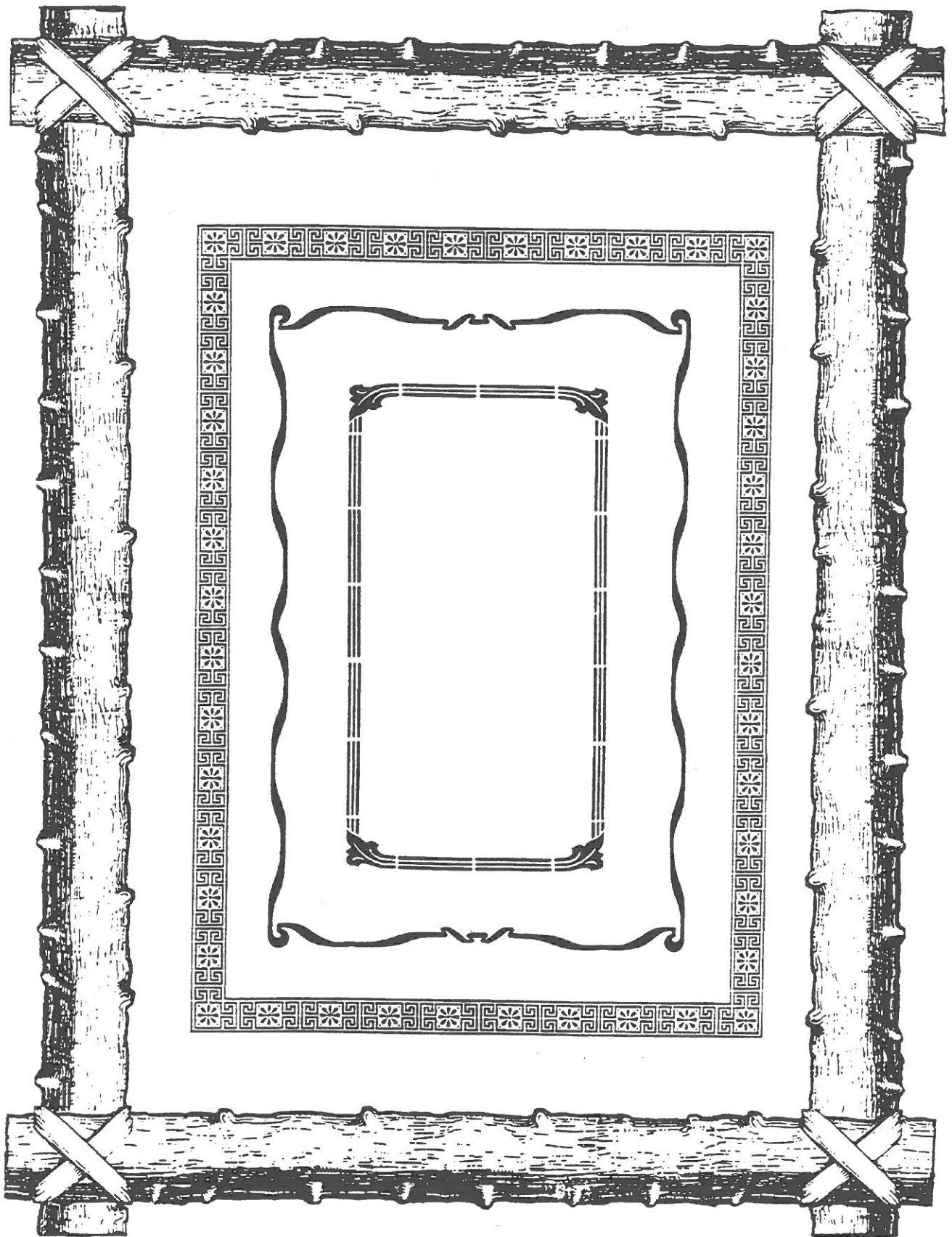
Third - Scouting is the parents of our Scouts. For without parents taking an interest in the activities of their sons, taking them to meetings, and fulfilling their part of the Scouting program, we could not have Scouts.

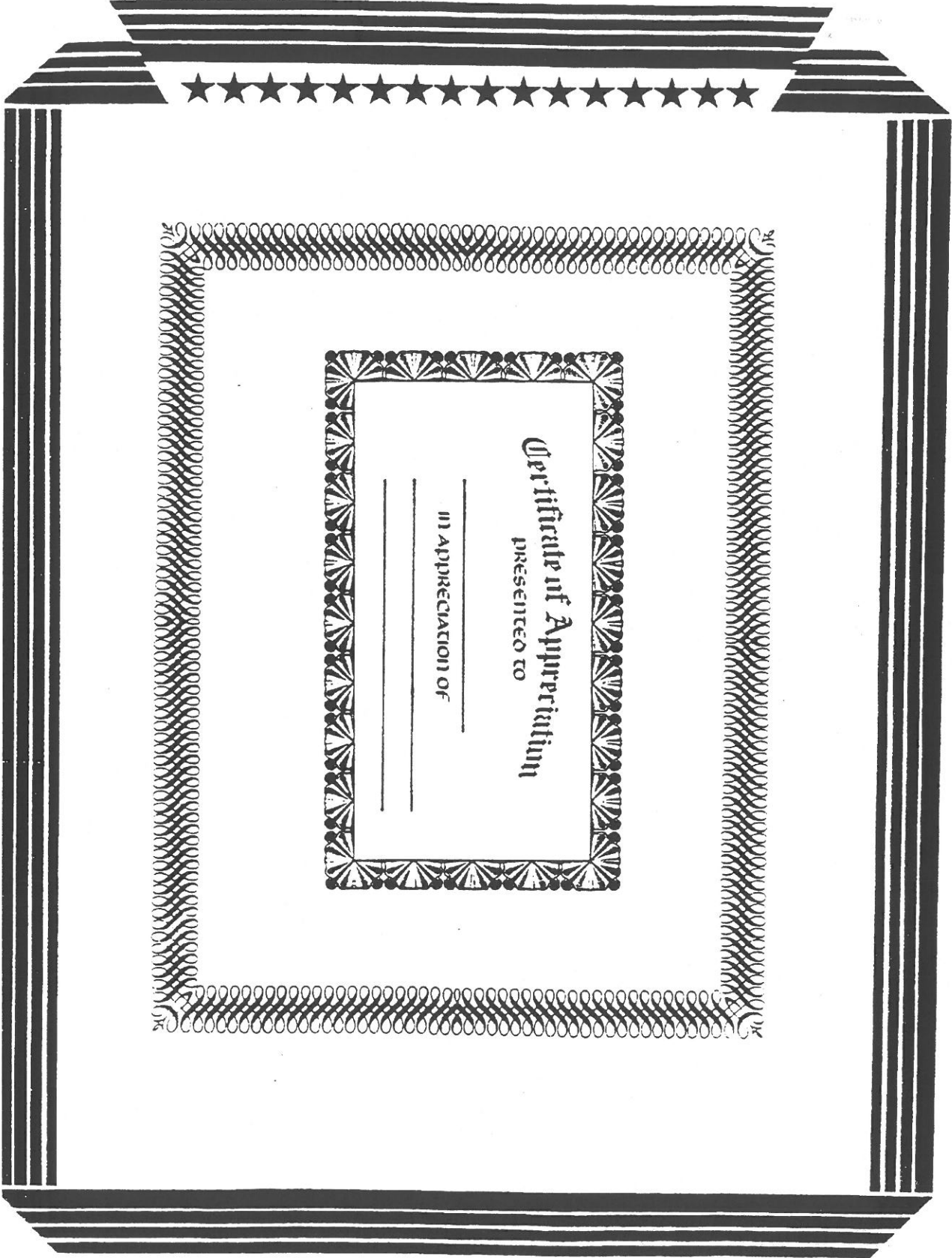
But, as you can see, this leaves one lone candle. This candle represents the Leaders of Scouting. As I call your name would you please come forward.

Leaders, I light this candle for you, for you have been a faithful leader to us and we want you to know that your work, dedication, and tireless effort has been gratefully appreciated. For without your leadership as well as the leadership of all Cub Scout leaders the first three candles - program - youth - and parents- would be meaningless. Thank you!









Certificate of Appreciation

PRESENTED TO

IN APPRECIATION OF

NOTES . . .

4. 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 knows how important it really is to be an adult of good character.

Aren't these all things you are concerned with about your children?

That's a tall order to fill if you really think about it.

How do we do all of this?

The church works on the spiritual...the school teaches living survival skills, such as how to write, who did what in history, but...

Who offers a planned program to teach and instill all the values and things we talked about?

Do you teach your child how to lead a group? How to identify and solve problems? Do you set aside a regular time each week to do this?

If you are like most of us and don't know where to start finding answers to the questions or solutions to the problems.

That is what Scouting is all about...We teach leadership skills...We teach the values...We teach - we practice - we learn -we experience...

Scouting's purpose is three fold: Citizenship training - Character development - Personal fitness.

Kids don't join Scouting to have their character developed, or to become better citizens...they join because it's fun with the right parents providing leadership; we run the best show in town.

Scouting is a family-oriented program...operated by families, for families.

We are a volunteer program.. Those who conduct the Scouting program for our six million boy and girl members are moms, dads, aunts, uncles, neighbors...just like you.

We are unique in a way, though...In most groups when you are asked to participate, once you agree, you're given the books, a pat on the back and a fond farewell by the outgoing volunteers.

Here's where our strength really is...Why we are the largest, most consistent youth organization in the world today. Not only because our purpose is sound, but because we care enough to train you, help you, stay with you, comfort you, laugh with you.

Scouting can open a communication door with your child that can stay open throughout your son's life.

We've talked about Scouting...how it can help you and your children accomplish those things you as parents want to accomplish...

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 marvelous 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 your son and spend three hours a week just to make sure he gets the benefit of all those things we're concerned about.

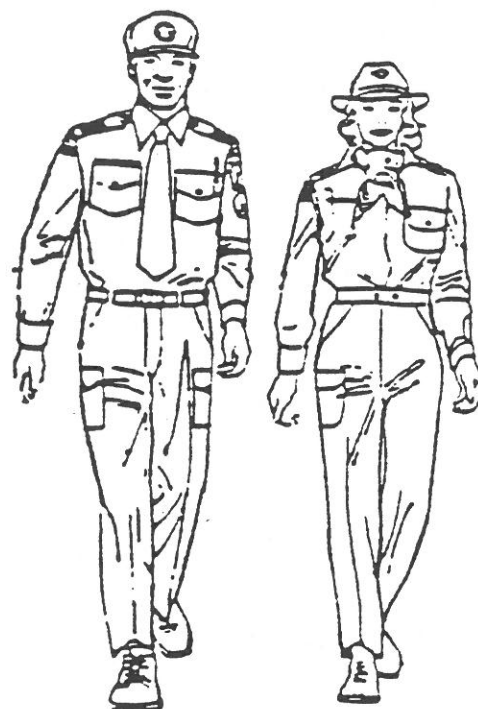
We are passing out Parent Talent Surveys for each of you to fill out. This does not mean you are volunteering. This will give us an idea of where your talents lie. The Pack Committee will be looking over the surveys and try picking the best person for the jobs that the pack has open. We will be contacting you next week. In the meantime, if any of you would be interested in filling a position in the pack we have adult applications with us tonight. My Assistant Cubmaster is passing them

out. Please fill them out, don't worry about the registration fee, the pack pays the fee. We also have available, for those who wish to be part of the pack leadership, materials containing the information on the job descriptions of pack leadership positions.

Now wasn't that easy. The important thing is following up with the people you feel would make the best leaders. Don't ask them on the phone. Take one of your leaders with you and visit them at their home. Call and make arrangements to do this. People are better about responding if you approach them one on one.

The above was a form of orientation to the Scouting program. If being that strong of a salesperson bothers you, use the "Cub Scout Parent Orientation/Leader Orientation" manual that is available from the Scout Office. There are also filmstrips available to tell the story of Cub Scouting and what it can mean to boys.

Parents who understand what Scouting is all about and what it and they can do for their son are much more likely to help with the pack than those who are told that if they do not help, their boy cannot be in a den. This applies to recruiting leaders and in just getting parents involved with the pack.



Welcome Program

A simple program for the opening meeting of the year.

No scenery is required for the program. There are no costumes, unless they are to wear uniforms. The verses may be said by individual boys. Have the boys line up on the stage. Let each boy step forward as he gives his verse. (Which has been printed on index cards.) The final two verses are given by all. Have the boys point to the audience when saying "you".

- | | |
|-------------|---|
| 1st Speaker | 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 Speaker | The 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 Speaker | 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 Speaker

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

5th Speaker

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 Speaker

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.

All

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!!!

All

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".

**VOLUNTEERS
NEEDED**



PROGRAM SUPPORT



PROGRAM SUPPORT

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Tiger Cubs 149

Pack Advancement Coordinator 160

What is a Den Chief? 170



Mitzi Welna
Northwest District



Linda Rawlings
LaCroix District

BLUE AND GOLD

Cub Scouts and their families get together in February to celebrate the anniversary of Scouting. The BSA was organized in February 1910, and Cub Scouting was organized 20 years later in 1930. This celebration is called the Blue and Gold Banquet and usually takes the place of the regular pack meeting for February.

The dinner may be potluck, a catered dinner or food bought by the pack and prorated among those attending or advance tickets can be sold and any profit kept by the pack. The after-dinner program should include the usual pack meeting activities; advancement, recognition, skits, songs, etc., but most packs will want to include special entertainment too.

Blue and Gold Planning

The committee should begin to plan at least six months early to avoid a last-minute rush to avoid a last-minute rush which often results in a banquet just "thrown together."

At the summer planning session, select a date which would be the regular monthly pack meeting night. If it is to be a different date, however, be sure to check other organizations' calendars for conflicts that might affect those attending your Blue and Gold (such as school events, church functions, area sports events, etc.).

Banquet Planning

To be successful, the banquet must be well planned in advance. A banquet chairman is selected by the pack committee at the Pack planning session. That person recruits helpers to carry out the responsibilities listed on the following pages. This general outline will help make your planning easier. Try to involve as many people as possible, and avoid giving den leaders too many additional responsibilities - they will be working with their dens. Committee chairmen should be appointed for:

- Physical arrangements (facility)
- Entertainment
- Exhibits
- Invitations
- Food
- Decorations (den leaders)
- Program
- Publicity

Physical Arrangements Subcommittee Responsibilities

1. Develop a seating plan so that den families can sit together.
 - a. Head table?
 - b. Arrangement of tables (determined by size and shape of room)
 1. Square
 2. U-Shaped
 3. Parallel
 4. Fan Shaped
 - c. Be sure everyone will be able to see and hear.
2. Make arrangements to get into the building early on in the day of the banquet to set up tables.
3. Inform dens of time so people can go home and dress for the banquet.
4. Check on restroom and coatroom facilities.
5. Check on need to work with custodian.
6. Be sure there is adequate parking space.
7. Arrange for adult clean-up committee. Have trash bags available.

Steps to Planning a Blue & Gold Banquet

When the physical arrangements committee secures the facility, they must be sure



it is large enough to house the expected number of people. This committee also provides directions checks the parking, access for wheelchairs, seating, stage, kitchen facilities, restrooms, a time when decorating can be done, and a clean up crew.

Entertainment

Entertainment can be well-rehearsed special songs or skits prepared by the boys or outside entertainment. Be sure to check on the physical arrangements needed for the entertainment.

Exhibits

Exhibits can range from Pack camping pictures, to videos, to Cub Scout projects. Display them on tables, peg boards, and easels.

Invitations Committee

Arranges for invitations to be sent to special guests (Usually made by Cub Scouts). Follows up to see if they can come. Assigns them to a den. Be sure to invite their families, find out how many will attend. Meets them at door. Helps them find seats and introduces them to the den, etc. Special guests may include head of sponsoring institution, school principal, Scoutmaster of Boy Scout Troop, Unit Commissioner, Institutional Representative.

Food

The food committee arranges for a well-balanced meal to be served in the best method suited for the pack. Keep the cost as low as possible.

- a. Select meal plan - catered, pot luck, etc.
- b. Determine serving needs - kitchen and utensils.
- c. Select menu and estimate cost.
- d. Assign serving and cleanup jobs.

Decorations

Decorations may be as elaborate or as simple as you wish. Attractive menu cards or dinner programs can be made; place cards; centerpieces; place mats; nut cups and favors are all suggestions of things which might be used. Cub Scouts can take part in making decorations.

Three things to remember:

1. Be sure that pack leaders, boys and parents know that the Blue and Gold banquet is Cub Scoutings birthday celebration.
2. Begin planning at least two months ahead. Some packs begin earlier.
3. KISMIF (Keep It Simple...Make It Fun.)
 - a. Involve leaders and parents. Sharing responsibilities makes it easier and more fun for everyone.
 - b. Let the boys help plan and make the decorations, but keep the cutting and pasting to a minimum. Do let them help make each item.

Publicity

1. Inform all pack families of date, time, place, and cost.
2. Invitations - consider inviting guests such as the Head of the Sponsoring Institution, School Principal, Institutional Representative, Scoutmaster, and District Commissioner.

Program Subcommittee Responsibilities

1. Cubmaster should be a member of this committee.
2. Select a theme for banquet.
3. Select a master of ceremonies.
4. Working with Cubmaster, plan format of program and recruit a person to handle each item on the agenda.
5. In cooperation with den leader coach and den leaders, plan the general room decoration and head table decoration.
6. Decide on placement of room displays and exhibits.
7. Prepare a printed program for hand-out.
8. Arrange for props for ceremonies and skits. Work with advancement chairman on props.

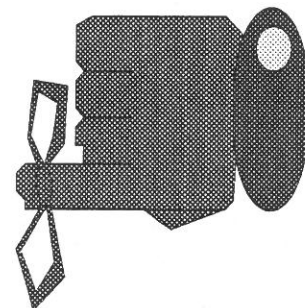
The Banquet Program

In planning the banquet program, remember that it must appeal to boys as well as adults. There is no rule to follow for a Blue and Gold banquet program. It can be like a regular pack meeting with songs, skits, stunts, awards or you can have something different and special, such as a magician, puppet show, group of singers or someone special or famous. Some packs use a short slide presentation on Scouting in general or slides of specific pack activities during the past year.

Avoid using a speaker. This might appeal to adults, but boys will not enjoy it. Most packs prefer to use entertainment from within their own group. You might want to have the den leaders or den chiefs perform songs, stunts or skits as a change of pace from the ordinary. The boys will like to see the adults act silly.

The following is a suggested agenda for the banquet program:

- Opening Ceremony
- Invocation
- Dinner
- Songs (Use song leader and song sheets so all will join in)
- Welcome and Introduction of Special Guests
- Greeting from Head of Chartered Organization
- Bobcat Induction Ceremony
- Den Skits and Stunts
- Webelos Demonstration
- Advancement Awards Ceremony
- Recognition of Leaders
- Announcements and Thanks
- Closing Ceremony



This agenda can be adjusted to fit your own particular needs. Try to limit the total program time to no more than 1 1/2 hours.

Keep the program moving to hold the interest of the audience. Make it colorful with the use of props and costumes, as appropriate.

The Boys Scouts of America was founded in 1910 and the Cub Scout program followed in 1930. Cub Scouting's anniversary is honored each February with a Blue and Gold celebration deriving its name from the Cub Scout colors. This celebration (usually in the form of a banquet or birthday party) is a special time for the boys and families of Cub Scouting. Blue and Gold banquets offer family involvement and show the principles of Scouting at its best.

As this is a special time for the pack, it is recommended to include your Tiger Cub groups at the Blue & Gold celebration. It gives the Tiger Cubs a chance to see an exciting evening of Cub Scouting in action thereby encouraging them to become Cub Scouts.

Sample By Date Calendar

Based on the Blue and Gold being held the last week of February. Adjust accordingly.

- Annual Pack Planning Meeting.
- Decide date, time, and place for Blue and Gold Banquet if possible.
- If a school location is desired, be sure all requisitions for building are started.
- Recruit Blue and Gold Chairman.

Sept./Oct.

- Recruit Committee sub-chairmen:
 - Physical Arrangements
 - Invitation
 - Program
 - Dinner

November

- Location selected and reservations made.
- Sub-committees to begin duties as stated.

January

- 1st Week:
 - Blue and Gold Committee to meet with Den Leaders to give directions for decoration, program invitation information, etc.
 - Dinner committee decision made.
 - Entertainment secured or assignments made.
 - Physical arrangements committee to visit location of banquet to check out needs.
- 2nd Week:
 - Program agenda ready for printing.,
 - Deadline for R.S.V.P.
 - Let dinner committee know of reservations to make final food orders.
- 3rd Week:
 - Make seating chart. Give to set-up committee.
- Banquet day:
 - Afternoon (is possible) - Set Up.
 - Scheduled time - This it it, have FUN!!
 - Late PM - Clean up



PACK ORGANIZATION

Job Description for Cub Scout Leaders

Pack Committee Chairman: Leaps tall buildings in a single bound, is more powerful than a locomotive, is faster than a speeding bullet, walks on water, helps God make policy decisions.

Cubmaster: Leaps short buildings in a single bound, runs a dead heat against a locomotive, is about as fast as a speeding bullet, walks on water if the sea is calm, and talks with God frequently.

Pack Committee Member: Leaps short buildings with a running start and a favorable wind, is more powerful than a small switch engine, is faster than a slow bullet, can walk on water in a swimming pool, talks with God if special request is approved.

Den Leader Coach: Usually runs into buildings, is only slightly out-classed by a small switch engine, on occasion is allowed to shoot a speeding bullet, might get in a swimming pool if the water is above 85 degrees, is occasionally addressed by God.

Webelos Leader: Leaps a dog house on a good day but usually winds up in it. Can recognize a switch engine three times out of five, is seldom given live ammunition, dog paddles in a swimming pool. God often wonders what on earth they're doing.

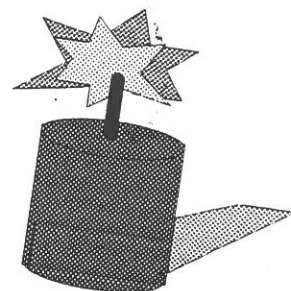
Den Leader: Usually can't find the right building, is more powerful than a model train, has to bite the bullet at den meetings, wears a life jacket in the shower, sometimes thinks God has forgotten them.

Cubs: Mess up every building they enter, want someone to build them a train, like to play with squirt guns, think water is something to throw and play in, but thank God, are what Scouts is all about.

Evaluate Yourself

Here's a quick self-evaluation to determine how you and your pack are doing and where you may need to improve.

- Are all the Pack Leaders trained?
- Do all the Scouts and parents have fun at the pack meetings?
- Do you have a good parent/scout ratio?
- Do all the leaders attend Rountables and POW-WOW?
- Does the pack committee administer the pack?
- Do the pack leaders hold monthly and annual planning meetings?
- Do the parents participate in activities?
- Does your pack have a transition program for Cubs to Webelos and Webelos to Boy Scouts?
- Do most of your boys continue in your pack until they reach Graduation age?
- Do your dens have assistant leaders?
- Does your pack have one or more assistant cubmasters?
- Do your dens have den chiefs?
- Does your pack have a 12 month program?
- Do all of your dens meet weekly?
- Does your pack participate in District and Council events?
- Did your pack earn the National Summertime Award?
- Did your pack earn the Honor Unit Award?



Ideas For Pack and Den Leaders

Program Helps give an abundance of ideas for a full month's program but for those times that nothing seems to fit, check over this list.

- Backyard cookout
- Den uniform inspection
- Indoor track meet (see games)
- Visit a newspaper office
- Visit a zoo
- Kickball game using rag ball
- Visit a farm
- Den bowling tournament
- Dads take den to sporting event
- Ice or roller skating
- Dad with interesting job tells all about it
- Mom with interesting job tells all about it
- Dad or Mom with interesting hobby tells and displays
- Work on achievements boys need
- Treasure or scavenger hunt
- Paper airplane contest
- Marble shooting contest
- Safety inspection of boys' bikes
- Pet exhibit (each brings a pet)
- Handicraft-beads, belts, etc.
- Scrambled word game (Cub words)
- Coin collector show coins
- Make games, ring toss, etc.
- Use Pinewood Derby Cars on floor
- Make place mats from Christmas cards.
- High School athlete tells about his sport.
- Visit an historical spot
- Have an Explorer tell about a trip to Philmont.
- Visit a weather station
- Collect and mount leaves
- Collect and make leaf prints
- Trip to museum
- Trip to fire station (make appt.)
- Visit railroad station
- Visit police station (make appt.)
- Night meeting to study stars
- Have a songfest
- Each Cub make a model
- Visit radio station
- Visit telephone company
- Visit elderly folks' home, sing or play games
- Cub Scouts put on den mtg. for parents
- Have a game day
- Have a Lifeguard explain water safety.
- Visit different churches and look at colored windows
- Entertain little brothers with a party
- Service project for sponsor
- Design new closing ceremony
- Visit library (each boy gets card, takes out a book)
- Boys mix, bake, eat cookies
- Look at things w/Microscope
- Magic day - each Cub does a magic trick
- Judge weights, heights
- Play charades
- Make a den doodle
- Postman tells of his work
- Develop new den skits
- Tour two blocks to look for safety hazards and correct one
- Make holiday costumes
- Plant a garden
- Make something of paper mache
- Make den scrapbook
- Plan future den activities
- Ball game with another den
- Boys bring their collections stamp collector shows stamps
- Build a den equipment box
- Make collage of old Christmas cards
- Joke telling-pick best by vote
- Fishing for prizes
visit a civic building for tour
- Ask a Scout to tell about his Jamboree trip
- Make mother's day and father's day gifts
- Visit planetarium
- Visit a local factory
- Without a watch, each Cub tries to walk around the block in an exact number of minutes.
- Learn to swim with dads' help
- Make things for sick children in hospital
- Visit an airport
- Make tray favors for the elderly
- Plan some new openings
- Go on a hike for a purpose (how many trees, birds, etc.)
- "I'd rather _____"
- Make popcorn balls and eat them.
- Make cupcakes, decorate them, eat them.



Leader Induction Ceremony

Personnel: Pack Committee Chairman and new pack leaders

Equipment: Candles and candle boards described below

Committee Chairman:

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

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

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

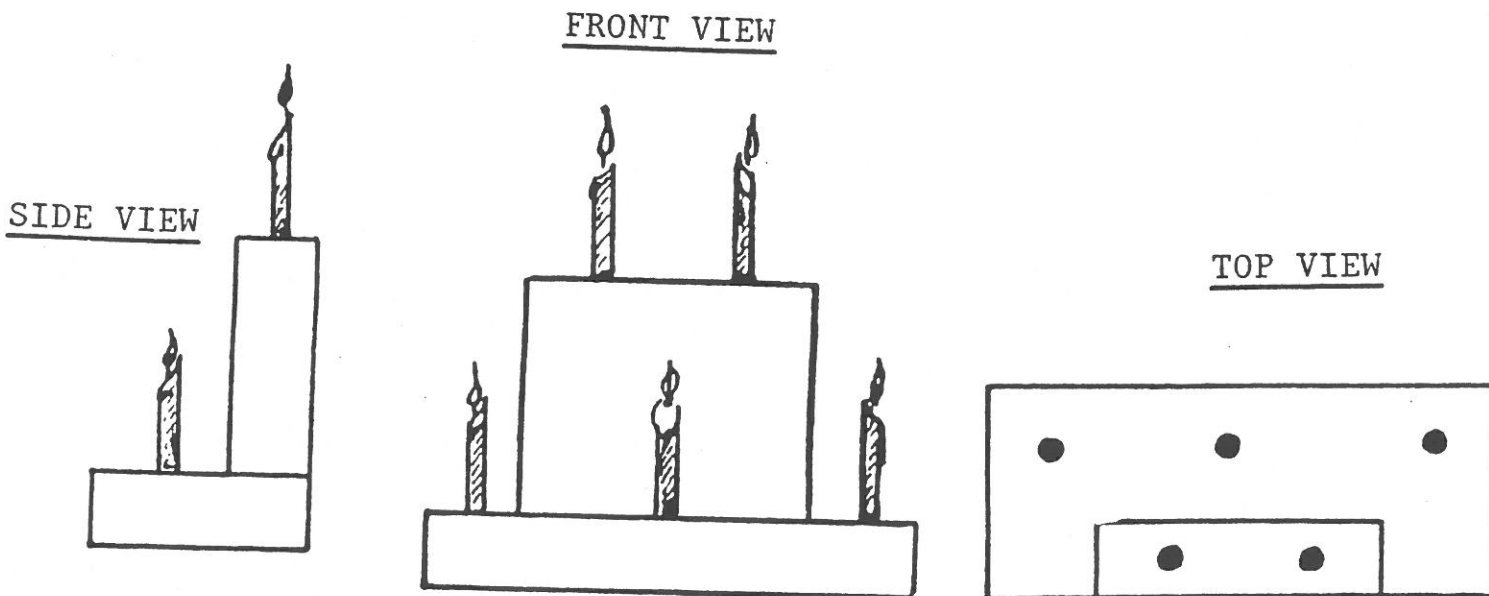
Will the new leaders of our pack please come forward? (pause while new leaders gather at front of meeting place)

Please repeat after me:

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

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

Ceremony board preparation



What is Cub Scouting?

In order to best understand Pack Administration, it may prove useful to review the basic foundations of Cub Scouting. Since 1930, Cub Scouting has been a vital and growing part of Boy Scouts of America. Designed for boys younger than Boy Scouts, Cub Scouting is the largest of the B.S.A.'s three divisions. It is a year-round, home-centered program emphasizing involvement between boys and their friends.

Purposes of Cub Scouting

The Cub Scout program is designed to:

- Influence the development of character and encourage spiritual growth.
- Develop habits and attitudes of good citizenship.
- Encourage good sportsmanship and pride.
- Improve understanding within the family.
- Strengthen the ability to get along with other boys and respect for people.
- Foster a sense of personal achievement by developing new interests and skills.
- Show how to be helpful and to do one's best.
- Provide fun and exciting things for the boys to do.
- Prepare the boys to become Boy Scouts.

Leadership

The Cub Scout program is led by volunteers who are at least 21 years of age and are of good moral character, selected because of their interest in Cub Scout-age youth.

The den is usually made up of boys of the same age who form a natural neighborhood play group. Den meetings are held once a week in the afternoon or evening, under the supervision of an adult leader, who is often the mother or father of one of the boys. Dens usually have an assistant den

leader, a den chief (an older Boy Scout or Explorer), and a denner (A Cub Scout selected by his peers). Once a month, all dens and their families meet together for a pack meeting under the direction of the Cubmaster. Other adult leaders make up the pack committee.

Pack Administration

Leadership, working together, to accomplish the purposes of Cub Scouting is the sole purpose and function of pack administration.

Who Sponsors Cub Scouting?

Like other B.S.A. programs, Cub Scouting is made available to existing groups having similar interests and goals, such as professional, religious, educational, civic, fraternal, business, labor and government bodies. These sponsors are called Chartered Organizations because they are chartered by the B.S.A. to use the Scouting program. A designated individual from the organization becomes the Scouting Coordinator. The sponsor is responsible for providing leadership, a meeting place, and some program materials for pack activities. Most successful packs have a close working relationship with their chartered organization and Scouting Coordinator.



What is a Local Scout Council?

The council is a voluntary association of citizens, including representatives of organizations which are chartered by the B.S.A. to promote the Scouting program within a specific geographic area. The mission of the council is to provide service, leadership, management, and overall direction to the districts, in support of packs, troops and posts. The council is the administrative body to all Scouting units. Its primary responsibility is to implement the Scouting program. It is self-financed and governed by the Charter and Bylaws of the B.S.A.

The district is a geographical division of the council. Its purpose is to organize and support successful Scouting units which will result in more young people receiving a better program. The council guides and supports the districts to achieve this goal.

Just as there is guidance and assistance from the leadership at the Council level, so must there be leadership and guidance at the level of the pack.

On the following pages there is an outline of the functions of the leadership.

1. Sponsor

- Unit belongs to sponsor, not B.S.A.
- The Charter represents a partnership agreement
- Sponsor will:
 - Furnish a place to meet
 - Furnish leadership
 - Use and follow the Cub Scout Program
- B.S.A. will:
 - Train leaders
 - Furnish program
 - Furnish council facilities

2. Scouting Coordinator

- Member/representative of sponsor
- Chosen by sponsor
- Represents sponsor to unit and unit to sponsor
- Represents sponsor to District (member of District Committee)
- Has a vote at Annual Council Business Meeting

3. Unit Committee

- May be originally established by sponsor
- All registered adults associated with the unit are members
- Establishes pack operating policies
- Handles pack business
- Determines pack program planning
- Elects one member as Committee Chairman
- Recruits Cubmaster
- Assists Cubmaster in recruiting and utilization of other pack leaders
- Organizes itself to assist the Cubmaster in operating the pack

4. Cubmaster

- Is assisted by the Committee to recruit Assistant Cubmaster, Den Leader Coach, Webelos Den Leader and Assistants, and Den Leaders and their Assistants.
- Implements the program as established by the Pack Committee
- Presides at and is responsible for pack meetings
- Plans each pack meeting with the assistance of Asst. Cubmaster, Webelos Leader, Den Leader Coach and Den Leaders
- Assists Den Leaders and Webelos Leader in carrying out den programs

5. Assistant Cubmaster

- Works with and trains the Den Chiefs
- Acts as Coach Counselor for Webelos Leaders and Assistants
- Takes assigned tasks at pack meeting
- Assumes necessary duties in the absence of Cubmaster



6. Den Leader Coach

- Serves as Coach Counselor for Den Leaders and Assistants
- May represent Den Leaders at Pack Committee Meeting
- Assists Cubmaster in planning pack meetings
- Assists Den Leaders in carrying out the den program

7. Webelos Den Leader

- Plans and carries out Webelos den program

8. Assistant Webelos Den Leader

- Helps Webelos Den Leader plan and carry out den program
- Replaces Webelos Den Leader in his/her absence

9. Den Leader

- Plans and carries out the den program with the assistance of the Den Leader Coach, Assistant Den Leader and Den Chief

10. Assistant Den Leader

- Helps Den Leader plan and carry out den program
- Replaces Den Leader in his/her absence

11. Den Chief

- Chosen by Scoutmaster
- Hold Troop office
- Assists Den Leader/Webelos Leader

12. Advancement Chairman

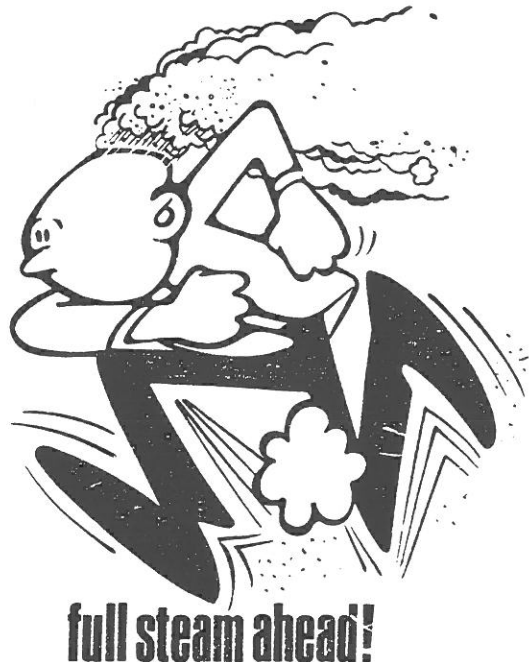
- May be an individual holding dual function
- Responsible for monthly achievement report from Den Leaders and/or Cubmaster
- Maintains pack achievement record and promotes Cub Scouts Advancement
- Responsible for investiture and advancement ceremony
- Coordinates with Webelos Leader and Cubmaster for the Webelos graduation Ceremony
- Maintains records of Cub Scouts graduation into Scout Troops

The Pack Committee is responsible for specific jobs and much of the pack administration can be evaluated on the quality of how these jobs are performed.

1. Recruit best person available for Cubmaster
2. Provide good safe facilities for pack meeting
3. Coordinate pack program with Chartered Institution
4. Assist with the renewal of pack charter, re-registering 50% of present membership
5. Supervise finances and equipment
6. Work with Cubmaster in areas of pack programs and advancement
7. Ensure a year-round program with summertime activities
8. Participate in District Roundtables
9. Conduct training with the Cubmaster
10. Establish a good working relation with local Troops

Pack Policy

Much of the pack's policies are established by the Pack Committee. Every pack should maintain a record of the policy type decisions that are made from time to time by the Pack Committee. These policies should be printed, dated, and a copy furnished to the parents of each new boy that comes into the pack.



Many pack policies are "assumed" but it can be very helpful and beneficial to a new leader to have them written down plainly.

The following is a suggested list of some of the subjects you wish to establish as pack policy areas:

1. Den dues and how they are handled and collected
2. Pack money raising projects
3. What the pack will buy and furnish to each Scout
4. What services the parents may be called upon to perform for the pack
5. Requirement for permission slips to participate in outings.
6. Pack Insurance
7. Time and place of pack meeting
8. How a boy becomes "inactive", penalties or activities for which inactive boys are not eligible and how to regain active status
9. Requirement for at least one adult to accompany boy to pack meeting
10. Wearing of uniforms to meetings
11. Time and place of committee meetings
12. Den and pack discipline Scouts

Leadership Training

Every Cub Scout deserves a qualified, trained leader who will provide him with the best program possible. Trained leaders insure that the goals of Cub Scouting are met.

Every leader should be trained and the members of the Pack Committee should focus on this. Training helps us understand the aims and purposes of the Scouting program, improves our ability to work with other leaders and boys, teaches Cub Scout skills, and shows us how to plan and administer an effective Cub Scout program for the boys.

Why Training?

The ability of the Boy Scouts of America to influence the development of a boy depends to a great extent on the education of leaders and their knowledge of the aims, principles and techniques of their various jobs. Each job is different and training is vital.

Pack leaders should be aware that there is a difference between the program and its ultimate objectives. The final result is a citizen of good character, mentally and physically fit to meet his responsibilities, and capable of giving able leadership.

The program is an accumulation of activities and tools designed to build these attributes into youth. Good pack administration will then use the tools of advancement, handicraft, games, trips, activities and events as a means to attain the fundamental aims of Scouting.

In a pack with trained leaders, certain results are often self-evident:

1. A good program, supported by boy interest in the pack
2. Tenure on the part of the Cub Scouts in the pack increases
3. Tenure of the trained leaders is longer than the tenure of untrained leaders
4. Relationships between the pack and the sponsoring institution are stronger
5. There is evidence that there is successful achievement of the aims of Cub Scouting
6. The pack leaders demonstrate that they can keep the various parts of their program in proper perspective



The following training is available for leaders:

1. Orientation - A short training session which may be conducted at School Night for Cub Scouting or rallies, or at a pack parent's Meeting. It introduces parents and new leaders to the total B.S.A. program, with emphasis on Cub Scouting. It is a good foundation for further training.
2. Fast Start Training - A series of pamphlets are available for use by trainers and experienced leaders coaching new leaders. These provide temporary help until new leaders can attend training sessions.
3. Basic Training - Job-oriented training. Each leader attends those sessions which relate to his job. Leaders are encouraged to attend basic training before assuming job responsibilities so they will be fully qualified to conduct the program.
4. Pow Wow - An annual, all-day, council-wide training event for Cub Scout leaders offering training in a variety of different areas.
5. Retreats - Den leader Retreats are conducted on a District or Council basis, as needed.
6. Philmont Conferences - Week-long training courses under the direction of the National Volunteer Training Committee are offered during the summer at Philmont Scout Ranch, Cimarron, N.M. Special programs for family members make this a great family vacation.
7. Roundtable - A monthly District meeting of leaders, to provide ideas on the next month's theme.
8. Cub Scout Trainer's Wood Badge - A week-long training course for Cub Scout Trainers, offered by invitation from regional office.

Four Steps in Planning

There is a proven plan and procedure which can bring you success. The planning and administration of your pack and its programs can be keyed on these four main ideas.

1. Annual Planning Conference - Provides a long-range look at all program possibilities. Usually held in August each year, for the purpose of making general plans for the next 12 months.
2. Monthly Pack Leaders' Meeting - Used as a forum to firm up plans for this month's pack meeting and to make plans for the pack meeting next month.
3. Den Leader/Den Leader Coach Meeting - Should be held once a month to help plan den meetings.
4. Den Chiefs' Meeting - A monthly meeting with Cubmaster or Assistant to help prepare them to assist the Den Leader.

Annual Planning Meeting

The heart of good pack administration rest with the Pack Committee. In addition to the on-going month to month administration of the pack, the committee provides a forum for the annual Program Planning Conference. This is a meeting of pack leaders designed to establish the year's program in advance. The objective of such a meeting is to allow the leaders to look a year ahead. Advanced preparation for the following 12 months ensures a better program with purpose. The Chairman of the Pack Committee and the Cubmaster are jointly responsible to see that the annual program conference happens. This meeting should be attended by all pack leaders. The ideal time for the meeting to be held is in August as soon as the program themes for the new Cub Scouts year are available. Good preparation for this meeting can determine how successful it will be. Prior to the meeting the leaders should be encouraged to make certain inquiries within each of their areas. Ask Den Leaders and Webelos Den Leaders to find the dislikes of each den. What events did they like most? Least? What would they like to do in

the coming year. In addition, leaders should become thoroughly familiar with the program planning helps that are available.

Pack Leaders Monthly Meeting

What is it? The monthly pack leader's meeting is where your planning gets down to the specifics. The major goal of this meeting is to outline a coordinated series for each Cub Scout Den and to develop a skeleton plan for the pack meeting for the following month.

Who comes? All adult pack and den leaders should be present. Den leaders may attend if they wish and if the pack has no Den Leader Coach - they should attend.

Where held? A private home is the best place. It should be an informal social gathering that will stimulate cooperation and creative thinking.

What happens? This is the time to discuss and coordinate any pack business.

Money Earning Activities for Pack

Whenever your pack is planning a money-earning project, this checklist can serve as a general guide. If you can answer "yes" to the following questions, the chances are excellent that the project will conform with Scouting's standards and is likely to be approved.

1. Have your pack committee, chartered institution, and Scout Council approve your project, including dates and methods?
2. Do your plans and dates avoid competition with money-raising programs and policies of your chartered institution or United Way.
3. Is your plan in harmony with local ordinances, free from any stigma of gambling and consistent with the ideals and purposes of the Boy Scouts of America?

4. If a commercial product is to be sold, will it be sold on its own merits and without reference to the needs of Scouting either directly or indirectly?
5. If tickets are sold for any function other than a Scout event will they be sold by your boys as individuals without depending on the goodwill of Scouting to make the sale possible?
6. Even when sales are confined to parents and friends, will they get their money's worth from any product they purchase, functions they attend or service they receive from your pack?
7. If a project is planned for a particular area, do you respect the rights of other Scout units in the same neighborhood?
8. Is it reasonably certain that people who need work or business will not lose it as a result of your unit's plan?
9. Will your plan protect the name and goodwill of the Boy Scouts of America and prevent it from being capitalized on by promoters of shows, benefits or sales campaigns?
10. If any contracts are to be signed by your unit, will they be signed by an individual without reference to the Boy Scouts of America and in no way appear to bring the local council or BSA to any agreement of financial responsibility?



REMEMBER: Unit Money Earning Application form must be completed and submitted to the council office for approval.

REMEMBER: Sale of commercial products may NOT be done in uniform with the exception of Hefty bags.

REMEMBER: Money-earning projects should be PACK, no den projects.

Pack Meeting Points

The following is provided as a general outline you can use to guide your leaders and Cub Scouts through successful Pack Meetings:

1. Plan Ahead
 - a. Use the Program Helps
 - b. Ask Den Leaders for advice and help
2. Notify People Involved
 - a. Give them time to prepare
 - b. Follow-up with a reminder
3. Use an Agenda
 - a. It should be written
 - b. It will prevent you from forgetting
 - c. Review agenda just before closing the meeting
4. Start and Stop on Time
 - a. Boys and parents will enjoy short active meeting
 - b. Be consistent and they will learn to arrive on time
5. Involve Adults
 - a. Cubmaster should delegate tasks
 - b. Have stunts and puzzles, some activity for adults
 - c. Urge adults to join in on songs and cheers
6. Have Every Den Involved in Something
 - a. Opening
 - b. Closing
 - c. Skit
 - d. Demonstrations
7. Have FUN
 - a. Know that you are having fun and SHOW IT!
 - b. Play games
 - c. Sing Songs
 - d. Have skits and stunts
 - e. Alternate fun and serious events
8. Use Ceremonies
 - a. Keep them simple and easy to do
 - b. Change their format occasionally
 - c. Use for all advancements, at every pack meeting
9. Utilize Webelos Scouts
 - a. They provide good models for younger boys
 - b. They can give service for the rest of the pack
 - c. Demonstrate activity badge work
10. Recognize People for Their Work
 - a. Recognition should be immediate
 - b. Recognition should be public

Success Pack Management

The following guidelines have been followed successfully by many packs. We suggest you use this as a checklist to determine where your pack operation can be improved.

- Enthusiastic parent participation. Good family attendance at pack meetings and activities.
- Regular monthly den leader/den leader coach meetings are held.
- Pack administered by pack committee, with work shared by all leaders.
- Pack has plan to transfer Cub Scouts into Webelos dens when they become 5th graders.
- A pack secretary keeps up-to-date records.
- Pack holds impressive graduation ceremonies into Boy Scouting.
- A pack treasurer handles financial affairs and keeps accurate records.
- Pack conducts at least one service project each year for community or chartered organization.
- Accurate advancement records are kept.

- Impressive ceremonies are used for induction of new families and for advancement.
- Cubmaster is executive officer of pack and is responsible for program.
- Pack operates on the budget plan.

Encourage display of den advancement charts and den doodles at pack meetings. Natural curiosity will make parents wonder why their son hasn't achieved as much as the others.

Advancement/Pack Management

Besides having fun, one of the most important areas of Cub Scouting is Advancement. That is because through the achievements and activity badges, the Scout grows and learns more about himself and the world around him. These are the goals of the scouting program. You, as a Cubmaster, can take certain steps to insure that your pack has a good advancement program.

Promote advancement through pack activities, planning and training. Use the Wolf, Bear and Webelos handbooks as guides when planning pack activities.

Help recruit and develop a close working relationship with an advancement Chairman for the Pack Committee. The advancement Chairman must maintain accurate records, which will keep you apprised of how the pack is doing. You will also be able to spot those boys who are not advancing.

Maintain high advancement standards. It is important that the boys earn their rank, not have it given to them.

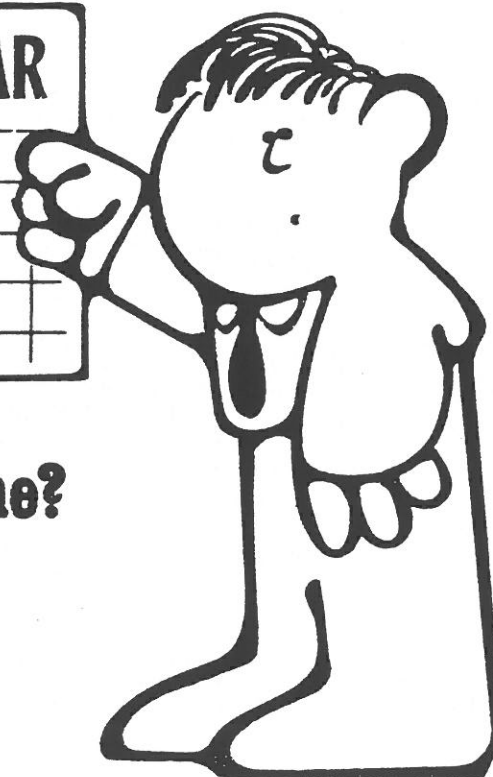
With the pack committee, you can provide help and training to parents. Explain the advancement program to them and advise them as to their role in the advancement of their son. Impress upon them the importance of their son actually doing the requirements.

Plan pack activities that not only provide fun and excitement, but will also allow the boys to be passed off on achievements, electives and activity badges.

Be sure to present awards promptly. They should be presented at the next pack meeting. If you put him off, he may get discouraged in working for his next rank.



**Isn't it
about time?**



THE SPECIAL NEEDS CUB SCOUT

Introduction

Just like the Cub Scout with a learning disability, all boys involved in the Cub Scout program want to have fun, feel a parts of the group and complete activities in a successful manner.

In order to help the child in your pack that may have some special learning requirements, it is necessary to have a base of information in order to serve the youth in a successful manner.

The most important point to keep in mind, though, in working with all Cub Scouts is that they "do their best!"

Each of us is handicapped in some way. Some adults are handicapped because their son has a much higher I.Q. than their own. As a parent, that can be a big handicap! Almost every family has one member who wears glasses. Very seldom is this considered a handicap, but for an athlete, it can be serious. Color blindness, learning disabilities, hyper-activity, high blood pressure, and diabetes are handicaps just the same as mental retardation or physical disabilities are handicaps. Your own perspective of a handicap can influences its size.

If you really pay attention, you'll find most of use compensate for our handicaps by excelling in other areas. You may be a great book-keeper but a questionable carpenter, or vice versa. The same is true of a "handicapped" person. A boy who has lost the use of his legs to polio could be another Einstein. A mentally retarded boy could become an Olympic swimmer. A boy is no less a boy because of his problem. Don't limit any boy's potential by assuming he is capable of nothing. Find a boy's capability and challenge him to achieve new goals through Scouting.

Reach out! Don't be afraid to try. Handicapped boys want to belong to Scouting and they need you to make it happen. Your personal rewards will be far greater than the effort you extend.

The handicapped child has a right to grow up in a world which does not set him apart, which looks at him not

with scorn or pity or ridicule, but which welcomes him, exactly as it welcomes all children, offering him identical privileges and identical responsibilities.

The young people registered in handicapped units may cover a wide range of disabilities. They may be mentally retarded - mildly to severe, some may be deaf, visually impaired - ranging from tunnel vision, light sensitive, or totally blind, some may be orthopedically impaired, emotionally disturbed or learning disabled. Each is unique in his own way with special needs and requirements. With patience, understanding and most of all love, these young people can go, grow and learn to have the same fun as able bodied Cubs.

The needs and objectives are the same; character development, citizenship training and physical fitness. The program (not modified) is geared to help the boy achieve the skills required to the best of his ability.

Through Scouting, a young person can prepare to meet his responsibilities by emphasizing his abilities rather than his disabilities. As an adult, he will need a certain amount of independence and association with other people. Scouting can begin to help him meet these goals.

The rewards to you as a leader are tremendous. Seeing a young person grow mentally, morally, and physically because you has the patience to accept the challenge is one of the greatest rewards you will ever experience.



Leaders should recognize that boys who are handicapped have as many individual differences as the so-called non-handicapped boy. They are ALL individuals.

Boys want to belong, to be appreciated, loved, liked, be a part of the gang -- they want to be like other boys.

The handicapped person must be regarded in the whole sense. First, as an individual with physical, mental, social and emotional needs; secondly, as an individual with a handicap.

Working With Handicapped Boys

- Boys need to grow from where they are.
- Accomplish each skill individually,
- Give awards only when earned. Commend progress, but be honest and realistic when giving praise.
- Keep games simple to avoid frustration. Allow them to achieve, or they may become discouraged.
- Know your boys, their parents, home conditions, individual strengths and weaknesses. By your patience and concern, you will be better able to meet the needs of the boys.
- Use parents to help with slower boys. Have them help with reading and interpreting the achievement requirements to them.
- Set your goals within the limitations of the individual boy, but realistic enough to allow for growth, development and physical coordination.

Success with the Boys in your Den

Fewer substitutions/modifications stimulate the boys to do what seems unattainable. At the same time, when substitutions are used, they should be realistic.



Success is attributed to many things. For example: Patience; planned programs to meet the needs of the boys; planting seeds of determination; find out what a boy does best and work from there; enlist the cooperation of parents and community; mainly keep the program within the range of the group in which are you working.

Push the boys as far as possible. Don't pamper them. They discourage easily and may expect concessions if given in too easily.

Total participation by the boys is important.

Give them opportunities to develop their leadership.

Tying knots and other hand skills improve dexterity and eye/hand coordination.

Adults should not overestimate the handicap nor underestimate the determination to be like other boys. Proper motivation, coupled with wisdom and ingenuity will help to achieve more of their requirements.

Do not overlook the potential "outings" to help the boys learn to be self-reliant, get along with others, and face up to reality.

Assign duties to perform within their limit, thereby giving each boy a feeling of being important to the group as a whole.

Keep in mind that these are boys. They may have varying kinds of degrees of disabilities, but they want to play, clown around and work just like all boys.

Repetition and Patience

These are two requisites for teaching skills to boys. They are essential when dealing with severe speech defects, cerebral palsy, mental retardation or some forms of learning disability.

Once a skill has been learned, repeat it often so it will be retained.

All boys like recognition. Use it when deserved as you should with any child.

Games and Sports

Games are used to:

- Provide Recreation
- Develop loyalties and team work
- Develop sense of belonging
- Develop sportsmanship and skills
- Develop strength, coordination, control, concentration
- Develop agility, poise, balance and rhythm

When the handicapped boy plays, he can live more like other boys. He finds out what he CAN do...not what he CAN'T do.

Having friendly competition between boys or dens is a stimulated activity to activate interest in competition and doing their best.

Outdoor Activities

If Webelos are going on a camping activity, help them prepare a tabletop model of their camp. After talking about it and building it, the boys will be well prepared to set up a real camp site.

For Day Camp Activities, have the boys draw or build a small model of their den site, so all will be familiar with it. Include parents who will be participating with their boys.

If going on a hike, describe or use photos to give the boys a head start on what they are to look for or sense before leaving the den meeting.

On a picnic activity, have the boys decide the menu and possibly try a few of the menu items in the den meetings prior to the picnic, so they will be more at ease with them. Again, involve the parents.

If a primary concern on an outing is "getting lost", provide the boys with whistles so that they can let their leader know where they are when they realize that they are lost. Be sure to stress and enforce the "buddy" system at all times.

In reality, the differences between handicapped boys and other boys are not great. All Cub-ages boys...

Like fun
 Want recognition
 Like competition
 Want to achieve
 Want to be self-reliant
 Want friends
 Want adventure
 Want acceptance by others
 Like active games
 Have enthusiasm
 Want to prove their abilities
 Can help others achieve
 Are uncoordinated
 Are turned off by criticism
 Dislike being made fun of
 Are sensitive to right and wrong

How Does Cub Scouting Help Handicapped Boys?

The Cub program can change a "can't do" attitude, if present, to a "can do" attitude when he achieves goals.

He can develop through the Cub Scouts methods.

He can enter competitions.

He can start, lead, or help in many projects that dens get involved in.

He can be helped to do his very best.

He will learn that he has worth and dignity.

He will have group experiences.

He will be helped to develop sound character and good citizenship.

He will have the opportunities to put his best qualities into practice.

He can gain a sense of accomplishment.

He will have the opportunity to associate with other boys.

He may be helped to build self-confidence.

He will see that he can do many of the Scout activities, as other boys do.

He may inspire other boys to do better.

He may motivate other boys to do their best.

Like other boys, he will be given understanding, not sympathy.

He will benefit from the enthusiasm of his fellow Cub Scouts.

He will have the opportunity to learn new skills through practice and perseverance.

He can practice and become proficient.

He will want the Cub Scout program uncut, undiluted.



Program Helps

Support systems are an important part of working with a Scout with special needs. Parents or guardians hopefully will inform you early on about their child's learning difficulties. Others may chose not to for fear that it might single out their child from the rest of the pack.

Either way, parents are the best resource to inform the leader on what situations the child has difficulty in and what program changes the Scout leader may need to make. To obtain information, the leader may need to have a sit down meeting with the parent's or guardian's to discuss the child's special learning needs.

Cub pack members also can serve as a base of support when the leader needs ideas or suggestions in working with a disabled Scout. In addition, a youth within the pack can serve as an aide or buddy during meetings when the child may need help completing an assigned task.

Additional program suggestions include:

- Providing hand-on activities, rather than overloading the child with lots of verbal directions.
- Providing written instructions, pictures or diagrams for the child to follow during certain den activities.
- Demonstrate how to complete an activity, rather than just verbally discussing how it is done.

For additional program suggestions, contact the Special Needs Division/Indianhead Council at (612) 224-1891.

TIGER CUBS

Since 1982, Tiger Cubs, BSA, has been an important part of the Scouting program. It is a one-year program for a 1st grade boy and an adult partner offering opportunities to SEARCH out new activities, DISCOVER, new things and SHARE them with each other and the rest of the Tiger Cub group.

Features of the program include:

- Relaxed organization with shared leadership by the adult partners.
- Monthly meetings built around Big Ideas.
- Participation in three or four pack activities during the year.
- Introduction to Cub Scout FUN!

Changes in the Program

1992 - 93 Ideas

Groups that feel they want to, are encouraged to hold 2 meetings per month. This would include possibly one outing and one activity.

Packs are asked to invite the Tiger Groups to at least 4 pack meetings per year. Attending more than this amount could possibly burn out the boy and he will then be disenchanted with the program.

A Tiger Scarf can be worn by the "host" Tiger Cub at the monthly meeting. An orange scarf made out of material with one of the iron on decals in the Tiger packte, either a paw print or the Tiger Cub emblem, can be used. The iron ons are available at the Scout Shop.

TIGER CUB GROUP COACH

The pack committee will appoint a Tiger Cub group coach to oversee the pack's Tiger Cub program. The Tiger Cub group coach will be at least 21 years of age, a U.S. citizen registered with the Boy Scouts of America, and serve as a member of the pack committee. Responsibilities include:

- Attend District Cub Leader Training for Tiger Cub Group Coaches.

- Recruit, register, and organize one or more Tiger Cub groups. (School Night)
- Recruit one of each group's adult partners as a Tiger Cub Tail Twister.
- Oversee the program during the year to assure that the group(s) are active and conducting a quality program.

TAIL TWISTER

The Tail Twister is NOT the group leader. Their job is simple, but important to the group's success.

1. Each month if the Tail Twister has not heard about plans for the monthly group meeting five days before the scheduled date, they call that month's host to ensure plans are made and the word gets out to all of the parents.
2. If the host cannot meet their obligation for that month, remind the host that he/she should call another member to fill in for them. They should not allow the group to miss a meeting. If the group is struggling, call your Tiger Cub Coach, District Tiger Cub Organizer, or the Scout Service Center and ask for help!
3. The Indianhead Council is concerned about the success of every Tiger Group! Call them with questions at 224-1891.

BIG IDEAS

To develop your Tiger program use the 17 Big Ideas found in the Family Activity book. During some months, more than one idea may be explored, but you will probably find that there is not enough time during the year to explore all 17 Big Ideas. Choosing your Big Ideas and planning your Tiger Cub year in advance will make family planning easier and increase participation.

With the Big Ideas as the foundation, build a program to meet the needs of your group. Some ideas might include more frequent meetings, greater participation in pack meetings and activities, and simple recognition items suitable for 7 year old boys.

MEETINGS

OPENING (5-10 min.): A simple ceremony or introduction time. Early in the Tiger year, this is the time to get to know each other. Later, the group could recite the Tiger Cub Promise together. This is the signal that the meeting has begun.

SEARCH (5-10 min.): Go over plans for the group outing, the pack meeting and the next group meeting.

DISCOVER (20-30 min.): This is the activity period -- a time to make and do together.

SHARE (10-15 min.--quiet time): It is the opportunity for each Tiger to share what he and his adult partner have done together during the month to earn stickers. Be sure each boy has the opportunity to share.

CLOSING (5 min.): End your meeting by singing a Tiger Cub song or sharing a meaningful story.

After the meeting, the boys (and adults) might enjoy some refreshments and some time for fellowship.

UNIFORMING

The Tiger Cub uniform consists of the orange Tiger Cub T-shirt or white T-shirt with the iron-on decal, the Cub Scout blue web belt, a device to display beads, and an optional Tiger Cub Hat.

The Tiger Cub Shirt not only binds the group together, but designates Tiger Cubs as a very special part of the pack. Tigers are encouraged to wear their uniform not only to all group functions (including pack meeting), but also to school on the day of the function. Adult partners are also encouraged to wear the Tiger Cub shirts.

Tiger Cub Group Coaches should wear the regular Cub Scout uniform with the Tiger Cub Group Coach patch on the left sleeve. This patch, along with the shirt listed above, are available at the Scout Shop.

RECOGNITION

The Tiger Cub Program is based on recognition for participation, NOT on advancement. Tiger cub stickers and a wall chart are provided in the

Family Activity Packet. A sticker is to be awarded and displayed on the wall chart for each family activity completed. Stickers can be presented as instant recognition by adult partners or at the Tiger Cub group meeting.

The stickers are great, but many Tiger Cub group coaches feel that more recognition in the Tiger Cub program would be very beneficial to build pride in accomplishments and self esteem for Tigers. You are encouraged to develop a recognition program suitable for your group. Remember to keep it simple enough that the Tigers know why they receive the recognition.

Recognition can take many forms.

VERBAL recognition is the easiest and least expensive. Be free, but genuine, with praise.

CERTIFICATES can be used to welcome a new Tiger Cub into the pack, as part of the graduation ceremony, or for participation in special events. They can be purchased or handmade and will be more meaningful if used sparingly.

PLAQUES can be a simple refrigerator magnet or an elaborate wall hanging. These should also be used only for special recognition.

NECKERCHIEFS AND TIE SLIDES for Tiger Cubs are not available from BSA National Supply. However, you can design your own, if you wish. A tie slide that can be used in the Cub program makes a nice graduation gift.

TIGER TRACKS are provided in the Family Activity Packet with no set guidelines for their use. They might be presented for participating in a group activity, completing a Big Idea, etc. You may want to remove them from the Family Packets at the beginning of the year so they can be presented in a simple ceremony at pack meetings. They can be ironed on the Tiger Cub shirt in any pattern the boy chooses. Extras can be purchased at the Scout Shop.

PATCHES can be used for induction and graduation, can be awarded for completion of a set number of Big

Ideas, or for participation in special activities. The round Tiger Cub patch can be worn on the Tiger Cub shirt and the graduation patch can be worn on the Cub Scout uniform as a temporary patch.

PINS AND BUTTONS can also be used to recognize Tigers. If you wish, one of the Tiger Cub pins could be designated as a Mother's pin to be worn on her Mom's ribbon.

BEADS are the universal recognition in the Scouting program and Tigers will love them, too. There are many types of beads available, so use your creativity to develop a meaningful bead system for your Tigers. Just be careful to make it distinctly Tiger oriented and don't infringe on the Cub or Boy Scout programs.

Tiger Cub recognition should be SIMPLE, yet meaningful. Participation and activity remain the core of the program and incentives are motivations, not the final goal.

Activity Ideas

The Tiger Cubs can attend many different types of activities as long as they attend them with their adult partner. Here are some ideas for Tiger activities:

Bumper Bowling
 Tour neighborhood cable companies
 Fast Food Restaurants
 Radio AHHS 1280 AM - St. Louis Park
 Science Museum of Minnesota
 Bell Museum of Natural History
 Como zoo
 The Fire Museum - Minneapolis
 Children's Museum
 Minneapolis Planetarium
 Miniature Golf
 Softball game
 State Capitol

(for more ideas see the OUTINGS SECTION OF THIS BOOK)

BIG IDEA SUPPLEMENTS

NUMBER 1 - Getting To Know You

Personality Cubes

Cover an empty cardboard box with colored paper. Decorate the box with pictures and words cut from

magazines, or draw sketches and write words that tell about you. Use one side of the box for each of the following topics:

- Likes
- Dislikes
- Family and friends
- Hobbies and interests
- Strengths and weaknesses
- Plans for the future

NUMBER 2 - Family Entertainment

Dum dum da da

This is a simple rhythm game that can be added to by those playing it. The instructions may appear complicated, but don't let that scare you.

1. Have everyone sit on the floor in a circle with their legs crossed, knee touching the knee of the next person. "Dum dum da da" is sung to the tune of "Old Man River".

2. Add some movements to the song...On "dum dum" players slap their own knees twice. On "da da" each player slaps the knees of the person on the right. The next "dum dum" players slap their own knees twice again, and on "da da" each slaps the knees of the person on the left.

3. After mastering this, add other movements. Again on "dum dum" players slap their own knees twice. On "da da" players cross right arm over left and slap the right knee with the left hand and the left knee with the right hand. Then on "dum dum" again, players slap their knees the regular way. On "da da" players slap the knee of the people on each side. (always right over left)

4. Try inventing some of your own movements, such as: "dum dum" clap hands twice; "da da" reverse palms and clap the hands of the players on either side.



Tiger Cubs BSA

NUMBER 3 - Discover Nature and EnergyNature Scavenger Hunt

This can be done in a local park, nature center or even in your back yard. The boys should be warned that the only natural items that should be picked up are those lying on the ground. Don't break down trees and pick flowers.

In this scavenger hunt provide each partner with a paper bag and a list of items. The person returning with the most items within the time limit you set wins.

Pine Cone	Twig
2 different leaves	Bug
Piece of moss	Litter
A seed	worm
clover - one	feather
flat oval stone	Dandelion

Use your imagination and add other things to the list.

NUMBER 4 - Prepare for EmergenciesBike safety rules

- Always wear shoes. Don't ride bare foot.
- It's best to wear long pants and a shirt with long sleeves.
- Loose fitting clothing can get caught in the spokes.
- Wear a helmet if you have one.
- Know what all the traffic rules are as the driver of a car does.
- Know what all the traffic signs mean.
- Follow the same traffic rules as the driver of a car does.
- Ride in the bike lane wherever you can.
- If you must ride on a sidewalk, watch out for people walking.
- Always ride in the same direction as traffic, never against it.
- Watch carefully when crossing drive ways and alleys.
- If you have to be out after dark, be sure your bike has good reflectors and a light. Wear light colored clothing, too.
- Have a basket on your bike so your hands can be free for the handlebars.
- Always keep your hands on the handle bars.
- Be cautious - jumping with your

bike can be dangerous.

- Don't ride with more than one person on the bike.
- If you see a "NO BIKES ALLOWED" sign, don't ride there.

NUMBER 5 - Know Your FamilyCoat of Arms

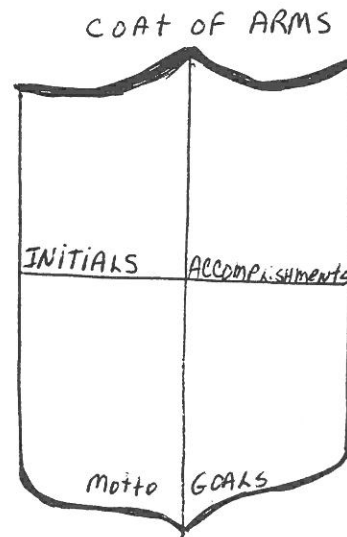
Enlarge and make copies of the shield pattern from colored construction paper and have each boy illustrate the four areas of the shield.

- **INITIALS** - Boy can design their own family initial and draw it in the appropriate space. They may like to use fluorescent colors or glitter on the letters.

- **ACCOMPLISHMENTS** - Boys can draw pictures or cut out pictures from magazines illustrating their many accomplishments or they may simply want to list them.

- **MOTTO** - Ask the boys to think of different values that mean a great deal to their family. Help them formulate these thoughts into short statements.

- **GOALS** - Have the boys think of goals they would like their families to accomplish. Ask them to illustrate these ideals.



NUMBER 6 - Know Your CommunityDraw your block

1. Take a walk around your block noticing the important things along the way.
2. Draw a "picture map" of what you remember, first putting in the 4 streets and your own house.
3. What else might you add? Other houses, addresses? ...a mail box? ...fire hydrant, stop sign, or a street light? ...trees or a park? Are there tall apartment buildings or stores on your block?
4. Now mark North, South, East & West. (If you're not sure, watch the sun set on the west side of your house.)

NUMBER 7 - Helping OthersFacial tissue trash box

1. Have an adult cut tissue box as shown (figs A and B) with an X-acto knife.
2. Cover box with brown paper and glue in place.
3. Cut out ears, nose, eyes etc. out of construction paper and glue in place.
4. Draw details with black marker.
5. Cut hole in forehead for hanging on car dash knob.

FIGURE A

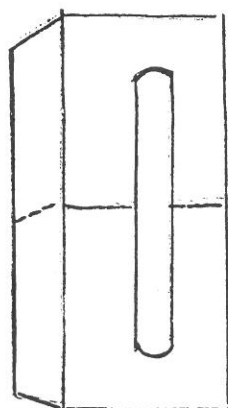
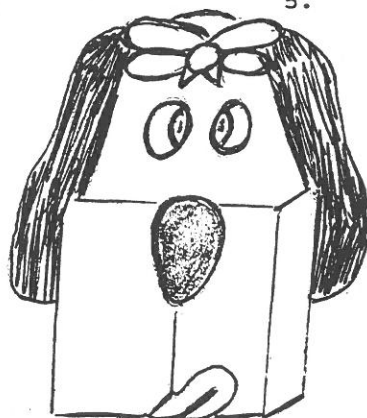
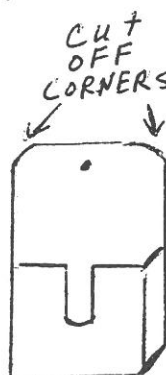


FIGURE B

**NUMBER 8 - Go See It**

Field trips: Zoo
Bowling
Nature Centers
Parks
Museums
Library

NUMBER 9 - Getting ThereFun things to keep you busy

Sometimes when you are in a car for a long time it gets boring. Listed below are some ideas for quiet things you can do to make your trip more fun.

Count Cars

Have a contest with someone else in the car to see who can count the most cars of a certain make or color.

State Plates

See how many different states you can find on license plates. Write them down.

Alphabet fun

Who can be the first one to find all of the letters of the alphabet using street signs and billboards? You can use only one letter from each sign. Each person or team is assigned one side of the street or highway.

NUMBER 10 - Something Special All Your OwnSandpaper blocks

1. Find two pieces of wood about the same size.
2. Sand any rough edges.
3. Glue a spool on one side of each wood piece for a handle.
4. Glue or staple a piece of sandpaper to cover the bottom and at least two sides of each block.
5. By rubbing the blocks together you will achieve a shuffling sound.

NUMBER 11 - Making Your Family SpecialBelt or tie rack

1. Sand a heavy wood hanger until smooth.
2. Screw in three to five cup hooks.
3. Tie top with a bow.

Closet freshener

1. Start with two small plain paper cups. Use a nail to poke holes all over both cups.
2. Fill one cup with potpourri or cloves. Invert the second cup and glue the together around the lip.
3. "Gift Wrap" with yarn or ribbon, creating a loop at the top for hanging.
4. Decorate with felt scraps.

NUMBER 12 - Make Your OwnFortune Cookies

4 Egg whites	1 Cup sugar
1/2 Cup melted butter	1/2 Cup flour
1/4 Teaspoon Salt	1/2 Teaspoon vanilla
2 Tablespoon water	

1. Write fortunes or messages on strips of paper. Fold them.
2. Mix sugar into the egg whites and blend until fluffy.
3. Melt the butter and cool it so it's not too hot.
4. Add flour, salt, vanilla, water and butter to the sugar mixture. Beat until the batter is smooth.
5. Grease a cookie sheet very well. Pour batter from a spoon to firm circles (about 3" diameter).
6. Bake at 375 for about 8 minutes
7. Lay a message on each circle, fold it in thirds, then bend it gently in the center. If the cookies get too hard to bend, put them back in the oven for a minute. Makes 30 cookies.

**NUMBER 13 - Caring For Your Home and Household**Ideas

- Turn off the light when you are the last person to walk out of a room.
- Walk or ride a bicycle to school instead of being driven in a car.
- Use a manual pencil sharpener instead of an electric one.
- Use a manual can opener instead of an electric one.
- Recycle cans, papers, glass jars, and plastic.

NUMBER 14 - Family Games, Tricks & PuzzlesCatch the ring

1. Thread a 1/4" dowel rod with a combination of spools and beads to make a figurine.
2. Glue or paint on the details.
3. Glue the spools or beads in place, leaving about 3" at the top to help catch the ring.
4. Tie a 20" string to the dowel and attach it to a 3" ring (like a plastic bracelet).
5. Play by holding dowel at the bottom, flip the ring up and try to catch it on the figure at the top.

NUMBER 15 - Fitness and SportsRow race

Divide the group into pairs. Mark a short course with the start and finish lines about 15 or 20 feet apart.

Pairs line up. Partner A sits on the starting line with knees together and legs extended straight out. Partner B sits facing Partner A with soles of shoes together, knees bent, and hands clasped.

To move, Partner B pulls Partner A into a bent-knee position. Partner B then pushes back to straighten his legs.

Next, Partner A straightens his legs and pushes Partner B's legs into a bent position. This pushing and pulling motion resembles rowing and moves players along at about a yard at a time.

The first pair to completely row across the finish line is the winner.

NUMBER 16 - Tell It Likes It IsSearch, Discover, Share & Save Book

Materials needed per book: 8 plastic ziploc sandwich bags, 2 vinyl wall paper pieces cut slightly bigger than bags, paper hole punch and yarn, large gummed label or paper and glue, Tiger Cub stickers if desired.

Instructions: Place bags between wallpaper pieces and punch holes in the seamed ends of the bags. Tie yarn through holes to hold. Make label as shown, or "Things I want to Save". Decorate with Tiger Cub stickers if desired.

NUMBER 17 - Cub Scouting Here We Come

What is needed before ceremony:

1. All new Cubs to be in uniform with all shoulder patches sewed on.
2. Neckerchiefs purchased by parents but folded at the presentation table.
3. Turtle neckerchief slide for each boy - leaders too.
4. New Wolf book for each boy.
5. Tiger Graduate Patch.
6. Turkey feathers to look like eagle feathers.
7. Small piece of pizza for each boy.

Props:

1. Turtle candle holder and one green candle.
2. Green face paint and water.

The turtle ceremony:

Narrator: We come now to the last very important ceremony this evening. The theme for this Tiger Graduation ceremony is The Sign of the Turtle.

The turtle has many meanings and traditions in Scouting.

First, 75 years ago the first honor campers society within the Boy Scouts chose as their lodge symbol the turtle. This society later became known as the Order of the Arrow. That first lodge was in Treasure Island, NY.

Second, the turtle is green. (paint the boys' faces green) This signifies YOGO..."You're Only Green

Once." meaning you're just starting out in Scouting.

Third, the turtle is small and low to the ground signifying your size and in contract to the Eagle which one day you may become. (Give each boy an "eagle" feather.)

During the course of this pack meeting we have lighted several candles to represent an advancement in Cub Scouting. We also have a candle for your crossover from Tigers to Cubs in this turtle candle holder to represent your starting point in Cub Scouting. (Light candle)

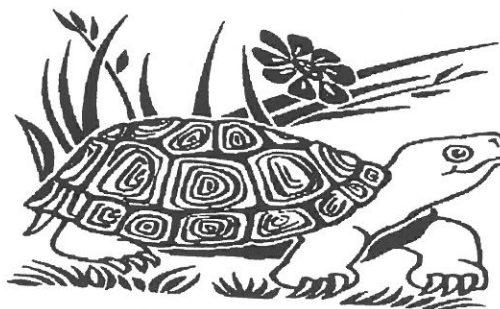
In order for you to advance to Bobcat and follow in the footsteps of Akela (The Wolf), you will need a book to guide you. (Pass out Wolf Books)

To show that you have completed your work as a Tiger Cub, we give you this patch. (Pass out Tiger Graduate patch.) This patch is worn on your right pocket.

To show you are a Cub Scout and a member of the pack you may now wear this gold neckerchief. (Roll neckerchief and place on each boy).

And to hold your neckerchief on and to remind you of this ceremony, we have this special turtle neckerchief slide for you.

One more thing you must do to be a member of this pack. You new turtles should have a ceremonial meal. What do you think turtles eat? PIZZA!!! (pass out slice to each)



Tiger/Webelos Ceremony

Personnel: Cubmaster, Webelos, Tiger Cubs, Parents, Akela, Den Leader.

Props: Table with candles for each boy with their names in front of candles.

CM: Tonight we have the pleasure of welcoming new Cub Scouts into the pack. Parents and graduating Tiger Cubs, would you please be escorted forward by our Webelos.

ASST. CM: The Webelos Scout provided a path for you to follow into the pack and now he relinquishes his place in the pack to you. (Webelos Scouts hand lighted candles to boys and return to their seats.)

DL: You and your parents both were asked to come forward. This symbolizes that the family is a necessary base for Cub Scouting and that Cub Scouting supports a strong family unit. The candles you received represent the promise of every Cub Scout to "Do Your Best." Do you promise to "Do Your Best?"

Tiger Cubs: "We do." (Den Leader instructs Tigers to blow out candles and return them to table.)

(At right of group, Akela appears in costume.)

Akela: (To Cubmaster) My brother, have these new Cubs prepared to join our Pack?

CM: They have by completing the Tiger Cub program. As we call your name, please step forward to receive your graduation patch and certificate. You will also receive your one year service star with an orange patch and certificate. You will also receive your one year service pin as a Tiger Cub. (Calls out names and distributes graduation materials.)

CM: Akela, members of the pack, please welcome our new Cub Scouts.

SONGSWe Are Tiger Cubs

(Tune: If You're Happy)

We are Tiger Cubs, Hooray Tiger Cubs!
We are Tiger Cubs, Hooray Tiger Cubs!
We are happy and we show it
'Cause we want the world to know it
We are Tiger Cubs, Hooray Tiger Cubs!
We are Tiger Cubs, Hooray Tiger Cubs!
We are Tiger Cubs, Hooray Tiger Cubs!
We will Search, Discover, Share
As our laughter fills the air.
We are Tiger Cubs, Hooray Tiger Cubs!

We are Tiger Cubs, Hooray Tiger Cubs!
We are Tiger Cubs, Hooray Tiger Cubs!
We will soon be Cub Scouts, too
And we'll wear the gold and blue.
We are Tiger Cubs, Hooray Tiger Cubs!

T-I-G-E-R

(Tune: B-I-N-G-O)

BSA has a new group
and TIGERS is it's name-o.

CHORUS: T-I-G-E-R, T-I-G-E-R, T-I-G-E-R,
E-R,
And TIGER is its name-o.

It's made up of younger boys
Seven years of age-o.
(CHORUS)

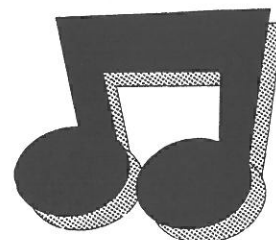
They joined up for lots of fun
Games and songs and play-o
(CHORUS)

Each young boy will share his home
Among his group of friends-o
(CHORUS)

A mom or dad will be their guide
To help them learn things right-o
(CHORUS)

The pack will welcome them just so
On graduation night-o.
(CHORUS)

(On first chorus, spell out the name T-I-G-E-R-S; second time, spell four letters and clap the "r", third time sing three letters and clap the "e-r", etc.)



Tiger Cub Rap

Now, we're the Tiger Cubs
 And we want you to know
 That the Tiger Cubs
 Are the stars of the show!

We will search
 And discover and share
 And with our families
 We'll learn to care.

We'll always wear the orange
 And black, don't you know
 So we will be noticed
 When we're on the go!

We'll work hard
 But we'll have fun
 And we'll always say "Thank You"
 When we're done!

TIGER CUB CRAFTSHalloween Ghost

Materials: 1/2 sheet of typing
 paper
 1 kleenex
 yarn

Wad up paper to make a tight ball.
 Lay ball in the center of the kleenex
 and bring corners up. Tie yarn
 around kleenex next to ball. Draw on
 eyes and mouth.

Sweet Pete

Materials: an orange
 a toothpick
 some whole cloves

With the toothpick, make small holes
 in the orange for Pete's eyes, nose
 and mouth. Stick cloves in the
 holes. Now make holes for his hair -
 - lots of them! Stick more cloves in
 those holes. Keep Pete in your room;
 he will make it smell great!

Creepy Willy

Cut a piece of paper about 5" x 1"
 and draw a face on one end. Pull the
 paper over the table edge to make it
 curly. With your tongue, wet Willy's
 end where his face is -- not TOO wet.
 Put him on a table and blow on his
 tail. Have a Creepy Willy race!

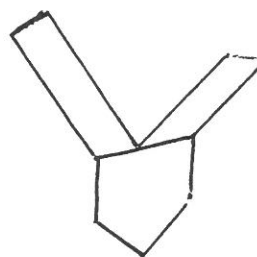
Twirly Bird

Materials: bottle cork
 stiff paper
 toothpick
 tape

Cut the paper like this:



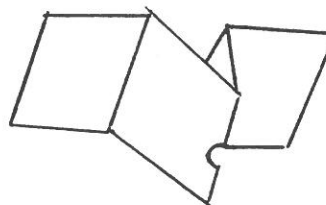
Bend the paper like this:



Tape the toothpick to the paper and
 push the toothpick into the cork.
 Take your bird outside and throw him
 in the air.

Screecher

Fold paper in half and cut a V in the
 middle of the fold. Fold it again so
 it looks like this:



Now blow! You can call your friends
 this way.

FLAG CEREMONIES

The Cubmaster or group leader goes to the front of the room and says, "Will the honor guard please come forward?" The Tigers march to the front and stand before the flag. Together they salute, then turn to the audience and say, "We are Americans and we're proud of it!"

First boy says, "If you're proud to be an American, please stand and say, 'I'm proud to be an American'"

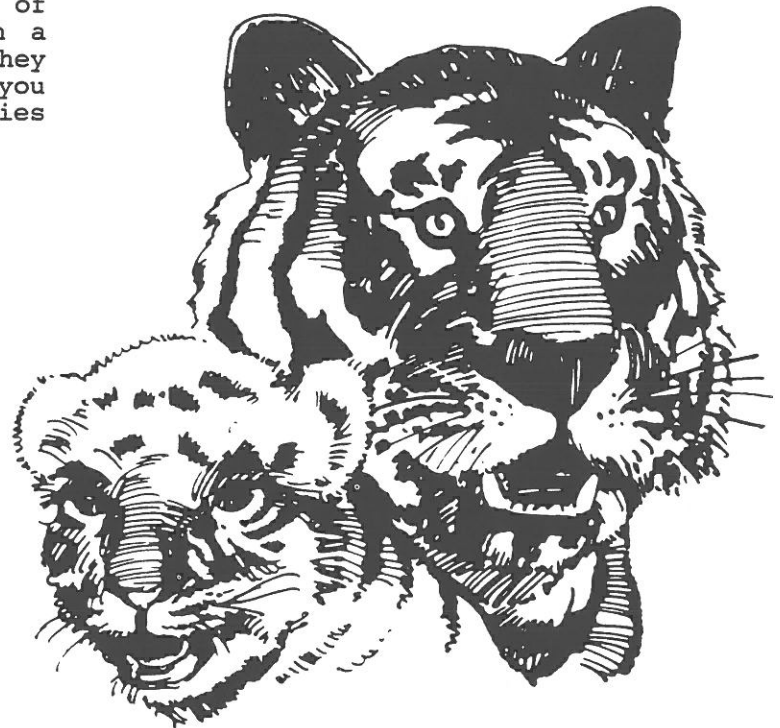
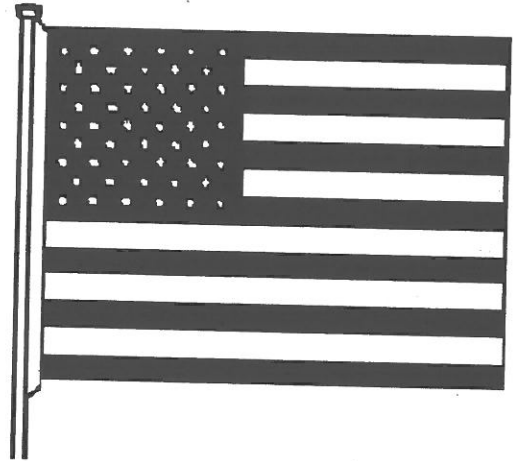
Second boy says, "Hand salute. Pledge of Allegiance repeat."

Third boy says, "Two" after the pledge is completed and then says, "Honor guard retire."

The boys march off the same way they entered.

WORD TO THE WISE

As in all areas of Cub Scouting, when working with Tiger Cubs, remember to K I S M I F (Keep It Simple, Make It Fun). If you recruit them, organize them and forget them for nine months, you will lose most of them -- but if you make them an IMPORTANT part of your pack and provide them with a worthwhile, quality program, they will be the best recruiting tool you have. The future of your pack lies with the Tiger Cubs!



Tiger Cubs BSA

NOTES . . .

PACK ADVANCEMENT COORDINATOR**The Purpose of Cub Scouting**

A boy who becomes a Cub Scout and advances from Bobcat to Arrow of Light must come out of his experience a different boy from when he went in, or we have failed. When he learns and gives the Cub Scout Promise, the Law of the Pack and the Cub Scout motto, it is the start of character development and citizenship training - two of the objectives of the Boy Scouts of America.

It is important that all leaders realize the "why" of Cub Scouting. Every leader, to do an effective job, needs to be thoroughly familiar with this purpose and to include items in the program that will help our boys grow.

- Influencing the development of character and encouraging spiritual growth.
- Developing habits and attitudes of good citizenship.
- Encouraging good sportsmanship and pride in growing strong in mind and body.
- Improving understanding within the family.
- Strengthening the ability to get along with other boys and respect other people.
- Fostering a sense of personal achievement by developing new interest and skills.
- Showing how to be helpful and do one's best.
- Providing fun and exciting new things to do.
- Preparing them to become Scouts.

KISMIF - Keep it simple, make it fun!

Advancement Procedures:

The council advancement committee establishes procedures that help achieve its advancement goals. Council procedures must be based on these guidelines:

Personal Growth is the Prime Consideration in the Advancement Program. Scouting's concern is the total growth of the boy. This growth may be measured by how the boy lives the Scouting ideals, and how he does his part in the pack.

Learning by Doing. A Scout has not learned a skill until he has practiced it.

Each Scout Progresses at His Own Rate. Advancement is not competition among individual boys, but is an expression of their interest and participation in the program. A Scout must be encouraged to advance steadily and set his own goals with guidance from his parents or Scout leader.

A Badge is Recognition of What a Boy is Able to Do, Not Merely a Reward for What He Has Done.

Advancement Acknowledges the Boy's Ability to Serve. Scouting teaches a boy how to care for himself and help others. Advancement should reflect the desire to "Do Your Best."

Advancement Standards Must Be Fair and Uniform. No council, district, unit or individual has the authority to add to or subtract from advancement requirements.

Goals/Record keeping:

Meaningful advancement goals cannot be set without keeping accurate records. Each unit is responsible for keeping its own records and for making reports of advancements to the council.

Unit Advancement/Practice Tips:

Understand the advancement procedures required by your District - contact the District Executive for questions.

Request help from your Unit Commissioner.

Conduct an annual Pack leader meeting and as part of the meeting review or establish the Cub Scout Advancement Plan for your pack, using the parent's supplement of the Wolf, Bear, and Webelos Cub Scout Books as a guide.

Set a Pack goal of 100% of the Cubs achieving their badge of rank by the following March or April. Report on progress at the Pack meeting, no names, just a report. "Den 1 has all completed their badge of rank, but Den 2 is 4/6 and Den 3 is 3/6," etc. Remind den leaders and parents to keep encouraging advancement.

At the first fall Pack meeting instruct parents that they are the prime motivators to a boy's completing Wolf or Bear achievements.

Recognition of advancement must be prompt. For Wolf and Bear Cubs instant recognition badges are to be given by the den leader to each Cub upon completion of any 3 achievement.

Don't take the fun out of Scouting by trying too much at a time.

Each den should keep and advancement chart and update it each week. The chart promotes friendly competition and is a visual scale of the den's progress. The Cub receives immediate recognition for his work at home.

To insure each boy gets his appropriate badge or arrow point on time the Advancement Chairperson must insist on complete reporting by all dens one week prior to the monthly Pack meeting.

Inform parents in the Pack's Bobcat Induction Ceremony that they should set aside 1 or 2 hours a week to work with their son on achievements. Advancement rarely occurs spontaneously - parent must program the time for boys to read and work in "The Book".

Den leaders can't be afraid to call and educate parents if it appears they are not working with their Cub on achievements.

Parent's signatures for Wolf and Bear are not "challenged" by the den leader, but one can review a subject and use a "pop quiz" to see if the den is learning.

Webelos Advancement:

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.

Having a Successful Webelos Experience

Understanding the YEAR AND A HALF Webelos Program

The program is developed around the exploration of twenty activity badge areas plus preparation for the Boy Scout joining requirements.

Since the Webelos advance through specific badges and requirements it is best to structure the dens by grade level. First year Webelos work on the Webelos rank and should achieve it by Blue and Gold of their 4th grade year. Second year Webelos work on Arrow of Light requirements and should receive it in December or January. Cross over to Boy Scouting is accomplished in February or March of their 5th grade year.

February Graduation of the Webelos into Boy Scouts

February graduation gives the new Scouts and their parents time to get to know and be comfortable with the Scoutmaster and older Scouts. This enables the new Scouts to prepare for a good first time summer camp experience.

THE CUB SCOUT CYCLE

with February graduation of 2nd year Webelos

This provides a written explanation of the chart on the other side of this sheet. Both tell the same story.

TIGER CUBS: May join Tigers any time after starting their first grade school year. Usually they join during the fall School Night for Scouting, their first grad year.

WOLF CUB SCOUTS: May join as a new Cub Scout during Spring Roundup of their first grade year, or anytime thereafter.

BEAR CUB SCOUTS: May join as a new Cub Scout during Spring Roundup of their 2nd grade year or anytime thereafter.

FIRST YEAR WEBELOS: May join as a new Webelos during Spring Roundup of their 3rd grade year or anytime thereafter.

SECOND YEAR WEBELOS: May join as a new, 2nd year Webelos during Spring Roundup fo their 4th grade year, or anytime thereafter.

BOY SCOUTS: May join as a new Boy Scout during February of their 5th year, or anytime thereafter.

IMPORTANT NOTE: A boy's age should usually be disregarded, and they should graduate together, by grade, in April, to their next book. They can then begin working on a new, exciting book during the summer.

REQUIREMENTS

RANK	GRADE OR AGE	TENURE (active participation)	ACTIVITY BADGES	PREREQUISITE	ACHIEVEMENTS	TRANSITION	OTHERS
Bobcat	Earn this badge immediately after joining regardless of age	None	None	None	None	Not applicable	Learn and give the Cub Scout Promise. Say the Law of the Pack and tell what it means. Show the Cub Scout sign and tell what it means. Show the Cub Scout handshake and tell what it means. Give the Cub Scout salute and tell what it means.
Wolf	Second Grade	None	None	Bobcat	12	Not Applicable	Plan and lead a flag ceremony in your den.
Bear	Third Grade	None	None	Bobcat	12 of 24 from four groups	Not Applicable	Earn the religious emblem of your faith or do two optional (specified) requirements
Webelos	Completed fifth grade	3 months	Any three	Bobcat	None	Demonstrate understanding of the requirements for becoming a Boy Scout. Point out and explain the various parts of a Webelos Scout uniform. Tell how a Boy Scout uniform is different. Tell where and when to wear the Boy Scout uniform.	
Arrow of Light	Age 10	6 months since joining Webelos den	Four more (sevel in all) including three required	Webelos	None	Repeat from memory the Scout Oath or Promise and the 12 points of the Scout Law. Tell how you have practices these in your everyday life. Show again that you can give and explaining the Scout motto, slogan, sign, salute, and handclasp. Show and explaining how to handle the "hurry cases" in first aid. With your Webelos den, visit at least one troop meeting and one Scout-oriented outdoor activity. Participate in a Webelos dad-and-son overnight or day hike. After completing all other requirements and after talking with the Webelos leader, attend a meeting of a troop (or troops) you might like to join accompanied by your parent or guardian. Talk with the Scoutmaster. Then get an application to become a Boy Scout, fill it out, have your parent sign it, and show it to your Webelos den leaders.	

ACHIEVEMENTS AND THEIR TANGIBLE RESULTS

Wolf Cub Scout Achievements	Bear Cub Scout Achievements	Webelos Activity Badges
Feats of Skill	Building Muscles Games, Games, Games Sports, Sports, Sports	Aquanaut Athlete Fitness Sportsman
Your Flag	What Makes America Special	Citizen Scholar
Keep Your Body Healthy	Building Muscles Games, Games, Games Sports, Sports, Sports What's Cooking	Aquanaut Athlete Fitness Outdoorsman Readyman Sportsman
Know Your Home and Community	Information, Please Jot it Down Law Enforcement is a Big Job The Past is Exciting and Important	Citizen Communicator Family Member Scholar
Tools for Fixing and Building	Build a Model Sawdust and Nails Shavings and Chips Tying it All Up	Artist Craftsman Engineer Handyman
Tools for Fixing and Building		
Start a Collection		Forester Geologist Naturalist Outdoorsman Scientist
Your Living World	Sharing Your World with Wildlife Take Care of Your Planet	Forester Geologist Naturalist Outdoorsman Scientist
Cooking and Eating	What's Cooking	Family Members Outdoorsman
Be Safe at Home and on the Streets	Law Enforcement is a Big Job	Communicator Traveler
Be Safe at Home and on the Street		
Family Fun	Family Fun Family Outdoor Adventures Saving Well, Spending Well	Family Member Outdoorsman Showman Traveler
Duty to God	Emblems of Faith Ways we Worship	Citizen
Making Choices	Be a Leader Be Ready Law Enforcement is a Big Job Saving Well, Spending Well	Citizen Fitness Readyman Sportsman

FIRST YEAR WEBELOS SAMPLE SCHEDULE

Month	Den Meeting Focus	Other Activities	At Home Projects	WEB LDR to do List	Other Notes
April of 3rd grade		graduate to Webelos den		hold parents meeting	plan May/Oct schedule select act. bdgs.
May	<u>Naturalist</u> Scout oath	parent/son hike			
June	<u>Fitness</u> outdoor code	day camp	swimming lessons		encourage nonswimmers to take lessons
July	<u>Geologist</u> scout law		<u>Traveler</u>		
August	<u>Sportsman</u>		cub sports pin work		
Sept start 4th gr.	<u>Communicator</u> Web. Badge				
Oct	<u>Craftsman</u>			parents mtg, plan Nov-April	
Nov	<u>Craftsman</u>	product sales for camp fees			
Dec	catch up Rel. Emb		<u>Artist</u>		
Jan	choice finish details	Web. Badge at Pk mtg	<u>Scholar</u>		
Feb	<u>Showman</u>				
March	<u>Scientist</u>				

SECOND YEAR WEBELOS SAMPLE SCHEDULE

Month	Den Mtg Focus	Other Activities	At Home Projects	WEB LDR to do List	Other Notes
April 4th grade	Advancement catch up			hold parents mtg to confirm leader team	plan May/Oct mtgs
May	<u>Readyman</u>		<u>Athlete</u>		
June	<u>Outdoorsman</u> knots	backyard campout pick patrol name cheer, yell, etc	<u>Aquanaut</u> swim lessons on own	boys elect PL	
July	<u>Outdoorsman</u> cookout knots	family campout Web Cmp TSR	<u>Handyman</u>		
Aug	<u>Forester</u> mem. oath	Web. den campout		elect PL	
Sept 5th grade	<u>Citizen</u> mem. law	Fall camporee with troop		parents mtg SM invited	set date camp promo mtg
Oct	<u>Readyman</u> motto, slogan		<u>Family Member</u>	elect PL	
Nov	<u>Engineer</u>	visit troop mtg		camp promo mtg. SM	
Dec	<u>Engineer</u> BS uniform		decision summer camp	elect PL	
Jan	final adv. catch up	receive Arw.Light at Pk mtg			
Feb	review oath law motto sign salute outdoor code	Graduate into Boy Scout Troop		elect PL WL. becomes patrol adv	on this plan Webs have opt to earn 20 act. bdgs
March	patrol begins mtg. with Troop as Scouts				

RELIGIOUS EMBLEMS

Each time a Cub Scout raises his right hand he gives the Cub Scout sign and recites the Cub Scout Promise, he pledges himself to do his 'best' and to do his 'duty' to his God and to his country. The Charter and Bylaws of the Boy Scouts of America maintain that no boy can grow into the best kind of citizen without believing in and recognizing his own duty to God. 'Duty to God' has been a foundation stone of the Boy Scout movement from the very beginning. Boys are encouraged to observe the religious practices they are being taught at home while participating in Scout activities.



The basis for teaching Cub Scouts about Duty to God and Country are:

1. Reverence to God.
2. Faithfulness in our religious convictions.
3. Respect for the convictions of others in matters of custom and religion.

Application of this idea can be confusing at times. What exactly does it mean? To help boys find out, several organized religious bodies have special programs for Cub Scouts of their faith. Through these programs, boys complete requirements involving principles and practices of their faith under the guidance of their clergymen or religious teachers and parents. Each faith has its own emblem in the form of a medal which is awarded to a boy who completes the requirements. These are not Scouting badges, they are religious emblems controlled and awarded by the related religious bodies.

In most cases, a Tiger Cub or Cub Scout may start work toward a religious emblem as soon as he joins a unit. However, some religious bodies require that he achieve a certain rank or progress award, or have been in the unit for a minimum period, before he can receive the emblem.

Tiger Cub religious awards are available for Protestant and Lutheran Scouts through the Scout Service Center and Har Mar Scout Shop. Ask for 'God and Me' religious award package.

Religious awards for **Cub Scout Boys and Adult Leaders** are available for 13 religious organizations for Cub Scouts and 12 religious organizations for adult leaders.

RELIGIOUS EMBLEMS PROGRAMS

Available to members of the Boy Scouts of America

RELIGIOUS ORGANIZATION	TIGER CUB AND CUB SCOUT Grades 1-3	CUB SCOUT AND WEBELOS SCOUT Grades 4-5	ADULT RECOGNITION (Not Earned)	WHERE TO GET STUDENT AND COUNSELOR MATERIALS
ARMENIAN CHURCHES:				
DIOCESE OF THE ARMENIAN CHURCH OF AMERICA (Eastern Diocese)	None	Saint Gregory	None	Youth Director, Diocese of the Armenian Church of America 630 Second Avenue New York, NY 10016 212-686-0719
ASSOCIATION OF UNITY CHURCHES	None	God and Me	Distinguished Youth Service Award Nomination	The Association of Unity Churches P.O. Box 610 Lee's Summit, MO 64063 816-524-7414
BAHA'I	Unity of Mankind	Unity of Mankind	None	Baha'i Committee on Scouting Baha'i National Center Wilmette, IL 60091 708-869-9039
BAPTIST	God and Me S, No. 3603S C, No. 3603C M, No. 3602M	God and Family S, No. 3597A C, No. 3598A M, No. 3599M	Good Shepherd Nomination No. 77-062*	Local Council Service Center or PRAY P.O. Box 6900 St. Louis, MO 63123 800-993-PRAY
BUDDHIST	None	Metta	None	Buddhist Churches of America National Headquarters 1710 Octavia Street San Francisco, CA 94109 415-776-5600
CHURCH OF CHRIST	None	Joyful Servant Grades 3-5	Faithful Servant	Members of Church of Christ for Scouting ACU Station, Box 8169 Abilene, TX 79699 915-674-2298

CHURCH OF JESUS CHRIST OF LATTER-DAY SAINTS (LDS)	None	Faith in God	On My Honor	Church Distribution Center 1999 West 1700 South Salt Lake City, UT 84101 801-382-6000
EASTERN ORTHODOX	None	Chi Rho No. EOFB	Prophet Elias Nomination*	PRAY (listed previously)
EASTERN RITE CATHOLIC	None	Parvuli Dei To order, see "Roman Catholic"	Saint George Roman Catholic Nomination No. 16-132*	Local Council Service Center Diocesan Scout Office, or Nat'l Catholic Committee on Scouting 1325 West Walnut Hill Lane P.O. Box 152079 Irving, TX 75015-2079
EPISCOPAL	God and Me S, No. 3630S C, No. 3603C M, No. 3603M	God and Family S, No. 3597A C, No. 3598A M, No. 3597M	Saint George Episcopal Nomination No. 17-108*	Local Council Service Center or PRAY (listed previously)
FIRST CHURCH OF CHRIST, SCIENTIST	None	God and Country No. CSFB	None	PRAY (as listed above)
HINDU	None	Dharma	None	North American Hindu Association 46133 Amesbury Drive Plymouth, MI 48170 313-453-5049
ISLAMIC	None	Bismallah	Allaho Akber	Islamic Committee on Scouting 130 East 40th Street (5th Fl.) New York, NY 10016 201-545-5553 (evening)
JEWISH	Maccabee S, No. 7165 C, No. 3933	Aleph S, No. 3184	Shofar Nomination No. 15-102*	Local Council Service Center or PRAY (listed previously)
LUTHERAN	God and Me S, No. 3603S C, No. 3603C M, No. 3603M	God and Family S, No. 3597A C, No. 3598A M, No. 3597M	Lamb Nomination No. 17-303*	Local Council Service Center or PRAY (listed previously)

POLISH NATIONAL CATHOLIC	None	Love of God	None	Mr. Arthur Wyglong 115 Heather Hill Drive West Seneca, NY 11221
PROTESTANT	God and Me S, No. 3603S C, No. 3603C M, No. 3603 M	God and Family S, No. 3597A C, No. 3600A M, No. 3599M	God and Service Nomination No. 17-107*	Local Council Service Center or PRAY (listed previously)
(Available to United Methodist, Presbyterian, Christian Church, United Church of Christ, or any other Christian denomination)				
RELIGIOUS SOCIETY OF FRIENDS (QUAKERS)	None	That of God	Friends	Friends Committee on Scouting 85 Willowbrook Road Cromwell, CT 06416
REORGANIZED CHURCH OF JESUS CHRIST OF LATTER DAY SAINTS	None (use of God and Me is approved - contact PRAY)	Light of the World	International Youth Service Award Nomination	Director of Scouting R.L.D.S. The Auditorium P.O. Box 1059 Independence, MO 64051
ROMAN CATHOLIC	None	Parvuli Dei S, No. 3086A	Saint George Roman Catholic Nomination No. 16-132*	Local Council Service Center Diocesan Scout office, or BSA Supply Division (toll- free number 800-323-0732)
THE SALVATION ARMY	God and Me S, No. 3603S C, No. 3603C	Silver Crest God and Family	Scouter's Award Nomination	The Salvation Army P.O. Box C-635 West Nyack, NY 10994- 0635 Eastern Terr. 914-620-7369 Central Terr. 312-440-4669 Southern Terr. 404-728-1300 Western Terr. 213-541-4721
UNITARIAN UNIVERSALIST	None	Love and Help	Religion and Youth Award Nomination	Unitarian Universalist Association 25 Beacon Street Boston, MA 02108 617-742-2100

*Also available from Religious Relationships Service, S226, 1325 West Walnut Hill Lane, P.O. Box 152079, Texas, 75015-2079, 214-569-2110
S - student material C - counselor material M - adult mentor material

NOTES . . .

WHAT IS A DEN CHIEF?

Who, What, and Why

The Den Chief is a Scout (or Explorer) who is selected by his Scoutmaster in cooperation with the Cubmaster. He may be of any rank or age, but it is desirable for him to be an older Scout. It also helps when the Den Chief has been a Cub Scout and, therefore, knows about the program.

The Den Chief becomes a member of a leadership team which includes the Den Leader and the Assistant Den Leader. He needs to be included in planning the den meeting so he will know what to do, what songs, games, etc., to use. He is helped by the Denner and Assistant Denner.

As a leader of younger boys, he has the opportunity to help them advance from Cub Scouts to Webelos to Scouts. He can encourage the Cub Scouts to live up to the Cub Scouting ideals in their everyday lives. He is what every Cub Scout would like to be...a Scout. He is someone the Cub Scouts follow and that makes him a natural leader for them. By directing this natural leadership quality we can influence the boys in the den.

It should be understood by the Den Leader and Cubmaster that although using a Den Chief is an important responsibility, it should not be so demanding of his time that it takes time away from his patrol and Troop activities.

There are four things to remember when using a Den Chief: 1. be sure he is trained, 2. use him, 3. praise, and 4. give him recognition.

The Den Chief should be trained; however, if a Den Chief Conference is not immediately available, the Cubmaster may give him training. Then let the Den Chief take an active part in planning your den meetings. Finally, praise him. A simple "thank you" or "you did a great job" will do the job.

What Does a Den Chief Do?

A Den Chief is a member of the leadership of the Pack. There are many ways he can fill that roll. Here are a few examples.

- He takes part in planning the den meetings.
- He accepts specific responsibility in the den and pack meetings.
- He helps follow the schedule.
- He knows ahead of time what is expected and is PREPARED.
- He uses his own ideas (but checks with the Den Leader first).
- He is a responsible leader. When he is given authority, be sure you let him follow through with it.
- Let him know what you expect, but let him use his own resourcefulness.
- Get to know the den chief and understand his problems. He will appreciate your support and interest.
- He sets a good example for the Cub Scouts. He thinks, talks, and acts like a Scout.
- He helps the Cub Scout with craft and other projects. He is not there to participate in the project. He is there to help. He can lead games and other activities, but he is not a Cub Scout and should not participate.

Why a Den Leader Needs a Den Chief

- To help teach games
- To hold short uniform inspections
- To help with craft projects
- To help boys practice skits
- To work with the boys in learning the purposes and ideals of Scouting
- To help at Pack meetings

The Den Chief is the person who can do things you can't or don't want to do; he can lead the active games that Cub Scouts will play or teach the Cub Scouts activities like the falling roll. He should be a friend to all the boys in the den. The Den Chief is someone the Cub Scouts should be able to look up to and respect. He is the one person who can influence the Cub Scouts about Scouting in

general. He should be able to tell Cub Scouts about the activities in the troop and what is going on in Boy Scouts. The Den Chief must have a positive attitude toward Scouting.

Helps at Meetings

Before the Meeting: He arrives early if possible to help the Den Leader check to be sure everything is ready, reviews his responsibilities for the den meetings, and gives guidance to the Denner for setting up the room for the meeting.

Gathering Period: He teaches the Cub Scouts a trick, new game, or skill while they are arriving and the Den Leader is collecting the dues and/or checking attendance. He also helps to keep the Cub Scouts in line before the meeting starts by keeping them busy.

Opening: The Den Chief helps the Den Leaders get the Cub Scouts organized for the opening. He may lead or assist.

Business: He helps by suggesting ideas of things for the den to do and/or places to go. He helps prepare the Cub Scouts for their part in the Pack meeting.

Activities: The Den Chief leads games, songs, and skits. He can help the Cub Scouts with their craft or work on advancement with them. He needs information on what to plan/do for the meeting.

Closing: He helps to restore order and get the Cub Scouts quiet for the closing ceremony. He may make announcements or lead the closing.

After the Meeting: He helps the Denner restore the room. He helps evaluate the meeting and find out what his responsibilities are for the next week's meeting.

The Den Chief can be valuable help to the Den Leader in keeping order and helping the Den meeting move along as scheduled. He needs to be informed on what to expect and/or do at each den meeting. He needs to be able to use his own resources in Den activities that he plans.

Helps at Pack meetings: The Den Chief should be available to help the Den Leader at the Pack meetings. Here is a list of things he can do:

- Help get the Cub Scouts seated
- Help with skit or stunt
- Help with song or yell
- Help set up/take down displays
- Help with opening/closing
- Help with uniform inspection
- Wears his uniform as an example

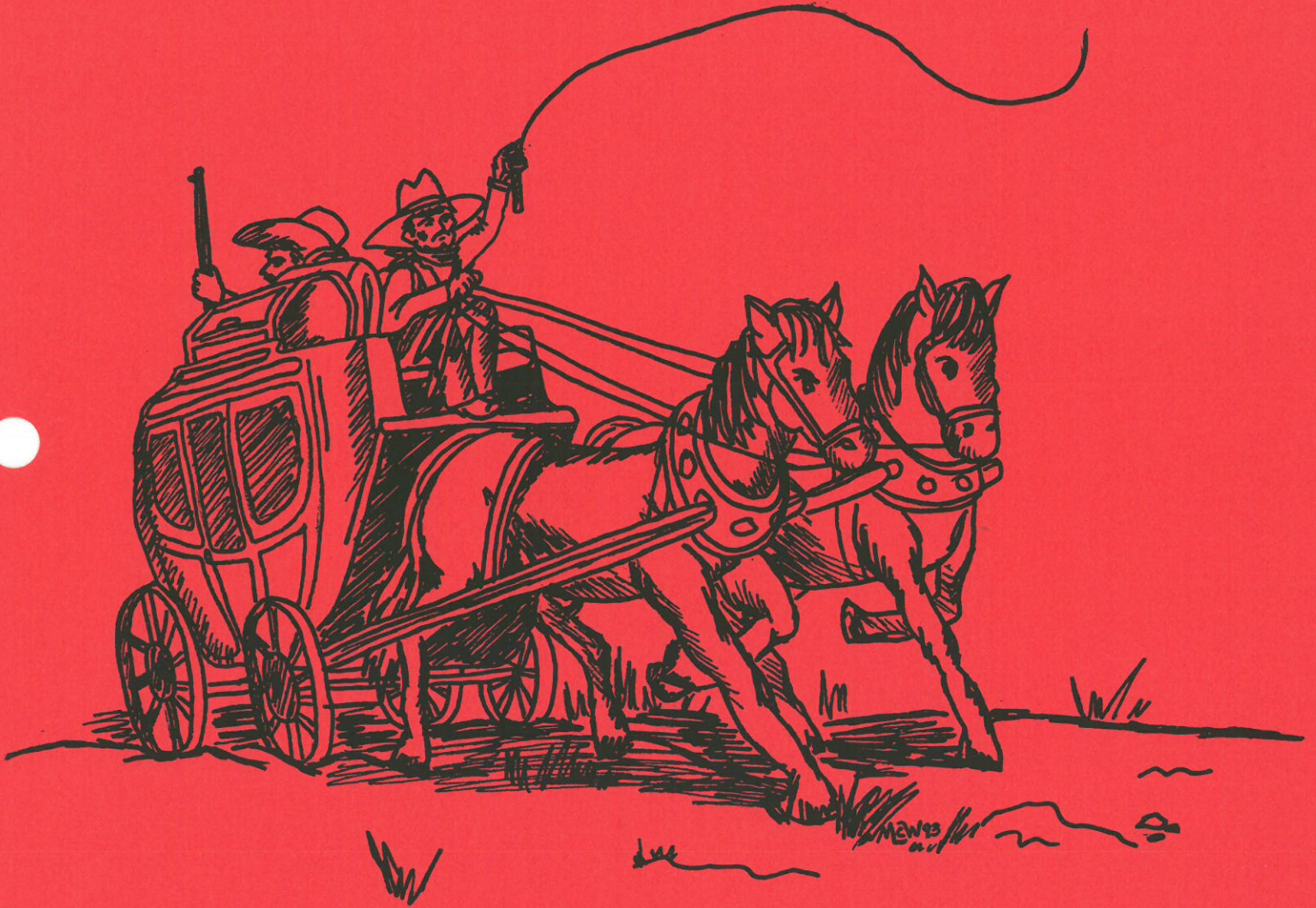
Den Chief's Pledge

I promise to help the Cub Scouts (or Webelos Scouts) in my den to the best of my ability, to encourage and guide them in all den and pack activities, and to show them by my example what a Boy Scout is. I will strive to be prompt and dependable and to cooperate with the leaders in carrying out the den program. As each Cub Scout reaches the end of third grade, I will encourage him to join a Webelos Den. As he reaches the end of 5th grade, I will do all in my power to interest him in becoming a Scout.



NOTES . . .

DEN DIMENSIONS

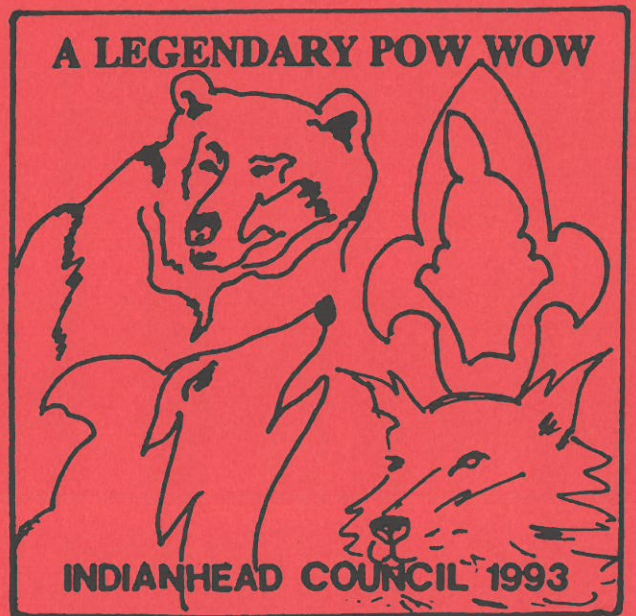


DEN DIMENSIONS

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Service to Community 191



Joey Daum
Chief Little Crow District



Linda Rawlings
LaCroix District

DEN DOODLES

Doodle

These den doodles can record a Cub's achievement in his years of Cub Scouts. They show at a glance how close each Cub is to reaching his goal.

A doodle, made with corks and feathers could appropriately be hung on the totem storage chest. For a doodle for each Cub, string 15 corks (or plastic foam balls), one for each achievement.

As requirements are met, stick a feather into the appropriate cork, using a different color for each year. Cut arrow points from plastic bottles and paint to match feather colors. Stripe to denote a gold or silver arrow. Hang arrow points below corks.

For another doodle, use a string of pine cones. Insert ribbons or pieces of tape into the pine cone to record achievements. Cut arrow points from foam egg cartons.

Sixteen six-pack rings stapled together make another doodle. Glue Scout's picture in top ring and indicate achievements with yarn tassels. For recording arrow points, hang length of yarn from last ring, knot to record arrow points.

Cut pulp egg carton peaks. Staple 15 together lengthwise. Insert and glue colored popsicle sticks in side indentations and front peaks to mark achievements. Cut arrows from top of egg carton, hang below peaks and mark arrow points with map pins.

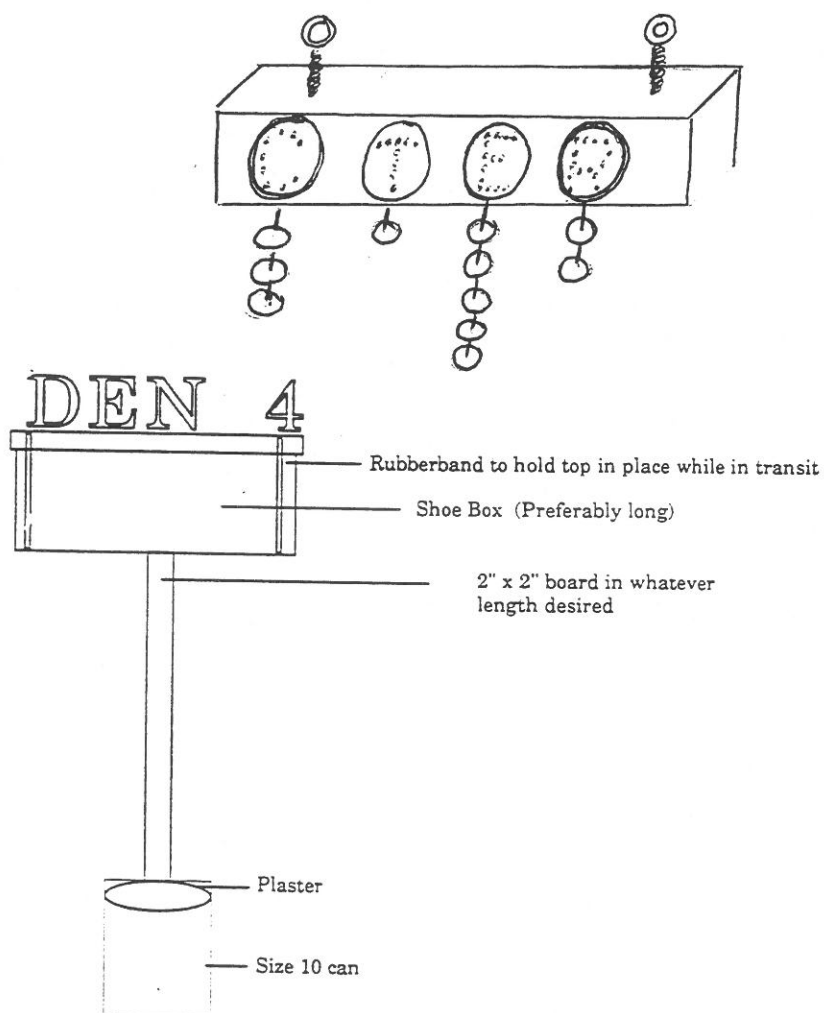
Hanging Doodles

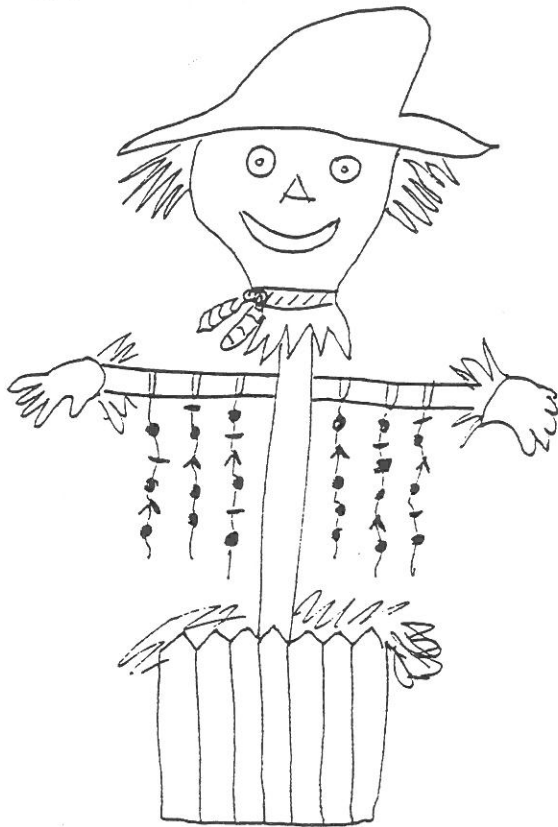
Attach jar lid nameplates to boards, 1/2" thick, to hang on wall. Length of board depends on how many nameplates you are attaching. Using hammer and nail, punch out child's initials on jar lid. Paint lid. Pound nail in board on which to hang each jar lid.

For doodles (completed achievements or assignments), use pop bottle caps (puncture centers with a nail) or pieces of hardware. Tie one to a strand of yarn each time child achieves a goal. Keep adding doodles to same strand. Attach yarn to board under name with screw eye. To hang, insert eye at ends. Knot ends of long strand of yarn to eyes.

Shoe Box Doodle

Shoe box is nailed to a 2" x 2" board. Box and design can be covered in construction paper, tinfoil, cut paper bag, colored, painted, or even covered in the Sunday funny papers! Use yarn, string, or lanyard lacing knotted from inside the box bottom. The boys should each have their own "string" to which their doo-dads can be added. Use beads, shells, nuts, wood blanks, etc. for awards.



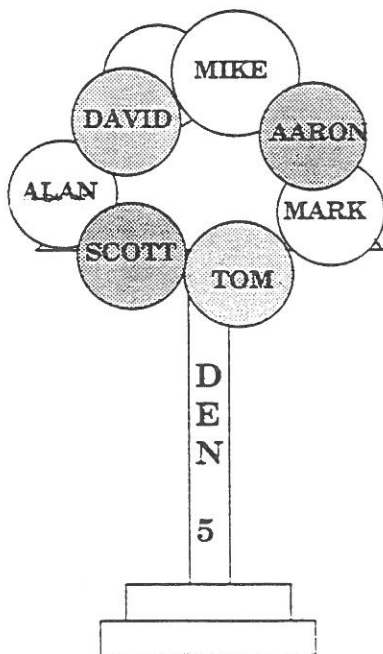


Scarecrow in Cornfield Doodle

Head is made of burlap bag or burlap cloth sewn on three sides and stuffed with old scraps, newspapers or polyfil and tied with rope. Use felt for face (different colors add life to it). Hot glue or sew on old hat on top and add hair which could be yarn, unbraided sissel rope, or strands cut and dyed from an old string mop. Stick a broomstick well into head and bottom end into a large can filled with "semiset" plaster. Nail another broomstick across for arms. Put gloves stuffed with straw on ends and hot glue on. Cut wood scraps to one foot lengths and cut a point on one end. Cut enough to encircle the can. Hot glue to can sides. Paint green and use hand frayed sissel or brown heavy rug yarn in 3" 3 1/2 lengths to look like cornsilk. Glue to pointed end of lath. Tie a different colored or different designed shoe lace for each boy along arms for doodle dangles.

Balloon Bouquet

Balloons can be made of cardboard and stapled with heavy duty staples to triangular frame made of cardboard and stapled with heavy duty staples to triangular frame made of plywood and nailed. Each balloon is painted a different bright color. Rawhide lacing or ribbon can be heavy duty stapled to the back of each balloon after being knotted on the end. Write each boys name on a balloon and note your den number on post.



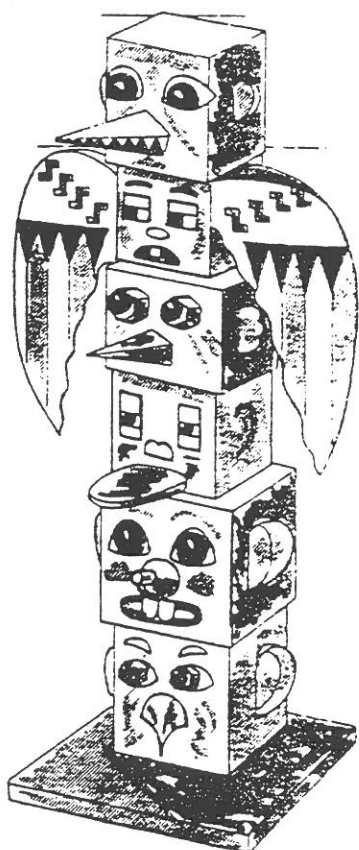


Covered Wagon Doodle

This may be enlarged and cut from heavy cardboard or plywood and painted. Write den number on side and hang rawhide string from the wheels for beads or doo-dads.

Storage Chest

This life-size totem pole can be made by stacking and gluing similar sized cardboard boxes together. It makes a big storage chest for one cub or a den.

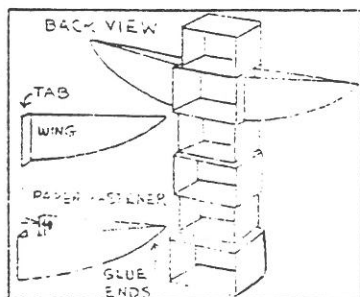


Before gluing the cartons together, decorate each carton as a totem head. Raised features can be made by applying plaster gesso with a brush. To make the gesso, mix 1/2 cup water, 2 tsps. of white glue and enough plaster of Paris to make the mixture the consistency of frosting.

Beaks can be cut from plastic bottles or lightweight cardboard. For each ear, use half a cottage cheese or similar container. The eyes can be accented with cups cut from egg cartons. Glue all in place on the cartons.

For each wing, cut two pieces of corrugated cardboard in either the outspread or folded position, as pictured. Bend the wing ends to make tabs, as shown.

Place the tab of each wing piece near the edge of the box and fasten to box with paper fasteners. Cover the prongs with tape to avoid sharp edges. Glue the tips of the two wing pieces together. The wings provide a perfect place to hang those den doodles!



To add color, paint heads with tempera. With decorating complete, glue the bottom carton to a wood base. Stack and glue the other cartons together. It's now ready to hold any supplies or treasures saved by the cubs.

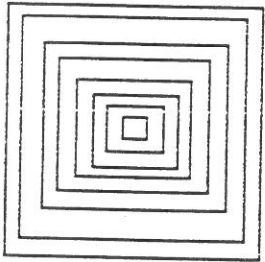
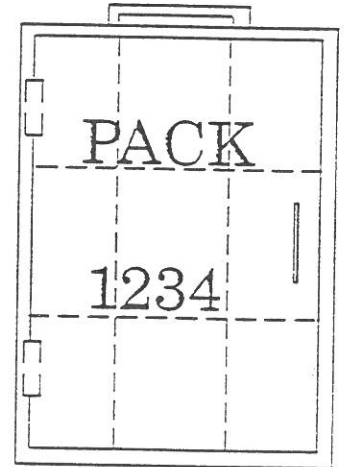
Pack Doodle

This is a traveling pack doodle with one den assigned to add something to a compartment and bring it back to the next month's pack meeting where another den will then be chosen to take it back and decorate.

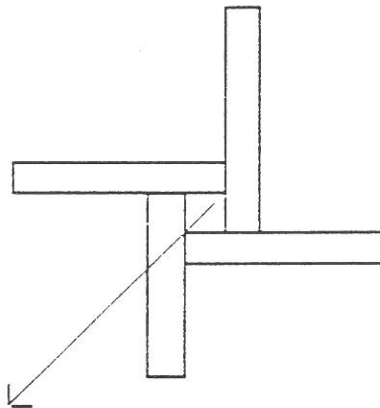
The dotted lines show the inside of the box. Nine compartments are made so that dens can decorate September - May. A garage door handle added to the top makes it convenient to carry.

Would be good craftsman project for Webelos!

Bases for Doodles:



Layered Wood Base (Top View)

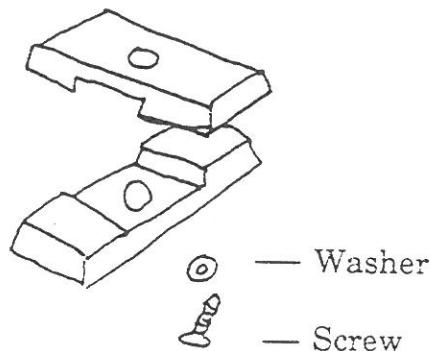


Nail so pole may be removed for transport

(Top View) Use 4 boards of equal size and arrange as shown, leaving opening in the middle for the pole to stand up in.



Can Filled with Plaster



— Washer

— Screw

TRIPS AND OUTINGS

Cub Scouts love to explore. The Twin Cities of St. Paul and Minneapolis along with the surrounding communities are chock-full of sensational things to explore. Through posters, newspapers, magazines and books, radio and television, and people, word of an especially fun event or place is spread.

Many, however, are missed because the announcements are not always seen or heard. Or perhaps it is not known that such places or events even exist.

This is a guide to finding those places and events in our exciting community. It is written for adult leaders to use as an aid in selecting from the many activities in our area. Many of those included have been selected because they have already been tried by our own volunteers. Thank you to the Chief Little Crow volunteers who have made this compilation possible.

Suggestions for Using This Guide

An asterisk * indicates an admission fee is charged for the activity. Over half of the activities are free.

Every activity has its ZIP code maps to determine the approximate location of the activity.

Call before going to an activity to be sure that the fees, hours and days open are still as listed.

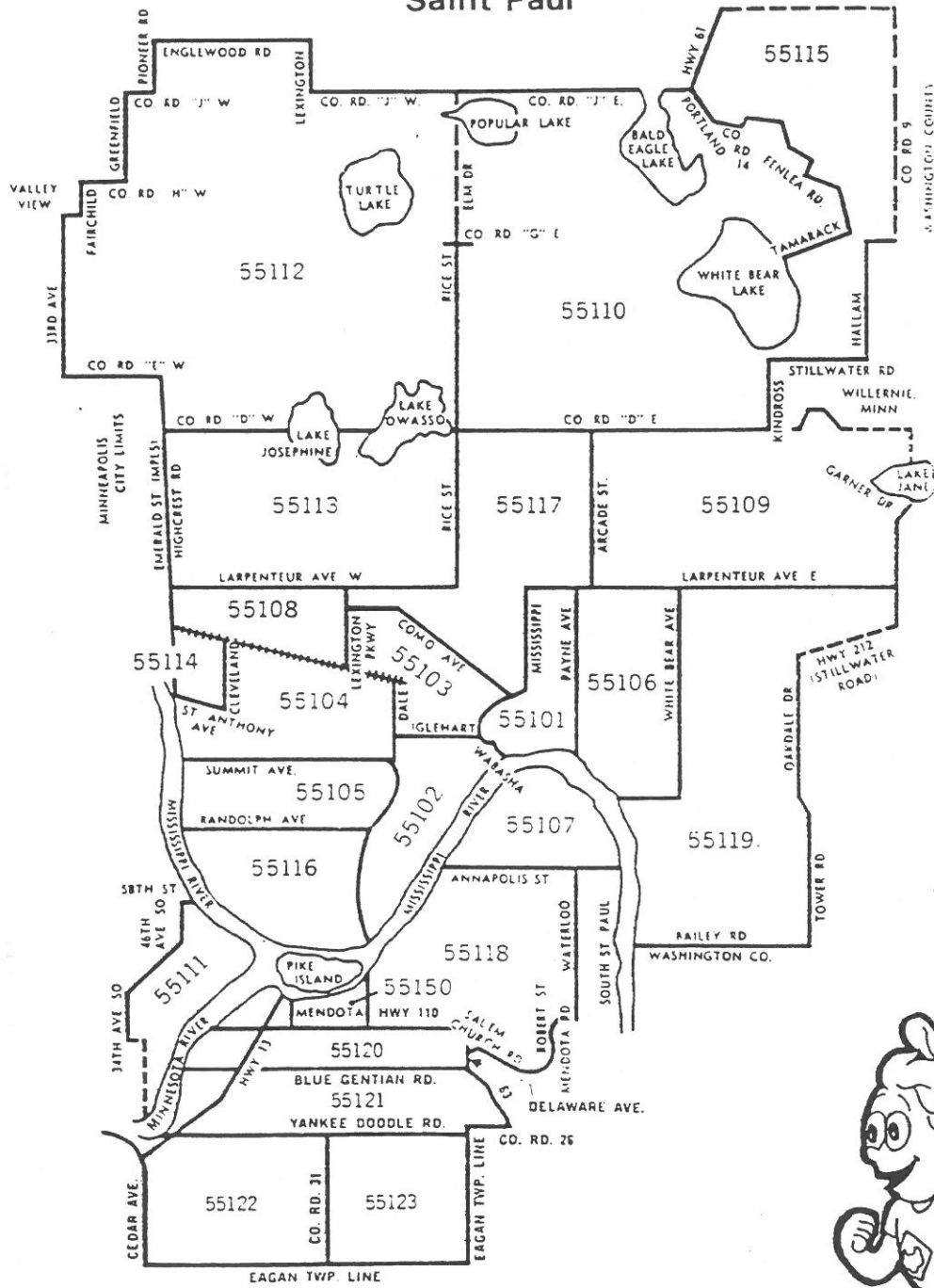
Reservations are a must at some places. Make them well in advance to avoid disappointments. Some require arrangements several months in advance.

Most places need a bit of beforehand preparation and explaining so the Scouts know what to expect. Use a portion of your meeting to talk about what will be happening.

Last, but not least, enjoy your Scouts enjoying an experience and then, enjoy it yourself!



Saint Paul



AAMODT'S APPLE FARM
6428 Manning Ave. N.
Stillwater, MN 55082
439-3127

Guided tours of the apple orchards are given to groups of children of kindergarten age through Grade 5. Tours begin the week after Labor Day and run through mid-October. Children can see the harvesting of the apples and all the processing steps which include washing, grading, sorting, and storing. You may want to plan your outing for one of the days when the cider press is in operation. An added attraction is a turn-of-the-century reconstructed farm setting which includes a wonderful rebuilt 115-year old barn. Each child is given a bag of apples to munch on at the end of the tour. Non-school groups can tour with chaperons on your own. When you arrive at the orchards, ask where the harvesting is taking place that day. The orchards are open from 9 a.m. until 9 p.m. every day. Aamodt's is located just off Highway 36 between North St. Paul and Stillwater.

AIRPORT

Mpls. & St. Paul International Airport
Bloomington, MN 55450
726-5574 for tour arrangements

"Awesome" is usually the response to the bustling building which is the 19th busiest airport in the U.S. The ticket counters, baggage claim area, security check machinery, and even boarding a plane can be seen as part of an airport tour. Tour service is available Monday through Friday between 8:30 a.m. and 3:00 p.m. Reservations are required well in advance.

Group size: 10-50, Kindergarten age students and older.



***ALEXANDER RAMSEY HOUSE**
265 S. Exchange St.
St. Paul, MN 55102
296-8760 for Reservations

This is the home of Minnesota's first Territorial and second state governor. In the carriage house is an exhibit highlighting Governor Ramsey's career and also a gift shop. The Ramsey house is open Tuesday through Saturday from 10 a.m. to 3 p.m. and Saturday. This tour is especially nice at Christmas time. The house is closed during January and February. Admission is \$3.00 for adults and \$1.00 for children 6-15 (under age 5 are free). Groups are asked to make reservations.

***ARBORETUM**

University of Minnesota
3675 Arboretum Drive
Chanhassen, MN 55317
443-2460

The Landscape arboretum is located on 675 acres of land in Chanhassen. There are marked trails for hiking with one leading across a bog. In the fall, a festival is held on a Saturday in late September or early October. In early spring the sugar bush operation can be observed. The arboretum is open from 8 a.m. to 7 p.m. during the winter months and from 8 a.m. to 9 p.m. May through October. Admission is \$4.00 per adult ages 16 and older plus \$1.00 for all children regardless of number. (This is particularly interesting at Christmas when the trees and shrubs are decorated with thousands of lights.)

BURGER KING

Regional Office
9800 Bren Rd. E.
Minnetonka, MN 55343
933-7773

Every kid is treated like a "king" during a tour of a Burger King restaurant. Tours include all the many parts on making a meal at Burger King special. Each child is given a treat at the end of the tour. Tours are scheduled only at non-rush times. (You may tour your local restaurant, but reservations must be made through the regional office.)

CHILDREN'S HOSPITAL - ST. PAUL
345 Smith Avenue North
St. Paul, MN 55102
298-8874

Tours can be arranged of this colorful child-oriented hospital to familiarize children with the operations of a large hospital. Tours usually include the emergency room, x-ray department, and nursery. Reservations are a must.

***THE CHILDREN'S MUSEUM**
Bandana Square
1217 Bandana Blvd. N.
St. Paul, MN 55108
644-3818

The exhibits in this museum are designed to be touched and encourage children to learn through doing. There is a crane with controls which operate an electro-magnet used to load and unload objects from a flatbed car, a motorcycle which can be "filled up" with gas from a nearby gas pump, and a working television studio. There's also a Kid's Clinic with medical and dental instruments, a computer center, and a store for purchasing grocery items with museum money. Admission is \$3.50 for adults and \$2.00 for children and \$2.00 for Seniors. \$2.00 after 5:00 p.m. for everyone. Mon. & Tues. 9 - 5 p.m., Wed. - Sat. 9 - 8 p.m. and Sun. 12 - 5 p.m. Special hours can be arranged for large groups.

***COMO PARK CONSERVATORY**
Midway Parkway & Kaufman Dr.
St. Paul, MN 55103
489-1740

The conservatory is open from 10 a.m. to 6 p.m. all year. There are four main rooms - the sunken formal gardens, the palm room, the fern room, and the tropical fruit and flowering plants room. Its especially fun to see grapefruit and oranges growing on the trees and the large goldfish in the pond in the sunken gardens. From November through April there is an admission charge. Fifty cents (\$.50) for adults and \$.25 for children 11 and up. Children 10 and under are free. Guided tours can be arranged with at least 2-week notice requested. This is a great place to visit at Christmas and during the Easter holidays. Handicapped accessible.

COMO PARK ZOO
Midway Parkway & Kaufman Dr.
St. Paul, MN 55103
488-5572

During the winter months the zoo grounds are open from 8 a.m. to 5 p.m. and the buildings are open from 10 a.m. to 4 p.m. During the summer months the zoo grounds are open from 8 a.m. to 8 p.m. and the buildings are open from 10 a.m. to 6 p.m. There are lots of things to see including Sparky, the seal, who performs daily during the summer months, the gorillas in the Primate Building, and the wolves in the Wolf Woods. Tours can be arranged by contacting Arlene Scheunemann (646-0009).

Note: Arrangements can be made for the zoo to come to pack nights and Blue and Gold banquets. They bring eggs, animal skins, and one or two live animals. Call Helen Palmer (488-1449) for information for these programs.

***DODGE NATURE CENTER**
1795 Charlton Avenue
West St. Paul, MN 55118
455-4531

Dodge Nature Center is open to organized groups from 8 a.m. to 4:30 p.m. Monday through Friday. A small fee of \$ 3.00 per person is charged. There are 350 acres of woods and grasslands for supervised study, nature hiking, and snowshoeing. A naturalist plans, before the visit, the activity the group has selected. Some of the topics to choose from include seeds, insects, orienteering, incredible edibles, habitats, pond life, weather station, study of bees, model farm, fall apple orchard, and spring blossoms.

Note: Dodge Nature Center has an open-house every 3rd Sunday of the month from noon to 5 p.m. No admission is charged at this time and no reservations are needed.



DAKOTA COUNTY HISTORICAL SOCIETY MUSEUM

130 3rd Avenue North
South St. Paul, MN 55075
451-6260

The Historical Society museum is not only a chance to explore history close to home but is especially interesting to Scouts. The museum is open 9 a.m. to 4 p.m. Monday through Friday and 9 a.m. until noon on Saturday.

FIRE STATIONS

Scouts always seem to enjoy a visit to the fire station. Most fire stations welcome visitors if the visit is scheduled in advance. The fire trucks, the alarm system and the living quarters are usually shown and explained at most visits. The firemen like to emphasize fire prevention in the home and will encourage Scouts to ask questions. It's usually more fun to visit the station closest to where you live or go to school, so contact your nearest fire station to inquire about a tour.

***FORT SNELLING**

Accessible from State Hwys 5 & 55
St. Paul, MN 55111
726-1171

Historic Fort Snelling was built in 1820. It was needed to keep peace between the Ojibway and Dakota Indians, to protect the American fur traders from the British, and to exert U.S. military influence in this area. It is one of the most interesting and most well-preserved historic sites in Minnesota. Scouts will enjoy seeing the Round Tower, the Guardhouse and jail cells, the blacksmith's shop, the Schoolhouse, barracks and hospital. The fort is open from May to October but hours will vary depending on the season. It's best to call before going. Admission is \$3.00 for adults, \$1.00 for children 6 - 16, and free to children under 6. This is an ideal family outing as younger brothers and sisters will not have to pay. Remember, groups are asked to make reservations.

***GIBBS FARM MUSEUM**

2097 W. Larpenteur Ave.
Falcon Heights, MN 55113
646-8629

This is a study in farm life from 1900-1910. The Gibb's family farmhouse build from 1854 to 1874 can be toured along with the one-room schoolhouse built in 1878 and the white barn which houses farm animals. There's also a collection of woodworking tools and 19th century farm implements. Special events are held on weekends and at holiday times. Operated by the Ramsey County Historical Society, it is open late April through mid-December. Admission is \$2.50 for adults and \$1.00 for children. Rate reductions are available for groups of 15 or more. Contact the Historical Society for hours and days open as they will vary with the time of year.

Hours: Tues. - Fri. 10 - 4 p.m.,
Sat. & Sun. Noon - 4 p.m.

INDIAN MOUNDS PARK

Dayton's Bluff at the end of Mounds Blvd.
St. Paul, MN 55106

The park has historical interest in that it is believed to be the burial site for local Indian tribes. The park also offers a most spectacular view of the downtown area and the river below along with the municipal airport south of the city.

JAMES FORD BELL MUSEUM OF NATURAL HISTORY

University of Minnesota
Mpls. Campus
University Ave. & 17 Ave. S.E.
Minneapolis, MN 55455
624-7083

This museum is a very exciting one for youngsters. Most of the animals and birds are displayed in their natural habitat. The beaver exhibit is great! Guided tours of the museum can be arranged. Admission is \$2.00 for adults, 1.00 for Seniors and children ages 3 - 16 is \$1.00. The museum is open Tuesday through Friday from 9 a.m. to 5 p.m., Saturday 10 a.m. - 5 p.m. and Sunday from Noon to 5 p.m.

KARE TV

441 Boone Ave. N.
Golden Valley, MN 55427
546-1111 (Ask for Promotion Dept.)

Tours of KARE television are available for ages 10 and up. Group size no larger than 15 people. Tour groups will see the entire workings of the TV station. The newsroom, studios, and computerized operations are shown and explained. Tours are given Wednesdays at 10:30 a.m. and Thursdays at 2:00 p.m. Reservations are a must.

***LAKE HARRIET "OLD 1300" TROLLEY**

42nd & Queen Ave. S. on the west side of Lake Harriet
Minneapolis, MN 55410
348-2226

This is an authentic streetcar which once operated on the Como-Harriet Line. Now its operated by the Minnesota Transportation Museum. The trip is over a mile long and runs through a lovely area near the west side of Lake Harriet. You need to purchase tokens before boarding at the Lake Harriet stop or the Lake Calhoun stop. A conductor will collect them. Passengers pay \$.50 with children under two riding free. During the summer from Memorial Day to Labor Day, the Trolley can be ridden from 6:30 p.m. to dusk Monday through Friday, from 3:30 p.m. on Saturday, and from 12:30 p.m. to dusk on Sunday and holidays. After Labor Day the trolley operates from 3:30 p.m. to dusk on Saturdays and 12:30 p.m. to dusk on Sundays through October.

LANDMARK CENTER

75 W. 5th St.
St. Paul, MN 55102
292-3225

The Landmark Center might be a good place to visit with Webelos Scouts who are working on their Citizen Activity Badge. This turn-of-the-century building originally housed the Federal courts and post office. In the early 70's it was declared excess property by the Federal government and was scheduled for demolition. Purchased by the citizens of St. Paul, it reopened in 1978 to become a cultural center for all ages. "Walk-in Tours" are regularly held on Sundays at 2 p.m. and on Thursdays at 11 a.m. They require no reservations. Landmark Center hours do vary but it is open every day. Group tours can be arranged by making reservations at least 2 weeks in advance.

MINNEHAHA DEPOT

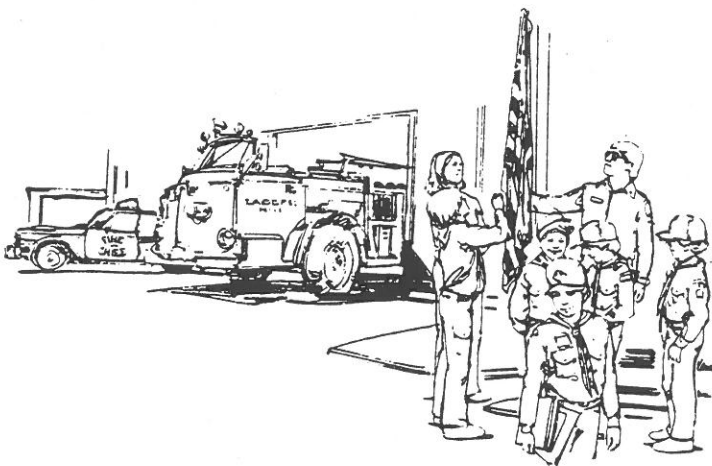
Located in Minnehaha Park on Minnehaha Ave. near 49th St. E.
Minneapolis, MN 55417
Contact: Earvin S. Tiddler at 227-5171 for special tours.

This is one of the last Victorian-style railway stations left in Minnesota. It was built in the 1870's. The depot is open Sunday afternoons from 1 to 5 p.m. from Memorial Day through Labor Day. The depot is operated by the Minnesota Transportation Museum and additional information can be had by writing to them at P. O. Box 1300, Hopkins, MN 55343.

MINNEHAHA FALLS 7 PARK

Minnehaha Parkway along the Mississippi River
Minneapolis, MN 55417

The falls was immortalized by Longfellow in his poem, "The Song of Hiawatha," and is a great place to visit any time of year. In the winter, the falls are frozen into fascinating patterns. A Scout's fascination with water makes summer the best time to visit. A flight of steps can be followed to a landing just below the falls. A beautiful statue of Hiawatha is located in the park above the falls.



MINNESOTA HISTORY CENTER

345 W. Kellogg Blvd.
St. Paul, MN 55101
General Information: 296-6126

The center is open Tue., Wed., Fri., & Sat. 10-5, Thur. 10-9 and Sun. 12-5. The center is closed Mondays. The exhibits change regularly so you might want to call the society for information on current exhibits. Guided tours are available daily but you will want to call ahead for specific times.

MINNESOTA STATE CAPITOL BUILDING

At Aurora & Park Ave.
St. Paul, MN 55101
297-3521
Tours: 296-2881

Our state capitol dome was designed by architect, Cass Gilbert, to be similar to the dome of the nation's capitol in Washington D.C. It opened in 1905 and houses the two branches of State Legislature, the Governor's office, and the Supreme Court. Tours of the capitol leave hourly from 9 a.m. to 4 p.m. Monday through Friday and from 10 a.m. to 3 p.m. on Saturdays and 1 to 3 p.m. on Sundays. Groups of less than 10 do not need reservations.

***MURPHY'S LANDING**

A Minnesota Valley Restoration of 1840-1890
Hwy 101
Shakopee, MN 55379
445-6900

Minnesota life from 1840 to 1890 comes alive at Murphy's Landing. There's the 1840 Faribault cabin, an 1850 timbered farm followed by an 1880 farm for comparison. There is also a one room brick school house with a wood burning stove, and finally a town square typical of those found in a Minnesota River valley community. The square has a railroad depot, a general store, a blacksmith shop, newspaper office and a church. Murphy's Landing is open May through October and again in December when the "Folkways of Christmas" celebration is held. Admission is \$7.00 for adults and \$6.00 for children over 6 years. When arrangements are made in advance, groups of over 25 are admitted for \$2.00 per person.

***OMNITHEATER**

Located in the Science Museum of Minnesota
30 E. 10th St.
St. Paul, MN 55101
221-9444

The William L. McKnight - 3M Omnitheater is a really special place to visit. The world's largest film projector, the Omnimax, projects 70 mm film onto a dome-like screen giving the viewer the feeling of being right in the middle of the action. This could be hang gliding over the surf at Big Sur or riding in a hot air balloon over a New England church steeple. The Omni is very popular so you will have to arrive early to purchase tickets which are \$5.50 for adults and \$4.50 for children 12 and under and there is a \$1.00 extra fee if you want to go through the museum. For current show information and show times, call.

***THE PLANETARIUM**

In the Minneapolis Public Library
300 Nicollet Mall
Minneapolis, MN 55401
372-6644 (Recorded Message)
372-6543 (Rotary phone and for group reservations of 10 or more)

Many Cub Scout themes would make the planetarium a super place to visit. A special holiday sky show, "The Christmas Sky," has become a tradition. During the summer months the hours are Monday - Saturday at 11 a.m. and 2:15 p.m. and Sundays at 2:15 p.m. The remainder of the year, shows are on weekends only. Admission is \$3.50 for adults and \$2.00 for children. Tickets for groups are priced at \$2.00 per person. Tickets go on sale 30 minutes before each show. Get there early! Call ahead to inquire as to what film is showing.



POLICE STATIONS

Most police stations welcome visits by youngsters. Police like to emphasize their role as helping people in the community. Most communities have police departments which when contacted will help arrange a visit to their building. West St. Paul is a particularly interesting place to visit as it is the regional office for the 900 emergency system.

Note: A police station is a good place to visit for Webelos Scouts working on the Readyman Activity badge.

TAMARACK NATURE CENTER

5287 Otter Lake Rd.
White Bear Lake, MN 55110
429-7787

This 300 acre preserve in White Bear Township has a naturalist who will lead Scouts on guided tours. There are over 3 miles of woodchip trails. Nature classes on subjects such as pond life, bird banding, and animal tracking are offered. You must make arrangements at least 3 weeks in advance. To schedule tours and/or programs call 429-7787. The trails are open 1/2 hour before sunrise to 1/2 hour after sunset. The building is open from 8:30 a.m. to 5 p.m.

TOWN SQUARE PARK

445 Minnesota St.
St. Paul, MN 55101

227-3307

This is an indoor park located in downtown St. Paul. It is especially delightful to visit during the winter because of the Garden level which is filled with plants, trees, walking ramps, benches, and a large red climbing sculpture for children. The Concourse level has many snack shops with tables and benches for eating and relaxing. Performers appear regularly in the park. A monthly schedule of events is available and daily events are posted on the Skyway level.

Note: This is an especially unique field trip for Scouts when combined with a bus ride to and from home. (Most Cub Scouts have not had the opportunity to ride a bus.)

***TRAIN RIDES**

Minnesota Transportation Museum
P. O. Box 1300
Hopkins, MN 55343
645-0874

Beginning in May and continuing through October, the MTM operates steam passenger trains at several locations in the area. They usually correspond to a community festival or other event. The trips will vary in length from less than an hour to a full day. Contact the MTM for a schedule. Costs will vary with trips.

ANOKA HALLOWEEN PARADES

Anoka is known as the Halloween capitol of the world and it holds a big event to celebrate this time of year. The "Big Parade of Little People" is held during the afternoon of the Friday closest to Halloween and includes the elementary school children in costume and the junior high school marching bands. The Saturday parade is a gigantic extravaganza of marching bands, clowns, queens, animals, and many, many beautiful floats parading down Main St. It usually begins around 2 p.m. and lasts for a couple of hours. For details contact the Anoka area Chamber of Commerce.

AQUATENIAL

Minneapolis Aquatenial Association
702 Wayzata Blvd.
Commodore Court
Minneapolis, MN 55403
377-4621

The Aquatenial is held annually during the third week of July. There are two parades, a Saturday afternoon Grand Day Parade and a mid-week evening Torchlight Parade. Many of the events have become traditional Aquatenial attractions, including the Annual Milk-Carton Boat Race on Lake Calhoun, the Sand Castle Sculpturing for children at Lake Calhoun, water skiing events on Lake of the Isles and the Formula I boat racing on the river are always fun for everyone. Watch the local newspapers for a list of events and their times and locations.

DAYTON'S CHILDREN'S EVENTS

700 on the Mall
 Minneapolis, MN 55402
 375-3018

Dayton's traditional Christmas exhibit in the stores 8th floor auditorium is always worth the effort. Usually running from about mid-November through the Christmas holidays, the Dayton's people transform the huge auditorium into a fantasyland of imaginative settings and animated characters. A different theme is used each year. Naturally, this event is open only during regular store hours.

***THE RENAISSANCE FESTIVAL**

3525 W. 145th St.
 Shakopee, MN 55379
 445-7361

This is not an inexpensive outing, but it does offer many exciting things for the entire family. It is the re-creation of a 16th century celebration complete with authentically clad musicians, dancers, mimes, cooks, beggars, and other characters of the time. There are loads of craftsmen in thatched huts demonstrating and selling their wares, games of skill like archery and fencing to be tried, and everywhere you look there is food, food, food. The Renaissance Festival is located 4 miles south of Shakopee on Hwy 169 and is open weekends and Labor Day from mid-August through September.

***STATE FAIR**

Como & Snelling Avenue
 Falcon Heights, MN 55108
 642-2200

The Minnesota State Fair is one of the largest state fairs in the nation. The 12-day run begins the last week of August and always ends on Labor Day. There are two days each year that are designated as Children's Day when children 17 and under are admitted free. (This can be a mixed blessing, as crowds are usually larger on those days.) There are many free entertainment events within the Fairgrounds. Consult the daily State Fair Newspaper for a listing of these events. Remember to bring you appetite (and a farthing or two) when you go to the fair!

WINTER CARNIVAL

St. Paul Winter Carnival Assoc.
 339 Bremer Bldg.
 St. Paul, MN 55101
 222-4416

The first Winter Carnival was held in 1886 as a celebration of the end of winter and the beginning spring. Each year since, Vulcan tries to dethrone King Boreas, in hopes of bringing about spring-like weather. Vulcan always wins but warm weather never arrives as promised. This event includes a treasure hunt, an ice fishing contest, and the National Speedskating Championships held at Lake Como. The Carnival is held every year during late January and early February. A Grand Day Parade honoring King Boreas is held on the first Saturday of Carnival week and the Fire King's Torchlight Parade is held the following Saturday night.

***VALLEYFAIR**

One Valleyfair Drive
 Shakopee, MN 55379
 445-7600
 445-6500

"For the Biggest Family Day Around" visit Valleyfair. Located on 60 acres of land 3 miles east of Shakopee, it is open seven days a week mid-May through Labor Day and then weekends only through September. Plan at least 6 hours to see and do all at Valleyfair. Don't miss riding on the 1925 carousel (originally built for the Excelsior, Minnesota, Amusement Park), and seeing the dolphin show. The admission to the park is \$18.95 for ages 4 to 61 with children under 4 and ages 62 and older, \$10.50. There is also a Start Admission after 5:00 p.m. for \$10.95 This sounds like a lot, but this includes unlimited use of all rides, attractions, and shows. There is also a \$2.00 parking fee.

Note: Valleyfair operates a Campground just west of the Park which has spaces for 100 campers. Reservations for space are made by calling 445-7600. Remember, highway 101 is extremely busy, during Renaissance. If you are coming from the city, allow at least an hour for travel time.

***THE MINNESOTA ZOO**

12101 Johnny Cake Ridge Road
Apple Valley, MN 55124
432-9000

The Minnesota Zoo is open all year. Visitors can see over 1700 animals and thousands of plants in exhibits representing the natural habitats of the animals and birds. When you get to the zoo, be sure to check the "Current Events" bulletin board for listings of feeding times, etc. Plan on at least 4 hours to see the zoo. Admission to the zoo is \$6.00 for adults, ages 3 through 12 is \$2.50, and children 2 and under are free. From October through February admission is free on Tuesdays. Parking is always \$1.00. The summer hours are 9:30 a.m. to 6:00 p.m. and the winter hours are 9:30 a.m. to 4:30 p.m.

WISCONSIN OUTINGS

Boys love to go on special outings and with a little planning and preparation these can become a fun and important part of your den and pack program.

Things to remember:

- Inform parents of travel plans.
- Have emergency numbers for each Cub.
- Fill out and send in Council tour permit if appropriate.
- Call ahead, recheck date, time, location of destination.
- Share your experiences with other den/pack leaders.
- Have den send thank you note as followup.

CHEESE FACTORIES**Cady Cheese, Inc.**

Wilson, Wi.
715-772-4218
3 1/2 mi. south of I-94, at exit 28, Glenwood City/Spring Valley exit on Hwy 128. Retail outlet, observation window.

Crystal Lake Cheese Factory

Comstock, Wi.
715-822-2437
5 mi. south of Cumberland, Wi., on hwy 63 or 5 mi. north of Turtle Lake. Retail outlet.

Eau Galle Cheese Factory

Durand, Wi.
715-283-4276
I-94 exit to Menomonie, 15 mi. south on Hwy 25. Retail outlet, observation window, pre-arrange tours. Tours 30 min., 40 person max.

Ellsworth Co-op Creamery

Ellsworth, Wi.
715-273-4311
Hwy 10 to East side of Ellsworth, north on Wall St. Retail outlet.

Knapp Creamery

Knapp, Wi.
715-665-2266
Exit I-94 to Hwy 12, go 1 block south off Hwy 12 in Village of Knapp. Retail outlet.

Nelson Cheese Factory

Nelson, Wi.
612-565-4059
90 Mi. south of Twin Cities on Hwy 35. Retail outlet, observation window, pre-arrange tour, tours offered daily.

STATE AND COUNTY PARKS**Wild River State Park**

612-583-2125
3 Mi. east of Almelund, MN, between North Branch/Taylor's Falls. All season trail center available for group use. April 15 - November 15. Interpretive Center on bluff, unique weather station.

Ice Age Interpretive Center

Wisconsin Interstate Park
St. Croix Falls, Wi.
715-483-3747
8:30 - 4:30 daily, 60 seat auditorium, 20 min. film tells story of glaciation in Wis. Extensive geologic display.

Wisconsin Interstate Park

St. Croix Falls, Wi.
715-483-3747
1/2 Mi. south of Hwy 8 on Hwy 35. Spectacular gorge, self-guided nature trails, scenic overlooks, shelters reservable for group picnics, rock climbing.

Minnesota Interstate Park

Taylor's Falls, MN
612-465-5711
3 Mi. trails through woods, valleys, new trail to giant glacial potholes, portions wheelchair accessible.

National Scenic Riverway

Headquarters Visitor Center
Hamilton/Massachusetts Strs.
St. Croix Falls, Wi.
715-483-3284
8:30 - 5 p.m. Monday through
Thursday, 9:30 - 6 p.m. Friday,
Saturday, Sunday. Various exhibits,
bookstore, movie, "St. Croix
Reflections" available on request.

Grantsburg Visitor Center
612-629-2148

Trego Visitor Center
715-635-8346

Gandy Dancer Trail
Centuria Wi.
715-646-2300

Multipurpose rec. trail, formerly
railroad bed, winds through Polk
County into Mn., then back into Wis.

Crex Meadows Wildlife Area
Grantsburg, Wi.
715-463-2899

30,000-acre prairie and marshland,
self-guided auto tour, maps at
interpretive center. Open year
round, 9 - 5.

William O'Brien State Park
Marine on St. Croix, MN.
612-433-2421

Hiking trails follow banks of St.
Croix River, woods and meadows.

Willow River State Park
Cty Rd. A, Hudson, Wi.
715-386-5931

Nature center, prairie remnants,
three dams, swimming beach, hiking,
cross-country ski trails. Fee: Park
sticker.

Kinnickinnic State Park

Cty Rd. F between Hudson/Prescott
Undeveloped except along St. Croix
River where boats stop. Upper level
has hiking trails, great view of
river valley.

Afton State Park
Hwy 95 between Afton/Hastings
Extensive hiking trails.

Lake Elmo Park Reserve
Off Cty Rd. 10 between Cty Rds. 17 &
13, west of Lake Elmo, MN.
612-731-3851
Swimming pond, creative play
structure, 3 mi. paved off-road bike
trails, 20 mi. hiking trails

Nugget Lake Park

Eastern Pierce Col, on Cty HH, 3 mi.
east of Cty CC
715-639-5611
Open year round, beach, changing
house, picnic area, walking trails.
Entrance fee April 1 - November 1 6
a.m. - 10 p.m.

Glen Hills Park

South of Glenwood City, Wi., East of
Hwy 128
715-265-4613
Swimming, hiking. Camping May 1 -
Oct 31. Day use area open 8 a.m. -
10 p.m. Admission \$2.00

Eau Galle Lake

North of Spring Valley, Wis.
715-778-5562
US Army Corp of Engineers manages
this 150 acre lake and its rec. area
formed by earthen dam. Swimming,
hiking, fishing dock.

HISTORIC SITES & BUILDINGS

Yesterfarm of Memories Museum
5 mi. northeast Center City, MN.
1/4 mi. off Cty Rd 20
612-257-4234
1-6 p.m. daily

Amador Heritage Center
Almelund, MN.

3 mi. from Wild River State Park off
Hwy 95
612-583-2737
Group tours available on request,
June - Sept. Sundays 1 - 5 p.m.

Folson House

Taylor Falls, MN
612-465-3125 or 612-465-7695
Guided tours daily, 1 - 4:30 p.m.
Memorial weekend through mid-October.

Chisago County Historical Society
Center City, MN.

612-462-2879
Exhibits in lower level of Cty
Government Center.

Stone House Museum

Marine on St. Croix, MN.

Clear Lake Area Historical Museum

Old Elementary School Bldg.

Clear Lake, Wi.

715-263-2157

Re-created 1880's main street, early machine shed and carpentry shop, school room, heritage display, military exhibit, sports memorabilia. Memorial Day - Labor Day, M-F, 11-4 p.m., Saturday, Sunday 1 - 4 p.m., Sept. and Oct., Saturday, Sunday 1-4 p.m.

Polk County Museum

Rural Life Museum

Balsam Lake, Wi.

715-485-3161, ext. 269

Chippewa Indian culture, logging memorabilia. Tours available on request. Memorial Day - Labor Day, M-F, Sunday 12:30 - 4 p.m., Saturday 10 - 4 p.m. Donations accepted.

Burnett County Historical Museum

Webster, Wi.

715-866-8263

Memorial Day - Labor Day, 10 - 4 daily. Admission fee.

Fort Folle Avoine

Webster, Wi.

715-866-8890

Reconstruction of French fur trading post of early 1800's. Interpretive center, Indian village, museum. Memorial Day - Labor Day, 9 - 5 daily. Admission fee.

Museum of Woodcarving

Shell Lake, WI.

715-468-7100

30 years work of one man, 100 life-size figures, 400 miniature figures. May 1 - Nov. 1, 9 - 6 daily. Admission fee.

Heritage Center

New Richmond, WI.

715-246-2431

1884 farm house, group tours by arrangement. Flea market every Saturday in adjacent barn. June - October, Saturday 8 - 2.

Octagon House

Hudson, WI.

715-386-2654

Unique 8 sided home, blacksmith shop in carriage house, country store and farm equipment in Garden House. May - Oct., Tue-Sat. 10-noon, 2-4:30, Sunday, 2-4:30. Admission fee.

Windmill Visitors' Center

Baldwin, WI.

Fullsize replica of Dutch windmill, ethnic displays, picnic facility. Memorial day - Labor day, 11-5 p.m.

FUN WITH A PURPOSE**Star Prairie Trout Farm**

Star Prairie, WI.

715-248-3633

No license, no limit trout fishing, May-Sept. weekends. Admission fee.

Phipps Center for the Arts

Hudson, WI.

715-386-2305 or 385-8409

Changing art exhibits, Wurlitzer theater pipe organ, concerts, plays.

State Fish Hatchery

St. Croix Falls, WI.

Fawn-Doe-Rosa Animal Park

St. Croix Falls, WI.

715-483-3772

Feed, pet animals, pony rides. Admission fees.

OBVIOUS PLACES TO VISIT**Local government offices**

Talk with clerk, view area maps.

Law enforcement agencies

Fingerprinting, lock up area, emergency radios.

Sewage treatment plant

Flow meters, settling tanks.

Old settlers' cemeteries

Make rubbings of headstones

Community airport

Hangars, control tower.

Community hospital

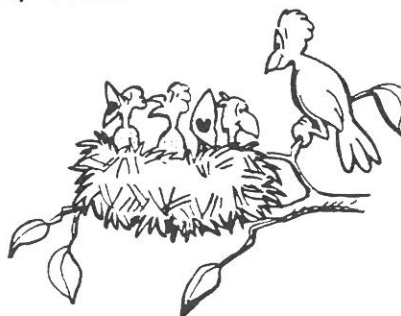
Physical therapy equipment

Laundry

Dry cleaning, pressing equipment

Bakery

Mixers, ovens



GEOLOGIC WONDERS

Crystal Cave

Spring Valley, WI.

1-800-236-CAVE

2 mi. west on Hwy 29

Three levels, largest natural cave in midwest. Hour long walking tour, see stalactites, stalagmites, fossils, crystals. Group tours by reservation. Admission fee.

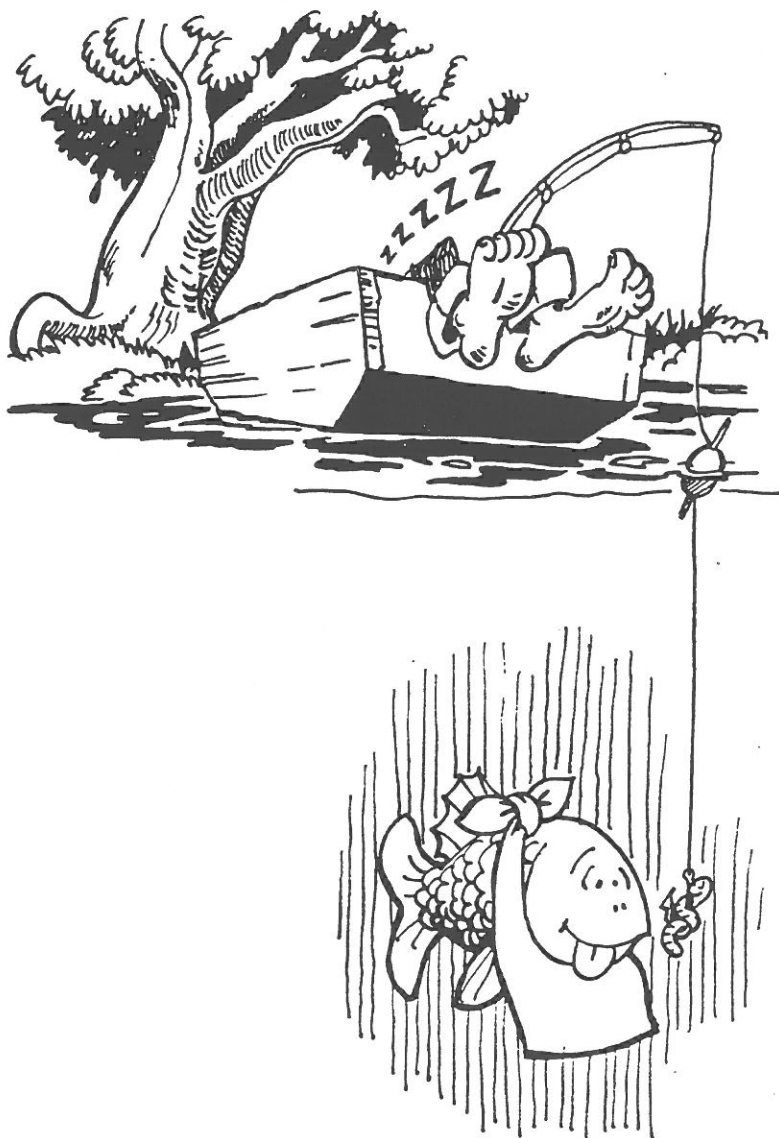
Cascade Falls

Osceola, WI.

Rugged cliffs where Cascade River meets St. Croix River.

Trap Rock Quarry

Dresser, WI.



Note: This card should be given to parents/guardians to give permission for one event at a time.
 If you find this permit card, please return it to _____ . Thank you.

I understand a Cub Scout must have his parent's/guardian's permission to participate in Cub Scout activities held at different places or times from the regular troop meeting, and I give such permission to my son.

Signature of Parent/Guardian _____

Parent/Guardian, please copy this information so you are aware of the time, place and other information for which you have given your permission. (Signature is necessary for every event/destination. Thank you.)

Event/Destination	Date	Leaving Time/Place	Returning Time/Place	Wear/Bring/Other Information	Emergency Phone	Leader Initial	Parent/Guardian Signature
1.							
2.							
3.							
4.							
5.							
6.							
7.							
8.							
9.							
10.							

(Please print)

Cub Scout's Name: _____

Address: _____

Pack # _____

Parent/Guardian's Name: _____

NOTES . . .

SERVICE TO COMMUNITY

OUT CHALLENGE

America's youth has become increasingly service-minded. They don't want to talk about things -- they want to take positive action.

An important fact for adult leaders to remember, however, is that the overwhelming majority of our youth are concerned and do want to serve the organizations they belong to, their communities, and their nation.

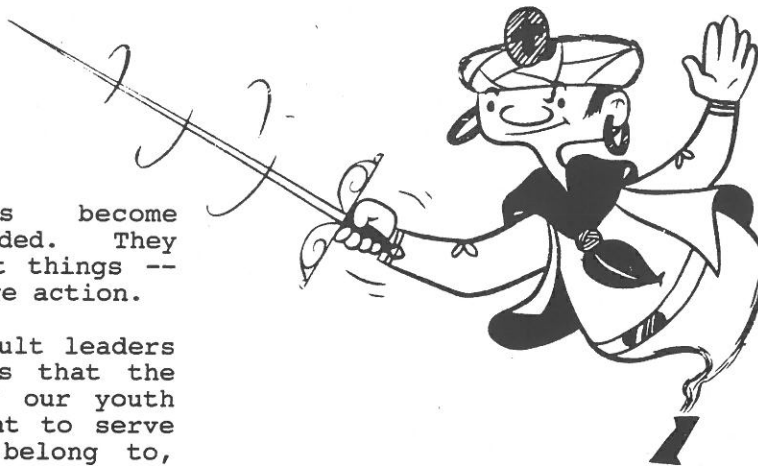
The issue is not really whether we can, but how effectively we can. We have, in the past, successfully inspired youth to service. So the real issue is: How can we capitalize effectively on their increased enthusiasm? Will we be able to provide the inspiration, the know-how, the method, the projects? And if so, can we do it in a way that is meaningful and provides the payoff they expect?

Citizenship Through Service

One of the primary purposes of the Boy Scouts of America is citizenship training. From its beginning, more than 65 years ago, the Scout movement has tried to instill in boys and young adults the qualities necessary for responsible, participating citizenship.

That is why each unit is encouraged to reach decisions democratically, to work as a group where each member learns both how to follow and how to lead, to learn about our American heritage and our social and governmental systems, and to serve their fellowmen. Service projects are the most important ways we have to teach good citizenship, for it is not a passive condition. At its best it means working actively to improve your community, state, nation, and world.

Let's start with a simple premise: The Boy Scouts of America is synonymous with good citizenship is best exemplified by service in action. This premise can become a launching pad for your community.



SELECTING AND CONDUCTING PROJECTS

Most units do not automatically plan service projects as part of their program; they need prompting.

The best way to begin selection is to ask, "What does the Packs want to do for their community?" To be successful, they must attract and then hold the interest of Pack members and leaders - and must have their strong, enthusiastic support.

Remember that each project should be not only useful but fun. Don't let repetition on one kind of service or of service to one place turn these projects into routine. They should be special. Don't let waiting on tables at the sponsor's dinners, for instance, become a chore like washing dishes at home. Try to select, over a period of time, as broad a range of projects as possible to try to make the process fun for members with all kinds of interest.

The following criteria should help to ensure that service projects do something for the Pack members.

Reality: The young people must feel that the project is worthwhile and must be interested in it. It must be within their abilities and still challenge them, and have significant meaning if it is to impress them. Don't involve them in service projects just because they seemed entirely satisfying to Cub Scouts and younger Scouts.

Democratic Process: In every phase of a project, from its selections to its conclusion, decisions must be shared by the young people involved. This will vary, of course, with the group. For instance, in most projects involving Cub Scouts, most final decisions are made by adult leaders.

Significance; Every project should require the young people to apply their knowledge and skills and to get personally involved. The significance of the service should be clear to them and the public. The results should be clear, and they should be given recognition for a job well done. (This could be a tangible award for major projects - like a patch or pin or voiced praise or both.)

Definition; A project should have a definite beginning and ending and specific steps in between. An ill-defined project would be seemingly meaningless and would not give the satisfaction of a completed service.

Preparation: A project would require the participants to read, observe, inspect, survey, discuss, or somehow prepare in advance for the service. In addition, the committee ought to answer the following questions when selecting a project:

- Do we want a "quickie" project that will take one day of concentrated work or one that may last several weeks, even months?
- How about projects we've done in the past? Will Cub Scouts still be enthusiastic, or have those projects become "old hat"?
- Are there projects that will fit nicely into Cub Scout programs and that can be worked on during meetings?
- Do we want a project in which we cooperate with other organizations such as Goodwill Industries, The Salvation Army, other United Way partners, etc., or shall we do it alone?
- What will it cost? Most service projects don't require a financial outlay from the unit or members. But when they do, the financial outlay should be understood in advance. What is our limit on expenditures? Can we get financial aid if we need it (through the sponsor or through the organization to which the unit's time and effort is being contributed)?

- Does this project duplicate a service being done by another organization? (Some metropolitan areas now have central clearinghouses for ideas on service projects. They help make certain that projects are needed and eliminate needless duplication.)
- What materials will be necessary for the project? Where can they be secured?
- Can the project be supervised adequately? What adult staff is necessary?
- If a similar national project is being considered, will it duplicate or disrupt local planning?

Some Other Pitfalls To Be Avoided

Ignoring Legal Restrictions; Some service projects involve public lands or buildings, health regulations, or zoning restrictions; obviously the proper authorities must give their approval before such a project can be undertaken. In addition, all service projects must conform to the Charter and Bylaws of the Boy Scouts of America and with the bylaws of the local council.

Conflict With Private Enterprise; If a project encroaches on the service or market of a business or industry, it should be eliminated. For guidance on this, see the Unit Money-Earning Application, No. 4427, available from you local council office.

Health and Safety Guidelines

Check the following guidelines to determine whether your service projects involve hazardous elements:

- They should not require crossing or working on both sides of a major traffic artery. Plan all territories so that boundaries are down the middle of major highways. Frequent crossing should no be necessary to the project.

- Where possible, Cub Scouts should be assigned to the vicinity of their homes, thereby eliminating extensive travel. When travel is required, safe transportation must be provided. For details check Campways Tours and Expeditions, No 3734.
- Care must be taken that service projects do not require lifting or moving items that are too heavy; for example, in distributing posters. Participants should never lift more than one-third of their weight.
- Depending on the nature of the project, the participants should be allowed sufficient rest periods. Where a project extends over a meal period, eating arrangements should be made.

CONDUCTING CUB SCOUT PROJECTS

Successful service projects don't just happen. No matter how badly it is needed or how carefully it is chosen, a service project can fail if its execution is not carefully planned and methodically carried out.

This committee should, obviously, call upon other Scouters and consultants in the community for help, but the responsibility ultimately must rest with them.



The Committee's First Meeting

The committee should begin by studying, in addition to the already-mentioned questions, such things as:

- What will be our boy power and manpower needs? How many Cub Scouts can we reasonably expect to take part.
- What about equipment? Can it be borrowed? If not, what must be rented? Bought? The price?
- If we will need cooperation from other organizations, what should we do to get it? Do we need formal contracts or agreements?
- How will we handle publicity and public relations? Should the council do it through normal channels or should we have a public relations subcommittee?
- What is the time scheduled for this project?
- What kind of record shall we keep? (Some sort of record should be kept for every service project. It should include reports of how the committee organized the project, what funds were spent, and the committee's evaluation of the project when it over. Copies should go to every member that participated and be kept in the Pack files for the use of committees planning future service projects.)

PROMOTING A SERVICE PROJECT

No service project can succeed unless everyone involved knows all the whys and hows. And the Pack will get maximum benefits from the service only if the general public is informed, too. For these reasons, a well-planned promotion campaign is essential.

The promotion effort may be planned and executed by a member committee. In any case, the Scouter who takes charge of promotion must work closely with the project committee.

**Work Calendar - Cub Scout
Civic Service Projects**

Item	Date Due	Assigned To
Secure project chairman or director	6 months	_____
Prepare project committee specifications	5 months	_____
Recruit committee members to handle physical arrangements, health and safety, project work assignments, publicity, and unit participations.	4 months	_____
Prepare detailed project plans	3 months	_____
Make specific assignments to leaders	2 months	_____
Publicize project in Press, Radio and TV	30 days	_____
Complete arrangements for physical equipment, trans- portation, etc., required for project.	21 days	_____
Confirm by person contact project leader assignments	14 days	_____
Supervise final arrangements at project site.	2 days	_____
Contact press, radio, and TV media for on-the-spot coverage.	1 day	_____
Conduct serviced project	0	_____
Follow-up thank yous	+1 day	_____
Critique of Project	+5 days	_____
Record and file project data	+6 days	_____

Promotion Within the Pack

Suppose the service project for next year is to be construction of a nature trail at a county park. At their planning meeting Pack leaders would get "ground rules" sheets telling the who, what, when, where, and why of the project. They would thus have full details in time for their annual planning conference in their pack.

From then until the date when the service project begins, there should be regular reminders, progress planning reports, additional details, and a continuing sales pitch.

At Committee Meetings

Promotion of the service project continues, heightening in intensity as the date nears. A member of the subcommittee may be called upon to review progress.

Telling the Story to the Public

The second part of a service project promotion campaign is directed outside the Scout organization toward the general public. Nothing you can do will make more friends for Scouting than letting the public know when Cub Scouts are going to perform a community service. The project committee should develop a plan for publicity as soon as a service project is approved.

How this is done depends on what the project involves. Every type of service provides ample opportunities to tell an interesting story to the public. In many cases, publicity can begin months before the project date with announcement of a project leader and an explanation of what it is all about. Publicity should continue right up to the day it happens with frequent progress reports.

The project committee should consider these media:

- Newspapers - stories, photos, editorials
- Radio - spots, interviews
- Television - demonstrations, panels, spots, interviews
- Posters - window cards, car cards, bulletin boards
- Outdoor advertising - signs at site, billboards
- Boy and adult speakers - announcements before other organizations such as service clubs.
- Flyers and handouts
- Window and floor displays - at Scout distributors' stores

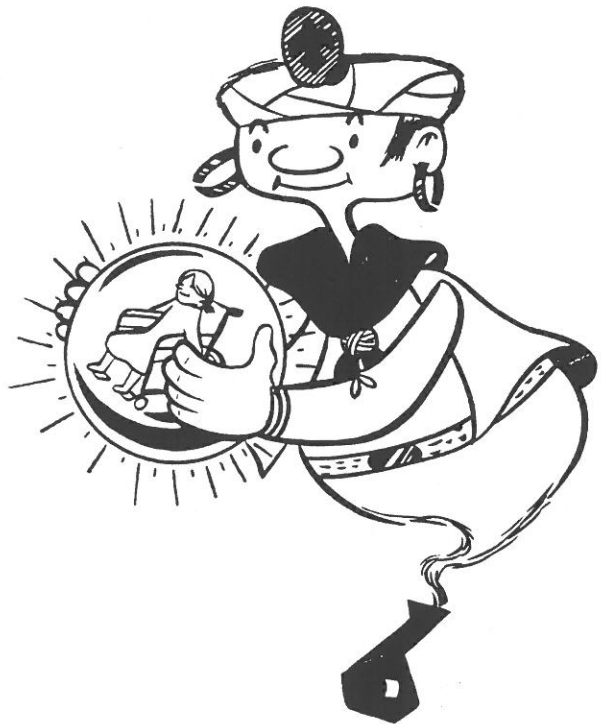
In planning publicity, every effort should be made to localize it. Hometown folk are always more interested in what their own boys are doing than in a broad report of the project.

SUGGESTED SERVICE PROJECTS

In this section are several ideas for actions service project. For your convenience, the ideas are divided into the following categories:

- Council Service Projects
- Children
- Community Improvement
- Conservation and Energy
- Emergency Service
- Good Government
- Handicapped
- Health - Hospitals
- Holiday Celebrations
- International Goodwill
- Senior Citizens

Heading each section of projects are a few general aims for all projects in that section. They tend to be about general awareness rather than specific results. After each project we have given a more specific aim as a way to remind adult leaders that the reason for each project should be clear to the participants.



INDIANHEAD COUNCIL SERVICE PROJECT

SCOUTING FOR FOOD "GOOD TURN"

APRIL 30, 1994

General Aim:

- To experience the highest ideals of the Scouting movement.
- To focus on the purpose of the Scouting For Food "Good Turn" and how Cub Scouts feel about helping others.

Thousands of Cub Scouts, Boy Scouts, and Explorers will cover Indianhead Council going door to door to ask for support for this event. Food collected on April 30, 1994 will go to benefit food shelves in Minnesota and Western Wisconsin. With your Packs help thousand of pounds of needed food will be collected and distributed to those in need.

Aim: Provide food for people at the neighborhood food shelves.

Indianhead Council Scouting For Food "Good Turn" Chairman:

Rob Swanson

H: 431-7582

District Activities Chairs:

Wacouta:	Steve Mitton	H: 492-6955
North Lakes:	Pat Joyce	H: 780-3327
CLC:	A: Paul Erickson	B: 224-1891 Ext. 129
	B: Bob Hannah	B: 224-1891 Ext. 130
	C: Mike Johnson	B: 224-1891 Ext. 137
Skyline:	John Green	H: 686-6649
Northwest:	LaVerne Sherman	H: 644-5747
GES	Scott Degel	H: 776-7317
LaCroix:	Linda Rawlings	H: 715/386-5740
Lake Wanochi:	Mike Weisman	H: 612/462-2929
Staff Advisor:	Jon Harthun	B: 224-1891 Ext. 118



CHILDREN

General Aims:

- To show the community's responsibility to all its members and the value of concern for others.
- To show that everyone, whatever his circumstances, has needs and desires much like everyone else's. Other people are like you.

Children's Home Party

Many organizations give parties at children's homes during the Christmas and Easter seasons, but often the children in such institutions are ignored the rest of the year. Plan and conduct parties for these children at regular intervals. A monthly birthday party with all children whose birthdays occur during the month as guests of honor is excellent. Another idea is to plan parties at all children's homes in your area, with different units alternating as hosts. It's wise to include a member of the home's staff on your planning committee. Entertainment may, at times, be provided by both the Pack members and the children in the home.

Aim: To show that institutionalized children have fun at parties and need them.

Hosting Children

Each Pack plays host for 1 day or weekend each month to a boy from a children's home. A young child may be invited to spend a day with a Cub Scout's family. The idea is to give the boy the same type of experience the rest of the Pack members have - not simply to entertain him.

Aim: To show that kids from homes like to do the same things Cub Scouts do.



Outings for Children

Plan and conduct monthly outings for children in a children's home or settlement house. The Pack may choose to take the children to a ball game, picnic, museum, etc. Provide transportation and plan a full day of activities away from the home.

Aim: To show how children need to go to interesting places and have fun.

COMMUNITY IMPROVEMENT

General Aims:

- To instill pride in how the community looks and in what it does.
- To show the value of community spirit.

Provide Litter Bags

Campaign for the idea that every motorist should carry a litter bag in his car. At a central place such as a cooperating serviced station or store. Distribute bags to any motorist who desires one. A Pack can use medium-sized grocery bags and stencil their own names on them.

Aim: To show that fighting litter is everyone's problem and that solving the problem means doing little things.

Flowers For Friends

In areas with new subdivisions, there may be few flowers. Cooperate with garden clubs in getting people to donate flower cuttings and rooted plants and contact seed companies for seed packets at reduced rates. Ask local nurserymen to cooperate by supplying pamphlets about flower care. On an announced day, the Pack fans out through the subdivisions offering cuttings, seeds, plants, and information on flowers to homeowners. If homeowners desire, the boys may also do the planting. Contact your county agent for information and help.

Aim: To show that even temporary, small projects can improve the community.

Aid United Way

Provide office assistance and help at meetings and dinners. Distribute posters and other materials to help your United Way or community chest reach its goal.

Aim: To show that a community works together.

CONSERVATION

General Aims: As a result of taking part in conservation activities, Cub Scouts should develop an understanding of the following:

- The vital importance of natural resources to themselves, our country, and our way of life.
- The interdependence of man and his environment.
- The creation and maintenance of attitudes of concern for the quality of our environment and motivation to action designed to improve our environment.

Provide Nesting Devices For Wildlife

Here is a project for city parks, rural, and suburban areas. The following are just a few ideas: squirrel boxes, wood duck and mallard nest boxes, goose nests, bluebird trail of nest boxes, mourning dove nest wires, etc. Correct plans, construction, and placement are important. Check with your state conservation department and Soil Conservation District office.

Aim: To provide nesting devices for wildlife in areas where they are lacking.

Build and Place Bird Feeders

Here is a project for city backyards and backcountry acres. Bird feeders come in many sizes and styles to hold seed and include a windowsill tray, roof-covered feeder on a post, hanging half-coconut shell, and a variety of plastic ones. Different suet feeders can be made from a log, hardware cloth, hanging mesh bag, or soap dish. Check the local birds and design of feeders to fit your needs in your locality.

Aim: To provide food during winter months when food is in its shortest supply.

Clean Up Streams

Many of America's waterways look like open dumps, and some even smell like them. A stream cleanup project will improve appearances. All glass and aluminum collected may be turned in at a collection point for recycling. Make efforts to get radio, press, and TV coverage.

Aims:

1. To attempt to show people that they are the ones who foul our waterways; and
2. To clean up a section of a stream so people may better enjoy it.

Collections for Recycling

A project of collecting paper, glass, and aluminum contributes to the reuse of important natural resources, help conserve energy, and does not add to the solid-waste management problem. Check the market available for newsprint, glass, and aluminum. Organize collections by geographic area to be a continuous program. There is a shortage of paper which recently has raised the price of used newsprint. Additional help can be given by writing to BSA, Conservation Service, or check with your local Scout Council.

Aim: To collect paper, glass, and aluminum as an energy conservation project as well as a worthy moneymaking effort.

Distribute Information About Clean Air and Water

Contact the Environmental Protection Agency, Office of Public Affairs, 401 M Street, SW, Washington, D.C. 20460 (or the regional office nearest you) for literature that you may receive in quantity for local distribution. Also consult other government agencies and industry for air and water pollution-related pamphlets.

Aim: To acquaint people with pollution problems and how they may help fight them.

Energy Conservation Forum

Conduct energy conservation forums in homes and Cub Pack. Boy can go home and, with the family, list all the things they can do to save electricity, oil, and gas. A Pack may conduct a forum in the partner organization that sponsors the unit. Outside speakers may be brought in, and filmstrips or films may be shown. Collections for recycling may be pointed to as being a worthwhile energy conservation effort.

Aim: To remind people that we still must conserve energy for a long time to come.

EMERGENCY SERVICE

General Aims:

- To give a feeling of responsibility for community safety.
- To teach what those who handle community emergencies do and how cooperation can help them.

Clothing Drive

Often after a fire, flood, or other disaster, many people will be without sufficient clothing. Generally, local authorities coordinate a campaign to get used clothing in fairly good condition for distribution to the victims.

Aim: To show the need for preparation for emergencies.

GOOD GOVERNMENT

General aims:

- To show that our society depends on coordinating the concerns of its citizens - and that each citizen has the duty to be concerned.
- To increase knowledge of and appreciation for the complexities of a democratic government.

Get-Out-the-Vote Campaign

A natural follow-up to a registration campaign is an effort to get every eligible voter to actually vote. This calls for an educational and promotional campaign aimed at

reminding citizens of their rights and duty to vote. Obviously, the campaign must be nonpartisan. Before the election distribute get-out-the-vote materials. On election day, Cub Scouts may be stationed outside polling places to "baby-sit" young children, hold packages, assist elderly or handicapped people, and provide "I have voted" badges to voters, leaving them as a reminder to others.

Aim: To underscore the responsibility of each citizen to vote.

HANDICAPPED

General Aims:

- To demonstrate the community's responsibility to all its members.
- To show that the handicapped, even with their special problems, are more normal than they are different.

Charts for Deaf Children

Clinics for children with hearing disabilities may be able to use picture charts made by Cub Scouts as reading aids. Pictures are clipped from newspapers and magazines, mounted, and identified by lettering. Check with a local agency or clinic dealing with the deaf to locate them and for advice on how best to help them.

Aim: To make clear the special problems of deaf people.

Toy for Retarded Children

Have Cub Scouts contribute one soft toy each for children at a school or institution for mentally retarded children. The boys wrap them and deliver them to the school authorities. Toy should be soft and simple.

Aim: To show that mentally retarded people are just mentally younger than normal people.

HEALTH - HOSPITAL**General Aims:**

- To underscore the interdependence of all members of the community.
- To create compassion for the sick or poor.

Brighten the Lives of Cardiac Children

Children with serious heart ailments often must be confined to bed in cardiac hospitals for a long time. Packs can brighten their stay for forming an "in-bed club" for them. Each month the Cub Scouts gather a collection of puzzles, stories, and games and send them to the hospital. In addition, it is great to remember cardiac children on their birthdays and Christmas (or other holidays) with cards and presents.

In this as well as in all similar projects, medical advice must be closely followed to avoid over-stimulation which may be injurious.

Aim: To show that people need people - and that sick people are like everyone else in this way.

Entertain at Hospital

The Cub Scout program is ideally suited to present a show at the hospital. The month after a Cub Scout theme such as magic, music, or circus acts, packs can visit hospitals in the area and stage special shows for the patients. They need not be professional, for many hospital patients are cheerless and lonely, and any act using fresh-faced, fun-loving boys will buoy up low spirits. Clear, of course, with hospital officials.

Aim: To show that everyone, even hospitalized people, like to have fun.

HOLIDAY CELEBRATIONS**General Aims:**

- To foster a desire to share the holiday spirit.
- To give practice in working together for a community event.

Holiday for Foster Home Children

Packs may "adopt" one or more children in foster homes for Christmas or Hanukkah and give them gifts. Before selecting gifts, they should discuss the child's needs and desires with the foster parents. Gifts for children in foster homes should be given to the parents to present; these children generally prefer gifts from their foster parents rather than a group of strangers.

Note: These are not adopted children nor are they in institutions. They are children who have been temporarily welcomed into foster homes and are, therefore, fully aware of their status as outsiders. Secure their parents' permission first.

Aim: To show that making friends is a central part of life.

Sharing Trick-or-Treat Candy

Candy collected by Cub Scouts on trick-or-treat night can be sent to children in Head Start centers or children's homes as a special treat. A Pack leader may inspect the candy to see if it is safe, but the responsibility for distributing the candy and its safety must rest with the administrators of the homes or centers.

Aim: To share with the less fortunate.

INTERNATIONAL GOODWILL**General Aims:**

- To encourage concern for the needs and desires of people everywhere.
- To show how to help the unfortunate of the world through specific agencies.



World Friendship Fund

The World Friendship Fund of the Boy Scouts of America provides an exciting opportunity for every Cub Scout to help his friends in the free world. Through individual contributions and unit money-earning projects, Scouting literature, uniforms, badges are provided to Scouts in less-fortunate countries. These gifts help make Scouting as exciting, rewarding, and worthwhile for them as it is in our country.

Each year during the period between Thanksgiving and Christmas, and again during anniversary month in February, a special appeal is made for each unit to participate in this important goodwill program.

Your Pack can schedule this event at any time during the year. The need is always present. Special project material is available through International Relations, Boys Scouts of America, Irving, Texas.

Aim: To reinforce the idea of Scouting as a world brotherhood.

Help Unicef

UNICEF (United Nations International Children's Emergency Fund) does important work in aiding needy children in many nations. This agency specializes in providing food and medical attention for children. Units can collect funds for UNICEF by placing decorated containers in stores. They should be placed near cashiers so that shoppers may drop in the change. This is usually done just before the Christmas holidays. Information may be secured by writing UNICEF.

Aim: To show that the world's children can help each other through UNICEF.

SENIOR CITIZENS

General Aims:

- To show that older people, despite their differences, are like the rest of us.
- To show the community's responsibility for all of its citizens.

Give Show at Home for Aged

After preparing a show with a theme like Cub Scout Musicians or Cub Scout Magic, packs may take it "on the road" to homes for the aged and to nursing homes. Many of the residents of these homes have few visitors and very little live entertainment and will welcome an all-boy show.

Aim: To show that older people like to see other people and have fun, too.

"Adopt" a Nursing Home

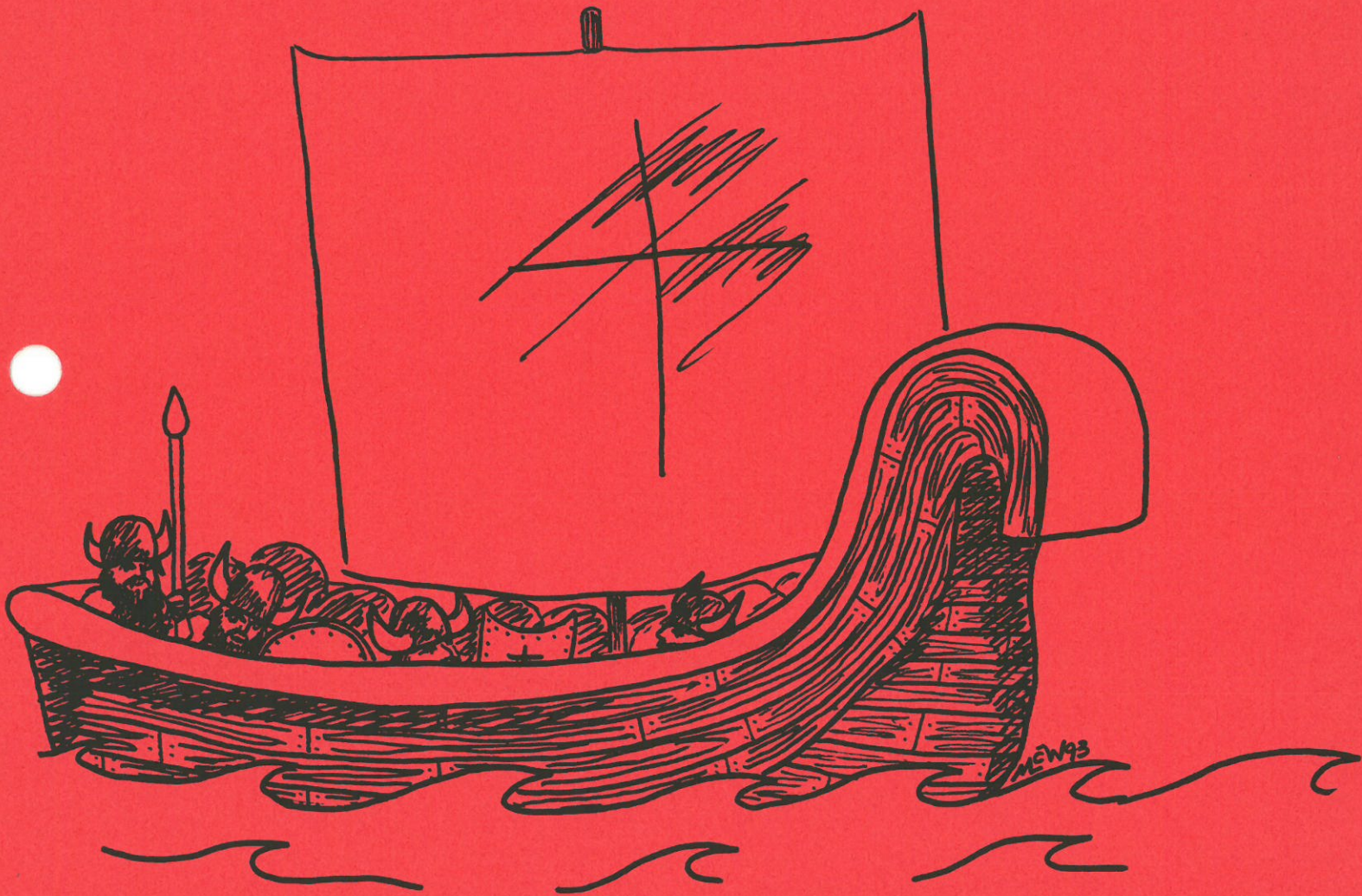
Residents of nursing homes and other institutions for the aged often lack contact with anyone other than the staff and other old people. Packs can add variety to their daily lives by scheduling frequent visits by groups of Cub Scouts may plan occasional parties to mark birthdays, and boys can perform small errands for the residents.

Aims: To show that all people need to meet other people.



NOTES . . .

CRAFTS

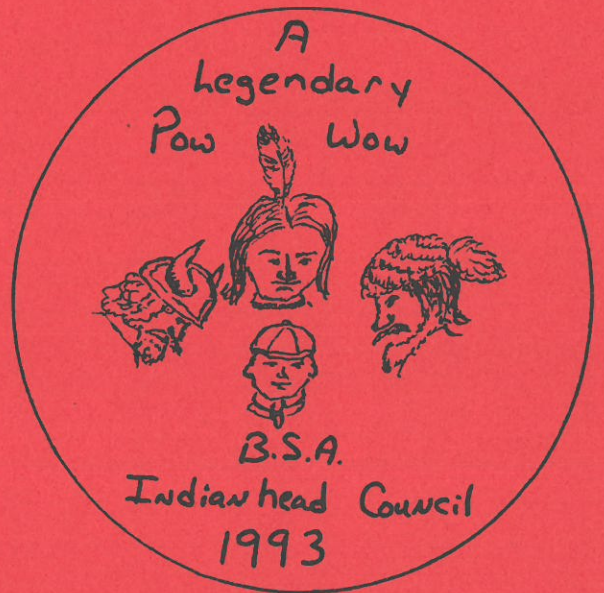


CRAFTS

Electrical Crafts 203
Leather Crafts 208
Nature Craft 216
Modeling Dough 221
Holiday Crafts 223
Tie Slides 234
Woodcraft 239



Margaret Bader
Lake Wanochi District



Ade Lewandowski
Greater East Side District

ELECTRICAL CRAFTS

Electricity Basics

Our world runs on electricity. It makes our appliances run, ignites the fuel in our cars, keeps our houses warm in the winter and cool in the summer, and lights our world at night. Without electricity our lives would be very different.

The electrical activities that follow are geared for boys working in the Bear Cub Scout book. However, any Cub Scouts from Wolf through Webelos will enjoy the activities. You can teach them the basics of electricity and how it applies to lights and appliances found in their homes. You will need the following materials:

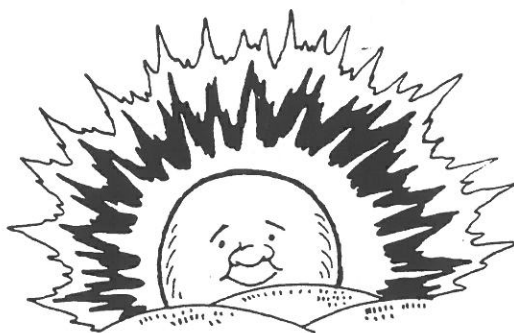
1. Roll of masking tape.
2. 16 penny common nails.
3. 24 gauge or 26 gauge enameled electrical wire. (Commonly called "Magnet Wire")
4. 22 gauge plastic covered hookup wire. (Better known as "Bell Wire" at the hardware store)
5. 14 gauge plastic covered wire. (Used by electricians to wire houses - Romex)
6. Small pieces of wood. (2 x 4 blocks or 3/4" x 4" x 6" pine boards)
7. Small nails or screws for assembly. (Roofing nails work well on 2 x 4 blocks or use 3/4" x #6 wood screws on 3/4" pine boards)
8. 6 volt lantern battery. (This is our power source)
9. 6 volt replacement lamp for a flashlight.
10. Small pieces of sheet metal. (large tin cans are a good source - do not use aluminum cans)
11. Fine sandpaper - #150 to #220 grit.

Most of the materials are already around your home or can be purchased at a local hardware store. The one exception is the 24 to 26 gauge enameled wire. This can be purchased at a Radio Shack store or a surplus store such as Axe Man. You will also need a few common tools - hammer, tin snips or large old scissors, pliers, and a screw driver if you use screws to fasten the tin to the wood.

Activity I

On a piece of paper, have the boys list as many devices as they can think of that require the use of electricity. They should be able to name at least 20 items found in the home.

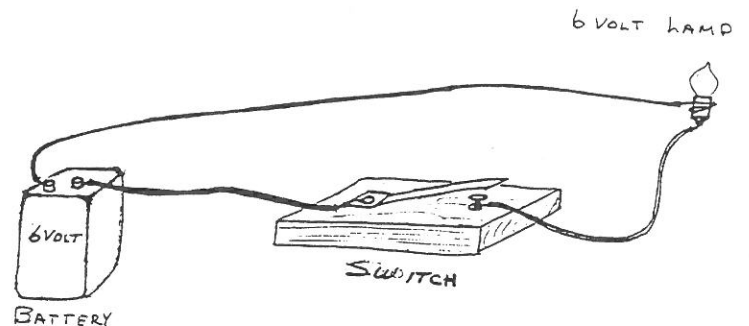
Some common items found around the home are lights, stove, microwave, disposal, toaster, refrigerator, mixer, can opener, fan, furnace, air conditioner, television, VCR, radio, telephone, doorbell, flashlight, watches and clocks, computer, hair dryer, curling iron, electric blanket, water heater (even gas heaters use electricity for control), car, drill, saw, and other power tools. The boys can probably think of even more. If they have trouble, ask them to think of all the things that don't work when a storm knocks out the power to their home!



Activity II

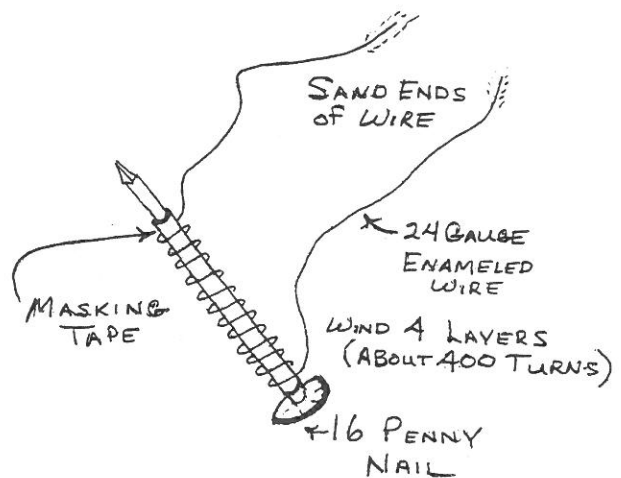
Make a simple push button switch and use it to control a lamp. Cut a piece of tin $3/4"$ x $3"$ and attach to a piece of wood following diagram A. Bend the tin up away from the nail so that it acts like a spring. Pushing the tin down on the nail completes the circuit and allows current to flow through the lamp. A pocket compass placed near the wire will indicate the current flow and show that a magnetic field is created around the wire.

Diagram A

Activity III

Build an electromagnet and use it to pickup metal (iron) objects. Cover a 16 penny nail with two layers of masking tape. See diagram B. The tape protects the enamel on the magnet wire from shorting out on the metal nail. Wind 4 layers of magnet wire around the nail (approximately 400 turns) and secure the windings with another layer of tape. Be sure to leave 4" or so of wire sticking out at both the beginning and ending of the winding. IMPORTANT -Using fine sand-paper, sand the enamel from the last inch of both ends of the wire. Disconnect the lamp from the switch and battery and connect the two wires from the magnet as per diagram B. When you push and hold the switch, the current will flow through the wire on the nail and cause it to be magnetized. You will be able to pickup small objects such as nails and paper clips. What happens when you release the switch?

Diagram B

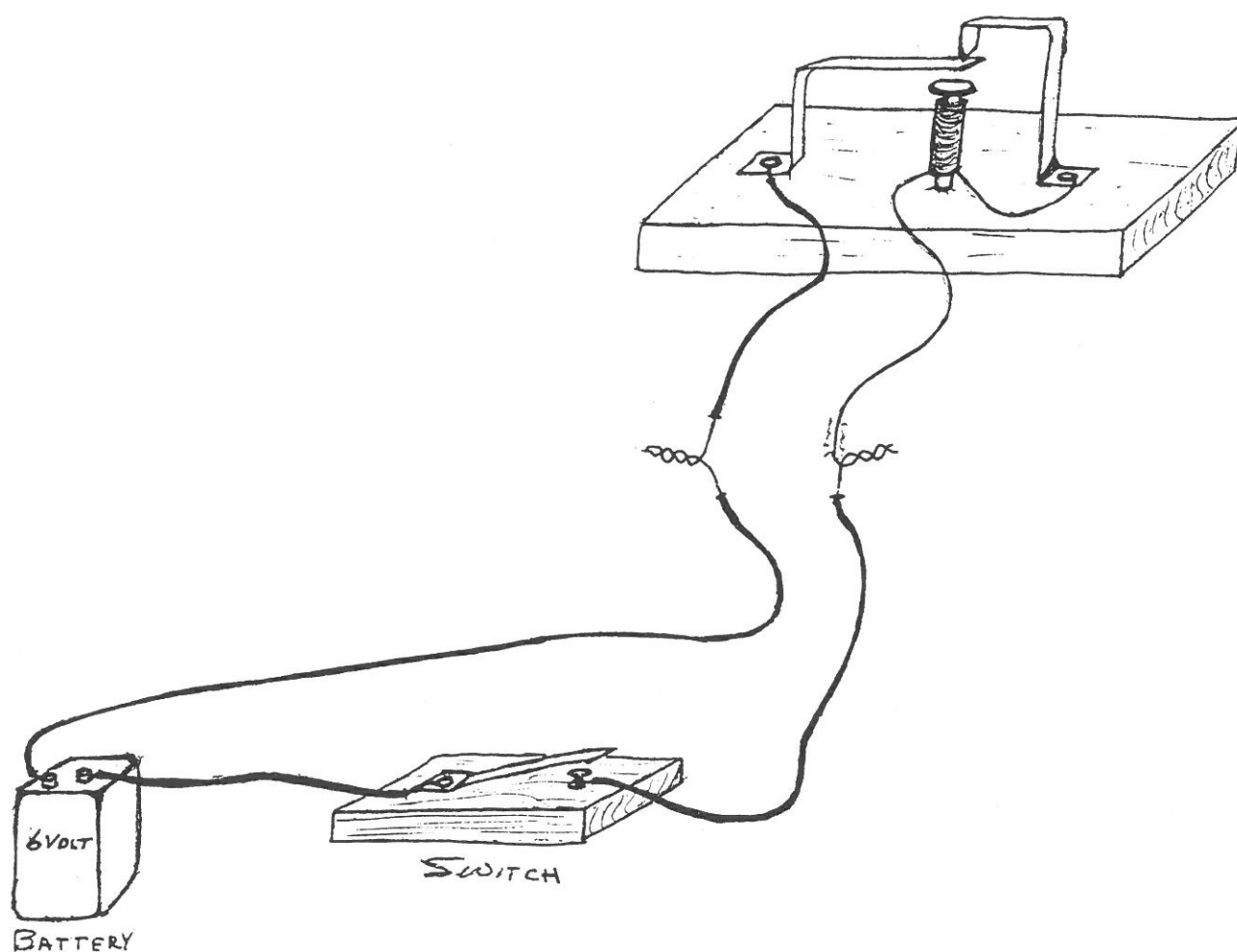


DO NOT bring the electromagnet near your compass or you may damage it. DO NOT hold the switch closed for long periods of time -the magnet will become very hot!

Activity IV

Build a buzzer using the electromagnet from activity III. Cut a piece of tin $\frac{3}{4}$ " wide and 6" long. Cut another piece of tin $\frac{3}{4}$ " wide and 7" long. Cut a point on one end. Using a pliers, bend the two pieces as shown in diagram C. Carefully pound your electromagnet into a piece of wood and attach the two pieces of tin as shown. Connect the wires as shown. Now comes the tricky part. You will have to adjust the spacing of the tin and the electromagnet by bending the pieces to the approximate dimensions shown on the diagram. By changing the spacing, you will be able to vary the tone of the buzzer. The top piece of tin acts as a switch and must contact the lower piece of tin when no power is applied to the magnet. When power is applied, the magnet will pull the tin "armature" down and break the circuit. When the circuit is broken the armature will spring back up and reconnect the power to the magnet. The process will repeat at a very rapid rate. This will create the buzz.

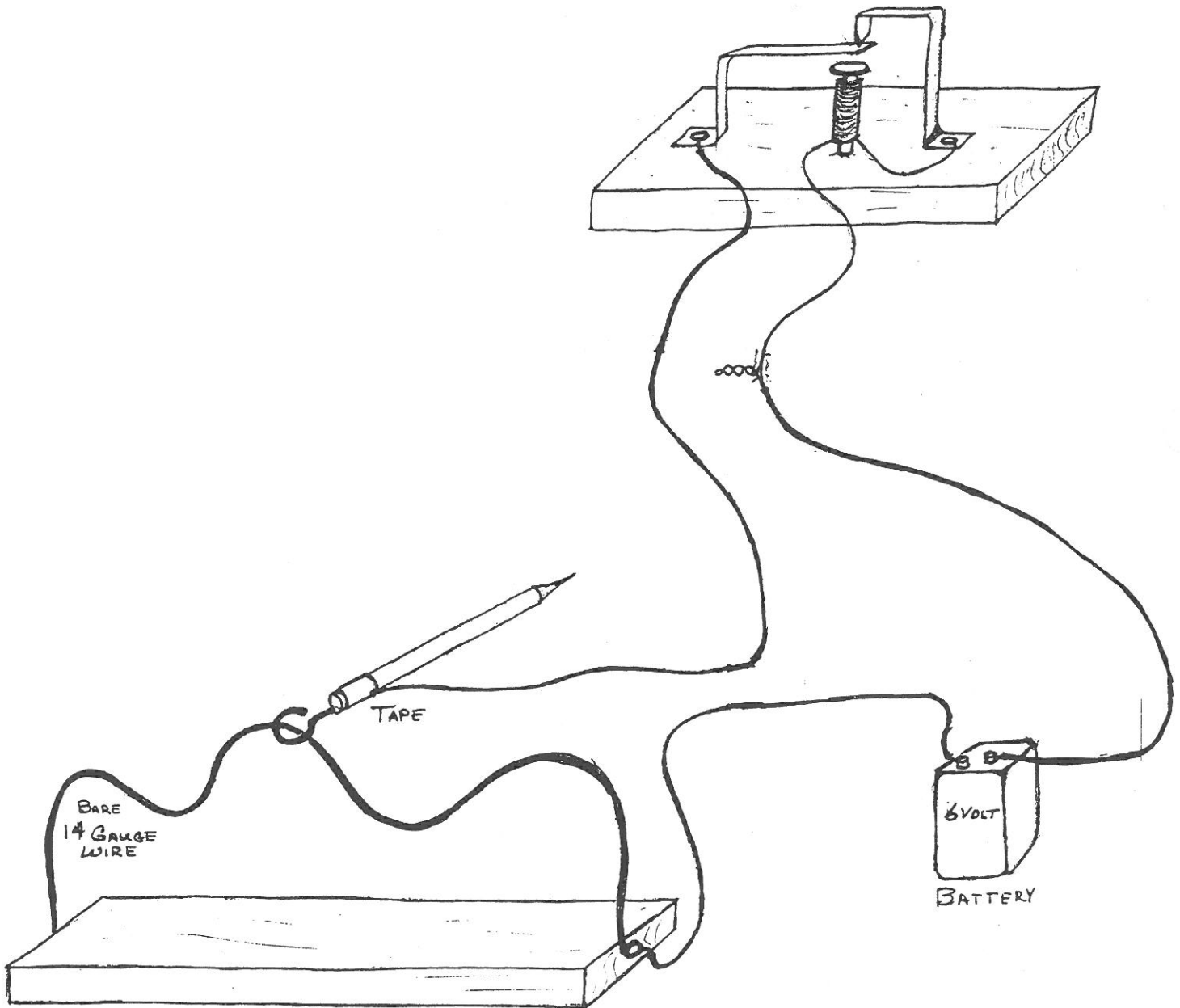
Diagram C



Activity V

Use your buzzer to build a game to test your reflexes. You will need a longer block of wood for this project. A piece of 2 x 4 - 12" to 14" long will work nicely. Strip the insulation from a piece of 14 gauge solid copper wire at least 20" long. Using another piece of 14 gauge wire, form a loop around a pencil and tape to the end of the pencil as shown in diagram D. Attach the long wire to each end of the wood block as shown in diagram D. Be sure to pass the long wire through the loop on the pencil. Connect the wires as shown. Try and move the pencil from one end to the other without sounding the buzzer.

Diagram D

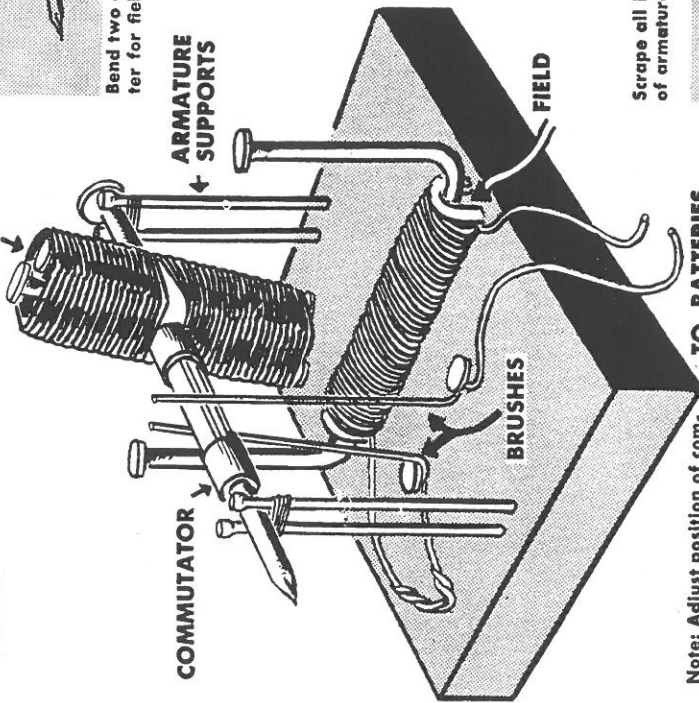


BUILDING YOUR MOTOR

MATERIALS

- Three 4-inch nails (twenty-penny)
- Four 2 1/2-inch nails (eight-penny)
- Four 3-inch finishing nails (ten-penny)
- Two dry cells or 6-volt transformer
- One roll No. 24 enameled wire
- Two staples or four small brads
- Wood board for motor base
- One roll tape
- Two tacks

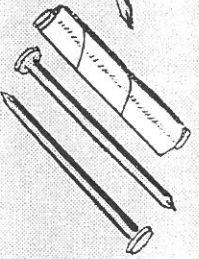
ARMATURE



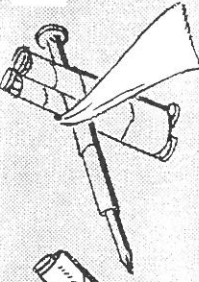
TO BATTERIES OR TRANSFORMER

Note: Adjust position of commutator and tension of brushes against it for best operation.

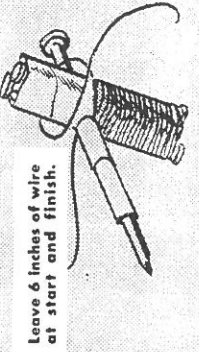
ARMATURE



For armature shaft, wrap 1 1/2 inches of 4-inch nail with two layers of tape.



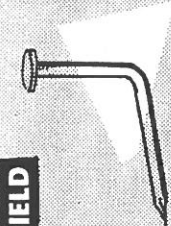
For armature core, tape two pairs of 2 1/2-inch nails, alternating heads and points.



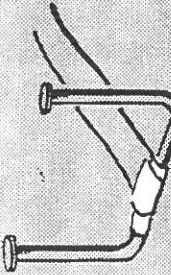
Leave 6 inches of wire at start and finish.

Wind armature with two layers of wire. Start at shaft, wind out and back on each half of core. Always wind in same direction.

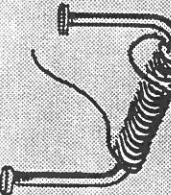
FIELD



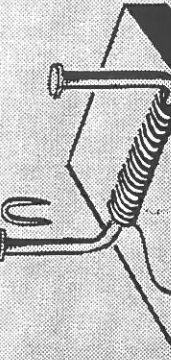
Bend two 4-inch nails in center for field core.



Space heads of nails about 3 inches apart. Wrap nails together with two layers of tape.

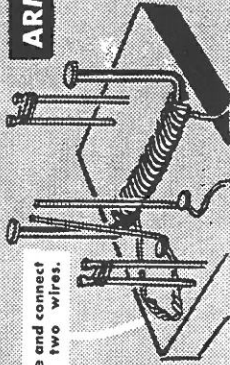


Leave 3 or 4 inches of wire at start and finish. Wrap field core with about 400 turns of wire.



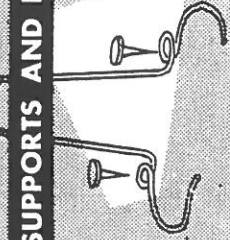
Attach to wood base with staples or bent-over brads.

Scrape and connect these two wires.



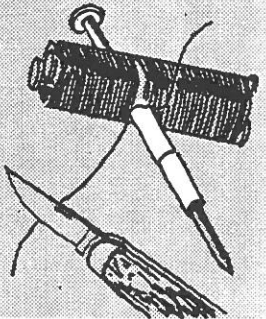
For armature supports, drive four 3-inch finishing nails in base, locating them so that armature turns exactly between field poles. Wrap wire around armature supports to form armature bearings.

ARMATURE SUPPORTS AND BRUSHES

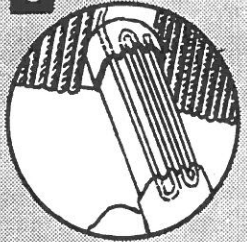


Scrape insulation from ends of two 6-inch pieces of wire. Tack them to base and bend them as shown to form brushes.

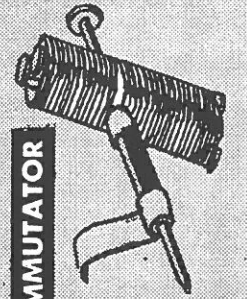
Scrape all insulation off ends of armature windings.



Hold commutator down with narrow strips of tape as shown.



COMMUTATOR



LEATHERWORK

Leatherwork is a particularly satisfying craft project. It's durability and natural qualities are especially suited to 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.

Since leather is relatively expensive, projects that use rounders, practice pieces, scraps, or half backs are very useful. Rounders are inexpensive precut 3 1/4" round pieces that are very versatile. Slides, coasters, book marks, and key chains are a few of the small projects that lend themselves to rounders.

Practice pieces are another precut shape in leather that is even more inexpensive and with a little imagination can be a slide, a book mark, a key chain or whatever several attached together could be.

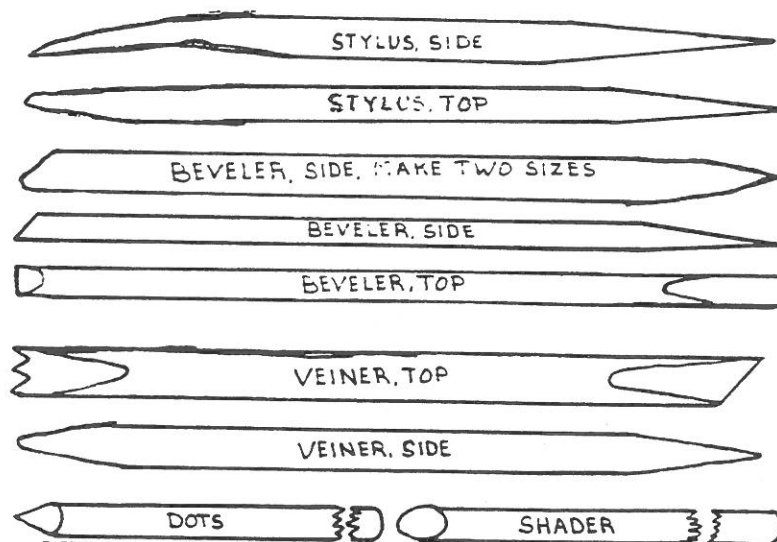
Half backs are approximately 3 1/2" by 4 1/2" precut pieces that are a little more expensive, but do make change purses, picture frames, and folded key chains.

Scrap leather is usually available at leather shops and its limits are confined only by the size of the piece and imagination. An exacto knife or leather knife will be needed to cut the projects out. This is a difficult task, so much care should be exercised in using them. Cutting out projects in tooling leather is more suited to the Cub Scout leader.

Once a project is chosen and cut out, leather can be decorated 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 the boys love to pound a variety of stamps into their leather projects.

Tooling leather is a second way of decorating. A design is traced on and then is pressed into damp leather by either outlining a design or depressing the background of a design. To do it, a modeling tool with a deerfoot end or orange stick is needed.

USE DOWELS - SHAPE THEM TO MAKE:

Carving is the most intricate and difficult means of decorating leather. A swivel knife is used to carve a design and then special background type stamps may be used to accentuate the carving.

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; most of what follows deals with it.

These three types of decorations requires some sort of specialized leather tools - stamps, knives or both. These are fairly expensive to buy for a single project and or a single den, but if a pack of several dens could invest in a few tools to remain in the pack, it would not be very expensive to do leatherwork. Since stamping leather is particularly popular with the boys, start with a few design stamps and some wooden hammers and add as money and a good sale will allow. Leather can be expensive so most projects with leather for Cubs will have to be small. Purchase small stamps and two or three hammers and a small letter set (1/4" to 1/2") if money permits. Start small and add to it as the years pass. If this is impossible, an ingenious and cheap stamp set can be made from filing different size nails into interesting shapes. The point of a large nail is filed flat and grooves are filed into the nail tip. The variety of nails available can develop. Complete instructions for this are available in the Boy Scout Leatherwork Merit Badge Booklet.

Stamping

When ready to decorate the leather, dampen it (DO NOT SOAK), punch any hole necessary for lacing, and then stamp, tool or carve design, rewetting as necessary. It is best to encourage the boys to take some time to plan their design so they will be pleased with their finished project.

For full crisp impressions, while stamping, 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 or masonite piece under the leather to protect

the surface underneath. Caution the boys to take care that alphabet stamps are upright and not reversed. If a mistake is made, sometimes the leather can be re-wet and the mistake rubbed out with the back of a hammer. Turn the piece over and pound it flat from the reverse side. The impression won't come completely out, but it will help and if stamped over it will be acceptable.

Dyeing

After the design has been finished, add color to the project by dyeing it with leather dyes. Sometimes it is fun to highlight lettering or stamps that are the outline type with a permanent marker (Sharpie) then dye over it. Use a fast drying dye or stain and paint it on with sponges or wool daubers. When using stain, wipe off the excess. Dye both front and edges of the project and the back, if desired. Use a baggie as an inexpensive rubber glove to protect hands so that clean-up is much easier.

Decorating leather by stamping, tooling or carving can cause some warping. Weighing it partially while it dries can alleviate this problem. Do not cover completely or it won't dry well. Rotate the weighing so all areas will be open at some time during the drying period.

Finishing

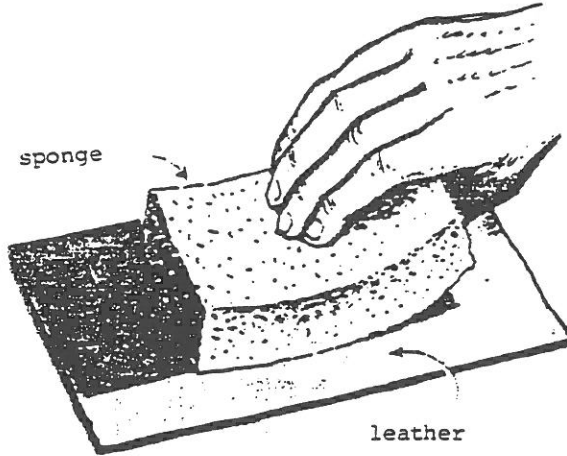
Finish the project with a fast drying finish that is available at leather craft stores. It paints on like shoe polish and dries about as fast. it adds a shine and a protective finish to leather. Paint the finish on the front and sides, leaving the back on the front and sides, leaving the back of the project unfinished. The leather can then dry thoroughly from the back.

If the project requires a snap or fastener, now is the time to put it in the leather.

It is easy to enjoy the art of leatherwork by following these simple directions.

Getting Ready:

The leather must be a little wet before it can be worked with. As the leather gets wet it swells and softens. When it gets damp it can be carved, stamped and shaped.



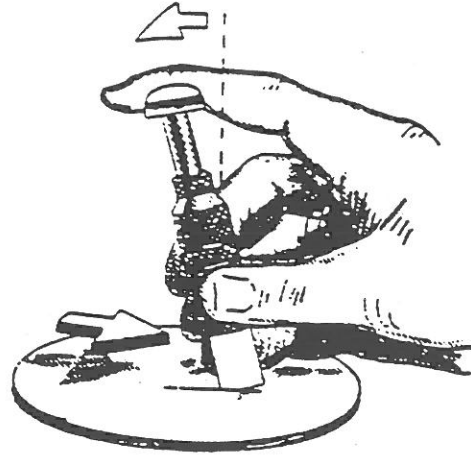
The leather is moistened by rubbing a damp sponge on it. Be sure to have clean hands. Rub it first on the rough side of the leather. Then rub it on the smooth side. Put the water on as evenly as possible. When the leather returns to its natural color, begin tooling. If some areas of the leather begins to dry while working, sponge over those areas again.

Caution: Always use glass or plastic containers for the water.

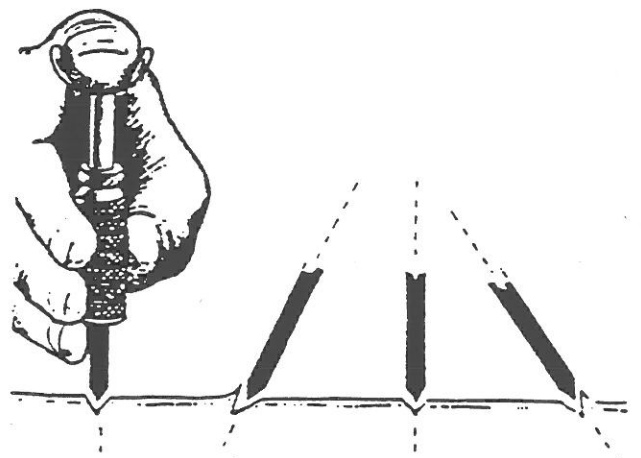
The Leatherwork Tools:

There are many tools for use in leatherwork. The basic tools are discussed below.

The Swivel Knife: The swivel knife is a very important tool. Many things can be done with it. Follow the directions on this page to work on the damp leather. Hold the tool as shown.



Side of hand remains on work surface to steady the cut.

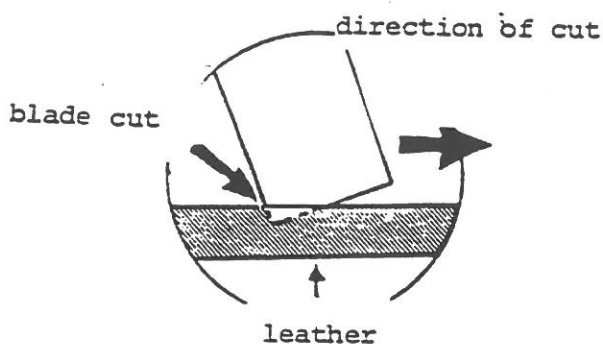


Front view

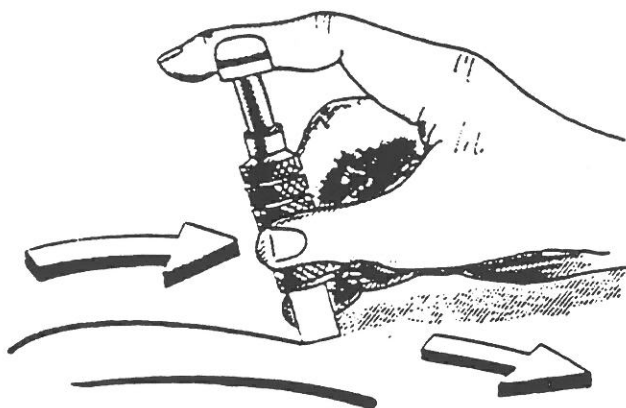
No

Yes

No

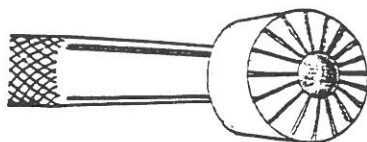


Hold it straight but cut with only one end.

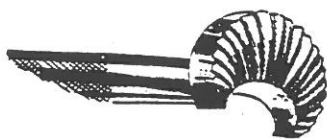


The knife is pulled toward the body as it cuts.

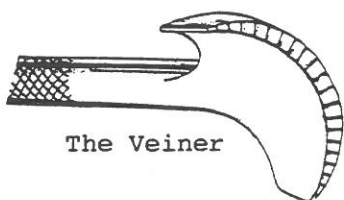
Leather Stamping Tools: There are many leather stamps. Four of them are pictured here. With these tools many designs are possible.



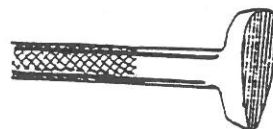
The Seeder



The Camouflage



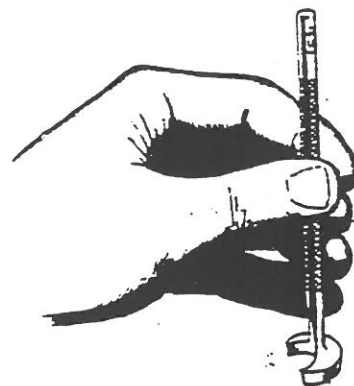
The Veiner



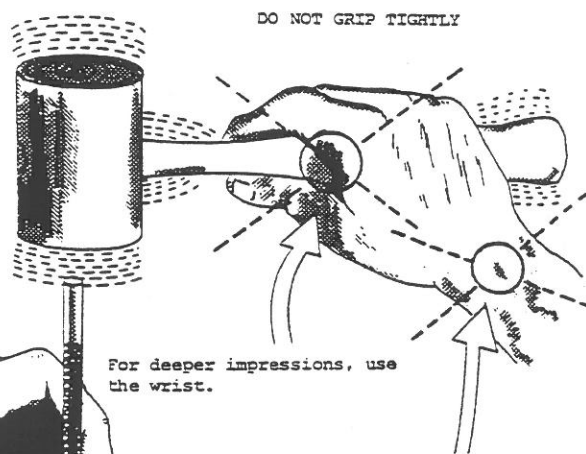
The Pear Shader

How to hold leather stamps: The leather stamp is held in upright position when hit with the mallet.

Leather stamps can also be tilted so that only one end of the impression is stamped into the leather.



The Mallet: A leather or wooden mallet is used to hit the stamping tools. Never use a metal hammer because it will hurt the tool..



Hold arm and hand steady by resting elbow on work surface.

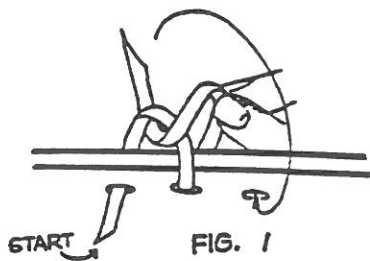


FIG. 1

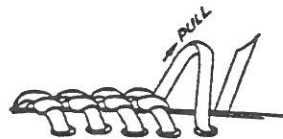


FIG. 2

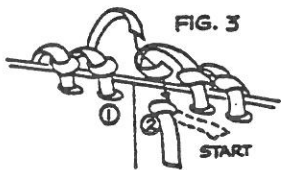


FIG. 3

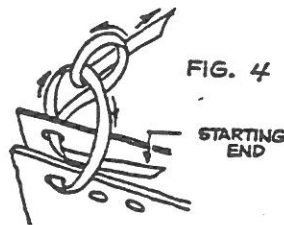


FIG. 4

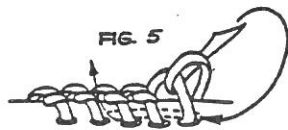


FIG. 5

Lacing

The final step of a project is lacing. A good easy stitch to lace with is the whip stitch. It gives a nice finished edge to the project. A plastic lace makes inexpensive lacing.

The loop stitch is one used on leather items whose edges are subject to wear or have a tendency to curl. It is ideal for billfolds, wallets, key cases and purses, and requires five inches of lacing for every inch of edge of the item to be laced.

For items that start and end at the same point: Push lacing through first hole; bring almost all lacing through to back, leaving inch of lacing in front. Bring lace over edge and go into next hole, leaving a loop. Go through loop, front to back. Then tighten the stitch from the back.

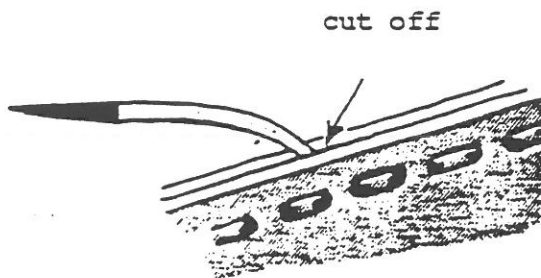
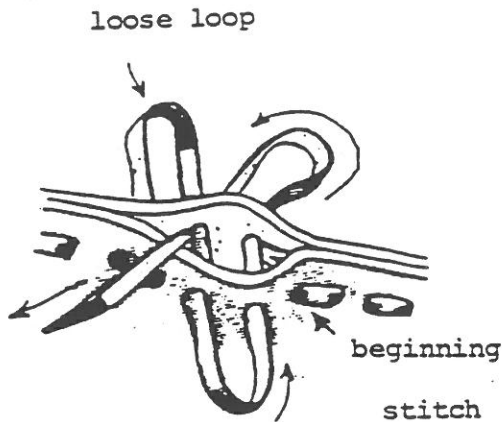
Continue lacing your item using the method that you see in Fig. 1. Once you get the feel of it, you'll begin moving along at a good rate.

Remove lacing from the starting hole 1. Lace one more stitch in hole 1. Remove starting lace from the next loop and insert working end down through this loop. Now pull both ends through hole 2 to the inside. Cement will hold them in place.

Items starting at one point, ending at another: Start lacing by pushing starting end through first hole from inside. Bring lace over top and through the same hole in both pieces of leather, forming loop. Go through loop, front to back. Tighten loop from back. Go through next hole front to back, leaving loop. Continue lacing. Go through each corner hole three times.

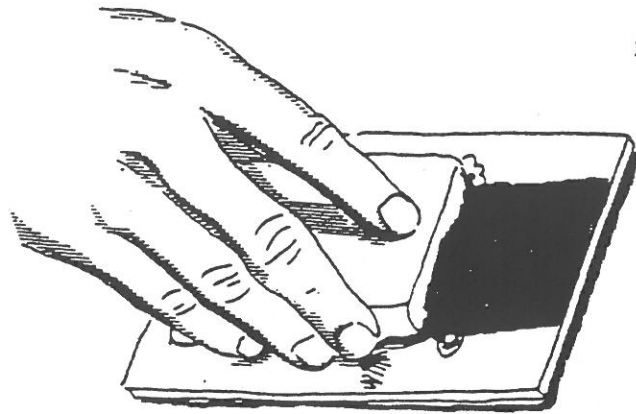
Finish lacing as shown.

Running Stitch Instructions:

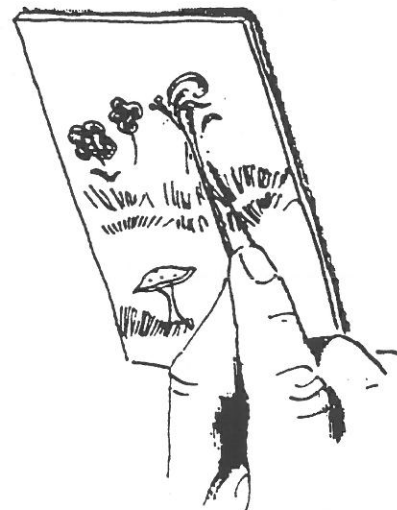


Two-Tone Dyeing Technique:

Using a small cotton swab (paper or wood shaft only - no plastic). Dab bright colors (blue, green, red, yellow) into the tool marks. Allow to dry.



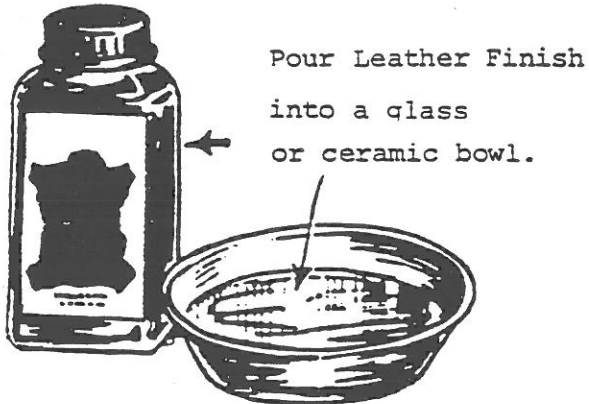
- A. Wrap a piece of cloth (old T-shirts are fine) a few times around a block of wood and secure it with thumb tacks.
- B. Dip a wool dauber into a bottle of dark colored dye (black, dark brown). Wipe off the excess on the rim of the bottle.
- C. Apply a small amount of dye on the cloth covered block.
- D. Blot the dye on a thick pad of newspaper.
- E. Rub the block across the top of the leather.
- F. Repeat until desired color and effect is achieved.
- G. Rub with a soft cloth or sheeps wool scrap.



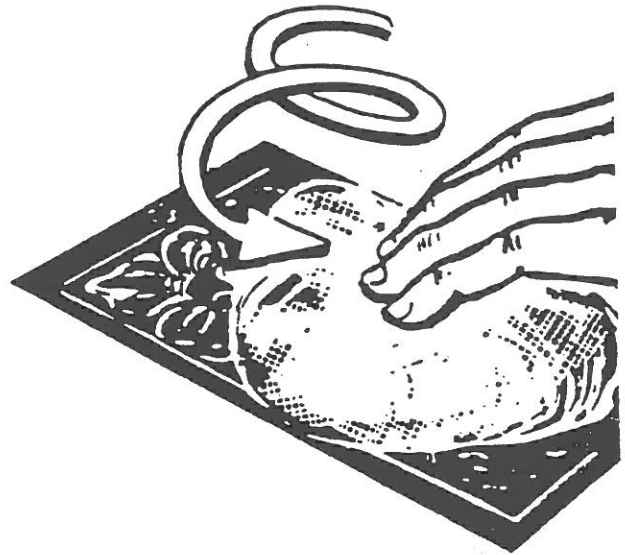
Note: always cover the work area where dye is used. Lots of newspaper works well.

Applying Leather Finish: Leather finish is applied to protect the leather from water or dirt.

Apply the finish with a wool piece or soft cloth. Be sure that everything is clean. Remove any loose wool. Use a smooth motion, but do not rub hard if the project has been dyed.

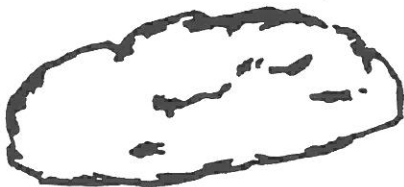


Always apply finish by moving applicator in a circular motion. Don't go back over any part after finish is on.



For best results, use a glass or ceramic container for the finish.

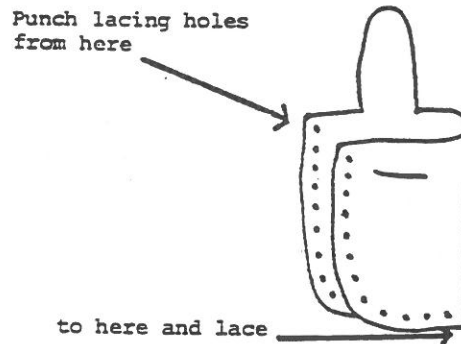
Sheeps wool applicator is best for applying finish.



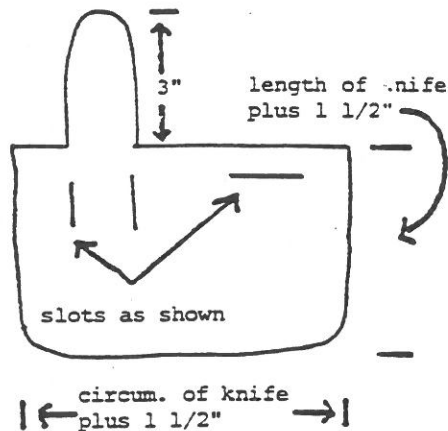
Remove all loose wool from the Sheeps wool applicator. Rub a small amount of finish on the applicator to make it easier to work with.

Move applicator in circular motion.

Pocket Knife Sheath



Cut pattern out of paper and fit to knife. Use pattern as template to trace on leather. Cut leather and fold thus:



Slip onto belt through slots in back. Insert knife, fold tab over top of it and slide tab into front slot.

Leather Key Case

Keys won't wear a hole in the pocket if carried in the attractive case. A leather thong holds the keys inside when not in use.

Supplies needed:

2 scrap-size pieces of soft, thin leather (such as calfskin) for the case.

1/4" by 12" strip from the same leather for the thong.

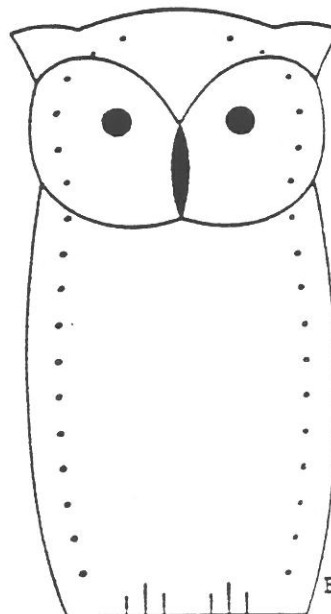
sharp scissors

a leather punch

a 2" long needle and button thread.

white glue or rubber cement (for gluing the pieces together before sewing.)

Make a duplicate paper pattern, or cut out the drawing. Use a waterproof laundry pen, rather than a ballpoint for marking.



Make several - they are fine gifts.

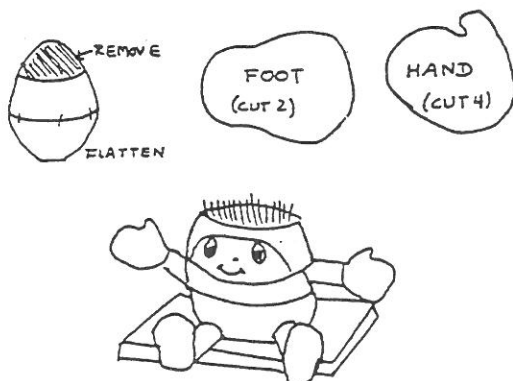
1. To make a pattern, cut out the one pictured and fold it in half, lengthwise. Punch out the holes for eyes and stitches.
2. Tape the pattern on the smooth side of the leather, and trace the outline. Use a permanent-type felt tip pen rather than a ballpoint. Then with the pattern still in position punch the thread holes through the leather with the sewing needle.
3. Cut out the owl with scissors, punch the eyes, and run a thin line of white glue around the edges. Be sure to leave a gap in the glue at the top, for the thong slot.
4. Glue the front onto another larger piece of leather, rough sides together. Then trim to get the double-thick shape. Finish by sewing both pieces together with a 'running stitch', as shown in the photo above. Then add leather thong and keys.

NATURE CRAFTLittle boy planter**Materials:**

egg-shaped hosiery container
hand saw
Sand paper
Glue
Paint
Felt
Potting soil
Grass seed
Iron
Foil
Piece of wood 1 1/2" x 5"

Directions:

To make this little boy with green hair, first use a hand saw to cut off the pointed end of an egg-shaped hosiery container, as shown. Sand until smooth. Flatten the rounded end of the egg by pushing it carefully against a heated iron covered with aluminum foil. Glue the halves together, and paint the egg to resemble a head and body. For each arm, cut a felt string, 1" x 1 1/2". For each leg, cut a piece of felt, 1 1/2" square. Roll each piece into a cylinder; glue. Glue arms and legs to the body. Using the patterns, cut four felt hands and two felt feet. Glue two pieces together for each hand, gluing ends over arm. Glue feet in place. Glue the planter to a piece of wood, 1 1/2" x 5"/ Fill with potting soil and plant with grass seed.



A similar porcupine planter may be made by planting grass seed in a scooped-out potato and adding thumbtack eyes and golf tee legs.

Carrot hanging basket**Materials:**

Carrot
Toothpicks
String
Bowl of water

Directions:

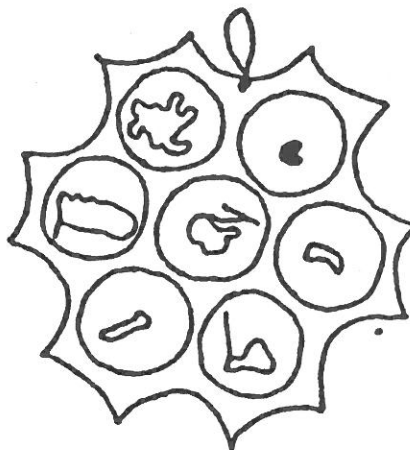
Hollow out the center of the top 2" of a carrot, leaving just a thin shell. Trim the top. Suspend the carrot, upside down, by inserting toothpicks in sides and using strings to hang the vegetable near light. Keep bowl filled with water. New greenery will grow up around the bowl (carrot).

Nature windows hanging**Materials:**

Furnace filters
Clear contact paper
Yarn
Scissors
Small wild flower or tiny leaves

Directions:

Cut furnace filter into pieces. Lay a filter piece on the sticky side of clear contact paper; place nature item in each space. Cover with a second piece of clear contact paper, and trim around edges.



Sundial

Materials: Piece of wood 11" x 11"
Compass
Drill
Glue
Long, thin stick

Directions:

Cut a piece of wood about 11 inches square. Then take a compass and draw the largest circle that can fit inside the square. Mark the center of the circle with a dot. Drill a hole and glue a long, thin stick into the center. Draw a line straight through the center of the circle, perpendicular to the top edge of the wooden block. This will be the 12 o'clock marking. Set the sundial so that the 12 o'clock mark points north. (Use a compass to get north.) Attach the sundial to the top of a flat object or post and put it in a place that gets full sunlight.

From 6 a.m. to 6 p.m. make a dot each hour where the shadow hits the outside of the circle. Decorate your sundial with some sunny pictures.

Ocean-in-a-bottle

Materials:

Water
Blue and green liquid food coloring
Turpentine (mineral oil may be used)
Long jar or other glass container

Directions:

Fill the container slightly less than halfway with water. Add a drop each of blue and green food coloring. Fill to top with turpentine. Seal tightly, trying to keep air bubbles out by overfilling bottle slightly. Hold the container sideways, and tilt it up and down to see the effect.

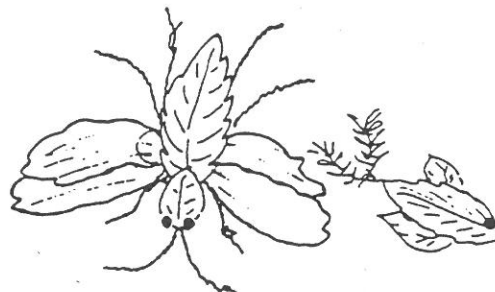
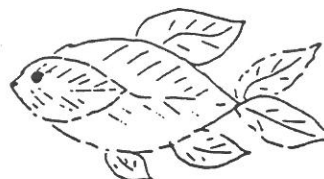
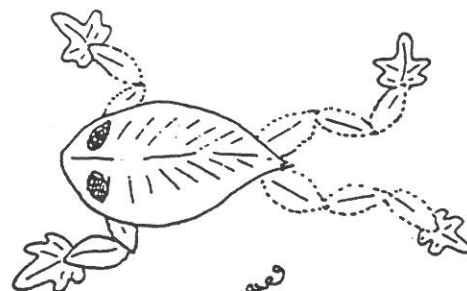
Make a stand for Ocean-in-a-bottle by fixing two wooden dowels in a piece of plywood. You may also cut a curved shape in a small box or shoe box and rest the bottle for display.

Leaf creatures

Materials: Lots of leaves, all shapes and sizes
Pasteboard or drawing paper
Clear drying glue
Lots of imagination

Directions:

Collect different types of leaves. Place in a book (a telephone book works best). The more shapes and kinds of leaves you collect the more fun you will have making all types of creatures. Leaves can overlap, but should never be cut. Once you try designs of this kind, you will soon find how easy it is to produce amusing and often beautiful things from natural materials.



Birdseed Squiggles

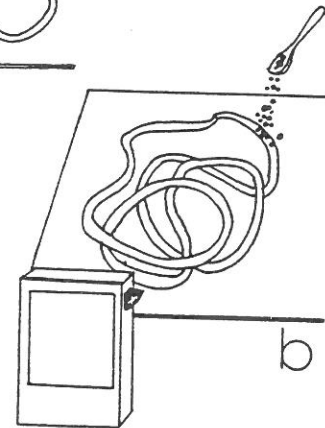
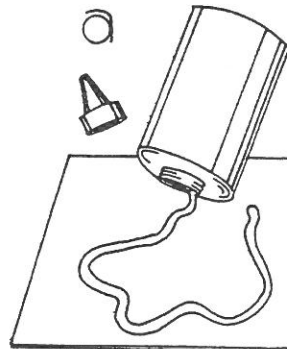
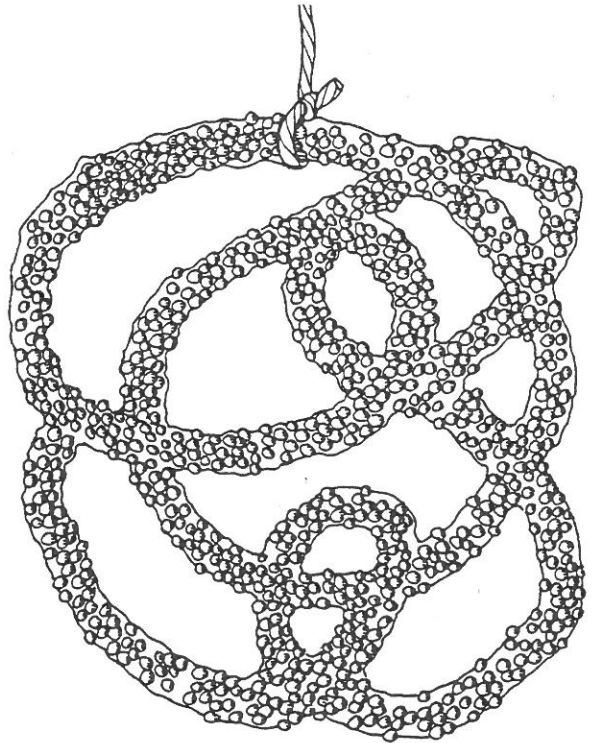
Materials: Liquid white glue
Waxed paper
Birdseed
Spoon
Paper bag
String

Directions:

1. Remove the cap of a bottle of liquid white glue. Squeeze a squiggly design on a sheet of waxed paper, Figure a. Be very careful when using the glue not to allow too much to come out of the bottle so that you get lumpy lines.
2. With a spoon, slowly sprinkle birdseed over the squiggly design, Fig.B. Be sure that the birdseed covers all of the glue.
3. Let the design dry overnight.
4. When dry, tilt the waxed paper into the paper bag to remove and save all of the extra seeds that did not dry on the glue.
5. Carefully peel away the waxed paper from the hardened seed squiggle.
6. Tie a length of string into a loop in the squiggle and knot it.
7. Hang the squiggle in a window or on a wall.

You can make a million-and-one different designs with birdseed squiggles. No two will ever be the same. You can use these crazy crafts to decorate your room.

It is possible to color your bird seed, soaking it in food coloring, and then drying it on a paper towel well in advance of doing the squiggles.



Nature Shelf

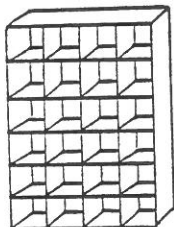
Materials:

an old wooden soft drink case
Sunny yellow paint

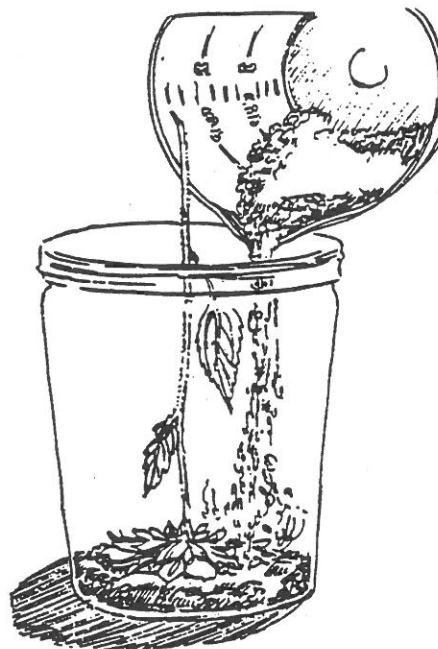
You can also use a lid from a strong cardboard box and cut and glue cardboard shelves in it.

Display suggestions:

Empty wasp's nests
Empty mud dobbers nests
Sea Shells
Dead butterflies
Various feathers
Seed pods
Snake skins
Sweet gum balls
Nuts
Bark
Driftwood
Dried moss
Rocks
Pebbles
Small wood knots from trees



Certain cultivated flowers, such as straw flowers, are bred specifically for drying. Be sure to try drying wild flowers as well as garden varieties. They dry just as well, and are considerably cheaper.



Capture a spider web

Materials: Enamel spray paint
Construction paper or
tac board
Scissors

Directions:

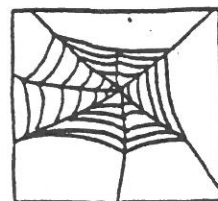
Search outside until you find a good spider web, that is easy to reach. Spray both sides of the web with the spray paint. BE CAREFUL! If you spray too much, the web will tear from the weight of the paint. Hold a piece of construction paper against the "wet" web. The web, with the wet paint on it, should stick to the paper. Carefully cut the "guy lines" of the spider web. Lay the paper face up on a table until it is dry.

How to dry fall flowers

Materials: A glass jar
White corn meal
Borax

Directions:

1. Mix 6 parts of white corn meal to 1 part Borax
2. Fill bottom of jar with the corn meal mix
3. Gently cover the rest of the flower with the corn meal mix.
4. Let sit 10 day to 2 weeks.

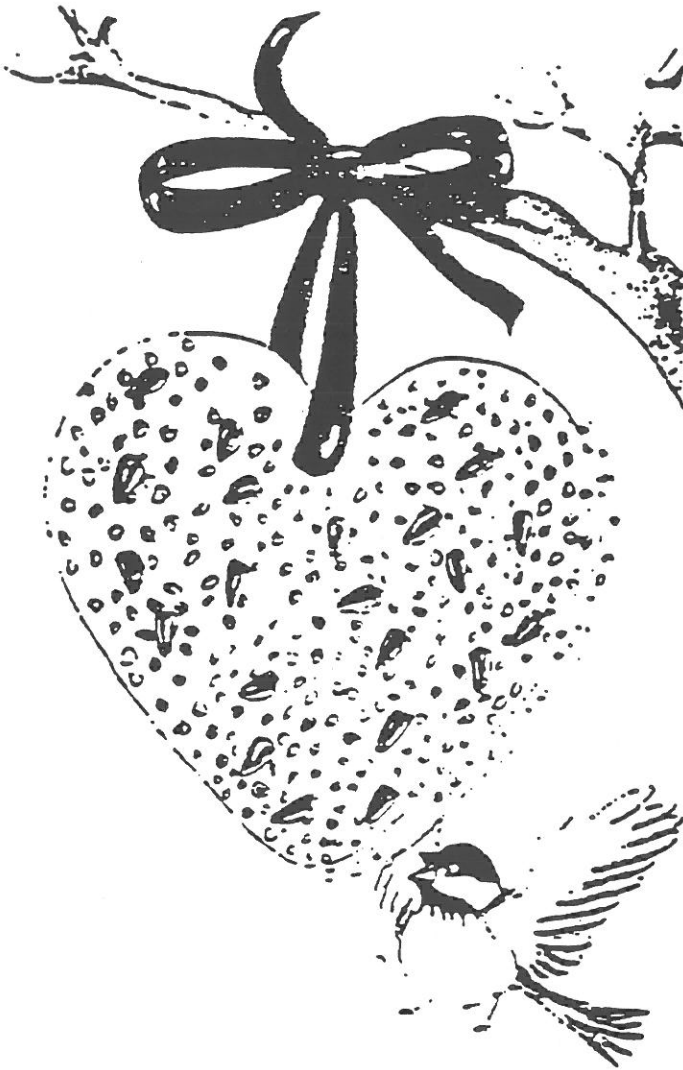


A Valentine for the birds

You can leave your valentine plain or make it fancy. Brush egg white on the bread heart you cut out. Sprinkle on some birdseed. It will stick to the egg white. Hang your valentine where the birds will find it. They will love their treat.

Directions:

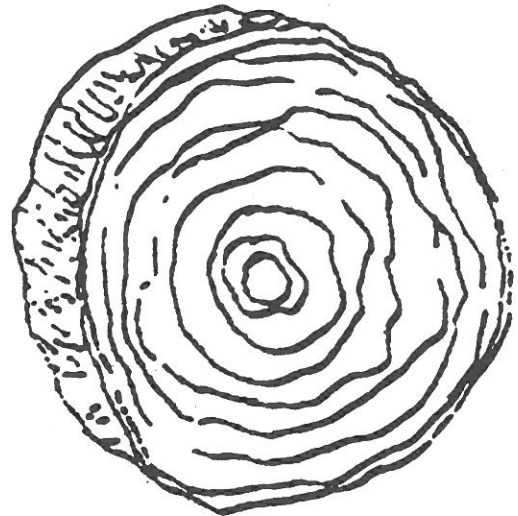
1. Trace the heart on this page onto a piece of paper.
2. Cut out the paper heart.
3. Place the heart on a piece of stale bread
4. Cut the bread around the edges of the heart

Wood Tie Slide

Materials: Wood Round
Large staple (the kind electricians use)

With this project, it might be fun for the boy to try to find a wood round that not only represents the age of the tree, but also his age at the time he is making his slide. Have the boy cut and sand his wood round. Insert staple in back and coat to preserve.

Wood round slides can also be used as a showcase for other items. Before coating, mount a small fern on the face of the round. Wood burn a design on it. Paint a design on it. Use your imagination.



MODELING DOUGH

Homemade Modeling Clay

Mix 2 cups table salt and 2/3 cup water in saucepan. Simmer over medium heat, stirring constantly until mixture is well heated, (approximately 3 to 4 minutes). Remove from heat. Add to mixture 1 cup corn starch and 1/2 cup cold water. Mix hard. This will make a thick, stiff dough. Add food coloring if desired. Store in plastic bag in refrigerator.

Salt-Flour Modeling Dough

Combine 1/2 cup salt and 1 cup flour and 3 teaspoons powdered alum. With your hands mix and kneed in enough water to make a stiff dough. Tint with food coloring or tempera paint. Store in plastic bags in refrigerator.

Cornstarch-Baking Soda Dough

Mix 1 cup cornstarch, 2 cups baking soda. Add 1 1/4 cups water and mix. Bring to boil over medium heat, stirring constantly. This will thicken to the consistency of mashed potatoes. Store in refrigerator.

Bread Modeling Dough

Remove crusts from several slices of white bread. Break up bread into small pieces and mix with white glue. Add a few drops of lemon juice. Mix until consistency of clay. Color with tempera paint. Store in plastic bag in refrigerator.

Baker's Clay

Mix 4 cups flour, 1 cup salt, 1 1/2 cups water together with fingers in a big bowl. (Recipe should never be doubled or halved. Always use within 4 hours of mixing.) If clay feels too stiff, add a little more water. Knead for 5 minutes. Mold objects. Bake on a cookie sheet in 350 degree oven for an hour. Test for doneness with a toothpick. When object is cooled paint with tempera and glaze with clear plastic spray.

Peanut Butter Play Dough

This is more fun than regular play dough because when you've finished modeling, you can eat it.

Spoon a big jar of peanut butter into a bowl and add a few spoonfuls of honey. Add some powdered milk (either instant or non-instant type). Mix with your hands until it makes a good dough. Add cocoa or carob powder for chocolate flavor. Mold into shapes and decorate with raisins. This dough can also be rolled out and shapes cut with a knife.

Sawdust Clay

Make paper mache paste according to directions. Pick out any large chips from the sawdust and sift sawdust into the paper mache paste. Stir and mix with hands, adding some sawdust on waxed paper. Allow three or four days for clay to dry and be sure to check each day and turn when one side has dried or the mixture can mod. When the sculpture is completely dry it can be sanded and painted with tempera paint. Yarn can be glued to the sculpture for hair.

Long Lasting Play Dough

Similar to the commercial type and more durable. Store in plastic bag or closed container.

1 cup flour
1 cup water
1 tablespoon oil
1 tablespoon alum
1/2 cup salt
2 tablespoons vanilla
Food coloring

Mix dry ingredients. Add oil and water. Cook over medium heat stirring constantly until mixture is consistency of mashed potatoes. Remove from heat. Add vanilla. Divide into balls and work in color by kneading.

Non-Hardening No-Cook Play Dough

2 cups self-rising flour
 2 tablespoons Alum
 2 tablespoons salt
 2 tablespoons cooking oil
 1 cup plus 2 tablespoons boiling water

Mix and knead.

Salt Clay

How to make:

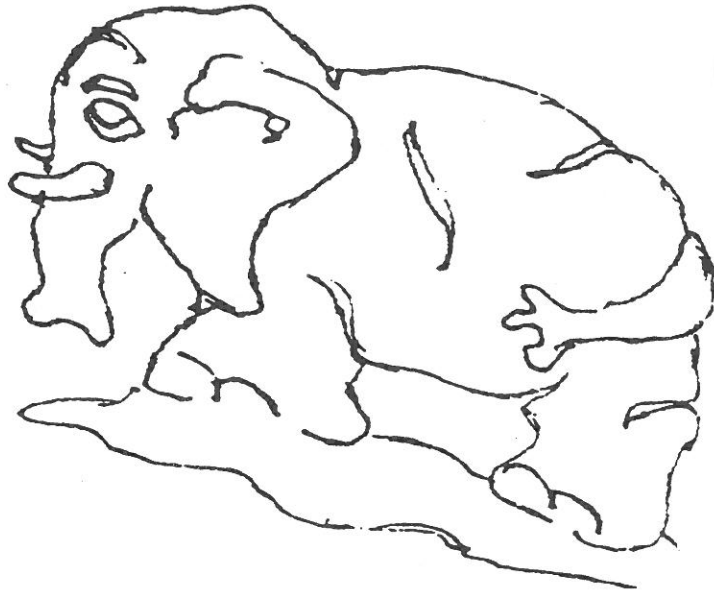
Mix together 1 cup salt, 1/2 cup cornstarch, 2/3 cup water. Cook over low flame, stirring constantly until mixture thickens into a doughy mass. Remove from heat immediately. Cool until able to handle. Coloring can be added when cooking.

How to store:

Shape into a ball, wrap in wax paper, and store in a covered jar in refrigerator.

How to use:

May be used over flashlight bulbs for puppet heads. Dough may be modeled freely into beads, small dishes, etc. To make Christmas tree ornaments, roll dough out between two layers of wax paper with rolling pin, cut into shapes with cookie cutters. Make small holes to run cord or yarn through for hanging. While damp, shapes may be sprinkled with artificial snow. Let dry several days, turning so that pieces dry evenly. Glitter may be glued on.



HOLIDAY CRAFTS

Easter Bunny Cupcake

Needs:

Cupcakes - 1 per Cub Scout
 Pink Jelly Beans
 Black licorice whips
 White Fluffy frosting
 Lightweight white cardboard or construction paper

Frost cupcake with frosting. Cut ears from paper. Cut jelly bean in 3 pieces (see diagram) The ends are the eyes. The middle piece is the nose. Cut black licorice in pieces for whiskers and mouth shape. Decorate.



Buoy Key Ring

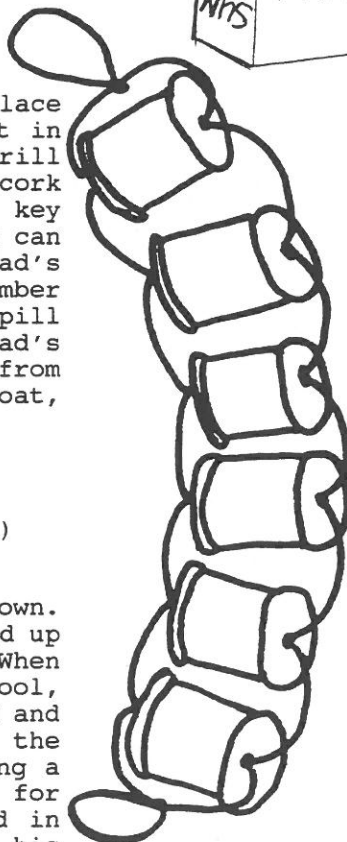
Pill Bottle
 Cork to fit bottle
 Reflective tape
 Key Chain

Spray paint a pill bottle. Replace the cap with a cork and glue it in place with a waterproof glue. Drill a hole through the part of the cork that sticks out and insert a key chain. Add reflective tape so it can be found in the dark. Put dad's name, address, and phone number inside of bottle. Top other pill bottles with corks to keep dad's hooks, flies, and other tackle from getting snarled up. They'll float, too.

Back Scratcher

Spools (about 12 for a large man)
 Heavy Cord

Line up spools in a row, as shown. Using a long piece of cord, thread up one spool and down the next. When the thread is through the last spool, reverse the direction of the cord and thread down one spool and up the next. Tie off at the end leaving a large loop of cord at each end for handles. Dad will place a hand in each loop and see-saw it across his back.

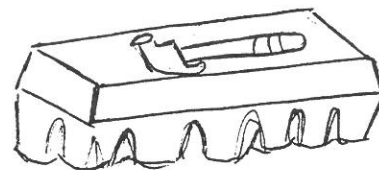
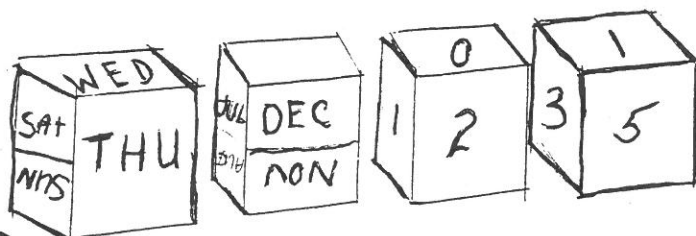


Perpetual Calendar

Mom or Dad will still be able to recall your thoughtfulness a hundred years from now by looking at this perpetual calendar.

Use for blocks of wood, about 2" square. (You may use toy wooden blocks, painted or covered with paper.) On the first block, list the months of the year, two months to a side, as pictured. On the next block, paint numbers 1 through 6; on the third block, numbers 0,1,2, and 7,8,9. The last block has the days of the week with Saturday and Sunday combined on one side.

PERPETUAL CALENDAR



Nail Holder

To keep Dad's nails sorted, make him this handy holder. Paint a pulp egg carton as desired. Glue a hammer cut from paper to top for decoration. Use an egg cup for each size nail.

Santa Switch Plate Cover

This is intended to fit over a single light switch plate. Using pattern below, cut from white cardboard - cut out switch opening where Santa's mouth is. Cut out felt and glue onto cardboard backing in the proper locations for eyes, etc. Fasten to switch plate rolled up masking tape.



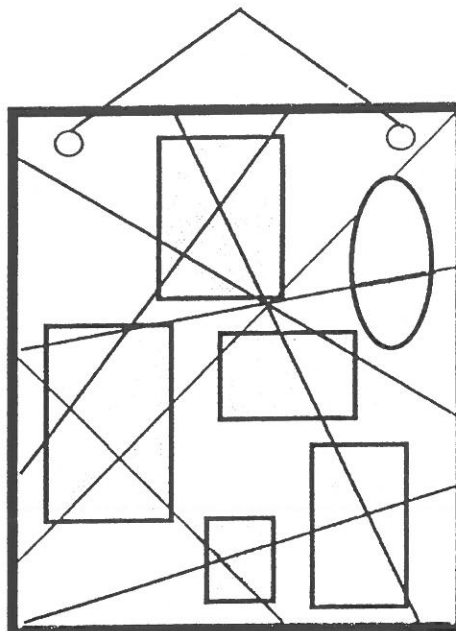
Rubber-Band Bulletin Board

Materials needed: Piece of cardboard, 10 x 12 inches, brightly colored shelf paper (self-adhesive), or wrapping paper, glue, scissors, rubber-bands piece of yarn.

Instructions: Cover the cardboard with shelf paper or glue wrapping paper to cardboard.

Use scissors to cut several small slits along each side of the board. Stretch different-colored bands across the board, inserting them in the slits, to make a cross-cross design.

To hang your bulletin board, make a loop by threading a pieces of yarn through two holes at the top and tying the ends together. Slide phone messages, reminders, and photographs under the rubber bands.



Cinnamon Cut-Outs

These cut-outs look great hanging on the Christmas tree or handing in a kitchen window. Mix the dough up about 2 hours before the Cubs arrive so they'll be ready to go to it!

Materials needed: 1 cup cinnamon, 4 tablespoons of white glue, 3/4 cup water, bowl, wooden spoon, rolling pin, cookie cutters, wax paper, straw, ribbon or string, paint if desired.

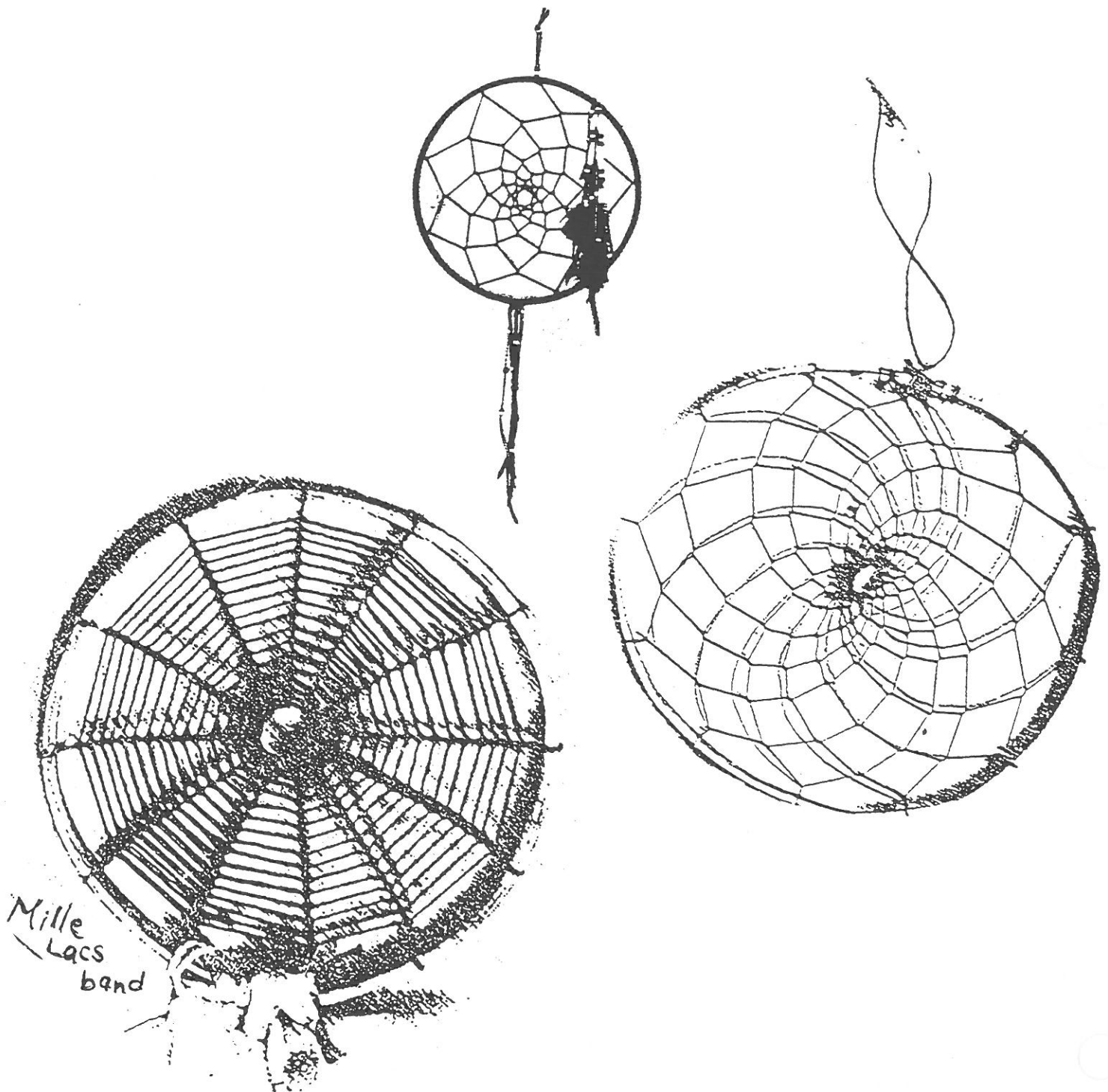
Instructions: Stir together 1 cup of cinnamon, 4 tablespoons of white glue, and 3/4 cup of water. the dough should be as thick as cookie dough.

Keep the dough in the refrigerator for 2 hours. Then, sprinkle additional cinnamon on your work surface. Spoon the chilled dough from the bowl onto the cinnamon. Use your fingers and hands to knead the dough until it is smooth.



Dream Catcher

The Ojibwa hung a dream catcher like this from their babies' cradle board. They believed the bad dreams would become hopelessly tangled in the net, unable to escape, until the first rays of morning sun would make them disappear. Pleasant dreams however, would find their way along the center hole. They would then float softly from the feather onto the baby, landing gently so as not to disturb the child's slumber. Today, dream catchers make a unique gift for a special child of any age -- for anyone you'd like to wish "Sweet Dreams".

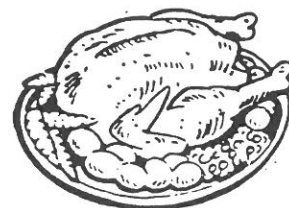


Measuring Handicraft Results

Adults judge their handicraft on the excellence of the workmanship and the quality of the product. This is because the adult who makes an article is working and doing a job. Since the boy does handicraft for fun, his effort needs other standards if we are going to judge it fairly. Parents must see their sons' efforts through the eyes of an eight-year-old. This requires understanding, patience, and willingness to invest time in working with boys.

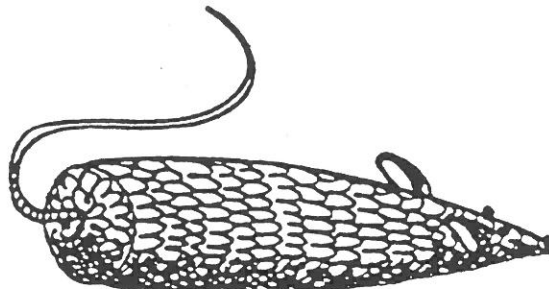
The following questions will provide a good measuring stick to determine the value and success of your den and pack handicraft activities:

- * Are my Cub Scouts learning things that will be helpful to them in Scouting and in later years?
- * Has our den and pack handicraft program helped to bring about more family activity in the homes of my Cub Scouts?
- * Is the fun of making things always evident in our craft program?
- * Do the Cub Scouts have adequate working space, tools, and materials?
- * Are Cub Scouts given an opportunity to use their own initiative in planning their own work?



Pinecone Mouse

Materials: Unopened pine cones, Yarn, cloves, cardboard, tacky glue



The unopened cone forms body of mouse. Remove 2 scales from another cone for ears and glue on body. Glue 2 whole cloves for eyes and another for the nose on body. Glue on a piece of pink yarn for a tail. Attach to cardboard if you wish.



Doorway Tree

Materials needed: Pine cones, heavy #14 gauge wire or coat hanger wire, velvet ribbon, gold spray paint.

The frame is made by wiring two pieces of wire together, approx. an inch to an inch and a half apart, depending upon the size of the cones used. Make your wire layout as shown. A wire easel can also be used, by wiring another piece of wire to each side. Force the bottom of the cones between the wires.

Spray the finished tree with gold paint and attach a velvet ribbon bow at the base of the tree.

Orange Juice Can Bells

The Traditional Christmas colors--red, green, and gold--are used for this doorway swag, bringing brilliance and beauty to the back door.

The bells are made of frozen orange juice cans from which the tops have been completely removed. Cover the cans with gold paint (they'll probably need two coats), and punch a hole in the bottom of each can with a can opener or screw driver.

Run a wide (2 inches at least) red satin ribbon through each hole, knotting one end so that the can won't slip off. Tie the three bells together in such a way that each one hangs a little below the next, and attach to a big red bow and a bough of evergreens.



The Golden Circle

Christmas tree balls in a circle of gold--this mobile hangs parallel with the wall and is 12 inches in diameter.

You will need four Christmas tree balls 1/2 inch in diameter and seven balls 1 inch in diameter. Use one color or perhaps two, but no more.

Cut ten pieces of 16-gauge wire in these sizes: two 3-inch pieces, five 4-inch pieces, and three 6-inch pieces. Cover each wire with gold paint.

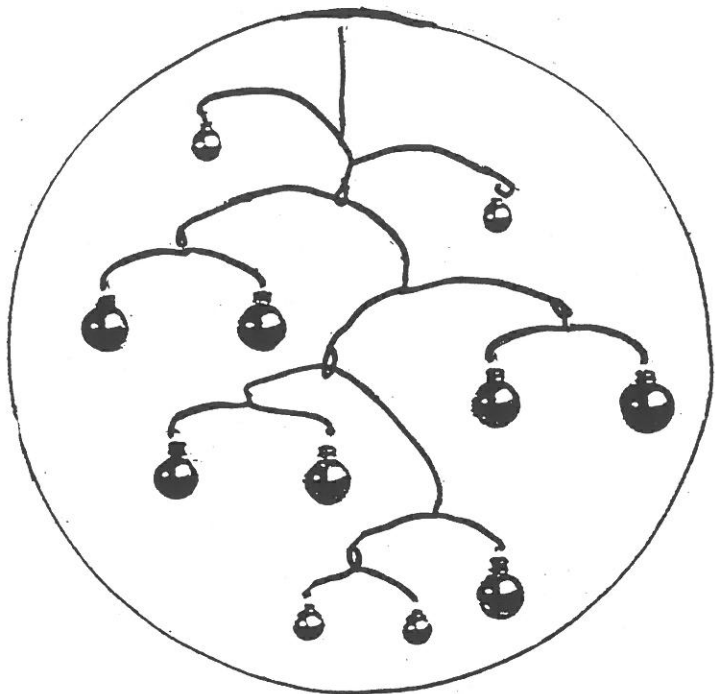
Start at the bottom and balance each section as you go along. No thread is used, the balls being attached by their wire loops.

Christmas Tree Mobile

Here's another mobile that can be used for a greeting card.

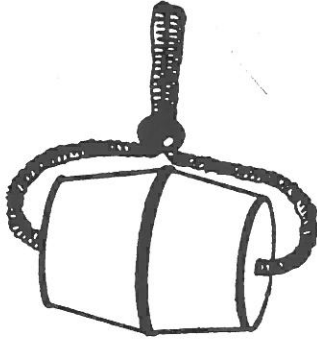
Start with a Triangle. Out of green construction paper, cut a triangle 6 inches by 6 inches by 8 inches, with the 8 inches forming the base. This will give you a short and squatty triangle. Starting at the bottom, cut it into strips 3/4 inch wide. The point at the top will be 1 1/2 inches deep. Cut a tapered piece for the pot the tree appears to be standing in--a piece about 1 1/2 inches high, 2 inches across the top, and 1 1/4 across the bottom.

Arrange the pieces carefully on a newspaper, placing the strips about 1/2 inch apart. Run a thread from the bottom to the top, through the center of each piece, and fasten with glue. Be very sure your thread is in the exact center of each piece of your tree mobile.



Indian Shaker

Materials: 2 paper nut cups; 4 small beads or rice; 2 jumbo chenille stems; 2" of 30 gauge wire; tacky glue; 3 larger beads

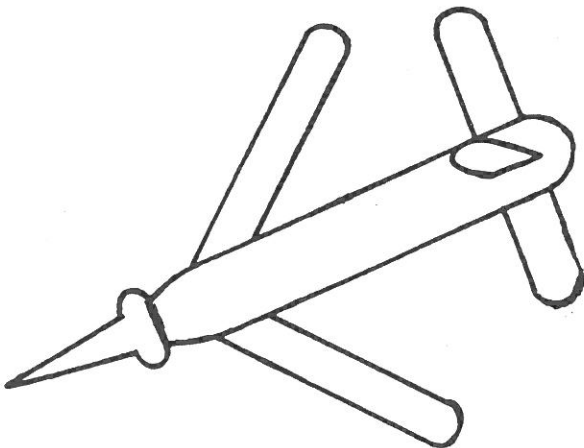


1. Put 4 small beads inside nut cups and glue cup rims together.
2. Place glue on one end of each chenille stem and push end into the center bottom of each cup. Twist other ends of stems together to form a handle.
2. Attach larger beads to handle.

Clothespin Jet

Material: Round clothespin; golf tee, glue, 2 tongue depressors; paint

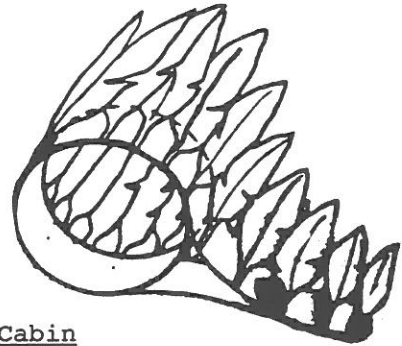
1. Paste or glue the large end of the golf tee to the top of clothespin.
2. Glue on wings and tail pieces made from the depressors.
3. Paint and fly on a breezy day.

Napkin Rings

Cut cardboard tubes for the base of your napkin rings, adding blue and gold burlap. Finish raw edges with blue or gold ribbon glued to the tube.

Variations: Add feathers tied with a ribbon or piece of yarn.

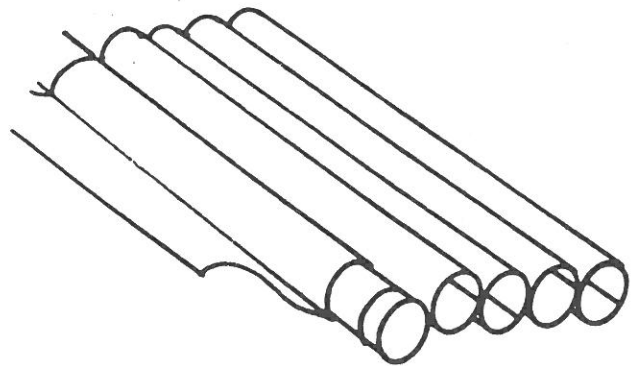
Or make an indian headdress with added feathers.

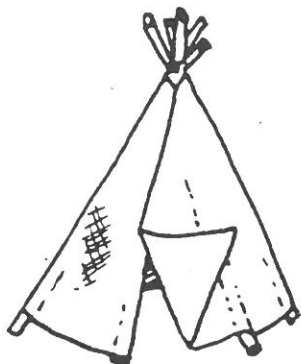
Little Log Cabin

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

Cover milk carton with brown wrapping paper. Draw on a door and windows.

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



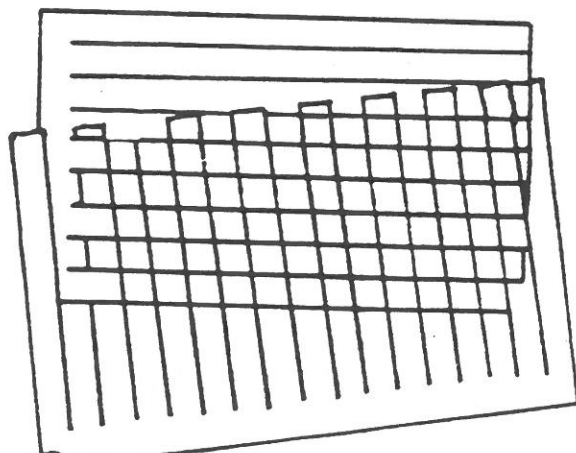
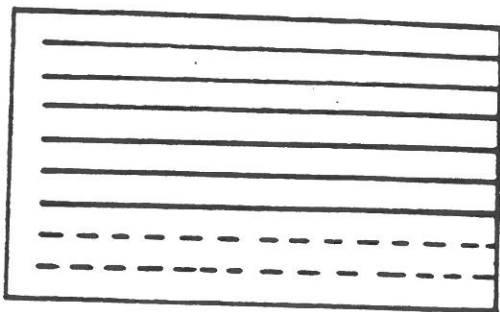


Indian Teepee Centerpiece

Build a teepee out of twigs and burlap, about 14 inches high. If you wrap the burlap while it is wet, it will shape itself better to the twigs. If you moisten it with glue, it will be very sturdy when dry. Be sure to fold a flap back for the door. The base can be styrofoam or wood.

Construction Paper Placemats

Cut two sheets of construction paper (as shown) for each mat, cutting carefully into one-inch strips up to within one inch of the edge. Weave the strips in and out until all the strips are woven together, then tape the edges.



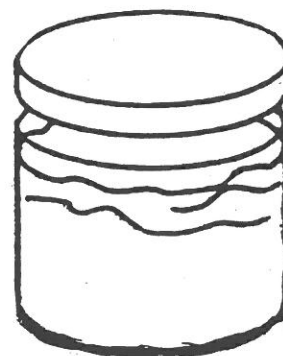
The Wave

Materials: Alcohol (rubbing)
Turpentine
Blue food coloring
Baby food jar (jar with tight fitting lid)

Fill jar half full of turpentine. Finish filling jar with alcohol. Add a few drops of blue food coloring to liquid. Then place lid tightly on jar. Run a "bead" of waterproof glue around closed lid and allow to dry. This will keep the liquids from spilling on mom's furniture.

When jar is moved it appears to be a wave, when the jar is shaken it will mix, but will settle again into layers.

Cub Scouts will love this one -- the mystery of why these liquids won't mix will keep them wondering!



Collage

A collage is a picture or design made up from cut-out pieces of paper from different sources (newspapers, magazines, comics, wallpaper, wrapping-paper and so on) or other materials, including fabrics; these are glued onto a base. This kind of assemblage of decorative patterns. Various other things are sometimes added, such as sand, glitter, sawdust, feathers, sequins, or almost anything else, to produce an interesting, even surprising surface quality. The juxtaposition of printed, painted and added decorative material gives the medium richly inventive qualities, and it has sometimes been incorporated into drawings and paintings by famous artists--Ernst, Schwitters, Braque, Picasso and Matisse have all used the technique of cut, adhesive paper to make pictures.

Materials

Base cord

White, colored or textured card or paper for the backgrounds to the collage

Rubber-based gum

Transparent, quick-drying glue

Adhesive tape or drawing-pins (thumb-tacks)

Drawing-board

Collage materials--textured, printed, wrapping, or metallic paper, wallpaper, printed fabrics, glitter, sand, etc.

Scissors, trimming-knife or scalpel

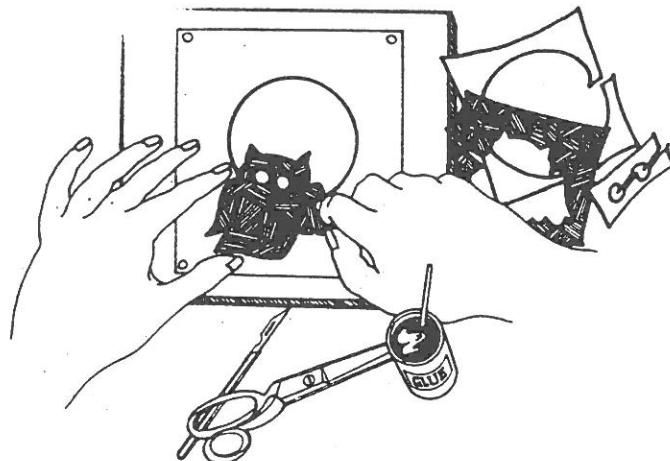
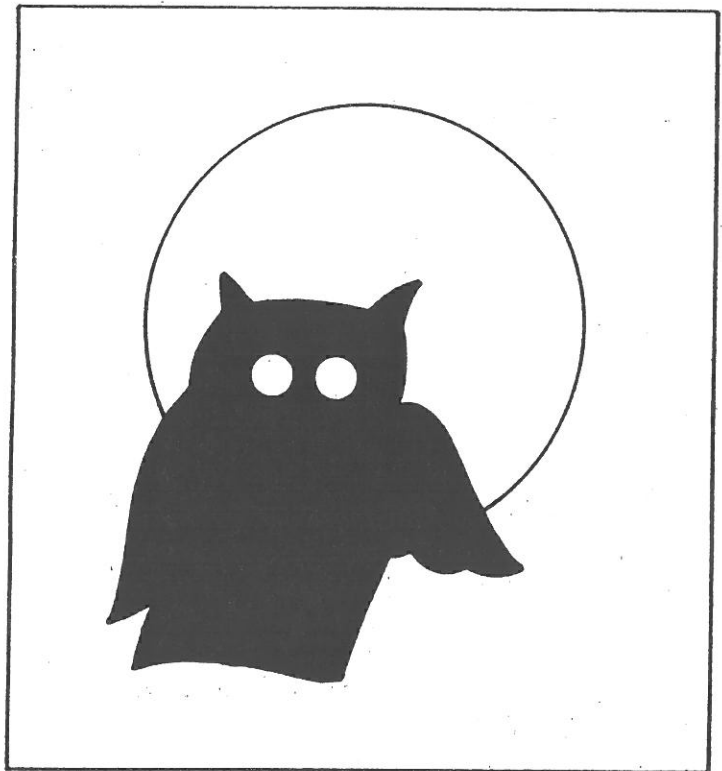
HB pencil

Eraser

What to do

1. Choose the paper, colored or textured, that is to form the background to the collage, and gum it onto the base card.
2. Tape or pin the card to the drawing-board.
3. Using scissors, trimming knife or scalpel, cut out from the assembled papers and fabric the shapes you are going to stick onto the card--if you wish you may lightly draw the shapes out with an HB pencil, and cut along the lines.
4. Put the cut-outs and any other materials you are using in position on the card, and when you have a design you like, glue them in place.
5. Remove any surplus glue with your finger or a piece of clean cloth. Any visible pencil marks can be removed with an eraser.

An owl, for Father's Day, or a male birthday. You can make this one either simply with colored and gummed paper, as we have, or exploit the collage medium further by sticking feathers or large seeds onto the owl. You could also cut out the area of the moon, and stick a piece of silver paper onto the base card where it shows through.





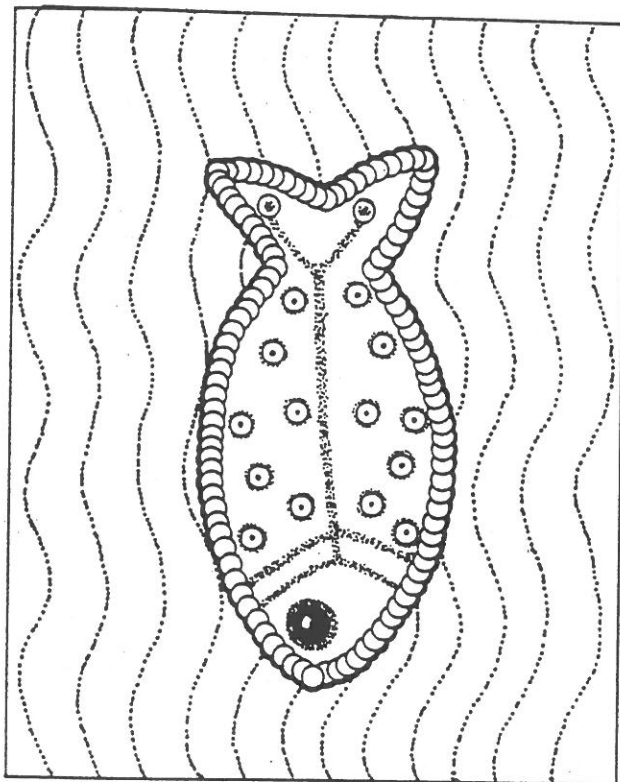
For attaching the larger pieces to your collages, the advantage of a rubber-based gum is that the surplus is easily removed and leaves no stain. It may not be strong enough for the smaller pieces, such as sequins, for which a thinner, transparent, quicker-drying glue (not a polystyrene cement) is best. When you use glitter or sand, first apply glue to the area you wish to cover on the card, spread the glitter or sand over it, and then shake off the excess.

Another card for a man's birthday. The fish is decorated with sequins. They are threaded onto a length of cotton, glue is applied to the card, and the sequins are firmly pressed down. The fish illustrated in color is cut from colored card, but you could also use cloth or tin foil. The waves are glitter, sprinkled onto still-wet glue applied in the shapes required.

Hints

This technique can be used in a variety of styles--you can incorporate meticulously cut-out illustrations from newspapers, magazines and other graphic sources, or adopt a freer kind of cutting or even tearing out in which the "accidental" quality of the cutting is actually an important characteristic of the design itself, rather as the line is in a drawing. In effect, you are drawing with scissors. Tearing the paper gives it a furry, rough edge, and a different effect from the sharp cuts of scissors or knife.

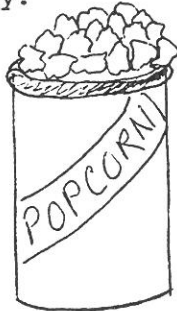
Most art stores keep a selection of colored papers and cards with shiny or matt surfaces. Some specialize in decorative wrapping-papers. On the whole, however, though the colors of these are even, bright and varied, it is often more interesting to keep a selection of cut-out material which you have gathered yourself from odd sources, and which you can incorporate into your designs. It is worth keeping a collection going. You can also buy packets of printed motifs, such as flowers, heads and animals; these were popular in Victorian times and in the 1920s and 1930s, and have since become available again.



TIE SLIDESPopcorn Tie Slide

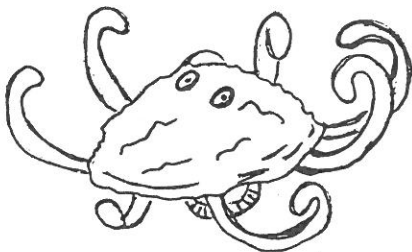
Use an empty 35 mm film can. Make two small cuts in the back to insert a pipe cleaner ring. Cover the can with either red or white adhesive vinyl tape. On a piece of white adhesive tape, print the word "popcorn" and fasten to front of can.

Put one or two cotton balls in can and pour a small amount of plaster over them for weight. When the plaster is dry, glue popped corn in the top part of the can. Be sure to use sufficient glue so that the popcorn will stick. When dry, spray with clear acrylic spray.

Octopus Tie Slide

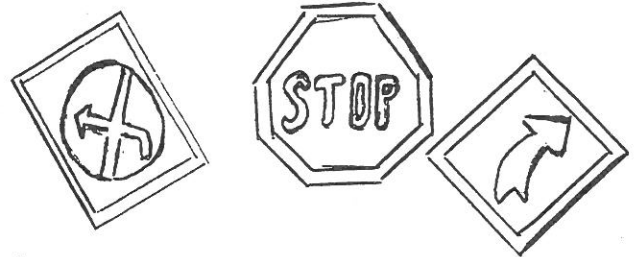
Materials: Half English walnut shell
Plaster
Pop top ring or wire for loop
Movable eyes
Pipe cleaners - black or gray

Pour plaster in the nut shells and insert pop can ring. Bend 4 pipe cleaners in half and insert bent end in plaster around edge. When dry, paint nut shell black for the body. Glue on movable eyes and bend and roll ends of the "legs." Reinforce the pipe cleaners with glue where wires go into the plaster.

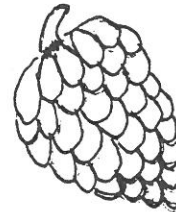
Traffic Sign Tie Slides

Materials: Heavy poster board
Paint
Pipe cleaner

Cut patterns from poster board and paint. Glue pipe cleaner ring to the back to form neckerchief slide. Wear in safe health.

Pinecone

Use one of the small pine cones. Wrap a fine copper wire around it and form a copper ring with several thicknesses of wire to hold the neckerchief.



Yacht Slide: Here is a slide that any Cub Scout can make and the materials are easy to come by. The hull is whittled from white pine or balsa. The mast is a burned wooden kitchen match. The boom is a toothpick. The sail is a triangle of white or red construction paper.

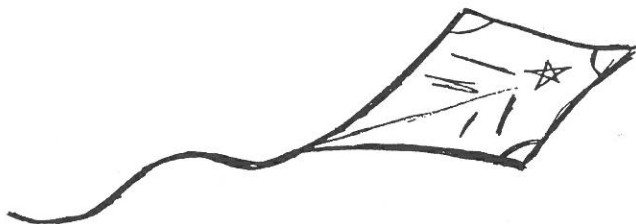
1. Whittle and sand hull (it is flat on the back and curved on the front.)
2. Drill three holes - one in top for match mast - two in back for plastic ring (cut in half).
3. Glue mast in place. Glue boom to lower edge of sail.
4. Glue ring in place. While it is drying, make small flag for stern from construction paper triangle (tiny) glued to a straight pin.

Kite Neckerchief Slide

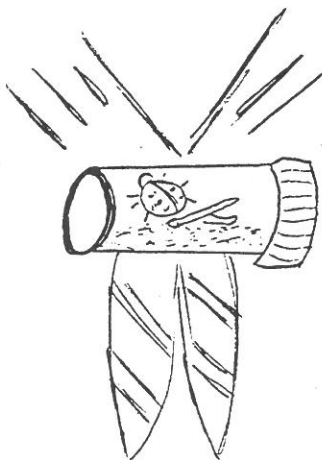
Materials needed:

Foam meat trays
Thread, glue, yarn
2 toothpicks
Pipe cleaner

Cut kite shape from foam meat trays. Tie 2 toothpicks together and glue. Cut points off picks to proper length. Glue to kite. For tail, use piece of yarn with knots tied in it. Glue to bottom of kite. Glue ring on back.

Insect Display Case

Use a clear plastic pill bottle or clear 35 mm canister with a snap-on lid. Using pliers, hold a nail over a flame on the stove until it is hot. Use the hot nail to punch two holes on one side of the bottle, about 1/2" apart. Make a 3 1/2" ring from a pipe cleaner and insert in holes. Twist pipe cleaner on inside to secure it. Then with a hot needle, punch air holes in the lid of the pill bottle. Put in a little bit of sand and a twig. Now you are ready to catch a creepy, crawling specimen to put inside your display case. this is a really unique slide. You can change the contents of your display case whenever you wish.

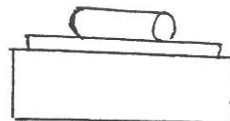
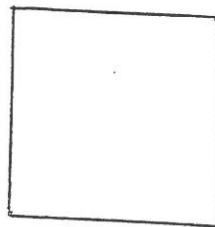
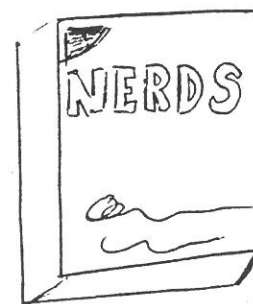
"Nerds" Candy Box Neckerchief Slide

Here is a neckerchief slide your boys can make to remind them of the fun of summertime Cub Scout Activities and have a treat as well! And it's probably the easiest and cheapest (per piece, anyway) you could find, not to mention that you're recycling.

Materials: bag of 30 treat size "nerds"
scissors

Carefully open the box and eat the candy. Cut the top and bottom off the box, carefully. Thread your scarf from top to bottom and presto, chango, now it's a neckerchief slide.

P.S. This same principal could be used for other candy boxes.

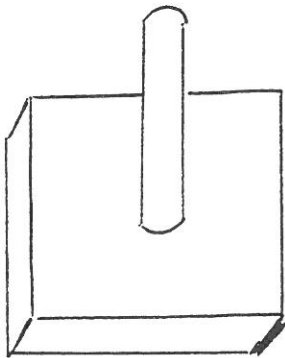


Tie Slide Totem

Now that you've started a collection of neckerchief slides, you'll need a place to keep them and to display them! This really does resemble a totem pole when it's filled with slides.

Need: •5"x5" block of wood about 1/2" thick
 •12" long 3/8" dowel, drill with 3/8" bit
 •White glue or wood glue paste shoe polish, the kind that comes in a little can (optional) and a rag to apply it.
 •A square of felt to glue to the bottom (optional)

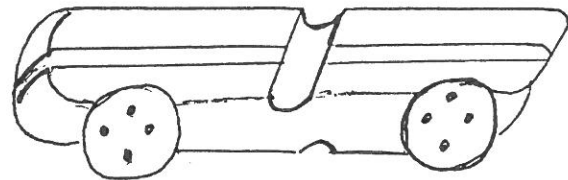
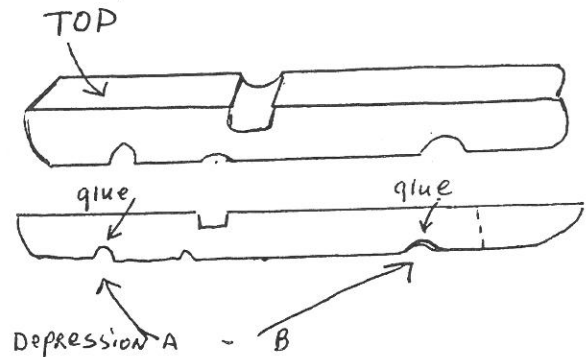
Drill hole in center of board. (Boys can find the center easily by lightly making a pencil mark from one corner to the diagonal corner with a straight edge. Glue in dowel. When glue is dry rub a little shoe polish into the wood for a stained effect and polish lightly until no polish rubs off. (You can leave it unfinished if you wish because the slides will make it look quite decorative) For a really classy finish, glue a square of felt to the bottom.

Pinewood Derby Slide

Materials: 1/2 section of spring clothespin
 glue, thumbtack, paint
 4 black shirt buttons
 2 toothpicks
 strip of leatherette

Place glue on 1 hole on button, push toothpick through as far as possible. Break off flush with patterned side of button. Leave scant 1/4 of toothpick on the other side making axle. Make four.

Place glue on flat side of pin as shown and fill depression A and B with glue. Holding car upside down, place axles and wheels on and let dry. Thumbtack slide holder to bottom of car.



Inuit (Eskimo) Tie Slide

Walnut Shell
Materials:

2" diameter round of heavy cardboard
(cereal box)
1/2 Walnut shell
2 small wiggley eyes
red and black permanent markers
*craft fur-just larger than cardboard
leatherette strip 3/4" x 3 1/2"
Staples and stapler
hot glue
flat toothpicks

Staple the leatherette into a ring.
Staple the ring to the middle of the
cardboard round.

*Be careful when cutting the craft
fur, snip only the backing, just
outside a circle you've traced on the
back of the fur from the cardboard
round. Glue the fur to the front of
the cardboard round so the "hair" is
going up.

Glue wiggly eyes to the shell. Use a
toothpick to get a dab of glue on the
back of the eye. Color hair and nose
with black marker and mouth with red
marker.

Put glue around the edge of the shell
and glue to fur.

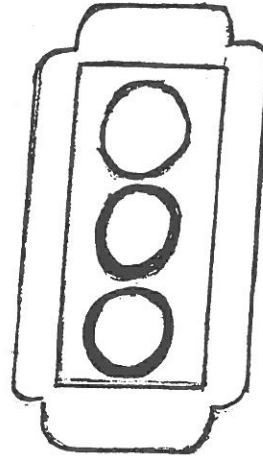
Postage Stamp Tie Slide

Choose a cancelled postage stamp that
suggests good citizenship, perhaps
one of the American flag stamps. To
remove stamp from envelope soak stamp
corner of envelope in a bowl of water
until stamp floats off. Dry stamp
face down on paper towel. Cut a
piece of paneling or very thin
plywood about 1/2 inch larger than
the stamp and a piece of cardboard to
fit the back of the wood. Paint the
paneling or plywood a color that will
show-up well with the stamp and the
boy's uniform, such as red. Staple a
1" x 5" piece of leatherette to
cardboard to form a ring. Glue the
stamp to the front of paneling and
glue the cardboard to form a ring.
Weight the whole thing down until
dry. Put more white glue over top of
stamp to give a glossy effect and
provide protection.



Slides from Vinyl

Traffic Light



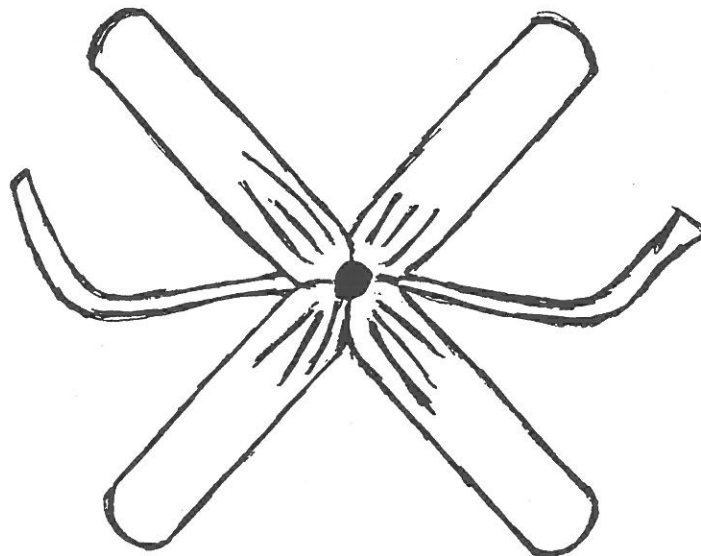
Draw lines with pencil. Cut out car of contrasting Brads are used for lights color and glue onto vinyl. Paint brads red and green backing. Brads are used for wheels.

Propeller Neckerchief Slide

Materials:

- 2 - 6" long plastic strips
- 1 - brad
- 1 - plastic trash tie or twist tie.

Cross the strips. Put the tie underneath and slip the brad through the three pieces. Use tie to adjust for size.



WOODCRAFT

The instructions for the wood projects in this section are intended for den leaders who have had little experience with wood, few tools and a little help from the den dad. Keep in mind that scrap lumber can be obtained from the lumberyard, which will help cut down on your expense.

All projects can be made with a few simple hand tools. Power tools will speed the work but are not necessary. With a sabre saw and/or coping saw, square, hammer, wood file, ruler, vise and/or C-clamps, drill, drill bits, sandpaper and glue available, carpentry craft is easy to do.

It is important to make rules and enforce them. Some suggestions are listed here:

1. No one opens paint or stain until he can name the solvent in which the brush can be cleaned and has a supply of the solvent on hand.
2. All solvents are poured outdoors under the leader's supervision. Never use flammable solvents in the house or garage.
3. All sawdust and sanding dust are to be swept up before the boys leave.
4. All tools are clean and put away before the boys leave.
5. Use only the tools provided. Some tools are off limits for boys.
6. All projects are to be marked on the underside with the owner's name or initials. Do this before beginning work on the project.

Suggestions for Leaders

Hardwoods like ash, birch, black walnut, maple and oak are more difficult to work with. Soft woods without knots such as basswood, poplar, white pine and cedar are best for most projects. White pine and cedar are found at most residential construction sites and good-sized scraps are given away for the asking. These scraps will generally come in 1" x 2", 1" x 3", 1" x 4", 1" x 6",

1" x 8" or 1" x 12"; depth and width measurements at random lengths.

Plywood, excellent for large projects, is available in various thicknesses and generally has an attractive grain that lends itself to an oil stain or varnished finish. It is slightly harder to saw but is stronger and does not split or break as easily. Again, residential construction sites are good places for scraps. The plywood used most is 3/4" used for sub-flooring, 1/2" used for roof sheathing and 3/8", 9/16" or 5/8" wall sheathing.

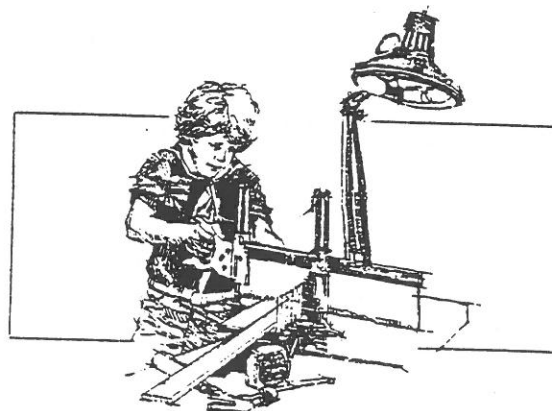
Wooden beads, broom and mop handles can serve as large dowels, washers or wheels.

Nails

Hardware should include nails of assorted sizes, both headed and finishing nails; galvanized nails should always be used in outdoor projects as they resist rusting. Again residential construction sites are good places to get nails - just for the asking. Finish nails should be used for fine work.

Glue

Gluing is necessary when joining wood joints and if using dowels to join wood pieces. Always read the instructions to select the correct glue for that particular job. Sand the surface to be glued so that the wood is clean and will absorb the glue.



**I Made It
Myself—With Wood**

Know Your Tools

Hammer - Striking the nail at an angle will bend it. Strike the head of the nail flat to drive it in straight. Long nails may be removed by placing a wood block under hammer head.

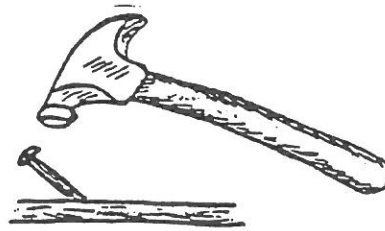


fig. 1

Vise - Vise may be fastened to desk, table or any other projecting edge. Pin turns to open or shut jaws. It may be used for wood if jaws are padded with felt or by placing wood project in between pieces of scrap wood to prevent marring.

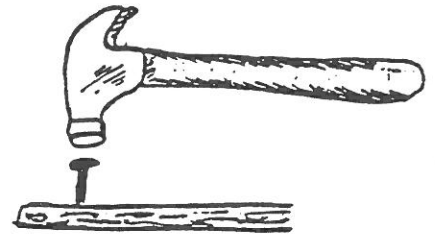


fig. 2

"C" Clamp - Used for holding flat objects together such as two pieces of wood. Use this clamp to hold bench fork in coping saw work.



fig. 3

Pliers - For general holding purposes or bending metal and wire. To cut wire, place between jaws as far as possible and close pliers.

File - For smoothing wood or metal. Hold file flat, with handle towards you. Apply pressure on forward stroke only.

Hand Drill - For drilling holes in wood or metal. Twist drills are available in a variety of sizes. Turn drill chuck to remove the twist drill.

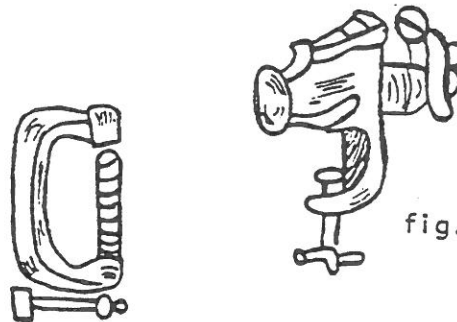


fig. 4

Power Tools - Power drills are handy when there are a lot of holes to drill. Power saws are a time saver to cut many pieces of wood and if a very thick pieces of wood needs to be cut. Remember an adult should always be in charge of power tools.

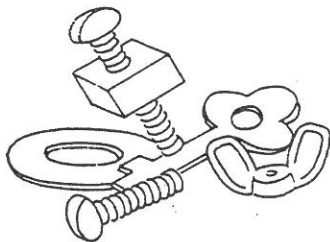


fig. 5

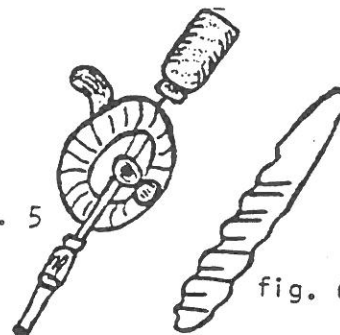


fig. 6



Safety Rules For Tools

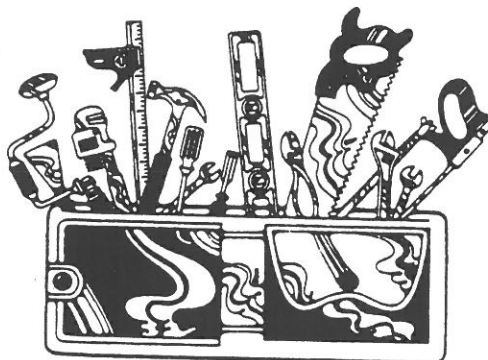
- Use each tool for the job it was intended and the way it was intended to be used.
- Most accidents occur to the hands, face or feet. Protect the eyes. Keep fingers and hands away from cutting edges of tools. Secure or clamp down wood which is being worked.
- Be patient. Don't work with tools when tired. Alertness is necessary.
- Don't wear loose clothing or jewelry which can be caught in moving parts.
- Never use electrical tools in damp or wet locations. **(Power tools are reserved for adult use only.)**
- If extension cords are used, be sure they are heavy duty. Don't use the type of extension cords which are intended for small objects.
- Unplug all electrical tools when finished and put them out of reach of children. Don't leave any tools unattended.
- Keep tools sharp, clean and oiled.
- All boys should work with adult supervision.
- Work areas should be large, clean and well lighted.
- Work slowly and carefully.
- Work tops should be "knuckle" high for best results.
- Do not force work. Tools, and knives should be kept in good working order to prevent "kickback", binding, slipping and breaking.
- Most 7-10 year old boys will not be able to effectively handle any hammer over 12 ounces in size.

- OSHA recommends safety glasses whenever striking nails with a hammer or using power tools where flying wood chips are common.

Preparing the Project

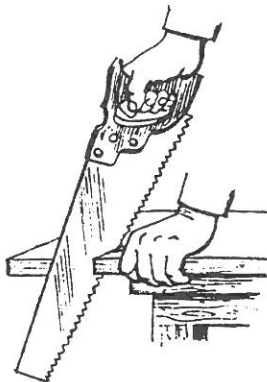
The best projects are well-designed and are usually drawn out on graph paper with quarter or half inch squares, going to progressively larger squares until the size desired is reached. Cut out the enlargement, lay it on the wood and draw around it. Pencil marks should be kept light to facilitate cleaning for finishes. Place the design as near to a corner as possible (to save material) with the grain running the long way of the design. If the piece of wood has a knothole, try to place the design so that the cuts will not be next to or through the hole.

After drawing on the wood, drill all holes required before sawing to prevent breakage of small or narrow parts. In drilling, turn the wood over as soon as the tip of the bit comes through and drill back from that side to prevent surface breaks and splintering. It is recommended to put a piece of scrap wood beneath the project and drill completely through.



Cutting

In using a saw, always cut into the face of the project. On long thin parts, start at the top end of such parts and saw along one side to a wider portion, then start at the other end and saw on the other line, keeping the part to be sawed firmly held in a vise or flat on the bench with a C-clamp. The use of a vise or C-clamp will make cutting easier.



To make an inside cut, drill a small hole within the area to be removed. Put the coping saw blade through the hole, refasten in the frame and saw.

When using the wood file to take away amounts of wood too large for sandpaper to accomplish, keep the motion with the grain. Going across it will produce ridges.

Sanding and Filling

Small prepackaged units of assorted sandpaper are adequate for most projects. All sanding should be done with the grain. To correct slight cutting mistakes, use a wood filler to fill spaces. Wood filler can be made by mixing sawdust with any white glue to form a paste. After filling spaces, the project should be ready for sanding.

Finishes

A quick and colorful finish is obtained by the use of tempera or poster paint into which a little glue or paste is well stirred to prevent rubbing off in use. If a coat of shellac is brushed on, an even harder finish is obtained.

Oil stains are quick finishes and are obtainable in soft greens, browns or reds. They may be rubbed dry within a few minutes of application and waxed if so desired.

Varnish stains are adequate for those who like a high gloss. When staining, always start from the center of the project and work out.

At least three brushes should be within reach; a very small brush for fine lines and decorative detail, another about 1/2" wide, and a third brush about 1 1/4" wide for larger surfaces.

Turpentine, followed by soap and water, is a good brush cleaner and will keep the brushes soft and pliable. Shellac and varnish on brushes requires a cleaner with an alcohol base or just plain alcohol.

BOYS BUILD DREAMS
THEY DON'T BUILD THINGS
A BOY BUILDS WHAT HE WANTS TO BUILD
THE WAY HE WANTS TO BUILD IT
WHEN HE WANTS TO BUILD IT

Judge the finished product through the eyes of a boy. Two rough boards nailed together fly as well as the most intricate model plane.

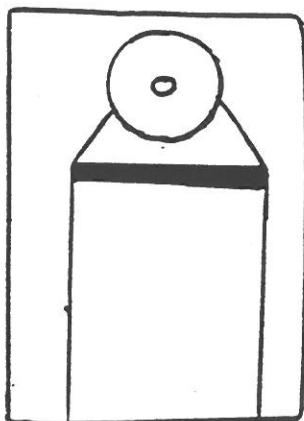


Message Holder

Materials: 1 piece soft wood (4" x 6")

1 spool from thread
 Piece of yarn
 Small message pad
 Pencil
 Glue

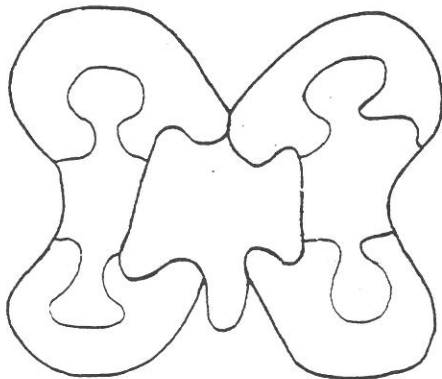
Glue spool to one end of wood. Tie message pad to spool with yarn. Place pencil in hole in spool. Wood may be stained before gluing spool on.

My Favorite Book Tie Slide

Materials:

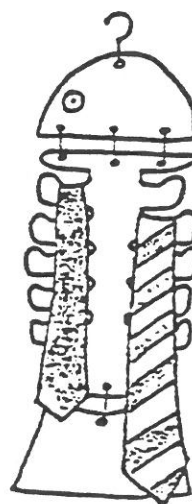
1 x 2 x 1/2" piece of wood
 Sandpaper
 White paint and brush
 Glue
 Scissors
 Construction paper
 Twist tie (and staple gun)
 Felt tip pen

Sand rough edges on wood block. Paint two short and one long side white. Cover front, unpainted side and back with paper. Glue twist tie to back (staple as shown for extra strength). Use pen to draw in pages and book title on the front.

Fish Tie Rack

Materials: 1 or 2 pieces of wood - size determined by the size you draw the pattern. Stovepipe wire (flexible, but sturdy), Paint

Draw pattern for fish. Draw on wood. Cut out with jigsaw. Drill holes, where indicated. Paint the fish. Use stovepipe wire to assemble the fish through the matching holes. Bend the ends of the wires to hold. Bend a piece of wire in the shape of a hook to insert through the top hole for hanging. The ties are hung on the bony body of the fish.

Butterfly Puzzle

This puzzle provides a simply easy-to-make free form pattern.

Materials: one 2" x 12" x 16" pine board

Directions:

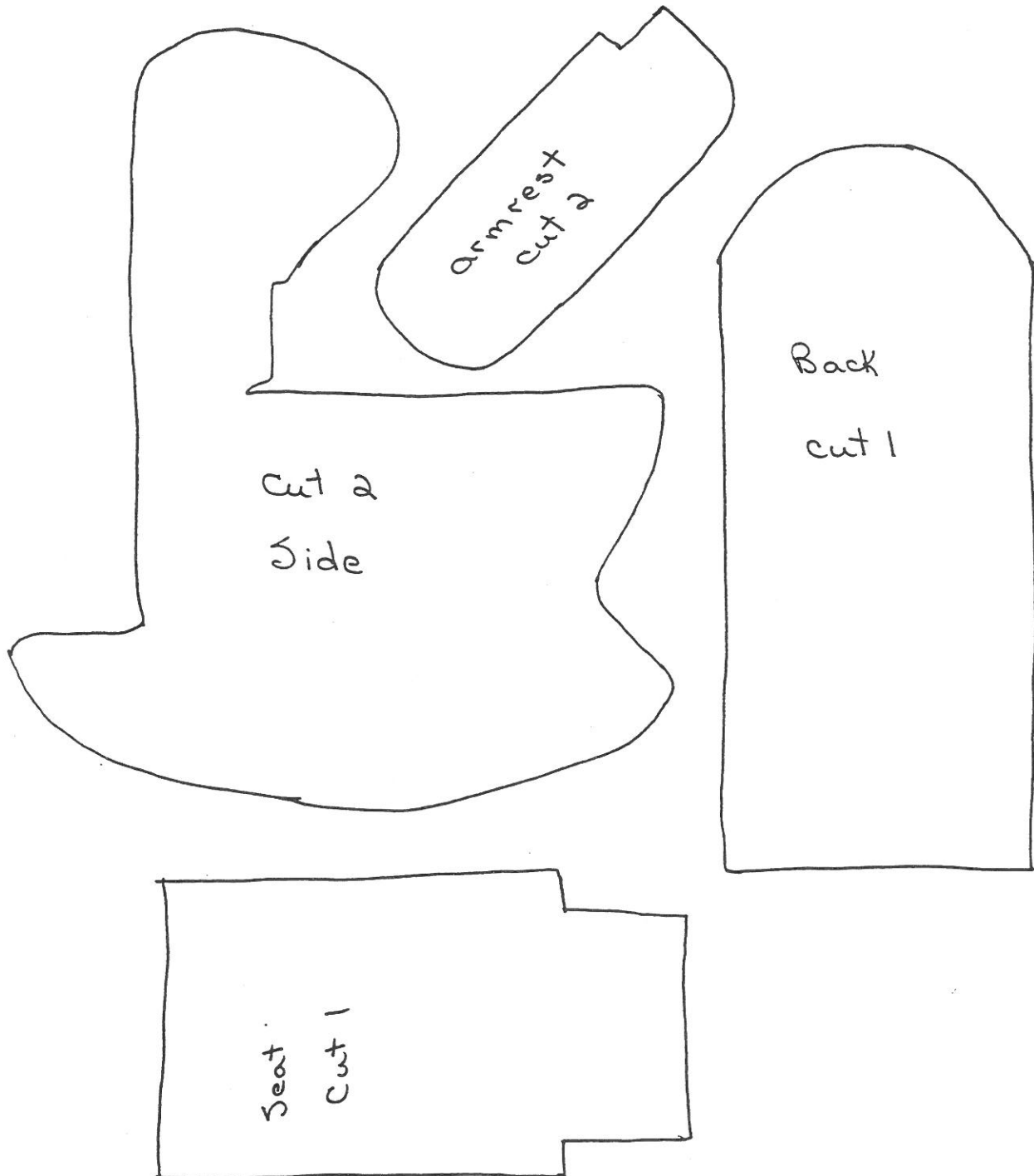
1. Rough cut basic shape.
2. Boys create their own puzzle design.
3. If sawing use 2 x stock; if using coping saw make from 1x stock.
4. File curves, sand and finish.

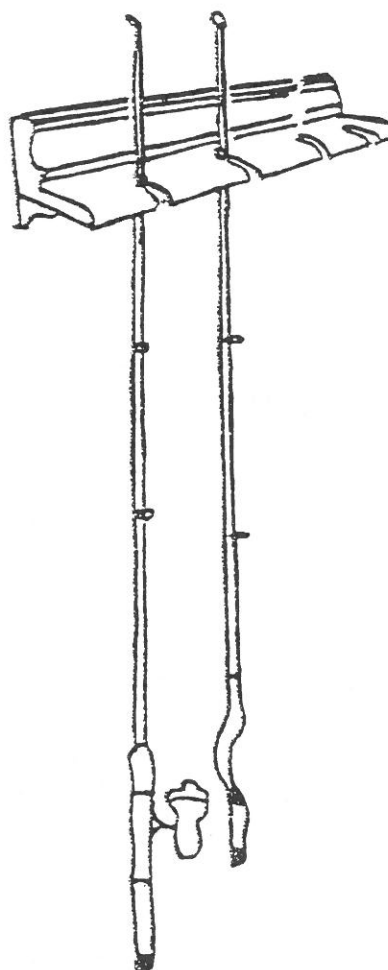
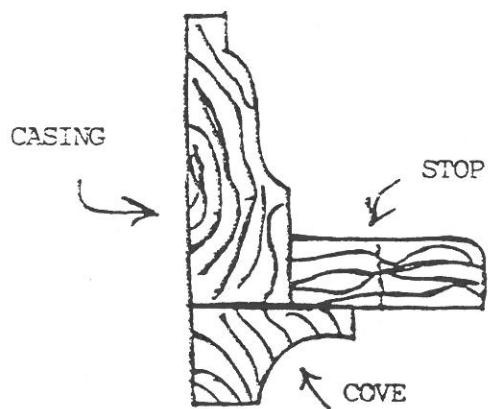
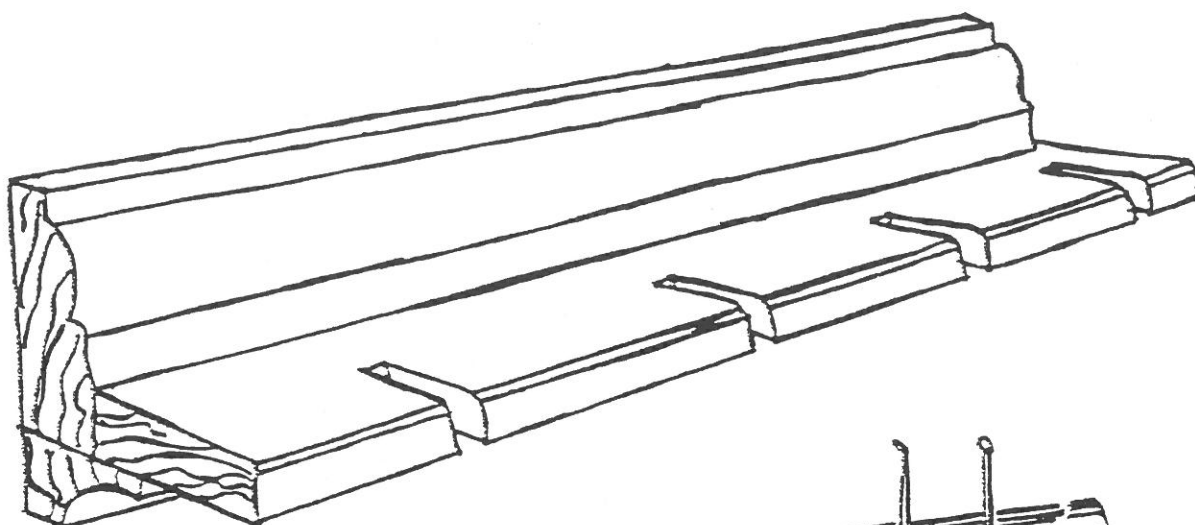
This would make a great gift for a younger brother or sister, or a donation to a home for children in your community.

Rocker

Materials; 8 Tacks
Plywood
Glue

Enlarge pattern to desired size. Cut 2 armrests, 2 sides, 1 back and 1 seat.
Glue pieces together at points indicated on pattern. Tack pieces together to reinforce glue.
This would make a gift for Mothers day, providing a small plant to sit on the seat.





Fishing Rod Rack

Do you have to take time before each fishing trip to untangle your lines and hooks? Now you can keep those rods separated by hanging them on this rod rack. It's just a piece of casing and round edge stop that sits on a piece of cove. Notches for hanging the rods are cut about half way through. Depending on how many fishing rods you have, you can make the racks as long or short as you want. Stain it to warm richness, drill holes for screws and hang it in your den, family room or give it to your father for Fathers Day.

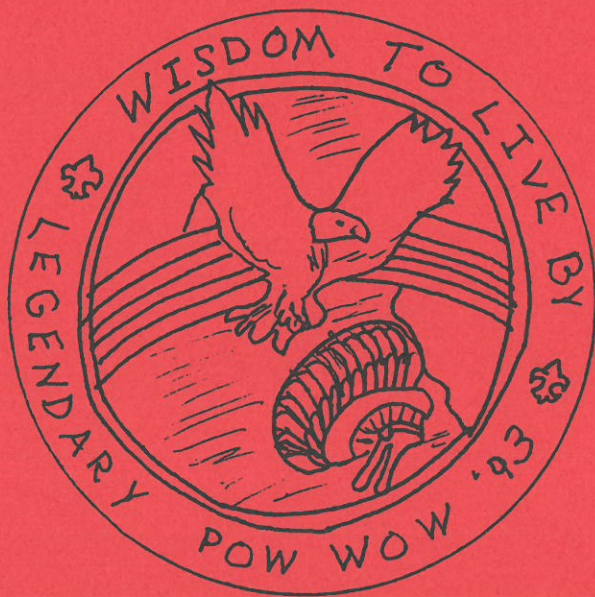
NOTES . . .

WEBELOS

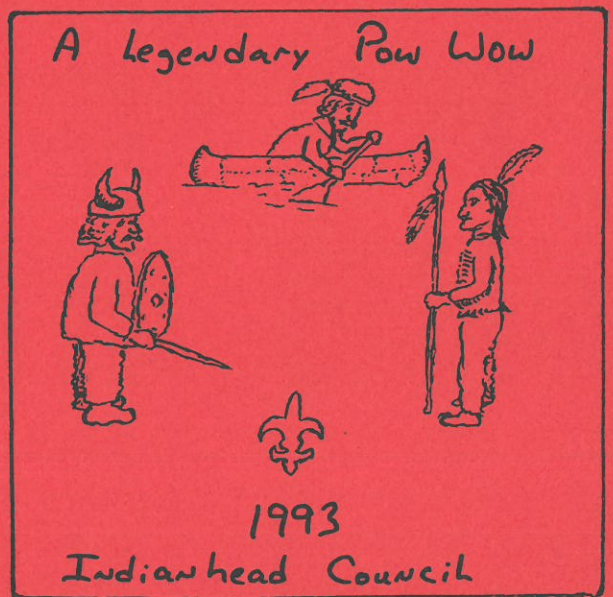


WEBELOS

Webelos Program Highlights 247
Artist Activity Badge 254
Traveler Activity Badge 256
Citizen Activity Badge 257
Readyman Activity Badge 262
Craftsman Activity Badge 267
Engineer Activity Badge 271
Handyman Activity Badge 275
Scientist Activity Badge 278



Bud Anderson
Great East Side District



Ade Lewandowski
Great East Side District

THE WEBELOS PROGRAM

We'll Be Loyal Scouts

And so a Webelos Leader...

And then one day around they came, a Webelos Leader would you be.

I looked at them and shook my head, said no it's just not me. The answer no they would not take, and asked me it once more

Telling me how little time it took, for the boy I did adore.

Then when they'd gone and left behind a badge, a flag, a book

I sat, I said, slick they were and how I had been took.

It's now a year of fun gone by, a different light I see

Another son do wish I had so a Webelos Leader I could be.

Author unknown

Understanding the Webelos Program

The program is developed around exploration of twenty activity badge areas plus preparation for the Boy Scout joining requirements. Only three activity badges are required for the Webelos Award and an additional five more, for a total of eight, for the Arrow of Light Award--the only award earned as a Cub Scout which is worn by a Boy Scout.

Each of these badges involves different mental and physical growth areas, yet they can be grouped into five general areas which have a common theme.

Physical Skills - Aquanaut, Athlete, Fitness *, and Sportsman.

Mental Skills - Artist, Scholar, Showman, and Traveler.

Community - Citizen**, Communicator, Family Member, and Readyman **.

Technology - Craftsman, Engineer, Handyman, and Scientist.

Outdoor - Forester, Geologist, Naturalist, and Outdoorsman.

*Required for Webelos award (plus two badges for two different groups).

**Required for Arrow of Light award (plus at least one badge from each of the five groups).

Each badge involves a program or requirements which continues and extends the activities carried out in the Wolf and Bear programs. These activities are designed to be challenging but attainable, they are structured for the level of physical and mental development of fourth and fifth grade boys, and they help lead to future Boy Scout activities.

Program Planning

The Webelos leaders help the boys and their families grow through the program and help the boys understand their leadership role in the pack. There are many sources of materials to help the leaders plan and conduct exciting activities. Of course all leaders should attend Cub Leader Basic Training for their position. After that, the best resources are the monthly roundtables where Webelos leaders meet to get program ideas and exchange ideas with other leaders. The yearly Webelos Leader Outdoor Experience, the Cub Leader Retreat, and of course Pow Wows are also extremely valuable sources of program ideas.

The mission of the Webelos program is to provide activities which are fun for the boys and meet their needs, interests, and desires while at the same time contribute to their growth. The goal of a Webelos leader should be to keep the boys interested in the Cub Scout pack and help them transition into a Boy Scout Troop. To succeed in doing this a quality Webelos program is of utmost importance.



One of the keys to successful planning of the monthly activity badges is to have at least once each month, a meeting of the Webelos Leader, assistant, Den Chief, and parents. This meeting should be used to work out details of activities for the month and helps keep parents involved in the program.

Parents in the Den program

The Webelos Leader should not carry the load of the den program alone. The boys' parents, especially the fathers, should be strongly encouraged to participate in the program. Help them understand and realize that this is the family's program also and that they are depended upon to lend assistance and expertise in the program. Each parent has something to contribute, so invite them to attend and determine their interests and abilities and use them. Have each family fill out a "Parent Talent Survey Sheet" and use it to help plan meetings and activities.

Set goals to be accomplished during the year. Outline a program for the year and plan to involve as many parents as possible. Plan each individual meeting ahead of time so that resources can be arranged and advance preparations made.

Involve the Webelos Scouts

Involve the boys in the program planning. Let them help decide what activities they want to accomplish. Even if everything that they want can't be worked into the program, they will be more cooperative if they realize that they have a say in the program. This will also help them learn leadership is a learned ability and each boy should be given ample opportunity to develop his leadership skills.



Get the boys involved in setting a code of conduct for the group. Their participation in developing their own rules of discipline will help ensure their total cooperation. Although fourth and fifth grade boys can at times be challenging, remember that they want and understand guidelines. With appropriate guidelines in place, only occasional reminders of their responsibilities should be all that is needed to keep order.

Perhaps the best, most important advice to Webelos Leaders is to always be fair, honest, and reasonable will all of the boys. Boys will thrive on praise and sulk at criticism. They are eager to please those who they like and trust. They will only follow a leader and participate in the program as long as the leader is fair and makes reasonable requests of them.

Webelos Behavior and Discipline

A great deal of fun and activities can be accomplished in a well-behaved den. A rowdy den can accomplish little in the way of programs, and offers few chances for helping boys develop character. An active program will help avoid behavior problem in the den. Usually boys cause trouble because they are disinterested in what is going on. Here are some tips to help maintain proper discipline.

Insist on attention while talking. Boys who want to get on with the activity will help quiet the noisy ones. Don't shout or yell, use the Cub Scout sign to get attention. Once control is lost, it is hard to regain it.

Have a good pre-opening activity planned. Trouble starts when a few boys arrive early and don't have anything to do. Make the boys responsible for the openings and closings.

Praise in public, criticize in private. No one likes to lose face in public.



Make good use of the advancement program. Boys who are advancing usually don't cause much trouble.

Keep den meetings going at a fast pace, with lots of activity and interesting things to do.

Give boys responsibility and expect them to meet it. When they have responsibility, they don't have to misbehave to get attention.

Get boys into uniform. A uniformed group has better behavior than one that is not. Set a good example of proper uniforming.

Be impartial. Don't let one boy get away with something that would not be tolerated from another.

Be firm in a friendly manner. Set behavior rules and then stick to them.

Webelos Den Organization

Two Year Program as of June 1988.

1st Yr Webelos -- 4th Grade
2nd Yr Webelos -- 5th Grade

Fourth and fifth grade boys should not be combined in a den. This would make the Webelos Leader's job very difficult in operating two different programs simultaneously.

Try to have First Yr Webelos work in the Webelos rank achieved by the Blue and Gold Banquet.

Second Yr Webelos Arrow of Light, should achieved by December or January while in 5th Grade and cross-over to a Boy Scout Troop in February or March.

Webelos Camping Activities

1st year - Several Webelos and adult partner overnights. Emphasis on basic outdoor skills and having fun outdoors.

2nd Year - Webelos and adult partner weekenders. Use improved camping facilities, not wilderness areas. Safe fire-building, basic cooking, camp sanitation, tent pitching, making a comfortable ground bed, nature study, and conservation skills should be worked on.

Joint Activities with Boy Scouts

During the 2nd yr, Webelos and their parents should participate in several activities with local Boy Scout Troops; such as overnight campouts with adult partners, Troop meetings, Troop Courts of Honor, day hikes or field trips, community good turn projects, and District or Council Camporee.



Webelos to Scout Transition

Cub Scouts	Webelos Scouts	Boy Scouts
Lead by Den Leader	Lead by Webelos Leader	Lead by Boys
High level of family involvement in working on achievements at home	High level of involvement in working on achievements in the den.	High level of patrol and individual involvement in achievements.
Some outdoor camping (family centered).	More outdoor camping (Webelos and Parent.)	Much outdoor camping (Troop centered)

Key to Success

The key to successfully transitioning the Webelos into Boy Scouts is to have a great PLAN.

P rogram
L eadership
A dvancement
N etwork

First let's consider the **P** for **Program**. The Boy Scouts of America has structured the Webelos Program to provide for a smooth flowing transition of a Webelos Den into a Boy Scout Troop as a new patrol. Recent improvements to the two-year Webelos Program are designed to better prepare the boys to become Boy Scouts and be prepared for their first long-term summer camp. The most recent improvement to the two year Webelos Program is to emphasize a February graduation of the Webelos into a Boy Scout Troop rather than waiting until May for crossing over into Boy Scouts. Some of the advantages of this earlier crossover are:

- * Gives the new Scouts more time to get to know and be comfortable with the older Scouts, so the boy is more willing and excited to go to camp, and is better prepared to have a good first experience.
- * Gives the new Scouts and parents more time to become aware of camp promotion programs and fee schedules.
- * Gives parents time to get to know troop leaders before they send their son, who perhaps never has been away from home before, to camp.
- * Gives Scoutmasters time to get to know the boys and parents, and train

the boys for long-term camp.

Next consider the **L** for **Leadership**. Each Webelos Den should have a Leader and Assistant Leader who are properly trained (i.e. Basic Leader Training, Webelos Leader Outdoor Experience, and hopefully Pow Wow). The better trained the Webelos Leaders are, the more exciting will be the Webelos Program, and thus the boys will learn more and have more fun. To help the Webelos Leader carry out a more effective program (and to ease the overall burden of being the leader), Boy Scout Troops should be asked to provide a Webelos Resource Person and a Den Chief. Don't be shy about finding a Webelos Resource Person or Den Chief. Keep asking the Cubmaster or Scoutmaster until you get one, these resources can make the Webelos leaders life a lot easier.

The Webelos resource person is a knowledgeable adult Scout leader who is a friend, counselor, and resource person to the Webelos leader. He is not an Assistant Webelos Leader (unless he wishes to be) and doesn't attend every den or pack meeting. Rather, he is there when needed or asked and represents the Scout program. Typically, this person could be an assistant Scoutmaster or a knowledgeable committee person. Perhaps it could be the job for last years Webelos Leader after his son joins the troop and he is now a Troop Leader.



The main duties of the Webelos resource person involve:

- * Helping the den prepare for outdoor camping and arranging a loan of equipment from the troop.
- * Helping the Webelos with the Scout-oriented parts of their achievement requirements.
- * Helping arrange joint Webelos den-troop activities.
- * Making sure graduation ceremonies are exciting and make the boy want to join the troop.
- * Providing some continuity for the brand-new Webelos leader.
- * Making sure when boys graduate, they join a troop and their parents are used in the troop leadership.
- * Helping recruit, train, and inspire the Den Chief.

The Den Chief is the other extremely important tie between the troop and the pack. He is one of the older Scouts from a troop who assists the Webelos leader in running the Webelos den program activities. He can be a key person in motivating Webelos Scouts to join a troop. Being a Den Chief is a big job and Scouts love to do it. It can be a strong force in keeping the Scout active and making him a better Scout.

A very important factor in making the den chief program work is selecting the Scout. This is a very special job for a special boy. The Webelos Den Chief should be at least a First Class Scout and a Patrol Leader, or leadership corps caliber, and be respected in the troop.

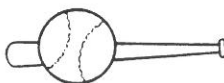
Remember that for the Webelos Scouts, the Webelos Den Chief is the single strongest example of what Scouts are and what they do. Pick a boy who will be a friend to the Webelos Scouts, who will ease their way into the troop, and who will be their leader.

If a Webelos leader gets a boy of this type, use him well. Plan with him, work with him, and let him lead. If he is used as an errand boy, he will lose interest quickly. On the other hand, if a Den Chief does not work, do not hesitate to send him packing. Having no Den Chief at all is better than having a bad one.

Now let's consider **A** for **Advancement**. When a boy completes the requirements for the Webelos Badge and the Arrow of Light Award, he has completed all the requirements for the Scout Badge and many of the Tenderfoot requirements. These requirements are intended to reinforce the cooperation between the pack and the troop. Also, they are intended to better prepare the Webelos Scout for Scout advancement, yet provide an exciting, fun-filled program for the Webelos years.

When the Webelos Scout enters the troop, he will already have done many of the requirements for the Scout and Tenderfoot badges. It is most important that the troop leaders treat him like someone who knows a fair amount about the program. It is the responsibility of the troop to make sure that the boy still remembers the requirements and can meet them. Boys are proud of their knowledge and will usually be glad to show how much they have done. But it makes all the difference in the world between a group of friends giving a new friend a chance to show what he has learned elsewhere, than an outsider being coldly required to meet some requirements.

Since the Webelos resource person and Webelos Den Chief are troop officers, the troop has the option of letting them certify knowledge of the new scouts based on what they personally observed in the Webelos Den. How this is handled is up to each troop. The important thing is to communicate to the new scout that the troop recognizes his time and accomplishments as a Webelos Scout.

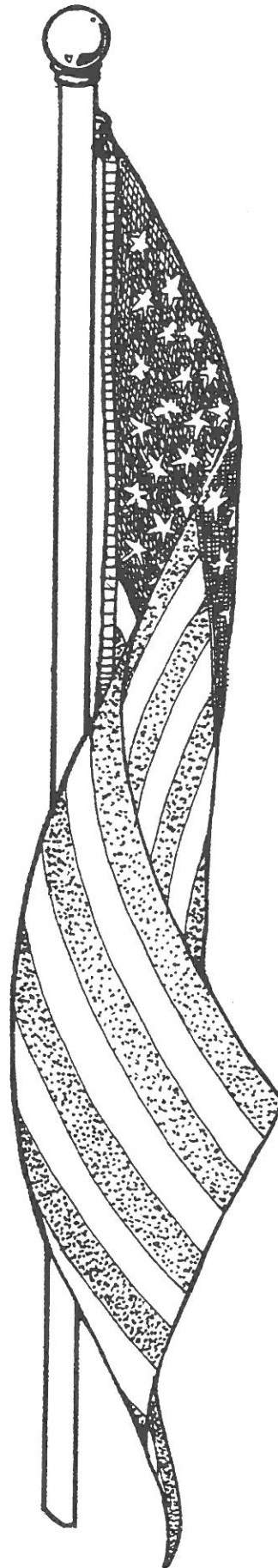


Finally, consider the N for **Network**. The key to making the Webelos-to-Scout transition PLAN work is to develop a good working relationship between a Cub Scout Pack and a Scout Troop. If a relationship is going now, developing a transition plan will be easier. However, not every pack is networked to a troop, or in some cases, a pack is networked to more than one troop. In these cases, developing the transition plan is more difficult.

In the case of a pack not being networked to a specific troop, the first step is to use any and all means to contact a troop and let them know that your Webelos group is out there. Go to District Roundtables and sit in on the Boy Scout breakout sessions. Get to know the Scout leaders there and let them know that you're interested in visiting some of the troops in your area. They will most likely be very interested in helping you set up a visit to their troop and keep you posted on their troop's planned activities.

In the case of a pack being networked into several troops, exactly how this situation should be handled is different in each circumstance. A key point however is that the responsibility of working with the pack should not be a shared group duty, rotated among several people. There should be an adult Scout leader (the Webelos Resource Person) and a boy leader (the Webelos Den Chief) who are sufficiently permanent to allow the Webelos Scouts to develop friendship to bring and welcome the Webelos Scouts to the troop(s).

The responsibility might shift from year to year from one troop to another. In any case, it must be the Webelos Scout's free choice which troop he joins. As long as he joins a troop, the Webelos Resource Person and Den Chief have been successful.



Arrow of Light Candlelighting Ceremony

Personnel: Webelos Award candidate and his parents

Equipment: Four red candles, three white candles, Webelos award

Arrangement: Cubmaster to the left of the candles,
Webelos and parents to the right

Cubmaster: The four red candles represent Bobcat, Wolf, Bear and Webelos. The Arrow of Light means progress along the trail from Bobcat Cub Scout to Boy Scout, the trail to good citizenship. That is why the Arrow of Light was chosen as the award for the highest rank in Cub Scouting, the Webelos rank.

Webelos means "We'll be loyal Scouts". Loyalty is one of the important things a Cub Scout stands for. He is loyal to his God, his country, and his home.

To you parents I give the Webelos award to present to your son. The badge is worn on his Scout uniform centered on the bottom of his left pocket.

 (Boy's name) , I salute you as a Webelos Scout. May you soon know the adventure of a Scout.

Crossing the Bridge

Personnel: Cubmaster, Scoutmaster, Scout, Webelos and parents

Equipment: Bridge, Scout neckerchief

Cubmaster to parents:

During the years you and your son have been working in Cub Scouting, we have had numerous opportunities to work together along the trail. Now your son has reached the time to leave the pack and enter Scouting. I'm sure the boys are going to find the same satisfactions there as he found in Cub Scouting.

As a symbol of the growth of your son and his entrance into Scouting, may I ask that he stand before me where you will divest him of his Webelos Scout neckerchief. He will then cross over the bridge into Scouting, to be welcomed by Scoutmaster _____ of Troop _____, who will present him with the Scout neckerchief.



ARTIST ACTIVITY BADGE

Obtain some inexpensive water colors with brush included. These will be easy for the boys to use and will not create the hazard to clothing that other forms of paint might.

If string art is used for the artist segment, the following supplies are needed: hammer, small nails or brads, scrap wood, felt, colored thread.

For sculpturing, purchase the oil-based modeling clay, which will not dry out.

For mobiles, plastic straws may be used for the supporting bars.

For the original painting try a water color blot picture made by folding the paper and smoothing it together from the center out, then opening it up to dry. This could become a main object or background for a pen or pencil line sketch.

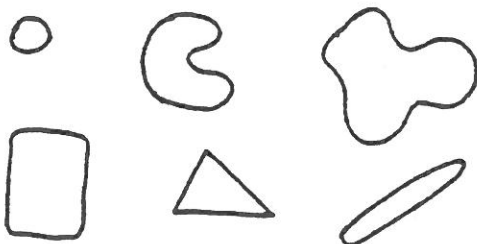
Resources - if help is needed with the Artist Activity Badge, call a talented parent, neighbor, teacher, or commercial artist.

Local colleges and high schools are a good source for art displays of all kinds. Watch for announcements of traveling displays in the society section of the newspaper.

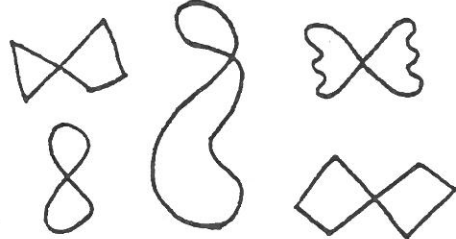
Remember that Boy's Life and BSA publications are continually adding to the list of ideas that can be utilized in this activity badge areas.

Always seek outside help to perk up meetings and stimulate the boys' interest.

Design - Many different shapes can be made with a simple piece of string. Tie the ends and lay it down in a pattern such as:

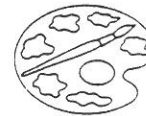
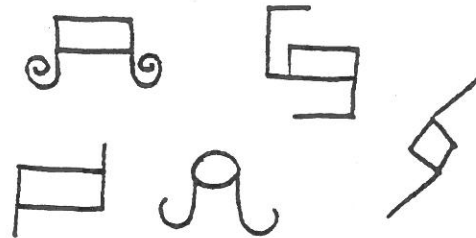


All of these designs are alike in one respect in that they have one interior and one exterior. Your string could also be laid out in these designs:



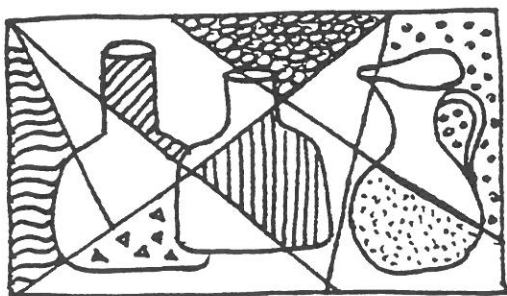
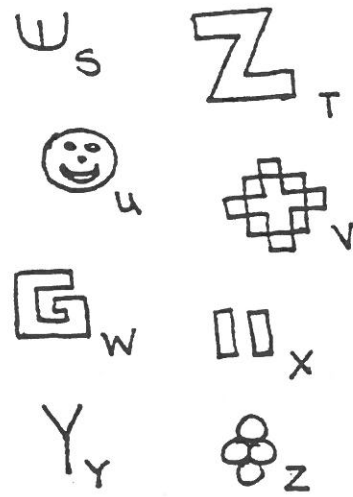
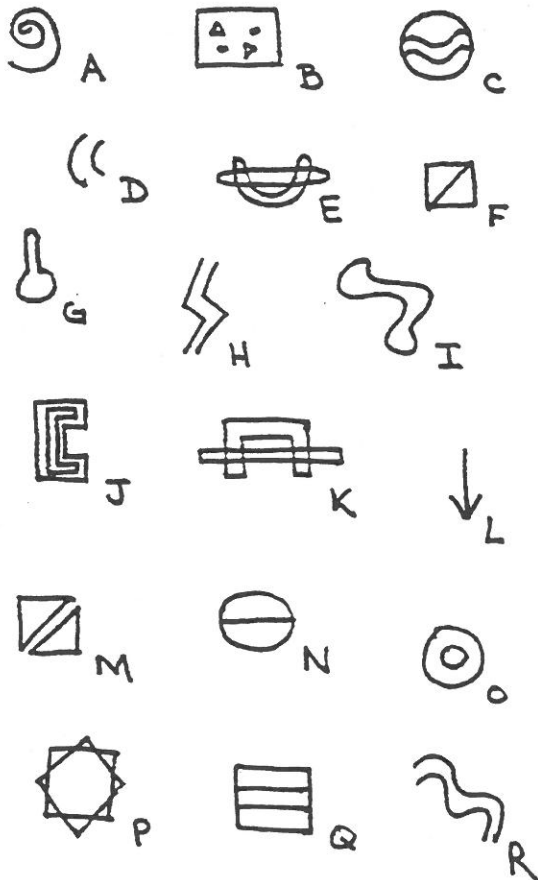
All these designs are alike in that they have two interiors and one exterior. Each one is really a different version of the other.

The following designs are also different versions of the same thing. Each one is a simple closed figure in the center with two 'legs' attached.



Drawings which are really different versions of the same basic pattern are called "homomorphic". Below are 26 different families. Try to group these designs into "homomorphic" families.

Answers: Family 1 D, I, R; Family 2 B, U; Family 3 C, Q; Family 4 A; Family 5 E, K; Family 6 F, N; Family 7 G, T, W; Family 8 H, M, X; Family 9 J, O; Family 10 L, S, Y; Family 11 P, V; Family 12 Z.



Contrasts and Textures - Draw a simple still life picture on paper. Divide paper into irregular areas with straight or curved lines. Lines should cut through drawn shapes. With a limited use of color, fill in all areas with either solid color or designs such as dots, lines, etc.

TRAVELER ACTIVITY BADGE

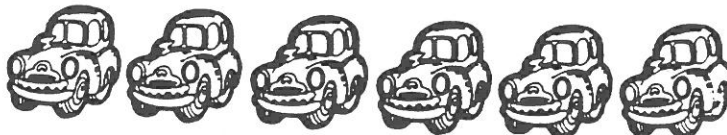
Whether on a long vacation or a weekend holiday, when traveling there are certain things which are considered a must. The Traveler badge will help prepare the Webelos for the coming traveling experiences he will be participating in. Some people travel for business, some for fun, but it all takes a means of transportation. If the den is planning a trip, have the boys examine different means of transportation, cost involved, time it would take, etc. Then make a chart of these facts to exhibit at a pack meeting. If the den does not have a trip planned, let the boys pick some of the places they would like to go and locate them on a map. Have them explore the different modes of transportation to the place they chose. Sometimes the local railroad club will have excursions. Amtrack also has short runs that can be used for such an activity. Traveler can be used in conjunction with several requirements of other activity badges such as visits to the state capitol, athletic events, and overnights.

In the coming years, the advancing Webelos will have to learn to pack for camping trips. Now is a good time to show how to pack for camping trips. Now is a good time to show how to pack only what is needed for the type of trip planned.

The Indianhead Council encompasses a large geographical region and found within its boundaries are many opportunities to see and explore. With a little advance planning, a lot of activities can be accomplished in a short period of time.

Leaders should be aware of the responsibilities assumed when taking the den on a field trip. Since Scouting is a family program, encourage parental involvement in these activities. Every outing should have a complete itinerary and parental slip provided for each Webelos. Included in the parental slip should be any necessary medical information, emergency phone numbers, and names. It is very important if traveling by private vehicle, that all safety procedures are followed (such as seat belts, number of people per vehicle, vehicle safety, no one riding in the back of a truck). Remember the buddy system - everyone has a partner and everyone stays with the partner.

A good den activity could be a competition to design and make the most compact family first aid kit for the car.



CITIZEN ACTIVITY BADGE

The Citizen Activity Badge has numerous requirements. Even adults often seem ignorant of the services provided by government agencies and citizen responsibilities. This badge provides leaders with an opportunity to help develop the good citizen of tomorrow. It can be used in conjunction with a number of other activity badges such as traveler, scholar, craftsman, engineer, or almost any of the badges for there is hardly an area that government does not touch.

Have the boys write what "... all men were created equal" means to them. Ask them to find out who the elected officials in their city are and send a copy to those officials. See if a local paper or sponsoring institution newsletter will print them. Boys are pleased to see their work in print.

Use in conjunction with the scholar badge activities to show how government is involved with education. Have each boy take a different agency of the government (local, state, or federal) and see how it affects his life by being connected with one of the other activity badges for example: FAA - traveler; Coast Guard - aquanaut; Planning Commission - engineer; Department of the Interior, Park Boards, State Commissions - outdoorsman, forester, naturalist, and geologist; NASA - scientist.

If any of the boys have a parent employed by a government agency, ask them to share this with the den. Perhaps the boys could examine what would happen if there were no means to support the government programs and the effect it would have on them. Examples could be: schools, park programs, space travel, sports arenas, roads, airports, ports, or dams.

Using the artist badge, make a display surrounding the Star Spangled Banner and present it at the pack meeting or other local event.

Invite a local Scout official to talk to the boys about the Scouting organization charter and how government affects them and Scouting.

Perhaps one of the parents could provide a trip to a local agency the boys would like to visit. Examples if they are indecisive: Weather Bureau, correctional institutions, courts, tax office, license bureau, school boards, state legislatures (might even have lunch with an elected official if planned ahead).

A visit to a city council meeting or planning board meeting can be very exciting and informative for the boys if it is planned for a time when a topic the boys are interested in or have been informed about is scheduled.

An agency the den visits might be the same agency for which the boys can do a service project. Examples might be the local zoo, a park and recreation area, or a fish hatchery.

Being a good citizen has its rewards and is not all drudgery. Plan den events with a little pizzazz. Find an obscure government or patriotic hero whose birthday falls on a den or pack meeting date and have a surprise birthday party for everyone. Do you know Casimir Puluski? He was an American Revolutionary War General whose exact birthday is unknown, therefore can be celebrated anytime.

Have the boys read the following article about the Star-Spangled Banner and then discuss the significance of our flag and how Francis Scott Key must have felt when he wrote the song. The article was written by James H. Winchester and appeared in the Scouting Magazine.



The Star-Spangled Banner
by James H. Winchester

As our National Anthem, a poem inspired by a battle, "The Star-Spangled Banner" reflects a deep faith in all that is America. Proudly hailing a love of country, its words and music stir patriotism, even as the banner itself, emphasizing the ideals of individual liberty, justice and opportunity for all, symbolized the heritage and continuity of a free people.

The United States had been a nation for 38 years when in September of 1814 Francis Scott Key, a 34 year-old Maryland-born lawyer, was inspired to such immortal phrases as "broad stripes and bright stars" and "land of the free and the home of the brave."

It was a time of crisis for the new Republic. During the Napoleonic wars, Britain had impressed Americans on the high seas into the British Navy and seized American ships suspected of trading with continental Europe. In retaliation, the United States Congress, at the request of President James Madison, had reluctantly declared war in 1812 on the British. At first, with England directing its major energies toward France, the fighting in America was at a stalemate. In April of 1814 however, Napoleon was defeated and exiled to Elba. Britain turned its big guns on the United States.

Virtually unopposed, British troops walked into Washington, D.C., as government leaders, including the President and his Cabinet, fled in riot. The White House was evacuated so suddenly that food for a planned banquet was left cooking on the stove. Having sacked and burned most of the city - the White House and Capitol were among the structures destroyed - the British considered the war won. As a final act of vengeance, though, they were going to raze Baltimore, 40 miles to the north. After Baltimore was punished the war would be over with England the winner.

Baltimore, however, fought back. In a two-day battle the British Army was defeated, and the city's defense withstood bombardment by a massive British fleet of 50 ships. Baltimore did not fall, and the Americans were

in a stronger position at the negotiations at Ghent in Belgium when the peace treaty ending the war was signed on Christmas Eve of 1814.

From government officials, Francis Scott Key, the young lawyer, obtained permission to visit the British fleet, then somewhere in Chesapeake Bay. On September 3, 1814, he set out for Baltimore. There he met Colonel John Skinner, a government agent working to negotiate prisoner exchanges with the British. On September 5, the two men sailed in a small sloop, chartered as a cartel, or flag-of-truce boat, displaying the white flag.

Two days later, far down Chesapeake Bay, they met the British fleet on its way to Baltimore. With permission, they boarded the flagship Tonnant and opened talks for the release of Dr. Beanes. In the early negotiations, the Americans made little progress. Col. Skinner, however, had with him a pouch of letters written by British soldiers wounded in the fighting around Washington, extolling the excellent treatment they were receiving from the Americans. These helped to soften the British attitude, and they finally agreed to release Dr. Beanes. The two Americans, however, had become aware of the British plans for the attack on Baltimore.

"For security reasons," they were told, "you will not be allowed to return to Baltimore until our objectives have been obtained."

The British struck swiftly with a combined sea and land attack. An initial 3,500 man landing force met stubborn resistance and fell back in defeat after their commander was killed. Admiral George Cockburn, the British Commander-in-Chief, then started a non-stop bombardment of Fort McHenry, located at the mouth of the Baltimore harbor.

Before the shooting started, the three Americans were moved back under guard to the sloop that Skinner and Key had sailed down the bay a week earlier. It was from this vessel, anchored somewhere to the rear of the British fleet, that Key witnessed the attack on Fort McHenry throughout the day and night of September 13, a tense vigil from which his emotions

were suddenly released at the sight of the American flag still waving defiantly over the ramparts on the morning of September 14.

Throughout the 25 hours of shelling, amid thick battle smoke, off-and-on rain, and low-hanging clouds, the American flag continued to wave from a slender pole. Once, a British shell tore part of it away, and in the darkness only brief light from bursting bombs or glaring rockets gave momentary sight of the banner. Dr. Beans, who had been taken from his home without his glasses, was almost blind and he kept imploring of Key, "Is the flag still there?"

The bombs and rockets which Key later commemorated were not creations of his imagination. The massive bombs hurled against Fort McHenry, were hollow cast-iron spheres, up to 13 inches in diameter, weighing about 190 pounds, with a bursting charge of about nine pounds of powder. The bomb was fired by a short, heavy, muzzle loading mortar which weighed over 8,000 pounds. With a full powder charge, it was capable of hurling one of the bombs 2.38 miles. Since a regular warship could not withstand the shock of the huge mortar's recoil, it was necessary to have special bomb ships, constructed of massive timbers and reinforced by powerful beams.

Rockets used against Fort McHenry were self-propelled, and operated on the same principle as skyrockets originally invented by the Chinese as fireworks. They proved to be very inaccurate, failing miserably in the attack against Baltimore. Rockets weren't really revived again as a workable military weapon until World War II.

With a second landing by troops turning back, the British fleet stopped the attack on Fort McHenry, picked up the beaten infantry, set the Americans free and retired back down the bay. It was only then, on his way back to still-unconquered Baltimore, that Key started to write the first words of the "Star-Spangled Banner," jotting down key words and phrases in pencil on the back of an old letter as he tried to express all that he had seen and felt.

That night, in a Baltimore hotel, Key revised and completed the original draft of his poetic salute. The next morning he showed it to Baltimore Judge Joseph H. Nicholson, his wife's brother-in-law, who was so impressed by the stirring qualities of the writing that he had it run off by a young apprentice named Samuel Sands in a local print shop in handbill form and distributed as a giveaway in the streets under the title "Defense of Fort McHenry." The authors name was not given.

A few days later the words were being sung to the tune of an old British Army melody called "To Anacreon In Heaven," which had already been adapted to more than 20 other U.S. songs. It isn't known of course, but it is entirely conceivable that Key had the bars of this old English air in mind when he wrote his now immortal poem. It is a fact that as early as 1805 Key had written "When the Warrior Returns," a patriotic song using the tune of "Anacreon" and containing the words "By the light of the star-spangled flag of our nation."

Before the end of 1814, as it was issued in sheet-music form, the title of Key's work on the Fort McHenry fight was changed to "The Star-Spangled Banner."



The popularity of "The Star-Spangled Banner" was immediate in Baltimore and the surrounding country, but its acceptance generally by the American people was slow. Between 1815 and 1861, various arrangements of the song were released, but it wasn't until 1850 that it began to appear in songbooks for school and private use. During the Civil War, "The Star-Spangled Banner" was frequently sung and played as a patriotic song by both the North and the South.

In 1913, 99 years after it was written, a resolution was first introduced in the House to make it the nations official national anthem. It was defeated then and again in 1918.

The opposition to "The Star-Spangled Banner" was centered, with much justification, on charges that the music was too difficult for the average voice to master; moreover the tune itself, if not the words, was borrowed, indeed stolen, from the British. If one was able to sing the melody, the peculiar meter made it difficult to memorize the words. Temperance groups particularly opposed the song as the national anthem because the music had been a drinking refrain.

Bills to make "The Star-Spangled Banner" the national anthem kept being introduced in Congress. Finally, in March of 1931, Congress approved Key's song and President Hoover signed the bill making the hymn the official National Anthem of the United States, 116 years after it was written.

Most histories still report that the flag Key watched with such strong feelings during the British shelling was made in a great rush, completed and delivered in September of 1814, only a few days before the Battle of Baltimore began. Actually, records and receipts brought to light in 1938, show that the flag was ordered in 1813 in anticipation of an attack on the city which didn't materialize that year. In late June or early July of 1813 Major George Armistead, the Commandant of Fort McHenry, wrote the commander of Baltimore's overall defenses: "We, sir, are ready at Fort McHenry to defend Baltimore against invading by the enemy. that is to say, we are ready except we have no suitable ensign to display

over the Star Fort, and it is my desire to have a flag so large that the British will have no difficulty in seeing it from a distance."

Mary Young Pickersgill, a widow, the daughter or Rebecca Young, who was herself a famous flag maker during the Revolution, was commissioned to make the needed banner in her Baltimore home. With the help of her daughter and mother, she completed the job in about six weeks time. As a receipt for the \$405.90 Mrs. Pickersgill was paid shows, the flag was delivered on August 19, 1813 and was indeed big enough for the British to see at a distance.

As a really substantial standard, the flag contained 400 yards of handwoven wool bunting, over a half-million stitches, weighed about 100 pounds, and measured 42 x 30 feet, or an area of 1,260 square feet. Its 15 stars in five rows and eight red stripes and seven white stripes were all two feet wide. Two dozen men were needed to handle it when it was raised or lowered.

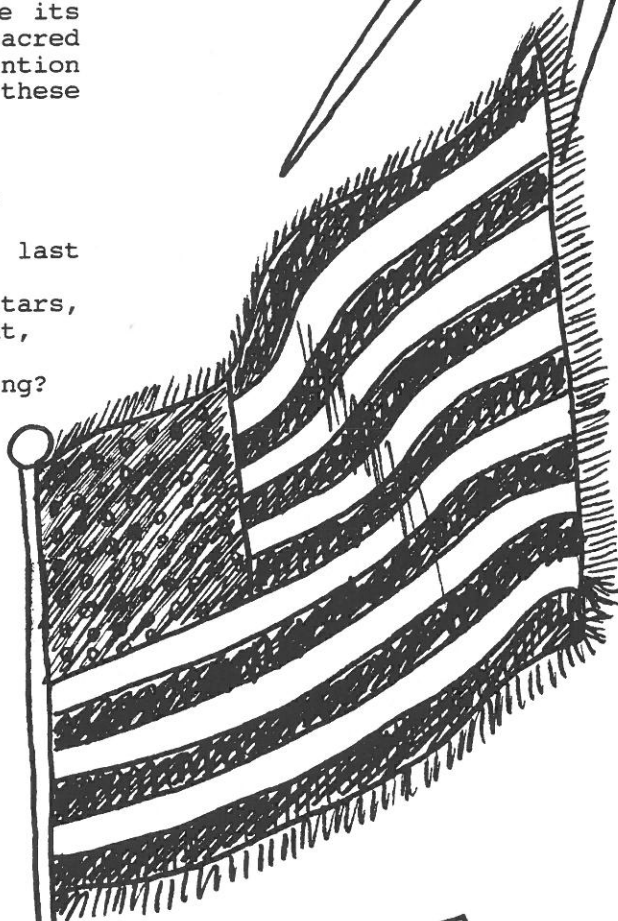
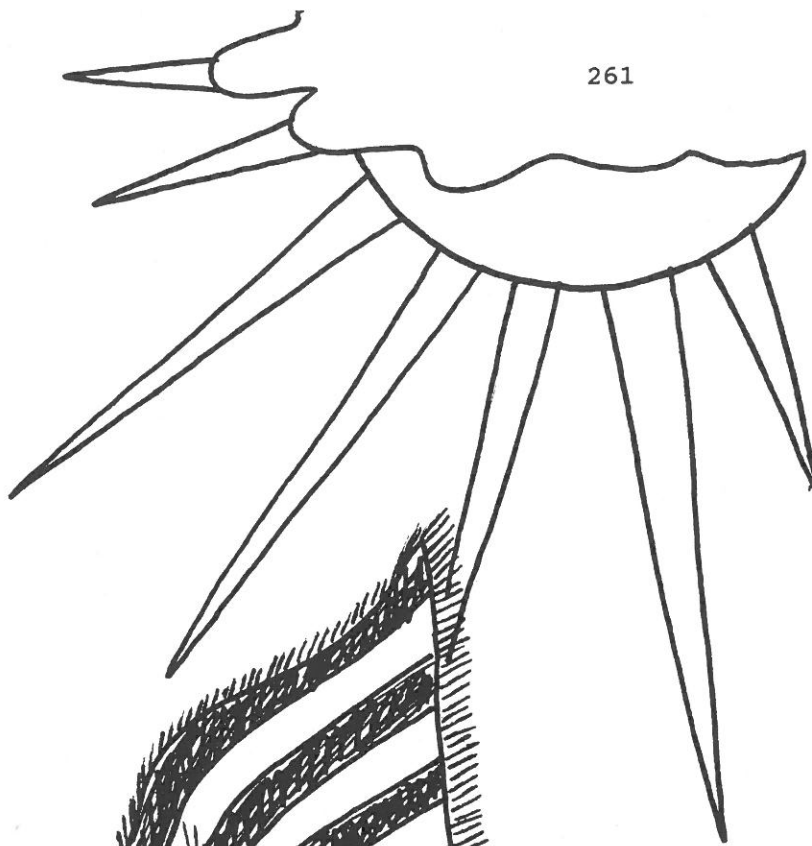
All in all, it was quite a flag, the largest one ever to be used in an American battle, but it flew only in that single fight at Fort McHenry, from which it emerged forever identified with the great patriotic song that is now the National Anthem. Major Armistead, after his victory, took it as a personal memento. One story is that, when he wished to make a gift to a friend, he would cut a strip from the flag and present it with his compliments. It remained in the Armistead family, forgotten by most Americans, for nearly a century, before its tattered remains were given in 1912 to the Smithsonian Institute in Washington, D.C. where it hangs today, its original fragments stitched onto a new backing. Special incandescent lighting is used to guard against fading, and a gentle current of air flows over it to keep off the dust.



Key's manuscript - polished copy he made in his hotel room upon returning to Baltimore - is now owned and displayed by the Maryland Historical Society in Baltimore, but the hassle over his words and the music to which they were adapted continues. Singers hate it for being clumsily written and hard to sing. The song covers an octave and five tones, which is far too great for the average voice, and the phrasing is awkward.

Americans, now as they have since "The Star-Spangled Banner" made its first appearance, realize this sacred heritage when they stand at attention with heads bared, to recall these lines from the opening stanza:

O say, can you see,
 by the dawn's early light
 What so proudly we hailed
 at the twilight's last
 gleaming?
 Whose broad stripes and bright stars,
 through the perilous fight,
 O'er the ramparts we watched,
 were so gallantly streaming?



READYMAN ACTIVITY BADGE

The Readyman Activity Badge is one of the required badges for the Arrow of Light Award.

A good way to begin working on this activity badge is with a field trip to the local Red Cross Service Center or to a Paramedic Station. There the boys can be shown the proper procedures for the hurry cases such as: stopped breathing, blood spurting from a wound, swallowed poison, and heart attack. Perhaps the boys will have the opportunity to practice rescue breathing into a practice mannequin.

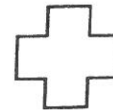
An absolute must as a den activity is to have each of the boys make a First Aid Kit for their family. An

effective, yet inexpensive, first aid kit can be made by using either a three pound coffee can or other suitable container that has a plastic lid. Tupperware combination boxes work very well also. Contents can be secured from first aid supplies bought in large quantities and then sub-divided into smaller quantities for each of the boy's kits. These smaller quantities can be neatly kept in small resealable plastic bags.

These kits prove of great value when carried in the trunk of a car, on a boat, while picnicing, or camping or whenever you are away from home.

SUGGESTED ITEMS YOU MAY WISH TO INCLUDE:

3	Triangular Bandages (35 x 35 x 50)	
25	Band aids (1 inch)	
5	4 x 4 Gauze Pads	
5	2 x 2 Gauze Pads	
4	Closure Strips (Butterfly Clips)	
1	2" Roller Bandage	
2	Cling (Ace) Bandages	
4	Eye Pads	
1	1/2" Adhesive Tape	
10	Q-tips	
1/3	Bar of Fels Naphtha Soap, cuts oil of poison ivy	
1/3	Bar of Castile Soap, to wash wounds	
1/3	Bar of Lava Soap, to wash hands	
1	Scissors	
1	Tweezers	
4	Large Safety Pins	Calamine Lotion
	Tylenol in a film can	Cold Pack
	Matches in a film can	Tongue Depressors, use as splints
	Bacitracin Ointment	Eye Wash Kit
	Small tube of Vaseline	Quarters taped to lid for phone

BASIC FIRST AID RULES:

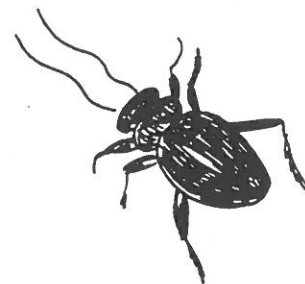
1. ALWAYS have an emergency plan.
2. ALWAYS check for hazards.
3. NEVER go anywhere alone.
4. ALWAYS have a place to meet if separated.
5. NEVER leave a victim worse off than how you found them.

SMALL CUTS AND BRUISES:

1. Apply pressure to stop bleeding.
2. Clean with soap and water and dry.
3. Apply bandage, if needed.

INSECT BITES:

1. Minor bites and stings:
 - a. Apply cold pack.
 - b. Soothing lotion or baking soda paste.
2. Tick bites:
 - a. Remove embedded tick with salad or baby oil.
 - b. Wash thoroughly.
3. Severe bites:
 - a. Apply ice.
 - b. Get to medical attention.

BURNS:

1. Degrees of burns:
 - a. 1st - Redness, mild swelling and pain.
 - b. 2nd - Red or mottled appearance, blisters, swelling, wet appearance, painful.
 - c. 3rd - Deep, white or charred surface, complete loss of all layers of skin.
2. Treatment:
 - a. For 1st and 2nd degree, apply cold water gently.
 - b. For 3rd degree, do not apply ice. Apply dry sterile gauze or clean linen and seek medical help immediately.

FROST BITE:


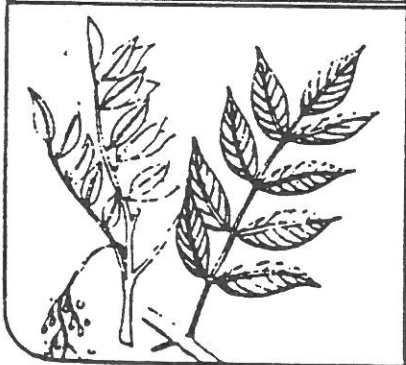
1. Skin color - white to gray or yellowish.
2. Treatment:
 - a. Get indoors and give warm liquids.
 - b. Warm affected area quickly by submerging in warm water (not hot)
 - c. DO NOT rub area.

POISONOUS PLANTS:

1. Wash with warm water and mild soap.
2. Apply calamine lotion or other soothing lotion if rash is mild.
3. Seek medical advice if severe reaction occurs.



IDENTIFYING POISONOUS PLANTS

	<p>COMMON POISON IVY (RHUS RADICANS)</p> <ul style="list-style-type: none"> • Grows as a small plant, a vine, and a shrub. • Grows everywhere in the United States except California and parts of adjacent states. Eastern oak leaf poison ivy is one of its varieties. • Leaves always consist of three glossy leaflets. • Also known as three-leaf ivy, poison creeper, climbing sumac, poison oak, markweed, picry, and mercury.
	<p>POISON SUMAC (RHUS VERNIX)</p> <ul style="list-style-type: none"> • Grows as a woody shrub or small tree from 5 to 25 feet tall. • Grows in most of eastern third of United States • Also known as swamp sumac, poison elder, poison ash, poison dogwood, and thunderwood.

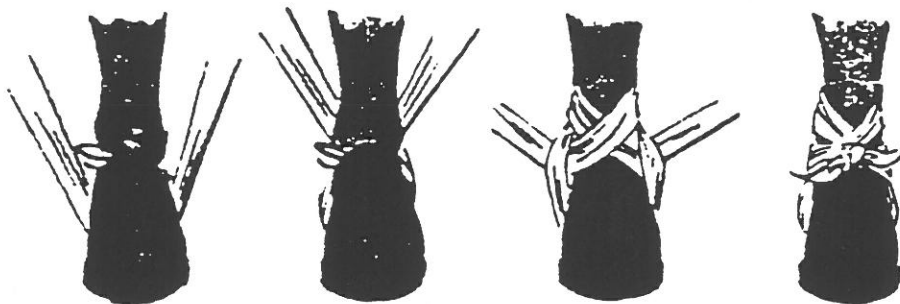
1. Be careful not to touch the parts of your body, especially your face.
2. Wash the affected area immediately with a strong, non-perfumed soap. You can prevent the rash this way, but only if you wash within 5 or 10 minutes after contact with plant. If you're unaware you've touched the plant and a rash appears, don't scratch it. You can spread the poison.
3. After washing, sponge yourself with rubbing alcohol.
4. Wash any affected clothes with strong detergent in hot water. If you don't, the plant's harmful oils will stay in them and continue to "Poison" you whenever you wear them. Wear gloves when handling infected clothing or shoes.
5. Wear rubber gloves to wash exposed pets and decontaminate other articles by sponging them with rubbing alcohol.
6. Many over-the-counter remedies, including calamine lotion, epsom salts, and bicarbonate of soda are available to soothe the itch if a rash appears.
7. If the itching is severe or the rash is on your face, see your doctor.
8. Blisters will form in the rash area as your body fights the poisonous oils. Fluid in the blisters will not spread the rash and is not harmful.
9. Never burn poison ivy, poison oak, or poison sumac. Smoke from the fire can carry bits of the poisonous oil through the air and spread the problem.

CHOKING:

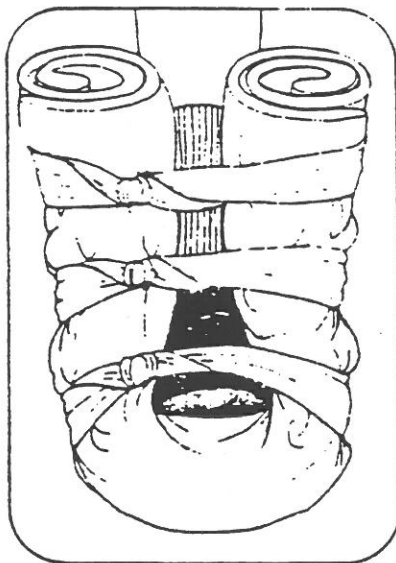
1. Stand behind the victim and place your arms around the victims waist.
2. Thumb of your fist against victim's abdomen, slightly above the victim's navel and below the rib cage.
3. Hold your fist with your other hand, then a series of quick, upward thrusts.

SPRAINED ANKLES:

1. Leave shoe on, if on.
2. Tie ankle bandage around foot and shoe (see illustration)
3. Raise leg and put cold application on ankle.
4. Get victim under medical care.



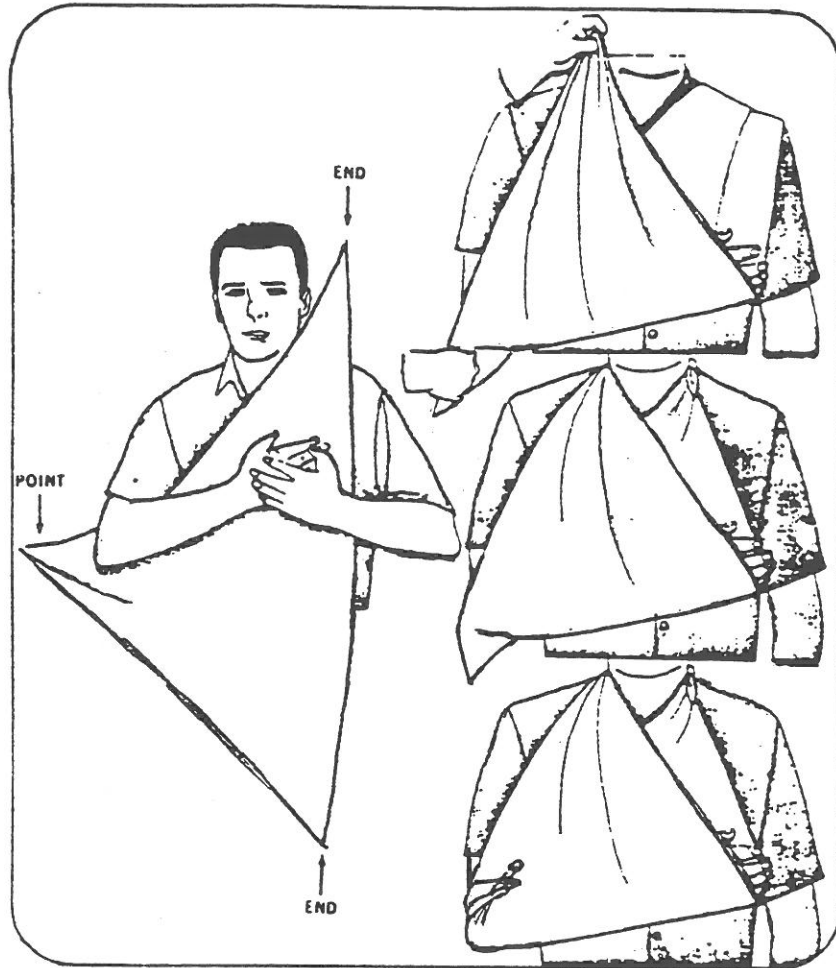
Have a sprain checked by a doctor. A bone in the foot may be broken.

**SHOCK:**

1. May be caused by severe injuries.
2. Symptoms include pale and cold skin, rapid pulse, increased breathing rate.
3. Treatment:
 - a. Keep victim lying down.
 - b. Cover enough to keep from losing body heat.
 - c. Get medical attention.

ARM INJURIES:

1. Immobilization.



CRAFTSMAN ACTIVITY BADGE

Webelos have a chance to be creative and put to good use some of the tools they learned to use when they were Bears. This creative learning will be lots of fun for the boys and a unique experience for the den leader.

Steam Engine

Note: size is 9 3/4 x 6 x 2 3/8 inches

Materials: 3/4 x 2 3/8 x 20 inches C-select pine; 3/8 x 3 1/2 x 26 inches C-select pine; 1/4 x 9 inch dowels;

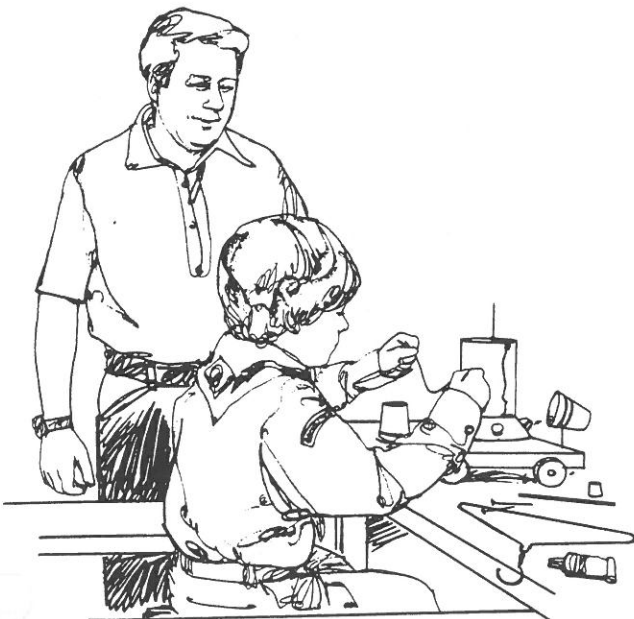
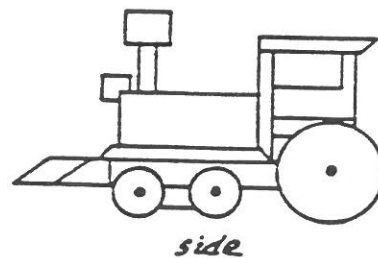
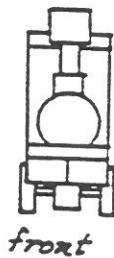
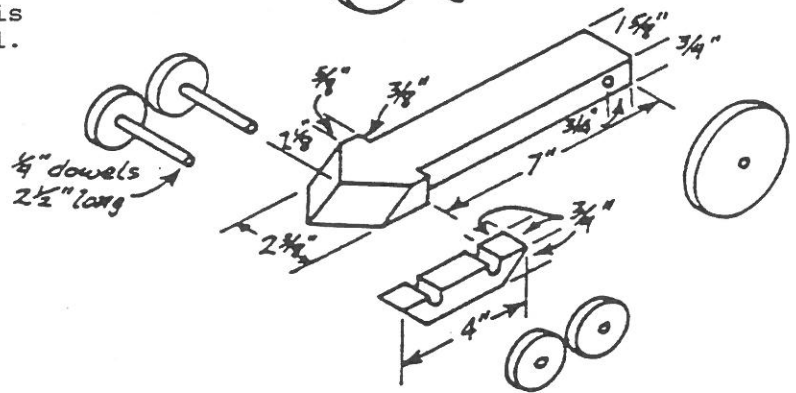
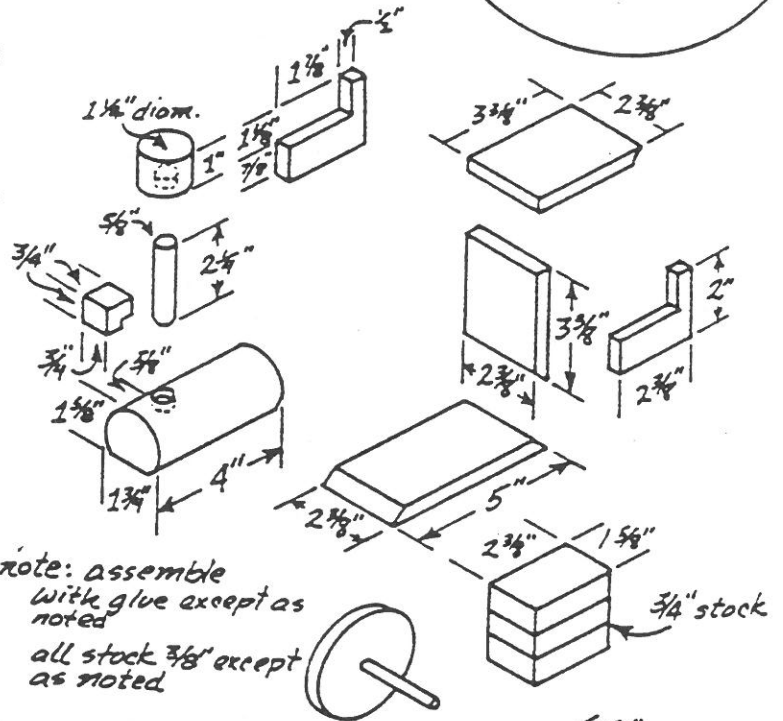
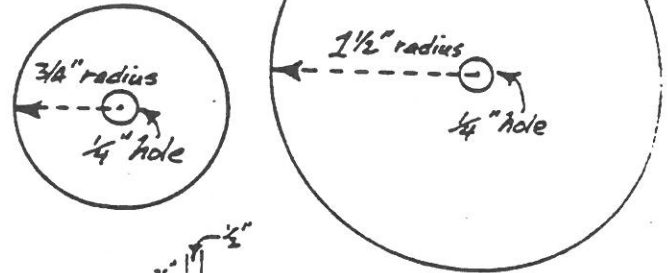
5/8 x 3 inch dowel; 1 inch of 1 1/4 inch diameter dowel; 1 3/4 x 1 5/8 x 4 inches of handrail stock; one 1 1/2 inch flat head wood screw; white wood glue; sandpaper; varnish; 0000 steel wool; carbon paper.

Instructions: Enlarge pattern; Transfer to wood using a soft pencil and carbon paper. Cut pieces.

Assemble train engine by following the exploded isometric drawing shown. Pre-drill wheel carriage, then screw and glue it to the base. Assemble remainder of the train engine with non-toxic glue.

Sand all the edges smooth. Finish with 2 coats of clear varnish. After the varnish is completely dry, buff with steel wool.

wheel details



Horseless Carriage

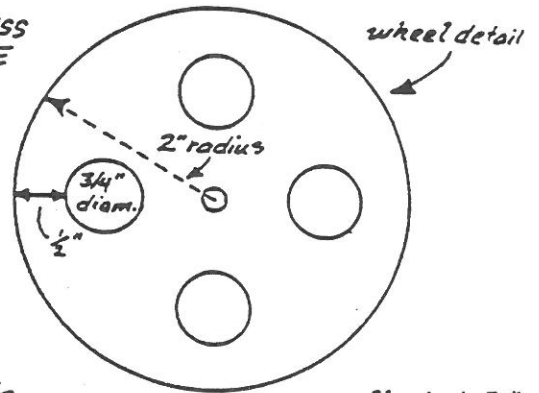
Note: finished size is 10 x 7 x 5 inches.

Materials: 3/8 x 4 x 42 inches C-select pine; 3/4 x 5 x 16 inches pine; 1/4 x 12 inch dowel; 3/4 x 1 1/2 inch dowel; 5/16 x 3 inch dowel; wire brads; coat hanger; nontoxic white wood glue; sandpaper; varnish; 0000 steel wool.

Instructions: Enlarge pattern pieces; transfer to wood. Glue and nail the seat to the body parts, and the seat support to the chassis. Glue these 2 assemblies together as shown in drawing. Next, glue dashboard to chassis. Make tiller of 5/16" dowel and 2" of coat hanger wire. Glue and nail wheel carriage to chassis. Glue wheels to axles as shown. Glue headlights to the chassis.

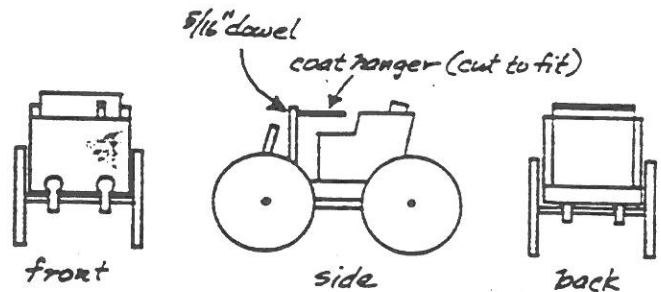
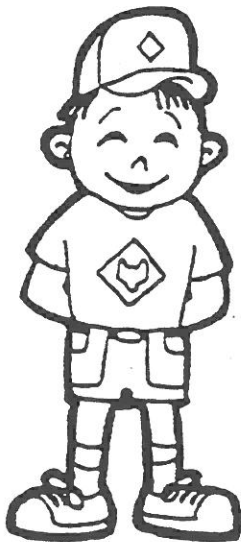
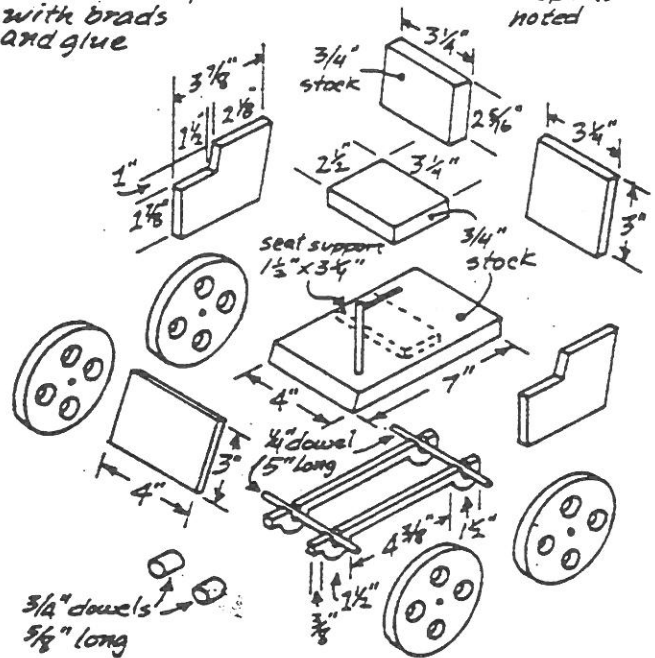
Sand edges smooth; finish with 2 coats of varnish. Buff with steel wool when varnish is completely dry

HORSELESS CARRIAGE



note:
assemble seat and body with brads and glue

all stock 3/8" except as noted

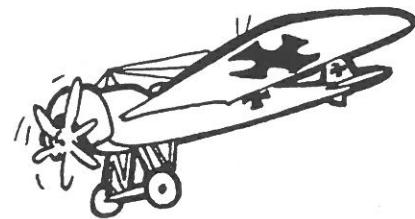
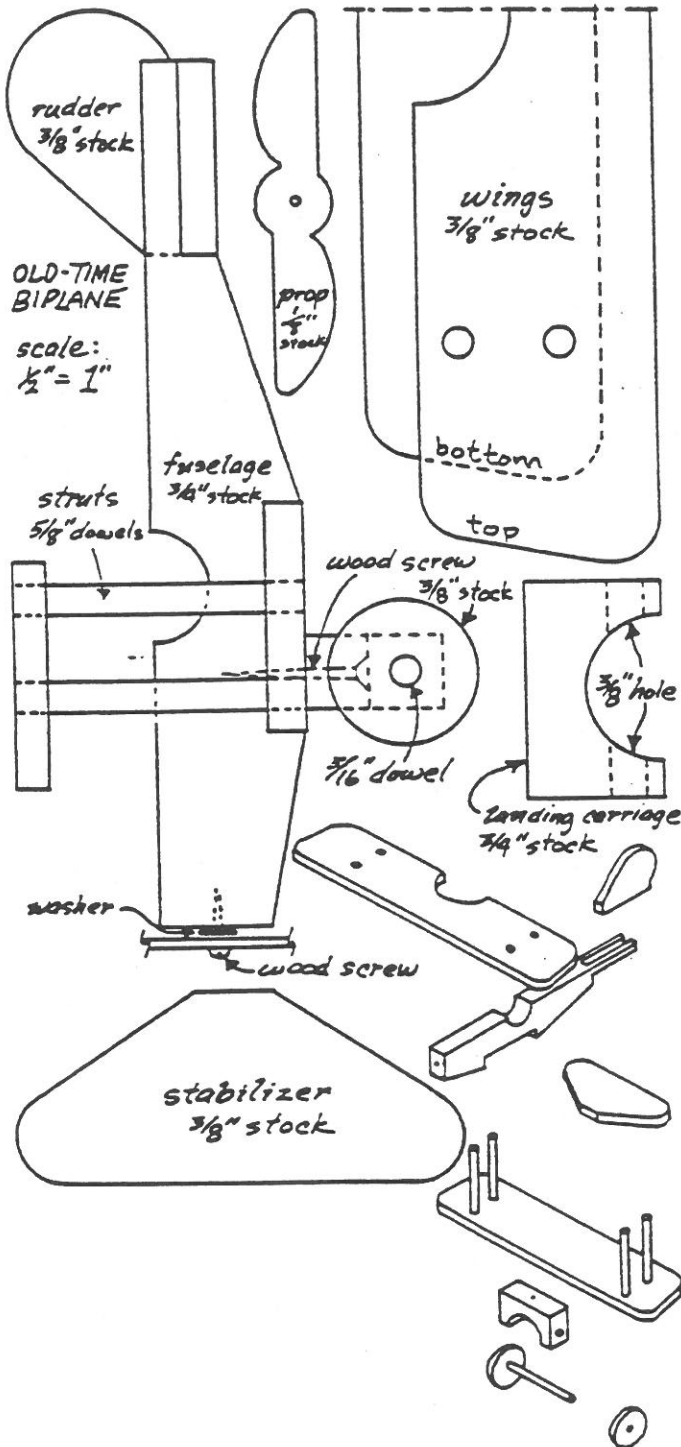


Biplane

Materials: 36 inches of 2 3/8 x 3/8 inch pine; 10 inches of 1 1/2 x 3/4 inch pine; 2 inches of 2 1/4 x 3/4 inch pine; 16 inches of 5/16 inch diameter dowel; 4 inches of 3/4 x 1/8 inch pine; 1/8 x 3/4 inch round-head screw with washer; one 1 1/2 inch flathead wood screw; non-toxic white wood glue; sandpaper; varnish; 0000 steel wool.

Instructions: Enlarge pattern; transfer to wood; cut pieces. Assemble the 2 wings with 5/16" dowel struts, as shown in drawing. Glue wings to fuselage; assemble all other parts as shown using white glue.

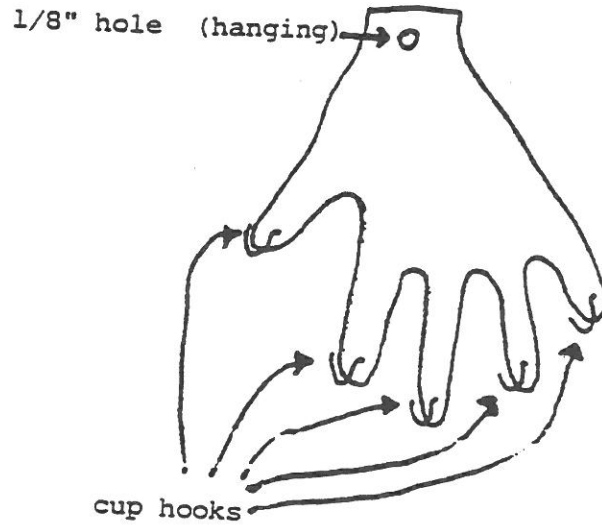
Sand edges smooth. Finish with clear varnish. After varnish is completely dry, buff with steel wool.



Potholder Hanger

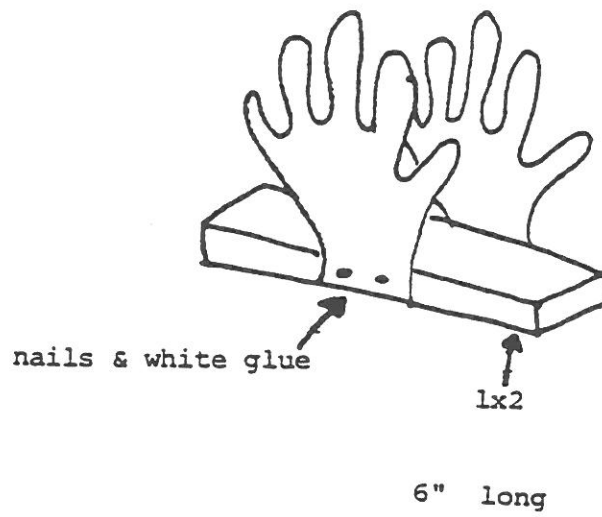
Outline hand on 1/4" plywood

Cut 1 - potholder hanger



Napkin Holder

Cut 2 napkin holder pieces.



ENGINEER ACTIVITY BADGE

The Engineer Activity Badge is intended to introduce Webelos Scouts to a few fundamental principles of engineering and to show them how broad the field is. There will not be time to go into any single phase of engineering in any detail or even touch on many fields.

Places to go:

City, County, or State Engineers office.

Architect - Engineers design office.

Surveying project or surveyors office.

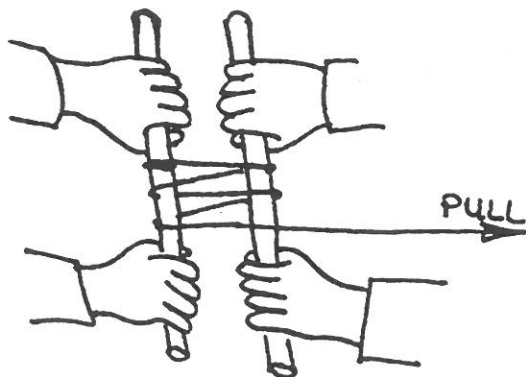
Municipal water works.

Electrical generating plant.

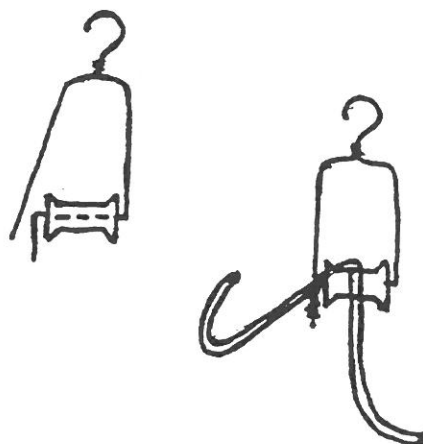
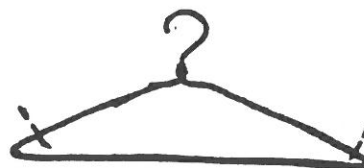
Industrial manufacturing plant.

Block & Tackle Demo:

This graphic demonstration shows how the block and tackle increases power. Use two lengths of broomstick or dowel and a length of clothesline. Attach (by knot, staple, or nail) one end of the sticks. Wrap line loosely around both sticks as shown. Have two of the bigger den members hold the sticks. As the smallest Webelos Scout to pull on the line. He will be able to pull the two sticks together, no matter how hard the bigger boys try to hold back.

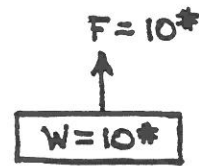


Simple pulleys for additional block and tackle demonstrations can be made as shown below.

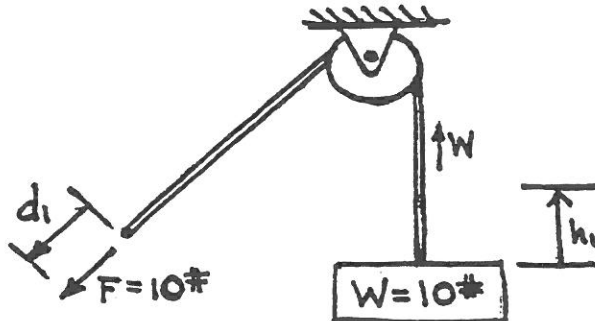


Why use a pulley or a block and tackle?

To lift an object, a force has to be applied equal to the weight of the object.



In some cases it may not be convenient to apply the necessary force in a straight upward manner, it may be necessary to apply the force from a different direction. The simple pulley will allow that force to be applied from many different directions.

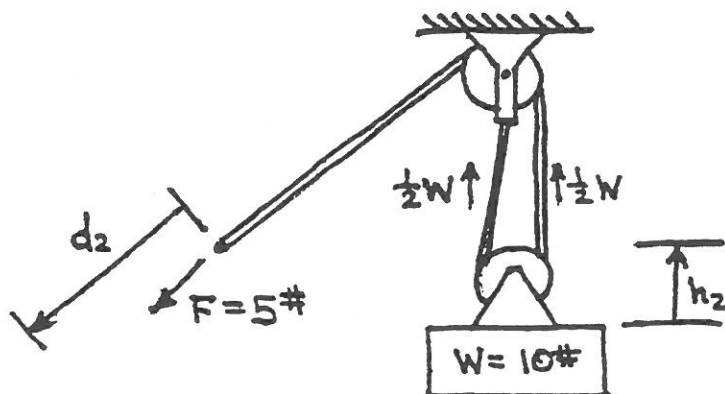


Simple Pulley :

$$d_1 = h_1$$

$$F = W$$

In other cases the weight of the object may be too heavy to lift, and it is desired to apply a force less than the weight of the object. To do this a block and tackle must be used. A block and tackle is simply a combination of several simple pulleys that in essence spread the weight of the object to more than one rope in the lifting mechanism. A disadvantage of this, however, is that more rope must be pulled to raise an object a given height.



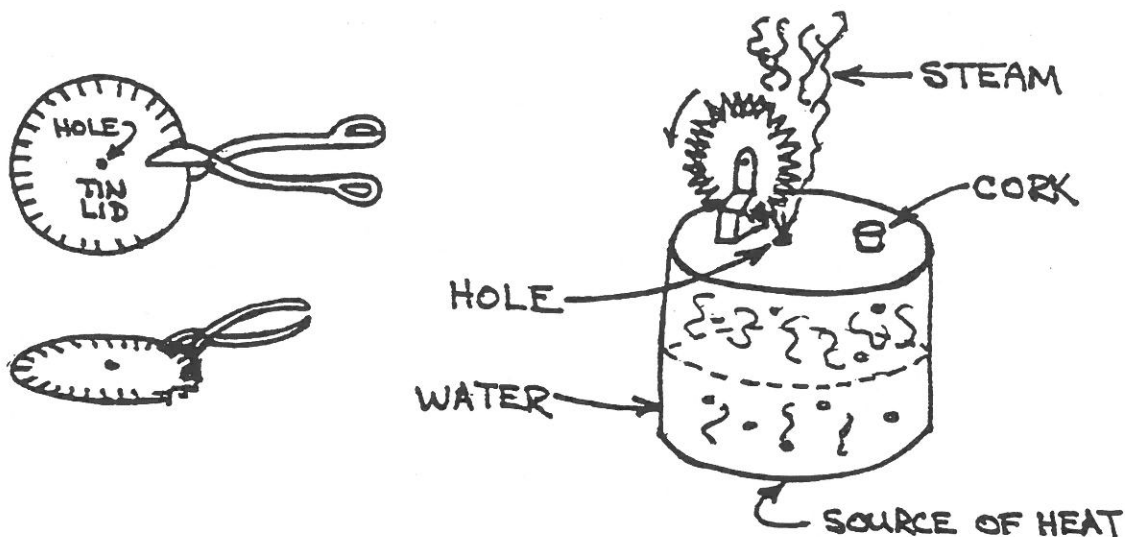
Block & Tackle :

$$\frac{1}{2}d_2 = h_2$$

$$F = \frac{1}{2}W$$

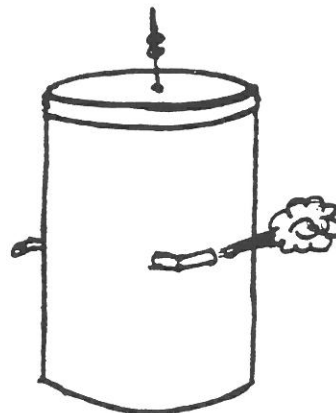
Make a Steam Turbine

A Webelos Scout may get a graphic demonstration of the power of steam by building the simple steam turbine shown in this illustration. Materials needed are a coffee can, a lid from a smaller tin can, an extra piece of tin to make the support for the turbine, a nail, a cork, tin snips, and a source of heat. NOTE: Work with gloves and have adequate adult supervision.

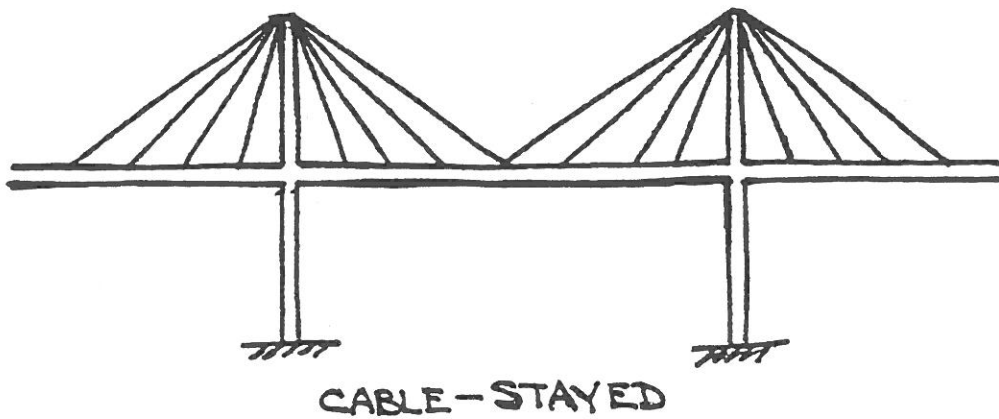
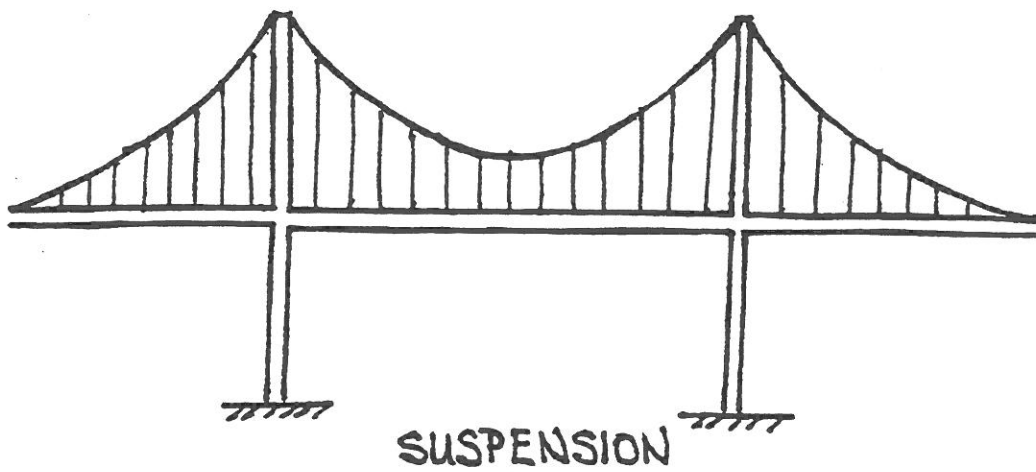
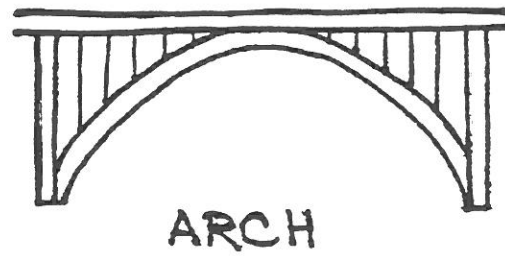
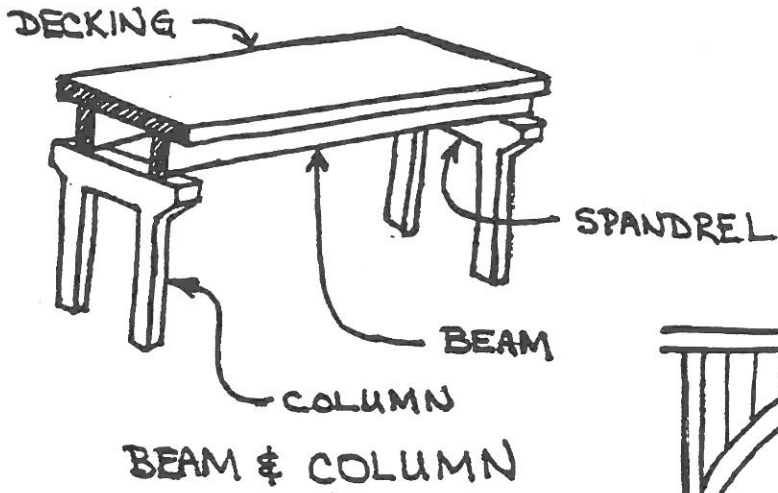


Do-It-Yourself Steam Engine

This steam engine can be assembled easily and provide a fun project for the Scouts. And better yet, it actually works! Use a one pound coffee can with a plastic lid, three soda straws that can be bent, two feet of duct tape, and fishing line. Drill three holes in the coffee can 2/3 way up from the bottom of the can. These holes should be 120 degrees apart (1/3 way around the can). Cut the straws so that each side of the bend is about one inch. Push one end of the straw through each drilled hole and secure in place with tape. Fill the can about 1/2 full of water. Punch a small hole in the center of the plastic lid, pass fishing line through it, knot the end, and secure with tape. Place the lid on the can and secure with tape. Now, suspend the fishing line so the can hangs free. Under the can heat is applied to bring the steam engine to life. As the water boils, the steam escapes through the straws making the engine go around.



Types of Roadway and Railway Bridges --



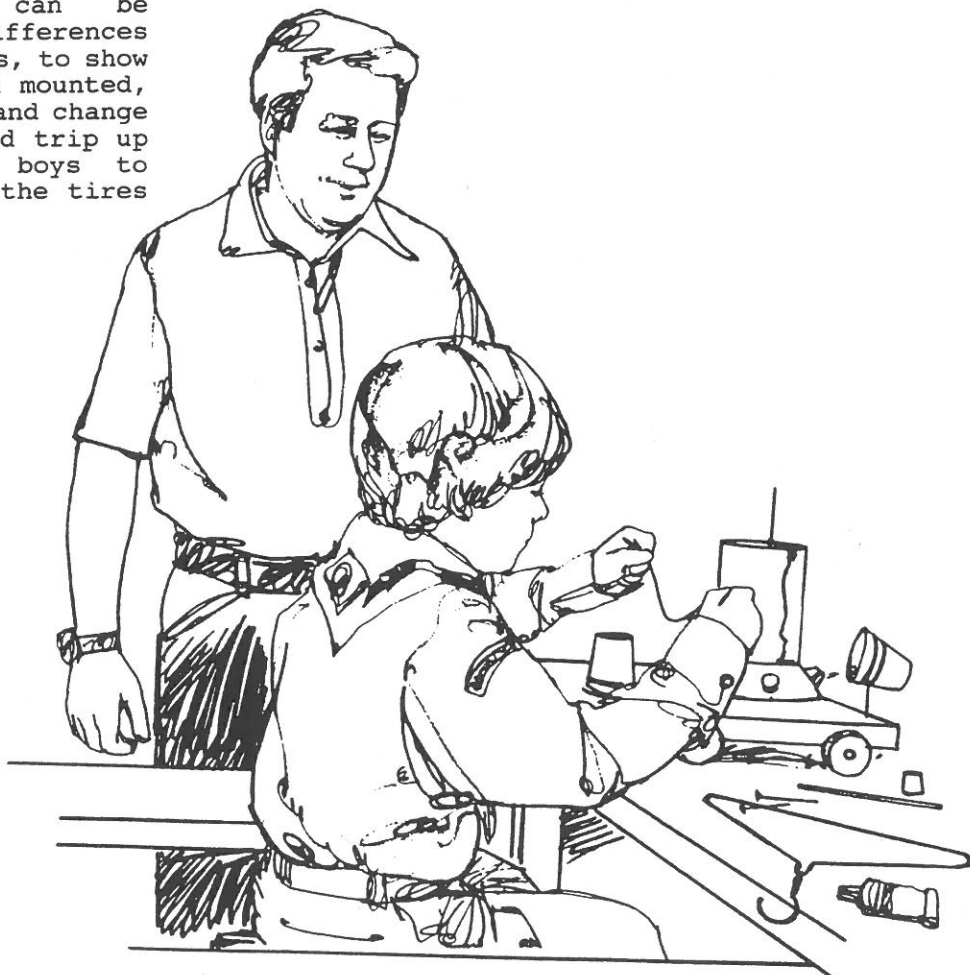
HANDYMAN ACTIVITY BADGE

The Handyman Activity Badge is one of the boys' favorite activities to do, especially when they get their hands greasy or dirty working on bikes or cars. Don't just explain how to do something, let them do it for themselves.

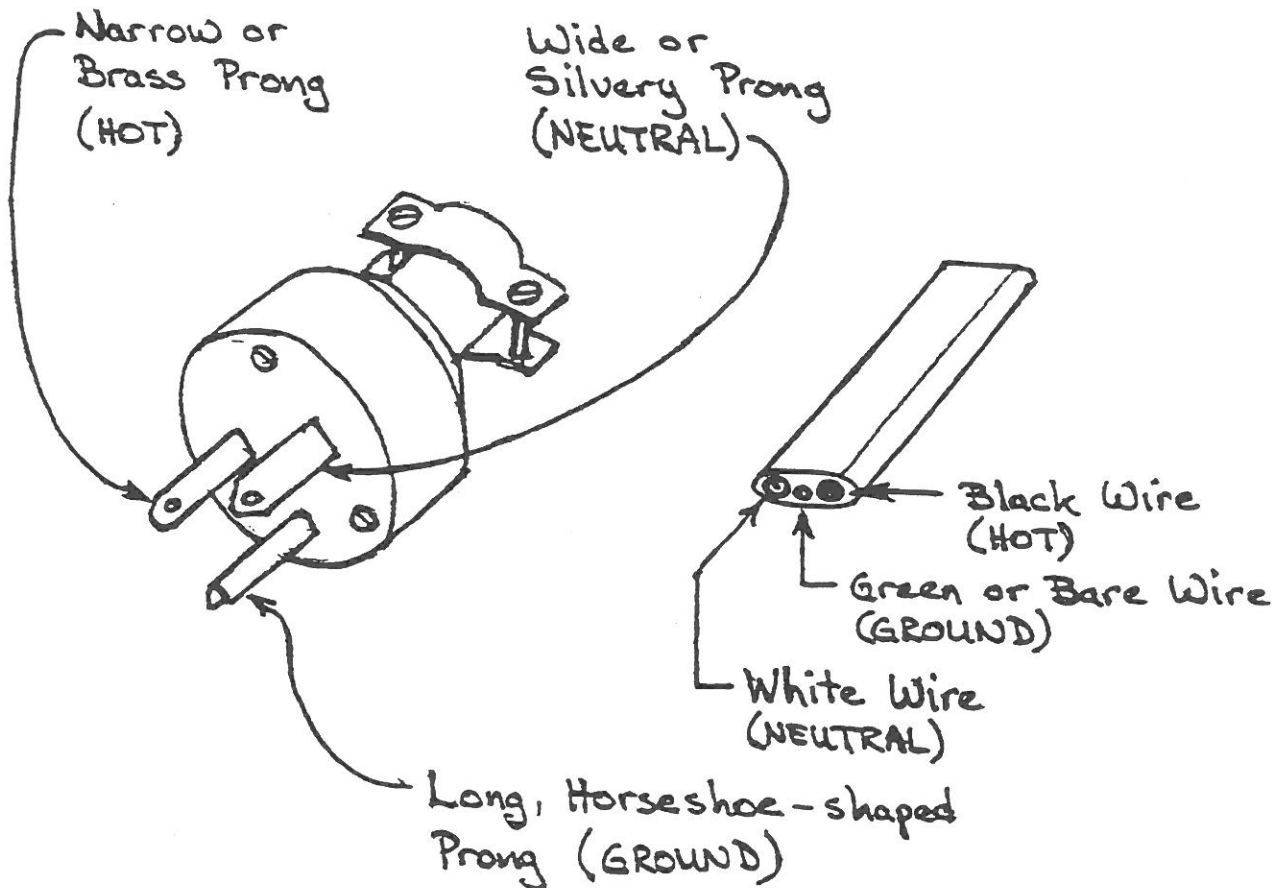
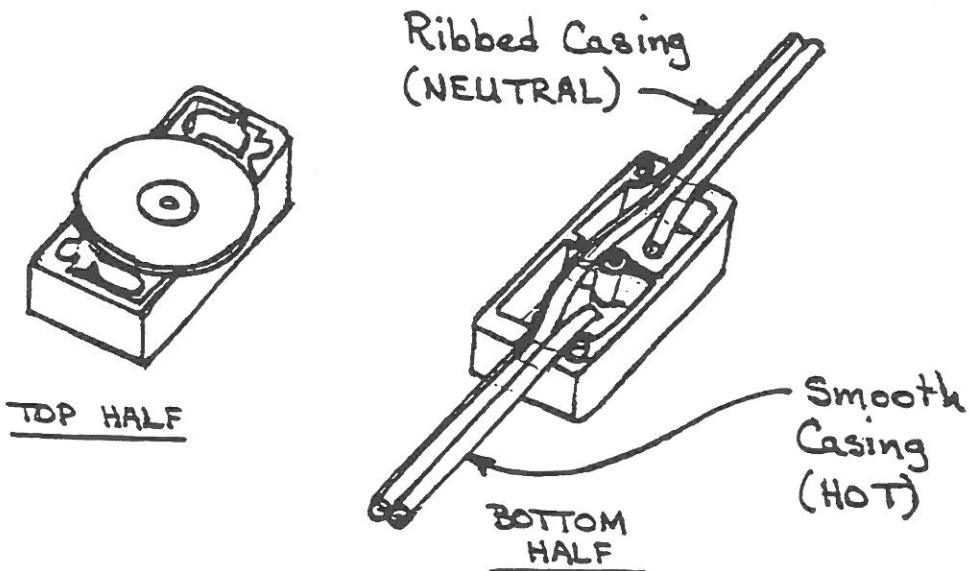
A field trip to a bicycle repair shop to see how to properly care for and repair their bikes is a sure hit. While there, perhaps the manager will explain and show the different types of bikes and how to size the rider for the bike. Follow this field trip up with a den meeting where the boys bring their own bikes for a tune-up.

Another fun field trip is to an automobile service center. The boys will enjoy seeing the sophisticated equipment used to keep today's highly computerized vehicles on the road. There's also tons of interesting tools to look at. Perhaps demonstrations can be arranged to show the road. There's also tons of interesting tools to look at. Perhaps demonstrations can be arranged to show the differences between disk and drum brakes, to show how tires are balanced and mounted, or how to lubricate joints and change the oil. Follow this field trip up with a chance for the boys to actually change or rotate the tires on a car.

A great opportunity for the boys to make something useful is by having them each make an electrical extension cord with an in-line switch. This type of cord is very useful for connecting to the lights on a Christmas tree since it can be turned on and off with a flick of the thumb. The necessary materials can be purchased at any hardware store and the tools required for assembly are very minimal: a standard screw driver, a utility knife, and a wire stripper. Note: if the plug and receptacle end devices have polarized prongs or slots (one wide and one narrow, as shown on the following sketches), be sure that the identified conductor of the wire (usually the ribbed casing) is connected to the neutral prongs or slots.

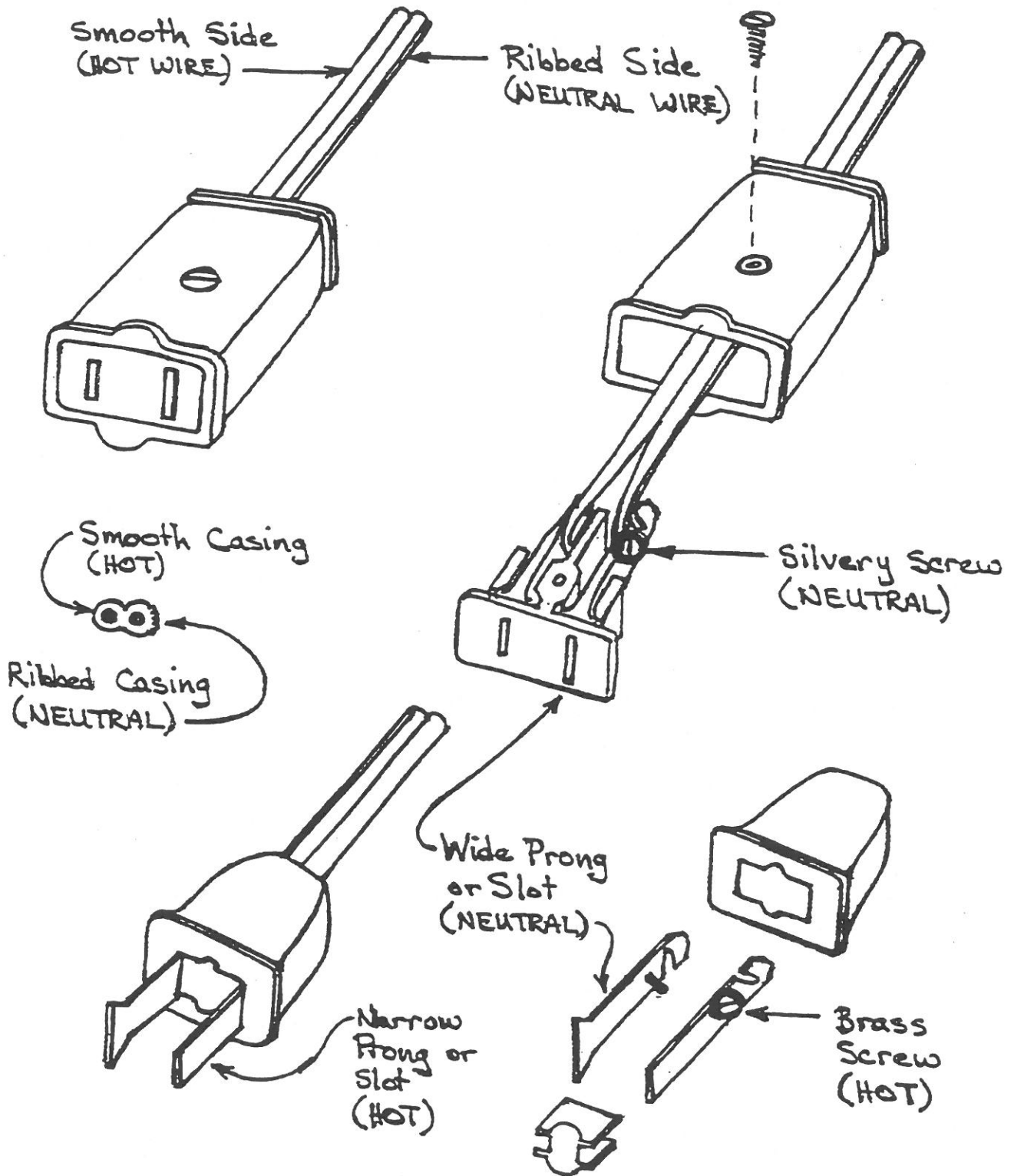


IN-LINE SWITCH



3-WIRE PLUG

SIMPLE EXTENSION CORD



SCIENTIST ACTIVITY BADGE

A question a scientist always asks is, "What makes things happen?" A scientist is naturally curious as are Webelos Scouts, therefore this activity badge will be of great interest to them. It is important to remember that the most basic skill for the scientist is observation. The most effective way for boys to become good observers, and to gain understanding of the principles included in the Scientist badge is to participate in their own experiments. Experimenting is a way of asking questions of nature. First get an idea, then try it out though it may not work. Then find an answer that explains what happened.

It is also helpful to remember that when boys are experimenting there are advantages to having them work in pairs. First, it encourages conversation and argument, which bring about a sharing of ideas and gets the boys to think about more possibilities. Second, many of the experiments in the Webelos Book and in this material are more effective when one boy performs while the other observes. They should switch roles so that each has the opportunity to perform and observe. Then they can compare their observations and discuss the reasons for their results.

How can we interest ten and eleven year old boys in Bernoulli's Principle, Pascal's Law, and inertia which are the first three requirements for the Scientist badge. First of all it is important for the leader to have a clear understanding of these topics so that the leader can help the boys learn and so that the leader feels comfortable working with the boys on the Scientist badge. Therefore, the purpose of this section is to present some information and ideas that deal with the first three requirements for this badge. Our goal is to promote a better understanding, relate the ideas to familiar things in a boy's life, and provide additional activities. The explanations for some of the experiments in the Webelos Book are also given.

Bernoulli's Principle

Whenever there is an increase in the speed of a fluid, either gas or liquid, there is a decrease in pressure. The opposite is also true, as the speed of a fluid decreases, the pressure around it increases.

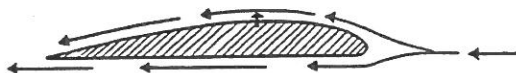
This principle deals with the relationship between pressure around a fluid, be it liquid or gas, and the speed at which the fluid is moving. For example, when a rapid stream of air is produced, a low pressure areas on all sides of the air stream is also produced.

If the pressure decreases with the speed of air, then if air is blown fast enough over the top of a sheet of paper, thereby decreasing the pressure on the top of the paper, the great pressure on the bottom should lift the paper.

The curve of a baseball is connected with the spin of the ball and the fact that more force must be applied on one side of the ball. The ball then moves in the direction of the lower pressure side, thus causing it to curve.

What lifts an airplane? Air striking the underside of the wing flows past it smoothly and its speed remains about the same. But the air speed is greater on the top of the wing because the curved shape of the wing creates a longer path for the air to travel. In order for the air to travel the relatively longer distance up over the wing in the same time that it takes to travel the relatively shorter distance under the wing, it must travel at a faster speed when going over the top. Therefore, the air pressure is less on the top of the wing than underneath. When the unbalanced upward force of the air pressure becomes greater than the weight of the airplane, the plane is lifted. The air speed necessary to lift a small plane is about 40 miles per hour. What is it for a large jet airplane?

When air moves quickly, pressure is low.



When air moves slowly, pressure is high.

Den activities for Bernoulli's Principle --

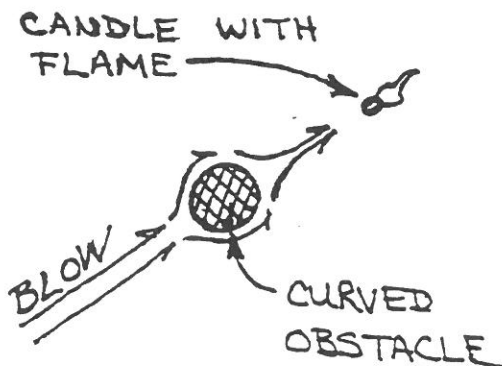
Although a leader may not be sure that Bernoulli's Principle is true, it is part of the responsibility of scientists, and Webelos, to consider the logical consequences of the principle and to test them by experiment. The following are explanations for the activities in the Webelos Book.

1. Blowing a card off a spool. The rapid air stream between the card and the spool produces low pressure in this space and the surrounding atmosphere forces the card against the spool. The harder it is blown, the more rapid the air stream, the less pressure between the card and the spool, and the tighter the atmosphere hold the card in place against the spool.

2. Blowing a flame toward you. The air stream that is blown against the card is directed sideways, upward, and downward by the card and produces low pressure all around the edge of the card. The atmosphere behind the flame forces it toward this low pressure space, and blows the flame toward you.

Additional Bernoulli Den Activities--

a. Blowing out a match behind a curved obstacle. The air stream divides and produces low pressure between each half stream. Each half stream is held against the curved surface by the atmosphere. They pass around the curved surfaces and unite on the far sides to blow out the flame.



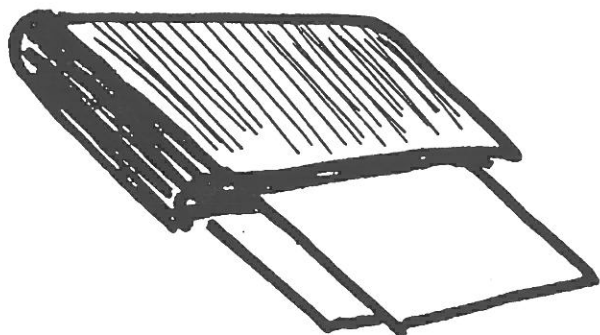
b. Blowing through a paper pup tent. The rapid air stream passing between the paper and the table produces a low pressure area between the paper and the table. The greater air pressure above the paper forces it down toward the table keeping it from being blown over.



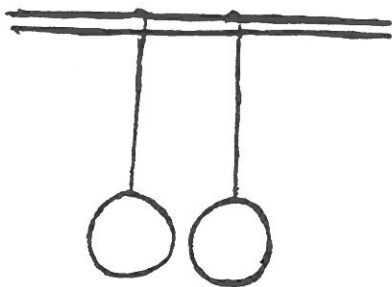
c. Place a strip of paper (1" x 11") over a finger and hold the finger against the chin just below the mouth, let the strip hang down. Blow hard over the paper and it will rise up into the air stream and flap there. The air stream produces a low pressure space above the paper and the greater pressure below lifts the paper into this low pressure space.



d. Suspend two sheets of paper in a parallel position and 1 inch apart, their edges held between the pages of a book. Blow a stream of air between them. The sheets move together.

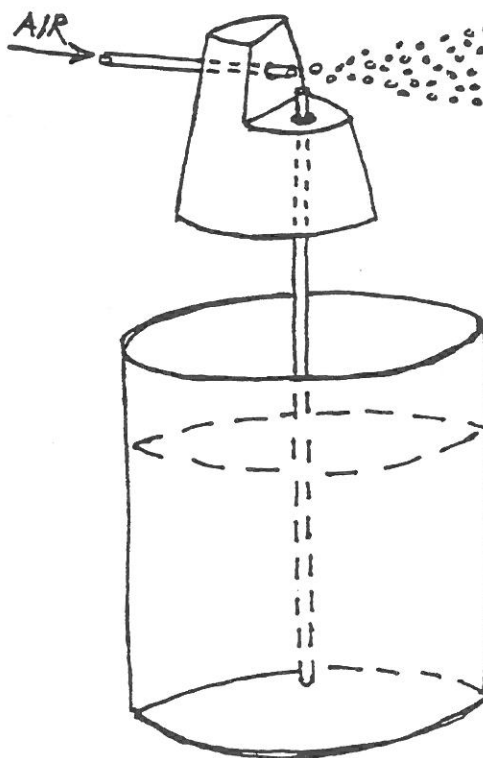


e. Suspend two balls from a stick, about 1 inch apart. Apples may be used as balls or ping-pong balls may be suspended by threads attached by glue or melted wax. Blow between the balls. The result will be same as d. above.



f. Place a ping-pong ball in a funnel. Try to blow the ball out by blowing through the funnel tube.

g. Demonstrate the operation of the "atomizer" by placing two relatively short pieces of glass tubing through holes in a notched cork stopper. (Find a large cork, cut it into an L shape and make a hole in each part of the L). Adjust the tubing so that a stream of air passes just over the opening of the vertical tube. The lower end of the vertical tube is in a beaker or bottle filled to the top with water. Blow hard in to the horizontal tube. The rapid air stream of air produces low pressure in the vertical tube and the atmosphere pressing down on the water in the bottle lifts water to the top of the vertical tube. Here the rapid stream of air breaks the water up into very small particles and produces a fine spray.



Pascal's Law

When any part of a confined fluid, liquid or gas, is subjected to pressure, the pressure is transmitted equally and undiminished to every portion of the fluid and the inner surface of the walls of the containing vessel.

A force is a push or pull. Force per unit area is called pressure. With the aid of this principle, it is possible to transform a small force into one of unlimited magnitude. Pascal himself stated that "A vessel full of water is a new principle in mechanics, and a new machine for the multiplication of force to any required extent, since one man will by this means be able to move any given weight." These machines which Pascal referred to, machines which transmit forces through liquids, are called hydraulic machines.

Examples of some types of hydraulic machines are:

Hydraulic presses - used for baling cotton, rags, and paper by submitting them to enormous pressure, also used to extract oil from seeds, punch holes through metal, and to test the strength of structural items.

Hydraulic brakes - used in all types of vehicles.

Hydraulic jack - used for lifting vehicles and heavy equipment.

Hydraulic lifts - used on tractors and construction equipment to lift heavy loads.

Hydraulic chairs - used in barber shops and dental offices.

Circulatory system of the body - the heart acts as a hydraulic machine forcing blood throughout the blood vessels.

Den Activities for Pascal's Law --

1. Water streams in a balloon or can. The pressure is the same in all directions at the same depth.

2. Triple fountain. Using a can with three holes in it at different depths and cover the open end with a piece of balloon held in place with a rubberband, hold the can on its side with the holes facing up on the bottom of a bucket filled with water. Push the balloon several times until the air bubbles stop coming out of the holes. Lift the can out holding it with the holes on top. Push in the balloon, the result is three jets of water of equal height. Contrast this to an experiment where the same can, without the balloon, is held with the open end on top. In this case the water jets are each a different length. The jet nearest the bottom is longer than the jets higher up the can because there is more water pressure on the jets that are lower in the can.

3. The water lifts you. Follow the instructions in the Webelos Book. Someone can be lifted because if the pressure of the water at the mouth of the bag is 2 pounds per square inch and the water bottle is 10-inches by 7-inches (70 square inches), then the pressure on the inner surface of the bag is 2 psi times 70 sq. in. or 140 pounds. Therefore this apparatus can lift 140 pounds. If this experiment were tried with the hose attached directly to a faucet, then the water pressure will be greater and so will the lift.

4. Air lifts books. Place a folded paper sack under a stack of books. As air is forced into the bag by blowing, the books are easily lifted.

Questions to discuss --

a. Why is the explosion of dynamite below the surface of the water so destructive to animal life in the water?

b. Why is it a good idea not to fill a jug or vacuum bottle entirely full before inserting the stopper?

Ask a doctor to come to one of the meetings to demonstrate how blood pressure is taken, to discuss its importance, and to explain the relationship between the height of an intravenous bag and the normal blood pressure of a 10-year-old boy.

Have the boys make a hand washer bottle for camp. Take an empty plastic jug and poke a hole in it near the bottom. Fill the jug with water while covering the hole to prevent it from leaking. Then screw the lid on tight and uncover the hole and hang the jug from a tree. The water stays in the jug because the atmospheric pressure is equal on all sides of the jug. When the camper wants to wash his hands, he either loosens the lid slightly and the water will flow or he squeezes the jug for a spurt of water. Have the boys try to explain this practical application of Pascal's Law in action.



Inertia

Explanations for the activities in Webelos Book:

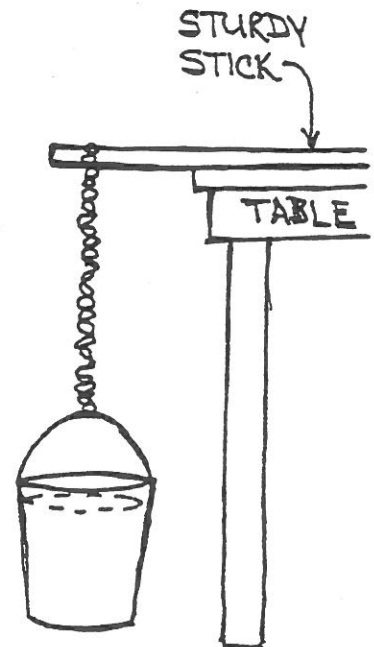
1. The inertia of the coin keeps it at rest while the card slides out from under it. The coin then falls into the bottle because it is pulled downward by gravity.
2. The inertia of the upper coins is not overcome when the bottom coin shoots out, so the pile remains upright but shorter by one coin.
3. The inertia of the glass and water is overcome when the paper is moved slowly, but not when the paper is moved rapidly.

4. A fresh egg, at room temperature, is fluid inside and when it is spun the shell spins but not the inside. The inertia of the fluid stops the shell quickly. A hard boiled egg is solid inside and when it is spun the shell and the insides spin and the inertia of motion of the whole thing keeps the egg spinning.

5. The inertia of motion of each particle of water tends to make it move at each instant along the straight line in which it is then moving. This tendency keeps the water in the pail.

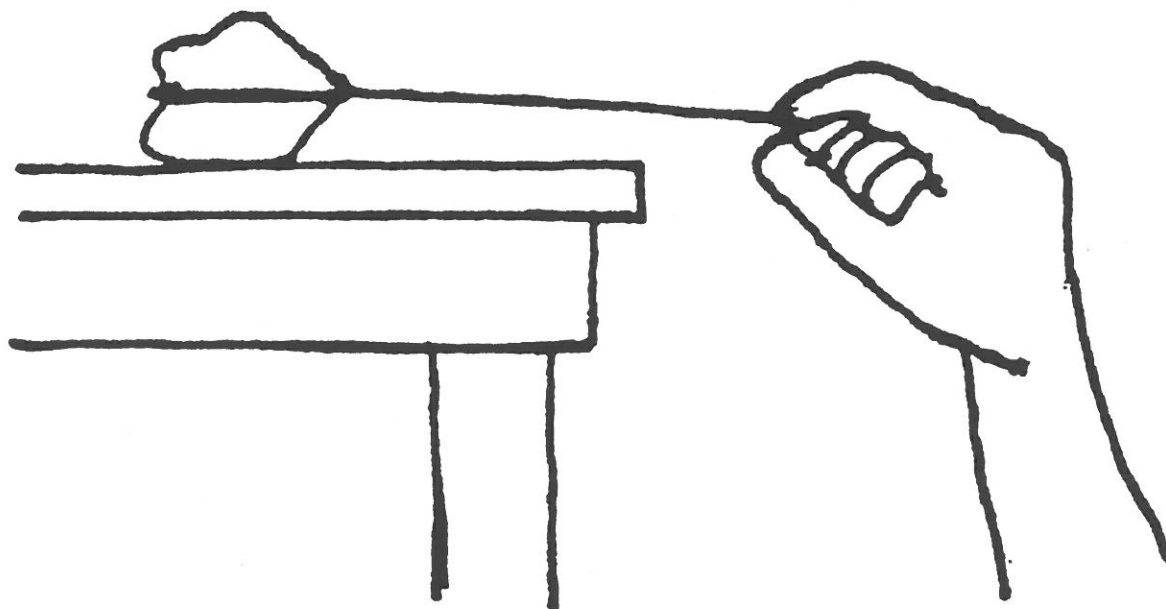
Additional Den Activities For the Study of Inertia --

a. Circular Fountain. Support the pail on a doubled-up light rope so that the bottom of the pail is about two inches from the floor. Fill the pail with water to within one inch of the top. Turn the pail to twist the rope as far as it will go. Let go and the rope will twirl the pail and water very rapidly. The water will gradually sink in the middle and rise up along the inner side of the pail. When it reaches the top of the pail it will overflow and sprinkle the floor in a circle. The inertia of motion of each particle of moving water tends to make it move away from the center of the pail. It makes the water creep up the inside of the pail and over the edge.

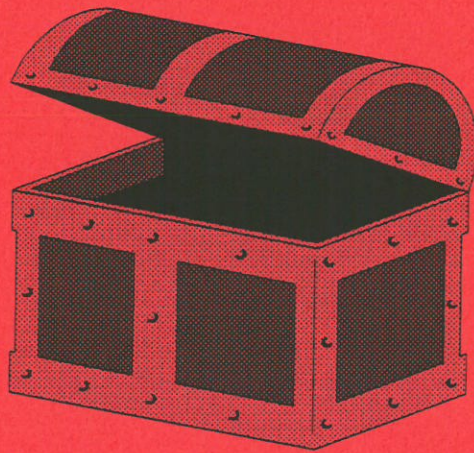
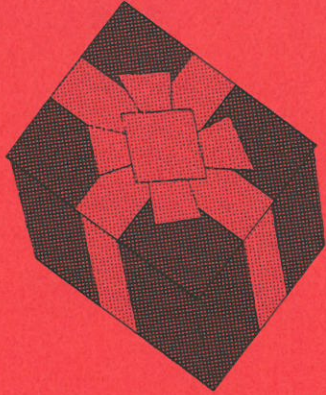


b. Rock and Thread. Attach a thread to the rock and lay the rock on the table. Pull gently on the thread and the rock will move. Jerk quickly on the thread and the thread will break but the rock will remain still. When pulling gently the force on the thread is only the friction between the rock and the table. When pulling quickly, the force on the thread is the friction plus the inertia (resistance to motion) of the rock, the thread breaks.

c. Rock and Cord. Find a piece of rock weighing about 2 pounds. Tie a heavy cord around the rock. Then tie to each of the two loose ends of the heavy cord a lighter cord of the same length, one above the rock and one below it. Tie the upper cord to a door knob or other support. Pull slowly downward on the lower cord and the upper cord will break. Jerk quickly downward on the lower cord and the lower cord will break. When pulling down slowly, the force on the lower cord is the pull plus the weight of the rock, thus the upper cord breaks. When pulling down quickly, the force on the lower cord is the pull plus the inertia (resistance to motion) of the rock, while the force on the upper cord is only the weight of the rock, thus the lower cord breaks.



AND STUFF...



AND STUFF

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AND STUFF

Kite Derby

A kite derby can be a special activity, on either a den or pack basis. If you are planning one, be sure to announce it far enough ahead of time so the boys can make their kites, know the rules, and understand the events scheduled. On the day of the derby you'll need an open field, judges, and an announcer.

There may be several classifications of kites; box, tail-less, those with tails, etc.

Entrance Requirements:

1. All kites are boy and adult partner made.
2. Each entrant may have his adult partner help him get the kite into the air and help catch it when it comes down.
3. A kite must fly in order to be eligible for prizes.
4. No restrictions on materials used in construction of kites.
5. No wire lines permitted.
6. Kites in power lines are lost and may not be retrieved.
7. Kites may be adjusted and modified at any time during the derby.

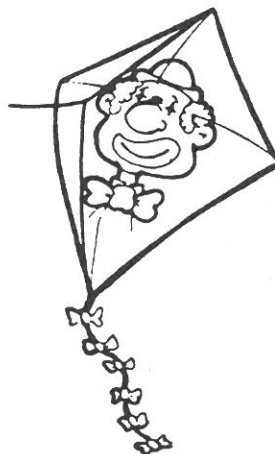
Prizes could be awarded for:

Pre-Flight Judging:

Smallest kite
Largest kite
Strangest kite
Funniest kite
Prettiest kite
Most unusual kite

Judging while in flight

First kite in the air
Highest after 5 minutes
Highest after 15 minutes
Most stable flying
Most graceful in air
Fastest climbing
Best sportsmanship (boy)
Most persistent flyer (boy)



You may want to include events in the kite derby such as 100-yard dash with kites being flown at the end of a 100-yard kite string; an altitude race, and others. See 'Cub Scout Activities' for more information on Kite Derby.

See Wolf elective 5 for Kite-flying Safety Rules, and directions for making a paper bag kite.



Pinewood Derby Advancement Ceremony

Cubmaster: In an auto race, drivers must advance in position. Tonight we have a special way to honor our racing drivers who have advanced in Cub Scout rank.

The first step in any race is to establish a qualifying time. Tonight we have some new Bobcats who have qualified as drivers in our Cub Scout Advancement track. Will the following boys and their parents please come forward.

The green flag symbolizes those drivers who have qualified for a Wolf position on our Advancement track. The green flag represents the start of a race and these boys have certainly gotten a head start in the race. Because your parents were helping you and cheering for you, we would like them to come forward and present the badge to you.

The red flag indicates that a driver is more experienced in handling his car and is moving up among the track leaders. Do not confuse this flag with the one that stops a race. Just as pit mechanics help drivers to refuel and change parts, so your parents have helped you and we would like to honor your pit crew as well so will you please bring them with you.

The white flag tells us that the driver has but one lap to go to reach the checkered flag---the Arrow of Light. He has learned to manage the turns, jams, and upsets. Will the following Webelos Scouts come forward to receive their activity badges. Many a driver wins because of the support given by his pit crew. Not only have your parents been a vital part, and so too has your pit chief, you Webelos Den Leaders, so we would like to have all of them join you as you receive these badges.

The checkered flag announces the end of the race. It shows that the driver has reached the goal and has won the right to go on to bigger races---the Indianapolis 500, which is Scouting. Will the following boys come forward to receive the highest track record---THE ARROW OF LIGHT. This is the only badge in Cub Scouting which may be worn on your Scout uniform. May I congratulate you on earning this award and encourage you to wear it with pride at all times.

(This ceremony is particularly impressive if the various flags are available and especially if they have been used in the Pinewood Derby race.)

Recipes

Peanut Butter Play Dough

This is more fun than regular play dough because when you've finished modeling, you can eat it.

Spoon a big jar of peanut butter into a bowl and add a few spoonfuls of honey. Add some powdered milk (either instant or non-instant type). Mix with your hands until it makes a good dough. Add cocoa or carob powder for chocolate flavor. Mold into shapes and decorate with raisins. This dough can also be rolled out and shapes cut with a knife.

Costume Makeup

In a jar mix some liquid skin cleanser with powdered sugar for thickness. Add food coloring for color. This make-up will wipe right off. It works even better if the face is cleaned with liquid cleanser and wiped clean before applying make-up.

Iridescent Soap Bubbles

1 cup water
2 tablespoons liquid detergent
1 tablespoon glycerine
1/2 teaspoon sugar

Mix all ingredients. Make up 2-3 days before use.

Soap Bubbles From St. Paul Science Museum

5 gallons distilled water
 1 quart Joy liquid dish soap
 1/4 cup glycerine

Mix all ingredients. Make up 2-3 days before use. Make straws into various shapes and then wave or blow shaped and glued straw shapes.

Detergent Starch Modeling

2 cups detergent
 1 cup liquid starch
 food coloring

Mix together all ingredients and beat until the consistency of cake frosting. If too dry add a little water. This mixture is well suited for applying to paper plates, tin cans and bottles or as a mortar-like substance for imbedding.

Carving Material

4 parts vermiculite
 1 part cement
 1 part sand

Mix the above with enough water to make a heavy paste. Then pour into a mold and let dry. Blocks can then be cut and carved with a pen knife.

Hot Dog Delight

Using toothpicks, pin a slice of bacon around a wiener. Broil on a stick over hot coals. The bacon adds delicious flavor.

Bacon & Eggs

Fry bacon on your buddy burner, and add one or two eggs. Fry to your taste. Add salt and pepper and you've got a quick and tasty meal.

Applewiches

Slice an eating apple into thin slices and place a thin piece of cheddar cheese between slices.

Foil Dinner

Lay a large flat hamburger or pork chop on a sheet of heavy aluminum foil. Cover with slices of raw potato, onion and carrots, and season with butter, salt and pepper. Wrap in foil. Cook over hot coals for 20 minutes, turning twice.

Baked Apple

Core an apple and place it on a square of aluminum foil. Fill the core hole with raisins, brown sugar and a dash of cinnamon. Seal the foil and place the package on hot coals.

Another method is to core the apple partially but not break through the other side. Fill the hole with raisins and brown sugar and roast on the end of a stick over the hot coals.

Kabobs

On a skewer or a stick, place bite-sized pieces of meat and vegetables, alternating them. You may use cubed luncheon meat, precooked ham or quartered wieners. For vegetables, try sliced onions, cherry tomatoes, chunks of potatoes, green peppers and pineapple. Broil your kabobs over hot coals.

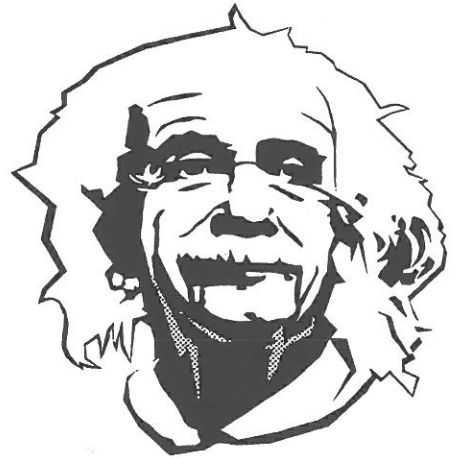
If you use beef or lamb, you will improve it by marinating it in Italian salad dressing for a couple of hours before broiling. Before beginning to cook the kabobs, coat the skewered food with melted butter or a barbecue sauce. Turn the kabobs occasionally as you cook them.

Marshmallow Treats

Lightly toast marshmallows on a stick over hot coals. Try toasting chocolate-flavored marshmallows and placing them between chocolate-chip cookies. Or stuff the centers of large glazed doughnuts with marshmallows and then toast them over coals on a stick.

Genius Kit

At a Pack meeting distribute materials and explain the Cub Scout Genius Kit to parents and boys. Explain the rules of the project. A committee should collect needed items and package them in paper bags. Contents of all kits must be identical.



Suggested items:

1 piece of cloth, 12 x 18 inches
 12-inch piece of 1/4 inch dowel
 1 board, 1 x 6 x 10 inches
 8 nails, 1 inch long
 1 small tube of glue
 4 feet of string

1 No. 2 can
 1 wire coat hanger
 6 pipe cleaners
 2 spools
 4 corks
 12 tacks
 1 golf tee
 4 ice cream sticks

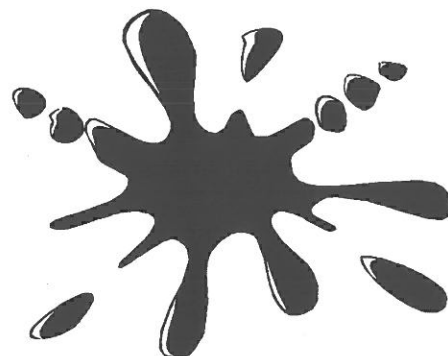
Rules for Cub Scout Genius Kit project

1. Bring your genius kit to the pack meeting
2. Use only materials found in the bag. You don't have to use everything, but you can't add anything.
3. You may cut up the board, cloth, wire, spools, or dowel as needed and into as many pieces as you like.
4. You may use saw, hammer, jackknife, sandpaper, drill or any other tool.
5. Use your imagination and have fun.

Genius Gel

Materials needed: Cornstarch, water.

Instructions: Genius gel is a substance which is both liquid and solid at the same time. To make genius gel, measure five parts cornstarch and four parts water. Mix this together with the hands. After the cornstarch is totally dissolved in the water, explore all the unusual and magical things that can be done with this mixture. If a fist is pounded on the mixture, it's hard. But if a relaxed hand is placed on top of the mixture, the hand will sink like it's in quicksand! A chunk of genius gel can be broken off just like with other hard materials. But if some of the mixture is placed in your hand, it begins to drip off - just like liquid! It can be poured like liquid, and as it is pouring, one can crack off the drips - like a solid!



Winning

The game of life is full of winners and losers. Being a loser is easy. Being a winner is much harder. Losers are easy to spot, they are always criticizing and putting others down. They usually don't get what they want out of life, and are envious of those who do.

Winners are those who believe in themselves and respect others. They usually are successful in every aspect of life, at home, at work, in their community and in society. Winning at life doesn't take any luck, nor does it have to make someone else a loser. Make yourself a winner at life.

Winning is developing your potential.

Winning is achieving a goal that makes you happy.

Winning is giving and getting cooperation, concern, and responsibility.

Winning is giving yourself to others freely.

Winning is being happy that you gave your best, regardless of the final score.

Winning is never whining.

Winning is picking up a pop can you didn't throw in the street.

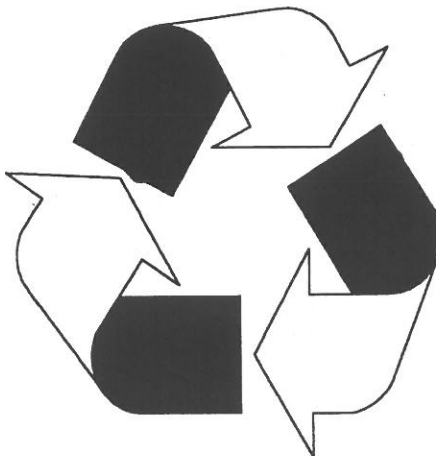
Winning is making someone else happy.

Winning is all in the attitude!

A good sport plays hard and tries to win. But, he seeks to win only by fair and lawful means according to the rules of the game. A good sport takes pleasure in the game right to the end, even though he is not winning, for the purpose of the game is not merely to win but to find joy and strength in trying.

Definition of a Boy

- A piece of skin stretched over an appetite.
- A nose covered with dirt.
- Like an iceberg, 7/8 of him is hidden away waiting for some Explorer to come along.
- He is called a tornado, because he comes at the most unexpected times, hits the most unexpected places and leaves everything a wreck behind him.
- He can run like a deer and climb like a squirrel, bellow like a bull, bark like a mule and eat like a horse.
- A growing animal of superlative promise, to be fed, watered and kept warm.
- A joy forever, a periodic nuisance, the problem of our times, the hopes of a nation.
- Every boy is evidence that God is not yet discouraged with man!



Rindercella

Once upon a time in a coreign fountry, there lived a geautiful birl whose name was Rindercella. Now Rindercella lived with her mugly uther and her two sad blisters. Also in the same coreign fountry, there lived a Prandsome Hince. And this Prandsome Hince was going to give a bancy fall. He invited all the people from riles amound, especially the pich people. Now Rindercella's mugly uther and her two sad blisters went shopping to buy some dancy fresses to wear to the bancy fall. Rindercella couldn't go because all she had to wear were some old rirty dags. Finally the night of the bancy fall arrived and Rindercella didn't go so she cat down and scried. While she was ritting and scrying there appeared before her, her mairy fod guther, who touched her with a wagic mand. Suddenly there appeared a ceautiful boach and hix white sorses to take her to the bancy fall. And the mairy fod guther said, "Now Rindercella, you be home before nid-might or you'll purn into a tumpkin." When Rindercella arrived at the bancy fall, the Prandsome Hince met her at the door because he had been watching through a widden hindow. Rindercella and the Prandsome Hince nanced all dight and they lell in fove. Pretty soon the clock struck nid-might and Rindercella staced down the rairs and when she beached the rottom, she slopped her dripper. The next day the Prandsome Hince went all over the coreign fountry looking for the geautiful birl who slopped her dripper. Finally he came to Rindercella's house. He tried it on the mugly uther and it fidn't dit. Next he tried it on the two sad blisters and it fidn't dit. Then he tried it on Rindercella and it fid dit. It was just the sight rize. The Prandsome Hince and Rindercella were married and lived appilly ever hafter. Now the storal of this morey is this. If you ever go to a bancy fall and you want the Prandsome Hince to lall in fove with you, don't forget to slop your dripper.



Antique or Early American Wood Pictures

Take any size piece of wood and sand and varnish and let dry overnight. If you desire an aged look use "Old Masters" paint or what ever coloring you like, to give it the textured look you desire. Using cheese cloth ink with Old Masters and let dry overnight. Burn edges of picture and paste on board, let dry overnight and the following day apply a dull sealer. You may also bake in oven for an aged look. This process is good in group hangings.

Block Printing

Block printing can be done many ways, such as with a potato, eraser, cardboard, innertube rubber, foam, leather or linoleum. Most of these forms can be made by cutting a pattern with a scissors or knife with the exception of the linoleum. A set of tools are needed to insert the desired grooves. Paste desired pattern on a wooden block and with either an ink pad or a sprayer, apply ink to block and start printing. A water soluble ink is best when working with boys. When looking for linoleum, "Battleship" linoleum is the easiest to work with.

Plaster of Paris

When working with plaster of paris, take mold or rubber form and measure water in mold, pour into container and add plaster and stir, mixture should be creamy. To hasten the hardening add a little salt. After mold is hard to touch it will become very warm and then cold. Remove from mold when cold. If you are making a neckerchief slide add a curtain ring when firm, but before it is hard.

Bath Salts

Place some epsom salts in a glass jar. Add a few drops of food coloring and a bit of perfume or cologne. Cover jar and shake until salts are uniformly colored. If possible let stand several weeks. Five pounds of epsom salts will make about eight pints of bath salts.

Snowstorm Jar

Select a jar with a screw-on cover. With waterproof cement, glue a small figure inside bottom of jar or inside lid; let dry thoroughly. Fill jar with water and add a teaspoon or two of moth flakes, mica snow or crushed moth balls. Apply cement liberally around rim of jar, replace lid and let dry thoroughly. Jar made a few weeks in advance allows the snow to settle rather than float.

Simple, Safe Costume Make-up

The following make-up does not harm the skin or harm the person. All you need is some powdered sugar, vegetable food coloring and some liquid cleansing cream. There is no special recipe, just mix it according to your needs and the colors you desire. Keep in a tight jar until ready for use. This is excellent for clown make-up and it is easily applied with your fingers and wipes off with a tissue.

Egghead Garden

This friendly egghead will hatch the most cheerful garden around. Just hard-cook an egg, carefully cut off the top of the shell, then use a felt-tip pen to draw on a face or another funny design.

Hollow out the edible portion of the egg. Staple a strip of stiff paper together to make the supporting base. Fill your new-found container with a little potting soil, then plant grass seed or rye seed inside. Keep the soil moist and in about a week to ten days the grass will grow from about 1 to 1 1/2 inches high.

No Work Garden

Take a two inch section from the top of a carrot, beet, parsnip or rutabaga and set the section, top side up, in a saucer. Add just enough water so the bottom half of the section is covered with water. Keep the water at this level, checking daily. In about eight to ten days, the top will begin to sprout. Place the saucer in the sun when the top starts to grow.

Alphabet Garden

Use a milk carton cut lengthwise for a planter. Mark the initials or name of the boy in the soil. Sow small seeds thickly along these marks. Cover lightly with more soil. Keep soil moist, but not soggy. Once the seeds sprout, remove seedlings outside the boundaries of the initials or name. The boys will enjoy seeing his name growing.

Indian Beads From Potatoes

Cut raw potatoes into desired shapes. Place all on a florist wire to make holes. Dry completely. Paint with tempera paint. Spray with shellac or hairspray. String.

Rainy Day Games

1. Crackers and Whistle Relay--The first person to eat three crackers and then whistle wins.
2. Hammer Throw--Contestants spin and throw for distance, a small pillow tied to a rope that is held in the mouth.
3. Fur-Long--Contestants line up. Winner is the one who most needs a haircut.
4. Foot Race--Winner is boy with the longest foot.
5. Discus Throw--Use paper plates. Winner is the one who does best in three tries.
6. Broad Jump--Have contestants jump backwards.
7. Crab Race--Two-man teams stand back to back with arms locked as they race.
8. Shot-Put--Contestant places beanbag on back of neck and hurls it.
9. The Hundred--Each contestant cuts 10 feet of paper lengthwise with scissors. First one to finish wins.
10. Standing Broad Grin--Measure smile with ruler or yardstick.
11. Javelin Throw--Throw soda straws for distance.
12. One-yard Dash--Chew string into mouth until suspended marshmallow or raisin reaches lips.
13. Endurance Blow--Blow marble along floor to finish line.
14. Marathon--Blow up balloon until it breaks.
15. Baseball Throw for Accuracy -- Drop ten beans into bottle.
16. Obstacle Race--Push peanut across floor with nose.
17. Feather Volleyball--By blowing a feather, teams try to keep it on opponent's side of shoulder-high string. When feather touches floor on one side, opposite side wins.

Finger Paint

Laundry starch
 Food coloring
 Soap flakes-Ivory
 (no detergent)
 Glossy paper or
 Oil cloth (may be wiped clean and used again)

Take any kind of laundry starch and mix with water until it is as thick as you would use it in starching clothes. Then add food coloring. Divide into separate containers for different colors. Then add soap flakes a little at a time until mixture feels like paste.

Paper Mache (small amount)

7 sheets bathroom tissue torn into tiny pieces. Pour 2 teaspoons creamy white glue (Elmers) and 2 teaspoons water over the tissue. Mix well with fingers. Shape into desired form (or cover object such as light bulb or screen) Set aside to dry for several days, then object can be painted. Colored tissue or Kleenex can be used.

Poster Paints

Combine 1/2 cup cornstarch with 3/4 cup cold water. Soak 1 envelope unflavored gelatine in 3/4 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 gelatine mixture and 1/2 cup soap flakes or detergent. Cool. Put in jars for different colors. Add color by using either food coloring, all purpose dye, or tempera paint.

The Boys

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

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

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

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

Who else can be cuter without teeth, meaner without foolishness, and clean without neatness?

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

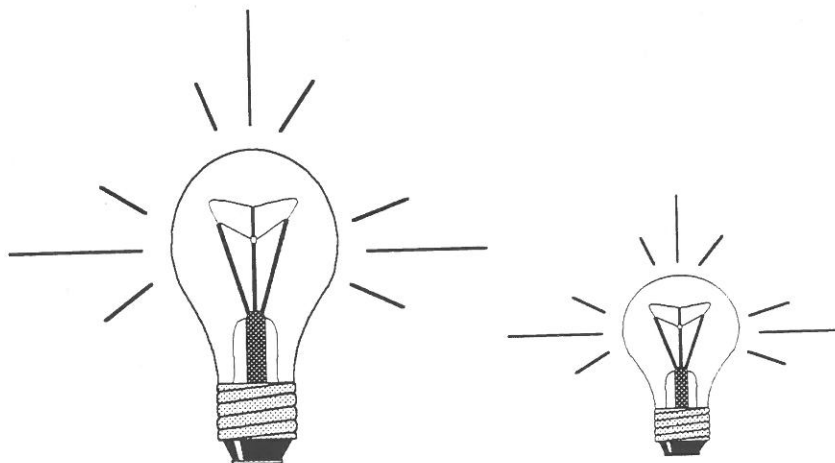
The Three Digit Miracle

Take any 3-digit number, 197 for example.

Write it backwards	791
Subtract the smaller number	<u>197</u>
	Total 594
Now write the total backwards	<u>495</u>
	and add it: 1089

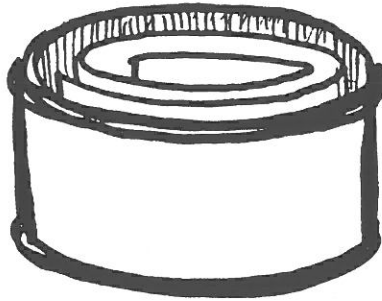
What's so magical about that? No matter what 3 digit number you use, you'll always come up with 1089!

The only number that won't work are numbers that are written the same way backwards and forwards such as 141, 252, 343, etc.



Buddy Burner

Clean 7 1/2 ounce can (tuna can works best)
Strips of corrugated cardboard
(grocery cartons are great)
Melted paraffin or candle wax



Cut corrugated cardboard into strips that fit inside your can. Roll the strips loosely until you have a roll almost as big as the inside of the can. Don't pack tightly. Melt wax and have an ADULT pour melted wax over the corrugated paper in the can. Stick in a candlewick to help start it burning later. Let the wax cool.

These burners are extinguished by smothering them with a flat rock or simply using pliers to grip with and turning the top of the hobo stove onto the burner. Be sure to allow the buddy burner to cool thoroughly before moving it. Wax stays hot after it stops burning!



Egg In A Hole

Grease with butter or shortening, the cooking surface of a hobo stove. Cut a hole about 1 inch wide in the center of a piece of bread. Place bread on the stove and break an egg into the hole. Season, turn over once and cook to your taste.

Hobo Popcorn

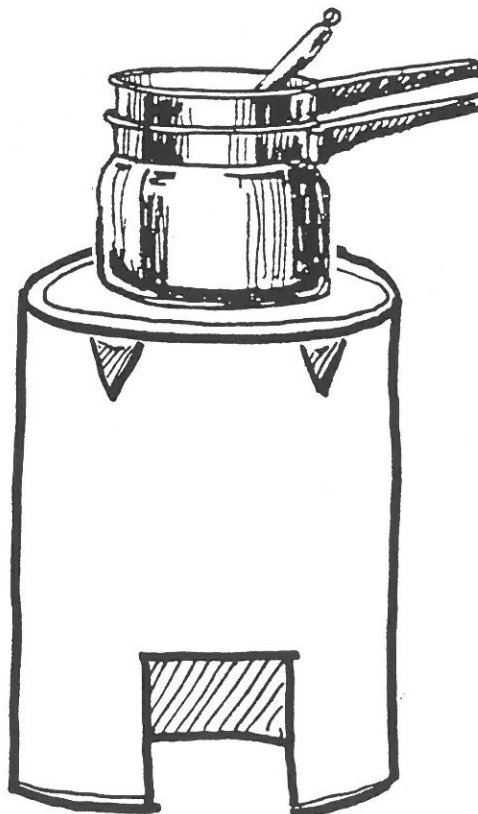
8 squares heavy aluminum foil, each 8 by 8 inches
8 teaspoons cooking oil
1/2 cup popcorn
string

In center of each foil square, place one teaspoon of cooking oil and one tablespoon of popcorn. Bring foil corners together to make a pouch. Seal the edges by folding, but allow room for the popcorn to pop. Tie each pouch to a long stick with a string and hold the pouch over hot coals. Shake constantly until all corn has popped. Season with butter or margarine and salt.

Using a Hobo Stove

Hobo stoves are hot on top and all the way down the sides.

Have a box of salt handy. There is no reason for buddy burner to tip over while it is on fire. But if one did tip, salt is the best way to put it out. Never use water. Water can make a paraffin fire spread.



FLAG ETIQUETTEWhen In Uniform

Salute with your head covered or uncovered, either indoors or outdoors. Stand at attention and salute with your right hand when:

- The National Anthem is played
- The colors are raised or lowered
- During recitation of the Pledge of Allegiance
- As the flag passes by in a parade or review
- A flag-draped coffin in passing
- When "Taps" is sounded at a funeral

When not in Uniform

During these ceremonies, stand at attention, place your right hand over your heart. Men, if wearing a hat, remove, hold it over your heart.

In athletic costume, uncover your head, stand at attention. Hold hat or helmet in right hand.

How To Fold A Flag

On being detached from the halyard the flag must be folded immediately!

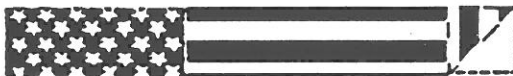
1. To fold the flag correctly, bring the striped half up over the blue field.



2. Then fold it in half again.



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.



5. When you get near the end -- nothing but the 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 the blue field showing.

Hoisting The Flag

It takes two to hoist the flag properly. One to secure the flag to the halyard and hoist it -- the other to hold and keep it from touching the ground.

The two flag-raisers march, in step, to the flagpole. Number 1, on the right, carries the folded flag. (The flag is always kept folded when stored.)

At the flagpole, Number 1 continues to hold the folded flag while number 2 unfastens the halyard from a cleat on the pole. He quickly tests the halyard to make sure it particularly loose when ice or rust may have formed on the pulley at the peak in cold weather or when the pole may not have been used for a number of days.

The flag is always hoisted from the leeward side of the flagpole.

Number 1 then loosens the folded flag and hands the hoist end to Number 2, union first, being careful to hold the ends of the flag so that no part of it touches the ground...Number 2

fastens the halyard to both grommets on the flag's hoist, then starts hoisting a flag briskly hand over hand without a pause. Number 1 keeps it from touching the ground, until the flag is floating free. Then he steps back a pace and salutes - which he holds.

Note: Number 2 allows the up halyard to slide through his hands as he hauls on the down halyard to raise the flag. If the breeze is too strong for him to control the flag, Number 2 holds the up halyard until the flag is at the peak.

As soon as the flag is raised to the peak. Number 2 secures the halyard to the pole. Steps back a pace and joins Number 1 in the salute. Then both drop their salutes in unison and march off.

The flag should always be hoisted unfurled, not rolled up.

Lowering The Flag

Hauling down the colors at sundown (retreat), on land or afloat, has its own time-honored procedures.

Two-man flag detail: They march to the flagpole, unfasten the halyard, and while one stands at salute, the other hauls the colors down slowly.

When the flag is down within reaching distance, the saluting man drops his salute and gathers the flag in his arms to prevent its touching the ground. The halyard's ends are clipped or tied together and secured to the flagpole cleat.

It is very important to fasten the halyard ends back together after removing the flag -- or you may find one end of it at the top of the pole the next time the flag is to be raised.

If it is not a formal retreat ceremony, the flag detail shouts "colors" just before hauling the flag down. All those within 50 yards come to attention and salute until the flag is gathered.

On being detached from the halyard the flag must be folded immediately.

Note: 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.

Flag Burning Ceremony

Federal law provides that when the flag is in such a condition through wear or damage, that it is no longer a fitting emblem for display, it should be destroyed in a dignified way, preferable by burning. It is for this reason that we wish to fittingly bid farewell to this symbol of our great nation.

4 SCOUTS ENTER CARRYING OUTSTRETCHED FLAG.

Let us pledge our allegiance to this grand symbol of our country one last time.

I pledge allegiance
to the flag
of the United States of America
and to the Republic
for which it stands,
One nation
under God,
indivisible,
with liberty
and justice
for all.

'I pledge allegiance to the flag'

What do those words mean to you? To me they say, "Thank you, America, for your strength, your courage and your freedom... which has been a beacon to the world for more than two hundred years.'

'Of the United States of America'

Whose bright stars are fifty states... each bearing its own stamp of individuality. People... two hundred million strong... people who have come to her from all corners of the earth.

**'And to the Republic for
which it stands'**

A land of laws... with an ingenious system of checks and balances that allows no man to become a tyrant... and lets no group prevail... if their power is not tempered with a real concern for the governed... A land where the right of dissent and of free speech is jealously guarded... where the ballot box is the sword... and the people its wielder.

'One nation under God'

A land where freedom of worship is a cornerstone of her being... A land graced with temples and churches, synagogues and altars that rise in profusion to embrace all the religions of the world.

'Indivisible'

A land forged by the hot steel of raw courage... and formed forever... by the awful crucible of civil war.

'With liberty'

Where man in pursuit of an honest life will not be denied his chance... where her citizens move freely within her vast borders without hinderance or fear... A land brimming with opportunity... where freedom of choice is the guide for all.

'And justice'

The courts of our land are open to all. Its wheels of justice grind for all causes... all people. They look to every avenue for justice... every concern of the law... and they temper their reasoning with mercy.

'For all!'

Now, before we dispose of these colors, we will cut the Union apart from the stripes. The stars must remain together as a symbol of the unity of our nation.

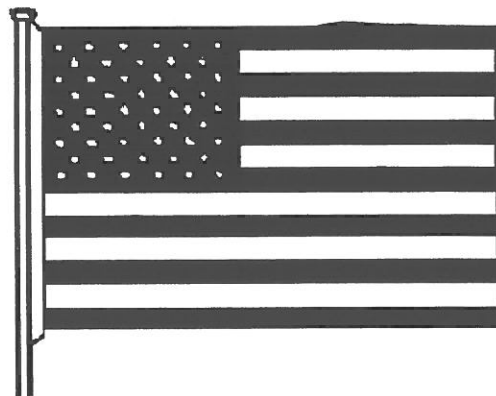
(Boys cut the union apart from the rest of the flag. The stripes may now be placed in the fire. While the stripes burn, the following may be read.)

I AM OLD GLORY

I am Old Glory: For more than ten score years I have been the banner of hope and freedom for generation after generation of Americans. Born amid the first flames of America's fight for freedom, I am the symbol of a country that has grown from a little group of thirteen colonies to a united nation of fifty sovereign states. Planted firmly on the high pinnacle of American Faith my gently fluttering folds have proved an inspiration to untold millions. Men and women have followed me into battle with unwavering courage. They have looked upon me as a symbol of national unity. They have prayed that they and their fellow citizens might continue to enjoy the life, liberty and pursuit of happiness, which have been granted to every American as the heritage of free men. So long as they treasure the priceless privileges bought with the blood of our forefathers; so long as the principles of truth, justice and charity for all remain deeply rooted in human hearts, I shall continue to be the enduring banner of the United States of America.

Please join me in singing 'America the Beautiful' while the stars are added to the flame.

(This ceremony is particularly impressive if done after dark or at the close of a campfire!)



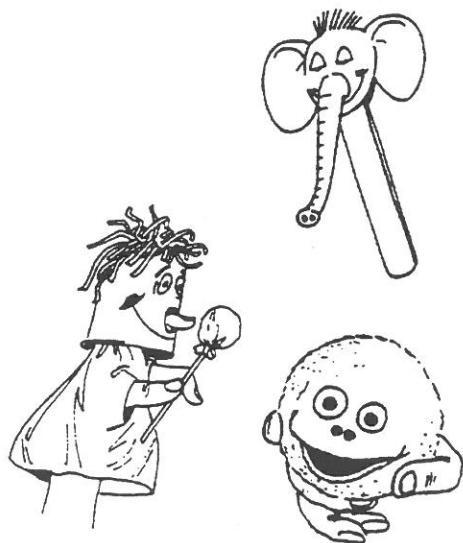
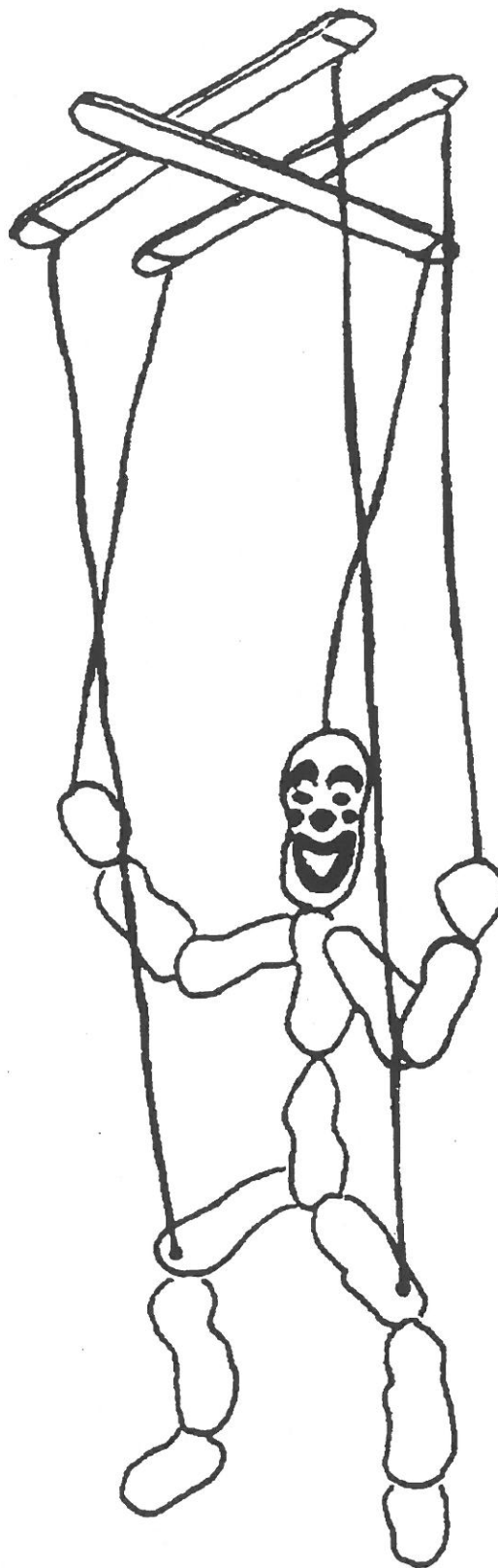
PUPPETS

Welcome to the wonderful world of puppets! Puppetry is an old art form that has been used as far back as the beginnings of recorded history!

Puppetry appeals to a boy of Cub Scout age because he can be creative and lose himself in the world of make believe. He writes the play; he constructs the stage; he paints the scenery; and he makes his own puppet. Through puppetry he is offered a chance to build his self confidence, work on achievements and electives while having FUN!

Puppets are magical in their powers. They can come alive, do things faster and better than people. They can exaggerate their words and actions.

Puppets can overcome stuttering, strengthen weak muscles, relieve tensions, develop coordination, overcome shyness, teach patience, and last but not least, set the imagination free!



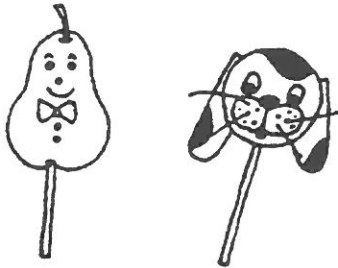
Different Types of Puppets

There are seven main types of puppets: string puppets, rod puppets, shadow puppets, stick puppets, hand puppets, finger puppets, and people puppets.

Rod, shadow and string puppets require more time and leader assistance than the other types. For this reason they will not be described. Those best suited to Cub Scouting are:

1. Stick puppets

The simplest of all puppets, stick puppets, are controlled by a single stick that goes up inside the puppets or is attached to the back of them.



2. Hand puppets

Hand puppets, many times created from socks or gloves, are popular with Cub Scouts. There are many types of hand puppets but most can be classified into two general groups.

- those with moving mouths
- those with moving hands



3. Finger puppets

There are three general types of finger puppets.

- finger-leg, those where two fingers serve as the legs
- finger-cap, those that slip over an individual finger
- finger-face, those where faces are drawn on the finger

4. People puppets

People puppets are half person and half puppet. The easiest people puppets is a large paper sack put over the head.

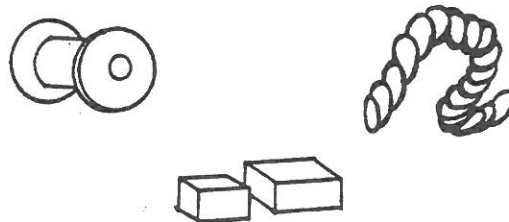


Materials to Collect

Many inexpensive or throw away items can be used for puppet makings. The secret is a closet big enough to store them all in!

1. Stick puppets

Paper plates, construction paper, tongue depressors, popsicle sticks, envelopes, cereal boxes, paper cups, cardboard tubes, milk cartons, paper bags, fruit, vegetables, egg cartons, detergent bottles, wood spoons, styrofoam balls.



2. Hand puppets

- Movable mouth - Paper bags, construction paper, socks, felt, old slippers, envelopes, paper plates, paper cups, cereal/jello/cake boxes, egg cartons, tennis balls.
- Movable hands - Styrofoam balls, paper mache, felt, socks, mittens, gloves, fruit, vegetables, paper cups.

3. Finger puppets

Cardboard tubes, construction paper, pipe cleaners, peanut shells, felt, paper mache, gloves, discarded toy heads.

4. People puppets

Boxes, paper bags

5. Decorations

Yarn, sequins, beads, colored adhesive circles or other shapes, crayons, magic markers, paint, glue, thread and needles, buttons, trim (lace, rick rack, pom poms) scraps of materials, cotton batting, fake fur scraps, old jewelry.

Puppetry techniques

The fantasy and magic of a puppet show is increased by the puppets' voice and actions. The identity of the puppet is easier to believe when the audience can visualize it through the voice quality and actions. Certain actions will help your puppet look more realistic.

Action Techniques

1. Up and down bobbing movements: The puppet first walks with short up and down bobbing movements, then with an up and over movement like hopping or leaping. This is almost like drawing circles in the air. Next, it bobs up and down very fast as though running, then up and down slowly as if worn out.
2. Twisting around and back movements: Move the puppet across the stage, twisting your wrist and then back as you go. Vary the type of twists. Large but fast twists will give the

impression of running while small and slow twists make a dainty walk.

3. Back and forth rocking movement: As the puppet walks, have it rock forward, then backward, forward, then backward. If this is done quickly, it appears to take very small, quick steps. When done with large, slow movements, it looks as though it is taking large steps. When you lean it forward as it rocks it becomes a very old person, lean it backward and it appears to be "stuck up".

4. Combining arm and walking movement: Once you have mastered the basic walking movements, practice arm movement along with them. Push or pull with arms, swing them, bring them together over the stomach and back out to the side and so forth. Practice in front of a mirror before performing. Here are some other movements hand puppets can do:

- Move article along edge of table
- Chase one another with dodging
- Hide face in hands and weep
- Nod and shake head
- Tap hand on wall or counter
- Push with 2 hands
- Pull with 2 hands
- Put hand to mouth
- Clap
- Shake fist
- Bow
- Walk by gliding
- Dance together
- Rub stomach
- Put hand to ear
- Shake hands
- Pick up article
- Put down article
- Twist
- Fall
- Skip
- Kiss
- Stroke
- Rub eye
- Rub head

5. The operator should look at the puppet in order to keep it at the correct height (particularly in relation to any other puppets on stage), prevent it from losing good posture and eye contact with other puppets and the audience and, in general, operate it convincingly.

6. Puppets should make use of all parts of the stage. They can go in and out of doors, peer through windows and appear at different levels, around corners, from behind curtains, or over edges. Sometimes it is appropriate to have a puppet come out in front of a stage as is commonly done with marionettes or story telling puppets.
7. Puppets should enter and exit from the sides or through backdrop and scenery openings rather than popping up and down. However, some performance styles and puppet characters can and even should use different ways to enter and exit. For example, a puppet can effectively convey the idea of climbing stairs as it comes up into view.

VOICE TECHNIQUES

Give your puppet a strong personality trait such as grumpy, sweet or sleepy. You may feel this makes your puppet boring and one-sided, but it makes it easier for the audience to identify with. After you have established personalities, it's voice, movement, and clothing easily follow.

The voice chosen should agree with the physical appearance of the puppet, - frail, sickly man, a quavery voice - a witch, a nasal crackle. Beginners sometimes mistakenly make the voice tiny and squeaky just because the puppet is tiny.

Also, many err in speaking too fast and letting the voice drop at the end of a sentence so that it is inaudible. Because it is harder to understand a person's speech when you can't watch the face and lips while he or she talks, it is very important to have the puppet speak clearly and loudly. Tricks for changing one's voice include speaking into a tin can, holding the nose and using an accent.

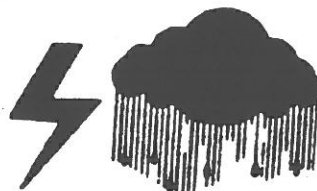
Puppets should move when they speak, using broad, exaggerated motions that communicate the story ideas clearly, eliminating the need for extensive dialogue. Even so, it is sometimes necessary to include a statement

about the action in the story. This can occur in the narration or within the response of another puppet. "Did you get hurt when you tripped over that rock? "Instead of simply, "Did you get hurt?"

SOUND EFFECTS FOR PLAYS

Sounds add drama and mystery to plays. Many of these special effects can be created by Cub Scouts themselves.

- Lightning - Made by flashing the lights on and off.
- Thunder - Produced by shaking a piece of sheet tin.
- Rain - Made by filling a muffin tin full of beans and moving the box slowly in a rotating manner.
- Fire - Place a red electric light bulb behind a set of miniature logs to get this effect.
- Revolver shot - Slap a yard stick against the floor.
- Train - Partially fill a metal box with small tacks and if these are shaken in jerks it sounds like a train starting from a station.
- Horses - Take 2 halves of a coconut and clap them on a piece of heavy wood, making the sound of horses hooves.
- Gong - Hit a pan with a metal spoon.
- Crack - Drop a metal pan filled with jar tops.
- Sword fight - Bang and scrape two large spoons together.
- Bubbling stream - Blow hard through a straw in a pot of water.
- Door slam - Slam two blocks together.



SPECIAL EFFECTS

- Rain, spouting whale - Hair spray atomizer.
- Smoke, steam, fog - Blow excess powder off powder puff.
- Magic dust, snow - Throw white confetti.
- Wind - Blow a fan on the set.
- Circuses, parties - Throw colored confetti and streamers.
- Party blowers/horns - Tape a blower or horn to a narrow hose and insert the hose through the puppet's mouth.
- Tape recording - Custom made sound track might include a variety of sound such as electric beeps from TV outer space programs, funny radio commercials, actual sounds such as slamming door, parents snoring or child practicing piano.

Have your Scouts use their imagination to make their own sound or special effects.

STAGES

There are two basic types of stages:

1. A stage where the puppeteer is seen.
2. A stage where the puppeteer is not seen.

Each type can have varied and colorful stages. Some examples are listed, others can be created and designed by your boys.

STAGES WHERE THE PUPPETEER IS SEEN

These are generally very easy and inexpensive to create. The materials you need are mainly props.

1. An instant stage is the puppeteer's arm extended in front of him or her. The puppet just walks along the arm.
2. A purse or paper bag with a hole cut in the back makes a good staging device for a single puppet, because it usually takes the audience by surprise.



3. A bib apron worn by the puppeteer with it's corners lifted by two fellow puppeteers makes another "all of a sudden" stage.
4. Theater-in-a-cup: Each boy can make his own story-in-a-cup with which to play act, while a narrator reads from a book.



5. Lap theater: This theater may be made from a cardboard box or flat board. Finger, stick or hand puppets may be effectively used with the theater. Stand-up characters or scenery work ideally on the board.
6. Paper cup glued onto a paper plate with holes cut out of the bottom. A stick puppet can be used to peek in and out.
7. One-chair theater: Use a pillow case or curtain that slips over the back of a chair. The back of the chair faces the audience.



STAGES WHERE PUPPETEER IS NOT SEEN

These stages are best for creating the illusion of realness of the puppets.

1. A card table on it's side or a sheet draped over a table makes a quick puppet stage for a den meeting.

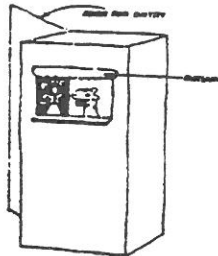
2. A sheet or blanket thumb tacked across a doorway makes another "instant" theater. If using an old bed sheet, a scene may be spray painted on it and slits cut in appropriate places for puppets to pop out.



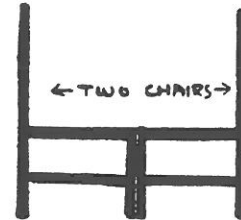
3. Use a tension type curtain rod suspended across a doorway with a plain fabric curtain hung from it.



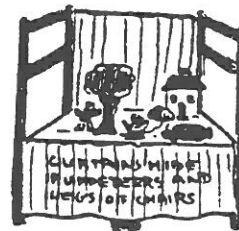
4. A table top puppet booth can be made from a smaller carton placed on a draped table. In this case, the back would be cut away and there would be no door.
5. A refrigerator carton makes a great puppet booth. A window is cut on one side and a door for entry into the box on the other side. A string across the inside top of the window will hold a curtain. Boys can have a lot of fun painting a box like this with bright colors.



6. Two chair theater: Place two chairs together as pictured, fronts of seats together. Tape a curtain rod across the back tops of the chairs. This curtain rod holds a sheer black curtain as a backdrop. Cover the two seats with a green painted cardboard. This becomes the ground area to attach cardboard props. Each has a pipe cleaner shaped like an L stapled on back. The bottom of this L pipe cleaner is like a stand taped to the ground area.



Use stick puppets with L shaped pipe cleaner handles stapled on the back of each to move them about the stage in front of the black sheer curtain that the puppeteer can see through as he works. Also attach curtains around the legs, front, and sides of the chairs. This hides the puppeteer.



7. Clothesline theater: Cut out a rectangular shape in a discarded sheet. Attach colorful tape around the edges to give this open space a colorful finish. Fasten top of the sheet securely to the clothesline with clip clothespins. Secure the bottom corners to ground stakes to keep in place.

Puppets You Can MakeSanta Claus Puppet

Materials: Paper cup
Cardboard Tube (approx.
8" long)
Cotton balls
Crepe paper
Chenille stem
Tempera paint
12" dowel

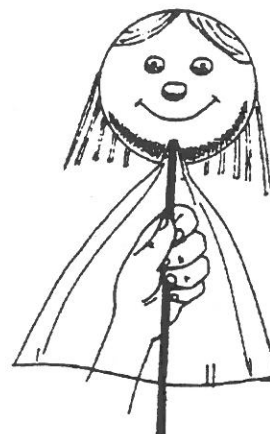
Procedure:

1. Santa head is a paper or styrofoam cup. Turn it upside down and draw face and glue on cotton beard, mustache and eyebrows.
2. Punch holes in tube for arms. Fold a long chenille stem in half. Let the 2 ends come out of holes as arms. Fold over the extra chenille stem ends to give thickness to the arms.
3. Cut out four black gloves and glue over ends of chenille.
4. Paint body red, boots and belt black.
5. Cut out a strip of red crepe paper large enough to encircle head. Glue to head and add a cotton ball on top of hat to close it.
6. Glue on cotton for edge of cuffs and edge of hat.
7. Boys can manipulate head of Santa by holding tube with one hand and moving dowel rod up and down with other hand.

Styrofoam Stick Puppet

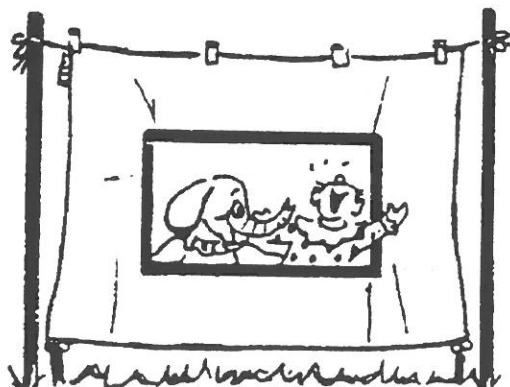
Materials:

15" wooden dowel
3" styrofoam ball
Buttons, felt, sequins, beads, yarn,
pins
Fabric (20" diameter circle)
Nylon stocking



Procedure:

1. Cover styrofoam ball with stocking, cutting off excess.
2. Place dowel in center of fabric and thrust into styrofoam ball, pushing in end of stocking.
3. Decorate face with buttons, yarn, beads, etc.



Tricky Tongue Frog

Materials:

One party blower
 4 large paper plates
 2 pieces styrofoam packing material
 Green tempera paint
 Marker and paper fasteners
 Stapler
 Glue

Procedure:

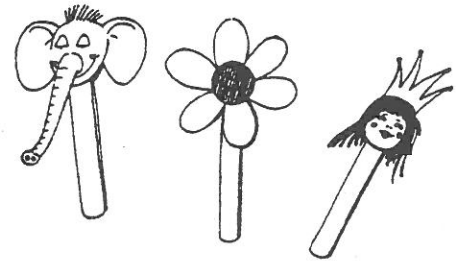
1. Fold one paper plate in half. Cut another in half and staple to other to make pockets for fingers.
2. Cut out circle of another large plate and staple to bottom jaw of plates for body. (see 2 below)
3. Make arms and legs out of unused rim of plate. Attach to body by paper fastener so they are moveable.
4. Cut out another circle of paper plate and cut two humps on top to resemble eyes. (See 3) Fold in half and staple to bottom of upper jaw.
5. Paint entire frog with green tempera.
6. When dry, glue 2 white styrofoam packing pieces to eye humps. Make black pupils with marker.
7. Make a hole big enough for the stem of the party blower in the crease of the mouth. Slide blower in. Your frog is now ready to catch flies.

Tongue Depressor Puppets

Materials: Construction paper
 Glue, Tongue depressor
 Black Marker

Procedure:

1. Cut basic design from construction paper.
2. Design faces on small circle.
3. Glue circles on front and back.
4. Glue depressor between heads.

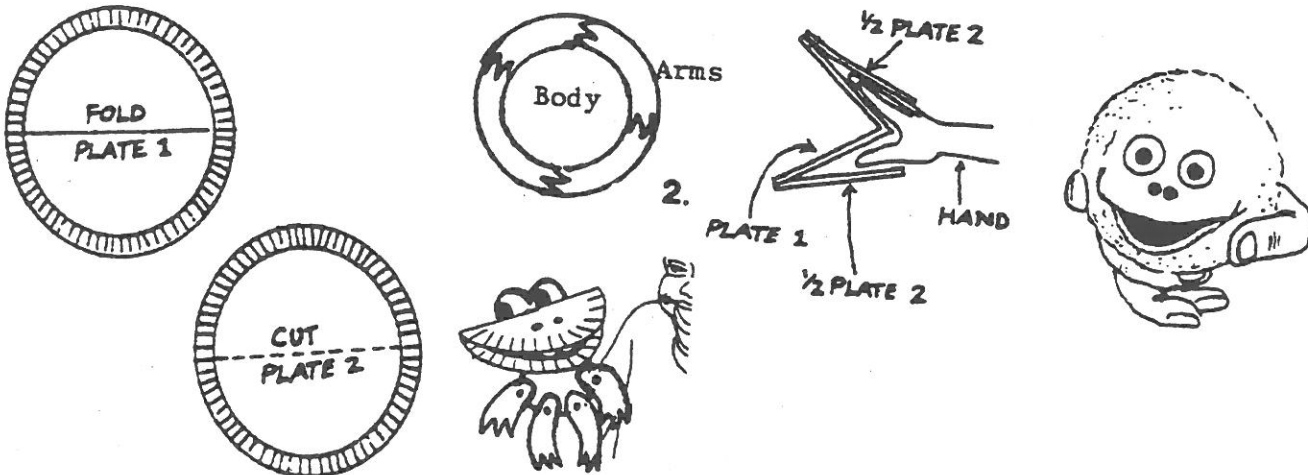


Tennis Ball Puppet

Materials: Tennis Ball
 Red and black markers
 Knife or pointed scissors

Procedure:

1. Cut slit for mouth, following lines of ball.
2. Draw on eyes or glue on pieces of felt.
3. Outline mouth with red markers.
4. Open and close mouth by squeezing tennis ball.



Egg Carton Dragon

Materials:

Egg carton
Sleeve of old sweater
White tagboard
Felt, glue, stapler
4 paper fasteners
Masking tape
Scissors

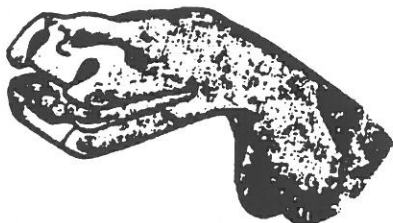
Procedure:

1. Cut the attached side of the egg carton so you have two separate rectangular pieces. Hinge the pieces together on a short end with masking tape.
2. Make two finger bands (about 1" x 5") from tagboard and attach to the top and bottom sections of the egg carton with paper fasteners. You place your hands in these to move the puppet's mouth. (see 1)



2

3. Pull old sleeve over egg carton until it is completely covered, leaving length on hinged end to cover part of your arm. Cut sleeve around sides and top to allow mouth to open. Staple cut sleeve securely around mouth. (see 2 & 3)
4. Cut out two rows of teeth from tagboard for upper jaws and two tusks for lower jaw. Staple to carton.



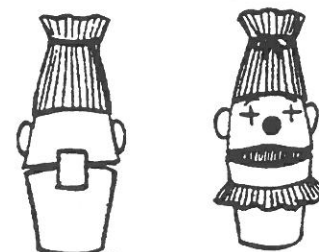
5. Glue red felt to inside of mouth. Try to conceal edges of stapled sweater.
6. Create eyes and nostrils out of felt and glue on to puppet.

Talking Clown Puppet

Materials: 2 styrofoam or paper cups
Crepe paper
Marking pens/pencils

Procedure:

1. Place the open tops of 2 cups against each other. Tape the 2 cups together on back side to serve as a hinge to open and close mouth of puppet.
2. Using a red marker, draw the lips along the tops of the 2 cups and draw a red nose.
3. Using a black marker, draw two eyes and eyebrows.
4. Cut strip of crepe paper that will extend around paper cup and glue one edge to create appearance of a ruffled collar.



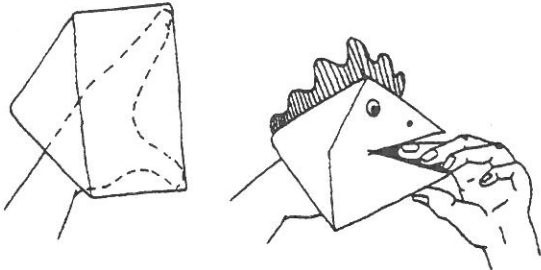
5. Cut another strip for the clown's hat. Press paper together at top and tie with ribbon to bring hat to a point.
6. Holding the hat with one hand and bottom of cup with the other, you can open and close the clown's mouth to make him talk.

Envelope Hand Puppet

Materials: Envelope
Felt tip pen
Construction paper

Procedure:

1. Fold as shown. Add your own decorations

Sock Puppet

Materials: Sock
Cardboard, white glue
Yarn



Procedure:

1. Place your hand on a piece of cardboard and trace around your hand. (see 1).
2. Cut out oval you traced. Fold in half and put glue all over the inside. (see 2)
3. Turn sock inside out. Slip your hand inside so your fingers are in the toe and the heel is on your wrist. (see 3)
4. Place the glue side of the oval around your fingers. Have someone pull the sock off your arm turning it right side out.

Dancing Sock Feet Puppets

Materials: 2 socks
Felt, glue, markers

Procedure:

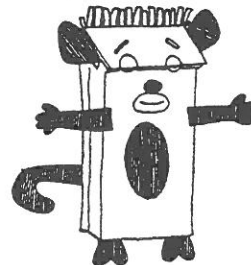
1. Decorate the soles of two socks with a felt pen or magic marker.
2. Have boys put over feet and lie down for a puppet show.

Wide Awake Puppet

Material: Paper bag (lunch size)
Construction paper
Glue

Procedure:

1. Cut out patterns and glue to paper bag.
2. The eyelids and eyelashes can be on the fold and the eyes themselves beneath the flap so that moving the flap will open and shut the eyes.
3. Fringe some paper and glue to back of bag for hair.



Paper Bag Puppet

Materials: Paper bag (lunch size)
Newspaper, string
Wooden dowel - 15"
Scraps of paper, yarn,
buttons, felt

Procedure:

1. Stuff small paper bag with newspaper.
2. Push dowel into paper bag and tie with string.
3. Add face, hair, nose, etc., using your imagination.

Styrofoam Cup Puppet

Materials: Styrofoam cup
Scraps of paper
12" diameter circle of material

Procedure:

1. Cut hole in cup for nose.
2. Draw face on cup using marker.
3. Glue on scraps of paper for hair.
4. Cut 3 holes in material, one for nose and two for hands.
5. Use your thumb and one finger for hands and your forefinger for the nose.

Felt Finger Tip Puppets

Materials: Felt
Various trims
White glue

Procedure:

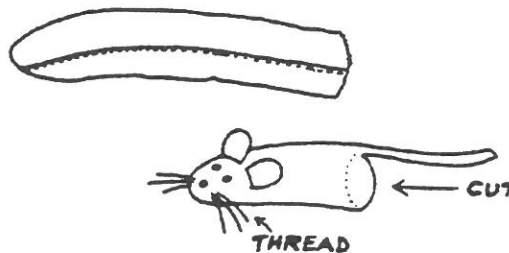
1. Cut 3" squares of felt, roll and glue to fit the finger.
2. Animal ears are best cut as part of the original square.
3. Beads, sequins and decorator braid can be used with imagination.

Mouse Glove Finger

Material: White, black or gray glove
Material for eyes, whiskers, and ears
Needle and thread and/or white glue

Procedure:

1. Cut off fingers of a glove, leaving material extended for tail.
2. Add eyes, ears and whiskers.

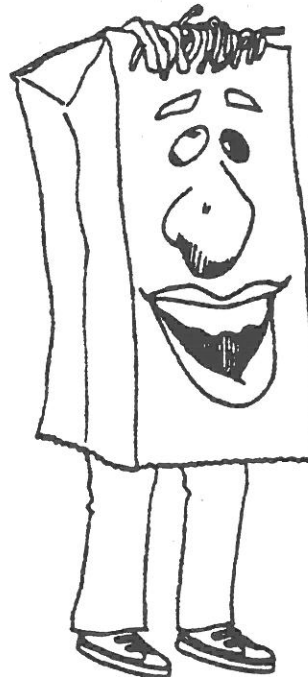
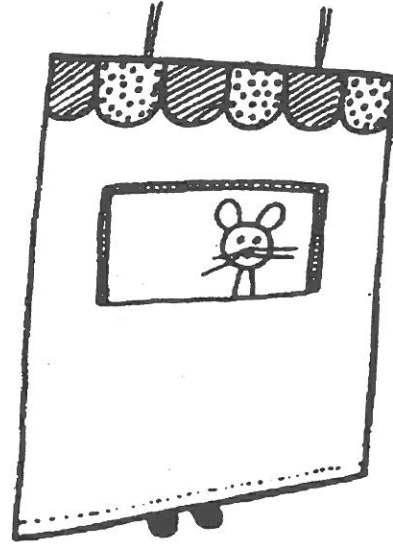


People Puppets

Material: Grocery or shopping bag
 Scissors
 Paint or crayons

Procedure:

1. Put bag over head and mark and cut holes for eyes and nose.
2. Paint, color or use construction paper to add facial features.
3. The bag can be turned up slightly or slit up sides to fit over shoulders.
4. People puppets make natural transition from puppetry to drama. Also, shy boys feel more protected behind this kind of puppet than others.



**"The
best way
to
predict
the
future
is to
create
it."**

--Peter Drucker



**Den Leader's
Certificate of Eligibility**

for a complete

Nervous Breakdown

Whereas: The bearer of this certificate, in pursuit of her/his duties as a Den Leader in Pack _____ did perform above and beyond the call of duty and

Whereas: She/he was required to beg, bribe and threaten a den of energetic Cub Scouts in order to accomplish goals set by a wild-eyed Cubmaster, and

Whereas: In order to maintain her/his unit in a Championship Pack, it was necessary to work long hours and beware a sharp stick at all times.

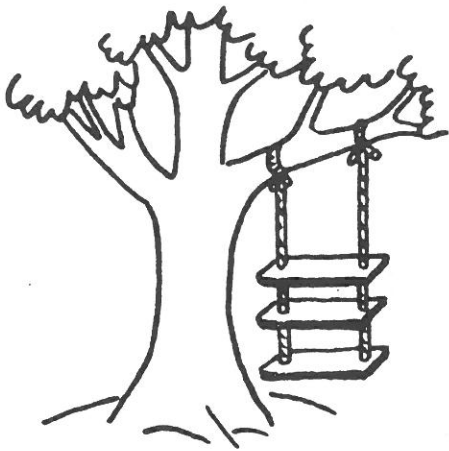
Therefore, This Is To Certify
That the Bearer of this Certificate is fully qualified to and probably ready for a complete

Nervous Breakdown

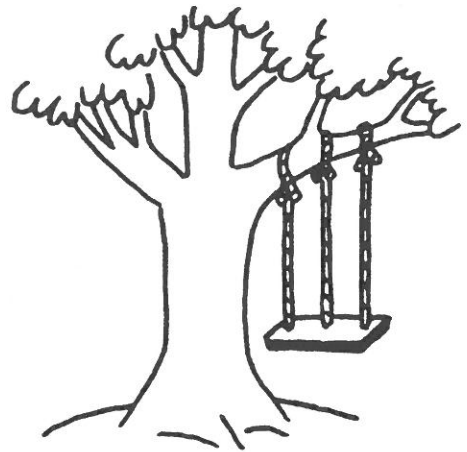
Indianhead Council

District

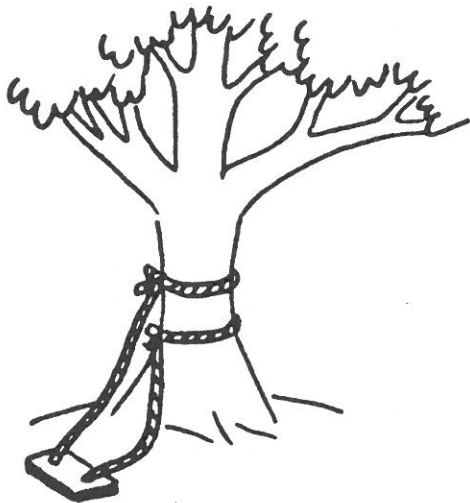
HOW WELL DOES YOUR PACK COMMUNICATE?



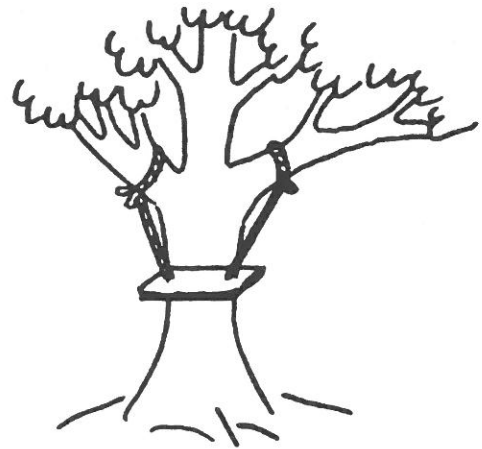
1. How the Committee Discussed It



2. How the Cubmaster Designed It



3. How the Den Leader Coach Presented It



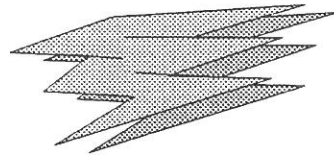
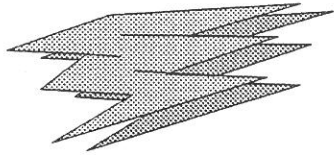
4. How the Den Leader Planned It



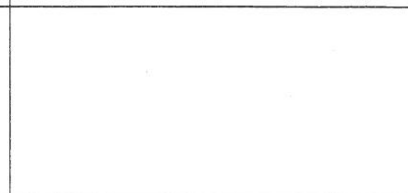
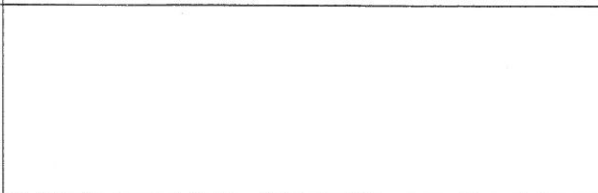
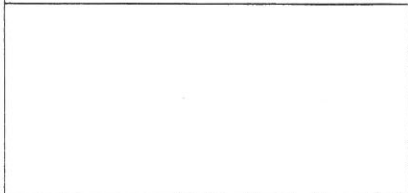
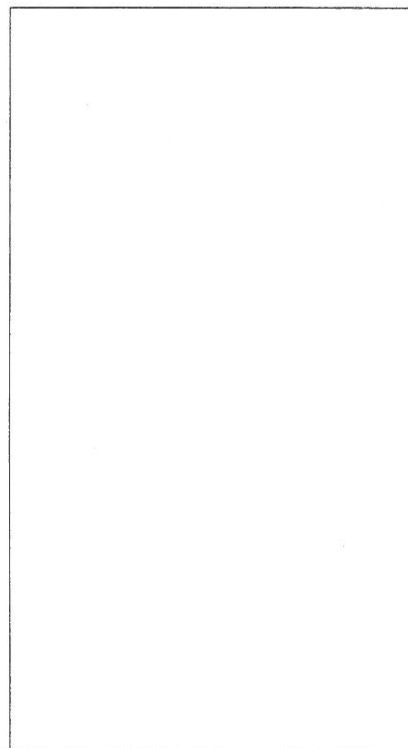
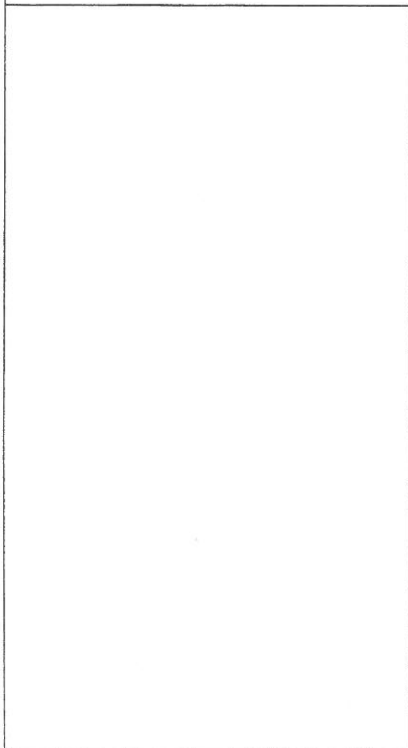
5. How the Den Chief Built It



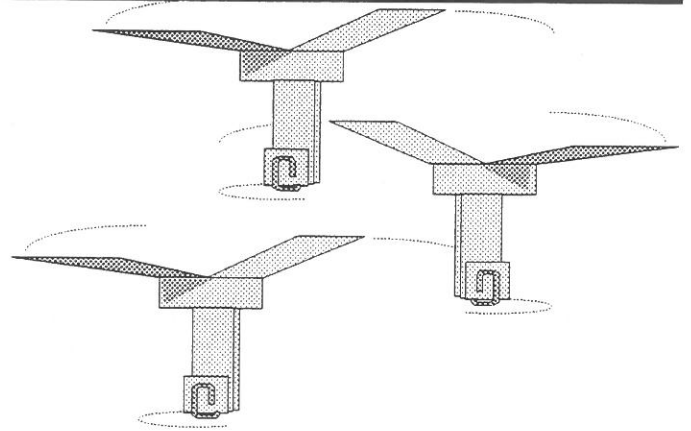
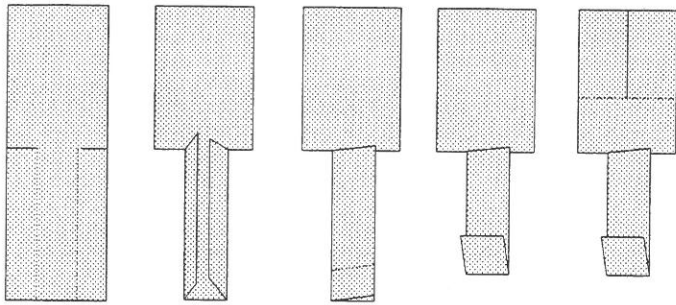
6. What the Cub Scouts Really Wanted



Look Out!

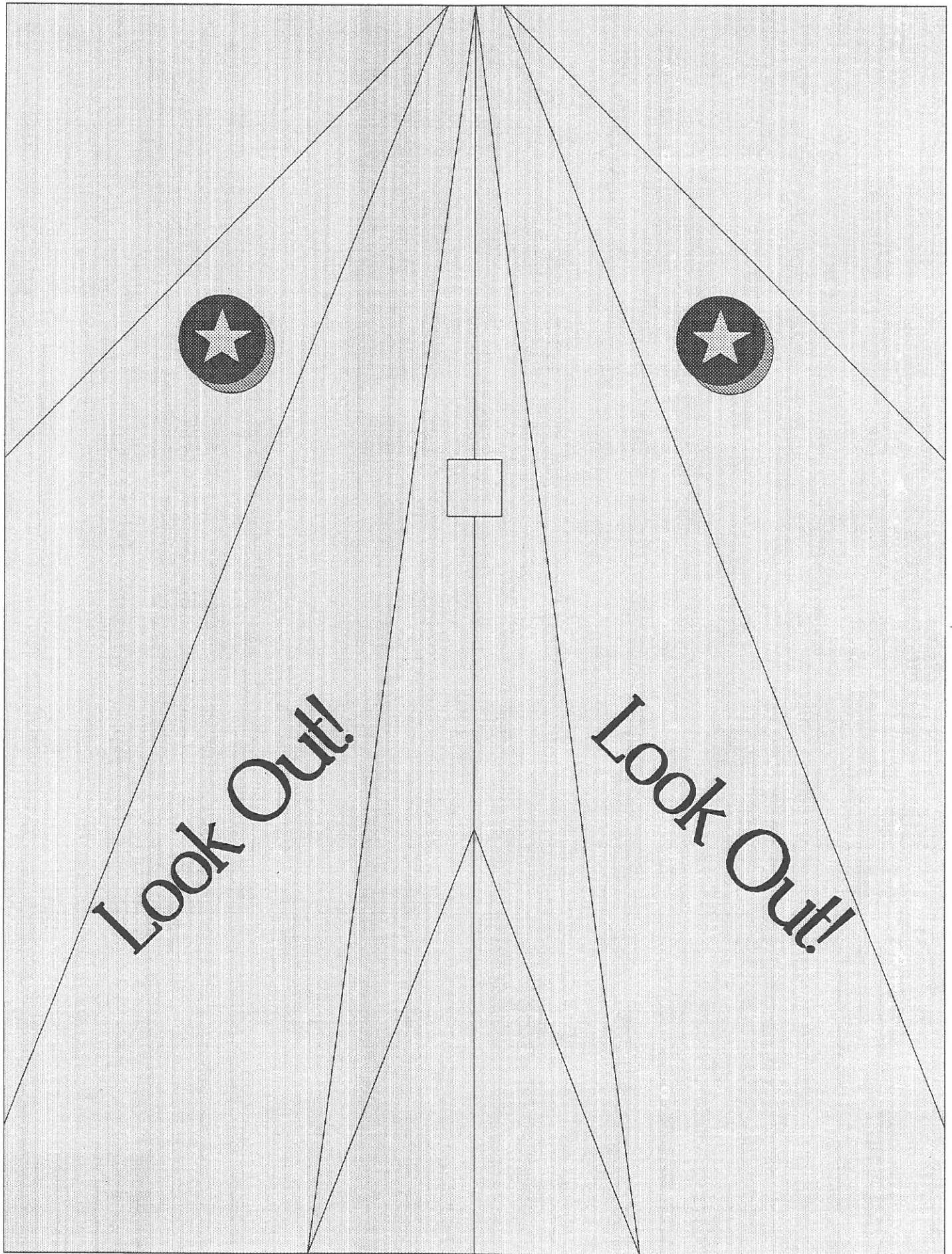


Instructions



THE PLANE

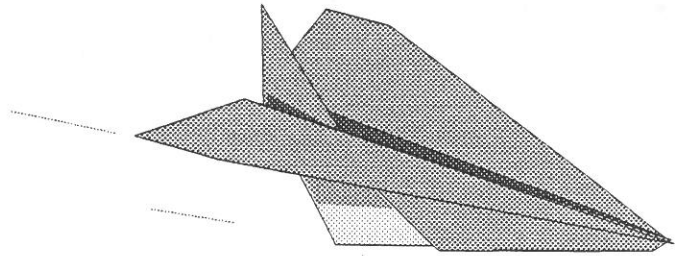
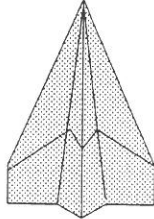
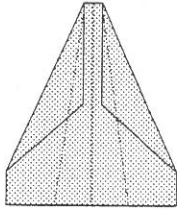
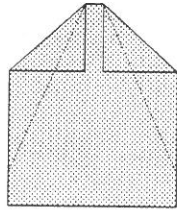
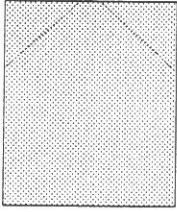
- Cut on the two middle horizontal lines, and fold in.
- Fold the bottom flap up.
- Cut the vertical line at top to create two flaps.
- For best results, attach a paper clip to the bottom
- Drop and watch it spin!



Look Out!

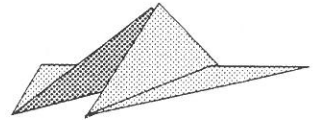
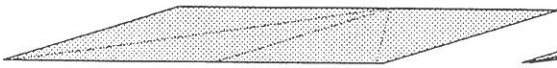
Look Out!

Instructions



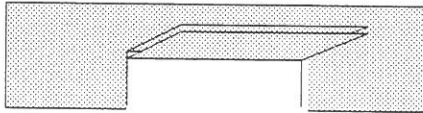
THE PLANE

- Flip the paper over so that the printed fold lines are facing down.
- Turn the corners back to the outside fold lines and crease. Repeat for the next set of folds.
- Fold up along the center line so text is inside and graphics are on the outside.
- Finally fold down each wing.
- Throw briskly and slightly angled up.



THE STICK-UP TAIL

- Bring the two angled fold lines together.
- Crease along the top.



THE FASTENING CLIP

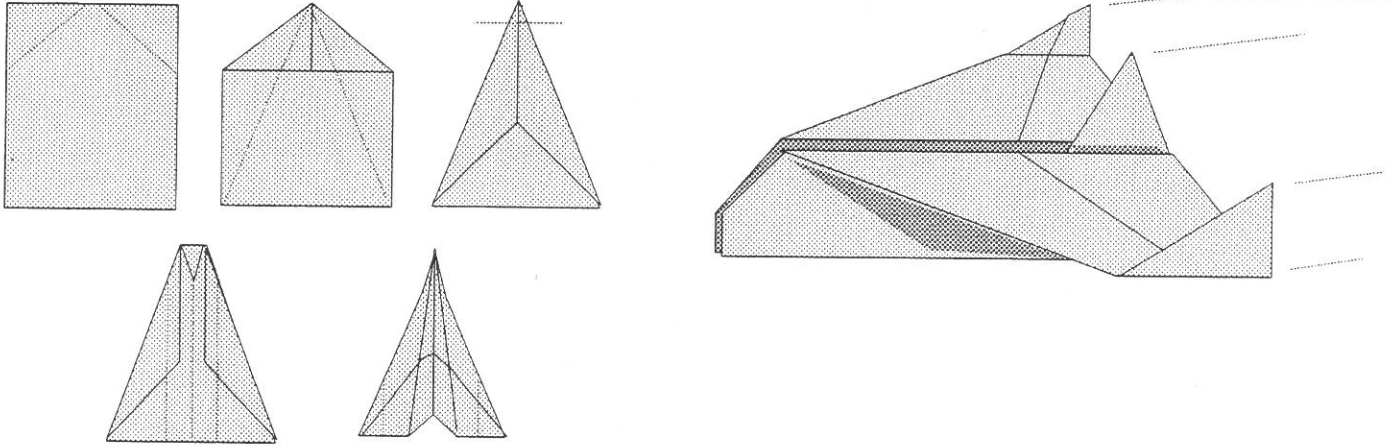
- Cut on the sides.
- Fold to one side to hold the plane together.

Look Out!

Look Out!

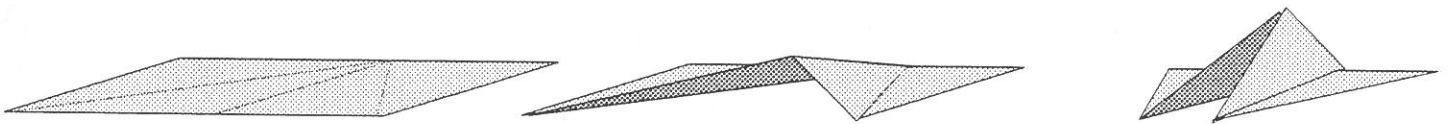


Instructions



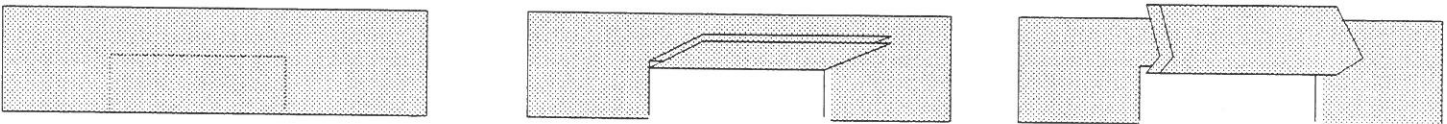
THE PLANE

- Fold the corners up along the outside fold lines and crease down. Repeat for the next set of folds.
- Fold the nose back, as shown.
- Fold up along the center line so the lines and graphics are on the outside.
- Finally fold down each wing and fold up the corner flaps.
- Throw briskly and slightly angled up.



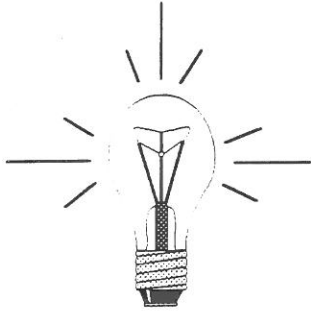
THE STICK-UP TAIL

- Bring the two angled fold lines together.
- Crease along the top.



THE FASTENING CLIP

- Cut on the sides.
- Fold to one side to hold the plane together.



Being a Den Leader Is . . .

***Treating all boys equally, showing no favoritism, and using even-tempered judgment is discipline, even with the one who happens to be yours, and should know better than try that kind of stuff!

***Knowing how to keep smiling when your shoe is full of Kool-Aid.

***Keeping track of eight constantly moving boys during a tour of the telephone company. One, two, three--No. One, two, three, no I counted him, four five six . . .

***Having glue on your fingers all the time.

***Explaining to people why you have glue on your fingers all the time, and why, at times, there is macaroni, pretzels, or glitter stuck in the glue.

***Wearing nail polish to hide the paint you can't get out from under your fingernails.

***Giving up shelf space, drawer space, closet space and the trunk of your car to "keep thing" in.

***Planning to pick-up-litter-at-the-park meeting for a fall day which turns out to be 10 degree weather with a wind chill factor of two below.

***Resolving at the beginning of the year that outdoor activity will be emphasized and handicraft kept at a minimum, and then having rain for 10 consecutive meeting days.

***Finding that your arm is too short to permit space on the sleeve of your official shirt for the generously proportioned patch that proclaims you are a Den Leader and deciding that it would be just as well to purchase a second patch and wear them as shin guards.

***Looking at the label of your uniform shirt and finding it really does say "Official Uniform, Boy Scouts of America".

***Getting to know eight boys very well, including the one who happens to be yours.

Bye Susan Wilson Blabow

REFERENCES

The following listings are materials that may be helpful to you in program planning, advancement, and other aspects of the Scouting Program. These and many other resourceful book can be found at the Scout Shop.

CUB SCOUT SPORTS AND ACADEMICS

- 2151B *Your Introduction to Cub Scout Sports*
- 2152A *Leader Guide--Cub Scout Sports*
- 13-215 *Cub Scout Academics Introduction Guide*
- 33037 *Cub Scout Academic Pocket Certificate*
- 2167A *Den Recognition Report*

Individual Sports Manuals are also available. See book selection at your local Scout Shop.

ETHICS IN ACTION

- 3015 *Ethics in Action for Cub Scouts*
- 3831A *Cub Scout Leader How To Book*

BSA FAMILY PROGRAM

- 13-635 *BSA Family Program Guide*
- 3012 *BSA Family Book*

OUTDOOR PROGRAM HIGHLIGHTS AND CAMPING OPPORTUNITIES

Information regarding the above topic can be found at the Indianhead Council Service Center.

SPECIAL RESOURCES

Cub Scout Action Books

Designed to help Cub Scouts in inner-city and low-income rural areas advance, and to motivate them to read.

Cub Scout Ideas Books

Designed to help pack leaders in low-income areas with limited experience in your activity programs. Each theme lasts 2 months.

Child Abuse: Let's Talk About It

Features the children's bill of rights. Facilitates frank discussion between parents and their children.

Drugs: A Deadly Game

Describes the dangers of drug abuse and lists agencies and other resources that provide assistance

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