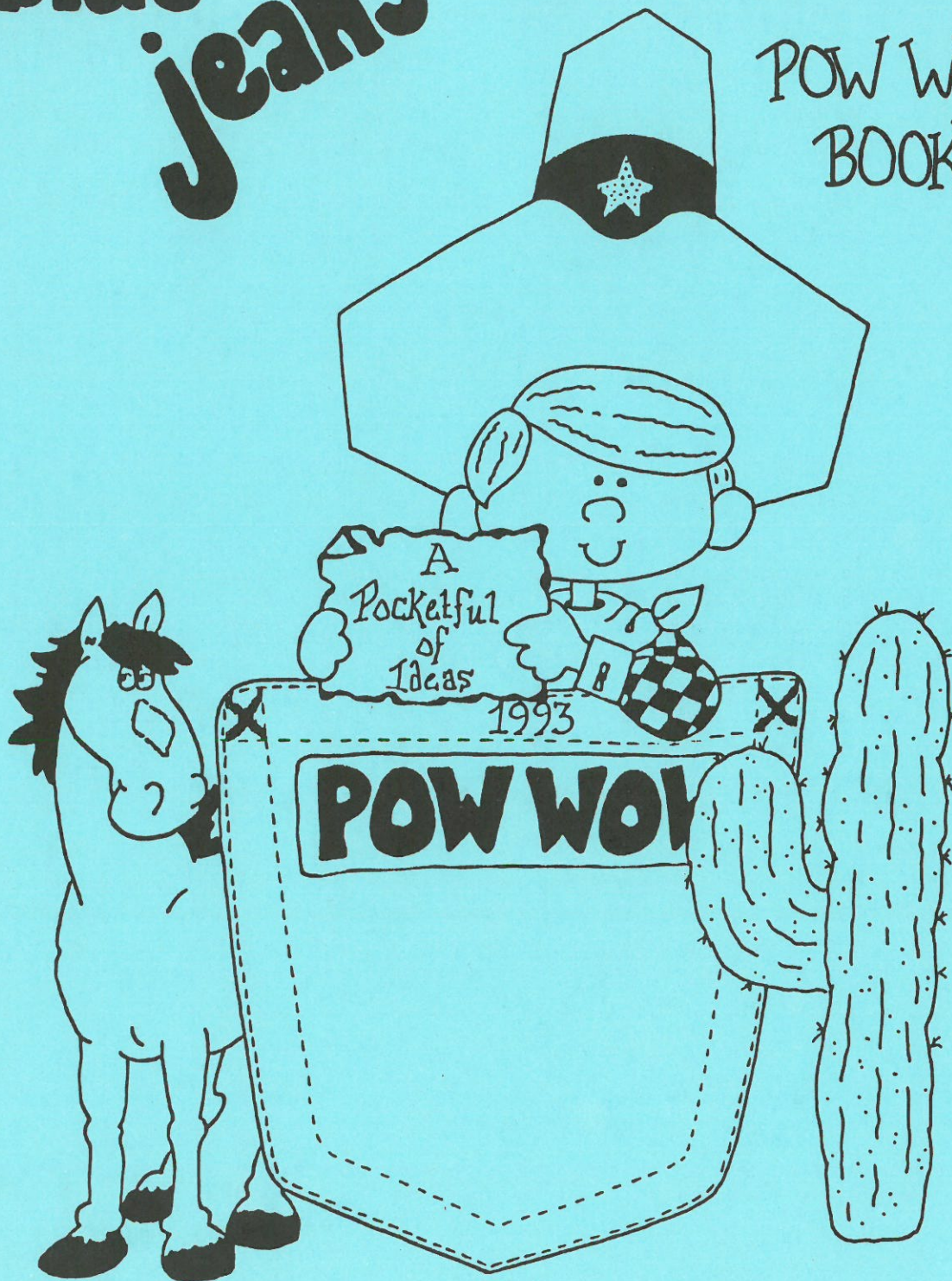
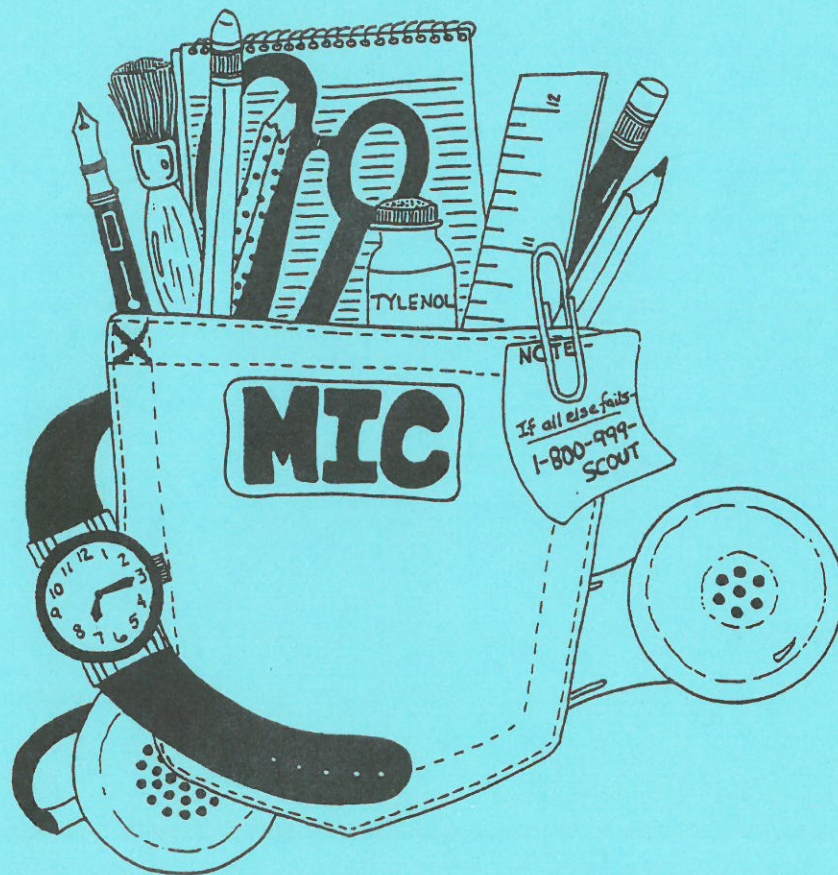


blue jeans & bandanas

POW WOW
BOOK





Administration

GAMES CHEST

The game chest will be a silent helper when planned activities are over too quickly. It can help the denner when it is his turn to help at den meetings.

Each den should make up its own game

chest, decorating it with its own designs, and filling it with many different items found around the house or purchased at small cost. Include in the game chest a game card file, listing what equipment is needed for the game and the playing rules.

Begin now accumulating "odds and ends" for the den game chest. As new games are tried, boys can bring scrap items from home to be used in the game. Then add them to the game chest for future use.

The items in the game chest may be used in several ways: clothes pins, washers and playing cards can be tossed into pie pans and cans; feathers can be blown across the room in relays; ping pong balls can be rolled, tossed, or blown with a straw into containers; old work gloves are helpful in playing fumble fingers; handkerchiefs make good team flags or blindfolds.

Some items that might be included are:

- paper cups
- paper plates
- soda straws
- spoons
- clothes pins
- blocks of wood
- crayons
- playing cards
- dominoes
- egg cartons
- pop bottles
- muffin tins
- washers
- bandanas
- fishing poles
- masking tape
- feathers
- toothpicks
- assorted tin cans
- ping pong balls
- whistles
- 12" clothes line
 - ropes
 - tin pie plates
 - marbles
 - rubber ball
 - bean bags
 - chalk
 - pencils
 - string

Using games in a gathering or meeting can help the group to become better acquainted and teach valuable skills such as: fairness, cooperation, and team spirit. Games can also help improve strength, balance, and coordination in growing young boys. But most important, games can be fun.

When teaching games to groups, large or small, several things are important to remember. Make sure you have the necessary supplies, first of all. Then, make sure you know and understand the rules, and are able to explain them so that boys can understand what they are to accomplish. When explaining the rules, be as concise as possible, otherwise the boys will grow restless and you will lose their attention.

Anyone can teach a game. You don't have to be good at games to teach boys how to play. You do have to show enthusiasm and willingness to play. Sometimes when you have found a game that sounds as if it may be fun and you explain to the group how to play you may find that someone has played the game - but - with different rules. Try it both ways and see which works better for your group. Many times the Cubs will come up with their own game to play. It may be a game that they have played at home or at school or after school. Let them be the game leader.

You may find that the boys' parents are a great source for games also. One (or more) may remember a game that they enjoyed or know one that their family enjoyed that they would like to teach the group. You may also have a Den Chief that would like to teach the boys a new game. Den Chief training has lots of great games for Cubs. You can find games in the Den Chief Handbook and the Cub Scout How-To Book as well in many games books in the public library.

The main purpose in teaching and playing games is not to establish who is the best or worst, but to help teach fairness and to have fun. Remember, the Cub Scout motto is do your best and that is what our aim is, not to win.

- old umbrella
- darts
- milk cartons
- checkers

- wide mouth jar
- old work gloves
- bottle caps

- balloons
- curtain rod rings

- broomsticks
- rubber jar rings
- paper bags
- dice

GAMES

SAVE 'EMS

The following "throw aways" are items we find helpful for inexpensive crafts and projects. It is by no means a complete list but one to get you thinking.

3 pound coffee cans	tin cans (soup, etc.)
paper towel and toilet paper rolls	egg cartons
fabric scraps (for bean bags, etc.)	milk jugs
yarn (for puppets, etc.)	shoe boxes
35mm plastic film containers	net onion bags
Band Aid boxes	2 liter pop bottles
metal juice lids	1 liter pop bottles
scoops from sweetened drinks	empty check boxes
salt and oatmeal boxes	berry baskets
spice shake jars	bleach bottles
cardboard milk containers	baking powder cans
plastic caps from pop bottles	styrofoam meat trays
empty cereal boxes	wine corks
margarine tubs and lids	baby food jars

SUGGESTED SUPPLIES

INDIVIDUAL

Box to put supplies
crayons
markers
colored pencils
pencils
eraser
scissors
glue
glue sticks
ruler

DEN

paper plates
napkins
cups
paper towels
drink mix
grub tub/chow bucket
baggies
permanent markers-
black, blue, green,
and red

WANTED: CUBMASTERS, DEN LEADERS, WEBELOS DEN LEADERS, AND BOY SCOUT LEADERS



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, guide, and protect them in all den and pack activities, and to show them by my example what a Boy Scout is. I will strive to be prompt and dependable and to cooperate with the leaders in carrying out the den program. As each Cub Scout reaches the fourth grade, I will encourage him to join a Webelos den. (As he reaches 11, I will do all in my power to interest him in becoming a Boy Scout.)

Den chiefs are busy people. Each week they attend their troop (post) and patrol meetings. They are doing their best to advance in the Scouting program. Chances are they'll not be very interested in spending more time learning to be den chiefs—unless you make it fun.

To make the extra learning happen more easily, leaders must see that the job really rates. The following procedure asks any leader contacting the den chief to assume a role of instructor. Cubmasters request den chief help from Scoutmasters asking them to recognize the importance of den chiefs before the whole troop and let all the Scouts know that it is a troop leadership position. Den chiefs can't get along without your help.

Cubmasters! Don't leave the training to just your den leaders. The show of interest, public recognition,

and expression of appreciation for the job den chiefs are doing encourages them to do their best. The Scoutmaster confers with the senior patrol leader, who is responsible for all boy leadership appointments. The Scoutmaster delegates the supervision of the den chief to an assistant Scoutmaster or a junior assistant Scoutmaster who will be the coordinator of all the den chiefs in his troop. This leader knows the Cub Scout program and pack leaders. He assists with the training and gives regular help on their job. He teaches songs, games, and skills related to the program of the month. He takes part in pack or district den chief training conferences with the den chiefs from his troop. It is important that the den chief coordinator attend and be invited to participate in the den chief conference.

WOODEN TURTLE RACER
For Tiger Cubs

All Tiger Cubs may race
a Wooden Turtle at the
Scout Show

USE 1/2 inch CD PLYWOOD

(This is the same plywood used to sheet roofs before shingling) Lots of it is scrap. Look around a construction site and just ask the contractor for it.

TURTLES MAY BE PAINTED, but nothing should be put on the surface, such as cloth or fur because it would change the size and weight of the turtle.

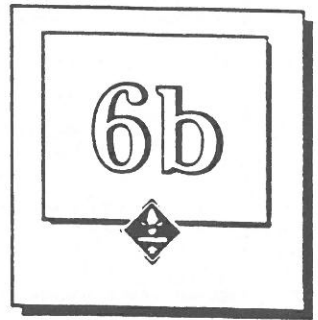
Line up a committee of your parents and give them the chance to carry thru this fun filled family project.

You race these turtles on a string about 35 feet long and race the turtles on a course about 25 feet long. Tie one end of the string to a chair or fixed object at a height about the same level as the hole in the turtle.

Put strips about 1/2 wide and 2 inches long of sand paper with an adhesive on the back on the back feet of the turtle as shown below and it will help race them on slick floors.



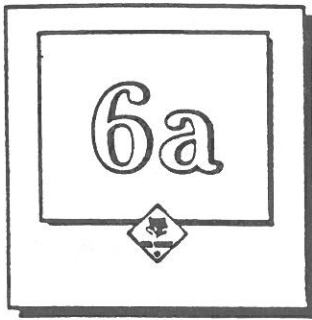
HOW AM I DOING?



(FOR WEBELOS DEN CHIEFS)

HOW AM I DOING? AS WEBELOS DEN CHIEF:

	YES	NO		YES	NO
1. Do I meet with the Webelos den leader before each meeting in plenty of time to plan my part in it?	<input type="checkbox"/>	<input type="checkbox"/>	14. Do I carry my share of the responsibilities for Webelos den activities?	<input type="checkbox"/>	<input type="checkbox"/>
2. Do I always arrive on time for Webelos den meetings?	<input type="checkbox"/>	<input type="checkbox"/>	15. Do I conduct myself in such a way that the Webelos Scouts will like me and will want to become Scouts?	<input type="checkbox"/>	<input type="checkbox"/>
3. Do I wear my uniform to all den and pack meetings?	<input type="checkbox"/>	<input type="checkbox"/>	16. Do I tell my Webelos Scouts about Scout activities in a way that will make them eager to join a troop?	<input type="checkbox"/>	<input type="checkbox"/>
4. Do I find ways to make the denner feel important?	<input type="checkbox"/>	<input type="checkbox"/>	17. Do I realize that the Webelos den leader is the person most responsible for the den?	<input type="checkbox"/>	<input type="checkbox"/>
5. Do I make the Webelos program fun by using different games and ceremonies each week flavored with the skills and terms related to the Webelos activities badges and program?	<input type="checkbox"/>	<input type="checkbox"/>	18. Do I realize that the den leader wants me to be the activity leader?	<input type="checkbox"/>	<input type="checkbox"/>
6. Do I help my Webelos den at pack meetings?	<input type="checkbox"/>	<input type="checkbox"/>	19. Do I coach my Webelos Scouts on the Scout and some of the Tenderfoot requirements so that they will be ready to pass them when they become Scouts?	<input type="checkbox"/>	<input type="checkbox"/>
7. Do I make sure that my Webelos den activities lead up to but do not include Scout activities?	<input type="checkbox"/>	<input type="checkbox"/>	20. Do I help my Webelos Scouts to join my troop by inviting them to visit meeting with their parents?	<input type="checkbox"/>	<input type="checkbox"/>
8. Do I cooperate with my Webelos den leader in every possible way?	<input type="checkbox"/>	<input type="checkbox"/>			
9. Do I go along to help the den leader when my Webelos Scouts are on a hike or outdoor event?	<input type="checkbox"/>	<input type="checkbox"/>			
10. Do I always treat my Webelos den leader with respect?	<input type="checkbox"/>	<input type="checkbox"/>			
11. Do I encourage my Webelos Scouts to earn the Arrow of Light and activity badges?	<input type="checkbox"/>	<input type="checkbox"/>			
12. Do I consult with the Webelos den leader regarding the control of disciplinary problems?	<input type="checkbox"/>	<input type="checkbox"/>			
13. Do I build up the Webelos den leader in the eyes of the Webelos Scouts (brag about him)?	<input type="checkbox"/>	<input type="checkbox"/>			



HOW AM I DOING?

(FOR CUB SCOUT DEN CHIEFS)

HOW AM I DOING? AS CUB SCOUT DEN CHIEF:

- | | YES | NO | | YES | NO |
|--|--------------------------|--------------------------|--|--------------------------|--------------------------|
| 1. Do I meet with my den leader to plan my part in the den meeting programs? | <input type="checkbox"/> | <input type="checkbox"/> | 16. Do I conduct myself with my Cub Scouts in such a way that they like me and will want to become Scouts? | <input type="checkbox"/> | <input type="checkbox"/> |
| 2. Do I always arrive on time at the weekly den meetings? | <input type="checkbox"/> | <input type="checkbox"/> | 17. Do I find opportunities to tell the Cub Scouts in the den about Scout activities so they will want to join a troop when they are old enough? | <input type="checkbox"/> | <input type="checkbox"/> |
| 3. Do I wear my uniform to all den and pack meetings? | <input type="checkbox"/> | <input type="checkbox"/> | 18. Do I realize the den leader is the one most responsible for the den because he or she is the adult leader? | <input type="checkbox"/> | <input type="checkbox"/> |
| 4. Do I make the denner feel important? | <input type="checkbox"/> | <input type="checkbox"/> | 19. Do I realize that he or she wants me, as the den chief, to be the activity leader? | <input type="checkbox"/> | <input type="checkbox"/> |
| 5. Do I meet with the den leader after each den meeting to discuss the plans for the next one? | <input type="checkbox"/> | <input type="checkbox"/> | 20. Do I keep my eyes open for clever tricks, stunts, and activities to suggest to the den leader? | <input type="checkbox"/> | <input type="checkbox"/> |
| 6. Do I make Cub Scouting fun, using different games and ceremonies instead of doing the same old things every week? | <input type="checkbox"/> | <input type="checkbox"/> | 21. Do I encourage my Cub Scouts to join the Webelos den when they become 10 years old or complete the fourth grade? | <input type="checkbox"/> | <input type="checkbox"/> |
| 7. Do I help lead my den at the monthly pack meeting? | <input type="checkbox"/> | <input type="checkbox"/> | | | |
| 8. Do I make sure that my den activities do not include Scout activities? | <input type="checkbox"/> | <input type="checkbox"/> | | | |
| 9. Do I cooperate with my den leader in every possible way? | <input type="checkbox"/> | <input type="checkbox"/> | | | |
| 10. Do I always treat my den leader and assistant with respect? | <input type="checkbox"/> | <input type="checkbox"/> | | | |
| 11. Do I encourage my Cub Scouts to advance in rank? | <input type="checkbox"/> | <input type="checkbox"/> | | | |
| 12. Do I consult with my den leader on all disciplinary problems? | <input type="checkbox"/> | <input type="checkbox"/> | | | |
| 13. Do I build up the den leader in the eyes of the Cub Scouts (brag about him or her at every opportunity)? | <input type="checkbox"/> | <input type="checkbox"/> | | | |
| 14. Do I carry my share of the responsibility for den activities? | <input type="checkbox"/> | <input type="checkbox"/> | | | |
| 15. Do I have the Cub Scouts pay special tribute to the den leader on birthdays or other special occasions? | <input type="checkbox"/> | <input type="checkbox"/> | | | |

Some dens meet after school, some meet in the early evening, and others meet on Saturday. The den leader selects a suitable meeting day and time after talking with all den families.

Most den meetings do not last longer than 1 or 1 1/4 hours. It's a lot better to have a short meeting and keep it moving than to have a longer one and let it drag. It's better to send the boys away wishing the meeting had been longer than to keep them so long they wish it would end.

SEVEN PARTS OF A CUB SCOUT DEN MEETING

A good working pattern for the Cub Scout den meeting has been developed through long experience. We suggest that new den leaders follow this pattern which divides the meeting into seven parts. Each part has a purpose, and if all parts are included, the meeting will have the essentials.

We'll describe a typical den meeting, explaining what happens in each part.

A TYPICAL CUB SCOUT DEN MEETING

1. BEFORE THE MEETING STARTS.

The purpose of this part of the meeting is to give the den leadership team a chance to make whatever last-minute preparations are needed ahead of time for the den meeting program. The den leader, assistant den leader, and den chief can sit down together and make sure everything is ready. If the denner can arrive early, too, he can help set up the meeting place.

Sometimes the den chief is not able to arrive at the den meeting before the Cub Scouts. In that case, a phone call the day before the meeting will verify that he knows what is expected.

2. WHILE THE CUB SCOUTS GATHER.

As soon as the first Cub Scout arrives at the door, give him something to do. Get him started on a gathering-time project. For example, the den chief might teach him a trick, which he can teach to the other Cub Scouts, in turn. Or there could be puzzles for him to work. If you don't fill this period with some type of worthwhile activity, the boys probably will fill it with roughhousing.

Some den leaders find this is a convenient time to check attendance, collect dues, and mark the boy's achievements.

3. OPENING.

The opening is the signal the meeting is really starting. The gathering period is informal, without muck organization, while the opening begins the organized activities of the meeting.

Boys like to make noise and do things together. Try combining these two things in the opening period. This could

include a song, yell, rhythmic applause stunt, or something else which gives them a chance to let off steam.

Most den meetings include a flag ceremony so boys can complete one of the requirements for Wolf Achievement 2. The style can be varied so it is different each week.

A roll call isn't necessary but boys enjoy responding to their names in some unique way. A roll call can be related to the theme of the month. For example, if it's a nature theme, they could respond with the name of a bird, animal, or tree. The denner can be asked to call the roll.

Occasionally it is a good idea to have uniform inspection during the opening period. Check the boys' uniforms to be sure they are worn properly. The den chief can help here.

5. ACTIVITIES.

Include at least one game in every den meeting. Both the denner and den chief can be very helpful in leading games. It is usually best if the den chief can be helpful in leading games. It is usually best if the den chief leads games, but does not play in them.

Some den meetings will include crafts projects. It isn't always necessary for boys to complete their crafts projects in den meetings. Sometimes you can get them started, get them interested, and let them take the unfinished projects home to work on with their families. It is usually best if the den leader or assistant den leader teaches the craft. The den chief, but should not make a craft himself.

Most den meetings include some tricks and puzzles. If this was not a preopening activity, now is a good time to teach something new.

Often den meetings activities result in the boys completing some of the advancement requirements. The den leader can initial the requirement in the boys' books, so it can be signed later by parents.

6. CLOSING.

The closing period of the den meeting is usually more serious and quiet. Some den leaders like to present a short closing thought. It is also a time for last-minute reminders about next week's den meeting. A closing ceremony with all the boys involved is good.

7. AFTER THE MEETING.

When the meeting is over, the boys should be instructed to go directly home. The denner can stay to help straighten up the meeting place. The den leader, assistant den leader and den chief use this time to review assignments for next week's den meeting.

THE DEN CHIEF

The den chief is a Scout (or Explorer) selected by his unit leader in cooperation with the Cubmaster. He may be of any rank or age, but he can be of the greatest help when he has been a Cub Scout. It is desirable for him to be an older Scout since his maturity and experience will be of great value. The Scoutmaster or Explorer Advisor will know which boys are qualified and interested.

It should be understood by the den chief, and his pack and troop leaders as well, that his service as a den chief, although an important responsibility, will not be so demanding on his time and interests as to interfere with his patrol and troop activities. Den meetings are usually scheduled at such a time that they will not interfere with troop activities.

The den chief becomes a member of a leadership team which also includes the den leader, assistant den leader and den dad. He acts as an activities assistant to the den leader, and may be expected to lead games and songs, help teach crafts or skills, and conduct ceremonies. He is helped by the denner and assistant denner. He shows by his example what leadership means.

It isn't just an accident that we use Scouts as den chiefs. Because of his close association with the den members, he can encourage them to advance in their Cub Scout achievements and live up to the Cub Scouting ideals in their everyday life. He is already what every Cub Scout would like to be ... a Scout. He is the person whom the Cub Scouts would most like to follow, and that makes him a natural leader for them. By directing this natural leader and directing him wisely, we influence the den of boys under his leadership.

Fortunately, most den chiefs serve because it is fun .. because they like it. We should remember to recognize their efforts. The den chief's shoulder cords are presented in front of his troop as a visible means of recognition.

There are four clues to use with den chiefs: OBTAIN, TRAIN, USE, PRAISE.

Once the den chief is obtained (through the cooperation of the Cubmaster and Scoutmaster) the next step is to see that he is properly trained. If a den chief Training Conference is not scheduled in the near future, the den leader or Cubmaster may give him temporary training. These are some of the things he needs to know:

- | | |
|---------------|---|
| Relationships | - how he works with the den leader and other leaders. |
| Discipline | - how he can help the den leader maintain discipline by leading, not pushing. |
| Patience | - important in dealing with Cub Scouts. |
| Boy Nature | - how the viewpoint of an 8-year-old differs from that of an older boy. |
| Skills | - how to lead songs, games, yells and other activities. |

(continued on following page)

The next step is to use the den chief. Let him take an active part in planning the den meetings. The den leader may meet with him monthly to make these plans, then meet briefly with him before and after each den meeting. Assign him specific responsibilities for the den and pack meetings. This boy will become a valuable aid in livening up the meetings and keeping them moving.

Finally, praise the den chief. It doesn't take much to keep him happy. A simple 'thank you' or 'you did a great job' will reinforce his enthusiasm and stimulate him to good performance. Packs often recognize their den chiefs with the Den Chief's Appreciation Certificate.

The Den Chief Helps at Den Meetings

- Gathering Period:** Helps teach boys tricks, puzzles, games, while den leader is busy checking attendance and collecting dues.
- Opening:** Helps den leader organize boys and get them ready for the more serious part of the den meeting. He could hold a uniform inspection during this time.
- Business:** He will have some good ideas for theme projects, service projects, trips, etc. Give him a chance to voice his ideas.
- Activities:** This is the time when the den chief can be of the most help. After all, he is your activities assistant. He can help the Cubs with craft projects, games or songs.
- Closing:** Helps restore order and quiet for closing ceremony. He can help make announcements.
- Afterwards:** Ask him to help evaluate the meeting just completed, and get his ideas in planning next week's meeting.

The Den Chief Helps at Pack Meetings

- | | |
|--|---|
| Helps den leader set up displays | Helps get the boys seated and organized. |
| Helps den leader during stunts or skits | Helps with den yell or song. |
| Helps den leader maintain good behavior. | Helps remove displays after pack meeting. |
| Helps return meeting room to order. | |

THE CUB SCOUT DEN MEETING

A Cub Scout den leader is not expected to find and develop all of the ideas and materials needed to run four lively den meetings each month. The Cubmaster and/or den leader coach works with den leaders to develop den meeting programs. Nearly all of the planning for your den and the whole pack is done at four meetings. They are: (1) the pack's annual program planning conference; (2) pack leaders' meeting; (3) den leader-den leader coach meeting; and (4) den leader-den leader chief meeting.

Each month Cub Scout Program Helps provides four den meeting outlines on the monthly theme. Most leaders use these outlines as a guide for planning. Feel free to incorporate your own ideas in the den meeting plan.

Remember that sometimes a den trip or other special activity may take the place of a regular den meeting. These usually will require planning so that everything goes well, even though the regular den meeting pattern is not used.

WHO IS RESPONSIBLE?

The Cub Scout den leader is responsible for seeing that the weekly den meetings are planned at the den leader-den leader coach meeting (or the monthly pack leaders' meeting). A wise den leader will involve the other members of the den leadership team (assistant den leader and den chief) in the planning.

WHO ATTENDS CUB SCOUT DEN MEETINGS?

Den meetings are for the boys. They are attended by the Cub Scouts, the den leader, assistant den leader, and den chief. On occasion, a parent or family member may be asked to help at a specific meeting, but parents do not normally attend den meetings.

If the den meeting program is good, the boys will be more likely to attend. If there is something more interesting going on somewhere else, they probably will go to it. So the most important single factor in getting good attendance at den meetings is a good program.

DEN MEETING PLACE

Most dens meet in the den leader's home. Meetings are usually held in the same room; however they can be held in a basement, garage, backyard, or other practical place. Many dens in large cities meet in apartment houses, small parks, at squares nearby. Some dens in rural areas meet in a school

classroom because of distances involved in traveling to someone's home.

It's good for the boys to feel that one place is their den's home. And it's nice if the den has a place it can fix up as its own headquarters. The boys can make their own furniture from scrap lumber and decorate the walls with pictures, charts and their exhibits. Adult family members can be called upon to help the boys clean up and paint a corner of the basement for a den meeting place, or some parents might help build a den hut in the backyard.

DEN TOOLS AND EQUIPMENT

The den will need some tools for crafts projects. Each boy can have his own individual tool chest with such things as:

- Pencils and crayons
- Watercolors and brushes
- Blunt-nose scissors
- Light hammer
- Ruler
- Small knife

Other den tools and materials will be needed for the entire den to use. Families may donate or loan most of them. These could include:

- Assorted nails, pins, screws, tacks
- Wood of various shapes and sizes
- Balls of cord, string, small rope
- Wire
- One or two hammers
- Pliers with wire cutters
- Screwdrivers
- Combination 26-inch saw
- One or two coping saws
- Hand drill
- Palm or block plane
- One or two wood rasps and files
- Sandpaper

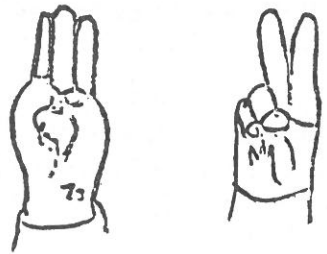
It's also a good idea to keep a scrapbox handy for the den's collection of old spools, bottle tops, jar lids, bits of hardware, doorknobs, dowels, aluminum foil, plywood scraps, leather scraps, wheels, and other things that might be used for crafts.

The den will need a den flag and a U.S. flag which are usually furnished by the pack, and flag stands or holders.

Other ceremony equipment which may be accumulated over a period of time would include candles, ceremony boards, etc. Many dens have den doodles as an incentive for advancement, and a den games box.

MEETING DATE AND TIME

Cub Scout den meetings are held once a week. A regularly scheduled meeting day and time will result in better attendance,



CLOSING CEREMONIES

1.

Have everyone stand. Have a staff member give the words and demonstrate the signs used in the ceremony and then have everyone join in and do it together.

Scout Sign	May the spirit of Scouting
Cub Sign	and the light of Akela
Point Finger	be with you and me
Both Arms Out	until our paths
Arms Crossed	cross
Cub Sign (on wrist, then elbow, and the shoulder) . .	again.

2.

A Cub stands blindfolded, gagged and bound.

A Cubmaster says:

This is an American boy. The American Revolution won him freedom. (unbind)

The Constitution guarantees him free speech. (remove gag)

A free education has given him the ability to see and to understand. (remove blindfold)

Help Cubbing teach him to preserve and to enjoy his glorious heritage and to become a good citizen.

The flag, and its proper use, is fully explain in the following nine pages. Use them for your official guide and when needed copy them for your den so they have a handy reference guide. Flags are fun, but use them with respect.

The Flag should never be used for advertising purposes, nor should decoration be placed upon or attached to the Flag, its staff or halyard.

When the Flag is so worn or soiled that it is no longer suitable for display, it should be destroyed in a dignified manner, preferably by burning.

NO DISRESPECT OF ANY KIND SHOULD BE SHOWN TO THE FLAG OF THE UNITED STATES.

RULES FOR DISPLAYING THE AMERICAN FLAG

When flags of two or more nations are displayed, they should be the same size and flown from separate staffs. Custom forbids the flag of one nation to fly over another in peacetime.

When carried in a procession with other flags, the American Flag should be on the marching right. If there is a line of flags, it would be in the center of that line. The U.S. Flag should always be staffed when carried on a parade float. When the Flag is passing in parade, being hoisted or lowered all present should face it, stand at attention and salute. Uniformed Scouts give the proper Scout salute; others place their right hands over their hearts. Hats should be removed and held over the heart with the right hand.

When the American Flag is displayed against a wall with another flag, the U.S. Flag will be on the right, with its staff crossing over the staff of the other flag. The American Flag should be placed in the center, and higher when displayed with a group of state, local or organizational flags.

When flown from staff on stage, the Flag should be placed on the speaker's right. If placed elsewhere than on the stage, it should be on the right of the audience as they face the stage.

If the Flag is not flown during the playing of the National Anthem, all present should stand and face the music. Persons in uniform salute at the first note, holding the salute until the last note. Others stand at attention; removing their hats. If the Flag is displayed, all present should face the Flag and salute.

When state, local or organizational flags are flown from the same halyard as the American Flag, the U.S. Flag should always be at the top. When flown from separate staffs, the U.S. Flag should always be hoisted first and lowered last. The National Flag should always be higher than the adjacent flags.

FLAG ETIQUETTE

Your American flag is a symbol of a growing, changing, dynamic nation. It is the flag of all the people in the United States. It is a flag of glory from the past and like our country it has a great future. Men have defended the flag with their bold and lives because it stands for all that is good about our country.

The flag has changed with the changes in history of America. Our present flag is the result of a law passed in 1818 and has 13 stripes with a white star for each state. Rules for displaying the U.S. Flag are very straight forward and are as shown on the following pages.

Flag etiquette is important in any flag use, including your den flag. Den flags can be standard Scout issue or made by the den. These den flags are frequently a tool to create unity and identity for the den members. Should a pre-made den flag be the pack standard try supplementing it with a den doodle, a secondary den identification. If a den has made a flag have you ever asked yourself what does it really mean? The Blue background, for example, could represent heaven. God created heaven. It is also representative of the color of the Cub Scout uniform in respect of Him.

The stars are the heavenly bodies within God's galaxy. They could also represent the twinkle in our Cub Scouts eyes when he is about to receive an Achievement Award.

The Circle could be the sun or the moon in God's heavens. It could also represent the living circle which means all Cub Scouts are friends. The Number 8 is representative of the number of Cub Scouts it takes to make a complete den.

The American flag should be flown in good weather from sunrise to sunset. The flag may be flown at night if properly displayed in lighting.

The flag should always be flown on national and state holidays and on those occasions proclaimed by the President. On Memorial Day, the flag should be half-staffed until noon.

The Flag should be hoisted briskly and lowered ceremoniously. It should never be dipped to any person or thing, nor should it ever be displayed with the union down except as a signal of dire distress.

The Flag should never be allowed to touch anything beneath it, especially the ground, nor should it ever be carried flat or horizontally -- always free and aloft. It should never be used for carrying or holding anything, or stored in such a manner that it will be damaged or soiled.

CEREMONIES

THE PLEDGE OF ALLEGIANCE

I remember this one teacher. To me he was the greatest teacher; a real sage of my time. He had such wisdom. We were all reciting the Pledge of Allegiance, and he walked over. Mr. Lasswell was his name...He said: "I've been listening to you boys and girls recite the Pledge of Allegiance all semester and it seems as though it is becoming monotonous to you. If I may, may I recite it and try to explain to you the meaning of each word:

I-me, an individual, a committee of one.
PLEDGE-dedicate all of my worldly goods to give without self-pity.
ALLEGIANCE-my love and my devotion.
TO THE FLAG-our standard, Old Glory. A symbol of freedom. Wherever she waves, there is respect because your loyalty has given her a

dignity that shouts "freedom is everybody's job".

OF THE UNITED-that means that we have all come together.

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

OF AMERICA-AND TO THE REPUBLIC-a state in which sovereign power is invested in representatives chosen by the people to govern. And government is the people and it's from the people to the leaders, not from the leaders to the people.

FOR WHICH IT STANDS- ONE NATION-meaning so blessed by God.

INDIVISIBLE-incapable of being divided.
WITH LIBERTY-which is freedom and the right or power to live one's own life without

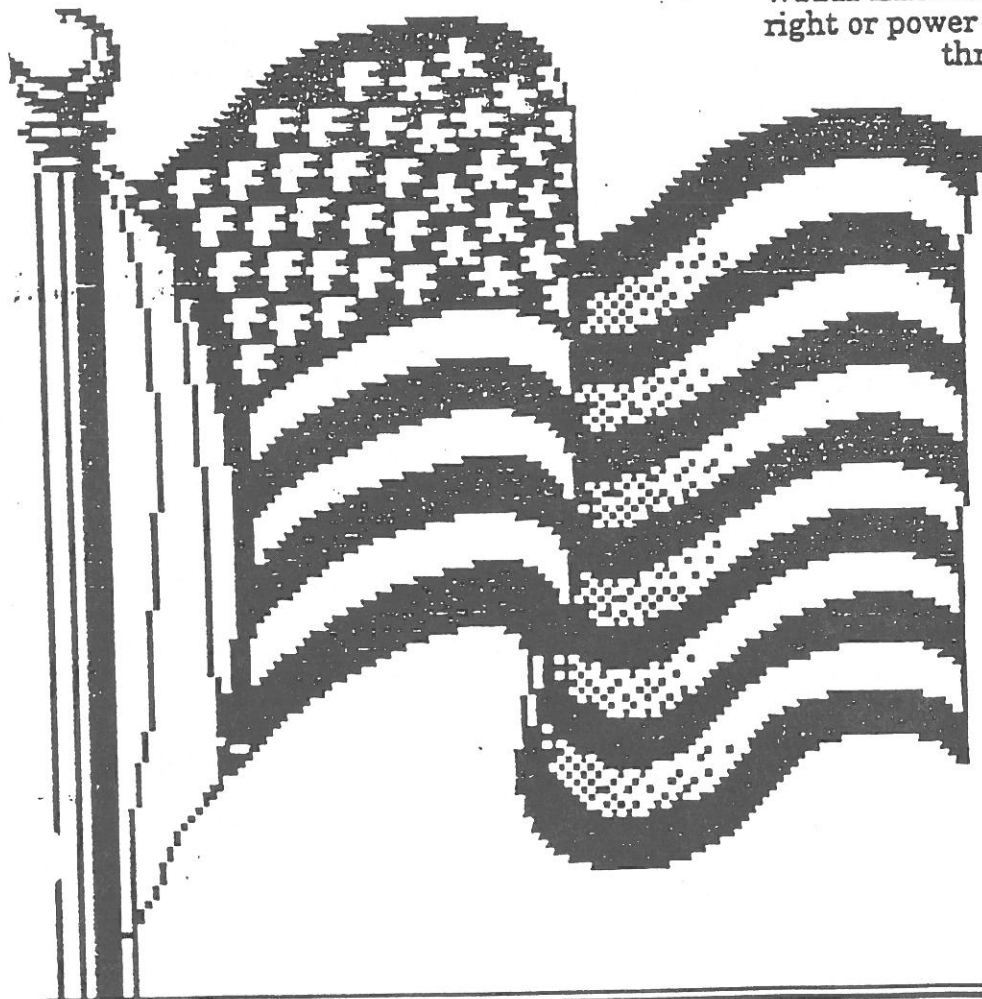
threats or fear of some sort of retaliation.

AND JUSTICE-the principle or quality of dealing fairly with others.

FOR ALL-which means it's as much your country as it is mine.

Since I was a small boy, two states have been added to our country and two words have been added to the Pledge of Allegiance... "under God". Wouldn't it be a pity if someone said "that's a Prayer" and that would be eliminated from schools, too?

("Red Skelton")



PERMISSION SLIP FOR FIELD TRIPS

Pack or Den # _____ is planning a field trip.

Plans have been approved by: _____
(Pack Committee)
and the Scout Council office.

Mr./Mrs. _____ is Cubmaster of the pack directly responsible for this trip. He will be glad to have you call him if you have any questions. His/her phone number is _____.

The leader in charge of this trip will be _____.
His/her phone number is _____.

The pack will be gone _____ leaving on _____ from _____
(date)
_____ at _____ o'clock and returning on _____
(place)
_____ to _____ at _____ o'clock.
(date) (place)

The cost for each boy will be _____ for _____.

This is to be paid one week before departure: _____.

Each boy will bring _____
(list necessary equipment)

_____.
In case of emergency, the leaders will call Mr./Mrs. _____

_____ (Address) _____ (Phone)
who will immediately get in touch with the parents.

Pack Leader _____

(Tear off here and return to pack leader.) Date _____

My son _____ is in good physical condition at present and had no serious illness or operation since his last health examination. I shall make sure that he does not attend if he is not feeling well. I understand the cost will be _____. During the trip period, I may be reached at: _____
(Address)

_____ (Phone) _____;

Any remarks: _____

Signature - Parent or Guardian _____

CHARTER PRESENTATION

EQUIPMENT: 1 blue, 3 white candles

PERSONNEL: Unit Commissioner (UC)

Committee Chair (CC)

Cubmaster (CM)

Chartering Organization Representative (CR)

CC: (light blue candle) This blue candle represents the SPIRIT OF CUB SCOUTING. May it ever burn brightly.

CM: (lights white candle) I promise to do my best, to do my duty to God and my country...

(lights 2nd white candle) To help other people...

(lights 3rd white candle) And to obey the Law of the Pack.

UC to CC: In presenting this charter to _____, the chartering organization for Pack _____, does the Pack agree to work with and recruit the best adult leadership available; to conduct regular monthly pack leaders meetings, and to assist the Cubmaster?

CC: We will.

UC to CR: Do you, as the representative of the sponsoring organization, promise to serve boys, to keep informed of this pack's status and performance and relay this to your sponsor regularly; to see that the boys through adherence to the rules and regulations set forth by the Boy Scouts of America; to display this charter so everyone knows that Scouting happens here. If you do, say, "I do promise."

CR: I do promise.

UC presents charter to CR and shakes hand.

CC: (extinguishes 1st white candle) The Cub Scout follows Akela.

(Extinguishes 2nd white candle) The pack helps the Cub Scout grow. The Cub Scout gives goodwill.

(The CM carries the blue candle still burning off stage.)

PROVERBS FOR SCOUTING

By BRUCE JOHNSON

PROVERBS WERE INVENTED to make it easier to remember important ideas. When some old standbys are revamped and applied to Scouting, they come out like this:

A boy saved is a man earned.

Scouting stakes are high: better citizens for tomorrow. It's a man's job, and a job to be proud of.

People who live in glass houses should support Scouting.

Have you noticed how vandalism is almost absent in a neighborhood where Scouting is strong? Boys aren't bad by nature, but even good boys without guidance can get off the track.

The early troop gets the boy.

Why is it that so many boys don't get invited to join a troop until well after their eleventh birthday? Let's get them as soon as they're ready to go.

A boy in a troop is worth ten in trouble.

Have you ever had a boy in your neighborhood go wrong? Of course, we can't win them all, but what could Scouting have done for this boy? Why wasn't he a Scout? Maybe because no one ever invited him.

A Scoutmaster in time saves nine.

Pity the poor troop that is subjected to one Scoutmaster after another, sometimes several in one year. Boys drop out more because of confusion than lack of interest. A commissioner will outline for any committee, tested steps for finding the right Scoutmaster the first time.

Scoutmasters should be seen, not heard.

Quietly training his leaders, always leading the troop through boy officers, on hand to give advice and reassurance, and to be proud when boys are proud of themselves—it's what we're shooting for.

An ounce of training is worth a pound of cure.

There is no magic that can make up for experience, but even the greenest Scouter, trained in Scouting principles, can seem to work wonders. With fifty years of experience behind him, how can he lose?

A watched patrol never boils.

Bubbling, boiling over with enthusiasm, that's how a patrol should be. It will be, if we give it to the boys, and then build a fire under it.

Don't send a man to do a boy's work.

This principle applies in all phases of Scouting, from patrol dads to patrol leaders' meetings.

All work and no play loses committeemen.

All too often, the same faithful committeemen do all the work, year after year, until finally they quit. Share the work and Scouting can be fun for men, too.

The troop is stronger than fiction.

Scouting can give our boys the same exciting lives as their television heroes. Let's build their bodies, not ruin their eyes.

In the spring a very young man's fancy turns to thoughts of camping.

Why then do so many troops disband in the summer, just as the peak of the outing season comes on?

All that glitters is not proper uniform.

Cub Scout badges on the back of merit badge sashes, a spray of temporary insignia on the pocket—of such things are Christmas trees made. Proper wearing of Scout decorations will make them meaningful.

Nothing adventured, nothing gained.

Boys can find adventure in things adults call too simple. Boys must find adventure or they gain nothing. We can find adventure by helping boys gain it through Scouting.

He who laughs first is probably a boy.

There is no substitute for fun in Scouting. If you let them have fun, they'll laugh with you, not at you.

A rolling troop gathers more boys.

There's only one way to get boys and keep them, and that's activity—healthful, exciting, outdoor, Scouting activity. It can't go wrong.

SONG

ODE TO A LEADER

(Tune: Battle Hymn of the Republic)

After raising six sweet daughters, I was glad to have a son,
I thought of all the games we'd play, the picnic, hikes and fun.
I thought of how we'd sit and talk for hours when day is done.
Wasn't I the foolish one?

CHORUS: Glory, Glory, I'm a leader.
 How'd I get to be a leader?
 All I wanted was to have a son,
 Cub Scouting might be fun.

I tried resisting all their pleas, their reasons to ignore,
I said, "I'm not equipped." They said, "Oh, yes you are;
 what's more,"
"We will train you in the basics and outfit you for the corps."
And they shoved me through the door.

CHORUS: Glory, Glory, I'm a leader.
 Me they had to make a leader.
 All I wanted was to have a son,
 Cub Scouting should be fun.

They taught me how to sing a song and how to tie a knot.
They taught me how to do a skit, make puppets on the spot.
They taught me all I need to know; at least that's what I thought.
'Til a Cub came in with a snake that he had caught!

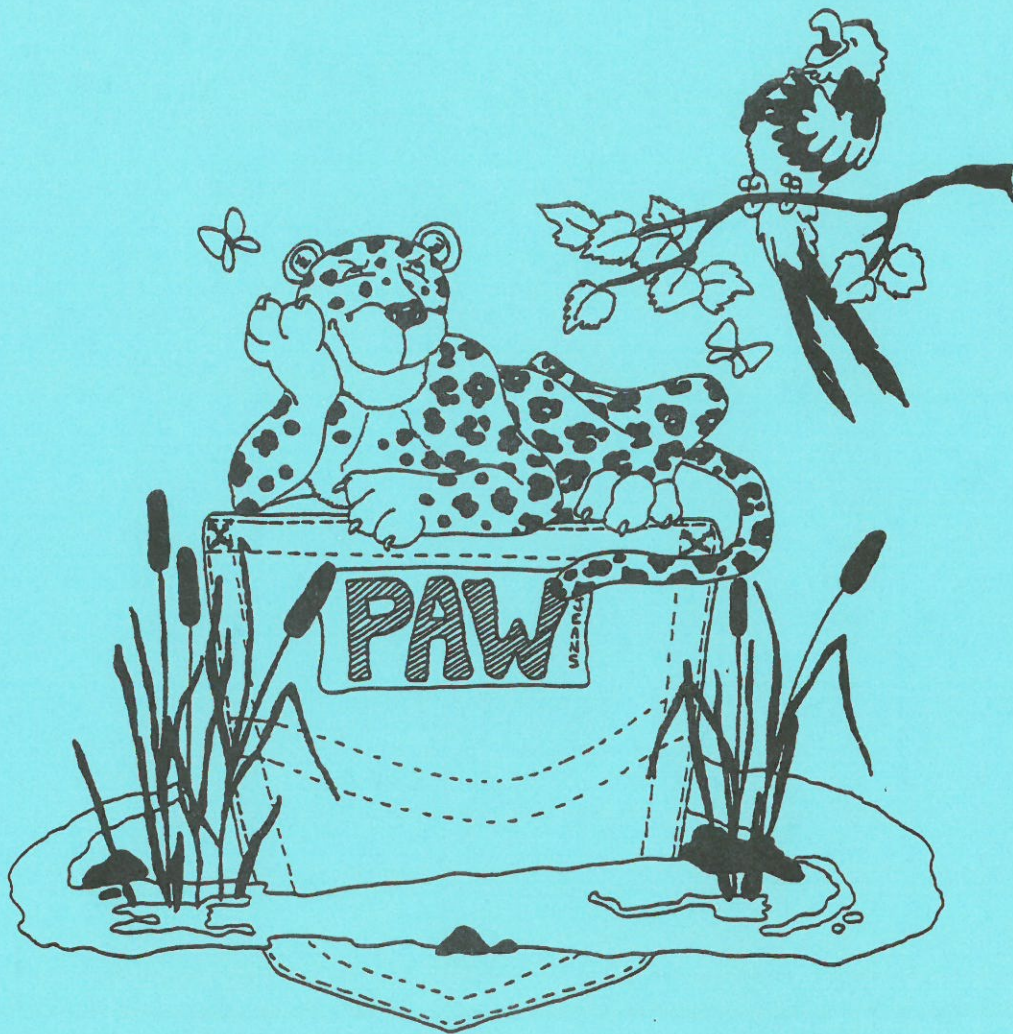
CHORUS

Out we went a'hiking, my Cub Scout den and me,
They say the woods are full of many sights for you to see.
I know we sure were sights when we were found eventually.
And I do this all for FREE?

CHORUS

But even though I mumble, and I grumble, and I pout,
And many times I wonder what's the best way to get out.
When everything is said and done, there isn't any doubt,
I'm glad to be a scout!

CHORUS: Glory, Glory I'm a leader.
 I'm so glad to be a leader.
 And when my days are over, and they lay me to my
 rest,
 They'll say I DID MY BEST!!



Tiger Cubs

TIGER CUB ORGANIZER'S CALENDAR

AUGUST

- Inquire about Organizer's training and plan to attend.
- Prepare to hold a Tiger Cub Rally during your pack's School Night for Scouts.

SEPTEMBER

- School Night.
- Divide Tiger Cubs into groups.
- See that fees and packets are turned in.
- Follow up with group(s) on first meeting using "Big Idea #1".
- Attend the first group meeting and help plan calendar.
- Attend pack committee meeting and report on Tiger Group(s).
- Contact host team to make sure they are planning to have meeting and know what to do.
- Attend group(s) meeting (as an observer, help only if asked)
- Attend pack committee meeting and determine one or two pack activities the Tiger Cubs Groups will be invited to visit. Follow up on this information with Tiger groups.

OCTOBER

NOVEMBER

DECEMBER

JANUARY

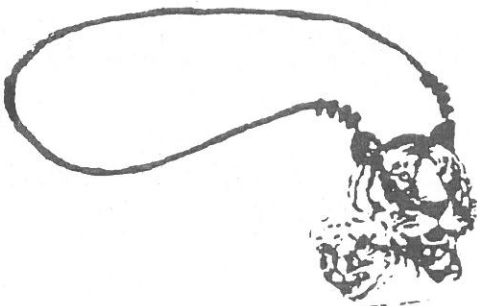
FEBRUARY

MARCH

APRIL

MAY

- Contact host team about month's meeting.
- Attend pack committee meeting to report on Tiger groups.
- Contact host team about month's meeting.
- Attend pack committee meeting to report on Tiger groups.
- Invite Tiger Groups to Blue and Gold and assist in any preparations if needed.
- Contact host team about month's meeting.
- Attend pack committee meeting to report on Tiger groups.
- Contact host team about month's meeting.
- Make sure Tiger Cub groups receive Cub Scout Day Camp information.
- Attend Blue and Gold banquet with Tiger Cub Groups.
- Contact host team about month's meeting.
- Obtain Cub Scout application forms from the pack and distribute to Tiger Cubs to transfer them to Cub Scouts.
- Arrange for pack representative to visit Tiger Cub Groups meetings to discuss joining the pack in April or May.
- Attend Pack Committee meeting to report on Tiger groups.
- Contact host team about month's meeting.
- Encourage Tiger Cub adults to become leaders or committee members and attend Cub Scout Basic Training.
- Attend pack committee meeting to report on Tiger groups.
- Contact host team about month's meeting.
- Fill out applications and transfer all Tiger Cub to Cub Scouting.
- Help organize and participate in graduation of Tiger Cubs into the pack.
- Encourage new Cub Scouts to take part in summer events.
- Attend pack committee meeting to report on Tiger groups.



TIGER CEREMONIES

SPOTLIGHT THE BOY

The name of this ceremony is "Spotlight the Boy." The flag of the United States and the Pack flags are carried to the front of the room by color guards. They face the audience. The lights are turned down and a Tiger Cub stands in between the two flags. A spotlight is turned on the setting. A good reader reads the verse below:

He's just six years old...
He's made up of the following ingredients...
Noise, Energy, Imagination, Curiosity,
and Hunger...
He's the "cute little fellow down the street" ...
That "spoiled imp next door", or
"My son" ,....depending on who you are.

He's something to be kept fed, clothed,
healthy, happy, and out of trouble.

BUT.....

He's something else, too..
He's a future Cub Scout, a future
Webelos Scout, a Future Boy Scout...
He's the future we've been fighting for.
He's part of the world's most
important generation...
Our generation must win the peace...
His generation must keep the peace...
His generation will determine whether
it was worth doing.

He's one of the most important people
in history.

So.... anyone who influences his life
is also a mighty important person.



TIGER OPENING

- T Time spent building a stronger relationship with a boy and his family
- I Introducing a boy and his family to Scouting
- G Getting to know others and ones self better
- E Entering into a group; being part of something special
- R Reaching out to one another and getting hands on experience.
- S Sharing and discovering new things and ideas.

That's what Tiger Cubs is all about...

SEARCHING

DISCOVERING

SHARING

Tiger Cub Candle Light Induction Ceremony

Personnel: Cubmaster, Committee Chairman, Den Chief, Tiger Cubs

Equipment: Table, large Cub Emblem, Three Candles

Setting: Tiger Cubs wait outside room with Den Chief. Table is placed at front of room holding large Cub emblem and three candles. The room is in darkness. When all is ready, the Den Chief knocks on the door from the outside. CM and CC stand behind the table.

CM: Who wishes to enter this meeting room?

DC: Den Chief (name) with Tiger Cubs to join this pack.

CM: What are the names of the Tiger Cubs?

DC: (names the Tiger Cubs)

CM: Bring the Tiger Cubs inside.

(DC brings Tiger Cubs into room and leads them to front of table. He then takes his seat in the audience.)

CM: (To Tiger Cubs) you have entered from the darkness of the outer world to the light symbolizing Scouting. This candle (he lights one) stands for the Spirit of Scouting. There are many benefits to be gained from belonging to Cub Scouting. You will learn a great deal, you will have a chance to help others, you will be rewarded for your efforts, and you will have a lot of fun. The Cub Scout Promise is the basic principle of Cub Scouting. Will you repeat it with me please. (Light candle representing Promise.)

(CM gives Cub sign and begins Promise, Tiger Cubs join in with him.)

CC: Just as the Cub Scout Promise is the basic principle of Cub Scouting, the Law of the Pack is the fundamental rule governing Cub Scouting. Please give the Cub Scout sign and repeat the Law of the Pack with me.

(CC gives sign and leads boys in repeating Law of the Pack.)

INDUCTION OF TIGER CUB
INTO THE PACK

Cubmaster: Will the Tiger Cubs and their parents please step forward? Please say the Tiger motto.

Tigers: Search, Discover, Share

Cubmaster: You and your son will SEARCH for new activities, you will DISCOVER and SHARE new and exciting activities with each other and with your Tiger Cub group. You will develop lasting friendships that will go with you along your Scouting trail.

Please accept this Tiger Cub patch (or hat pin, etc.) as a token of these friendships. Welcome to our pack.

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 about 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!



CHALLENGE OF THE FIRE PIT

Personnel: Cubmaster
Tiger Cub Coach
Shere Kahn
Den Leader

Props: Florescent painted rocks. red and orange
Black light

Setting: Place rocks together in rows to represent bed of hot coals. When Cubmaster has lights turned off, they will glow.

Cubmaster: I will call upon the great Shere Kahn to bring forth the Tigers of our Pack, their adult partners and their Tiger Cub Coach. (All come forward)

Shere Kahn: Have these boys and adults completed a year of the Tiger Cubs?

Tiger Cub Coach: Yes.

Shere Kahn: Here is the symbol of the Tiger who has met the challenge. (Hands Tiger Cub patch to adults). Please place the patch on the Tiger's shirt.

Here is the token for having helped the Tiger to complete the challenge. (Hands pin to Tiger.) Pin them on your adult partner's collar.

Adults, I give you charge of the written proof. Be proud of your team efforts which it took to accomplish them.

(Lights are turned off.)

Shere Kahn: This bed of hot rocks represents the greatness of the challenges to come. The rocks will not burn you unless you fear them. No harm will come unless you doubt your ability. Are you ready to cross the bed of hot rocks into Cub Scouting? (Tigers answer) Then go and meet your new leaders.

CM: (Greets and welcomes each Tiger/Adult as they cross the rocks and introduces them to their new Den Leader.)

Welcome to Pack _____. May you meet every challenge you face in life as well as you have met the challenge of the hot rocks tonight.

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 backing symbolizing your service as a Tiger Cub. (Calls out names and distributes graduation materials.)

CM: Akela, members of the pack, please welcome our new Cub Scouts

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:

Narrative:

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, N.Y.

Second, the turtle is green. (paint the boys' cheeks green) This signifies YOGO...

"You're Only Green Once." i.e. you're just starting out in Scouting.

Third, the turtle is small and low to the ground signifying your size and in contrast 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.)



Family Ceremony

CM: The family is one of the basic components of the Cub Scout program. Tonight, we are honoring a very special group in our pack family. We are graduating our Tiger Cubs into Cub Scouting. Will the Tigers and their families please come forward? Tigers, is it your wish to become Cub Scouts? If so, answer, "I do."

TIGERS: I do.

CM: Parents, do you wish your son to participate in pack activities, and do you understand it is your responsibility, as parents, to help your son work on his rank and help make the pack grow?

PARENTS: We do.

CM: Now Tigers, do you know the Cub Scout promise and sign? Please say the promise together now. (Boys will say promise with arm raised in the Cub Scout sign).

CM: Do you wish to follow Akela, grow in strength, citizenship and develop your character to do the right things? If you do, say, "I do."

TIGERS: I do.

CM: Will you help your pack grow? If so, answer, "We will."

TIGERS: We will.

CM: Since you have completed your Tiger Cub trail and shown your desire to become Cub Scouts, I now present you with your Tiger Cub graduation patch and certificate and your Tiger Cub service star. (One year star with orange backing.)

Congratulations! You are now officially a Cub Scout in Pack _____.

CANDLE LIGHTING CEREMONY

Props: Orange candle for each boy with drip guard

Matches for parents

Table with lighted blue candle at one end, lighted yellow candle at other end and unlit large white candle in center

CM: Cub Scouting is an organization that is very special and unique. It is one in which a lot of parents devote their time and talents to provide a program which will aid and guide their sons' growth. As parents work to strengthen Cub Scouting, so Cub Scouting helps to strengthen families.

Tonight, we honor a very special part of our Scouting family. Will the Tiger Cubs and their families please come forward. (As they come forward, give each boy a candle, each parent matches and have them stand behind the table facing the audience).

I call your attention to the three candles on the table. The blue and gold stand for Cub Scouting. Blue, like that of the uniform you will wear as Cub Scouts, stands for truth, love of God, loyalty and the blue sky. The gold, like that of the neckerchief you will wear, stands for sunlight, good cheer and happiness. The white candle represents parents and the important part they play in the Cub Scout program.

Parents, would you please light the candle your son is holding as a symbol of the encouragement and support you will be giving him as he moves along the Cub Scout trail.

(They do.)

Parents, will you accept the responsibility to participate in den and pack activities, help your son with advancement, and support the Pack as much as possible?

(Parents answer, "We will.")

Tigers, please hold the candle in your left hand and raise your right hand in the Cub Scout sign. Now join me in repeating the Cub Scout Promise.

And now with your parents guiding your hands, as they will do to help you in Cub Scouting, I will ask that you join your individual flames together and light the white candle as a sign that we are all united as members of Pack _____.

(After white candle is lighted, orange candles are extinguished and returned to table.)

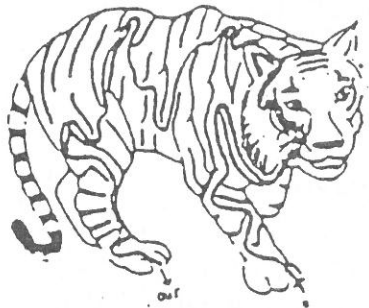
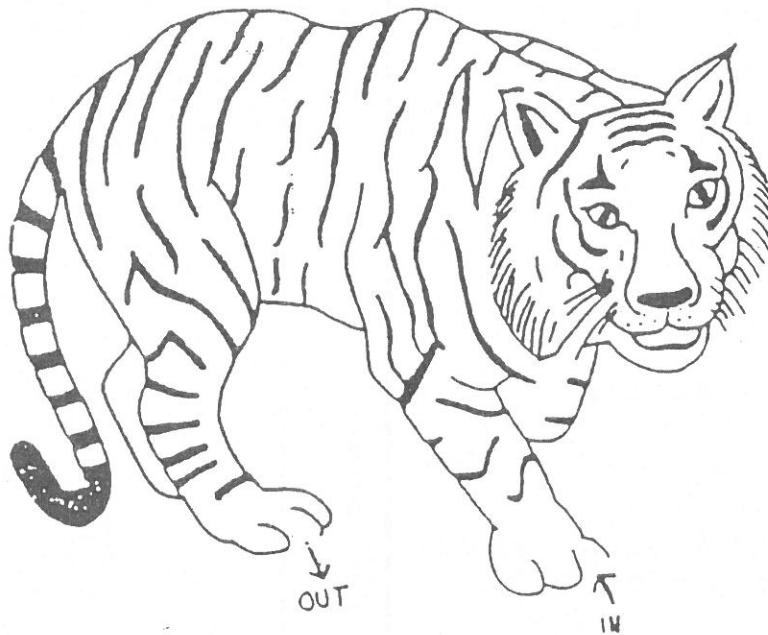
CONGRATULATIONS! You are now Cub Scouts and members of Cub Scout Pack _____. (Present boys with Tiger Cub graduation patch, certificate and service star.)

WELCOME TO PACK _____.

MAZE PLACEMATS

Enlarge these mazes and print on your placemats for an activity the banquet goers can do while waiting for things to begin.

(Solution are shown in miniature)



TIGER CUBS

FIND THE WORDS

D	B	O	Y	S	N	U	F	P
T	I	G	E	R	A	S	A	R
Z	L	S	H	A	R	E	M	C
H	E	E	C	U	B	S	I	M
E	A	A	P	O	Q	U	L	I
L	R	R	F	L	V	N	Y	S
P	N	C	R	U	A	E	S	E
T	O	H	L	A	N	Y	R	V

- SEARCH
- DISCOVER
- SHARE
- TIGER
- CUBS
- FAMILY
- FUN
- HELP
- PLAY
- PROMISE
- LEARN
- BOYS
- SUN

DISCOVER NATURE AND ENERGY

Ant farmin'

1. Dig up an ant hill. You will need about 100 ants.
2. Fill an 8" soup bowl and a quart-sized glass jar 2/3 full of dirt.
3. Set the jar in the soup bowl and then set the bowl on a 10" pie plate
4. Put about 1" water into the pie plate that will serve as a moat and keep the ants contained.
5. To feed your ants, hang a piece of food (sliced fruit dipped in sugar water, a piece of meat, cheese, or bread) on a string tied to a pencil.
6. Add a tsp. of water to the jar every 3 days making sure you don't get the soil too wet.
7. Look at the bottom of the jar after a couple of days, and you will see ant tunnels.
8. Your ant house will last about four to six weeks (unless you have a queen). This is the life span of worker ants.
9. To make this project even more fun, look up some interesting ant trivia.

Find out about the many different kinds of ants and their elaborate social structure. (If there are ants from two different colonies in your jar, they will fight and eventually kill each other.)



EDIBLE CAMPFIRE

This can be used as a group activity.

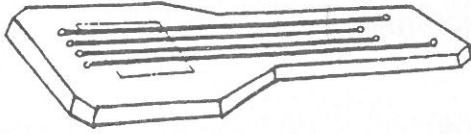
As the boys "build" their campfires, talk about why each step is important. After the "fire" is build, enjoy eating this special treat.

Ingredients: 1 napkin (cleared area)
1 small paper cup of water
(bucket of water to put fire out)
Miniature marshmallows (fire circle surrounding cleared area)
Shredded coconut (tinder - burns fast to get fire started)
Fritos and skinny pretzels (kindling to keep the fire going and light the fuel)
Cheese sticks (fuel)
Candy Corn (flame)

Follow up with a picnic or fishing trip where the boys can actually assist with building a campfire. They might even "catch a hot dog" to cook!

TIGER CUB CRAFTS

RUBBER BAND-JO



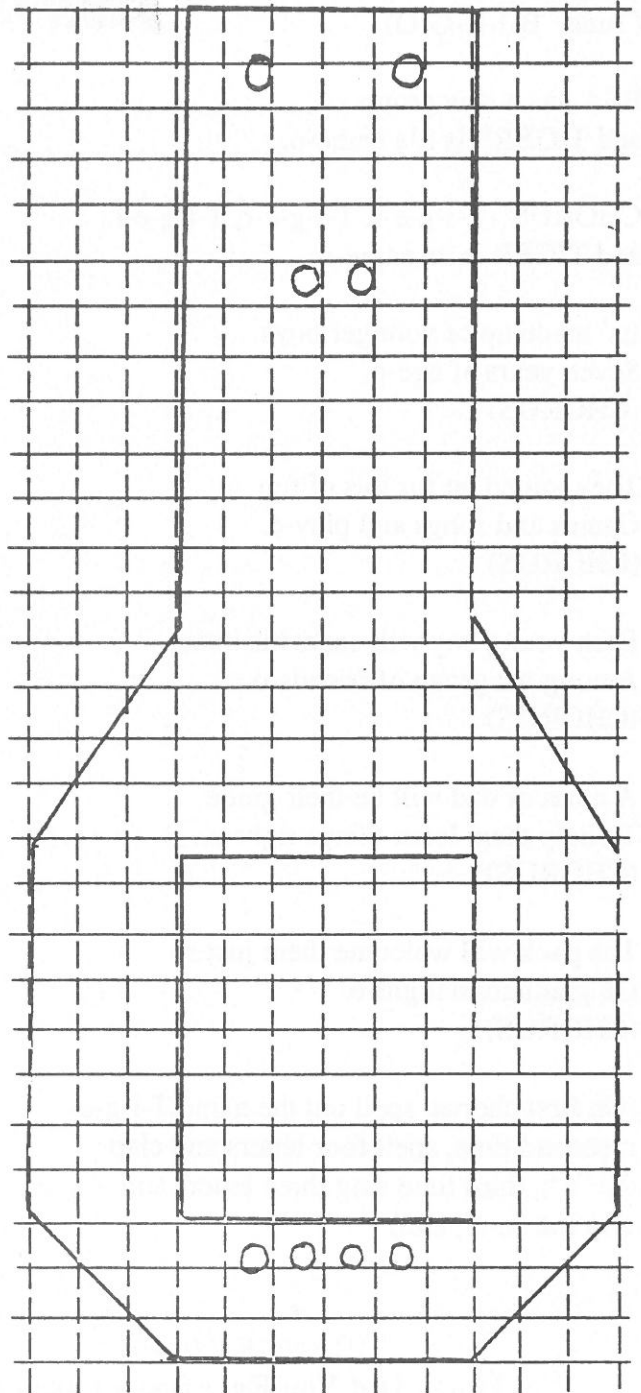
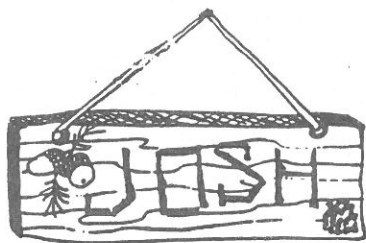
Materials: 2 thick rubber bands
2 thin rubber bands
8 large paper fasteners
glue
corrugated cardboard

Enlarge the band-jo pattern to twice the size shown and copy onto a piece of cardboard. Cut out 2 of these shape. Cut a center hole in each piece and glue the two pieces together. Use lots of glue! Make 8 holes in the cardboard: 4 along the top and 4 on the bottom as shown. Insert a paper fastener in each hole, making sure the heads are all facing the same side. Bend all points down flat. Stretch the rubber bands between the fasteners, across the open area of the band-jo. Loop the ends over the heads of the fasteners. your band-jo is ready to strum.

NATURE NAME PLAQUE

Materials Needed: Rectangular wood scraps with two holes drilled on one side as shown, pencil, items from nature walk, glue, yarn.

Instructions: Drill holes in wood scraps as shown. Pencil in boy's name in large capital letters. After a nature walk of collecting twigs, nuts, cones and other dry objects, make the name plaque as a craft project. Twigs are glued over name lines, then cluster nuts, etc. to decorate and add yarn to hang.



Use - 1/4" Graph Paper

SONGS TIGERS LOVE

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,
and TIGER is its name-o.

Its' 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;
second time, spell four letters and clap
the "r"; third time sing three letters and
clap the "e-r", etc.)

ORANGE TIGER

Tune: Did You Ever See a Lassie?

Oh, I saw an orange, tiger,
A tiger, a tiger;
Oh, I saw an orange tiger
With lots of black stripes.

With stripes all in black
In the front and the back;
Oh, I saw an orange tiger
With lots of black stripes.

T-I-G-E-R-S

(Tune: Mickey Mouse)

Come along and sing a song and
join our family

T-I-G-E-R-S

Tigers! They're for me!

Tiger Cubs! Tiger Cubs!

Forever let us hold our banner

High, high, high, high!

We're the ones who start it all

We're where the Scouts begin.

T-I-G (Gee, we're having fun)

E-R-S (S because we're Scouting)

Tiger's, we're the one.

THE TIGER

Tune: Alice, the Camel

(If you are unfamiliar with this tune,
ask someone in your pack. It's a
favorite Cub Scout song!)

_____, the Tiger will be a great Cub,
_____, the Tiger will be a great Cub,
_____, the Tiger will be a great Cub,
We want him in our Pack.

GRRRRR, GRRRR, GRRRR

*Repeat inserting name of each tiger
FINAL VERSE: All the Tigers will be
great Cubs, All the Tigers will be great
Cubs, All the Tigers will be great
Cubs, We want them in our pack!

TIGER CENTERPIECE

This makes a great Blue and Gold centerpiece to put on the Tiger Cub banquet table.

Materials Needed: 1 page orange construction paper, black marker, stapler, two plastic moveable eyes.

Instructions: Copy pattern onto orange construction paper. Color in markings as shown on pattern.

Staple tail to tail line and use thumbnail to curl the tail.



Staple head at back overlapping to broken line.



Bring back leg with X to the X in the front stripe from underneath and staple in place.



Staple head to center of the front leg curve. Bring upright and get head to stand in place.

Glue plastic moveable eyes in place.

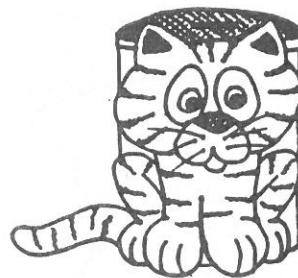


TIGER CUB PROMISE MOBILE

Materials Needed: Orange construction paper, scissors, wire hanger or three plastic straws, hole punch, crayons, markers or colored pencils and yarn.

Instructions: Color pattern pieces as desired and glue onto orange construction paper. Cut each piece out and punch hole in top where shown. To construct mobile, decide if wire hanger or straw hanger will be used. Simply attach to wire hanger with varied lengths of yarn, or string three straw together, forming them into a triangle, then hang pattern pieces to bottom of triangle.

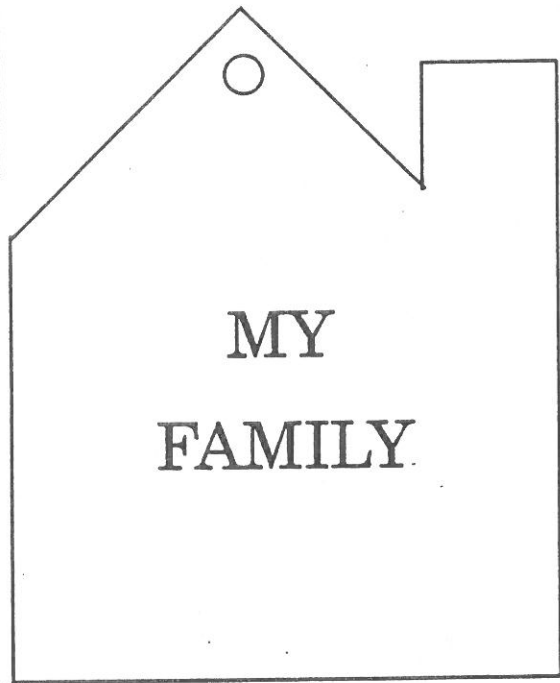
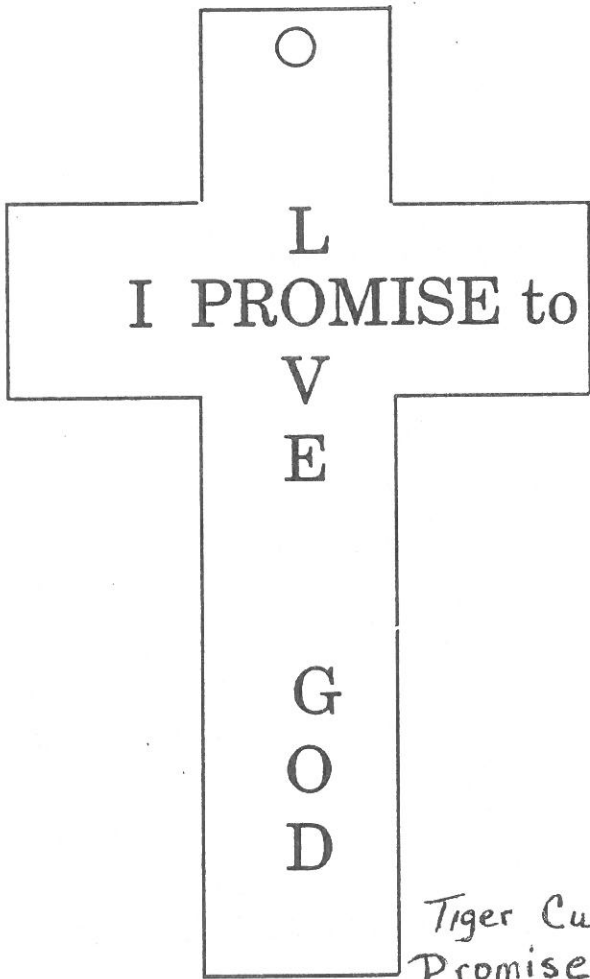
TIGER CUB DUES CAN



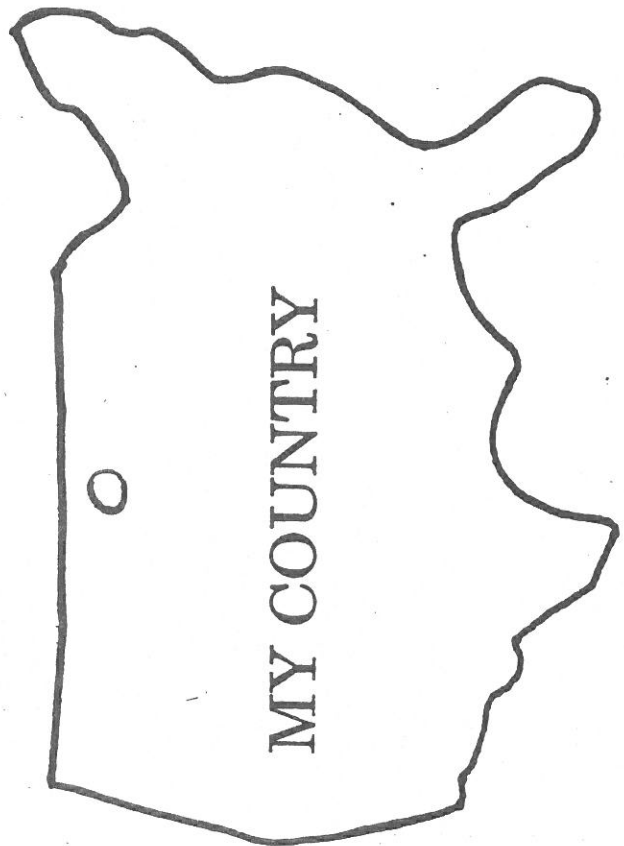
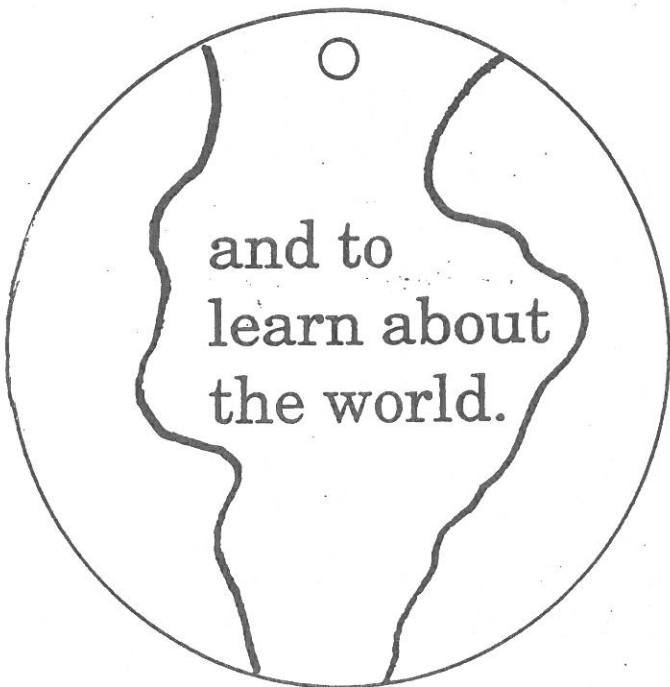
Materials Needed: Solid shortening can with lid, construction paper or art foam or felt or use a combination of these, two plastic eyes, and glue.

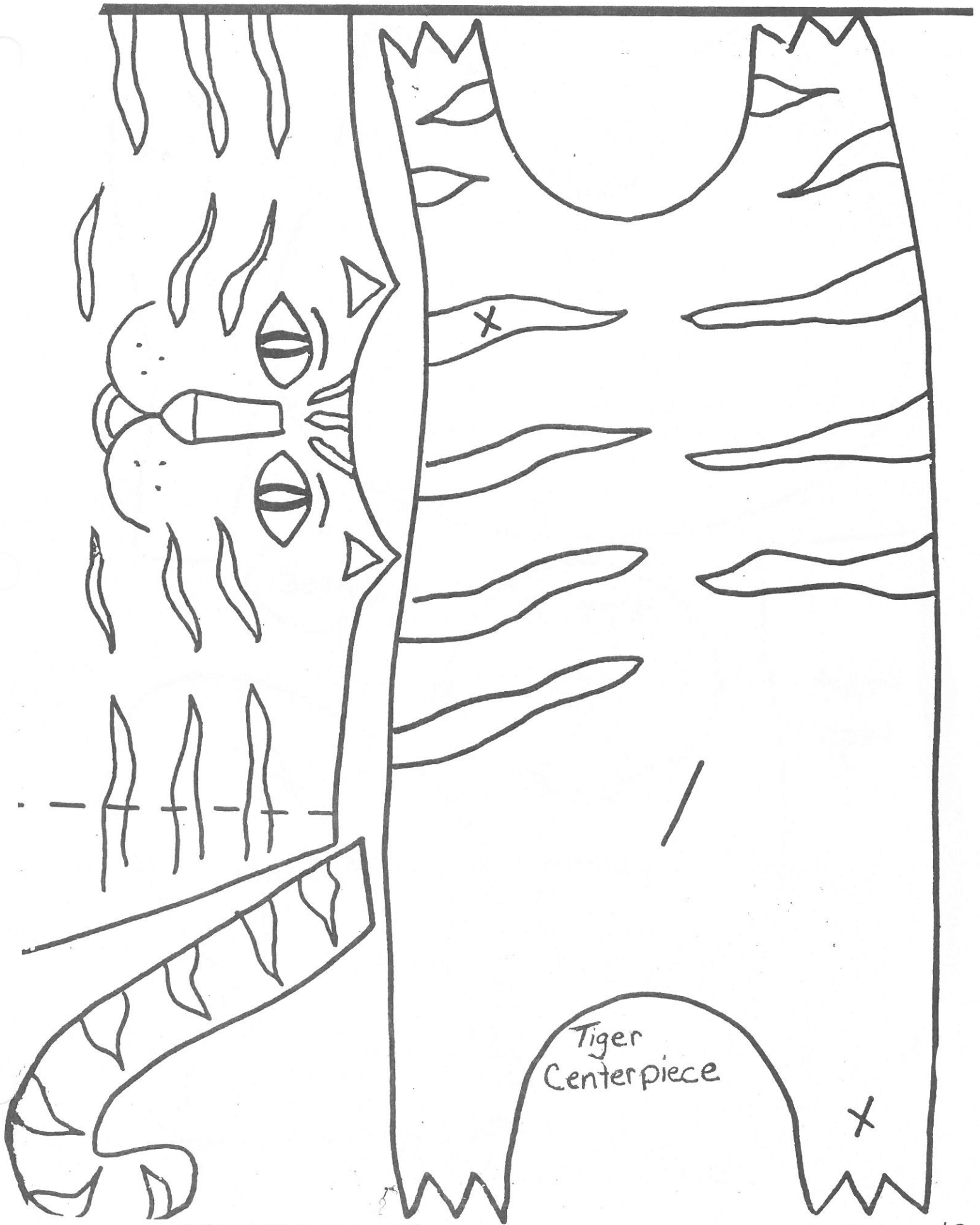
Instructions: Cover can with orange paper, foam or felt. Cut pattern pieces as noted on page 6. Glue to can, attaching hind legs first, then front legs, then head, and face features. Add tail to back of can.

This is an ideal "treat can" to send home with the boy who is to bring treats next week...a perfect reminder!!

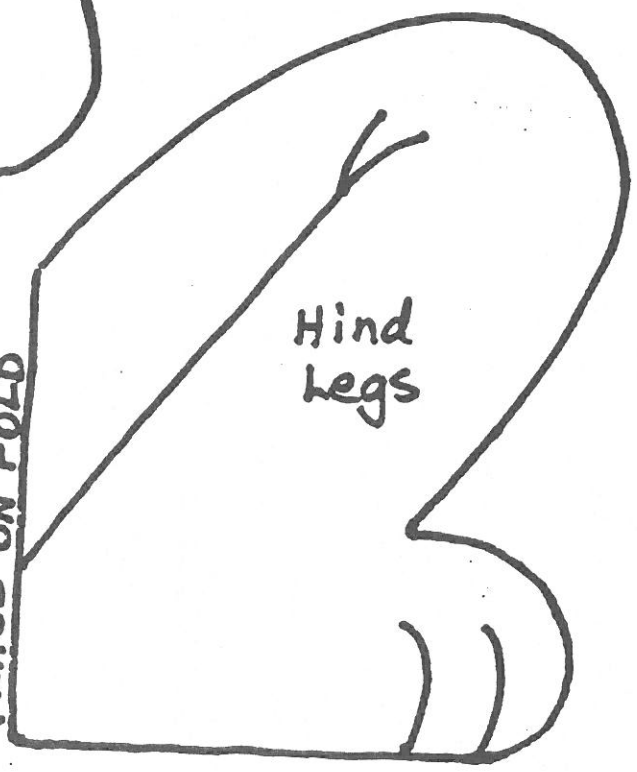
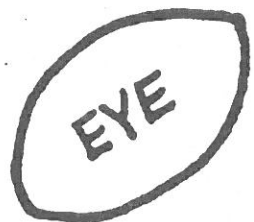
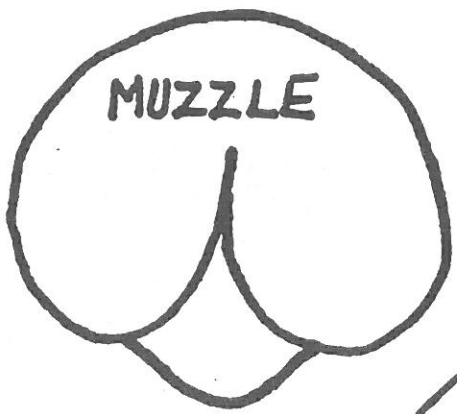
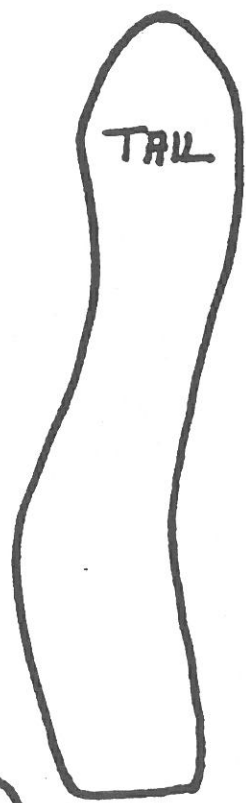
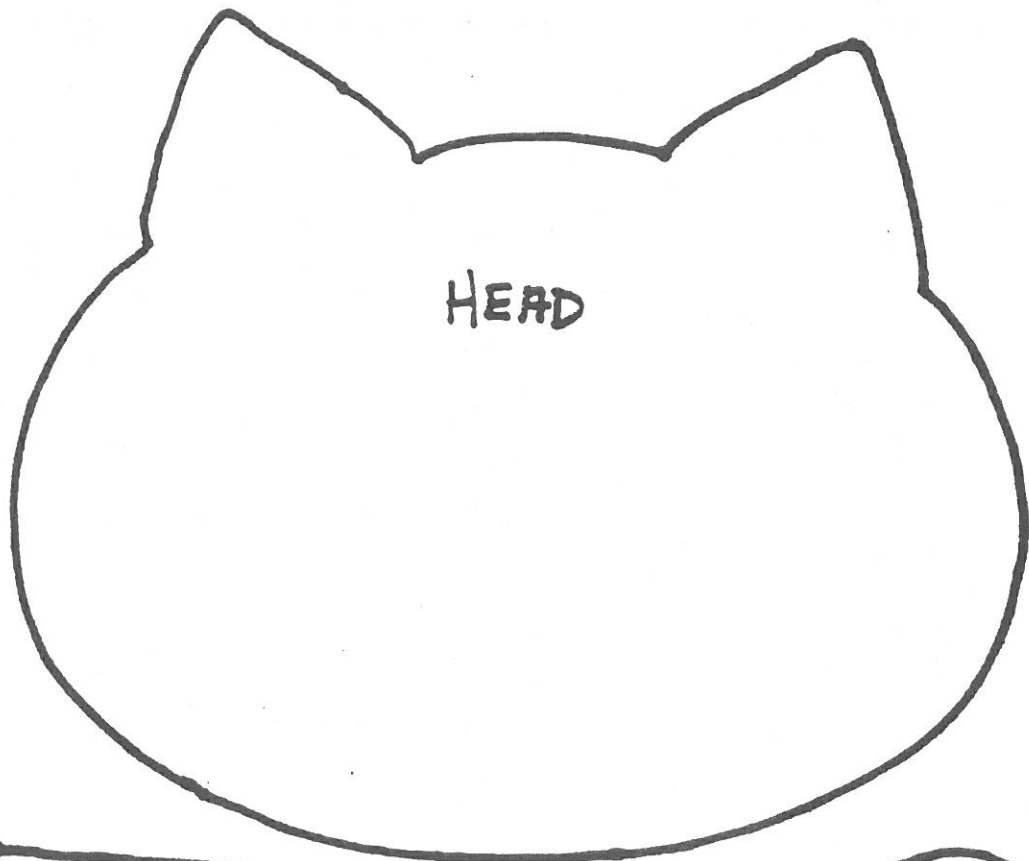


*Tiger Cub
Promise
mobile*





Tiger
Centerpiece



Tiger
Cub
Does
Can

November



Under the Big Top

OPENING

Our Cub Scout Circus will soon begin. You will see:

C - Clowns

I - Interesting acts

R - Recognition in the center Ring

C - Circus stunts

U - Unusual music

S - Skits and silly songs and some serious stuff.

Sit back, relax while you can, because soon you will be on the edge of your seat with the excitement of the Pack XXX Circus.

OPENING

The circus is our theme for May; we think it is a dilly; both circuses and little boys can sometimes be quite silly. Den leaders find it a natural to do this kind of show. They run a three-ring circus every single week, you know. At a circus there is shouting, roaring, stamping, whistles tooting; tumbling, pushing, falling, wrestling, and a-rolling and a-rooting. At den meetings things keep moving, constant motion, constant noise. There are lots of things in common between circuses and boys. We've put all the dens together; it's not Ringling Brothers, you know. But we think you will enjoy it, so let's get on with the show.

OPENING

CUBMASTER:

Ladies and gentlemen, and children of all ages, tonight you will see the Circus stars in a performance of unparalleled magnificence. The most startling and unusual features ever assembled from the far corners of the civilized globe, in a super spectacle. A gigantic presentation unrivalled on any stage or circus ring. and here they are, the Cub Scouts of pack _____.

(Cub Scouts enter and march around the room with circus music in the background. Boys and leaders find their places. Room is darkened and slides of den and pack activities are shown. This will take some advance planning to get the slides from the parents and pack photographer assembled.)



Closing

Personnel: Cubmaster, 8 Cub Scouts.

Equipment: Cubs dressed as appropriate animals.

Setting: Circus center ring.

Cubmaster: It's our own Cubs and Webelos, with some closing thoughts. Now in the Cub Scout ring (hand gestures).

Cub 1: (Dressed as a Tiger Cub) The Cub Scout sign (gives it) and the Cub Scout salute (gives it). It's ME!

Cub 2: (Dressed as a Bobcat) The Cub Scout motto - to do my best. It's hard, but it is the best for me!

Cub 3: (Dressed as Wolf) The Cub Scout promise - of duty to God, duty to country, other people, and the Law of the Pack. It's helping us to be a better us!

Cub 4: (Dressed as a Bear) Law of the Pack - follow Akela, help the pack and the pack helps you and me, to be a better person.

Cubmaster: Now I call your attention to the Webelos Ring!

Web 1: (Dressed as Lion) Older and wiser. The Boy Scouts sign and salute (does both). Older and wiser.

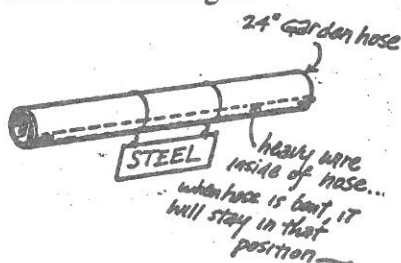
Web 2: (Dressed as clown) Boy Scout motto - and we are learning to be prepared.

Web 3: (Dressed as monkey) Boy Scout oath - on my honor, it's duty to God, country, then me; morally and physically.

Web 4: Following the Boy Scout law is good for everyone. (Reads) Trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean and reverent.

Cubmaster: Dens, Scout salute. (Holds salute until after benediction.) May these thoughts and the great Scoutmaster of us all, be with you until we meet again

Ready, two



Closing

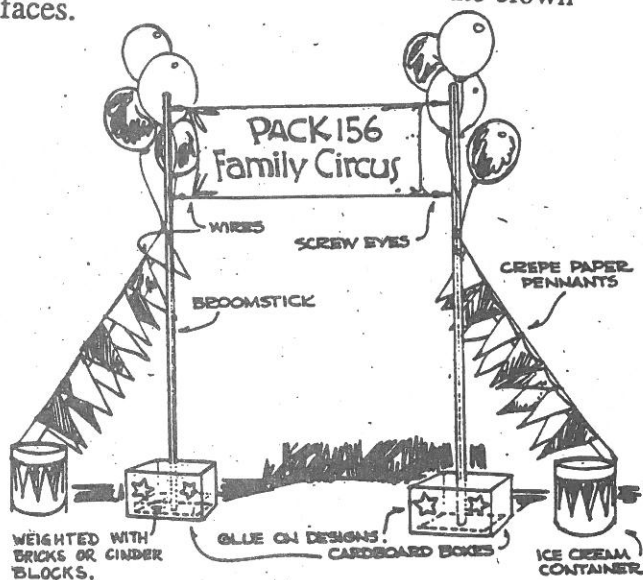
Personnel: Cub Scout den.

Equipment: Clown costumes, or clown faces for each Cub.

Setting: A den of Cub Scouts come onto stage dressed as clowns. One has a large sad mouth painted on. Others have large smiling mouths painted on or half of the boys with sad faces and half as happy ones. Another way this could be done, if not dressed as clowns, the boys could have large clown faces cut from poster board and fastened onto fiberglass arrow shafts, thin dowels, yardsticks, etc. These could be held up in front of faces as narrator reads the following lines.

If your life is to be as happy
As a circus, bright and gay,
there is something you can do
As you hurry through each day.
Be happy and cheerful,
And remember not to frown.
But give freely of your smiles,
And you can be happy as a clown.
For a smile costs so little,
But to others means so much.
So if everyone keeps smiling,
Our lives will have that happy touch!

When the line about frowning is read, boys holding sad clown faces take a step forward with others. If desired, boys could turn over clown faces to expose smiling faces which are fastened on the back of the clown faces.



Advancement

Personnel: Narrator

Equipment: Make a cage out of a box. A whip made with a dowel rod and small rope or cord.

Setting: Put a stuffed animal of a Bobcat, Bear and Wolf in separate boxes.

Note: This ceremony will only work with the first 3 ranks.

Narrator: Our den leaders have been working hard to tame some wild animals.

In this cage (point to Bobcat cage) we have a wild Bobcat. The Bobcat is the first step in Cub Scouting. To tame the Bobcat, he must be taught the 7 steps in the Bobcat trail. Tonight we have tamed a Bobcat.

(Call Bobcat candidates and parents forward. Comment about the achievements and present the badge to the parents to present to the Scouts.)

In this cage (point to the Wolf cage) we have a wild wolf. To tame a Wolf, he must complete 12 achievements in the Wolf book. We have Scouts who have been tamed. (Call Wolf candidates and parents forward. Comment about their accomplishments by completing the 12 achievements. Present the badge to the parents to present to the Scouts.)

The Bear (point to the Bear cage) is the wildest of these animals. To tame a bear, the Bear must complete requirements in 12 of the 24 achievements. We have tamed Bear Scouts and will _____ and parents come forward. (Comment about the accomplishment and the many things the Scout had to do to be tamed and to earn the Bear badge. Present the badge to the parents to present to the Scouts.)

Opening

Personnel: Six Cub Scouts.

Equipment: Large poster board letter T-U-R-K-E-Y with saying on back.

T - T is for thanks - many thanks for all we have: food, shelter, family, freedoms.

U - U is for uniform - the uniform we wear is a visible sign of what we stand for.

R - R is for respect - respect others, what they are, and what they believe in.

K - K is for key - the key to who and what we are depends on our background and heritage.

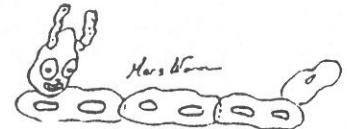
E - E is for effort - you must expend effort in order to make anything worthwhile.

Y - Y is for yes - yes, we are grateful for many things and yes, we accept the Scouting challenge.

MATERIALS:

A bag of unshelled peanuts
Pipe cleaners
All-purpose glue
Poster paints
Thin cardboard
Pencil

PEANUT CREATURES

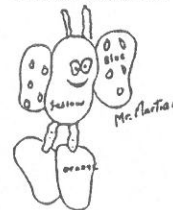


While peanut shells with the peanuts still inside are great for the body and head section. Those with only one nut inside are just right for hands and feet. For the other parts, you will have to split the shells apart before deciding what shape is best to use.

If you think you will have difficulty making the characters stand, glue the shells that make up the body into a piece of thin cardboard. Then cut around the shape after the glue has dried.

To attach the pipe cleaners, punch holes in the shells with a dull pencil. You could also use a hairpin, nail, or the end of a paper clip. Add a drop of glue to keep the legs, arms, or antennae in place.

Paint the different parts before you put the character together. Some parts may have to be painted or touched up after the character is finished.



CLOSING CEREMONIES

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

EVERYONE IN THE ACT

A den of eight Cub Scouts line up across stage dressed in any circus costume desired (all could be different or all the same such as clowns), etc. or one clown, one acrobat, etc.) except narrator who is dressed as ringmaster.

NARRATOR: Ladies and Gentlemen, just as in our Cub Scout Circus tonight all dens got into the act, so in Cub Scouting all the families get into the act. So, with that in mind, for the conclusion of our Cub Scout Circus tonight the fantastic Den ___ would like to leave this important message with you through their own unique performance.

- CUB #1 You've seen our circus tonight in fun did not lack.
CUB #2 Because in teamwork we were not slack.
CUB #3 To get a family involved, Cub Scouting has a knack.
CUB #4 And each of you as a part of our Pack.
CUB #5 Can help our program be sharp as a tack.
CUB #6 By doing your share and not be caught slack.
CUB #7 So next month, one and all, we'll look for you to come back.

As soon as last boy says back, all together the boys turn with their backs to the audience and expose signs hung on back which spell out the following message with one word on each boy's back. SEE YOU NEXT MONTH, THE SAME PLACE or WE NEED YOU IN THE ACT, ATTEND (PACK MEETING), or any desired message you wish to leave with the audience.

SKIT

THE FLEA CIRCUS

RINGMASTER: Ladies and gentlemen, we are proud to introduce our Flea Circus. We now present Hugo, who will walk a tightrope. When he reaches the center, he will turn a double somersault. May we have silence, please? (Two Cub Scouts stretch out a string. Third Cub places "flea" on string. Boys follow movement of flea walking toward center of the string and as he turns a flip. One boy, with mouth open, gets too close to the string and loudly gulps as if he swallows a "flea".)

1st Cub: (puts hand over mouth) Gulp! I swallowed Hugo! (leaves stage)

RINGMASTER: Err...uh... well. On with the show. Our next act is about to begin. Homer will jump from this Cub's hand into a dish of water. ...Keep in mind the size of this tiny fellow. Ready Homer? (Cub makes motion of tossing "flea" into dish, then retrieves him in hand.)

RINGMASTER: Well done, Homer. Give the little guy a big hand. (Cub claps quickly, slowly parts hands, sobs, runs off stage.)

RINGMASTER: Too bad. But we must compose ourselves. Our next fabulous act features Hector, the weight-lifting flea. Hector is the strongest flea in the world. That rock may not seem so large to you, but think of how small Hector is: compare his size with the size of this rock. (Cub puts Hector on table. He points to Hector proudly. ...Flexes muscles and points to Hector again.)

RINGMASTER: Hold up that rock so the audience can get a better look at it. (Cub hold rock up in one hand for audience to see; then he plops rock down on table without looking. Then he looks around for Hector. He picks up the rock and looks sad, and with head down, leaves the stage.)

We seem to be having a bit of hard luck, but the show must go on. I now introduce Harry, the bare-back riding flea. (Cub pretends to place "flea" on his bare back and runs off stage, yelling)

CUB: Hang on Harry!

RINGMASTER: He made it! And now Hiram and Hilary will perform their world-famous trapeze act. Hilary will make a

AUDIENCE PARTICIPATION

CIRCUS FOLLOW ME

Ringmaster: Goodie, goodie

Animals: "Roar" (like an animal)

Clowns: Ain't we crazy?

Owner: Ho, ho, ho

Trapeze: (sing) He floats through the air

Daredevils: Gulp

Crowd: (everyone) Ooooh, aaaaah, woowooow!

Ladies and gentlemen, shouted the RINGMASTER, the show is about to begin. The OWNERS have gone through no expense to bring you the greatest show on earth. We have ANIMALS, we have TRAPEZE acts, we have CLOWNS, there are DAREDEVILS and many other acts to please all ages.

Here come the TRAPEZE acts. They swing through the air, they flip each other, they please the CROWD. And now the ANIMAL acts are here. Watch as the lion tamer goes into the cage with a chair. The lions are so fierce, he can't even sit down! All the ANIMALS are CROWD pleasers, as are the TRAPEZERS, and there is a lot more to come.

Suddenly the RINGMASTER bellowed, "Here come the CLOWNS." There are fat CLOWNS, tall CLOWNS, short CLOWNS. The CLOWNS clowned and clowned and the CROWD is happy.

One of the CLOWNS said to the OWNERS, "Is this any way to run a circus?", and the OWNERS answered, "You bet it is!" There are the DAREDEVILS. The OWNERS are amused, the TRAPEZE artists are astonished, THE CLOWNS are happy and the ANIMALS are fierce. The DAREDEVILS are the hit of the whole show. When they took off their helmets, the crowd saw that they looked familiar. The OWNERS asked how they could try such death-defying feats and they looked at each other and then at the CROWD and the OWNERS and replied simply, "We are Den Leaders."

MAGICIANS APPLAUSE - Have group pretend to take off top hat, reach into the hat with free hand and pretend to pull out a rabbit, as they say: "Ta Daaaaaaaaa!!

triple somersault and Hiram will catch him. (Trapeze is made of soda straws with string through them. Two Cubs hold one. Third boy places "fleas" on trapeze.)

RINGMASTER: There they go. Watch them swing! Hilary lets go. He's turning a somersault. One, two, three, and Hiram catch...er...misses him! (Cub looks all over the floor for Hilary.)

RINGMASTER: There he is! (points in front of Cub)

CUB: Where? (he takes a step)

RINGMASTER: You just stepped on him! Oh, well, he needed more practice anyway. Say, we have another flea for you. He's a man-eating flea.

Cub: (Opens box) Oops, he got away.

RINGMASTER: (begins to yell and scratch) Help! Help! (runs off stage)

CUB: Hey, bring back our flea! Stop! We want our flea!

ROGER THE STRONG MAN

A group gathers to see an exhibition by Roger, the Strong Man. Roger enters, all bulging muscles and impressed with himself. He proceeds to give the exhibition, lifting the barbells with one hand and doing all sorts of showoff routines. When he finishes, a boy enters and says, "Roger, your sister's here to walk you home."

A TRIP TO THE JUDGE

Characters: Judge
Policeman
4 Boys (clowns)

Scene opens in the courtroom: The policeman brought 4 boys before the judge. "They were causing an awful lot of commotion at the circus, Your Honor," he said.

"Boys," said the judge ever so sternly. "I never like to hear reports of juvenile delinquency, now I want each one of you to tell me your name and what you were doing at the circus."

1st clown: "My name is Derek and I threw peanuts to the elephant."
2nd clown: "My name is Jared and I threw peanuts to the elephant."
3rd clown: "My name is Brian and I threw peanuts to the elephant."
4th clown: "My name is Peanuts....."

SKIT

THE WONDERFUL DOLLAR

PROPS: A one-dollar bill

First clown enters, stoops down and picks up a dollar bill. He looks pleased. Second clown enters, and looks at the first clown holding the dollar.

2nd CLOWN: How about the two dollars you owe me?

1st CLOWN: All right. Here's a dollar on account.

(Third clown enters while first clown hands second clown the dollar.)

3rd CLOWN: How about the two dollars you owe me?

2nd CLOWN: Okay. Here's a dollar on account. (passes the dollar to the 3rd clown.)

3rd CLOWN: Remember the two dollars I borrowed from you? Well, here's a dollar on account. (passes the dollar to the 1st clown.)

1st CLOWN: I still owe you a dollar, don't I? Well, her it is, and we're all fair and square. (passes dollar to the 2nd clown)

3rd CLOWN: Now that you've got a dollar you might as well pay me off. (Bill is passed over.) And now we're all square.

1st CLOWN: And you still owe me a dollar.

3rd CLOWN: And I always pay my debts. Here you are. (gives the dollar to the 1st clown)

(Second clown and third clown walk off in single file.)

1st CLOWN: I found a dollar, paid a two-dollar debt, and still have a dollar. Boy, that's high financing!

FLEA APPLAUSE: Click finger nails together.

Clown walks through with a printed sign:
NEW FLEA CIRCUS
STARTED FROM SCRATCH

GAMES

CIRCUS ANIMAL HUNT

Hide small objects such as animal cutouts or wrapped pieces of candy around the room. Form two teams--the "lions" and the "elephants", each with a leader. On a signal, individual players begin hunting for the hidden objects. But only the leader may do the retrieving. When a lion discovers an object, he "roars" loudly to attract the attention of his leader. Elephants "trumpet" for their leader. If the group is large, form additional teams of other circus animals. The team that recovers the most objects in five minutes wins.

LAUGH, CLOWN, LAUGH

Cut a clown from cardboard. Paint one side blue and the other gold. Divide group into two teams--blue team and gold team. Teams line up facing each other. Leader stands between the two teams and tosses clown into air. If blue side lands up, the gold team must laugh, loud and hearty, while the other team remains silent and sober-faced. Score a point for the opposite team when a boy laughs at the wrong time.

LION TAMING

Try to tame the lions by knocking them off their pedestals. For pedestals, use inverted ice cream cartons or paint buckets. Set them up in several rows. For animals, round up stuffed animals (they needn't all be lions) or make the animals out of cardboard, at least one foot tall. To support cardboard animals on pedestal, use two strips of wood with the animal between. Use any kind of balls you want to toss at the animals. Players knocking the most animals off their pedestals with the least number of balls wins.



SNAKE CHARMER. Use $\frac{1}{4}$ - to $\frac{1}{2}$ thick rope for snake. Tape construction paper over one end for head draw on eyes and mouth. Transparent nylon thread or monofilament fishing is taped to head and to flute or recorder--or flute made by painting dowel. Snake charmer moves head as he plays (or hums) his flute, can make the snake to rise and undulate.



ANIMAL CAGE. Decorate a playpen. It will hold a real cat or one small Cub Scout "animal". Large stuffed animals may also be used for your menagerie.

CLOWN APPLAUSE - Hold fingers at the corners of your mouth, pull it up into a smile and say: "SMILE EVERYONE, SMILE"

"Step right up and try your luck!"

Catapult games

Build the size catapult you need. You can use a variety of items: catapult marshmallows into cans; catapult rings around object; catapult balls through targets.



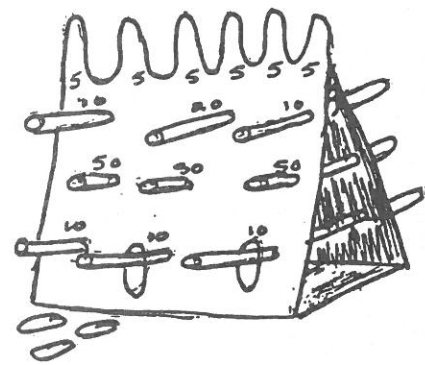
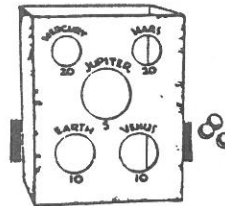
DEN GAMES. CLOWN VOLLEYBALL. Tie a string about six feet above ground between trees or poles. Divide players into two equal teams and give each team a balloon. Balloons are "vol-

leyballs," and both are put into play at the same time. Play and score according to regular volleyball rules, except that: (1) ball may be hit any number of times on one side; (2) no player may hit it twice in a row; (3) play continues until both balls are grounded.

SWAT THE CLOWN. This is a dual contest. Each player wears a paper hat and has a rolled-up newspaper. Winner is the first to knock off his opponent's hat. This may also be played as a den battle royal.

Toss game

To make target, cut a piece of cardboard or plywood in the shape you wish. Play by tossing balls, beans bags, etc. into the target.



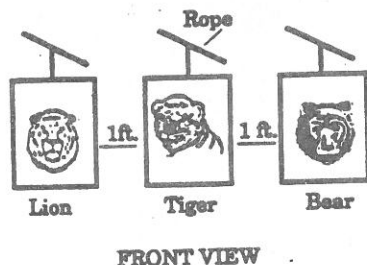
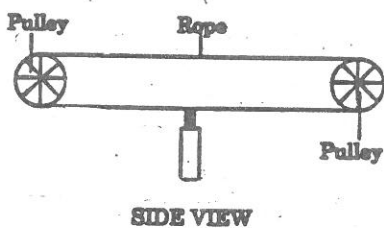
Illusions

Object: To test depth perception skill.

- Materials: 3 ropes 3 ft. long
- 6 pulleys or 2 broom handles
- 3 items either the same or different, but the same thickness (example: squares or circles)

Set up: One shape goes on each rope. Height doesn't matter, but center of rope needs to be 4 to 5 feet from participant. Each shape should be 1 foot apart.

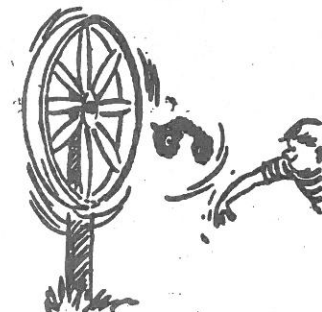
Playing: Participant must line up the 3 shapes evenly by pulling the ropes. Have them look from the side to see how close they can get. Everyone can play - just open your eyes!

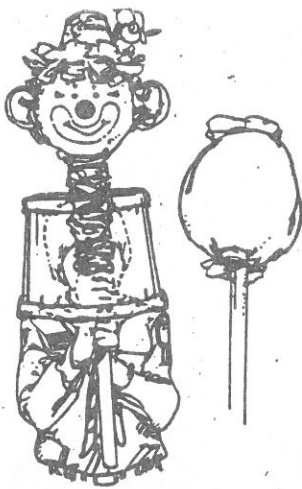


Midway Games: When designing games for a midway, keep in mind who will be playing them. All games should be suitable for Cub Scouts and stay within the Cub Scout guideline. The object is not to see who can win a lot, but to have fun while playing the games. Remember, **KISMIF...Keep It Simple, Make It Fun!**

Wheel game

Fasten an old bicycle wheel to post so it will spin; remove half of the spokes and mark scores on remaining ones. To make throwing object, make it from two socks filled with small pieces of wood. To score, throw object into spinning wheel.





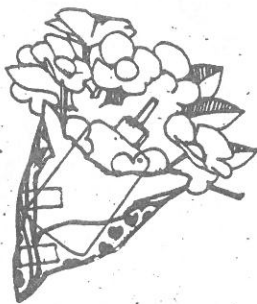
RUBBERNECK CLOWN. Make clown head from white paper bag stuffed with newspaper and tied to long dowel or broomstick. For clown head features, use felt-tip pens and crepe paper. Slip a mailing tube over the dowel. Wrap about two feet of crepe paper strip around the mailing tube and glue paper's top end to the clown head. Clown's shoulders are formed by an old lampshade or cardboard collar which slips over the boy's head. The boy makes the clown's neck stretch by holding the bottom of the mailing tube and pushing up the dowel.

COAT HANGER CLOWN

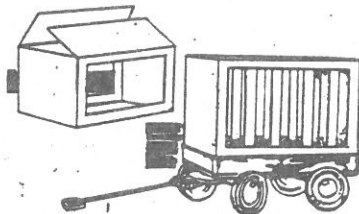
Tape two coat hangers together along the bottom. Cut two clown faces, noses, and hats, and four hands and feet and round buttons from construction paper. Glue the hats and noses onto both clown faces. Use a marker or crayon to draw eyes and mouth.

Decide which end of the hangers will be the top, and then glue the faces back to back on this top end. In the same way, glue the hands together at the curved ends of the hangers and glue the feet to the bottom.

Glue one set of buttons together, with the hanger in between, do the same with the other but



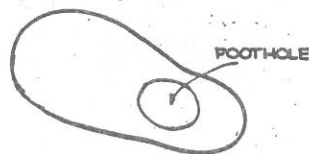
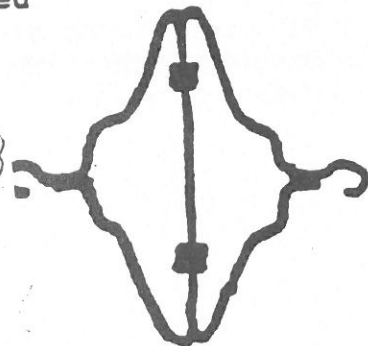
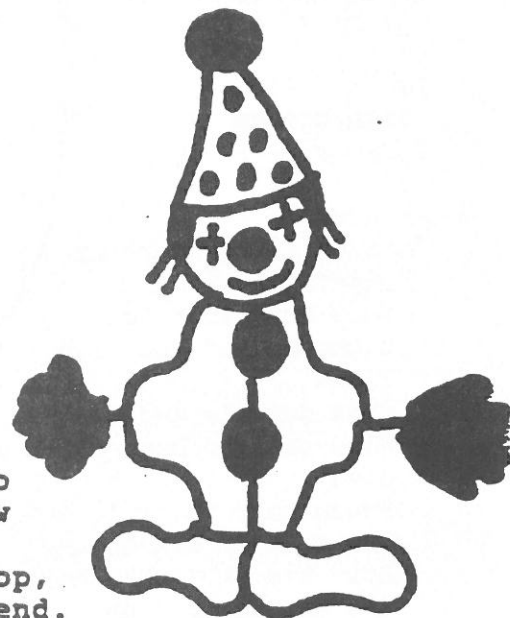
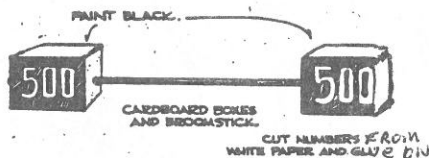
FLOWER SQUIRTER. No circus is complete without one clown who squirts water on the others. Squirter is a small plastic squeeze bottle concealed in a bouquet of construction-paper flowers.



CIRCUS WAGON. Use a child's wagon and a large carton to fit. Cut out sides of carton as shown and then glue or staple in cardboard bars. Paint red with gold trim.



JUGGLERS. Your den has no one who can juggle? No problem. For one juggler, glue some paper cups and plates together in a precarious tower. For another, tack aluminum pie plates loosely to the ends of broomsticks and let the juggler learn how to spin them.



CLOWN'S SHOES. Cut from old inner-tube. Make them about three inches longer than the clown's real shoes, which must be put on after he's donned these.

PAPER BAG CLOWN HEAD. Use a white bag. Cut holes for eyes and paint features as desired. Hat is a plastic flower pot with a construction-paper flower taped on. Bow tie is 10 inches wide, with polka dots painted or stapled on.

ELEPHANT NOTEPAD

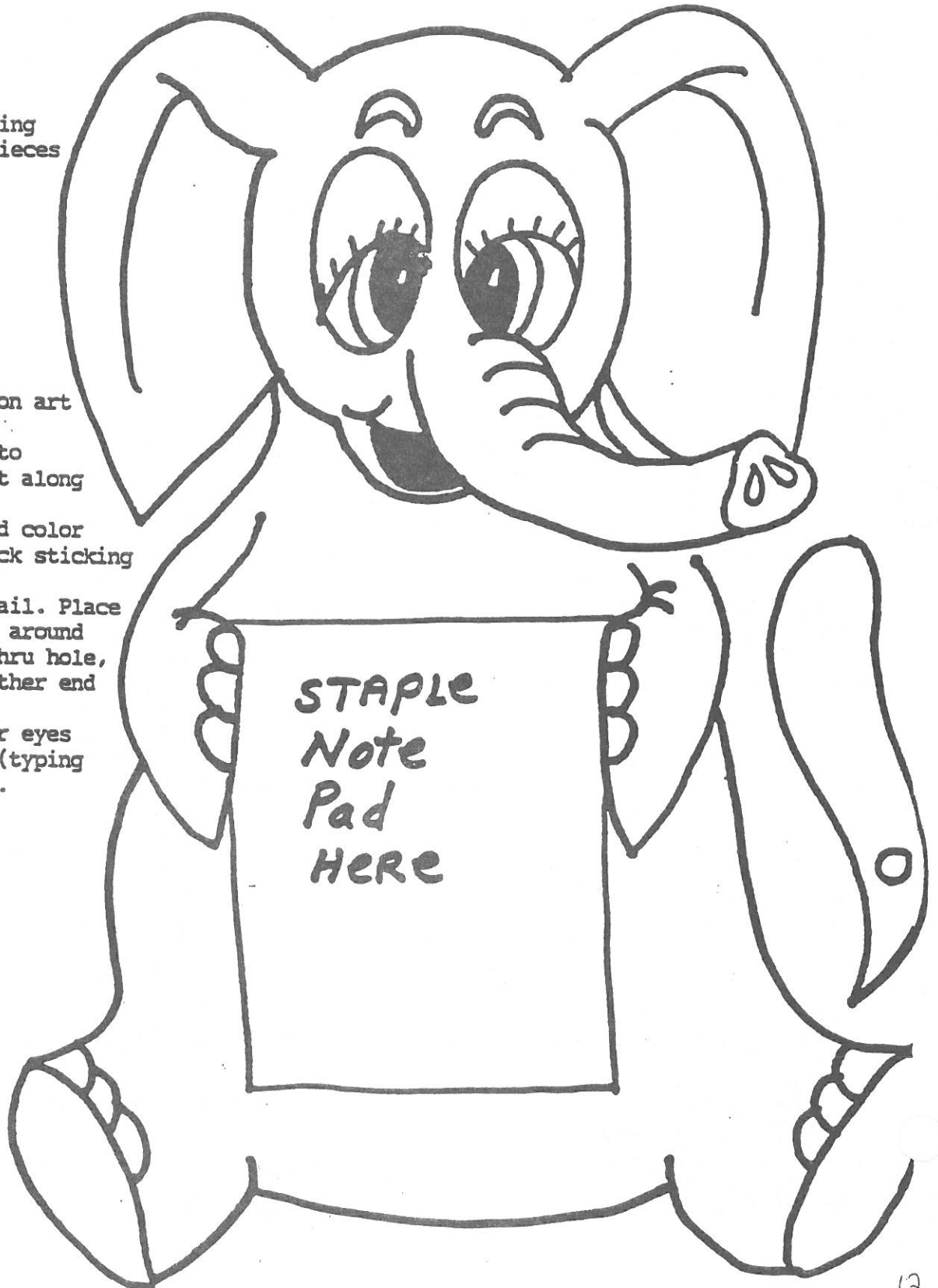
PATTERN

Materials:

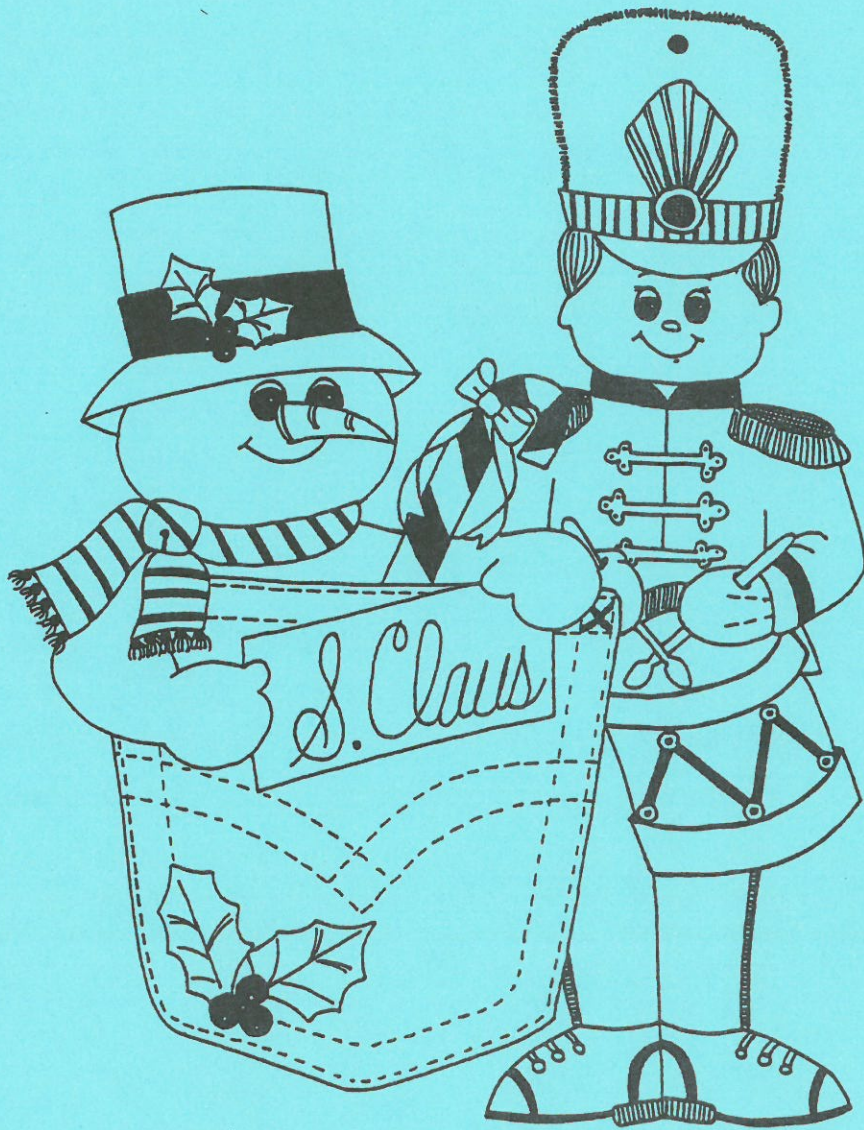
Pattern
Art paper
9"x12" tagboard
2½"x3" cut up typing
paper about 20 pieces
12" yarn
Small pencil
Two plastic eyes
Hole punch
Stick on hole
reinforcers
Stapler

Procedure:

1. Trace patterns on art paper (gray)
2. Glue art paper to tagboard and cut along lines
3. draw details and color
4. Glue tail to back sticking down
5. Punch hole in tail. Place two reinforcers around hole tie yarn thru hole, tie pencil to other end of yarn
6. Glue on or color eyes
7. Staple notepad (typing paper) in place.



December



Holiday Magic

OPENING:

Dim the lights and have the boys come in marching very slowly, singing Christmas carols. Have the boys carry a flashlight made to look like a candle. Have the color guard follow and when the lights come on have everyone say the Pledge of Allegiance. Then have everybody sing, "Silent Night".

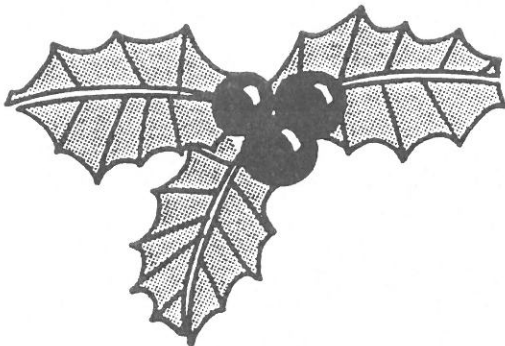
OPENING:

Cubmaster says; "This is the season of lights. It is a time when the days are shorter and nights longer. Shopping centers are bright with Christmas lights.

Thousands of homes have single candles to light the way for the Christ Child. Other thousands have candles burning to commemorate the miracle of the oils of Hanukkah. Even the stars in the winter skies seem brighter.

But the most brilliant glow comes from the spirit of goodwill that you live all year round in the Cub Scout Promise and the Law of the Pack.

Cub Scouts, let us stand and repeat them together."



ADVANCEMENT:

Preparation: Have a Christmas tree with various colored lights. (This can be a cardboard tree with holes for the lights.) The bulbs should be unscrewed slightly so that they can be easily turned on at the proper time.

CUBMASTER: "As we look at our tree this evening, we see that it is dark, with only one light on. (Screw in top light.) This is the light which represents the Webelos Arrow of Light Award.

Let us see if there are boys here tonight who can help light the way to the top of the tree, to the highest rank in Cub Scouting.

The first step along the Cub Scout trail is the BOBCAT. (Turn on light at the bottom. If there are any Bobcats to be inducted, do so now.)

Once a boy has achieved this honor, he is ready to climb. There are 12 achievements to complete for the rank of Wolf. Some of these require knowledge of the United States flag, of keeping strong, of safety and being useful to the family. The following boys have completed these requirements: (Call them and parents forward - and any boys who have earned arrow points.)

Thank you boys. We are now able to turn on the light representing the Wolf rank. (Turn on next light.)

CHRISTMAS OPENING

- CHARACTERS:** 6 boys
EQUIPMENT: Each boy either holds the object he is talking about or a poster with the object illustrated.
- 1st Boy:** **THE CHRISTMAS TREE.** The custom of decorating a small evergreen tree at Christmas time began in Germany. However, it reached America before it arrived in England. The German settlers in Pennsylvania decorated the trees with lights, sweets and colored paper. That is how the Christmas tree became part of our traditional Christmas.
- 2nd Boy:** **THE MISTLETOE.** Ancient Celtic priests believed that mistletoe had medicinal powers and was sacred. They thought it brought good fortune. Mistletoe was also considered the plant of peace, and under it enemies met and reconciled their differences. From this ~~ancient Celtic~~ ceremony came the English custom of kissing beneath it.
- 3rd Boy:** **THE CHRISTMAS WREATH:** During the 16th century in Germany, branches of fir or spruce were intertwined in a circular shape. This symbolized the love of God which had no be-

GOODWILL OPENING CEREMONY

PERSONELL: 8 Boys and Den Leader or Den Chief.
EQUIPMENT: Cards with the appropriate letter on front.

- G Greetings we bring now to everyone.
- O On this special night of Christmas fun.
- O Once again it's that special holiday time of year.
- d Doing our best now to spread holiday cheer.
- W Welcome to our meeting which will start in a short while.
- I If you'll all now give to one another a great big smile.
- L Letting the feeling of goodwill spread all around here.
- L Let's all stand now as we sing a song of holiday cheer.

The Den Leader or Den Chief steps forward to lead the audience in a Christmas song such as Jingle Bells or Deck the Halls.

DECEMBER LIGHTS CLOSING

CUBMASTER: This is the season of lights. It is a time when the days are shorter and the nights are long. But somehow things seem brighter. Shopping centers are bright with Christmas lights.

Thousands of homes have single candles to light the way for the Christ Child. Other thousands have candles burning to commemorate the miracle of the oils of Hanukkah. Even the stars in the winter sky seem brighter.

But the most brilliant glow comes from the spirit of goodwill that you live all year round in the Cub Scout Promise and the Law of the Pack.

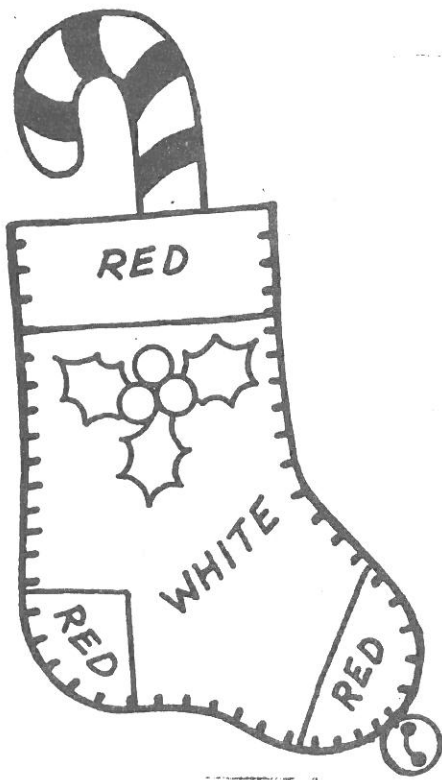
Let us all stand and repeat them together before we leave this meeting tonight.

CLOSING THOUGHT

Make necessary announcements. Follow with this closing thought. "This month, through our theme Customs of Countries, we have learned about people in other lands. To understand people, we need to learn how they live, how they play, what they wear and what they eat. Now that you have a better knowledge you will have a greater understanding and be able to 'help other people'."

APPLAUSES

- RUDOLPH: Put your thumbs to your head with fingers up forming antlers. Then, wrinkle your nose while saying "Blink, blink, blink".
- FROZEN CUB: Wrap your hands around yourself and say "Brrr, brrr, brrr".
- SANTA: Pat your tummy while saying "Ho, ho, ho".
- GOODBYE SANTA: Pretend to throw a pack onto your back and say "Merry Christmas to all and to all a good night".
- MELTING ICYCLE: Hang fingers down and say "Drip, drip".
- SLEIGH: Bob up and down on chair like riding in a sleigh and say "Ting-a-ling" (3 times).
- SNOWBALL: Gather up a handful of snow, mold a ball, throw it, then clap hands together as it makes impact.



Christmas Stocking Pin

Make Christmas a little extra special for your guests this year...by pinning on a little extra special Christmas cheer. Make a basketful to have on hand when friends drop by during the holidays.

For each pin you'll need white, red and green felt; 1 jingle bell; 1 small safety pin; red thread and needle; scissors; glue; and 1 - 2½" candy cane in wrapper.

Using actual-sized pattern shown, trace on white felt. Cut out 2 stockings.

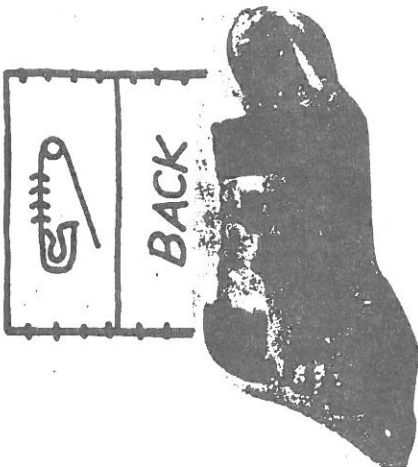
Glue ½" strip of red felt at top front of stocking; add red toe and heel.

Design your own holly leaves out of green felt; glue to front of stocking.

Using hole puncher, punch out 3 dots of red felt for cherries. Glue to center edges of holly leaves.

Sew stockings together using blanket stitch, leaving opening at top to insert candy cane. Sew a bell to the toe and a safety pin to back, as shown.

Stuff your stockings with candy canes. Pin them on your guests at the front door, AND WATCH THEM SMILE!



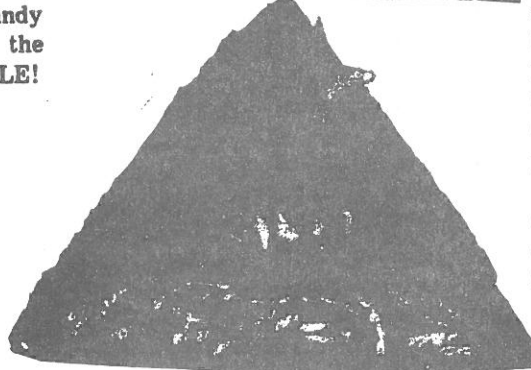
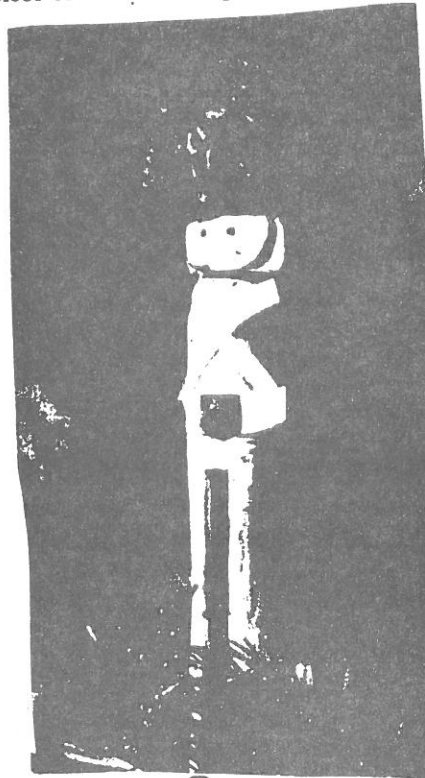
Egg Carton Bells

Carefully cut out 3 cardboard egg carton pointed centers (not cups), scalloping edges to form shape of bell. (Bells may have to be cut out for tiny children.) Poke a hole in center top.

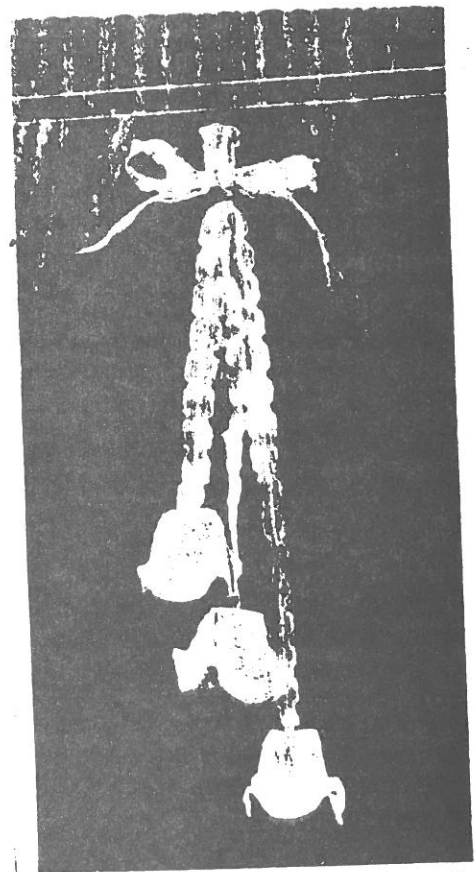
Paint each bell a bright color and sprinkle with glitter. Let dry.

Using colored ribbon (or ponytail yarn ribbon), cut 3 strips and put through holes, knotting on inside of bell. (Knot will be the clapper of bell.)

Slightly graduate each ribbon length, so bells will hang nicely, and tie the 3 strips of ribbon together with a separate piece of ribbon ending with a bow.



4



Clothespin Soldier Ornament

Paint an ordinary clothespin into a tiny soldier, and clip him to your tree this Christmas.

Use strips of surgical tape for straps and belt. A black tassel is his hat. Little children will need help painting on facial features as small muscle coordination is not fully developed.

Manger Scene

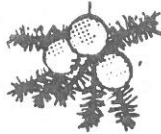
When furniture is delivered, a triangular piece of styrofoam is placed on corners of a bedroom dresser, for example, to protect the corners inside the box. **DON'T THROW THEM AWAY!** Have children create a manger scene to use as a decoration in their room, or add a large ornament hook and hang on your Christmas tree.

Paint styrofoam stable brown, then dip brush in black paint and lightly streak over brown. (This will give a more wooden look.) Let dry.

Glue in strips of yellow yarn for hay.

Cut out one egg cup from cardboard egg carton for manger. Paint brown.

Cut a wooden clothespin in half; paint on baby's face and wrap in small piece of white cloth. Place babe in manger. Glue manger on top of hay. Add cardboard star painted yellow.



HOLIDAY ADVANCEMENT

PROPS: Cut out cardboard Christmas tree. Cut holes in the tree to hold various colored lights. Unscrew the bulbs until the appropriate time to light them by screwing them back in. The light at the top of the tree is lit.

CUBMASTER:

As we look at our tree this evening, we see that it is dark, with only one light on.

Let us see if there are any boys here tonight who can help light the way to the top of the tree and to the highest rank of Cub Scouting.

The first step along the Cub Scout trail is the Bobcat rank. (Turn on the light at the bottom of the tree representing the Bobcat rank.) Will the Cub Scouts who are ready to receive this award tonight please come forward with your parents? (Present awards, congratulate Cubs and parents and ask them to be seated.



Once a boy has achieved the honor of Bobcat, he is ready to climb. He has 12 achievements to complete in order to receive this rank. Some of these require knowledge of the United States flag, how to keep strong and healthy, and how to be a helpful member of his family. (Name the Cubs) have completed all 12 of the requirements and are ready to receive their Wolf badges. (Invite the Cubs to come forward with their parents, as they do turn on the Wolf light. Present the awards and ask all to be seated.)



As the boy grows older and stronger, he is able to climb higher. But just as it is a little more difficult to climb the upper branches of a tree, so the achievements are a little more difficult in the Bear rank. (Call the names of the boys who have earned Bear badges or arrow points forward with their parents. As they come forward light the Bear light. Present awards and have the group sit back down.)



Follow the same procedure for giving Webelos Activity Badges, turning on a light for each different activity badge.



These Cub Scouts have helped light our tree tonight, but it is still not quite as bright as it might be. Since they have received help from their parents and leaders, we need to turn on lights for them too. (Additional lights are turned on.)

Now our tree is complete. As you have seen, it has taken the boys plus their parents and leaders to complete it. With the same effort you have shown in the past, keep working for the highest rank in Cub Scouting. Congratulations to you and your parents for your fine work.

SANTA'S PACK ADVANCEMENT



Personnel: Cubmaster, one of Santa's Elves with a sack of awards.

CUBMASTER: There are several Cub Scouts here tonight who have been working hard since we last met. They have earned awards for their efforts. I sent an order for the awards to the North Pole last week and they should have been here by now. I don't know what happened, but they haven't gotten here yet, so I guess we will have to wait until next month to give them to you. I'm very sorry. All I can do is tell you who the Cub Scouts are: _____ has learned the requirements for becoming a Bobcat and is joining our Pack. _____ has completed the Wolf rank and _____ has earned his Bear badge. We will look forward to presenting you your award next.....wait a minute, what is that noise?

(A very tired elf enters the room carrying a large sack, huffing and puffing.)

ELF: Is this a Cub Scout Pack meeting?

CUBMASTER: Yes it is.

ELF: Is it Pack _____?

CUBMASTER: Yes it is. Who are you?

ELF: I'm the (puff) Special Delivery messenger (huff) from the North Pole.

CUBMASTER: Boy, am I glad to see you. I was afraid you had gotten lost.

ELF: I'm sorry to be late, but I was lost...well, sort of lost. I made a wrong turn in Alaska and ended up in Ireland. A Leprechaun gave me directions, and here I am.

CUBMASTER: We're glad you finally made it, and just in time I might add. What do you have for us?

(Elf pulls awards, wrapped as Christmas gifts out of the sack and gives them to the Cubmaster, one at a time. Cubmaster calls the boys and their parents forward and presents the awards.)

CUBMASTER: This evening we welcome a world traveler who lives at the North Pole. Tonight, Mr. Elf, you have put forth extra effort so the boys wouldn't have to wait for the awards they earned. This is truly an act of World Brotherhood. Will you

please join us for the rest of our meeting and for some refreshments afterwards?

ELF: I'd love to. Thank you very much.



6

GAMES

HOLIDAY GAMES. REINDEER BUTTING. Divide den into two teams and give each an orange. Teams line up relay fashion. On signal, first boy on each team butts the orange to a turning line and back. He may not touch it with hands or arms, only with his head. Continue until all have raced.

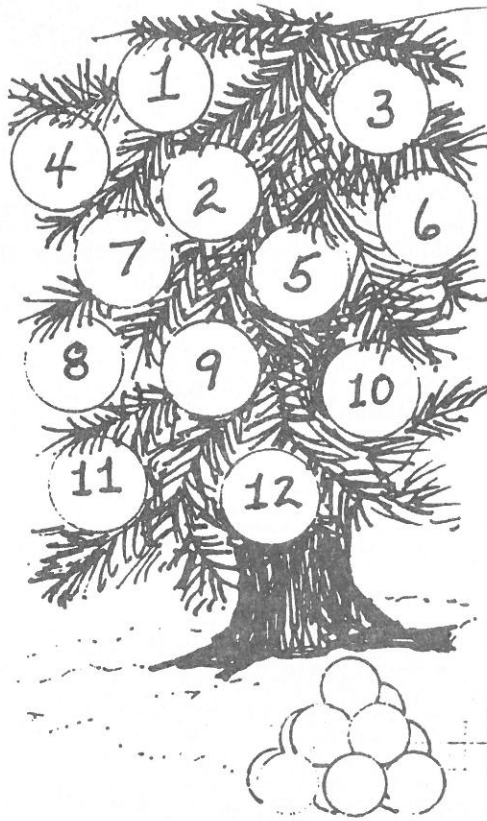
HOLIDAY SONG STUMPERS. One boy, the song leader, sings the first line of any holiday song or carol. The other players try to complete at least one verse. The first one to complete the song becomes the new song leader. If no one can, the song leader sings the verse through and begins another.

PIÑATA. In Latin American countries, a piñata (peen-yáh-tah) is a gorgeously decorated papier mâché container of candy and other goodies. It is hung from the ceiling, and the children are blindfolded and take turns trying to

break it. All then scramble for the candy.

For your den meeting piñata, use an ordinary brown bag full of wrapped Christmas candy. Suspend it with tape from a ceiling or doorway. Blindfold Cub Scouts in turn and give them a ruler-size stick. Each gets one swing until the bag breaks.

TARGET PRACTICE. Decorate the den leader's Christmas tree with large, numbered cardboard disks. (Or write a forfeit on each one, such as "Do five push-ups," "Clean another Cub Scout's shoes," "Do one pull-up.") Each Cub Scout is given a snowball made of crumpled paper. The balls are thrown, one at a time, at the disks. Highest score wins, or with the other version, forfeits must be paid.



Snowball Competition

Mary Ann Breuer
Racine, WI

Get Ready! You'll need to use an outdoor evergreen tree, or an artificial tree.

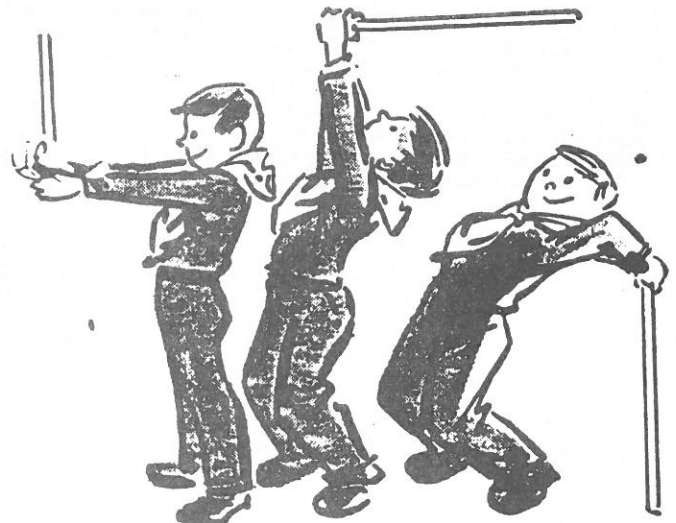
For the targets, cut out 12 6" diameter circles from colored poster board. Number the circles from 1 to 12. Punch a hole at the top of each circle, and thread with yarn for hanging. Hang the circles on the tree, as shown.

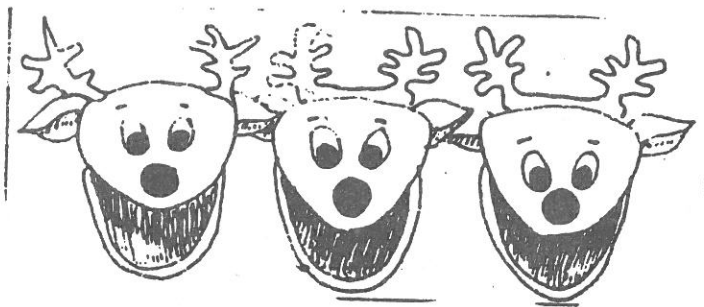
Get Set! If there is snow on the ground, each player should make a pile of three snowballs. If there is no snow where you live, small lightweight balls may be used.

Go! To play the game, each player, in turn, must throw the balls and hit the targets, trying to score the most points.

Christmas Handshake. Call the Cub Scouts to attention and give to each five Christmas seals. On signal, each boy is to introduce himself to five parents other than his own. Each time he must leave a Christmas seal with them. (Parents do not accept it until introduction is complete and boy can repeat the parent's name.) The first den to complete project assembles as a den and comes to Cub Scout sign around denner or den chief. Give them a cheer or two.

Merry Christmas! Happy New Year! This is an adaption of Buzz-Fizz. Ten or more players are seated in a circle. They start numbering around the circle, "1-2-3-4." In place of "5" or any number with "5" in it or any multiple of "5," the player says "Merry Christmas!" Thus the numbering would be "1-2-3-4-Merry Christmas!-6-7-8-9-Merry Christmas!" The loser may be required to sit in the center or pay a forfeit. After playing the game around the circle several times, it may be varied by requiring players to say "Happy New Year!" for any number containing "7" or any multiple of "7." Then both "5" and "7" may be used, so that the numbering would be "1-2-3-4-Merry Christmas!-6-Happy New Year!-8-9-Merry Christmas!" and so on. Watch out for "35" as it calls for both "Merry Christmas!" and "Happy New Year!"





PACK OF TOYS

Players arrange their chairs in a circle, facing clockwise. Each player is given the name of a Christmas toy. One player is "it." He walks around the inside of the circle and says, "Santa packed his bag and in it he put _____." The players representing those toys immediately get up and follow "it" around the circle. Suddenly "it" says, "And the bag broke." All scramble for chairs. The player left without a chair becomes "it" for the second round.

The Same to You. Players are seated in a circle. One is in the center. He points to any player in the circle and says "Merry Christmas to you!" The person thus addressed must say "The same to you!" before the center player has finished this greeting. If the player addressed fails to reply, he takes the place of the center person. Also if the person in the circle answers without the center player saying "Merry Christmas to you!" he becomes the center player. This will result many times if the leader will quickly point to someone in the circle without saying anything. That person, anticipating the greeting will answer at once.

Tickle

Equipment: None

Any number of players are sitting in a circle. The first player says "tickle," the second player says "tickle, tickle," and each player thereafter adds one tickle. Players speak quickly as possible. Anyone to miss a word is out.

Santa's Shoes

Equipment: 2 large paper sacks or shoe boxes (per team), painted black

Divide boys into teams. First player puts on Santa's shoes and runs to the other end of the room (or a pre-determined distance) and back. Next person then puts on Santa's shoes and races, until all boys have raced. First team finished wins.

Snowball Relay

Equipment: For each team:
1 styrofoam ball 3" diameter
1 cardboard fan

Divide players into teams and line up for starting. Have first player put the snowball on the floor and on signal fan it to the finish line. He returns to the start line and gives the snowball and fan to the second player. This continues until all have had a turn. The first team finished wins.

Ring the Bell

Equipment: Wreath with small bell in center; cranberries or beans

Hang the wreath with the bell in center of doorway or from ceiling. Line players up 6 to 8 feet away. They try to hit the bell with the cranberries. Each player gets three turns and the one with the most points is the winner.

How Long Can You Go?

Equipment: Pencil and paper;
6 feet string with 1 foot lines marked with black marker (per pair of boys)

Teams are paired up. At a signal one player of each team asks his opponent how big something is. It is measured. If the player is within one foot of his guess he receives one point. He then questions his opponent. All scores are turned in and the team with the most points wins.

Variation: To play indoors, guess in inches with a marked one foot string or ruler.

Butterfingers

Equipment: For each team:

- 1 lunch sack
- 1 pair gloves
- 1 piece of gum for each boy

Divide players into teams. Hand the gloves and the sack with the gum inside to the first boy. Each player in turn puts the gloves on, gets a piece of gum from the sack, unwraps it and puts the gum in his mouth. The first team finished wins.

Ants on a Log

For a rather fancy snack that's easy to make and high in protein, cut celery into 3" strips. Spread peanut butter along each piece. Sprinkle raisins on top.

For a variation, spread celery with cream cheese and sprinkle with paprika. (If your serving this to some silly snackers, name it "Red Ants on a Birch Log.")

Better leave some celery sticks plain for those who don't like peanut butter or cream cheese. (Are there such people?)



Candy Cane Reindeer

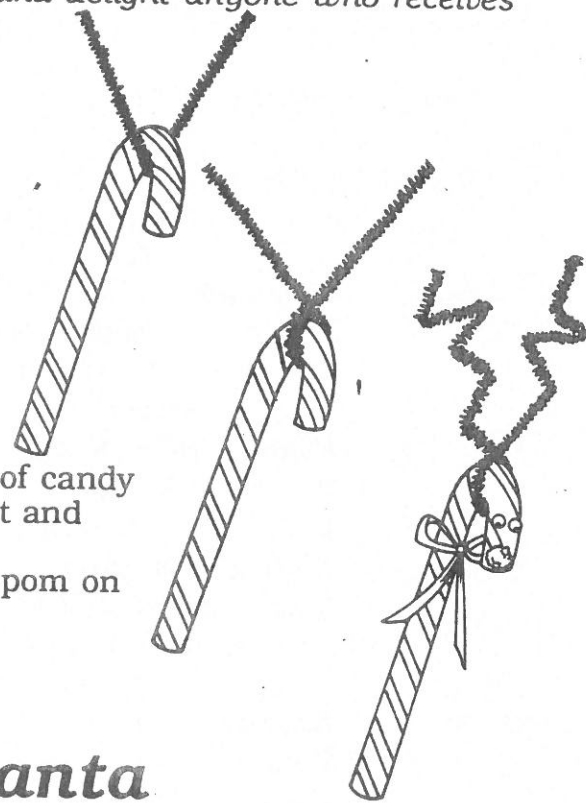
Whether you call him Rudolph, Donder, Blitzen or any other name you choose, this reindeer will dress up a Christmas tree or a gift, and delight anyone who receives him.

Materials

- 1 candy cane
- 1 12" pipe cleaner, red, white or brown
- green ribbon
- 2 "wiggly" eyes, 4mm or 5mm, available in craft stores
- one 1/4" red pom-pom
- scissors
- glue

Procedure

- Loop pipe cleaner underneath curved end of candy cane. Twist until secure. Spread ends apart and shape to form antlers, as shown.
- Attach wiggly eyes in place. Glue red pom-pom on tip to make nose.
- Tie green ribbon around "neck."

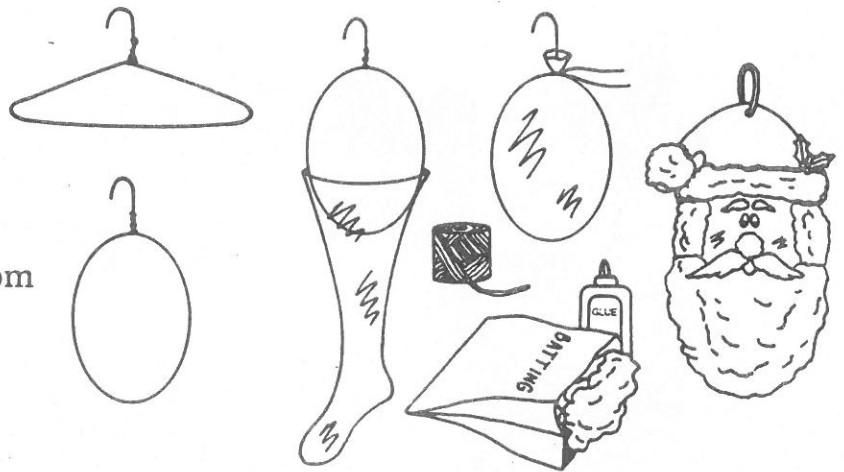


Stocking Santa

These are fun to make and so simple. With a little imagination, you'll think of other characters to make the same way throughout the year.

Materials

- nylon stocking
- wire coat hanger
- string
- felt-tip pen
- cotton, quilting or batting
- one 1 1/2" red pom-pom
- lipstick or rouge
- craft glue
- red, white, pink, black construction paper
- scissors



Procedure

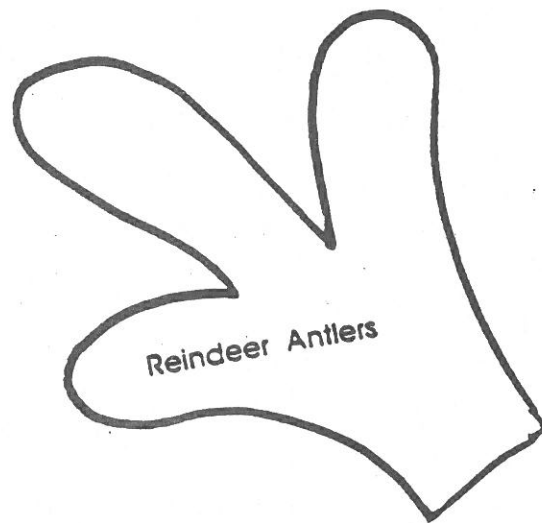
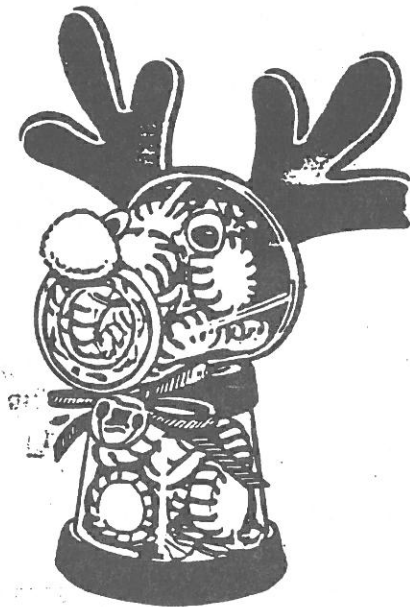
- Bend hanger into an oval shape. Pull stocking over hanger and tie string around to secure at top.
- Cut oval eyes out of white construction paper. Draw in irises with felt-tip pen. Cut red construction paper nose, or use pom-pom. Glue features in place.
- Use lipstick or rouge to color cheeks.
- Shred and glue on cotton eyebrows, hair and beard.
- Cut a red triangle for hat. Trim with cotton as shown and glue on top of hair. (You can make your Santa two-dimensional, if you wish, by decorating the back.)

TO HELP OTHER PEOPLE

Reindeer Party Favor

Materials: Clear plastic cups (approximately 3 1/2 oz.)
Cardboard
Construction paper - brown
Moving eyes (or make eyes of construction paper)
Ribbon - 1/8" x 18" red
Pom pom - 3/4" red
Jingle bell - 15mm gold
Chenille stem - green
Candy - approx. 3 oz. of peppermits (or fill with other candy, potpourri, etc.)
Scissors
Ruler
Pencil
Craft glue and/or tacky glue

2. Fill both cups with candy and lay a line of glue around the rims of the cups. Place the circles on top of the cups. Turn upside down and press firmly. Let dry.
3. Cut two 3/8" wide strips of brown construction paper, trim length to match circumference of cup, and glue strips around the top and bottom of one of the cups. Glue the other cup across the small end of this cup to form reindeer's head and body.
4. Cut two antlers from brown construction paper and cardboard using same method as before, using pattern. Glue antlers to back of reindeer's head.
5. Glue eyes and pom pom nose in place.
6. Form a double bow from ribbon, trimming ends if necessary. Loop a small piece of chenille stem through jingle bell and then tie around center of bow. Glue bow to front of reindeer's neck.



Directions:

1. Using plastic cups, rims side down, make two circles of cardboard and 4 circles of brown construction paper.
2. Glue the construction paper to each side of the cardboard.

January



Exploring Alaska

★ ★ ★ ALASKA ★ ★ ★

OPENING CEREMONY

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



Icebreaker—Divide the boys and parents into three sections and lead the "Gold Rush Mob Scene" in Group Meeting Sparklers.

OPENING

Den Leader uses as introduction to theme. Many years ago, the part of the world that we now know as Alaska was a vast frontier. There were very few people there - only the eskimos. As Americans became restless with the everyday life, a few brave men began to explore the unknown and unpopulated areas of the U.S. - eventually Alaska!

Here they found a beautiful land with bountiful resources. There were huge herds of caribou, deer, bears, fish and other wildlife that astounded these brave men.

As the years passed, more and more resources were discovered gold, lumber, fishing industry and oil. If you think of your life like an explorer would, you too are discovering the countless wonders of a new frontier. Scouting can help you along the way - it opens your eyes to some new things that maybe you hadn't thought of before. Now let us go together and explore the world of Scouting.

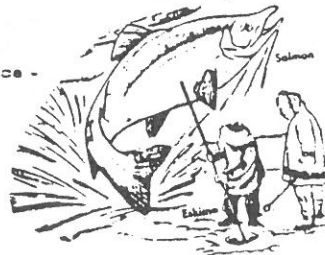


ALASKA OPENING

- A-is for all working together for one common goal.
- L-is for Leaders, it takes leaders to carry out the job at hand.
- A-is for attitude, with the proper attitude nothing is impossible to accomplish.
- S-is for Scouting the means by which all of us can be and do anything we want.
- K-is for Keeping, Keeping America and Scouting one of the strongest forces in the world today and forever.
- A-is for Alaska it represents the challenge, vast and unexplored. Just as Scouting has many challenges to explore, the only limitation is your willingness to try. (give commands for Pledge)

Please stand:

- Scouts Attention-
- Color Guard advance-
- Scout salute-
- Please follow in the pledge of Allegiance -
- Two (stop saluting on command).
- Color guard post the colors-
- Color guard retreat-
- Audience please be seated-



OPENING CEREMONY

Print large black letters with permanent markers on 8" x10" 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.

CLOSING THOUGHTS FOR DEN AND PACK MEETINGS

As we go back to our homes, parents might keep these thoughts in mind. Counsel your sons that they may have eyes to behold the red and purple sunsets; that they may have sharp ears to hear the voice of the Great Spirit; guide them to have hands that respect the things God has made. Help them be wise to see the lessons hidden in every leaf and rock. Have them seek strength, not to be superior to others but to be helpful to others. Help them along the Cub Scout trail to do their best.

In order to succeed in anything, the most important thing to do is to try. The best angle to approach a problem is the try angle.

Work is required for gaining any worthwhile good. Are you doing your best on your achievements and electives? No farmer can plow his land by turning it over in his mind.

ESKIMO PRAYER CLOSING

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

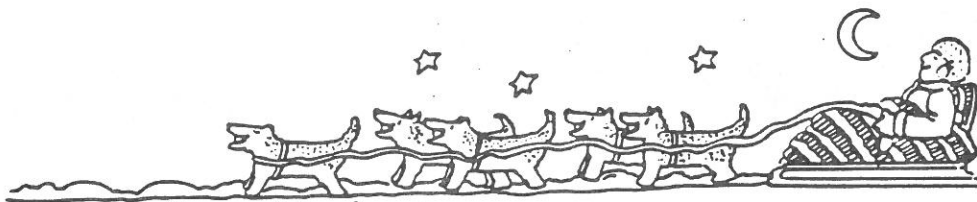
O Great Spirit, whose voice I hear in the winds and whose breath gives life to all the world, hear me. I come before you, one of your many children. I am weak and small. I need your strength and wisdom. Let me walk in beauty and make my eyes ever behold the red and purple sunset; my ears sharp so I may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

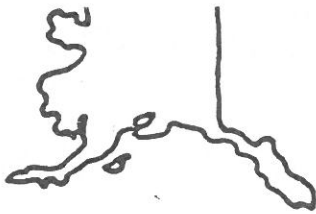
CLOSING CEREMONY

Cubmaster thought..."Did you ever notice how pleasant it is to be around people who have a cheerful attitude? On the other hand, we sometimes avoid a person who is grumpy and looks on the dark side of things. Sometimes we can't avoid being sad or unhappy when things go wrong, but even then it's best to try to be cheerful. Cub Scouts who have a cheerful attitude not only make life easier for themselves but spread that attitude to others."

CLOSING

LIVING CIRCLE-Do the living circle and say, "Go Forth and Explore!"





EXPLORING ALASKA

ADVANCEMENT CEREMONY

Personnel: Cubmaster, Asst. Cubmaster, Den Leaders, Cubs and Parents

Equipment: Large map of Alaska, picture of a Kodiak bear, picture of a dog sled, gold nuggets (small rocks painted gold).

Arrangement: Map of Alaska on stage with Cubmaster, pictures and gold nuggets nearby.

CUBMASTER: Exploration of Alaska has resulted in many things that have benefitted the United States of America. The construction of the Alaskan pipeline was an achievement that prevented a fuel crisis in America. We honor our Cub Scouts tonight who have made our Pack a better Pack through their achievements along the Cub Scout trail.

ASST. CM: Alaska was discovered in 1741 by Vitus Bering who was sailing for Russia. (POINTS TO MAP AND SHOWS RELATION TO RUSSIA) Our Bobcats are like this Danish Explorer because they are exploring new adventures in Cub Scouting. Will the Den Leaders bring our new Bobcats and their parents forward for induction. (INDUCTS BOBCATS)

CUBMASTER: Eskimo explorers use huskies to pull their sleds over the frozen tundra plains. (HOLDS UP PICTURE OF DOG SLED) Like the huskies, our Wolf Cubs work very hard toward the Wolf Rank. Will the Den Leaders bring the Wolf Badge candidates and their parents forward to receive their awards. (PRESENTS AWARDS AND MOTHER'S PINS)

ASST. CM: The first explorers settled on Kodiak Island. This was the home of the ferocious Kodiak bears (HOLDS UP PICTURE OF KODIAK BEAR). In Cub Scouts, the Bears are not ferocious but they work very hard toward becoming Webelos Scouts. Will the following Bear Cubs and their parents come forward to receive their awards. (HANDS OUT BADGES OF RANK AND MOTHER'S PINS)

CUBMASTER: Before the turn of the century, Alaskan explorers had discovered gold. (SHOWS GOLD NUGGETS TO AUDIENCE) Likewise, our Cubs discovered that by doing ten electives, they could earn gold and silver arrow points. Will the following Cubs come forward as I call your name to receive you arrow points. (READS NAMES AND AWARDS ARROW POINTS)



AUDIENCE PARTICIPATION

HOW THE ESKIMOS STARTED IT ALL

CHIEF: "Akela"

HUNTER: "Kayak-a-dak"

Come join the CHIEF...around the council fire so bright,
As he tells you the tale, of a HUNTER...and his plight,
He had a problem which caused him some doubt.
But that ingenious HUNTER...figured it all out!
It seems the nights, go so chilly indeed,
That for a shelter, the HUNTER...found a need,
So he sat right down, and thought what to do.
Then set about, to make his dream come true.
But when the CHIEF...noticed, the HUNTER...not around,
He set about to see, if he could be found.
There on the far edge of the village was he,
Working as busy as he could be,
"What are you building," the CHIEF...then cried,
As he stooped over, and looked inside.
The HUNTER...then answered, with a grin so big,
As he said, "You see I must keep my igloo warm--you dig?"
With that the CHIEF...laughed, as he stepped in the door,
"A tupek," he said, "This home shall be called evermore."
And then a storm, soon blew right their way,
Causing the tupek to shake and crumble.
The CHIEF...when frightened, spoke in a Canadian accent,
As these words he uttered, as for the door he went,
"Young HUNTER...zee tupek eet ees an igloo, I say,"
"Call it what you want, CHIEF... have it your way."
So be it tupek or igloo, the Eskimo's abode,
They serve the same purpose so our story is told!

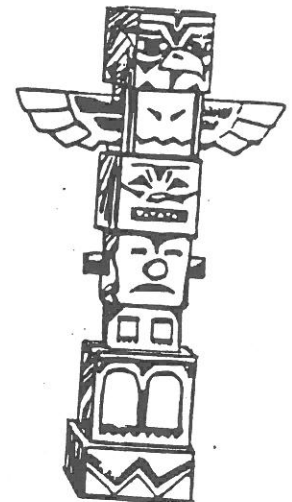
ARE YOU WALKING ON THIN ICE?

ICE SAFETY CHART

<u>THICKNESS</u>	<u>ADVICE</u>
1"	STAY OFF
2"	MAY BE CROSSED WITH SKIS OR SNOWSHOES. CAUTION!
3"	WILL SUPPORT ONE PERSON. GROUPS STAY AT LEAST 6 FEET APART. SAFE FOR SKIING, SNOWSHOEING.
4"	SAFE FOR SMALL GROUPS, SKATING, BUT KEEP APART.
5"	OK FOR ICE FISHING. BUT DON'T SINK HOLES CLOSE TO EACH OTHER.
7"	SAFE FOR CARS.
8"	SAFE FOR A TWO TON TRUCK (GROSS WEIGHT)

*BE EXTREMELY CAREFUL OF ANY ICE THAT HAS WATER ON TOP OF IT. IN VERY COLD WEATHER, IT'S A SIGN THAT THE ICE-COVER IS CRACKING, SHIFTING, AND IS UNSTABLE. IN WARM WEATHER, IT'S A SIGN THAT THE ICE IS MELTING.

*NEVER VENTURE ALONE. SOMEONE SHOULD CARRY A ROPE. IF YOU MUST RESCUE SOMEONE CRAWL TO THE SPOT DO NOT WALK!!!



ESKIMO JOE

ESKIMO JOE - It's so cold!
BEAR - Grrrrr
SPEAR - Ouch!

SLED - Swish!
HUSKIES - Yip, Yip, Yip!
ALASKA - Bigger than Texas!

Way up in ALASKA--, lives ESKIMO JOE-- with his HUSKIES--. Now ESKIMO JOE -- was all out of food for himself and his HUSKIES--. It was time for ESKIMO JOE -- to go hunting with his SPEAR -- for a BEAR --. So ESKIMO JOE -- picked up his SPEAR -- and hitched his HUSKIES -- to his SLED --. ESKIMO JOE -- with his SPEAR -- in hand, jumped unto his SLED,-- and yelled "mush" to his HUSKIES --.

Now in ALASKA --, there's always a lot of BEARS -- around. In fact hunters come from all over America to hunt for BEAR -- in ALASKA --. But on this day, ESKIMO JOE -- could find no BEARS -- to throw his SPEAR -- at.

ESKIMO JOE -- rode all over ALASKA -- on his SLED --pulled by his HUSKIES --. Finally, he spotted a BEAR -- fishing on the ice. ESKIMO JOE -- stopped his HUSKIES --, jumped from the SLED --, and threw his SPEAR --. But alas, ESKIMO JOE -- missed and his SPEAR -- fell into the water. Now what would poor ESKIMO JOE -- do without his SPEAR --?

But no need to fear, for there is plenty of food for BEARS -- in ALASKA --. So the BEAR -- invited ESKIMO JOE -- and his HUSKIES -- to leave the SLED -- and join him for fish supper.

That's why to this day, the BEAR --, the ESKIMO JOES --, and the HUSKIES -- live as friends in ALASKA --.

But just BEAR -- LY.

MOOSE CHEER. Place open hands
by ears like antlers and call.
"Moo-o-o-o-se!"



SEAL OF APPROVAL APPLAUSE - Put elbows together, open and close forearms and hands, and bark in a high-pitched "ARF!"

FROZEN CUB: Wrap arms around yourself and say "brrrrr."

BIG HAND:-everyone holds up one of their hands with palm open.

STATE GAMES. Alaska. GEGOUDGE.
A hole is dug in the ground to represent the bank (or use a coffee can). Six peanuts, markers or marbles are given to each player. One player, the banker, stands near the hole. The others stand six feet away and take turns pitching their peanuts into it. If a player pitches an even number in, he gets that many from the banker. If he pitches an odd number in, he loses those peanuts to the banker.

SKITS

How Alaska Got Its Name

Narrator: Vitus Bering sailed from Siberia, commissioned by Czar Peter the Great to see if Asia and America were joined. The year was 1728 -- the ship the St. Peter. After many months at sea, dodging glaciers, the St. Peter ran aground in the fog.

Cub #1: This fog is so thick I can't see my hand in front of my face.

Cub #2: Let's wait until light, then when the fog lifts maybe we can find out where we are.

Narrator: Six months later.

Cub #1: That was the longest night I've ever had.

Cub #2: Let's go ashore and find out where we are.

Cub #3: Look over there, a girl, maybe she can tell us what this land is called.

Cub #1: Great, "I'll ask her".

For Love of State

Akela: In the beginning Alaska had no flag of it's own. So in 1926, the American Legion sponsored a contest.

Cub #1: All Alaskan boys and girls in grades 7 thru 12 were invited to enter.

Cub #2: An orphan whose name was Benny Benson came up with the winning design. Below his sketch he wrote these words.

Cub #3: The blue field is for the Alaskan sky and forget-me-not, an Alaskan Flower.

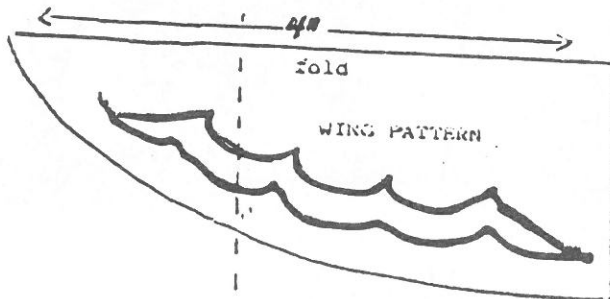
Cub #4: The North Star for the future state of Alaska the most northerly of the Union.

Cub #5: The Dipper is for the Great Bear, symbolizing strength.

Cub #6: On May 2, 1927 Benny's design became Alaska's official flag.

TOTEM POLE BANK

Materials needed: cardboard tube
thin dowel stick - appr. 6"
cardboard (for circle &
construction paper base)

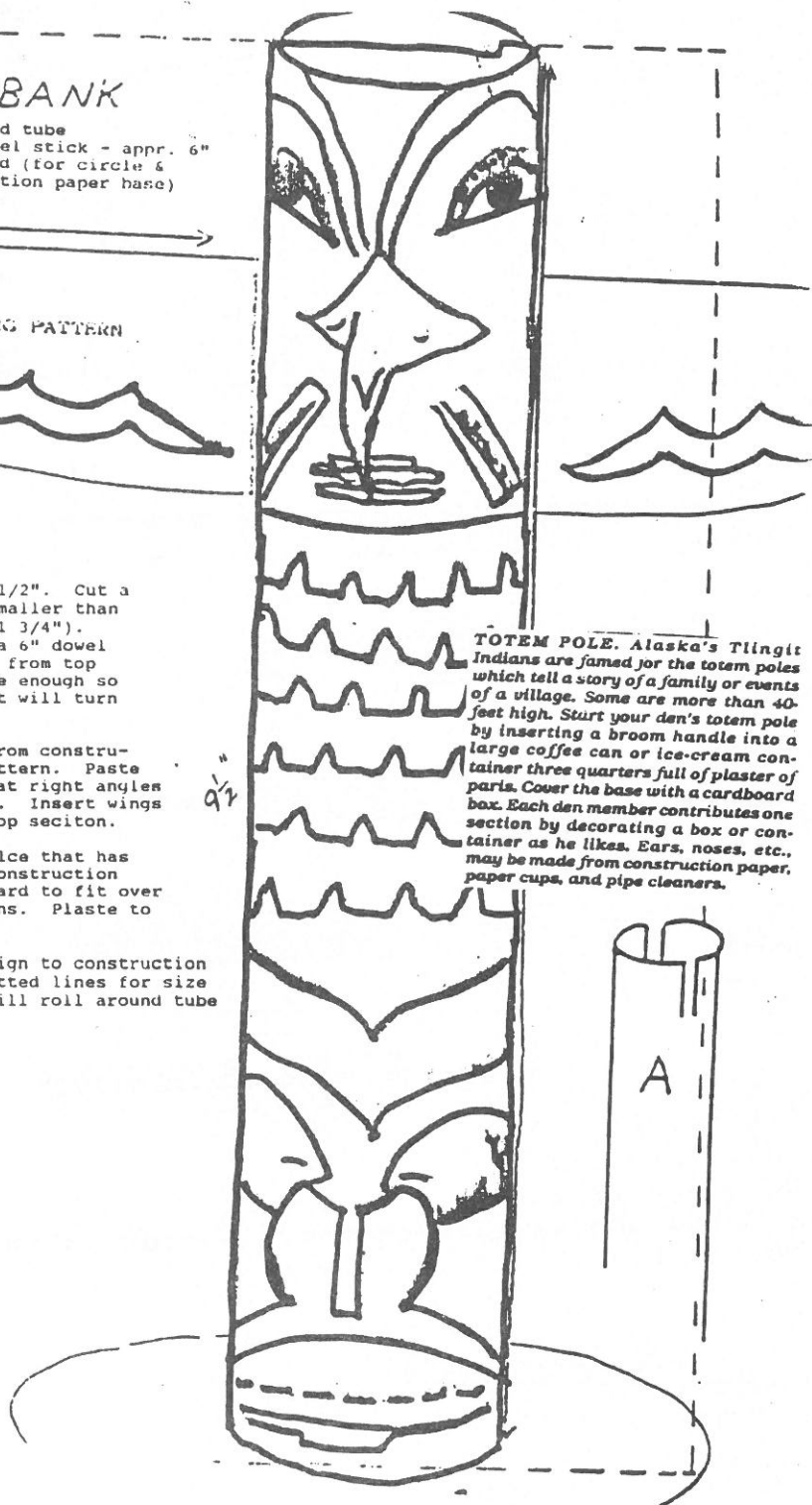


Start with a cardboard tube 9 1/2". Cut a circle of cardboard a little smaller than the diameter of tube (which is 1 3/4"). Paste circle across center of a 6" dowel stick. Make two slits 2" down from top of tube on opposite sides, wide enough so that when dowel is inserted, it will turn freely. See "A".

(B) Cut two wings (doubled) from construction paper following pattern. Paste over dowel so they are at right angles to the cardboard circle. Insert wings just before you cover top section.

Paste pole to 4" cardboard circle that has been painted or covered with construction paper. Cut a circle of cardboard to fit over top. Cut a slot in it for coins. Paste to top of totem pole.

Trace or carbon totem pole design to construction paper (as in drawing) using dotted lines for size of paper, which when cut out will roll around tube and secure at seam.



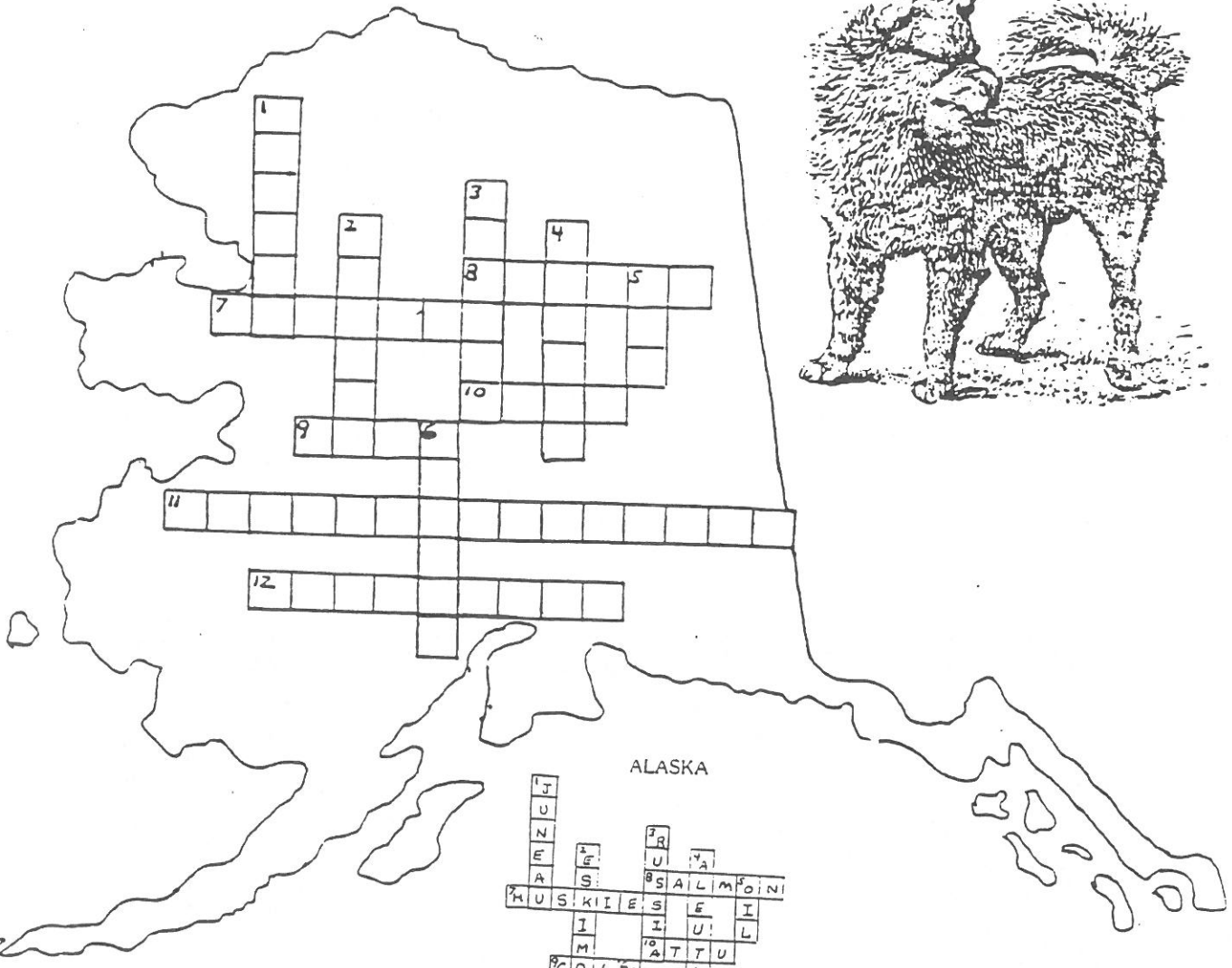
TOTEM POLE. Alaska's Tlingit Indians are famed for the totem poles which tell a story of a family or events of a village. Some are more than 40-feet high. Start your den's totem pole by inserting a broom handle into a large coffee can or ice-cream container three quarters full of plaster of paris. Cover the base with a cardboard box. Each den member contributes one section by decorating a box or container as he likes. Ears, noses, etc., may be made from construction paper, paper cups, and pipe cleaners.

Eskimo Tie Slide
Bottle cap base
Plaster in back +
Insert Pop. Top Ring

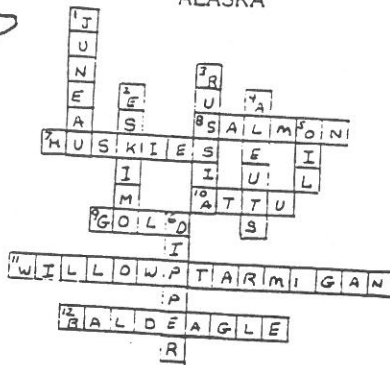
PAINT
Face



COTTON
or
fake fur



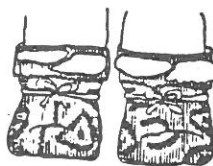
ALASKA



1. Capitol of Alaska
2. Native Alaskan
3. Who sold us Alaska
4. Eskimos who settled in the Aleutian Islands
5. Fossil fuel found in Alaska
6. Big -----, large constellation
7. A breed of dog used to pull sleds.
8. Large red-fleshed fish
9. Yellow metal found in Alaska
10. Western most Aleutian Island
11. Alaskan state bird
12. Symbol of America

SPINNING TOPS. Eskimo children spin their tops by twirling the long stem between their hands. The top is set in motion and then the owner dashes out of the igloo and runs around it, trying to get inside again before the top stops spinning. Set chairs in a circle so players must run around them and get back to their seat before the top stops.

- **Snowshoe Race.** Use two players from each den. One races down, the other back, on cardboard carton snowshoes.



PAPER BAG MUKLUKS

Let the children make mukluks to wear for your Alaskan celebration. Give them each two brown paper lunch bags and have them decorate the sides with crayon designs. Then let them glue stretched-out cotton balls around the tops of their bags for a fur trim. To wear, have the children slip the bags over their feet. Then secure by tying thick yarn or twine around the tops of the bags.

Exploring Alaska

Alaska became the 49th state in 1959 and has drawn many visitors to see its vastness. In learning about this frontier Cubs can play many games enjoyed by the Eskimos and other native northern Americans.

Snowshoe Game: Equipment needed: 2 sheets of typing paper for each team, a start and finish line across from each other. If a large number is playing or time is a problem, divide teams in half with half at each line so that when first teammate reaches line on other end, second teammate is ready to start there.

Speaker: It's really cold; the snow is vey deep, but you have to get to town for supplies so get out your snowshoes. Uh, oh, the straps are broken so you're just going to have to do the best you can. Place the snowshoes (papers) down on the snow (floor), place your feet one on each snowshoe. Now lift your foot, move one snowshoe forward with your hand, place your foot on it and move the other the same way.

Continue until you have reached town (the opposite line). The winner is the team who gets all its members to town first.

Prizes could be bubble gum wrapped in paper and marked "blubber."

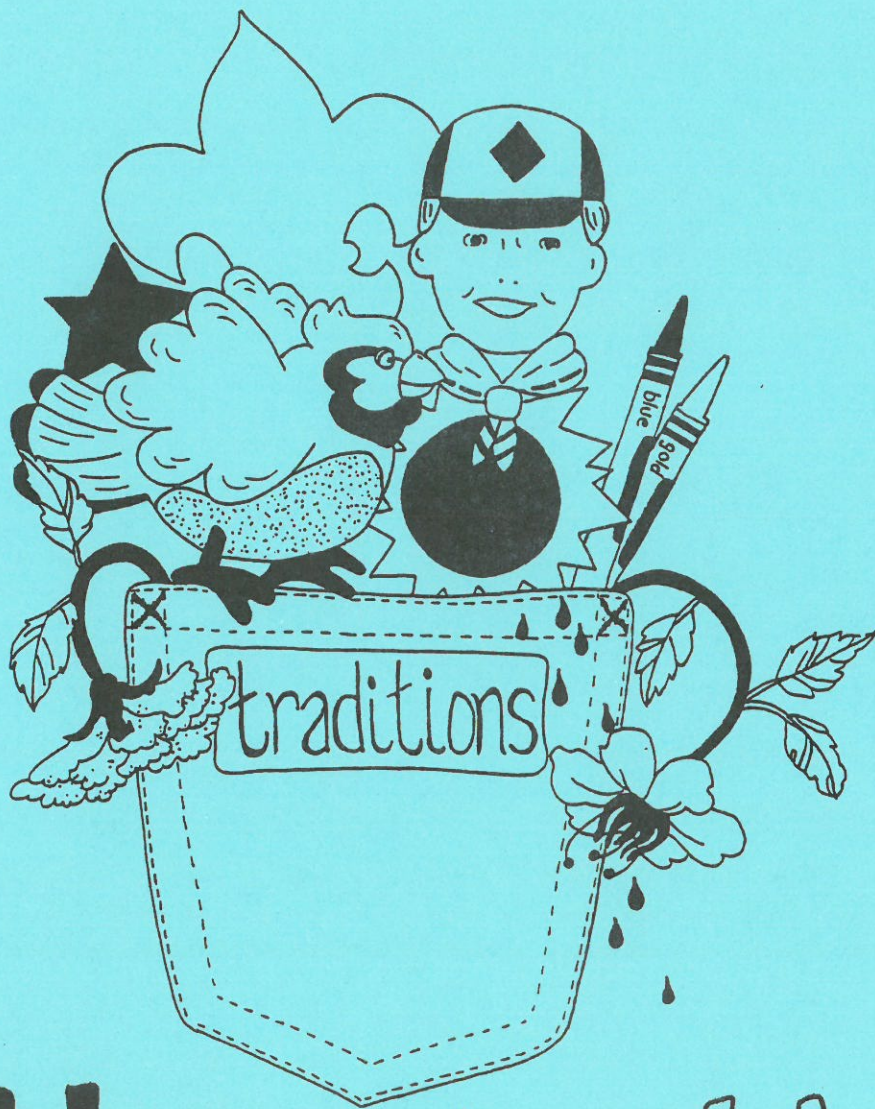
Tug-a-rope: A popular Eskimo game, can be used in den or pack meetings. Use a heavy rope, divide Cubs evenly, tie a neckerchief mid-way along the rope so it hangs over a line on the floor. On a signal the two teams try to pull the opposition across the line.

Iceberg Melt: Each player receives an ice cube. The object is to melt the ice first. Players may do anything to the ice except eat or suck on it. Let the Cubs figure their own ways of melting it such as blowing on it, smashing it and holding pieces in their hands, sitting on it, or holding it near a light bulb. Have towels handy for clean up.

Indian Wrestle: Opponents lie on their backs with feet in opposite directions. Lock arms at elbows. Swing inside leg over head three times on command of leader. Lock legs at the knee on third count and try to roll opponent over.

GOLD RUSH - For all children. Scatter wrapped pieces of candy in the playing area. On signal, all players rush into the "gold field" to get the candy. If you want to have winners, wrap a couple of pieces in gold foil.

february



blue and gold
traditions



BLUE & GOLD

THIS IS THE BANQUET (of memories) THAT WE BUILT

This is the Banquet that we built.
These are the colors, the Gold and the Blue that'll be
honored at the Banquet that we built.
These are the awards, all shiny and new, that will be presented
When the colors, the Gold and the Blue, will be honored at the
Banquet that we built.
These are the boys with so much to do,
Who will receive the awards, all shiny and new,
When the colors, the Gold and the Blue, are honored at the
Banquet that we built.
This is our chance to give a big cheer,
To the boys with so much to do
Who will receive the awards, all shiny and new,
When the colors, the Gold and the Blue, are honored at the
Banquet that we built.
These are the den leaders who are always near,
Who welcome the chance to give a big cheer
To the boys with so much to do,
Who will receive the awards, all shiny and new
When the colors, the Gold and the Blue, are honored at the
Banquet that we built.
These are the committees who help lessen the fear
Of the den leaders, who always seem near,
Who welcome the chance to give a big cheer,
To the boys with so much to do,
Who will receive the awards all shiny and new,
When the colors, the Gold and the Blue, are honored at the
Banquet that we built.
This is the chairman who has a phone to his ear
To get reports from the committees who help lessen the fear
Of the den leaders who always seem near,
Who welcome the chance to give a big cheer
To the boys with so much to do,
Who will receive the awards all shiny and new
When the colors, the Gold and the Blue, are honored at the
Banquet that we built.
These are the parents upon whom the boys depend,
To serve on the committees and in the dens--
For though a boys' enthusiasm runs high without a doubt,
Without the help of adults a Banquet of Memories will never
be built,
But rather will crumble and unavoidably fall
And down will come boys--
High hopes trust and all.

So when you are asked to please do your part,
And if each of us gives just an ounce from the heart
Then the task will be easier right from the start!



Insignia Centerpieces

Cut $\frac{1}{4}$ " plywood squares to fit large Cub Scout insignia stickers.

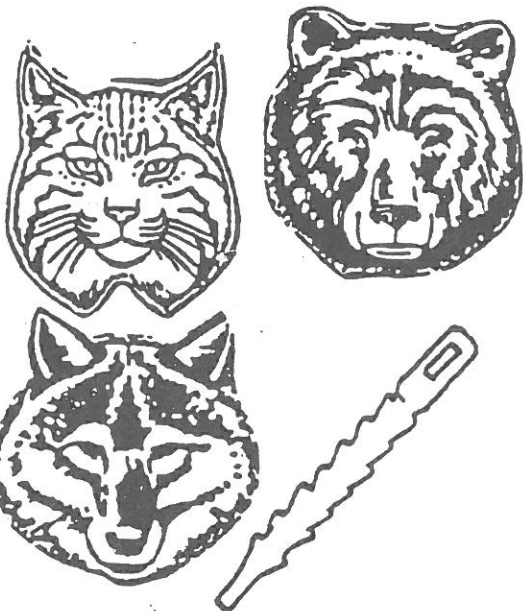
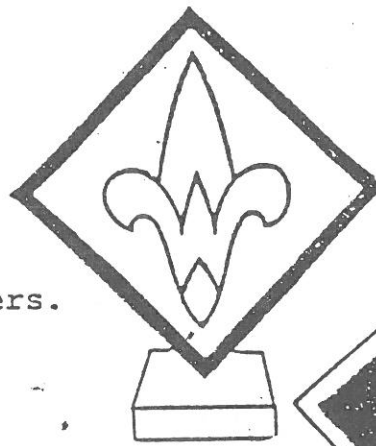
Cut a square 1" base for each.

Paint wood, affix stickers on both sides.

A Cub Scout den could have the Bobcat, Wolf and Bear emblems placed at intervals down the table.

The Webelos den could use the Webelos emblem in the center, with candles on either side.

The Tiger emblem could be used in the same way if your pack has Tiger Cubs.



Insignia Napkin Rings

Cut design from styrofoam meat tray. Cut it quite a bit larger than desired finished size. Place in warm oven (like shrink art).

While it is still warm, use a little glue to attach a plastic garbage bag tie to the back of design.

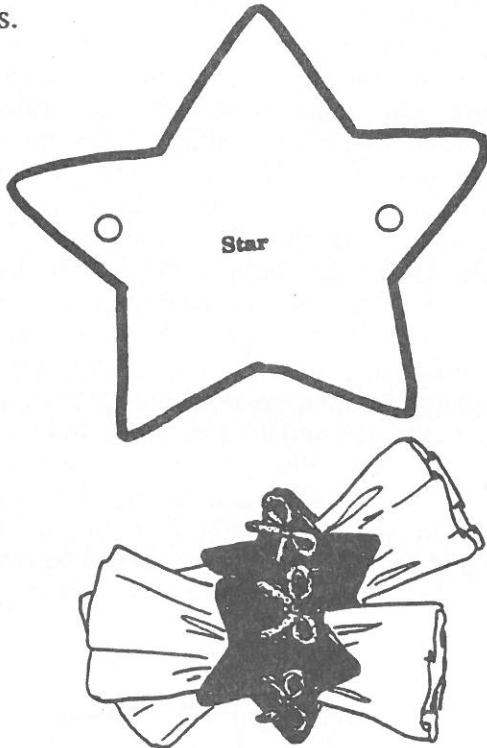
Make the Cub Scout sign, or a rank emblem for each Cub Scout, Webelos or Tiger Scout.

Starry Napkin Rings

Materials: Fabric scraps
Fusible bonding material
Red, white or blue yarn

Directions:

Fuse 2 different fabrics together to achieve a front and back of each star. Cut out two pieces. With a paper punch or small scissors, make two holes in star. Tie two stars together by looping yarn through holes and tying a yarn bow at each side. Place napkin between stars.



Rice Shield Centerpiece

Material: Cardboard
Regular rice
Red and blue food coloring
White glue
Blue paper
Styrofoam block
Gold foil
Toothpicks

Directions: To die rice, mix two tablespoons of food coloring to 1 cup of cold water. Soak uncooked rice for about 5 minutes in colored water. Rinse rice under cold running water several times. Spread rice on wax paper to dry. Stir occasionally. Drying time takes several hours. Cut two shields from cardboard about 12" x 15".

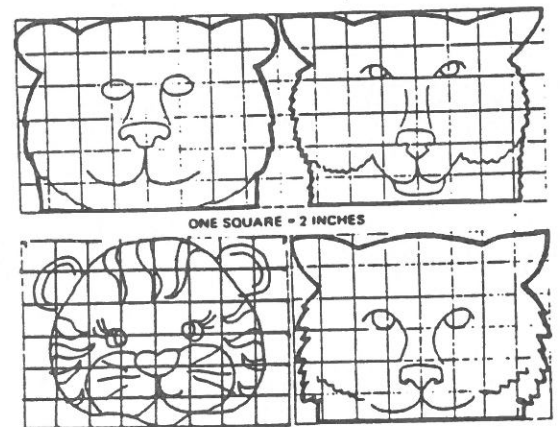
Bear Name Tag



Animal Centerpieces

Materials: Gallon plastic bottle
Corrugated cardboard
Glue
Paint or carpeting or fake fur
Buttons or felt

Directions: Cut 3" of the bottom of the plastic bottle. Cut animal heads from the cardboard. Glue to the side of the bottle. On the inside of the bottle, tape the bottle to the cardboard. Staple the sides of the head together. Cover the edges of the heads with tape. Paint the heads or cover with carpeting or fake fur. Glue on buttons or felt pieces for eyes and noses. Use markers to outline faces.



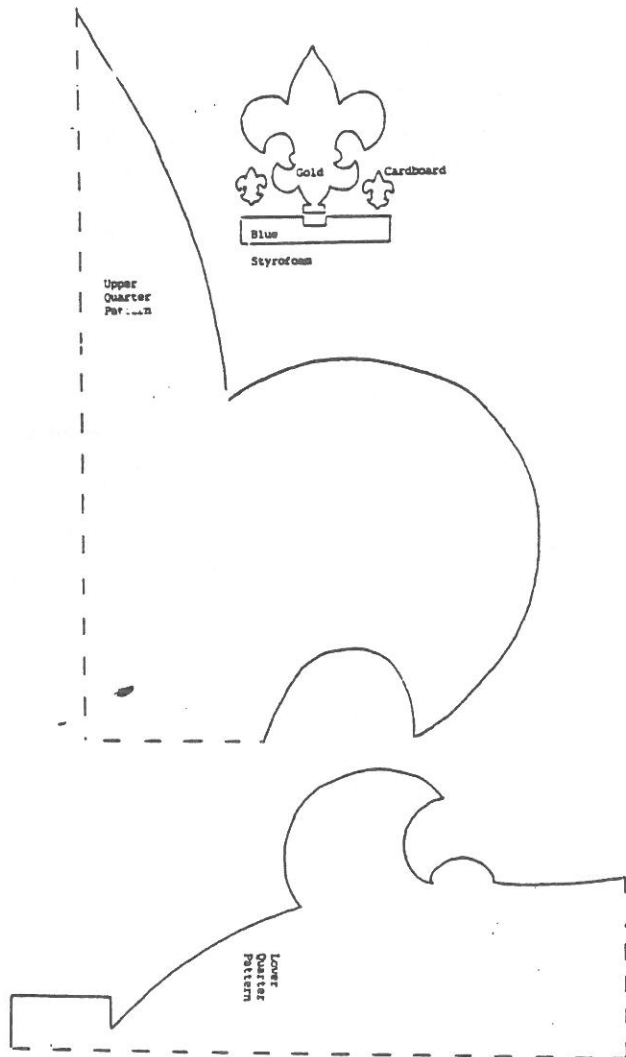
One square = 2 inches

Fleur-De-Lis Centerpiece

Materials: Thin sheet of styrofoam
 Styrofoam cutter or serrated knife
 Rectangular styrofoam for base
 Blue spray paint
 Gold spray paint
 Cardboard
 Toothpicks
 Glue

Directions:

Cut out two large pattern pieces and tape them together. Place them on the fold of a sheet of newspaper and cut the full pattern out. Lay the pattern on a thin sheet of styrofoam and cut. Spray paint gold. Spray the base blue. Cut small fleur-de-lis from cardboard. Glue these to toothpicks to insert in the styrofoam base.

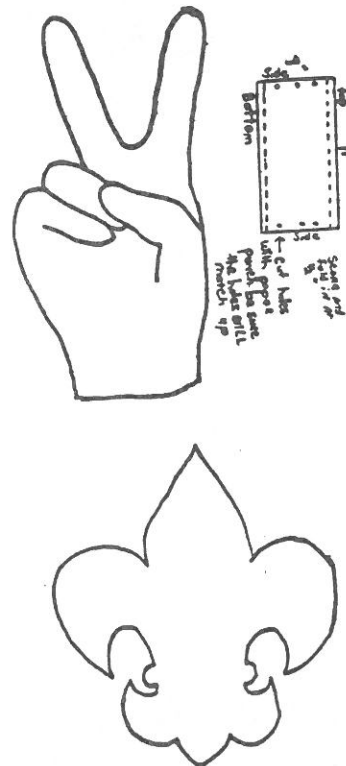


Lantern Centerpiece

Materials: One 8" x 11" sheet of aluminum (from printer's plate)
 Old scissors
 Paper punch
 Three brass brads
 Old board
 Nail and hammer
 Votive candle
 Foil ashtray

Directions:

Enlarge pattern to size desired. Cut printer's plate to 8" x 11" sheet. (Wear gloves when cutting. Old scissors will do the cutting.) Once, the plate is cut to size, fold the top and bottom edge about 1/2" from the edge, using a straight edge of a ruler. The shiny side should be on the outside, printed size on the inside. Using the hole punch, make three holes along each side of the plate being careful to match them up. Place the plate over the old wooden board. Have the boys tape a design to the top of the aluminum plate. Using a ten penny nail and hammer, trace the design with nail holes. When the design is complete, the boy can roll the plate into a cylinder and fasten with the three brads. Take the foil ashtray and fold the sides up so the cylinder will fit over it. Place the candle on the ashtray.



Name Tag
The Incredible Shrinking Nut Cup

Materials: Styrofoam cups
 Blue and yellow permanent markers
 400 degree oven
 Lots of patience

Directions: Draw Scouting pictures on the foam cups. Place on foil covered cookie sheet, open side down. Place in oven. Leave door open a crack, and watch carefully. Cook for 30 seconds. (Be sure your kitchen is well ventilated. The melting cups give off a noxious odor.) These are really tricky - they'll shrink too much and collapse if over cooked.

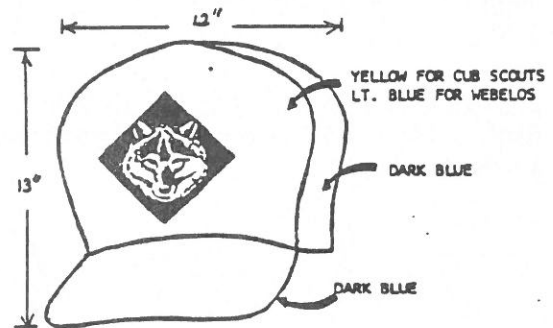


Cup Scout Hat Placemat

Materials: Dark blue construction paper
 Yellow or light blue construction paper
 Cub Scout stickers

Directions:

Enlarge pattern and cut from dark blue construction paper. Add yellow or light blue front section. Add emblem for Cub Scout or Webelos.

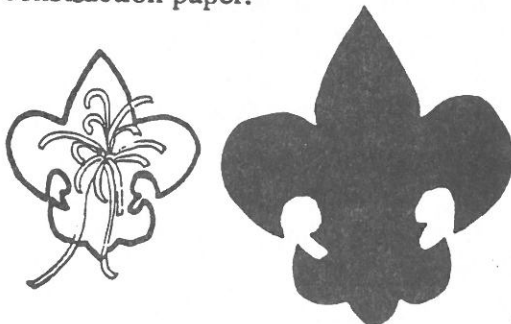


Mother's Corsage

Materials: Blue and gold curling ribbon
 Construction paper

Directions: (Enlarge pattern.)

1. Cut 6 - 6" strands of gold and blue curling ribbon.
2. Tear each strand 3 times to make narrower.
3. Tie together with two strands of curling ribbon which will later serve as a bow.
4. Cut each strand individually and glue to blue Fleur-de-lis that has been cut from construction paper.

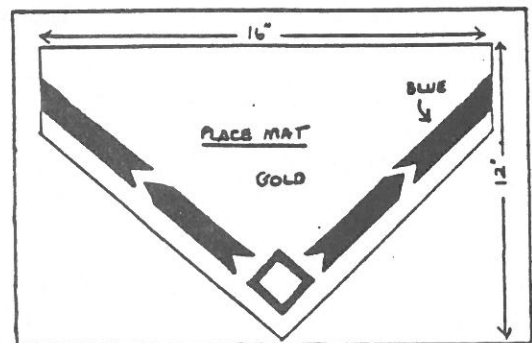


Neckerchief Placemat

Materials: Construction paper
 Markers

Directions:

Cut neckerchief as shown and glue onto a contrasting background for placemat. Add arrows with marker.



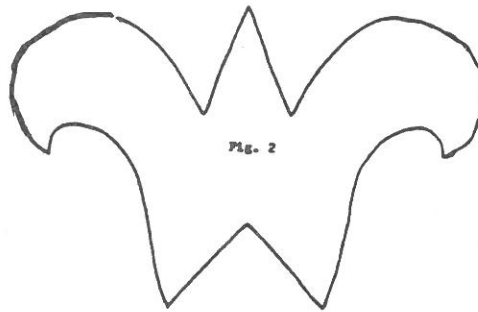
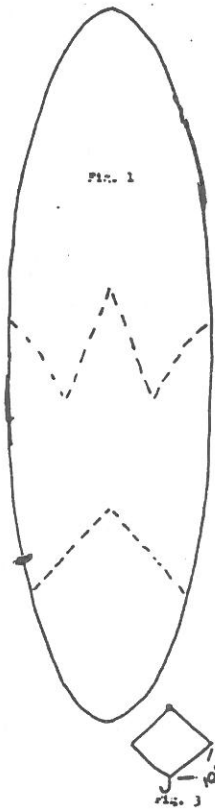
Webelos Centerpiece

Materials: Construction paper, yellow and light blue

Yellow poster board
Dark blue tissue paper
Clear contact paper
Wire coat hanger
Wood or styrofoam base

Directions:

Enlarge pattern to size desired. On yellow poster board, draw 9" square with 7" square centered inside. Cut out, leaving 1" frame. Cut one fig. 1 from yellow construction paper and one fig. 2 from light blue construction paper. Cut piece of blue tissue paper 11" square. Cut 9" square of contact paper. Using frame and patterns, draw Webelos badge on large sheet of paper. To assemble, lay pattern just finished on table, peel backing off contact paper and lay on pattern sticky side up. Lay blue fig. 2 on contact paper, using pattern below to position. Add yellow fig. 1. Wad up blue tissue paper and straighten back out. Lay wrinkled tissue over parts previously assembled, matching corners and making sure all contact paper is covered. Press down over entire piece. This will be wrinkled. Glue yellow border all around. Make two and glue together back to back. Hang with thread from coat hanger bent into shape in fig. 3. Stand in wood or styrofoam base.

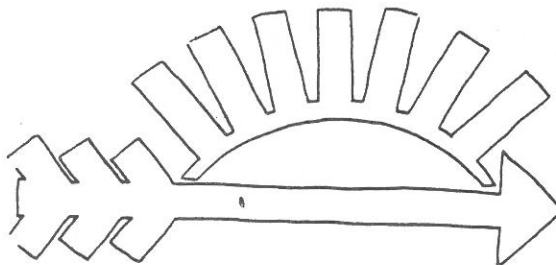


Webelos Place Mat

Materials: 16" x 12" blue burlap
Gold spray paint
Poster board

Directions:

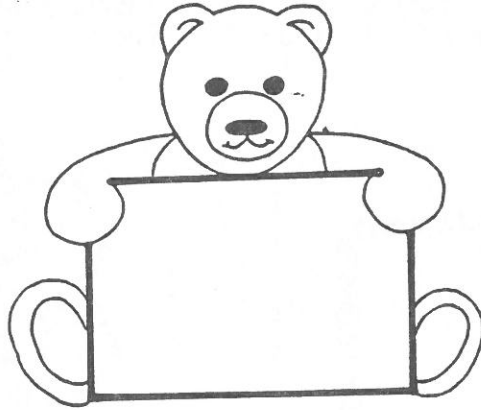
Enlarge pattern to size desired. With sewing machine zig zag one inch from edges of burlap. Fringe to stitch line. Enlarge and transfer Arrow of Light pattern to 12" x 16" poster board. Cut stencil. Lay stencil on burlap and spray with gold paint.



Bear Invitation or Program cover

Materials: Construction paper

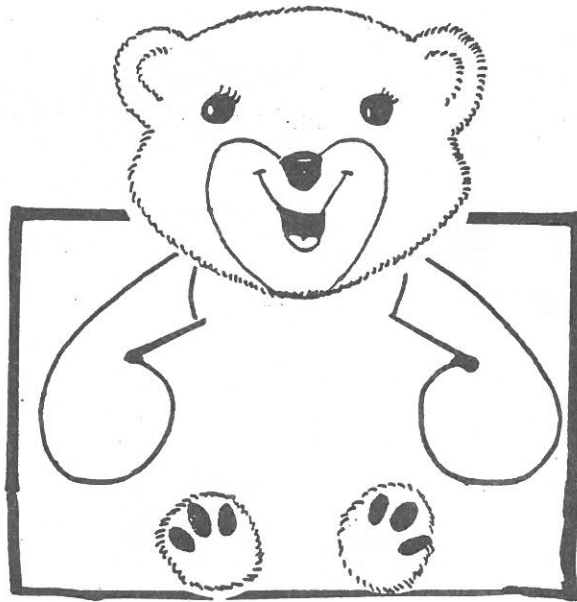
Directions: Enlarge pattern to size desired. Copy or trace pattern on construction paper. Let boys write in details in square.



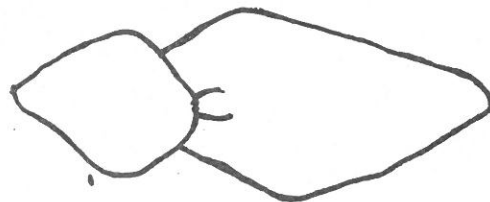
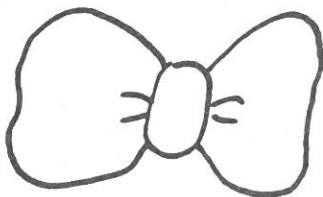
Bear Placemat

Materials: Blue and yellow construction paper

Directions: Enlarge patterns to size desired. Trace face, paws, and arms on yellow construction paper. Add to a 18" x 12" piece of blue construction paper.



Bow for mama or sister bear



Necktie for papa or son bear

Wolf Invitation

Materials: Yellow construction paper
Blue marker

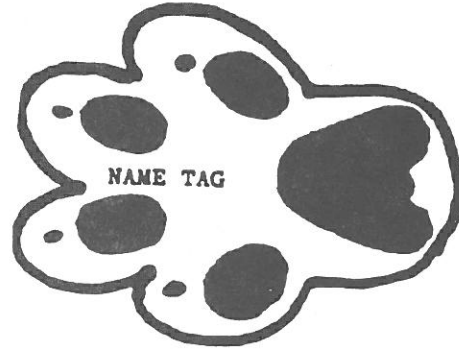
Directions: Fold in half a 9" x 12" piece of construction paper. Decorate the outside with blue paw prints. Write information on inside.



Wolf Name Tag

Materials: Yellow construction paper
Blue marker

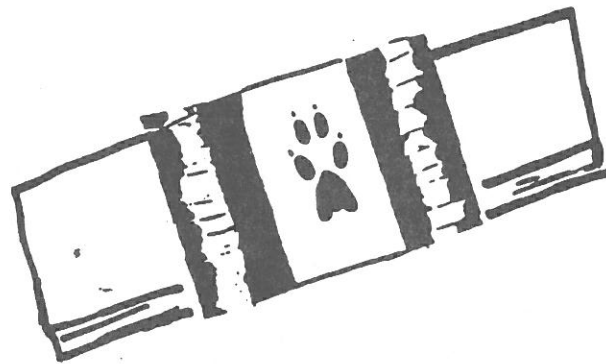
Directions: Cut out paw print from construction paper. Use marker to outline and fill in pads. Add name.



Wolf Napkin Ring

Materials: Toilet tissue roll
Yellow construction paper
Blue marker

Directions: Cut a 1" piece from toilet tissue roll. Cover with construction paper (4 1/2" x 2"). This will lap over the edges about 1/4" and can be fringed. Use marker to draw on paw prints.



Enlarge pattern of Wolf to make patterns desired.

Wolf Placemat, Centerpiece and Placecard

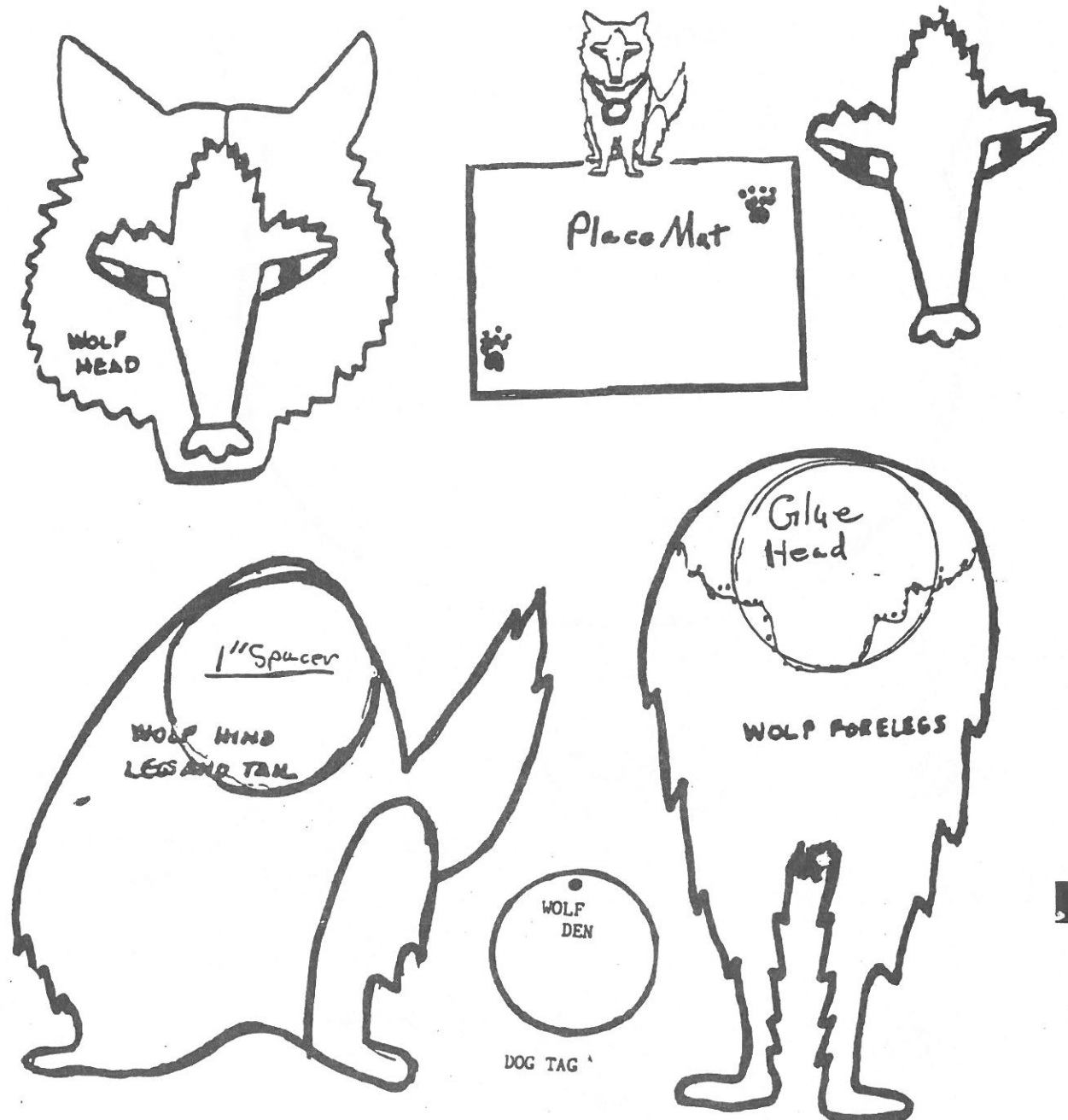
Materials: Blue or Yellow construction paper

Thin cardboard

Toilet tissue roll

Paint

Directions: Use construction paper to make placemat decorated with wolf prints. Each placemat will have its own centerpiece, which will also serve as the placecard. From thin cardboard cut out the pieces. Cutting nose and eye section separately. Glue wolf forelegs to hind legs using a 1" round spacer. Glue head to forelegs. Glue nose and eye section to head. Then paint. A circular tag around the neck will serve as the placecard.

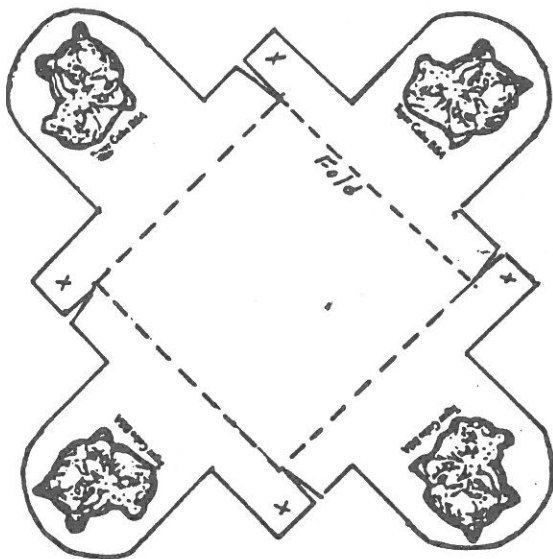
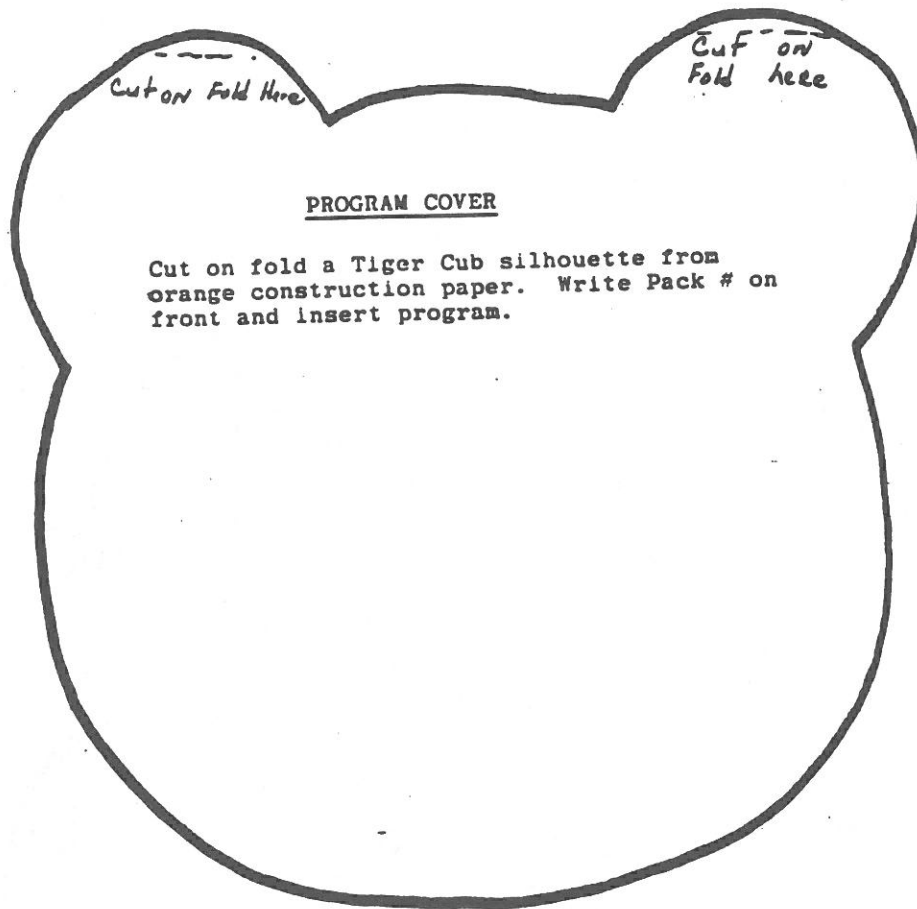


Tiger Cub Program Cover

Materials: Orange construction paper

Directions:

Fold construction paper in half. Cut Tiger cub silhouette out placing ears on fold.



Tiger Cub Nut Cup

Materials: Orange construction paper

Tiger Cub stickers

Directions:

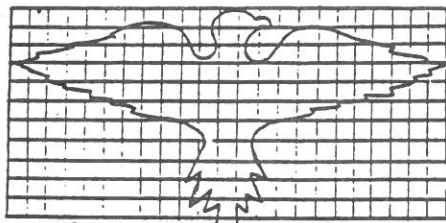
Cut pattern from construction paper. Fold on dotted lines and glue at x's. use stickers to decorate.

Eagle Centerpiece

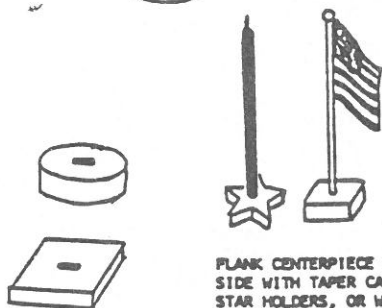
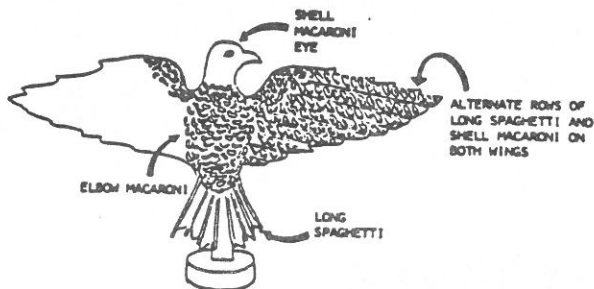
Materials: 11" x 23" piece of 1/4" plywood
 Elbow and shell macaroni
 Long thin spaghetti
 White glue
 1 1/2" thick wood for base
 Gold enamel spray paint

Directions:

1. Enlarge pattern on paper to inch squares. Trace pattern on 1/4" plywood and cut out.
2. Glue on macaroni and spaghetti as shown. Leave head bare except for eye. On tail, let spaghetti extend beyond wood. Apply several layers to body area for dimensions. Let glue dry thoroughly (approx.. 24 hours), then cover the other side in the same manner.
3. Cut base from wood. Base can be round, oval, or square. Cut slit in base for tail to fit in as shown.
4. When glue is thoroughly dry (at least 48 hours) spray eagle and base gold.



1 SQUARE = 1 INCH



PLANK CENTERPIECE ON EACH SIDE WITH TAPER CANDLES IN STAR HOLDERS, OR WITH CUB SCOUT FLAG SET.

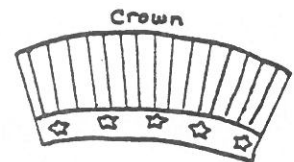
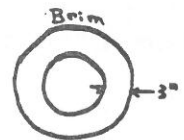
RED, WHITE, AND BLUE CREPE PAPER RUNNERS COULD BE USED DOWN CENTER OF TABLE.

Uncle Sam Centerpiece

Materials: 2 or 3 pound coffee can with plastic lid
 Colored paper
 Cotton
 Shoe box

Directions:

Cover the can with paper and draw on features. Glue on cotton for hair, eyebrows and goatee. For base, invert a shoebox and cover with paper; glue on yellow stars. Set the can near the edge of the box so that the goatee can hang down. To make the brim of the hat, trace around the plastic lid on heavy paper. Then draw a second circle 3" larger than the first. Cut out the brim, as shown. For the tall crown, cut a paper strip at least 9" wide and slightly curved, as shown, to form the flare of the crown. Add paper stars and stripes. Glue the crown into a tube to fit around the rim of the plastic lid; then glue it on top of the lid. Roll the brim slightly on the sides, and glue the crown to the brim. Place the hat on Uncle Sam's head.



glue around
 ← coffee can lid

new things to do. And prepare them to be good Scouts."

The angel circled the model of a den leader very slowly. "It's too soft," she sighed.

"But tough!" said the Lord excitedly. "You cannot imagine what this den leader can do or endure."

"Can it think?"

"Not only think, but it can reason and compromise," said the Creator.

Finally, the angel bent over and ran her finger across the cheek. "There's a leak," she pronounced. "I told you, you were trying to put too much into this model."

"It's not a leak," said the Lord, "It's a tear."

"What's it for?"

"It's for joy, sadness, disappointment, pain, loneliness and pride."

"You are a genius," said the angel.

The Lord looked somber. "I didn't put it there."

Adaption of Erma Bombeck's
"When God Created Mothers"

BLUE AND GOLD DECORATIONS

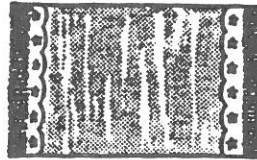
Patriotic Party

Materials: 9" x 10" piece dark blue crepe paper
Red and white crepe streamers
Gold stars
Cardboard roll
Blue construction paper

Directions:

For Place mat use dark blue crepe paper and glue borders made of red and white crepe

streamers. Scallop the white half and glue it to the blue paper, fringe the red half and let it extend beyond the blue for a fringed edging. Attach a small gold star on each white scallop. For nut cup glue cardboard roll onto a circle of blue construction paper, for brim. Cover crown with red and white striped streamer. Add a blue band with gold stars glued around it.

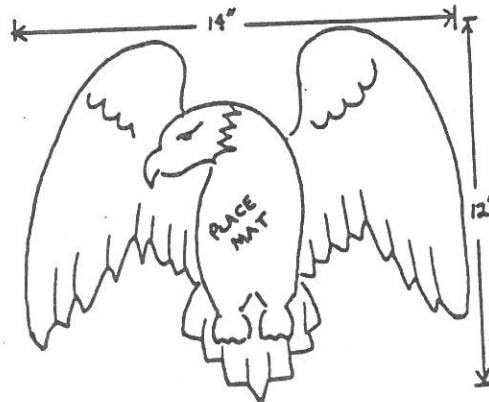


Eagle Place Mat

Material: Tan construction paper
White construction paper
Brown marking pen

Directions:

Cut eagle from tan construction paper. Add details with dark brown marking pen. Head should be white with dark eye.



Eagle Place Card

Material: 3" x 4" white card
Eagle seal

Directions:

Fold card lengthwise. Use gummed seal for decoration.



COMMITTEE SUB-CHAIRMEN RESPONSIBILITIES:

Physical Arrangements Committee:

1. Make arrangements for banquet location approximately 6 weeks in advance.
2. Checks seating capacity - number of tables available. Estimates attendance.
3. Checks lighting, stage, heating, public address system.
4. Locates restrooms - makes sure they will be open.
5. Checks availability of coat room or coat racks.
6. Makes floor plan of tables, plans seating, head table (if desired).
7. Makes arrangements to get into building early the day of the banquet.
8. Sets up tables and chairs for the dinner.
9. Informs dens what time they can decorate. (Be sure to allow time for people to get home and dress for dinner).
10. Arranges for clean-up committee.

Invitations Committee:

1. Sends written invitations to honored guest.
 - a. Follow up to see how many guests plan to attend and notify the physical arrangements committee so seating can be planned.
 - b. On banquet night, meet guests at the door, furnish them with a name tag, and help them find their seats.

** Be sure it is made clear to all dens who is to be invited and if limits have to be made on attendance of family members and explain why.

Program Committee:

1. Determine whether guests will be seated at the head table or with dens. Notify physical arrangements committee so seating can be planned.
2. Selects Master of Ceremonies.

3. Make assignments for various parts of the program:
 - a. Invocation
 - b. Welcome and introduction of guests
 - c. Ceremonies (Opening, closing, recognition)
 - d. Recognition of leaders
 - e. Entertainment (den entertainment preferred)
4. Plans room decorations - exhibits, displays, (table decorations can be handled by each den).
5. Makes copies of program for people participating (or you may wish to have a printed program for everyone attending).
6. The Cubmaster should be a member of this committee.
7. Avoid speeches on the program.
8. Include a planned activity for small children so they won't run wild. The Den Chiefs could be asked to help control them.

The program committee needs to decide on decorations for the guest table and the rest of the banquet room. For the guest table, a den or dens could be asked to make extra decorations or else the program committee can decorate the guest table. Keep in mind who the guests are; some people would probably appreciate the effort put in by the boys but on the other hand, the committee may decide that a more "professional" hand is desired in decorating.

The Cubmaster is often asked to be Master of Ceremonies, but you may want to consider asking the Committee Chairman, a parent or a special guest to preside over the banquet. This person should have a dynamic personality without being overwhelming. He/she should have a loud speaking voice and should be expected to follow the program format without straying from it. Most importantly, the Master of Ceremonies should be someone who the Cub Scouts can relate to.

Dinner Committee:

1. Decides serving method - catered, potluck, etc.
2. If catered:
 - a. Contact caterer - agree on menu and cost.
 - b. Take reservations and estimate cost.
 - c. Check with caterer on time of delivery, finding out if he provides plates, silverware. Are drinks and dessert included?
 - d. Plan two serving lines, if more than 150 people attend.
 - e. Collect money prior to banquet.
3. If potluck:
 - a. Decide if dens will plan their own menus - or if each den family will bring food to contribute to an overall menu.
 - b. If dens plan their own menus, each Den Leader should act as coordinator.
4. If committee prepared:
 - a. Select menu.
 - b. Recruit committee to prepare food.
 - c. Take reservations and estimates of attendance.
 - d. A few days before banquet, purchase food and deliver it to members of the committee who will be preparing it. (It is easiest to purchase food from the pack funds then replace it when money is collected from everyone.)
 - e. Collect money prior to banquet.
5. Decide if the pack will provide such things as salt, pepper, sugar, napkins, drinks, etc. If so, make arrangements to buy or have these items donated. In form dens of your plans.
6. Each family can bring their own plates and silverware.
7. Plan to have cake or cupcakes. This is Scouting's Birthday!!!



TYPES OF BANQUETS

1. Potluck #1: Each den's families are asked to provide one main dish and one extra dish (salad, vegetable, or desert). All food is placed on one table and served buffet style. The pack provides the beverages and breads. No charge is made for the meal.
2. Potluck #2: Each den's families are asked to provide either a vegetable, salad, or desert. The pack provides the meat, beverages and breads. All food is placed on one table and served buffet style. A charge is made to cover the expenses.
3. Family Style Potluck: As is #1, except food is only on the tables(s) assigned to that den and is passed family style. The den may provide breads and beverages or the pack may provide them. No charge is made for the meal.
4. Cook your own: The pack decides on the menu, purchases the food, and distributes it to the dens for cooking and preparing. A charge is made for the cost of the food.
5. Box Supper #1: Each family is asked to bring one box supper for each family member. All boxes are collected at the door and are auctioned off for a pack money-making project. The family members may eat together, sharing the boxes that they purchased.
6. Box Supper #2: Each female member of a family brings a box supper for three people. These suppers are auctioned off as in #5, but the person who buys the meal must eat with the person who prepared it, plus one child.
7. Box Supper #3: Use either of the two box supper methods, except no charge is made for the meals and no auction held.
8. Sponsor Dinner: The sponsoring organization provides all food, beverages, and condiments. No charge is made for the meal.

9. **Catered Meal:** The pack arranges with a local caterer to provide all or a portion of the meal. Costs determine the prices of tickets.
10. **Cafeteria #1:** Sometimes the banquet is held in a school cafeteria and the school provides the meal, charging each person going through the line.
11. **Cafeteria #2:** The pack purchases the food which is prepared by the cafeteria staff, if not donated. Pack members can substitute for or assist the cafeteria staff, to cut costs.
12. **Restaurant:** A local restaurant is selected as the banquet site and a menu is chosen. Charges are based on the cost. Be sure to secure the cost of the meal, plus tax and tip.
13. **Dessert Specials:**
 - a. Dessert provided by sponsor.
 - b. Parent-son cake bake.
 - c. Build a sundae; ice cream in commercial containers, toppings — syrups, nuts and whipped cream.
14. **Birthday Party:** No food, but instead have cake and ice cream to celebrate Scouting's Birthday.

INVITATIONS

What is a Blue and Gold Invitation?

It is just about everyone's first notice that something special is coming in Cub Scouting. Put your best face forward.

What should an invitation look like?

It can take almost any shape but it should reflect the ideals of Cub Scouting and the type of celebration you are planning.

What information should be on the invitation?

1. Who's doing the inviting....the pack number.

2. What they're invited to....a banquet, celebration, birthday party, ice cream social, etc.
3. When the celebration is to take place....the date.
4. What time the celebration starts....the time.
5. Where the celebration is being held....the name and address of the facility.
6. R.S.V.P.....the name and phone number of the den leader.

Who makes the invitations?

The Cub Scouts. Keep it simple, make it fun.

Who do they invite?

- Every Cub Scout family
- Tiger Cub Group
- Clergy
- Scouting Coordinator or Sponsor
- Unit Commissioner
- District Executives
- District Commissioners
- Scoutmasters of area Boy Scout troops
- Past Cubmasters
- The "owner" of the banquet facility
- Guest speaker
- Entertainer

When should the invitations be delivered?

Three (3) weeks before your celebration.

THE PROGRAM

Contents of typical program:

- Agenda for the evening
- List of pack leaders
- List of den leaders
- List of Den Chiefs
- Scouting coordinator
- Sponsoring organization
- Principal of school
- Pastor of church
- Poems
- Prayers

INVOCATIONS

- Our God and God of our fathers, we gather as loyal members of our Cub Scout pack and we pray for Thy blessing. Give us the vision to see our duty and the courage to perform it. Teach us to walk together in the spirit of brotherhood so that we are true to Thee Who are the Father of all. Guide us so that we shall be faithful sons of the righteous God who is from everlasting to everlasting. Amen.
- Our dear heavenly Father, we ask your blessing on the families in our Cub Scout pack. We ask a special blessing on each Cub Scout and Webelos Scout as they give service to other people. Guide their steps as they grow into men, and help them as they do their duty to you and our country. Bless our food and the people who have prepared it. Amen.
- Dear God, bless all the Scouts around the world. Help us remember that we are working together to help make our world a better place. Guide our words and our actions so that we set the kind of example You would want us to set. Amen.
- Dear God, help us remember that we are members of a worldwide Brotherhood of Scouting, and that every Cub Scout and Boy Scout has promised to do his best to do his duty to You. Teach us to be worthy, we pray, of the uniform we wear, and help us to do our best for You. Amen.

WHEN GOD CREATED DEN LEADERS

When the good Lord was creating den leaders he was into his sixth day of overtime when the Angel appeared and said, "You're doing a lot of fiddling around on this one."

And the Lord said, "Have you read the specs on this order?" She has to be completely washable, but not plastic. Have 180 moveable parts — all replaceable. Run on black coffee and quick snacks. Have a kiss that can cure anything from a boys failure to earn an award, to a spilled bottle of glue. And six pairs of hands.

The angel shook her head slowly and said, "Six pairs of hands — no way!"

"It's not the hands that are causing me problems," said the Lord. "It's the three pairs of eyes."

That's the standard model?" asked the angel.

The Lord nodded and said, "One pair that sees into a boy's heart when he can't express his feelings. Another here, in the back of her head that sees when she shouldn't, but what she has to know. And of course, the ones up here in front that can look at a boy when he goofs up and say 'I understand and I love you' without so much as uttering a word."

"Lord," said the angel touching his sleeve gently. "Come to bed. Tomorrow..."

"I can't," said the Lord, "I'm so close to creating something so close to myself. Already, I have one who can take 6 or 8 boys, each with his own personality, and influence them in development of character, spiritual growth, and good citizenship. Can encourage good sportsmanship and pride in growing strong in mind and body. Improve understanding within their families. Strengthen their abilities to get along with other boys and respect other people. Foster their sense of personal achievement. Show them how to be helpful and do their best. Provide them with fun and exciting

March



Wheels,
Wings,
and Rudders

The Harbormaster

Harbormaster: This bill of lading says that the cargo ship comes into port in just a few minutes, I'd better get this harbor ready to go. Let's see, I'm going to need a tugboat.

(Harbormaster gets tugboat from audience, and hands it a large piece of rope. He tells the tugboat to say, "Tuga-tuga-tuga.")

Harbormaster: This is a pretty bad harbor to navigate around, I'd better see if I can get that lighthouse beacon going.

(Harbormaster goes into audience and gets a lighthouse and gives it a flashlight for a beacon and tells it to say, "BE-OH! BE-OH!")

Harbormaster: I'd better set up that weather station, too.

(Weather station personnel come out with an umbrella as a radar antenna)

Harbormaster: I think I see that cargo ship coming in now! Hey tugboat, you better go help that captain get his ship into port!

(Tugboat tuga-tugas over to the Captain and throws him the rope and brings him down to center stage.)

Harbormaster: We better go see if we can find that anchor to make sure that ship doesn't go anywhere.

(Harbormaster brings out a chain with an anchor attached and gives it to the Captain.)

Harbormaster: I guess I'd better go get the cargo. Boy, do I ever hate loading this kind of cargo.

(Harbormaster brings out a box marked TNT.)

Harbormaster: There, it's loaded. Let's raise the anchor and get this out of my harbor! Let's go, tugboat!!

(Tugboat tuga-tugas out of port by pulling on the rope)

(A fire is seen coming from the box of TNT)

Harbormaster: Wait a minute!! Call the fire boat!! The TNT is on fire!!!

(A person comes out with a bucket full of water or styrofoam pellets and throws it at the cargo ship.)



RAFT RACE:

Teams line up in relay formation. The first boy in each line is the "skipper" and he stands with his feet on separate pads of newspaper. The second boy is the passenger, and he stands on the same pads with the skipper. On a signal from the leader, the skipper bends over and takes hold of the pads, one in each hand. By shifting their weight and sliding the papers forward the two boys maneuver themselves to the goal line without stepping off the pads. On reaching the goal line, the passenger picks up the pads of paper, runs back to his team, and brings the next boy across the river. The first team to cross the river wins.

AIRPLANE LINK-UP:

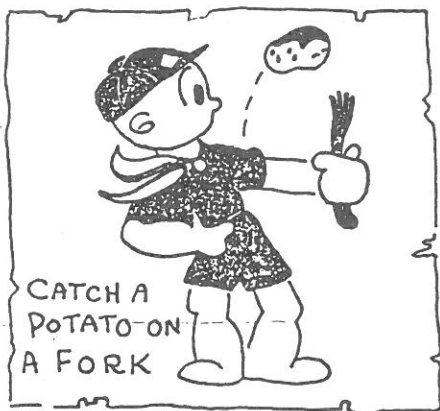
Attach two parallel cords to screw eyes. Suspend a cardboard airplane from each line. Cub Scout sits behind a cardboard partition and sights the two planes through the peephole. This allows him to use only one eye. He moves the cords to move the planes. When he thinks the planes are next to each other, he stops. The Cub who does the best job of lining up the planes, wins.

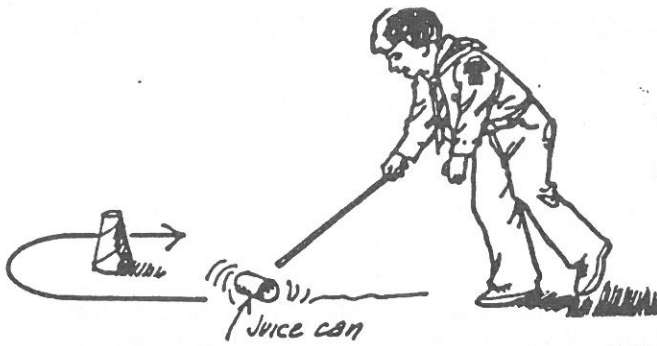
PAPER AIRPLANE RACE:

Give each boy a sheet of paper. Have them quickly fold them into paper airplanes. They must then put their name on them. He then steps up to a line and flies it. The one going the farthest is the winner.

SUBMARINES AND DESTROYERS:

Players are divided into two groups. One group is called the submarines and tries to keep a balloon in the air, away from the destroyers, who try to burst the balloon with their feet or hands. No sharp articles can be used. After the balloon is broken, the players change teams and start again with another balloon.





BOAT RACE. Divide den into two teams. In relay fashion, each team member pushes an object around a marker and back home. Use juice can, two-by-six inch block of wood, balloon or ball for the "boat."



RAFT RACE. Divide den into teams for this relay race. The first Cub Scout on each team is the first Skipper. He stands with each foot on a separate pad of newspaper. The second Cub Scout is the passenger, and he stands behind the Skipper on the same pads. On signal, the Skipper takes hold of the pads, one in each hand. By shifting their weight and maneuvering the papers forward, the two boys race to the goal line without stepping off the pads. On reaching the goal, the Passenger picks up the papers and races back to the starting line. He then becomes the Skipper while the next boy in line becomes Passenger for a trip to the goal. The first team to bring all members "across the river" wins.

Pieces of Eight Flipping—Sixteen "pieces of eight" (pennies) are laid, heads up, in a row on a table. In turn, each Cub Scout, using a spatula, flips the "pieces of eight" over to tails up as quickly as he can. The den chief or Den Leader serves as timer.

Hauling in the Nets—Each member of the den is given two sheets of newspaper. He holds a sheet by a corner in each hand, arms extended. On signal, see who can first squeeze both sheets into two balls without moving the arms or putting the hands together. Easy? You try it and see.

Cross Hand Support



Packsaddle Relay—This is an interden competition for the pack meeting. Dens line up in relay fashion. Each den divides into three-man groups and each group picks a boy as its rider. All riders from each den then station themselves along a line about 30 feet from their dens. On signal, the two carriers from each den team run up to their rider, form a "packsaddle" (see illustration) and carry rider back to their den. This touches off the next team of carriers, who pick up their rider and return.

If dens have unequal numbers, it may be necessary for some boys to run twice. Or two dens may team up for the game.



Packsaddle Relay

OCEAN WAVE:

Players are seated on chairs in a circle. There is one vacant chair. A player is standing in the center. He yells "Slide left", or "Slide right" and the players who are seated must move in that direction to fill the vacant chair as it appears next to them. The player in the center, "It", dashes for the vacant seat and keeps on after it until he finally gets it. The location of the vacant seat is constantly changing, for the players move into it as it comes next to them. The player in the center, "It", dashes for the vacant seat and keeps on after it until he finally gets it. The location of the vacant seat is constantly changing, for the players move into it as it comes next to them. If "It" gets a seat, and the call has been "Slide Left", the player to "It's" right must become the next "It".

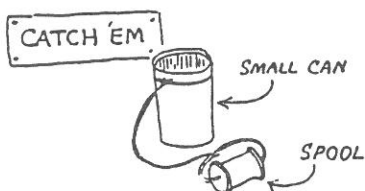
PILOT TO NAVIGATOR:

Here is a game that could be used with any family combination, mom and dad, or dad and son, or mom and son. The dads are the airplane pilots, women or sons are the navigators.

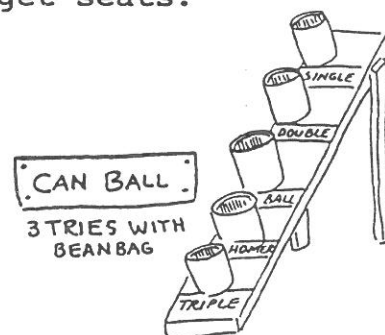
Pilot has paper bags over their heads. Place various obstacles in the playing area - squares of paper, cardboard boxes, tin cans, etc. Women stand directly behind the men and guide them only using vocal directions, "left", "right", "straight ahead", etc. They must not touch the men at any time and must avoid letting the men collide with each other. If they do, both are out. First couple to reach the safety landing is the winner.

GRAND CENTRAL STATION, ALL CHANGE:

Line up chairs facing each other, have boys seated facing each other, and tell them they are now in a subway. Add four or five standees to the car and they are ready for the ride. The conductor shouts "Grand Central Station, All Change". Whereupon everybody dashes out of the "car" from one side and re-enters it from opposite side, and rushes to get a seat. When all have reboarded the car, the next stop to be announced is "South Ferry", "Everybody Transfer". This means that the passengers simply exchange seats with passengers sitting on the opposite side. The folks who are standing try to get seats.



Toss and catch spool in can. 5 tries each turn. Hit counts 5 points.



CAN BALL
3 TRIES WITH
BEANBAG

OPENING

The Bus to Cub Scout Land

Arrangement: Several Cub Scouts carry a large cardboard cut-out of a bus and stop at various bus stops to pick up Cubmaster and Cub Leaders, takes them to front of room and unloads there. During the trip, some of the Cubs on the bus can give the following tour information:

1st Cub: Ladies and gentlemen. The destination of this bus is Cub Land. Cub land is an attraction which has more to offer than Disneyland, Six Flags and television combined.

2nd Cub: When you get to Cub Land, you will find fun craft projects to make.

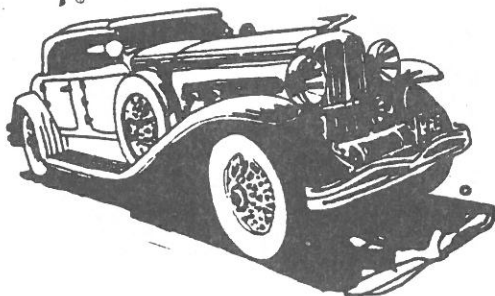
3rd Cub: You'll find games and songs.

4th Cub: Cub Land has great treats such as weekly den meetings and tours.

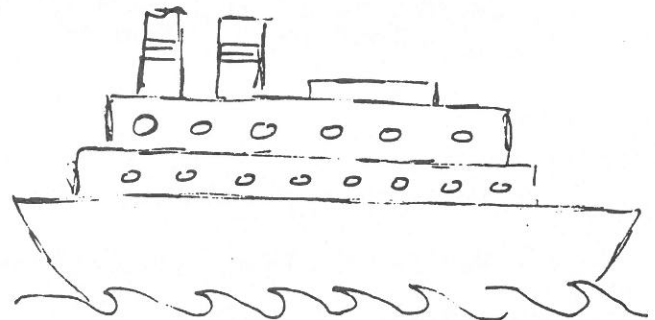
5th Cub: Each month there is a fun filled pack meeting with awards, skits and songs.

6th Cub: Webelos Scouts in Cub Land work on exciting activity badges and go on father and son campouts.

Leaders get off the bus and the Cubmaster leads the Pack in the Pledge of Allegiance.



SHIPS IN THE FOG. Divide den into two teams and line them up relay fashion at one end of the room. For each team, set up a series of obstacles between them and the other end of the room— chairs, tables, etc. The first player on each team is blindfolded. On signal, he starts for the other end of the room, trying to go around the obstacles. His teammates may call directions ("Go right," "Turn left," etc.) When he reaches the other end of the room, he takes off his blindfold and runs back to touch off the next player (who is already blindfolded). Continue until all team members have raced. First team to finish wins.



"Astronaut's Prayer"

Closing Ceremony

For August theme: Harbors, Stations, and Airports

PREPARATION: Ask Cub Scouts and their families to form a large circle and hold hands. The Cubmaster or other adult then reads the following prayer which was broadcast to earth by Astronaut Frank Borman while on a moon-orbiting mission.

"Give us, O God, the vision which can see Thy Love in the world in spite of human failure. Give us the faith to trust in Thy goodness, in spite of our ignorance and weakness. Give us the knowledge that we may continue to pray with understanding hearts, and show us what each of us can do to set forward the coming of universal peace."
.. Good night, Scouts.

OPENING CEREMONY

Personnel: Den Leader, 6 Cub Scouts

Equipment: Large cardboard cutouts (or pictures) of the vehicles indicated.

Arrangement: Each Cub Scout holds up his vehicle and reads their lines (which can be written on the back).

1st CUB: (HOLDING TRAIN ENGINE)

When engineering a project, keep on the right track,
This way you will never be caught slack.

2nd CUB: (HOLDING CANOE)

As the wise old Indian would do,
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 PLANE)

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 any place.

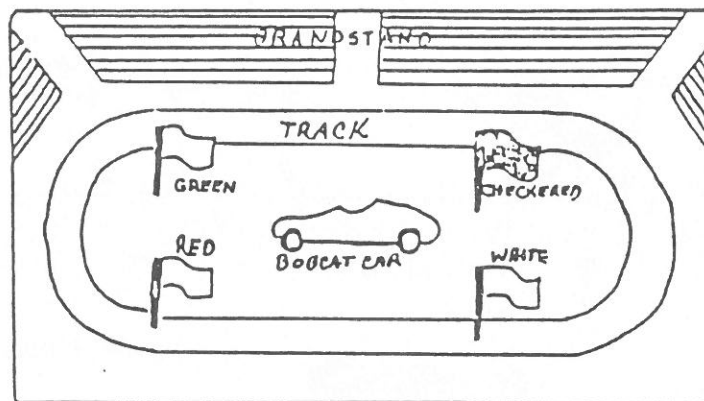
DEN LEADER: Let's all stand and join in the pledge of allegiance.

(continued)

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 award, the Arrow of Light. (Den Chief illuminates checkered flag, Cubmaster presents Arrow of Light.) -- This is the only badge in Cub Scouting which may be worn on the Scout uniform. May I introduce your new Scoutmaster, (name) of Scout Troop (number). We would like for your parents to come forward also, since they have helped you be square and game and have traveled the track of Cub Scouting with you. (Congratulations all around.)

RACETRACK CEREMONY BOARD

Cardboard or plywood rectangle



Flags and car are cut out and backed with cellophane of the proper color. Flashlight illuminates cut outs at proper time.

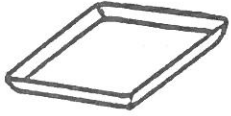
Closing thought

Many a scout I'm sure has dreams of becoming an astronaut,
And we should always remember that these dreams are for naught,
Most of our present astronauts were scouts when they were young.

The training this program gives has praises to be sung.
Just as the men in space exploration tackle their jobs with a
courageous, firm hand. we should tackle our earthbound problems
to make this a better land. As we preserve our environment by
increasing our knowledge each day, Using courage and imagination.
In the Scouting - Astronaut way.

SAILBOAT

I need:



styrofoam
meat tray



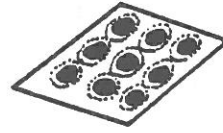
scissors



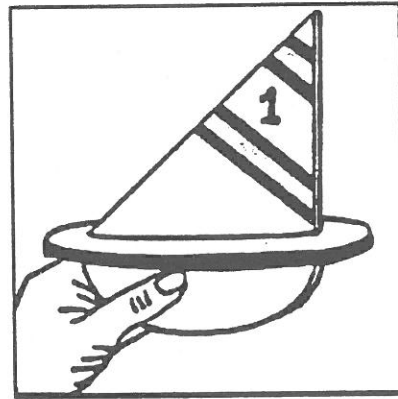
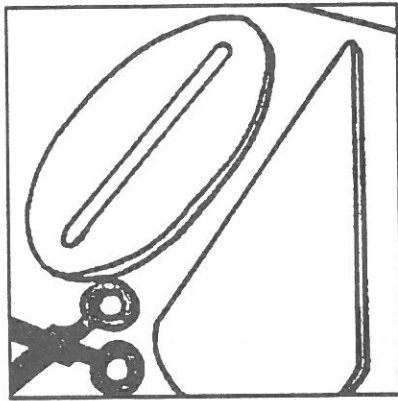
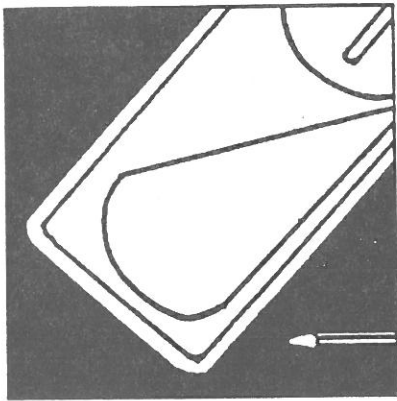
pencil



permanent
marker



stickers



1 Trace pattern onto meat tray with a pencil.

2 Cut shapes out with scissors.

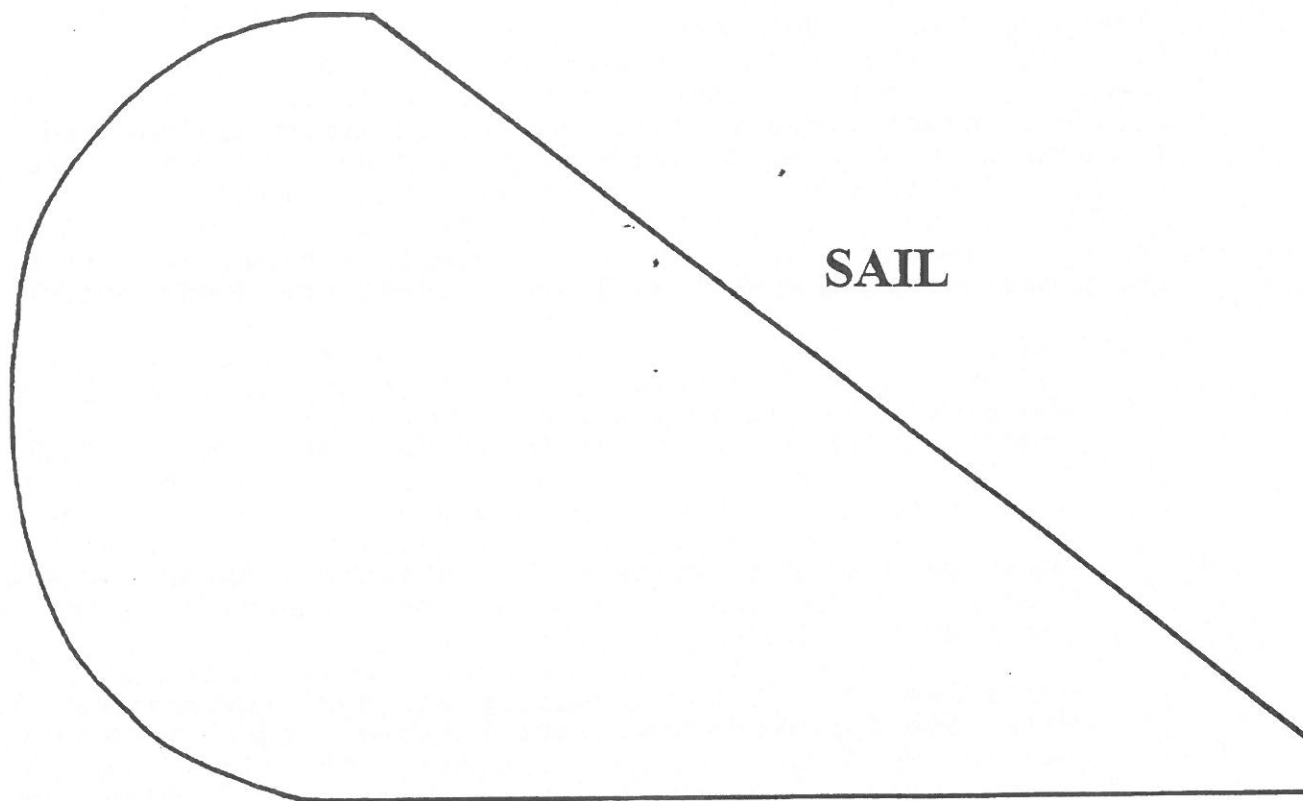
3 Put shapes together and decorate with markers and stickers.



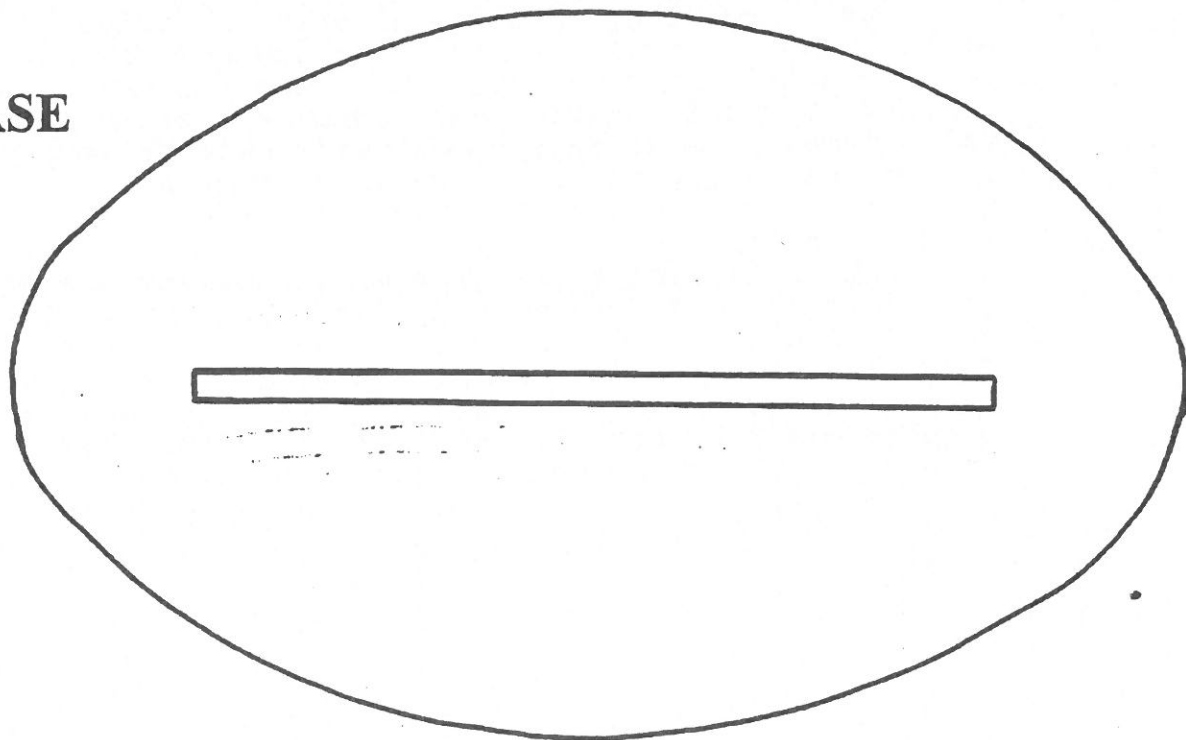
JANANNA TIPS

Make paper doll figures on popsicle sticks and carefully poke into base to look like fishermen. Be sure to keep the boat balanced.

SAILBOAT PATTERNS



BASE



ADVANCEMENT CEREMONY

Personnel: Cubmaster, Den Chief

Equipment: Racetrack Ceremony Board (instructions follow); flashlight, badges pinned in small cutouts (racing car for Bobcats, green flags for Wolf badges or Arrow points, red flags for Bear badges or Arrow points, white flags for Webelos activity badges, checkered flags for Arrow of Light Awards.)

Setting: Room is darkened. Den Chief stands with flashlight behind ceremony board. At the appropriate time, he illuminates the proper cut-out with flashlight. Cubmaster reads script.

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 on our Cub Scout advancement track. (Den chief illuminates racing car cutout.) Will the following boys and their parents come forward. (Cubmaster reads names of new Bobcats - and continues with their induction using any of the induction ceremonies.)

The green flag symbolizes those drivers who have qualified for a Wolf position on our advancement track. Will the following boys come forward. (Name boys who have earned Wolf badge or arrow points: Den Chief illuminates green flag.) 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 and skillful in handling his car and is moving up among the track leaders. Will the following boys come forward to receive their Bear badges and arrow points. (He calls names.) Just as pit mechanics help drivers to refuel and change parts, so your parents have helped you. Will the parents come forward to share in the honor. (Parents present badges.)

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 activity badges. (Read names.) Many a driver wins because of the support given by his pit crew. Your parents have helped you in earning these badges, and your Webelos Leader has been an important part, too. Will your folks come forward. (Webelos Leader presents activity badges.)

(continued)

"Pilot to Navigator"

Divide the boys into teams of two. One boy will be the pilot, the other the navigator. The pilot is blindfolded while the navigator sets obstacles such as boxes, small cans, plastic bottles, etc. The "airport" is a line 20 feet beyond the last obstacle. On signal, all pilots begin walking towards the "airport". Their navigator is directly behind them and guides them only by voice directions—"Go left," "Go right," etc. If a pilot touches an obstacle, or collides with another pilot, his team is out. First pilot-navigator team to reach the "airport" wins.

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 airline.

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.) The 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.

For the awards, the airplane lands at various places to see famous people (brand new Wolves, etc.) takes off and lands somewhere else. The Captain might present each boy earning an award with some silver pilot's wings (cardboard cutouts covered with aluminum foil) with his award.

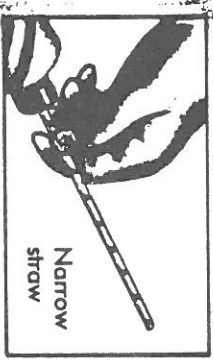
At the end of the round trip flight, the aircraft returns home. Pilot announces that he was pleased to have all on the trip with him (that was the closing).

This can be modified to railroad, if desired.

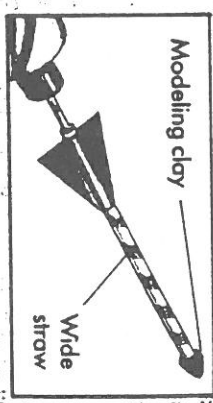


Make a Rocket

Equipment: A soft plastic bottle (a dishwashing liquid bottle will do), 2 plastic straws (one narrower than the other), modeling clay, glue.



1. Make a hole in the cap of the bottle and push the smaller straw through. Seal the joint with modeling clay or glue. This makes the launch pad.



2. Then make the rocket. Cut about 4 inches (10 cm) off the larger straw. Decorate one end with paper triangles. Make a "nose" for the other end with modeling clay.



3. Slide the rocket over the launch pad. Squeeze the plastic bottle firmly and when the compressed air in the bottle push the rocket into the air.

Remember to review safety

precautions before

starting.

Shoot at Hula Hoops a few yards away

ABANDON SHIP

CAST: 4 Cub Scouts

SCENE: The deck on a sinking ship.
Three crewmen frantically race about, each shouting his line:

SEAMAN NO. 1: Man the lifeboats!

SEAMAN NO. 2: Abandon ship! Abandon ship!

SEAMAN NO. 3: Women and children, first!

The Captain arrives and gathers the crew. "O.K., men. All the passengers are safely off the ship and we've got one three-man life raft left. Now I want you to know that I don't believe in this business of the Captain going down with the ship...I'm going to be on the raft and the two of you who can answer some really tough questions will go with me. Ready, men?"

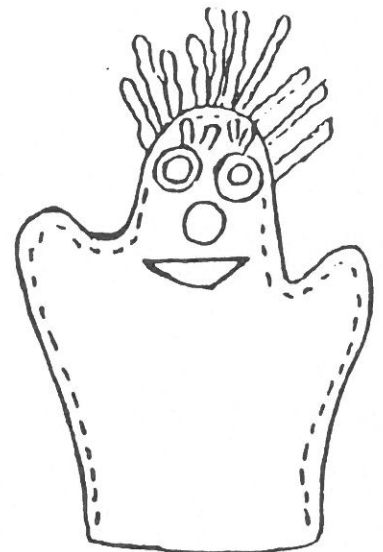
"What unsinkable ship sunk when it was hit by an iceberg?"

SEAMAN NO. 1: The Titanic, Sir.

"Next man, how many people were drowned?"

SEAMAN NO. 2: 1,517, Sir.

"Correct. Next man, what were their names?"



FOR PUPPETS ONLY

**FREIGHT GOES BY
CHARACTERS**

SAM

BAM

(Puppets sway back and forth as they watch freight cars go by.)

SAM: Tank car.

BAM: Oil.

SAM: Flat car.

BAM: Cars.

SAM: Stock car.

BAM: Cows.

SAM: Refrigerator car.

BAM: Fruit.

SAM: Box car.

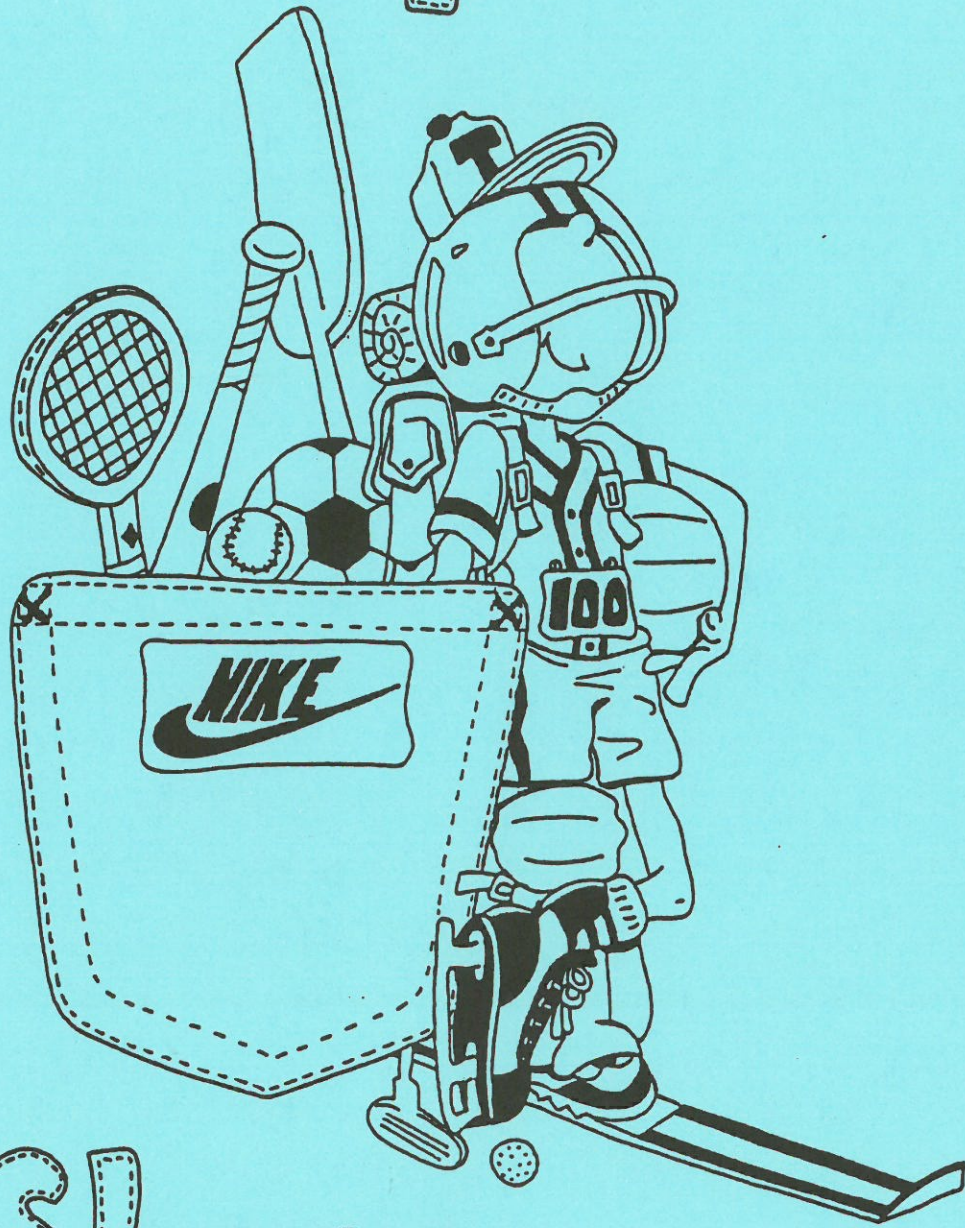
BAM: Boxes.

(Puppets stop moving.)

SAM: Say, Bam, what kind of train carries bubble gum?

BAM: That's easy, Sam. A Chew-chew train carries bubble gum.

April

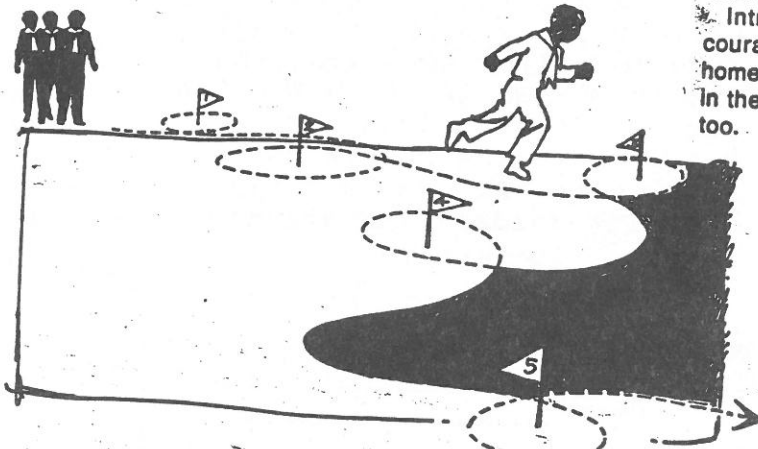


Shape
Up

Obstacle Course

Use the natural features of your yard and a little ingenuity to set up an obstacle course. Here are possible obstacles and feats to perform.

- Climb 12 feet up a rope and touch a mark,
- Shoot 3 baskets with a basketball from 10 feet away.
- Ring a bell 7 feet above ground.
- Crawl through large cardboard carton tunnels.
- Using a water glass, transfer a full bucket of water into another bucket 5 feet away.
- Vault a 3 foot hurdle.
- Walk a 12 foot 2 x 4 while balancing a hard boiled egg on a spoon held in mouth.
- Any other obstacles you can come up with. BE CREATIVE!



Dry Course Slalom

DRY-COURSE SLALOM — For developing speed, coordination, and agility. Lay out the course to suit the ages and skills of the players. Add more markers as the group improves. Each player or relay team has its own set of markers placed about three feet apart between the start and finish lines. As the players run, they follow a zigzag course and make opposite arcs around the markers on the return trip. May be run singly or as relays.

Introduce the following in the den or in the pack and encourage the boys to do them on an individual basis at home. The den chief or the den mother can introduce them in the den. It is well for the den mother to be physically fit, too.

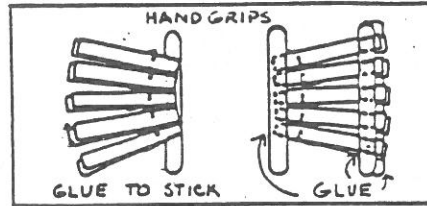
TORTOISE AND HARE — Running in Place. Starting position — Cub Scouts stand at attention. Count one — Jog slowly in place. Count two — On command "hare," the tempo doubles. Knees are lifted high, while arms pump vigorously. Count three — On command "tortoise," the tempo is slowed to an easy jog. Repeat commands "tortoise" and "hare."

Body Building

Equipment

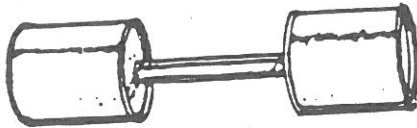
Tension Handgrips

Place the closed ends of five clip clothespins together, side-by-side, and glue to a popsicle stick, as shown. Allow to dry thoroughly. Glue an additional popsicle stick on top; glue a popsicle stick to each side on the other end of the handgrip. To work the handgrip, place the open end between the palm and fingers, bending the tops of the fingers over one side of the handgrip squeeze to open the closed end of the handgrip.

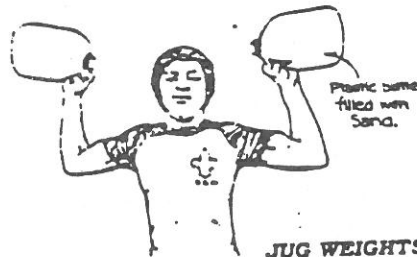


Tension Handgrips

HOMEMADE EXERCISING EQUIPMENT



DUMBBELL. Fill cans with sand mix concrete and join with broomstick section. No. 2½ cans make dumbbell weighing about seven pounds.

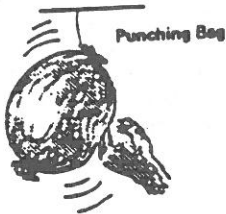


Plastic jugs filled with sand.

JUG WEIGHTS

PULL-UP BAR

Get Mom or Dad to do all the construction of a pull-up bar. Use two blocks of wood and a strong bar long enough to go from one side or the door to the other. Secure the wood by using woodscrews high enough from the floor that when the bar is placed in it, a Webeles can do a pullup from a dead hang. When the bar is not being used, it can be taken from its holders and stored away.

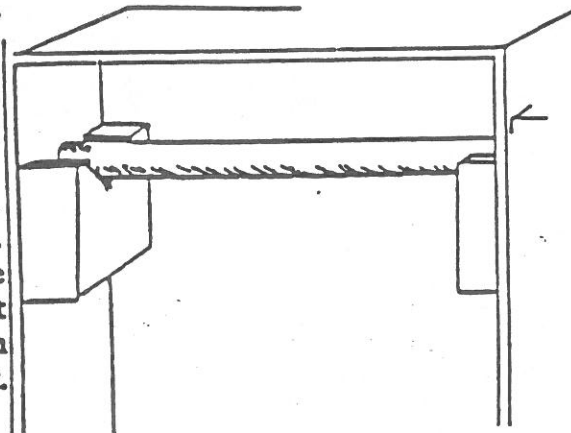


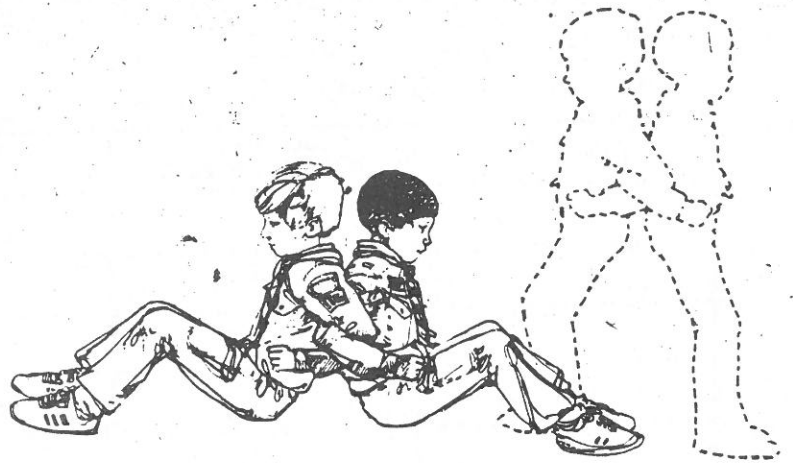
Punching Bag

Scrap: flour or meal sack made of cloth rags

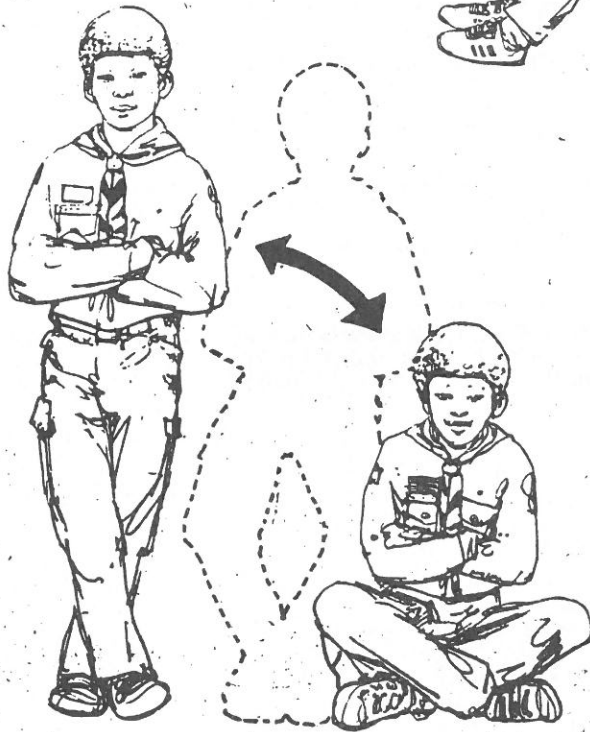
Don't let your mother throw away the cloth sack that flour or meal came in. You can put it to good use if you want to make a punching bag.

Stuff a large sack with rags until the sack is very hard. Then tie the top closed with a strong piece of twine. Leave two ends about 4" long. Tie these ends of twine to a low beam, a clothesline or anything handy so that the punching bag hangs as high as your shoulder. Then you can practice punching every time you feel like it.

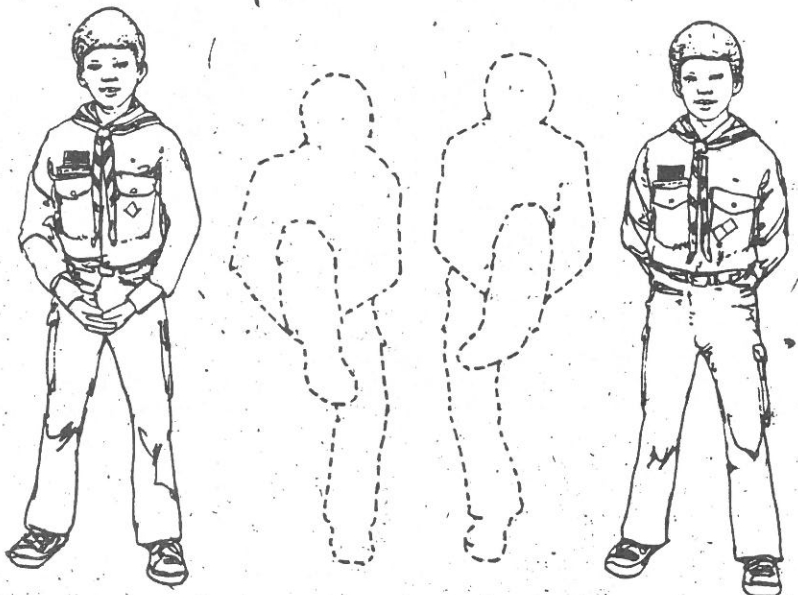




CHINESE PUSH-UP. Partners sit on floor back to back, with arms locked, and try to stand up.



SIT AND STAND. Cross arms and legs while standing, then sit down. Return to standing position without uncrossing arms or legs.

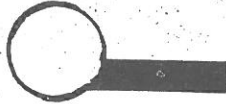


THREAD THE NEEDLE. Step through loop made by crossing arms and clasping hands. Then reverse the action.

MY FITNESS SCORECARD

NAME _____

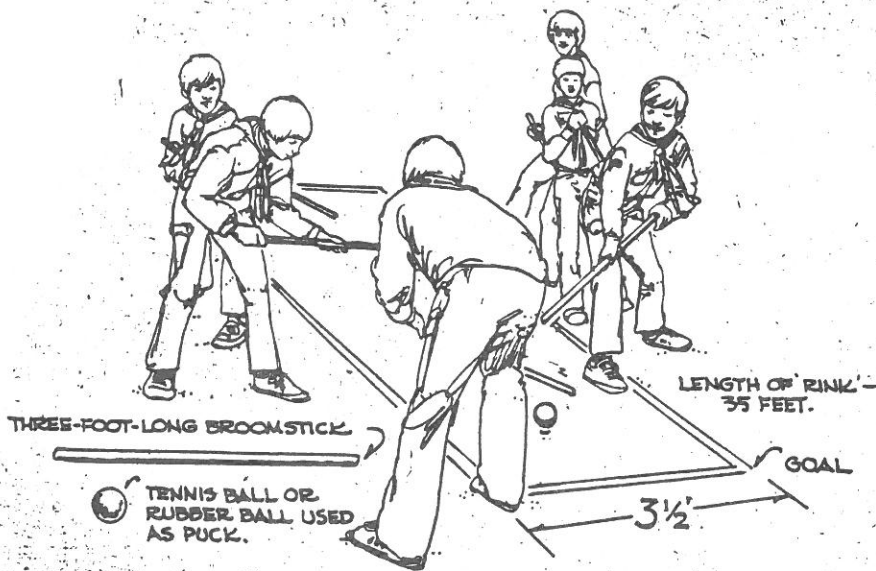
AGE _____ PACK NO. _____



EVENTS	JUNE TOURNAMENT	AUGUST RE-TEST

FITNESS SCORECARD. Put on 3" x 5" card or 8½" x 11" paper. Have one for each Cub Scout. Enter his results from the Fitness tournament this month. In

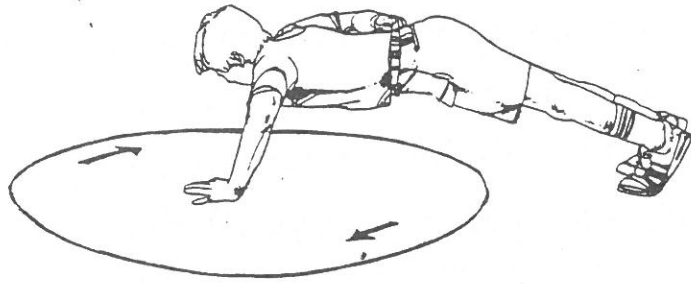
late August, record the results of his re-test. Give it to your local Scout council for its special seal for Physical Fitness.



BACKYARD HOCKEY. Lay out rink as shown in yard or driveway. Divide players into equal teams. All players stand outside the rink and on their own side, with the goal they are defending to their right. When the puck goes out of bounds, have a faceoff between the opposing players nearest the spot.



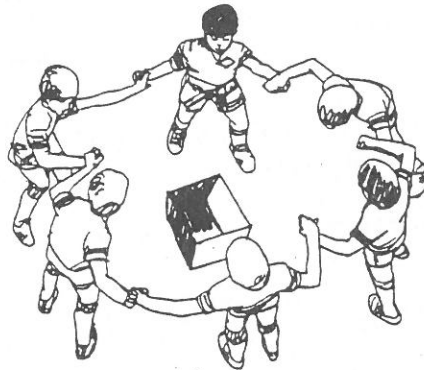
PAPER CRUNCH. Give each Cub Scout two sheets of newspaper. On signal, each boy takes one sheet in each hand and crunches it into a ball. First one finished wins.



COFFEE GRINDER. With body fully extended and one hand on the ground, try to pivot in a complete circle.



FOOT-WRITING. In bare feet, boys try writing their names with pencil held between toes.

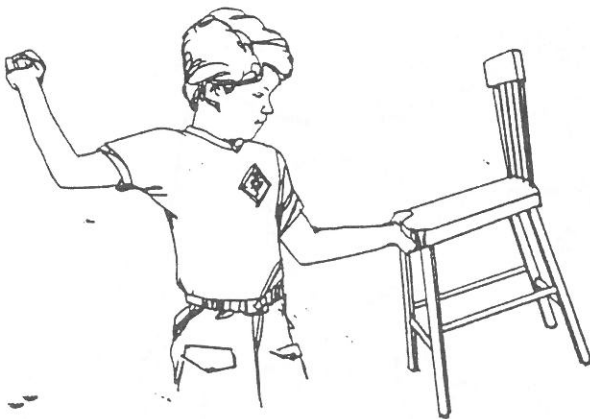


POISON CIRCLE. The "poison" is a carton or brown paper bag. Boys join hands and move back and fourth around the circle, trying to force others to touch the "poison." Hands must not part. Score one point against those who touch the "poison."



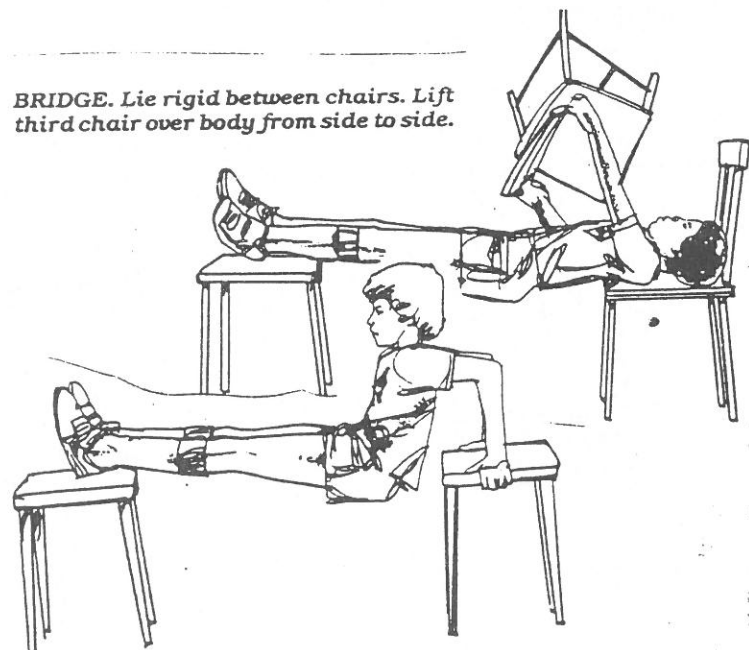
CATERPILLAR CREEP. In bare feet, boys try to move forward 12 inches by alternately opening and curling toes. Some part of both feet must always touch the ground.

FITNESS FUN WITH CHAIRS



ARM LIFT. Start with arm straight down. Grasp edge of chair. Raise chair slowly, then let down. If boy can't do it with one hand, have him try with two hands.

BRIDGE. Lie rigid between chairs. Lift third chair over body from side to side.



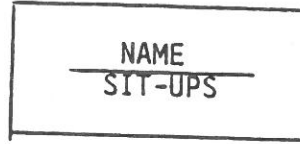
CHAIR DIP. Bend arms to lower body near floor, then push back up till arms

Hand each person a copy of what to do or make one large poster and name tag.

- There are six parts to our strength and skill program
- You have one part as your name tag shows
- Find the other five parts to complete your strength and skill program
- Together - make a poster on physical fitness

Strength and skill name tags could be...

1. Weight lifting
2. Push-ups
3. Jumping-jacks
4. Running in place
5. Sit-ups
6. Leg-lifts



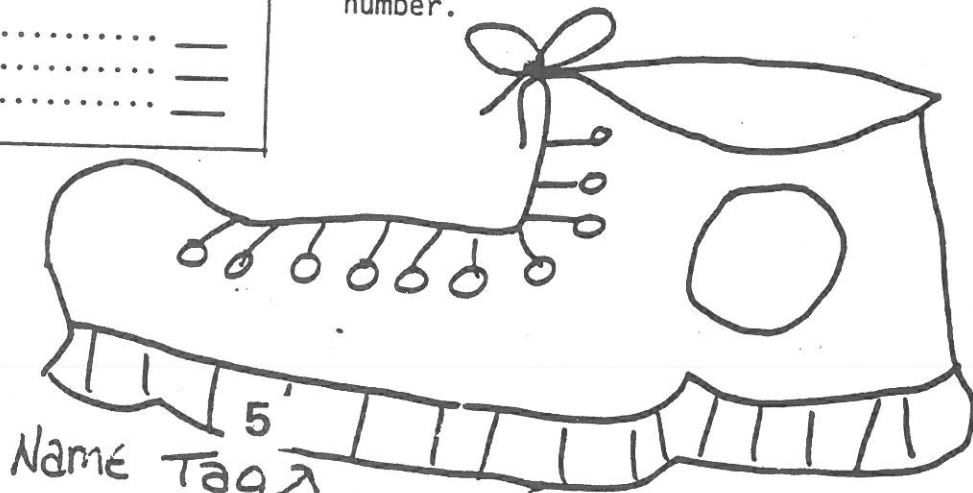
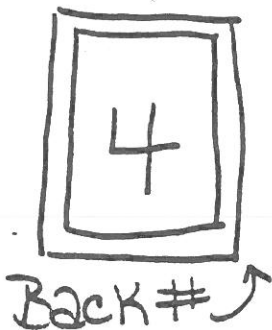
Object is to get the pack to work together. Instead of poster making they could sing a song or show an exercise.

This can also be done with letters to spell strength and skill or parts of the body.

SCORE CARD

PACK STRENGTH AND SKILL	
Physical Fitness	Pts.
Running.....	—
Weight lifting.....	—
Sit-ups.....	—
Rainy Day Olympics	
Basketball.....	—
Tire Obstacle.....	—
Broom Hockey.....	—
Winter Fun	
Ski.....	—
Skate.....	—
Sled.....	—

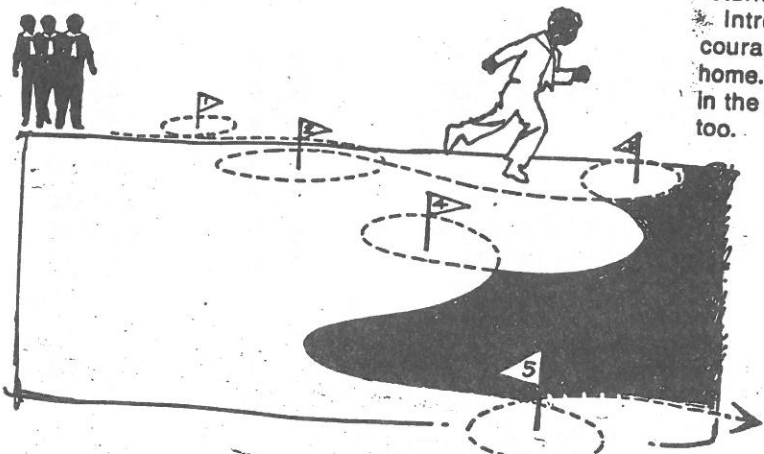
Each person as they sign-in gets a score card, name tag and back number. The name tags represent an event, the number on the back is points for given event. Object is to find a name tag on a person, have them sign score card and put number of points from their back number.



Obstacle Course

Use the natural features of your yard and a little ingenuity to set up an obstacle course. Here are possible obstacles and feats to perform.

- Climb 12 feet up a rope and touch a mark.
- Shoot 3 baskets with a basketball from 10 feet away.
- Ring a bell 7 feet above ground.
- Crawl through large cardboard carton tunnels.
- Using a water glass, transfer a full bucket of water into another bucket 5 feet away.
- Vault a 3 foot hurdle.
- Walk a 12 foot 2 x 4 while balancing a hard boiled egg on a spoon held in mouth.
- Any other obstacles you can come up with. BE CREATIVE!



*Dry Course
Slalom*

DRY-COURSE SLALOM — For developing speed, coordination, and agility. Lay out the course to suit the ages and skills of the players. Add more markers as the group improves. Each player or relay team has its own set of markers placed about three feet apart between the start and finish lines. As the players run, they follow a zigzag course and make opposite arcs around the markers on the return trip. May be run singly or as relays.

Introduce the following in the den or in the pack and encourage the boys to do them on an individual basis at home. The den chief or the den mother can introduce them in the den. It is well for the den mother to be physically fit, too.

TORTOISE AND HARE — Running in Place. Starting position — Cub Scouts stand at attention. Count one — Jog slowly in place. Count two — On command "hare," the tempo doubles. Knees are lifted high, while arms pump vigorously. Count three — On command "tortoise," the tempo is slowed to an easy jog. Repeat commands "tortoise" and "hare."

Sitting in school, sitting and watching TV, eating, doing homework, playing a game, whatever. One result of all his sitting is that there are a lot of boys in this age group who are obese. That means that they are fat. And fat is bad news. Too much fat in the body means there's too much fat in the circulatory system--and that can lead to heart disease and other problems. The sooner a boy gets on a fitness program and the right diet--the better off he will be. He will feel better, look better, think clearer, and be more energetic. And if he keeps a good fitness program going into his adult years, he will still be fit when he is a grandfather. Fitness is fun, but it's not a game, so he won't have to worry about losing. When you're fit, you're always a winner!

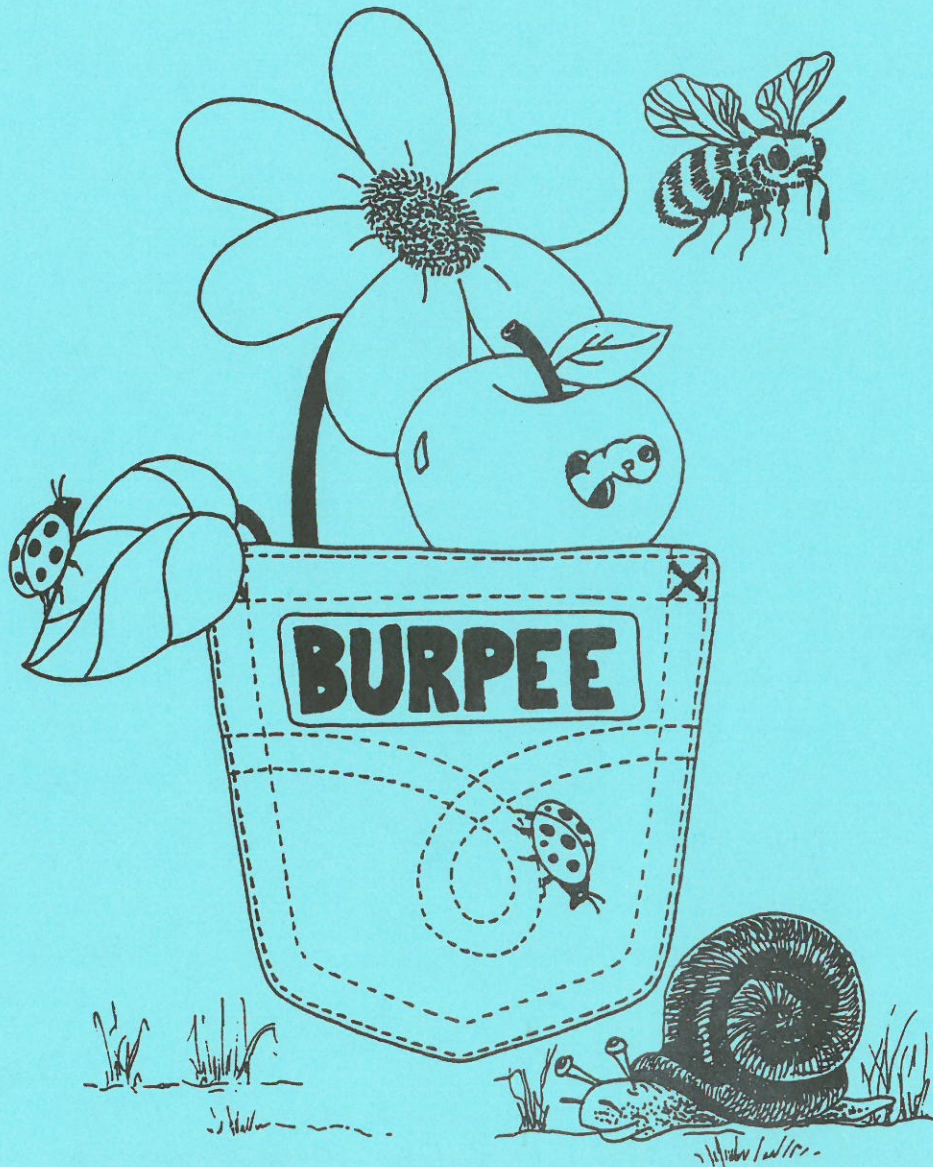
HOW FIT AM I?

Use this comparison chart to find your standing among others of the same age boys. National percentile rank is shown at left. If your percentile is 80, you rank above 80% of others of your age and below the top 20%. Do the best you can do to achieve a score of 100%.

<u>Percentile</u>	<u>Pullups</u>	<u>Situps</u>	<u>Shuttle Run*</u>	<u>Standing Long Jump</u>	<u>50-yd Dash</u>	<u>1-mile Run</u>
100	19	70	9.2	6'5"	7.0	6:25
95	9	47	10.0	6'	7.3	6:56
90	7	44	10.2	5'10"	7.5	7:26
85	5	42	10.4	5'8"	7.7	7:40
80	4	40	10.5	5'6"	7.8	7:57
75	3	38	10.6	5'3"	7.8	8:10
70	3	36	10.7	5'3"	7.9	8:23
65	2	36	10.8	5'1"	8.0	8:34
60	2	35	11.0	5'1"	8.0	8:49
55	1	33	11.0	5'	8.1	9:03
50	1	31	11.2	4'11"	8.2	9:19
45	1	30	11.5	4'10"	8.4	9:34
40	1	29	11.5	4'9"	8.6	9:45
35	1	28	11.7	4'8"	8.6	10:10
30	0	27	11.9	4'7"	8.8	10:38
25	0	25	12.0	4'6"	8.8	11:05
20	0	23	12.2	4'5"	9.0	11:31
15	0	21	12.5	4'2"	9.2	12:11
10	0	19	13.0	4'	9.5	
5	0	13	13.1	3'10"	9.9	14:28
0	0	2	17.0	3'1"	11.0	

Shuttle Run: Equipment; 2 blocks of wood, 2"x 2" x 4", and a stopwatch. How To Do It; Two parallel lines are marked on the floor 30 feet apart. A regulation volleyball court serves as a suitable area. Place the blocks of wood behind one of the lines marked on the floor. You start behind the other line. On the signal "Go", run to the blocks and bring them back to the finish line, one block at a time. Allow two trials with a rest in between, scoring the better of the two.

MAY



BACK TO NATURE

Opening

Personnel: Everyone.

Equipment: Spray bottle full of water.

Setting: Have everyone stand. Pass out printed sheets with "Singing in the Rain".

Singin' in the rain,

Just singin' in the rain.

What a glorious feeling,

I'm happy again.

I've got a smile on my face,

for the whole human race.

Just singin', just singin'

in the rain.

(Sing twice and have someone stand behind the audience and very lightly spray them with a little water from a plant spray bottle.)

OPENING:

Equipment: Have American flag already posted, 8 Cub Scouts each with piece of paper with large letter on each to spell out CUB SCOUT. Write script on back of each for Cubs to read.

- C is for comradeship, we learn to get along.
- U is for unity; together we are strong.
- B is for boys; wild and woolly - but nice.
- S is for socials; you needn't ask us twice.
- C is for courtesy, of which we all know.
- O is for outings; we're rarin' to go.
- U is for universal; Scouts are known in every land.
- T is for teamwork; we'll lend you a hand.

NATURE

CEREMONY:

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 the 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.
- E Stands for energy. As the bee is never idle, so you keep busy giving goodwill.

Four Winds Webelos Induction Ceremony

Personnel: Cubmaster, Cub Scouts, 4 Webelos Scouts

Equipment: Four Candles, Webelos Neckerchief, Webelos Neckerchief Slide, Webelos Hat, Webelos Colors and Webelos Book, Table

Cubmaster: Tonight we have (number) Cub Scouts who are ten years old and are ready to join our Webelos den. Will the Den Chiefs please escort the following Cub Scouts to our awards table. (Name Cub Scouts) (After Cubs are in place turn out the lights. The Webelos Scouts then light their candles on the four sides of the room.) Do I hear the north wind?

Webelos Scout: I am the north wind. People say I am cold, but to you I will always bring the warmest of winds because you have been a true blue Cub Scout while in Pack (no.) and have lived up to the Law of the Pack.

Cubmaster: Do I hear the south wind?

Webelos Scout: I am the south wind. I wish you good scouting. Over hill and dale I have carried stories of you and your Cub Scout experiences. As a Cub Scout you have been happy, game and fair; a credit to you den and Pack.

Cubmaster: Do I hear the east wind?

Webelos Scout: I am the east wind. I wish you e\well. I have spread the story of your fun and happiness as Bobcats, Wolves and Bears in Cub Scouting with Pack (no.) and how you lived up the the Cub Scout Promise and the Law of the Pack.

Cubmaster: Do I hear the west wind:

Webelos Scout: I am the west wind. I would like to tell everyone that these Cub Scouts did not walk the trail of Cub Scouting alone. Each had the wonderful help of his parents, please continue to help your Cub Scout go and grow.

Cubmaster: What are all the winds saying?

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

Cubmaster: Present neckerchief, slide, hat, colors and book.

Nature Advancement Ceremony

EQUIPMENT: A three foot high tree limb with several branches, set as if it were a tree, in a can of plaster of paris. Green paper leaves (made with a thin wire and wire stem sticking out) with Cub Scouts' names, awards, badges and arrow points.

PERSONNEL: Cubmaster, Webelos den leader, advancing Cub Scouts and Webelos Scouts and parents.

CUBMASTER: This little tree is a symbol of natural beauty of our 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 advancement 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.

(Call forward boys and their parents, who are receiving Wolf badges and arrow points, give them awards and have them put one leaf for each award on the tree. The award the Bear badges and arrow points, putting their leaves on the tree. Have Webelos leader call the boys - and parents - for activity badges, Webelos badges, and Arrow of Light, which have been put on leaves. After all awards are presented and leaves added to the tree, the Cubmaster resumes speaking.)

Each of you have helped to nurture this tree. Just as trees endure for many years, so the values gained from working on achievements, electives, and badges will last you a lifetime. May you always stand strong and tall like a tree — and be a beautiful resource for our land.

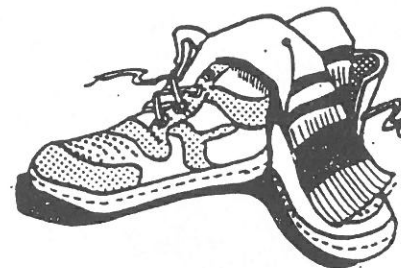
Cub Scouts could make "bug" posters to hold up with the words written on the back.

- 1st Cub: There was a little bug who had the blues,
And cried because he had no shoes.
- 2nd Cub: He walked around with six bare feet,
And hid them when other bugs he would meet.
- 3rd Cub: Such a small, sad bug was he,
Until one day he chanced to see,
- 4th Cub: A happy, wiggly worm crawl be,
With a smile as big as the sky.
- 5th Cub: That really made the bug feel bad,
For all the time that he was sad.
- 6th Cub: (And just because he had no shoes)
That worm didn't even have feet for shoes!
- 7th Cub: The little bug is smiling now,
Because he finally learned how.
- 8th Cub: To always be thankful for what you've got,
No matter how little, no matter what!

Closing Thought

One of the most beautiful things to learn in life, is to put forth your best effort when doing anything. That is why, we have the Cub Scout motto. As a member of this pack, I hope you will put forth your best effort for the good of this pack, and for your own good.

- CUB 1: My mother does bird imitations.
CUB 2: Really? How does she do that?
CUB 1: She watches me like a hawk.



CLOSING CEREMONY

Need: 8 cub scouts; 8 large signs as indicated below. Cubs line up holding blank side of sign to audience. They step forward one at a time, turning sign so audience can read it. As the eighth cub turns his sign forward, he turns his back to the audience.

1. BY NOW
2. IT'S TIME TO GO HOME
3. GLAD YOU CAME
4. SEE YOU LATER
5. SWEET DREAMS
6. HAPPY CUBBING
7. THIS IS
8. THE END

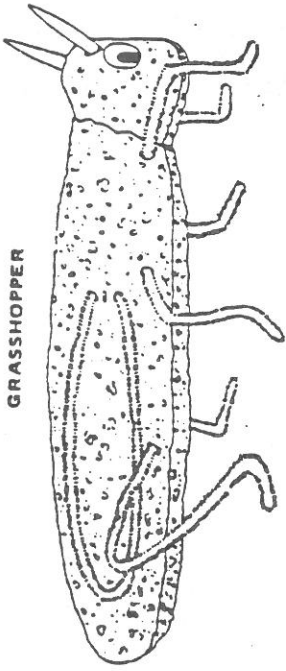


Dirt Cups

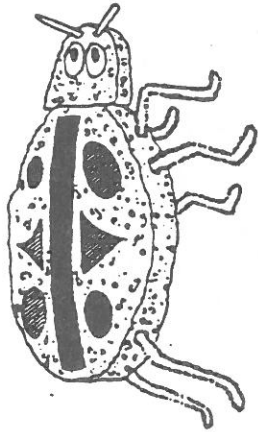
- 2 cups cold milk
1 package (4-serving size) JELL-O®
Chocolate Flavor Instant Pudding
and Pie Filling
1 tub (8 oz.) COOL WHIP®
Whipped Topping, thawed
1 package (16 oz.) chocolate
sandwich cookies, crushed
8-10 (7 oz.) paper or plastic cups
Decorations: gummy worms and frogs,
candy flowers, chopped peanuts,
granola



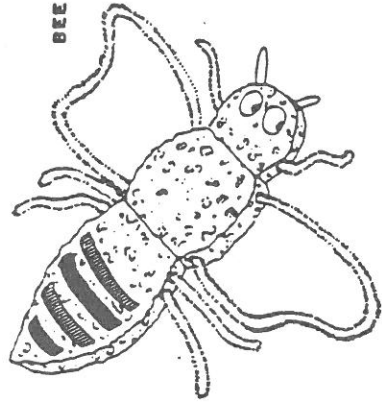
GRASSHOPPER



LADYBUG



BEE



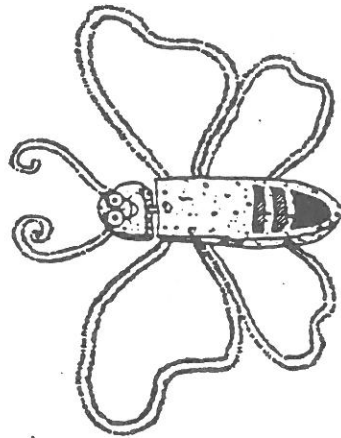
Sponge 'n Pipe Cleaner Insects

If you like visiting the zoo, you will love being chief zookeeper for your own insect zoo! Although some of the captive creatures may look very wild, fear not! They're safely caged behind plastic berry basket bars!

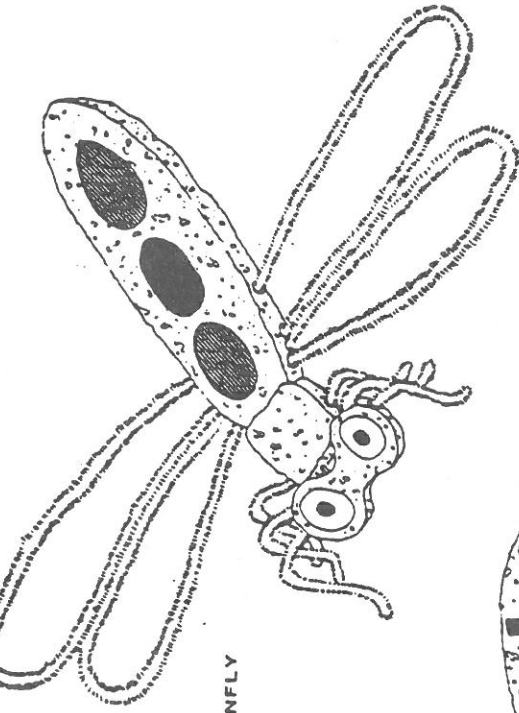
With a scissors, cut an old sponge into the shape of an insect. Or, cut a sponge into insect parts (most insects have three body parts: head, upper body, lower body), and attach parts together with toothpicks.

For legs and wings, insert pipe cleaners into the sponge. (Most insects have six legs. They can have one or two pairs of wings.)

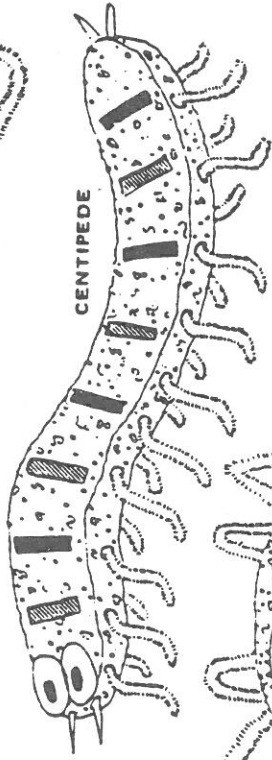
BUTTERFLY



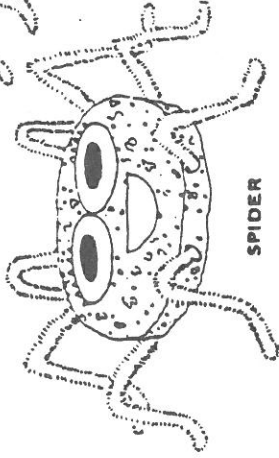
DRAGONFLY



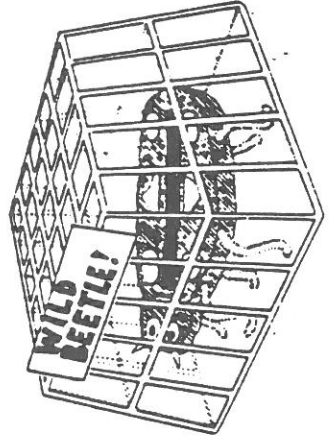
CENTIPEDE



SPIDER



ANT



Glue on felt or colored paper for eyes and special markings.

Use pipe cleaners, toothpicks, paper or felt for insect feelers which insect zookeepers prefer to call antennae.

Create some real and some make-believe insects. (A really top-notch insect zoo has both kinds.)

Turn plastic berry baskets upside down, and cage your most ferocious insects. Label the cages so that all zoo visitors will know what wild creatures they're viewing. Above all, don't forget to warn the zoo visitors to keep their fingers out of the cages and not to feed the insects.

SKITS

THE TALKING TRASH CAN

Actors: Old man, 4 boys in civilian clothes, 2 Cub Scouts. Den chief or adult reads lines for Trash Can offstage.

Setting: A park, with cardboard cut-out trees and a giant size trash can.

T. CAN: Dear, dear. I am getting so lonely. Hardly anyone ever visits me anymore, and I thought I was so attractive! Sitting here on such a nice spot ... right on the corner of 5th and Main. Wait a minute. Here come a couple of boys. Maybe they'll come and visit me.

(Two boys enter, eating candy bars)

1ST BOY: This candy sure is good!

2ND BOY: Mine is too. Want to trade?

(They trade candy and throw the wrappers on the ground)

T. CAN: Here I am, boys. Yoo yoo! Can't you see me? Oh, please don't throw them down there! Well, some people will never learn.

(Boys exit. Old man enters)

T. CAN: Here comes a little old man. Look ... he's reading a newspaper. I'm over here, sir. Please come and see me.

(Man is reading newspaper. He stops and reads a second, then looks at audience and says:)

O. MAN: With these prices, America sure isn't the way it was when I was a boy!

(He throws newspaper over his shoulder and exits)

T. CAN: Oh dear! Why can't I get their attention? Guess I'll just keep trying. Here come a couple of boys on their way home from school. Hi boys! I'm over here!

(Next two boys enter and ignore trash can)

3RD BOY: That was some test today, wasn't it?

4TH BOY: Yeah. What did you get?

3RD BOY: I'd rather not say!

4TH BOY: Me either!

(Boys toss test papers on ground and exit, laughing)

T. CAN: Oh boys, don't put them there. I'll take them. I won't tell anyone what you got. Come back, boys, please come back. Oh, I'm so lonely ... so very lonely.

(Two Cub Scouts enter)

1ST C.S.: Oh, look at this mess! Let's pick it all up.

2ND C.S.: Hey look! There's a trash can over there. We can put the trash there.

(They get busy and pick up all the trash, putting it in the can)

1ST C.S.: Picking up litter isn't our project this month, but I think we should do our best and keep our community beautiful every month.

T. CAN: Oh, thank you. Thank you! I feel so much better now. And the park looks so much better. Thanks for being my friend. Even a trash can like to have friends.

(Cub Scouts pat trash can on back and nod.)



FLOWER APPLAUSE: Like a flower blooming, raise part way up in your chair, look around and then stand up and yell. "Spring!"

BIRD TRADES
 Author Unknown

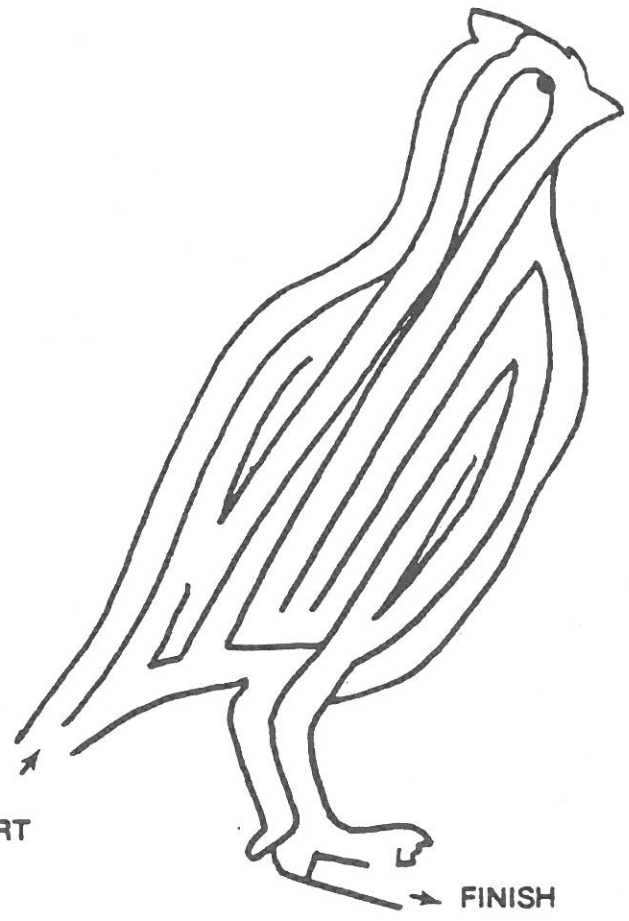
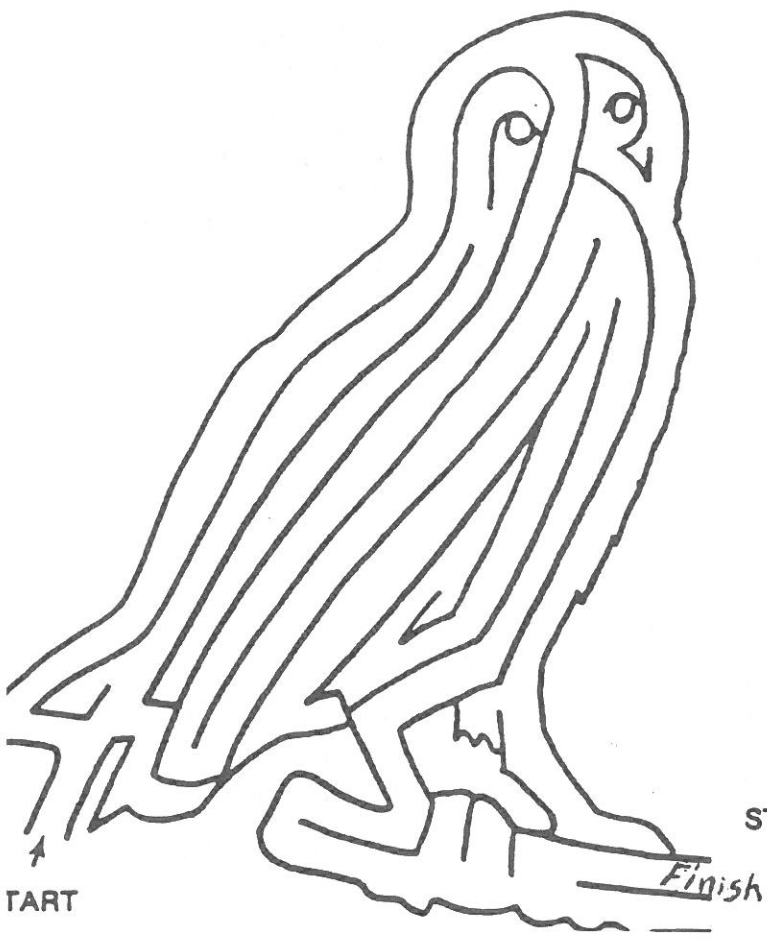


The Swallow is a mason,
 And underneath the eaves
 He builds a nest and plasters it
 With mud and hay and leaves.

Of all the weavers that I know,
 The oriole is the best;
 High on the branches of the tree
 She hangs her cosy nest.

The woodpecker is hard at work-
 A carpenter is he-
 And you may hear him hammering,
 His nest high up a tree.

Some little birds are miners;
 Some build upon the ground;
 And busy little tailors too,
 Among the birds are found

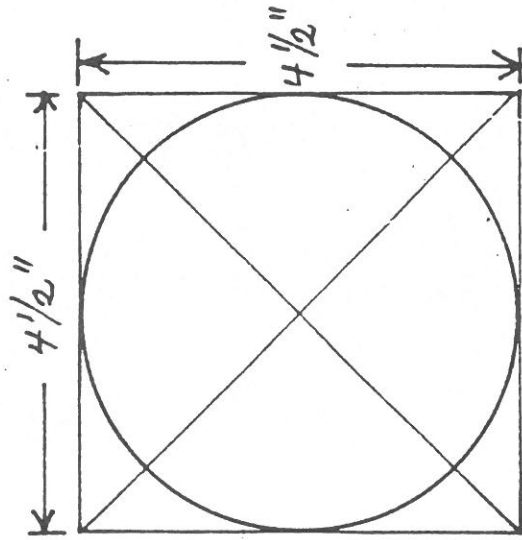


WHIRLY-TWIRLY

Hang this near a window. It will whirl and twirl in the breeze and shimmer in the light.

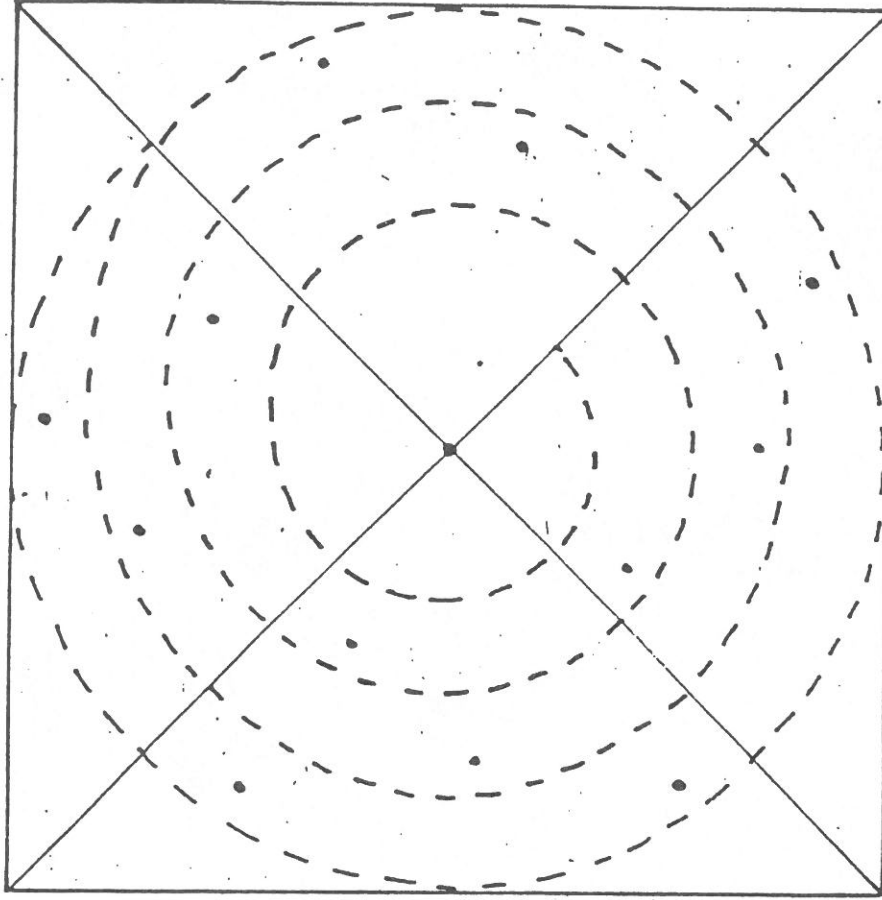
To make a WHIRLY-TWIRLY you will need:

- a piece of colored oaktag $4\frac{1}{2}$ " square
- a pencil
- a ruler
- a compass
- scissors
- 12 pieces of medium-weight transparent colored plastic 1" square
- a needle and thread
- colored yarn or twine



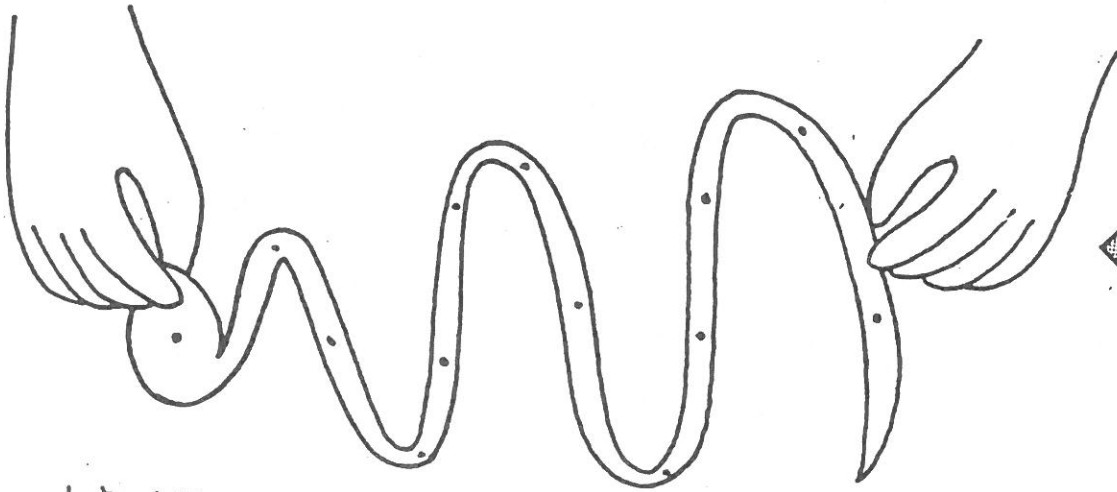
1. To find the center of the oaktag square, draw diagonal lines from corner to corner with the pencil and the ruler.
2. Place the point of the compass where the two line cross and draw a circle $4\frac{1}{2}$ " in diameter.

3. Use the pencil to draw a continuous spiral line inside the circle.

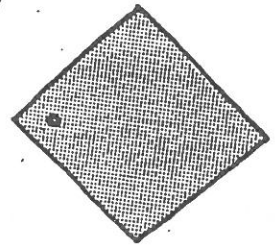


4. Make dots inside the spiral as shown.
5. Carefully make a hole through each dot with the point of the compass.
6. Use the scissors to cut around the circle and along the line of the spiral.

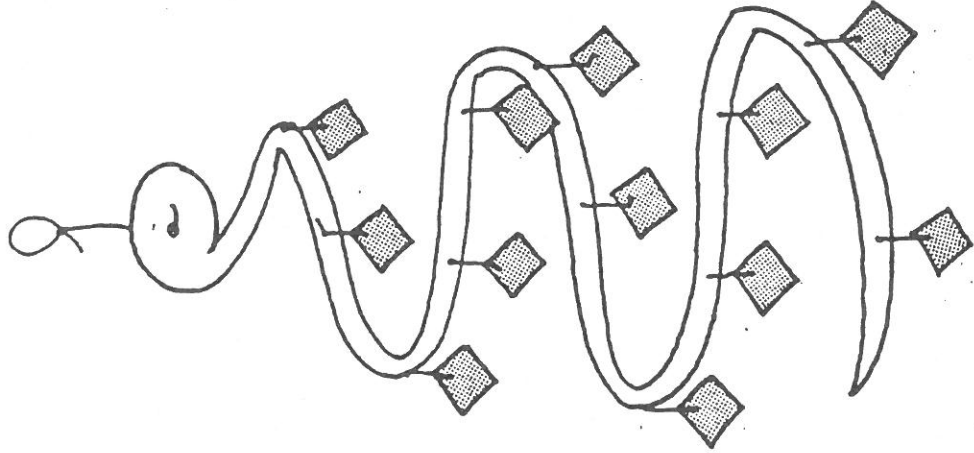
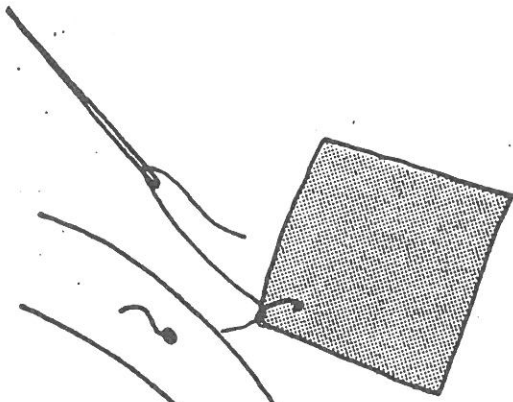
7. Hold the cut oaktag by the center and the end. Then gently pull it open.



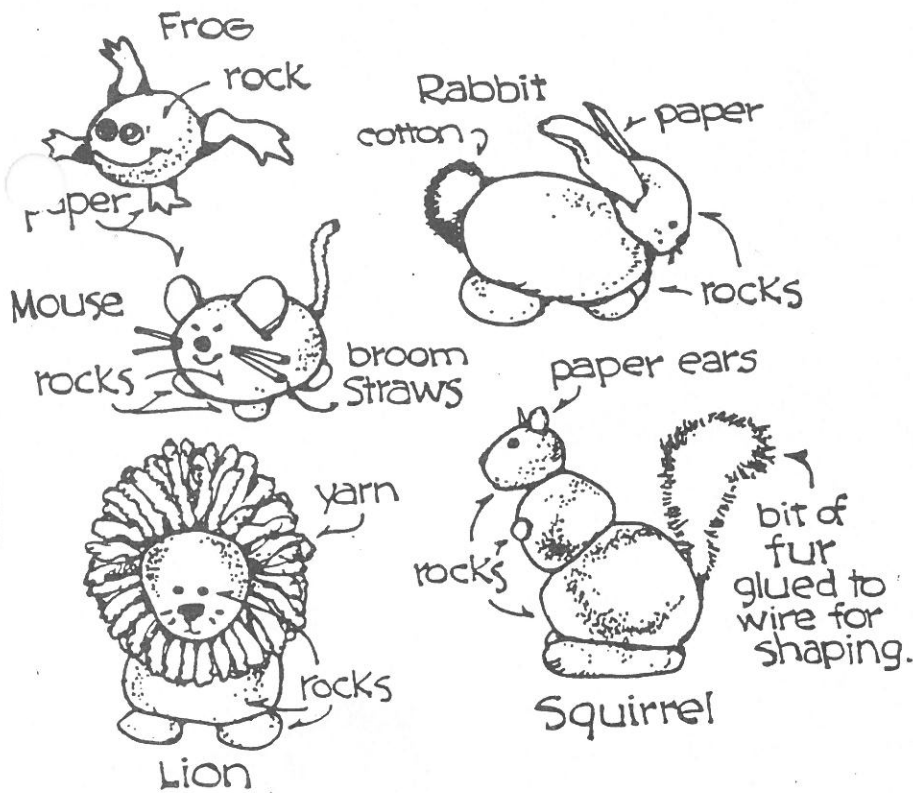
8. Make a hole in one corner of each transparent plastic square with the point of the needle.



9. Use the needle and thread to knot and attach a plastic square to each hole in the oaktag except the one in the center.



10. Make a knot at one end of a piece of yarn or twine. Pull the other end through the hole in the center from the underside of the oaktag. Make a hanging loop at the top of the yarn or twine. The length of the yarn or twine will depend upon how high or low you want the WHIRLY-TWIRLY to hang.



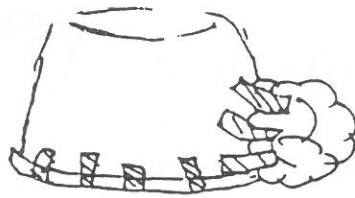
ROCK CREATURES. Hobby for the budding artist. Use smooth, flat stones. Clean by washing in detergent and decorate with acrylic paints. Use contact cement or white glue to attach rocks. They will adhere better if you saturate a small piece of cotton and place between rough-edged rocks. After gluing, run a "collar" of glue or cement around joints to make a lasting bond. From 1980 Pow Wow Ideas, Great Salt Lake Council, Utah.

Insects, Insects, Insects

Materials:

- Sour Cream type container
- Tape
- Newspaper
- Wallpaper Paste and large bowl
- Paint and brushes
- Felt scraps
- Scissors
- Glue

Tape lid to container for the body. Wad or roll newspaper pieces for head, eyes, legs, etc. and tape to body. Mix paste as directed. Tear strips of paper, dip in paste, and cover insect with two layers. When dry decorate with paint and glue on felt designs.



Jokes!

Q: If there were insects on the moon, what would they be?
 A: Lunartics.—Jeffrey Clayton, Sunderland, Mass.

One day two fathers and sons went fishing. Each fisherman caught a fish. Yet only three fish were caught. How was this possible?

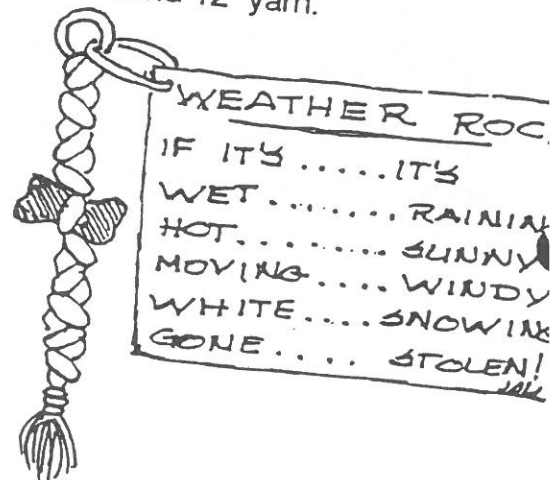
There were only three fishermen—a boy, his father and his grandfather. The father is counted as a son because his own father was along.—Matt Huckfeldt, Torrington, Wyo.

Weather Rock

Materials:

- 9-36" pieces of rug yarn
- 2-12" pieces of rug yarn
- Small rock
- File card
- Metal ring

Knot the ring in the middle of the yarn. Divide into 3 sections of 6 strands each. Braid down about 6", place the rock here. Braid around rock and continue until 3" tail remains. Tie 12" piece of yarn at bottom to prevent unraveling. Attach card, with "How To" directions to the ring with second 12" yarn.



DIFFERENT KINDS OF HIKES

Taking a hike could have many different purposes. When the den or pack is going on a hike, have something that the boys will observe. If the hike is the same every time, soon it will be boring.

NATURE HIKES: For observation, for purposes of setting out bird feeding stations, to protect rare wild plants by killing pests, to cut and clear trails, to remove dead trees and for listening.

GET-TOGETHER HIKES: Two or more dens hike to a location for games, stunts and fun.

TREASURE HIKES: A trail laid out with treasure at the end.

TRACKING AND TRAILING HIKES: One den stalks another.

HISTORICAL HIKES: To historical landmarks. Know the history of the spot before going.

PIONEER HIKES: Carry no equipment. Improvise any equipment needed along the way and at the destination.

EXPLORING HIKES: Try a zig-zag hike. At first crossroad turn right, at second turn left, etc. Carry sack lunch and water.

RAIN HIKES: Go when its raining, dressed in raincoats for observation of nature in the rain.

BREAKFAST HIKES: Reach the destination in time to see the sunrise, then cook breakfast.

TREE HIKES: Count the different kinds of trees in a given location

PENNY HIKE: Your boys take partners. When you reach a corner or turn-in-the trail, flip a coin. Heads you go right, tails you go left. At the next turn another boy flips the coin. If your group is large, divide into two groups and see where you arrive after a certain time limit.

TRAIL SIGN: One group leaves first and lays a trail using stones, twigs, grass, etc. (see Boy Scout Handbook or other resource), and the other group follows the signs.

On all hikes carry first aid kits and water. Also carry trash bags to pick up after non-Scouts.



OBSERVATION HIKE - Animal & Animal Signs

Use your sharp eyes to find these animal signs:

_____ 1. A Bird Nest

_____ 2. An animal burrow

_____ 3. Woodpecker holes

_____ 4. Deer Trail



_____ 5. Deer browsing

- tips of branches torn off

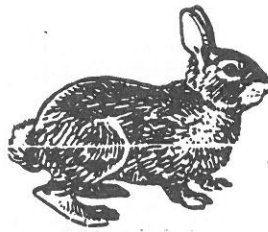
_____ 6. Deer bed - grasses flatten down

_____ 7. Rabbit browsing

- stems cut at a slant

_____ 8. Rabbit droppings

- round light brown pellets



_____ 9. Buck rub - bark rubbed off tree

_____ 10. Squirrel "midden" pile

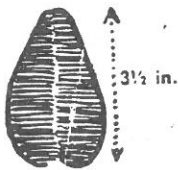


- left over pile of nuts

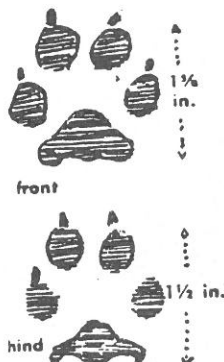
_____ 11. Owl pellets - gray, fuzzy pellets

_____ 12. Animals Tracks

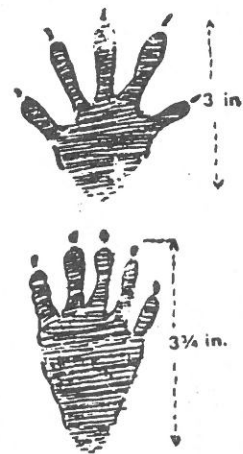
write in kind of track: _____



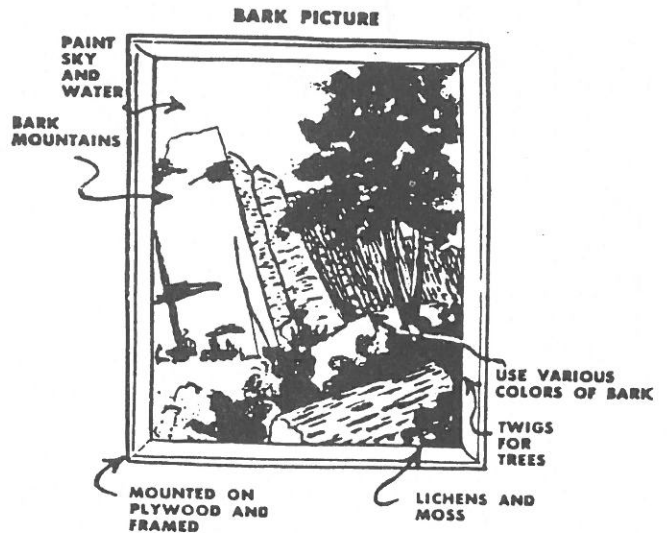
Deer



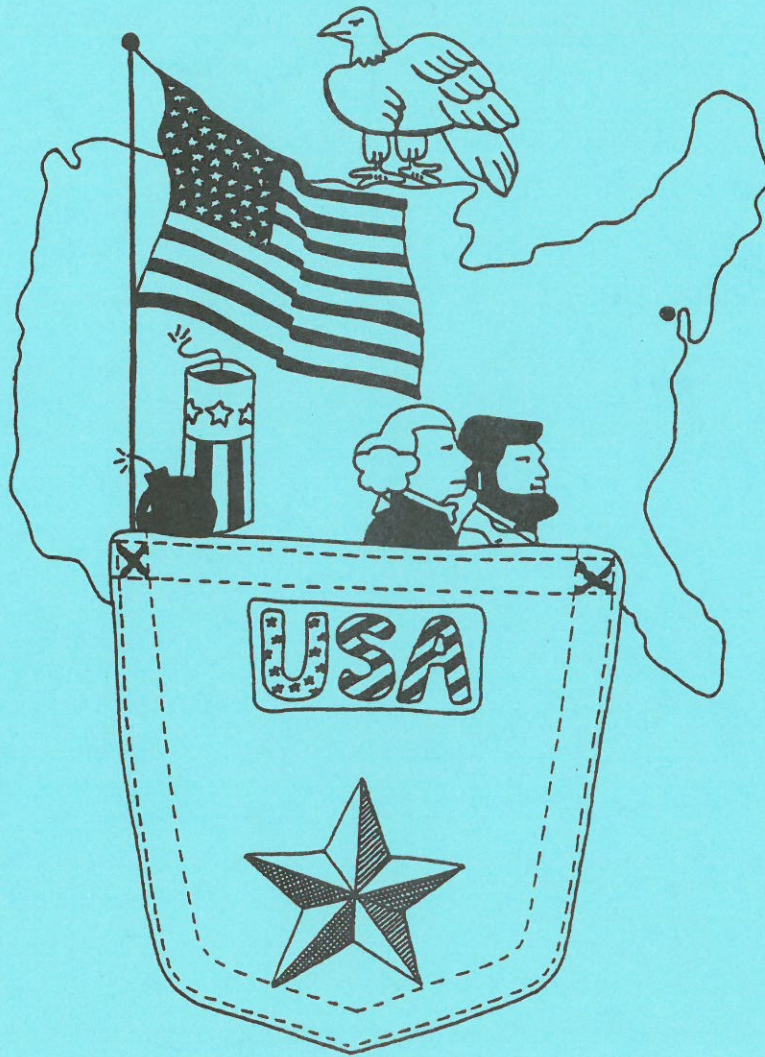
Gray Fox



Raccoon



JUNE



STRONG
for
AMERICA

Basic Opening Flag Presentation Ceremony

Will the Audience Please Rise
 Color GuardATTENTION !
 Color GuardFORWARD MARCH !
 Color GuardHALT !
 Color GuardPOST the COLORS !



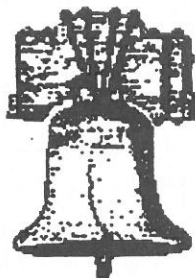
Will the Audience please join us in the Pledge of Allegiance?

Please recite the Cub Scout Promise with me.

Color GuardRETURN to RANKS !
 Color GuardABOUT FACE !
 Color GuardFORWARD MARCH !
 Color GuardHALT !
 Color GuardDISMISSED !

Basic Closing Flag Retirement Ceremony

Will the Audience Please Rise
 Color GuardATTENTION !
 Color GuardFORWARD MARCH !
 Color GuardHALT !
 Please Recite the Law of the Pack with me.
 Color GuardRETIRE the COLORS !
 Color GuardRETURN to RANKS !
 Color GuardABOUT FACE !
 Color GuardFORWARD MARCH !
 Color GuardHALT !
 Color GuardDISMISSED !



UNSCRAMBLE THE STATES

The object is to unscramble the name of the states. NOTE: This can be played at a den meeting as boys gather or as a team game. It can be played at a Pack meeting as a family gathering activity. For younger boys playing alone it might be better played as a match up with the name of the states listed in one column.

Amabala	_____	Rismiuso	_____
Kasala	_____	Aontman	_____
Onazira	_____	Barenkssa	_____
Nsaksra	_____	Vedana	_____
Licarifoan	_____	Senhwhahpirie	_____
Darocloa	_____	Wejnesrey	_____
Tuiceontenc	_____	Xelwmonce	_____
Relawaed	_____	Oyweknr	_____
Oldiraf	_____	Thornloarcnia	_____
Igaroge	_____	Dontarhokat	_____
Wihai	_____	Holo	_____
Haodi	_____	Lahokmoa	_____
Slinoli	_____	Ergono	_____
Anidani	_____	Snepniavyain	_____
Aowi	_____	Irshelondad	_____
Naskas	_____	Cuhostralonia	_____
Uctkenyk	_____	Tosuhadtoka	_____
Sioluainan	_____	Ensetnese	_____
Shasmaustcets	_____	Aetsx	_____
Yraindan	_____	Huat	_____
Gichmian	_____	Irgirvnia	_____
Omisnenta	_____	Metovrn	_____
Pismisispisis	_____	Cisnowisn	_____
Yomungi	_____	Iawiha	_____



FLAG ETIQUETTE



"Patriotic Opening Ceremony"

Equipment: U.S. flag, flashlight

Personnel: Narrator, Webelos color guard

The Webelos color guard presents the U.S. flag. The lights are dimmed, and a flashlight or spotlight illuminates the flag.

NARRATOR: We live in a blessed land. The United States is the world's greatest power. Why? What are the secrets of our strength?

Agriculturist might say that America's strength lies in its fertile soils.

A merchant would point to our commerce.

A manufacturer would credit the technology and skilled labor of industry.

A politician would contend that our strength is in our policies and laws.

An educator might declare that knowledge is a nation's power and thus that our country's greatness is in its learning.

A scientist would claim that a nation's power is in its laboratories.

The military man might insist that a nation is great if it has many weapons and massive military strength.

But America's real strength is in the character of her people. It took character to survive the first winter at Plymouth Rock and Washington's terrible trials at Valley Forge. It took character for the pioneers to pack their worldly goods in rickety wagons and push off westward into unknown lands. It took character to say that slavery was wrong, and that might is not right.

Character is needed as much today as it was in the nation's beginnings. Let us silently pledge that we will do our best to live up to the example of our forefathers. Now will you please join me in the Pledge of Allegiance. (*Lead pledge. Post colors.*)

WHEN NOT IN UNIFORM -

During these ceremonies, stand at attention, place your right hand over your heart. Men, if wearing a hat, remove, hold in over your heart. In athletic costume, uncover your head, stand at attention. Hold hat or helmet in right hand.

WHEN 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
- OPENING

"WHY I LOVE HER" BY JOHN WAYNE

YOU ASK ME WHY I LOVE HER?
WELL, GIVE ME TIME AND I'LL EXPLAIN.

HAVE YOU SEEN A KANSAS SUNSET OR AN ARIZONA RAIN?

HAVE YOU DRIFTED ON A BAYOU DOWN LOUISIANA WAY?

HAVE YOU WATCHED THE COLD FOG DRIFTING OVER SAN FRANCISCO BAY?

HAVE YOU HEARD A BOBWHITE CALLING IN THE CAROLINA PINES OR HEARD THE
. BELLOW OF A DIESEL AT THE APPALACHIAN MINES?

DOES THE CALL OF THE NIAGARA THRILL YOU WHEN YOU HEAR HER WATERS ROAR?

DO YOU LOOK WITH AWE AND WONDER AT A MASSACHUSETTS SHORE WHERE MEN WHO
BRAVED A HARD NEW WORLD FIRST STEPPED ON PLYMOUTH ROCK?

DO YOU THINK OF THEM WHEN YOU STROLL ALONG A NEW YORK CITY BLOCK?

HAVE YOU SEEN A SNOWFLAKE DRIFTING IN THE ROCKIES WAY UP HIGH?

HAVE YOU SEEN THE SUN COME BLAZING DOWN FROM A BRIGHT NEVADA SKY?

DO YOU HAIL TO THE COLUMBIA AS SHE RUSHES TO THE SEA OR BOW YOUR HEAD
AT GETTYSBURG IN OUR STRUGGLE TO BE FREE?

HAVE YOU SEEN THE MIGHTY TETONS OR WATCHED AN EAGLE SOAR?

HAVE YOU SEEN THE MISSISSIPPI ROLL ALONG MISSOURI'S SHORE?

HAVE YOU FELT A CHILL AT MICHIGAN WHEN ON A WINTER'S DAY, HER WATERS
RAGE ALONG THE SHORE IN THUNDEROUS DISPLAY?

DOES THE WORD ALOHA MAKE YOU WARM?

DO YOU STARE IN DISBELIEF WHEN YOU SEE THE SURF COME ROARING IN AT
WAIMEA REEF?

FROM ALASKA'S COLD TO THE EVERGLADES--
FROM THE RIO GRANDE TO MAINE--
MY HEART CRIES OUT, MY PULSE RUNS FAST--
THE MIGHT OF HER DOMAIN.

YOU ASK MY WHY I LOVE HER?
I'VE A MILLION REASONS WHY--

MY BEAUTIFUL AMERICA -- BENEATH GOD'S WIDE, WIDE SKY!

(IF YOU DON'T HAVE A RECORD OF THIS, READ WHILE PLAYING "AMERICA THE
BEAUTIFUL" FOR A BACKGROUND.)

Advancement

Personnel: Cubmaster, boys receiving awards, their parents.

Equipment: None.

Cubmaster: Birds are warm blooded animals, with internal skeletons, and bodies partly or wholly covered with feathers. Their young are hatched from eggs. Most birds are capable of flight. Birds come in all shapes and sizes just like Cub Scouts. Birds and boys can be fascinating to watch.

Tonight we have some boys who need watching. They have worked hard to advance in rank.

(Call forward Bobcat and parents.)

Tonight we are here to congratulate our new Bobcat on his accomplishment of rank. He is new to our Cub Scout program, as the egg is new to the world of birds. Both our egg and Bobcat are emerging into a new and different world.

(Call forward Wolf and parents.)

Next we have several boys who have earned their Wolf rank. They can be compared to baby birds in the nest which are still dependent on their parents for nourishment and protection. Most of all

they are still in need of guidance. Our Wolf can find his guidance from his family and his Cub Scout leaders as well as from his school and church. Congratulations of your new rank.

(Call forward Bear and parents.)

The rank of Bear is like that of our young bird who is testing his wings. He is taking new steps in directions of adventure and experimenting with his own strength and abilities. Congratulations on a job well done.

(Call forward Webelos and parents.)

Our Webelos has worked hard for his new rank. He is our adolescent bird who is just waiting to leave the nest. He is ready to conquer and explore the world which is his to live in. Our Webelos will be prepared for his new exploring only through the guidance he receives from his parents and leaders in the stages of his development. Congratulations; go forward and explore.

Closing Thought

Cubmaster: America is a melting pot of people from many lands. They came here to worship and live as a free people. This inspired many to dare to dream. These dreams lead to a better life for all. Benjamin Franklin discovered electricity. Thomas Edison invented the telephone. Henry Ford dared to make a horseless carriage. Man learned to travel through air. Television was born, and man even walked on the moon. Through good times and bad the American dream has lived. I challenge each of you to dream. Dream for an America full of tomorrow and work to make those tomorrows come true. Goodnight Cub Scouts.



Star Spangled Snack

- 1 package (4-serving size) JELL-O® Brand Berry Blue Flavor Gelatin
- 1 package (4-serving size) JELL-O® Brand Gelatin, any red flavor
- 2 cups boiling water
- 1 cup cold water
- 2 cups thawed COOL WHIP® Whipped Topping
- Marshmallow stars
- Additional thawed COOL WHIP® Whipped Topping
- Colored sugar



Closing Ceremony - This Is My Country

Arrangement: Have 5 Cubs Scouts hold posters or pictures of different places or scenery in America. On the back of each poster, write the Cubs' speaking parts. Each boy will step forward as he reads his part.

1st Cub: This is my country. I will use my eyes to see the beauty of the land.

2nd Cub: I will use my ears to hear its sounds.

3rd Cub: I will use my mind to think what I can do to make it more beautiful.

4th Cub: I will use my hands to serve it and care for it.

5th Cub: And with my heart, I will honor it.

Our Flag and Us Closing

Today as we prepare to leave let's all keep in mind our flag and the meaning it has for us.

The red is for blood of Americans true. Who gladly gave up their lives for you.

The white is for purity in both thought and deed. A rule of conduct we all might well heed.

The blue is for justice for all, not just one. A tenet we fought for and so dearly won.

The stars are a symbol of God's guiding hand over the Union is this mighty Land.

There isn't a one our flag won't protect. So don't you think we could show it GREATER RESPECT????



A quick closing ceremony

Dens form a circle. Each boy places his left hand on the right shoulder of the Cub to his left. Give the Cub Scout sign and repeat after the Den Leader... "I will do my best to conduct myself as a good Cub Citizen to work for my God, my country, my school, my home and for Scouting."

Treasure Hunt

You will need nine different treasures, one for each clue. These can be inexpensive items, many of which you can make yourself. For example, the first treasure can be miniature flags from the dime store. Have one of each treasure for each child.

In addition to the little flags, we suggest the following treasures:

Eagle - cardboard cutout

Patriotic lapel pin

Capitol Dome - attached to bookmark

Declaration of Independence - scroll tied and labeled

Liberty Bell - real or cutout

U.S. Seal - cardboard cutout

Statue of Liberty - cutout

Uncle Sam - cardboard cutout

Pledge of Allegiance - (this should be last treasure)

Prepare clues, using those we give here with changes necessary to adapt them to your neighborhood; or make up your own clues. Make as many copies of each clue as there are Cub Scouts taking part in the hunt.

At the start of the hunt, the leader will give each Cub Scout a No. 1 clue. For the remaining clues, number eight envelopes 2 through 9; place clues in proper envelopes.

Next, prepare eight containers, such as covered jars, baskets or boxes. In these jars place the proper envelope of clues, along with the proper treasures. The ninth treasure will be placed inside a container (something with a cutout of Uncle Sam) where you want the Cubs to return.

Conceal these containers as planned according to your clues. Be sure to obtain permission from your neighbors to conceal clues. At the close of the hunt, have all join in the Pledge of Allegiance, before enjoying refreshments.

Clue No. 1

On this patriotic hunt,
You'll find your next clue
In the backyard under a bush,
With a treasure for each of you.

Clue No. 2

Walk a little way to where
A neighbor keeps his car.
You'll find treasure and a clue
In a corner in a jar.

Clue No. 3

Now look around you for a house
With a porch nearby,
And there behind the railing,
Treasure and clue you'll spy.

Clue No. 4

On a neighbor's patio
Find a certain flowerpot.
There you'll find another clue
With a treasure you'll use a lot.

Clue No. 5

Now hurry on along your way
Till you come to a picket fence.
Hidden near the gate's a clue
And treasure won a great expense.
(Use "Declaration of Independence")

Clue No. 6

Now's the time to turn your steps
Down a nearby path.
Your next clue and treasure wait
Beside a bird bath.

Clue No. 7

Look around you for some stairs,
Look both left and right.
The clue and treasure are hidden
Near the bottom out of sight.

Clue No. 8

Hurry on your way, now,
To a huge shade tree.
There close beside the trunk
Treasure and clue you'll see.

Clue No. 9

Your search for clues is over.
And Uncle Sam stands guard
Over your remaining treasure,
A pretty printed card.



Audience Participation

Molehill(in a squeaky voice) - I'm so tiny
Mountain(in a booming voice) - I'm soooo BIG
Hill(in a middle sized voice) - I'm just right
Canyon - It's deep down here
Gorge - I'm a gorgeous gorge
Dale - Where's Roy Rogers

There was once a very small MOLEHILL. He always wanted to be a MOUNTAIN but he did not quite know how. He went to talk to the HILL next door. The HILL told the MOLEHILL that being a MOUNTAIN was big stuff. Just then the GORGE spoke up. MOLEHILL, she said, I once was a DALE. But I wanted to be a CANYON. I talked to the MOUNTAIN and he just laughed. But I, when I was a DALE, begged and begged. So when it rained, the MOUNTAIN drained the water over the HILL and made me a CANYON. Lots of my pretty plants were washed away.

The MOLEHILL was getting bored by how the DALE became a GORGE by becoming a CANYON. MOLEHILL just yawned. A HILL I will be, he thought, maybe later a MOUNTAIN. Just then, there was a big explosion. The MOLEHILL puffed up and became a HILL.

What was that, shouted the CANYON. A small DALE next door said, "Don't you remember, they are digging a mine." The CANYON said, Yes I feel it. But the MOLEHILL didn't care, he was growing. Just then the miners came out of the side of the GORGE and fell to the bottom. They had tunneled from the DALE, through the HILL, under the CANYON, around the MOUNTAIN and fell out the side of the GORGE, who said, "What a shallow tunnel".

With all of the excitement the MOLEHILL that was now a HILL forgot about becoming a MOUNTAIN. And the DALE, VALLEY and GORGE were just a happy not to hear about it again.

The moral of this story is that if you ever think you are making a MOUNTAIN out of a MOLEHILL, running from HILL to DALE, remember what the GORGE said to the CANYON, "I'm a deep subject for such a shallow mine".



EAGLE APPLAUSE: Lock thumbs and flutter fingers like wings and say "Cree, cree"

OLD GLORY MOBILE

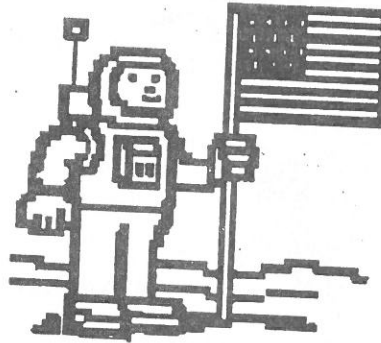
Need: construction paper or crepe paper
needle and thread
top of oatmeal box or embroidery hoop
paint

To hang mobile from box top, cut out the center. Paint the hoop or ring. Tie 4 - 12" lengths of thread to it and tie them together to make a hanger.

Put seven red and six white paper stripes. Put 13 stars. Stitch them together any way you like and fasten threads to hoop. Move them around until the mobile hangs straight.

WHO IS IT?

Hidden in this puzzle is someone's picture. With a pencil, fill in each space containing a dot. Who is it?



Oscar the Grouch Tie Slide

Materials:

Green pom pom 1"
Film can (plastic)
Small wiggle eyes 7mm
Lacing or pipe cleaner
Ice pick or nail
small bit of red yarn

Punch 2 holes and put lacing in to form ring for neckerchief. Glue pom pom into top of can, glue on mouth & eyes, glue lid at an angle.



← punch holes 1/4 of way down from top.

stuff can with news paper.

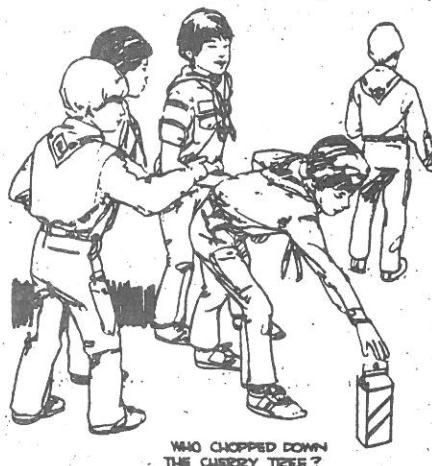
DISCOVERING AMERICA

Place the Cub Scouts in a circle with a leader in the center. He should point to one of the players and ask a question about America. It can be about its founders, places to go, things to see, etc. He asks the questions and then he begins by counting to 10 while looking at the boy to whom he points. But that boy is not the one who should answer. Rather, the third boy to his left should answer the question. If the right boy answers correctly, he takes over as leader. If he doesn't answer in time or if the wrong boy answers, either is out of the game.

DEN GAMES. CROSSING THE DELAWARE. With string make a winding "river" about three-feet-wide across the room. Have the den chief start a record player. As the music plays, the boys move about, crossing the river. When the den chief suddenly stops the music, all players must stop dead in their tracks. Boys in the "river" are eliminated. Continue until only one player is left.



WHO CHOPPED DOWN THE CHERRY TREE? Fasten a small bell to the top of a milk carton. This is the cherry tree. The den stands in front of it in a semicircle. One player is George Washington's father. He stands a short distance away with his back turned to the group. One of the players "chops down the tree" by knocking over the carton. Father tries to spot him before the Cub Scout can return to his position. If Father is successful, the player spotted becomes the new Father.



SALUTE RELAY

The dens stand in file formation with den leaders standing by the den flags, about 10 paces in front of the dens. On the signal, the first boy in each line runs to the den leader, comes to attention, gives the Cub Scout salute smartly. If the salute is good, the den leader returns the salute. If the salute is done poorly, the salute is not returned and the boy must continue to salute until the salute is acceptable and returned by the den leader. Then he runs back to his den team and tags the next Cub Scout in line. The team finishing first wins.

STATE LANDINGS

Cut cardboard circles of different sizes to represent the states. Suspend them from the ceiling. Make paper airplanes and let each player have 3 chances at throwing a plane and hitting a state. Have the player stand about 6 feet away. Set a point value on each state, the smallest being worth the most points. The player with the highest score wins.

THE OLD SOLDIER

Cub Scouts sit in a circle. The den leader impersonates an old soldier. The old soldier comes in and asks all kinds of questions, about U.S. history, (the flag, the anthem, etc.) but in answering no one may use the words "yes, no, white, or grey, (in any form)". The old soldier asks questions that may trap the Cub into using the forbidden words. The moment a Cub mentions one of the forbidden words he must stand. The last Cub seated wins.

SENTRY POST

The prize goes to the quietest team in this game. Set up two chairs about seven feet apart. These are the sentry posts and two blindfolded players are seated in them, facing each other. The other players divide into two teams. At a signal from the leader, the first player in each line sneaks forward on tip toe and tries to pass between the two sentries without a sound. If either sentry hears anything, he calls out and points in the direction from which the sound came. If he is right, the player is "captured" and out of the game. If he points in the wrong direction, the player sneaks ahead. Each team goes through just once. The winner is the team that gets the most players past the sentries.

DON'T RING THE LIBERTY BELL

The object of this game is to keep from hitting the bell. Suspend the Liberty Bell from a hoop and hang the hoop from a cross-bar or in the doorway. Let the contestants take turns tossing a bean bag through the hoop. Score five points for each one who gets the bean bag through the hoop without ringing the bell and five points against each one who rings the Liberty Bell. Give everybody three turns and add up the score.

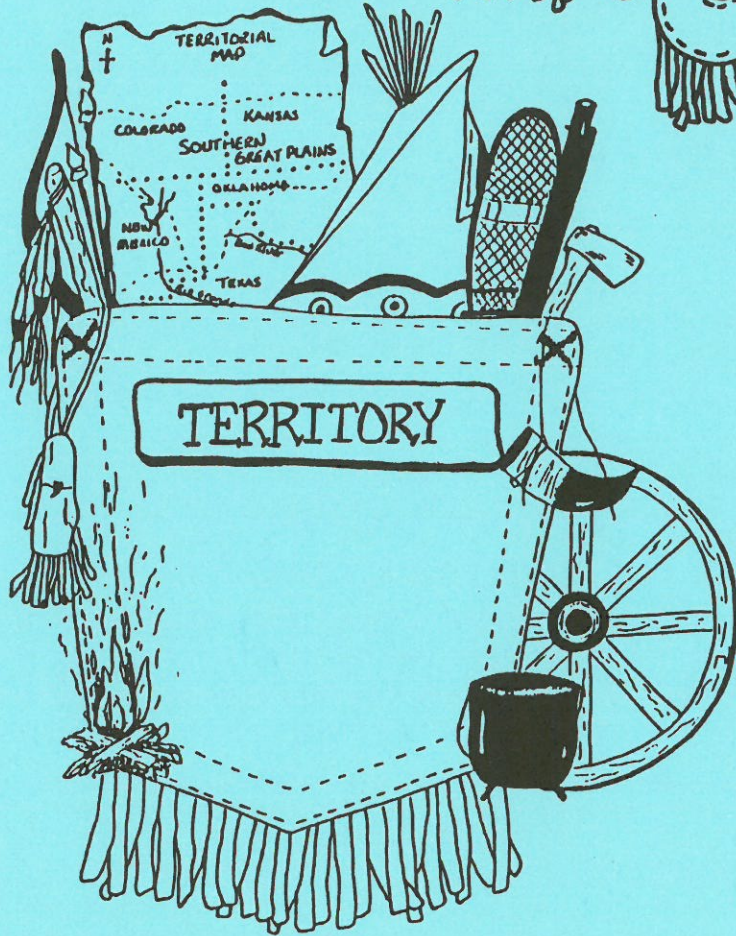
FLAG HUNT

Send the den on a scavenger hunt to see which pair of boys can collect the most U.S. Flags in an allotted time. These can be pictures, lapel pins, stamps, or anything else. Duplicates are not counted.

INDEPENDENCE TAG

As in all tag games, "it" pursues the other players and tries to touch one of them. When one has been touched, he must keep his hand on the spot where he was touched and pursue the others. His can cannot be freed from this spot until he has tagged someone else. The idea is to tag players in inconvenient places - on the ankle, knee, elbow, etc.

July



Buckskin
Pioneers

INDIAN OPENING

Need: Artificial campfire, tomtom, American flag,
Boys costumed as Drummer, Chief, Medicine man, one Cub Scout and the
rest braves.

Indian Chief, braves and Medicine man are all seated around campfire. Chief holds up both hands till all are quiet. As each brave says his part, he raises his hands toward the sky.

CHIEF: O Great Father in the sky, listen to thy people.

1st Brave: We thank Thee, Great Creator, for the light of the sun each new day.

2nd Brave: We thank Thee for the beauty of this world and the plants and animals we enjoy.

3rd Brave: We thank Thee for the night and the rest it brings.

CHIEF: O great Father of all Cub Scouts, bless us and be with us tonight.

Med. Man: (Jumps up, tom tom beats, and he shouts) Rise up all you braves, Rise up our white brothers! (Motion audience to stand) We lower our tribal den flag to honor the great flag of our white brothers.

Flag Bearer: (enters and presents flag to the chief) This is the most beautiful flag in the world. It stands for freedom, liberty and happiness. Take it ... honor it ... respect it ... and love it always as yours and mine. (Lead audience in Pledge.)

PATRIOTIC OPENING

THIS OPENING CAN ALSO BE USED FOR A PATRIOTIC THEME AT ANY PACK MEETING.

WE ALL RECOGNIZE THIS TO BE THE AMERICAN FLAG - 50 STARS, REPRESENTING OUR 50 STATES; THIRTEEN STRIPES, REPRESENTING OUR THIRTEEN ORIGINAL COLONIES. IN 1782 THE CONGRESS OF THE CONFEDERATION CHOSE:

RED FOR HARDINESS AND COURAGE

WHITE FOR PURITY AND INNOCENCE

BLUE FOR VIGILANCE, PERSEVERANCE AND JUSTICE.

THIS FLAG HAS BEEN PUT TOGETHER WITH THREAD, THE STITCHES COULD REPRESENT US - WE THE PEOPLE. AS LONG AS WE WORK TOGETHER, BEING GOOD CITIZENS AND WORKING TO HOLD OUR COUNTRY TOGETHER, OUR COUNTRY WILL REMAIN "ONE NATION UNDER GOD, INDIVISIBLE, WITH LIBERTY AND JUSTICE FOR ALL".

IF I WERE TO REMOVE THE STITCHES, IT WOULD FALL APART - BECOMING SEPARATE PIECES OF CLOTH; WHICH COULD HAPPEN TO OUR COUNTRY IF WE, AS A NATION, DO NOT PULL TOGETHER.

CUB SCOUT BENEDECTION

And now may Akela of all good Cub Scouts be with us till we meet again.

CLOSING

NARRATOR: We are America today! As we look back down the road Americans have traveled, we see that many of their dreams have come true. We see the towns they built, the bridges they crossed, the mountains they climbed. We feel the hardships they endured. We see places where they hammered off the rough edges of their dreams so we would have a better life today.

The pioneers worked out a way of life, a life of personal freedom that held hope for tomorrow. They made history yesterday - but it is up to us to make it today! This is our land. Here men and women of the past lived and worked and died serving great ideals. These ideals were freedom and democracy and justice.

None of us here tonight can fail to carry his part of this great dream to his children and to his children's children. Our land is rich, not only in material goods, but in history - in living legends of people who left their mark on America. Our own past speaks to us, and as we listen we hear the voice of the past saying, "Hear me, now." America was built by courage, endurance and faith. What was built was good. If you build the same way, the future will also be good.

Please join me in singing "Taps."

CLOSING - Sing "God Bless America"; then, while the audience hums "America," narrator reads last stanza as a prayer.

PROMISE CLOSING: - Tonight we have honored some of America's pioneers -- the people who have done so much for our nation over the past 200 years. Some were pioneers who settled the country. Some were statesmen and scientists. All of them lived by a code -- the kind of code that is the Cub Scout Promise. They did their duty to God and their country, and they helped other people. Their example should inspire all of us to be pioneers in today's world by sticking by the Cub Scout Promise. Let us now repeat the Promise as a reminder of our pledge to God, our Nation, and to other people. (Leads Promise.)
Now let's close by joining in singing "America, the Beautiful."



Advancement

Personnel: Cubmaster, 2 adults.

Equipment: Indian, medicine man, fur trader costumes, real or fake campfire.

Setting: Cubmaster is dressed as Indian Chief, an adult is dressed as a medicine man, and another adult dressed as an old fur trader with saddle bags. Medicine man and Indian Chief sit by the campfire. All Cub Scouts and parents sit in a large circle around the campfire.

Medicine Man: There are several braves here tonight who have worked hard since we last met, and have earned awards for their efforts. I sent an order to the trading post last week and it should be here by now. I don't know what happened, but they have not arrived. I fear we will have to wait until next month. Heap big sorry!
Fur Trader: (Looking wild, woolly, and in a hurry, approaches campfire carrying saddle bags) Is this the Cub Scout pack _____ campfire?

Cubmaster: Yes, it is. Who are you?

Medicine Man: I'm heap glad to see you.

Fur Trader: Well, I hope you're ready to trade.

Medicine Man: Hmmm, I have 3 blue beads for the (name) who has earned the Bobcat rank.

Fur Trader: Good enough. Where is the varmit?

Cubmaster: Will (name) and his parents please step forward? Congratulations on your hard work.

Medicine Man: I have 3 red feathers for (name) who has earned the Wolf rank.

Fur Trader: Good deal!

Cubmaster: Will (name) and his parents please step forward? (Continue presenting awards in similar manner)

Cubmaster: (To the fur trader) Thanks for getting here on time with all our awards.

The boys really appreciate it.

Medicine Man: Ugh!

Fur Trader: My pleasure son. Now I gotta be gettin' along. So long! (He exits.)

"Mountain Trails" Advancement Ceremony

Equipment: Badges to be awarded; if available, a model or picture of a mountain.

Personnel: Cubmaster, boys receiving awards, and their parents.

As he speaks, the Cubmaster pauses at appropriate points to present badges to the parents to pin on their son's shirt.

CUBMASTER: Advancement in Cub Scouting is like climbing a mountain. You start at the foot of the mountain by earning the Bobcat badge. To do that, you have to learn some things about Cub Scouting and agree to follow the Cub Scout Promise. (If there are Bobcat candidates, pause and present their badges.)

The Cub Scout then starts up the mountain. His first stopping place comes when he has done 12 Wolf achievements and earned his Wolf badge with the help of his parents. (Pause and award badges, if any. Continue the "climb" to the top of mountain through Bear, Webelos activity badges, Webelos badge, and Arrow of Light. Go all the way, even if you have no candidates for the Arrow of Light.)

CUBMASTER: With the Arrow of Light, we have reached the top of the Cub Scout advancement trail. But there are new challenges ahead because now we see the Boy Scout advancement trail—another mountain you can climb all the way to Eagle Scout. I hope that all of you will set your sights on that great award. But for now, let's all give a cheer to these boys who have made big steps up the Cub Scout advancement trail. (Lead cheer.)

BOW AND ARROW CHEER: Make motion as if shooting an arrow and say, "zing...zing...zing!"

INDIAN CHEER: Clap hands 5 times, shake both fists 5 times, strike mouth with hand and warhoop 5 times.

SIXSHOOTER CHEER: Point finger in the air and say, "Bang-bang, Bang-bang, Bang-bang!" Then blow 'smoke' from the 'gun'.

WHIP CHEER: Pretend to snap a whip and yell, "Yhaw, Yhaw!"



Run-on skits

CUB 1: Why do you carry your lunch?
CUB 2: Because it can't walk.

CUB 1: What does a train hear with?
CUB 2: Its engine ear.

SKIT

Mountain Man Dinner

1 Boy for the cook
3 or more boys for the Mountain Men
1 boy for the Bear

The cook is on stage preparing dinner. The mountain men and the bear are off stage.

COOK: Boy, it sure is hard making dinner for these mountain men. All they do is complain about the food. Gripe, complain. Complain and grip.

First Mountain Man enters.

MM1: Are you the new cook?

COOK: I sure am. My name is Cubby. Grab a plate and help yourself.

MM1 picks up a plate and looks at it. He notices something.

MM1: Say Cubby, are you sure this plate is clean.

COOK: Clean? It's so clean a bear could lick it. Grab some grub and eat up.

The other mountain men come in, get a plate, look at it and the cook, get food and eat it. When they finish MM1 and MM2 go to the COOK.

MM1: That wasn't bad food Cubby. Where do you want the plates?

COOK: Put them in a pile over there.

MM2: That was good but I think you could clean the plates a little better.

The other mountain men stack their plates and walk off the stage.

COOK: Boy oh boy, some people are never satisfied. I slave over this hot campfire all day and all they do is gripe about the dishes. Well, I guess it is time to clean up.

Cook walks off stage and comes back with the bear on a leash. A costume or sign should be used to make sure people know this cub is really a bear. The bear goes over to the pile of plates and starts to lick them clean.

COOK: Well boy, you are sure a lot of help and a good pet. But, you better get these plates cleaner. The men are starting to complain a lot.

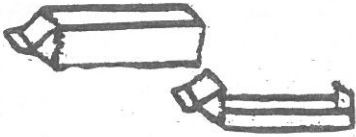
BEAR: GROWL!



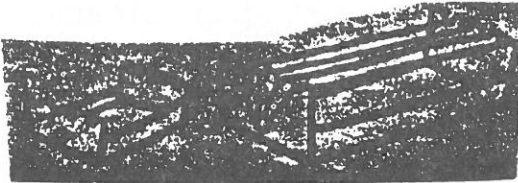
INDIAN BEADWORK

Materials Needed: Quart milk carton, scissors, brad fasteners, button or carpet thread, paste wax, beads, needle.

Instructions: Cut a quart carton as shown in diagram to make the loom.



Attach a brad-type fastener to each end of loom.

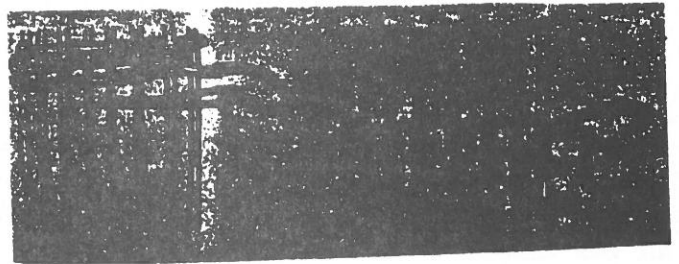


Use button or carpet thread to string the warp of loom. Start at one end and loop thread around the brad and then back across and around the other brad until the loom is fully strung. Use double strands of thread at each edge for strength. Waxing the thread with paste wax will keep the beads from slipping. It is a good idea to use an even number of threads in the warp, which will make the number of beads uneven; this will be easier to work into a design.

Plan your design in advance on a piece of paper, using crayon or colored pencils to indicate the placement of beads. Graph paper works real well for this.

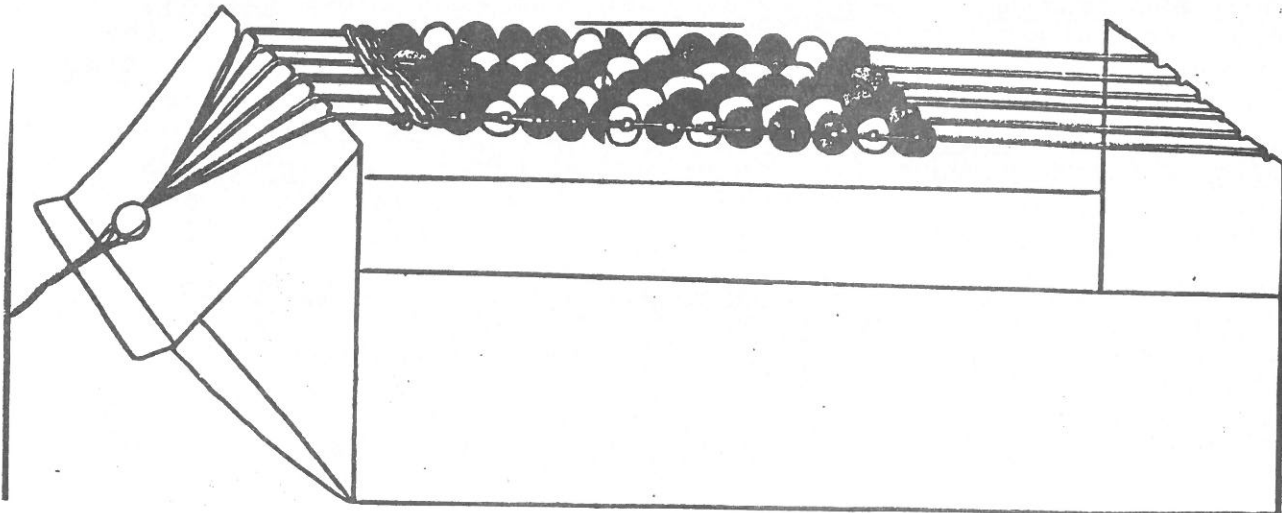
Thread needle with cotton thread and wax the thread. Tie the end of the thread to an outside warp thread. Weave back and forth for four rows. Knot to edge by passing needle through loop.

String enough beads onto thread to fill the spaces between the warp threads. Follow your design plan when stringing on the beads. Weave back and forth until you have finished your design.



After finishing design, weave four rows of thread, then knot and cut thread.

Cut and knot warp threads together as you take them off the loom so the beads will not fall off.



THE GRIPPING EPISODE OF PIONEER GULCH

Divide the group into seven parts. Assign one part to each group. Do a practice warm up complete with sound and action for each. An energetic leader might be assigned to help lead each group. Whenever they hear their word mentioned as the story is read....they carry out the actions.

PIONEERS.....Yip, yip
 INDIANS.....Wo-wo-wo (hand over mouth)
 HORSES.....Slap knees
 Bows and ArrowsSlurp (make like shooting bow)
 RIFLES.....Bang! Bang! Bang!
 COVERED WAGONS.....Stand, turn around, sit down
 WOMEN.....Scream!

It was in the days of covered wagons and pioneers and Indians. Alkali, Ike, Dippy Dick, and Pioneer Pete were three courageous pioneers. When the covered wagon left for Rainbow End, they were aboard as were two women. Salty Sal and a doll-faced blonde. The covered wagon was drawn by four handsome horses and it left Dead End on time.

The most dangerous part of the journey was the Pioneer Gulch Pass. As the covered wagon neared this spot, it could be noticed that the women were a bit nervous and the pioneers were alert, fingers on their rifles, ready for any emergency. Even the horses seemed to sense danger.

Sure enough, just as the covered wagon entered the Gulch, there sounded the bloodcurdling war cry of the Indians. Mounted on horses, they came riding wildly toward the covered wagon aiming their bows and arrows. The pioneers took aim with their rifles, and fired. The women screamed, the horses pranced nervously. The Indians shot their bows and arrows. The pioneers aimed their rifles again, this time shooting with more deadly effect. The leading brave fell, and the Indians turned their horses and fled, leaving their bows and arrows behind. The women fainted. The pioneers shot one more volley from their rifles just for luck. The driver urged the horses on, and the covered wagon sped down the trail.

Thus ends the story of the pioneers with their rifles, the covered wagon hauling the two women, and the Indians on their horses with their bows and arrows in the gripping episode of Pioneer Gulch.

MAKING DYES

Pioneers not only had to spin their own thread and weave their own cloth, they also had to make their own dyes and dye the cloth. They used the bark from trees, certain plant roots, and other things from nature to make their dyes.

Here are some ways to make homemade dyes:

Yellow - Collect the dry outside skins of onions. Pour hot tap water over them. Let them soak overnight. Strain off the liquid. Throw away the skins.

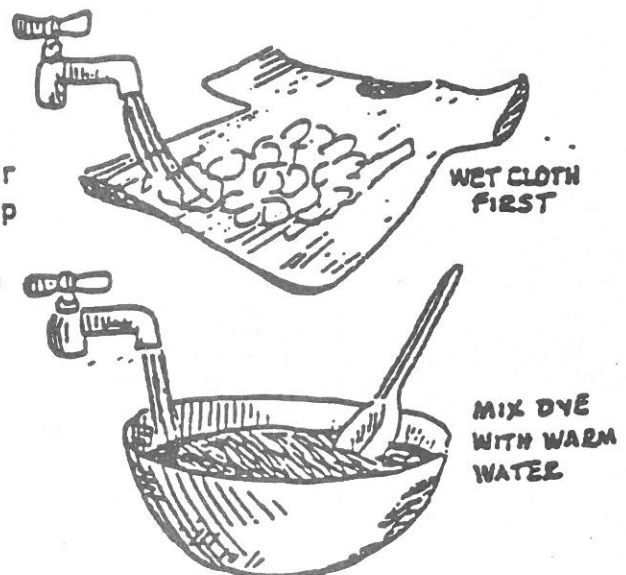
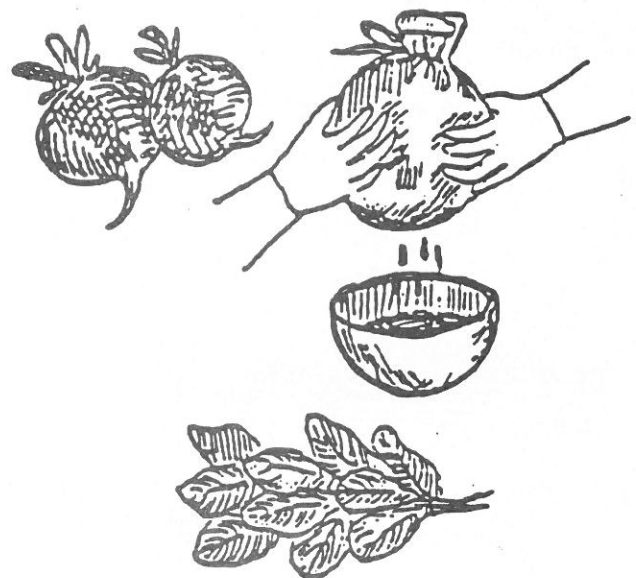
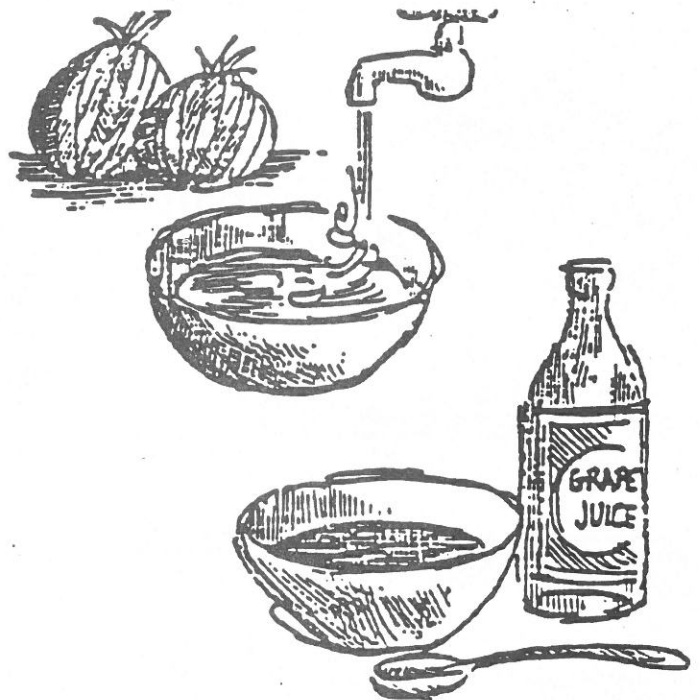
Purple - Bottled unsweetened grape juice makes a nice shade of purple.

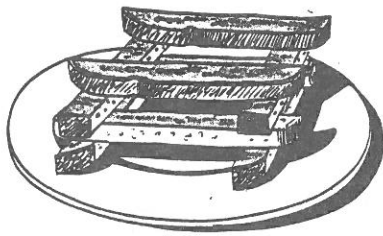
Red - Beets make a light shade of red. Grate or grind raw beets in a food chopper. Put the pulp in a piece of cloth and squeeze out the juice.

Green - A light shade of green can be obtained by grinding fresh spinach or green grass in a food grinder. After grinding, put the pulp in a piece of cloth and squeeze out the juice.

Brown - Black walnut hulls (not shell) make a dark brown. Pound the hulls off the nuts and put them in a pan. Pour hot tap water over hulls and let them soak overnight. Strain off the liquid and throw away the hulls.

To use homemade dyes, put the dye in a pan or bowl large enough to hold the cloth you want to dye. Wet cloth before putting it in the dye. Add enough warm water to the dye to cover the cloth. Stir cloth so it will dye evenly. Try to keep it under the colored water. Let set in dye for 15-20 minutes. Rinse dyed cloth in cold water and hang it up to dry.





Log Cabin Cinnamon Toast

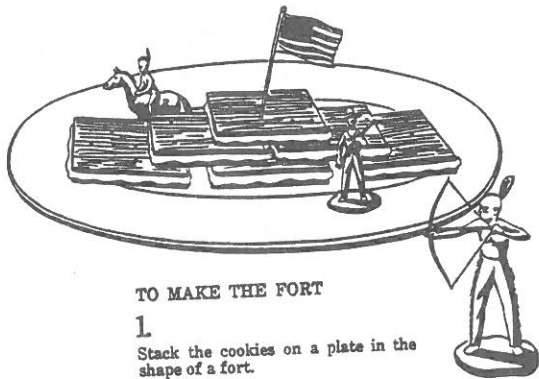
YOU WILL NEED

- A small plate
- A cup
- Two slices of bread
- Four teaspoonfuls of sugar
- One teaspoonful of cinnamon
- A small pan with a handle
- Two tablespoonfuls of butter or margarine

1. After you have washed your hands and put on an apron, mix 4 teaspoonfuls of sugar and 1 teaspoonful of cinnamon in a cup. Stir it until well mixed.
2. Melt 2 tablespoonfuls of butter in a small pan. Use a low fire.
3. Toast two slices of bread and spread one side of each piece of toast with melted butter. Use a teaspoon to spread the melted butter.

4. Sprinkle the buttered side of the toast with the cinnamon and sugar mixture.
5. Cut each slice of toast in half. Then cut each half in half, making four strips from each piece of toast.
6. Stack the eight strips in the shape of a log cabin. Serve on a small plate and eat while warm.

EARN A WOLF ARROW POINT CREDIT in Cooking, Elective 17, by making log cabin cinnamon toast. It is a good afterschool snack.



TO MAKE THE FORT

1. Stack the cookies on a plate in the shape of a fort.
2. Decorate the plate with small flags and "warriors" from your toy chest.

EARN A WOLF ARROW POINT CREDIT in Cooking, Elective 17, by making a graham-cracker fort for a family snack or dessert.



BANJO SLIDE. Boys working on the Bear Cub Scout Band elective may want to wear this. For the box, use a bottle cap. Glue on a popsicle stick which has been cut square at one end. Use fine marker to make strings. Glue on ring of leather or cardboard.

Graham-Cracker Fort



YOU WILL NEED

- A small pan
- Sixteen graham crackers
- A small mixing bowl
- 1 teaspoonful of vanilla
- 1 cup of powdered sugar
- 1 tablespoonful of boiling water
- 1 level tablespoonful of butter or margarine

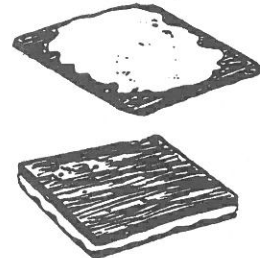
TO MAKE THE FROSTING

1. Pour 1 cup of powdered sugar in a small mixing bowl.
2. Melt 1 level tablespoonful of butter or margarine in a pan and add to the powdered sugar.

TO MAKE THE SANDWICH-COOKIES

1. Spread a graham cracker with frosting. Then stick another cracker lightly on top to make a sandwich-cookie.
2. You'll have enough frosting for eight sandwich-cookies—and a little extra for spoon-lickers.
3. Wrap the cookies in wax paper until time to serve.

3. Boil a little water (in the pan used for melting the butter). Add 1 tablespoonful of boiling water to the powdered sugar.
4. Add 1 teaspoonful of vanilla to the powdered sugar.
5. Stir powdered sugar mixture until smooth and creamy. Add a bit more water if mixture is too stiff.



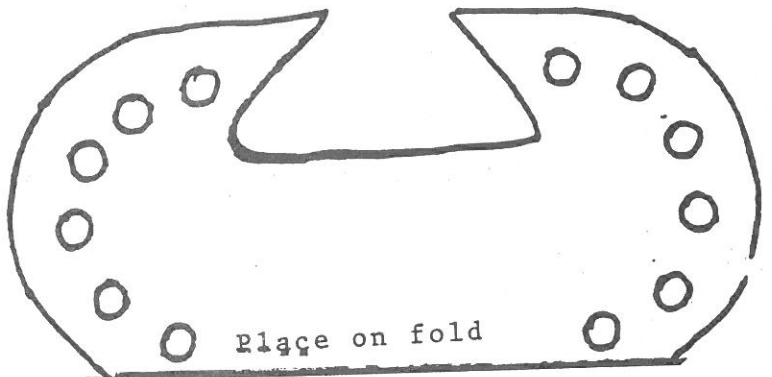
BUCKSKIN PIONEERS

CANOE TIE SLIDE

MATERIALS AND TOOLS

Vinyl or leather
craft lacing or leather lacing
scissors and paper punch

1. Trace pattern to vinyl and cut out. Punch out holes as indicated on pattern.
2. Cut two pieces of lacing 7" long.
3. Fold canoe and cut small hole for scarf.
4. With canoe folded in half lace.





NATURES TOYS

JACKSTRAWS- Here is an old, old game. The idea is to drop a pile of straws and then try to pick up one straw at a time without moving any other straw even a whisper. Long, dried grasses or twigs are good to use. If you are at the beach, collect some pieces of driftwood and let them fall. Then see if you can pick them up one at a time! You may keep those straws you gain without moving any other. When you move a straw your turn is over. The player with the most straws at the end of the pick-up is the winner.

NATURE'S MARBLES- Ever tried playing marbles with nuts? Find roundish kinds, such as hazelnuts or chestnuts. You can try using very smooth, round pebbles too. This game is one of luck. You'll have fun trying to make these nutty marbles go where you want them to!

BUBBLE BLOWER - Find a soft twig and twist one end into a loop. Mix together a little water and lots of liquid kitchen soap. Swish the twig loop through the soapy water, hold it up and blow.

QUIET GAMES FOR INDOORS- Checkers, Tic-Tac-Toe, Closing Squares, Hangman to mention a few. The boys in your den probably know how to play these games.

TIC-TAC-TOE - Can be played in teams or one on one. Mark off about a three-foot square on the ground, and divide that square into 16 smaller squares. Each player (or team) chooses a different kind of object, such as shells, nuts, leaves, etc., each player on a team needs four pieces of the chosen article...eight pieces if playing one-on-one. The object of the game is for one team or person to get four of its objects in a row first. Each player takes a turn (alternating between teams) placing one object at a time in an empty square and at the same time tries to block the other from getting four in a row. First to succeed is the winner.

PIONEER FUN - Pioneer boys played a number of games similar to those boys play today. Two hundred years ago, boys were playing marbles, pitching horseshoes, spinning tops, running foot races, and wrestling. They also played tag games, leapfrog, hopscotch, blindman's bluff, and hop-skip-and-jump. Tournaments were held in archery, hand wrestling, and Indian wrestling.

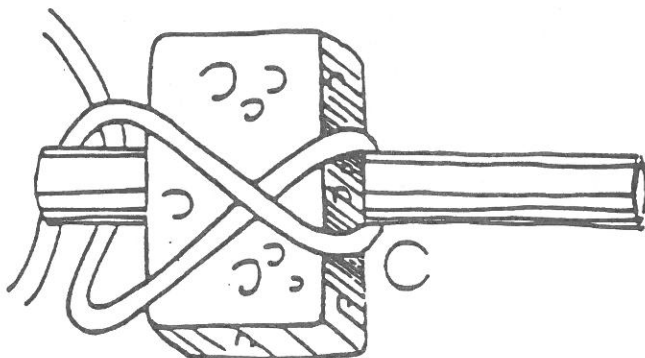
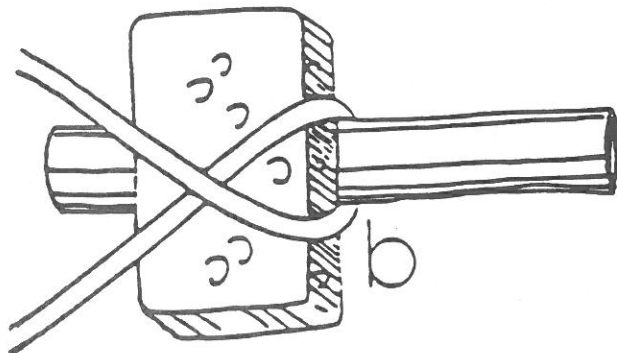
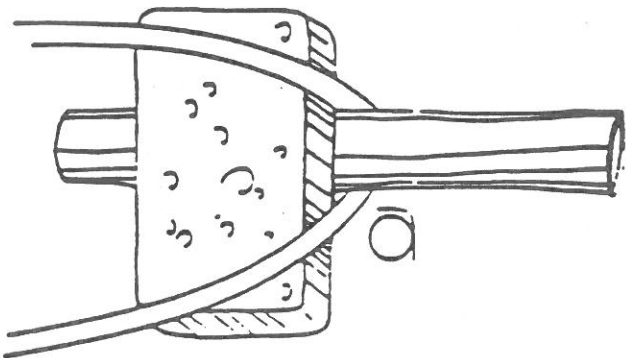


TOMAHAWK

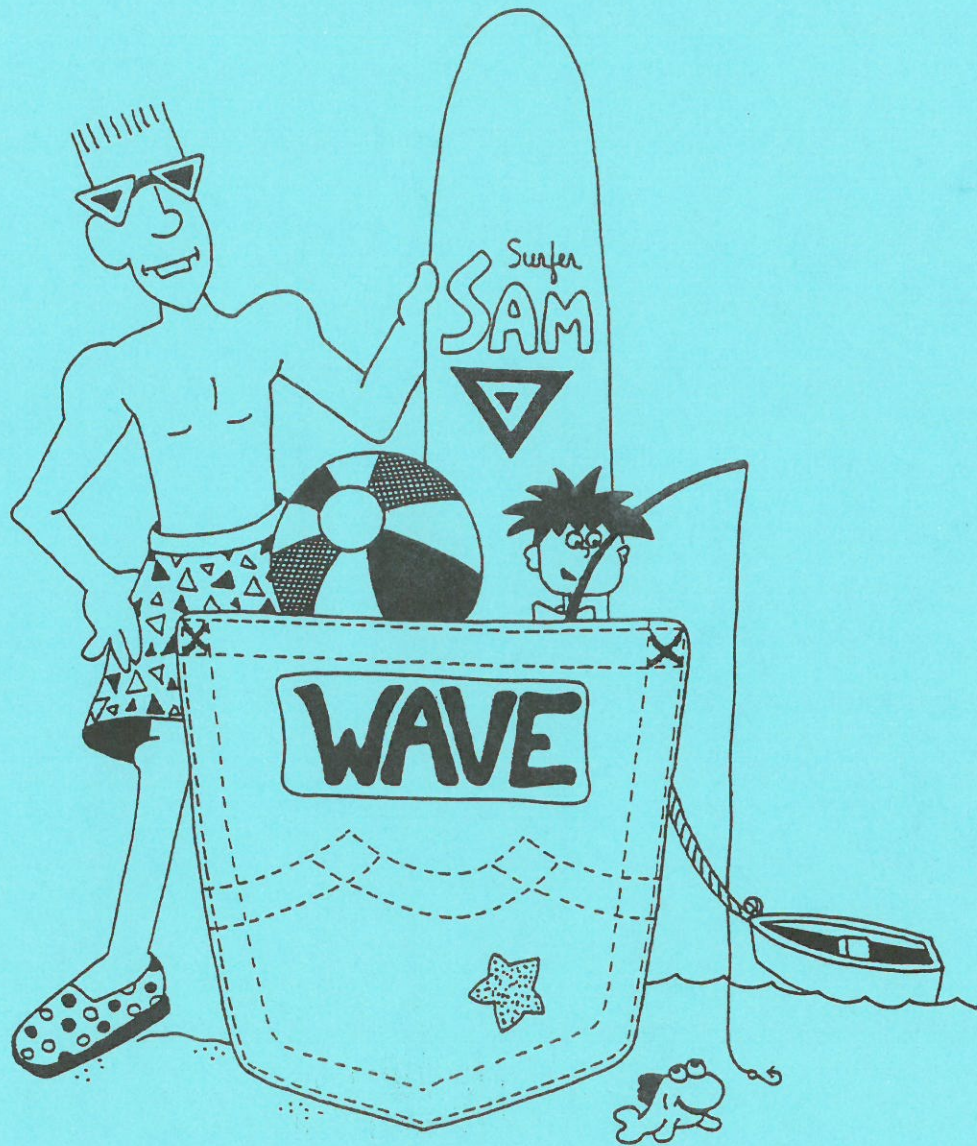
MATERIALS AND TOOLS

thick twig
rectangular sponge
thick cord
scissors

1. Find a thick twig that feels right in your hand.
2. Lay a rectangular sponge over the twig near one end.
3. Slip a thick cord under the twig at the bottom of the twig, Figure a.
4. Cross the ends of the cord back under the end of the sponge, Figure b.
5. Bring the ends of the cord under the end twig, Figure c.
6. Pull the ends tightly on the underside of the twig and knct.
7. Cut away excess ends of the cord.



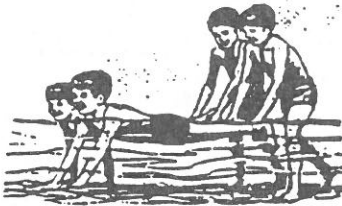
AUGUST



WATER FUN

AQUANAUT

Swimming is one of the best sports to be involved in. It is one of the few sports in which every muscle in your body is exercised. As Webelos leaders, we have the responsibility to develop self-confidence in every boy in our den. Through learning to swim, each boy will gain a sense of self-achievement, as well as gain a skill that may save his life some day.



SUGGESTED DEN ACTIVITIES

1. Learn and practice the REACH, THROW, ROW, and GO.
2. Make Buddy Boards from cookie sheets and magnets or plywood and hooks.
3. TEACH THE BOYS THE BUDDY SYSTEM!
4. Have a demonstration of mask, fins, and snorkel by an expert. (Scuba school)
5. Check with the YMCA or Red Cross for courses being offered. Perhaps they will have someone who is qualified to teach your boys.
6. Make use of local swim clubs to see a swim meet or have a member demonstrate dives.
7. Learn the Safe Swim Defense Plan and practice in and out of water.
8. Learn about water pollution in lakes and rivers and how it affects water for drinking and recreation.
9. Have a certified life guard Visit to talk about handling emergencies in the water. Three rules to remember--- Don't panic, think, save your strength.
10. Learn what to do for cramps, currents, undertows, weeds, how to disrobe in the water, use clothing for flotation and use survival flotation techniques.
11. Invite the Coast Guard in to speak on boat safety.
12. Teach boat safety methods and rowing techniques, Practice.
13. Make a kickboard.
14. Play rescue relay games in the water.

RULES FOR A SAFE SWIM:

- Secure adequate facilities
- Teach the 8 point defense plan (Buddy System)
- Use a qualified instructor
- Follow pool rules
- Teach rescue methods
- Maintain good discipline

RULES FOR BOAT SAFETY:

- No horseplay
- No standing when moving
- Yield to the right
- No boating in stormy or windy weather
- If capsized, stay with the boat

ICE CUBE RELAY

Players line up in two or more equal lines, standing one behind the other and facing a goal at the other end of the room. Goals may be chairs placed on the floor so that the players may run around them. When the game is ready to start, the leader gives the first player in each line a knife (plastic) and an ice cube. When the signal is given, the player must race to the goal and back while balancing the ice cube on the knife. If the cube falls off, which it undoubtedly will, he is to stop until he can pick it up with his hand and replace it. When each player finishes his run, he gives the knife and ice cube to the next player in his line. The group that first gets all of its players around the goal and back is the winner.

Shallow-Water Games. To help nonswimmers and beginners feel at home in the water and improve their skills, you may find it helpful to play games in waist- to chest-deep water. Competition will help some boys to overcome fear. You will find a number of such games in *Cub Scout Water Fun Games for Cub Scouts* and *Cub Scout Activities*.

TOUCH — Divide den into two equal teams and line them up in parallel lines about six feet apart. The leader calls out the name of an object that is the same distance from both teams — a ball, diving board, edge of the pool, etc. All players swim or run to touch the object and return to their places. The team returning first gets one point.

BALL TAG. Use a soft rubber ball or beach ball. "It" tries to hit another player with the ball. If he succeeds, the other player becomes "It."

UNDERWATER TAG — "It" may tag another player only when "It" is underwater, and a player is safe from being tagged if he is underwater. In other words, "It" must be under the surface to tag anyone, and his prey must have at least his head above the surface.

WATER DODGE BALL — Divide the den into two equal teams. One team forms a large circle and the other team gets inside. Using a soft rubber ball or beach ball, the circling team tries to hit the players inside. When one is hit, he is eliminated. When all are out, the teams change places. Winner is the team which stayed inside the circle for the longest time.

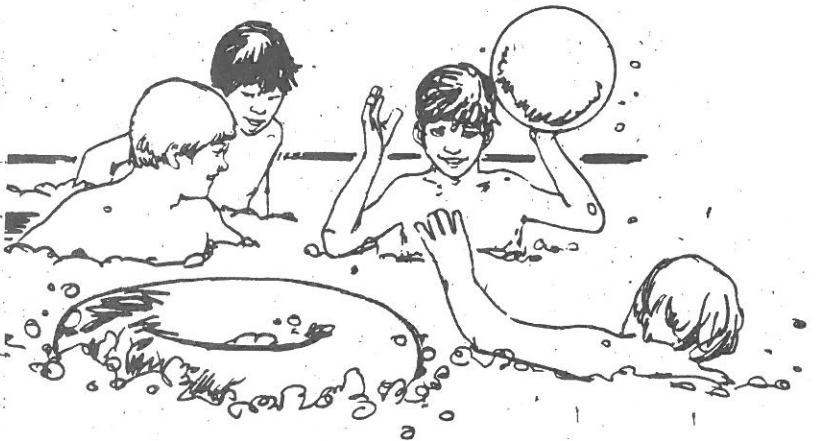
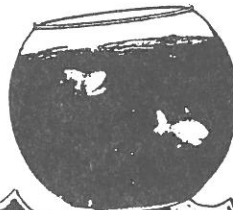
RING-PONG RELAY — Divide the den into two equal teams and give each a Ping-Pong ball. On signal, the first player in each team starts blowing the ball ahead of him as he swims or walks to the turning point about 15 feet away. He may not touch the ball with any part of his body. At the turning point, he returns to the starting line and the second player repeats the action. Continue until all have raced.

ROWBOAT TUG-OF-WAR — You need two rowboats, 15 to 20 feet of half-inch rope and a finish line held up by floats. Tie the rope to the stern of both boats. On signal, both boys row as hard as they can, trying to pull the other up to the line. If the boys are evenly matched, call it a draw after two or three minutes.

SPONGE BALL TAG. Played like regular tag, except that the tag is made by throwing a sponge. Whenever "It" hits another player, the latter becomes "It" and picks up the sponge and tries to hit someone else.

Edible Aquarium

- ¾ cup boiling water
- 1 package (4-serving size) JELL-O® Brand Berry Blue Flavor Gelatin
- ½ cup cold water
- Ice cubes
- Gummy Fish or Fun Fruits or Shark Bites



WATER BASKETBALL. At opposite ends of the pool or swimming area, use life preservers or automobile inner tubes. Use a real basketball or beach ball and play regular basketball rules, except that a player dribbles by batting the ball ahead of him in the water.

Planning Your Water Carnival. Your first concern this month must be safety. No Cub Scout den or pack should have activities in or on the water unless all safety factors have been considered and dealt with.

This means that:

1. A responsible adult must be in full charge. If he has not had water-safety training, he must have assistants who are trained.

2. Except in a pool which has qualified lifeguards who enforce safety, Scouting's Safe Swim Defense Plan *must* be used. This is an eight-point plan to ensure safe swimming. Use the buddy system at all times. Full details are in *Cub Scout Water Fun and Cub Scout Activities*.

3. For boating, have a life jacket in the boat for each Cub Scout and adult, and insist that all nonswimmers wear theirs.

Appoint parents who are not pack leaders to head the following committees for your water carnival:

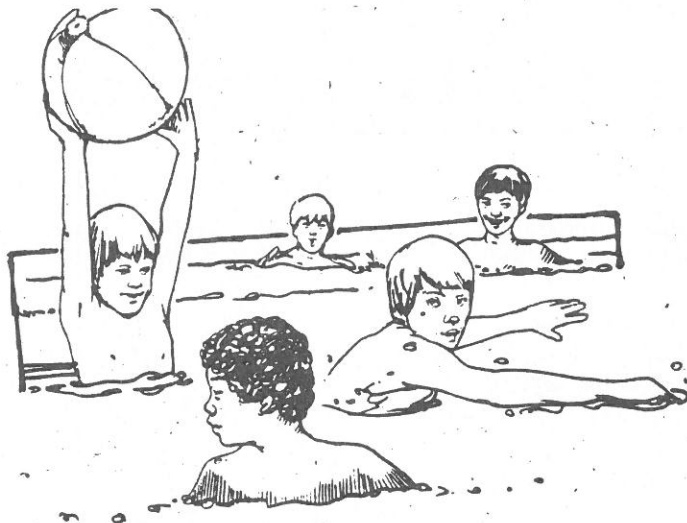
Site — To arrange for and reserve a location. Be sure to plan a rain date.

Safety — to establish the Safe Swim Defense and provide the necessary manpower.

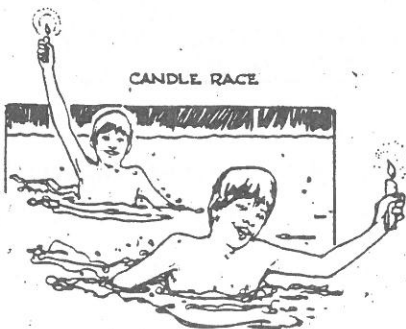
Program — to plan and conduct games and contests.

Transportation — if families will need help in getting there.

Picnic — if a picnic is planned after the carnival.



WATER DODGE BALL. Waist- or chest-deep water. Divide players into two teams. One team makes a large circle, the other gets inside. Circle players throw a beach ball or soft rubber ball, trying to hit opponents. Score one point for each hit. At end of specified time, teams change places.



CANDLE RACE. Chest-deep water. Give each player a lighted candle. On signal, all swim or walk toward the goal, carrying their candle. If a candle is extinguished (other than by deliberate splashing by other players), the swimmer is eliminated.

Water Carnival. BALLOON RELAY — Dens line up relay fashion in waist-deep water. Each is given a balloon. On signal, the first boy in each den swims or walks to a turning line and back, pushing the balloon with his head. He may not touch it with his hands. The second boy repeats the action, and so on until all have run. First den through wins.

SNORKELING DEMONSTRATION — A Webelos den shows its skill at snorkeling.

EGG AND SPOON RACE — Dens line up relay fashion in chest-deep water. Each boy has a spoon and each den has one egg. On signal, the first boy in each den puts the egg on the spoon and holds the spoon with his teeth. He then swims or walks about 15 feet to a turning line and returns. If the egg falls off, he must stop and replace it before continuing. The second boy then repeats the action, and so on until all have run. First den finished wins.

DAD-AND-SON (OR DAUGHTER) BALLOON TOSS — This is for teams of two. Give each team a balloon and tell them to fill it halfway with water. They then stand about 10 feet apart and begin tossing the balloon back and forth. Each time a catch is made, the catcher takes one step back. When balloon is missed the team is eliminated. Continue until only one team is left.

ROWING DEMONSTRATION. Using two or more rowboats, den demonstrates rowing skills or has a race.

SAVE ME! — About 25 feet in front of each den, a T-shirt and pair of shorts are weighted and sunk in chest-deep water. The den is given a 30-foot rope. On signal, the best swimmer in each den swims to his den's bundle, retrieves it from the bottom and dons the clothing. He then calls out "Save me!" whereupon the other den members throw the coiled rope to him. He may not swim or walk to reach it. When he grasps the rope, the other den members pull him to shore. First den which rescues its "victim" is the winner.

WEBELOS DEMONSTRATION. — A Webelos den demonstrates the Reach, Row and Throw methods of water rescue.

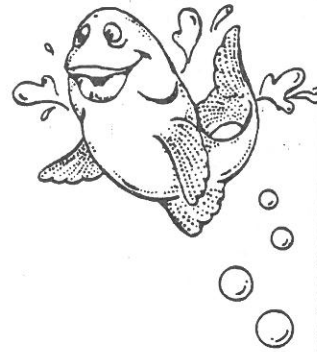
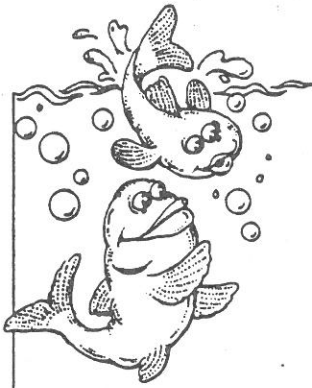
CANDY HUNT. — Scatter hard candies wrapped in aluminum foil or other waterproof material on the bottom. Let all Cub Scouts and their brothers and sisters join in the hunt. On signal, watch the fun.

Recognitions. Present den winners in the carnival competition small prizes, such as bags of salt-water taffy or such homemade trophies as figures of ships, fish and whales cut from aluminum foil or construction paper and mounted on cardboard.

Make advancement awards, transfer eligible boys to Webelos dens and graduate 11-year olds into Scout troops with special ceremonies. See *Staging Den and Pack Ceremonies*.

If you have prospective new members in the audience, invite them to stay afterward to talk about Cub Scouting.

Water Words



The words in this game are scrambled. Each of them has something to do with a form of water. Use the clues to unscramble the words. When you have figured out a word, write the letters of the word—in their correct order—on the blanks to the right of the matching clue. You will use the letters on the numbered blanks later.

SCRAMBLED WORDS

CLUES

UNSCRAMBLED WORDS

TRELAFWAL

A falling stream of water

6 - - - 2 - - - - 3

KEAL

A body of water bigger than a pond

4 - - - -

RSEEYG

A hot spring where water and steam occasionally shoot into the air

- - 1 7 - -

ANOCE

A large body of salt water

9 - - - - 10

OTH INGRPS

Spring with hot water

- 5 8 - - - - -

GALRIEC

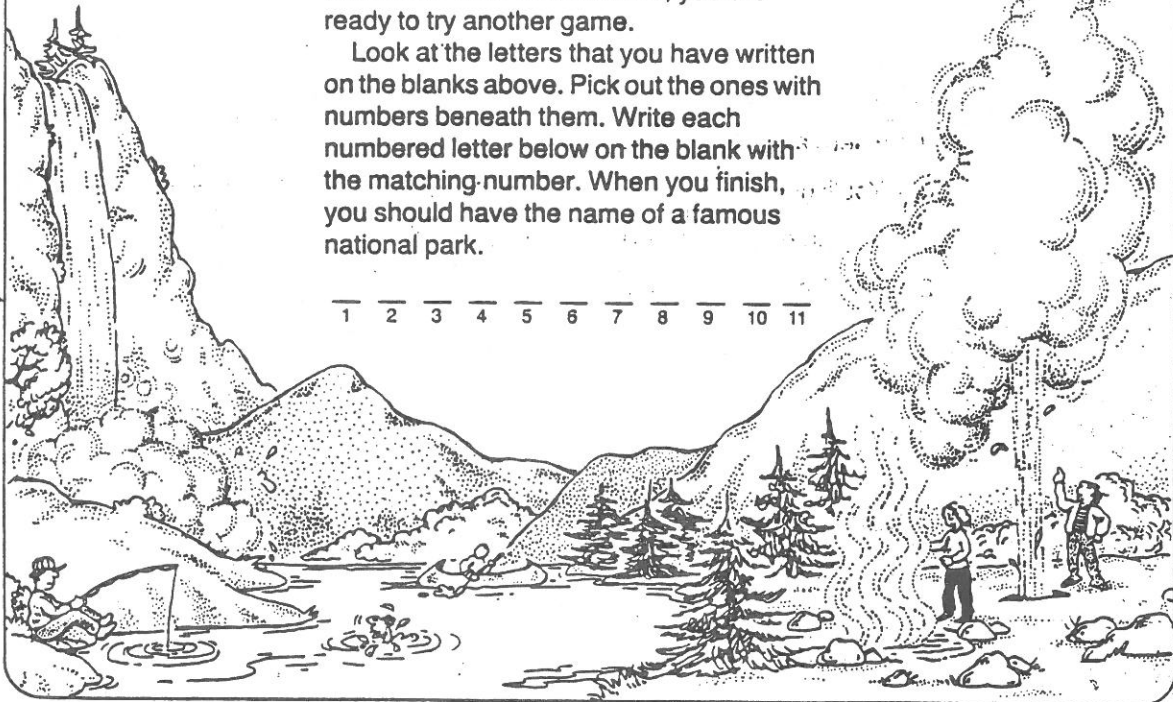
A moving mass of ice

- - - - - 11 -

Now that you have unscrambled the words and filled in the blanks, you are ready to try another game.

Look at the letters that you have written on the blanks above. Pick out the ones with numbers beneath them. Write each numbered letter below on the blank with the matching number. When you finish, you should have the name of a famous national park.

1 2 3 4 5 6 7 8 9 10 11



An Aquanaut is a person who is at home as much in the water as he is on land. Swimming and boating are lots of fun. Swimming is a great all around body builder. It strengthens the upper body, arms, and legs as it increases the cardiovascular ability, without applying the severe impact to your joints that jogging does. When learning a new swimming skill, only work on it for 15-20 minutes. then go on to a game. Fear of the water is hard to overcome. Try to find out why the fear and go from there. Put an experienced swimmer with the non-swimmer. Above all, BE PATIENT! Always remember the BUDDY SYSTEM. We all know that watersports are fun, but like all sports, there are rules, the most important one being SAFETY. The BSA try to insure this by training its leaders in Safe Swim Defense. When planning any water outings, review the Safe Swim Defense section of the Cub Scout Leader Book.

WATER SAFETY QUIZ

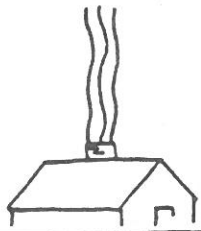
This true/false quiz can be read to the boys at your den meeting. They can mark the answers on a piece of paper. Make sure to discuss the results with them after they complete it. It may help save a life.

1. It is ok for Webelos Scouts to swim by themselves. (F)
2. Dunking a boy is a safe, fun swimming experience. (F)
3. A separate swimming area should be marked off for non-swimmers. (T)
4. There should be one lifeguard for every 10 persons. (T)
5. The best rescue is to jump in and help the swimmer (F)
6. A simple way to remember safe rescue techniques is to DIVE, DUNK and JUMP. (F)
7. A lookout should be posted to help lifeguards look for trouble situations. (T)
8. The lookout must be a trained lifesaver. (F)
9. To be considered a swimmer, a person must swim at least 75 yards using a forward stroke and 25 yards using an easy resting backstroke. (T)
10. You can swim safely right after eating a big meal. (F)
11. Adults are responsible for all swimming activities. (F)
(Everyone is responsible for safe swimming!)
12. Swimming in a backyard pool requires no special safety rules. (F)
13. It is ok to snorkel with you head completely under water. (F)

Answers and additional information can be found in the Cub Scout Leader Book and in the Webelos Scout Book.

WIND FORCE SCALE

Adapted from the Beaufort Scale

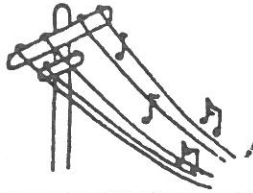


Smoke rises straight up.

Less than 1 mile per hour.

CALM

0

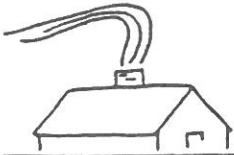


Large branches in motion; umbrellas hard to hold; telephone wires whistle.

25-31 miles per hour

STRONG BREEZE

6



Smoke drifts; weather vanes still.

1-3 miles per hour.

LIGHT AIR

1



Whole trees in motion; walking against wind difficult.

32-38 miles per hour.

MODERATE GALE

7



Leaves rustle and weather vanes move.

4-7 miles per hour.

SLIGHT BREEZE

2



Twigs break off the trees.

39-46 miles per hour.

FRESH GALE

8



Leaves and small twigs in constant motion; light flag extended.

8-12 miles per hour.

GENTLE BREEZE

3

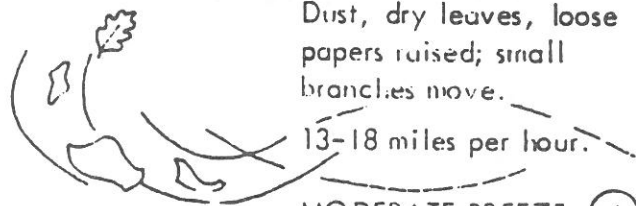


Slight building damage.

47-54 miles per hour.

STRONG GALE

9

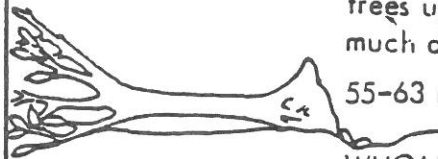


Dust, dry leaves, loose papers raised; small branches move.

13-18 miles per hour.

MODERATE BREEZE

4



Seldom happens inland; trees uprooted; much damage.

55-63 miles per hour.

WHOLE GALE

10



Small trees in leaf start to sway; crested wavelets form on inland waters.

19-24 miles per hour.

FRESH BREEZE

5



Very rare; much general damage.

64-72 miles per hour.

STORM

11

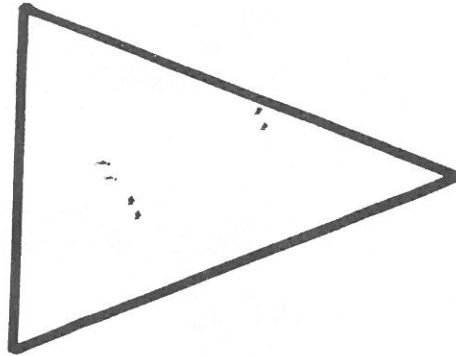
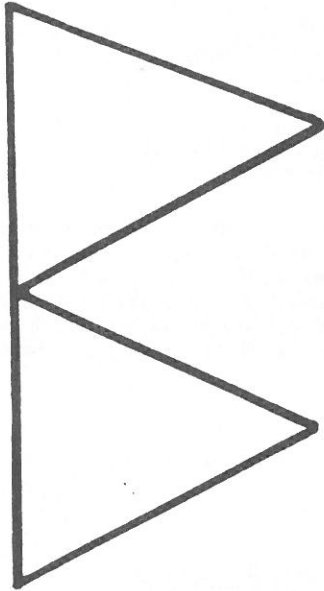


Anything over 73 miles per hour is a HURRICANE

12

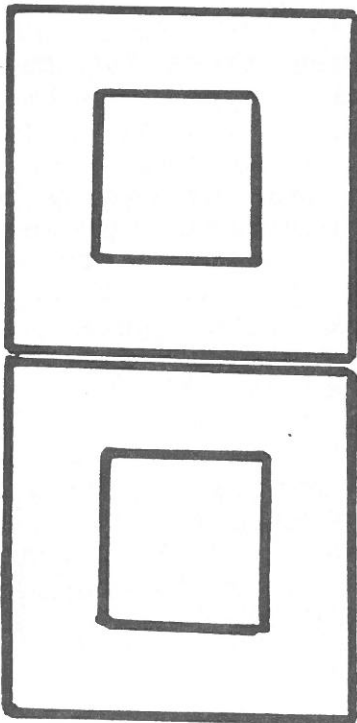
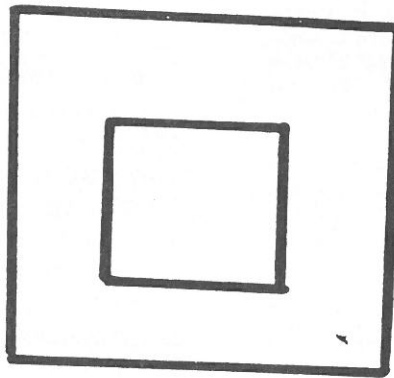
STORM WARNING FLAGS AND PENNANTS

SMALL-CRAFT WARNING:
One red pennant by day
and a red light above
a white light at night.

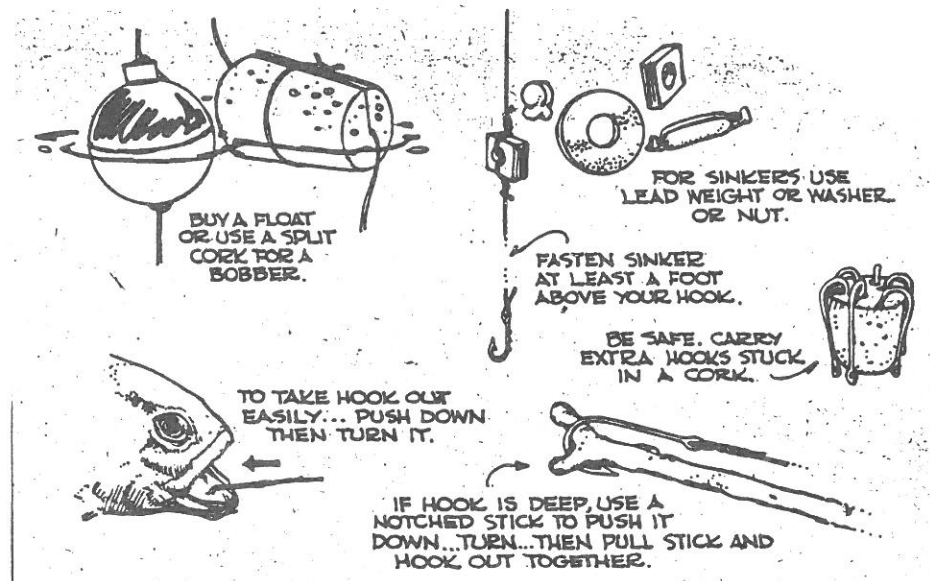


GALE WARNING:
Two red pennants by day
and a white light above a
red light at night.

WHOLE GALE WARNING:
A single red flag
with a black center
by day and two red
lights at night.



HURRICANE WARNING:
Two square red flags with black
centers by day and a white light
between two red lights at night.

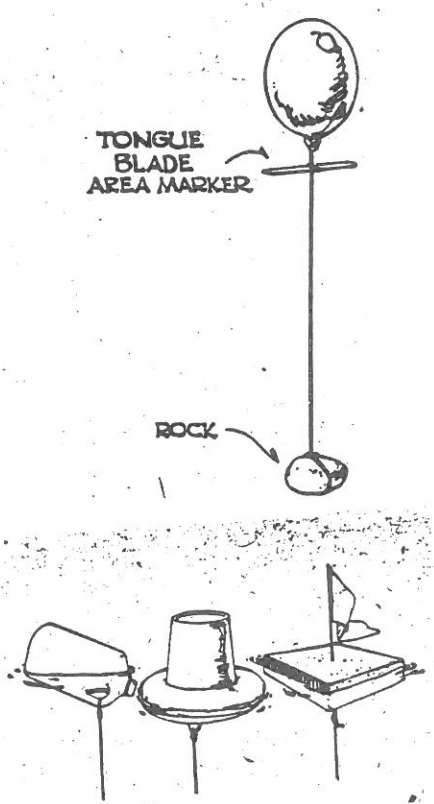


BEGINNER'S FISHING GEAR. First-time fishermen, either fathers or sons, don't need fancy gear. A three-foot long leader, some ordinary string, two or three No. 6 and No. 8 hooks, a cork for a bobber, and a metal washer for a sinker will be adequate. If the angler feels the need of a pole to get his line out farther, he may find a six- or seven-foot length of cane or willow along the streambank. Much better gear, may of course, be purchased from your Scout distributor or sporting goods store.

SAFE SWIM AREA. If Cub Scouts are to swim in an unfamiliar lake or river, have adults check the bottom for holes, big rocks, and stumps. Mark off area for beginners, in water not over chest-deep. Use boundary markers shown made of balloons, empty, stoppered bleach bottles, inverted plastic buckets in ring floats, or flags on plastic foam.

The Submarine

The...announcer informs the audience that he wishes to tell the story of a submarine mission. A volunteer is required to set the scene. The volunteer is asked to lie down in the middle of the camp fire circle and an old coat is placed over him. He is asked to raise one arm up through a sleeve of the coat as the periscope. The announcer tells a story about the submarine mission involving leaving port, submerging, spotting an enemy ship, firing a torpedo, coming to the surface to see what damage has been caused and then retreating beneath the surface as enemy aircraft approach. In the course of this story there is much raising and lowering of the periscope and the volunteer raises and lowers his arm accordingly. Unfortunately on the last occasion when the enemy aircraft appear the announcer is in too much of a hurry to get the submarine below the surface and forgets to have the periscope lowered. As a result water gushes into the submarine down the raised sleeve of the coat onto the volunteer. The water is thoughtfully provided by an assistant with a cup of water.



SEPTEMBER



*Explore Your
Neighborhood*

OPENING

(Five Cub Scouts come on stage in turn and recite one of the verses below).

Newspaper Boy:

I am your paper boy
I deliver the news
Freedom of press
Has different views.



Postman:

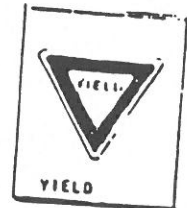
I am the postman
I deliver with dash
That Boy's Life issue
That's really a smash.

School Crossing Guard:

Safety is my job
I am the school guard
You cross the street safely
To the other yard.

Speed Limit Sign:

I am the sign
That saves a lot of lives
Everyone obeys me
Without any jive.



Trash:

I am the litter
That makes everyone bitter
Let's clean it up
So life will be better.

Cubmaster:

Our neighborhood is an important part of the country in which we live.
Let us all now stand and pledge allegiance to our country.

CLOSING:

Cubmaster: In these times of gas shortages and economic problems, our neighborhood has become more important to us than ever before. We've all heard stories from our grandparents about the good ol' days when people sat in their yards and visited and got to know each other better. There are some of us here tonight who really don't know each other even though our sons share a common experience. Let's take about five minutes right now to introduce ourselves to each other.

Den _____ will retire the colors for us.

Opening

There are 6 candles standing in front on a table as the Cubmaster speaks he lights the candles..

Lights should be out in the auditorium

CUBMASTER:

Our theme this month is Know your neighborhood. It is dark now but as I light each candle our eyes are opened up to more of our beautiful city. So shall we in our everyday living and travels open our eyes to the beauty of our neighborhood. This land of the free and home of the brave. This is our city. This is our NEIGHBORHOOD.

We watch the flag as it passes by,
A flash of colors against the sky.
Its' fifty stars are dazzling white,
As those few that shone by dawn's first light.

The mighty cities; the farmlands fair,
The mighty churches for praise and prayer,
The chance to do, and the chance to be
In a land our forefathers fought to free.

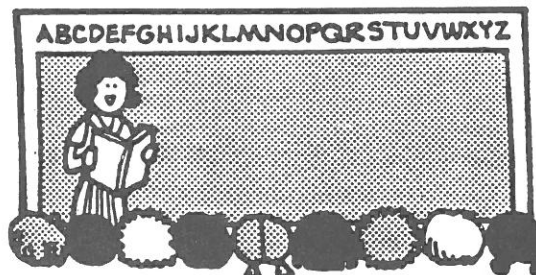
In every square and every mile,
In the USA we can smile,
We're free to go and to look and see,
We're free to be what ever we can be.

OPENING

Use this recipe as the basis for a ceremony:

1 cup friendly words
2 heaping cups understanding
2 cups milk of human kindness
2 heaping tbsp. 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. Cook with gas on the front burner. Keep temperature low so it never boils over. Season with gentle humor, warm personality and spice of life. Serve in individual molds.



ADVANCEMENT CEREMONY

Our town is just one of thousands of towns in our great country. There are many other towns similar to ours in size and population, but each one is unique. Just as towns are similar, yet different, each one of our Cub Scouts is similar, but different. Although each is different, every Scout has one thing in common, each does his best by following the Cub Scout Motto.

Tonight, we would like to recognize some of our Scouts who have earned awards and rank advancements by doing their best.

When we think of things that we do in our town, one of the first things that comes to mind is going to school. Just as we study and learn new things in school, the following boys have learned the requirements to become a Bobcat in our Pack. Will(names) and their parents please come forward.

One way we all have fun in our town is to go to the amusement park. Our boys who have been working on the achievements for the Wolf rank have found that working can be fun, too. (names) have completed the achievements. We would like them to come forward with their parents to receive their advancement.

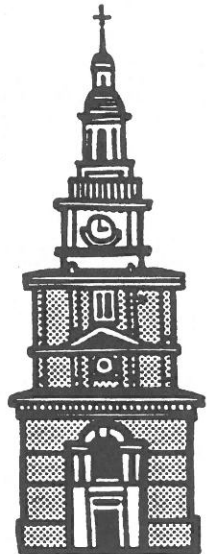
Visiting our town's museums is an interesting way to spend our time. Learning about our past can help us live today. Using things that they have learned from the past, (names) have continued to conquer more difficult challenges. They have completed the achievements for the Bear Rank. We would like them to come forward with their parents to be recognized.

Our town is always growing older, but is also grows stronger, better and larger. Boys also age and grow. (Names) have reached the age of ten. I would like our Webelos Leader to come forward and welcome these boys and their parents into his den.

Any time we ride around our town, we see new building under construction. It seems like there is just no end to it. Well, there probably isn't an end and our town is going to continue to grow. Our Webelos Scouts are continuing to grow too. Earning Activity Badges is one way we grow in knowledge and ability. Their bodies and minds are always under construction. Will the following Webelos Scouts please come forward to receive their activity badges. (names)

One thing our town is lucky to have is professional sports. We have baseball, football, soccer, hockey and others. Not everyone can be a professional player...only those who do their best with constant practice and a lot of ambition. In our pack, we have a similar thing. Only those boys with the ambition to do their best can obtain the highest rank in Cub Scouting...The Arrow of Light. Just like our town's professionals, (names) have worked very hard and have achieved this high goal. Please come forward with your parents to be recognized for this accomplishment.

Our town is a very beautiful and successful place to live. With continued good planning and hard work, it will be better each day. Our Cub Scouts can also become better young men with successful and happy lives as long as they do their best while growing up. We are very proud of the boys we have recognized tonight and look forward to all Scouts coming forward in the months ahead.



SKITS & STUFF

PLAY SCENERY

The examples below are only simple ideas of scenery that can be made and painted by the cubs to use in the skit that they can write about what goes on in their town.

To make these scenes all that has to be done is to use refrigerator boxes. The best skit is their creation.

Neighborhood Skit

Six cubs (or divide the lines if you have more). Each holds a piece of 8 1/2" X 11" poster board with letters on front and verse on back. (This could also be used as an opening.)

- 1st: Neighborhood Examples we can be,
For we are Cub Scouts, can't you see?
- 2nd: It's Great to live in our home town
We'll help it grow, not tear it down.
- 3rd: Help Build with us, lets start today,
A better place to work and play.
- 4th: Other Reasons you may know
Let's not delay - let's really go!
- 5th: Houses Old and houses new
Need our care and fixing, too!
- 6th: Our Dens can help our neighborhood
Grow clean and bright and safe and good.



CHEERS

- Paul Revere Cheer: Pretend to be riding a horse while moving up and down saying " The British are coming, the British are coming.
- Pole Vault Cheer: Stand your two big fingers of one hand on other arm like legs. have them run down the arm to the wrist and then jump into the air. As you bring your hand down, CLAP.
- Flower Cheer: Like a flower blooming, raise part way up in the chair look around and then stand up quickly and say sproooooong....
- Jet Clap Cheer: Swish your hand across in front of you like a jet and clap your hands twice real fast.
- Flintstone Cheer: Hold your hands over your head and say "Yabba Dabba Dooo."
- Class Clap Cheer: Clap hands to this rhythm 1,2,3,4 1,2,3,4
1,2,3,4 1,2,3,4.

THE NEIGHBORS

Characters: Ralph
Billy
Mr. Brown
Bruce
Mr. Johnson

Scene: Boys are spread out as though they are in separate yards, frozen in appropriate action pose.

Ralph: Hi! I'm Ralph. This month I was supposed to explore my neighborhood for Scouts. So I did, and I found out I have the funniest neighbors! I mean they are really something to laugh at! Come on, I'll show you. (Ralph gestures for audience to come along as he walks over to his neighbor, Billy.) This is my friend, Billy. He lives just across the street. We play baseball together. Say hello to my Pack, Billy.

Billy: Hi, Pack!

Ralph: I told them how funny you are, Billy. Go on, show them.

Billy: O.K. Why does a spider make a good baseball player? (Wait for Pack to respond.) Because it catches flies!

Ralph: (Laughing.) See what I mean? Thanks Billy. (Goes to next neighbor) Look, here's Mr. Brown. He lives next door and he really likes birds. Mr. Brown, meet my Pack.

Mr. Brown: Hello youngins! (Mr. Brown is quite old.)

Ralph: I told them you're a funny man. Will you show them?

Mr. Brown: Sure Ralph. Uh, let's see... Oh yeah... What do you get when you cross a 500 lb. gorilla with a parrot? (Pause.) Give up? Well, I don't know but when he talks, you better listen!

Ralph: (Laugh.) That was great! Thanks Mr. Brown. (Walks to the other side of the stage) Oh yeah, here's Bruce! He likes to exercise and lift weights and stuff. Hi, Bruce! Meet my Pack. (Bruce is jumping rope, stops and nods to pack.) Heard any good jokes, Bruce?

Bruce: Well, did you hear the one about the rope?

Ralph: No.

Bruce: Well, just skip it! (Starts jumping rope, again.)

Ralph: (Walks on to the next neighbor, who is reading a book.) And, finally, there's Mr. Johnson. He's a real scholar. He reads the dictionary just for fun! Hi, Mr. Johnson! Let me introduce you to my Cub Scout Pack.

Mr. Johnson: Good Evening!

Ralph: I was telling them about all my funny neighbors. and how you read the dictionary, and all.

Mr. Johnson: That is correct, Ralph. As a matter of fact, do you know the definition of Camelot?

Ralph: No.

Mr. Johnson: Well, Ralph, Camelot is a place to park your camel. (Laughs and returns to reading.)

Ralph: See what I mean. I sure am glad I got to know how funny all my neighbors are! Well, see you! (All the actors exit together with Ralph saying:) Did you hear the one about.....





WHERE TO GOWHAT TO DO

Here are some ideas for Cub Scout fun trips. Do not limit yourself to just these. This list is just to get your imagination working, then all you need to do is call a local place and ask if you can bring your Cub Scouts to visit and if someone would have time to show you around. Do not always look for the big places. Often the most interesting tours can be of small businesses and they often have more time and desire to take time with the boys and answer questions.

SEE THINGS MADE - Visit manufacturing firms such as aircraft, automobile, appliance, or electronic firms; chemical, paper, plastic, paint, furniture or toy plants.

HOW YOUR CITY RUNS - Power, light, water, gas, sewage plant; police and fire stations, city hall, courthouse; telephone building, post office, hospitals, newspaper plant, radio and television stations.

HOW YOUR CITY IS FED - Truck farms and dairy farms; dairies, flour mills, bakeries, food processing, canning and bottling plants; stockyards and meat or poultry packing houses; beverage, candy and ice cream firms; city markets; restaurant and pizzerias; food distributors.

HOW YOUR CITY TRAVELS - Bus, boat, truck, railroad, airplane, ferry and shipping terminals and facilities.

LEARN ABOUT YOUR HERITAGE - Art galleries, museums, and memorials; celebrated old homes, forts, old sections of town, monuments, and other historical sites; houses of worship, civic centers, important local buildings, summer theatres and band concerts, special local historical celebrations.

LET'S GO OUTDOORS - Parks, forests, arboretums, botanical gardens, cemeteries, fish hatcheries, game preserves or wild bird sanctuaries, hiking and nature trails.

You can use the Yellow Pages of your phone directory for information and if you just can't think of anything on your own, your local chamber of Commerce will be of help to you.



SCOUTING WITHIN OUR COMMUNITY

- POLICE STATION:** A Cub Scout tries to obey laws of his city.
A Cub Scout tries to be honest.
A Cub Scout tries to follow bicycle safety rules.
A Cub Scout tries to be a good citizen.
A Cub Scout shows respect to his Country and his Flag.
- FIRE STATION:** A Cub Scout follows fire safety rules.
A Cub Scout learns the outdoor code.
A Cub Scout learns "911" and uses it in an emergency.
- SCHOOL:** A Cub Scout works toward being a scholar.
A Cub Scout learns more about his City, State, and Country.
- PARK:** A Cub Scout has FUN.
A Cub Scout tries not to litter.
A Cub Scout learn and practices water and bicycle safety.
A Cub Scout tries not to pollute water.
- HOSPITAL:** A Cub Scout tries to keep himself clean.
A Cub Scout learns and tries to practice good health rules.
A Cub Scout learns home First Aid.
A Cub Scout places emergency numbers near home phones.
- GROCERY STORE:** A Cub Scout helps recycle aluminum cans.
A Cub Scout learns to be helpful; like carrying out groceries or putting groceries into the car and later at home.
A Cub Scout learns to eat healthful foods.
- CHURCH:** A Cub Scout tries to practice the religion his family has chosen.
- OFFICE BUILDING:** A Cub Scout is always curious!
- What is in that tall building?
- What job will I have when I grow up?
- I wonder what my mom and/or dad do when they go to work?





SCRAPPY'S WALK

Scrappy Mouse, our P.O.F. mascot, travels far afield (his cousins are field mice, you know), but one of his favorite trips is closer to home — his very own block. Scrappy knows we often don't pay attention to things we see every day, so he invites us along on a walk around the block.

ACTIVITY No. 1. Special Kinds of Walks

Shadow Walk. Walk only in the shadows - this may require some jumping. (A hint: don't plan this walk at noon since that's when shadows are shortest.)

Smell Walk. Sniff your way around the block. Write down the odors you recognize. Draw a picture of what causes those smells. Label how you feel about each smell. (Can smells make you hungry? happy? alert? afraid? angry? nervous? sad?)

Color Walk. Choose a color, like red, and walk only toward red objects for as long as you can. Can you make it all the way around your block? Write a history of your color walk. You might want to draw a map of it.

Sound Walk. Listen your way around the block. Write down the sounds you recognize. Draw a picture of the things which cause these sounds. Label how you feel about each sound.

Initial Walk. Walk toward objects or things that begin with either of your initials. Write a history of your walk. You might want to map it out.

ACTIVITY No. 2. Things to Find on Your Block

Find something soft, find something wet. Find something that reminds yourself of you. Find something very old. Find something scary. Find a secret. Find a hiding place. Find something free, something magical. Find an omen of the future. Find a terrific place to sit. Find something that can't be photographed. Find something rotten. Find something beautiful. Find something edible.

Pretend you are an alien from another planet. Find a footprint. From this footprint you can prove the existence of other creatures on your block. How many of them are there? Where do they live? Are they extinct?

ACTIVITY No. 3. Block-A-Laneous

When is your mail delivered? What time is the garbage picked up where you live? How many times a week?

At night, what is your favorite shadow? What casts it? Take paper outside and trace pictures of shadows. Can your friends guess, from the pictures, what casts these shadows?

Watch a sunrise. Which buildings, houses or shrubbery catch the first glow of light from the sun?

Watch a sunset. What is the last thing to be sunlit?

With colored crayon, draw a picture of a sunset.

Make a list of the things you like about your block. Make a list of the things you don't like. How can you change the things you don't like in your neighborhood? How can other people change these things?

Look at the sky above your block. Draw a picture of the clouds in the sky. Can you see faces, animals, buildings, or other things in the clouds?

Look at the sky at night. Can you map the stars?

Can you map three different ways to get from your home to your neighborhood grocery store? Your school?

Can you map how the people on your block get to work?

Make a population map of your street. Draw squares to show each house or apartment building. With crayon, put a dot in the square for everyone living in the building. Use different colored crayons for men, women, boys and girls. Are some squares crowded with dots and some practically empty? ■



Can Be Used
as a Bookmark



DO YOU LIKE YOUR NEIGHBORS?

Seat players in a circle, with someone who is "it" in the center. "It" goes to anyone in the circle, and asks, "Do you like your neighbors?" If the player answers, "Not very well," then "it" asks, "Who would you prefer for neighbors?" The person questioned then names two other persons in the circle, and they immediately trade places while "it" tries to steal one of their seats. If he is successful, the one in the middle becomes "it". Occasionally when "it" questions someone about his neighbors, he may answer, "I like my neighbors," and that is a signal for everyone to change seats in a mad scramble to keep from becoming "it"

NEIGHBORHOOD STATISTICS:

Have the boys go on a hike. While the boys are on the hike have them count the number of swings, garbage cans, bus stops, telephones, broken windows, trees, fire alarm boxes, telephone poles, TV antennas, mailboxes, cracks in the sidewalk, parked cars, traffic signs, bicycles, etc. Each boy could be responsible for counting one item.

STOP SIGN RELAY:

Draw several stop signs and cut them out from a paper napkin. Give each one to a team. Also give a drinking straw. Map out a course of streets. Each team is to follow the street from start to finish. The first player on each team is to pick up the stop sign by sucking on the straw and carrying it to the end of the street where the next player will meet him and carry it back.

This continues until all the boys on each team have carried the stop sign. The first team finished is the winner.

STREET AND ALLEYS

All the players except two stand in several parallel lines making ranks and files with four or more players in each. These lines should be far enough apart so that the boys in one can just clasp hands with their neighbors in the next one either way. The two extra players act as thief and policeman. The players join hands across the ranks, forming streets. Then the thief runs and the policeman tries to catch him. When the leader says, "Right face." the players face right and join hands along the file, forming "alleys" at right angles to the "streets". To make the game lively, the command to change from street to alley should be given often. The thief and the policeman must keep to the streets and alleys. They are not permitted to break through the joined hands nor to go under them. When the policeman catches the thief, two other players take their places and the former thief and policeman step into the places left vacant.

STREETS AND ALLEYS:

The more boys you have for this game, the more fun it will be. You can have from 16 to 50 players. Everyone must get into a line, so that you have many lines side by side, with at least four boys in each line.

Two boys then are chosen to step forward, They are to run through the "streets and alleys" one being the runner and the other the chaser. Now, every boy joins hands with the boys on his left and right, forming a number of "streets". The boy at the head of the line acts a leader. When he calls out "alleys" then everyone must drop hands, turn a quarter-turn to the right, and join hands with the boys now on his left and right. When the leaders calls out "streets" then everyone must turn a quarter turn to the right again and join hands with the boys now on his left and right. And so on.

Meanwhile, the runner and chaser are racing through the spaces left open between the lines. As the joined hands are changed, the streets turn into alleys and the boys have to run in different directions. Some streets become dead-ends, and others open up. The running players cannot break through the joined hands of the boys in line.

SEED PLANTING RELAY:

This is a variation of the heel-toe race. Each person in turn follows a line drawn on the floor by placing the heel of one foot against the toe of the other. About every 3 feet he must stop and drop a seed in a small mouthed jar set near the line. When he reaches the end, he runs back, touches the next person who plants his seeds in the same manner. First team to finish the relay wins.

RUG SCOOTER:

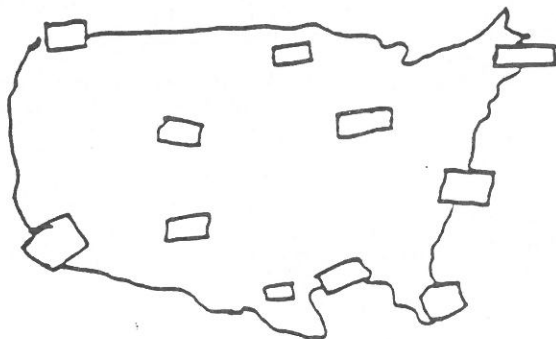
For this contest, which is really a relay, it will be necessary to have a smooth slippery floor. If the room is large enough, have two groups of equal number participating at the same time. Otherwise, it will be necessary to time each group to determine the winner. in either case, provide a group with a small rug to be used as the scooter which the first player must propel to the opposite end of the room and around some object placed on the floor and back to the starting point, keeping one foot on the rug and the other on the floor in the manner that a boy propels a scooter. The next person on the team is then given the rug and so on until all members of each team have participated.



CRAFTS

DISPLAYING POSTCARDS

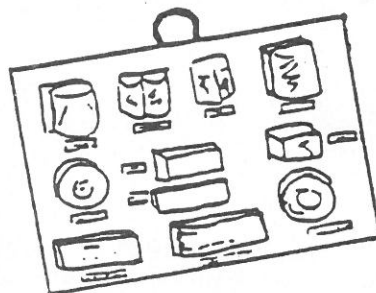
Most families have collected post cards as they have travelled and what better way to discuss the cities in our USA than borrow the cards from their families collections and show them on a map of the United States. -



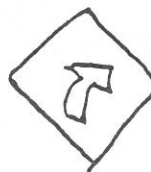
Mount a map of the United States on the wall and then tack with small tacks the post cards from the various cities that the boys have been to. This can even be a presentation at the pack meeting as the boys talk about their map.

HOBBY DISPLAY BOARD

To display your rock or leaf specimens, souvenirs, or hobbies, try using the clear plastic bubbles which are used to package nails, thread, batteries, etc. Carefully remove the cardboard backing of the bubbles. for mounting, use a large piece of cardboard and arrange the collection as you like. Put a bubble over each item and tape to hold. Label each item.



TRAFFIC SIGN SLIDES



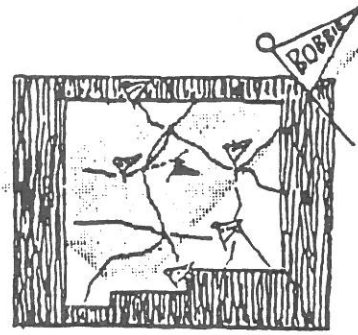
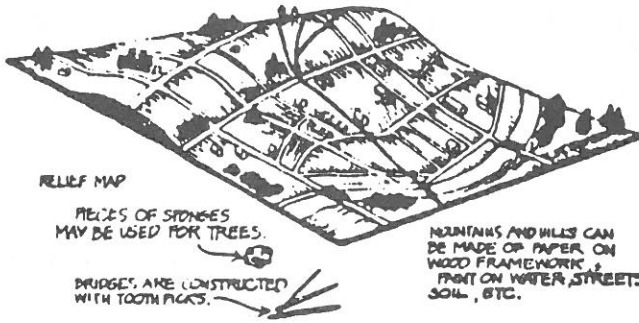
You will need:

Heavy Poster Board, paint, pipe cleaners, match sticks..

Cut the patters from the poster board. Then either paint the designs on the poster board OR glue the match sticks in place, OR use the pipe cleaners and glue them in place.

Once the design is finished then glue a pipe cleaner to the back for the finished neckerchief slide.

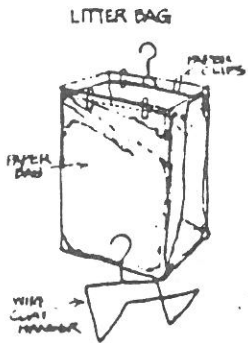
CRAFTS



A DEN TRAVEL MAP can be made by placing name pennants on a map to show places visited by boys.

RELIEF MAP. Use papier mâché or plaster. (See Crafts for Cub Scouts for directions.) Construct buildings from boxes or cardboard, or use models from model railroad. Assemble map on plywood sheet.

LITTER BAGS. Have each Cub Scout make one for the family car.



MAKE 'LITTER LUGGER' FROM SHOPPING BAG LINE IT WITH PLASTIC BAG FROM CLEANERS.

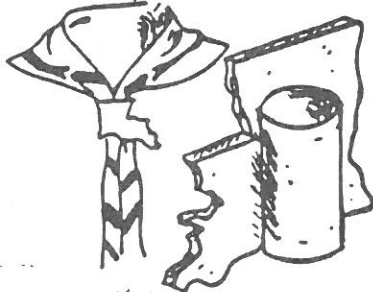


NECKERCHIEF SLIDE. Draw or trace outline of state on Masonite or plywood. Cut out with coping saw. Paint any color and glue on leather or leatherette loop.

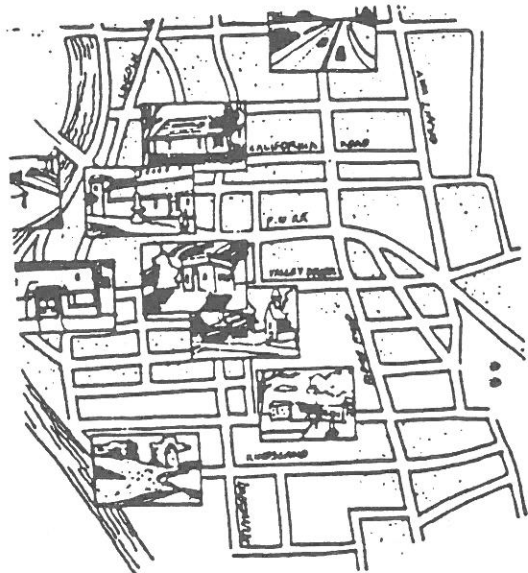
Litter bags

A simple litter bag for the family car can be made by cutting a leg from a pair of blue jeans. Turn inside out and sew across the unhemmed end to form the bottom. Turn on right side and sew on a loop or curtain pull ring to hang it by or cement a spring-type clothespin on as a clip.

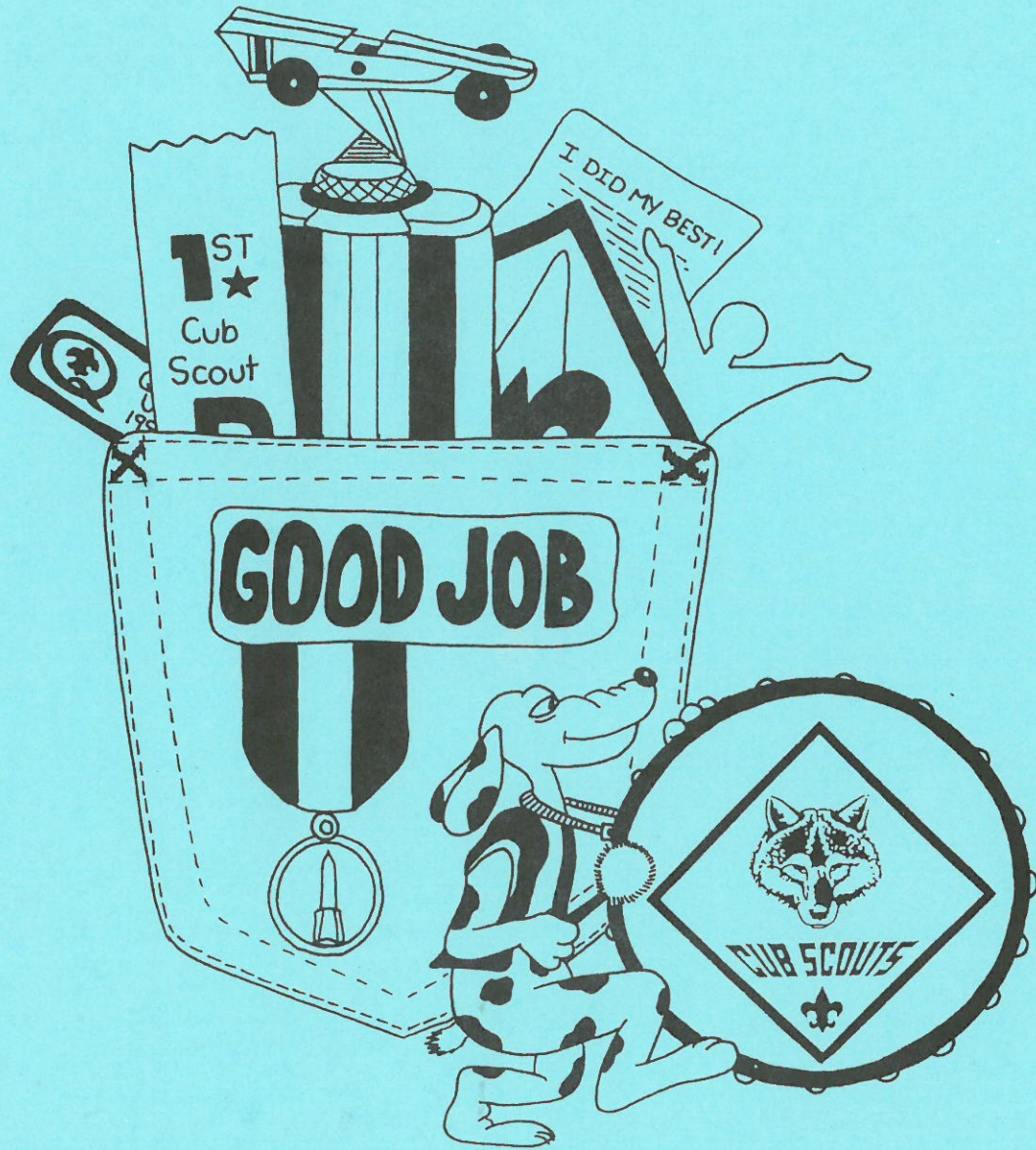
Neckerchief Slide



Draw outline of state on plywood or masonite - cut out with a coping saw and paint glue on leather loop.



October



Achievement Parade

ADVANCEMENT CEREMONY

CUBMASTER:

Just as all sports played in the great outdoors are a challenge to each individual competitor, so the Cub Scout trail is a challenge to each individual Scout. Professional athletes and Olympic competitors don't just become great overnight. It takes years of practice and dedication to achieve success.

This is also true in Cub Scouting. A boy does not join a pack and then immediately receive the Arrow of Light. A boy joins a pack and begins to grow. First he must learn the Cub Scout Promise, the Law of the Pack, the Motto, the meaning of Webelos, the salute, the sign and the handshake...and so earn the rank of Bobcat.

As he continues his growth, the challenges become more difficult but he overcomes the difficulties and reaches toward the Wolf, Bear and Webelos ranks. If he is able to maintain his dedication and hard work, he will reach the top just like the Olympic champion.

Today, our pack has several boys who are maintaining that dedication and Cub Scout spirit and are ready for their next rank advancement. Will (name) and their parents please come forward?



PACK ADVANCEMENT CEREMONY

This Advancement Ceremony will tie in with the Pinewood Derby. The Advancement Trail is pictured as a race in which all participate.

Personnel: Cubmaster; Den Chief

Equipment: Racetrack Board with cutouts of racing car, red trophy pennant, and green, and checkered flags; cellophane to color flags; flashlight for Cubmaster or other Narrator; Badges pinned on small cutouts (Racing Car for Bobcats, appropriate flags for Wolf and Webelos, and red trophy pennant for Bear).

Setting: Room is darkened. Den Chief stands with flashlight behind cutouts. At the appropriate time, he illuminates cutout. Cubmaster or other narrator, using flashlight, reads script.

Cubmaster: In an auto race, drivers must advance 1 position. Tonight we have a special way to honor our racing drivers who have advanced in their Cub Scout rank.

BOBCAT

Cubmaster: The first step in any race is to establish a qualifying time. Tonight we have some new Bobcats who have qualified as drivers on our Cub Scout Advancement track. (Den Chief holds flashlight behind racing car cutout. Cubmaster continues with a regular Bobcat induction ceremony from Staging Den and Pack Ceremonies, No. 3008A.)

WOLF

Cubmaster: The Green flag symbolizes those drivers who have qualified for a Wolf position on our Advancement track. Will the following Cub Scouts come forward to receive their Wolf Badges (or Arrow Points) and green flags. (Den Chief illuminates green flag cutout with flashlight. Cubmaster reads names of Cub Scouts.) Because your parents were cheering for you and helping you, we would like them to come forward and present the badge to you.

BEAR

Cubmaster: The Trophy Pennant indicates that a driver is more experienced and skillful in handling his car and is moving up among the track leaders. Will the following Cub Scouts please come forward to receive their Bear Badges (or Arrow Points) and red trophy pennants. (Den Chief illuminates red trophy pennant. Cubmaster reads names of boys.) Just as pit mechanics help drivers to refuel and change parts, so your parents come forward to share in your honor. (Parents present Badges.)

WEBELOS

Cubmaster: 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 tracks - The Indianapolis 500 - which is Boy Scouting. Will the following boys come forward for our highest track award, The Webelos Badge and their checkered flags. (Den Chief holds flashlight behind checkered flag. Cubmaster reads names.) Boys, your parents have helped you to be square and game, and since they traveled this track to Webelos with you, we would like them to come forward now and present the Webelos Badge to you. (Parents present Badges.)

Achievement Parade

Equipment: Small boxes decorated to resemble parade floats. The name of the rank to be presented should be put on the float. (Wording or a decal can be used). The boxes (floats) can be put on a table. Have a tape of marching music.

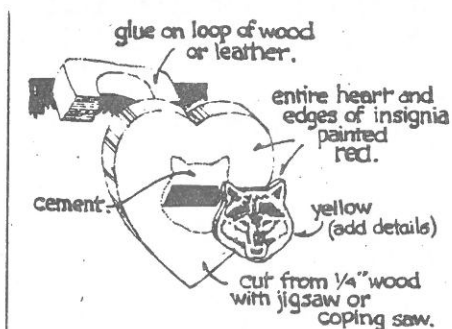
Larger boxes can be decorated and pulled in when the particular rank is to be presented. Have other Scouts pull the boxes in. Again, use parade music (marching music).

Decorate and stack boxes. The bottom box will represent the "Arrow of Light" and will be the largest. Stack the next box (a little smaller) to represent "Webelos". Continue to the Bobcat with each box being a little smaller.

Have the following text on cards for the boys to read. Borrow appropriate neckerchiefs for the boys to wear as "costumes". The "audience side" of the cards could be decorated with big sticker decals from the Scout shop showing each rank.

Suggested Pack Service Project: Write letters for seniors at a nearby Senior Center, collect clothes for a home for "battered women and children," or choose a nearby stretch of highway and clear the litter away.

Suggested Den Activity: Visit a City Council meeting, hold a pretend City Council meeting (invite your parents), or write letters to the Mayor of your City and/or City Council Member and share any returns. Pack a sack lunch and go for an exploration of your neighborhood. Take a bike hike (bring some change for a stop at a 7-11 or in case you meet an ice cream truck or to call home). Visit a history museum.

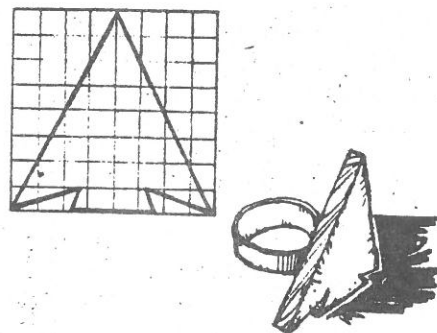


WOLF RANK SLIDE. Cut from 1/4-inch wood with jigsaw or coping saw. Glue on loop of wood or leather.

"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.

"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." •

"I too have learned twelve new things. They required more skill and effort, but were fun and interesting. 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."



ARROW POINT SLIDE. Use grid to enlarge arrow point to 2x2 inches. Draw on soft wood and whittle. Paint gold or silver. Glue on ring of leather or cardboard.

ACHIEVEMENT PARADE

Print the letters of the word 'ACHIEVEMENT' on cardboard. Put verse on the back. Boys line up according to letters with sign held down at side and each boy brings his sign up in front of him as his turn comes.

- A - Stands for advancement. We are starting up the ladder of Scouting which will help us grow in body, mind and spirit.
- C - Stands for co-operation. Scouting is a program for the whole family. The cooperation of the parents in gaining achievement is necessary for the Cub's advancement and growth.
- H - Stands for HELPS. Cubs are no longer 'little boys' when they are eight. He can give good will by raking leaves, washing dishes, and best of all, keeping his room in order.
- I - I, _____, promise to do by best, to do by duty to God and my country, to be square and to obey the Law of the Pack.
- E - is for energy - of which we have plenty. We are wild and 'rarin' but also nice. Our Den Leader channels our energy into worthwhile tasks.
- V - Stands for the volunteers who at first looked with terror upon the eight howling, bug-eyed boys, but with understanding love you are helping us grow to be men.
- E - is for enthusiasm, which is very contagious if put where a Cub can catch it. A cub only reflects the attitudes of his leaders in what he does.
- M - is for muscles we are building in our physical fitness achievements. When we are older and ready to join our school team, we will be alert, quick, and ready - we hope.
- E - stands for the Electives and more fun. These arrows we wear under our new badge each stand for ten credits. Electricity, handicraft, nature and swimming are just a few that help us learn as we play.
- N - stands for your name - be proud of it. As you advance from Bobcat through Webelos you will add new honor to your name. Everything you do or say, adds or takes away from your good name.
- T - stands for Teamwork, this means one big, happy group of boy and parents all striving for the same principles - keeping boys healthy, happy and busy in a pleasant atmosphere.

Keep me from weakening my son through granting him pleasures that end in pain, ease of boy that brings sickness of soul and a vision of life that ends in death.

ADVANCEMENT BEAD STORY

A group of Cub Scouts are talking when a non-cubby comes in.

Non-Cubby: What are you guys talking about?

Cubby #1 : We are talking about all the neat things we do in scouting.

Cubby #2 : (wearing an advancement in rank patch with yellow beads)
We have achievements we have to do as well as having fun projects like the Pinewood Derby.

Non-Cubby: Where did you get those yellow beads? They are neat!

Cubby #2 : I worked hard for these. After doing three achievements, we receive a yellow bead. We can earn 4 yellow beads. Then we start on four red beads for the Bear achievements.

Non-Cubby: Golly -- gee that's terrific. (runs off)

Non-Cubby: (Coming in a bit later to the same boys, he is now wearing hugh yellow beads which are ballons.)

Cubby #1 : Where did you get those big beads?

Non-Cubby: Well, I worked EXTRA HARD and FAST!

SONGS

Hey, Look Me Over!

Hey, look me over, Lend me an ear,
Watch me advance in Scouting every year,
First I'm a Bobcat, then a Wolf and Bear,
Soon I'm a Webelos and on I'll go from there
A-singing,

Hey look me over, lend me an ear
Join me in a song and sing out loud and clear,
That our Cubbing advancement is the way to grow,
Stand back parents, here we go!

Four Cub Scouts

Tune: *Three Blind Mice*

Four Cub Scouts, see how they go,
They all went after their Bobcat Pin,
The Wolf, the Bear they were next to win,
And then they went to the Webelos Den,
Our four Cub Scouts.

Advance in Rank

Tune: *There is a Tavern in the Town*

Advance in rank is what you do, what you do,
Cub Scouts can be lots of fun for you, fun for you,
Bobcat, Wolf, Bear, and Webelos, too,
Come join our happy, happy crew!

ADVANCEMENT AND RECOGNITION

The advancement chairman and his committee should develop appropriate ceremonies for recognizing advancement, induction into the Pack, and Tiger Cub or Webelos graduations. Since advancement is an important part of the Cub Scout program, be sure as much emphasis is placed on this recognition as is placed on the winners of the tournaments. See Staging Den and Pack Ceremonies No. 3212.

CUB SCOUT SPORTS AWARD CEREMONY. NOTE: The following ceremony may be used to present awards for softball. However, the ceremony may be adapted for any of the other Cub Scout Sports by using the equipment or skills of the sports to make the point that practice makes perfect and that effort is required to learn anything.

Equipment: softball and bat, softball belt loops and physical fitness pins for each boy and adult teammate; sports letters, if earned.

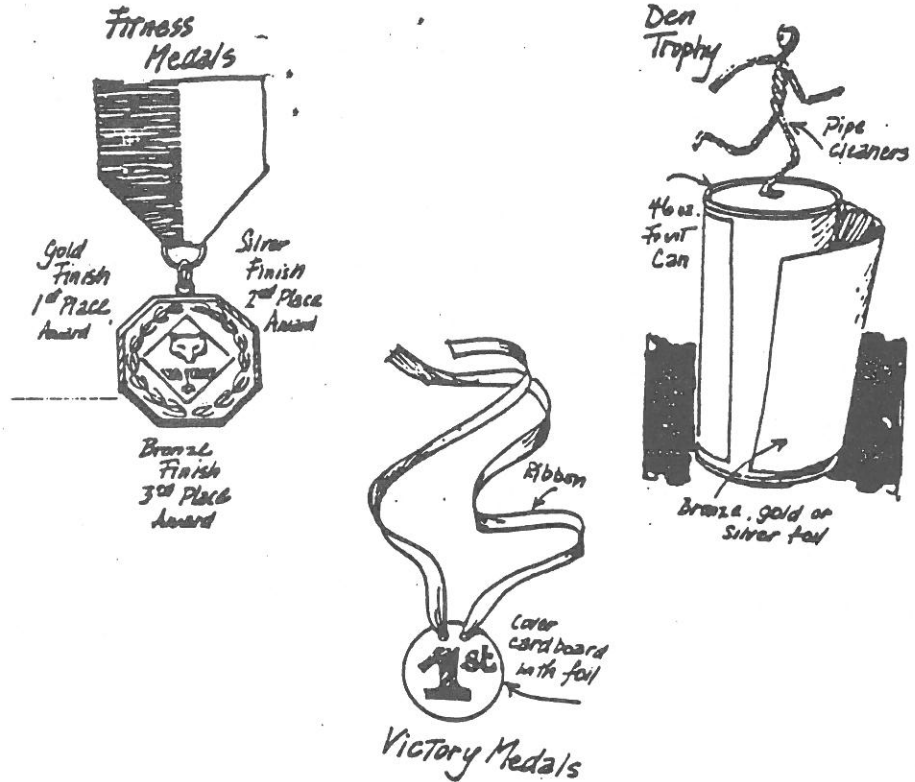
Personnel: Cubmaster, boys, and adult teammates.

CUBMASTER: Tonight we have some honors for young athletes—boys who have earned the Cub Scout softball awards with their adult teammates. Will the following boys and teammates please come forward? (When group is in position, give softball to one boy, bat to another; ask the boy with the bat to lob a pitch, which the batter bunts back to him.)

CUBMASTER: Wow! Bobby was all set to knock that pitch downtown. I'm glad he bunted instead. Both boys demonstrated a couple of the skills of softball—and let me tell you, they can do a lot better than that! But with the help of their adult teammates, they have learned plenty about softball during the last few weeks. They did it by practice and playing games.

It takes the same thing—practice, practice, practice—to learn any worthwhile skill—in Cub Scouting and in life. It's a pleasure now to award these softball belt loops, physical fitness pins, and sports letters to these Cub Scouts and Webelos Scouts. And for their adult teammates, we also have physical fitness pins.

(Present awards.)



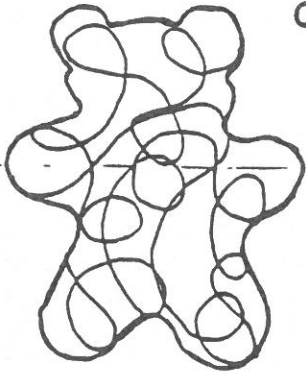
Certificate of Participation

Physical Fitness Championships
PACK 306

did his best in Pack _____ 1977

Physical Fitness Championships

Cubmaster _____



Check
the
December
section
for
Patterns!

Trophy Skin

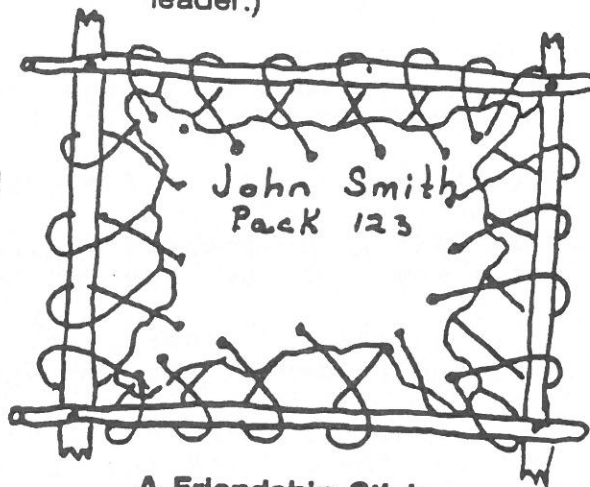
1. Cut scrap leather into the shape of an animal pelt. (An old boot may be large enough.)
2. Cut tree branches to correct size for frame. Nail or lash together.
3. Dampen leather and punch. Because of irregular shape, you may need to add additional holes before finishing.
4. Stamp, dye, and finish.
5. Lace skin to frame. (Trophy can make a nice "Thank you" for that special leader.)

Starched String Sculpture

Materials:

Stout Colored String
Flour and Water paste (Mixed to the consistency of heavy cream) or liquid starch
Disposable pie pans for the paste
Colored tissue paper
Scissors
Glue
Waxed paper
Patterns

At the first meeting: Place pattern under the waxed paper. Dip a length of string in the paste, gently wipe off excess by pulling through fingers. Follow the outline of the pattern then start to snake in throughout the pattern area. Set aside to dry until the next meeting. Use the colored tissue to cover the open work areas: glue around the area, cover with paper and cut off excess. Follow this procedure to cover the entire design. The Cub can make several and construct a mobile or just one for a sun catcher. Use a needle and button thread or fishing line for a hanger.

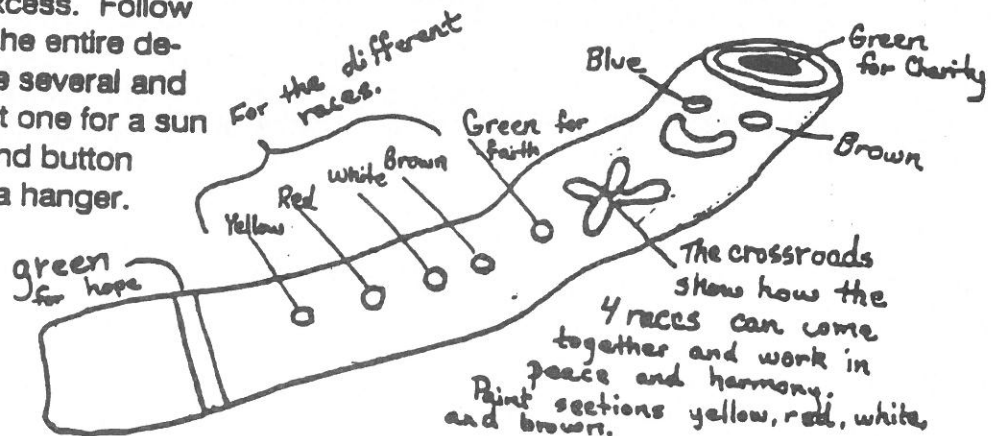


Leather
should
always
be cut
by an
Adult!!

A Friendship Stick

This little stick means "Friendship" of a very special kind
A "Friend", you know, is really great and very hard to find.

It is made of green wood - a living symbol of "friendship." It is curved to fit the curve of the earth.



ACTIVITIES

A PARADE?

The Achievement Parade is an opportunity for the boys in the pack to share their projects with their parents, other dens and everyone in the pack.

This is a good opportunity to spend a little extra time at the pack meeting. Since BSA has recommended that the Pinewood Derby be held in conjunction with this month's theme, it is an excellent opportunity for the parents to see what Cubbing is all about while their boy is busy at the derby.

How can you do the Achievement Parade? Just about any way you want to. Here are some ideas:

Have each Cub invite a friend and his family to the pack meeting. This is a great way to show what Cubbing is all about and new boys are sure to like it.

Let each den select a different achievement or set of achievements to prepare for display. There are 12 Wolf and 24 Bear Achievements. Electives can also be used if necessary. One per boy may even be assigned.

Models, posters and other exhibits such as collections can be used to depict the achievement or elective.

Show pictures of the boys creating the achievement project in the den meeting or at home. These can be placed on poster board or in an album.

If space allows, provide each den with a table to display their projects.

For active achievements, such as the Wolf Feats of Skill, provide space outside for the boys to demonstrate. Make sure they create a sign or banner that explains what they are doing.

A real parade can be held with each boy holding a poster that has an achievement name on it. The poster can be decorated with drawings and pictures that show what the achievement is all about. If you have a pack or den band that use home-made instruments, they can accompany the Achievement Parade.

ACTIVITIES

JUDGING AND AWARDS

Have a judge select the best individual display and the best den display. Some other award categories include most informative, most descriptive, best tasting (in case of food exhibits), etc. Award everyone a participation ribbon or certificate. Recognize creativity, and originality.

ACHIEVEMENT STORIES

Have the boys write a story that includes the names of all of the Wolf or Bear achievements in it. Have them use the achievements that they are working on for their grade level. These stories can then be read out loud for the rest of the den to share. Take the best story from your den to the pack meeting to share with the pack during the Achievement Parade.

Wolf Achievements

1. Feats of Skill
2. Your Flag
3. Keep Your Body Healthy
4. Know Your Home and Community
5. Tools for Fixing and Building
6. Start a Collection
7. Your Living World
8. Cooking and Eating
9. Be Safe at Home and on the Street
10. Family Fun
11. Duty to God
12. Making Choices

Bear Achievements

1. Ways We Worship
2. Emblems of Faith
3. What Makes America Special
4. Tall Tails
5. Sharing Your World With Wildlife
6. Take Care of Your Planet
7. Law Enforcement is a Big Job
8. The Past is Exciting and Important
9. What's Cooking
10. Family Fun
11. Be Ready
12. Family Outdoor Adventure
13. Saving Well, Spending Well
14. Ride Right

RANK TIE SLIDE

Cut plywood into 1-1/2" squares and trim off the sharp corners. Cut PVC pipe into sections about 1/2" long. Sand edges and glue pipe ring on the back. Place or paint picture of rank on the front.



Wolf or Bear Slide

Materials:

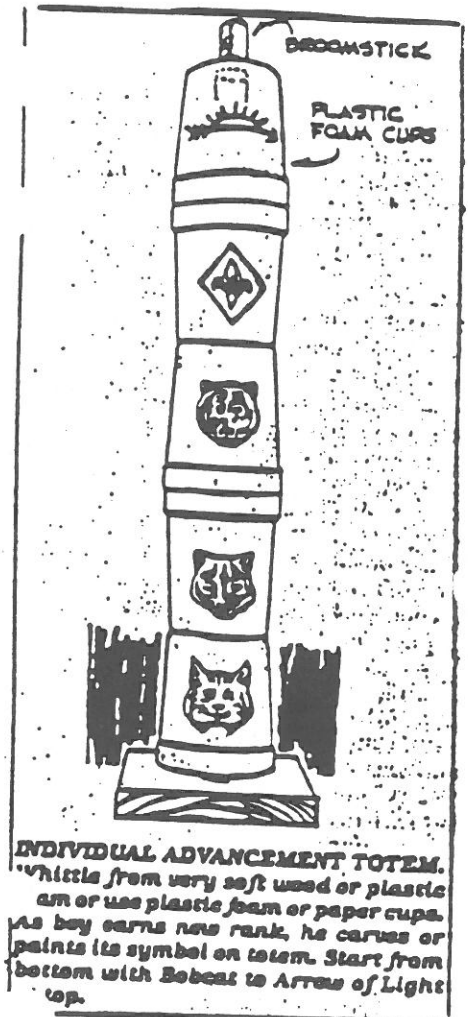
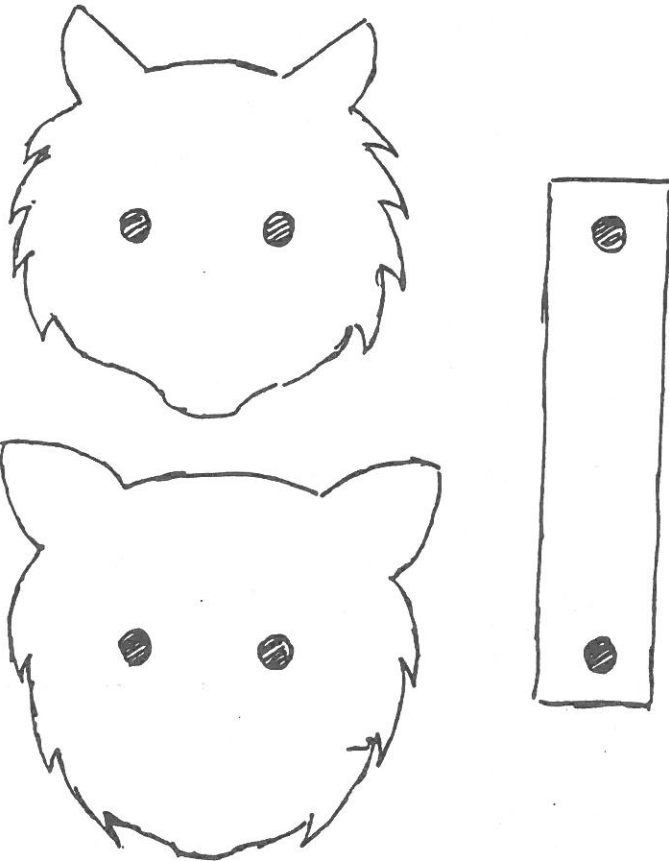
Leather/vinyl

Scissors

Paper fasteners

Felt-tip pen

Trace the pattern on the leather with the pen. Don't forget the strip for the loop at the back. Cut out carefully. Punch holes where indicated on the pattern. Put together with paper fasteners. Features may be drawn on leather with the pen.



INDIVIDUAL ADVANCEMENT TOTEM.
Whistle from very soft wood or plastic
can or use plastic foam or paper cups.
As boy earns new rank, he carves or
paints its symbol on totem. Start from
bottom with Bobcat to Arrow of Light
top.



Outdoor Activities

BUGS & THINGS GAMES

WHO AM I?

One player pretends to be some figure in nature--a plant or animal. He begins by telling brief facts about himself, such as, "I live along the seashore and am an animal." the others may ask questions that can be answered by yes or no and try to guess who he is. The one guessing correctly becomes the new leader.

Taken from Program Helps

ONE OF A KIND HUNT

The boys line up about five feet apart on the edge of a yard or playground. Each is given a bag or paper cup. On hands and knees they crawl toward the finish line, putting one of each nature object they see into their container.

This is not a race; allow at least 5 minutes to reach the finish line. Score one point for each plant object--blade of grass, twig, leaf, weed, etc.; two points for animal life--worm, insect, spider, etc. After scoring, return all objects to the soil.

Taken from Program Help

GRASSHOPPER RELAY

Divide the den into two teams and give each team a volleyball-size ball. One signal, the first player on each team puts the ball between his knees and hops to a turning line and back. The next player repeats the action, and so on, until all have run. If the ball is dropped, the player must replace it between his knees before continuing.

Taken from Roundtable Planning Guide

LITTER LOAD-UP

While on a nature ramble, divide the den into two teams and give each team a plastic trash bag. The object of the game is to see which team can collect the most trash.

Taken from Roundtable Planning Guide

I know, I know, you have the den out on a hike and you just can't stop to cook up a meal. Not to worry, try one of these trail snacks. The nicest thing about these is you can make them at home or at a den meeting before you go on that hike.

This can be eaten without cooking, but if you want it hot, dot the top with butter or margarine and heat through on low heat.

S'MORES (per person servings)

- 4 squares chocolate candy bar
- 2 graham cracker squares (not rectangles that have two squares)
- 1 toasting size marshmallow

Put four squares of chocolate on one graham cracker. Toast marshmallow on skewer. Try not to flame it! Put on top of chocolate and cover with other graham cracker square.

BIRDSEED (make as much as you want)

- 1 part sugar-coated cereal
- 1 part candy-coated chocolate
- 1 part roasted peanuts

Put all ingredients in self-sealing plastic bag. Mix and munch when needed.

NUTS AND BOLTS (number served depends on appetite)

- 1/4 pound raisins
- 1/4 pound peanuts
- 1/4 pound chocolate bit
- Broken up graham crackers (graham cracker cereal)

Mix all ingredients and put in self-sealing plastic bags to carry.

This only scratches the surface of what's available to you. Check the bibliography at the end of this section to get further ideas. Don't forget other Scouters as valuable resources. The parents of the boys in your den may have some ideas and skills of their own.

Be sure to leave the surrounding area cleaner than you found it. Make sure the fire is out and the entire area is safe. Take all trash out with you. Remember the Outdoor Code for Scouts.

FALL COLORS: WHAT CAUSES THEM

How do we become the beneficiaries of such brilliant display of fall color? The fall colors came from five major pigment groups. The green colors, evident in summer are the product of the chlorophyll. The yellow colors are from xanthophyll pigments. The orange, as well as some of the yellow and red colors, are a result of the presence of carotenoid pigments, while the very showy shades of dark red, scarlet and crimson are due to anthocyanin.

Anthocyanin are also responsible for the tints of blue, violet and purple seen mainly during spring and summer. The least noticeable pigments seen in the fall is tannin, which are responsible for the deep browns. Fall color is controlled by hereditary factors and environmental conditions.

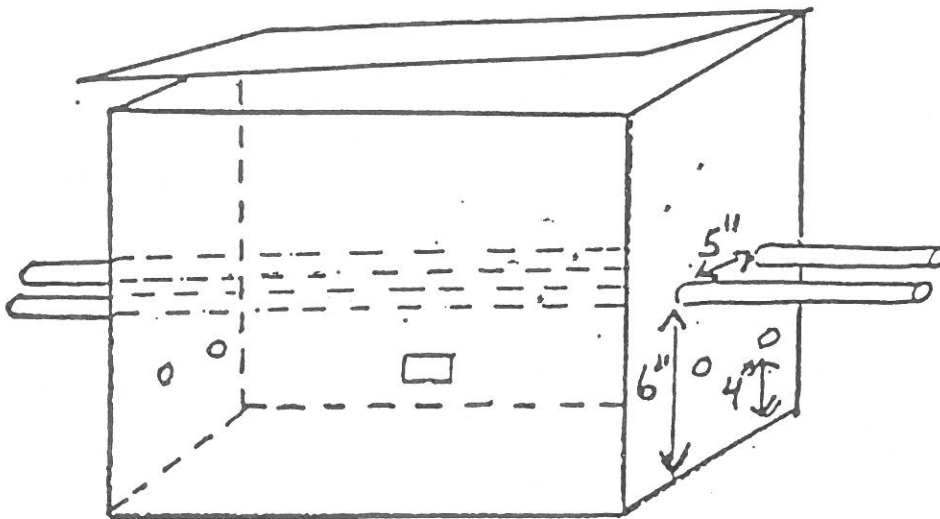
The kind of pigments, and the color the leaves turn in the fall, is genetically controlled. Every fall, for instance, birch trees all turn yellow, red oaks turn red and Ohio Buckeyes turn orange.

The intensity of the fall color for each tree or shrub is influenced by light, water, temperature, nutrition and the soluble sugar produced by the plant.

Sugar accumulation in the leaves is the most important factor in production of anthocyanins in the fall, and the intensity of the red and orange colors. Trees and shrubs kept healthy in the summer and receiving full sun and enough water have the best chance for good fall color from anthocyanin. The amount of color depends on fall weather conditions. Sunny days followed by cool (40 to 45 degrees) nights favor accumulation of sugars in the leaves. Cloudy fall days and warm nights result in decreased sugar production and a movement of the sugar out of the leaves and less fall color.

The yellow fall colors so dominant in the landscape because of xanthophylls and carotenoids, are actually present in the leaves during the summer. These are hidden by the dark green chlorophyll in the leaf. As temperatures and light intensity decrease in late summer and early fall, chlorophyll breaks down, exposing the yellow pigments.

BOX OVEN



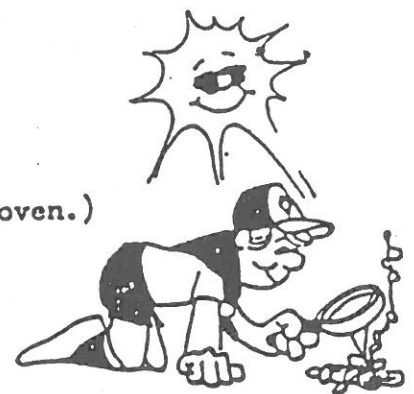
TO MAKE BOX OVEN

1. Cut around box top leaving it attached at back.
2. Line inside of box and inside of cover with two (2) layers of heavy duty aluminum foil.
3. Make side holes for rods or coat hangers - about 5" apart.
1st pair holes - 4" from bottom
2nd pair holes - 6" from bottom
4. Make air hole in back of box - about $1\frac{1}{2}$ " square.
5. Insert rods or opened coat hangers through side holes.
6. Put wire mesh over coat hangers to hold food. (If using rods, no wire mesh is needed.)

DIRECTIONS FOR USE (Start 7-8 pieces charcoal in milk carton or coffee can)

1. Place hot charcoal in pan on bottom of oven.
2. Replace rods and/or wire screen.
3. Allow oven to heat up.
4. Put food in oven on rods or wire.

(Timing for baking is usually shorter than with home oven.)



METHODS OF FINDING DIRECTION

North by North Star



The north star,
POLARIS, shows TRUE NORTH.

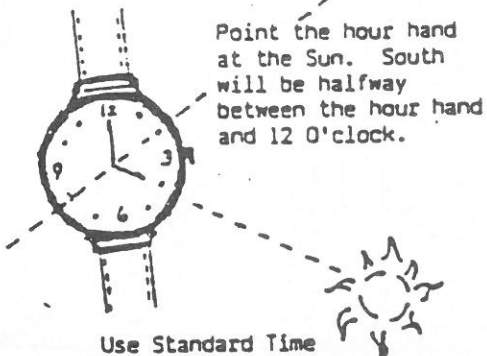
Using Any Star



Use two sticks to sight a star.
1 hour later, sight again. If
star is Up - East; down - West;
Left - North; if Right - South.

Sun & Watch

South

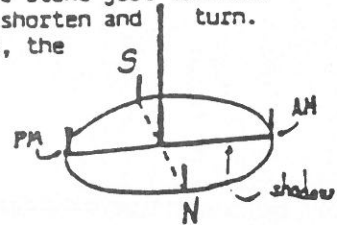


Point the hour hand
at the Sun. South
will be halfway
between the hour hand
and 12 O'clock.

Use Standard Time

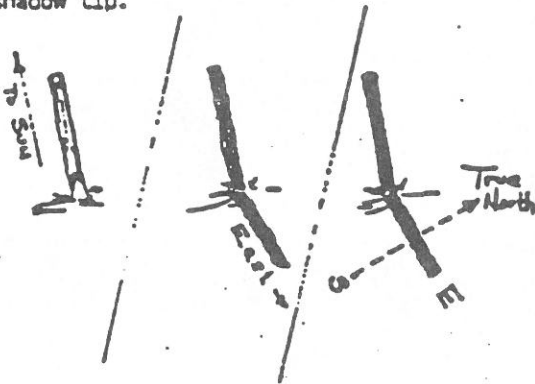
Three - stick

On bright sunny day, drive 5' stake
into ground (plumb) exactly vertical.
Tie string to stake and make circle
around it with the shadow as the
radius. Now drive a small stick (AM)
at that point on the circle where
the shadow of the stake just touches.
The shadow will shorten and turn.
In the afternoon, the
shadow will
lengthen. When
it touches
the circle,
drive small
stick (PM)
there. Halfway
between, drive a third
stick (N). A line thru N
and stake will be North-South line.



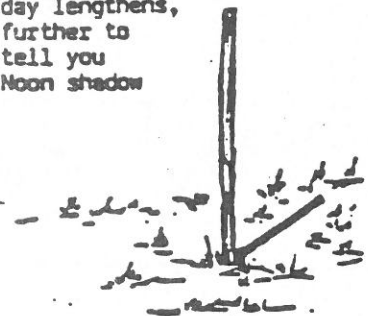
Shadowless Shadow

Push short stick (10"), into ground direct
at sun (no shadow). Wait until stick
cast 6" shadow. East will be at the
shadow tip.



Upright - stick shadow

Set the stick exactly vertical (use
plumb line). At 12 O'clock Noon -
Local Standard Time, the Shadow will
point N & S. As day lengthens,
shadow will move further to
East. This will tell you
which end of the Noon shadow
line was North.



A TRACHER'S DICTIONARY

Group Members (Sampling)	Track Key Symbol	Signature Track	Claws & Toes Showings	Planter Pad Shapes	Compression Shapes	Signature & Gait Patterns	Distinguishing Features
Shrew Opossum			F-5 toes H-5 toes No claws	Planigrade - very small	Very small and indistinct	With Tail Drag (even feet show adeptness in trees)	Do not hibernate. Many winter tunnels left on ground. Many bug remains.
Rabbit Hare Jack Rabbit Fib			F-4 toes H-4 toes Claws peddled	Digitigrade	f rounded, smudged H-very long Hare - 4-5 x larger Rabbit - 2 x larger	Diagonal Hop (ground dweller)	Walking track may look like canine. Look for small curved planter pad. Furry foot obscures toes and claws.
Mice & Voles Squirrels & Prairie Dogs Muskrat & Woodrat Porcupine Marmot & Chipmunk Beaver			F-4 or 5 toes H-4 or 5 toes Claws uncommon except porcupine	Varies - observe relative size	f rounded & smaller H long & narrow Fingers evident	Ground Dweller	Many families of rodent. Observe relative size and signature characteristics. Scapularigrade.
Dog Fox - Red, Gray, Kit Coyote Wolf			F-4 toes H-4 toes Claws	H - curves on coyote	Rectangular H longer than wide F-1/2 larger	Trot Lope	Gray Fox - callike with semiretractable claws and direct register. Fox & Wolf - all toes the same. Coyote - 2 outer toes larger. Dog - 2 inner toes larger.
Feral Cat Bobcat Lynx Mountain Lion			F-4 toes H-4 toes No claws	2 lobes on leading edge	Rounded or wider than long F-1/2 larger	Walk Jump	Cat & Lion - toes the same. Bobcat - 2 inner toes smaller. Lynx - 2 inner toes larger.
Weasel Mink Otter Marten Skunk Badger Fisher Wolverine			F-5 toes H-5 toes 4 toes only may show Claws usually	Skunk - blocky and heel pad Chevron Planigrade & Digitigrade	Chunky & wide chevron pad Segmented foot Dumbbell body patterus left in snow	Bound Lope (diagonal to direction of travel except badger & fisher - "Pace")	Geography & environment determine size. 1-3-1 toe pattern, chevron planter pad. Skunks distinct heel pad.
Black Bear Grizzly Bear Brown Bear			F-5 toes H-5 toes 4 toes only may show Claws occasionally	Planigrade	f rounded or segmented H humanlike without arch	Walk Diagonal Gallop	Claws not always present. Fifth toe often not showing. Planter pad may be one solid track or two segments.
Coon Raccoon Ringtail Cat			F-5 toes H-5 toes Claws generally	Humanlike	f distinct fingers H long & narrow, bulbous toes	"Pace"	Bulbous toes on raccoon.
Beaver Deer Elk Caribou Goat Moose Sheep Muskrat Cow			F-2 toes H-2 toes Dew claws, maybe	Digitigrade	F larger Distinct cleave	Stut Transverse Gallop Walk	Even-toed with dew claws sometimes showing. Anisolepe - sides dip in, no dew claws. Goat - straight sides and blunt. Sheep - blocky.
Horse Burro Mule			F-1 hoof H-1 hoof	()	F larger Leading edge of hoof angled	Walk Lope	None if shod or unshod. Distinguish by relative size. Burro more rounded.

○ b - Small hind
○ l - Small front

○ H - Large hind
○ F - Large front

○ Signature & Gait Patterns

○ Compression Shapes

○ Planter Pad Shapes

○ Claws & Toes Showings

○ Signature Track

○ Track Key Symbol

NATURE JRAIL

This is a den competition (but not a race) to test nature skills. The trail should have 5-10 stations at which each den is asked to find something, identify something, or otherwise show knowledge of nature lore. Dens start at intervals of about five minutes. At each checkpoint, they find a message under a rock which tells them what they must do. They have a scorecard on which they write their findings, then go on to the next station. At each station, an adult acts as judge to provide minimum help and to make sure the message is replaced under the rock. The following is a sample nature trail:

- Station 1 - Look for the biggest tree you can see from here. What direction is it? Write the direction on your scorecard. Go northwest to a picnic table and look under it.
- Station 2 - Within 15 paces of this spot are five different kinds of trees. Write the names of two of them. Go south 50 paces and find a small mound of pebbles.
- Station 3 - Within 20 feet of here, there is a clump of wildflowers. Write down its name. Go east until you come to a tree with a split trunk. Look around its base.
- Station 4 - Be as quiet as you can for two minutes. Listen to all the sounds of nature. Write them on your scorecard. Go 20 paces west and look under the rock.
- Station 5 - Somewhere in this tree is a nest with young birds. Spot it, but do not disturb the nest or birds. Watch for adult birds feeding the young or guess the name of the birds from the shape of the nest. Write down what kind of birds you think they are. Go north toward the entrance to the park. Look for two rocks laying side by side.
- Station 6 - Within 5 paces of this spot there is an insect's home. Find it and write down the name of the insect. Go southeast until you come to a seesaw. Look under one of the seats.
- Station 7 - Pick up a leaf or a bit of grass and toss it in the air. What is the wind direction? Write the direction on your card. Go north to the sand pile. Look behind the bush.
- Station 8 - Look around you. You see a wooded area, a small pond and a grassy lawn. Remember that animals require different kinds of places to live. Which of the following animals do you think live within 300 yards of here: Deer, bee, squirrel, rabbit, lion, muskrat, mouse, dragonfly, bass, chipmunk, bear, skunk, frog, ant, antelope, rattlesnake, salamander, praying mantis, leopard, cricket. Write down the animals you think live around here. Go southwest until you come to a drinking fountain.
- Station 9 - Within 10 yards of the fountain is a bush whose berries and seeds are important food for some birds. Pace off the distance from the fountain. Write down the number of paces. Write the name of the bush.

Have judges check scorecards at end of trail, and award appropriate prizes or ribbons.

EXPLORE A TREE

Blindfold boys, one at a time, and ask them to explore a tree. Ask them to think about how it feels, smells, etc. Is the bark rough or smooth? Are the leaves damp or dry? What does it smell like? While one boy is doing this, the others observe, by sight, things about the tree such as color, height, etc. After all have explored, let them compare the results. Help them to identify the tree.

LISTEN TO A TREE

Pick a tree about 4-5" diameter in the spring and let the boys listen to the trunk with a stethoscope. They'll hear a "heartbeat".

GROWING LEAVES IN AN EGGSHELL

Rinse out the bottom half of an eggshell and fill with earth. Plant one or two apple, grapefruit, or orange seeds in each shell. Put shells in eggcups or small glasses and place them near a window for sun and air. Watch them grow.

NATURE FAR AND NEAR

Make a list of twenty or thirty items to be found along the route, with a score for each. First player to observe one of the items and report to the leader, scores.

LISTEN

On a sign from the leader, players remain perfectly still for three minutes, listening and writing down the sounds they hear: bird songs, insect songs, tree rustles, etc. Players to bring it in scores points. Continue as long as desired.

NATURE HUNT

Leader announces an item to be collected. First player to bring it in scores points. Continue as long as desired.

LEAF HUNT

Teams are given ten minutes to gather only one leaf from each of as many trees as they can find. When brought in the leaves are placed next to them. Team with the most leaves correctly identified wins.

UNNATURAL NATURE

In a small area, "doctor up" a number of plants; tie oak tree leaves on a maple tree, put pine cones on a spruce tree, and so on. Send out teams to discover these freaks. Team bringing back report of greatest number of oddities within a certain time limit wins. Score extra if team identifies both the original plant and the unnatural addition.

Nature Advancement Ceremony

Equipment: A 3-foot tree limb with several branches, set as if it were a tree in a can of mortar; green paper leaves (made with a thin wire frame and wire stem); badges and arrow points to be awarded.

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

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

It takes a long time for a real tree to grow to its full height. In the same way, it takes a lot of time and effort for a Cub Scout to advance from rank to rank.

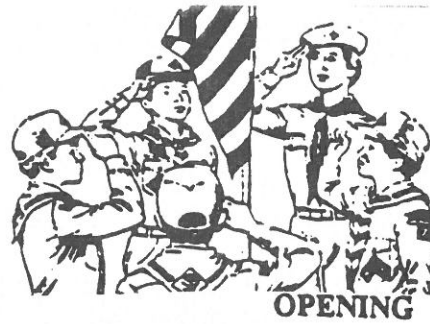
Today we will see how much prettier this Cub Scouting tree will be when we put some leaves on it. Each of these leaves represents the time and effort put into advancement work by the boys and their parents. *(Call forward boys who are receiving Wolf badges and arrow points with their parents. Have boys put one leaf on the tree for each award they are receiving. Give badges to the parents to pin on their son's uniform. Repeat for Bear badges and arrow points. Webelos den leaders present activity badges and Webelos badges in the same fashion. After all leaves have been put on the tree and badges presented, the Cubmaster resumes.)*

CUBMASTER: Each of you has helped to nurture this Cub Scouting tree. Just as trees endure for many years, so the values you have received from working on achievements, electives, and Webelos awards will last you a lifetime. May you always stand tall and strong like a tree and be a beautiful resource for our land.

CLOSING CEREMONY

Cub Scouts could make "bug" posters to hold up with the words written on the back.

- 1st Cub: There was a little bug who had the blues,
And cried because he had no shoes.
- 2nd Cub: He walked around with six bare feet,
And hid them when other bugs he would meet.
- 3rd Cub: Such a small, sad bug was he,
Until one day he chanced to see,
- 4th Cub: A happy, wiggly worm crawl be,
With a smile as big as the sky.
- 5th Cub: That really made the bug feel bad,
For all the time that he was sad.
- 6th Cub: (And just because he had no shoes)
That worm didn't even have feet for shoes!
- 7th Cub: The little bug is smiling now,
Because he finally learned how.
- 8th Cub: To always be thankful for what you've got,
No matter how little, no matter what!



Setting: Each boy has a card with these letters printed on one side and the saying on the back.

- C is for comradeship; we learn to get along.
- U is for unity; together we are strong.
- B is for boys; wild and woolly - but nice.
- S is for Scouting; fun and learning for all.
- C is for courtesy, of which we all know.
- O is for outing; we're rarin' to go.
- U is for universal; Scouts are known in every land.
- T is for teamwork; we'll lend you a hand.

"BEAR" KNOWLEDGE OF THE OUTDOORS

Before leaving your regular meeting place, remember this checklist.

- PERMISSION SLIPS** This notifies the parents that the meeting place has been changed. It gives you a needed medical alert. It includes "permission to treat" in an emergency.
- PHONE NUMBERS** Take all parents' numbers with you. If possible leave numbers of where you will be. Each parent should have a parents list.
- LEADERSHIP** Make sure there is ample for the size group you have. Two is minimum, in case one needs to go with an injured boy.
- TRANSPORTATION** Is the car covered by proper insurance? Know car limits, seat belts. Driver over 21?
- TOUR PERMIT** Any time you leave your regular meeting place you need to have a tour permit on file at Council office. The only exception to the rule is when you are going to be at a Council function.
- EQUIPMENT** Are we eating, making crafts, collecting nature items, playing games? Make sure you have all the supplies you need for the days activities.
- ARRANGEMENTS** Get permits if necessary. Notify park rangers of your plans. Make arrangements for tours well in advance.

DO'S AND DON'T'S

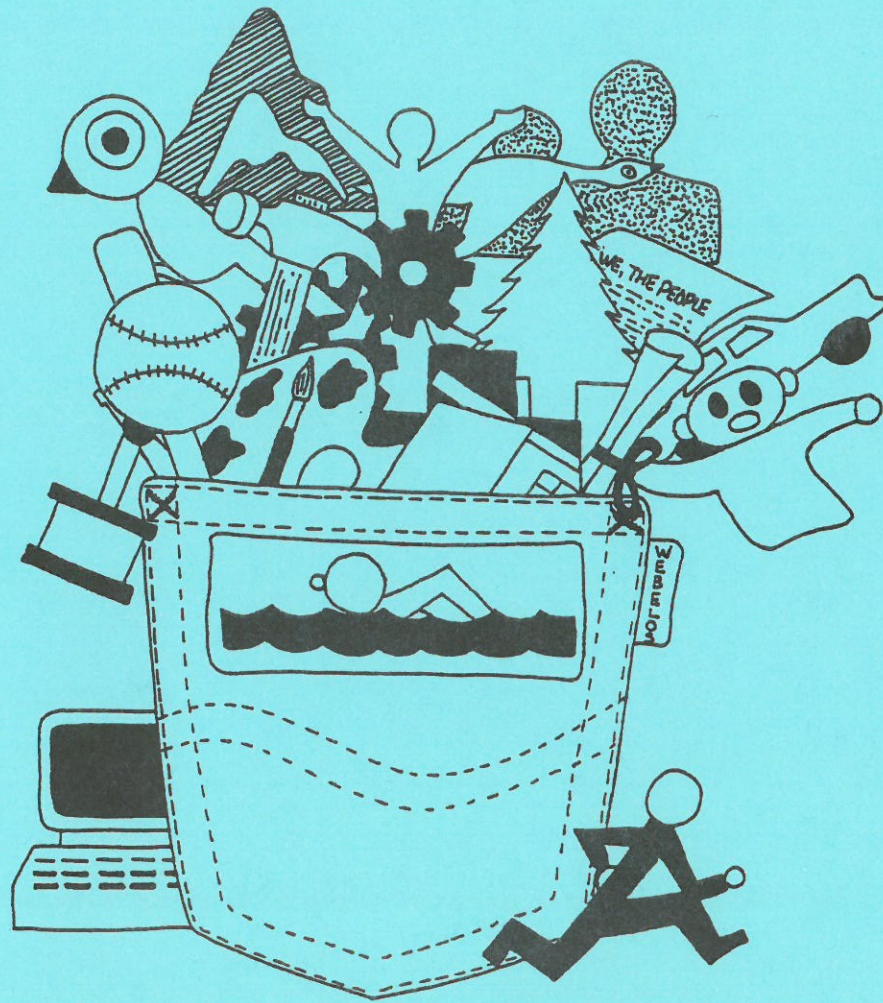
DO take along your FIRST AID KIT.
DO pick up litter. Yours and others left behind.
DO respect nature and others property.
DO be sportsmanlike in all outdoor activities.

DON'T remove any living thing from its natural home.
DON'T disturb beehives or hornets' nests.
DON'T build fires except in a safe place.
DON'T leave the area with a fire still burning.

ALWAYS leave an area in better condition than you found it.

TEACH your boys that if they should get lost to "HUG A TREE" until someone finds them.

HAVE FUN OUTDOORS!!




WEBELOS

AQUANAUT

Suggested Den Activities:

- Make a simple buddy board and have buddy tags for all the boys. Insist that they are used each time they go swimming. Each boy is responsible for his buddy.
- Take your den swimming and classify the boys according to swimming ability. See how many can pass the 100-foot requirements.
- Have someone, perhaps a Den Chief who knows how, demonstrate the use of mask, fins, and snorkel. Have boys take turns using the equipment, or have them use their own. Start off with fins and show them the difference in speed with and without them. Have the boys practice seeing in the water with the masks and learning how to breathe. Next, the boys try the snorkel in shallow water (learning to breathe) before venturing out where the water is deeper.
- Have the boys learn the basic rescue methods as illustrated on the following page. Have them practice a reaching rescue with a shirt, pole, or by throwing a rope, ring buoy or other lifeline.
- If a rowboat is available, have boat safety methods and rowing techniques demonstrated by an expert. Give the boys a chance to practice these methods.
- Explain how to set up a safe swim area and then have the boys set one up.
- Have someone tell the boys about "How to Help Yourself in an Emergency". The three basic rules: don't panic, think, save your strength. Tell what to do for cramps, currents, undertows, weeds; how to disrobe in the water, using clothing for flotation.
- The following are some good beginner's games:
 1. Catching ball in shallow water.
 2. Passing water ball while standing in water.
 3. Tunnel ball - passing ball back and between the legs.
 4. Cat and Mouse - cat outside circle, mouse inside.
 5. Spoon and ping-pong ball relay.
 6. Kickboard race for 10 to 25 yards.
 7. Relay race in shallow water.
- Have a swimming spelldown for the swimmers. Leader calls out a stunt. Swimmers performing it remain in the game - others are eliminated as in a spelling match.
 1. Swim with one arm out of water (sidestroke).
 2. Swim on back with both arms out.
 3. Duck dive (surface dive).
 4. Log roll (arms and feet extended, roll the body).
 5. Front somersault.
 6. Pendulum float.

AQUANAUT 
GAMES FOR NONSWIMMERS. USE YOUR HEAD. Players line up in waist-deep water. Each is given an inflated balloon. On signal they place balloons into the water and propel them to shore without using hands or arms.

GOLD RUSH. Use pennies or iron washers painted gold. Scatter them in water between knee and waist depth. On signal, players try to get as many as they can in the allotted time.

TOWEL RESCUE. Play in the shoulder-deep water. Divide group into two teams. Place one member of each team some distance from the others and give him a towel. On signal, he walks or swims to his team, tosses the end of the towel to a teammate and tows him back to the start. The "rescued" boy then becomes rescuer and repeats the action, saving another

team member. Continue until the whole team has been "saved."

PADDLE WHEEL DUEL. Two players grasp opposite ends of a kickboard. On signal both kick as hard as they can, trying to force their opponent backward. Neither player may touch his feet to the bottom.

FLOAT TAG. Players are safe from being tagged so long as they are floating in any position.

AQUANAUT

REACH

If the victim is within reach - extend a pole or sturdy stick for him to grab and pull him to safety. Or use any other object that's handy and long enough.

THROW

Tie rope to inner tube. Throw tube as a wheel rolls - loop on end of rope around your wrist. Allow rest of rope to play out freely. Hold rope in one hand, - allow plenty of slack. Throw inner tube over and beyond victim and pull him to safety.

ROW

When victim is further out, use a boat to save him. In a rowboat, approach him stern first. In a canoe, pull up so he can grasp its side. Kneel in canoe.

GO

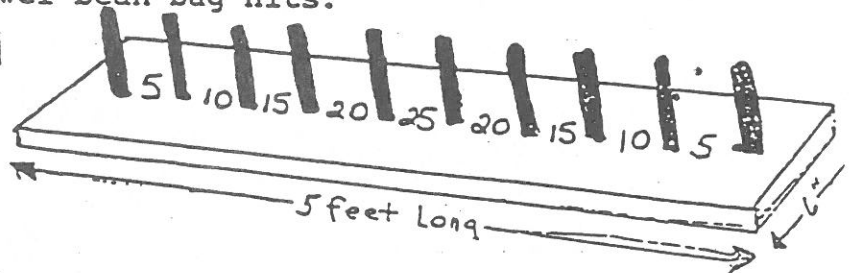
If the first three steps can't be used and as a last resort - swim to the victim. Do not attempt a rescue beyond your swimming ability. Get help quickly!

Kick off shoes - disrobe quickly, keeping your eyes on victim at all times. Jump! Don't dive into water. Carry your shirt or a towel in your teeth. Keep your eyes on victim, flip shirt or towel to victim. Tow him to shore with it. If you haven't either, approach victim from rear - tow to safety by his hair.

LIFE SAVING SKILLS Heave a Life Line

Here is a contest all boys will enjoy. As they practice their skill and accuracy in heaving a rope to a victim of a water accident. Consider 100 a perfect score. Four throws scoring points shown between dowels which are six inches apart and six inches tall. Construct and paint as shown for indoor use. Use a 25-30 foot rope and a distance of 20 feet from thrower to target. Knot one end and tie a bean bag to weight the line. Score is numbered dowel bean bag hits.

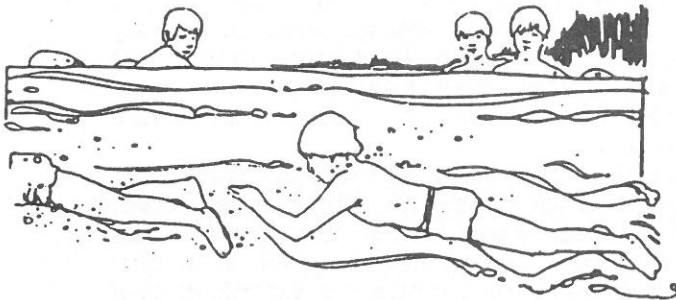
Dowels are 6" tall
& 6" apart.



Water Games



PING-PONG RELAY. Play in waist- or chest-deep water. Divide players into two teams, each with a ping-pong ball. On signal, the first player swims or walks while blowing the ball ahead of him to a turning line and back. He may not touch the ball. Continue until all have raced.



UNDERWATER TAG. Play in waist- to chest-deep water. A player is safe from being tagged if he is completely submerged. "It" may not stand over a submerged player for more than 5 seconds.



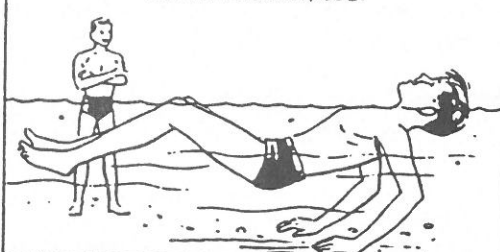
SWORDFISH AND MINNOW. Play in waist- or chest-deep water. All but two players join hands in a circle. The Swordfish, who is "It," is outside the circle and the Minnow is inside. The Swordfish tries to tag the Minnow while chasing him in and out of the circle. The circle players try to protect the Minnow by raising and lowering their arms to obstruct the Swordfish. When the Minnow is caught, two other players become Swordfish and Minnow.

FOUR HINTS TO HELP YOU THINK UP LOTS OF OTHER UNDERWATER GAMES TO PLAY THIS SUMMER

"BALL TAG"...THE ONE WHO IS "IT" TRIES TO HIT ANOTHER PLAYER WITH THE BALL. THE ONE HIT IS THEN "IT." PLAY THIS GAME IN WAIST-DEEP WATER.



"BACK-WALK"...STRETCH OUT YOUR FEET, PLACE YOUR HANDS ON BOTTOM AND WALK ON YOUR HANDS. DO IT FACE DOWN ALSO.



"SAILBOAT RACE"...MAKE A SMALL FLAT BOAT SHAPE OUT OF A BOARD. FASTEN A PAPER SAIL TO ITS MAST... BLOW AGAINST SAIL TO MOVE IT.



"SPLASH"...STAND BACK TO BACK WITH YOUR DAD OR BUDDY ABOUT THREE FEET APART AND SPLASH EACH OTHER.



2. SHARKS AND MINNOWS - One player is a shark and all other players are minnows. The shark waits at one end of the pool. his eyes are shut at all times. The minnows line up on the other side. All boys wear mask, fins, and snorkel. When the shark shouts "Ready", the minnows swim underwater to avoid the shark attack. The shark tries to touch the minnows. If a minnow is touched, he also becomes a shark and begin trying to touch minnows too. The minnows can only swim sideways or forward. The sharks can swim in all directions. If a minnow reaches the other end without being touched, he is safe. The game continues until all but one of the minnows is a shark. (If necessary, the game can be started over with all of the sharks at one end and the remaining minnows at the other end of the pool.)

NOTE: Since it will be difficult for the sharks to keep their eyes closed at all times, a strip of plastic bag can be used to cover the lens of the mask, using a rubber band to secure the plastic.)

3. PING-PONG RACE - The boys are divided into two or more teams. Each team has the same number of boys. half of the boys are on each side of the pool. the first boy for each team is in the water and has a ping-pong ball. when the referee says "Go", the boys start blowing the ping-pong ball across the pool. (Anyone caught touching the ball with their hands or arms must go back to their starting spot and start over,) As soon as the first boy reaches the other side, the second boy (who is already in the water) blows the ball back across the pool- The first team to finish wins. (This game can be modified for the aquanaut badge by requiring the boys to use mask, fins, and snorkel. They must then push the ball using their mask. You can also have the game with only one mask, snorkel, and set of fins per team or one set for each half of the team, giving the boys more practice in putting the equipment on.) Other variations of this game can include using a straw to blow the ball across the pool, using a balloon instead of a ping-pong ball....using different-~~rent~~ colored balloons for each team can be VERY interesting when you have a very light breeze. You might need a little water in the balloon if they blow around too much.)

4. SWITCH STROKE RACE - The boys line up side by side on one end of the swimming pool. When the referee says "GO" they swim 50 feet using the breaststroke. They then turn and swim back using the backstroke. The first one to finish is the winner. If you have too many boys to have them all race at the same time, you can have several heats with the winners of each heat being in a final race to determine the winner.

5. SHRIMPS AND CRABS - The boys are divided into two teams. (One team is the shrimps and the other team is the crabs.) The teams split with half of each team on one side of the pool and the rest of each team on the other side of the pool. When the referee says "GO". one member of each team blows a balloon, sits on it (popping the balloon). jumps into the water. and swims across the pool to the teammate on the other side of the pool. (The teammate is leaning over waiting to be tagged.) After being tagged, the teammate must blow up a balloon, pop the balloon by sitting on it, jump into the water. swim across the pool and tags the next waiting teammate. The first team (shrimps or crabs) to have all their team members finish the race wins.

6. SNORKELING PENNY HUNT - Scatter pennies on the bottom of the pool. When you say "GO", the boys don masks, fins, and snorkels and begin to search for pennies. The one who retrieves the most pennies wins. (You might want to add a little more interest by adding a Canadian penny or a dime in with the pennies you throw into the pool. That coin could count the same as 5 pennies.



QUALIFIED SUPERVISION

A responsible adult must supervise all activity afloat and must be experienced and qualified in water safety (BSA Lifeguard, or lifeguard or lifesaver certification by a recognized agency) and in the particular skills related to the watercraft being used, or use assistants so qualified. Ability to meet current requirements for Canoeing, Rowing, Small-Boat Sailing, or Motorboating merit badge qualifies a person in respect to safe handling of that watercraft. One adult supervisor is required for each ten people with a minimum of two adults for any one group. All adult supervisors must complete Safety Afloat and Safe Swim Defense training, and at least one must be certified in CPR.

For Cub Scouts: The adult supervisor *must* be experienced and qualified in water safety (Aquatics Instructor, BSA; BSA Lifeguard counselor; BSA Lifeguard; or American Red Cross Lifeguard). The ratio of adult supervisors to Cub Scouts shall be one to five.

PHYSICAL FITNESS

All persons must present evidence of fitness by a complete health history from a physician, parent, or legal guardian. Adjust all supervision, discipline, and protection to anticipate any potential risks associated with individual health conditions. In the event of any significant health conditions, a medical evaluation by a physician should be required by the adult leader.

SWIMMING ABILITY

A person who has not been classified as a "swimmer" may ride as a passenger in a rowboat or motorboat with an adult swimmer, or in a canoe, raft, or sailboat with an adult certified as a lifeguard or a lifesaver by a recognized agency. In all other circumstances, the person must be a swimmer to participate in an activity afloat. Swimmers must pass this test:

Jump feetfirst into water over the head in depth, level off and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

This qualification test should be renewed annually.

PERSONAL FLOTATION EQUIPMENT

Properly fitted U.S. Coast Guard approved personal flotation devices (PFDs) must be worn by all persons engaged in activity on the open water (rowing, canoeing, sailing, boardsailing, motorboating, water skiing, rafting, tubing, kayaking, and surfboarding). Type II and III PFDs are recommended.

BUDDY SYSTEM

All activity afloat necessitates using the buddy system. Not only does every individual have a buddy, but every craft should have a buddy boat when on the water.

SKILL PROFICIENCY

All participants in unit afloat activities must be trained and experienced in watercraft handling skills, safety, and emergency procedures. (a) For unit activity on white water, all participants must complete special training by an Aquatics Instructor, BSA, or qualified equivalent. (b) Powerboat operators must be able to meet requirements for Motorboating merit badge or equivalent. (c) A minimum of 3 hours training and supervised practice is required for all other unpowered watercraft.

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.

PLANNING

Float Plan. Obtain current maps and information about the waterway to be traveled. Know exactly where the unit will "put in" and "pull out" and what course will be followed. Travel time should be estimated generously. Review plan with others who have traveled the course recently.

Local Rules. Determine which state and local regulations are applicable, and follow them. Get written permission to use or cross private property.

Notification. File the float plan with parents of participants and a member of the unit committee. File float plan with council office when traveling on running water. Check in with all those notified when returning.

Weather. Check the weather forecast just before setting out and keep an alert weather eye. Bring all craft ashore when rough weather threatens.

Contingencies. Planning must identify possible emergencies and other circumstances that may force a change of plans. Appropriate alternative plans must be developed for each.

For Cub Scouts: Cub Scout canoeing and rafting does not include "trips" or "expeditions" and is not to be conducted on running water (i.e., rivers or streams), therefore, some procedures are inapplicable. Suitable weather requires clear skies, no appreciable wind, and warm air and water.

EQUIPMENT

All equipment must be suited to the craft, to water conditions, and to the individual; must be in good repair; and must satisfy all state and federal requirements. Spare equipment or repair materials must be carried. Appropriate rescue equipment must be available for immediate use.

DISCIPLINE

All participants should know, understand, and respect the rules and procedures for a safe activity afloat. Rules for safety do not interfere with fun when fairly applied.

Note: For cruising vessels (excluding rowboats, canoes, kayaks, and rafts, but including sailboats and powerboats greater than 20 feet long) used in adult supervised unit activities by a chartered Explorer Post/Ship specializing in watercraft operations, the standards and procedures in the *Sea Exploring Manual*, No. 3239, may be substituted for the "Safety Afloat" standards.

Webelos

ARTIST

For many people, art is a vocation - the way they make their living. For others it is a recreational activity which may develop into a lifelong hobby. The Artist Activity Badge won't make an artist of every Webelos Scout, but it should help each boy better understand how the artist works and what he's trying to express. If you are not familiar with color charts, design, sculpture, mobiles and constructions, you may wish to enlist the help of an experienced Dad or an art teacher. Beginner's books on art will also be helpful.

Den Activities:

- Let the boys study a color wheel and practice combining paints making shades and tints with tempera or watercolor. Ask boys to make a profile of a family member and an original picture at home.

- Attend an art exhibit or visit an art museum.

- Invite an art instructor or an artist to den meeting to talk about basic art and design. He will be able to answer any technical questions on the requirements for the badge which may come up.

- Design is basic in all art. Have boys make two designs each of straight line, curved line, and a composite of both types of lines.

- Have each boy make a pencil sketch of a bottle, dish or other still object.

- Hold an "Art Can Be Fun" night for the Webelos den families.

- Have modeling clay and material on hand for making models. Start simple sculptures to be finished at home. (See Webelos Scout Book.)

- Make mobiles. Boys can bring some of materials for mobiles from home.

- Have boys make drawings during a nature hike - of birds, animals, trees, insects, plants, etc.

Webelos Scouts will learn to be more observant in this activity badge area as they learn to distinguish between colors, tints and shades. They should appreciate and be more aware of design and color in nature as they learn about these elements of art. They will develop creativity as they practice design and work on sculpturing, mobiles and constructions.

ARTIST

Try This! Afterimages

Eyes are funny things. Sometimes they can fool you. Here is proof. Get some pieces of brightly colored paper, cardboard or cloth. Be sure the colors are bright. Use red, green, blue, yellow, orange and violet. Cut 3-inch circles from the colored sheets. You'll need a sheet of black and a sheet of gray paper or cardboard too.

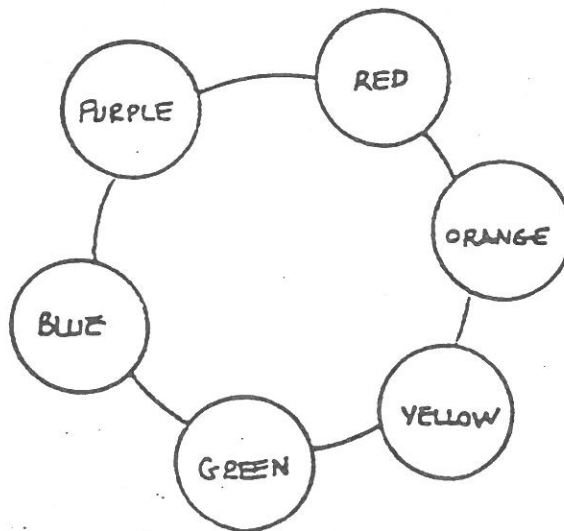
Go outdoors in the bright sunlight or sit under a bright lamp indoors. Put the red circle on the black paper and look at it steadily for at least thirty seconds. Be sure that you don't move your eyes. Sometimes the experiment works better if you shut one eye. Now take the red circle away and continue looking steadily at the black background. You should see a circle on it... but the color will be green, not red!

Try the experiment again, with a gray instead of a black background. The gray will also appear to be green. Turning off the light or moving into a shadow sometimes increases the effect.

Try again, using a green circle. The afterimage will be red. Use a blue circle and the afterimage will be orange. An orange circle will give a blue image; yellow will give violet and violet yellow.

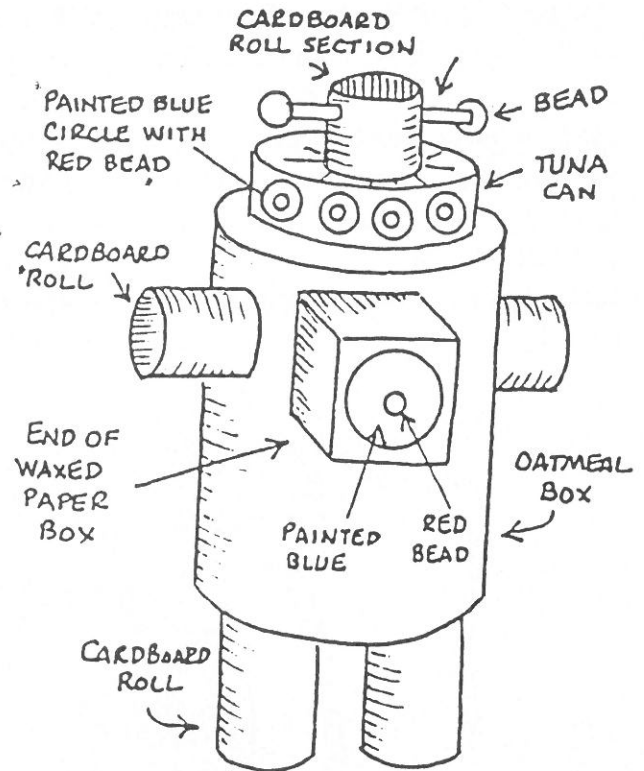
We say that opposites are complementary colors. We can arrange them in a circle as shown below: The order of colors, starting from violet to blue is the same as in the rainbow.

Many of the beautiful effects in paintings come from the action of afterimages. The afterimages come from "retinal fatigue". The eye can get tired, just like a muscle. It gets tired from looking at just red. And so, when you take the red away, the retina of the eye tries to see just the opposite, or complementary color. Look at the circle below again and see if you can determine the afterimage or complementary color to red-orange. What about blue-green?



ODDS 'N ENDS ROBOT

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



RESOURCES

If you feel the need for help, call in: Talented parent, neighbor, teacher (from elementary through high school—junior high and high school teachers instruct in a wide variety of arts and crafts); commercial artist.

Local colleges and high schools are a good source for art displays of all kinds. Watch for announcements of traveling exhibits in the society section of your local newspaper.

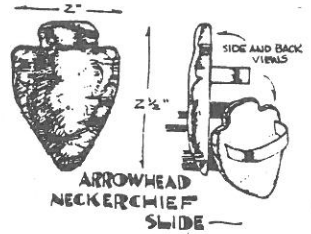
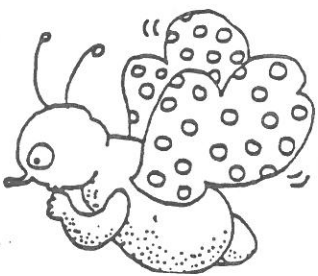
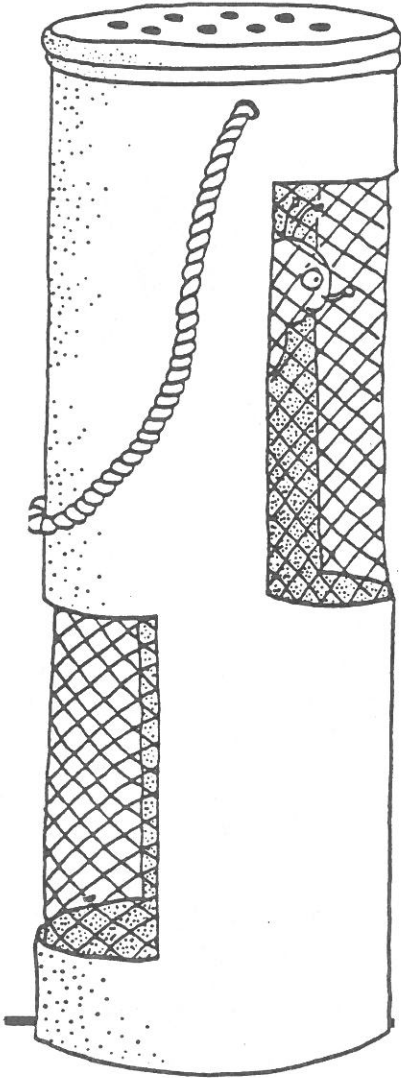
Remember that BOYS' LIFE and your BSA publications are continually adding to the list of ideas that can be utilized in this exciting badge area.

Always seek skilled outside help to perk up your meetings and stimulate interest in your boys.

ANYBODY CAN DRAW!

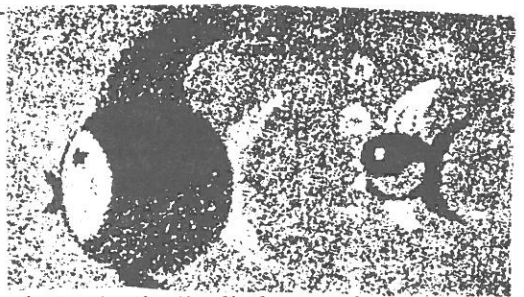
Directions for Pringle's Bug Catcher Kit

1. Use knife to cut large window openings on two sides of the can. For sturdy results, do *not* cut holes exactly opposite one another.
2. Use scissors to cut screen. Use the paper liner from the Pringle's can as your pattern.
3. Roll screen into tube shape and slip into the container.
4. Use paper punch or scissor points to punch two holes on opposite sides of the can near the top.
5. Thread string through the holes and knot the ends for a handle.
6. Use paper punch or scissor points to make holes in the lid. Put lid on can top.



ARROWHEAD NECKERCHIEF SLIDE.
Sculpt arrowhead in easy-bake sculptor's clay found in craft shops or make your own from salt dough (crafts chapter, CSLHTB). Make it about 2 1/2 inches deep by two inches wide. For loop, use flip-top ring from soda can or cut a loop from a can and file edges smooth. Press ring into back of slide. When slide is dry, paint brown or dull gold.

Textured Art.. Crayon on Sandpaper



If you're looking for a project that's "a little rough around the edges," these sandpaper drawings are just the thing!

With coarse-grained sandpaper, a dark-colored crayon and some chalk, you are ready to begin.

Cut a sheet of sandpaper in either two or four pieces, depending upon the desired size of the finished piece.

For a guide, first make your drawing on a piece of paper. With pencil, copy the drawing onto the sandpaper.

Fill in with crayon, pressing hardest for darkest areas. Be sure to fill spaces between granules of sand. Use less pressure for lighter areas.

Why not try another picture, using a dark crayon and chalk? When finished, mount the picture on construction paper of a complementary color. Leave a 1" border beyond the edge of the sandpaper for a frame.

If drawings are kept simple, younger children will be successful with them. Working with unusual textures always holds their interest!

Picture Frame

If you would like to bring the adventure of the woods into your room, do it by framing some of your favorite outdoor pictures. If you don't have any, get some from magazines. Cut out pictures that interest you, and make your own frames. All you need is four twigs. No matter how big or how small your picture may be, you can make a frame to fit it.

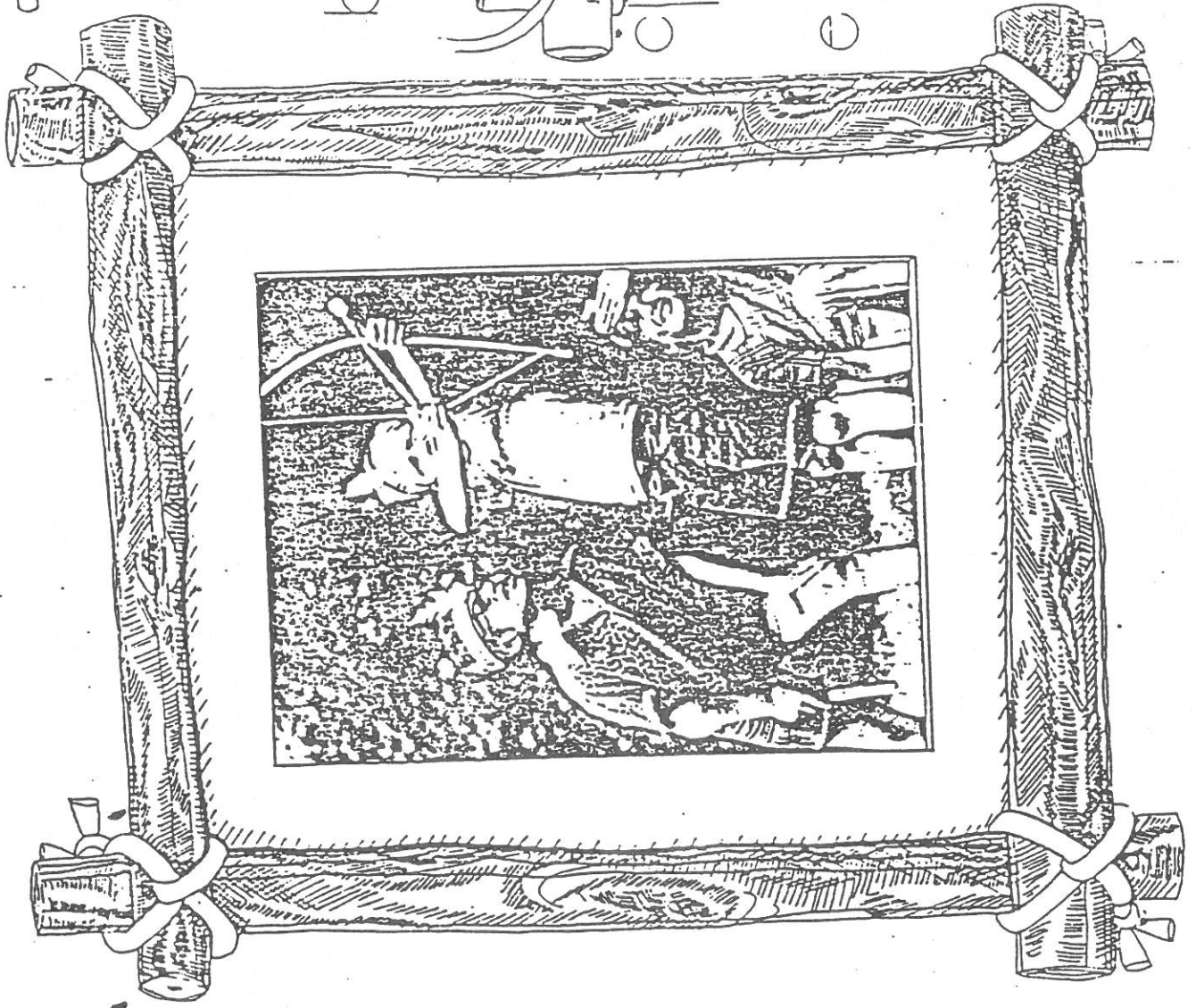
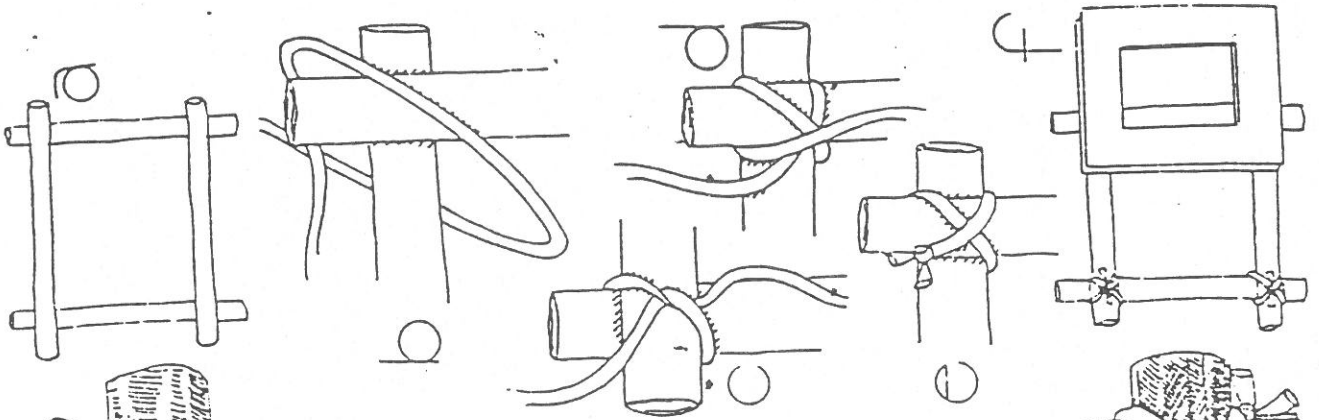
Things You Need

4 twigs all the same size, or 2 of one size and 2 of another.
waxed paper
liquid white glue
thick cord
scissors
colored construction paper
ruler
pencil
tape

Let's Begin

1. Lay two of the same-sized twigs a distance apart on a sheet of waxed paper.
2. Lay the other two twigs across the first two.
3. Arrange the four twigs so that the ends of each stick out a little from the square, Fig. a.
4. Glue the twigs at the points where they cross, using the liquid white glue.
5. Let the frame dry overnight.
6. Tie an Indian knot around the twigs at each of the four corners of the frame. To make the Indian knot, first run the cord where two twigs meet from corner to opposite corner on what will be the underside of the frame, Fig. b.
7. The two ends of the cord will meet. Twist them around each other as if you were making an everyday knot on the front of the frame, Fig. c.
8. The two ends now go to the back of the frame, each end around one of the untied corners, Fig. d, back view.
9. Tie the ends together in a tight knot, Fig. e.
10. Cut a piece of colored construction paper to fit perfectly in the frame.
11. Use a ruler to draw a window in the center of the paper. There should be an equal amount of paper border on all sides of the window, Fig. f.
12. Cut out the window.
13. Tape a picture into the window. Make sure the picture is centered.
14. Glue the paper with the picture to the back of the frame.

Illustration - Next page



YOUNG ATHLETES BILL OF RIGHTS



Physical education experts have prepared a bill of rights for young athletes—10 rights that should be built in to every sports activity for Cub Scouts. Be sure to build them into your pack program.

1. The right to participate in sports

Ask a boy what he would rather do, play and lose or watch and win? It's a tough choice, but most boys would choose the chance to play—win or lose. When a boy is denied a chance to play because he's not a good player, the program is in trouble. Measure the program in terms of the boy's goals and participation.

2. The right to participate at his own ability level

Wherever possible, a boy should be placed with players of his own ability level. But dividing boys according to ability can be a humiliating ordeal for the less able. Leaders and coaches must exercise extreme discretion and sensitivity... proceed with care.

3. The right to qualified adult leadership

Boys 7 to 9 are especially impressionable. They will be influenced by adult leadership, whether that leadership is good or bad. We must make certain it's the very best.

4. The right to a safe and healthy environment

No boy should be asked to play under conditions which may be hazardous to his health or personal safety.

5. The right to share in leadership and decision making

The Cub Scouts sports program aims not only to help a boy find fitness and fun but to help

stimulate his growth toward maturity and active citizenship. If adults make all the decisions and do all the talking, a magnificent opportunity for growing up will be missed.

6. The right to play as a child not an adult

However much a boy may love a flashy uniform and being treated like an adult professional, he is neither an adult nor a pro. He is still a child. So handle him with care. Do not rush. Let him enjoy his childhood.

7. The right to proper preparation

Does a big league team get good physical and mental conditioning before they take the field? You bet they do. Boys should receive the same treatment.

8. The right to an equal opportunity to strive for success

The sharp focus here is on the word *success*. Does it always have to mean winning? Or may it also mean playing, learning, growing, building fitness, and enjoying? Each boy should be secure in the knowledge that he has done his best and that his best is OK.

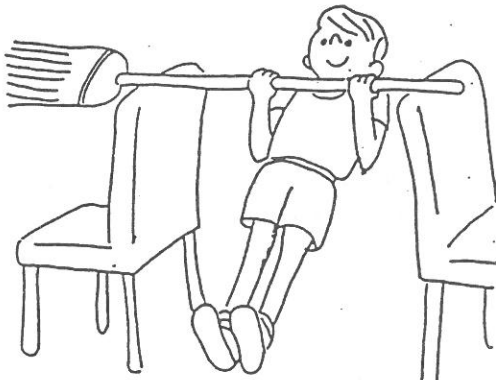
9. The right to be treated with dignity

No boy should be scolded or ridiculed because of appearance, background, or poor performance, especially in public.

10. The right to have fun

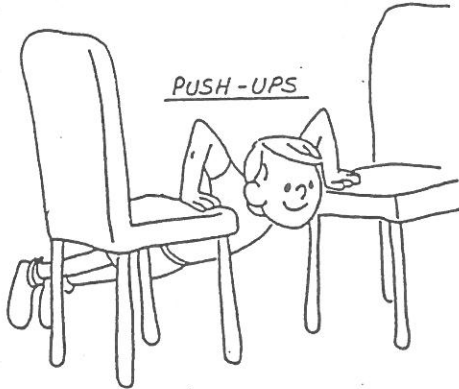
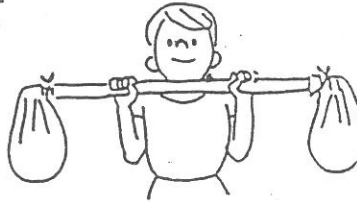
If the other nine rights are in place, this one will follow as day follows night.

ATHLETE

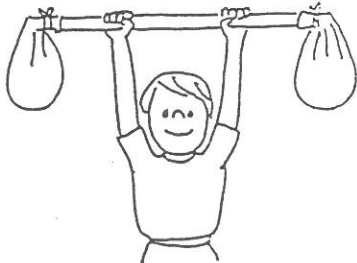


PULL-UPS

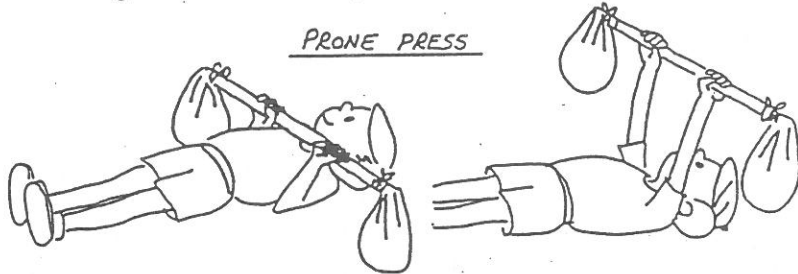
STANDING PRESS



PUSH-UPS



PRONE PRESS



ATHLETE

HOME MUSCLEBUILDERS. Health spas and fitness centers are filled with expensive weight machines and other body builders. But in most homes and apartments there are everyday objects that can help Webelos Scouts get and keep in shape.

A common chair can provide a great variety of workout activities. Here are a few. Use your imagination to dream up others.

Sitting exercise. Sit flat on the chair, legs hanging in the usual position. Place palms of both hands flat on the seat, turned inward, fingers of one hand toward those of the other, under your thighs. Supporting your body with hands only, raise and lower the entire body several times.

Chair dip. Face two rigid (not folding) chairs toward each other, about the same distance as from your buttocks to your feet. Start with back of heels of both feet on one chair, palms of hands flat on the seat of the other chair behind you. Bend arms so you lower your body to the floor. Push back up. Repeat as many times as you can.

Stiff arm. Place chair in front of you, seat facing away. With both hands grasp sides of the back of the chair. Lift chair from floor with arms straight ahead of you. Hold up chair for count of "15."

Bricks serve well as weights. Hang arms at each side with a brick in each hand. Lift arms in arcs away from the body, first to the front then down, now to the sides then down. Repeat.

Make a dumbbell with a broomstick and two bricks of the same weight: Tie a two-foot-long rope from a hole in the brick to each end of the broomstick. Drive a nail through the knot in the rope into the stick so the rope does not slip. Grasp stick with both hands at the center. Lift and lower dumbbell several times.

If you find that a whole brick is too heavy for smaller boys, try a half brick.

Developmental Exercises

May be used during Webelos den meetings for the Fitness activity badge.

"A Cub Scout's Pledge to Himself" Opening or Closing Ceremony

Equipment: Pack flag

Personnel: Ten Cub Scouts

In turn, Cub Scouts come forward, stand near the flag and recite their statement. They then salute the pack flag and line up in horseshoe formation behind it.

FIRST CUB SCOUT: May I grow in character and ability as I grow in size.

SECOND: May I be honest with myself and others in what I do and say.

THIRD: May I learn and practice my religion.

FOURTH: May I always honor my parents, my leaders, and other adults.

FIFTH: May I develop high moral principles and the courage to live by them.

SIXTH: May I strive for health in body, mind, and spirit.

SEVENTH: May I always respect the rights of others.

EIGHTH: May I set a good example so that others may enjoy and profit from my company.

NINTH: May I always do my best.

TENTH: May I understand that education is preparation for the future.

As the last Cub Scout finishes, he joins the group behind the pack flag in forming a living circle, making the Cub Scout sign, and repeating the Cub Scout Promise.

Adapted from 1983 Pow Wow Book, Heart of America Council, Kansas City, Kansas.

Webelos

ATHLETE

Suggested Den Activities:

- Review the Athlete section of the Webelos Scout book with the boys. Help them set up a regular schedule of exercising with a chart for keeping a record of improvement.
- Make physical fitness equipment. A barbell can be made with a 3-foot dowel or broomstick with 3/4 inch pipe on the ends, embedded in 46 oz. cans filled with cement. Or, see the barbells illustrated on the following pages. A bicycle inner tube is good for stretching exercises to build legs, arms, back and chest muscles.
- Practice pull-ups and push-ups.
- Practice 600-yard run (walk).
- Plan a short physical fitness demonstration for pack meeting. For example: show proper techniques for doing front roll, back roll, push-ups, sit-ups, etc.
- Practice light, loosening-up exercises to be done before strenuous exercises.
- Agility is the major requirement of an athlete. Try out the agility exercises described on the following pages.
- Make a chinning bar by suspending a broomstick from an exposed beam in the basement or garage with rope. Make sure there is head clearance.
- Plastic bleach bottles (1/2 gal. to 1 gal. size) filled with sand, make good barbells used to develop arm and shoulder muscles.

Tips for Summertime Workouts:

Avoid the dangers of summertime temperatures and humidity by following these tips. They will reduce your chances of suffering heat exhaustion or heat stroke.

1. Rest frequently between exercises. Take at least two minutes rest between running exercises...more if you need it. It's important to work hard at exercises, but don't forget to rest your body so it can recuperate from its loss of energy and liquids.
2. Drink small amounts of water to replenish the liquids lost in perspiration. Drink water supplemented with salt and glucose.
3. Try to schedule your workout in the morning or early evening to avoid the summer heat as much as possible.
4. Wear white clothing (to reflect heat) which is loose and comfortable.
5. Persuade a buddy to work out with you. Encourage each other to work hard and keep going when you feel like quitting.

Agility Exercises:

Perform these exercises within the designated time limits. Rest two minutes between each set of exercises.

Set 1: 8 minutes

1. Fish Flops: Lie flat on your stomach, arms and legs extended and off the ground. Rock back and forth. (2 min.)
2. Grass Drill: Run in place, drop to the ground and bounce up again. (2 min.)
3. Quick Foot-Knee Touch: Drop quickly to one knee and bounce up again. Alternate knees. (2 min.)
4. Root Drill: You need a partner for this one. Square off on all fours, locking right shoulder to right shoulder. Try to rock your opponent back off his feet. (2 min.)

REST TWO MINUTES.

Set 2: 6 minutes

1. Crab Mirror: Two players on all fours. One moves at random to the left, right, back, or forward and the other mirrors his moves. Switch leaders and repeat. (2 min.)
2. Bear Hug Take-Down: Two players, one standing behind the other. Player in rear grasps the other player around arms and chest and tries to pull him down. Reverse positions and repeat. (3 min.)
3. Situps: Lie on back, feet together, hands clasped behind head. Raise up and touch elbows to knees. Do as many as possible for one minute.

REST TWO MINUTES.

Flexibility Exercises:

Fingers: Extend arms to the side, palms down. Quickly flex fingers by alternating between fist and open hand position. (30 sec.)

Palms: Extend arms to the front, palms down, wrists locked. Turn palms inward and outward in quick, short movements. (30 sec.)

Wrists: Same position as palms (above). Rotate wrists clockwise, then counter-clockwise. (30 sec.)

Forearm Twist: Arms extended sideways parallel to the ground. Flex at elbow bringing tips of fingers to shoulders. Return to starting position. Perform both palms up and palms down. (1 min.)

Shoulder Stretches: 3-part exercise. (a) Rotate one arm over your head and down slowly. Repeat with other arm. (b) Shrug your shoulders slowly in complete circle starting the movement by moving up and back. (c) Lock your hands behind your head and pull back slowly from shoulders. (2 min.)

Webelos

CITIZEN

The Citizen Activity Badge is one of the requirements for the Arrow of Light Award. This is a good badge to start the boys on as soon as they join the den. The written requirements and readings may be done at home with mother and dad, which points out the continuing importance of parent involvement in the Webelos den.

This badge area is also of interest to the leader because he/she can learn much about his/her boys from their writings on what is meant by "all men are created equal" and on the Star Spangled Banner. The leader should keep in mind that all boys are different, so will have different ideas and opinions on this badge. Each boy's "best" should be judged individually.

A lot will depend on how well informed and enthusiastic the Webelos leader is, and how he/she presents the badge to the boys. This badge can be fun, or it can be just "another piece of paper to write". It's up to you.

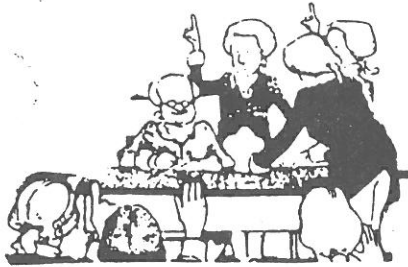
Suggested Den Activities:

- Discuss requirements of badge with boys. Decide on Good Turn for school, church or community and plan how to carry it out.
- Boys make logbooks to record their work on the badge.
- Plan a special Good Turn for the next pack meeting - such as setting up chairs, ushering, clean-up, etc.
- Visit a local government agency. Find out how it works, what service it provides, how it affects boys and their families.
- A campaign against litter is a "must" for good citizenship. Discuss how your den can carry on such a campaign...and do it. This could include making posters for display, litter clean-up, making litter bags, etc.
- Discuss the various organizations in your community which help people. How are they financed and run? Do they use volunteer help? Visit one of these organizations.
- Discuss ways boys can be good citizens. Let them make lists of things they will try to do regularly.

Citizenship Pledge: "As future citizens, we will do our best to be prepared in body and will, in spirit and skill. We accept our obligation to God and will show by our actions we are willing to serve others and be good members of the Scouting team."

A Good Citizen:

- | | |
|-----------------------------------|------------------------|
| - practices health & safety rules | - practices fair play |
| - takes pride in achievement | - respects authority |
| - takes care of property | - practices thrift |
| - takes pride in achievement | - is helpful |
| - practices good manners | - is kind |
| - is honest and dependable | - has good work habits |



Citizenship Rating Sheet

Ask the boys to rate themselves on their citizenship, using the chart like the one shown below. Rating themselves might have the effect of improving their citizenship traits--or at least their efforts to become better citizens.

Tell the boys that no one will know how they rate themselves, unless they want to tell. Urge them to be honest with themselves in making their rating each week.

I will try to rate myself fairly on each of the following traits of good citizenship. I will try to improve myself so that on future ratings I can honestly give myself a higher score.

NAME _____

TRAITS	SCORES		
	DATE	DATE	DATE
1. I am honest, even in little things.			
2. I am courteous, loyal and kind to my parents, teacher, and Webelos leader.			
3. I try to show good sportsmanship.			
4. My parents and friends can trust me to do what I say I will do.			
5. I work and play cheerfully with others.			
6. I always keep my promise.			
7. I take good care of my own things and things that do not belong to me, such as school books, school property etc.			
8. I do my best to keep the Cub Scout Promise all the time.			
9. I always help to clean up after den meetings and when I'm needed in my school classroom.			
10. I never make fun of people (except maybe kidding around with my friends.			

Total _____

Rating Scale: 5=very good, 4=good, 3=fair, 2=poor, 0=very poor

The citizenship rating sheet is merely a guide. Use it or adapt it as you wish. Don't ask to see a boy's sheet. If he wants to show it to you, fine; he may be seeking

approval. If his scores seem out of line with your own observation, gently question him but do not challenge his veracity.

THE RIGHTS AND DUTIES OF A CITIZEN

Your Rights as a Citizen:

Every American citizen enjoys certain rights set forth in the Constitution and is protected by law. These individual liberties distinguish our free society from the totalitarian system.

Your rights under law include:

- *The right to equal protection of laws and equal justice in the courts.
- *The right to be free from arbitrary search or arrest.
- *The right to equal education and economic opportunity.
- *The right to choose public officers in free elections.
- *The right to own property.
- *The right of free speech, press and assembly.
- *The right to attend the church of your choice.
- *The right to have legal counsel of your choice and a prompt trial if accused of a crime.

Your Duties as a Citizen:

With your rights as a citizen go individual responsibilities. Every American shares them.

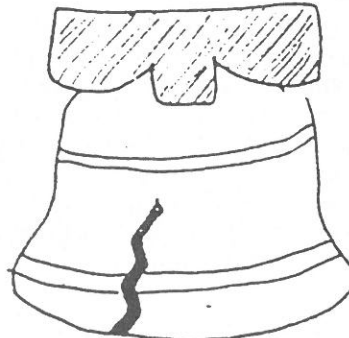
Your duties as a citizen include:

- *The duty to obey the laws.
- *The duty to respect the rights of others.
- *The duty to inform yourself on issues of government and community welfare.
- *The duty to serve on juries if called.
- *The duty to vote in elections.
- *The duty to serve and defend your country.
- *The duty to assist agencies of law enforcement.
- *The duty to practice and teach the principles of good citizenship in your own home.

Adult Americans have long seen "law" as a synonym for "justice". Youth sees "justice" as being fair play. Too often young people seem to think that "law" is not always on the side of fair play. At least that's the way many of them see the police, courts, and other symbols of law. Our Webelos Scouts have been exposed to terms such as "pig", "fuz", and other uncomplimentary words describing law and order. We have an opportunity through the Citizen Activity Badge to teach them respect for law and authority.

Liberty Bell Tie Slide

Cut Liberty Bell from Balsa wood 3/16" thick. Paint silver. Add detail with fine paint brush or paint pen. Don't forget the crack.

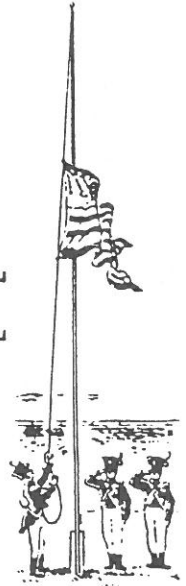


For coin buffs -- Eisenhower Silver dollars have an impressive picture of the American Eagle landing on the moon, with the Earth in the background. Be-Centennial coins can also be used. Just attach a plastic ring to the back of the coin with hot glue. Get the boys interested in coin collecting.

WEBELOS GAMES

FLAG QUIZ:

1. What is the official name of the flag?
2. The American Flag has a nickname. What is it?
3. What do the colors of the flag represent?
4. How many white stripes are on the flag?
5. When is Flag Day?
6. How should you show respect to the flag when it passes in front of you in a parade if you don't have your scout uniform on?
7. How should you show respect to the flag when it passes in front of you in a parade if you have your scout uniform on?
8. What does it mean when the flag is flown at half mast?
9. What does it mean when the flag is flown upside down?
10. What should be done with a flag when it is worn out?



ANSWERS:

1. The flag of the United States of America.
2. The flag is nicknamed "Old Glory".
3. Blue is justice; white is purity, red is the blood of those who died for their country.
4. The flag has six white stripes.
5. June 14
6. Stand at attention, place your right hand over your heart (if you have a hat, take it off and place it over your left shoulder) until the flag has passed.
7. Stand at attention and salute until the flag has passed.
8. The flag is flown at half mast to show a period of mourning for an important person who has died.
9. The flag is flown upside down as a distress signal.
10. The flag should be completely destroyed reverently, privately, and completely, preferably by burning or some other method which does not have any suggestions of irreverence or disrespect.

CITIZENSHIP RACE: Two teams face each other with a wide space between them. The leader asks each player a question about the Declaration of Independence, the Star Spangled Banner, The President, Vice-President, Governor, or other fitting subjects. A correct answer entitles that team to move one step forward. An incorrect answer passes the question to the other team. The team to cross the other team's starting line first wins.

FAMOUS PEOPLE GAME: Have one of the Webelos describe a person, what that person does, or other characteristics of that person without actually telling who the person is. The first boy to correctly identify the person gets the chance to have the other boys guess who his person is. (The difficulty is in giving enough information to allow people to recognize the person without telling too much about the person.) If all of the boys fail to recognize the person from the first description, the boy gives a little more information about the person. A variation of this is to have the boys draw a name out of a hat and use that as their person to describe (i.e., the President, Vice-President, Governor, etc.).

COMMUNICATOR

Objectives:

To learn about various forms of communication. To learn about communication problems that other people may have. To become aware of different ways that people can communicate.

Related Boy Scout Activities:

Communications Merit Badge
Computers Merit Badge
Handicapped Awareness Merit Badge
Journalism Merit Badge
Graphic Arts Merit Badge - combination of Bookbinding and Printing/Communication Merit badges

Resources:

Local newspapers and reporters
Local radio and/or TV stations, in particular, college stations
Local library
Local CB enthusiasts
Teachers or other with computer knowledge
Boy Scout Handbook for signal codes and hand signs
Secret Writing - Codes and Messages by Eugene Baker

Interesting Den Related Activities:

1. Visit local newspaper office
2. Visit local radio station.
3. Have a visually impaired, hearing impaired or speech impaired person visit. Have them show the den the forms of communication they use.
4. Visit library and find books on various forms of communication.
5. Invite a local ham radio operator to come in and talk to the Webelos, or better yet, see if they can visit him and watch him use his radio.
6. Many local high schools now have computer classes. See if the Webelos can visit the computer classroom and have the instructor explain to the boys about computers and possibly let them use a database.

Games

Act out "Winter Hike" on next page. You need four 'telegraph' keys connected in 2 pairs separated by 20' (or better yet, different floors of your house). Divide den into two teams, each headed by a temporary denner. Half of each team at each end of the telegraph set. Give each "Morse Code" chart or show him where it is in his Webelos book. Winning team is first to successfully receive message being sent by other half of team. However, also evaluate other items shown on leader's checklist. You might use make-up on slashing victim - he'll love it.

Webelos

COMMUNICATOR

Telephone Number Code

Using the telephone "dial" as a code "key" convert the numbers below to words in order to find the secret message. This is tricky because you have a choice of 3 letters and you must decide which one fits best.

1	ABC 2	DEF 3	2	8	2	7	2	6	8	8	7
GHI 4	JKL 5	MNO 6	3	6	8	4	3	4	7		
PRS 7	TUV 8	WXY 9	2	3	7	8					
*	0	#									

Communications

The leader gives each Cub Scout a pencil and piece of paper and asks him to write as many smaller words as he can find in the words "Webelos Communicator". Score one point for each word, except that for each word connected with communications, score five points. (Example: notes)

Following Directions

1. If you ever saw a cow jump over the moon, write "V" in spaces 2, 3, 18, 19. If not, write "L" in these spaces.
2. If "X" comes before "H" in the alphabet, write "Z" in space 16. If it comes after "H", write "W".
3. If 31,467 is more than 12 dozen, write "G" in spaces 8 and 12.
4. If you like candy better than mosquitoes, indicate with an "O" in spaces 13 and 14. If not, better consult a psychiatrist at once.
5. Closing one eye and without counting on your fingers, write the 5th letter of the alphabet in space 11.
6. If Shakespeare write "Twinkle, Twinkle, Little Star", put "O" in spaces 9 and 17. Otherwise, put "L".
7. If white and black are opposites, write "V" in space 10. If not different colors, write nothing.
8. If 16 quarts make one pint, draw an elephant in space 7. Otherwise, write "S".
9. If summer is warmer than winter, put a "U" in space 5 and add an "A" in space 1.
10. If you think this is foolish, write the 3rd, 2nd and 4th letters of the alphabet in spaces 4, 6, and 15, respectively. Now read the message--it makes sense.

1 2 3 4 5 6 7 8 9 10 11
12 13 14 15 16 17 18 19

Webelos

COMMUNICATOR

Winter Hike

Your patrol has been hiking through the deep northern woods during winter and there's much snow in the forest. The going has been slow and, just before darkness settles in, your exhausted patrol stops at Trapper John's cabin to cook supper and get some well-deserved rest. Trapper John isn't home, but you know he doesn't mind scouts using his cabin while he's out trapping. Scouts take care of the place.

While supper is cook'n, Billy is whitlin' a marshmallow stick. Bill's had some trouble in the past with the proper use of his knife. (He's already lost three corners of his whittling chip card.) Billy's also rough-housing with Craig. Well, somehow the knife slips and Craig's wrist is slashed. Blood is spurting from the wound. The scouts start yelling at you to come quick!

You use first aid (demonstrate), but Craig needs to see a doctor real bad. You send for help, but with the deep snow outside, it's going to take a long time to get help. There's an old telegraph in the corner that Trapper John sometimes uses to send for supplies. Maybe it still works! The sheet of paper showing the Morse Code is by the telegraph.

You try to remember what to say. Let's see, 5 W's and an H....

Leader Winter Hike Checklist

First Aid for Bleeding

Send proper number of scouts for help?

Did they eat supper first?

Content of Telegraph message:

Who

What

Where

When

Why

How

Message time _____

Other:

INTERNATIONAL MORSE CODE—LETTERS		
A ●●●	J ●●●●●	S ●●●
B ●●●●●	K ●●●●	T ●●
C ●●●●●●	L ●●●●●	U ●●●
D ●●●●	M ●●●●	V ●●●●
E ●	N ●●●	W ●●●●
F ●●●●●	O ●●●●●	X ●●●●●
G ●●●●●	P ●●●●●●	Y ●●●●●
H ●●●●	Q ●●●●	Z ●●●●●
I ●●	R ●●●	
NUMERALS		
1 ●●●●●●	6 ●●●●●	
2 ●●●●●●	7 ●●●●●●	
3 ●●●●●●	8 ●●●●●●	
4 ●●●●●	9 ●●●●●●	
5 ●●●●●	0 ●●●●●●	

"THE STORY OF THE WEBELOS COMPUTERS."

Have the meeting divided into small groups of 6 to 8.

Each group selects a reader and he is given the story with blank spaces that he fills in after the words are written below.

The readers leave the group and sit in a separate area to wait for the completed work sheets.

All other group members take turns giving suggestions to fill in the blank spaces with the words selected and then at the direction of the game leader he reads the completed story to the whole meeting.

Noun _____
 Plural noun _____
 Verb (present tense) _____
 Verb (present tense) _____
 Part of body (plural) _____
 Adjective _____
 Number _____
 Adjective _____
 Plural noun _____
 A metal _____
 Plural noun _____
 Name of a game _____
 A talent _____
 A job _____
 Noun _____
 Plural noun _____
 Plural noun _____

"The Story of the Webelos Computers"

Today each Cub or Webelos Scout has been exposed to computers of one size or another. Some even small enough to fit into his _____(Noun). He can solve any math problem by simply pushing the _____(Plural Noun). Computers can add, multiply, divide, and _____(Verb Past Tense).

They can also _____(Verb Present Tense) better than a human. Some computers are _____(Part of body plural). Others have a _____(Adjective) screen that shows all kinds of _____(Plural Noun) and _____(Adjective) figures.

Each one contains over _____(Number) tiny semi-_____ (Plural Noun). These are actually super small electronic circuits printed on _____(Metal) chips, all of which are operated by little three volt _____(Plural Noun). Computers can play games such as Pong and _____(Name of a Game). They can even further test your _____(Talent) ability and remember when you have to go to the _____(A Job). It is just like owning your very own personal Webelos Scout _____(Noun)! Have fun with computers, but remember, _____(Plural Noun) in, _____(Plural Noun) out!!!

MORSE CODE SIGNALER

Materials: Long, business-size envelope (4 1/2" x 9 1/2")
 Piece of lightweight cardboard, 4" x 10"
 Black felt-tip marker or crayon
 Scissors

This trainer will help your Webelos Scouts master the Morse code. First, with the envelope front facing you, snip off the right end close to the end. Mark the centerpoint of the front of the envelope three inches from the left end. Cut out a three-inch-diameter circle centered on the point just marked.

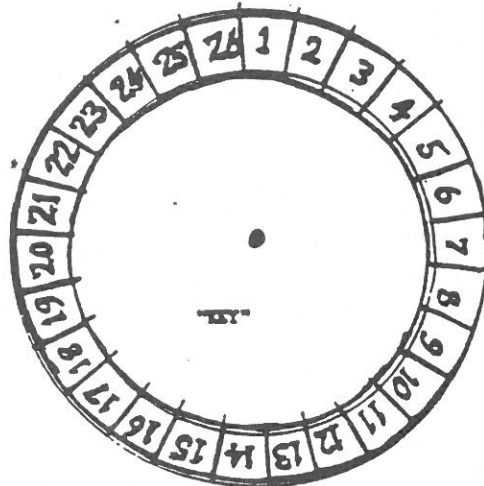
Cut circle with 3" diameter.



Now push the cardboard slide into the open end of the envelope until it stops. With the black marker darken the entire left front of the envelope from the far left end for six inches to the right. Remove the slide and completely darken it for 4 1/2 inches from the left end. Seal the flap.

Replace the slide. On the rear of the envelope write the entire Morse code (see page 356, Official Boy Scout Handbook). Hold the device with the hole facing the receiver. Hold one upper corner of the envelope. With the other hand hold the bottom of the slide. Pull the slide down so it uncovers the white portion of the inside rear of the envelope thus making it appear as if you are shining a light toward the receiver. For a dot, pull the slide clear of the circle for one second; for a dash, three seconds.

Twenty-six different codes can be written by using the code wheel in various combinations of letters and numbers



THE SECRET CODE WHEEL

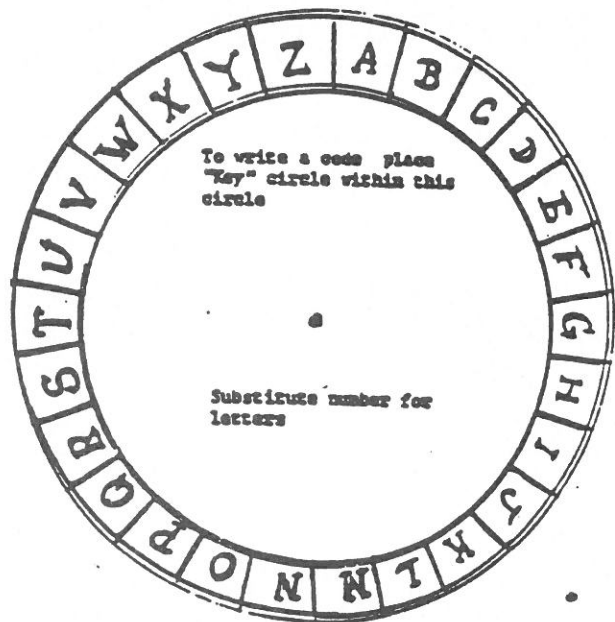
Here is a code wheel that your Cubs can use to keep their messages absolutely secret. No one will ever figure out the coded messages unless they have the code wheel.

Trace the code wheels on paper, cut out and paste on cardboard. Place under a heavy book to dry. If you prefer draw the code wheels directly on cardboard.

Cut out the circles and place the smaller circle marked "Key" on top of the larger circle. Punch a hole in the center of both sections and fasten with a paper fastener.

For your first message, turn the "Key" circle so that the number 15 is directly under the letter "A". At the top of the message write "A-15" which explains the key to the code. Now write the message, using corresponding numbers instead of letters. "How are you?" would be written "22-3-11 15-6-19 13-3-9?"

On receiving your message, your buddy sets his code wheel to "A-15" which is written on the top of your message. He then has the key for reading the coded message.



CRAFTSMAN

Learning how to care for and sharpen tools is an important asset in doing any kind of handicraft, but boys want to make things. The Craftsman Activity Badge requires that a Webelos Scout make 10 items. These involve designing, cutting, tooling, lacing leather, using a jigsaw or coping saw on wood, or cutting and joining metal. Sometimes a boy has a tendency to select too difficult a project and he soon becomes discouraged.

One of the first responsibilities of the Webelos leader is to help the boys select and plan projects which are consistent with their abilities and interests. Then you will have an opportunity to help the boys develop confidence in their abilities by encouraging them to use their talents and skills for more advanced handicraft items when they are ready.

It would be hard to complete all the requirements for this badge during den meetings, and it would delay you in starting on other badges. Some of the work on this badge should be done at home. This is an opportunity to involve the other dads. One might agree to give a demonstration of tool care and safety. Others will be glad to help their own son at home on his projects.

Encourage each boy to do his best. Watch for signs of discouragement. Help where you are needed, using words first. Don't do the work for the boys. It's their project, not yours. Remember - it isn't as important what the boy does to the wood as what the wood does for the boy.

Den Activities:

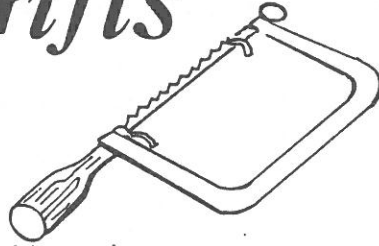
- Visit a furniture factory, lumber yard or lumber mill.
- Ask someone to come to den meeting to give a demonstration on the proper use and care of hand tools.
- Make a tote tray for carrying tools.
- Make a paint brush cleaning rack.
- Have an expert give a demonstration of leather tooling and explain the use of various leather tools.
- Have someone give a demonstration of metal work, using tin snips and vise.
- Have a nail-driving contest. Each boy has a scrap of wood, nails and hammer. Let them practice driving nails straight.
- Discuss proper finishing methods for wood projects... importance of sanding and method... filler for holes and scratches... finishes such as shellac, lacquer, stain, varnish, enamel, etc.

JIGSAW Gifts

PEGBOARD

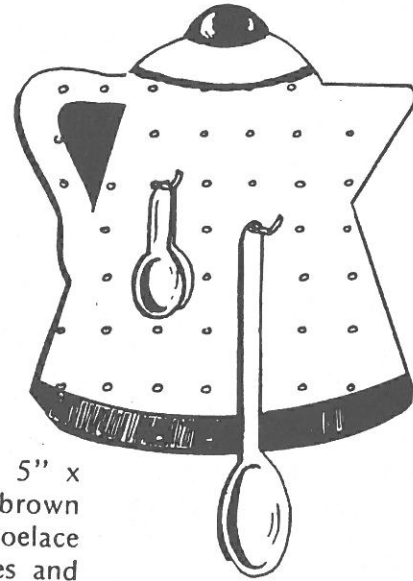
You can never be too rich, or too thin, or have too many places to put things. These attractive pegboard hang-ups won't solve all your storage problems, but they will help to organize some of the clutter.

All the patterns are cut out of $\frac{1}{4}$ " pegboard with a jigsaw or coping saw. To keep the finished piece hanging away from the wall, nail a piece of 1" x 2" board to the back of the pegboard with $\frac{5}{8}$ " wire brads. Attach wire, for hanging the finished piece, to the pegboard with two small screws.



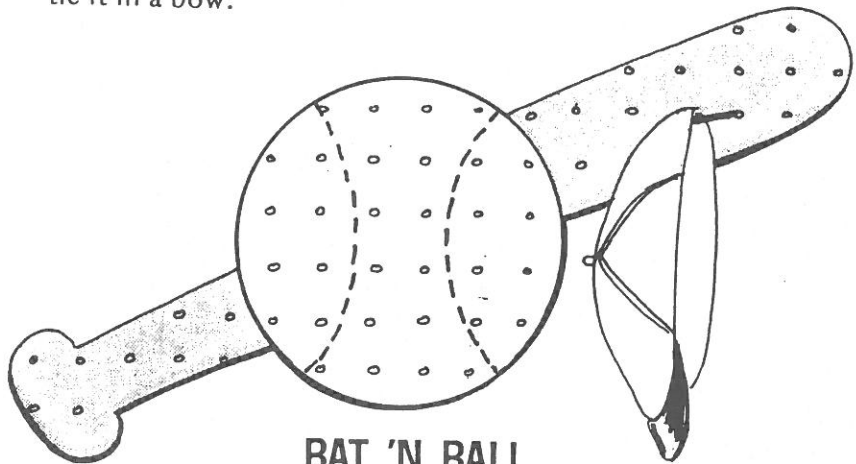
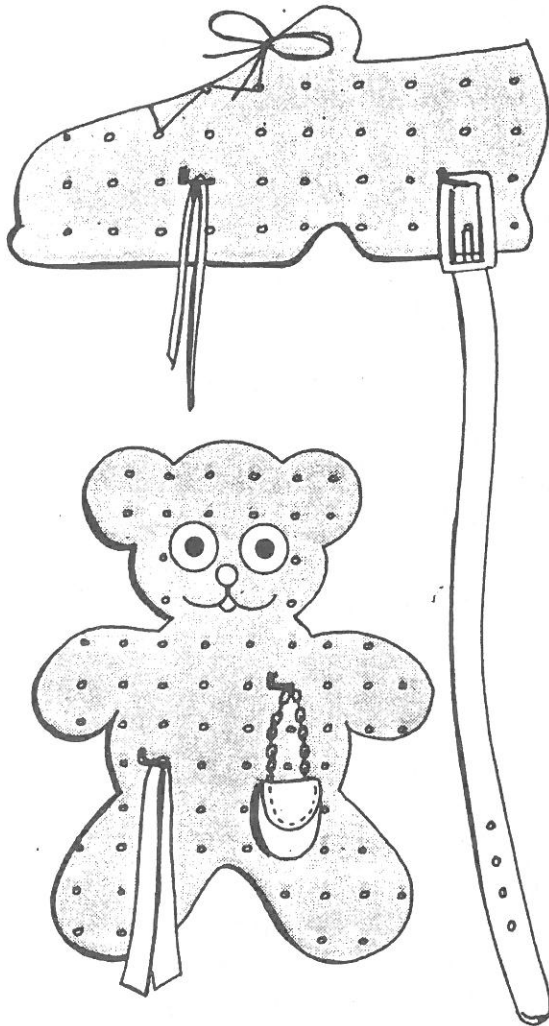
COFFEEPOT

Cut the pattern from a 10" square board. Paint the coffeepot white. Add black trim to the inside of the handle, the knob and base of the lid and a 1" wide stripe along the bottom.



DAD'S SHOE

Cut the pattern from a 5" x 11" board. Paint the shoe brown or black. Thread a shoelace through the pegboard holes and tie it in a bow.



BAT 'N BALL

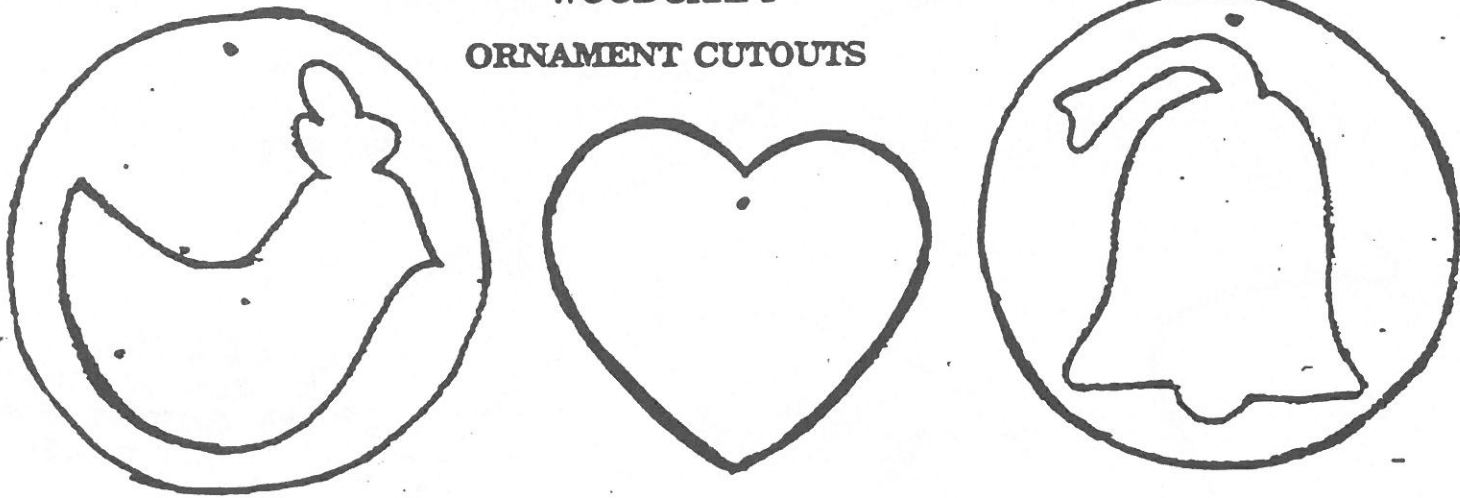
Cut the pattern from a $5\frac{1}{2}$ " x 14" board. Paint the bat brown and the ball white. Draw stitching on ball with black felt marker.

TEDDY BEAR

Draw as shown, and cut out pattern from a $9\frac{1}{2}$ " x 12" board. Paint the bear tan. Glue on buttons or paint on eyes. Draw on a mouth with a felt marker. Glue on a pink pompon for a nose.

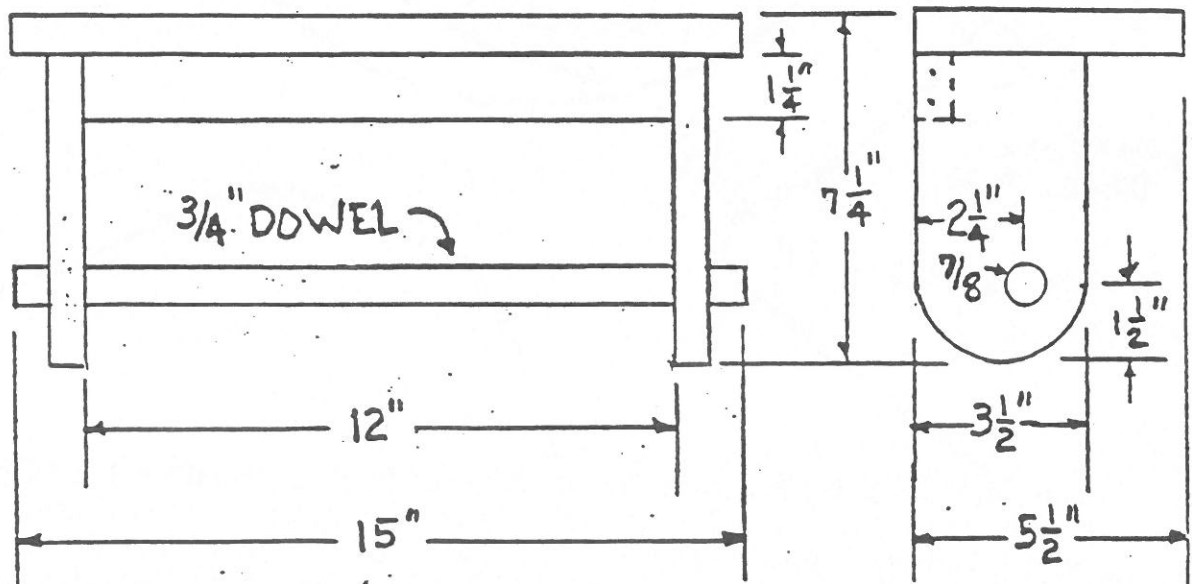
PACK-O-FUN

WOODCRAFT
ORNAMENT CUTOUTS



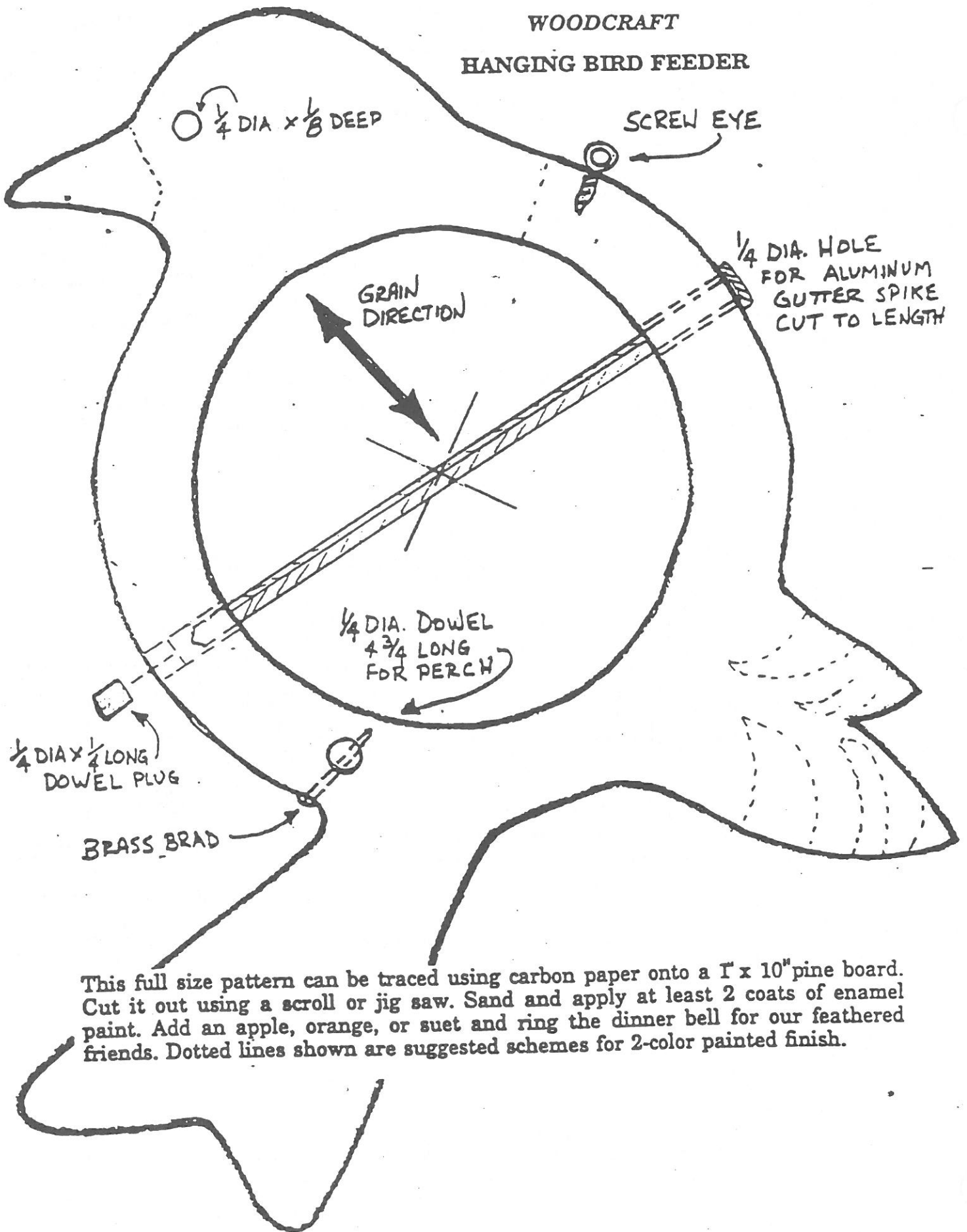
These full size patterns can be cut from 1/8" or 1/4" exotic hardwoods or plywood or paneling scraps. Transfer the pattern using carbon paper and cut using a scroll saw. Sand the edges smooth and finish with stain and varnish or sealer and paint.

PAPER TOWEL HOLDER WITH SHELF



To build this project you will need a 1 X 6" pine board that is 15" long, a 1 X 4" pine board at least 13" long, and a piece of 1 X 1 1/4" pine for the support piece. Using the "pad sawing" technique cut both end pieces together to produce exact duplicates, using a band saw or jig saw. Drill the 7/8" hole as shown (keep the hole toward the front to prevent a full roll from hitting the back or support piece). Sand all the pieces and assemble using glue and nails. Stain and varnish or paint the holder to finish.

WOODCRAFT
HANGING BIRD FEEDER



This full size pattern can be traced using carbon paper onto a 1" x 10" pine board. Cut it out using a scroll or jig saw. Sand and apply at least 2 coats of enamel paint. Add an apple, orange, or suet and ring the dinner bell for our feathered friends. Dotted lines shown are suggested schemes for 2-color painted finish.

SQUIRREL FEEDER

This is a fun project to make, but also an interesting thing to have for your yard. The feeder uses an ear of feed corn which is placed straight up on the table. The feeder should be located on a tree or somewhere the squirrels can get to, and they will sit on the chair and eat the corn. To build the feeder cut the pieces as shown in the drawing and below.

- Cut the dados 1/4" deep in the back and in the seat back using a dado blade or router.

Cut the curved top in the chair back using a coping saw or band saw.

Nail the bottom, back, and brace together with #8 galvanized nails.

Nail the seat together using a drill to predrill the nail holes to avoid splitting the wood.

Drive a #20 galvanized nail through a predrilled hole in the table top. Nail the table top to the table post.

Nail the seat to the back and table post to the bottom.

MATERIALS NEEDED: Recommended wood is cedar, redwood, or pressure treated.

(1) 1 1/2 x 1 1/2 x 3" pressure-treated tablepost

(1) 3/4 x 5 1/2 x 11" bottom

(1) 3/4 x 5 x 5" triangle for brace

(1) 3/4 x 3 x 3 1/2" chair bottom

(19) #8 galvanized nails

(1) 3/4 x 5 1/2 x 17" back

(1) 3/4 x 5" circle table top

(1) 3/4 x 3 x 6 1/2" chair back

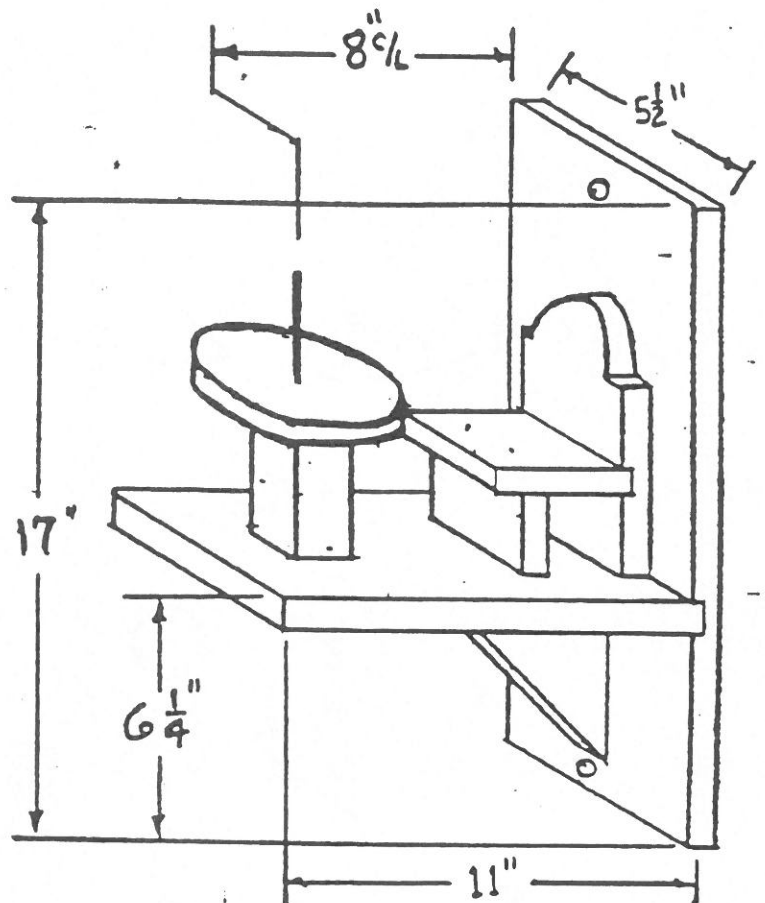
(1) 3/4 x 3 x 2" chair leg

(1) #20 galvanized nail

TOOLS: hammer, saw, drill, router or dado blade in radial or table saw, square, measuring ruler or tape, coping saw or band saw.

The feed corn is available at most feed stores or you can usually get permission to "glean" farm fields for it after the farmer has harvested the field.

NOTE: Do not paint this project as it may discourage the squirrels from sitting on it.



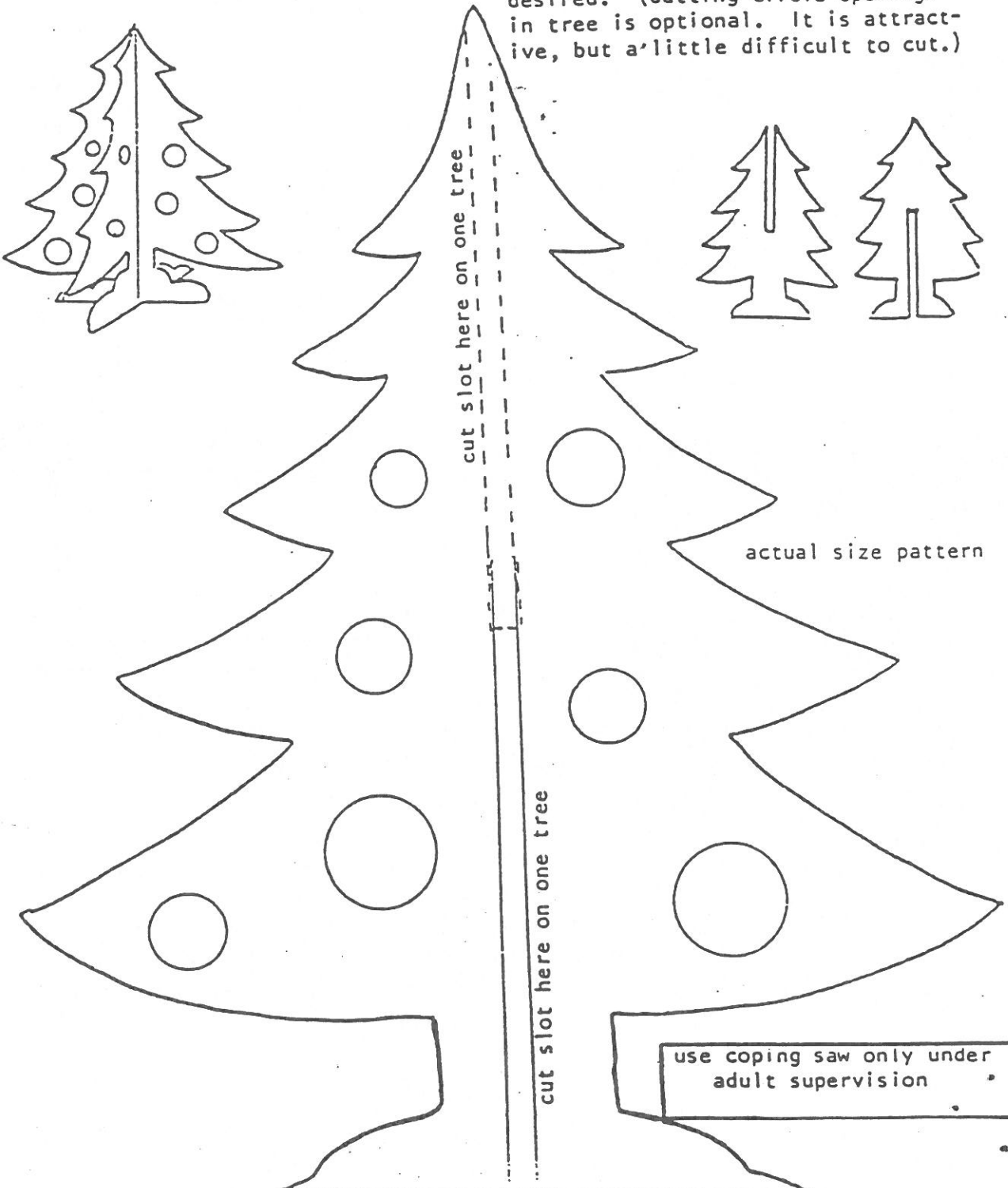
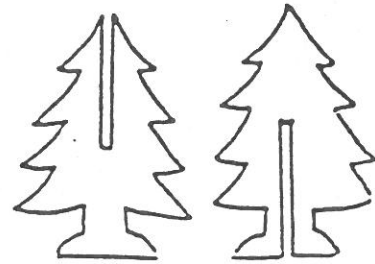
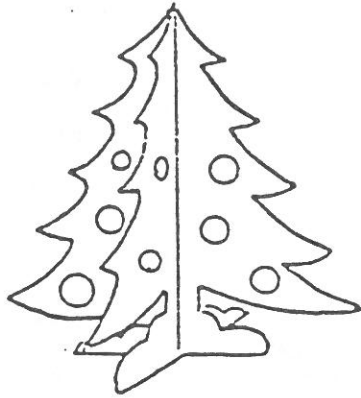
Christmas Tree

Materials:

- 1/4" plywood or heavy cardboard
- Coping saw or scissors
- Paint
- Decorations



Use the pattern below to cut two trees from either 1/4" plywood or heavy cardboard. Be sure to cut the slit as shown so these will interlock. One groove should be at the top of the tree and the other at the bottom. Glue two trees together. Paint and decorate as desired. (Cutting circle openings in tree is optional. It is attractive, but a little difficult to cut.)



"DAD'S WORKBENCH"
(A Skit for the Craftsman Theme)

Webelos Scouts can play all parts. Costumes for the tools can be made from large cardboard cutouts or simply hang a sign with the name of the tool around the Scouts necks.

Narrator: As our scene opens, we find Dad looking for his hammer.

Dad: Has anyone seen my hammer?

Mother: No, dear, did you look on your bench?

Dad: It's not there. No one ever puts anything back where it belongs.

Hammer: No, I'm not on the bench. I'm over here behind the door where he used me to drive the door hinge pins down and just left me.

Dad: Now, where in the world is my saw?

Mother: Look on your bench. It should be there.

Dad: It isn't here. No one puts my tools back.

Saw: Here we go again. I'm lost because he didn't clean me and put me back again after I was used on the garage roof to spread the tar because I was bigger than the putty knife.

Dad: Good grief! Now where is my file?

File: I thought he had forgotten that he left me out in the yard when he sharpened the lawn mower last fall. He'll find me when I get caught in the lawn mower the next time he mows the grass.

Dad: I can't find my screwdriver now, and I just had it. Did you borrow it, son?

Cub: Yes, Dad, but I gave it back to you.

Screwdriver: Here I am, right in his big pocket where he put me. Why can't people remember to put tools back where they belong?

Tools all shrug as if to say "don't ask me", while Mom and Cub shake their heads while looking at Dad.

The curtain comes down!

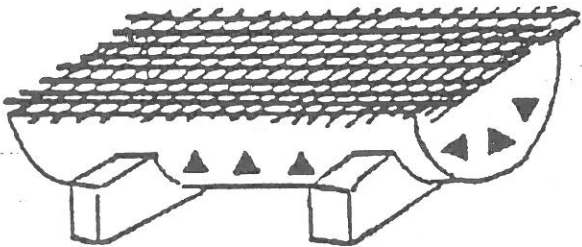
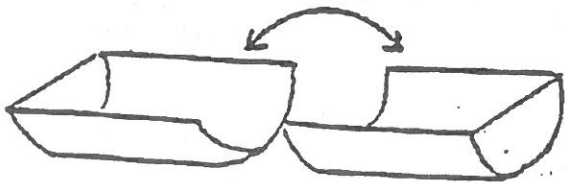
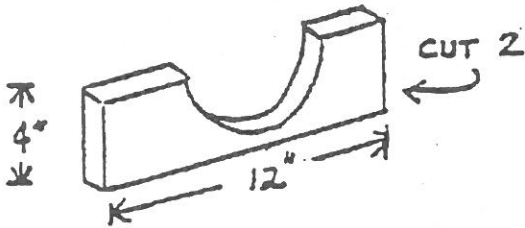


METAL PROJECT

Tin Can Habachi

Materials: 3-lb coffee can
 9 x 18" hardware cloth
 (2) 4 x 12 x 3/4" wood pieces

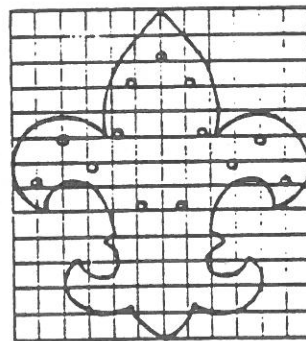
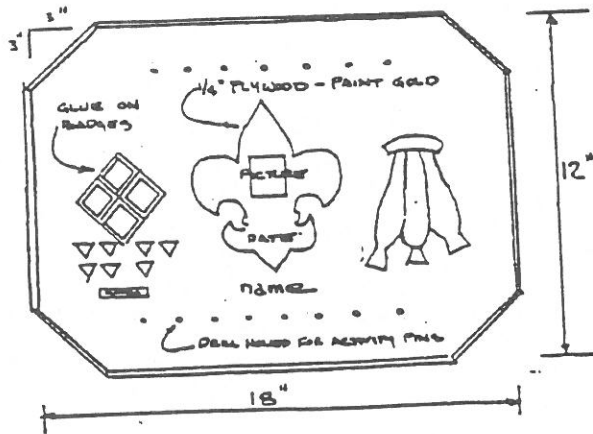
1. Cut off one end of can just behind rim.
2. Cut can in half lengthwise.
3. Rivet two halves together, open end to open end, to form a trough.
4. Using can as template, mark curve on wood pieces. Cut out half round piece to provide base of habachi.
5. Punch vent holes in lower portion of can; put habachi on wooden base pieces.
6. Hardware cloth is use for the grate.
7. Put 1" coarse gravel in bottom. Add charcoal, light and cook.



Cub Scout Keepsake

Materials: 1/2" plywood
 1/4" plywood
 Sandpaper
 Paint or stain

Cut from 1/2" plywood. Sand and stain or paint.



NECKTIE RACK



NECKTIE RACK. For Webelos Craftsman. Use the grid method to enlarge pattern to about 14 x 14 inches. Trace pattern on 1/2-inch plywood and cut out with jigsaw or coping saw. Sand edges. Drill holes for 1/4-inch dowels 2 1/2 inches long. Fasten hanger to back and decorate as desired.

Webelos

ENGINEER

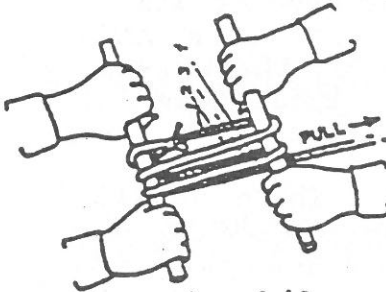
One of the great things about being a Webelos den leader is the opportunity to learn many things along with the boys. Unless you are an engineer, there may be some knowledge to pick up with this activity badge to pass along to your boys. If one of the Webelos Scouts' father is an engineer, be sure to recruit his help.

One of the purposes of Cub Scouting is "fostering a sense of personal achievement by developing new interests and skills" in boys. The Engineer Activity Badge probably does this more than any of the other Webelos activity areas. Engineering is one of the most exacting of the professions and the badge includes projects which give a boy an insight into some types of engineering.

Keep in mind that an engineer's job is to apply the laws of physics and chemistry to the solutions of problems in construction, industry and other areas.

Suggested Den Activities:

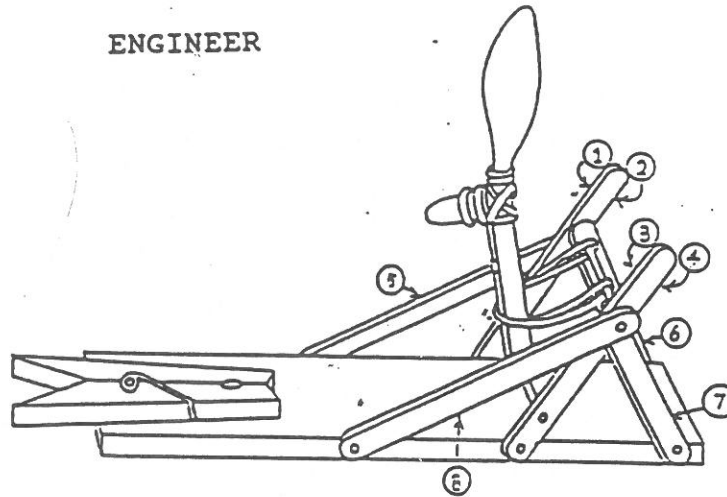
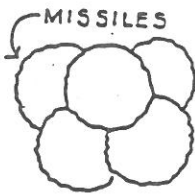
1. Visit an engineer or surveyor in a municipal office. Let boys look through surveyor's manual and learn how to read a rod.
2. Visit a construction site and see the plans which are being followed.
3. Tour a house under construction with a knowledgeable guide.
4. Visit the municipal water works, TV or radio station.
5. Have someone explain how to read topographic maps.
6. Have someone show and explain how to read a floor plan of a house.
7. Make a block and tackle. Be sure to explain its purpose.
8. Make a catapult.
9. Make a steam turbine.
10. Make a paper clip electric motor.
11. Make sketches of electrical transmission.
12. Discuss property lines. Have an expert show how property lines are determined and measured.
13. Have the boys find different kinds of bridges.



Block and Tackle Demonstration

You need two lengths of broomstick, or dowel, and a length of 1/4" rope or clothesline. Tie one end of rope to one of the sticks. Wrap rope loosely around both sticks as shown. Have two of your biggest den members (or adults) grasp sticks and try to keep them apart, while smallest den member pulls on rope. He will be able to pull the two sticks together, no matter how hard the others try to keep them apart. Mechanical advantage is calculated on number of ropes holding weight. (Illustration: right side = 4 ropes; mechanical advantage = 4 to 1.) CAUTION: Knuckles can get a good rapping if you permit sticks to be pulled all the way together.

Webelos
ENGINEER



Materials:

Catapult Arm: 3 popsicle sticks (cut one down to 1 1/4"); a 15" piece of strong twine; one plastic spoon (cut handle until there is 3/4" of handle left on spoon); one rubber band (lightweight)

Catapult Base: wooden slat 3/8" thick (approx. 1 3/8" x 8 1/4")

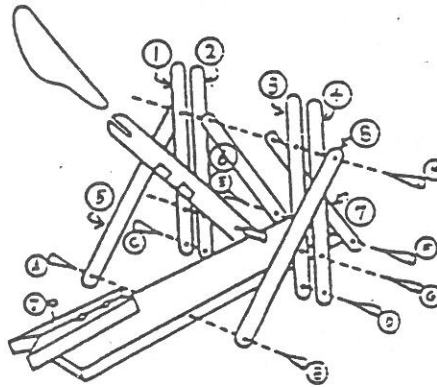
Slides: 8 popsicle sticks; two 2" nails; two 1/2" pieces drinking straw; six 1/2" wood screws

Trigger: one clamp clothespin; 1 3/4" nail

Missiles: clay balls about 3/4" in diameter wrapped in aluminum foil.

Instructions:

1. Assemble catapult arm (popsicle stick with spoon) by gluing two sticks together. Cut out a half-inch slot at one end for the plastic spoon to fit into. At the other end, drill a hole for nail G to go through. Cut a 1 1/4" piece of popsicle stick and glue it to the arm just below the slot. When glue is dry, insert the spoon and wind cord around the arm, spoon, and extending piece of stick. Make two notches a half-inch apart (center them) in the bottom edge of arm.
2. Prepare base and sides by drilling holes for nails and screws. Nail holes should be small enough for the screws to go in through the popsicle sticks freely. Drill hole in each side of base for screws C and D, three inches from the end and about 3/8" deep.
3. Sticks 1, 2, 3, and 4 each receive 3 holes. These should all be in line with each other. The diagonal sticks 5, 6, 7 and 8 receive a hole through each end. One hole will be for a screw and the other for a nail.



In medieval Europe, castles and cities were surrounded by very strong high walls and fortifications and moats. Attacking armies used catapults as weapons. The catapults hurled heavy rocks and metal pieces across the moats and over the walls into the castles and dwellings on the other side.

The catapult is a machine that works something like a slingshot but, of course, is much larger. The catapult arm is pulled back to a firing position by a crank or windlass, and then released suddenly. When released, it is snapped forward instantly by a strong spring, which casts objects into the enemy fortifications. Different types of catapults have been devised for different uses.

An arrow catapult, used in early days, could shoot a large number of arrows at a target at one time. In World War I soldiers at the front made catapults that flung grenades great distances. Sometimes they threw tin cans filled with gunpowder or dynamite. One form of catapult used was a limber young tree with a leather loop, or pocket, fastened to the top. The tree was released, the thrust cast the tin can far into enemy lines.

In naval warfare a catapult launches planes from the decks of the ships. This type of catapult is a huge steel framework, equipped with tracks. A platform carrying the plane is shot forward by means of steam, a strong spring, or explosive charge and the plane shoots into flight.

Construct your own catapult and castle by following the instructions on this page. (You'll also earn credit toward your Webelos Scout Engineer activity badge.) And you can have fun by making a game of knocking down the castle parts. Each part can equal a certain number of points for scoring between you and your opponent. It will take some practice to aim the catapult for direct hits.

Directions for Assembly:

Once you have laid out the needed materials, assemble the catapult arm (popsicle stick with spoon) by gluing two sticks together.

Cut out a half-inch slot at one end for the plastic spoon to fit into; at the other end, drill a hole for nail G to go through. Cut a 1 1/4" piece of popsicle stick and glue it to the arm just below the slot. When the glue is dry, insert the spoon and wind cord around the

arm, spoon, and extending piece of stick (see diagram). Make two notches a half-inch apart (center the notches) in the bottom edge of the arm.

Now that the arm is completed, prepare the base and sides by drilling holes for nails and screws. The nail holes should be small enough for the screws to go in through the popsicle sticks freely.

First, drill a hole in each side of the

base for screws C and D three inches from the end and about 3/8" deep. Sticks 1, 2, 3 and 4 each receive three holes: a screw hole through the bottom end, a nail hole one inch above the screw hole, and another nail hole 2 1/4" above that one. These holes should all be in line with each other when the sticks are placed side to side. The diagonal sticks 5, 6, 7 and 8 receive a hole through each end. One hole will be for a screw and the other will be for a nail.

Assemble the catapult by screwing sticks 1, 2, 3 and 4 against the sides of the base in an upright position. Attach diagonal sticks 5, 6, 7 and 8 to these sticks with nail H as shown in diagram. When the bottom ends of the diagonal sticks are positioned against the base, make pencil marks and drill holes in the base for screws A, B, E and F. Screw the ends of the sticks to the base.

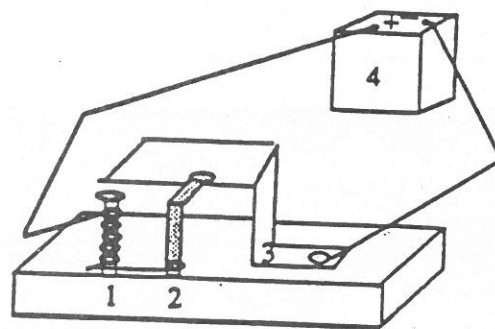
Loop a rubber band around nail H and slip the bottom end of the catapult arm through the rubber-band loops. Insert nail G through the upright sticks and the arm, placing the straw spacers on each side of the arm. Pull down the catapult arm and mark where the extended stick touches the base. Place the jaw of the clothespin on this mark and fasten the clothespin to the base with nail I.

Now, fire away.

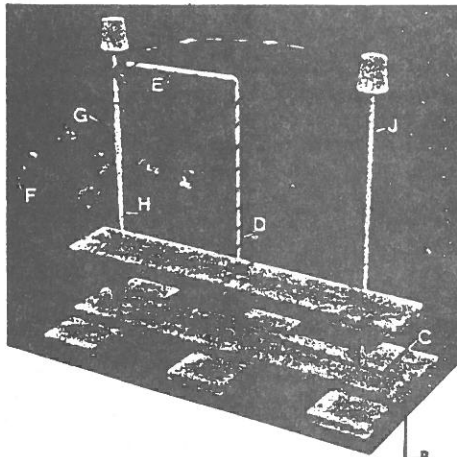
CASTLE DIRECTIONS: The castle is made by decorating cardboard boxes and tubes that you can easily find around the house (cereal boxes, milk cartons, etc.). Do not attach parts to each other. In this way, the ammunition will be able to knock down individual sections for scoring.



ELECTRIC BUZZER



1. 100 turns of magnet wire around a No. 8 nail.
2. No. 16 nail bent to touch top of metal strip.
3. Metal strip cut from tine can (6"x1")
4. 6-volt lantern battery.
6. Wood block



THE ALMOST PERPETUAL MOTION MACHINE

By SAM ROGERS

nut should just clear the top of the wood. Insert shaft in frame, then attach another cord to the shaft just below the top frame piece, using a timber hitch knot. Apply a drop of model cement to secure knot to shaft. Slip other end of cord through a tiny hole in bottle cap and tie second nut at this end to anchor cord in cap.

If you want to have some fun and impress your friends, try this "technical explanation" of how your machine works: Gravity exerts a downward pull on weight \square , creating a vertical tension on cord \square . As cord \square rides over the rounded edge of frame \square , it transfers the vertical tension to a horizontal tension, pulling on the end of the cord wound around shaft \square , causing shaft \square to rotate and swing boom \square counterclockwise in a circular pattern. As boom \square rotates, centrifugal force is built up by weight \square tied to cord \square causing both to fly outward in a straight line until post \square intercepts cord \square . Centrifugal force continues to make weight \square move in a counterclockwise circular pattern, causing cord \square to wrap itself around post \square until weight \square is stopped momentarily by post \square .

At this point, gravity takes over again, pulling weight \square downward, causing cord \square to unwind in the opposite direction (clockwise). Centrifugal force builds up once more as cord \square unwinds until it flies free of post \square . The instant cord \square is clear, the gravitational pull on weight \square and the tension on cord \square rotates shaft \square and boom \square another half-turn until post \square intercepts cord \square and the pattern is repeated. The movement continues in a rhythmical pattern until cord \square is completely unwound from shaft \square .

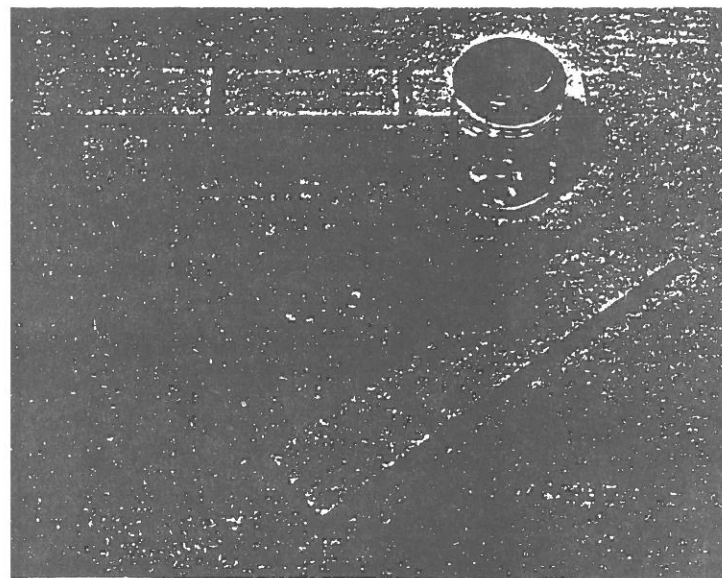
Simple, isn't it? ■

Two forces of nature—gravity and centrifugal force—team up to power this interesting mechanical movement. Set the machine on the edge of a table with the weight hanging over the side. Wind it up by rotating the boom clockwise until the cord is wrapped around the shaft. Release the boom, and your machine will go to work until it uses up all the string on the shaft.

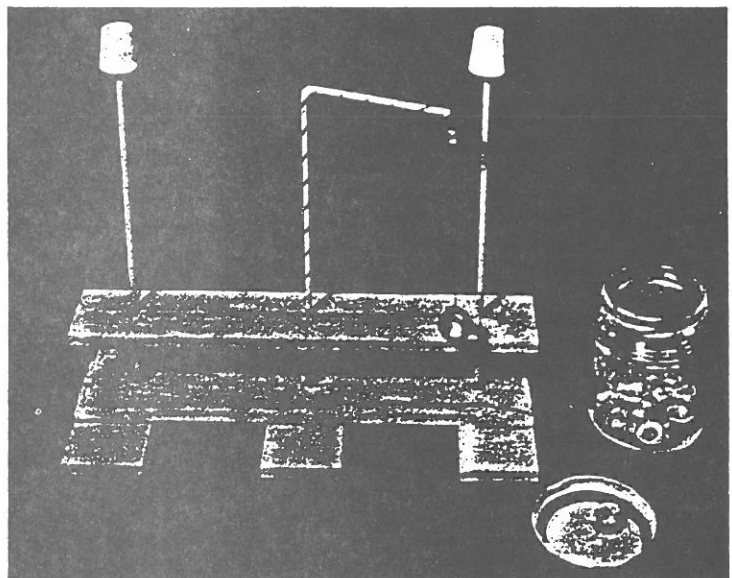
Men have been trying for centuries to invent a perpetual motion machine. This model comes close to it in theory. In fact, if you could wrap a mile or more of string on the shaft and hang the weight over the edge of the Grand Canyon, it would work for days and days without any attention—or until the parts wore out. That's why we call it a perpetual motion machine—well, almost!

Here's what you need to make one machine: two eight-inch lengths and three $3\frac{1}{2}$ " lengths of $\frac{1}{4}$ " x $1\frac{1}{8}$ " pine lattice stock (lumberyard) for the frame, a baby-food jar with iron nuts or washers added so it weighs six to eight ounces, two seven-inch lengths of $\frac{1}{8}$ " wood dowel, a $9\frac{1}{2}$ " length of clotheshanger wire, and two large machine bolt nuts. Two plastic toothpaste tube caps with $\frac{1}{8}$ " holes drilled through the center can be added to the post tops for decoration. In addition, you'll need some stout cord or nylon thread.

To assemble: Drill three $\frac{1}{8}$ " holes in the long pieces of the frame with the pieces taped together to insure perfect alignment of holes. Glue the three feet under the lower piece after holes are drilled. Push the dowels into the plastic caps, then push them into holes in frame pieces, separating the top and bottom pieces by $1\frac{1}{4}$ ". Tie one machine nut to a length of cord and tie the other end of cord to the boom: the



You need these materials—plus a length of cord—to make a machine.



To finish assembly, anchor the cord to the baby-food jar top; replace top.

Webelos

FAMILY MEMBER

- Have the boys make their chart showing the jobs that they and other family members have in their homes. Have them bring the charts to the meeting and tell what jobs they are taking on for the next 2 months, and how they will do them.
- Before the boys inspect the home and grounds to make a list of hazards or lack of security you might want to talk over some of the home hazards they may find. You could also contact the Police Department and ask if someone from Crime Prevention could attend one of your meetings to talk about security in your home.
- Make a contest out of making a list of things families spend money for. See who can make the longest list. Talk about the list and see what important expenses were omitted. Give one point for each item. Most boys will forget things like rent, utilities, car payments, stamps, insurance, etc. You might think up a list of things that most boys will omit and award 2 points if they happen to list one.
- Invite a mother to your den meeting to talk about cleaning a room properly. I bet the mother would enjoy talking to the boys about this!
- While you have a mother at your den meeting talking about cleaning a room, you might ask her to talk about looking after your clothes. And how to do a family wash.
- Have a contest: Take a small piece of cloth and a button, needle and thread. Have the boys sew a button on. Judge the button that is sewn best.
- Have a cooking contest. Have each boy cook one dish and bring it to the meeting. Be sure they can tell how they made the dish. You might think about making a small recipe book for your den. This could include breakfast dishes, lunch, and dinner dishes. Also you might adopt some of these for your cookouts!
- Have the boys fix a meal and invite the parents to your meeting for a feast! In the meal planning they must plan the meal, shop for the food and then cook it.
- Have a "Family" meeting at your den meeting and have the boys show Cub Scout Spirit by doing their best to make plans for the rest of the year -- or at least three months.
- You might invite a mother to show some cooking skills to the boys -- or to explain recipes. Have the boys use measuring spoons, cups etc. Have them explain such terms as cream, braising, stewing, steaming.
- Plan a family game night -- each family brings a game and takes part in sharing the game with another family. The boys could even "invent" games for the families to play.
- Have a contest on folding the wash. Let Mother judge the teams to make sure they are doing things the right way.

FAMILY MEMBER

Hanging the Family Laundry

The following game can demonstrate the teamwork of a family. Two teams compete against each other to see who can hang the family laundry the fastest and most correct.

Materials: Large grocery bag or box, Clothespins, Line, Laundry (sheets of wadded up paper with large letters - one on each article - to spell out FAMILY LAUNDRY)

To make this one a lot of fun provide a team with a brown shopping bag which contains the materials needed for hanging the family laundry. The less you tell them about how to do it, the more fun it will be to watch. For instance, tell them it has to be hung up in a certain order, but don't tell them why or how to hold or string up the line, etc. Blow the starting whistle and let them have at it. How they hold or tie up the line is their problem, for there are several possibilities with trees, tables, posts or team members to hold it. Let them discover what it is the wrinkled laundry must spell out on the line, etc. To add more interest the sheets of paper could be different colors and cut in shapes of shirts, socks, pants, etc. An organized team would probably assign a certain part of the job to each member.

Also, to keep watching teams from memorizing the pieces, such as a red sock is the letter F, so they have an unfair advantage over the first team competing, use different bag of laundry for each team using the same number of articles but perhaps spell out something different, such as LAUNDRY on seven, with other articles blank. Many comical words could be used such as OUR RAGS, WHO NEEDS IT, KEEP IT CLEAN, WASH DAY BLUES.

Feed the Baby

Divide group into teams. Each team is either the "feeder" or the "baby". Neither team knows beforehand what the activity will be. The "babies" are seated in a row, facing the "feeders" who stand in front of the "babies". Bibs are tied on the "babies". Each boy taking part is given a small cup or bowl of applesauce, a plastic spoon, and is blindfolded. At the signal, the "feeders" try to feed the applesauce to the "babies". "Babies" may not use their hands to guide the spoon to their mouths, but may give the feeders" all kinds of advice and direction as to how to reach their mouths. First pair to finish the applesauce wins points for their team. Then they switch positions.

Churning Butter

Put a small amount of half-and-half or cream into a jar and screw the lid on tightly. Boys shake jars until butter is formed. (Try this in advance to determine just how long it will take.) Boy who finishes first is the winner. (You may want to add just a pinch of salt to cream.)

FAMILY MEMBER

The following is a list of topics each Scout should discuss with their parents to help them understand what it means to be a member of a family. These could be written in a notebook, discussed orally, or used to start a family scrap book.

It is not necessary that the Webelos leader review the results. This may be a more useful vehicle if it is known from the start that the results will stay in the family unless the Scout and his family want to share some or all of it with the den.

What is important is to help the Scout to understand how he fits into the family and how his actions affect the family as a whole. It is important to realize how the family helps to determine what he is and will become.

Feel free to pick and choose any or all topics to suggest to your Webelos and add any others that you feel are appropriate. Realize that not all topics will apply equally well to all boys so use your best Scouter's judgement. Be sensitive to that boy who may come from a single-parent family, a foster child, etc. They don't want any attention brought to the fact that they aren't part of a "normal" family unit.



1. Make a list of all the members of your family.
2. What other relatives can you discover? Include grandparents, aunts, uncles, cousins, etc.
3. Make a family tree. Include every family member you can identify.
4. Make a list of the places you have lived. Find out where your parents lived before you were born.
5. Can you find out where your grandparents have lived?
6. Where did your ancestors come from?
7. What can you discover about your family's heritage?
8. Many royal families have a family crest. Design a crest that could represent your family. (Look in an encyclopedia under "Heraldry" for some ideas).
9. Make a list of some things that make each member of your family happy. Do some of these things for a while.
10. Make a list of some things that make each member of your family unhappy. Don't do some of these things for a while.
11. Make a list of some things that members of your family do to help the family (cooking, cleaning, home repair).

Webelos

FAMILY MEMBER

Gathering Activity

- T You should always ask permission before using other people's things.
- F A boy under 12 should be free from all family duties.
- T If a person can't get home at the time he said he would, he should telephone or otherwise send word to his family.
- F Few parents worry if their children get poor school grades.
- F You should always keep loaded firearms handy in case someone tries to break into your home.
- T If you are responsible for younger brothers or sisters, you should know where to reach your parents in an emergency.
- T It helps in family harmony to keep the noise level down.
- T If no adult is present, you should never let a stranger into the house, even if he claims to be a repairman.
- F Parents should pay all their children's expenses.
- T Careless breakage means a family will have less money for other things.
- F Protecting food from flies is stupid, because they eat so little it won't make any difference in the budget.
- T If your family wants to add a new room to the house, the plans must be approved by the city.
- F Families with ordinary income can't afford to have much fun together.
- T Medicine can be dangerous to the family if it is unlabeled.
- T Garage doors should always be open if the car is in the garage with the engine running.
- F A boy cannot be arrested if he is under voting age.
- T If a family needs advice from a lawyer but can't afford it, there are organizations in the city which will help without charge.
- T If you are responsible for younger children, you should stay awake until the adults return.
- F You should not ask questions about your family's expenses.

"Feelings"

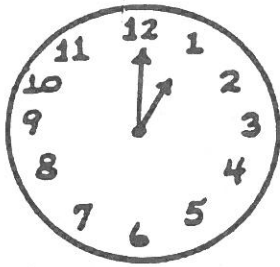
Use this prepener to lead into a discussion about the various feelings. Relate this to the different family situations.

G U I L T Y N C B
Z K A N G R Y G O
P O H V D H O R R
S S C A R E D O E
G E S T P R O U D
S J R X Q P L C S
L Y S I L L Y H Y
P R N U O W M Y L
J E A L O U S B O
L O N E L Y S I P

HAPPY
SAD
SERIOUS
ANGRY
SILLY
JEALOUS
LONELY
BORED
GUILTY
GROUCHY

SCARED
PROUD





IT'S TIME TO ...

BE A FAMILY

A FAMILY IS people giving and receiving love. We seldom come straight out and say, "Son, I love you. It doesn't matter if I don't like what you do, I LOVE you."

A FAMILY IS people getting angry with each other, but still loving one another.

A FAMILY IS loving the differences about each other.

A FAMILY IS people talking and listening to each other ... communicating.

A FAMILY IS people caring about what happens to each other, and letting it show.

A FAMILY IS people laughing and crying without feeling ashamed of it ... expressing ourselves naturally.

A FAMILY IS people sharing with each other and with others.

A FAMILY IS people reaching out instead of fencing in ... to each other and neighbors and friends.

A FAMILY IS a place for having fun, also for sharing sorrows and healing the hurts.

A FAMILY IS people giving strength to each other; caring and letting it show; leaning on each other; feeling loyal to each other; in other words LOVING one another.



Webelos

FITNESS

1. Exercise - Like in "Simon Says", the participants must do as you SAY and NOT AS YOU DO. There are four statements which are used in "Exercise". The statements and their actions are:

O000 - Jumping Jack

OWWW - Bend Over

UHHH - Squat

Panting Sound - Fan face with hand

The leader gives a statement and makes a movement. The movement MAY OR MAY NOT agree with the sound. The participants MUST make the correct movement regardless of the movement made by the leader. Those participants who make the wrong movement leave the game. The last participant standing is the winner!

2. Aerobic Dancing - Invite someone who has done Aerobic Dancing to attend your den meeting and lead and instruct the group in the skills of aerobic dancing.

3. Warm-Up - Walk in place, rolling from the heels to the toes at a faster and faster pace until it becomes running. After one minute, stop, raise arms up from the sides and inhale, down and exhale, four times. Now do ten jumps, twisting first to the right, then to the left, landing light on the toes. Next, starting with arms overhead, turn trunk to the right and touch the right toe, then up and repeat to the left, five times to each side. Hold arms out to the sides and twist the trunk right and left ten times. With arms in front and legs together, kick each foot to the hands five times. Finally, with legs wide apart and hands on knees, bend the right knee, twisting the trunk to the right, then alternate to the left, ten times.

4. Toe Exercise - Conditions the feet. Practice walking pigeon-toed with toes curled. Try picking up and carrying small rocks, marbles, or pencils with toes.

5. Neck Builder - You need a good bath towel. Pull it hard across the back of your neck. Hold until neck muscles shake. You can also use your hands in place of towel.

6. Leg Stretch - Builds stomach muscles. Raise and spread legs slowly three times without touching floor. Hold 20 seconds, lower legs and rest. Repeat.

PHYSICAL FITNESS GAMES

MEASURING WORM WALK

With your hands flat on the floor and your arms straight, stretch out your legs behind you. Now you're resting on your hands and toes. Keep your hands still. Keep your legs straight. With tiny steps, walk your feet forward as close to your hands as possible. Now make your hands walk forward, keeping your feet still. And so, like a measuring worm, you will measure off the ground.

PUSH BACK

Boys stand back to back with arms linked. Winner pushes his opponent over the line. Conduct contest between lines 20 feet apart.

SQUAT JUMPS (Test coordination and leg muscle strength)

Feet are spread apart approximately 4 to 6 inches with the heel of the left foot opposite in line with the toes of the right foot. Squat down with the weight of the body supported on the balls of the two feet. Hands rest on top of head with elbows to either side of head. Spring up so that entire body is straight and feet clear of ground completely. Now reverse position of the feet and go down to the squat position again. Two squat jumps should be required from each boy.

ONE LEG BEND

Raise your right leg and bend your left leg until you reach a stooping position with your right leg still straight. Get up again without touching the floor with your hands. Repeat with left leg straight and bending your right leg.

DUCK FIGHT

Opponents, facing each other, squat about four feet apart. Each one grasps both his ankles with his hands and tries to bump the other over or make his opponent release his hands.

HEEL SPRING

Place your heels against the line or ground, bend down and grasp your toes with the fingers or both hands, lean forward to get a start. Then jump backwards across the line, keeping hold on toes.

STRETCH OUT

Each contestant toes a mark. In one hand he holds a broomhandle or stick; in the other a piece of chalk. The contest is to see who can make a mark the farthest distance from the starting line without touching the floor or ground in front except with the stick which is used for support. Feet must not be moved.

ANKLE TOSS

Hold a ball, bean bag or other object firmly between your ankles or feet. With a sudden jump, kick your feet backwards and up so the object is tossed in the air and curves over your head. Catch it as it comes down.

Webelos

FITNESS

Objectives:

To show Scouts how to be strong in body and to make them aware of substances which will weaken their bodies.

Related Scout Activities:

Athlete Badge Family Member Badge
Personal Fitness Merit Badge

Resources:

Local hospitals and cancer clinics
BSA Reprint "Drugs--A Deadly Game!"

Interesting Den Related Activities:

1. Have a dietician come to a den meeting to talk about the four food groups and planning meals. Also contribute to Family Member requirement #10.
2. Stop by dentist office to discuss dental health.

Gathering Activity

As they arrive, ask the Scouts to complete the following table. Fill in the name of the food they ate. Scout with most balanced wins (an ice cream sundae?). Last column doesn't count.

Day/Meal	Meat Group	Milk Group	Veggie/ Fruit Group	Bread/ Cereal Group	Junk
<u>Yesterday</u>					
Breakfast					
Lunch					
Supper					
<u>Today</u>					
Breakfast					
Lunch					
Supper					

Webelos

FITNESS

- Den Leader leads a discussion on the effects of smoking and chewing tobacco. (Cancer clinics and associations have reference material. Or ask your doctor for information.)
- Have the boys list five bad effects of smoking and chewing tobacco so they can tell an adult member of their family what they are.
- Have a health care professional lead a discussion on the harmful effects of today's "recreational" drugs. (You might check with the school to see if the school nurse or a member of the P.T.A. could come to your den meeting for this discussion.)
- Lead a discussion of the effects of high sugar and high salt snacks and foods. Cite examples of each, especially in common foods Scouts eat.
- Make and eat nutritious snacks.
- Practice three of the physical fitness contests in the Cub Scout Leader How To Book, pages 2-30 to 2-36.
- Show exercises that will keep different parts of the body fit. Have boys make a chart showing what exercises they will perform for the next 30 days. Have a place on the chart for an adult member of the family to sign that they have completed the exercises each day.
- Have boys make posters at home showing nutritious food and balanced diets. Have a discussion on nutritious food and why a balanced diet is important.
- Visit a dentist for a talk and demonstration on dental health. If you cannot visit a dentist see if dentist could visit your den meeting.
- If you cannot have a dentist at your den meeting you might try for a dental hygienist to visit and show good dental health.
- Have boys bring ingredients for nutritious snacks and prepare them for the pack meeting.
- Make and display posters of a balanced diet and nutritious snacks at pack meeting.
- Lead a discussion on the effects of alcohol.
- Lead a discussion on how to "Just say no to Drugs".
- Lead a discussion on how drugs could affect your ability to think clearly.
- Have boys tell the affects of drugs on their bodies.
- Lead a discussion on what the boys should do if they see drugs being used at school.
- You might check with some of the drug rehabilitation programs for information or see if they could have someone speak to your den.

Webelos

FORESTER

A forester deals with the care and growing of trees, and a Webelos Scout, working on his Forester Activity Badge will learn how to recognize different species of trees by their shape, foliage, bark, and types of wood as well as how they live and grow.

America is a land of trees... they grow almost everywhere in our country. We sometimes forget, though, just how important trees are in our lives. Thousands of products come from trees... our wooden houses and the furniture in them, the rayon clothing we wear, the film in our cameras, and many of the fruits we eat. Ash and hickory are used in the manufacture of baseball bats and other sporting equipment. Lumbering is a major industry in many of the countries of the world. The one very important value is the aesthetic. Think what beauty we would be missing if there were no trees. Our world wouldn't be nearly so interesting.

A forester must learn how to do a great variety of things as well as know many facts about trees. Some of his tasks are making tree inventories, estimating the lumber content in standing timber, surveying, logging, tree planting, insect control, recreational planning, and the mapping and marking of trees for harvesting. He is interested in woodlands conservation and learns how to preserve and protect them from fire and disease. A forester must have excellent health and a love of the outdoors.

Suggested Den Projects:

- Find a tree stump or log section and count the annular rings. As you study them, can you tell what years were poor ones for growth, perhaps because of drought?
- Make a collection of leaf prints.
- Visit a lumber yard or sawmill. A local lumber dealer can help the boys by furnishing wood samples for their collections.
- Check with a local conservationist for advice on planting projects and seedlings.
- Plant a tree.
- For a long-term project, adopt a tree and keep a diary on it. Measure its girth, estimate its height, record when it buds, when it loses its leaves, and other interesting things.
- Make a tree identification kit for your den from strips of bark, leaves or needles and cones or seeds.
- Teach boys how to measure tree diameter and height.
- Make a "window on the insect world" display for pack meeting.
- Make a tree exhibit "from roots to fruit" for pack meeting.

Webelos

FORESTER

Window on the Insect World

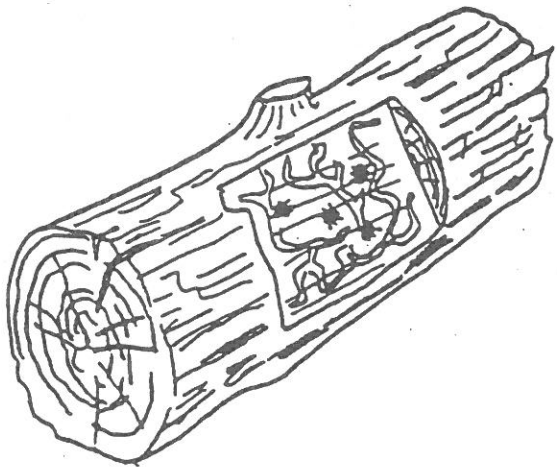
More than 180 million Americans depend on 489 million acres of forest land for their wood supplies. By the year 2000, there may be more than 300 million Americans. They will look to this same (or perhaps less) amount of land for forest products.

Every minute of the day and night billions of insects are busily chewing, biting, sucking, and boring away at our trees, gardens, home, livestock and agricultural crops. They destroy 10 percent of everything man attempts to grow. You can watch them at work, see what and how they eat, by putting a window on the insect world.

1. With a forester's or entomologist's guidance, obtain a section of insect-infested tree bark. Leaf buds, leaves, or termite-infested wood can also be used.
2. Without disturbing the feeding insects, cover the bark, leaves, buds, or wood with a thin sheet of plastic. Punch several small air holes. Leave enough space under the plastic so the insects can move freely.
3. Label to tell the story of each kind of insect - the kind of trees it attacks, how much timber it kills or damages yearly, what is being done to control it.

If we could eliminate the timber losses America suffers from fire, insects, disease, and other damaging agents, we could nearly double our annual growth. Reducing these losses will help insure the timber supplies our children and their children will need.

NATURAL RESOURCES ARE PRECIOUS. THEY SHOULD BE CAREFULLY PROTECTED.



TREE INSECT
ZOO →
LIVE SPECIMENS
LABEL AS IN #3



A. TREE QUIZ

1. Which tree has the softest wood? (Balsa)
2. Which tree is shaped like a vase? (Elm)
3. Which trees are the tallest? (Redwoods)
4. Which trees are the oldest? (Sequoia)
5. Which tree has a leaf shaped like a mitten? (Sassafras)
6. Which trees give maple syrup? (Sugar & Black Maple)
7. Which tree has paper-thin bark? (White Birch)
8. Which tree is used for baseball bats? (White Ash)
9. Which tree is used to make your pencils? (Red Cedar)
10. Which conifers lose all their needles in the fall? (Larch & Bald Cypress)
11. Which evergreens bear berries instead of cones? (Yew Cedar Juniper)
12. Which broad-leaf keeps its leaves all year? (Live Oak)
13. Which part of the tree is used for making paper? (Cellulose)
14. Which tree gives us turpentine? (Long leaf & Bobolly P)
15. Which is our most important lumber tree? (Douglas Fir)
16. Which trees are soft woods? (Evergreen)
17. Which trees are hardwoods? (Deciduous)
18. Which trees are often called "Stinkweed"? (Ailgnthus)
19. What tree is used for making matches? (Aspens)
20. What tree is used to make spools? (White Birch)

There are 1,182 different kinds of trees growing in the United States. Let's go out and get acquainted with some of them!

As America grows in population, our natural resources become more valuable, and the outdoor code will carry a more significant message.

OUTDOOR CODE

As an American, I will do my best to -

BE CLEAN IN MY OUTDOOR MANNERS - I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waters, fields, woods, and roadways.

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

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

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

FOREST FIRES

Life is short. Forest animals don't need us to make it any shorter. Their lives are in our hands. When grass and trees grow dry as tinder, don't be the one to leave burning embers at the camp ground.

Even 'contained' fires can get out of hand and grow like fury. A few smoldering twigs can become a rampaging blaze. A single careless toss can turn the forest into wholesale horror. Fire destroys burrows, nests, seeds, roots, hunting territories, mating grounds and LIFE.

It takes no more than one fool to start a fire. It often takes an army of cool heads to put one out. Man is responsible for 58% of all forest fires, and about 1/3 of that number are set on purpose. People who use the woods for recreation are responsible for 1/3 of all forest fires. So, either learn to use fires safely or stay home!

Lightning causes many forest fires too, but when it strikes it often happens on top of a hill, where the temperature is cooler, the fuel supply is sparse and the flames are more easily spotted.

Animals caught in forest fires can't outrun the flames. Think about them on your next trip, and rake the ashes of your campfire extra carefully. You'll be glad and so will they.

SMOKEY SAYS, "ONLY YOU CAN PREVENT FOREST FIRES!!!"

WOODS

ASH: Used in furniture, boxes and crates, tool handles, boat frames, skis, and baseball bats.

BASSWOOD: Used in furniture, boxes, patterns, models, woodenware, handicrafts, piano keys. This is a very good wood for carving, it is classified as a hard wood but is easy to work and sand.

BIRCH: Used in clothespins, dowels, spools, bobbins, woodenware, toothpicks, veneer and plywood, and toys.

CEDAR: Used for shingles, fence posts, boats, clothes closets, pencils, interior and exterior finish, and paneling. Makes an excellent wood for birdhouses.

DOUGLAS FIR: Major uses are heavy construction, piling, plywood, masts, utility poles, barrels.

ELM: Used in furniture, paneling, hockey sticks, gymnasium equipment, church pews, and tool handles.

LAUAN OR PHILIPPINE MAHOGANY: Used in interior finish, paneling, plywood, furniture, boat building. Lauan plywood comes in 1/4" and is inexpensive and handy for many projects.

MAHOGANY: Used in furniture, veneer, paneling, boat building, interior finish, and precision instruments.

MAPLE: Used for paneling, flooring, furniture, interior finish, veneer and plywood, bowling alleys, sporting goods. This is an extremely hard wood.

OAK: Used for flooring, furniture, heavy timbers, interior finish, boatbuilding, doors, and railroad ties.

WHITE PINE: Probably the most common softwood for projects, is used in boat building, construction, woodenware, and metalworking patterns.

YELLOW PINE: Most of the pressure treated lumber comes from this. Also used in construction, boxes and crates, paper pulp, ship building, and box cars.

POPLAR: Makes an excellent wood for carving, also used in furniture, plywood, interior finish, paneling, siding, boxes and crates, and hat blocks.

REDWOOD: Makes an excellent wood for outdoor projects, also structural timbers, window and door frames, siding, shingles, tanks, and cigar boxes.

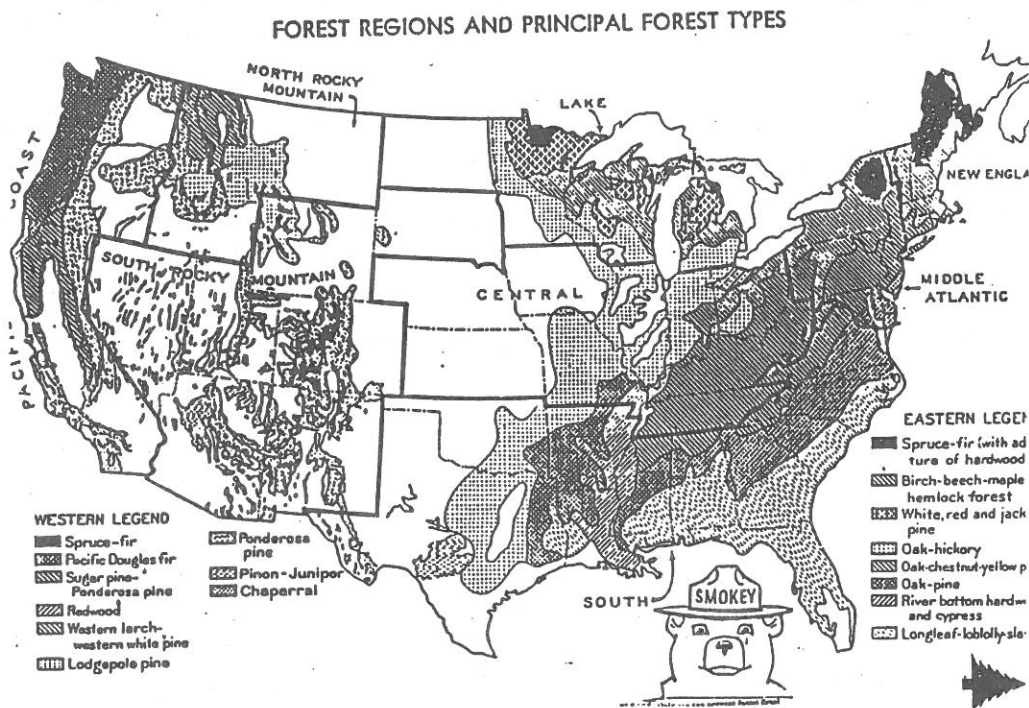
ROSEWOOD: This is a very beautiful wood used for fine furniture and cabinets, decorative wooden articles, cutlery handles, and inlaid work.

SPRUCE: Used in most construction lumber, pulpwood, ladders, musical instruments, paddles and boat oars.

TEAK: Used in boat building, paneling, furniture, boxes, and chests.

WALNUT: Used in fine furniture, paneling, cabinets, plywood veneer, and gunstocks.

If you use tree limbs in your projects be sure to season the wood. Cutting green tree limbs into projects will cause the wood to crack and split as it dries. An one inch (1 inch) tree limb will take about a month to season. Large limbs may take over a year. When seasoning wood be sure to allow for adequate air circulation around all sides.



**OUR NATURAL RESOURCES ARE
PRECIOUS! THEY SHOULD BE
CAREFULLY PROTECTED!**

These are two vital statements to impress upon your Webelos Scouts. More than 180 million Americans depend on 489 million acres of forest land for their wood supply. By the year 2000, there may be more than 300 million Americans. They will look to this same (or perhaps less) amount of land for the forest products they will need. **WE MUST PROTECT OUR FORESTS!**

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Three kinds of fires can destroy the forest:

A **surface** fire burns along the floor of the forest. It is usually slow-moving and close to the ground, but it can spread fast. It kills small trees and either kills or permanently damages larger trees. Most fires are of this type.

A **ground** fire burns on or below the forest floor. These fires are often started by lightning. They move slowly, and often go undetected for weeks. They are hard to put out. The heat they create beneath the ground destroys the tree's roots and any chance of life.

A **crown** fire moves faster than most people can run! These often start as surface fires, and are blown by winds into the tree crowns. Fir forests are especially vulnerable. The needles and cones catch fire easily and quickly. A grove of trees "topping out" in this way is doomed.

A fire has to be fed, or it dies. If you want to kill one fast, cut off its supplies:

1. Heat
2. Fuel
3. Air

The main elements which influence the spread of fire are fuel (such as dry grass, dead leaves, brush, small trees, logs, top soil); weather (wind, moisture and temperature); and slope.

Diameter Tape and Cruising Stick

Foresters use cruising sticks to measure a tree's diameter and height. These facts are essential in figuring the amount of wood in a tree.

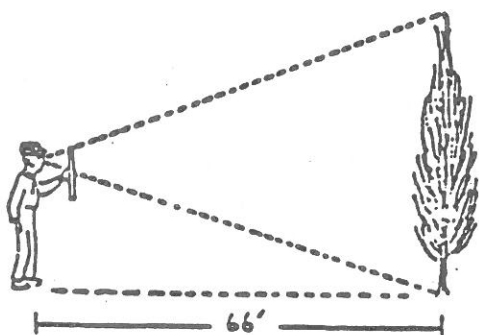
Tree diameter

1. Cut a strip of flexible paper or cardboard about 1/2" wide and 45" long.

2. Begin at one end of the paper strip and make ink marks 3.14" apart. Number these marks consecutively starting with #1 on left end of tape. 3.14" on your tape equals 1 inch of tree diameter.
3. To measure tree diameter, wrap tape around tree at chest height, about 4 1/2' above ground. The diameter of tree in inches will be at the mark nearest where the tape overlaps the zero end.

Tree height

1. Glue a strip of hard paper or cardboard on one side of a yardstick.
2. Begin at one end and make marks 6.15" apart with ink.
3. Label the first mark 1, the second 2, and so on. To measure tree height, stand 66 feet from it. Hold arm horizontally and the stick vertically at arm's reach - about 25" from the eyes. Slide stick up or down until top of stick is in line with the top of the tree. Without moving, sight bottom of tree (be sure stick is still vertical) and see place on stick where line of sight crosses it. The nearest figure is the number of 16-foot lengths in the tree. If the figure is 2, there are two 16-foot lengths, so the tree is 32' high.



Window on the Insect World

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First Aid for Trees

Insect damage. Gouge out nests with sharp knife. Paint with tree paint or if hole is deep, fill with cement.

Branch hole. Clean out and cement and paint.

Transplanting Sapling. Tie to stakes for support.

GEOLOGIST

Suggestions for Den Activities:

1. Visit an industry that uses geological materials
2. Visit a rock collector's club meeting.
3. Visit a jeweler's shop.
4. Visit a museum of natural history.
5. Have boys start a rock collection.
6. Make a volcano.
7. Play "What Am I" using only names of rocks and minerals.
8. Identify rocks and minerals collected.
9. Ask a rockhound to demonstrate a rock tumbler.
10. Make a mineral hardness kit.
11. Make a buckskin pouch to carry rocks. This will not only help on the Geologist Badge, but will complete a requirement for the Craftsman Badge.
12. Invite a Geologist to come to den meeting to demonstrate the use of Geologist tools.
13. Have a contractor come to talk about materials used in home building, such as slate, brick, limestone, marble, cement, gypsum, etc.

Some good rock hound rules to remember:

1. Always ask for permission before you collect on private property. If the mine or quarry is abandoned, ask someone who lives nearby where to obtain permission.
2. Also ask about any possible hazards, such as sliding rocks, or street slides. Most places will require an adult to be with you. He or she may also have to sign a statement clearing the owner of any responsibility for accidents.
3. Don't meddle with tools, machinery, or domestic animals that you may find.
4. Leave gates as you found them, either open or closed.
5. Don't walk or drive across growing crops. Stay on the road.
6. Take only what you will use for yourself or for trading. Leave some for the next rock hound just and those before you left some for you.
7. Be courteous and considerate of the rights of others. As much as possible, leave things as you found them.

Webelos

GEOLOGIST

Almost every boy, at one time or another, has a rock collection of some sort. This interest in rocks and the earth from which they come makes the Geologist Activity Badge a "natural" for most boys. You'll find that the Webelos Scout Book contains enough information on volcanoes, geysers and the formation of mountains that the boys will acquire a fairly good understanding of them with only a little assistance.

If you can locate a "rockhound" in your pack or community, he can help the boys with some of the technical aspects of geology and the study of rocks and minerals. He'll probably know a few special spots to take the boys rock hunting.

Physical Properties of Minerals

Hardness:

The resistance that a smooth surface of a mineral offers to scratching is called its hardness. The degree of hardness is determined by observing the comparative ease or difficulty of which one mineral is scratched by another, or by a file or knife. The hardness of a mineral might then be said to be its "scratchability". A series of ten common minerals has been chosen as a scale, by comparison with which the relative hardness of any mineral can be told. The following minerals arranged in order of increasing hardness comprise what is known as the Mohs Scale of Hardness:

- | | |
|-------------|--------------------------|
| 1. Talc | 6. Orthoclase (Feldspar) |
| 2. Gypsum | 7. Quartz |
| 3. Calcite | 8. Topaz |
| 4. Fluorite | 9. Corundum |
| 5. Apatite | 10. Diamond |

Cleavage:

If, when the proper force is applied, a mineral breaks so that it yields definite flat surfaces, it is said to possess a cleavage. Not all minerals show cleavage and only a few show it to any degree.

Fracture:

The way a mineral fractures also helps identify its properties. What is meant by the fracture of a mineral is the way in which it breaks when it does not yield along cleavage or parting surfaces. The following terms are commonly used to designate different kinds of fractures:

- A. Conchoidal. When the fracture has smooth, curved surfaces like the interior surface of a shell. Most commonly observed in glass and quartz.
- B. Fibrous or splintery. When the mineral breaks showing splinters or fibers.
- C. Hackly. When the mineral breaks with a jagged, irregular surface with sharp edges.
- D. Uneven or irregular. When the mineral breaks into rough and irregular surfaces.



COLLECTING AND IDENTIFYING FOSSILS - Fossils are the remains of ancient plants and animals. They give us a hint of life on our earth millions of years ago. Collecting fossils is a fascinating exploration back into time. The most commonly found fossils are those of the invertebrates (creatures without backbones) - clams, snails, corals. Fossil bones of vertebrates - dinosaurs, camels, horses, elephants, are rarer. A local geologist can give you information on possible collecting sites. Get permission from the property owner before searching his land. Railroad and highway cuts, an abandoned quarry or mine, banks of streams, gullies and cliffs are rewarding places to search.

Handle fossils most carefully. Take your time chipping or digging them out. Do the final cleaning and preparation at home. Carry them all wrapped in tissue or cotton in matchboxes, plastic vials, or sectioned boxes. Enlist the help of an expert or encyclopedia to identify your find. Label each specimen with a number, its scientific name, the locality where found, and its geologic formation, and your name as the collector.

MAKE YOUR OWN FOSSILS - The shells and bones of many prehistoric animals have been preserved as casts and molds. In this type of preservation, the original shell or bone has been destroyed, but it left behind a trace of its presence. Suppose that the shell of a prehistoric clam was pressed down into the ocean floor before the sediments hardened. This produced an impression of the exterior of the shell. As time passed, the sediments turned to rock, and the shell became completely encased in stone. Then, some time later, the shell decayed or was dissolved by water. This left behind a cavity called a mold.

A mold formed in this way shows the nature of the exterior of the shell and is called an external mold. If at some later time this mold became filled with minerals or other sediment, a cast was produced in the mold. The cast would be a reproduction of the original shell from which the mold was originally formed.

Materials Needed

A small cardboard box
Clay

Plaster
A small clam shell or snail shell

1. Cover the bottom of the cardboard box with modeling clay to a depth of several inches. This represents the soft mud found on the ancient sea floor.
2. Press the shell firmly into the clay. Lift out the shell carefully so a clear imprint remains. You now have a mold in the clay.
3. Mix a small amount of plaster with water in a paper cup. Stir it with a wood stick or spoon. When it is the consistency of thick cream, fill the mold.
4. After plaster has thoroughly hardened, carefully remove it from mold. You will now have a cast of the original shell.
5. Compare the original shell with the plaster cast. Notice that even some of the more delicate markings on the shell have been preserved in the plaster.

The paleontologist uses this same technique in reconstructing the shells of long-dead animals. Casts are especially useful in working with fossil footprints.



GEOLOGIST ACTIVITY BADGE

IMPORTANCE OF ROCKS

Some of your boys may not think the study of rocks is either interesting or important. To introduce them to the subject, you can tell them of the importance of rocks and how they can determine the wealth of a nation. Their kinds and quantities can determine whether the people of a nation are poor or wealthy. The importance of rock can easily be pointed out in four different ways:

1. Food -- Soil is made up of the fragments of rocks with their minerals and many other substances. Soil is a direct result of the weathering of rock of which it is composed. Except for the products of the sea, all animals and people are directly dependent upon food grown in the soil. We, therefore, see that rocks are important for life itself.
2. Fuel -- Fuel comes from rocks. Coal is a rock composed of organic material. Hard coal is called anthracite; soft coal is called bituminous. Oil is found in rocks such as sandstone and shale. Our economy couldn't exist as it presently does without a good supply of fuel.
3. Mining -- Many metallic and non-metallic ores such as iron, copper, zinc, aluminum, lead, sulphur, borax and others really are rocklike. Without these ores, manufacturing as we know it, would be impossible. We all know the importance of uranium for making electricity and creating other kinds of power that will eventually propel vehicles on land and in space.
4. Construction -- Think of the tons and tons of crushed rock, gravel and sand that are used in making roads and buildings. There are the various kinds of cut stone used for building blocks and monuments, and the materials used in the building of your home and the many things that are in it.

We have listed just four reasons why rock is so important in our lives. Perhaps you can think of many more.

GAMES FOR GEOLOGIST

Rock Identification Contest -- the first contest should try to identify rock as igneous, sedimentary and metamorphic. The second contest should name the rock.

Mineral Identification Contest -- have the boys identify common minerals found in your area.

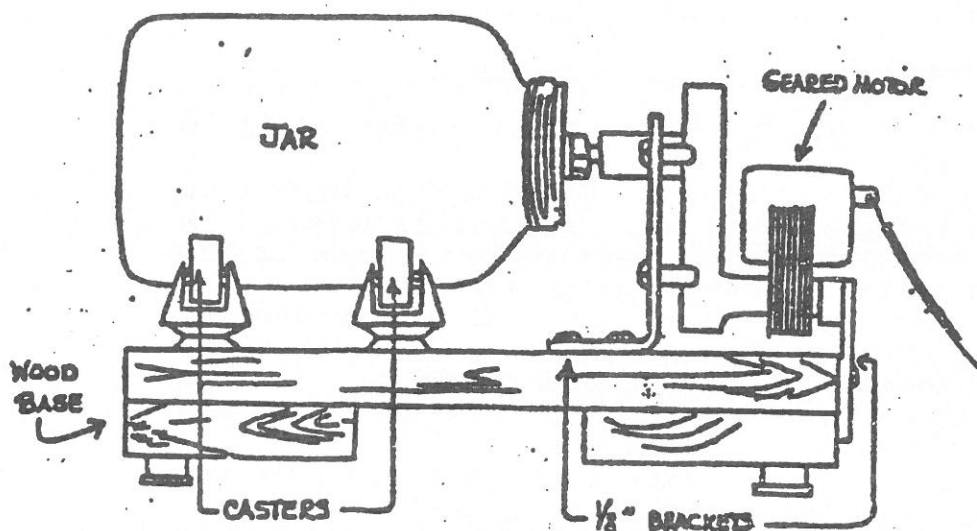
GEOLOGIST BADGE (continued)



GO ON A ROCK HUNT - Look for pebbles by the roadside, in stream beds, on river banks, or on hillside ledges. Every road cut, cliff or quarry will show rocks and minerals. Don't try to collect too much at one time. Be selective. Fist-sized specimens are best. If your sample is too large, trim it to size. When you get home, clean the specimens with soapy water applied with a soft brush. Soluble minerals and soft stones can't be washed but can be covered with a clear plastic for protection.

To mount specimens, put a spot of white enamel on the rock. On the spot, write a catalogue number in India ink, referring to a file card. The card should list the date, place found, identification of specimen, etc. Group samples: metallic minerals, semiprecious stones, nonmetallic minerals; or igneous, sedimentary and metamorphic. Display them on a shelf or build a mineral display box with partitioned sections. An egg carton works well for displaying rocks.

ROCK TUMBLER



THIS SIMPLE TUMBLER WILL GRIND AND POLISH AGATES OR OTHER SEMI-PRECIOUS STONES THAT YOU COLLECTED ON A FIELD TRIP.

THE TUMBLER BARREL IS A QUART GLASS JAR. IT ROLLS ON FOUR ORDINARY NYLON FURNITURE CASTERS. THE KEY TO ITS SIMPLICITY IS A SMALL GEARED-DOWN MOTOR. (A ROCK TUMBLER MUST TURN VERY SLOWLY). THE MOTOR USED HERE WAS A GEARDRIVE 22.8 RPM 110-VOLT AC.

MOUNT MOTOR WITH METAL BRACKETS ON A SUFFICIENTLY LARGE PIECE OF SCRAP LUMBER. ATTACH JAR LIDSHAFT AND, LAST, THE CASTERS, PLACING THEM WHERE THE JAR RESTS AND TURNS EASILY ON THEM. THE ELECTRICAL CONNECTIONS OF THE MOTOR SHOULD BE COVERED AND TAPED TO PREVENT SHOCKS.

Igneous Rocks are formed from molten material or magma from the inside of the earth's crust. Examples: Granite, diorite, lava, basalt.

Sedimentary Rocks are formed from other rocks that have been weathered or worn down into sediments. Examples: Sandstone, limestone, shale.

Metamorphic Rocks are formed from existing rocks by heat or pressure. Examples: Sandstone changes to quartzite; limestone changes to marble, shale changes to slate.

Webelos

GEOLOGIST

Let's Go Rock Collecting -

Clothes - Wear the type of clothes you would wear on hiking or hunting trip. Old clothes that are comfortable and serviceable are best. Ankle high hiking shoes will help prevent bruises from contact with sharp stones.

Collecting Bag - A knapsack type collecting bag is ideal. Use one with pockets to hold maps, notebook, small tools and labels. Use with lunch-size brown paper bags to hold specimens. Take along newspapers to wrap the rocks in first.

Field Notebooks and Labels - As you collect each specimen, give it a number. Put the label on the rock before you wrap it up. In a small pocket notebook list the following information:

NAME _____

LOCALITY _____

DATE _____

COLLECTOR _____

Later at home you can enter the information in to your permanent record.

Big and Little Hammers - An eight-to-ten pound sledge hammer is useful to break up large rocks into a smaller size. A geologist's hammer weighing one and a half to two pounds is the most practical hammer to take along on your expeditions.

Chisels - One or more good steel chisels are essential collecting tools. Do not use wood working chisels, as they become dull and nicked quickly.

Goggles and Face Shields - These are important equipment to use while hammering. Your eyes will thank you.

Magnifiers - A good hand lens or pocket magnifier will help you identify many characteristics of rocks.

Compass - A good compass is an invaluable tool. Learn how to use one to keep from getting lost.

First Aid Kit - Any trip away from home requires a First-Aid Kit. Keep one handy.

King of the Ore

This game is played by one boy naming something that a house is made of, he must name the ore or metal and its use. If he is right, he is King and he stands in the center, until someone gives the King another geological material used in the building of a home. Then that boy becomes King. (The answers can be found in the Webelos Scout Book.)

NATURALIST

Suggestions for Den Activities:

1. Make bug cages.
2. Make an ant farm. (See Webelos Scout Book.)
3. Invite a conservationist to visit den meeting and talk about some phase of nature.
4. Make aquariums or terrariums. (See Nature hobbies and Activities, No. 26-094.)
5. Take a birdwatcher's hike. Identify birds. Make notes about location, species, habits.
6. Take a nature hike and make plaster prints of animal tracks.
7. Make bird feeders. (See Crafts for Cub Scouts.)
8. Learn to identify poisonous plants and reptiles.
9. Make a leaf collection and leaf prints.
10. Make a trip to the zoo. Have boys keep logbooks and write down the things they see.
11. Collect tadpoles to keep in an aquarium and watch them grow

HIKING STICK

Materials: Broom stick for each boy
Rubber tip for each stick
Wood burner or permanent markers
Drill, hand or electric
Weights and saw
Yardstick and pocket knife

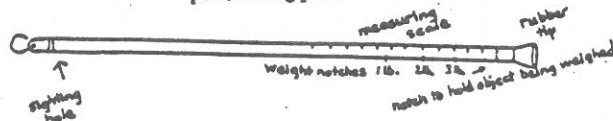
FIRST AID KIT

(carry on hiking stick or wear it on belt)
2 bandaids
Wooden match
Needle Soap (small chip wrapped in foil)
Cotton ball
Antiseptic
Burn ointment

Directions:

The hike stick is made using the broom handle. The stick length is to be between the boy's shoulder and the top of his head. This makes it easier for him to use the stick when climbing. (Remember these boys are growing rapidly, so it is advised that the length be close to the top of the head.) The stick is measured and marked every inch from the bottom at least a foot up. These marks are then burned into the wood or marked with the markers. Markings are to check the depth of creeks before crossing them. Two holes are drilled into the top of the stick at right angles. One may be used for sighting objects to stay on course, and a leather strip for a handle may be put through the other. In order to weigh something (a fish, for example), make a notch on the bottom end, and tie a one pound weight to it. Next, with the weight still attached, find the center of balance and notch the stick. Record the weight at that notch. Repeat the above procedure for the other weights. When you want to weigh something, tie it on the end of the stick; and, using your notches, check the weight.

Other ideas for the hiking stick; stretcher pole, fishing pole.



POCKET-SIZE FISHING TACKLE

Use bandaid box to hold the following fishing tackle:

Winder

Flat piece of wood or plastic notched at both ends to hold line.

Line

-20-25 feet of extra strong button or carpet thread wound on winder.

Sinker

May use bolt about one inch long with 1-4 nuts that fit it.

Bobber

Old-fashioned cork is best.

Hook

May be stuck into cork while being carried.

NATURALIST

Leading a Nature Hike

Don't be afraid to say "I don't know" to the boys. After all, none of us has all the answers. You will command more respect in the eyes of the boys if you admit it.

As you start the hike have one of the boys pick up two small sticks, each about 1 foot in length. Push the first stick in the ground. Locate the end of the shadow cast by that stick and place the other stick in the ground at the end of the shadow. Ask the boys if they think the shadow will be in a different position at the end of your hike. If they think the shadow will move, ask them which way. At the end of the hike stop back and check the sticks.

Remind boys to be as quiet as possible since animals are easily frightened and can hear sounds from long distances. During the hike if you wish to take a rest break, have the boys sit in an open area and ask them to be quiet for about 15 minutes. After the rest, ask them what sounds they heard.

The use of all five senses should be emphasized. It is not enough to merely look and listen... but they should taste, feel and smell, too. A frog and toad look pretty much alike, but how do they feel. The frog has a smooth skin and the toad has a rough skin. Crumble a handful of dry sycamore leaves and you'll find they smell like cinnamon. Let them feel the velvet softness of the fuzzy branches of the staghorn sumac. Even if the boys don't remember the name of this shrub the next time they see it, chances are they'll remember how it feels. That is more important. Take care in what the boys taste. Some berries are poisonous - others are edible.

After a cool night, look for spiders in the warming sun rays. Often they are found on goldenrods at the edge of the woods or in the field. Take a strand of web between your fingers and show how the spider will go up and down the web strand like a Yo-Yo. If a breeze comes along, the spider might "fly". Actually, this is known as ballooning. Often the wind will carry a spider and his web strand several hundred feet into the atmosphere.

Try a night hike in the woods. Have the boys identify objects in the dark. What can they tell you about it? Is the tree's bark smooth or rough? Is there any particular odor connected with it? Get to know plants and trees without the use of your eyes.

Nature offers much for the observer. A Webelos leader can show his den the beauty of a sunset and the silent wonder of falling snow. He can teach them to listen to the musical notes of the bluebirds in the spring and the rhythmical tap of the woodpecker, as he searches beneath the bark for insects. Instill in your boys the sense of wonder first. The names of plants and animals can come later.

At the end of the hike, get each boy to describe what he liked the most. You'll find they usually remember the simple things. Don't worry about your knowledge. Get out in the fascinating world of nature and enjoy it with your boys.

WEBELOS ACTIVITY BADGES

NATURALIST

MAKE A NATURE TRAIL

Pick a location in a park, a farm, camp or field and layout your Nature Trail in advance. Mark each station with a number. Supply each Webelos Scout with maps of the nature trail showing them the location of each station. Also give them a score sheet such as the one below that they are to mark as they follow the trail from station to station.

Proceed to the starting point, follow your map along the trail and mark this sheet as you go.

1. Near this spot there are several animal tracks.
Identify one _____
2. Observe the effects of water erosion here. What did you see?

3. You are now standing under a tree. Identify the tree.

4. Observe this large flowing bush. Smell the flowers. Look at the leaves. Can you identify the bush?

5. Near this spot is an insect home. DO NOT disturb it.
Identify the insect _____
6. Here you will find a roped off square...study it...write down all the things of nature that you see in the area.

7. Pick up a leaf or a blade of grass...toss it into the air. From which direction is the wind blowing?

8. Did you see any wildlife on the trail? List what you saw.

9. List any wild flowers that you found along the trail. DO NOT PICK ANY OF THE FLOWERS YOU SEE.

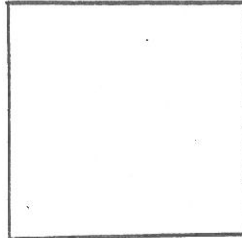
NOTE: The Naturalist Activity Badge is one of the optional badges that may be used to fulfill the requirements for the Arrow of Light.

NATURAL SCAVENGER HUNT



Find and collect the following:

- _____ 2 different kinds of acorn caps
- _____ 2 different kinds of leaves
- _____ 2 different kinds of wildflowers
- _____ Berries that are still on trees or shrubs
- _____ Dead log with lichens on it (small sample only)
- _____ Dead log with fungus on it (small sample only)
- _____ Deer track (draw a picture of it)
- _____ Bird feather
- _____ Animal hair or fur
- _____ Owl pellet
- _____ Thorny branch (small sample only)
- _____ Ant
- _____ Moss
- _____ Snail shell
- _____ Piece of dead bark with a hole in it.
- _____ Beetle



Make a Nature Collage with your collected samples!

UNNATURAL SCAVENGER HUNT

Find and collect the following: (the more the better!!)



- _____ 5 cigarette butts
- _____ 1 pop or beer can
- _____ 3 gum or candy wrappers
- _____ Examples of noise pollution (find at least 2)
 - 1. _____ 3. _____
 - 2. _____ 4. _____
- _____ Trail made by man walking where he wasn't suppose to
- _____ 1 piece of string, wire, cloth or rope
- _____ 1 plastic bag
- _____ 1 article of clothing (i.e. socks, hat, hankerchief, etc.)
- _____ 1 paper product (i.e., newspaper, cardboard box, paper cup.)
- _____ 1 glass product (i.e. bottle, jars, mirror, etc.)
- _____ 1 plastic product



Any other unnatural objects will be accepted. See what you can find!

Make a junkmobile with the objects you've found.

EARTHWORM FARM

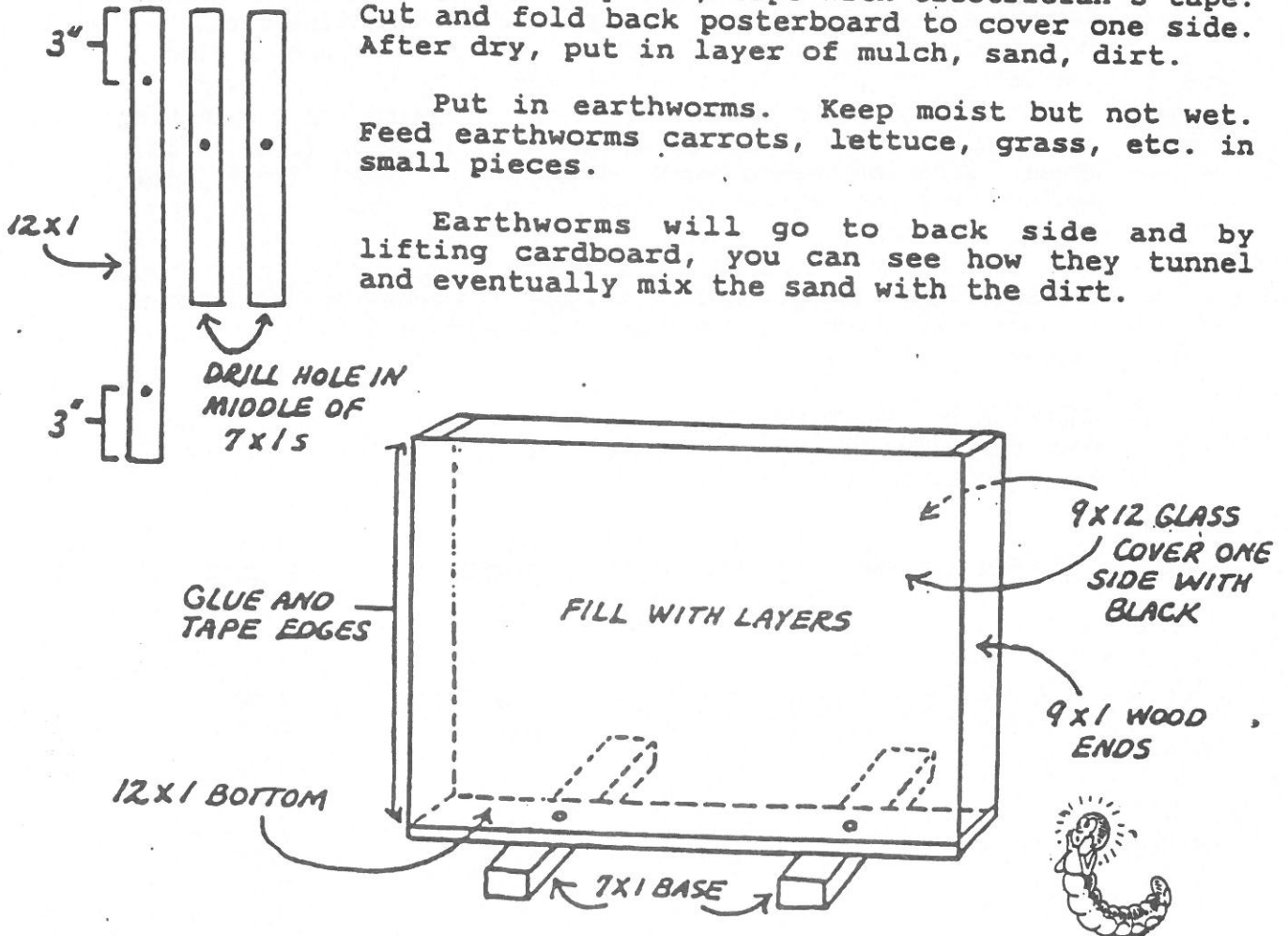
MATERIALS: Two sheets of glass 9" X 12" (sides)
 Wood -- two 7" X 1" (base)
 two 9" X 1" (ends)
 one 12" X 1" (bottom)
 Screws -- two
 Electrician's tape
 Black poster board
 Sand
 Dirt
 Mulch
 Earthworms

INSTRUCTIONS: Drill holes in each 7" X 1". Drill holes three inches from each side of 12" X 1". Screw 7" X 1" pieces to 12" X 1". (See illustration)

Place glue on wooden 9" x 1" and 12" x 1" and put glass in place; tape with electrician's tape. Cut and fold back posterboard to cover one side. After dry, put in layer of mulch, sand, dirt.

Put in earthworms. Keep moist but not wet. Feed earthworms carrots, lettuce, grass, etc. in small pieces.

Earthworms will go to back side and by lifting cardboard, you can see how they tunnel and eventually mix the sand with the dirt.



MAKE FRIENDS WITH A WORM: Materials needed are worms, old aquarium or other glass container, food for worms, black paper, tape, soil, sand, dead leaves, magnifying glass, drawing paper, pencil, shovel, water.

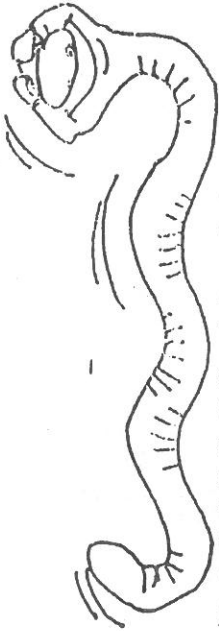
CATCH some earthworms. Dig for them in your yard at night when they're close to the surface. Or pick up some that have come out of the ground during a heavy rainfall.

BUILD them a home. Put layers of soil, dead leaves and sand in an aquarium or other large deep glass container. Sprinkle water on each layer. Cover the outside of the glass with dark paper so that the worms will tunnel close to the glass. Keep this paper on except when you're observing the worms. Add a shovelful of worms. Keep the container covered. Punch some small air holes in the lid.

CARE for the worms. Feed them pieces of lettuce, dead leaves, grass clippings or bits of table food. Lay bits of food on the surface of their home (remove uneaten food so it doesn't spoil.) Be sure to keep the soil moist by sprinkling a little water on it every day.

OBSERVE the worms. Watch the worms move and tunnel around in the dirt. As the earthworm eats its way through the firmer soil, the soil passes through its body and out onto the ground forming **CASTINGS** that look like little piles of fine dirt. Take a worm out of its home. Use a magnifying glass to find the **SETAE** on the underside of the worm. These are the worm's "feet". Watch how the worm moves by squeezing and contracting its muscles. Draw a picture of how the earthworm looks as it moves. Find the worm's head. Does it have eyes? Ears? Look behind the first segment to find its mouth. Use a magnifying glass if you need to. Count the worm's segments. You can tell a worm's age by the number of segments. Adult worms have about 110 segments. Young worms have fewer. Measure different worms in your collection. Spread out all the worms once in a while to see the cocoons.

EXPERIMENT: Worms can feel some vibrations. Try playing music near the worms to see if they come to the surface. Outside, try tapping on the ground.



NATURALIST WORD SEARCH

T M O S Q U R P O H S S A R G S N D
 D I A P O I S O N I V Y F A N S I A
 A C M O S Q U I T O Y S I A D A Y R
 R E P P O H S S A R G A S S H R U B
 U Q H G O R F E N G E E H P O G Y M
 S O I L K R S R I T R E E I B H S R
 I N B C H O D E M Q A B C D I Y N O
 E T I M R E T W A U N K R E R I A W
 G T A K E G P O L L I Z A R D C K A
 A N N W A S E L T R U T B U O R E S
 M A M M A L E F R O M O F L Y F O W
 W R O W T C E S N I A L E D D I P S

Amphibian

Animal

Ant

Bee

Bird

Crab

Daisy

Fish

Flower

Fly

Frog

Geranium

Grass

Grasshopper

Weed

Insect

Lizard

Mammal

Mosquito

Poison Iv

Rose

Shrub

Soil

Spider

Termite

Tick

Tree

Turtle

Wasp

Worm

Webelos

OUTDOORSMAN

Camp-out Preparation

A successful outing takes preparation. Here are a few suggestions to help guarantee success.

3-4 Weeks before campout:

Meet with dads and set date, place, time, where to meet and plan what you're going to do. Also at this time explain that there must be one adult per boy, but no more than two boys per adult. Find out which boys don't have fathers and locate substitute fathers. They can be an older brother (over 18), uncle, grandfather, etc. This arrangement will relieve you of many responsibilities, and keeping with the Spirit of Scouting you get dad involved. You might find this is the first time dad and son have become involved in a project together. At this time consideration should be given to planning your program, know ahead of time what activity badges the boys will be working towards. Plan where you are going to leave from and what time you will leave and return.

Also you can determine if each father/son are going to bring their own tents, or are you going to borrow them from a troop. Another thing is to settle on the cooking. Will it be a group effort or each father/son team bring their own dinners and to do their own cooking. One meal try to have foil dinners, made by the group effort. If this is the evening meal, the coals could be the start of the campfire.

2-3 weeks before campout:

At your den meeting instruct the boys on survival out-of-doors. Den Leaders will find this information in the Boy Scout Handbook. Have your Webelos review at home with their fathers.

1-2 weeks before campout:

Follow through and continue the outdoors training. With specific attention to cooking and proper campsites. Remember, never use anything alive on your fire. Only what the forest doesn't need or want. Will the campsite have wood for the campfire or will it be brought along. Note: You and one or two dads have visited the campsite before now, haven't you??

THE OUTDOOR CODE
(Required for the Arrow of Light)

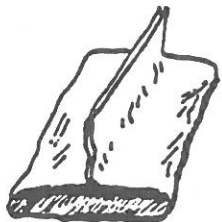
As an American

I will do my best to --
Be clean in my outdoor manners
Be careful with fires,
Be considerate in the outdoors, and
Be conservation-minded.

COOKIN' WITH FOIL



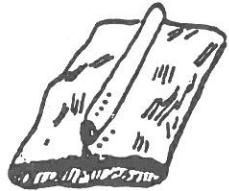
Place food in center of foil.



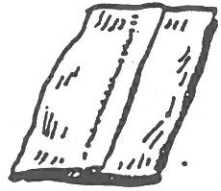
Bring sides up loosely.



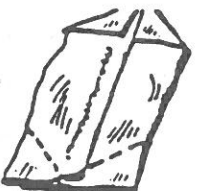
Fold top 1/2" down, crease.



Fold top down again. Don't crease.



Fold top down flat. Press ends together.



Fold corners over along dotted lines.



Fold pointed ends over 1/2".



Fold ends over again.



Place on coals.



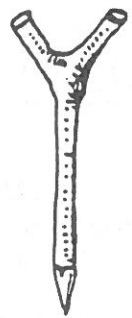
Meat Leaf Stick:
The barbs or branches keep the meat loaf from turning. Make 1/2" in diameter, 12" long.



Shishka-Stick: About 1/2" x 12". Punch through the meat for kabob. Flatten one side so meat won't slip.



Temp Stick: Used for heat control. The lower in the fork, the hotter. Pegs in the stick work too.



Forked Stick: Used in pairs to hold Shiska-stick, egg stick, or meat loaf stick.



Egg Stick: About 1/4" x 12". Whittle so it has 3 sides. Place across forked or temp-stick.



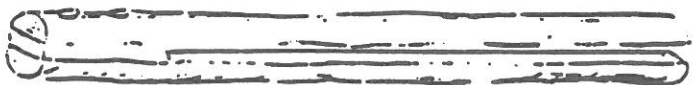
Twixer: Used for stirring dough to "twix" up biscuits.



Spear Stick: About 1/4 x 12". Use to spear meat from fire.



Twist Stick: About 2 1/2" x 12". Wrap biscuit dough around in a spiral. Notches keep the twist in place.



Whittled down sticks can be fashioned into tongs to fish plates out of hot rinse water.

FOIL COOKERY

Use two layers of lightweight or one layer of heavy-duty aluminum foil. Foil should be large enough to go around food and allow for crimping of edges in a tight seal. This will help keep the steam and juices in.

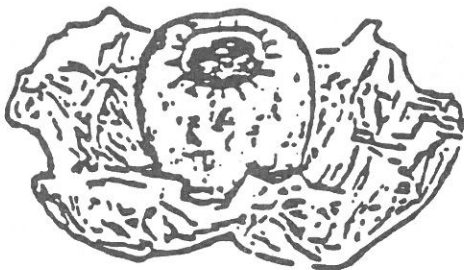
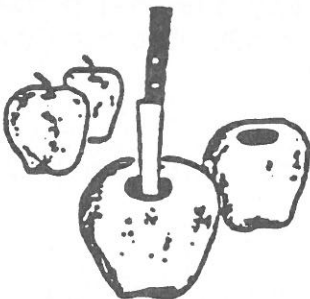
You will need a shallow bed of glowing coals that will last the length of time necessary for cooking.

Foil Cooking Times

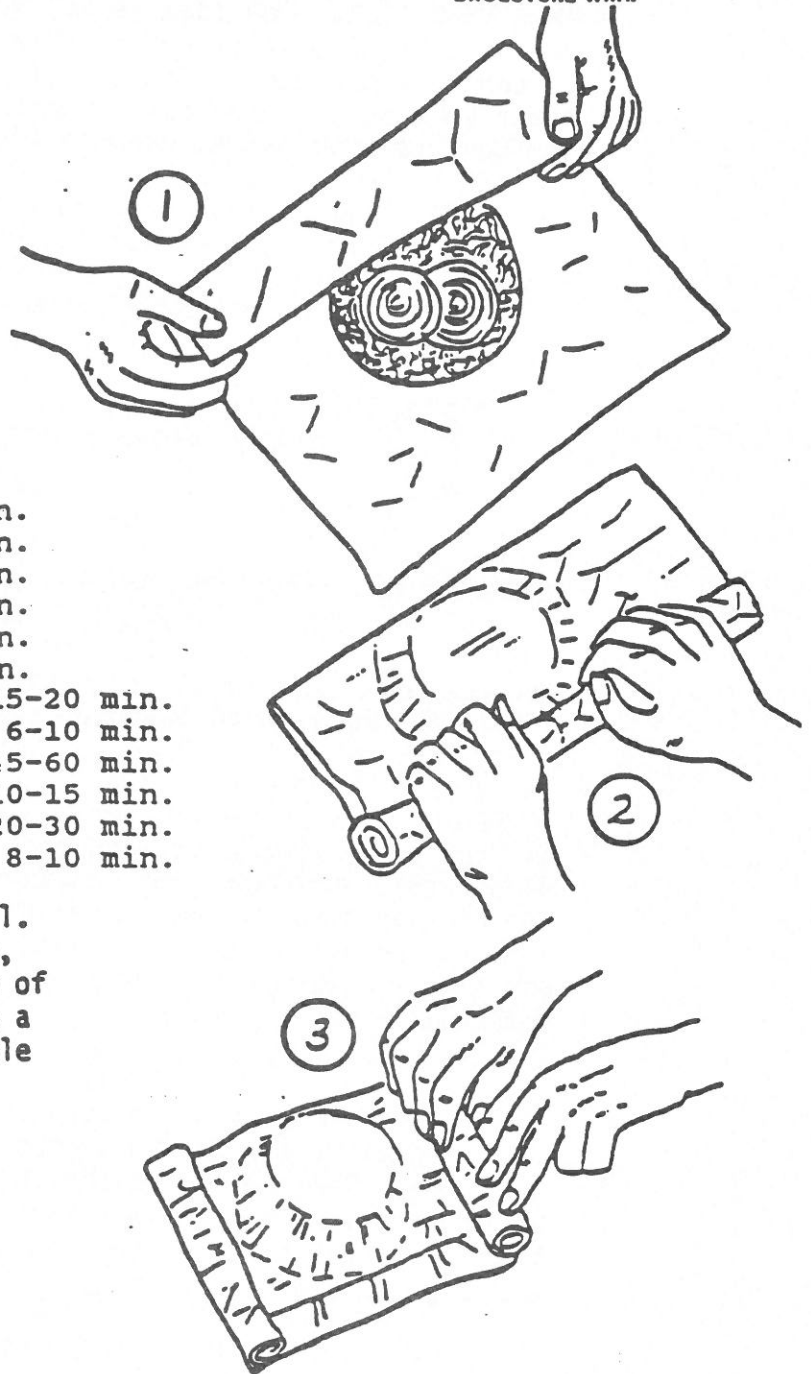
Hamburger	8-12 min.
Beef, 1 inch cubes	20-30 min.
Chicken pieces	10-30 min.
Frankfurters	5-10 min.
Pork Chops	30-40 min.
Whole fish	15-20 min.
Carrots	15-20 min.
Corn, ears	6-10 min.
Potatoes, whole	45-60 min.
Sliced Potatoes	10-15 min.
Apples, whole	20-30 min.
Banana, in skin	8-10 min.

Baked Apple

Core apple. Place on square of foil. Fill hole with 1 tablespoon raisins, 1 tablespoon brown sugar and a dash of cinnamon. Candy red hots also make a good filling. Wrap foil around apple and bake in coals for 20 minutes.



DRUGSTORE WRAP



Foil Dinner

Lay a hamburger patty or pork chop on sheet of heavy-duty foil. Cover with slices of potato, onion, and carrots. Season with butter, salt, and pepper.

Wrap with "drugstore" fold. Cook 20-30 minutes over hot coals, turning twice during cooking.

: AWARENESS HIKE: The idea is for Webelos Scouts to discover, during a hike, objects relating to texture, shape, density, temperature and size. You may wish to give each boy a work-sheet such as the one below, where they can add the names of the objects that satisfy each category:

SIZE: heavy, thick, short, tall, small, large, narrow, big, little, etc.

SHAPE: oval, round, ridged, oblong, square, triangular, pointed, curved, etc.

TEXTURE: furry, hairy, waxy, ribbed, soft, hard, slimy, velvety, slick, etc.

DENSITY: Solid, thick, lumpy, hollow, spongy, porous, nonporous, etc.

TEMPERATURE: cold, hot, moist, wet, dry, clammy, damp, cool, lukewarm, etc.

How many of these words could be satisfied in a one-square yard area? How many could describe a tree? A building? Sidewalk?

* * * * *

SEALED ORDERS: Give the den a set of sealed directions, with a new one to be opened at each spot along the way. Use simple directions, such as: "Go north for 50 paces and look under the big oak tree." Here under the rocks, they find the next note, directing them to "Go east and look in the big hollow oak tree on the left." Make each clue challenging but not too difficult.

* * * * *

BREAKFAST HIKE: For a special treat during the summer or on a Saturday morning, hike to a good vantage point to watch the sun rise. Then cook breakfast outdoors. Help the boys become aware of the many different early morning sounds that are not heard at other times of the day.

* * * * *

HOMES HIKE: Look for spider webs, nests, holes, etc. which are nature homes.

* * * * *

INDIAN HIKE: Hike silently, single file. Boys could wear headbands, learn an Indian dance, hear an Indian story. Always look and listen.

FOR MORE INFORMATION SEE:

Cub Scout Theme: Back to Nature
Webelos: Naturalist

Suggested Den Activities:

- Make a tent out of a heavy piece of plastic or old blanket. Use rope for tie-downs.
- Plan a family camp-out at nearby park or beach.
- Campfire at beach in fire-ring such as Illinois Beach State Park.
- Cook-out with boy doing all the cooking (hamburgers, hot dogs, sweet corn, or potatoes all wrapped in tin-foil to cook in coals).
- In addition, certain requirements for other badges can be completed while on the campout. For example:
 - Geologist - Collect 5 geological specimens that have important uses to man.
 - Naturalist - Be able to identify the poisonous plants and reptiles in your area. Observe wild animals in their natural habitat. Describe what you saw and what they were doing.
 - Forester - Identify 6 forest trees and tell what useful wood products come from them. Identify 6 forest plants that are useful to wildlife.
 - Traveler - Make a list of 4 nearby trips. Act as navigator on one of them at least 25 miles long. Pack a suitcase for the trip. Check the First Aid kit in the car.

15 STEPS TO BUILD A CAMPFIRE --

1. Split dead limb into fragments and shave one fragment into slivers.
2. Bandage left thumb.
3. Chop other fragments into smaller fragments.
4. Bandage left foot.
5. Make structure of slivers (including those embedded in hand).
6. Light match.
7. Light match.
8. Repeat "A Scout is cheerful" and light match.
9. Apply match to slivers, add wood fragments and blow gently into base of flame.
10. Apply burn ointment to nose.
11. When fire is burning, collect more wood.
12. Upon discovery that fire has gone out during your absence, soak wood from can labeled "kerosene".
13. Treat face and arms for second degree burns and relabel can to read "gasoline".
14. When fire is burning well, add all remaining firewood.
15. When thunderstorm has passed, repeat steps 1 thru 14.



Tent Up and Tent Down

Equipment - One tent for each team.

This is a good father-son or three to four boys for each team game. Object of the game is to see which team can set up their tent in the fastest time. (The tent has to stay up!)

"Pioneer Rope Tricks"

There are many ways ropes and knot tying can be made into games or competitions that can be fun. Several suggestions are:

-Knot relay races; Team members must tie a specific knot correctly, tag the next member of their team, and that person must tie a different knot correctly. The race continues until each team member has tied a different knot. The team to tie all of the knots correctly first wins.

-Blindfolded knot tying; Have the boys tie several knots while blindfolded. Winner is the boy to tie the most knots correctly.

-No-look square knot; Each boy gets a piece of rope then attempts to tie a square knot while both hands are behind his back. Winner is the first boy to correctly tie a square knot without looking.

-Tree clove hitch; Draw a circle on the ground 7 feet from the base of a large tree. Take a long rope and instruct the boys to tie a clove hitch around the tree without stepping in the circle.

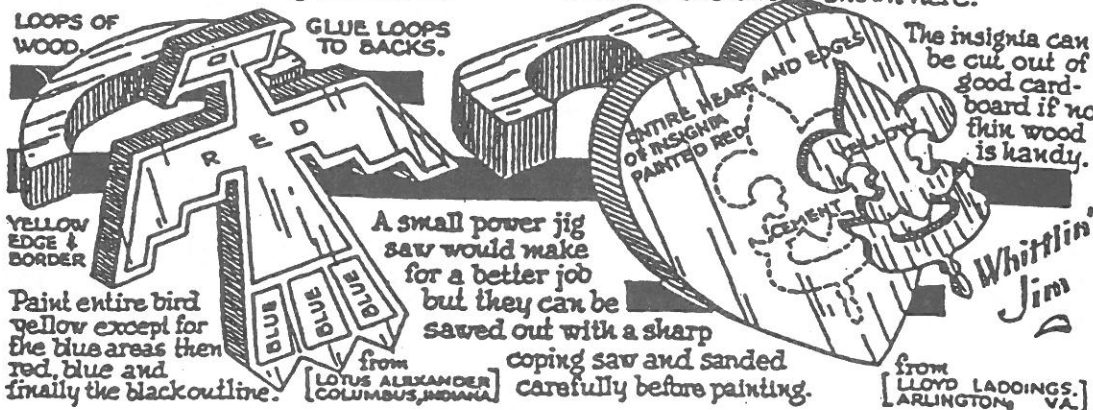
VERY FIRST STEPS IN WOOD CARVING: This would be a very good thing to do while on an overnight campout. Have each boy find a small twig, about 2 inches long, thicker than a pencil. With a jackknife cut off about 1/4" lengthwise. Scrape the surface smooth with knife. Sandpaper to make it velvety smooth. With knife make a groove in back, just bigger than a safety pin. On front, print name with India Ink. Let dry. Rub Wax well into surface. Let dry. Polish. repeat. Put pin in back with household cement or plastic wood. Instead of using safety pin, you can also use two thumb tacks stuck into twig from behind shirt pocket flap.



PLAQUE SLIDES

Here are a couple of slide ideas that will work out well for Cubs and other beginners. Almost any 1/4" wood will do as there is no whittling involved.

Colored airplane dope is best for these as all the painting is quite simple. Any design that can be used in silhouette can be substituted for the two shown here.



Webelos

READYMAN

Objectives: To teach Webelos simple first aid and emergency first aid for the "hurry cases". To make Webelos more aware of safety around the home, bicycle safety and car safety.

Related Boy Scout Activities:

First Aid Merit Badge
Safety Merit Badge

Resources:

Boy Scout Handbook
Local Emergency Medical Technicians, Nurses, or Doctors
Local or State Police
1989-90 Program Helps
Safe Swim Defense Information Leaflet (BSA #LC7369)

Interesting Den Related Activities:

1. Invite a local E.M.T., nurse or doctor to a den meeting. They can cover requirements #1 through #5 in this badge.
2. In coordination with the Aquanaut Activity Badge, study the Safe Swim Defense. Be sure Webelos can explain it and its importance.
3. Make a Buddy Board and have Scout make their own tags.
4. Invite a police officer to a den meeting. Ask him to speak on bike and/or car safety. See Traveler activity badge for car safety rules.
5. Visit the fire station. Have a fireman talk to the Webelos about the need for a fire escape plan for their homes.
6. Have Webelos draw up a home fire escape plan.
7. Discuss home safety hazards. This coordinates with the Family Member activity badge requirement #3.
8. Take the Webelos to observe the district or council first aid meet. Attend your district roundtable for information.
9. Practice Hurry Cases - 3 B's and a P is one way to remember them.
10. Join a local troop meeting when a first aid demonstration is being given. Call Scoutmaster--they're going to do it sometime during the year.

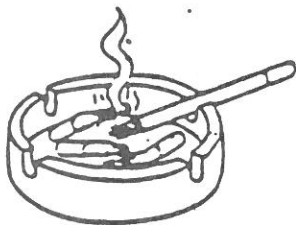
Gathering Activity

Obtain emergency telephone number tele stickers from local doctor or hospital. As they arrive, have Scouts fill them out. Leave out a telephone book or two so that the Scouts can find the telephone numbers. First one done wins!

HOME FIRE SAFETY CHECK LIST



MATCHES, SMOKING, AND FLAMMABLE LIQUIDS



YES NO

Matches and cigarettes are out cold before disposed of.

Every room has large, stable, fire-proof ash trays.

"No Smoking in Bed" is a firm rule for everyone in the house.

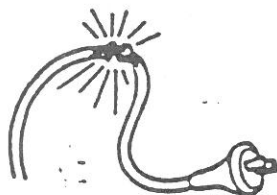
Matches and lighters are kept out of the reach of children.

Flammable liquids like gasoline are never brought into the house.

Flammable liquids like paints and solvents are kept in closed metal containers.

All flammable liquids are kept in a cool place, safe from damage.

ELECTRICAL HAZARDS



Only qualified electricians are allowed to work on house wiring.

All appliances and cords have the UL label to insure safety.

Multiple attachment plugs are never used.

All extension cords are in the open, not under rugs.

Worn or damaged cords and plugs are discarded immediately.

An air space is kept around the TV and refrigerator.

Is the right size fuse in each socket in the fuse box, and do you replace a fuse with the same size?

HEATING AND COOKING HAZARDS



The household heating system is inspected and serviced regularly.

Oil or kerosene heaters are used only with a window slightly open.

Children are kept away from portable heaters and fireplaces.

All portable heaters are kept clear of curtains and furniture.

Fireplace ashes are stored in a metal container outside.

The oven and broiler are kept clean from grease.

Curtains and paper towels are clear of the range and toaster.

Kitchen exhaust fan and filters are kept clean of grease.

Handles of pots and pans are turned away from the front of the range.

Anything that can burn is kept clear of the water heater.

WEBELOS GAMES

1. FIREMAN'S CARRY. The first boy stands with feet apart. The second boy stands facing his partner, and squats to place his right arm between his partner's legs. The first boy lies across the back of the second boy's shoulders. The second boy's arm passes around his partner's right leg to enable him to grasp his partner's right wrist with his own right hand. He then extends his legs to come to the erect position meanwhile keeping his back perpendicular to the floor. Partners should be paired so that their weight and height are reasonably equal. Obese or very weak boys should be given other skills to perform.

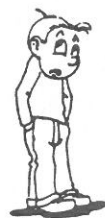
2. SADDLE BACK CARRY: The first boy is standing. The second boy stands facing sideward with his right shoulder against his partner's chest. He then squats and stoops placing his right arm around and behind his partner's knees. The first child lies across his partner's back. The second child places his left arm around his partner's shoulders and then comes to the erect position. As in the fireman's carry, the obese and the underdeveloped boys should be given other skills to perform.

3. Pressure Pad Relay: Equipment - each boy using his own neckerchief. One boy lies about 30 feet in front of the team with arterial "bleeding" of the left wrist. There is one judge for each victim. On signal, the first boy from each team runs up and applies pressure pad over simulated wound. When correct, judge yells "Off", boy removes the pad, and runs back to team, tags off next boy who repeats operation.

4. Stretcher Race: Equipment Two staves, one blanket, and one inflated balloon for each team. Teams line up in relay formation with two victims from each team lying from 30 to 70 feet in front of the team. On signal, two members of the team run up to first victim with blanket and staves, make a stretcher, and put victim on it. When carriers are ready to lift the stretcher, a judge places the inflated balloon on the victim. The victim is carried to the starting line without the balloon falling off. (To ensure care in handling the victim). If the balloon falls off, the judge picks it up, the team places the stretcher and victim on the floor, the judge slowly counts off 20 seconds, places the balloon back on the victim's chest, and the team continues on its way. When they reach the starting line, the second team from the group dismantles the stretcher and runs forward to bring in the second victim using the same procedure and rules as the first team. The first team to bring the second victim over the starting line is the winner.

5. Fireman's Drag Relay - Equipment-Neckerchiefs. 2 teams - half of each team are firemen, the other half lying on their backs are victims. On signal first fireman runs up to his victim, ties his wrists together with neckerchief, and hauls him back to starting line with fireman's drag. He touches off next fireman who then rescues his victim. First team to finish wins.

6. BANDAGE DEMONSTRATION _ Equipment - As needed. One member of den is patient, the rest first-aiders. On "Go" No. 1 runs to patient and ties head bandage and runs back. No. 2 ties cross chest No. 3, thigh; No. 4 ankle bandage; No. 5 sling for arm, then No. 6 and No. 7 go up and be chair carry transport patient to starting point. NO TIME ELEMENT. (note: In case of a small den, one or more boys may go up twice, until project is completed.) Base scoring on excellence.



Webelos

READYMAN

Games

Practicing First Aid can be fun if made into a "game" of acting out an emergency First Aid situation. Make-up makes it even better.

1. A neighbor lady removes a plastic cleaning bag from a dress and puts it down at the end of a baby's crib. She leaves the room. When she returns she finds her baby tangled in that sack with it over his head. He is blue and appears not to be breathing.

Treatment:

- Call a doctor.
- Give artificial respiration.
- Treat for shock.

2. A boy has been rescued from the water near Johnson's Boathouse. He is not breathing.

Treatment:

- Call a doctor.
- Give artificial respiration.
- Treat for shock.

3. A man is tightening the valve on a hot-water heating plant at Diamond's Department Store. The valve stem breaks, spraying him with hot water. The palm and inner surface of his left forearm are scalded.

Treatment:

- Treat for shock.
- Cover burned area with heavy bandages.
- Take to doctor.

4. At 15th Avenue and Encanto Boulevard, a broken wire strikes a man on the left shoulder. Examination reveals that he is not breathing. There is a severe burn on his left shoulder. His left elbow is rigid and the sharp edge of the bone is felt underneath the skin.

Treatment:

- Start artificial respiration.
- Send for doctor.
- Treat for shock.
- Cover burn with thick bandage.
- Splint the elbow.

5. A man falls from a truck at Second Street and Earll Drive. He has a bone protruding from the right forearm, 2 inches above the wrist. Bright red blood is spurting from this wound. His left ankle is twisted out of line.

Treatment:

- Apply pressure pad to stop bleeding from wrist.
- Send for a doctor.
- Treat for shock.

Cover wound with bandage and splint wrist and ankle.

Webelos

SCHOLAR

Let's face it, a majority of Webelos-age boys may not like school. There may be one or a dozen reasons. Probably the main reason is that a 9 or 10 year old boy is... or would like to be... a free spirit, doing whatever he feels like when he feels like it. School is often seen as a place of confinement rather than learning.

A Webelos-age boy has a very high quotient of curiosity and a thirst for knowledge. There is at least one boy in your den who can ask seven straight questions about a subject that interests him. The problem is that for many boys, mathematics, English, history and geography are not very high on their current list of interests.

Through the Scholar Activity Badge, we hope to encourage boys to do well in their school work, to understand why schools are necessary and what they offer, and to learn how schools are run in this country. If a boy is at least a fair student, he should have no trouble earning this badge. The requirements are quite easy.

Den Activities:

- Discuss the history of education - how schools developed in America.
- Invite a member of the school board or a professional educator to talk to the boys on the value of an education and what school has to offer a boy.
- Plant flowers or shrubs on school grounds.
- Help the custodian set up the meeting room for PTA meeting.
- Raise flag at school over a period of several weeks.
- Take a tour of the Education Service Center.
- Invite someone to come and discuss careers which are available in the field of education.
- Prepare a large chart of the school system, showing where the children fit in both as students and helpers. Display this at pack meeting. You may want to contact the Education Service Center for information about the educational chain-of-command in your area.
- Encourage the boys to talk about what is going on at school - the people who work at the school - how each boy is progressing in school. Get them to talk about the jobs they are doing at school (such as safety patrol) and why they are important.
- Obtain some old school books for the boys to browse through. It will be interesting for them to see how fast education is moving forward.
- Encourage the boys to find out all they can about the schools in your community - the good things, the problems. Discuss these points at a den meeting.

Albert Einstein said "The most important method of education always has consisted of that in which the pupil was urged to actual performance." Make it happen in your Webelos den so that the boys are doing something which will help them get more out of life and become better citizens.

SCHOLAR

"List and explain some of the full-time positions open to men in the field of education."

Never has there been such a demand for school librarians on all levels, from elementary through university. The shortage of trained personnel for school libraries becomes more acute each year. If you really enjoy books and reading, if you like to be around people and serve them, if you want a variety of activities in pleasant surroundings, you should consider becoming a school librarian. You would be classified as a regular member of the staff with the same salary, schedule, tenure, retirement benefits and sick leave as the teachers. This career is open to men and women of all ethnic groups. In college, you will no doubt be advised to take a liberal arts course that includes social sciences, sociology, psychology and literature. If possible, you should work in a library as a student assistant.

You will find that there is always need for special librarians with background and training enabling them to serve in schools of medicine, law, engineering, mineral science and business, to name a few. You might prefer to work in the main college library and eventually be in charge of a room or several rooms or the whole library.

Another non-teaching school staff member is the social worker. This person may be known by other titles such as "child welfare officer" or "visiting teacher". Under whatever name the social worker serves, his or her contribution to the welfare of young people in school and to the total community is most important. The social worker endeavors to improve the relations between parents and school personnel by helping them understand each other. The social worker investigates the pupils' environment and reports on the factors that affect their behavior. A professional social worker must have six years of college preparation. The undergraduate years are usually devoted to a general course that includes economics, sociology, social anthropology, political science, psychology and statistics. The next two years are spent in an accredited graduate school offering specialized training and supervised field work, leading to a master's degree in social work.

The school health services offer many career opportunities to those who have received proper training. A large school district might have doctors, nurses, audiometrists, vision technicians, dentists, dental hygienists and therapists on its staff. A dietitian, who works on the school lunch program, would be available as a consultant in nutrition.

A school guidance counselor works with the students to help them understand themselves and adjust to their particular life situation, to assist them in formulating appropriate goals, and to give them information so the pupils can make independent decisions about training for careers and vocations. The counselor works with parents and school personnel in regard to student problems and plans. Counselors play an important part in keeping students in school. They make every effort to keep pupils from becoming dropouts.

SCHOLAR WORDFIND

Find the words listed below either vertically, horizontally, or diagonally. Circle them. The person finding all of the words or the most in a certain timed period is the winner.

```

A F G I J O Q T E N T W W S E Y W Z C W
C I T I Z E N P H F H A E R O B V Y J V
R O H I H G I O D U F B X B V Y S E W A
A F U E G D B I E R J S K L E L S B U C
F K T N K A J K N I Q H R M E L C O T U
T E J G T B N A M S R O O D T U O I O Z
A M T N O R C P A G E W O W N X U A B U
N G L M K U Y P N U Q M T A E R T T E Q
S P O R T S M A N L H A L D T O S D D Y
L A S B N H L X E F B N C U M I L P I R
O P Z L N P O S R T R A V E L C D E E D
G O D U S C Y R S S T Q X A E H T D N V
A F Z C D O A T H I L M R P U P P E T M
N Y Q G Y L L Y P T A U Z W C L T A V B
Y H T R O W T S U R T X F O R E S T E R
E O C O O D Q B M A R R P K I J C A V R
V T S B C L E A N V I O L B K G E X R C
D R D R M N A Y X A C I E V E M E N T N
F U N R E Z A Z F G K W H N S H F U L T
    
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Use these words:

Tent	Craft	Forester	Travel
Citizen	Brush	Outdoorsman	Country
Sportsman	Cubs	Showman	Slogan
Obey	Fun	Webelo	Trustworthy
Puppet	Loyal	Deed	Help
Scouts	Clean	Obedient	Oath
Treat	Plan	Bowl	Achievement
Models	Artist	Manners	Naturalist
Badge	Fair	Boy	God
		Trick	Den

DEN SKIT IDEAS FOR SCHOLAR

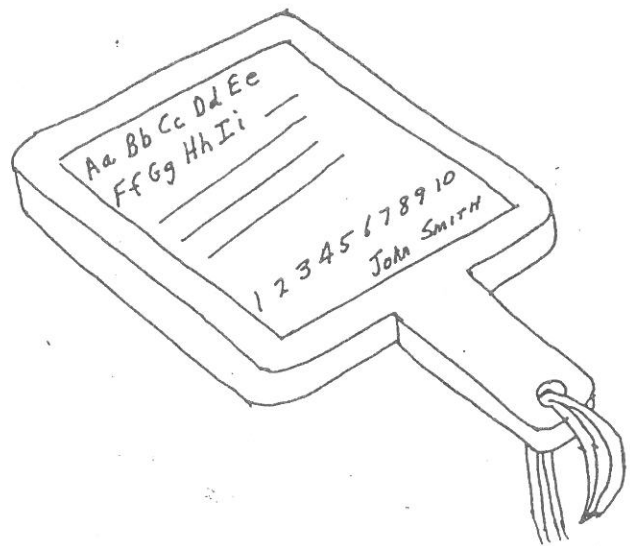
COLONIAL SCHOOL: Re-creation of a colonial school class, with boys learning three R's under a stern teacher wielding a cane for whipping reluctant scholars. Have the boys dress in colonial costume. For an unrealistic finale, have the scholars rebel and chase the schoolmaster offstage.

TEACHING MACHINE: Make a fanciful computer by painting dials, buttons and levers on a large cardboard appliance carton. "Students" are grouped around the computer, working difficult math problems for their teacher. An old-timer enters and kicks out the computer's plug. He asks the class, "What's 2 plus 2?" The class enters the problem in computer but it does not respond. The students puzzle over the problem until the old man puts the computer's plug back in. The computer then comes up with the right answer. While the students shout, "Isn't that a great computer?", the old man sadly shakes his head and shuffles offstage.

HORNBOOK

Another fun project is to make a hornbook. The hornbook was a paddle-shaped board used in colonial days as a type of study board. It contained letters of the alphabet and numbers. To keep it clean, it was covered with a thin sheet of cow's horn.

You can make one by cutting a 3/4" thick board in the shape of a paddle. Drill a hole in the handle to string a leather thong through. Stain or paint the board. Draw the alphabet and number on the paper then cover the board with plastic wrap. Hold the plastic in place with tape.



Webelos
SCIENTIST

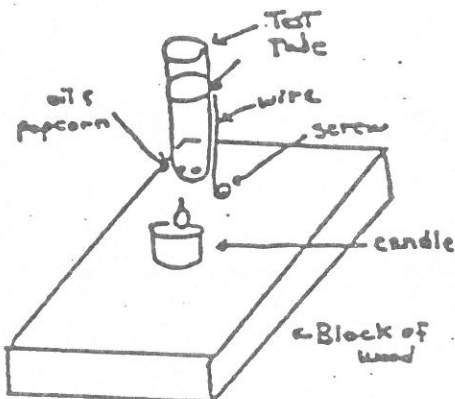
Suggestions for Den Activities:

1. Do the atmospheric pressure and balance tests in Webelos Scout Book.
2. Do the inertia experiments in the Webelos Scout Book.
3. Make fog, using a gallon jug, stopper, water, and bicycle pump.
4. Make a do-it-yourself flashlight.
5. Make a barometer using milk bottle, straw, balloon, string.
6. Visit an eye specialist and learn how the eyes work.
7. Make an optical illusion and show how the eyes converge. (See Webelos Scout Book.)
8. Visit an airport and ask an expert to explain flight principles.
9. Have a slow-motion bicycle riding contest to illustrate balancing skills.
10. Invite a weather expert to talk to the den or visit a weather station to learn about weather and air pressure.
11. Discuss the various branches of science and how they differ.
12. Make a chemical garden.
13. Make crystals. (See Webelos Scout Book.)

Pop the Corn

Equipment: One test tube, popcorn popper, and popcorn.

The first one to get his corn to pop is the winner, he must pop two kernels. Each boy must put corn in the test tube and light his own candle.



Webelos

SCIENTIST

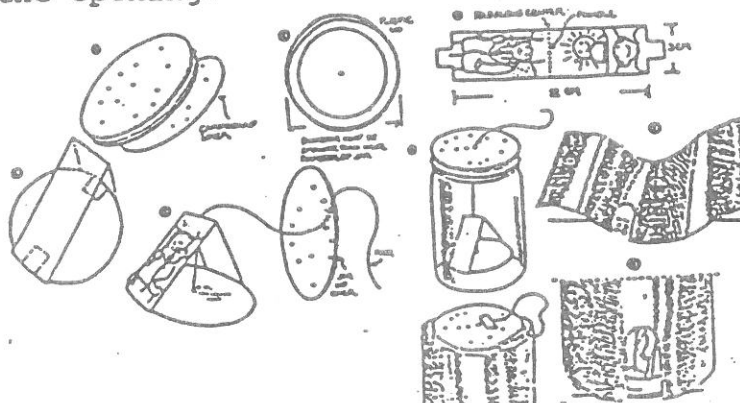
A Weather Forecaster

A change in humidity - moisture in the air - usually means a change in the weather. Because human hair reacts to moisture, you can use to make a handy weather predictor.

Materials Needed:

- A large, clear glass jar with lid (like 1 qt. jar)
- Lightweight plastic lid (from cottage cheese or yogurt)
- Human hair
- Paper and thin cardboard

1. Using a hammer and small nail, punch about 10 holes into the jar's metal lid and cardboard liner. These allow air and moisture in, while the kid keeps out larger air currents.
2. Cut plastic lid into disc with a diameter slightly smaller than jar opening. Make a pinhole exactly in center of plastic disc.
3. Cut a thin hardboard rectangle, 3 cm x 12 cm. Leave a tab on each end. Fold it in half, and crease to form an "A" shape. Make a pinhole midway in the crease. Draw a character or scene on one half to indicate rainy weather - one on the other half for fair weather.
4. Bend the tabs inward, and tape them to opposite ends of plastic disc's underside. The pictures should face outward.
5. Clip a few strands of clean human hair. Thread the hairs through the pinholes in plastic disc and cardboard, and tape them to underside of plastic. Remove liner from jar lid. Thread the other hair ends through a pinhole in the liner. Do not return liner to metal lid yet.
6. To adjust hair, lower base to the bottom of jar and set lid liner on the mouth. Pull hair until base lifts off bottom, rotates freely, and does not touch any glass. Tape hair into cardboard liner, and snap liner back into metal lid.
7. Cut a paper sleeve to fit around jar. Cut out a door the size of both rainy and fair weather figures.
8. Make sure lid is secure. Place it on a brick in bucket of warm water and drape wet towel over top. After a few minutes, turn paper sleeve so you can see the rainy weather character through the door. Then, when the atmosphere humidity changes, the figures will turn, to show the change through the opening.



FOLKLORE FORECASTING

A heavy dew promises a fair tomorrow

Rainy night sky absorbs dew



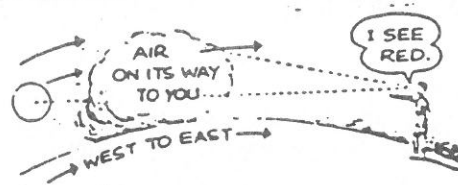
NO DEW

Clear night sky does not absorb dew.



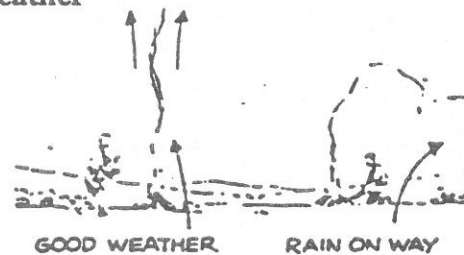
MUCH DEW

Red sky at sunset is a sign of a fair tomorrow



A sunset sky is air which will reach you tomorrow. Dry air produces a red glow. Wet air produces a yellow-gray sky color.

Smoke curling downward indicates poor weather



The Beaufort Wind Scale was originally devised by Sir Francis Beaufort to describe windspeed in chart form. By watching the effect of wind on objects in the neighborhood, it is possible to estimate its speed. Copy the scale on a large sheet of cardboard and hang it in your den meeting place to use for reference.

THE BEAUFORT WIND SCALE

NO.	TITLE	EFFECT OF WIND	MPH
0	Calm	Smoke rises vertically	Under 1
1	Light Air	Smoke drifts	1-3
2	Light Breeze	Leaves rustle	4-7
3	Gentle Breeze	Flags fly	8-12
4	Moderate Breeze	Dust, loose paper raised	13-18
5	Fresh Breeze	Small trees sway	19-24
6	Strong Breeze	Difficult to use umbrellas	25-31
7	Moderate Gale	Difficult to walk	32-38
8	Fresh Gale	Twigs break off trees	39-46
9	Strong Gale	Slight damage to roofs	47-54
10	Whole Gale	Trees uprooted	55-63
11	Storm	Widespread damage	64-75
12	Hurricane	Devastation	Above 75

The Webelos Scouts might like to look for pictures in magazines which fit the various descriptions above and add them to the chart in the proper places.

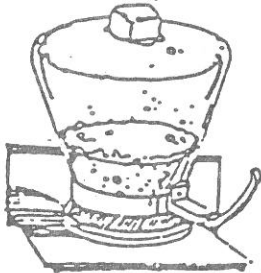
Use a calendar to keep a record of wind speed over a period of time.



ATMOSPHERIC PRESSURE

Boiling Water With Ice

To show that the boiling point of a liquid depends on the atmospheric pressure, try this experiment. Use a heatproof glass container (like a Pyrex coffee maker) with a stopper. Boil a half inch of water and when some of the steam has escaped, stopper the container and turn it upside down. Now put an ice cube or two on top of the inverted container. Presto! The water begins boiling again. Why? Because the cold of the ice cubes has lowered the air pressure by condensing the water vapor left in the container. As the air pressure is reduced, the boiling point of the still hot water drops and the water boils.



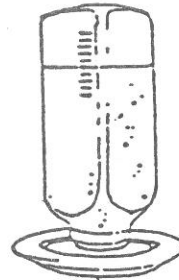
Geyser

To make a geyser, fill a shallow pan nearly full of water. Put an inverted glass funnel in the water with a nail under one side to raise it. Heat the water. As steam is generated, air bubbles force water out of the neck because the water pressure becomes higher than the atmospheric pressure.



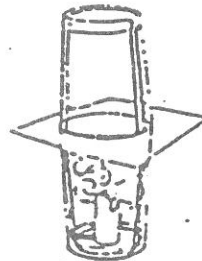
Barometer

A barometer measures atmospheric pressure. Here is a simple one to make. Use a glass or clear plastic quart milk bottle. Fill it with water, put a saucer over the top and flip it over quickly. Allow a little water to escape into the saucer. With a felt-tip marker, draw eight to ten scale marks $3/8$ " apart. The middle mark should be even with the water level. Check each day. If the water level is higher, the atmospheric pressure is higher and fair weather is coming. If it's lower, look for unsettled weather.



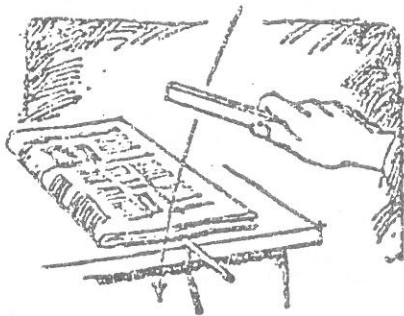
Welding Glasses

Use 2 matching drinking glasses. Light a candle in the bottom glass and place over it a piece of thick, damp paper. Put the other glass on top. When the candle flame goes out for lack of oxygen, the glasses will be 'welded' together. The heat from the candle drives out enough air so that atmospheric pressure holds the glasses together.



INERTIA - Inertia is a most important element in space flight and some simple but effective experiments in the *WebeLos Scout Book* explain this physical action. Seat belts are put in cars and planes to counteract this force of inertia when there is a sudden stop. Sir Isaac Newton discussed the need for understanding this law of inertia which he composed in the 17th century after unpleasant experiences in horse-drawn carriages. Newton's Law reads: "An object at rest tends to remain at rest, and when in motion tends to remain in motion and at the same speed, unless acted upon by an unbalanced force." A sudden start or stop by a bus or bicycle will illustrate this if the rider is not prepared. The earth's pull (force of gravity) is a factor of 'unbalanced force' which acts on inertia. The 'thrust' of an airplane propeller is the unbalanced force which causes a plane to speed forward counteracting inertia. The problem of flying an airplane is really one of the interplay of four forces against inertia - lift, drag, thrust, and weight.

Experiment



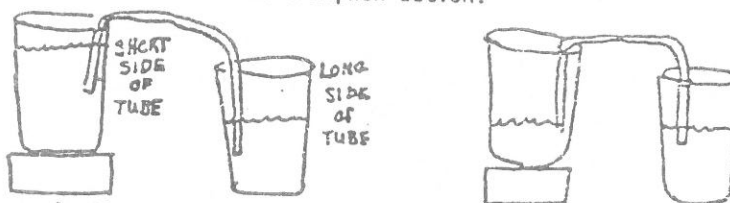
PUT A DOWEL STICK THE THICKNESS OF A PENCIL AND ABOUT 3 INCHES LONG UNDER A NEWSPAPER AND ASK A WEBELOS SCOUT TO LIFT THE PAPER WITH THE STICK. OF COURSE HE CAN DO IT EASILY. NOW PUT THE STICK BACK, LEAVING HALF ITS LENGTH HANGING OVER THE TABLE. STRIKE THE END A SHARP BLOW. THE STICK SHOULD BREAK. WHY? BECAUSE THE SLIGHT WEIGHT OF THE PAPER AND ITS OWN INERTIA PUT TOO GREAT A STRAIN ON THE STICK.

BALANCE - Balance isn't really as simple as seeing how long you can stand on one foot. Balance is most important when you're loading a plane or a ship or riding a bicycle, because you suddenly find there are physical forces involved. Balance is stability produced by even distribution of weight on each side of the vertical axis. If you stand in a canoe, it is easy to tip over; but if you are sitting on the bottom, the craft is relatively stable. To keep a sailboat balanced, sometimes the occupant is way over the opposite side from the sail - all involving the principle of balance. Many circus performers are experts in the use of balance. A fire truck operator has to know the principle of balance to use an extended ladder properly by widening the base with hydraulic jacks on the truck. Throughout our everyday life we are involved in using basic scientific principles without thinking about them.

Try out the balance tests found in the *WebeLos Scout Book*.

Den Activity - Show effects of air pressure.

Use two jars and a piece of flexible tubing or hose. Fill the jars $\frac{1}{2}$ full of water, and set one jar slightly higher than the other. Put tube in one jar and suck water into it like a straw until the tube is full of water. Place second end into the second jar of water. The second jar will begin to fill using what is known as a siphon action.



What happens is that the air pressure pushes water through the tube from the short side of the tube to the long side. This action will continue until the level of the water in the jars is equal and the air pressure is equalized.

Webelos

SHOWMAN

Suggestions for Den Activities:

1. Attend a high school play or concert.
2. Invite a drama teacher to explain and demonstrate make-up techniques; or invite a shrine clown to demonstrate clown make-up.
3. Discuss stage directions and what they mean.
4. Learn how to make sound effects for skits.
5. Use a tape recorder to record the boys' voices so they can hear how they sound.
6. Use a tape recorder to record sound effects.
7. Visit a costume shop.
8. Visit a TV or radio station and watch program in action.
9. Visit a recording studio.
10. Write a one-act play for pack meeting and make costumes.
11. Write and film a short (3-5 minutes) movie. Show it at a pack meeting.

Produce a Film

One way to handle the play-writing phase of the Showman activity badge is to let the Webelos Scouts produce a film. This opportunity should excite any boy. Let them write the script, direct it, film it if possible, and act in the film.

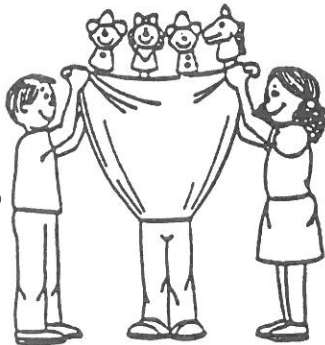
Ideas for the plot will come easy, but the boys will need help in the mechanics of making the film. This rough outline should help.

1. The type of camera does not matter. Film can be brought from home with the boys paying the cost of film and developing.
2. A 50-foot reel of film will run about 3 1/2 minutes, so it is important for the boys to have a script. Determine the approximate length of the film to see how many reels will be needed.

Five seconds is the shortest time for any one scene or title. This will allow the audience time to read it or see what's going on.

3. The script should contain a plot outline to tell the story, and a detailed scene-by-scene outline describing the action of the scene and the time elapsed.
4. Have a run-through where boys learn what they are to do and practice.
5. Next comes a dress rehearsal with an unloaded camera to check out film angles and let the actors get used to their costumes. Make any needed changes in the script.
6. After a final dress rehearsal, shoot the film. It is best to shoot in the proper sequence so editing will not be necessary.
7. Develop the film and show it at pack meeting.

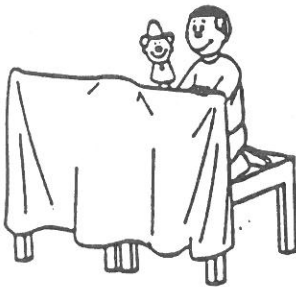
HOW TO MAKE INSTANT PUPPET STAGES



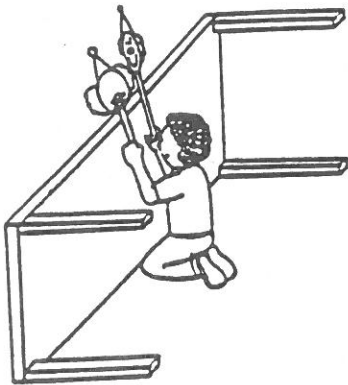
Place a child wearing a large open apron between two other children. The children on the ends can hold the edges of the apron and one puppet each. can hold two puppets.



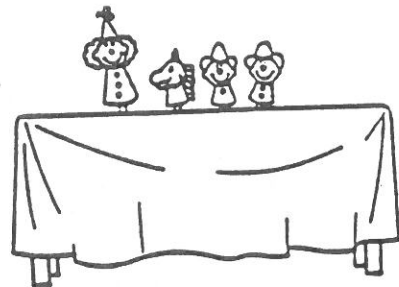
Tack a sheet across a doorway. Place the sheet high enough for children to stand behind.



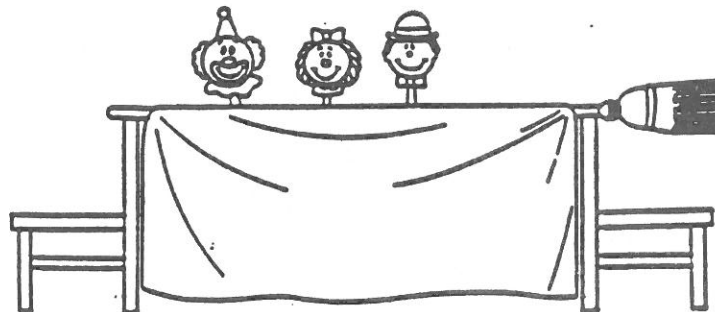
Hang a cloth over the back of one or more chairs. Children can kneel on the chair seats.



Tip a table on its side. Children can kneel behind the table.

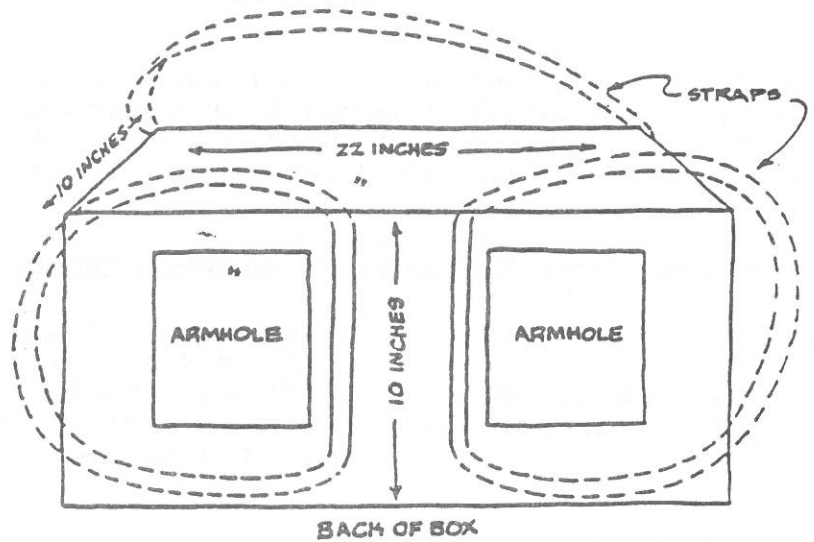
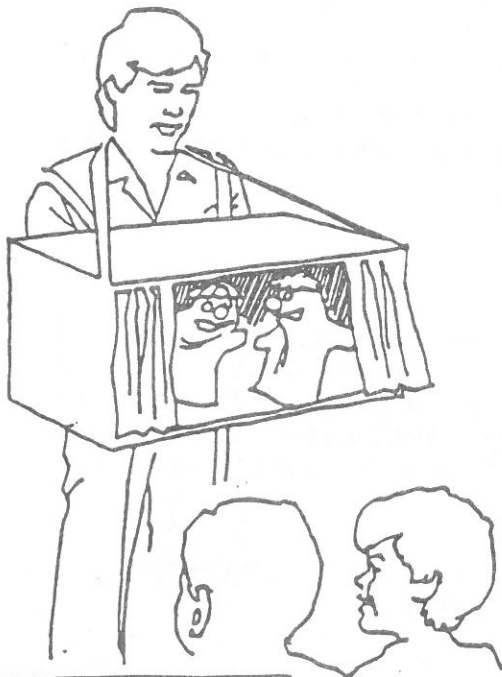


Place a cloth over a table. Children can kneel behind the cloth.



Balance a broomstick on top of two chairs. Drape a cloth over the broomstick. Children can kneel behind the cloth.

SHOULDER STRAP STAGE



Materials: corrugated box, material or "contact" paper to cover box, material or webbing for straps.

Using the box at the size it is, or cutting to a more convenient size, cut holes in box for arms. Attach straps and adjust to fit. You may want to hang a curtain on the front.

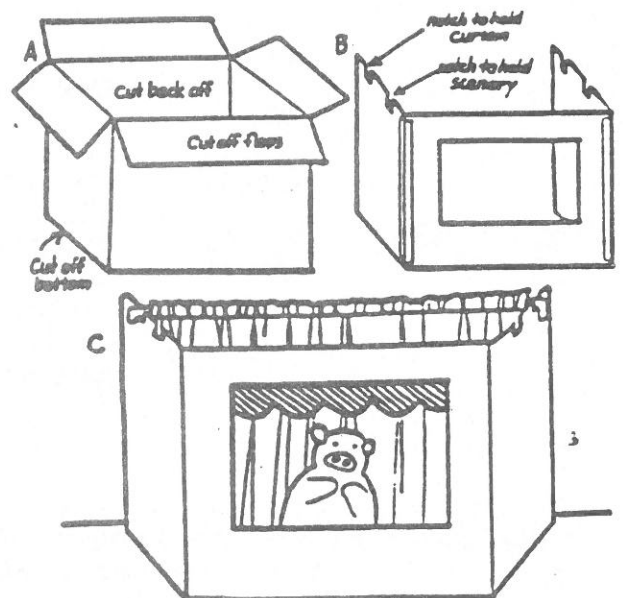
Puppets are manipulated through the holes.

TABLETOP CARDBOARD STAGE

Using a corrugated box, cut off bottom, one side, and flaps - three sides remain (A). Cut opening in front panel (B), should be nearer the top than bottom. Cut a notch on each side panel (B) to hold a curtain rod. Rod will keep sides stable and hold curtain. Other rods may be used to hold scenery.

Decorate stage, make curtain. The curtain should hang 2" below the opening.

Cover table with sheet to conceal puppeteers. Place stage on table (C).



LET'S TALK PUPPETS

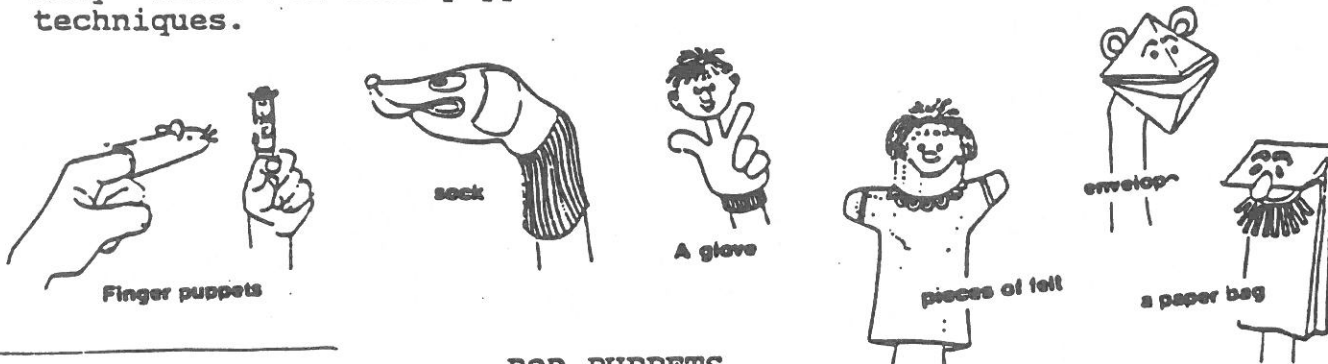
Puppets are categorized on the basis of how they move. Generally speaking, puppets are moved by a person's fingers or hands, or by strings or rods. Miscellaneous puppets that do not fit into the general categories are referred to as "novelty puppets" and are a great deal of fun too.

There are three criteria in making puppets:

1. Durability: basically the strength of the material used in construction.
2. Mobility: action of which it is capable.
3. Flexibility: the ease with which it may become more than one character.

HAND PUPPETS

The hand puppet is the most immediate of the puppets. There is no string or rod between the puppet and the puppeteer. It is also easily carried about and takes up little room. It is so simple, yet so capable of registering many emotions. There are many kinds of hand puppets made with different materials and techniques.



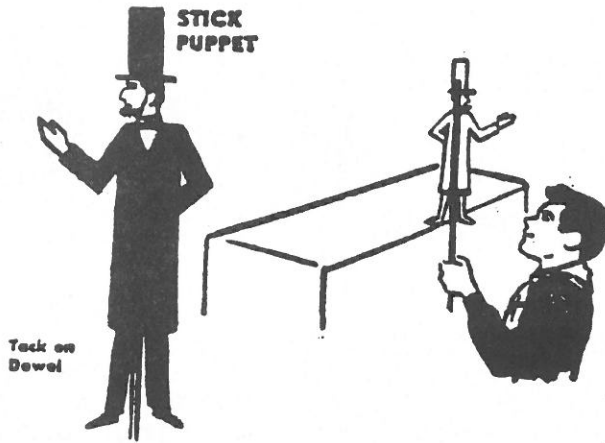
ROD PUPPETS



Any object you can attach a stick or rod to can become a rod puppet. It can be flat or 3-dimensional. It can be an ordinary object without adornment, or it can be an object personalized with features, costume, etc. It can be simple with no moving parts or can be very complicated.

SHADOW PUPPETS

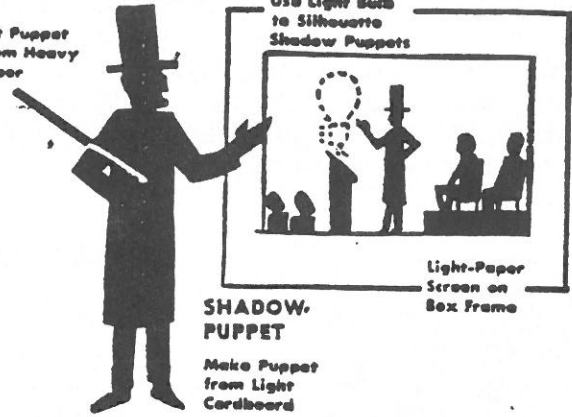
Anyone who has ever cast a shadow on a wall and made their hands and fingers form a dog or rabbit will understand the fascination of the shadow puppet show. It differs from other puppet forms in that the audience does not see the puppet -- only its shadow cast on the screen.



STICK PUPPET

Tack on Dowel

Cut Puppet from Heavy Paper



Use Light Bulb to Silhouette Shadow Puppets

Light-Paper Screen on Box Frame

SHADOW PUPPET

Make Puppet from Light Cardboard

PRESIDENTIAL PUPPETRY. A Cub Scout den might use puppets for its skit on a President. For more puppetry ideas, see chapter 5 in the *Cub Scout Leader How-To Book*.

MAKE A JAMMIN' CAT

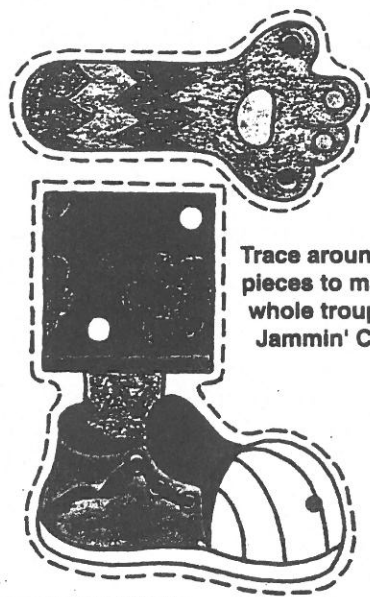
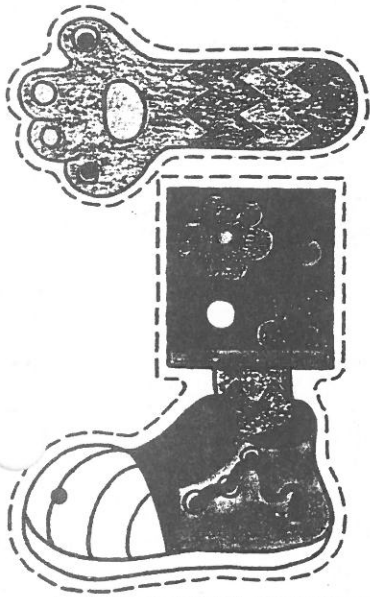
Cut cat shapes along dotted lines. Punch out holes.

Now, put this "cool character" together. Connect head, arms and legs to body by looping and tying small pieces of string.

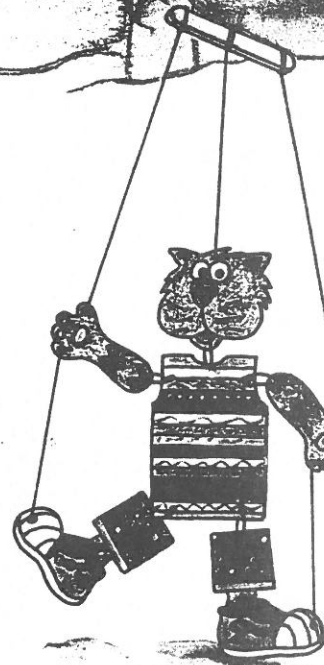
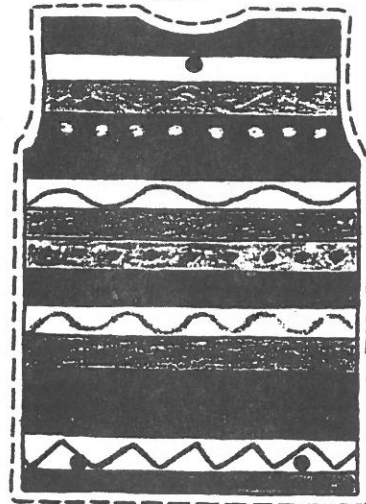
Tie longer pieces of string to feet. Thread strings through bottom hand holes and tie.

Thread two more long strings through upper hand holes and tie ends to a craft stick or a stiff strip of cardboard.

Your cool cat is all set to cut a mean rug with his jammin' dancin'.



Trace around the pieces to make a whole troupe of Jammin' Cats!

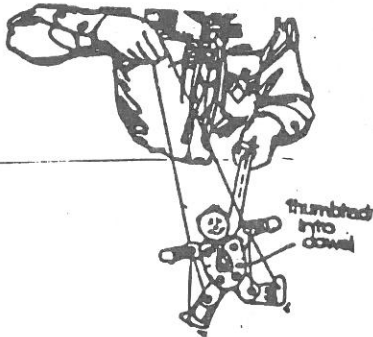


STYROFOAM CUP PUPPETS

Styrofoam cups make quick and easy puppets. Put your hand in the cup and away you go. You can poke a hole in the side and put your index finger through the hole for a nose. Add a circle of material over your hand, and you have a body for your puppet.



DANCING STICK PUPPET



Cut parts from heavy cardboard or plastic. Decorate with marking pens. Punch holes as shown and assemble with brass paper fasteners. With a needle, run heavy thread between the right elbow and knee and tie each. Have one long loop of thread tied at the elbows and extending and tied to feet for operator to work puppet.

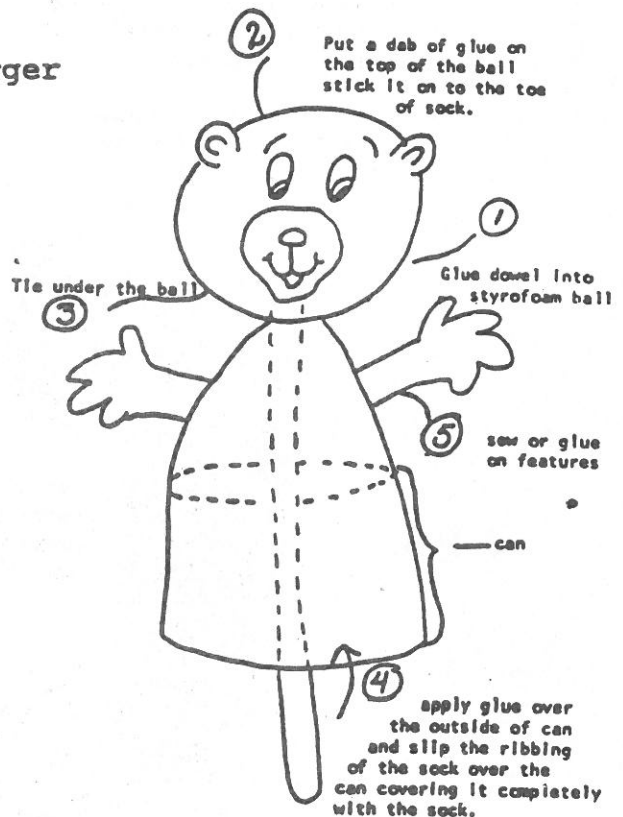
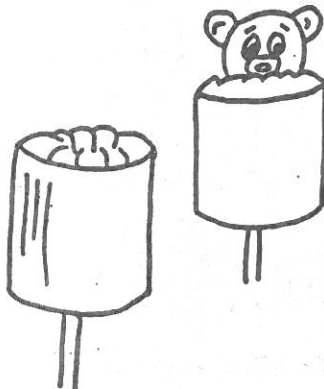
A stick to the puppet's back supports it. Long loop of thread enables operator to move puppet's limbs.

POP-UP PUPPETS

Materials:

- One stocking ... size 11 or larger
- 2 1/2" Styrofoam Ball
- Felt Scraps
- Glue
- Large Fruit Can 3" in diameter with both ends removed
- Thread
- One Dowel

Operate puppet by moving it up and down inside the can.



GIVE YOUR PUPPETS LIFE

Keep the following information in mind when manipulating hand puppets:

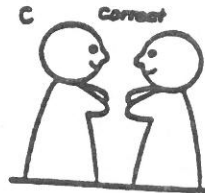
1. Puppet should be kept straight. Do not lean puppet. See sketches A and B.
2. Each movement must have a meaning. Avoid bobbing puppet up and down for no reason.
3. Puppets should enter the stage from one side. Unless done for a special effect, the puppet should not pop up in the middle of the stage.
4. When two puppets are on stage at the same time, they should be held at each other's eye level. See sketches C and D.



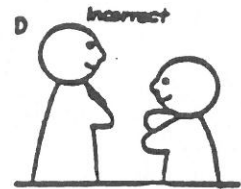
A - Correct



B - Incorrect

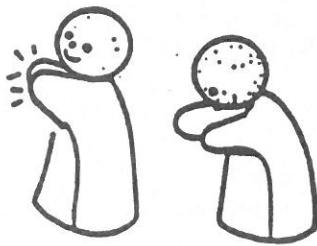


C - Correct



D - Incorrect

Basic Movement Chart:



Clapping



Looking



Hiding Eyes



Waving



No



Yes



Pointing



Crying or
Sneezing



Holding Head



Rubbing Hands
Together



Thinking



Bowing



- #1: Why does a lawn mower live a hard life?
#2: Why?
#1: Because it's always getting pushed around.
- #1: What are serial numbers?
#2: Numbers you eat with milk in the morning.
- #1: If you have 180 rabbits standing in a row, and they take one step back, what do you have?
#2: I don't know, what?
#1: A receding hare line.
- #1: He's recovering from an unusual accident.
#2: What happened?
#1: A thought struck him.
- #1: My uncle can shoot a gun faster than any other man in the West. He can even shoot without removing the gun from his holster.
#2: What do they call your uncle?
#1: Toeless Joe.
- #1: Knock, knock.
#2: Who's there?
#1: Dishes.
#2: Dishes, who?
#1: Dishes the F.B.I., open up.
- #1: What is the longest piece of furniture in the world?
#2: I don't know, what?
#1: The multiplication table.
- #1: What is the favorite card game of pigs?
#2: Draw poker.
- 1st Cub: Why did the monkey run around with a hatchet in his hand?
2nd Cub: I don't know, why did the monkey run around with a hatchet in his hand?
1st Cub: Because he wanted a banana split.
- 1st Cub: Have you heard about my uncle who broke his arm raking leaves?
2nd Cub: How did he do that?
1st Cub: He fell out of a tree.

QUICK SKITS

- #1: Why are people always tired on the first day of April?
#2: Because they've just had a 31-day March.
- #1: I went to a wedding where a man married 16 wives.
#2: How could he marry 16 wives?
#1: He married 4 richer, 4 poorer, 4 better, 4 worse. (holds out 4 fingers each time.)
- #1: I told you I wanted a two-page composition about milk. Your paper is only half a page long.
#2: I know. I wrote about condensed milk.
- #1: How do you tell the difference between a weed and a flower?
#2: You pull them all. The ones that grow back are the weeds.
- #1: I'd like some sealing wax, please.
#2: You must be kidding. Who'd want to wax a ceiling?
- #1: Do you know what braces are?
#2: No, what?
#1: Teeth behind bars.

SPORTSMAN

The Webelos den leader's major objective in this activity badge is to conduct den meetings in such a way that every boy in the den becomes sufficiently skilled to meet all the requirements of the Sportsman badge. Just participation in a sport is not enough. Each boy should be able to demonstrate his skill and knowledge in his four selected sports. He also learns that, by doing his best, he achieves a feeling of real accomplishment.

In a recent survey of boys of all ages across the country, playing team sports topped the list of activities that they are interested most in doing. Seventy-nine percent of boys 8-11 considered learning how to play in team sports as very important. Only "building up of the body" surpassed this figure.

Boys are interested in sports no matter where they live. Sports are fun to watch, but they will enjoy them more if they understand the rules and are able to participate in the game. When boys have difficulty with this badge, it may be because they do not participate in sports. With this in mind, try to plan den outings which will involve as many sports as you can work in. Include High School or College games, as these games generally have more all-around enthusiasm. Do not be too critical of those boys who do not excel, but instead, judge each boy on whether or not he is doing his best.

Suggested Den Activities:

- Have each boy make a list of the sports in which he participated during the past few months.
- Learn what two individual and two team sports the boys will want to do.
- Invite a sports figure, coach or referee to visit your den meeting and tell the boys the importance of teamwork, fair play, and good sportsmanship.
- Plan a trip to a football or baseball game with the boys and dads.
- Display posters on football signals and discuss them with the boys. Practice these signals until the boys know them well.
- Plan a father-son bowling night.
- Decide on a sport to demonstrate at pack meeting. Select one that most Cub Scouts won't know much about, so they will learn something.
- Let the boys practice archery, using a bale of hay behind paper targets. Teach them the safety rules.
- Make shuffleboard discs and cues as shown in the Webelos handbook. Lay out a court with chalk on the driveway and play a game.



NAME THE GAME

THE EXPRESSIONS BELOW ARE ASSOCIATED WITH CERTAIN SPORTS. IN THIS GAME BY MATCHING EACH TERM WITH THE SPORT IN WHICH IT IS USED

1 SLIDER	A FOOTBALL
2 BIRDIE	B TENNIS
3 SLAM DUNK	C HOCKEY
4 HAT TRICK	D BASEBALL
5 LOVE	E GOLF
6 BLITZ	F BASKETBALL

SCOUTS' - 1954 - 1955 - 1956 - 1957 - 1958 - 1959 - 1960

IDEAS FOR DEN ACTIVITIES

- Practice physical fitness events.
- Visit a karate school for a demonstration.
- Visit a fitness center or gym.
- Do good turns for a shut-in; run errands, mow lawn, etc.
- Go bowling.
- Contact an agency for the physically limited to see if den can assist in an act of good will.
- Attend a sports event together.
- Challenge another den to a game of basketball or softball.
- Have den dad organize a father-son bike hike.
- Schedule activities for early evening or Saturday so dad's and working moms can attend.



This could be used as an opening at any sporting activity.

SPORTSMANSHIP

- S Smile, even if you hurt inside
- P Pardon those parents who may show poor manners
- O Ooze with enthusiasm for yourself and fellow members
- R Respect the feelings of other Scouts
- T Try your best and be (next letter)
- S Satisfied with yourself
- M Master the art of self control
- A Anger has no place in our meeting
- N Notice that only one can win
- S Success In "Doing Our Best" will be present for Every Scout
- H Hush those words of bragging
- I Insert your " CONGRATULATIONS " to the winners
- P Play the "Game" for FUN!!

Rules for fun

1. Learn to have fun without spending money.
2. No one must get hurt in body or spirit (physically or by ridicule of color, race, religion, or physical handicap).

3. The best fun is to be found in your imagination. Be creative—get something of yourself into the activity.

—Ernest Thompson Seton

OPENING CEREMONY

ARRANGEMENT: 7 Cub Scouts enter, each is carrying a different kind of muscle-building equipment. They use their equipment as they take turns speaking the lines below:

- 1ST CUB: To keep your body strong and healthy
Is more valuable than being wealthy.
- 2ND CUB: When you are fit, you feel so good,
And try to do the things you should.
- 3RD CUB: It helps you lend a helping hand
To needy folks around our land.
- 4TH CUB: Eating the 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 a while, then slow your pace,
Practice will help you win the race.
- 7TH CUB: Scouting builds young boys into men.
And this is where it all begins.



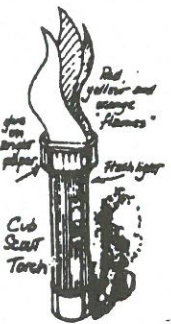
SPORTS TOURNAMENT OPENING

Open your tournament with a grand march into the area, with each den carrying its den flag. When all are in place, have a solitary runner bearing the "flame" arrive and pass it to the Cubmaster. He calls for the Tournament Chairman to lead the athletes in this version of the Olympic Oath:

Chairman asks the Cubs to stand and repeat after him.

"We promise - that we will take part - in this Fitness Championship - in the true spirit of sportsmanship - and that we will respect and abide - by the rules that govern them - for the glory of sport - and the honor of our den."

The Chairman then declares the Championship Tournament open:
"Let the Tournament begin!"





CLOSING THOUGHTS FOR DEN AND PACK

Giving to Others: Did you ever pause to think about how helpful a tree is? It provides a nesting place for birds, shade from the sun and protection from the rain. It discards its dead branches, providing wood for fires and cooking food. It adds beauty to the countryside. We must admit that a tree gives a lot more than it receives. We can learn a lesson from the tree - by doing our best to always be helpful to others by putting others first and ourselves second. Remember the lesson we learn from the tree; to give to others more than we receive.

Keeping Fit: Cub Scouts, I hold in my hand a pocketknife. 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 can be applied to ourselves. We have a body, which when kept in good condition, will serve us well. If we get plenty of exercise, eat the proper foods, and have good health habits, we will be able to enjoy to the fullest the things we do. But if we fail to take care of ourselves, we can become rusty and dull like the neglected knife. Do your best to keep fit!



Can You Take It? (Hold up tire advertisement) Cub Scouts, tire manufacturers are constantly working to make a better tire - one that can withstand the pounding and abuse that high-speed driving demands. In other words, a tire that "can take it". Like the tire, you and I are put to the test every day. When things are going along smoothly it is not hard to get along. The real test is how we do when the going gets rough - when things don't always shape up the way we want them to. At times like these, the Cub Scout Promise can help you carry on with the right attitude and do your share without grumbling or griping. It will help you meet the test. Can you take it?



Cheerful Attitude: Do you ever notice how pleasant it is to be around people who have a cheerful attitude? On the other hand, we sometimes avoid a person who is grumpy and looks on the dark side of things. There can be many reasons for not being cheerful, but in spite of these, it is best to keep your feelings to yourself. Cub Scouts who have a cheerful attitude not only make life easier for themselves, but spread their happiness to others.

Sportsmanship: We hear a lot of talk about being a good sport, but just what does it mean? A good sport learns the rules so he will not violate them. He competes with all his heart striving to outclass his competitors. If he wins, he doesn't act smug but instead compliments the losers for the fine showing they made. If he loses, he should accept the fact and find out why. Maybe he can win the next time. A sportsman accepts defeat, congratulates the winners, studies how to improve, and determines to do better the next time.

SPORTS IN RIDDLES AND RHYME

Read each riddle, pause, and then on your signal (Cub Scout Sign) everyone is to shout out the answer together. No one is to give the response until your signal. Sometimes you may give the signal more slowly than at other times....this will keep the audience alert and listening!



Think of a diamond; think of a glove;
Think of a team of nine;
Think of a grandstand filled with fans,
Willing to stand in line. (BASEBALL)

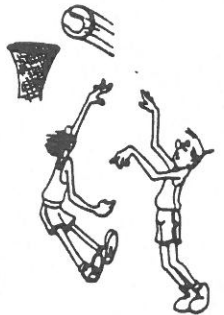
The athlete who will win,
Has learned to breathe just right,
And keep a steady pace,
Till the finish line's in sight. (TRACK)

Two forwards and a center,
Plus two guards make a team,
To win this fast, exciting game
Is every player's dream. (BASKETBALL)

A "must" on the program for every Scout,
Whether you learn indoors or out,
A favorite sport from spring to fall,
Paddle or float, kick or crawl. (SWIMMING)

Eleven players on each team,
Two halves in which to play,
When a player makes a touchdown,
There's cheering right away. (FOOTBALL)

An occasional tumble, perhaps a few squeals,
As you're learning to stand upon wheels,
But think of the fun when you've mastered the trick,
And glide down the sidewalk, ever so quick!
(ROLLER SKATING)



HOME RUN APPLAUSE - Simulate swinging a bat at a ball, shade your eyes with your hand and yell, "It's out of here!"

BASKETBALL APPLAUSE - Simulate shooting ball toward basket, pause a moment and yell, "Whoosh!"

CHEERLEADERS APPLAUSE - Throw arms up in the air and yell, "Yea, team!"

HIGH FIVE APPLAUSE - Turn to person standing next to you and slap hands high in the air.

**SPORTSMAN
RELATED
ACTIVITIES:**

SOCCER DODGE BALL: This is played like dodge ball except the players around the circle kick the ball instead of throwing it.

BROOM HOCKEY: Give each player an old household broomstick or similar stick. The puck is a small ball. Play on any size field. Goals are marked by rocks about 6 feet apart and centered on the end lines of the playing field.

BEANBAG BASEBALL: Here is a crazy kind of baseball where the batter does all the pitching! The two teams and the small diamond are set up exactly as for softball. Stand a bottle or an indian club in a small circle in the pitcher's box. The pitcher stands back of this circle at all times and serves only as a fielder. The batter throws a beanbag underhand and tries to bowl over the bottle. He has only one try. If he misses, he is out. If he hits the bottle, the pitcher fields it by setting the bottle in the circle. He then throws the beanbag to cut off any runners. The catcher handles throws to home. The batter can get out by missing his throw or being caught at first. If the pitcher knocks the bottle over in error, that counts the same as if it were hit and the runner may try to advance. When three men are out, the sides change.

GOLF IN A TIN CAN: For this game you will need some of Mom's or Dad's old golf clubs. The play is to try to get the golf ball into a tin can turned on its side some twenty feet away. As many can play as you have clubs. To make it more fun, use small cans as well as big ones.

BALL OVER: You need a ball about volleyball size. Line is drawn. One team on either side of the line. Players cannot cross line. Leader with a whistle is blindfolded or stands so he cannot see players. When he blows whistle, the ball is put into play. Object of game is to keep the ball in the opposing team's territory. When leader blows whistle again, a point is counted against the team on whose side the ball is when the whistle blew.

HOP, STEP AND JUMP RELAY: Get denner to help you lead this relay race. Divide Webelos den into two groups and then let each side practice the hop, step and jump until each member can do it. Then conduct the game. First member of each team toes a mark and takes in succession a hop, step and jump. Second player does the same, toeing the last heel mark of his teammate. Other members repeat the performance. The team whose last man finishes out in front wins.



SPORTSMAN ACTIVITY BADGE

In a recent survey of boys of all ages across the country, playing team sports topped the list of activities that they are most interested in doing. 79% of the Cub Scout age boys considered learning how to play in team sports as very important. So chances are, you will find much interest in this subject among the boys in your den. Sports are fun to watch, but the boys will enjoy them even more if they understand the rules and are able to participate in the games.

The Webelos Scout handbook devotes 19 pages to the Sportsman badge, so this will be your best resource. Your responsibility is to conduct the den meetings in such a way that every boy in the den becomes sufficiently skilled to meet all the requirements of the badge. Just participation in a sport is not enough. The boy should be able to demonstrate his skill and knowledge in his four selected sports. He will learn that by doing his best, he achieves a feeling of real accomplishment.

IDEAS FOR DEN MEETINGS:

1. Attend a high school or college sports event, perhaps with dads and sons.
2. Invite a referee or umpire to talk with the den, about signals.
3. Hike around a golf course.
4. Visit a bowling alley and bowl a few lines, perhaps with dads and sons.
5. Invite a team member to talk with the boys about sportsmanship and fair play.
6. Using Big Print paper posters, #26-061, explain and discuss football signals.
7. Have each boy list the sports that he participated in during the past year.
8. Decide on a demonstration for pack meeting.
9. Practice archery, using a bale of hay behind paper targets.
10. Make shuffleboard discs and cues as shown on Webelos handbook. Lay out a court with chalk on the driveway and play a game.
11. Play ping pong or badminton.

IDEAS FOR PACK MEETING:

Exhibit: Sports Equipment.

Demonstrate: Techniques for a sport that most of the younger boys won't be familiar with; show officials' signals for sports that the younger boys do know. Demonstrate how to care for sports equipment, such as baseball gloves, tennis rackets, ice skates, etc.

Where does a sports star get his skills? What is the formula for winning honors? It's simple...you earn them. And to earn something, you work. If you want to be a winner, expect to work. Know that getting to be good often means lots of practice. You'll need determination and spirit to follow any training program. Suppose your big sports thing is baseball. Throwing, catching, baserunning, and hitting are the four big skills there. All of them can be practiced alone. Half of your practice time should be spent in batting practice. You'll need someone to pitch to you, or else use an automatic pitching machine. Determine to be a winner and practice hard.

Baseball Quiz

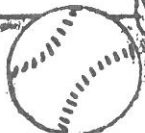
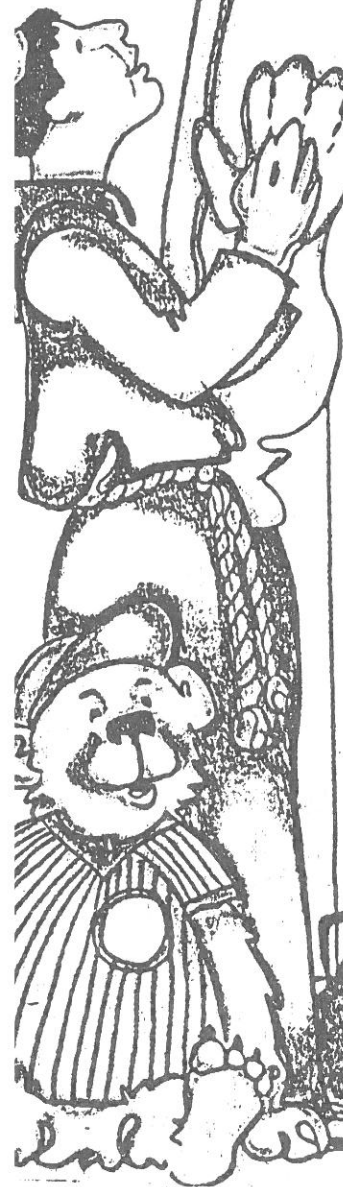
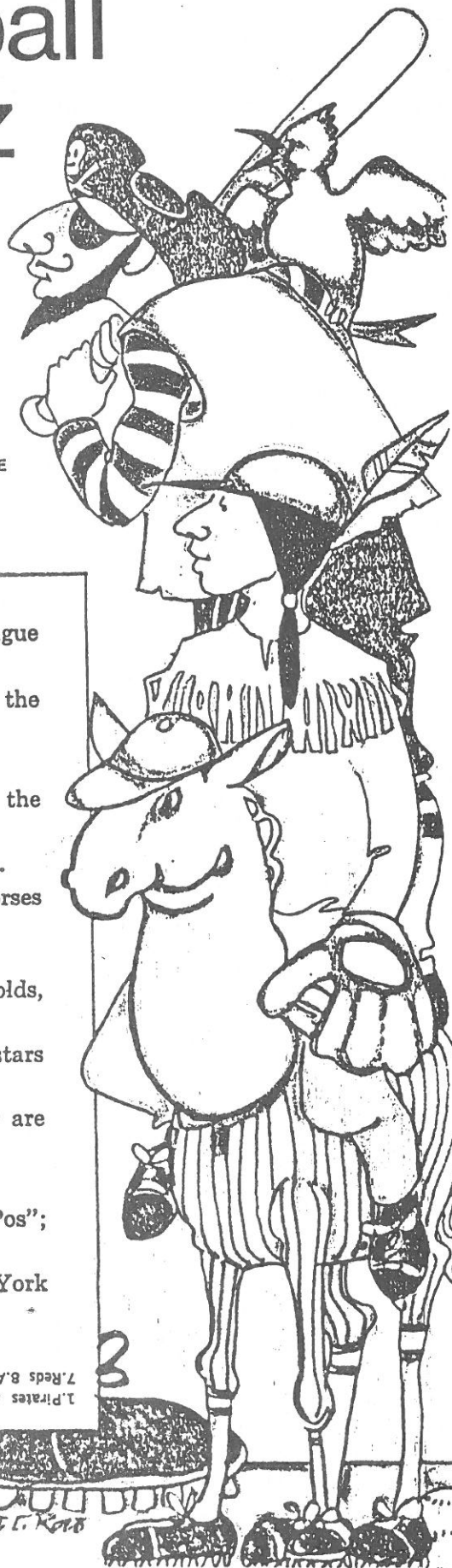
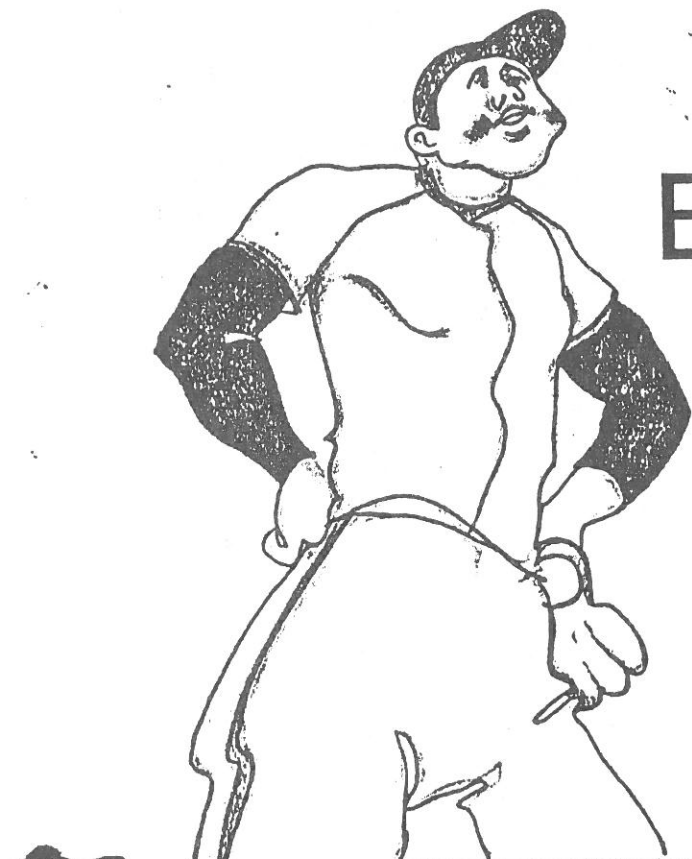
SCORING:
0-4 POP FLY
5-7 BASE ON BALLS
8-10 GROUND-RULE DOUBLE
11-12 HOME RUN

Use the clues to identify these National League teams.

1. "Avast, matey, we be _____ and we fly the skull-and-crossbones."
2. Baby bears are called _____.
3. This team is not "for the birds"; it is the birds.
4. Monks, priests, and chaplains are _____.
5. Before they become mares, young female horses are called _____.
6. They could never be cowards.
7. In archery, the targets are made of golds, _____, blues, blacks, and whites.
8. This team has a right to be a team of stars and super-stars.
9. In dodge ball, the players in the center are the _____.
10. The "biggest" team in the league.
11. Jim and Marie joined a club called "The Pos"; when they quit, they became _____.
12. This team is one that represents the New York metropolitan area.

Answers:

1. Pirates 2. Cubs 3. Cardinals 4. Padres 5. Phillies (fillies) 6. Braves
7. Reds 8. Astros 9. Dodgers 10. Giants 11. Expos 12. Mets



D. G. Korb

TRAVELER

Suggestions for Den Activities:

1. Visit a county, state, or national park with den families.
2. Visit a historic site nearby.
3. Take a bus or train trip.
4. Visit a travel agency or automobile club office and find out what they do.
5. Calculate cost and speed of a plane trip.
6. Make car first aid kits.
7. Visit a bus terminal or airport to see the inside operation.
8. Discuss timetables and how to read them.
9. Have a speed contest of locating specific destination and how to get there, using maps and timetables.
10. Teach proper packing of suitcase. Afterwards, have a speed contest, stressing neatness as well as speed.

"Sphere of Influence" Map

On a United States map, mark (with tack or pencil) your home town. Draw an arrow from your town to:

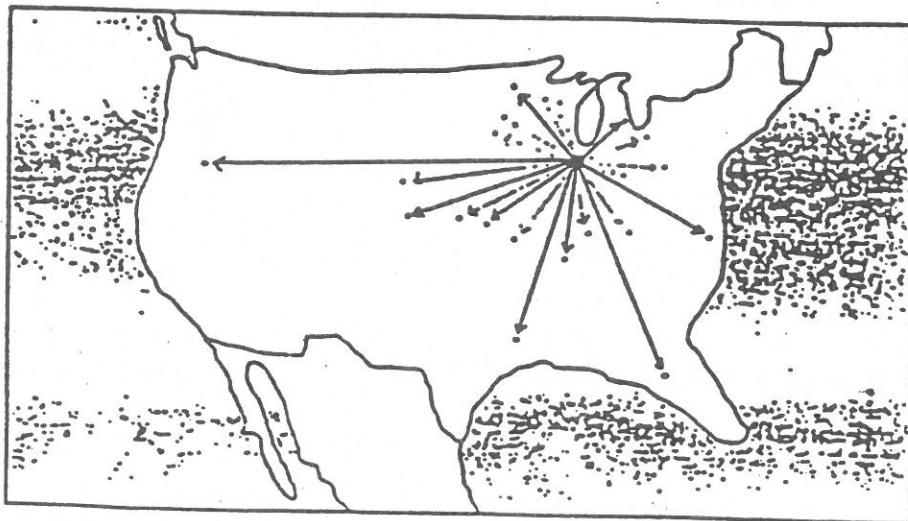
cities where relatives live

cities where friends live

cities you've visited

cities you know at least one fact about.

Make arrows from each group a different color. You can see how many towns play a part in your life. You'll probably be surprised to find out how far your influence reaches!



SHOE BAG GAME KIT:

Webelos Scouts can help prepare a shoe bag game kit to keep smaller children entertained in the back seat of a car. The bag is made from a piece of cloth long enough to hang over the front seat and provide six or more pockets containing surprises such as paper and crayons, magnetic checkerboard, tic-tac-toe game, blunt scissors, etc.

SUGGESTIONS:

- Code messages to be decoded
- Pictures for coloring
- Paper for coloring
- 20-question game
- "333" - May not be opened until someone has spotted three "3's" on road signs
- One important rule to follow: Players must put away the contents of one pocket before opening the next.

GAMES:

SCRAMBLED RIVERS:

- | | |
|----------------|-------------|
| 1. HOOI | OHIO |
| 2. SIMSSSPIIIP | MISSISSIPPI |
| 3. SOURIMS | MISSOURI |
| 4. NODSUH | HUDSON |
| 5. DRE | RED |
| 6. CAPMOTO | POTOMAC |
| 7. MUBCIOLA | COLUMBIA |
| 8. AOODRLC | COLORADO |
| 9. WARDALLE | DELAWARE |
| 10. AABASW | WABASH |



STATE ALPHABET

1. Name two states starting with "A"
2. Name two states starting with "C"
3. Name one state starting with "D"
4. Name one state starting with "F"
5. Name one state starting with "G"
6. Name three states starting with "M"
7. Name three states starting with "N"
8. Name one state starting with "T"
9. Name one state starting with "U"
10. Name two states starting with "W"

BACK SEAT DRIVER'S LICENSE

Nº0314

EXPIRATION DATE

BACK SEAT DRIVER'S LICENSE

NAME			
ADDRESS			
CITY		STATE	
DATE OF BIRTH	HEIGHT	COLOR OF HAIR	WEIGHT
SIGNATURE			

This is to certify that the person named herein is exceptionally well qualified to exercise all privileges allowed under the provisions of this license. This certificate must be carried on your person at all times. Good only when seated in the rear vehicle!

Authorized Signature

J.M. Nidiatt
COMMISSIONER

OBJECTIVES: To introduce Webelos to the excitement of traveling to see new places and meet new people. To show the Scouts some of the practical skills that are needed to get "there" successfully and efficiently so that when "there", they can have a rewarding experience. To have the Scouts practice is a fun way.

RESOURCES: Local travel agencies
Motor clubs
Station Timetables

RELATED

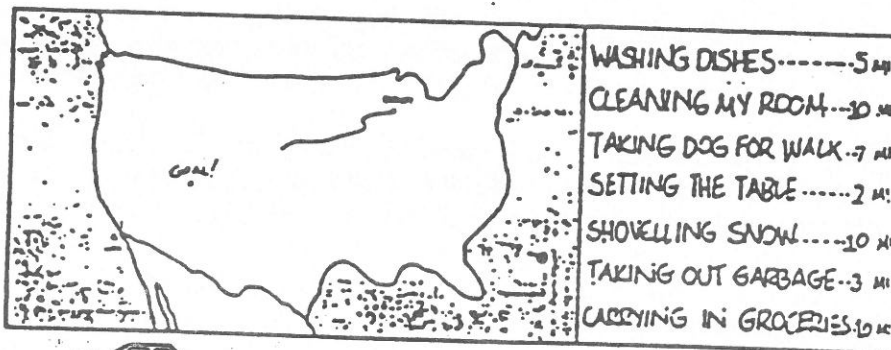
- ACTIVITIES:**
1. Brighten up the den meeting place during this month by hanging wall posters of far away places. Local travel agency or downtown travel bureau setup by state or country might supply posters.
 2. Visit the control tower of the airport.
 3. Plan den trip using public transportation. Let boys help plan route, estimate costs, help in ticket purchases, etc.
 4. Have boys develop a set of family travel rules (seat belts, behavior, etc.)

TRAVELER

Goal Map

Decide which American city you'd like to visit. Figure out how far it is from your home town. Then set goals for yourself, and allow yourself miles for each completed goal.

Use a tack or a pencil (if no one has future plans for the map) and mark the map as you move closer and closer to your imaginary destination until you finally arrive.

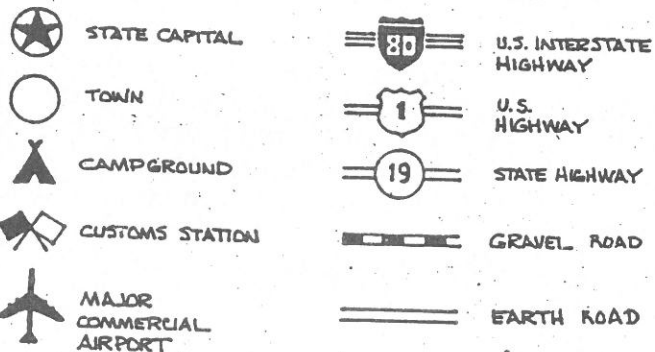


TRAVELER



MAP SNAP GAME. On 3"x5" cards, paste map symbols cut from a road map on page W19. On separate cards, write the correct identification of each symbol. Begin the game by jumbling all the cards together face down. In turn, each boy turns up two cards, trying to match a map symbol with its identification card. When he does, he scores one point and removes the cards from the pile. If he fails, he puts the cards back facedown. The trick is to memorize the position of the cards as they are put back into the pile.

Variation: Play as above but use road signs instead of map symbols.



MAP SNAP GAME

TRAVEL TOOL KIT

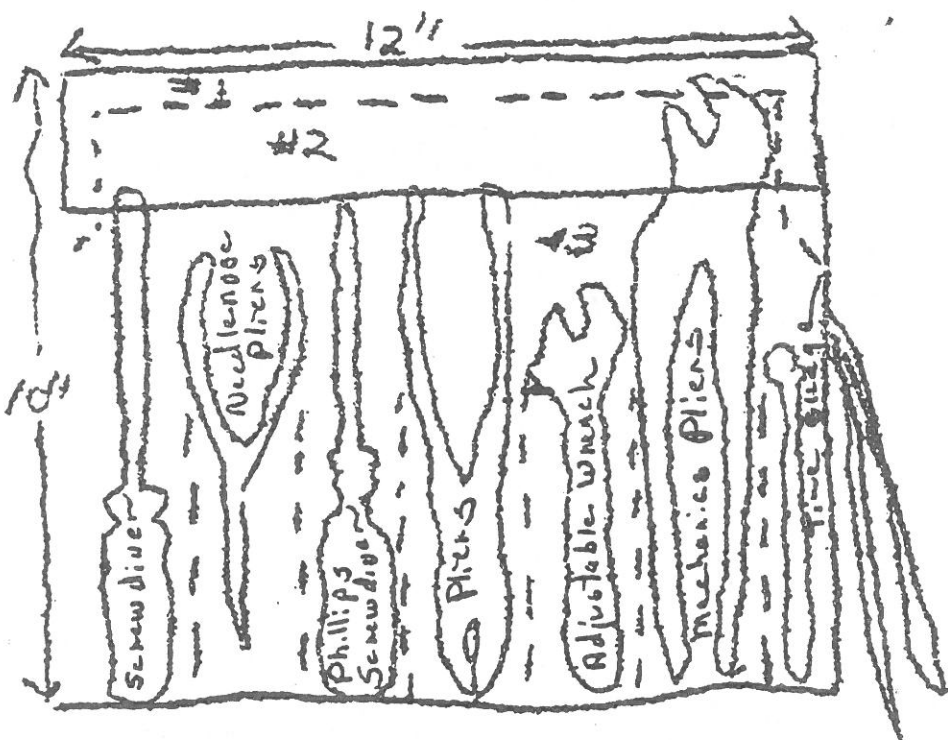
#2



1. Cut pieces size desired
2. Sew #1 to #2
3. Sew #3 to #1
4. Sew string to edge.
5. Make pockets as desired to fit tools.

Almost any kind of sturdy material will do. Denim or canvas works well. Waterproof fabric is best

Could also be used for bicycle tools or cooking tools.



Kit rolled up

SKITS:

AUTOMATIC BOY WASH: A narrator reads the script while the actors take the parts of the boy going through the boy wash, the water and soap dispensers, as well as the brushes for the boy wash, and the boy who is the final product.

The narrator says how great it would be if there were automatic boy washes just as there are automatic car washes. He proceeds to explain how a boy wash would work. First, they would take the average boy coming in from play (a boy comes on stage filthy and dirty as he can be) and put him through the boy wash.

Finally, after just a few minutes, the boy who has gone through the boy wash is presentable and hard to recognize! (a boy closely resembling the one who went through but who is thoroughly well-groomed, comes on stage). The narrator winds up by saying that there is only one problem (the boy goes off stage). He says "Because in only 2 minutes he'll be back at the boy wash again!" (The original dirty boy comes on again.)

Family car first aid kit

Assemble a kit. A small plastic or wood box containing at least these things:

- Roll of 2" gauze bandage
- Cravat bandage
- Sunburn ointment
- Insect repellent
- Soap
- Tweezers
- Small scissors
- Jackknife

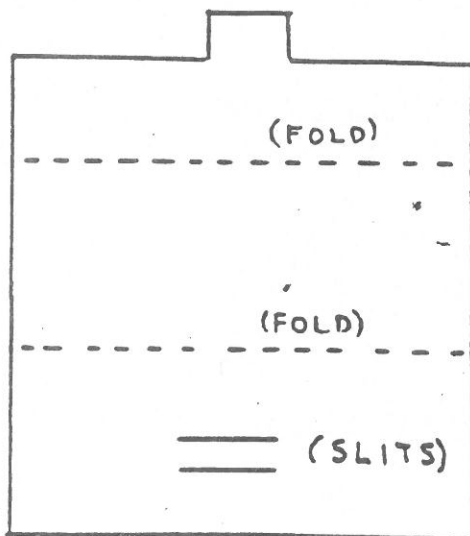
Emergency supplies for car

- 2 3x17" splints (1/4" thick)
- Fire extinguisher
- Tow chain or rope
- Flashlight
- Flares or red flags

Vinyl map holder

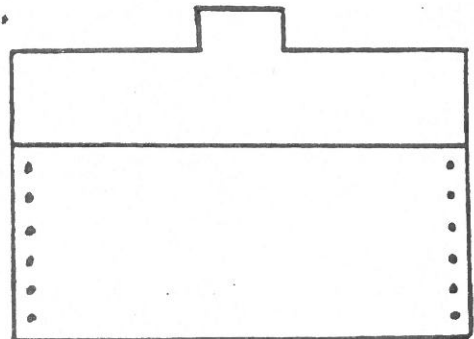
1. Cut vinyl 13 / 12 inches with 2-inch square flap at top. (Need 15 inches.)

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.

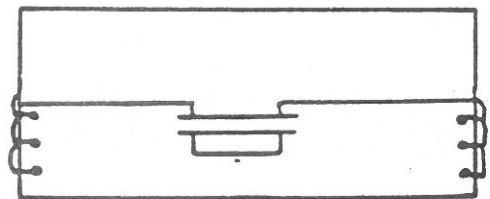


2. Fold vinyl over and match holes so six holes are visible on each edge.

Cut two 12-inch pieces of rug yarn to bind sides.



3. 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. Repeat of left side. Clip off excess yarn for neatness.



WEBELOS

There are three things to understand about a Webelos overnight experience:

First - It is an Adult Partner - Webelos Scout event. The Webelos den leader should let the adult partner and Webelos Scout put up their own tents, prepare their own food and do their own clean-up. The Webelos leader should not take the whole responsibility for the den. He should, however, have a program of activities prepared and everything coordinated.

Second - It is not a tough, pioneering adventure. The campsite should be located in a spot isolated from the rest of the Scout camp or on private property easily accessible by car. More than likely family type camping equipment will be used which is heavy and difficult to carry any distance.

Third - It requires protection from the weather, materials necessary for the preparation of food and program items to suit the area where the overnight is being held. Tentage will be required for protection. It does not make sense for a Webelos den to purchase tentage for just a few overnights a year. Put responsibility for tentage on each adult partner. Have each adult partner - Webelos Scout team provide and cook their own meals. Participation in any planned activities should also be as a team.

There are other aspects to Webelos overnight camping. The overnight experience for adult partner and Webelos Scout is a den related activity. As stressed earlier, these are adult partner and Webelos Scout events, under the direction of the Webelos leader. Obviously, it is desirable to have each boy under the supervision of his own adult partner. If a boy has no partner or his partner is unable to come, one of the other adult partners may be responsible for him. The main point is that every boy should be under the supervision of a responsible adult. Let all adult partners get involved in the planning of the trip or overnighter and give them definite real responsibility. During the planning

meeting have a positive attitude. These adult partners are expected to be part of this activity. If there is not enough active participation of the adult partners or their substitutes to fill in where needed, cancel the campout, with the understanding that lack of participation was the reason for cancellation.

PLANNING AN OVERNIGHT

Everything must be planned ahead. The original planning session should be conducted by the Webelos leader and attended by the assistant Webelos leader (s) and several adult partners who will be going on the overnight. At the start of the planning meeting, consider the following:

- A. Health and Safety - Follow the Camping Health and Safety Rules found in Chapter 8, Cub Scout Leader Book. Fill out and submit a tour permit.
- B. A Big Event - Point out that the Webelos adult partner - Webelos Scout overnight campout will be a big event in the life of each boy. It should be good experience for him. A well run overnight will whet his appetite for the more advanced fun of Scouting. A poorly planned, poorly run campout could discourage him from becoming a Boy Scout.
- C. "See" the Campout - Planning is simply being able to "see" with the mind's eye the things that are going to happen. Imagine the experience and write down the thing that need to be done. A written plan is essential. Make sure everyone knows his responsibilities.
- D. Location - If a privately owned campsite is selected, arrangements should be made with the owner well in advance. If using one of the Scout camps, make arrangements through the Service Center, using the Short Term Camping Reservation form. In any event, put a reliable person in charge to be sure reservations are made and confirmed.
- E. Alternatives - Stress that the campout plan should be flexible and provide alternatives, such as what to do if first choice of sites is not available, what to do in case of bad weather, etc.

Campouts should include activities that boys enjoy. The following are good activities to schedule:

- A. U.S. Flag - Explain that Boy Scouts of America camps fly the U.S. Flag. Have a ceremony as it is raised and again as it is lowered.
- B. Activity Badge Work - The campout is good time for boys to complete the requirements for several badges, especially the outdoorsman.
- C. Campfire Program - This is one of the most exciting parts of a campout. It should be planned carefully so it will be successful.
- D. Outdoor Games - Games such as "Three-legged race," "Tug of War," and "Sack Race" are good. Adult partners will be able to come up with some games they played as children. Involve both adult partners and boys in games.
- E. Worship Services - The campout can be planned to end early enough to have everyone back home in time for Sunday worship. If not, be sure to include an evening vesper or Sunday worship service as part of the campout program. Since Scouting is non-sectarian, the worship service should be nondenominational and attendance optional but encouraged. When Scouts Worship, The Scout Oath in Action and The Scout Law in Action are good resources for worship.
- F. Fishing - If there is a lake or stream nearby, this is a good adult partner - Webelos Scout activity. Be sure dads have fishing gear and licenses. Teach good citizenship by stressing conservation....keep only the fish intened for a meal and release all others.
- G. Swimming - If facilities are available, these are good activities which the boys will find enjoyable. Use Safe Swim Defense when in the water. See the Webelos Scout Book for the Safe Swim Defense Plan.



PREPARING THE ADULT PARTNERS

Hold a meeting the adult partners two or three weeks prior to the outing.

1. Attendance - All adult partners should be invited. Often not everyone is able to meet at one time so be sure that those not in attendance get all the necessary information as soon as possible after the meeting. Communications are important. Since this is a meeting for adults, more will be accomplished if the boys do not attend.
2. Particulars -
 - a. Date of outing
 - b. Location. Give detailed directions and a map. Decide on transportation, usually car pooling.
 - c. Time and place of rendezvous and estimated time of return.
 - d. Schedule of events during campout. Include the boys' suggestions with the adults ideas.
 - e. Menu for outing
 1. Keep menu simple, remembering each team cooks, eats and cleans up together.
 2. Suggest that similar meals be planned for all involved. This avoids some eating steak while others have hot dogs.
 3. At least two meals involving some cooking should be planned. (Often Saturday evening and Sunday morning).
3. Equipment - Each adult partner should have a personal equipment check list similar to the boys. In addition to those items, a bow saw for preparation of firewood is useful. If firewood is in short supply at the campsite, make sure everyone knows to bring their own wood. Don't forget first aid kits.

PREPARING THE BOYS

Preparing the boys goes beyond informing them a campout has been planned. This period of preparation for the campout offers many opportunities to introduce materials which will be helpful to the boys in their Webelos training. Some of the opportunities are:

A. Discuss and plan the campout with the boys. This is one of the requirements for the Outdoorsman Activity Badge. "With the family or den, plan and participate in an evening outdoor activity which includes a campfire.

B. Discuss fire safety and its need. This is another requirement of this badge. "Know and practice the rules of outdoor fire safety." An excellent set of fire safety rules is contained in the Webelos Scout Book. A review of the Outdoor Code will help prepare the boys to be good campers and will complete one of the requirements of the Webelos Badge.

C. Teach the boys the taut-line hitch. They will need to know this to set up their tents.

D. Include the den chief in the campout planning. His experience in Scouting will be helpful. He could help teach the taut-line hitch and the basic rules of fire safety. He should go along on the campout.

E. About one week before the campout, send home an individual checklist with each boy, along with a letter giving final details as to when and where to meet, when the boys will return, etc.

BE A PREPARED WEBELOS LEADER

1. Take advantage of the Webelos leader outdoor training available through district Cub Scout training. Take as many adult partners to the outdoor training as possible.

2. If not an experienced camper, be sure to plan to take along an adult or Scout who is experienced. More than likely, some of the dads have been camping; if not, there are lots of Scouters around who would like to help.



SAMPLE SCHEDULE FOR CAMPOUT

Saturday -

- * Arrive at campsite
- * Erect tents, prepare bedding, check cooking area and fuel supply.
- * Raise U.S. Flag while all salute. Repeat Pledge of Allegiance.
- * Nature hike with a purpose
- * Fishing
- * Adult partner-Webelos Scout buddy teams prepare own lunch
- * Lunch
- * Clean-up and dishwashing.
- * Adult partners and Webelos work on badge requirements or take tour.
- * Swimming (Use Safe Swim Defense Plan)
- * Free time
- * Adult partner-Webelos Scout buddy teams prepare own dinner.
- * Dinner
- * Clean-up and dishwashing.
- * Games
- * Lower U.S. Flag while all salute
- * Campfire program
- * Lights out and camp quiet

Sunday -

- * Reveille
- * Air bedding and clean up.
- * Raise U.S. Flag while all salute. Repeat Pledge of Allegiance.
- * Non-denominational worship service.
- * Adult partner-Webelos Scout buddy teams prepare breakfast.
- * Breakfast
- * Clean-up and dishwashing.
- * Strike camp. Leave campsite in good condition.

AN OUTDOOR KITCHEN

You will need:

- A place to cook
- A place to store wood
- A place to work

- A place for equipment
- A place to store dry foods
- A place to store perishables
- A place for draining dishwater and other liquids
- A place to eat

CAMP COOKERY

Baking With Foil - Foods cook quickly and easily in packages of tightly sealed heavy aluminum foil. If you use regular weight foil, double it.

- Cut foil large enough to seal food completely.
- Place food in center of foil and fold foil around it.
- Leave some air space inside. Fold at least twice and pinch edges of foil together tightly to seal completely. A leaky package is likely to cause food inside to burn.
- Arrange package on coals. Watch carefully for overcooking or burning.
- During cooking, turn packets so all are cooked evenly. Use tongs so you don't puncture package.

Frying on Foil - For an emergency frying pan, make it out of foil. Cover a forked stick or a coat hanger shaped like a diamond or circle with foil. Grease top of foil before frying (except when cooking bacon).

Hobo Stove - This portable stove is made from a #10 can or a 3 pound coffee can. Remove lid from one end. In the same end, cut a door and punch ventilating holes around top edge. Build fire under can, feeding the fire through the door. Use closed end as cooking surface.

(See Webelos Scout Book for firebuilding and fire safety)

RECIPES FOR OUTDOOR COOKING

Hot Dog Plus - Slit side of a weiner, insert wedge of cheese, and wrap with bacon. Broil over coals until cheese melts and bacon is crisp. Serve in a toasted weiner bun.

Kabobs - On sharply pointed sticks screw 1 1/2" cubes of meat, alternated with quartered onions and thinly sliced potatoes. Broil over coals until meat is browned and potatoes tender.

Eggs in Orange Cup - Slice top off an orange, eat the pulp with spoon and save empty rind. Toast slice of bacon on a stick, curl it in bottom of orange cup and gently break an egg on top. Fasten sliced off top of orange back on with 2 or 3 green twigs. Set in ashes to cook for 8 - 10 minutes.

Stuffed Potatoes - Core small potatoes; plug one end of hole with piece of potato and insert a small sausage or weiner. Plug other end, wrap in foil, and set in hot ashes to bake. These take 45-90 minutes to cook.

Stuffed Apples - Core small apples without having hole go all the way through. Fill with raisins and brown sugar or marshmallows. Try filling hole with red hot cinnamon candy. Wrap in foil and bake in hot coals for 30 minutes.

Banana Boat - Slit a banana length wise twice, being careful not to cut lower skin. Peel back skin, cut out and remove fruit between slices, and replace with mini marshmallow and chocolate chips. Close by replacing skin, wrap in foil, and broil in hot coals for 8 minutes.

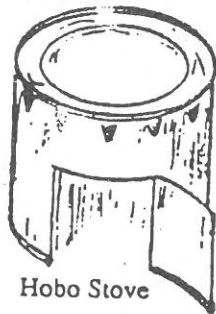
Foil Dinners - Use 1/4 pound ground beef; 1/2 thinly sliced carrot; thinly sliced potato; slice of onion, salt, pepper, 1 tablespoon water. Add salt and pepper to beef and shape into pattie. Place on 10 inch square of heavy foil. Place vegetables on top. Add water and more salt. Seal packet. Cook about 15 minutes on each side.

Fruit Cobbler - Use two # 303 cans of peaches (one can drained of liquid) or 3 cans of cherry pie filling; 1 box of white or yellow cake mix. Place peaches or cherries in dutch oven. Set on coals. When fruit bubbles, sprinkle cake mix on top of fruit. Do not stir. Place lid on dutch oven and put in hot coals. Shovel some coals onto the lid. Bake about 30

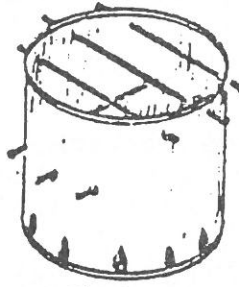
WEBELOS

VALUES OF THE WEBELOS
OUTDOOR PROGRAM

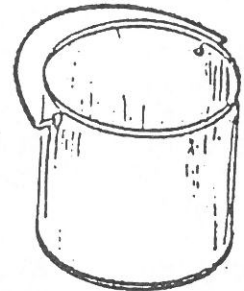
- A. Natural Resources - The outdoor program uses the resources of the natural surroundings to make a significant contribution to the growth of a boy.
- B. Good Health - Outdoor program activities contribute to good health through supervised activities, sufficient rest, good food and wholesome companionship.
- C. Spiritual Growth - It aids in the spiritual growth of a boy by helping him recognize and appreciate the handiwork of God in nature.
- D. Social Development - It contributes to the social development of boys by providing real-life experiences in which Webelos Scouts learn to deal with situations that require interacting with other people.
- E. Self Reliance - It helps boys develop self reliance and resourcefulness.
- F. Citizenship Training - The outdoor program provides an experience in citizenship training through opportunities for democratic participation in outdoor games and other activities.



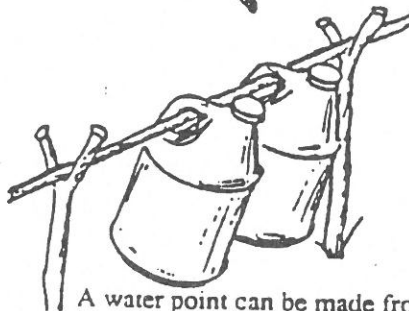
Hobo Stove



Tin Can
Charcoal Stove

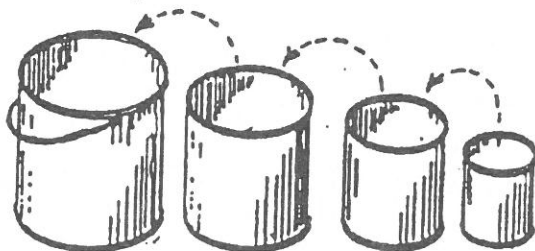
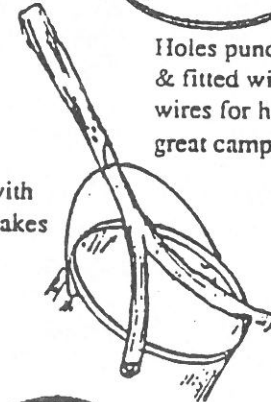


Holes punched in cans
& fitted with coathanger
wires for handles make
great camp pots.

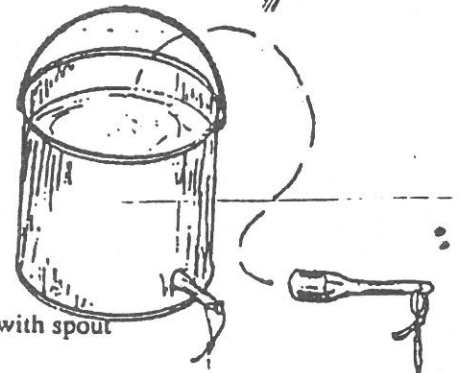


A water pourer can be made from
1 1/2 gal. bleach bottles. Tip them
to pour.

A forked stick with
a few notches makes
a pot pourer



Nesting tin can pot set



Water
Bucket with spout

Webelos

OUTDOORSMAN

Suggested Camp-out Schedule

Friday

- 5:00 p.m. Meet at meeting place early for equipment check and leave for campsite. Adjust start time for distance to camp area.
- 7:00 p.m. Arrive at camp and set up campsite. Start fire for dinner. When camp setup is complete have dinner.
- 9:30 p.m. Have evening campfire, explain next day's activities and starting times. Have a campfire program, with all boys and dads taking part. (Dads can learn skits and songs, too. If boys didn't know they were doing them it would add to the fun.)
- 10:15 p.m. Have the boys hit the sack.
- 10:30 p.m. Adult meeting. Confirm next day's duties and activities. Exchange Scouting war stories.

Saturday

- 6:30 a.m. Get up and make breakfast and get cleaned up. Police area and equipment.
- 8:00 a.m. Raise the Flag.
- 8:15 a.m. Start first session.
- 9:30 a.m. Break.
- 9:45 a.m. Start second session.
- 11:00 a.m. Start getting lunch ready.
- 1:00 p.m. Swim, if a safe swimming area. If not, start third session.
- 3:30 p.m. Start breaking and cleaning camp area.
- 4:30 p.m. Eat simple dinner.
- 5:15 p.m. Lower the flag. Check campsite. A Scout always leaves his campsite better than he found it.
- 5:30 p.m. Leave for home.

Some families like to go to church together on Sundays, this is why this plan was a Friday night campout. It could be a start time of Saturday morning. Check with the fathers first meeting.

The better planned the campout the more successful they will turn out. The best gauge for success would be, did everyone have fun.

PERSONAL EQUIPMENT EACH CAMPER NEEDS TO BRING:

Sleeping bag, pad and ground cloth (sheet of plastic, such as plastic table cloth, shower curtain, drop cloth, etc.)

Personal kit -- comb, toothbrush, toothpaste, soap and washcloth. (Pack in a zip-lock bag so that it is all together and convenient to use!)

Towel - does not need to be large -- you won't get a cub scout to take a shower in the cold anyway

Mess kit -- unbreakable plate, cup, silverware. If your pack is rich, they may use paper goods -- find out.

FLASHLIGHT. Does not need to be the size of a beacon.

Insect repellent (stick or foam -- not spray)

Raincoat

Two pairs of shoes -- if one pair gets wet they can change.

Sox -- twice as many as you think he will need. If the weather is suspect, a pair of wool socks maybe a life saver.

Night clothes -- sweat pants and a hooded sweatshirt to sleep in.

Change of clothing. The idea is to be able to change everything before going to bed because clean clothes are easier to warm up in.

So he will need -- clean underwear, clean shirt, clean pants, clean socks.

HINT: If you think it will be very cold, toss in an extra blanket to wrap around the sleeping bag and wear gloves. Hats add a lot of warmth.

Several jackets may be handier than one very heavy one. If you can layer clothes you may be able to achieve being just right, while with one heavy jacket you maybe too warm, and if you take it off, too cold.

One of the layers could be a wool sweater -- they are nice to have. If you itch from wool, make sure you bring a turtleneck type of shell to wear under it. And that gives you two layers right there.

If you bring a pillow case you can use the sweater (folded inside) for a pillow and won't have to bring a pillow. Just think of how much space that saves.

And don't forget to bring your intent to enjoy the campout. It's a must!

WEBELOS ARROW OF LIGHT CEREMONY WITH TRANSITION TO BOY SCOUTS

NEED THE FOLLOWING FOR THIS CEREMONY:

CANDLES

**WHITE (5)
RED (3)
BLUE (2)
YELLOW (1)
GREEN (1)**

CANDLE HOLDERS: 11 TOTAL

LEADERS:

**(2) WOLF
(1) BEAR
(1) WEBELOS
(1) BOY SCOUT MASTER**

SET-UP FOR THE CEREMONY:

CANDLES WILL BE SET IN HOLDERS ON A TABLE AND WILL BE LIGHTEN BY THE SCOUTMASTER. TWO BLUE, ONE YELLOW, TWO RED, ONE WHITE AND ONE GREEN.

THE LEADERS WILL STAND, ONE ON EACH SIDE OF THE ROOM, ONE NORTH, ONE SOUTH, ONE EAST AND ONE WEST.

LEADER WILL EACH HOLD A WHITE CANDLE (UN LIT).

CEREMONY IS DONE IN THE DARK.

BOYS ARE GATHERED TO THE NORTH BY THE TABLE. THE CEREMONY DIRECTOR HAS A RED CANDLE HE LIGHTS BEFORE THE LIGHTS GO OUT. BOYS FOLLOW THE DIRECTOR TO EACH STATION.

STATION #1 EAST:

DIRECTOR: THE FIRST BADGE YOU EARNED WAS THE BOBCAT BADGE.

**TO EARN THIS BADGE YOU HAD TO LEARN THE CUB SCOUT PROMISE,
LAW OF THE PACK, HAND SHAKE, MOTTO AND MEANING OF WEBELOS.
PLEASE REPEAT WITH ME THE CUB SCOUT PROMISE.**

STATION #2 SOUTH

DIRECTOR: THE SECOND BADGE EARNED WAS THE WOLF BADGE. THIS WAS THE FIRST OPPORTUNITY TO TRY YOUR NEW FOUND SKILLS MAKING CRAFTS, HOME PROJECTS AND GIFTS FOR THE PARENTS. YOU ALSO STARTED TO LEARN ABOUT THE WORLD AROUND US BY GOING ON OUTINGS WITH YOUR DEN AND PACK. TOGETHER WITH ME PLEASE SAY THE LAW OF THE PACK.

STATION #3 WEST

DIRECTOR: THE THIRD BADGE YOU EARNED WAS THE BEAR BADGE. THIS BADGE WAS HARDER THAN THE WOLF BADGE BECAUSE YOUR PARENTS DID NOT SUPERVISE THE PROJECTS YOU WERE DOING. THESE WERE BEING DONE AT THE DEN MEETINGS WITH SOME OF THEM BEING COMPLETED BY YOU AT HOME. MORE AND MORE OUTDOOR ACTIVITIES WERE BEING HELD AND OUR FIRST BIG CAMPOUTS AS A DEN WERE BEING PLANNED. TOGETHER WITH ME PLEASE SAY THE CUB SCOUT MOTTO

STATION #4 NORTH

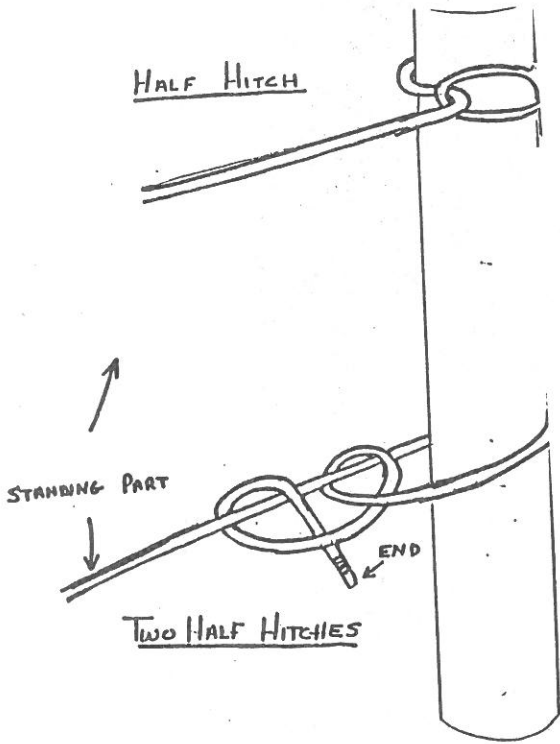
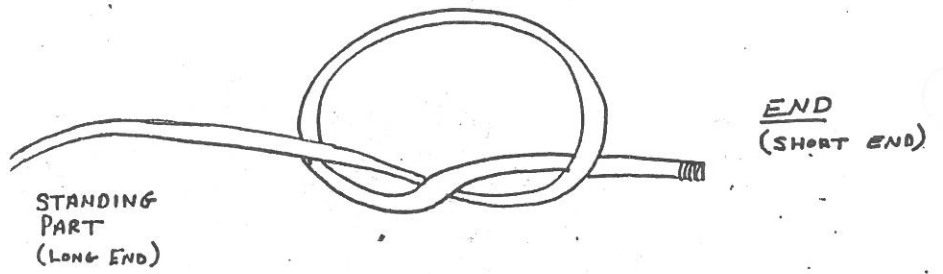
DIRECTOR: THIS BRINGS US TO THE LAST MAJOR BADGE RANK TO EARN, THE WEBELOS BADGE. THIS BADGE WAS DIFFICULT ENOUGH THAT IT TOOK 2 YEARS TO COMPLETE. IT REMINDED US THAT AS WE ADVANCE INTO SCOUTING, SOME THINGS TAKE A LOT MORE TIME TO DO THAN WHAT WE WERE USED TO. WE STARTED CAMPING WITH THE BOY SCOUTS AND WENT TO SOME OF THEIR ACTIVITIES. WE LEARNED THE BOY SCOUT PROMISE, MOTTO, LAW, HAND SHAKE AND SLOGAN. THIS WAS TO DATE THE MOST DIFFICULT BADGE YOU HAD TO LEARN. YOU LEARNED ABOUT THE OUTDOORS, HOW TO DO FIRST-AID, ABOUT THINGS IN SCIENCE, INCLUDING THAT THINGS DON'T ALWAYS GO THE WAY WE PLANNED. WE LEARNED THAT IN ORDER TO GO CAMPING AND TRAVELING YOU NEEDED TO "BE PREPARED". YOU EXPERIENCED THE IDEA OF HOW A SCOUT PATROL OPERATED AND FOR THE FIRST TIME WERE DIFFERENT THAN THE CUB SCOUTS BECAUSE YOU WERE ALLOWED TO BE IN PATROLS. YOU WERE ON YOUR WAY TO BECOMING A FULL BOY SCOUT. TOGETHER WITH ME PLEASE REPEAT THE BOY SCOUT PROMISE.

THIS BRINGS US TO THE LAST AND HIGHEST GRADE OF THE CUB SCOUTING PROGRAM, THE ARROW OF LIGHT. YOU CANNOT GO ANY HIGHER IN CUB SCOUTS THAN THIS. ATTAINING THIS LEVEL AND YOU ARE NOW PART OF AN ELITE GROUP. AS WE REPEAT THE TWELVE POINTS OF THE SCOUT LAW WE WOULD LIKE TO INVITE THE SCOUTMASTER TO LIGHT THE BLUE, YELLOW, RED AND WHITE CANDLES. (LIGHT ONE CANDLE AFTER EACH TWO POINTS OF THE LAW).

YOU WILL NOTICE THAT THE GREEN CANDLE HAS NOT BEEN LIT. UNDER THE GUIDANCE OF THE SCOUTMASTER, WE HOPE THAT SOME DAY YOU ARE ONCE AGAIN HERE TO LIGHT THE CANDLE OF THE EAGLE SCOUT.

SCOUTMASTER WELCOMES EACH BOY INTO HIS TROOP BY NAME WITH THE SCOUT HANDSHAKE.

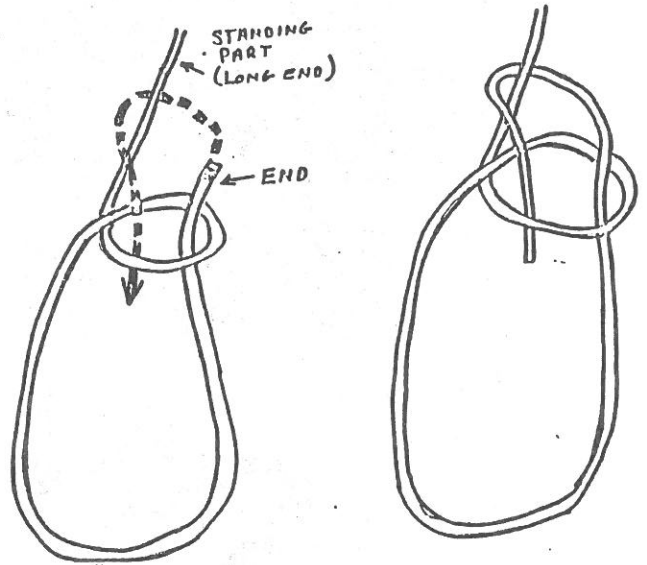
TURN LIGHTS BACK ON AT THIS TIME AND ASK THE AUDIENCE TO GIVE THE BOYS A ROUND OF APPLAUSE.



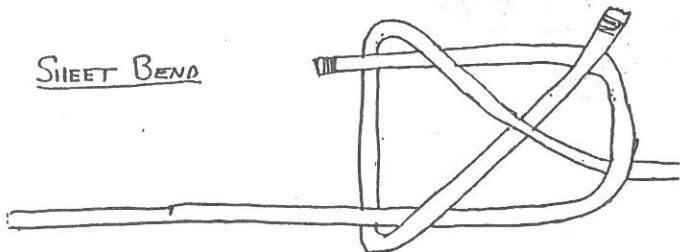
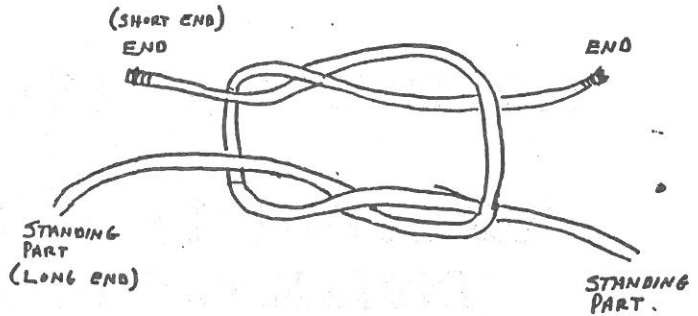
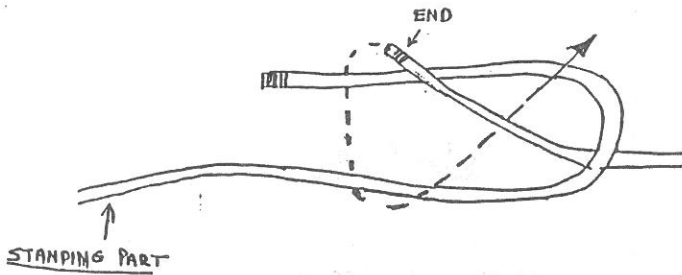
START WITH AN OVERHAND LOOP.



KNOT



BOWLINE



SQUARE KNOT