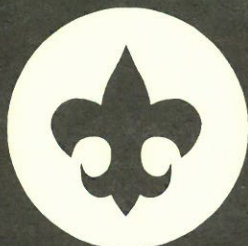


**SCOUT  
AROUND**

**POW WOW**

**1996**



**INDIAN NATIONS  
COUNCIL**

**THE  
CLOCK**





SCOUT AROUND THE CLOCK  
POW WOW 1996  
Indian Nations Council

November 9, 1996

Dear Fellow Cub Scouters,

Welcome to Pow Wow '96 - the Top 40 of Cub Scouting. We thank you for investing a day of your valuable time in learning to provide a better Scouting program for the Cub Scouts that you work with. We are confident that your time will be well spent and you'll reach #1 on your Cub Scouts Hit Parade.

We all have heard the phrase "It's only an hour a week". We think that our theme better describes the efforts and commitment of the Scouters here today. We may only be with our Scouts one hour a week but our hearts and minds are with them much more than that.

Pow Wow is the cumulative effort of over a hundred Scouters who work thousands of hours preparing for the short time that we will all be together. To each and everyone of them, our heartfelt thanks and appreciation for a job magnificently done.

We wish a day filled with fun and learning for each of you. Please take your experiences, the ideas, your new friends and your enthusiasm back to the boys in your packs, districts and councils. They are why we are all willing to **SCOUT AROUND THE CLOCK!**

Yours in Scouting.

*Roger*

Roger Newton

*Dalton*

Dalton Wiley

Pow Wow 96 Co-Chairmen

11  
10/15/13

11  
10/15/13



*Indian Nations Council*  
**BOY SCOUTS OF AMERICA**



November 9, 1996

Welcome Cub Scout Leaders:

To our new leaders, congratulations and welcome to the 1996 Cub Leaders Pow Wow. To the experienced hands, we are delighted that you returned to renew your commitment to Cub Scouting. Through the Pow Wow experience, you have the unique opportunity to tap the minds of outstanding volunteers. Each spent months preparing to give you the tools to provide an exciting and meaningful experience to your son and his friends. I challenge you to take this opportunity to prepare a dynamic program for your Den and Pack. We know that if the boys have fun at the Den meetings, and if the Pack meetings are well planned and executed, families will stay members of the Boy Scouts of America.

Also, I extend my thanks, on behalf of the Indian Nations Council, to the volunteers who are dedicated to provide the best Pow Wow experience in the country. From the book publishers, to the session instructors, and to the various chairs, congratulations on a job well done.

Yours in Scouting,

  
Kent Caraway  
Council Executive





It's done!!!! It has been a year of opportunities, long hours and much agonizing over what to put in or leave out of this book.

You are the vital link between the Cub Scouts and the Cub Scout program. This book is a resource that you can use to plan your program for the upcoming year.

We would like to thank the following people for contributions of material and support; Una Jo and Phil Teter, Susan and Dan Martinez, Sandy and Chuck McGechie, Steve George, Denise Bahler, and Pam and Hap Parrish. We'd also like to say thank you to all the people who have contributed to Pow Wow through the years and to the other Councils and their volunteers who created such excellent Pow Wow books that we used as resources.

A very special thank you to Jim Denny and Dwight Hyams for their loving support and contributions to this book.

Have a great year and remember to take a moment to stop and look at the world through the eyes of the boys, it is a truly wondrous place.

Yours in Scouting,

*Barb*      *Kathy*  
Barb Denny and Kathy Hyams  
Book Editors





# POW WOW TRADITION



Indian Nations Council is proud to recognize the chairmen of Past Pow Wows.

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1961-1962	Gerald R. Baile	1980	Chip and Sue Huddleston
1963	John McKinney	1981	Phil and Una Jo Teter
1964	Joe Kenworthy	1982	Roger Scott
1965	Emerson Bennett	1983	Jim and Joanna Wilcox
1966	Wayne Little	1984	Bill and Betty Fry
1967	Dr. John Messick	1985	Bill and Pat Baumgartner
1968	Dr. William H. Day	1986	Bob and Pat Yerton
1969	Bill Elliott	1987	Rommie and Barbara Gorrell
1970	Bill and Dottie Elliot	1988	Craig and Cindy Warne
1971	Fred Stricker	1989	Harold and Faye Collier
1972	Bill and Dottie Elliot	1990	Jim and Barb Denny
1973	Bill and Doris Payne	1991	Jim Thoma and MaryAnn Riner
1974	John and Carolyn Miller	1992	Dwight and Kathy Hyams
1975	Marvin and Ann Stagg	1993	Don and Lisa Muttoni
1976	Steve and Deanne Balsters	1994	Larry Bahler and Denise Thomas
1977	Jack and Jennifer Hanson	1995	Ray Lewandowski and Jim Pyeatte
1978	Paul and Gloria Cukjati		

**INDIAN NATIONS COUNCIL**  
**1996 CUB SCOUT LEADERS' POW WOW**

TULSA, OKLAHOMA ~ NOVEMBER 9, 1996

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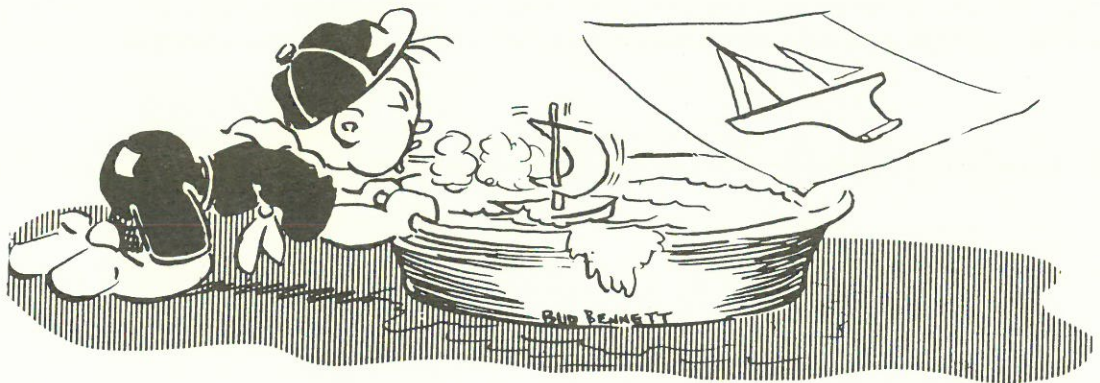
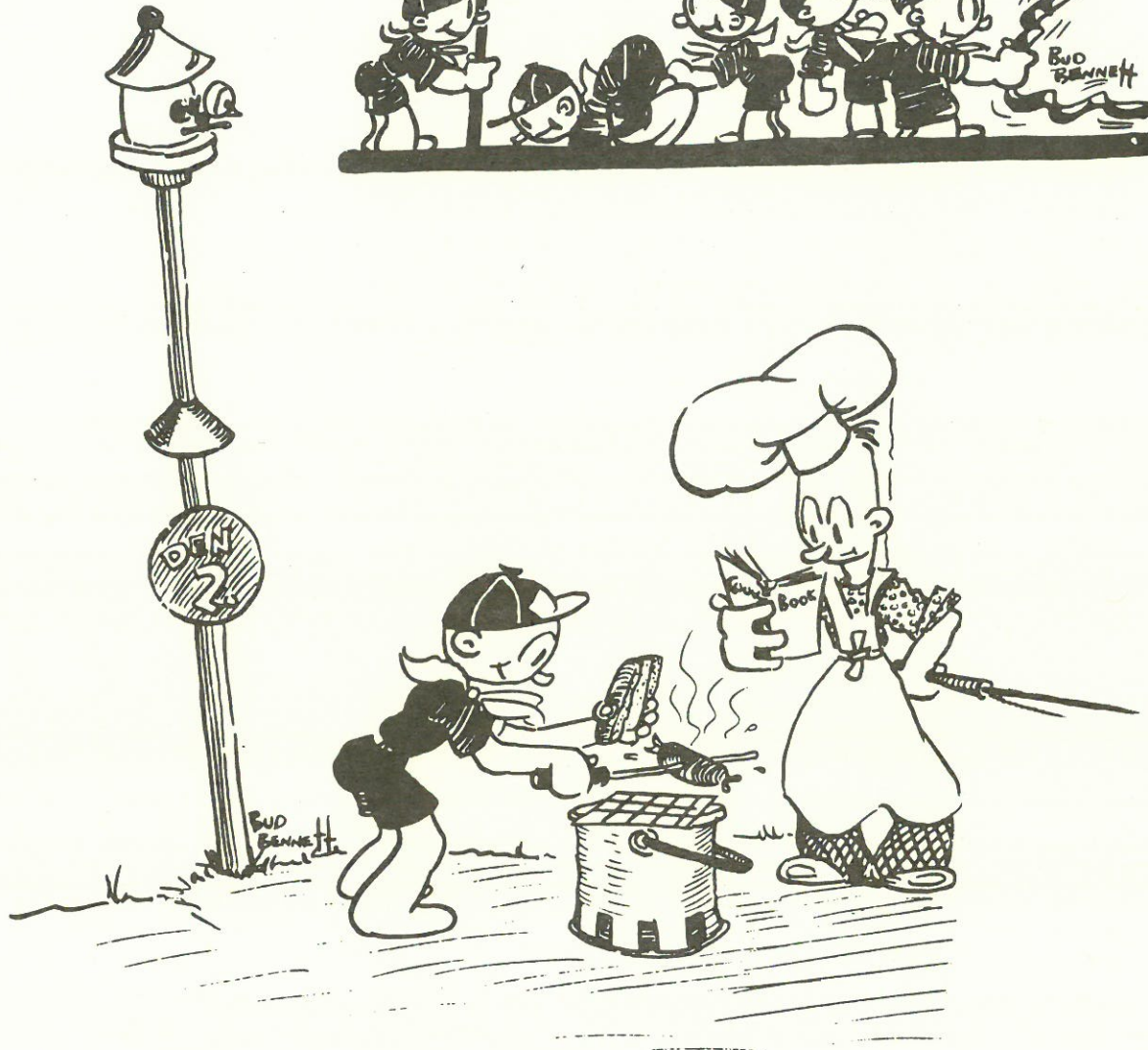
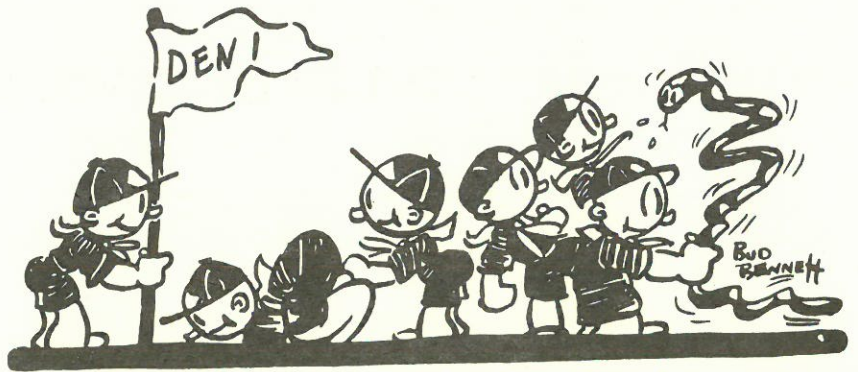
Mary Smith  
Michelle Rake  
Mary Peugh

## TIN & METAL

Tracy & Lloyd Hursh









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# DEN AND PACK ACTIVITIES

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

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

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

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

**Cub Scouting is a year-round program.** Remember to include the summer months in your activities, most districts offer activities for the packs to participate in during the summer months. This not only helps keep the pack together, but it also provides opportunities for some of the easiest and most fun activities, such as

- Hikes
- Picnics
- Swimming
- Cubmobile
- Bike Rodeo
- Fishing Derby
- Family Camping

## **CUB SCOUTING THE YEAR ROUND!!**

The Cub Scout program is flexible, and if another theme better suits your pack, it is your option to change to another theme. These things should be kept in mind when selecting a theme.

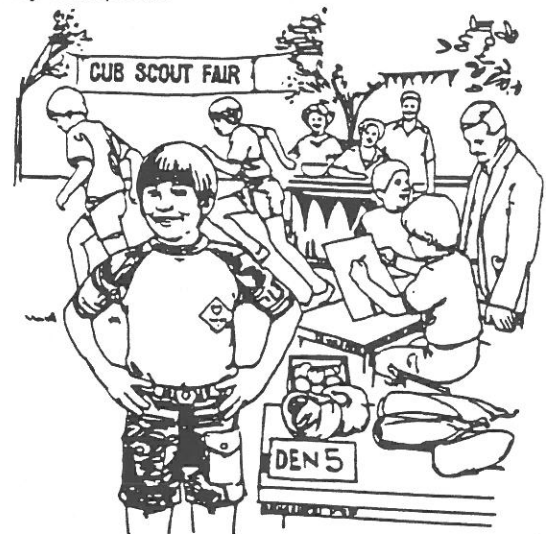
1. It must have strong appeal for Cub Scout-age boys.
2. It should be a wide subject that provides variety so that each boy can do the things he likes to do.
3. It should instill the deeper, more lasting values of Cub Scouting.

## IDEAS FOR DEN ACTIVITIES

1. Make gifts for parents
2. Make gifts for the handicapped
3. Collect articles for Goodwill Industries
4. Put on a skit for a Day Care Center or Pre-School
5. Learn sign language
6. Attend church together on Scout Sunday
7. Learn about the history of Scouting
8. Make items for Blue and Gold Banquet
9. Make kites
10. Visit Police Department
11. Learn a magic trick
12. Make insect cage
13. Visit a park and hold meetings outdoors
14. Make anti-litter posters and post in schools
15. Grow seeds
16. Make terrariums
17. Earn Zoo Trail patch
18. Make leaf prints
19. Treat Moms to lunch
20. Make Mother's and Father's Day items
21. Get bikes in shape for inspection
22. Learn about U. S. Flag
23. Play miniature golf
24. Spend day at an amusement park
25. Make litter bags
26. Go bird watching (can be done in back yard)
27. Learn basic first aid
28. Go bowling
29. Visit a dairy
30. Visit newspaper office
31. Invite younger boys to meeting
32. Visit fire station
33. Conduct home fire safety inspection
34. Learn about fire hazards and how to prevent them
35. Have boys draw a fire escape plan for home
36. Have a den uniform inspection
37. Visit a Scout troop
38. Visit a museum

## IDEAS FOR PACK ACTIVITIES

1. Collect toys for "Toys for Tots" project
2. Invite Order of Arrow to conduct Arrow of Light ceremony
3. Begin to earn National Honor Unit award
4. Hold Pinewood Derby race
5. Hold Blue and Gold Banquet, invite former members, representatives from troop and chartered organization.
6. Hold a pack open house
7. Do a pack good turn for chartered organization
8. Hold a kite flying pack meet
9. Cub Scout lock-in
10. Sell Scout sponsored items, popcorn
11. Have a bike rodeo
12. Have a bike safety inspection clinic
13. Be sure boys are given opportunity to attend Cub Scout Day Camp.
14. Hold a pack softball game
15. Hold a pool party
16. Invite special guest to pack meeting, such as local government people, radio and TV people, Red Cross people.
17. Have a Raingutter Regatta
18. Have a Cubmobile Derby
19. Hold a Cub Scout physical fitness championship
20. Induct new Bobcats at pack meeting with special ceremony
21. Display den items at pack meeting
22. Present service stars and attendance awards
23. Recognize adults for their help
24. Show a film on safety
25. Have a pack uniform inspection
26. Take part in local parade
27. Have a paper drive
28. Mom and Me Campouts
29. Dad and Lad Campouts
30. Family Campouts



# December 1996

## INDIAN NATIONS COUNCIL

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

# January 1997

## INDIAN NATIONS COUNCIL

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

# February 1997

## INDIAN NATIONS COUNCIL

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

# March 1997

## INDIAN NATIONS COUNCIL

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					



# April 1997

## INDIAN NATIONS COUNCIL

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

# May 1997

## INDIAN NATIONS COUNCIL

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

# June 1997

## INDIAN NATIONS COUNCIL

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

# July 1997

## INDIAN NATIONS COUNCIL

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

# August 1997

## INDIAN NATIONS COUNCIL

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

# September 1997

## INDIAN NATIONS COUNCIL

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

# October 1997

## INDIAN NATIONS COUNCIL

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
			1	2	3	4
5	6	7	8	9	10	11
12	13 <i>Columbus Day (Observed)</i>	14	15	16	17	18
19	20	21	22	23	24	25
26 <i>Daylight Savings--set back 1 hour</i>	27	28	29	30	31 <i>Halloween</i>	



# November 1997

## INDIAN NATIONS COUNCIL

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

# GATHERING TIME ACTIVITIES

Getting the meeting off to a good start often depends on the little things . . . the greeting at the door (or the lack of it); the activity involving people as they arrive (or the lack of it); the opening song or ice breaker (or the lack of it). These are the little things that put sparkle and punch into pack Meetings and give a touch of spice that adds to one's enjoyment.

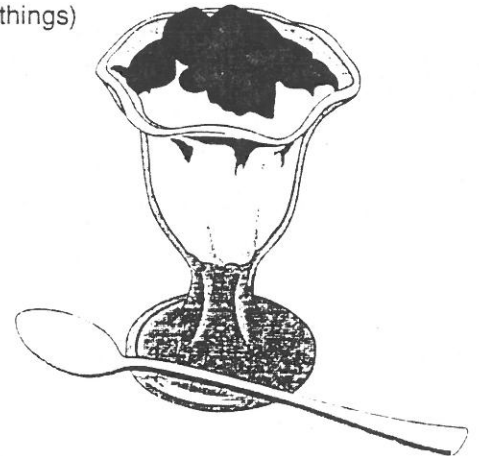
Any gathering of your den or pack can be made or marred in the first 15 minutes while the group is gathering. If ice is permitted to form at the beginning, valuable time and effort must be spent in thawing it. Simple preliminary games and contests that almost run themselves are necessary as ice-breakers.

These activities include dramatics, tricks, ice-breakers, mock intelligence tests, and even somewhat nonsensical recreations in which everyone in the audience joins the leader. Such stunts can be used in the meeting to enliven it at moments when the interest seems to be waning or when there is a lag between the staging of stunts by Dens. (*See Run-ons in the Games, Songs, and Skits section of this book*).

The next several pages are gathering time activities that can be used in many ways. They may be used before den or pack meetings start, or as a get to know each other.

1. Give each person a sheet of paper with the letters of G I V E T H A N K S, or a similar thought and have each person list an item, beginning with each letter listed, that they are thankful for.
2. Brush Up On Your State Knowledge (*write on cards, see how many they can answer*)  
Oklahoma -means "home of the red people".

Motto:	Labor Omnia Vincit (Labor conquers all things)
St. Bird:	Scissor-tailed fly catcher
St. Tree:	Redbud
St. Flower:	Mistletoe
St. Animal:	Bison
St. Fish:	White Bass or Sand Bass
St. Grass:	Indian Grass
St. Reptile:	Mountain Boomer or Collard Lizard



3. Christmas Greetings - Each Cub Scout is given a pencil and card. See how many different Christmas greetings he can write down. (max. 10 minutes)

4. A Sad State of Riddle - The answer to these riddles are found in the abbreviated names of states. How many do you know?

1. What state is always sick? Ill. (Illinois)
2. What state is the fathers state? Pa. (Pennsylvania)
3. What state wears skirts? Miss. (Mississippi)
4. What state is always surprised? O. (Ohio)
5. What state is very religious? Mass. (Massachusetts)
6. What state prescribes medicine? M.D. (Maryland)
7. What state makes noise like a parrot? Ark. (Arkansas)
8. What state can count above nine? Tenn. (Tennessee)
9. What state cuts the grain? Mo. (Missouri)
10. What state is in the laundry business? Wash. (Washington)

5. Riddles

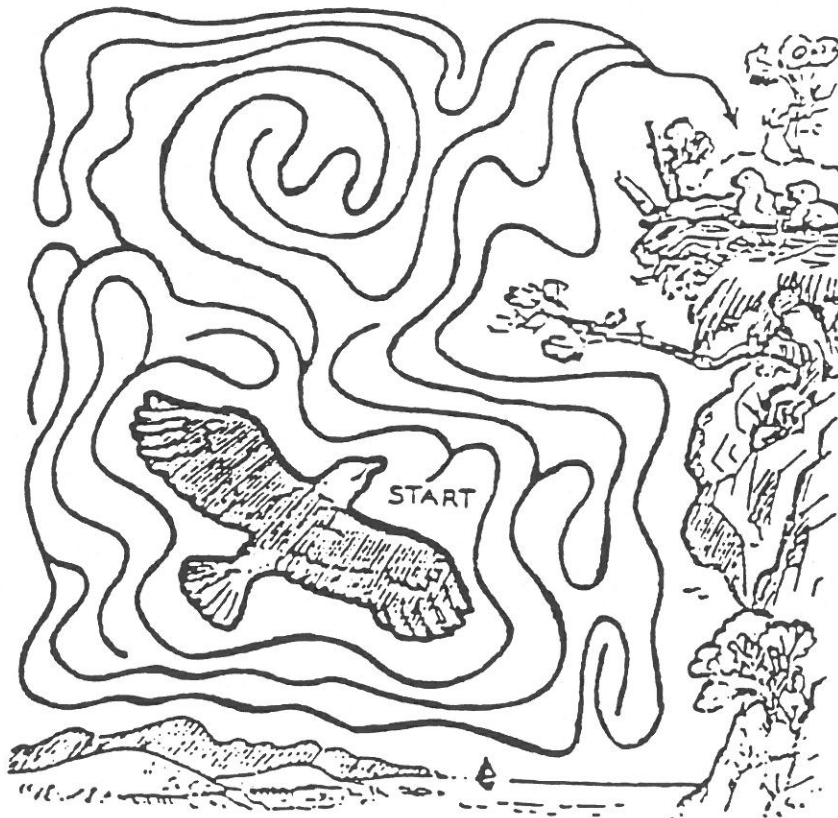
1. Which month has twenty eight days? (all of them)
2. What kind of beans do not grow in a garden? (jelly beans)
3. What animal needs to be oiled? (mice-they squeak)
4. What has holes in it but can hold water? (a sponge)
5. What can birds do that we can't? (Take a bath in a saucer)
6. Why do birds fly south in the winter? (It is too far to walk)
7. How do you write to a fish? (Just drop him a line)
8. Why is grass dangerous? (It is full of blades)



6. Rhyme Time - These are pairs of rhyming definitions. Give the boys a few examples and then see if they can think of some of their own.
1. A skinny horse (bony pony)
  2. A seafood platter (fish dish)
  3. Comic little rabbit (funny bunny)
  4. A foul in a prize fight (low blow)
  5. A hobo in the rain (damp tramp)
  6. Flowers asleep in the field (lazy daisy)
  7. Timid insect (shy fly)
  8. A bee's home (live hive)
  9. Ride on a three-wheeler (trike hike)
  10. Happy father (glad dad)

## FLIGHT HOME

Which air current will Mother Bald Eagle take to reach her nest of sticks?



# CHRISTMAS



Can you find all the Christmas words in this word search puzzle.

Words can be found either horizontally or vertically.

Y  
 L  
 T L S  
 H O E  
 T G N  
 M N O O C  
 I A O B A  
 S S D B R  
  
 W H G T W I O V P  
 H O N V I R L I R  
  
 S L G L I Y L E E Y E T S  
 C E I L K T L E R U S I H  
 A I E Y C I M O S L E N O  
  
 C A N D L E O V I S W E N S L E S  
 A C D G S V T I S I U L T E E R T  
 A N N D Y U M I S T L E T O E L I P A R T  
 B E L L G O O D W A I R Y G H T A E R W E  
  
 N G O  
 D H L  
 L A T T A  
 L S Y

BELL  
 RIBBON  
 CAROLERS  
 STAR  
 LIGHTS  
 TINSEL  
 PRESENT

REINDEER  
 CANDY  
 SLEIGH  
 HOLLY  
 WREATH  
 NATIVITY  
 YULE LOG

CANDLE  
 SANTA  
 GOOD WILL  
 STOCKING  
 MISTLETOE  
 TREE

# THE TREE FARM

There's a great big tree farm where different kinds of trees grow. When you unscramble all the letters you'll see how many trees you know.

1. IRF
2. ENIP
3. PELAM
4. KAO
5. YAMSCOER
6. MEL
7. RCIBH
8. MLAP

Answers: 1. Fir 2. Pine 3. Maple 4. Oak 5. Sycamore 6. Elm 7. Birch 8. Palm

# CROSS WORD PUZZLE

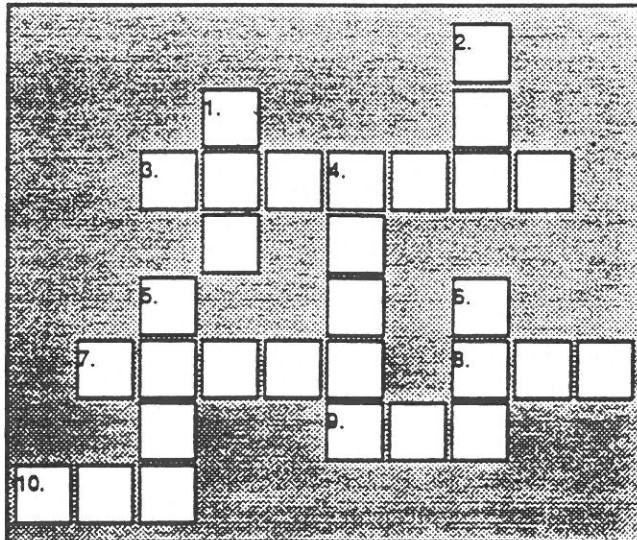
Fill in the names of the animals in the squares from the clues that tell what sound each one makes.

ACROSS

3. Cock-a-doodle-doo
7. Neigh
8. Who! Who!
9. Oink
10. Meow

DOWN

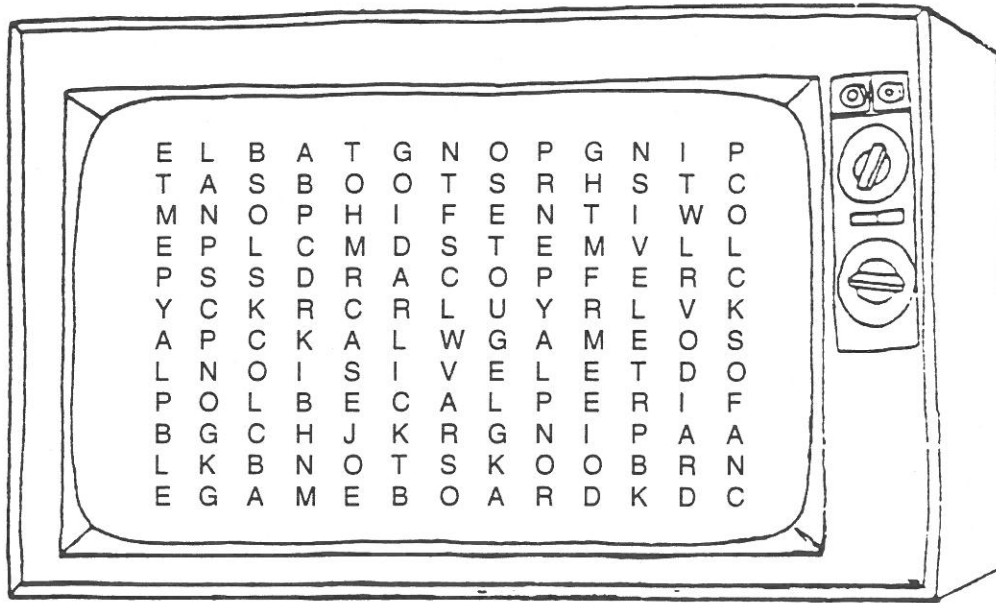
1. Moo
2. Buzz
4. Baa
5. Blaat
6. Bow-wow



Answers:

Across-(3) rooster. (7) horse. (8) owl. (9) pig. (10) cat. Down-(1) cow. (2) bee. (4) sheep. (5) goat. (6) dog.

# FAMILY FUN



BOOKS

BOOKCASE

CLOCK

FIREPLACE

GAMEBOARD

LAMPS

PING-PONG TABLE

PLAYING CARDS

PLAYPEN

RADIO

SOFA

TELEVISION

# SOMETHING NOT TO BE

Find the missing letters. They spell something no one wants to be. What is it?

BOTT\_ ES  
 T\_ NS  
 S\_ RING  
 S\_ ICKS  
 PAP\_ R  
 T\_ ASH  
 RUB\_ ISH  
 J\_ NK  
 RA\_ S

Answer: Litterbug





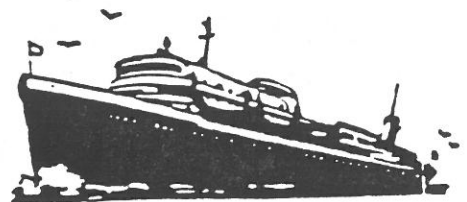
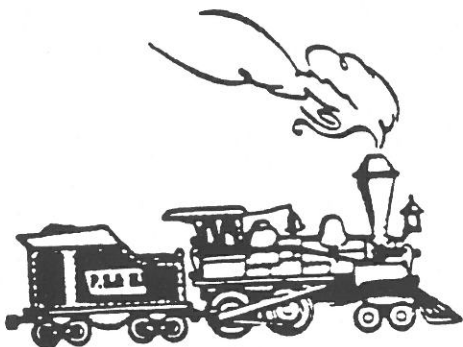
# THINGS THAT GO

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

BALLOON  
 BICYCLE  
 BOAT  
 BUS  
 CAB  
 CAMPER  
 CANOE  
 CAR  
 ELEVATOR  
 FERRIS WHEEL  
 WHEEL

GLIDER  
 JET  
 KITE  
 MOTORCYCLE  
 PARACHUTE  
 PLANE  
 ROCKET  
 SATELLITE  
 SHIP  
 SKATES

SLED  
 SUBWAY  
 TRACTOR  
 TRAIN  
 TRICYCLE  
 TROLLEY  
 TRUCK  
 UNICYCLE  
 VAN  
 WAGON



# NATURALIST

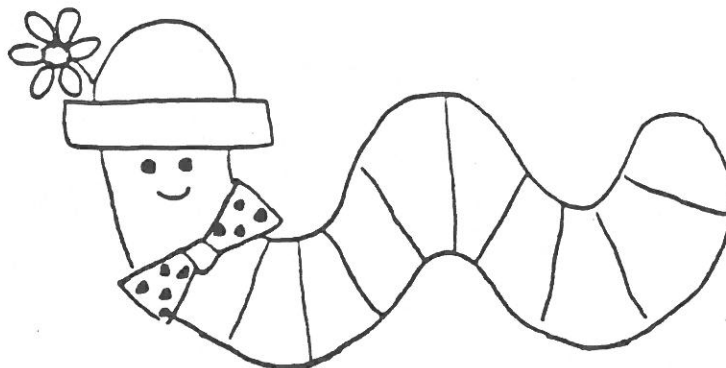
Try to find the words listed below either vertically, horizontally, or diagonally.

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 N 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

ANIMAL  
 SOIL  
 SPIDER  
 SNAIL  
 SNAKE  
 TERMITE  
 TICK  
 TREE  
 TURTLE  
 WASP  
 WEED

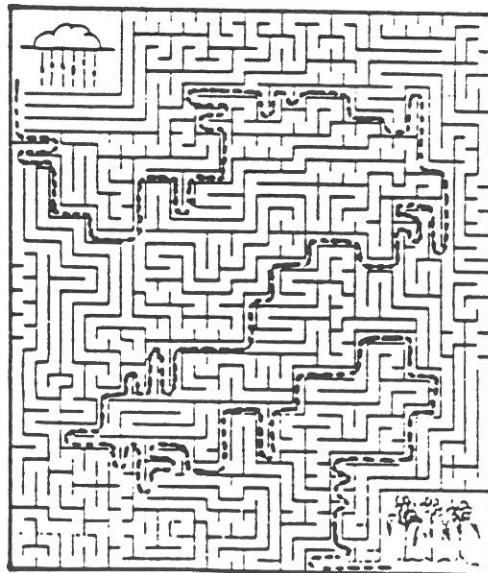
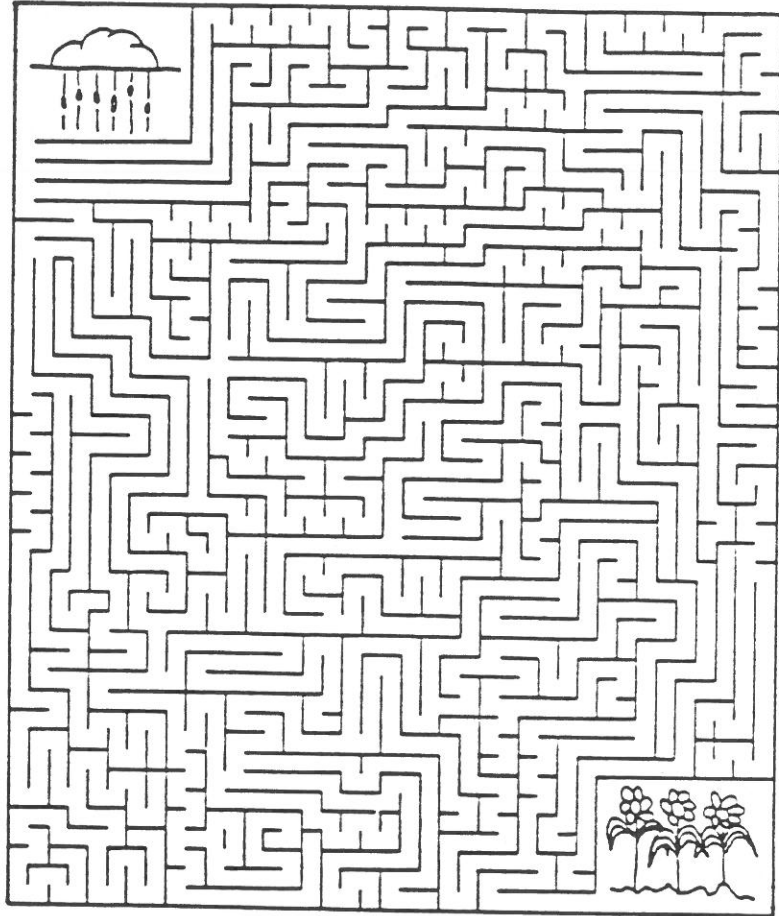
FROG  
 AMPHIBIAN  
 ANT  
 BEE  
 BIRD  
 CRAB  
 DAISY  
 FLY  
 FISH  
 FLOWER  
 SHRUB

GRASS  
 GRASSHOPPER  
 GERANIUM  
 INSECT  
 LIZARD  
 MAMMAL  
 MOSQUITO  
 POISON IVY  
 ROSE  
 WORM



# SHOWERS TO FLOWERS

About this time every year, Mother Nature makes her annual transition from gloom to bloom. Can you help by tracing the path for her from the April showers through the maze of changeable days to May flowers?

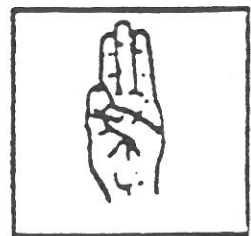
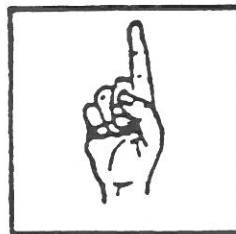
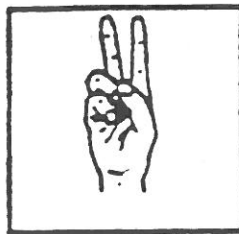


# TEACHING YOUR BOBCCAT

## THE SIGN

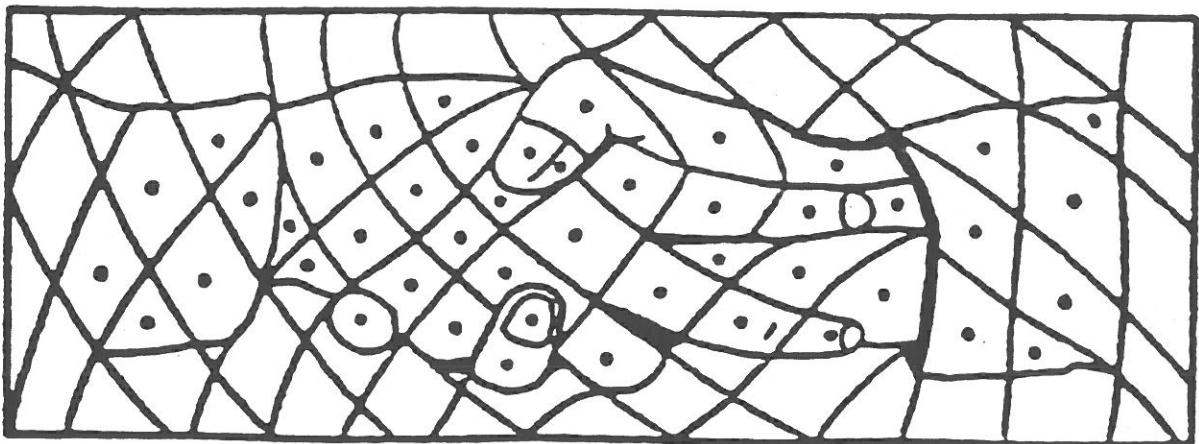
The Cub Scout sign is made with your right hand held high above your shoulder, with the first two fingers forming a "V". This is the sign of Cub Scouts all over the world. The two extended fingers stand for two parts of the Cub Scout Promise. . . "to Help Other People " and "to Obey the Law of the Pack".

**COLOR THE BOX THAT SHOWS THE CORRECT SIGN:**



## THE HANDSHAKE

To shake hands as Cub Scouts do, hold your right hand just as you usually would shake hands, but place your first fingers along the inside of the other fellow's wrist. These two fingers of the handclasp means to "Help Other People" and to "Obey the Law of the Pack".



**CAN YOU FIND THE HANDCLASP?** With a pencil lightly shade in the space containing dots. Do not shade the spaces without dots.

# THE MOTTO

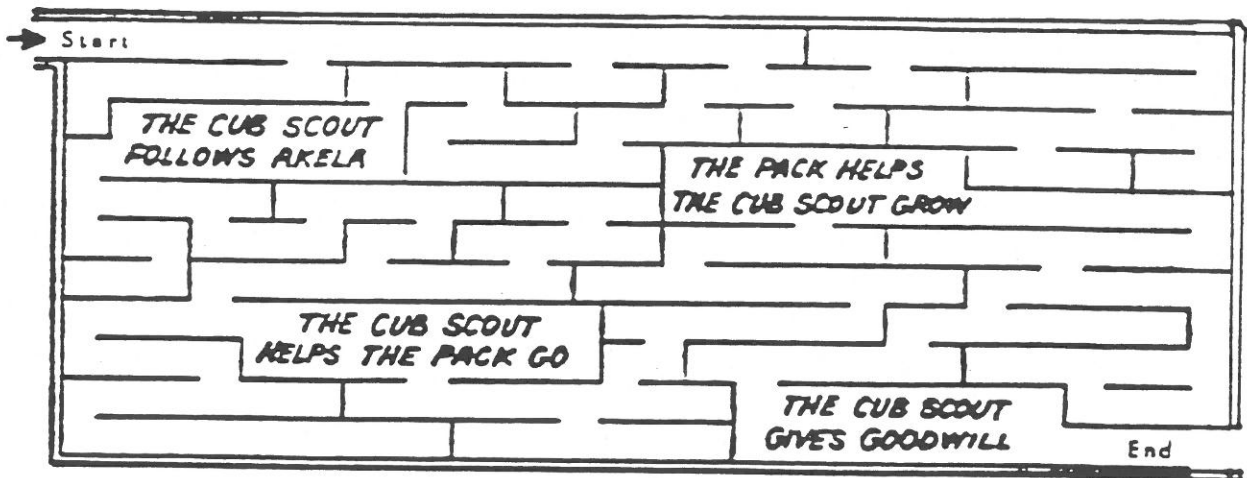
HOLD THIS PAGE IN FRONT OF A MIRROR TO FIND OUT WHAT THE MOTTO IS:

Remember that another boy may do something better than you do it, but if you are doing your best you shouldn't be ashamed. Don't be satisfied with anything but your best. Try to better your own record and make your best better and better.

**"DO YOUR BEST"**

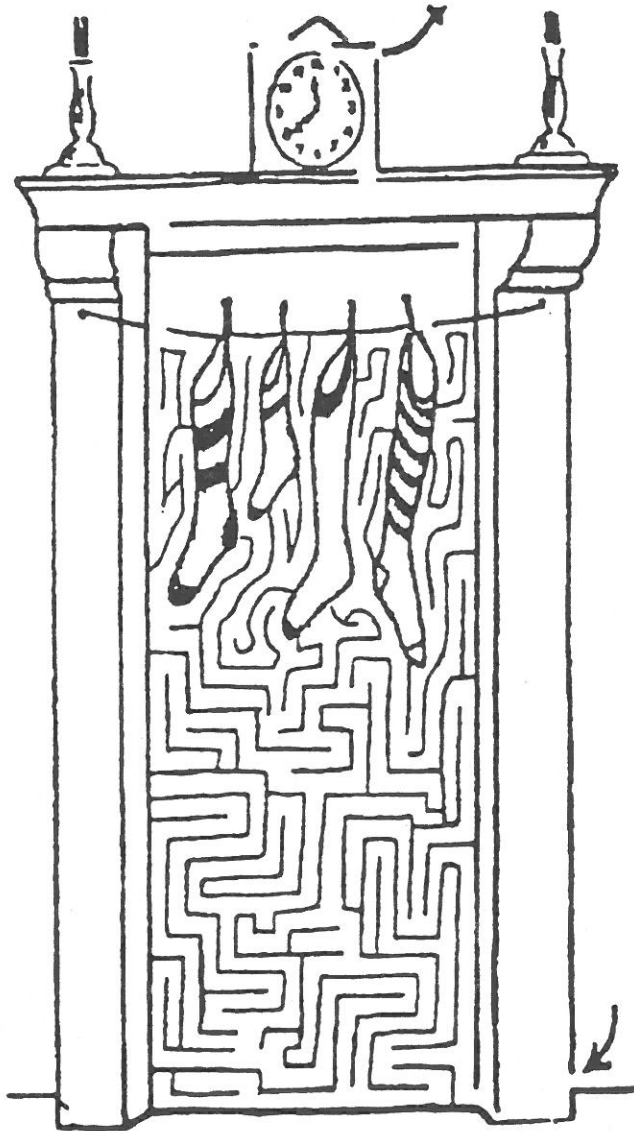
# THE LAW OF THE PACK

Use a pencil to find a path through the four parts of the Law of the pack.  
Can you do it without a wrong turn.



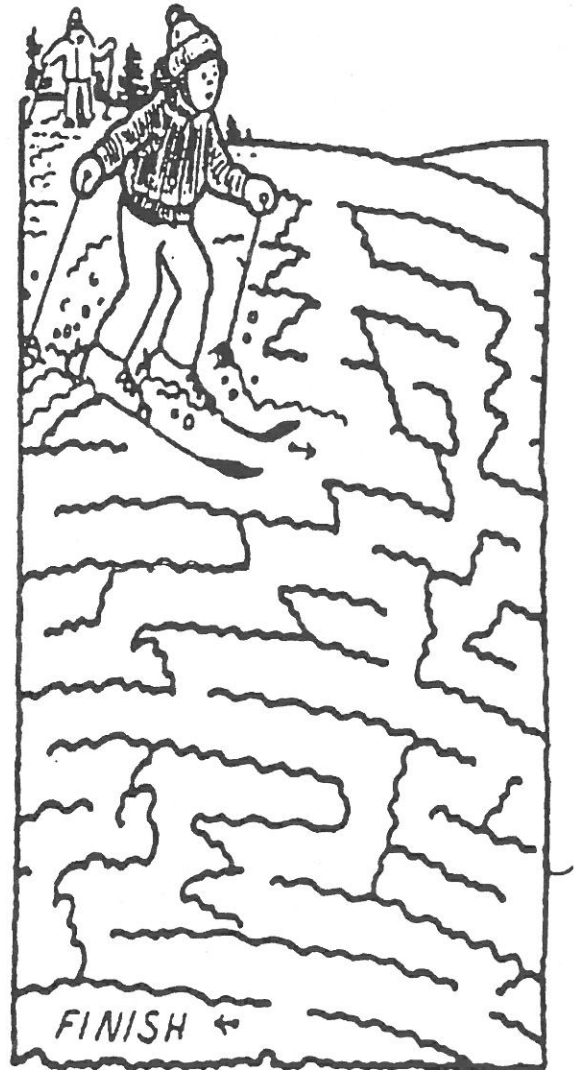
## THE CLOCK

Find your way through the maze.



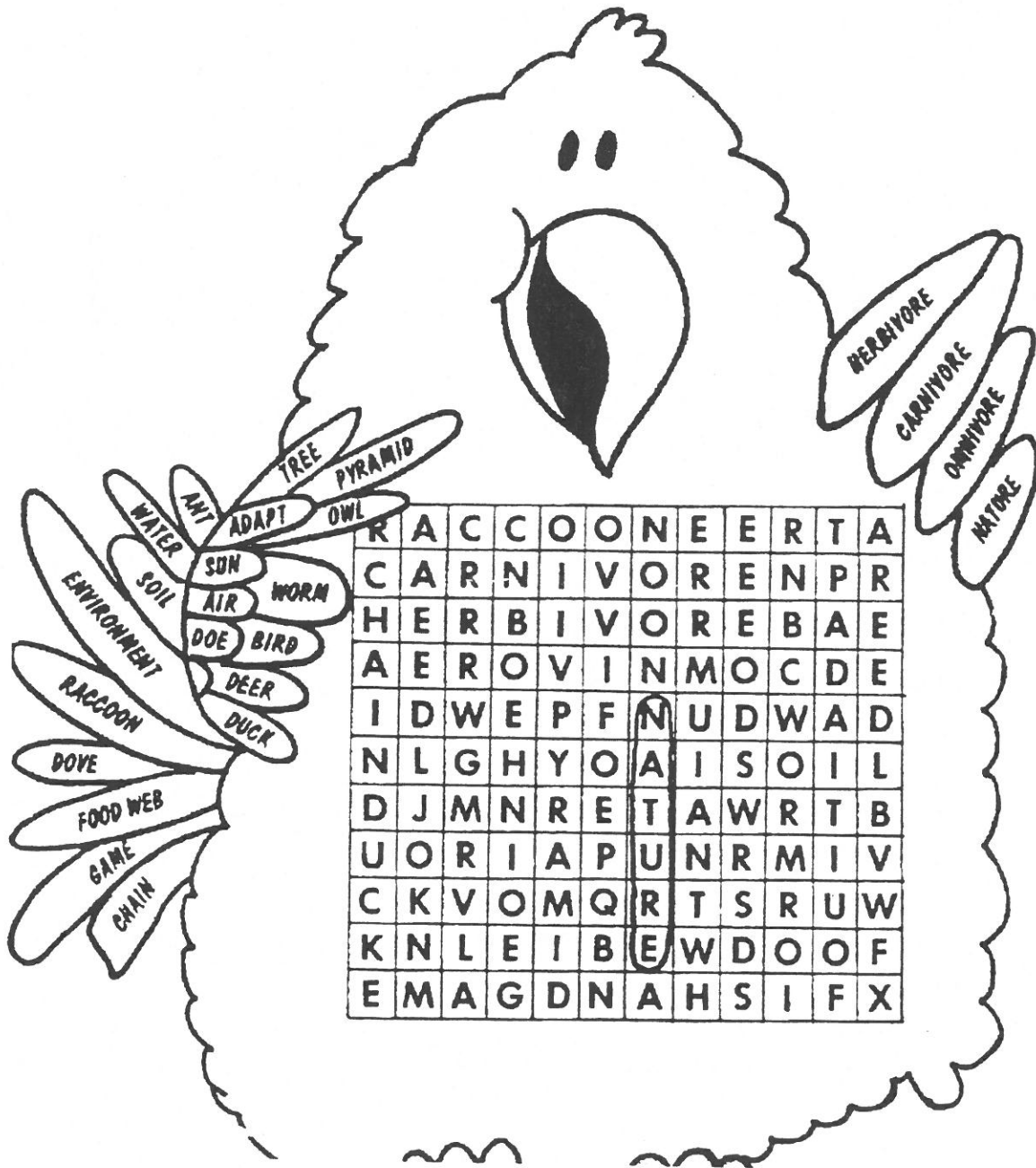
## SKI FUN

Can you ski to the bottom of the hill without crossing any lines?



# WHAT'S IN MY FEATHERS?

The bird has words on his feathers. Circle each word you find in the puzzle then color that feather. How many can you find?





# BINGO

Check off what you see. You do not need to pick anything.

**B I N G O**

SOIL 	CLOUD 	FLY 	BIRD SINGING 	LEAF 
PRAIRIE 	WIND 	TREE 	SEEDS 	AN ANIMAL MOVING 
AN ANIMAL EATING 	SPIDER 	free	BUTTERFLY 	FLOWER 
FISH 	GRASS 	HOLLOW LOG 	HILL 	NEST 
LAKE, STREAM OR RIVER 	RAIN OR DEW 	MUSHROOM 	SHADOW 	PINE CONE 

CHECK OFF WHAT YOU SEE. YOU DO NOT NEED TO PICK ANYTHING.

## FIRE SAFETY QUIZ

1. What should you do to be ready if fire should strike your house?
  - a. Keep pail of water handy.
  - b. Have an escape plan and rehearse it often.
  - c. Be ready to carry out furniture.
  - d. Have a suitcase already packed.
  
2. In making your escape plan, why should you know two ways out of every room?
  - a. So I can see different parts of the house when I practice.
  - b. In case fire or smoke blocks one escape route.
  - c. To keep people guessing.
  - d. To make fire drills more fun.
  
3. If your clothing catches fire, what would you do?
  - a. Run for help.
  - b. Look for water to throw on yourself.
  - c. Roll on the floor or ground, wrapping yourself in a coat or blanket or rug, if possible.
  - d. Try to blow out the fire.
  
4. What should you use for light in a dark closet where there is no light bulb?
  - a. A match
  - b. A candle
  - c. A cigarette lighter
  - d. Flashlight
  
5. When you check extension cords in your home for fire hazards, what should you look for? Choose two.
  - a. Frayed, broken insulation
  - b. Whether the color matches the woodwork.
  - c. Whether they run under rugs.
  - d. Whether the plug is white or brown.
  
6. If there are small children in your home, you should be especially careful that they cannot play with what?
  - a. A pile of blankets
  - b. Matches
  - c. Tennis balls
  - d. Pots and pans
  
7. In checking around a furnace for fire hazards, you should remove which of these?
  - a. Fishing rods and reels
  - b. Tables
  - c. Garden tools and aluminum folding chairs
  - d. Gasoline can, greasy rags, and newspapers.

## SOLUTION FOR FIRE SAFETY QUIZ

1. (b) Have an escape plan and rehearse it often.
2. (b) In case fire or smoke blocks one escape route.
3. (c) Roll on the floor or ground, wrapping yourself in a coat or blanket or rug, if possible.
4. (d) A flashlight
5. (a) Frayed, broken insulation  
(c) Whether they run under rugs
6. (b) Matches
7. (d) Gasoline cans, greasy rags and newspapers.

## LEAPING SALT OR THREAD

Put a small amount of salt on the table. Run a comb through your hair. Then hold the comb about 1" above the salt. The salt will leap up and stick to the comb. A piece of thread will move in circles when the comb moves or stands up.

## OUTDOOR ADVENTURE

As people enter hand out cards to each one. On each card should be a name or picture of something in nature. Each picture or name should have a mate on another card. People should then roam around the room trying to find their mate. This is a very good activity for getting people to meet and talk to each other or to organize groups of 2-4-6, etc. for activities to follow.

### EXAMPLES:

Acorn--Oak tree (other nut trees)  
Male-- Female cardinal (other birds)  
Apple- Apple trees (other fruit trees)  
Fish-- Pond (bird-tree, fox-meadow, etc.)

## OPTICAL ILLUSION

Cut out a pig or other animal from bright red paper about 4" in size. Mount him on a piece of white paper. Hang the picture on the wall. Next to it, hang a large piece of white paper. With the light to your back, look at the animal steadily in the eye and count to 20. Then look directly at the large sheet of white paper. There you will see a green animal. It will surprise everyone.

# AGE OF DINOSAURS

Follow the dinosaur maze.



## WHERE TO GO

### ARTS

**Alexander Hogue Gallery** - Phillips Hall, University of Tulsa, 600 South College, 631-2202. September - May; 8 AM - 4:30 PM, Monday - Friday; Saturday - 1 PM - 4 PM. Self guided tours, Free admission.

**American Theater Company** - Call Linda 747-9494 about group rates and list of plays. All shows are at the John Williams Theater of Performing Arts. Now have Global Village Children's Theater at Philbrook Museum call for dates and times.

**Discovery Land Theater** - West 41st, Prattville. This is the 5th largest amphitheater in the nation. Open June - August for the musical "Oklahoma". Call 742-5255 for information. Call 245-6552 for tickets. A group of 20 or more get a \$3.00 discount off the ticket. Tickets are \$14.95, ages 10 and under are free when accompanied by an adult.

**Fenster Gallery of Jewish Art** - 1223 E. 17th Pl., 582-3732. Group tours by appointment. Not open on Sabbath or other Jewish holidays. Open Sunday - Thursday 10 AM - 4 PM. Call for time available. Free admission.

**Theater Tulsa** - 207 N. Main, Tulsa, 587-8402. Contact Jay Hengst Monday - Friday, 9 AM - 4:30 PM. Call at least a week in advance. The best time to visit is during the run of the show so you can see the sets. Tours are on a show by show basis and are included in the ticket price. The tour includes backstage, sets and history of the theater.

**Trail of Tears Production** - Tahlequah, Ok. Contact Cherokee Heritage Center at 1-456-6007, P.O. Box 515, Tahlequah, 74465 for details. Drama runs June - August, 8:30 PM, Tuesday - Saturday. Ancient Village Tours 10 AM - 5 PM, Tuesday - Saturday. Special group/Scout rates.

**Tulsa Ballet Theater** - 4512 S. Peoria, Tulsa, call Lin Kelly at 749-6030. Monday - Friday, 9 AM - 5 PM during the school year. Call for arrangements.

### HISTORY

**Creek Council Oak Tree** - 18th and Cheyenne. The marker at this address tells of the council fire used as a tribal meeting area by one segment of the Creek Tribe known as the Locapoka or the Turtle Clan.

**First Post Office Marker** - 41st Street near Trenton. The first post office was opened near this site by Lewis Perryman.

**Fort Gibson Stockade** - Fort Gibson, Ok. Monday - Saturday, 9 AM - 7 PM. Sunday 1 PM - 7 PM. Restored fort of the early frontier. Free. While you are in the area go by the National Cemetery.

**Frank Phillips Home** - 1100 South Cherokee, Bartlesville, Ok. 1-336-2491. Wednesday - Friday 10 AM - 5 PM. Sunday, 1 PM - 5 PM. Free admission.

**HAR-BER Village** - Harbor Rd. and Main St., 3 1/4 miles west of Grove, Ok. 1-786-6446. Open 9 AM - 6 PM daily. March 1 to December 1. Historical information and collections. Self guided tours of 116 buildings and displays. Display #56 is a Scouting display featuring the oldest Scout uniform.

**Harwelden** - 2210 South Main, Tulsa, 584-3333, ask for Mendi Dunn. Self guided tours Monday - Friday 8:30 AM - 4:30 PM. This beautiful old mansion is home to the Arts and Humanities Council and the American Indian Heritage Center. Free admission.

**Murrell Home** - Tahlequah, OK. 1-456-2751. Wednesday - Saturday 10 AM - 5 PM; Sunday 1 PM - 5 PM. Three miles south of Tahlequah on Hwy. 62, then 1 mile east of Hwy. 82 (watch for sign). Site of many early day social events of the area. 3/4 mile nature trail. Free admission.

**Muskogee Creek Council House & Museum** - 106 W. 6th, Tulsa. 756-2324. Built in 1878 as government offices of Muskogee Creek Nation. Many displays. Year round tours. Please call 2 weeks in advance for arrangements.

**Perryman Home** - Located on the southwest corner of 31st and Utica. The Perrymans were early settlers in the Tulsa area and once owned all the land in this area.

**Perryman Indian Cemetery** - 32nd and Utica. This is a good service project as the cemetery usually needs some work. Contact Anetta Trip, 742-1002.

**Philtower** - 427 Boston Ave. Run by the Tulsa Historical Society. Open Monday - Friday 9 AM - 5 PM. Exhibits in the lobby rotated every 3 months.

**Tsa-La-Gi Cherokee Village** - Tahlequah, Ok. Two miles south of Tahlequah on Hwy. 82. 1-456-6007. Open from the 1st Saturday in May through the end of August; Tuesday - Saturday 10 AM - 5 PM. Charge for admission. Call for special group/Scout rate.

**Tulsa Historical Society** - 1400 Gilcrease Museum Rd. (on the grounds of Gilcrease Museum. Hours are 11 AM - 4 PM, Thursday and Saturday; 1 PM - 4 PM Sunday. Free admission.

**Washington Irving Monument** - Located at the intersection of West Easton and North Vancouver. Irving passed through in the early 1800's.

**Will Rogers Memorial** - 1720 W. Will Rogers Blvd, 29 miles NE. of Tulsa on the hill overlooking Claremore, Ok. Opens 8 AM - 5 PM daily. Admission is free. Tours can be arranged if you call in advance. 341-0719.

**Will Rogers Birthplace** - Near Oologah off US Hwy. 169 (follow the signs). Open from dawn to dusk daily. Tours 10 AM - 2 PM. For information call 275-4201.

**USS Batfish War Memorial** - Open March 15 - October 15, Monday - Saturday, 9 AM - 5 PM; Friday - Sunday, October 15 - December 1. 1-682-6294. Take the Muskogee Turnpike to the Port of Muskogee/Hyde Park exit. Self guided tours. Group rates.

## NATURE AND ANIMALS

**Allen Ranch** - 19600 South Memorial Drive, 366-3010. Trail rides and hayrides with wiener roast are available. Over-night campouts with 3 hour rides, with or without food are available. Campground facilities and GROUP DISCOUNTS. Open all year. Closed on Mondays.

**Carmichael Produce** - 14800 South Memorial, 366-4728. Great place to go in October to see hundreds of pumpkins piled up, scarecrows, corn and animals. Nice jack-o-lanterns are available for about \$1.

**Honor Heights Park** - Muskogee, OK. 1-684-6302. Contains every flower shrub native to Oklahoma. Famous for spring Azalea Festival but equally showy with fall flowers.

**Juniper Hill Farms** - 9740 East 121st St. South, Bixby, Ok. Call 369-5256 1-2 weeks in advance to schedule. Self guided tours. Monday - Saturday 8 AM - 5 PM.



**KJM Stables** - 9801 South Sheridan, Tulsa. Contact Dawn or Kevin McCorkle at 299-9283 about group rates or rides and lessons. Tours of barns and horses. Free admission.

**Mingo Stables** - 12601 South Mingo, call 369-5692 ask for John. Open every day 9 AM - 9 PM. Trail and hayrides with cookout, campouts, and horse rentals available. Western and English riding lessons. Scout discounts.

**Mohawk Park** - 36th Street North and Sheridan Avenue. This is the third largest municipal park in the United States. Activities available include horseback riding, fishing, boating, golfing, biking and hiking. For picnic reservations call 836-4489.

**Oklahoma Department of Wildlife Conservation** - Fairgrounds, Tulsa, 744-1039. Lots of pamphlets available for pickup and also a film library of nature films to be ordered from Oklahoma City. During the fair there is a large exhibit of animals.

**Oxley Nature Center** - Located at Mohawk Park, 6700 Mohawk, Blvd., 669-6644. Go in main Mohawk Park entrance and follow the road until you come to the sign and gate. Gates open 8 AM - 5 PM daily. Building open Monday - Saturday 10 AM - 4:30 PM; Sunday 12 PM - 4:30 PM. Eight miles of trails ranging from 1/3 to 1/2 mile in length. There is a patch you may earn and purchase there.

**Perryman Wrangler Ranch** - 11524 S. Elwood Ave., Jenks, 299-2997. A 280 acre working ranch offering hayrides, horseback riding, bar-be-que cookouts, fishing, campouts, storytelling, gunfight re-enactment and dances by American Indians. Open year round. Call for arrangements.

**Pet Mart** - 6928 S. Lewis, Tulsa 494-0989 ask for Randy. 200 varieties of fish, birds. Tours given any day with at least 24 hours notice. Prefer mornings.

**River Parks Authority** - 596-2001 (office)

**Fitness Parcourse** - Trail runs along river between 11th and 18th streets. A small nature trail is off the main trail.

Frisbee Golf - 41st and Riverside

Wildflower Plots - 46th and Riverside

**Old West Playground** - West across 23rd Street Bridge. Take road on south side of bridge, just past McMichael's. Signs to follow. Clever old west town and stagecoach.

**19th Street Overlook** - Restaurant, restrooms, and playgrounds.

**Pedestrian Bridge & Dam** - 31st Street, Trails, hiking paths and flower gardens.

**Swan Lake** - 17th Place and Utica. Swans, turtles, ducks and fish.

**Sequoyah State Park** - is located in Wagoner County on Fort Gibson Lake. Take Hwy. 51 to Wagoner and it is 8 miles outside of Wagoner. The Park offers the Whispering Pines Mountain Bike Trail. The trail consists of 4 different trails from easy to challenging. There is also a Nature Center, fossil trail, fitness and nature trail for the non- bikers. You may want to take your camera because there are lots of deer in the park.

**Tulsa Municipal Rose Garden & Ann Hathaway Herb Garden** - (Woodward Park). 23rd and Peoria, next to the Tulsa Garden Center. Contact them at 746-5125 for information about special shows and programs.

**Tulsa Stockyards** - 913 North 161st East Ave. Sales on Monday mornings, tours available then. Call in advance at 234-3438.

**Tulsa Zoological Park** - Located at Mohawk Park. 5701 East 36th Street North. Open 10 AM - 5 PM. Call 669-6219 ask for Barbara Grimm, for docent guided tours. There is a patch you may earn. Hours are Tuesday - Saturday 9 AM - 5:30 PM.

## GOVERNMENT

**City Hall** - Tulsa Civic Center, 200 Civic Center. Call Tracy Shushbeck at 596-7605 in advance to schedule tours. Tours given Monday - Friday 8 AM - 5 PM. Tours include mayor's office and city council rooms.

**Tulsa Fire Department** - Contact the Captain of the station you wish to tour to make arrangements. Station #4 which is near downtown has a fire pole, a dog that does tricks and an old fire engine. Any station will be happy to give you a tour.

**Tulsa Police Department** - Crime Prevention Department, 600 Civic Center. Call 591-4511 in advance to arrange tours. For daytime only.

**Tulsa County Sheriff's Department and Courthouse** - Call officer Wayne Pauley at 669-8221 in advance to arrange tours. Tours are given between 8 AM - 5 PM, Monday - Friday. Special arrangements can be made for Saturday and evening tours, but you cannot see the courtroom in action at these times. Tours include jail, booking rooms as well as court.

**United States Post Office** - 3rd and Denver, Tulsa. Call 599-6800 to see when the next tour will be given. Tours last 30-40 minutes. Ask about the Ben Franklin Stamp Club when they explain about stamp collecting.

## TOURS

**Adams Mark Hotel** - Call Virginia Will at 560-2215 for arrangements to tour hotel. Tours will depend on the occupancy of the hotel. Please allow at least 1 week notice.

**Excursion Train Ride** - A real train ride from Mohawk Park to Collinsville and back. Call 371-2343 for schedule of next train ride. Admission \$7.00 ages 3-11 and \$10.00 for adults.

**F&M Bank & Trust** - 1330 South Harvard, Tulsa. Call Marketing at 744-1330 to arrange tour. Please allow at least 2 weeks advance notice. No more than 19 in a group. (If more than 10--group will be split and tours given back to back.)

**Keystone Dam** - Call 865-2919 for information and to schedule tours. The month of January you can watch the bald eagles soar and dive for fish in the river below the dam. An access area on the north side of the river is the best spot for viewing the eagles.

**Oklahoma Air National Guard** - Tulsa International Airport, 832-8325, Kim Maloy. Tours are given only on Saturdays during drills at 9:30 AM. Call for arrangements.

**Oklahoma Army National Guard** - 2101 Lynn Lane (S. 9th St.), Broken Arrow. Please call 1st Sgt. LeMaster, at 455-5445.

**Oral Roberts University** - 7777 South Lewis. Self guided tour of Prayer Tower, also a slide show. Please call 495-6807 for further information. Open 10 AM - 4:30 PM, Monday - Saturday; 1 PM - 5 PM Sunday.

**PSO Generating Plant at Riverside** - (Jenks) Call Mike Messer at 599- 4993 or Annette Wallace at 599-4997 to schedule tour. 8 AM - 4:30 PM Monday - Friday.

**Sun Oil Packaging & Bottling Plant** - Contact DJ at 586-6700 to schedule tours. Tours vary as to when they can be given.



**Radio Stations** - Contact individual stations for information. (Yellow pages.)

**Television Stations** - Contact individual stations for information. (Yellow pages.)

**Tulsa International Airport** - Call Tracy at 838-5000. Tours are no longer given to groups but Tracy will show an adult where they can take the groups for a self guided tour.

**United States Weather Bureau** - 10159 E. 111th St., Suite 300 (Bank IV Bldg.). Contact Steve Piltz, 832-4116, to schedule tours. Tours Monday - Friday 8 AM - 5 PM.

**Waste Treatment Plant** - Call Mike Patton, 596-9863, to make arrangements.

**Water Treatment Plant** - Call 596-9847 or 596-9848 between 7 AM and 4 PM in advance for tours. 8 years or older please. Visit either plant, 3600 East Mohawk or 18707 East 21st. Tour takes about 1 hour.

## MUSEUMS

**Bacone Indian College Museum** - Muskogee, Ok. 1-683-4581. Take Muskogee Turnpike, exit at Hwy. 62 (Muskogee/Bacone) turn right, at 2nd stoplight turn right. Open Monday - Friday, 10 AM - 12 Noon and 1 PM - 4PM. Indian artifacts.

**Collinsville Depot Museum** - 115 South 10th Street, on fairgrounds. Open Sunday 1 PM - 5 PM, other times by appointment only. Call Linda Pfeffer at 371-5508 for information and appointment. Area historical information.

**Five Civilized Tribes Museum** - Muskogee, 1-683-1701. Go south on Hwy. 69, turn right on Okmulgee then right on Honor Heights Drive. Open Monday - Saturday 10 AM - 5 PM; Sunday 1 PM - 5 PM. Admission charge. Group rates.

**Gilcrease Museum** - 1400 Gilcrease Museum Road, 596-2700, September - March best months for tours. Tours weekdays 9 AM - 5 PM; Sunday 1 PM - 5 PM. Call for reservations and information about special displays. Make reservations 2 weeks in advance.

**Hands on Children Museum** - 7704 E 38, Tulsa. 663-3333, call Diane if you have a group of 10 or more. Group rates are \$3.50 for 10 or more. Hours are Tue.-Wed.-Fri.- 9:30 - 3 PM; Thur. 9:30 - 8 PM; Sat. 9:30 - 5 PM; Sun. 12:30 - 5 PM. This is a great place for Tiger Cubs and Wolfs.

**Harmon Science Center** - 5707 E 41, Tulsa. 622-5000. Cost is \$3.25. Hours are Fri. 3:30 - 6 PM; Sat. 10 AM - 6 PM and Sun. 1 PM - 5 PM. The science center has over 25,000 square feet of exhibits and fun things to do. They offer an overnight lock-in for \$10.00 (must be 100-200 people). This is a great place to take Bears and Webelos for requirements and everyone else too.

**J.M. Davis Gun Museum** - 333 North Lynn Riggs Blvd., Claremore, Ok. Monday - Saturday 8:30 AM - 5 PM; Sunday 1 PM - 5 PM. Free admission. More than just a gun museum. For more information, call 341-5707.

**Kerr Museum** - Poteau, Ok. 1-647-8221. Closed on Monday. Open Tues.- Sun. 1 PM - 5 PM. Six miles south of Poteau on Hwy. 59 and Old 271. Home of former Governor/Senator Robert S. Kerr. Admission fee. Group rates available.

**Philbrook Museum** - 2727 South Rockford, 748-5309, Tues. - Sat. 10 AM - 5 PM; Sunday 11 AM - 5 PM. Call 2 weeks in advance to make arrangements. Tour minimum 10 maximum 60. Guides will go on tours with you. Admission charge. Group rates. Free to children 12 and under.

**Woolaroc Museum** - 1-336-0307. 14 miles southwest of Bartlesville on Hwy. 123 (Frank Phillips Memorial Hwy.). Open 10 AM - 5 PM daily except Monday. Summer 10 AM - 8 PM, 7 days a week. Entry fee for adults, children under 16 free. Group tours get one adult free for every 5 children. Group tours may be arranged in advance by writing the Museum Director, Woolaroc Museum, Rt. 2 Box 2100, Bartlesville, Ok. 74003 or by calling. Please allow 2 weeks advance notice No guided tours on Saturdays. **There is a Woolaroc patch you may earn from the Indian Nations Council, BSA or the "Woolaroc Pioneer Badge" (Cherokee Area BSA) available for hiking the nature trails and completing questionnaires.**

## TRAILS

**Belle Starr Trail** - This one mile trail begins and ends near the Belle Starr South Public Use Area on Lake Eufaula. It winds through the area once roamed by the fabled outlaw Belle Starr. The trail is tree lined, mostly with dogwoods. Drinking water, restrooms and camping facilities available.

**Enchanted Walkway Nature Trail** - The first 1/4 mile of 1 1/2 mile nature trail is paved to provide access for wheelchairs. The trail is maintained by the Frank Phillips Foundation and is located near the Woolaroc Museum near Bartlesville. Drinking water and restroom facilities are available at the trail entrance.

**Grapevine Hollow Nature Trail** - Located in Chandler Park, West 21st Street in Tulsa. Trail is 1/4 mile long, winding through hickory woods and huge boulders below a cliff overlooking the Arkansas River.

**Keystone State Park** - Nature trail approximately 1 mile long. Guided tours are available in the summer. Call 1-865-4999 for more information. Hard to get hold of, be persistent.

**Mohawk Park** - Surrounding Mohawk Park and Zoo are some 700 acres of forest, streams and fields inhabited and used by a variety of wildlife species. Several miles of trails have been blazed within the Mohawk Nature Development Center. The Nature Center is open to the public year round. Guided tours for groups can be arranged by calling 669-6644.

**Okmulgee Historic Trail** - Hike the trail and complete other requirements and earn the "Historic Trail Patch". Contact the Okmulgee Chamber of Commerce at 1-756-6172.

**Overlook Nature Trail** - The 1/4 mile nature trail is located below the Corps of Engineers Ft. Gibson project Headquarters. It winds along a rocky bluff overlooking the reservoir. It is an easy trail, but no facilities are available.

**Outlaw Trail** - Located in the hills of Arrowhead State Park in Eufaula. It has a 1 mile nature path and 3 mile hike section. The nature trail look is located near the Arrowhead Lodge.

**Redbud Valley** - This nature trail is 1 mile long, making a full circle through heavily wooded areas that shelter many small animals and songbirds. It is located east of Tulsa, West of 161st East Ave., between Hwy. 266 and I-44. Drinking water, restrooms, and similar facilities are not available.

**Runestone Trail** - This one mile day hike trail is northeast of Heavener in LeFlore County. It winds through the Heavener Runestone State Park. There are several steep grades making walking more difficult than on most nature trails. The trail leads to the mysterious 12 foot high, monument-like, bearing Runic alphabet markings dated to 1012 AD. The inscriptions are believed to have been carved by Viking explorers 500 years before Columbus.

**Skull Hollow Nature Trail** - This trail contains three loops with a total length of two miles. Shorter hikes can be made by cutting across the main loop on one of the shorter loops. The trail is located at the Hawthorn Bluff Recreation Area near the Dam at Oologah Lake, about 30 miles northeast of Tulsa. Picnic, camping and restroom facilities are available.

# CUB SCOUT COOKING

**C**ub Scout cooking? Boy is that a dangerous thought, screaming nine year old, wielding knives and cuisinarts running through your newly redecorated kitchen. But fear not good leader, you can have your scouts preparing wonderful confectionery delights by observing some simple guidelines. Go over the safety and conduct rules of the kitchen, cooking is a privilege that can easily be revoked. Plan your recipe with the Scouts' age and skills in mind. Expect a mess. And most of all have fun.

## PLAY IT SAFE

Have the boys go over this list of safety items before going to work in the kitchen.

Before you use a sharp knife, can opener, broiler, blender, mixer or microwave oven, be sure someone older is in the kitchen to help.

Ask someone older to drain foods that are cooked in hot water (like macaroni or spaghetti). If it isn't done just right the steam could cause a burn.

Turn the handles of the saucepan on the range away from you so they won't catch on anything and tip over.

Dry your hands after you wash them to avoid slippery fingers and shocks from electrical outlets.

Wipe up spills right away to avoid slippery floors.

Always turn the sharp edge of a knife or vegetable peeler away from you while chopping or peeling food.

To avoid burns use thick dry pot holders.

Turn off the blender or mixer and unplug it when scraping the sides or beaters.

## COOKS CHECK LIST

Check with the grown-ups in your family for a good time to work in the kitchen.

Wash your hands and wear an apron, tie back your hair if it's long.

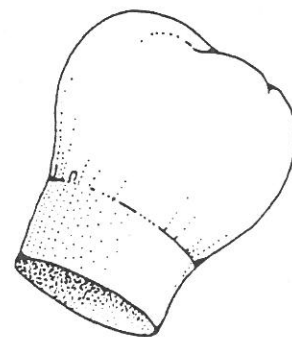
Get out all the tools and ingredients you will need.

Read the recipe all the way through.

Clean up as you go along. It makes things a whole lot easier.

Wash you hands after handling eggs or chicken

Wash and dry all your utensils when you are finished. Wipe the counters clean and leave the kitchen better than you found it.



**SNICKERSNACK**

Here's what you need

- 4 cups toasted oat cereal
- 1 can (6 1/2 oz.) salted peanuts
- 1 cup golden raisins
- 1/4 cup margarine
- 1 package (6 oz.) semi-sweet chocolate chips

Here's what you do

1. Mix the cereal, raisins, peanuts in a bowl.
2. Melt the margarine in a saucepan over low heat.
3. Pour the melted butter over the cereal mixture, using a fork toss lightly until mixture is coated. Sprinkle the chocolate chips over the mixture and toss again. Serve in bowls for nibbles or pack in small plastic bags.

**BAGEL BROIL**

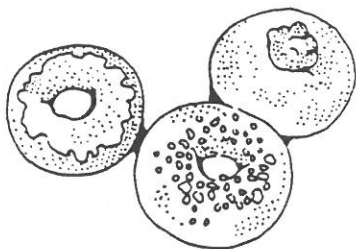
Here's a way to dress up a bagel for breakfast. Be sure to try this one, it tastes a whole lot better than it sounds.

Here's what you need

- 1 bagel, split
- 1 teaspoon margarine
- 1/2 apple, sliced
- 2 slices of cheddar cheese.

Here's what you do

1. Lightly toast the bagel. Spread with margarine while still hot.
2. Top each half bagel with sliced apples. Layer cheese on top.
3. Place under broiler ( or in a toaster oven, until the top is brown), until cheese is bubbling. Eat while still warm.

**NUCLEAR NACHOS**

When you get tired of the usual snacks here's one to wake up your taste buds.

Here's what you need

- 1 package of nacho chips
- 1 jar salsa
- Cheddar cheese
- Green olives

Here's what you do

1. Cover a large microwave safe plate with nacho chips.
2. On every chip put about 1 spoonful of salsa.
3. Cover the chips with lots of cheese.
4. Scatter a few olives on the cheese covered chips.
5. Cook in the microwave on high for 1 minute and 20 seconds, or until cheese is melted.
6. Remove from microwave carefully as plate may be hot.

**TORTILLA PIZZA**

Here's what you need

- 1 whole wheat tortilla
- 1/2 cup tomato or marinara sauce
- 1/2 cup chopped green pepper
- 1/2 cup chopped onion
- 1 cup shredded mozzarella cheese
- Other pizza toppings of your choice.

Here's what to do

1. Bake at 400 degrees for 5 minutes.
2. Spray pizza pan or cookie sheet with no-stick spray.
3. Place tortilla on pan. Spread tomato sauce on top. Layer your other toppings one kind at a time.
4. Sprinkle with cheese

**ONE EYED PIRATES**

This recipe will add a little pizzazz to eggs and toast

Here's what you need

1 1/2 tablespoons of margarine  
 2 slices bread, (your choice), with a 2" whole cut out of the center of both slices.  
 2 eggs  
 1/2 jar (8 oz.) spaghetti sauce  
 2 thick slices of cheese, mozzarella, or provolone

Here's what to do

1. Melt margarine in a large skillet on medium heat, and add the bread slices. Brown the bread for 2 to 3 minutes.
2. Crack the eggs and drop them into the centers of the bread slices. Cook for one minute, then flip the bread and the egg to brown the other side.
3. Pour spaghetti sauce over the bread and continue to cook until egg is cooked to desired doneness.
4. Place cheese slices on top of bread and cover skillet. Turn off heat, and let cheese melt. Serve hot with bacon.

**FIRECRACKERS**

Try these for a tasty snack.

Here's what you need

Peanut butter  
 M&M's  
 Coconut flakes  
 Graham crackers, mini bagels, pita triangles, or tortillas.

Here's what you do

1. Spread the crackers bagels or tortillas with peanut butter.
2. Top with M&M's or coconut, stack'em if you like.

**QUICKIE QUESADILLAS**

These cheese turnovers come from our neighbors south of the border.

Here's what you need

1/3 cup shredded cheese (Monterey Jack or cheddar)  
 1 8-in. flour tortilla  
 1 tablespoon chopped green peppers or tomato.  
 Salsa (optional)

Here's what you do

1. Sprinkle half of the tortilla with cheese and chopped peppers or tomato.
2. Heat in a skillet over medium heat for about 3 min. turning over once.
3. Cut into 3 triangles and serve warm with salsa.

**CHEDDAR HORNS**

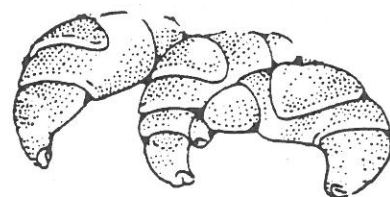
This recipe is music to your ears.

Here's what you need

1 package refrigerated crescent rolls  
 Prepared mustard  
 1/4 cup shredded cheddar cheese  
 1/4 cup finely chopped cooked ham

Here's what to do

1. Unroll crescent rolls. Tear along perforations.
2. Place four triangles on an ungreased baking sheet. Spread lightly with mustard.
3. Sprinkle each with cheese and ham. Starting at large end roll to a point.
4. Bake in the oven for 11 to 13 minutes at 375 degrees until golden brown.



**FRUITFUL PIZZA**

Here's what you need

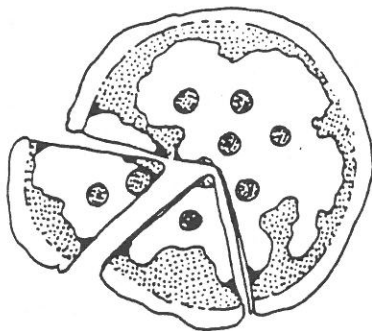
1 box sugar cookie mix or a package of sugar cookie dough.  
 1 package (8 oz.) cream cheese  
 1/4 cup of sugar  
 Blueberries, washed and hulled  
 Strawberries, washed hulled and halved  
 Kiwi fruit, peeled and sliced  
 Green grapes, washed

Glaze

1 cup orange juice  
 2 tablespoons sugar  
 2 tablespoons cornstarch

Here's what you do

1. Preheat oven to 350 degrees.
2. To make the dough follow the directions on the box or roll out the frozen dough on a greased pizza pan. Bake for 15 min. at 350 degrees or until light brown. remove from oven and let cool.
3. In a bowl mix the cream cheese and sugar with a mixer. Spread over the cooled pizza crust.
4. Arrange all the fruit slices and pieces on top of the pizza and cream cheese mixture.
5. In a saucepan combine all the glaze ingredients and bring to a boil until thickened.
6. Spread the glaze over the entire fruit pizza. Keep refrigerated until ready to serve.

**CHOCOLATE CHIP CRUNCHIES**

Here's what you need

1/2 cup margarine, softened  
 1 cup sugar  
 1 egg  
 1 teaspoon vanilla extract  
 1 1/4 cups all purpose flour  
 1/2 teaspoon baking soda  
 1/2 teaspoon salt  
 2 cups Rice Crispies  
 1 cup chocolate chips

Here's what you do

1. Preheat oven to 350 degrees.
2. In a large bowl, beat margarine and sugar until smooth.
3. In a medium bowl combine the flour, baking soda and salt.
4. Add the flour mixture to the margarine mixture and mix well with a mixer. Stir in the Rice Crispies and chocolate chips.
5. Grease the cookie sheet and drop the dough by teaspoonfuls onto the sheet about 3 inches apart. Bake at 350 degrees for about 12 minutes or until light brown. Transfer to wire rack to cool.

**SPACE SHAKE**

Here's what you need

6 large scoops of vanilla ice cream  
 1 8-ounce can of crushed pineapple (juice pack)  
 1 1/2 cups of milk

Here's what you do

1. In a blender place ice cream, undrained pineapple and 1/2 cup milk. Blend.
2. Place in a 1 qt. freezer container, cover and freeze.
3. Before scooping into blender let ice cream mixture stand at room temperature for ten minutes. Scoop into blender add milk and whirl away.



**ORANGE CREAMSICLE SMOOTHIE**

Here's what you need

1 cup (or more) of orange juice  
Vanilla ice cream  
A dash of seltzer water  
7 ice cubes

Here's what you do

1. Place orange juice in the freezer for about 10 minutes, until very well chilled.
2. Pour chilled orange juice into a blender with a scoop of ice cream, seltzer, and ice cubes.
3. Blend until smooth
4. Pour into a glass and add a large scoop of vanilla ice cream for perfection.

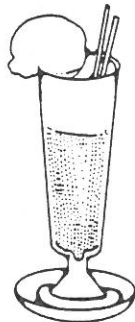
**PEACH COOLER**

Here's what you need

1 cup of milk  
1 cup fresh peaches peeled and sliced. (You can use canned peaches packed in their own juice drained).  
2 or 3 drops of almond extract  
1 cup vanilla ice cream  
1 dash of salt

Here's what you do

1. In a blender combine all of the ingredients except the ice cream.
2. Cover and blend at about medium speed until smooth.
3. Stop the blender and add the ice cream.
4. Blend the mixture again at slow speed.

**BEN AND JERRY'S HOMEMADE ICE CREAM BASE**

Here's what you need

2 cups heavy whipping cream  
3/4 cup sugar  
2/3 cup half and half  
2 teaspoon vanilla extract

Here's what you do

1. Pour the cream into a mixing bowl. Whisk in the sugar, a little at a time; then continue whisking until completely blended, about one minute more.
2. Pour in the half and half and whisk to blend. Add 2 teaspoons vanilla extract if you want vanilla flavored ice cream.
3. Pour into ice cream maker and follow directions for making ice cream.
4. Scoop and serve plain or on top of brownies or apple pie.

**MAKE YOUR OWN TOOSTIE ROLLS**

2 Tbsp. margarine (room temp.)  
1 tsp. vanilla  
1/2 cup corn syrup  
3 cups powdered sugar  
2 squares chocolate (melted)  
3/4 cup dry powdered milk

Put all ingredients in double plastic bag (or zip lock) and knead until well mixed. Roll into balls or log shapes.

**CRYSTALS YOU CAN EAT**

1 cup water  
2 cups sugar

Pour 1 cup water into small pan. Cover and bring to a boil. Turn off heat and add 2 cups of cane sugar. Stir until dissolved. Pour solution into tall glass. Tie a piece of clean white string to a pencil or stick, place the stick across the glass so that the string hangs down into the liquid. Place the glass in a cool place for a few days. Crystals will form and soon begin to cling to string. Lift string out and you have "rock candy".

# TIN-CAN COOKING

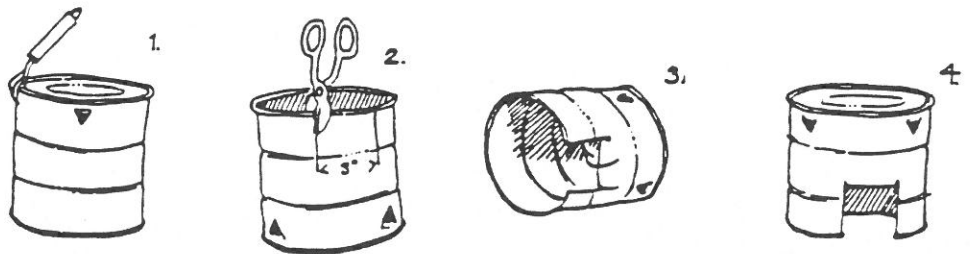
Cooking outdoors is often done over a campfire, this being the hardest way to cook. Unlike the kitchen stove, campfires don't have burners to set the pans on, and they are hard to control. Sometimes the fires are so hot they burn the bacon, and then they go out just as you are ready to put the eggs on. A tin-can stove however, can make it easy for each Cub Scout to be his own cook. A large can is the stove top, and a small can underneath holds the heat.

Tin-can stoves are especially good for breakfast. Bacon and eggs are one of the easiest meals to cook. Pancakes are harder. Try simpler items first.

Some foods can be cooked right on top of the can. The Boy Scout mess-kit pans are perfect to use, or any skillet or pan will do.

## MAKING A TIN-CAN STOVE

A large tin can  
(3 lb. coffee can or  
A 2 lb. coffee can or  
Large fruit juice can)  
Tin snaps  
Gloves  
A punch-type can opener



A tin-can stove is made from a large tin-can, open at one end. The bottom of the can is the top of your stove. First tear off the paper on the outside of the can, and make sure the bottom of the can is clean. If it is rusted, find another can.

The stove needs air holes near the top. Hook the can opener over the rim of the closed end, pointing down, so the holes are in the side of the can instead of the top. Make four holes, evenly spaced around the can.

## HEATING A TIN-CAN STOVE

Clean 7 1/2 ounce can  
Strips of corrugated cardboard  
(grocery cartons are great)  
melted paraffin or candle wax  
aluminum foil



The tin-can stove can be heated in several ways. The Cub Scout can put charcoal under the stove or even build a tiny campfire inside. The easiest way, is to use a buddy burner. Buddy burners are easy to make. Cut corrugated cardboard into strips to fit inside your can. Roll the strips loosely until you have a roll almost as big as the inside of the can. Don't pack tightly. Leave enough room for air to flow through. Melt wax and have an adult pour melted wax over the corrugated paper in the can. Let the wax cool.

BE SURE AND USE THESE BUDDY BURNERS OUTSIDE. BURNING PARAFFIN MAKES POISONOUS FUMES.





## USING A TIN CAN STOVE

1. Tin can stoves are hot on top and all the way down the sides.
2. Have a box of salt handy. There is no reason for a buddy burner to tip over while it is on fire. But if one did tip, salt is the best way to put it out. NEVER USE WATER. Water can make a paraffin fire spread.



## RECIPES

### FRENCH TOAST

3 eggs	1/2 cup milk
1 tablespoon sugar	1 dash salt
4 slices bread	butter
syrup	jam or powdered sugar

1. Beat eggs, milk, sugar, and salt together with a fork.
2. Grease the top of a hot tin-can stove with margarine.
3. Dip both sides of a piece of bread in egg mixture, and lay it on the stove. Be careful that the fire is not too hot. You may need to use the damper.
4. When the bottom browns, turn the toast over with a fork or turner. You may need more margarine.
5. When the second side is brown, remove the toast to a plate and eat it with margarine and your favorite topping while another slice cooks.

### EGG-IN-A-HOLE

1 slice of bread	margarine or butter
1 egg	salt
pepper	

1. Tear an egg shaped hole in the middle of the bread.

2. Grease the top of the hot tin can stove with margarine. The easiest way is to tear a piece of paper towel. Put margarine on it. Then grease the pan.
3. Lay your bread on the stove, and break an egg into the hole.
4. Cook until the egg begins to harden on the bottom and the bread turns brown underneath. Use a pancake turner to check.
5. Insert turner under the bread and egg, rub a little margarine onto the stove, and carefully turn the bread over.
6. Cook for another minute or two, until the egg is done the way you like it. Add salt and pepper to taste.

### HOT SPICED CIDER

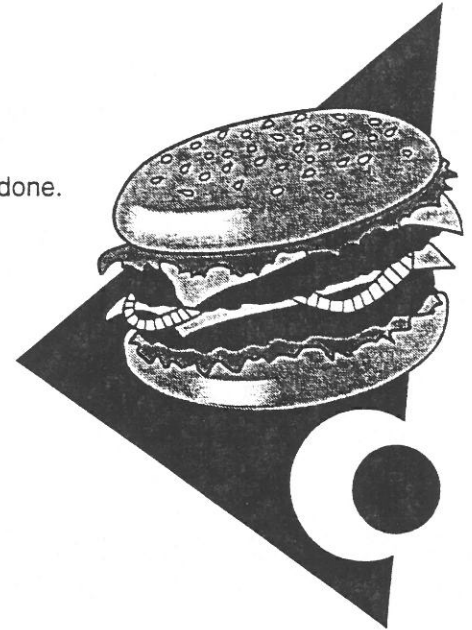
2 cups apple cider	2 sticks cinnamon
2 cloves	

1. Put all ingredients in the pan, cover with the lid and heat.
2. When the cider barely comes to a boil, remove from the stove.
3. Let the hot cider stand for a few minutes.
4. Remove the cinnamon and cloves, and serve the cider hot.

**HAMBURGER**

1/3 to 1/2 pound lean hamburger  
 2 hamburger buns  
 catsup, mustard, pickles  
 cooking oil or cooking spray  
 salt, pepper, seasoning to taste

1. Before you heat the stove, spray the top with cooking spray.
2. Using clean hands, flatten the hamburger meat into a patty.
3. Cook the meat on a hot tin-can stove for about 5 minutes, or until done.
4. Use a turner to turn the meat.
5. Cook the second side several minutes.
6. Use the turner to slide the hamburger onto a bun. Serve hot.
7. Cook the second hamburger the same way.

**VEGETABLE SOUP**

1 can beef or chicken broth  
 1 soup can water, if needed  
 1 handful vegetables  
 (carrots, celery, and/or onions)  
 1 tablespoon Minute Rice, if you desire

1. Put the soup in the pan, and cover with the lid. Set it on a hot tin-can stove (let the fire burn as hot as possible).
2. Cut the vegetables into tiny squares or sticks about the size of a matchstick.
3. When the soup comes to a full, bubbling boil, take it off the stove carefully, with a potholder. Set it in a safe place.
4. Put in the vegetables and the rice, and cover with the lid.
5. Wait 5 minutes. (You can cook a sandwich while you wait.) The soup is ready when the vegetables are slightly soft.



# COOKING ON A WIRE TOASTER

**H**ave you ever peeked inside a toaster? And noticed the red-hot wires coiled close to the bread. Heat from these wires are what makes the bread hot and toasty brown. But if the hot wires happen to touch the bread, it will burn.

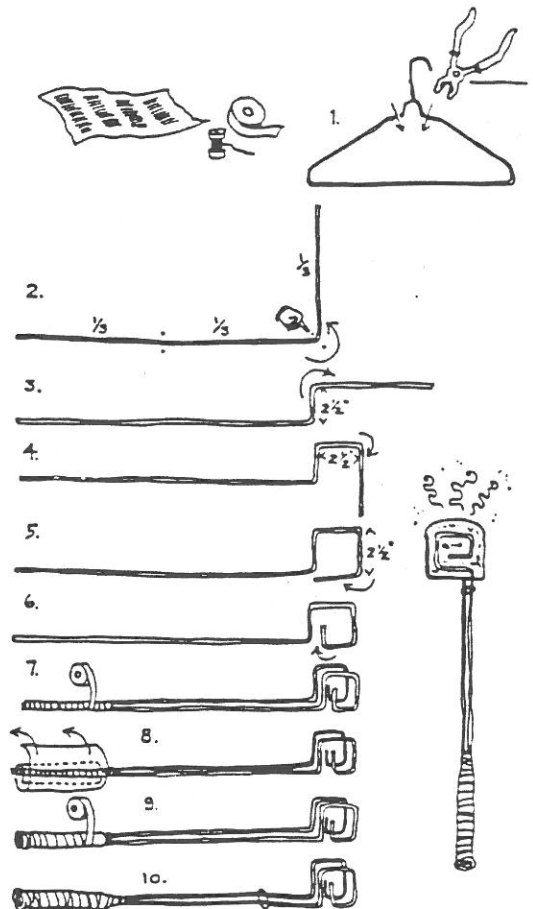
A toaster can be made for cooking outside by using two clothes hangers, and it doesn't need electricity. The wire toaster cooks one thing at a time, so each Cub Scout should have his own toaster.

The easiest things to cook on a wire toaster are bread and simple sandwiches. The hardest items would be hamburgers.

## MAKING A WIRE TOASTER

Two wire clothes hangers (unpainted)  
 3 inches of thin wire (picture-hanging wire)  
 1/2 sheet of newspaper  
 masking or plastic tape (NOT SCOTCH TAPE)  
 wire cutters  
 gloves

1. Help the Cub Scout cut the hook off both hangers, right below the twisted part. Straighten each wire into a long rod.
2. Using gloves, take hold of the rod with both hands and about 1/3 of the way down make a right-angle bend.
3. Two and one-half inches from the bend make another bend. Your bend can be somewhat round if needed.
4. Make 3 more bends. Keep the wire flat.
5. Continue bending wire in the same matter.
6. Make them as much alike as possible.
7. Place one wire on top of the other. Fasten them together at the straight end by winding tape around them about 6 inches. Be sure and cover the sharp ends with the tape.
8. To make a heat-proof handle, fold the newspaper and wrap it around the taped part of the wire.
9. Cover the paper with more tape. Make it tight and smooth so the handle won't slip and will feel comfortable in your hand.
10. Wrap a piece of thin wire in a ring around both clothes hanger wires, right below the first bend. Don't wrap too tightly, because it has to slide up and down the wires. When you slide the twisted wire ring down toward the handle, the bent ends of the toaster will come apart so that the food between them will slip in and out.



## USING THE TOASTER

1. REMEMBER THAT THE TOASTER WILL GET HOT, EXCEPT FOR THE HANDLE.
2. If your food catches on fire, leave it in the fire. Food that touches the flame can start to burn. If it does, lay the toaster down and wait until burning stops. Don't try to save your sandwich. When the flames die down, you can try again over coals.
3. A toaster does not need cleaning. If anything sticks, wash the toaster in soapy water, and DRY it so it won't rust.
4. You will need to lock the food into a wire toaster and hold it over the coals. Find a comfortable place to sit or kneel by the fire so you can keep the toaster level. If you stand up, your food will brown too fast on the end.
5. The most important thing to remember is to keep the toaster over hot coals, not over flames. Flames will burn the food before it has a chance to cook, so wait until the fire is ready.



## RECIPE

### GRILLED CHEESE

2 slices bread any kind  
soft butter  
1 or 2 slices of cheese

1. Spread both sides of bread lightly with butter.
2. Place cheese between slices of bread, butter side in.
3. Toast over hot coals until the bread is brown and the cheese is melted.

(NOTE: add ham or lunch meat to the above and make a cheese and meat sandwich.)



# RECIPES FOR COOKING OUTDOORS

## GRILLED WRAPPED FRANKS

10 frankfurters  
2 cups bisquick baking mix  
1/2 cup water

Pat frankfurters dry. Mix baking mix and water until soft dough forms; beat vigorously 20 strokes. Divide dough into equal parts. Pat 1 part dough around each frankfurter with fingers floured with baking mix, completely covering frankfurter. (At this point, wrapped franks can be covered with cooking oil. Grill frankfurters about 4 inches from hot coals, turning frequently, until brown, about 15 minutes.

## PEACH COBBLER

1 large can peaches  
Cinnamon  
Butter  
Milk  
1 package yellow, white or spice cake mix

Drain most of the juice from peaches and pour peaches into the bottom of dutch oven. Pour cake mix on top of peaches. Pour a small amount of peach juice over cake mix. Sprinkle top with cinnamon and dot with butter. Cover dutch oven. Place 4 pieces of charcoal under the dutch oven and 11-12 pieces of charcoal on cover of dutch oven. Bake until top begins to brown, about 30-45 minutes. Check frequently after 30 minutes until done. Don't limit this to peaches. Any fresh or canned fruit can be used, adding water with fresh fruit, and sugar if needed.

## HARD COOKED EGGS, CAMPFIRE STYLE

Wrap moist paper towel around each egg. Then wrap in a double layer of foil. Be sure it is sealed tightly. Cook in hot coals. After 15 minutes, test 1 egg to see if done.

## DUTCH OVEN COBBLER

1 white cake mix  
2 cans apple filling  
or what ever fruit pie filling you prefer  
brown sugar  
cinnamon  
1-1/2 stick butter or margarine

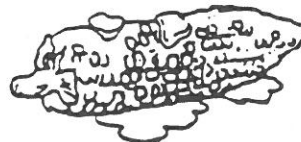
Put pie filling into dutch oven together with about 3/4 can of water. Sprinkle cinnamon over apples. Sprinkle dry cake mix evenly into dutch oven. Do not mix or stir. Cut butter into 1/4 inch thick squares and cover cake mix. Sprinkle cinnamon and brown sugar on top of butter.

Place lid on dutch oven. Put 4 pieces of hot charcoal under dutch oven and 12 pieces on top.

Peach cobbler can be made by using two cans of sliced peaches (29 oz. can) and eliminating the water.

## CORN ON COB

Corn is very good in the coals. Buy corn in full husk. Open tassel and remove all the silk possible. Pour water on the corn and replace husk. Wrap in foil and bury in a bed of hot coals. Exact amount of time is unknown, it should only take about 10-15 minutes. Remove from coals, remove the foil and turn back the husk, using them as a handle while eating the corn. Add salt and butter for favorite.



# FOIL COOKING

Use two layers of light weight, or one layer of heavy duty aluminum foil. Foil should be large enough to go around food and allow for crimping the edges in a tight seal. This will keep the juices and steam in. This wrap is known as the "drugstore" wrap.

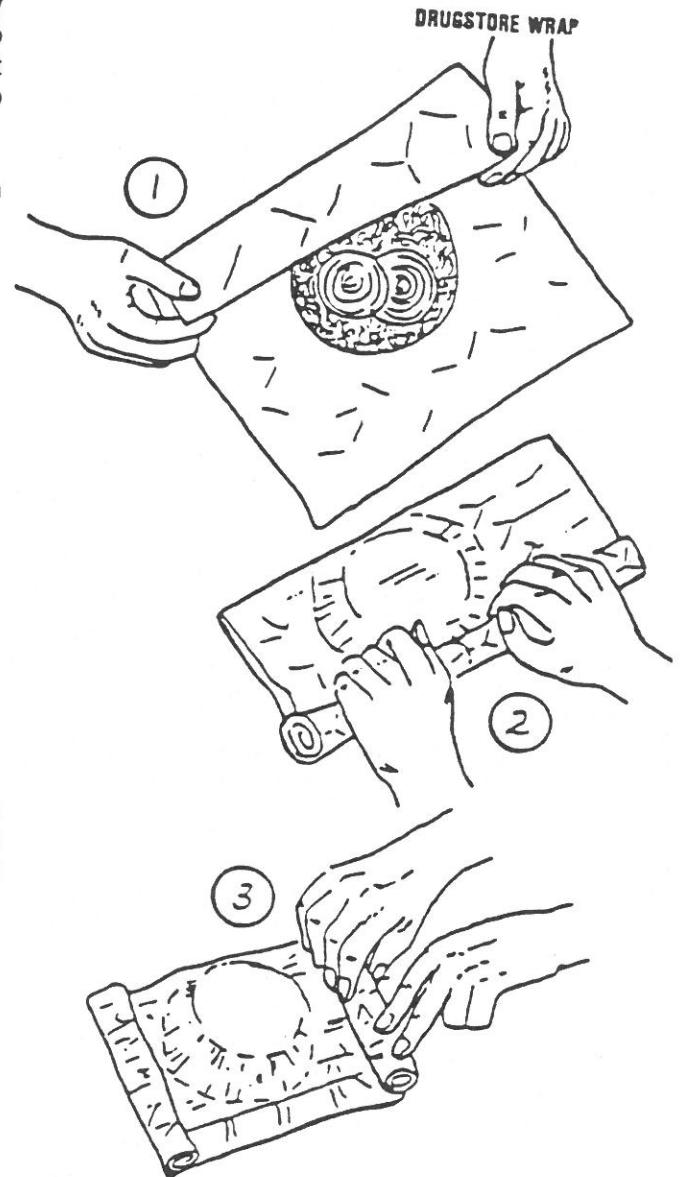
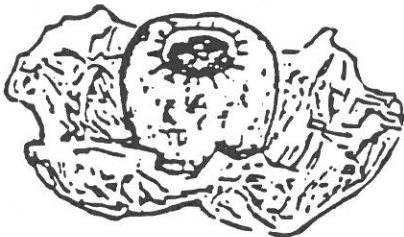
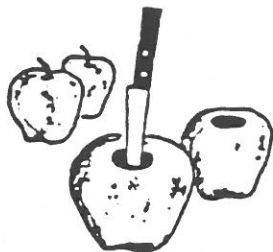
A shallow bed of glowing coals that will last the length of cooking time is necessary.

## FOIL COOKING TIMES APPROXIMATELY

HAMBURGER.....	8-12 minutes
BEEF.....	20-30 minutes
PORK CHOPS.....	30-40 minutes
CARROTS.....	15-20 minutes
CORN ON COB.....	6-10 minutes
WHOLE POTATOES..	45-60 minutes
WHOLE APPLES.....	20-30 minutes

## 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.



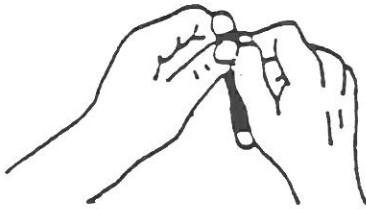
## FOIL DINNER

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.

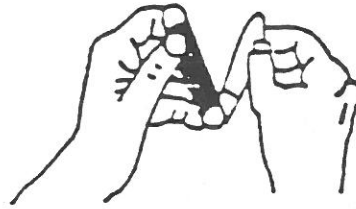
Wrap with drugstore fold. Cook 20-30 minutes over hot coals, turning twice during cooking.

# KNIFE SAFETY

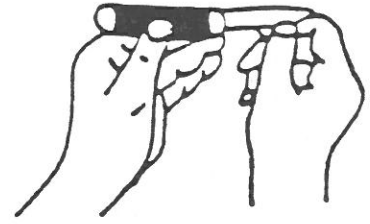
The official Scout knife is the most popular among outdoorsmen. It has a strong cutting blade and tools as well as a can opener, cap lifter, screwdriver, and leather punch or awl. You can carry it in your pocket. Or you can hang it on your belt by the ring in its handle.



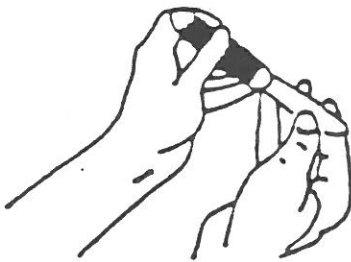
To open a pocket knife, hold in left hand, put right thumbnail into nail slot.



Pull blade out while pushing against hinge with little finger of left hand.



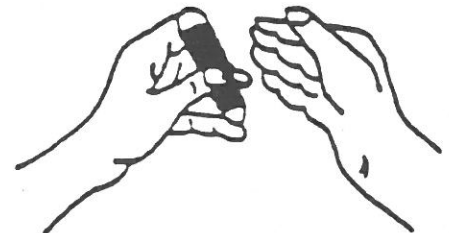
Continue to hold on to handle and blade until blade snaps into open position.



To close pocket knife, hold handle with left hand with fingers safely on the sides.



Push against back of blade with fingers of right hand, swinging handle up to meet blade.



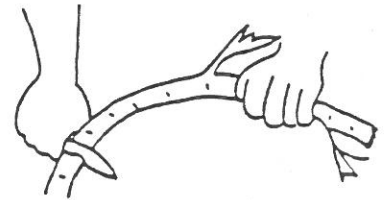
Let knife snap shut: "kick" at base of blade keeps edge from touching inside of handle.



For fine cutting, pivot handle with little finger and push blade with thumb.

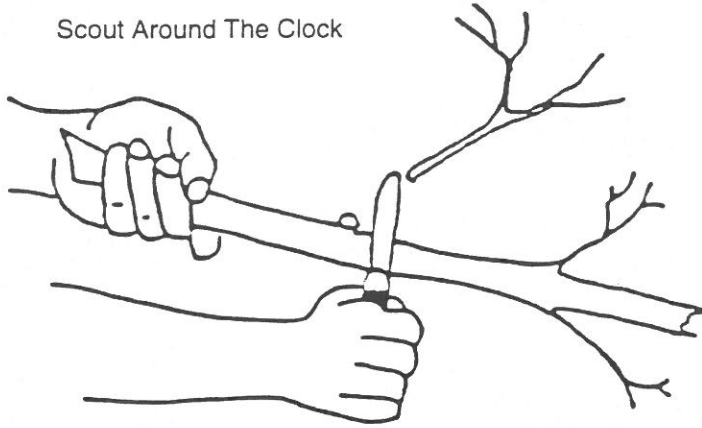


For coarse cutting, grasp handle with whole hand. Cut at a slant. Always cut away from you.

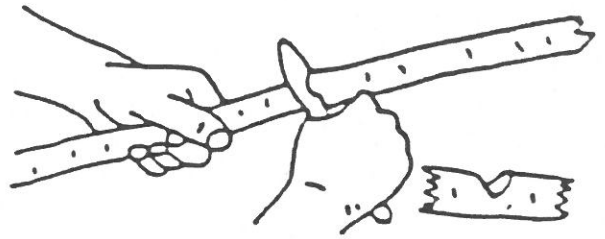


You can cut brush with a pocket knife if you bend stem until grain is strained, then cut close to the ground with a slanting cut.





Trim a branch by cutting twigs from thick end toward end. Push knife against twigs, or pull twigs against blade.



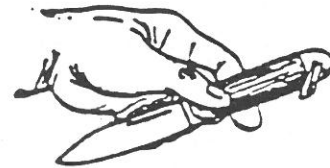
To notch a stick, make a slanting cut from one direction. Then cut another from the opposite side.

## TO PASS AN OPEN KNIFE

The person handling should hold knife by the blade, passing the handle to the other person. In this way the handler has control of the edge of the knife.

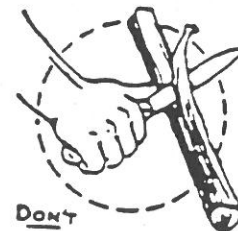
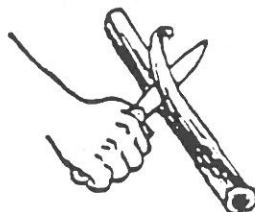
## CARE OF YOUR KNIFE

- \* Your knife is a valuable tool. Take good care of it.
- \* Keep your knife clean, dry and sharp at all times.
- \* Never use it on things that will dull or break it.
- \* Keep it off the ground. Moisture and dirt will ruin it.
- \* Keep it out of fire. The heat draws the temper of steel. The edge of the blade becomes soft.
- \* Wipe the blade clean after using . Then close it carefully.



A dull knife won't do its work. And what is more, it is dangerous. More fingers are cut by dull knives than by a sharp knife. A sharp knife bites into the wood while a dull one tends to slip off. A camper should always carry a little sharpening stone in his pocket along with his knife. The knife and the stone are partners and where one is the other should be also. Such stones are called whetstones or carborundum stones. One measuring  $\frac{3}{4}$  of an inch by 3 inches is large enough and is a handy size to carry. A whetstone using water is more practical in camp than one requiring oil, for water is always at hand, but there never seems to be any oil when it is needed. Whetstones are made to provide a grinding surface, and come in varying degrees of coarseness. Course stones are used for heavy tools, like axes, fine stones for knives or for finishing the edge.

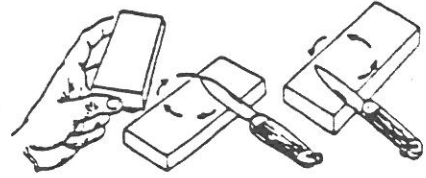
## TO USE A KNIFE





## THE RULES FOR SHARPENING A KNIFE

1. Place the stones on a level surface.
2. Wet the stone with a little water.
3. Place the blade of the knife flat on the stone, then raise the back edge about the width of the blade itself, keeping the cutting edge on the stone.
4. Draw the knife straight back toward you, or move it straight back and forth putting pressure on it only when you pull it toward you. This is always better than moving it in circular fashion.
5. Turn the blade over and repeat on the other side.
6. Finish off on the sole of your shoe.



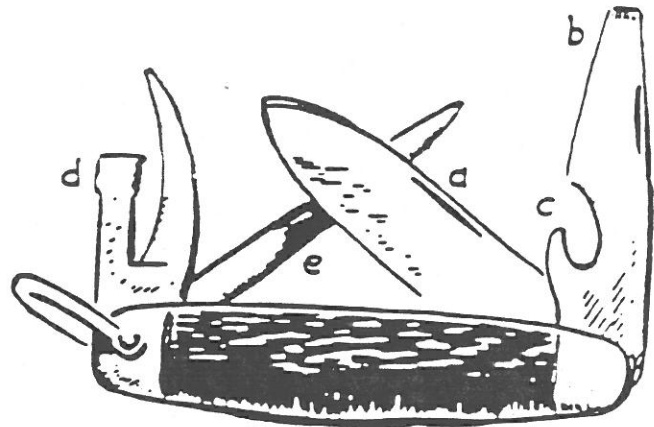
It will take a half of an hour to sharpen a dull knife, but once sharp, a minute a day will keep it in perfect shape.

## POCKET KNIFE SAFETY CIRCLE

A pocket knife safety circle is similar to an axe yard only smaller and on an individual level. To establish safety circle, grasp a closed pocket knife in your hand, extend your arm with the closed knife straight out in front on you, rotate body to either side while continuing to extend the closed knife-arm. No one or thing should be in the imaginary circle you have created. Also check your overhead clearance as this is part of your safety circle.

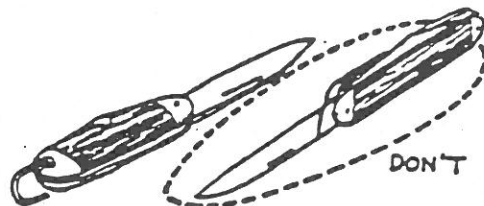
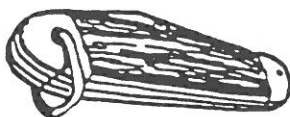
Your "jackknife" should have a good stout blade at least 3 1/2 inches long. This is the handiest kind of scout knife which is a whole tool kit in itself.

- \* A blade
- \* A screwdriver
- \* A bottle opener
- \* A can opener
- \* A leather punch or awl.



## WHEN KNIFE IS NOT IN USE

Usually a knife is best left, when not in use, laying down. When you put it aside for a minute, be sure to place it on its side, NOT on its back with the blade up (think what might happen) and NOT stuck in the dirt or sand.



# OUTDOOR CEREMONIES

Ceremonies are important, even in the outdoors. Outdoor pack activities usually call for an opening and closing ceremony (or closing campfire). Any outdoor pack activities which take the place of regular pack meetings should also include advancement ceremonies so awards can be presented promptly.

The outdoors is a good place to hold the Webelos "ARROW OF LIGHT" graduation ceremony.

Remember these things when planning outdoor ceremonies

**Weather.** It is difficult to keep candles lit in winds or light rain. Have a backup plan, with some type of protection.

**Acoustics.** The wind sometimes carries voices in the wrong direction. Make sure the speaker can be heard.

**Natural Surroundings.** Make the most of the surroundings to furnish background. Lake fronts or open areas in the woods make good ceremony sites.

**Length.** Make ceremonies short, especially if the audience is standing.

**Flag.** Be certain the U. S. Flag is secure. A normal flag holder will not be adequate in winds. Insist on respect for the flag, indoors and outdoors.

## CAMPFIRES

Campfires can be an exciting and inspirational part of the Cub Scout outdoor program. There is no better way to end an evening pack outdoor activity than with a well-planned campfire.

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

Successful campfires have four important ingredients. They are

1. Songs - fun, action, patriotic, inspirational
2. Stunts/ceremonies
  - \* Fire lighting
  - \* Opening, to set tone of whole program
  - \* Advancement, if needed.
  - \* Stunts or skits
  - \* Closing, quiet or inspirational
3. Stories
4. Showmanship. Dress up the setting, encourage enthusiasm, get everyone involved. There should be lots of pep as the fire leaps high, quiet and inspirational as the embers die. Remember that Scouts leave no trace when they are gone, particularly fire scars and litter. Enlist the help of the den chief in laying, lighting, and putting out campfires.

Use "Campfire Program Planner" sheet (No. 3696) as a guide for planning.

# CONSERVATION PROJECTS

Make exhibits or demonstrations for pack meeting that show how clothes and food come from the soil and why soil conservation is important.

Work on Wolf and Bear conservation achievements and Webelos activity badge areas involving nature.

Check with your local conservation office for a pack project related to conservation.

Encourage Cub Scouts to keep roadsides, streets, and sidewalks free of trash.

Learn how air pollution damages plant life, human health, buildings and clothing.

Take a trip to a local industry to see how air pollution is prevented.

Help control ragweed pollen, an important pollutant. Teach Cub Scouts how to recognize the weed and cut it off at ground level. Do not pull up the roots. Start project in summer and continue until the first frost.

Plant shrubs that provide food or cover for wildlife.

Make litter bags for family's and neighbor's cars or boats.

Put up Outdoor Code posters in school and explain code to others.

Adopt a vacant lot or open area. Clean it up, and keep it clean.

Help distribute fire-prevention posters in the neighborhood.

Build and set out bird houses or feeding stations in backyards.

Plant grass seed on bare ground in park, school, or church yard to help prevent erosion.

Make window boxes and plant flowers. Or plant tubs with trees or shrubs.

Collect insects and find out which ones are harmful to crops and trees.

Pick up litter. Build a litter scarecrow to display to the public.

Make a live litterbug. Use a suitable trash container with a sign "See the Live Litterbug Here." Container has a mirror in the bottom.

Obtain litter bags from a business or industrial firm and distribute them to the community.

Collect glass, aluminum and paper for recycling.

Decorate trash containers for school, park or other spot.

Distribute advertising literature from U. S. Department of Agriculture about Woodsy the Owl - "Give a Hoot, Don't Pollute". Or obtain Smokey Bear posters from U. S. Forestry Department and place in public spots.

Have an anti-litter and anti-pollution poster contest, with prizes for the winners. Display posters in public places afterwards.

Make and display energy conservation posters.

Collect litter and get permission to pile it in a fenced-in area with a sign "Does This Belong to You?"

**Encourage Cub Scouts and Webelos Scouts to earn the World Conservation Award.**

# FISHING DERBY

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

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

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

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



## SUGGESTED FISHING DERBY SCHEDULE

1:00-2:00 Gathering-time activities.

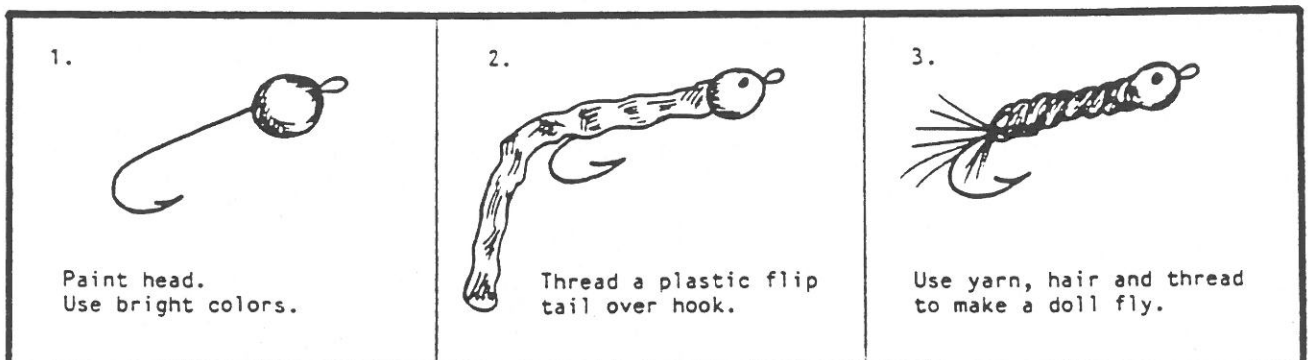
2:00-3:30 Special contests.

3:30-3:45 Awards ceremony.

3:45-5:00 Free time for fishing.

5:00-6:00 Meal and clean-up. Roast corn and fried fish might be prepared by the fishing derby committee, or a picnic supper, with hot dogs, baked beans, and ice cream might be served.

## FISHING LURE



# SPACE DERBY

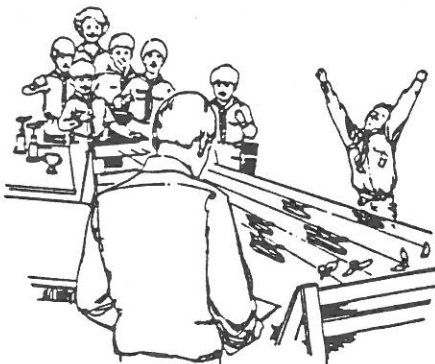
Cub Scouts will find the space derby exciting. Join in the fun as the countdown begins for the space race of the century.

## RACE SUGGESTIONS

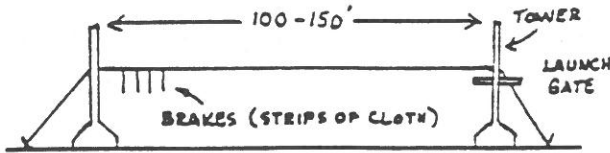
1. To stage the race, boys wind up their rubber band propelled rocket motors. Then they hook the rockets over the guidelines, centering the rockets between the vertical dowels and locking the propellers behind the horizontal dowels on the starting gate. Start the countdown and fire at 'zero' by lifting the rear of the starting gate frame which releases the rockets.
2. Run the race in heats, up to four contestants at a time. Boys work hard on their rockets, so each boy gets to try at least twice instead of eliminating him from competition after the first race. For example, in a 6-boy den, try heats of three boys each. The winner of each heat goes into the den finals. Then race the other four again with the winner competing with the other heat winners for the den championship and entry into pack finals.
3. Recruit dads as your flight operations team-two as starters with green flags, two as judges with checkered flags, and two as gate-keepers to line up the boys. Use other adults as inspectors, scorekeepers etc.
4. Experienced rocket racers warm up their space ships by gradually winding the rubber band motors to full capacity. Try 50 turns first, then 100, 200, so on. Release the propeller between each winding. Try some backyard runs on a length of monofilament line before competition.

**NOTE:** A small hand drill is excellent for winding the rubber bands. It also helps speed up the event. Check the ratio of the drill by making one revolution of the crank handle and count the number of times the chuck turns. Most drills average a 1-4 ratio. It would thus take 40 turns of the crank to give you 160 winds on the rubber band motor. It is advisable to have one person hold the rocket and propeller while the other stretches the bands, about 1-15" beyond the rocket tail and turns the rubber bands, he gradually shortens the distance between him and the rocket. A handmade fitting of coat hanger wire makes winding easier. The wire for this winder accessory is not included in the kit, but can be easily made from scraps around the home.

5. Soak rubber bands in castor oil several days before the space derby. This prolongs the band's life and power and will help eliminate breaking during competition. Leaders should have extra rubber bands and props handy for emergencies. Remember that it takes three rubber bands to fly each ship properly.
6. To save time, whenever a ship gives any trouble, pull it off the line and run it with the last heat. Allow boys to wind propellers before coming to the starting gate. Turn a spotlight briefly on each heat winner.

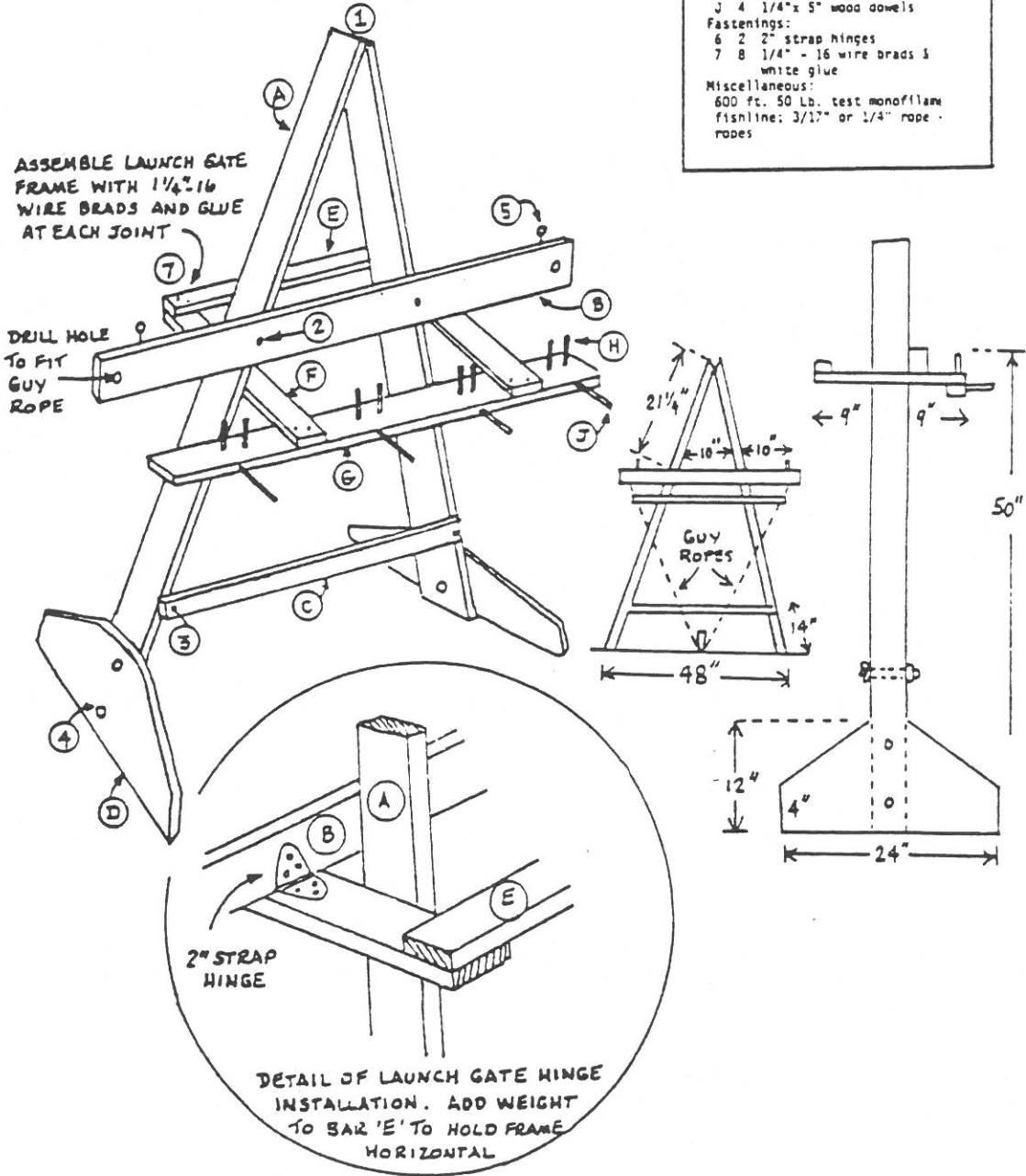


# SPACE DERBY LAUNCHER



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

- Towers:**  
 A 4 3/4"x3 1/2" x 72" pine  
 B 2 3/4"x3 1/2" x 40" pine  
 C 2 3/4"x1 3/4" x 40" pine  
 D 4 1/2"x12"x24" plywood
- Fastenings:**  
 1 2 2 1/2" butt hinges  
 2 4 1/4"x5" carriage bolts  
 3 4 1/4"x4 1/2" wing nuts &  
 4 8 1/4"x2" washers
- Launching Gate:**  
 E 1 3/4"x1 3/4"x 24" pine  
 F 2 3/4"x 1 3/4"x18" pine  
 G 1 3/4"x 1 3/4"x 36" pine  
 H 8 1/4"x 3" wood dowels  
 J 4 1/4"x 5" wood dowels
- Fastenings:**  
 6 2 2" strap hinges  
 7 8 1/4" - 16 wire brads &  
 white glue
- Miscellaneous:**  
 600 Ft. 50 Lb. test monofilam  
 fishline; 3/17" or 1/4" rope -  
 ropes





# RAINGUTTER REGATTA

## RACING COURSE

The course will be determined by the facilities available. A portable wading pool, regular swimming pool, pond, lake, or even a good size puddle after a rainstorm can be used for racing the boats. The commonly used course, where the race gets its name is the raingutter. The course is made of standard rain gutters 10' long, set in grooves in two saw horses. Allow sufficient space around the course for both participants and spectators. With gutters in place, put a small amount of water into each to make sure they are level. Make any needed adjustments, and when level, fill to about 1/2" from top.

## RACING PROCEDURE

The boats are propelled by boys blowing into the sails. Start with the boat's stern touching the end of the rain gutter. The starter stands at the opposite end with hands raised. When he drops his hand, the boys begin to blow. Once the race is started, the boys may not touch the boats with their hands. The first boat to reach the end of the gutter is the winner.

All races are run on an elimination system, by heats. Timing of boats has no bearing on determining heat or final winners. Winners of the first heats will compete against each other in second heat, and third, etc. until a final winner is determined.

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



## MATERIAL FOR DOUBLE RACEWAY

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

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

# THE PINEWOOD DERBY

## THINGS TO DO FOR YOUR RACE

1. Decide on location and date (if not already set)
2. Recruit Team Leaders
  - \* Inspection and registration team
  - \* Judging and scoring team (prefer people outside Pack, principal, policemen, firemen, etc.)
  - \* Race operations Team
3. Decide on judging categories and awards
4. Recruit person to order cars and awards
5. Recruit person to locate or build a race track to be used
6. Establish list of equipment needed
7. Finalize racing rules (as per pack racing committees decision)
8. Draw plan of race area and room arrangements
9. DISTRIBUTE CARS WITH RULES FOR RACE
10. Arrange for photos and publicity (local newspaper)



HOLD PRELIMINARY INSPECTION OF CARS. MAKE OFFICIAL WEIGHING SCALES AVAILABLE. (at least one week before race)

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

**ONLY USE ONE SET OF SCALES TO WEIGH ALL CARS.**

A good time to present trophies is at the BLUE AND GOLD BANQUET in February. This allows the trophies to be personalized for the winners.

### HOW ABOUT THEME CARS

BEST BY CUBS  
 BEST PAINT JOB  
 MOST UNUSUAL  
 BEST DETAIL  
 JUDGES AWARD

Judging of theme cars should be done by people outside of the Pack. (Older Boy Scouts, School Principals, Law Officers, etc.)



**SUGGEST:** For better competition have a pre-race one week before real race. To work out bugs in cars. Scouts love it.

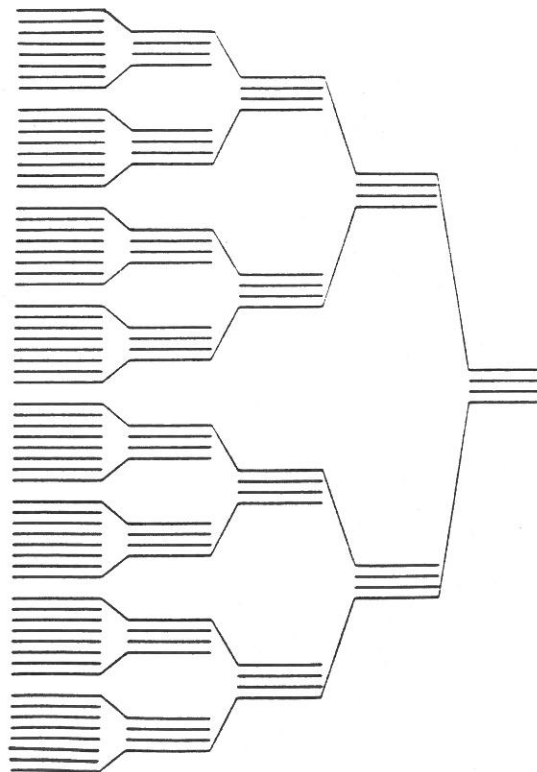
**JUDGES DECISIONS ON THEME CARS AND PACK WINNERS ARE FINAL.**

### CAR BUILDING TIPS

All these building tips should be checked with your racing committee before using them.

1. Remove mold projections from wheels.
2. Sand wheels lightly, do not put anything inside of wheels when sanding.
3. Polish axles before putting into wheels.
4. Glue axles into car body very carefully.
5. Place weight over back wheels.
6. Three wheels go faster then four, leave one front wheel off the track.
7. Long wheel base cars run straighter down track.
8. Powdered graphite only, work it into wheels and car body.
9. Have as smooth a paint job as possible.

### ELIMINATION BRACKET



## PACK PIZZAZZ

A pack meeting can be more enjoyable when the various pieces of the meeting are tied to a central theme. The pieces include decorations, opening, closing and advancement ceremonies, as well as skits, songs and games by the dens. When the den leaders use the theme in their meeting, the pack meeting can be the time where it "all comes together."

There is no limit to what can be done, but some practical considerations do apply. These include the space available, the resources available (both material and financial) and time. The right mood for the pack meeting can be established by appropriate decorations. "Decorations can include any number of things, depending on the theme. It may simply be a single prop that represents the theme, or extensive arrangements or posters, wall and ceiling decorations, and props. Costumes for the leaders or the boys (or maybe the parents) should not be overlooked. Maybe a special hat each month for the cubmaster. Use your imagination. Whatever you do, remember that it should be fun.

Ceremonies can and should also tie into the theme. Once the mood has been set with decorations, the opening ceremony (whether the opening is serious or fun) should carry the mood forward. This can be done by the content of the opening as well as the visuals used (remember costuming, masks, props, etc.) This holds true for advancement and closing ceremonies as well.

The costumes, props, etc. can be incorporated into the songs, skits, games, and "show and tell" activities by the individual dens.

Here are a few suggestions for each month's theme.

### DECEMBER - HELPING OTHER PEOPLE

**DECORATIONS** - Hang posters of drawings or photos showing people in the act of helping others: a doctor examining a patient, a firemen fighting a fire or retrieving a cat from a tree, a policeman directing traffic. Or create a site where these people work-a fire station, a police station, a doctor's office, etc.

**COSTUMES** - Might include a lab coat to show a doctor, a blue shirt and badge to show a policeman, or a fireman's hat for that occupation. For the cubmaster, perhaps a hat which is one-half firemen's hat and one-half policeman's hat, with a stethoscope around the neck.

**CEREMONIES** - An opening or closing ceremony could be a skit where all boys in a den, one at a time, try to help a "little old lady" across the street, only to be turned down. Finally all of the boys forcefully walk the lady across the street, at which time the lady tells the boys that she had been waiting for a bus, and because she was now on the wrong side of the street, she had just missed it.

### JANUARY - FAMILY SHOWTIME

**DECORATIONS** - Make the meeting site a movie set, a television station or a stage. Build cardboard "cameras" and other props, such as lights, microphones, directors chairs, scene backdrops or curtains. Between each segment of the pack meeting use a "clapboard" and announce "Scene one, skit by Den 3, Take one", etc.

**COSTUMES** - Can be tied to the specific motif of the decoration, whether a movie, tv or stage set. The cubmaster should be the "director" with a megaphone, appropriate felt hat, and dark glasses. The boys could use costumes appropriate to their job in the meeting, leaders might be dressed as "stars" in the show, or as stagehands and other crew members.

**MISCELLANEOUS** - Use key phrases and have specific results when the phrases are used, such as someone running out and cutting off a piece of prop each time the cubmaster says "cut" or someone different running around the room each time the word "action" is said.

## **FEBRUARY - THE STORY OF THE BLUE AND THE GOLD**

**DECORATIONS** - Because this theme is open-ended, decorations can vary greatly depending on what the pack decides to do. Maybe the setting will be England in the early 1900's when Lord Baden-Powell first created scouting. Maybe the setting will be from "The Jungle Book", upon which scouting was based by Lord Baden-Powell. Or perhaps a "time travel"; of Scouting from past to present. Decorations can vary from gas street lights to jungle plants.

**COSTUMES** - Obviously this can also vary greatly. For the London theme, old time clothes or hats can be used. For the Jungle Book, the boys and leaders can become the various characters (As simple as paper bag masks or as elaborate as full costuming) Dressing appropriately, depending on availability, will enhance the walk through time theme.

## **MARCH - WEATHER OBSERVATIONS**

**DECORATIONS** - A TV weather set can be the site of this pack meeting. Decorations would include a weather map (naturally) a camera (maybe left over from January's Family Showtime?) and other props found on a TV set. Or maybe the site is an outdoor observation station, hang "clouds" on walls and from ceiling, set up weather instruments, such as wind gauge, or rain gauge) a telescope and plants and trees.

**COSTUMES** - Can vary from the TV weatherperson to an explorer at the outdoor observation site. The boys can make costumes to be clouds, lightening bolts or other explorers.

**MISCELLANEOUS** - Make rain occasionally through the meeting with a squirt gun.

## **APRIL - CUB SCOUT BIRDWATCHERS**

**DECORATIONS** - Build a giant bird cage, with a swing, bell and feed cup. Or hang many small bird cages around the room, or pictures of cages. Or have pictures of birds on the walls, and hanging from the ceiling.

**COSTUMES** - Everyone can be a bird. Maybe a feathered hat or beaks for everyone; with the right mask and tail, the cubmaster could even be Big Bird. The cubmaster could also be the head birdwatcher, with binoculars and a bird book.

**MISCELLANEOUS** - Have a tape of bird sounds on before the meeting begins. Have each den decide on a bird call or sound, and have them perform them at some specific cue, such as when the cubmaster puts the binoculars to his eyes.

## MAY - REINVENTING THE WHEEL

**DECORATIONS** - Make a mad scientist/inventor's workshop. Use props and pictures of wheels in odd shapes, such as squares, triangles, ovals, or oblongs. Have pictures of actual tools, blueprints and extra supplies. Convert a card table into a workbench. Or make the room like the inside of a car, or an automobile repair shop.

**COSTUMES** - As lab-coat, maybe a wig, for the mad inventor/cubmaster. Or overalls and a greasy hat for the auto repair person.

## JUNE - OUTDOOR ADVENTURE

**DECORATIONS** - If you can, hold the meeting outdoors, and let nature provide the decorations. If not bring the outdoors inside. Use pictures of plants, trees and the sky, sun and clouds. Maybe a green rug or some indoor/outdoor carpeting for grass. Bring out the birds you used in April.

**COSTUMES** - Have everyone wear a hat, even if the meeting is indoors. The cubmaster can look like Indiana Jones, or other explorer. Maybe the pack could hand out sunglasses.

**MISCELLANEOUS** - Incorporate a pack picnic or campout into the meeting.

## JULY - TOMORROW'S WORLD

**DECORATIONS** - Space can be the setting for this month. Use murals or pictures of stars and planets. Make planets of styrofoam balls and hang them from the ceiling. Have the door to a spaceship be the door to the meeting. Or, have the setting a futuristic indoor location, with robots and other "Jetsons" kind of furnishings.

**COSTUMES** - Wear spacesuits and/or helmets. Wear "Future" clothes. Have everyone wear a star trek badge with their name or photo on it.

**ADVANCEMENTS** - Each rank is in the space patrol, and each advancement is a successful mission or training exercise. Tiger cubs are cadets.

## AUGUST - AGE OF DINOSAURS

**DECORATIONS** - Use pictures or build free-standing dinosaurs, ferns and other things found in this age. Make a cave, and have it be the home for a dinosaur-or the home of a caveman. (no they didn't live at the same time as dinosaurs, but have some fun). Or have your meeting site be an archaeological dig, with bones, a field laboratory and excavation site.

**COSTUMES** - Have each cub dress as a dinosaur. Or, as a caveman-why else would you have a cave. Or use hats and clothing to suggest an archaeologist. Or, everyone dress like they were on the Flintstones.

## SEPTEMBER - OUR TOWN U.S.A.

**DECORATIONS** - Turn the site into main street of a small town. Or if you live in a small town, maybe the skyline of a big city. Or the skyline of your city. Maybe the town square, with a gazebo; with plenty of red, white and blue paper bunting, ribbons, and banners. Other suggestions would be a street corner or town hall.

**COSTUMES** - Wear a pin stripe blazer, with a white flat-top hat. Wear masks to look like your favorite politician, or everyone have the same mask for the same politician.

**MISCELLANEOUS** - Have an election, with each part of the pack meeting being a political rally or event. Or, each part of the meeting is a report on election development, with a skit being held at candidate A's party, a song at candidate B's and so on.

## OCTOBER - FIRE! FIRE!

**DECORATIONS** - An old fashioned firehouse can be the setting for this month's pack meeting. Make drawings of an old fire wagon, horses and a pole for the firemen to slide down. Fire hoses, or garden hoses, a ladder, a station sign for the front door and a toy fire truck can complete the scene.

**COSTUMES** - Everyone, or just the leaders can wear fire hats. The cubmaster's hat might have a light on top (you can usually find these at this time of the year.)

**MISCELLANEOUS** - Have a siren, or ring a bell at various times throughout the meeting. If you have found a hat with a light, turn it on occasionally, at cheering times, for example. The cubmaster might have a squirt gun to put out fires in the audience, or in the dens while they are doing their song, skits, etc.

## NOVEMBER - FAMILY CIRCUS

**DECORATIONS** - An old fashioned big top for this theme. Hang rings, trapeze and nets from the ceiling, or find pictures for the walls. Animals, whether stuffed, pictures or homemade can be placed around the area, or behind a cage. Pictures of clowns and other circus performers can also be hung up. Or, make circus wagons, (maybe miniature, with toy wagons) and have a circus parade.

**COSTUMES** - Everyone can have a clown nose, or funny wig or hat. The cubmaster can be the ringmaster, or a clown. Or dress like a circus entertainer.

**MISCELLANEOUS** - Have circus music playing before the meeting starts. Sell popcorn, balloons, or toys (you don't have to really sell them, just give them out throughout the meeting, or when a den completes their portion of the meeting).

**REMEMBER**, the idea is to have fun. Whether you use some of these suggestions, or come up with ideas of your own, the purpose is to spice up the pack meetings, and help make sure that everyone enjoys themselves. **GOOD LUCK!!!!**





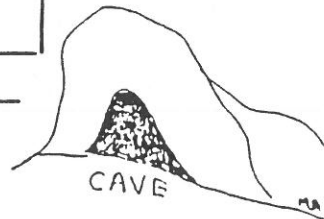
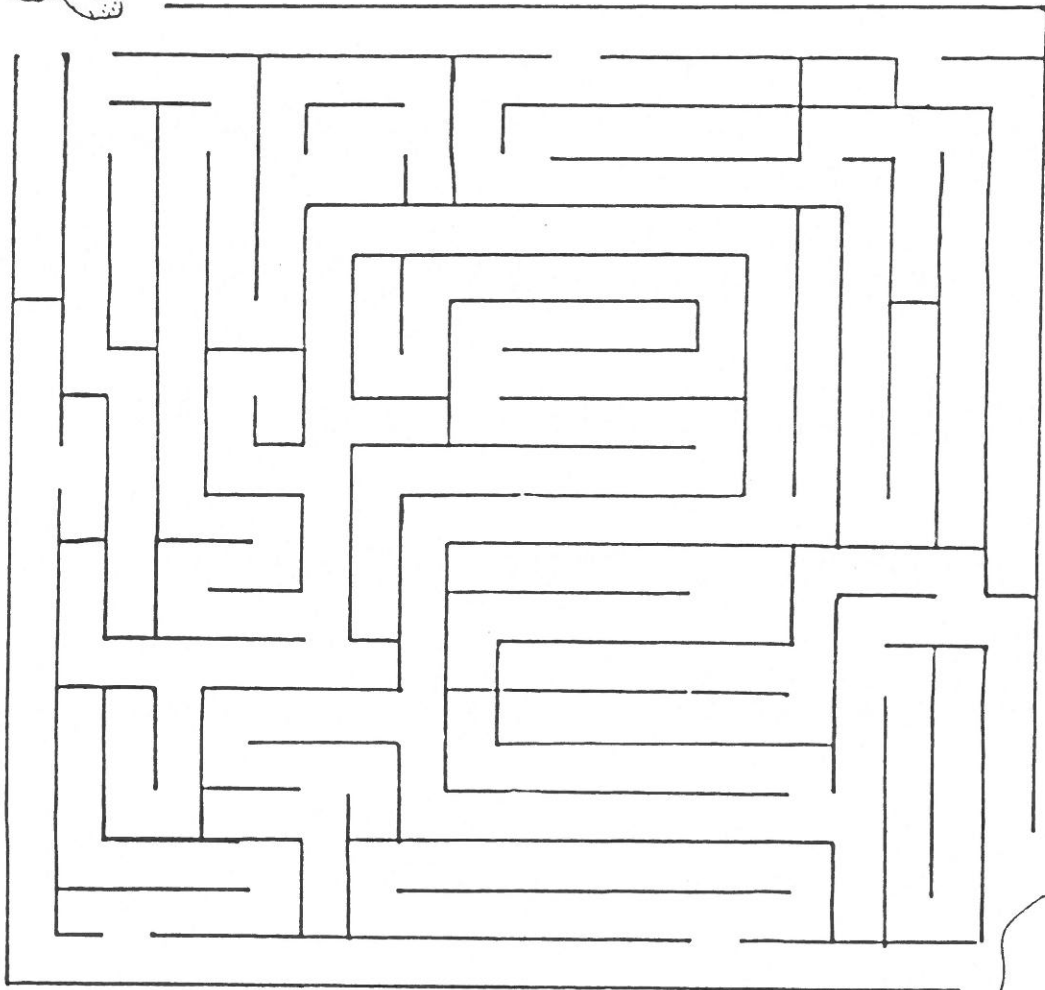
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# GATHERING ACTIVITIES

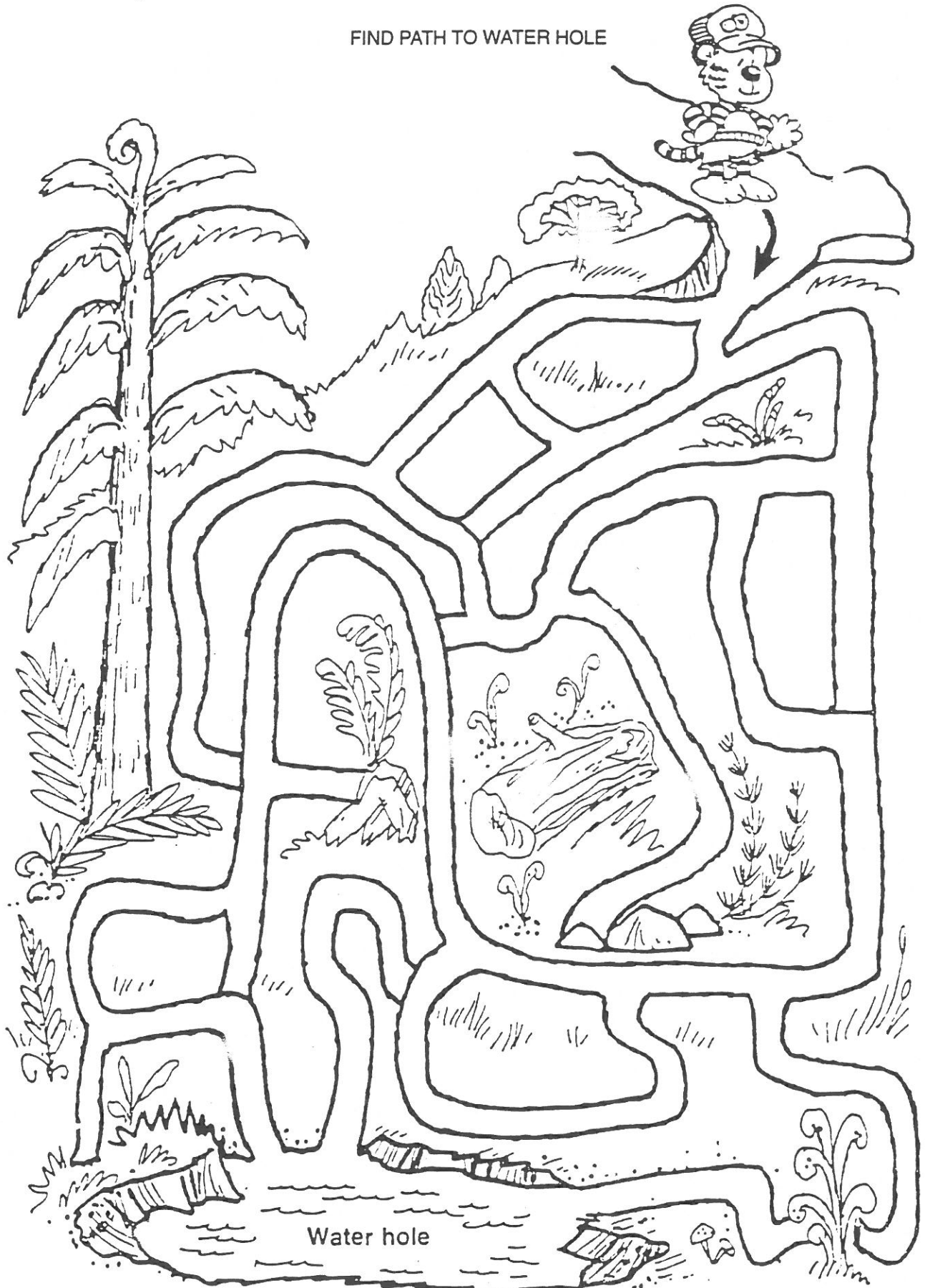
## TIGER MAZE

CAN YOU HELP HIM FIND HIS WAY THROUGH THE MAZE?

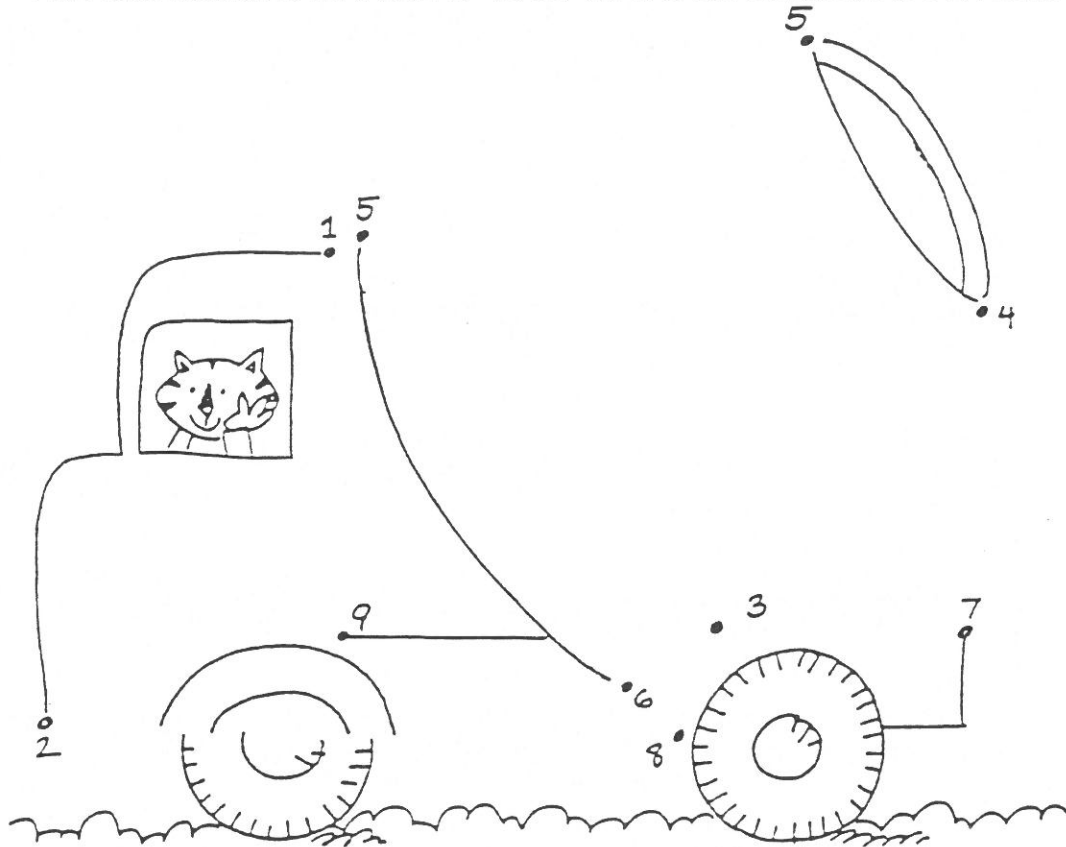




FIND PATH TO WATER HOLE



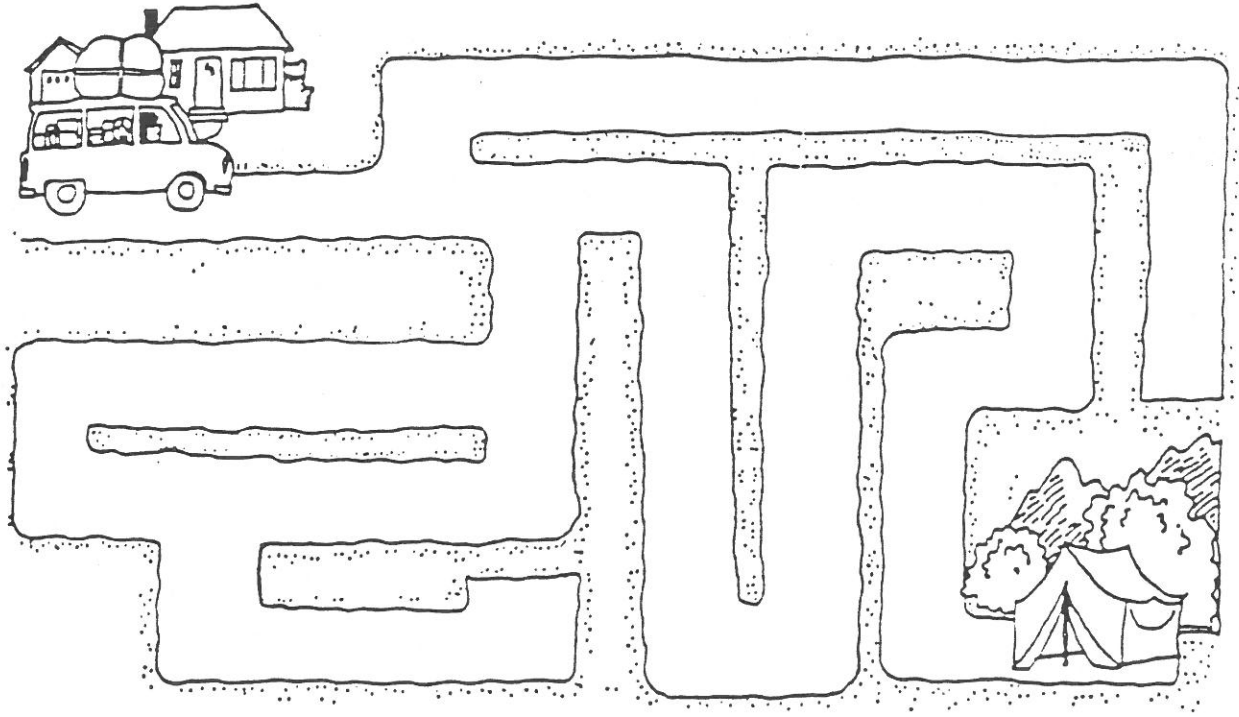
FIND TWO NUMBERS THAT ADD UP TO 10. THEN DRAW A LINE BETWEEN THEM.



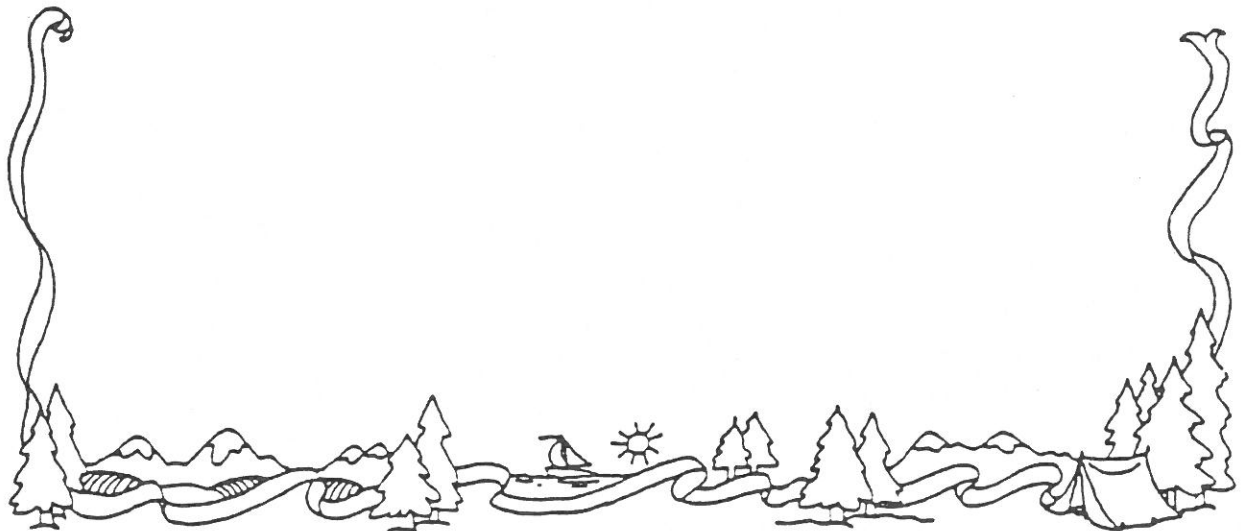
FIND 2 LETTERS THE SAME. THEN DRAW A LINE BETWEEN THEM TO COMPLETE THE PICTURE

# A-MAZE-ING

SOMETIMES A FAMILY TAKES A TRIP TOGETHER. HELP THIS FAMILY FIND THE WAY TO THE CAMPSITE. DRAW A LINE TO SHOW THE WAY THROUGH THE MAZE.



DRAW A PICTURE THAT SHOWS WHERE YOU WOULD LIKE TO GO ON A TRIP.



# CEREMONIES

## TIGER CUB OUTDOOR GRADUATION

**TIGER CUB ORGANIZER:** O, Mighty Akela, we have some Tiger Cubs and their parents requesting to join our Pack.

**AKELA:** Bring them to our counsel fire. (Boys and parents come to the campfire.) Please join me in the Cub Scout Sign. (Do sign.) Please give the Cub Scout Motto. DO YOUR BEST. I know you will all DO YOUR BEST in Cub Scouting. To help you get started on the road to the Bobcat Trail, we will give you your Wolf Book. (Give book to parents who in turn present it to sons.) Before you is the fire of friendship which means that every Cub Scout and parent in the Pack is a friend to all. (Hand each boy and adult a twig.) As each new Cub Scout Family joins our pack, they place a stick of wood upon the fire showing that each wishes to DO HIS BEST and be a friend to all. Now you shall place your token on the fire. (New families place twigs on fire.) Welcome to Pack \_\_\_\_\_.

## TIGER CUB GRADUATION

**CUBMASTER:** Call the Bear Scouts forward and form bridge. Call Tiger Cubs forward and have them walk under bridge. Call parents forward.

**ASST. CUBMASTER:** Tiger Cubs, tonight you will become Cub Scouts and begin a long and wonderful experience which you will share with thousands of other boys around the world.

**CUBMASTER:** I would like to present you with your Tiger Cub patch and Tiger Cub certificate. (Hand out to each boy.) Parents, please say your pledge.

**PARENTS:** As a parent of a Cub Scout, I will do my best to help my son live up to the Scout Promise and to obey the Law of the Pack. I will work with my son on his achievements and projects. I will attend the pack meetings and help as needed to make the pack go.

**CUBMASTER:** We are proud of our Tiger Cubs' accomplishments. We appreciate your parents support and the fine job done by the Tiger Cub Organizers. We wish you luck as you continue the Cub Scout adventure.

# TIGER CUB GRADUATION

**CUBMASTER:** (Call boys and adults forward.)

For the past few months, you and your family have explored all sorts of new and exciting things and places. You have taken each part of the Tiger Cub motto: "Search, Discover, and Share" and used it in your home, school, and neighborhood.

(Light first candle on left)

You and your adult partner have searched out in your home and community new activities which have shown you how people work together and have fun together.

(Light second candle)

You and your adult partner have discovered that by doing things together with friends and family you feel a sense of being part of a great family, community, and country.

(Light third candle)

The things you have searched out and discovered have been shared with your family, friends, and fellow Tiger Cubs, which let them learn about you and the things you saw and did. Now it is time to move along the Scouting trail to the next part of the program.

(Light fourth candle)

In Cub Scouting, your family is still important, as it is throughout your whole Scouting experience. Support in earning each badge comes from your family as well as from your den leader. Your family will help you each step of the way.

(Ask all parents to step to the other end of bridge)

[Boy's name], on behalf of Pack No. \_\_\_\_\_, I'd like to welcome you and present you with your Tiger Cub service star. Wear this on your Cub Scout uniform to show that you have been a Tiger Cub.

(Present service stars to all graduating boys. Send each boy across the bridge.)

[Tiger Cub group coach or designated Pack leader] will bring your parent forward to present you with the Cub Scout neckerchief.

(Leader presents neckerchief to the adult who puts it around the neck of the boy.)

**NOTE:** This ceremony should be short. The pack may wish to present the boy with a neckerchief to welcome him into the pack, as well as the Tiger Cub Service star. The Tiger Cub Graduation Certificate and/or the Tiger Cub Graduate emblem may also be presented.

## TIGER CUB GRADUATION

- Equipment:** 8 Paw Prints, certificate, pin, patch, 7 candles: 1 tall white, 3 black, and 3 orange; 6 signs, 7 candle holders.
- Arrangements:** The white candle (taller than the others) centered on a ceremonial table with 3 black on one side and 3 orange on the other side. Place the 8 paw prints on the floor in such a way to make a path. On each sign, write one of the following: Sign, Handshake, Motto, Salute, Promise, Law.
- Characters:** Cubmaster, Den Leader, Shere Khan (Den Leader and Shere Khan are backstage until introduced.)
- CUBMASTER:** Tonight, we honor our Tiger Cubs. Will Shere Khan, the mighty leader of the Tiger Cubs come and introduce them. (Tiger Cubs and Adults come to the front.)
- SHERE KHAN:** (as each candle is lit) White is for Purity of living, Black is for the unknown, the fear, and doubts. Orange is for knowledge, joy, and confidence. These are the colors of the Tigers. You have completed the Tiger Cub Program. Parents, here is the patch for your Tigers. Please place it on his right pocket. Tigers, here is the pin for your adult partner who worked with you through your deeds as Tigers. Place their pin on their collar. Here, too, is the certificate for all to see. As Shere Khan, I bid you farewell and show the path of new challenge. The challenge of Cub Scouts. Each step you take tells you what you must learn, so you can earn your next rank. Walk the path of Cub Scouts and meet your new leaders.  
(At the end of the path stands the Cubmaster and Den Leader.)
- CUBMASTER:** Welcome to your Wolf Den. This is your Den Leader \_\_\_\_\_. (The den leader puts the Cub Scouts Wolf neckerchief on the Tigers.) (The Wolf book is optional.)
- DEN LEADER:** This is your next challenge. Read and do each requirement of the Bobcat. When you are done, you will earn the Bobcat Badge.  
The Cubmaster takes each boy and adult partner to sit with the pack. Ceremony ends with a "Round of Applause".



# TIGER CUB SONGS

## WHERE HAS MY LITTLE TIGER GONE?

(Tune: Where Has My Little Dog Gone?)

Oh where, oh where  
Has my little tiger gone?  
Oh where, oh where  
can he be?  
With his ears cut short  
and his tail cut long.  
Oh where, oh where  
can he be?

## I'VE GOT THAT TIGER CUB SPIRIT

I've got that Tiger Cub Spirit  
Up in my head, Up in my head, Up in my head.  
I've got that Tiger Cub Spirit  
Up in my head, Up in my head, to stay.

I've got that Tiger Cub Spirit  
Deep in my heart, deep in my heart, deep in my heart.  
I've got that Tiger Cub Spirit  
Deep in my heart, deep in my heart to stay.

I've got that Tiger Cub Spirit  
Down in my feet, down in my feet, down in my feet.  
I've got that Tiger Cub Spirit  
Down in my feet, down in my feet to stay.

I've got that Tiger Cub Spirit  
All over me, all over me, all over me.  
I've got that Tiger Cub Spirit  
All over me, all over me to stay.

I've got that Tiger Cub Spirit  
Up in my head,  
Deep in my heart,  
Down in my feet,  
I've got that Tiger Cub Spirit  
All over me, all over me to stay.

Motion: For more spirit, you can point to each part of body as you sing.



## TIGERS

(Tune: Mickey Mouse Song)

Come along and sing a song  
And join our family  
TIGERS  
Tigers! They're for me!  
Tiger Cubs! Tiger Cubs!  
Forever let us hold our banners  
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 means while we're Scouting)  
Tiger's we're No. 1

## TIGER CUB MOTTO SONG

(Tune: Frere Jacques)

Tiger Cubs have fun  
Tiger Cubs have fun  
Search and Discover  
Discover and Share  
Always on the go  
Helping us to grow  
Tiger Cubs  
Tiger Cubs

## SHERE KHAN THE TIGER KING

(Tune: A-Hunting We Will Go  
The Grand Old Duke of York.)

Shere Khan the Tiger King  
He had ten Tiger Cubs  
He marched them up the hill,  
(Everyone stands up)  
And marched them down again.  
(Everyone sit down.)  
And when you're up you're up;  
(Everyone stand up)  
And when you're down you're down.  
(Everyone sits down.)  
And when you're only halfway up,  
(Everyone stand halfway up)  
You're neither up nor down.  
(Everyone stands up and sits down quickly.)

Repeat several times, getting quicker each time.

**TIGER**

(Tune: BINGO)

BSA has a new group  
and TIGER is it's name-o

Chorus:  
TIGER, TIGER, TIGER  
and TIGER is it's name-o.

It's made up of younger boys  
Six 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:  
Remember to spell out the TIGER name in the  
chorus after the first verse, then drop a letter on each  
chorus until all letters of TIGER are clapped instead  
of being sung.

**TIGER, TIGER, LITTLE SCOUT**  
(Tune: "Twinkle, Twinkle, Little Star")

Tiger, Tiger, little scout  
What is Tigers all about?  
Having fun and lots of joy,  
Laughing with other Tiger boys.  
Tiger, Tiger, little scout  
That's what Tigers are about.

**TIGER CUBS SONG**

(Tune: Camptown Races)

I know somewhere to have fun Tiger Cubs  
I know somewhere to have fun Tiger, Tiger Cubs  
Tiger, Tiger Cubs  
Tiger, Tiger Cubs  
Tiger, Tiger Cubs  
I know somewhere to have fun Tiger, Tiger Cubs

We all learned the Tiger Growl  
GRRRRR, GRRRRR  
We all learned the Tiger Growl  
Tiger, Tiger Growl  
Tiger, Tiger Growl  
Tiger, Tiger Growl  
We all learned the Tiger Growl, Tiger, Tiger Growl

Tigers have a motto too  
Motto, Motto  
Tigers have a Motto too  
Search, Discover, Share  
Search, Discover, Share  
Search, Discover, Share  
Tigers have a Motto too, Search, Discover, Share

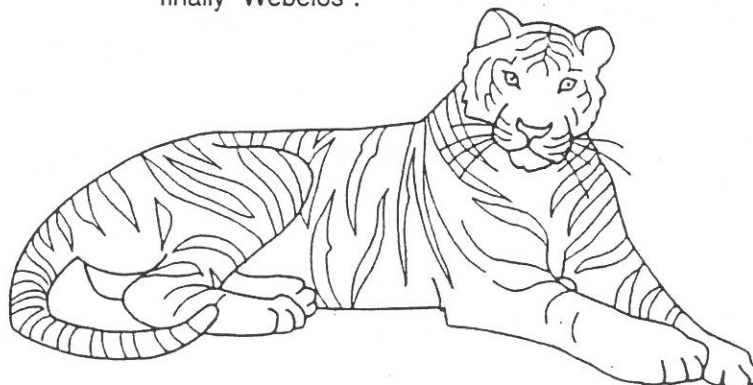
**THE TIGER WENT OVER THE MOUNTAIN**

(Tune: "For He's a Jolly Good Fellow")

The Tiger went over the mountain,  
The Tiger went over the mountain,  
The Tiger went over the mountain,  
To see what he could see.

And all that he could see,  
And all that he could see,  
Was the other side of the mountain,  
The other side of the mountain,  
The other side of the mountain,  
Was all that he could see.....

Sing first using "Tiger", then "Wolf", "Bear", and  
finally "Webelos".



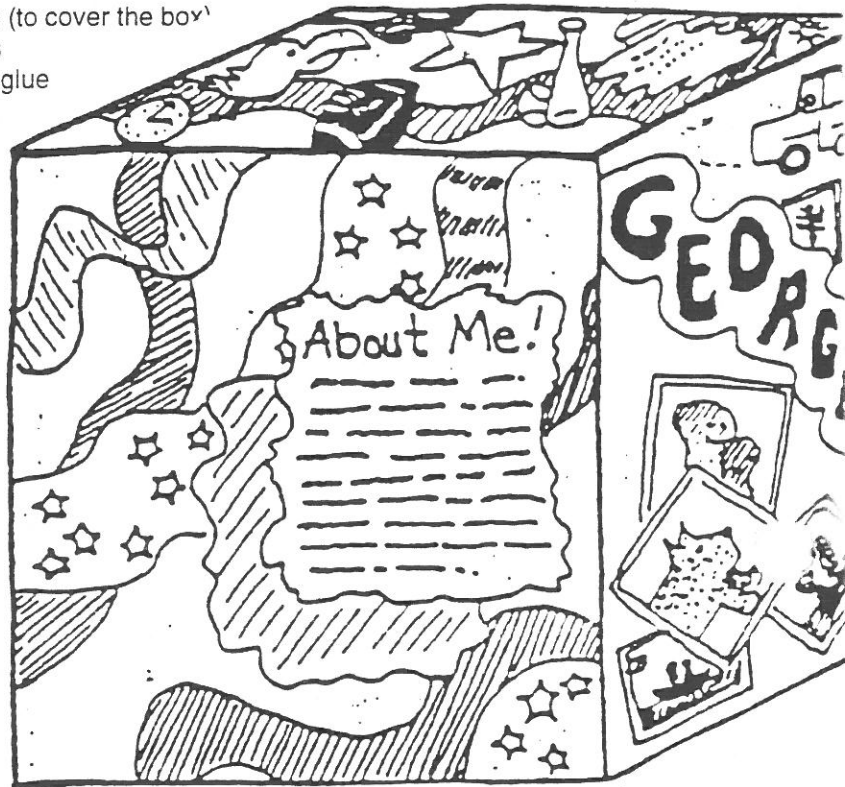


# TIGER CUB CRAFTS

## A "ME CUBE"

Materials: Large or Medium size box  
 Paint  
 Colored paper, old fabric (to cover the box)  
 Magazines, photographs  
 Pencils, paper, crayons, glue

1. Paint the whole outside of the box (or cover it with fabric or paper). You can do each side differently if you wish.
2. Collect some things that tell about yourself.
3. Attach them to all six sides of the box. You can use anything pictures or words cut from magazines, photograph drawings, stories. You might even want to write an autobiography on one side.



## Nature Collages

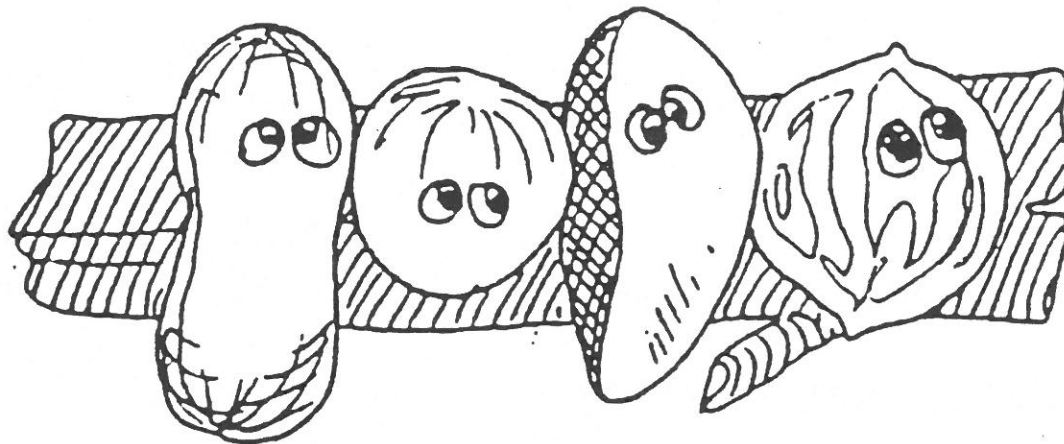
Materials: cardboard (shoebox lids are great)  
 white glue  
 objects from nature, such as leaves, shells, sand, or pine needles.

1. Go on a nature walk in several different environments on different days.
2. In each environment, collect things for your collage project. Make the collage as soon as you return from your last walk.
3. After the children have finished their collages, ask them where they collected the items. These are great souvenirs for children.

## FAMILY NUT PICTURE

Materials: Any type of nut (a variety of nuts is good)  
5"x7" piece of wood  
glue  
red, white, and black paint

1. Glue nuts to wood board, the same number of nuts as the boy has members in his family.
2. Paint faces on all nuts ( sad, happy, etc.).



## BRAIDED TIGER TAIL

Materials: 2 16" orange yarn  
1 16" black or dark brown yarn

Instructions:

1. Gather all three pieces of yarn together and fold in half.
2. Tie an overhand knot in the looped end leaving enough space to fit the fold over a button.
3. Separate and combine the free ends so that you have two orange strands of yarn, two orange strands of yarn, and the remaining two strands of dark yarn.
4. Using each pair of strands as "one", braid together until about 1 1/2" remain and tie it off so that it doesn't unravel.
5. Slip loop over a shirt button on the right shirt pocket (if a pocket and button are on your shirt.)



## PRETZEL PICTURE FRAME

Materials: Colored paper  
Clear craft glue  
Yarn  
Little pretzels  
Glitter or sequins  
Small paper plate  
Any picture

1. Lay out pretzels on paper plate (make sure they are touching).
2. Glue pretzels together at touching points.
3. Glue picture to colored paper.
4. Place colored paper on top of first layer of pretzels.
5. Add second layer of pretzels over first layer. Glue at touching points.
6. Add glitter or sequins to glue spots.
7. Let dry. (When dry you can trim paper plate if desired.)
8. Add yarn hanger.



## BROWN BAG PUPPET

Printed on Back of Bag.....

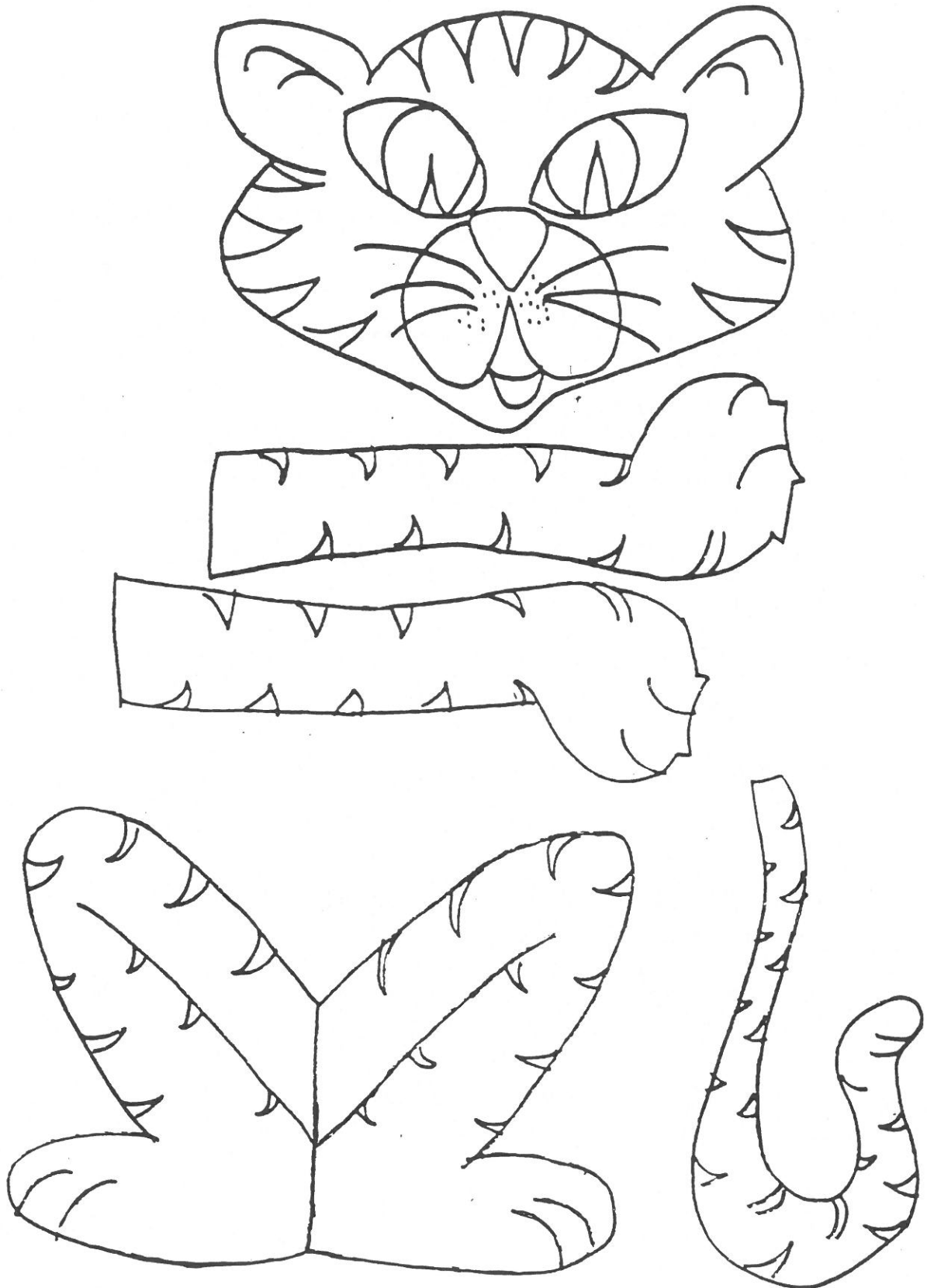
Hi! My name is \_\_\_\_\_ I'm a Tiger Cub.  
I have many friends who are Tigers too.

Tiger Cubs meet once a month, and sometimes more.  
We learn to SEARCH, DISCOVER, AND SHARE.

What a lot of fun we have along with our adult partners.

GREAT !!!!!!!

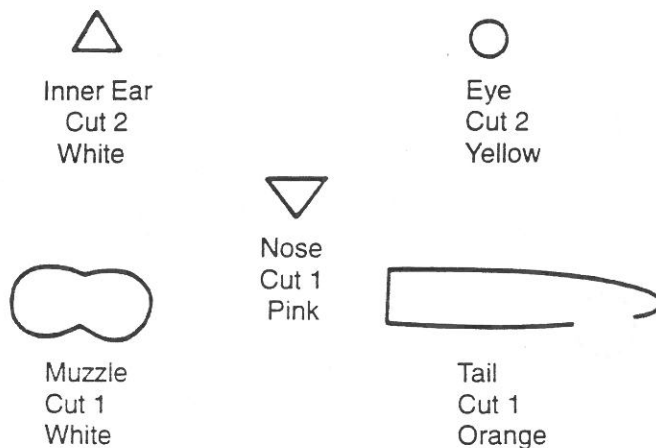
(Pattern next page)



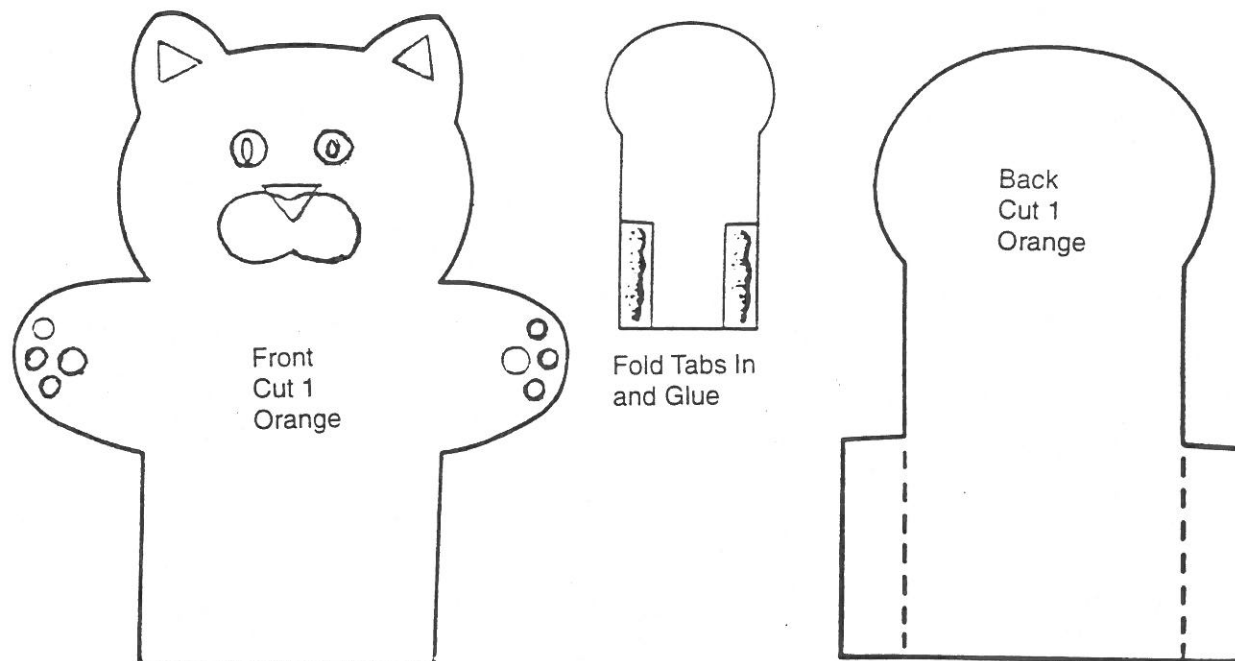
## TIGER FINGER PUPPET

Materials: Patterns  
 Dark colored fine point permanent felt tip pen.  
 Sharp scissors  
 Thick craft glue  
 Orange, white, pink, and yellow felt.  
 Black fabric paint marker  
 Pink squeeze bottle fabric marker

1. Draw stripes on the orange felt using the black fabric paint and allow to dry.
2. Use the patterns to mark the appropriate colored felt and cut out the pieces - cutting just inside the lines so that none of the border marks show.
3. Draw stripes on the orange felt using the black fabric paint and allow to dry.
4. Fold the two tabs on the back piece in and apply glue to the tabs, align up the front and back pieces and press together. Carefully glue around the remaining outer edges. Be careful not to glue the bottom together or you will have no place to put your finger.
5. Glue the eyes, muzzle, nose and inner ears to the puppet. Glue the tail to the back of the puppet with about 3/4" of the tail extending below the bottom.
6. Draw pupils on the eyes. Draw the paw pads with the pink fabric paint. Allow to dry.



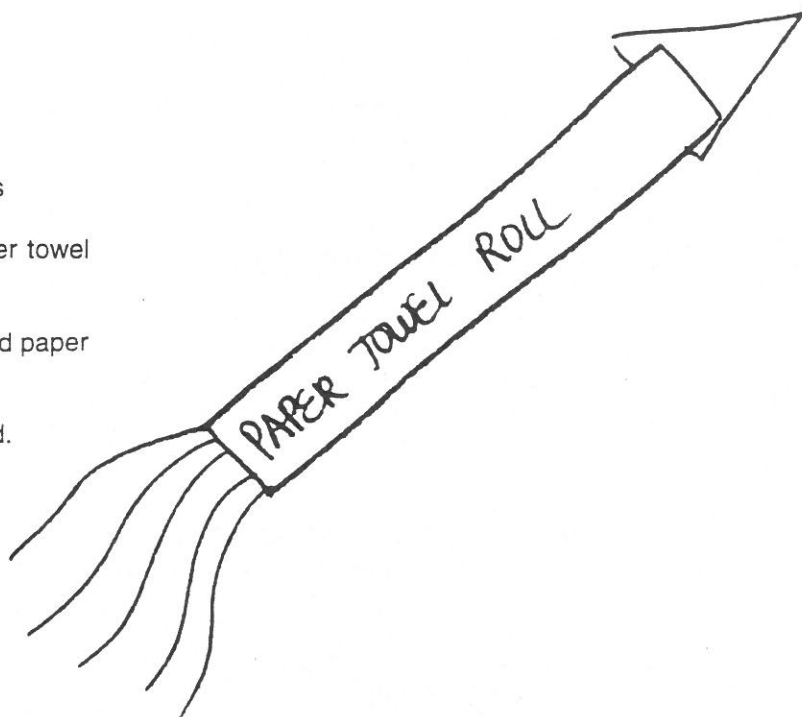
Patterns on next page.



## BUILD A ROCKET

**MATERIALS:** Paper towel roll  
Cone water cup  
Colored paper  
Glue  
Tape  
Markers or crayons

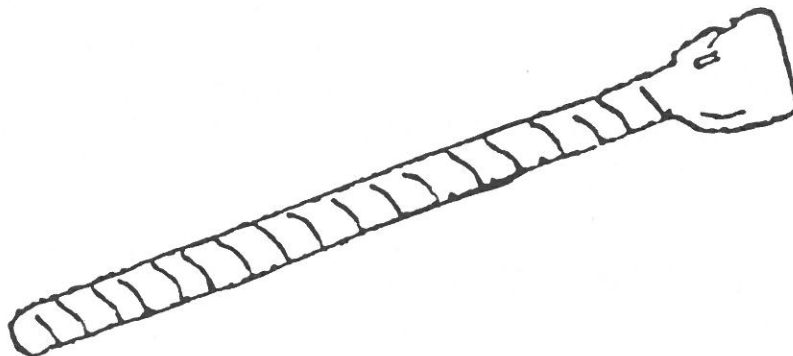
1. Glue cup onto end of paper towel roll.
2. Glue cut up strips of colored paper into opposite end.
3. Decorate Rocket as desired.
4. Fly your rocket.



## SODA STRAW OBOE

**Materials:** Drinking straw  
Scissors

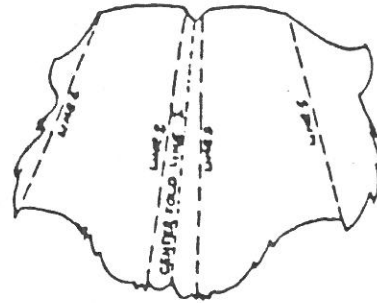
1. Flatten one end of a large soda straw about 3/4" from the end.
2. Cut the corners of the flat end off diagonally with scissors.
3. Blow gently through the flattened end. To make a higher note, cut off the other end of the straw. The more you cut off, the higher the note.



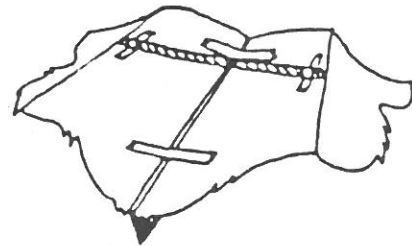
## TIGER KITE

Materials: Copy of Tiger pattern  
 Drinking straw  
 Plastic bag or crepe paper or light cloth  
 String  
 Scissors

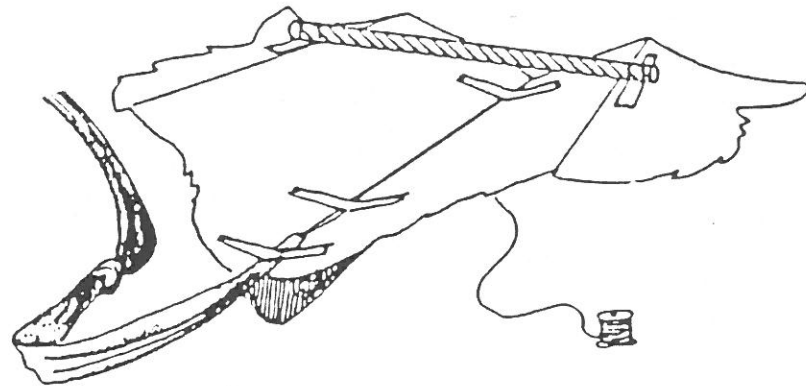
1. Cut out kite. Fold it in half along the line marked 1. The tiger should face to the outside of the folded kite. Spread the kite open. Now fold it along the lines marked 2, 3, 4, and 5.



2. Tape the center of the kite together as shown below. Lines 2 and 3 should touch. Tape the drinking straw to the kite where the marks show a straw shape. The straw will form a bridge.



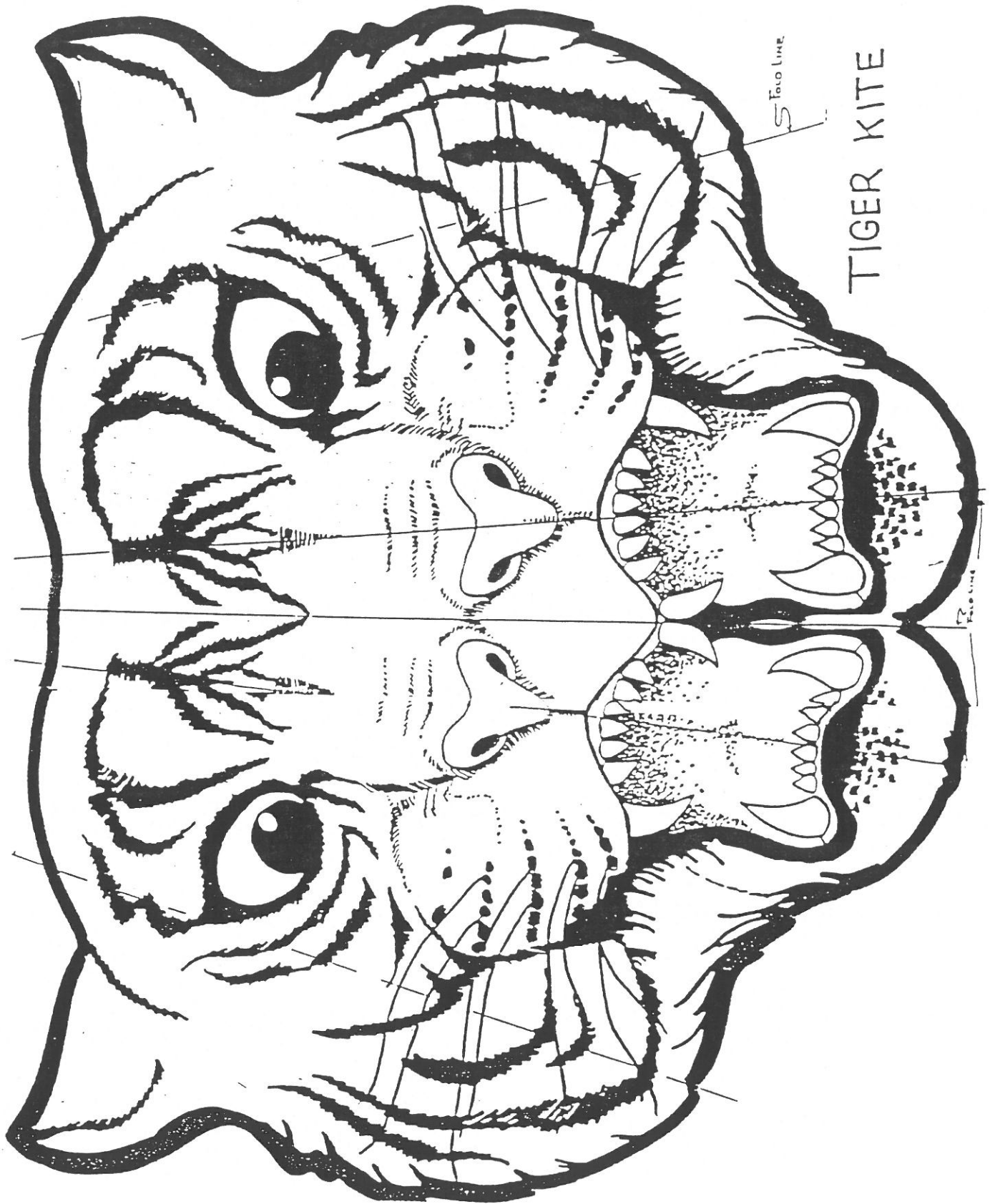
3. Cut strips of a plastic trash bag for the kite tail. If you don't have a trash bag, you can use the crepe paper or light cloth for the tail. The strips should be about two inches wide. Tie the strips together to make a tail that is five feet to eight feet long. Tape the tail to the back of the kite as shown.



4. Punch out holes on the face of the kite. Push kite string or carpet thread through both holes and make a knot as shown. Now your flying tiger is ready to take off.

(TIGER PATTERN ON NEXT PAGE)

TIGER KITE PATTERN

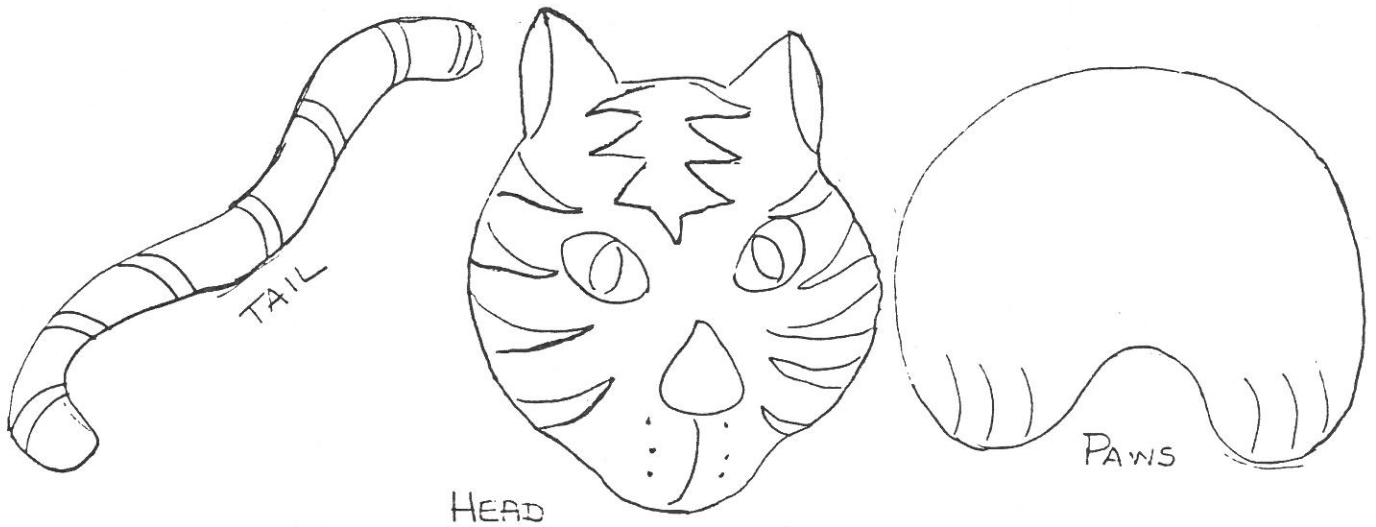




# BLUE AND GOLD PATTERNS

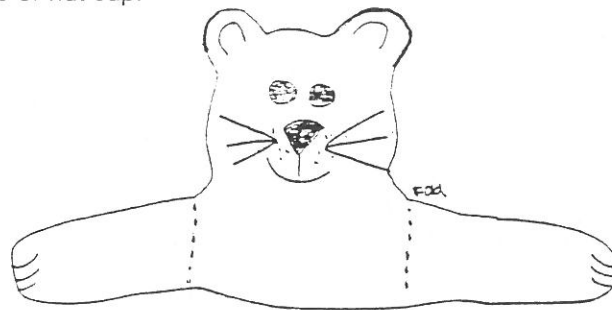
## BLUE AND GOLD TIGER NAPKIN HOLDER

Cut a 2" section from a small cardboard tube. Cover it with orange paper. Draw the head, paws and tail out of orange paper, cut them out according to the diagram. Decorate them with features out of colored paper or markers. Glue the head, paws, and tail onto the cardboard tube. Place a napkin through the center.

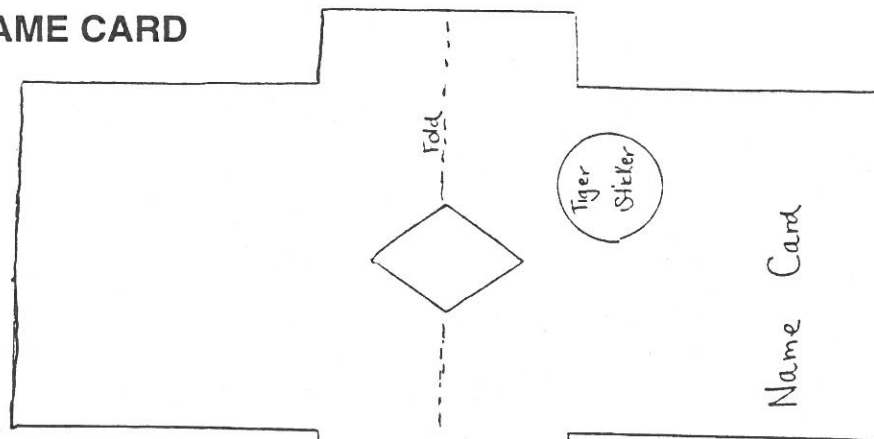


## TIGER NUT CUP

Draw the head and front legs of a tiger and cut out of orange paper. Use a marker to draw features on head. Place around a small drink cup or nut cup.



## TIGER CUB NAME CARD



# TIGER CUB PLACEMAT PATTERN



# TIGER CUB GAMES



## MARBLE GOLF

For this marble tournament, the holes can be made by burying baby food cans to the brim in the ground. Flags are paper triangles glued to popsicle sticks. Add water hazards and sand traps as you wish. Shots are taken in the approved knuckles down way for regular marbles. The winner is the boy who takes the fewest shots to go around the course.

## "AURA"

Stand facing your partner at arm's length. Touch palms and close your eyes. Keep your eyes closed, drop you hands. Both partners turn around three times. Without opening your eyes, try to relocate your partner's hands by touching palms together again. (Hint: You may call out your partner's favorite things but may not call his/her name.)

## KANGAROO RELAY GAME

Materials: Basketball, beach ball or balloon  
Chair

Using a large open space, divide the group into two teams. Have players line up, one behind the other. Place a chair about ten feet in front of each team.

The first players place a ball between their knees, hop around the chair, and return to tag the next players in line. Players may touch the ball with their hands to pass it to the next player or to pick it up when dropped, but they cannot move while touching the ball with their hands.

The first team to send every member around the chair and back are the winners.

## BOUNCING BUTTONS

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

## BALLOON RACKET RELAY

Materials: coat hanger for each team  
nylon stockings  
tape  
a balloon for each team

1. Make a racket for each team by stretching a coat hanger into a diamond shape and putting it inside a nylon stocking.
2. Straighten out the handle and wrap tape around it and the stocking.
3. Cut the stocking off at the bottom of the handle.
4. Mark a line on the ground. Form two teams of boys. Give each team leader an inflated balloon and a coat hanger racket. They walk or run to the other line and back while keeping the balloon in the air using the racket. If the balloon touches the ground, they must start over.

## TIGER BASKETBALL

Number of Players: 2 or more

Object of the Game: To throw a ball into a basket, earn a letter for each basket you make, and spell out the word T-I-G-E-R.

Things You will Need: 1 Wastebasket (or medium size box)  
1 Ball  
A few heavy stones  
Chalk board or easel with paper  
Chalk or felt pen

Before you Play: Set the basket on the drive, floor, or sidewalk. Put the stones in the bottom of the basket to weight it down.

How to Play: Pick a spot to throw from. Try to throw the ball into the basket. If you score, you may write the letter "T" on the board.. The other players must shoot from the same spot you did. Every player who makes a basket gets a "T". After everyone takes a turn, another player picks a spot and shoots. Each player must now shoot from that spot. Each player takes a turn picking a spot for shooting. Each time you make a basket add a letter to spell out T-I-G-E-R.

# BUTTON GOLF

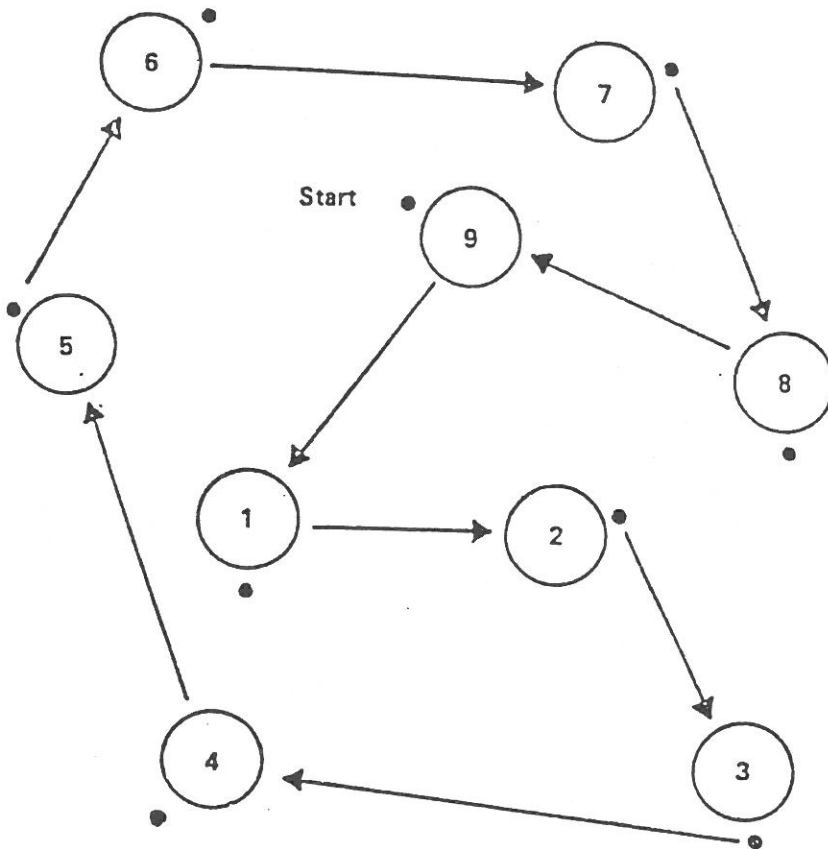
Materials: Two medium size buttons for each player  
 Nine paper muffin cups  
 A score card  
 Pencil

Get Set! Write a number from 1 to 9 in each cup. Arrange the cups around the floor as shown.

GO! Each player, in turn, places one button on the floor next to cup no. 9. He then flips his button by pressing down on the edge of it with his second button, aiming for cup No. 1.

Count the number of flips it takes to get the button into the cup, and mark it on the score card. After every player has finished first "hole", start outside cup no. 1 and aim for cup no. 2 and so on around the course, marking the score for each "hole".

At the end, add up the score for the nine holes. The player with the lowest score wins. If you are playing by yourself, try another round and see if you can make a lower score.



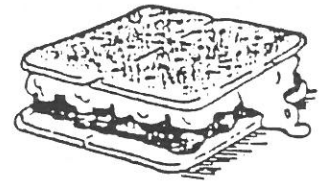
TOTAL				
9				
8				
7				
6				
5				
4				
3				
2				
1				
PLAYER				

# TIGER CUB COOKING

## PEANUT BUTTER S'MORES

Supplies: 1 tablespoon peanut butter  
4 graham crackers  
1 milk chocolate bar  
Marshmallow topping

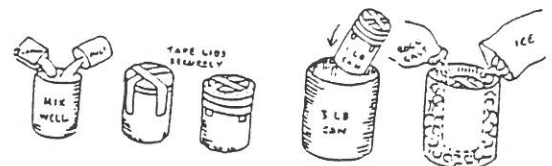
1. Spread the peanut butter on 2 crackers.
2. Put half the chocolate bar on top of 1 peanut butter covered cracker. Place the second half of the chocolate bar on the other peanut butter covered cracker.
3. Spread the marshmallow topping on the other 2 crackers.
4. Put the marshmallow covered crackers on top of the chocolate covered crackers so they make 2 peanut butter s'mores.



## TIN CAN ICE CREAM

Supplies: One 1-lb. can with plastic lid  
One 3-lb. can with plastic lid  
One 3 3/4 oz. pkg. instant pudding  
Two 6 oz. cans evaporated milk  
1 to 1 1/2 cups regular milk  
Rock salt, crushed ice, duct tape

1. Place pudding mix and evaporated milk into clean 1 lb. can and stir well. Add enough regular milk to fill can 3/4 full. Mix well.
2. Cover with lid. Tape lid on securely so can is air tight.
3. Place 1 lb. can in 3 lb. can.
4. Add layers of crushed ice and rock salt, making sure smaller can is surrounded with ice and salt on all sides.
5. Put lid on larger can. Tape as shown in illustration.
6. Have boys form two lines. They roll can back and forth on table or ground for 15-20 minutes.
7. At this point, carefully untape large can and remove smaller one to check ice cream. Wipe off all salt before removing lid from smaller can.



## COOKIE CAKE

Supplies: 1 box of round chocolate wafers  
1 can whipped cream or 1 container whipped topping

1. Divide the wafers into 2 equal parts.
2. Spread the whipped topping on each wafer and stack 1 on top of the other until you have 2 stacks.
3. Lay them down on their edges side by side on a plate and use the rest of the whipped cream or topping to frost your cake.
4. Cover with waxed paper, put in the refrigerator for 3 hours.
5. Cut the cake diagonally and it will look like a layer cake.

## NO-COOK S'MORES

Supplies: Table knife  
Graham crackers  
Marshmallow cream  
1 can ready-to-spread milk chocolate frosting

1. For each s'more, spread 1 graham cracker square with a layer of chocolate frosting.
2. Spread the second square with marshmallow cream.
3. Put together sandwich style with the frosting and cream to the inside.

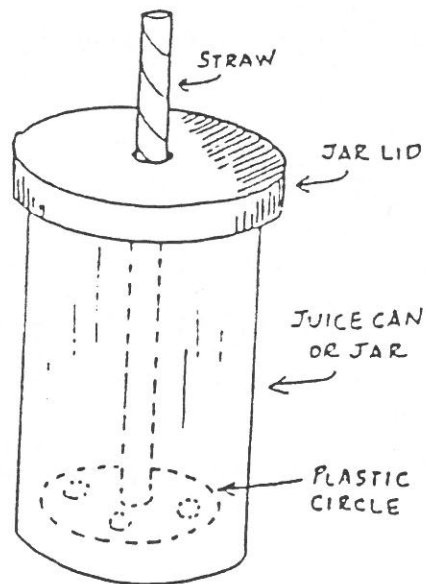


## BUTTER CHURN

Supplies:

- 1 12-oz. juice can or jar
- 1 straw
- 1 jar lid (bigger than the top of the can)
- Plastic lid or margarine tub
- Whipping cream
- Screw or bolt the size of straw
- Hammer

1. Use a large screw or bolt to hammer a hole in center of jar lid, large enough for straw to fit through.
2. From plastic lid or tub, cut a circle slightly smaller than bottom of juice can. Poke a small slit in center of this circle, and squeeze one end of straw through slit. (The straw must fit tightly.) Punch 4 holes in circle.
3. Slip the other end of the straw through the hole in the jar lid.
4. Fill can 1/3 full of whipping cream. Set straw and lid apparatus in can.
5. Holding the lid in place, push the straw up and down for about 30-40 minutes, and you'll have butter.



For more program ideas refer to : TIGER CUB RESOURCE BOOK, No. 34748 and  
TIGER CUB FAMILY BOOK, No. 34745.



## It's Only a 15 cent Pin

It's only a 15 cent pin and you might say..."15 cents sure doesn't buy much these days". It all depends on how you look at it. For me it bought the following:

One very lively, never dull afternoon a week when I have the opportunity to view the world through the eyes of boys. That's a pretty wonderful way to see things.....

An opportunity to get acquainted with my son's friends and watch them grow strong in mind and body....

A chance to plan and share ideas with other leaders who are also my friends....

The privilege of helping boys learn more about their country and goosepimples each time I hear them recite the Pledge of Allegiance.....

The knowledge that all boys are the same, yet different.....

An opportunity to read about things I haven't taken time for in years, and a chance to put these things into action as part of our den meetings.....

A chance to stimulate boys' imaginations...and to watch them 'do their best'....

The privilege of knowing my own son a little better.....

A growing love for eight boys, and I believe, their growing respect for me.....

The opportunity to watch these boys grow into useful citizens.....

Yes, it's only a 15 cent pin. And you might say..."15 cents sure doesn't buy much these days." Maybe not. It all depends on how you look at it.

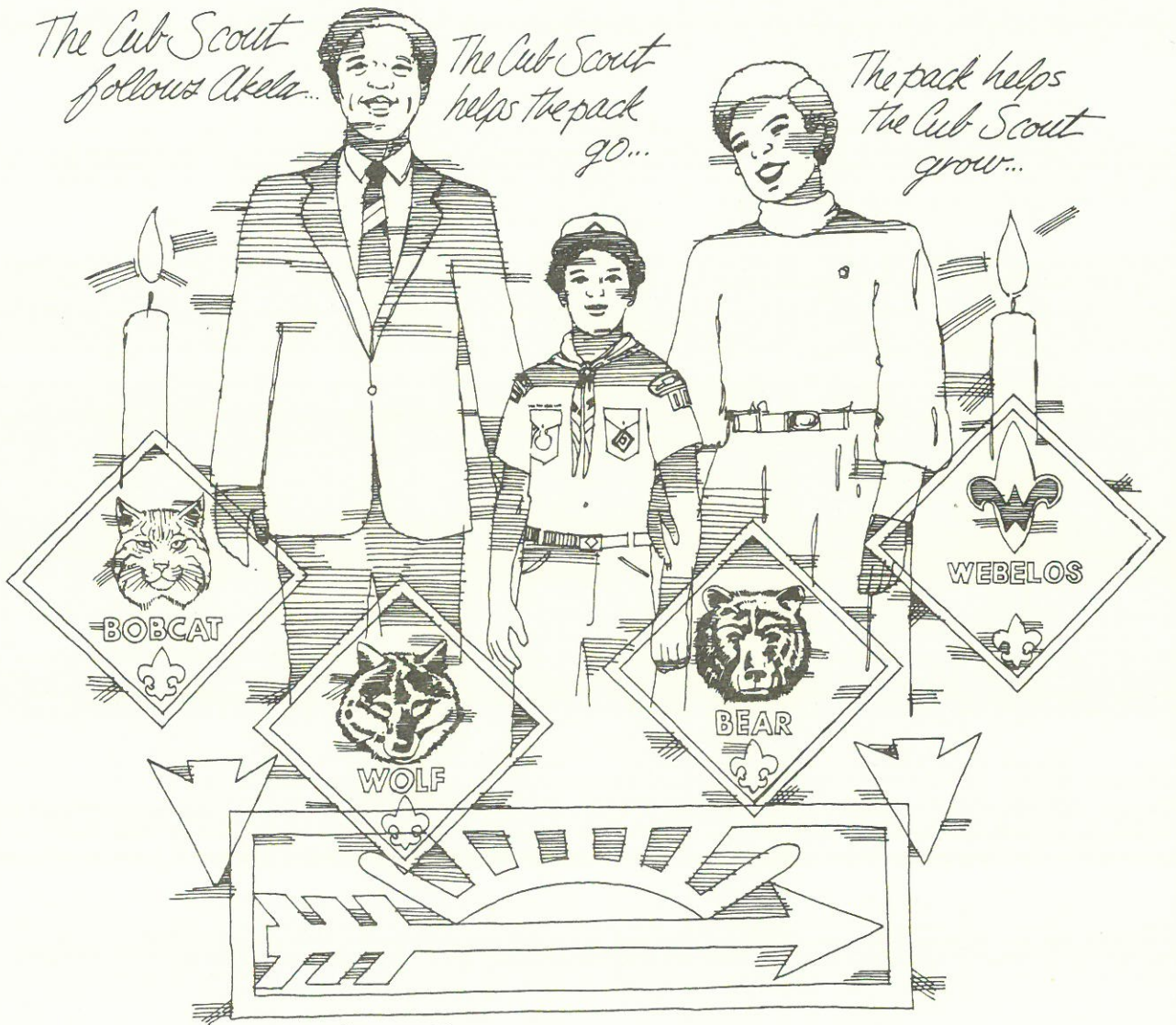
Dottie Elliot



*The Cub Scout follows Akela...*

*The Cub Scout helps the pack go...*

*The pack helps the Cub Scout grow...*



*The Cub Scout gives goodwill.*

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# CEREMONIES FOR SPECIAL OCCASIONS

The high point in men's lives have always been marked by ceremonies. Look back on your own life. In many instances, the important happenings were marked by ceremonies . . . your graduation from high school or college, your wedding, joining the church, joining a club or sorority, or the christening of your children. All of these were probably recognized by some type of ceremony.

So it is in Scouting . . . the highlights are marked by ceremonies. Joining the pack, receiving badges, graduating from Cub Scouting into Boy Scouting . . . all of these are marked by ceremonies. It is your pack and den responsibility to make that special occasion memorable.

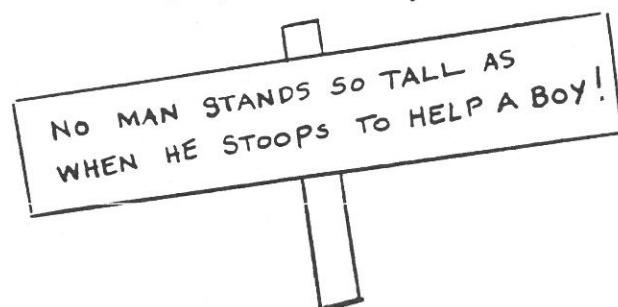
We take ceremonies in our lives for granted. They just seem to happen, or naturally fit into the activities which are high points. In Scouting, we can't take ceremonies for granted. Without effort in planning and execution, they don't happen. Ceremonies can be easily omitted, and when they are, a very important part of Scouting is left out.

When a Den Leader plans the seven parts of the den meeting, he/she no doubt includes an opening and closing ceremony. Sometimes it may be simple recognition ceremonies in the den, such as adding a token to the den doodle, presentation of denner cords, presenting a bead when a boy completes three achievements toward a badge, or congratulating a boy on his birthday.

Let's take a look at pack ceremonies. A boy has worked long and hard to complete the requirements for his Wolf badge. Do you think he is impressed if the Cubmaster simply hands him his badge? Of course, the badge is important to a boy, because it is a visible means of showing others what he has done. But use your creative imagination for a moment and think how many impressive ways it can be presented. For instance, the theme is Halloween . . . imagine the Cubmaster dressed in a white sheet, drawing the badge out of a black and boiling cauldron . . . can't you just see that boy's eyes widen? Or perhaps the theme is Pirates, and there stands Peg Leg Pete on the bow of a pirate ship, ready to present the award . . . if the boy will walk the plank! Wow! In the eyes of an 8 or 9 year old boy, that would be a night to remember. Sure, you're right . . . it does take time and effort to plan such a ceremony. But think of the rewards . . . think of the long-lasting benefits . . . and think of the excitement and inspiration for the boy to work hard for the next badge, because who knows what might happen then?

Then there's the most important occasion in the life of a Cub Scout . . . his graduation into Scouting. How much meaning do you think it has for him to simply stop attending pack meetings? Maybe some other guys say, "Where's Jimmy?" and someone replies, "Oh, he joined the troop". Big deal! What kind of a picture is this for the younger Cub Scouts? He might as well have just disappeared into the fog.

One of the main purposes of Cub Scouting is to prepare a boy for Scouting. It is a proven fact . . . statistically. . . that boys who have been Cub Scouts stay in Scouting longer and are more successful. So it is a big deal. Cub leaders should do their best to make it a big deal for the boy. Don't under estimate the importance of ceremonies. They are very important to the boy.



## CEREMONIES CREATOR

(All purpose, all occasion, do anything, generic)

### Directions

- \* Choose one or more phrases from each list
- \* Assemble the necessary props
- \* Add your own personal words for each occasion
- \* Conduct the successful ceremony

### "Would the following please come forward"

- \* Cub Scout(s) (name)
- \* Leader (s)
- \* Den (s)
- \* Webelos Scouts(s) (name)
- \* Parents (s)
- \* Special

### "Before you is"

A Candle	A Drum	A Bucket	A Branch
A Torch	A Cross	A Tripod	A Flashlight
A Scout Book	A Neckerchief	A Bridge	A Picture
Akela	A Trail	A Box	Your Parents
A Ladder	Your Leader	The Pack	Other _____

### "This represents"

The Spirit of Scouting	The Family	Fun and Adventure
The Pack	The Church	Good Deeds
Your Future	Your Accomplishment	Your Den
Our Dedication	Your Advancement	The World
Character	Fitness	Our Community
Other _____		

### "You have earned this Award by"

Helping Others	Completing Achievements	Doing Your Best
Joining Our Pack	Helping Boys Grow	Being a Denner
Being the Best _____	Selling the Most _____	Helping With _____
Collecting _____	Serving for _____ Years	Serving as _____
Other _____		

### "Please accept this award and continue to"

Do Your Best	Come To Meetings	Work Hard	Follow the Trail
Give Goodwill	Follow Akela	Be Your _____	Help the Pack Go
Help Your son	Grow Strong	Other _____	

"Would the rest of the Pack join me in congratulations for this award" (Lead a tasteful Applause)

**THERE WASN'T THAT EASY? KEEP THE SPIRIT ALIVE!**



## CEREMONIAL PROPS

Two words about ceremony props- USE THEM

A few attractive props help set the scene for an impressive ceremony. A little "showmanship" along these lines shows the boys and their parents that your pack really cares that they came to the meeting, and that you are prepared for it.

Many props can be made from scrap materials. They need not be expensive to be impressive. The following are some basic pieces of equipment that your pack may wish to acquire.

**TABLECLOTH** - A blue and gold tablecloth will add color to your head table which hold the badges and other ceremony equipment. Make the tablecloth to fit from yellow cloth and trim with blue binding. Or, sew together old Scout neckerchiefs. Washable fabric is easy to care for.

**ELECTRIC CANDLES** - Made from discarded electric candle type Christmas wreaths. Run the wiring through a piece of conduit or heavy cardboard tubing for the candle part. Cover with blue and gold foil gift wrap. Posters of the various ranks can be placed on a small easel between candles on the head table. Change the poster to correspond to the rank being awarded.

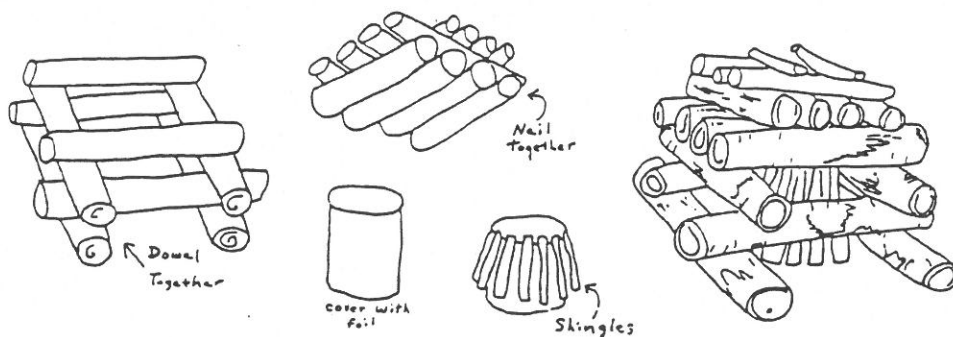
**INDIAN HEADDRESS** - Most Cubmasters think the time and effort in making an Indian Headdress is worthwhile. With careful storage, a headdress will last for years. Transferring the headdress from the outgoing to the incoming Cubmaster is a beautiful act. The headdress alone, worn with the Scout uniform, is adequate, unless you wish to make other Indian costume parts.

**CAMPFIRE** - A log cabin or tepee type fire can be nailed to a plywood base and lined with yellow orange or red cellophane. Use a small string of individual blinking Christmas lights underneath. Take care to use flame-proof materials.

**BRIDGE** - A bridge can be built from scrap lumber, using dowling for poles and white rope to string along the top. Graduating Cub Scouts look forward to crossing the bridge to be met by the Scoutmaster of the troop they have chosen to join. It is a good idea to build the bridge so that the poles can be removed for storage.

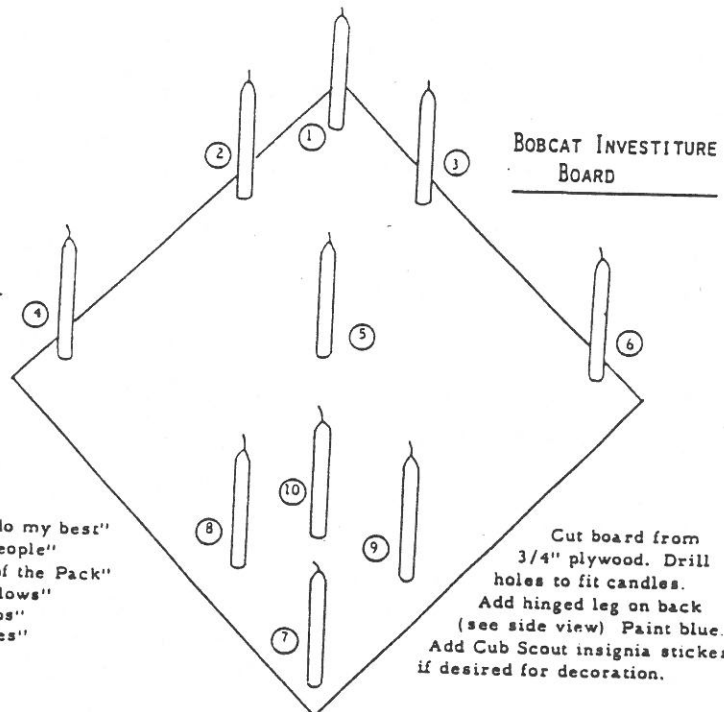
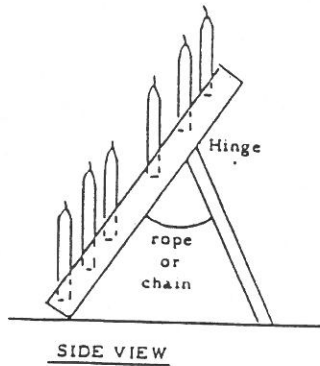
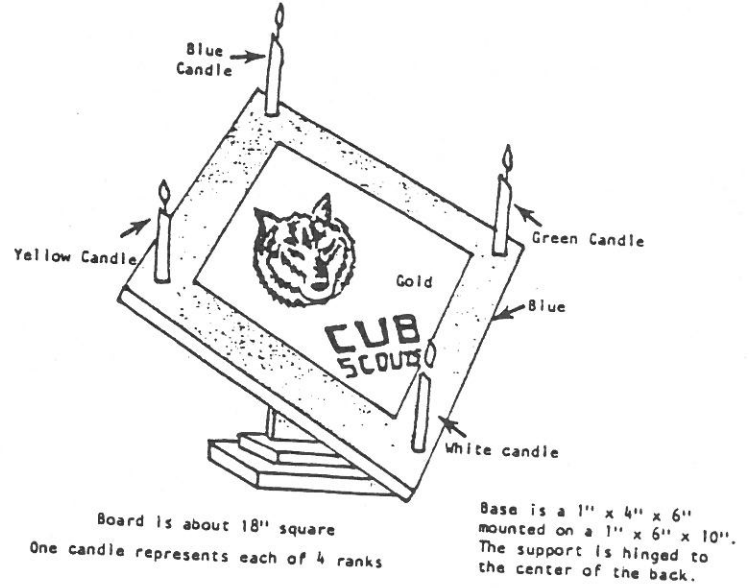
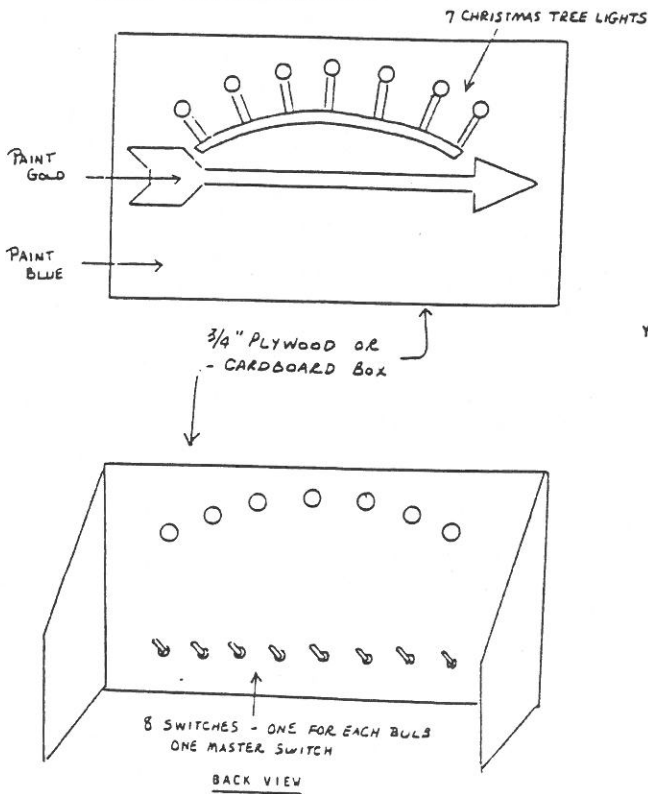
**ARROW OF LIGHT** - Cut from scrap lumber (plywood), paint yellow, and mount atop another piece of plywood for the base. Holes can be drilled to hold candles.

**COSTUMES** - It is impressive for the Cubmaster to wear a costume fitting the monthly theme. You won't want to do this every month of course, but on special occasions, such as Christmas, or a theme such as Circus, Indians, or Knights, Cub Scouts will enjoy receiving their awards from Santa Claus or an Indian Chief, or King Arthur.



# Ceremonial Props

ARROW OF LIGHT CEREMONY BOARD



- CANDLES
1. White - "I promise to do my best"
  2. Red - "To help other people"
  3. Blue - "Obey the Law of the Pack"
  4. White - "Cub Scout Follows"
  5. White - "Cub Scout Helps"
  6. White - "Cub Scout Gives"
  7. Yellow - Bobcat
  8. Yellow - Wolf
  9. Yellow - Bear
  10. Yellow - Webelos

Cut board from 3/4" plywood. Drill holes to fit candles. Add hinged leg on back (see side view) Paint blue. Add Cub Scout insignia stickers if desired for decoration.

# GENERAL CEREMONIES

## LEADERSHIP APPRECIATION CEREMONY

**Materials**            4 Candles

Scouting is made up of many things, people and ideas. Tonight we are going to take a few minutes to reflect on some of the more pertinent aspects of Scouting.

### First

Scouting is a program, as depicted by our first candle. It is a program dedicated to the development of character, citizenship, and the mental and physical fitness of our youth.

### Second

Scouting is for the youth of our community. Young men who expect to learn, gain recognition by advancement, but most of all they expect to have fun with others of their own age.

### Third

Scouting is parents of our Scouts. For without parents taking an interest in the activities of their sons, taking them to meetings, and fulfilling their part of the Scouting program, we could not have Scouts.

But as you can see, this leaves one lone candle. This candle represents the Leaders of Scouting. As I call your name would you please come forward.

Leaders, I light this candle for you, for you have been a faithful leader to us and we want you to know that your work, dedication, and tireless effort has been gratefully appreciated. For without your leadership as well as the leadership of all Cub Scout leaders. The first three candles - program - youth - and - parents would be meaningless. Thank you!

## DEN CHIEF RECOGNITION

**PROPS**            Service cord

Trustworthy, Loyal, Helpful. **Helpful**, this is the 3rd point of the Scout Law. It means a Scout is concerned about other people. He does things willingly for other people without pay or reward. That is, giving of yourself to others and back to Scouting.

Tonight we honor a Scout who has exemplified these ideals: Would Scout *(name)* please come forward?

*(Name)* is a Den Chief. That is, he is one of the older Scouts who accepted the responsibility and has volunteered his time and talents to assist the Cub Scout leaders with their Cub Scout dens.

To say he is just a Den Chief is an understatement. This is a Scout who has gone the extra mile. Having completed various requirements and by having served for more than one year, he has now earned the Den Chief Service Award.

On behalf of Pack (#) and particularly the den leaders you have served so well, I'd like to present these symbols of excellence. *(Present)*

These cords are worn along with your regular den chief cord as long as you serve in that position. When you are no longer a den chief, you will continue to wear the Service Award to show others that you have served so well.



## BIRTHDAY CEREMONIES

Check your Individual Cub Scout Records for the birthday dates of each boy. When a boy has a birthday, call him forward during the opening ceremony. There are many ways to recognize him. You can sing "Happy Birthday" or give him a yell. You can give him a simple birthday card, perhaps one made by the boys. You can light a candle - one for each year.

Here is a ceremony for a boy who has reached his ninth birthday and is ready to start on his Bear Cub Scout Achievements. Props included are a cake, candles and Bear book.

**Denner** (*Name*) had a birthday this week. Let's sing "Happy Birthday" (*as they sing, Den leader brings in cake with lighted candles.*)

**Den Leader** Congratulations (*name*). As you blow out the candles, we will wish for you many happy days in Scouting.

**Den Chief** Will you come and stand by me (*name*)? You have worked hard and are wearing the Wolf badge on your uniform. Now you are ready to start earning your Bear badge. To help you, and with best wishes from all of us, here is your Bear book. We know that you will do your best and will soon add the Bear badge to your uniform.

## IMMEDIATE RECOGNITION

As a Cub Scout completes achievements for Wolf or Bear, you should make sure that a simple ceremony is held in the den. Make use of the Cub Scout Instant Recognition Kit. It is a motivational device used by den leaders to encourage each boy to complete the rank for his age. Although this kit helps to stimulate Wolf and Bear achievements, why wait until the Cub Scout has three achievements? By using den doodles and/or simple ceremonies a boy can be recognized each time he completes an achievement or does an elective for arrow points. These achievements or electives can be recognized by hanging an emblem (*such as a colored bead, construction paper cut outs, or feathers*) on den doodles.

A more elaborate ceremony could be used in presenting the Cub Scout with his bead for Progress Toward Ranks patch.

- Den Leader** (*to Cub Scouts*) As the "Akela" in Den #, your den chief and I would like to tell you the story behind these miraculous beads. The custom of awarding these beads started in the ancient tribe of Webelos. They were given to braves who "did their best" to help the tribe and others.
- Den Chief** Many moons ago, when the animal world was ruled by the wolves and bears, the braves of the Webelos tribe feared these strong beasts.
- Den Leader** But one (*or two etc.*) braves called (*Cub Scouts' name*), still untried, decided that the best way to live without fear was to learn to understand the creatures of the forest.
- Den Chief** So they went, disguised as animals, to live with the wolves and bears. The animals accepted them and all their brothers called them "Cubs" just as if the braves were their own. This was according to the Law of the Pack.
- Den Leader** For his bravery and friendliness to the beasts, he was given a leather thong with colored beads on it. It signifies that he knew the ways of the tribe and did his best at everything without worrying if someone else did better. This is the law which the tribe borrowed from the animals and had the "Cubs" learn. (*Have den form the Living Circle and repeat Law of the Pack.*)
- Den Chief** For doing your best and completing (#) achievements toward your (*name*) badge, I award you, (*name*) this thong and this bead - May you always obey the Law of the Pack!

## DENNER INSTALLATION - DEN CEREMONY

**Equipment** Table, den diary (*if desired*), candles in holder, denner cord.

**Setting** Den Leader or Den Chief should perform installation. Assistant denner can be installed at the same time.

**Den Leader** "*(Name of denner.)*", please step forward. (*Den Leader lights a candle.*) "Before you burn a white candle which represents the spirit of Cub Scouting, you should realize that it takes a team to keep the spirit alive, to keep it burning. You have just been elected to be a member of that team."

"As denner, your duties are to assist me and the Den Chief. You will keep the den diary, help take attendance and collect dues." (*This may be varied depending on the responsibilities the Den Leader wishes the denner to have.*)

"During the week, you should set a good example for the other members of our den, by being honest, fair and showing true Cub Scout spirit."

"Do you accept these responsibilities which will help us keep the spirit of Cub Scouting in our den alive and the candle burning?"

**Denner** "I do."

**Den Leader** "I'm happy to present you with the denner cord which is to be worn on your left sleeve during your term of office. Wear it proudly and with honor. Congratulations!"

(*Note*) After the denner's term of office is completed, he should remove the cord, but may continue to wear the shoulder tab.

## BOBCAT INDUCTION CEREMONY

**Personnel** Bobcat candidate, his parents, Cubmaster

**Equipment** 1" x 6" board, two nails, two strings 18 inches long, two metal washers

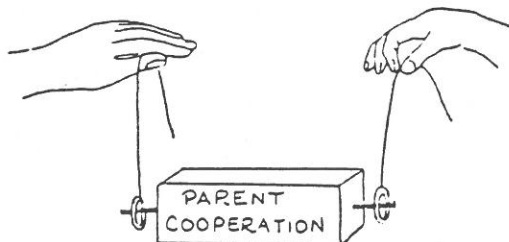
**Arrangement** Drive a finishing nail into each end of the board, slightly off center, with 1/4" left protruding. String achievement on one side of the board and Parent Cooperation on the other. Tie a washer to one end of each of the strings.

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

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

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

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



## DEN LEADER RECOGNITION

**Materials** Appreciation certificate for each den leader and Webelos den leader.

**Cubmaster** There is something which parents sometimes overlook when they consider the possibility of serving as den and pack leaders. There are two very different types of homes. In one type, everything will always be just so. The furniture is not likely to be marred; there will be little shouting or noise except from the boy who lives in that house; and even his shouting will be subdued and experimental. His mother will seldom be troubled by the shouts of other boys, because it is not likely that they will come here. And unless something unusual happens, that is the type of home it will always be.

As the children who live in it become young men and women, the rug will never be rolled up for social occasions. They will take their noise and laughter where it is better understood and more welcome.

But there's another type of home. This type attracts the friends of the children who live in it. They would rather bring their friends there than join them elsewhere. It is a home where children are welcome, where they learn to take care of the furniture rather than preserve it through lack of use. It's a home which later will attract young adults.

It's true - the first type of house will be peaceful, because it will be empty. Too empty...too peaceful...too quiet.

But there are more wonderful things to be sought after in life than peace and quiet. And besides, a noisy busy home does not mean that all personal comforts and pleasures must be sacrificed. Lasting satisfaction comes from the knowledge that, as each day goes by, children's future memories of their home will be happy ones.

Most den leaders want the second type of home and they have started to build now, because in a year or two it will be too late. That's why Cub Scouting is not all giving on their part. They'll receive a finer home life and stronger family because of it.

*(Call forward all den leaders.)* These people are making one of the finest possible contributions to our community by serving as den leaders. They not only deal with boys, but with parents too. They are strengthening the life of our community by enriching the lives of the families who live in it. They are teaching boys to respect their homes and their parents, and they are helping parents understand their boys better by doing things with them. Few community services are more important than this.

Please accept these certificates as a small token of the pack's gratitude for your help in Cub Scouting, and the thanks of all the boys you are helping by your service. Thank you.



# HELPING OTHER PEOPLE

DECEMBER 1996

## Opening

Eight Cub Scouts line up across stage holding large cards with letters to spell out G o o d w i l l. Each boy exposes his card as he speaks.

- 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 good will spread all around here.
- L** Let's all stand now as we sing a song of holiday cheer.



One of the boys or the den chief steps forward to lead audience in a Christmas song such as Jingle Bells or Deck the Halls.

## HANUKKAH

(Opening)

- H** stands for Hannah, courageous and true, who would not yield, so her sons they slew.
- A** stands for Antiochus, Syrian King, who tried from Judea, Greek worship to bring.
- N** stands for Night, so joyful in many ways, because oil in the cruse burned for eight days.
- U** stands for Unfurling the Maccabee banner, who led us onward in so valiant a manner.
- K** stands for Kindness, goodness and glory, all are a part of this inspiring story.
- K** stands for Keepsake of candles so bright, that father with "Bronshos" lights every night.
- A** stands for all, living far and wide, who tonight are glowing with true Jewish pride.
- H** stands for Hebrew, our language so old, in which the story of Hanukkah is told.

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## OPENING

- Characters** 6 boys
- Arrangements** Each boy comes on stage holding the object he is speaking about. Or, he can use a poster with the appropriate picture on it. He can read his lines, or they can be read by a narrator.
- 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. This is how the Christmas tree became part of our traditional Christmas.
- 2nd Boy** THE MISTLETOE. Ancient Celtic priests believed mistletoe had medicinal powers and was sacred. They thought it brought good fortune. Mistletoe was also considered the plant of peace and under it, enemies met and reconciled their differences. From this ceremony came the English custom of kissing beneath it.
- 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 beginning or end. One legend tells of a young girl of Bethlehem who wept because she had nothing to bring to the Christ Child but a crown of holly leaves. The babe touched the crown and the leaves gleamed, and scarlet berries appeared where her tears had fallen.
- 4th Boy** THE CHRISTMAS CANDLE. Medieval Christians believed that on Christmas Eve, the Christ Child wandered through town and countryside in search of those who believed in him. On that night, they placed candles in their window to guide him.
- 5th Boy** THE POINSETTIA. This Christmas flower was discovered in Mexico in 1828 by Dr. Joel Poinsett. The people of Mexico and Central America call it 'Flor de la noche buena' or Flower of the Holy Night, because it reaches full bloom at Christmas.
- 6th Boy** THE CHRISTMAS CARD. At Christmas in 1843 in London, "A Christmas Carol" by Charles Dickens had just been published. A friend, Sir Henry Cole, had an artist friend design a Christmas greeting to send to his friends. This was to be the first Christmas card. It took more than 30 years for them to become popular. They were first introduced in the U. S. in the late 1870's.

## ADVANCEMENT

Awards are gift-wrapped in small boxes and put under Christmas tree. As names are called, boys go to tree and find their box.

Santa Claus can have awards in his pack, and make the presentation.

Awards could be taped to large cardboard star or ornament cutouts, and hung on tree. When boy's name is called, he looks for the cutout which has his name printed on it.

## TWAS THE NIGHT OF THE PACK MEETING (ADVANCEMENT CEREMONY)

Twass the night of the pack meeting and all through the place.  
Not a boy was stirring, anticipation on each face.

It was time for advancements and they all turned an ear,  
So when their name was called, they would hear it loud and clear.

When all of a sudden, the Cubmaster was ready with helpers nigh  
To pass out awards as the boys were called and they filed by.

First came the Bobcats all new to the pack  
Akela is ready with the guidance and experience they lack.

Come up all you new Cubs, you're our Bobcats tonight.  
Your final step as a Bobcat is to do a good deed,  
And you must do it right.

*(Call boys and their parents forward and present awards.)*

Second are the Wolves, experienced that's true  
But there is still much to learn, Akela's not through.

Come up all our Wolf Cubs, you are Wolves to be praised.  
Achievements and electives you've done,  
so with Wolf badge and arrow points, in rank you are raised.

*(Call boys and parents forward and present awards.)*

Third are the Bears, most experienced so far.  
Akela's teachings they've heeded, they're way above par.

Come all our Bear Cubs, your work and learning is applauded  
For completing achievements and electives, tonight you're rewarded.

*(Call boys and parents forward and present awards.)*

Last are the Webelos, but not least to be sure.  
Akela's lessons they've learned, now Boy Scouts is their lure.

Come up all our Webelos, your activities are harder,  
Your accomplishments you wear proudly on your shoulder.

*(Call boys forward and present them with activity pins.)*

Now, let's give all these Cubs our Santa applause for a job well done!!





## CHRISTMAS ADVANCEMENT CEREMONY

### Equipment

Cardboard Christmas Tree with various colored lights. Cut holes in cardboard so that bulbs fit into the holes. Tape light cord to back of tree and plug into outlet. Unscrew bulbs slightly so they can be screwed in and lighted at the appropriate 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 Scouts.

The first step along the Cub Scout Trail is the Bobcat rank. *(Turn on light representing Bobcat - at bottom.) (At this point, if there are Bobcats to be inducted, call them forward and use regular induction ceremony.)*

Once a boy has achieved this honor, he is ready to climb. There are 12 achievements required to complete the rank of Wolf. Some of these require knowledge of the U.S. flag, of keeping strong, of safety, and being helpful to his family. The following boys have completed all 12 of these requirements: *(call forward boys and their parents for Wolf badge and/or arrow points)* Thank you boys. We are now able to turn on the light representing the Wolf rank. *(Turn on next light.)*

As a boy grows older and stronger, he is able to climb a little 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 for the Bear rank. *(Call forward boys and parents for Bear badge and arrow points.) (Turn on next light.)*

These boys have helped us light our tree, but it is still not quite as bright as it might be. Since they have received help from their parents and leaders, let us turn on lights for them too. *(Turn on several lights.)*

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 before, keep working for the highest rank in Cub Scouts. Congratulations to you and your parents for the fine job you have done.

*(If Webelos activity pins are to be presented, include this in the proper place and present in the same manner, lighting another light.)*



## CLOSING

- Arrangement** Nine Cub Scouts come on stage, one by one; each carrying a large cardboard letter. As he speaks his lines, he holds up his letter, which ultimately spell out the word CHRISTMAS.
- C** Is for candles, we burn on Christmas night to gladden weary travelers with their light so bright.
- H** Is for happiest; the happiest time of year. It's jolly, gay old Christmas time, with all its mirth and cheer.
- R** Is for ring; we ring the Christmas bell. All the Christmas gladness, the world to tell.
- I** Is for the infant who lay in a manger. Little Lord Jesus, a dear little stranger.
- S** Is for shepherds who kept their flocks by night; and heard the angels singing, and saw a wondrous light.
- T** Is for tree, all green and gold and red, we see it Christmas morning when we jump out of bed.
- M** Is for mistletoe we hang at Christmas time, in merry wreaths, when candles burn and Christmas bells chime.
- A** Is for all; to all men we wish cheer, joy and gladness, love and hope, for Christmas time is here.
- S** Is for the star that shone on Christmas night, star and candle, bell and wreath, all make our Christmas bright.

## CLOSING

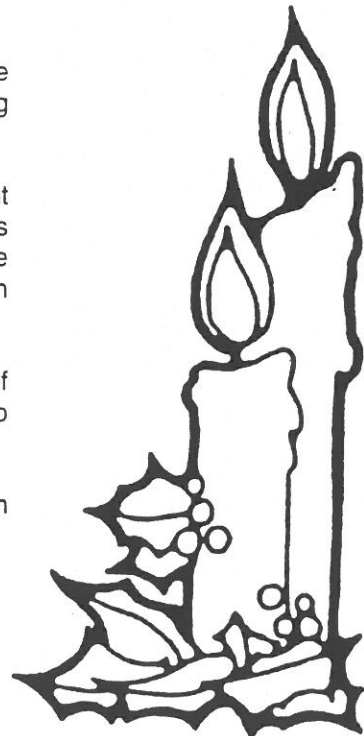
### Cubmaster

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.





# FAMILY SHOWTIME

JANUARY 1997

## TAKE TIME FOR TEN THINGS

(Opening)

Take time to Worship	It is the highway of reverence which cleanses and restores the soul.
Take time to Work	It is the price of success.
Take time to Read	It is the source of power.
Take time to help and enjoy Friends	It is the source of happiness.
Take time to Play	It is the secret of youth.
Take time to Love	It is the one sacrament.
Take time to Dream	It hitches the soul to the stars.
Take time to Laugh	It is the singing that helps with life's loads.
Take time to Plan	It is the secret of being able to have time for the first nine things. Please stand and join us in the Pledge of Allegiance

## FAMILY TALENTS

(OPENING)

- Cub #1** We may not be able to sing and dance, to ride a horse, or throw a lance but there are some things we do real good, and without each other there's no way we could
- CUB #2** Dad coaches soccer and I play on the team. Mom and my sister root an scream. When I block a goal or make a pass, my whole family gets in the act.
- CUB #3** On Saturday mornings we like to bake bread. It's a wonderful way to get out of bed. Mom adds the yeast, dad kneads the dough, I get the oven ready, you know.
- CUB #4** My dad and I like to build things. You wouldn't believe the fun this brings! We've made dog houses and bookcases and closet shelves, and talk a lot while we're busy as elves.
- CUB #5** We like to ride bikes, my family and me, the fresh air is great out in the country. Up and down hills, east and then west, we see a lot, but the ride home is best.
- CUB #6** I bet there's lots of things you can do. Think about it, then try a few. Get mom and dad in there to help. You'll find family fun is really swell.

## ADVANCEMENT

Why not ask boys to perform a physical fitness stunt before receiving award? Or attach badge to colorful prize ribbon.

Using poles in stands and blue and yellow cord or crepe paper, indicate a winding trail in the ceremony area of your Pack meeting. Place the Bobcat, Wolf, Bear, and Webelos emblems on the top of the poles. Hang awards from the poles. Call boys and parents forward to receive awards at proper station after the following statement is read by Cubmaster.

- \* "It is well to remember that a lazy person did not discover the telephone. And that a lazy person did not learn to control steam. And that a lazy person did not discover the power of gasoline, nor learned how to harness the great Niagara Falls.
- \* The men who have accomplished most in the world were persons who had ambition and a goal, and worked long and hard to attain it.
- \* Tonight we honor Scouts of ambition and goals who have worked to achieve great things."

## THE PURPOSE OF CUB SCOUTING

(Closing)

- Personnel** Cubmaster, 7 parents, *(include 1 den leader and a couple of committee members)*, 2 Cub Scouts. Use parents of boys already in the pack.
- Equipment** 7 large cards with one letter of the word PURPOSE on each. *(Glue or write the lines to be read on the back of each card)* 1 large card with the words CUB SCOUTING on it.
- Arrangements** Parents stand in a semicircle around 2 Cub Scouts holding the Cub Scouting sign. As parents are introduced they hold up their card and read their line.
- Cubmaster** I have asked some of the parents of boys already in the pack to help with the closing ceremony tonight. We hope you new parents will better understand the Purposes of Cub Scouting. *(Introduce each of the adult's in the following manner--"This is Jimmy Brown's father, John. And this is David Smith's father, Harry. etc.)*

After the introduction of the parents they then read their letter and what it stands for...

- P** Is to Provide fun and exciting things for boys to do.
- U** Is to foster Understanding within the family, an idea not new.
- R** Is to Respond to good sportsmanship and prepare them for the Boy Scout program.
- P** Is for Pride in growing strong in mind and body toward becoming a man.
- O** Is to Open new areas where they can be helpful and do their best.
- S** Is to Strengthen boys abilities to get along with others and be accepted by the rest.
- E** Is to Encourage the development of habits and attitudes of good citizenship each day.

Putting all of these letters together you have Purpose which is what Cub Scouting is, as we guide them down life's way.

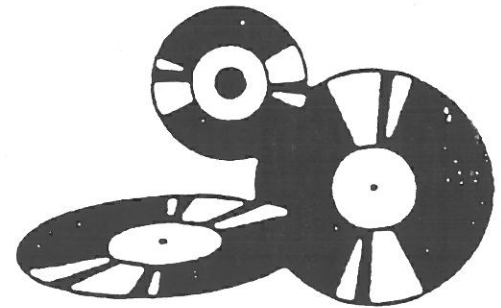
- Cubmaster** We all should remember that Cub Scouting is a program to give to boys and that all of these things that make up the word PURPOSE can only be achieved with the help of the parents. They will need your support and understanding.

## THREE CLOSING THOUGHTS

1. A family's world is a busy world. . . A happy life together. A world of joy that reaches out and love that lasts forever.
2. The family is like a garden with joy for all to share. With tender, growing blossoms that thrive on love and care. And when the flowers are gathered for a special day. They make a bright and wonderful happiness bouquet.
3. No man stands so tall as when he stoops to help a boy.

## THANKS FOR COMING (CLOSING)

- Cub #1 We hope you likes our show tonight.
- Cub #2 We tried real hard to do things right.
- Cub #3 It's easy to do good, you see.
- Cub #4 When you have the help of your family.
- Cub #5 Thanks for coming! Come again.
- Cub #6 Enjoy this time. We'll soon be men.



# STORY OF THE BLUE AND GOLD

FEBRUARY 1997

## STANDARD BEARER (Opening or Closing)

This is from a 1914 Flag Day address "Makers of the Flag" by Franklin Knight Lane, Secretary of the Interior, in which he imagined that the flag was speaking. The flag should be spotlighted in a darkened room with the narrator off-stage.

**NARRATOR** I am not the flag; not at all. I am but its shadow. I am whatever you make me, nothing more. I am your belief in yourself, your dream of what people may become. I live a changing life; a life of moods and passions, of heartbreaks and tired muscles. Sometimes I am strong with pride, when men do an honest work. Sometimes I droop, for then purpose has gone from me. Sometimes I am loud, garish and full of that ego that blasts judgment. But always, I am that that you hope to be, and have courage to try for.

I am strength and fear, struggle and panic and ennobling hope. I am the day's work of the weakest man, and the largest dream of the most daring. I am the clutch of an idea, and the reason and purpose of resolution. I am no more than what you believe me to be, and I am all that you believe I can be. I am what you make me, nothing more. I swing before your eyes as a bright gleam of color, a symbol of yourself. My stars and my stripes are your dream and your labors. They are bright with cheer, brilliant with courage, firm with faith, because you have made them so out of your hearts. For you are the makers of the flag and it is well that you glory in the making.

## BLUE AND GOLD OPENING

**Arrangement** On head table are arranged magic candles (*see instructions below*) which should be lit as the ceremony begins.

### Narrator

Our candle stands tall, straight, and white. It burns and gives forth inspiring light. As its light shines forth, you will see our colors blue and gold are as real as can be. Steadfastness and Spirituality. When the gold shines forth, be of good cheer and think of happiness and the sunlight so clear. As our candle's flame reaches toward the sky so blue, let us ask the Lord to give us wisdom to lead each boy straight and tall, and be inspired to give to God and our country our all.

## HOW TO MAKE THE MAGIC CANDLE

Use a tall white candle. Drill 1/4" diameter holes every two inches down opposite sides of the candle. Place scraping of blue and gold crayons in the hole. Melt paraffin and whip with egg beater. Cover candle with whipped paraffin using a fork and give the candles rough decoration. As the white candle burns, it will drip blue and gold wax decoratively down the side of the candle.



## STORY OF THE BLUE AND GOLD (Opening or Closing)

**Personnel** 8 Cub Scouts

**Equipment** Blue flannel board cards for flannel board, (*TRUTH, SPIRITUALITY, STEADFAST, LOYALTY, WARM SUNLIGHT, GOOD CHEER, HAPPINESS*) yellow sun for the flannel board.

**1st Cub** Back in the good old days the waving of school colors gave people a feeling of school pride and loyalty. Today, the blue and gold of Cub Scouting helps to build this spirit among Cub Scouts.

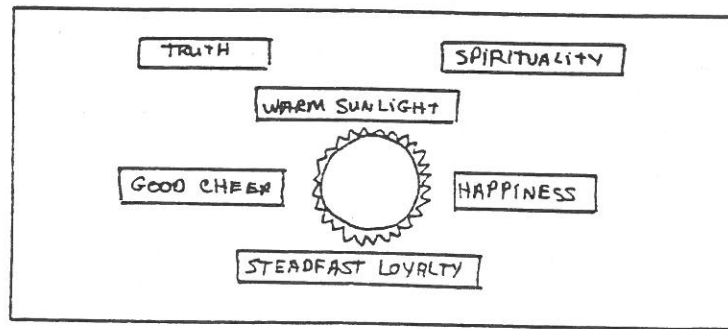
**2nd Cub** (*pointing to the blue flannel*) The blue reminds us of the sky above. It stands for truth, spirituality, and steadfast loyalty.

**3rd Cub** (*placing TRUTH card in upper left corner of board*) Truth means we must always be honest.

**4th Cub** (*placing SPIRITUALITY card in upper right corner*) Spirituality means a belief and faith in God.

**STORY OF THE BLUE AND GOLD (cont.)**

- 5th Cub** (placing *STEADFAST LOYALTY* card across bottom) Steadfast loyalty means being faithful and loyal to God, country, and your fellow man.
- 6th Cub** (placing *SUN* in center of board) The gold stands for warm sunlight (places *WARM SUNLIGHT* card across the top of the sun).
- 7th Cub** Gold also stands for good cheer and happiness. We always feel better when the sun is shining and so will those to who, we give good will. (places *GOOD CHEER* and *HAPPINESS* cards on each side of sun).
- 8th Cub** As we wear our Cub Scout uniforms, may the meaning of the blue and gold colors make us remember our Cub Scout ideals, the Cub Scout Promise and the Law of the Pack.

**CUB SCOUT SPIRIT ADVANCEMENT CEREMONY****Setting**

A world globe on the head table. Candles placed around the globe (*one for each rank to be presented*). Room darkened except for one candle held by the Assistant Cubmaster.

**Cubmaster**

We read in the newspaper everyday about wars, country against country, in all parts of our world. Television shows us daily, pictures of bombings, buildings destroyed, people killed--a dark and not very pleasant picture--and certainly not what each of us wants for ourselves or our children.

Scouting is one thing that helps to bring people together, because its ideals and goals are the same everywhere. We tend to think of Cub Scouting as just our pack, our dens, and our friends. But, there are Cub Scouts like us in almost every country in the world--we are just a small part of this wonderful organization.

Our Assistant Cubmaster, (*name*) holds a candle representing the Spirit of Cub Scouting. As we present our advancement awards tonight, he will light a candle next to the world globe for each rank.

First, we have (#) boys who have passed the requirements for the rank of Bobcat. Will Scout (*name*) and his parents please come forward?

(*The rank patches are presented to the parents who give them to their son(s). A candle on the table is lit. This is repeated for each rank to be presented.*)

Notice how the darkness the world was in has gone away as the light of the Cub Scout Spirit is spread around the globe. If we all continue to work on our achievements and continue to advance in rank, we can keep the light bright and help our world to be a better place to live for everyone.

**NOTE**

You can have many variations, such as attaching rank patches on different continents with rubber cement and turn the globe as presentations are made, highlighting Scouting around the world.

## ADVANCEMENT CEREMONY

**CUBMASTER** Scouting began in England in 1907 with a small group of boys. Lord Baden-Powell, our founder took these boys to Brownsea Island, off the coast of England for 12 days of adventure in camping and pioneering. He was testing an idea for an organization for boys. That was how Scouting began.

Tonight we have some boys who are beginning their adventure in Cub Scouting. *(Call names of Bobcat candidates and ask them to come forward with their parents)* Baden Powell based his idea for Scouting on some principles which he had been taught as a boy. Things like trust and loyalty, helpfulness and courtesy, cheerfulness. In Cub Scouting, we have these same principles encompassed in the Cub Scout Promise and Law of the Pack. Will you repeat with me the Cub Scout Promise. *(they do)* Now I'll ask all Cub Scouts here tonight to stand, give the Cub Scout sign and repeat with me the Law of the Pack. *(they do)* *(Cubmaster presents Bobcat badge to parents and congratulates boys and parents.)* You boys have now started your Scouting adventure, just like the boys on Brownsea Island.

A Chicago publisher, William Boyce was lost in a London fog, a boy appeared and offered to take him to his destination. Mr. Boyce offered a tip, but the boy said "Scouts do not accept money for doing a good turn". Mr. Boyce was interested in Scouting and was responsible for starting Scouting in America.

We have some boys here tonight who have been doing their daily good turns, and have been working hard on achievements and electives, so that now they have earned the Wolf badge and arrow points. *(Call boys and parents forward to receive awards.)* Your Wolf achievements and electives are helping you along the scouting trail.

Scouting had been in America only a few years when Cub Scouting started. The first year there were five thousand Cub Scouts and now, years later there are millions of Cub Scouts in America. Scouting was really growing. There are some boys in our pack who are really growing too. They have completed the requirements for the Bear badge and arrow points. *(Call boys and parents forward to receive awards.)* You are moving along the Scouting trail. Baden-Powell left a message for Scouts before he died. In that message he said "try to leave this world a little better that you found it". We have some Webelos Scouts in our pack who are doing just that. They have been working hard in the different activity pin areas, exploring fields of knowledge which will be helpful to them all their lives. *(Call boys and parents forward to receive awards.)* Congratulations. Continue to do your best along the Scouting trail. Scouting has spread to 104 different countries of the world. Tonight we're celebrating the ? birthday of Cub Scouting. From that small group of 20 boys on Brownsea Island, Scouting has grown to more than a million boys and adults around the world. You can be proud to be a member of such a fine, world-wide organization.

## IDEAS FOR ADVANCEMENTS

Make a large "Birthday Book" using old wallpaper sample book. Cover the book with blue and gold paper. Fasten awards on the left-hand page, and opposite each award, write the statement to be read as award is presented.

Have a delivery boy present to the Cubmaster a package wrapped in blue and gold wrapping paper, containing all awards and service stars. After awards presentations, have the same type package delivered to the Chartering Representative, containing recognition certificates for all leaders.



## ADVANCEMENTS (cont.)

Make a large paper mache' birthday cake. Use whipped soapsuds for icing. Before soapsuds harden, insert candles. Candles can be lit before presentation of awards and blown out after ceremony.

Individual awards could be packages in small boxes, wrapped in blue wrapping paper and tied with gold ribbons. Follow standard advancement ceremony, but present each boy with a wrapped package containing the award. To avoid confusion, ask boys to wait to open packages until you give a signal at the end of the presentation, As all boys open packages at the same time, the rest of the pack could sing "Happy Birthday". Then be sure to remind boys to throw away paper ribbons and do not litter.

## CLOSING

Everyone is given a birthday candle or cupcake with a candle.

**Cubmaster** Did you know that millions of boys and men have been a part of the Boy Scout movement since its beginning in 1910? Many of you dads were Scouts and today your sons are Cub Scouts! What a vast force to be crusading each day, at work and play for those things Americans hold dear. As we light the candles on our birthday cake, over all is the Spirit of Scouting. Let us resolve that as someone, somewhere helped us get started in Cub Scouting, we will together and as individuals, help more boys and institutions have Cub Scouting. Repeat with me the response to our Cub Scout motto "**We'll Do Our Best**". Now let's sing "Happy Birthday".

## CLOSING THOUGHT

You've heard the TV commercial which says "You're not growing older, you're getting better", that's the way it is with Scouting. It is getting better all the time. Scouting is improved and updated to keep pace with a changing world and to make it relevant to today's boys. So even though some of you may think that 67 sounds pretty old, just remember "Scouting isn't getting older, it's getting better". Good night.

## A CUB PARENT'S PRAYER

Look down upon my son. Dear lord,  
This smiling Cub of mine.  
Please take his hand along the way,  
So he may never stray.  
Bless my son tonight, Dear Lord,  
And help him walk with Thee.  
Give him comfort, warmth and love,  
He's all the world to me.  
Bless his daily efforts,  
And make them strong and true;  
For life's a heavy burden,  
And we're all in need of you.





# WEATHER OBSERVATION

March 1997

## WHAT MAKES WEATHER?

(Opening)

- Equipment**
1. 8 Scouts
  2. Pictures of the following: clouds, wind, rain, snow.
  3. Four signs with the following on them: sun +, air +, water =, weather.
- Assignments**
1. Need four Scouts to hold each of the pictures of the clouds, wind, rain, and snow.
  2. Need four Scouts to hold each of the signs Sun +, Air +, Water = and Weather.
- CM**
- Why does the earth have a variety of seasons and climates, while the moon does not? The answer is -- weather.

*(Display the Clouds, Wind, Rain and Snow signs or pictures.)*

Clouds, wind, rain and snow -- these are all signs of weather. They are a part of the weather picture just as your smile is a part of you. When you frown, that is a part of you, too. Three things make these signs of weather. When you know what they are, you will always see them in every kind of weather. Without them you would have no weather.

*(Display the Sun sign folded.)*

The first thing is the Sun. It gives us light and heat and power, too.

*(Display the Air sign folded)*

The second thing is Air. There is a layer of air which hugs the earth like the wrapping around a package. You move around in this layer just as a fish moves around in the ocean.

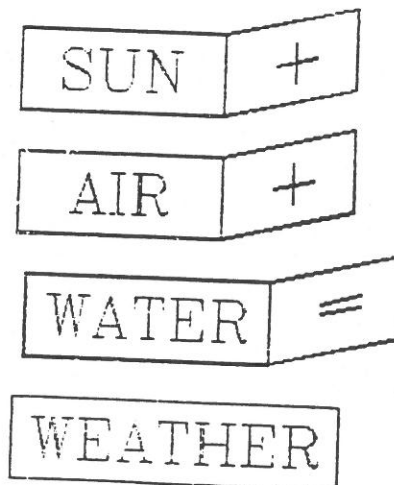
*(Display the Water sign folded.)*

The third thing is water -- water in oceans and lakes, water in ponds and brooks and puddles, and water in you.

*(Unfold each sign when instructed.)*

So, what makes the weather? The Sun plus Air plus Water equals Weather.

Alamo Area Council Pow Wow Book



## OPENING

**Setting** Have everyone stand. Pass out printed sheets of 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.)*

## AN OPENING STORM

(Opening)

- Equipment** Five Scouts, pictures of the following: Lightning, Hurricane, Flood/Drought, Hail, Tornado.
- Assignments** Need the five Scouts to hold each of the "Storms".
- CM** Tonight there is a storm brewing in the west. I am a Lightning storm.

*(Have the Lightning storm picture shown to the audience.)*

Lightning: Lightning occurs when positive electrical charges on the ground are attracted by negative charges in storm clouds. These charges from the clouds rush down to the ground making lightning. When the lightning rushes back up to the clouds, it creates a small vacuum in the air; and when air suddenly fills up this vacuum, you have thunder.

*(Have the Hurricane picture shown to the audience.)*

Hurricane: A hurricane is a tropical storm with winds and rains of over 75 miles an hour. They are very destructive as the wind and water push down anything that gets in their way. The weather bureau names hurricanes after ladies and men, now. Names like Hazel, Agnes, and Bob.

*(Have the Flood/Drought picture shown to the audience.)*

Flood/Drought: When the ground is very dry and then it rains suddenly and for a long time, you are apt to have a flood, which is just lots of water looking for a low place to rest. When all this water dries out and it doesn't rain at all, then you have a drought.

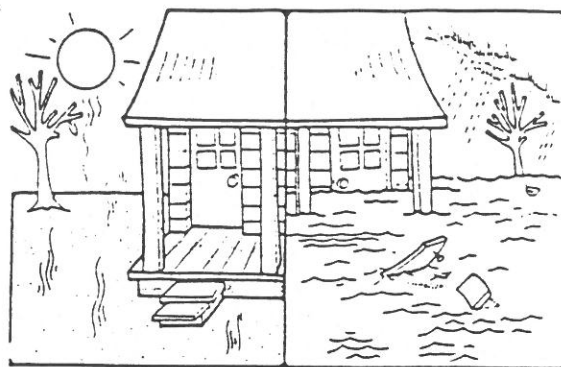
*(Have the Hail storm picture shown to the audience.)*

Hail: Hail, snow in the summer, is a freak of nature. These small lumps of ice form in the cold air inside a thunderstorm when the temperature on the ground is over freezing. They can vary in size from that of a pea to a baseball.

*(Have the Tornado picture shown to the audience.)*

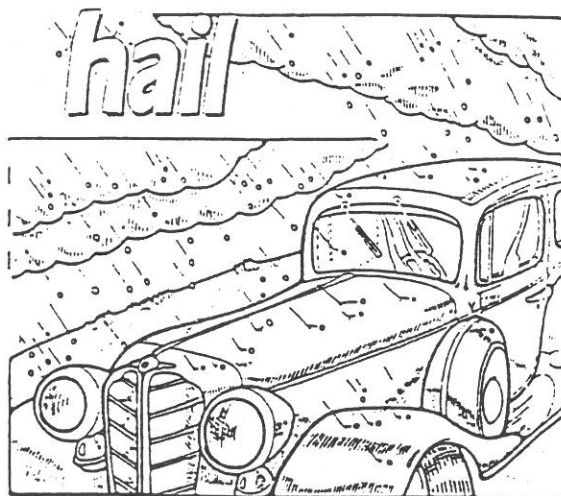
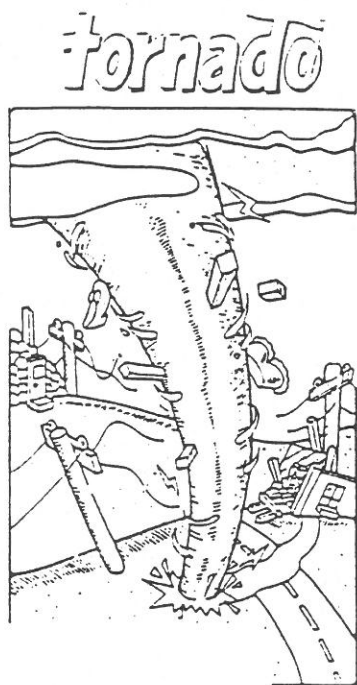
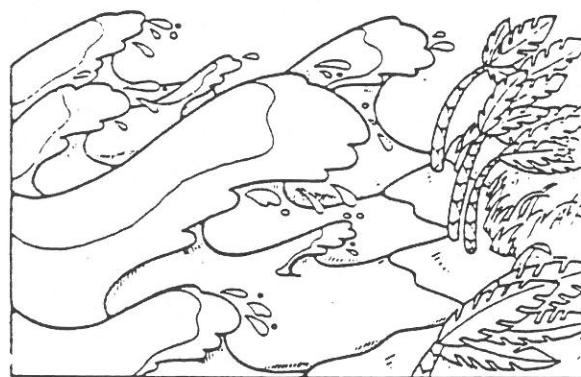
Tornado: A "Twister", as a tornado is also known, is a funnel of cooling air in a storm that rises into the sky. As it rises, it gathers speed to become a whirling menace to everything in its path. Tornadoes travel in a northeasterly direction at 10 to 50 miles per hour and can last up to 300 miles.

Alamo Area Council Pow Wow Book



flood drought

hurricane



## ADVANCEMENT

For this whole month the boys have been working with the theme of Weather Observations. Our weather is caused by three things playing together the air, the sun and the movement of the earth. These three elements cause our seasons to change, just as the Cub Scout program creates change within our boys.

*(Call forward Bobcats and parents)*

The season of fall is much like our Bobcat, who is entering the family of Cub Scouting. He will marvel at all the different and colorful leaves of fall. The Bobcat can be overwhelmed with all the new activities on which he can begin. Congratulations on your beginning the Cub Scout program.

*(call forward Wolf and parents)*

The next season is winter. In the wintertime the wolf stalks his prey while the Cub Scout stalks each of the requirements to achieve his rank of Wolf. Congratulations on your achievements.

*(Call forward Bear and parents.)*

Spring is when the bear emerges from his hibernation to all the newness this season brings. Our Cub Scout also opens his eyes to survey the requirements for his rank. This is truly a time of discovery for the Bear Scout. Congratulations on a job well done.

*(Call forward Webelos and parents)*

Summertime is the time for outdoor fun. This is what our Webelos is ready for. He has learned new skills and now he can test what he has learned. His knowledge comes from having experienced all the other seasons. Congratulations on your Webelos rank and continue to explore as you pass through the seasons.

## ROY G. BIV

**(Advancement)**

- Equipment**
1. Have seven curved pieces of colored poster board representing the seven colors of the rainbow.
  2. Seven Scouts.

**CM** Rainbows are formed by the sun's rays when they are bent as they strike the drops of water. Rainbows give off seven colors; violet, indigo, blue, green, yellow, orange and red. You can only see the colors that bend in your direction. The height of a rainbow depends on how high the sun is. The higher the sun, the lower the rainbow. If the sun is higher than 40 degrees, you will be unable to see a rainbow.

*(As each color is read, have each Scout stand side-by-side to form a rainbow.)*

**R** is for red

**O** is for orange

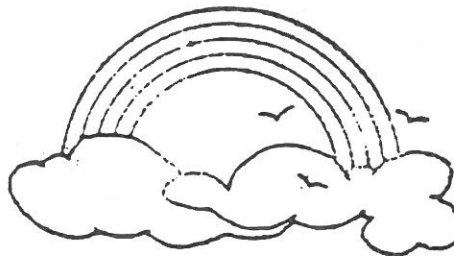
**Y** is for yellow

**G** is for green

**B** is for blue

**I** is for indigo and

**V** is for violet.



Look, there's a rainbow now! See how that lovely rainbow throws her jeweled arm around these Scouts tonight.

Tonight we recognize Scouts who have reached the end of the rainbow and achieved their quest for advancement. Call Scouts forward and present badges, awards, etc.

## ADVANCEMENT CEREMONY

<b>Personnel</b>	The Four Winds ( <i>four Cub Scouts</i> ), each with a candle; graduating Webelos Scouts and parents; lights operator.
<b>Equipment</b>	Four candles, Scout neckerchief, graduation certificate; graduate's original Cub Scout Application ( <i>if possible</i> ).
<b>Arrangement</b>	Graduating Webelos and their parents are at front of the room, which is in semi-darkness. Cub Scouts representing the Four Winds stand in each corner of the room. Each lights his own candle as he expresses his wish for the graduating Webelos. After expressing his wish, he comes to the front of the room.
<b>NORTH WIND</b>	I am the North Wind. People say I am cold, but to you I will always bring the warmest of winds because you have been a true-blue Cub Scout and Webelos and have lived up to the Law of the Pack.
<b>SOUTH WIND</b>	I am the South Wind. I wish you Scouting. Over hill and dale I have carried stories of you and your experiences. As a Cub Scout and Webelos you have been happy, game and fair - A credit to your den and pack.
<b>EAST WIND</b>	I am the East Wind. I wish you well. I have spread the story of our fun and happiness in Cub Scouting with Pack # and of how you live up to the Cub Scout Promise and were fair and helpful.
<b>WEST WIND</b>	I am the West Wind. I would like everyone present to know that these graduating Webelos did not walk the Cub Scout trail alone. Each had the wonderful help and guidance of his parents. Parents, continue to help your boys go and grow!
<b>ALL WINDS</b>	<i>(in unison)</i> We will be with you forever. We wish you the best of luck in your travels and experiences on the Scout trail. <i>(Room lights come on.)</i> The graduating Webelos and their families are introduced to their new Scoutmaster. Parents replace the Webelos neckerchief with a new Scout neckerchief. Cubmaster presents graduation certificate and original application ( <i>if there</i> ). <i>(Rest of pack give a thundering cheer for graduating Webelos.)</i>

## THE WATER CYCLE

(Closing)

What is the water cycle? Like a wheel turning, the water cycle is the continuing movement of water from oceans, up into the air, down to the land and back to the oceans again.

Most of the water on Earth is in the oceans. The sun heats the water and draws it into the air. The tiny droplets of water gather to make clouds. The clouds rise to the cold upper air. When the clouds become too heavy to float, the water falls back to Earth as rain, hail, snow or dew.

The water that falls on land will sink and become underground water and will return to seas and oceans once again. The water cycle never ends. It is like a wheel that never stops turning.

Alamo Area Council Pow Wow Book

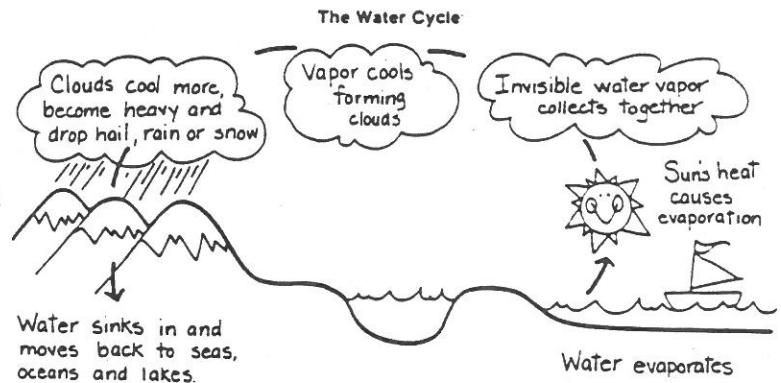
## SO LONG AS THERE'S WEATHER

Whether it's cold or whether it's not,  
I'd rather have weather, whether or not.  
Summer or Spring or Winter or Fall--  
Any weather is better than no weather at all.

I really like weather.  
I never feel whiny when weather is rainy.  
And when it's sunny, I don't feel complainy.

Weather sends me.

So--  
Rain let it SPLASH!  
Thunder? CRASH!  
Hail? CLITTER-CLATTER!  
What does it matter--so long as there's weather!  
Alamo Area Council Pow Wow Book



## CUB SCOUT BIRD WATCHERS

APRIL 1997

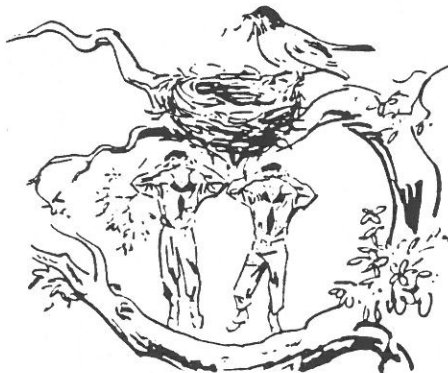
### OPENING

- Characters** Cub Scouts wearing costumes to represent the birds listed below. Narrator.
- Narrator** Tonight we would like to take you on a visit to an aviary where we can meet some of our fine feathered friends. *(He introduces each bird by name as it walks on stage.)*
- Woodpecker** *(Makes noise like Woody Woodpecker.)* If you sit in my tree I can shake you up! *(Nods head like he's pecking and exits.)*
- Crow** *(Comes in with bright trinket in beak.)* I'm a bit of a rascal, you know. Just a scavenger at heart.
- Hummingbird** *(Darts back and forth very quickly as he flies in, fluttering wings very rapidly and speaking quickly but distinctly.)* I'm always coming and going. . .coming and going. Must hurry to find some sweet, sweet nectar.
- Owl** *(Comes out very calmly and slowly, blinking wide eyes slowly and looking straight ahead with expressionless face.)* The less I speak, the more I hear. The more I hear, the more I know.
- Narrator** *(As nondescript bird walks on)* What kind of bird have we here?
- Nondescript bird** *(Has alarm clock around his neck and long dangling worm of exaggerated size in one hand. He flaps wings a couple of times and gives an excited squawk as he walks on.)*
- (Excitedly!)* I'm the early bird. . . and I've got the worm!!!

## THE FAMILY TREE

Props that could be used may be cardboard cut-outs of trees.

- Den Leader** Each one of us is one of nature's miracles--a natural resource. Together we make up families, whether large or small. This poem is one person's thoughts about the "Family Tree".
- Cub #1** There's one thing in God's nature world that means a lot to me. It symbolizes much of life. It is a lovely tree.
- Cub #2** With roots so deep in God's rich earth it's not disturbed by weather, like families with faith in God who live in peace together.
- Cub #3** Its trunk, the body strong and firm like parents everywhere, to guide, control, direct and sustain the offspring which they bear.
- Cub #4** The branches, which like children spread in every known direction until the fruits of their growth has reached its full perfection.
- Cub #5** And so a tree appears to me the gem of God's creation as it portrays our families which constitute a nation.



## NATURE (Opening)

Signs for each letter will be needed and lines can be written on back of each sign. Cubs should leave the signs at their side until it is their turn to read their line.

- N** stands for your name -- be proud of it. As you advance from Bobcat to Webelos, you will add new laurels to your name. Everything you do affects your good name and on 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 a 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 achievements, getting ready for the day when you will become a Boy Scout.
- E** stands for energy. As the bee is never idle, so keep busy giving goodwill.



## ADVANCEMENT

**Preparation** Prepare empty eggshell in the same manner in which you would in preparing a confetti egg. Place the advancement badge inside eggshell and seal with tissue paper. *(Note code the ranks by the different colors tissue paper.)*

Call all of the boys and their parents who are going to receive advancement awards forward.

**Cubmaster** Boys, during this month each of you have learned many new things about the world of our feathered friends, the birds. You have learned of different types of birds and you have studied their shapes, their colors and even heard different bird calls. You have probably even seen bird eggs in the nest.

Tonight, we have a different bird nest. This is the nest of Akela. Akela, the great Indian Chief, once each year gathered all of the young of the tribe together and watched as the young baby birds sprang forth from the egg. He did this so that those young Indian Scouts would appreciate the beauty of nature.

Tonight, we shall not sit and watch the eggs, hatch; but rather we shall open the eggs ourselves. A symbol of your work---your advancement. I shall call your name and hand your parents your egg, which you may open, and the card recognizing your advancement. *(Call names and the appropriate advancement.)* Congratulations to all of you.

## ADVANCEMENT

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 on 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 he is 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."

## ADVANCEMENT BIRD

**Props** Tree branch about 4 to 5 feet tall with plenty of branches still intact.  
Prior to the meeting attach advancements to branches. Cubmaster or Den Leader calls forward boys receiving advancement.

**Leader** *(with field glasses)* Boys follow me. We're off to find the nest of the famed advancement bird's nesting tree!  
*(Boys and Leader circle the room.)*

**Leader** *(looking through glasses)* At last, I've found it.  
*(All gather around "Advancement Bird" nesting tree.)*  
Leader plucks individual awards from tree branches and distributes to boys.

## BALD EAGLE CLOSING

The bald eagle; proud, fierce, and free. Symbol of our nation. No creature is more magnificent in soaring flight with its white head and tail glistening in the sunlight.

Imagine you are soaring with the eagle over this great land. Glide through our spacious skies...over amber waves of grain. Keep these images in mind as we join our voices together in singing "America, the Beautiful".

## BIRD WATCHER

(Closing)

**Personnel** Leader and 1 Cub Scout per bird.

**Leader** Cub Scout Bird Watchers, that's been our theme. Birds are not always what they seem. Our Cub Scouts have watched the birds and some bird calls they have heard. Listen now and we will tell of native birds and foreign, as well.

**Dove** Here is a soft gray dove, symbol of peace, a gift from above.

**Eagle** The eagle, fierce and proud, lifts the cry of freedom, strong and loud.

**Turkey** The turkey, bird of Thanksgiving, in our land of wealthy living.

**Ostrich** The ostrich lives in a far off land and foolishly hides its head in the sand.

**Owl** On silent wings, it hunts its prey, the owl is seen at night, not day.

**Robin** The red-breasted robin will always sing to herald the blossoming of spring.

**Stork** Legend says babies are the stork's heavy load, but Germans know it's good luck they hold.

**Hawk** The hawk's keen eyes are world renown, he soars over our land, but seldom town.

**Leader** And so tonight, we have shared, the knowledge of birds we gained. We'll feed some birds and show we care. To do the same it's you we dare.

# REINVENTING THE WHEEL

MAY 1997

## OPENING

- 1st CUB** Everyone cannot be brilliant, everyone cannot be smart, I may not be a genius, but I can build a neat go-cart.
- 2nd CUB** I can dam a stream with boulders, I can climb trees to the top, I can run for blocks and blocks and never even stop.
- 3rd CUB** I can't solve a chemical equation or lecture on Newton's rule, but I make a peanut butter sandwich that will really make you drool.
- 4th CUB** I don't know much about flowers, but smelling them is a joy, I don't think I'm a failure. I'm a genius at being a boy.

## OPENING

- Staging** Seven Cub Scouts with appropriate pictures on posters with sayings on back of posters.
- (Apple)** I am Isaac Newton, a scientist in fundamental physics, mathematics, and chemistry.
- (E=MC<sup>2</sup>)** I am Albert Einstein, a scientist in mathematics and nuclear energy.
- (Lightbulb)** I am Thomas Edison, a scientist in sound recording and light.
- (Telephone)** I am Alexander Graham Bell, a scientist in communications.
- (DaVinci)** I am Leonardo DaVinci, a scientist of experiments, parachutes, mechanics, and astronomy.
- (Wheel)** I am the many unknown men and women of science in the past for all those things that make our lives easier day by day.
- (Large?)** I am the scientist of the future. You can not begin to imagine what I will develop.

## OPENING

- Setting** Cubmaster with Professor Plop (*adult dressed appropriately*) and his special invention.
- Cubmaster** We have called in a ceremony specialist to help us tonight. I would like for you to meet Professor Plop from M.I.T. (*Mighty Ingenious Tech*)
- Professor** I'm still working on my special invention. It's not quite perfected yet, but I'm close.
- Cubmaster** That looks like quite a gadget.
- Professor** It is, it is!
- Cubmaster** Well, we'll get on with our pack meeting and let you continue your work. Den (#) has our opening flag ceremony this evening.

*(Periodically during pack meeting, Cubmaster calls attention to Professor Plop and checks to see how he is coming along.)*

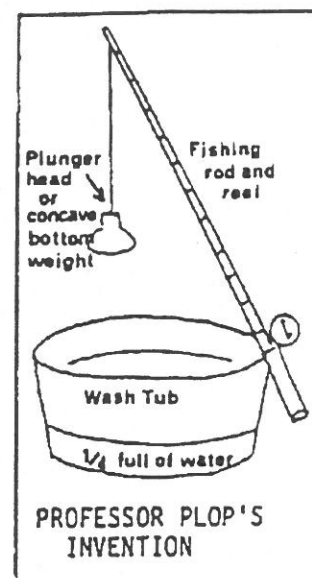
## CLOSING

**Cubmaster** Now we'll check Professor Plop one last time. Well, Professor, did you ever get it together?

**Professor** I sure did. I made it!

**Cubmaster** We can hardly wait to see how it works.

**Professor** I will demonstrate this wonderful invention for you. *(See drawing below. Professor cranks his reel, drops the plunger into a tub of water and it goes 'plop'. He then reaches into the tub of water, pulls out a piece of cloth, rings it out, shakes it open. It reads "The End".)*



## THE CUB SCOUT TRAIL

### (Advancement)

The only prop needed for this opening ceremony is a poster showing a mountain on which there has been drawn a distinct trail. Have the boys in your den draw this prop as one of their projects. As each Cub says his part, he places the proper Cub Scout sticker *(available at the Scout Service Center)* in place along trail. If you are able, make a paper mache mountain and use the cloth badges.

As each Cub comes on stage and says his part, he places the sticker or badge in a specific place along the Cub Scout Trail.

- #1 CUB** I am a Bobcat - a beginner on the Cub Scout trail. Once I pass my Bobcat requirements, I'll be on my way.
- #2 CUB** I am now a Wolf Cub along the Cub Scout trail. I've earned my badge and arrow points and am ready to go another step of the way.
- #3 CUB** A Bear Cub Scout I have become. I'm in my second year. Up, up the Cub Scout trail I go - soon to be a Webelos.
- #4 CUB** Webelos is the name for me. I spend my time earning Activity pins; but there's still one more step for me *(places Webelos colors higher on the trail.)*
- #5 CUB** I, too, am a Webelos, but I have reached the top. I've earned the Arrow of Light Award *(places badge on the top of the mountain)*, but I have one more stop. By earning my Arrow of Light, I've studied quite a bit about Scouts. Now I can't wait to become one. *(He puts on a Boy Scout hat.)*

## ADVANCEMENT CEREMONY

**Setting** Two Pack Leaders in lab coats, with scientific props on a table.

**CM** A Science Fair is a place where people working or studying the various sciences show what they have done or are working on.

**ACM** In today's world essentially all scientists have received university training. However, this was not always the case. After all, who taught Leonardo daVinci or Thomas Edison? No one.

**CM** What do scientists do? They experiment or study new areas or new applications of something previously known.

**ACM** Often Science Fairs or life in general give awards, prizes or prestige to these individuals because of their accomplishments.

**CM** Tonight we will honor several Cub Scouts because of their accomplishments.

**ACM** Will the following Cub Scouts and their parents please come into the laboratory. (*Reads names.*)

**CM** These young men have started to learn a new area of science, The Science of Cub Scouting. They are like grammar school graduates; they have the basics. They are willing and eager to learn and do more in this Science of Cub Scouting. As a token of their accomplishments, I have the honor of giving you, the parents, these Bobcat (*or Wolf*) badges so you may present them to your sons. We are fortunate tonight to have with us several young men that have accomplished even more in this all inclusive Science of Cub Scouting.

**ACM** Will the following Cub Scouts and their parents please come up and enter this world of Science. (*Read names.*)

**CM** These young men have studied and accomplished more than the Bobcat (*or Wolf*). They have met the harder challenges of the Science of Cub Scouting and resulted in a better understanding of its rules and laws. Their knowledge is like a high school graduate. The more they know, the more they want to know because of their accomplishments. I present to you, the parents, the Wolf rank, the second rank in Cub Scouting, so you may present these to your sons.  
(*Likewise for Bear, more study, university graduates, etc. For Webelos, graduate school completed, Masters in the Science of Cub Scouting.*)

**CM** These Cub Scouts of today are the potential scientists of tomorrow. Their dreams are our future. Their accomplishments will decide how we live and how we will survive.

*Ceremony* Why not relay award announcements by walkie-talkie or even miniature Telstar which talks. Or fasten badges on a miniature telephone.

## ADVANCEMENT CEREMONY

**Equipment** Box made up to look like a computer, large cards with Bobcat, Wolf, etc. on them, actual awards.

**Cubmaster** In keeping with our theme of Reinventing the Wheel, I would like to unveil my latest invention. *(Uncover, or bring in "computer")* This amazing device is able to collate all the information that comes in from our pack committee members, den leaders, Webelos den leaders, pack leaders, and parents. It then can determine which Cub and Webelos Scouts are eligible for which awards. Allow me to demonstrate.

*(Show Bobcat card and insert into slot in machine. Pick up pre-positioned awards from rear of box. Or have someone in box if big enough to make sound effects and shove awards out through slot on other side.) "Will (read names) please come forward? (Present awards.)"*

*(Follow similar procedure for the award of Wolf and Bear badges, arrow points, activity pins and Webelos Award.)*

## CLOSING

Scientist can be called by many different names like inventor, chemist, or engineer. They come from different cultures, countries, and different periods of time. They come in different sizes and sexes. The first were the cavemen who worked with fire and the wheel. Today's scientists work in a variety of fields from nuclear energy to genetics. They are very different, yet they are the same. They have at least two things in common. They have a thirst for knowledge and their efforts result in a better world for all of us.

Some say that some developments are more harmful than beneficial. I believe that it's not the development, but rather how men use it. Maybe we should spend as much time developing trust and understanding as we do developing other things.

The scientist develops things for our use. We alone determine whether that use is helpful or not.

## SILENT GRACE (CLOSING DEN CEREMONY)

May the Lord God above

In the future

As in the past

Give us great

And much

Joy.

*(Make circle above head)*

*(Point forward)*

*(Point behind you)*

*(Hand extended palm upward, elbow at side)*

*(Repeat preceding motion with right hand)*

*(Cross hands on chest)*

*Say it aloud together and then do it silently with just motions.*

# OUTDOOR ADVENTURE

JUNE 1997

## MARKED TRAIL

(Opening)

**Cast** An adult and any number of uniformed Cub Scouts.

**Scene** Adult is helping boys pack day packs and fill thermoses, getting ready for a hike.

**Leader** This sure is a nice day for a hike.

**Cub 1** Great day.

**Cub 2** Just right for hiking in the woods.

**Leader** You mustn't keep Mr. Jones waiting. You're lucky to have a den leader like him

*PHONE RINGS*

**Cub 3** I'll get it. *(He talks on phone to Mr. Jones, then hangs up.)* Mr. Jones can't go.

**Cub 4** Why can't we go without him?

**Leader** I don't know if that's a good idea. What if you should get lost?

**Cub 5** We wouldn't get lost. The Saturday hikers always mark the trail.

**Leader** Mark the trail? How interesting.

**Cub 5** Yeah. They mark the trail with candy wrappers, soda cans,

**Cub 4** Newspapers.....

**Cub 3** Band-aids.....





## ABC XYZ

### (Opening)

*(This ceremony needs 7 Cub Scouts; 6 large cards with the appropriate letter on the front and the words printed on the back for the boys to read.)*

<b>Narrator</b>	To study nature is to learn about our environment and how we can protect and preserve it now and for the future.
<b>1st Boy</b>	<b>ACTION</b> Take action to keep the world around you at its best. Take no action that will destroy it.
<b>2nd Boy</b>	<b>BEAUTY</b> We are blessed with the beauty of nature all around us.
<b>3rd Boy</b>	<b>CITIZENSHIP</b> Practice good citizenship by caring about the appearance of your neighborhood and home town.
<b>4th Boy</b>	<b>X</b> is the unknown factor. What will happen if we don't all work together to preserve our environment?
<b>5th Boy</b>	<b>YOU!!!!</b> It is up to you to set the example for others.
<b>6th Boy</b>	<b>Z</b> is for <b>ZEST</b> . Go about your projects with zest and enthusiasm. Walk hand in hand with Mother Nature. She will always be your friend.

## CUB SCOUT GARDEN

### (OPENING)

<b>Personnel</b>	Narrator, 4 Cub Scouts in uniform.
<b>Setting</b>	Cub Scouts come on stage, one at a time, carrying large replicas of seed packages - Peas, Lettuce, Squash, Turnips and pretend to plant garden as narrator reads script.
<b>Narrator</b>	Our theme this month is Outdoor Adventure, so we'd like to show you how to grow a Cub Scout Garden. This is the kind of garden that all parents want their sons to have.

First, we plant five rows of peas. *(First boy comes on-stage.)* Preparedness, Promptness, Perseverance, Politeness, Praise.

Next, we plant five rows of lettuce. *(Second boy comes out.)* Let us be faithful; let us be unselfish; let us be loyal; let us be truthful; let us help one another.

Then we plant three rows of squash. *(Third boy comes out.)* Squash impatience; squash criticism; squash indifference.

No garden is complete without turnips. *(Fourth boy comes out.)* Turn up for Pack meetings; turn up with new ideas; turn up with determination.

But without many hours of work and care, no garden can grow, so...Don't wait to be asked - volunteer! Don't say "I can't" - do it! Don't wait for someone else - be first!

Without the help of every person in our pack, our garden will turn to weeds. So help us build the background, work the soil, pull the weeds, and spread the sunshine so that the garden of Pack # will thrive and we can say "We have done our best."

## ADVANCEMENT CEREMONY

*(Need someone special; such as a Boy Scout or Scoutmaster; dressed in layers of material similar to a cocoon. Layers from the inside should be red, dark blue, tartan, light blue, yellow, and orange.)*

### Cubmaster

Tonight we will honor those boys who have achieved the advancement to the next higher rank in Cub Scouting. There is a special bug/insect which advances itself through the use of a cocoon. The bug to which I refer is the caterpillar, as it transforms into one of nature's most beautiful insects - the butterfly. In the same manner that the butterfly transforms through the use of a cocoon, I feel that these boys are going through a transformation similar to the caterpillar. They place themselves in the cocoon of Cub Scouts and with the assistance of able, trained leaders, they transform into the most treasured goal. Boy Scouts.

Tonight we will show you how this is done as we advance these boys into their next rank.

**T** - *(Have all TIGERS who are advancing come forward.)* You see before you the orange colored TIGER layer of the cocoon. Each of these boys has volunteered himself to learn the basics of the Cub Scout program. They have gone and seen things with the assistance of their partner. Each of these boys have worked and progressed in knowledge and are ready for the next layer of the cocoon - WOLF. *(As each boy is honored, remove the TIGER (orange) neckerchief and replace it with the yellow neckerchief which is worn by the rank of WOLF.)* Each of these boys is now ready for the more advanced work needed to prepare him for the ultimate rank of achievement.

**W** - *(Have all WOLVES who are advancing come forward.)* You see before you the yellow colored WOLF layer of the cocoon. Each of these boys had learned the PROMISE and the LAW OF THE PACK. They have removed themselves from the protective cover of their partner and have entrusted their learning process to a den. Each of these boys have worked and progressed in knowledge and are ready for the next layer of the cocoon - BEAR. *(As each boy is honored, remove the WOLF neckerchief and replace it with the light blue neckerchief which is worn by the rank of BEAR.)* Each of these boys is now ready for the more advanced work needed to prepare him for the ultimate rank of achievement.

**B** - *(Have all BEARS who are advancing come forward.)* You see before you the light blue colored BEAR layer of the cocoon. Each of these boys has further ingrained the significance of the Scout sign, slogan, salute, and motto. Each of these boys have worked and progressed in knowledge and are ready for the next layer of the cocoon - WEBELOS. *(As each boy is honored, remove the BEAR neckerchief and replace it with the tartan neckerchief which is worn by the rank of Webelos.)* Each of these boys is now ready for the more advanced work needed to prepare him for the ultimate rank of achievement.

**W** - *(Have all WEBELOS who are advancing come forward.)* You see before you the tartan colored WEBELOS layer of the cocoon. Each of these boys has completed the first phase of the part of the program which begins to present the ideals of Boy Scouting, such as going on campouts. They have advanced in their acceptance of Scouting as they now rely more heavily on the leadership of the den. Each of these boys have worked and progressed in knowledge and are ready for the next layer of the cocoon WEBELOS (5th grade). *(As each boy is honored, place dark blue epaulet on the boy.)* Each of these boys is now ready for the more advanced work needed to prepare him for the ultimate rank of achievement.

**W** - *(Have all WEBELOS, 5th grade, who are advancing come forward.)* You see before you the dark blue colored WEBELOS layer of the cocoon. Each of these boys have worked and progressed in knowledge and have shed all the layers of the Cub Scout program. They are now ready for the most treasured layer of Scouting - the butterfly - BOY SCOUTS. *(As each boy is honored, remove the dark blue epaulets and tartan neckerchief and replace it with the red epaulets and the appropriate neckerchief which are worn as Boy Scouts.)*

We now ask all of the boys to stand and be recognized as a group.

As the summer comes on, each of you should begin to think of the fun and adventure that will be yours during the next cocoon layer (*year and rank*) of your advancement. You have achieved much, yet there is still work to do and more growth to accomplish before your BUTTERFLY is complete.

I congratulate you and wish you luck in your cocooned journey.

## SUGGESTIONS FOR ADVANCEMENT CEREMONIES

Make cutouts of leaves and attach the badges and awards to them. Put all the leaves in the pattern of a tree. Draw a trunk and some branches on poster board or make a trunk out of brown construction paper and tack on your board.

Fill a flower pot with sand. Take a green pipe cleaner and glue some leaves on it. Attach the badges and awards to the end to represent a flower. Put all these in the pot to make them look like they grew there. Or you could put them in a vase and arrange the badges with other artificial flowers.

### A CUB SCOUT FARMER'S GARDEN OF THOUGHTS (Closing)

**Personnel** Seven Cubs dressed in farmer's hats, shirts, levis, etc., with garden tools. Also need large cut-outs of vegetables as indicated.

**1st Boy** We're Cub Scout farmers who have come your way to share with you, our garden of thoughts for the day.

**2nd Boy** *(holds up carrot)* Take care at all times, remembering to do your best each day.

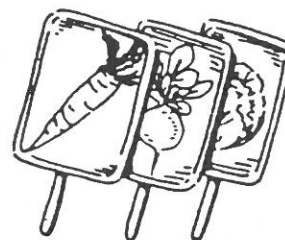
**3rd Boy** *(holds up lettuce)* Let us always give a smile to others as we travel down life's way.

**4th Boy** *(holds up turnip)* Be sure to turn up at meetings and participate in pack activities.

**5th Boy** *(holds up bean)* Learn not to put things off - for it's not fun being late.

**6th Boy** *(holds up beet)* In life's game, you can beat if you strive to work with everyone.

**7th Boy** *(holds up large package of seed)* And now that we've planted some seeds of thought, we'll say good night, for our meeting is adjourned.



### OUTDOOR ADVENTURE (Closing Thought)

**Cubmaster** 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 dangerous. The same principle will serve as well for us. We have a body, which kept in good condition will work well for us. But if we fail to take care of ourselves, we can become rusty and dull like a neglected knife. Do your best to keep fit!

## THIS DOOR (Closing)

As we close this time together, let's look at this door *(have an actual door, a picture of a door, with a spot light on the door.)*

Narrator

This door can let people in, it can keep people out, this door.

This door could be church, a school, a home or it could be a dirty cellar, an abandoned building or a reformatory, this door.

This door could be opened to more boys in existing packs or it could be slammed in their faces, this door.

This door could carry a welcome sign or be quarantined, full house, keep out, this door.

This door can be open into the warm light of a training session or it can be kept locked and dark, this door.

This door for a boy could open to a great wide wonderful world. It could open to a jail, this door.

Watch the boys--7, 8, 9, 10 years of age as they come up to this door.

The happy, the carefree, the troubled, the crippled, the lame, the blind, the deaf, the dumb, the black, the white, the red, the yellow...

Every single boy.

This door opens to only one of every three.

Two boys are turned away,

Away from the door that opens to adventure, to wholesome fun, to an understanding of God, an appreciation of and love for their country...

Doors must be opened for boys,

Boys will seldom go up and knock on the door.

They do hang around outside and wait to be invited in.

What boys do and what boys think cannot be left to chance.

Open that door to just one more.

Open that door to just one more.

Open that door to just one more.

# TOMORROW'S WORLD

JULY 1997

## OPENING

**Arrangement** 8 boys holding cardboard pieces, which make a spaceship cut into eight parts. Each piece is lettered, so that all together they spell Cub Scout. Each boy's lines are written on the back of his card. Den leader holds the cut-out representing the fuse.

**Den Leader** Cub Scouts of Den (#) drew up plans for a missile so they could take a safe trip into space. Now they are going to build the missile for you in case you want to go along with them on this journey into outer space. Here they come with their parts! Let's all sit quiet and watch.

*(Boys enter one at a time and repeat their lines in order.)*

**Cub 1** C is the part we build on, and it stands for courtesy in Cub Scouting and all through life.

**Cub 2** U is next. This part stands for unity, because united we are strong.

**Cub 3** B is then added. That stands for bravery in all our thoughts and all our deeds.

**Cub 4** S is next and that stands for safety. We learn it and use it.

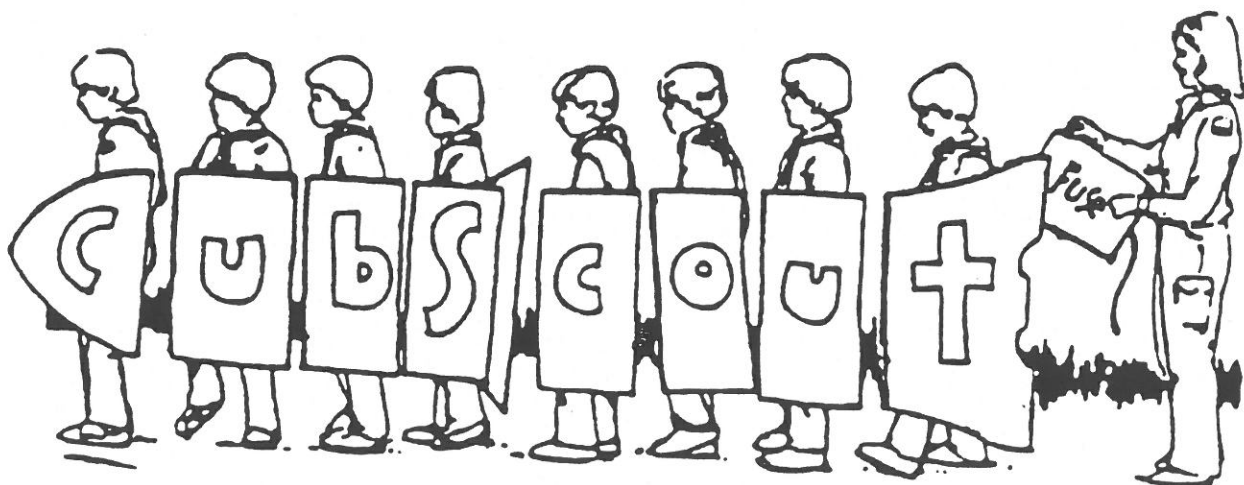
**Cub 5** C adds some more and it stands for church - the one of your choice.

**Cub 6** O is building it stronger; and stands for outdoor life which is full of fun and healthful.

**Cub 7** U is near the finish and stands for usefulness to ourselves and others.

**Cub 8** T is the nose that guides us. It stands for truth in all things.

**Den Leader** Anyone knows the fuse is necessary to light and send this missile on its way. *(She puts the fuse to the first Cub.)* We are on our way. Everything's A-OK. Ready for lift off! Fire! *(Cub Scout 8 leads and they walk off-stage, still keeping the parts in the proper order.)*



## TOMORROW'S WORLD OPENING

**Staging** Tape player, tape such as Star Wars, 2001-A Space Odyssey, etc. American flag, spotlight *(or flashlight)*.

**Cubmaster** Will everyone please be seated. *(Room is darkened, music starts -- allow to play 2-3 minutes.)* Let our flag be illuminated. *(Music lowered.)* Just as we have saluted this flag for over 200 years, with the help of good citizens and good leadership, so shall we continue to salute. Cub Scouting is one means by which we can insure our future as a great nation so that in the World of Tomorrow, we will all still be pledging our allegiance to this great emblem of our society. Please join me now in the Pledge of Allegiance. *(All stand and pledge. On completion, turn on lights.)*

## ADVANCEMENT

### Staging

Martian Land Deeds prepared for each Cub Scout eligible to receive a badge, arrow point or activity pin. Large Scroll *(proclamation)* to be read by Cubmaster. Cubmaster stands at head table on which are placed copies of Martian Land Deeds for each boy receiving award.

### Cubmaster

*(Reads from scroll)* We, of Mars, in the interest of establishing a permanent and desirable civilization, will provide a Martian Land Deed to any earthling who can qualify for space travel and exploration by earning one or more Cub Scout pins or badges listed on the deed. Said deed will provide one acre of Martian land for every listed badge earned by a Cub Scout. *(Calls names of boys receiving awards, identifies the award they have earned and makes presentation of deed which has badge or pin attached.)*

### MARTIAN LAND DEED

In recognition of advanced training and preparation for space travel, we of the planet Mars grant (#) acres of land to Cub Scout *(Boys name)* for earning the badge or pin(s) listed below:

Bobcat badge	Engineer pin
Wolf badge	Forester pin
Bear badge	Geologist pin
Arrow Points (#)	Naturalist pin
Arrow of Light Award	Outdoorsman pin
Aquanaut pin	Scholar pin
Artist pin	Scientist pin
Citizen pin	Showman pin
Craftsman pin	Sportsman pin
Athlete pin	Traveler pin
Communicator pin	Family Member pin
Readyman pin	Handyman pin
Fitness pin	

Whereof, we set our hand this (date) day of July 1997.

Cubmaster \_\_\_\_\_

Committee Chairman \_\_\_\_\_



## GOING UP THE ACHIEVEMENT LADDER ADVANCEMENT

**Props** Advancement ladder, signs for each rank, appropriate badges and pins, clothespins with boys names on them.

**Cubmaster** "Tonight we have a group of possible future Astronauts, bank presidents, elected officials, prosperous merchants and captains of industry who are taking their first step up the ladder of success. We call it the 'Cub Scout Trail'! Will the following possible future Senators (*Bobcats*) and their constituents (*parents*) come forward (*on the platform*). Let these future lawmakers repeat with me now the Cub Scout Promise and the Law of the Pack. (*Everyone gives the Promise and repeats the Law of the Pack.*)

*(Cubmaster and Assistant give badges to parents who pin it on up-side down on son. Explain that after Cub Scout does one good deed, they can sew it on right side up. Give each Cub Scout a clothespin to place on Bobcat rung of ladder.)*

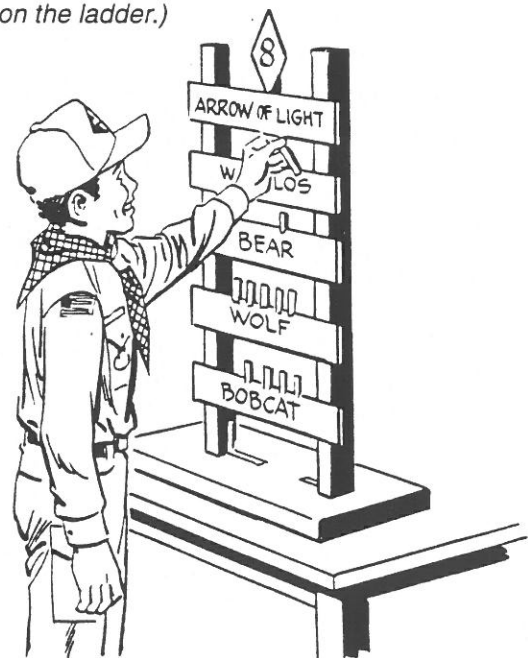
**Assistant CM** Next, we have another group of future world citizens, Olympic gold medal winners, gifted writers, diplomats, college professors - the future engineers who will shape our tomorrows. These Cub Scouts have completed the first 12 achievements and have earned the badge of Wolf. Will (*names of Cub Scouts*) come forward? (*Make presentation of badge and then give each boy a clothespin to place on the ladder.*)

**Cubmaster** Parents have a tendency to think of them as just little boys, but these are the men who will sit on the Supreme Court benches, the future captains of industry who will help solve the problems of pollution, grapple with the challenges of world peace, and prosperity, and overcome the limitations of energy and resources. You Cub Scouts have completed the required achievements for the badge of Bear. Will (*give boys names*) come forward? (*Make presentation of badge and then give each boy a clothespin to place on the ladder.*)

**Assistant CM** It's not too far-fetched for us to think of our Webelos Scouts as the movers and shapers of our future. They have demonstrated an ability to perform necessary accomplishments in earning Activity Pins. A journey of a thousand miles begins with one step. Will the following Webelos step up and be recognized? (*Make presentation of activity pins and give each boy a clothespin to place on the ladder.*)

**Cubmaster** Scouting is in the business of **Character** building, and will deliver to a nation a great gift, a new generation of prepared young citizens - physically strong, mentally awake, and morally straight - young people who are growing through their Scouting experience, learning the lessons of responsibility, of citizenship and priding themselves on the great accomplishments of our country.

**Assistant CM** A very impressive sampling of our future leaders. Let's give all these Cub Scouts a **BIG HAND!**





## FLIGHT THROUGH SPACE CEREMONY

(Advancement)

**Arrangements** Ceremony board resembles chart of sun and planets with Boy Scout as sun and Cub ranks as planets. A small blue-and-yellow cardboard rocket should be made for each boy getting rank and placed on or under his new rank. If a loop of masking tape is placed on the back of each rocket, it can be moved by the Cubmaster to new rank as father is presenting badge. This is an excellent place to use the colorful Cub Scout Insignia Stickers.

**Cubmaster** Will the Den Chiefs please bring forward the Cub Scouts who are ready for advancement? *(Den Chiefs brings forward boys and gives their names.)* Cub Scouts, we are happy to see you have taken another flight forward in our Cub Scout Pack. Den Chief *(name)* will lead you in the rocket cheer. *(Den Chief leads rocket cheer.)* Den Chiefs will you bring the parents forward, placing each Cub Scout between his parents. These Cub Scouts have done a fine job in our pack. They are progressing through our Cub Scout galaxy. This would not be possible if it were not for the interest and help of their parents. I'm proud of the parents in our pack. As I move your rocket forward on our Cub Scout galaxy, your father will present you with your badge. *(Cubmaster calls off names as he moves rockets to appropriate ranks on ceremony board while fathers present badges. Cubmaster congratulates boys and parents with Cub Scout handshake.)*

## CLOSING THOUGHT

Cub Scouts, it wasn't long ago that we heard some people say: "The sky is the limit." That meant that a man could make anything of himself that he wanted...at least on earth. Well, that limit is now off. There is almost no limit to what you can aspire to do, either on earth or in space. Our astronauts have shown us that.

Colonel 'Buzz' Aldrin, the second man to walk on the moon, was a member of Troop 12 in Montclair, New Jersey. He said to a group of Scouts: "Set your goals high and settle for nothing less than accomplishment. Don't settle for mediocrity."

How well you perform as a man will depend on how you accept the new challenge which says, "The sky is not the limit." A Cub Scout who does his best in everything he undertakes now is preparing himself for that new challenge. If you want to aim for the stars, you must remember that you are building your launching pad right now by your willingness and initiative in every task you tackle....at home, in church, in school, and in Scouting.

## CLOSING

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

## TOMORROW'S WORLD

### (Closing Story)

Tonight I would like to tell you a story about a boy, his father and the paper. The boy's father is sitting in his easy chair after a hard day's work, with his feet propped up enjoying reading the evening's paper.

The boy, whom we shall call Johnny, enters the room and asks his father, "Dad, let's work on Cub Scout achievements. Let's do the work in my book so I can get my award." Dad says he is too tired and wants to read his paper.

Then Johnny leaves, but comes back later and asks his Dad to play football or soccer with him. But his Dad says he is too tired and wants to read his paper. As this point Dad spots a picture of the world on one page of the newspaper. He removes it from the paper and tears it into small pieces, making a puzzle, thinking this puzzle will keep Johnny busy for hours. Johnny takes the paper pieces and goes to his room. Dad is very smug, thinking it will keep Johnny busy. However, in just a few minutes here comes Johnny. Dad is astounded to see Johnny has completed the puzzle. He says, "Johnny, how did you put that puzzle together so quickly?" Johnny says, "Dad, I noticed on the back side of those pieces of puzzle there is a picture of a boy. I found if I put the boy together right the world will also be all right."

And that, my friends, is what we are here for tonight. Good night and good Scouting.

## AGE OF DINOSAURS

AUGUST 1997

### OPENING

- Personnel** 7 Cub Scouts and Cubmaster (*or leader*).
- Setting** Cub Scouts can be in dinosaur costumes or hold signs with names of dinosaurs on them. Cub Scouts should hold their signs where they cannot be seen and hold them up when it is their turn to speak.
- Cubmaster** Tonight we are going way back in time to the age of dinosaurs. Since they spent most of their time eating we thought you should meet some of these old-timers and hear what they liked to eat.
- Cub 1** I am a Brontosaurus and I eat plants. I love salad bars.
- Cub 2** I am an Iguanodon and I dig in the ground to find food. I wash my hands after every meal.
- Cub 3** I am a Pteradactyl and I get my food while soaring through the air.
- Cub 4** I am a Protoceratops and I'm a grazer. Cows copied my eating habits.
- Cub 5** I am a Hypsilophodon and I live up in the trees and eat fruit.
- Cub 6** I am a Tyrannosaurus and I eat other dinosaurs (*rest of the dinosaurs move away from him*).
- Cub 7** I am a Cubosaurus and my favorite food is den meeting snacks.
- Cubmaster** Now that we've been introduced, let the pack meeting begin!

## ADVANCEMENT CEREMONY

Tonight we are in prehistoric times, the age when dinosaurs roamed the earth. As we present awards to our Cub Scouts, we will discover that there are a few new species of dinosaurs never before seen or heard of. They all have one thing in common--their scales are blue and gold, a most unusual color for dinosaurs.

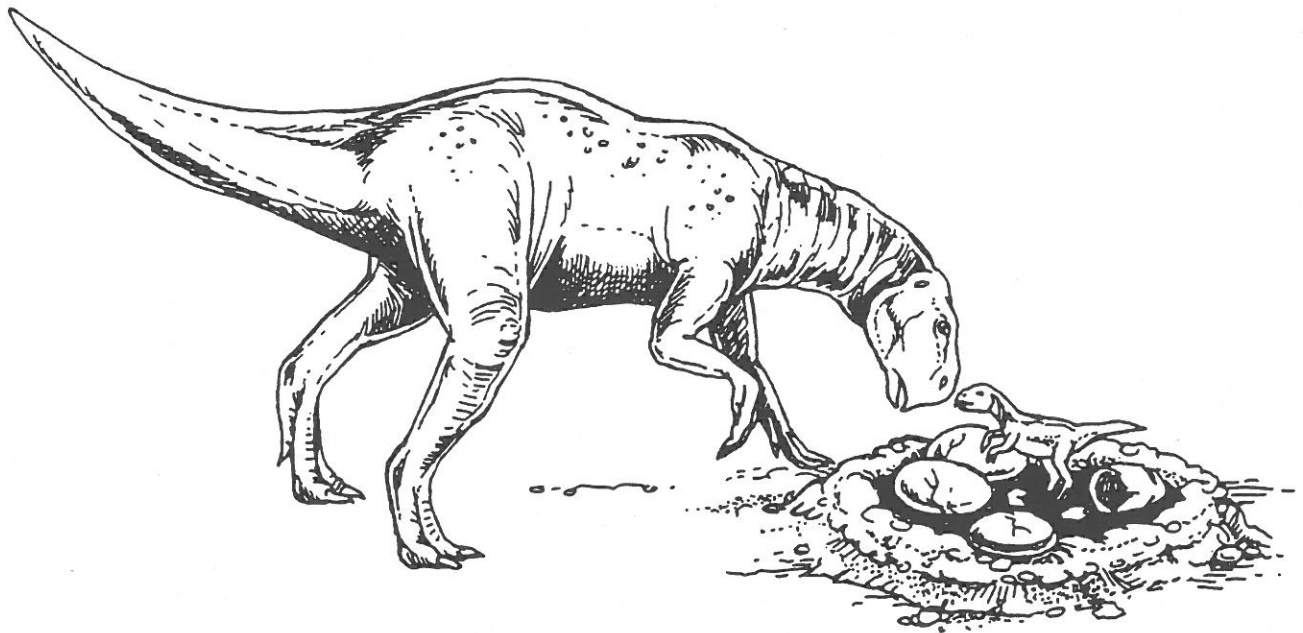
The first dinosaur is the Bobcatorosaurus. Will all new Bobcatorosauruses please come forward? The Bobcatorosaurus is one of the smaller dinosaurs, and can easily get under the feet of the larger dinosaurs, but never seem to get stepped on. They have learned enough to get by in the dinosaur world, but still have a long way to go to become a dominant species. (Present Bobcat awards.)

The next dinosaur is the Wolfosaurus. Will all new Wolfosauruses please come forward? As you can see, these dinosaurs are a little bigger, and having been around a little longer and shown their skill to survive, are ready to take on new roles in the age of dinosaurs. (Present Wolf awards and any arrow points.)

Even bigger than the Wolfosaurus is the Bearosaurus. I'd like for all the new Bearosauruses to come forward. This species is pretty smart. They have shown they can survive and have a great capacity to learn. (Present Bear awards and arrow points.)

Finally, the largest and most feared dinosaur on the face of the earth, the Webelosaurus. Will all Webelosauruses come forward. They've been around a long time and are the strongest and fastest of all dinosaurs. The Webelosaurus is looked up to by all the dinosaurs, not just because it is the biggest and strongest, but also the smartest. The Webelosaurus is often found helping other dinosaurs. (Present Webelos awards and activity pins.)

What a strange and interesting herd of new dinosaurs we have discovered here tonight. If you recognize one of them that belongs to you, please take him home and do whatever you can to help him grow into the greatest dinosaur of all time, the Boyscoutosaurus Rex.



## ADVANCEMENT

**Setting** Use a life-sized or large Cub Scout poster. It should be mounted on plywood, and placed in a support that will form a back and a stand.

Growing up in the world of today is not an easy job. Even harder is to try to determine what to be when you grow up. It is extremely difficult to try to put all the pieces in the right places.

Tonight with our advancement ceremony, we will try to make a few of the pieces fit.

*(Call forward Bobcats and parents.)* It is my privilege to congratulate you on receiving your Bobcat badge. It is the first step on the Cub Scout trail. It is also the first piece of our puzzle. This puzzle represents the many ways our boys can take as they grow up. I would ask you *(new Bobcat)* to put the first piece in place tonight.

*(Call forward Wolves and parents.)* Tonight these boys have worked hard and achieved the rank of Wolf. In becoming Wolves, these boys have been exposed to more ideas and activities than they were as Bobcats. I congratulate you on your accomplishments to reach Wolf. Would you please put the next piece of our puzzle in place.

*(Call forward Bears and parents.)* These boys have earned the rank of Bear. They had to choose and complete twelve requirements. This is an important step in the growing-up process. Congratulations on your accomplishments. You may put in the next piece of our puzzle.

*(Call forward Webelos and parents.)* The last piece of the puzzle will be put into place by our new Webelos. He has had different experiences in the Cub Scout program. He has to achieve the rank in a different way from the others. The Webelos have other adults, not their parents, sign off the requirements. Congratulations on a job well done. Will you please put in the last piece of the puzzle.

The final piece reveals to us that different experiences and learning activities make up our Cub Scouts. I ask each leader and parent here tonight to help make the pieces that will complete the puzzle and give our Cubs the right values to take with them into life.



## CLOSING

**1st Cub** I am the head of the dinosaur. I make sure the dinosaur knows what it needs to do to survive among the other dinosaurs.

**2nd Cub** I am the jaws of the dinosaur. My teeth catch and chew up my meals, whether it's a branch from a tree or a smaller dinosaur.

**3rd Cub** I am the neck of the dinosaur. I make sure the dinosaur can reach high enough to get to all the leaves on the tree.

**4th Cub** I am the body of the dinosaur. I am bigger than the body of any animal that roams the earth today.

**5th Cub** I am the legs of the dinosaur. I support the huge body and make sure the dinosaur can run fast enough to catch dinner or to keep from being dinner.

**6th Cub** I am the tail of the dinosaur. And you have heard the tale of the dinosaur tonight. And this is the tail-end of the meeting, so it's time to go. Good Night!

## CLOSING THOUGHT

Dinosaurs roamed the earth millions of years ago. Yet today, there are no dinosaurs to be found. Scientists still debate about what caused the dinosaurs to become extinct. But they all agree that it was caused by a change in the environment to which the dinosaur could not adapt. We have an edge the dinosaur didn't have. We can to some extent control and conserve our environment. If we take care of this earth, the human race will not end up like the dinosaur. However, if we neglect and destroy this earth we live on; we, too, will become extinct. We are the key to our own future.

## THE SCOUTER'S MINUTE

A smile costs nothing -- but creates much. It happens in a flash, but the memory sometimes lasts forever. It cannot be bought, begged, borrowed or stolen, but it is something that is of no earthly good to anyone unless it is given away. So, if in your hurry and rush you meet someone who is too weary to give you a smile - leave one of yours. No one needs a smile quite as much as he who has none left to give.

Work while you work. Play while you play; one thing at a time, that is the way. All that you do, do with all your might; things done halfway are not done right.

A (Cub) Scout keeps himself strong and personally fit, not just for his own sake, but also so that he can become a more useful citizen. Then he can be more helpful to those around him.

Life never stands still. If you don't advance, you go backwards. In Cub Scouting you have many opportunities to learn and to advance as you do achievements, electives and activity badges. Do them well so that you are proud of the badges you wear.

One of the most important things to learn in life is to put forth your best effort when doing something. 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.

One of the hardest things for anyone to do is to stick to what he knows is right while his friends are coaxing him or his enemies are threatening him to do the opposite. A (Cub) Scout does his best.

# OUR TOWN

SEPTEMBER 1997

## OPENING

**Personnel** Narrator and a den of uniformed Cub Scouts.

**Equipment** Cards with words printed on them for each Cub Scout, and an upright stand such as a ladder for each sign to be attached to at the appropriate time.

**Narrator** We think of Cub Scouting as a ladder of good citizenship. Let us show you what we mean.

**1st Cub** FRIENDSHIP. We make a lot of friends in our school, church, neighborhood, den and pack.

**2nd Cub** TEAMWORK. We learn how important it is to work with others as a member of a team.

**3rd Cub** DEPENDABILITY. We learn to be places when we promise and do our part.

**4th Cub** LEADERSHIP. We learn to lead games and help with other den and pack activities.

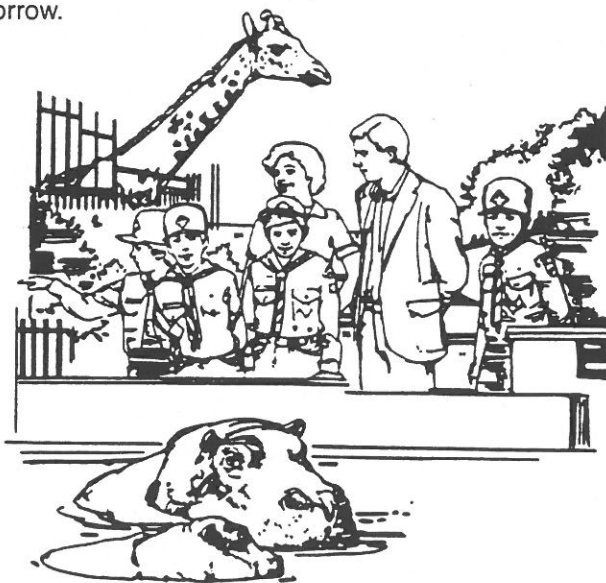
**5th Cub** HONESTY. We learn to tell the truth, to handle money, and to understand what honesty means.

**6th Cub** LOYALTY. We learn to be true to our friends, our parents, and our den and pack, and to honor our country and its flag.

**7th Cub** GOOD WILL. We like to help our school, church, neighbors and those less fortunate than we. Good Will projects make us feel good.

**8th Cub** RESPONSIBILITY. We learn to be responsible for certain jobs, our own belongings, things at home, and for the property of others.

**Narrator** GOOD CITIZENSHIP. Through Cub Scouting experiences, boys learn things that help make them better citizens as they grow into manhood and become leaders for the world of tomorrow.





## CITIZENS

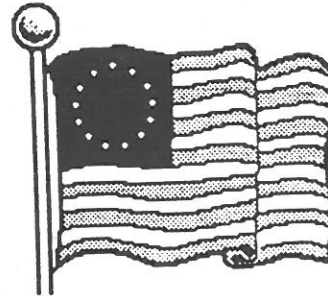
(Opening)

**Personnel** A Den of eight boys.

**Equipment** Individual card containing each of the eight letters.

**Arrangement** As each boy recites his line, he holds his card high, with Denner, or Den Chief giving the final thought.

- C Is for our Country
- I Is for being involved
- T Is for treasuring the great traditions of our land.
- I Is for the ideals of freedom.
- Z Is for the zeal we put into life.
- E Is for the example we set.
- N Is for the needs of our nation.
- S Is for the sharing of ourselves.



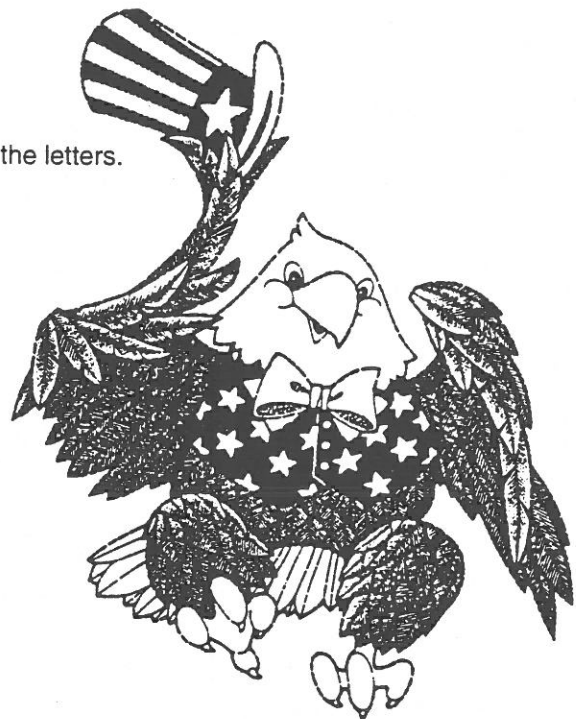
It takes more than letters and words to make good citizens. What do you think would happen if each and everyone of us would put just one of these thoughts into practice?

## OPENING

**Personnel** A Den of boys.

**Equipment** Individual card containing each of the letters.

- O Our town U.S.A.
- U United we are as a community.
- R Raring to forge ahead.
  
- T Trying to make life better.
- O Our Town U.S.A.
- W Winners in all we do.
- N Neighbors one and all.
  
- U Using resources God gave us.
- S Sharing our wealth with others.
- A America and our town-we sing thee praise.





## COURT ROOM INDOOR CEREMONY

**Personnel** Cubmaster, new Cub Scouts and parents

**Equipment** Judge's robe for Cubmaster (*a choir robe will do*), lectern, certificates and Bobcat pins.

**Judge** (*standing at lectern*) Will our new Cub Scouts citizens and their parents please come forward. (*Arrange them alongside the lectern on both sides facing audience.*)

**Judge** When people who have been born in other countries want to become citizens of the United States, they take part in a naturalization ceremony in a court of law. They pledge allegiance to our country, the same way that you pledge allegiance to our flag. Tonight we are going to have a naturalization ceremony to make you Cub Scout citizens, and we are going to begin by asking you to pledge allegiance to Cub Scouting and this Pack. We will do it by asking you to repeat the Cub Scout promise (*leads Promise*).

Now let us join in the Law of the Pack (*leads Law*). Congratulations! You are now full fledged Cub Scouts. We asked your parents to come up here with you because they will be your partners in Cub Scouting. We will begin this new partnership by asking your parents to pin on your Bobcat pins. As I call your names, will each new Cub Scout citizen please step forward with his parents.

(*Judge calls each boy's name, presents his certificate, gives him the Cub Scout handshake and gives Bobcat pin to parents to pin on boy's shirt.*)

**Judge** (*addressing audience*) Now all you old-timer citizens, let's welcome the new Cub Scouts with a rousing "Hi There Cubs".

## GOING PLACES IN YOUR NEIGHBORHOOD

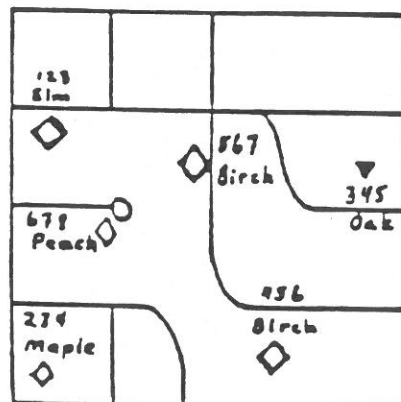
(Advancement)

**Arrangements** A large map of the area served by your pack. Map can be drawn on paper or cardboard. Map should be suspended so that the audience can see the map. Badges and arrow points are taped to the streets in the approximate area of the homes of the advancing boys.

**Cubmaster** This month the boys have been going places. While they have been learning about our area. (#) boys have advanced in rank or have earned arrow points. On this map of our neighborhood, I find a Bobcat Badge for a boy who lives at 123 Elm Street. Will that boy and his parents please come forward. (*When they are on stage*) This is (*name*) who has earned his Bobcat Badge. (*Cubmaster gives badge to boy's parents who then give badge to the boy.*)

I find # of Wolf Badges on this Map:  
Read the addresses of boys receiving Wolf Badge. Will these boys and their parents step forward. (*When all are at front present badges.*)

This ceremony will continue until all the badges and pins and arrow points have been given.



## POCKET ADVANCEMENT CEREMONY

**Materials** A piece of tagboard is cut in the shape of a pocket and covered with blue felt, including a pocket flap and button. The Cub Scout insignia stickers which are attached are available at the Scout Service Center, or could easily be made out of cardboard. They are attached with masking tape. The arrows are made of cardboard and covered with gold and gray felt.

**Narrator** This is a pocket - a very plain pocket - not very interesting, it could belong to anyone. But wait, let's give this pocket to a Cub Scout.

*(Narrator places Bobcat badge on pocket.)* Our pocket is turning into something with meaning. It represents a sense of belonging and will soon bring our Cub Scout knowledge, skills, enjoyment and good fellowship. We would like to present the following boys and parents their Bobcat badge.

*(Narrator places Wolf and arrows on pocket.)* With the Wolf rank, our pocket turns into something more special. It proudly displays the first symbol of new-found knowledge of the flag, of keeping strong, of tools, of knots, of safety, of books and reading. It means our Cub Scout has mastered feats of skill and has shown his willingness to help in his home and take part in family fun. Tonight we are privileged to recognize the following Cub Scouts who have achieved the rank of Wolf. Would the following Wolf candidates and their parents please come forward.

*(Narrator places Bear and arrows on pocket.)* Adding the Bear badge has increased our pocket's meaning even more. It shows our Cub Scout is completing difficult achievements which show he is growing in knowledge and skill. Would the following Bear candidates and their parents please come forward.

*(Narrator places Webelos and Arrow of Light on pocket.)* Our pocket has now had placed upon it the Webelos badge and Arrow of Light, the highest award which our Cub Scouts can achieve. To receive these awards, our Cub Scouts must dedicate themselves to the hard work necessary in completing the required number of activity pins and prove themselves ready to join the ranks of Scouting. Tonight we wish to recognize those boys who have completed activity areas within the Webelos program. Will the following boys and their parents please come forward.

*(With the Webelos together, a candle ceremony may be added at this time.)*

**Narrator** Our pocket is very special now, it is very rich in new possibilities. It opens up a whole new world of challenges. Cub Scouting has taken our plain pocket and turned it into a pocketful of adventure, fun and excitement.

Congratulations to all you boys and your parents on your achievements.



**CUB SCOUTING IS.....****(Closing)**

- Cub 1** *(Holds up poster of Bobcat badge.)* Cub Scouting is .....that new Bobcat who the Cub Scout promise makes.
- Cub 2** *(Holds up poster of Wolf badge.)* Cub Scouting is.....that Wolf Cub Scout who his first achievement undertakes.
- Cub 3** *(Holds up poster of Bear Badge.)* Cub Scouting is.....that older Bear Cub Scout who can tackle much more.
- Cub 4** *(Holds up poster of Webelos badge.)* Cub Scouting is.....that Webelos who is running up activity pins galore.
- Cub 5** *(Holds up poster with word FUN on it.)* Cub Scouting is.....all that plus much more too, giving us the reason for what we do.
- Cub 6** *(Holds up poster with picture of a Cub Scout.)* Cub Scouting is.....that boy clad in gold and blue making this meeting important to me and you.
- Cub 7** *(Holds up some type of patriotic poster.)* Cub Scouting is.....being a good citizen you see.

**CLOSING**

- Cub 1** May I grow in character and ability as I grow in size.
- Cub 2** May I be honest with myself and others in what I do and say.
- Cub 3** May I learn and practice my religion.
- Cub 4** May I always honor my parents, my elders, and my leaders.
- Cub 5** May I develop high moral principles and the courage to live by them.
- Cub 6** May I strive for health in body, mind, and spirit.
- Cub 7** May I always respect the rights of others.
- Cub 8** May I set a good example so that others may enjoy and profit from my company.
- Cub 9** May I give honest effort to my work.
- Cub 10** May I regard my education as preparation for a future in life's adventure.

As last Cub finishes his lines, have the boys put up the Cub Scout sign and lead everyone in the Cub Scout Promise.

## CLOSING

I asked myself a question today, "What does it mean to be an American?" There are several answers, and they are all good. Being an American means I have a multitude of freedom.

- \* Freedom to think and to say what I think
- \* Freedom to worship - Freedom to move about
- \* Freedom to try and freedom to fail
- \* Freedom to stand up straight and look the world in the eye

These freedoms were not of my doing. They were here long before I was born. My forefathers, and yours, fought to win them. I have four guarantees, they will remain The Declaration of Independence, The Constitution, my fellow Americans and myself. "No man could ask for more."

## FIRE! FIRE!

OCTOBER 19

## OPENING

Light a large candle that will continue burning throughout the pack meeting.

Make some short talk about the theme of the month being Fire! Fire! and the purpose of lighting the candle is to remind folks to be careful with flames.

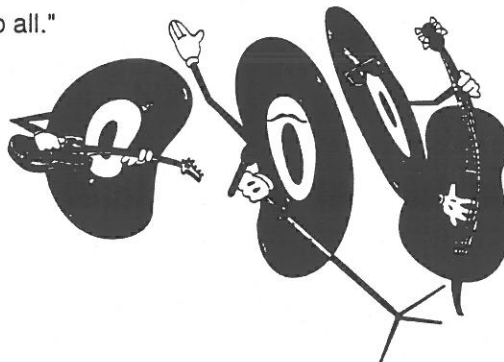
This will tie with the closing for this theme.

## CLOSING

Make some "to do" about the lighting of a large candle at the beginning of the pack meeting. It burns all the way through your meeting. When it's time to close, have boys imitating a fire brigade come running in and circle the room toward the candle.

One or two boys might be making siren noises, another one or two might have bells ringing, several could have a hose, one carries a bucket. They all rush toward the candle and just before they get there, the cubmaster blows the candle out. The firemen look disgusted and walk away muttering.

The Cubmaster says "good night to all."



## OPENING

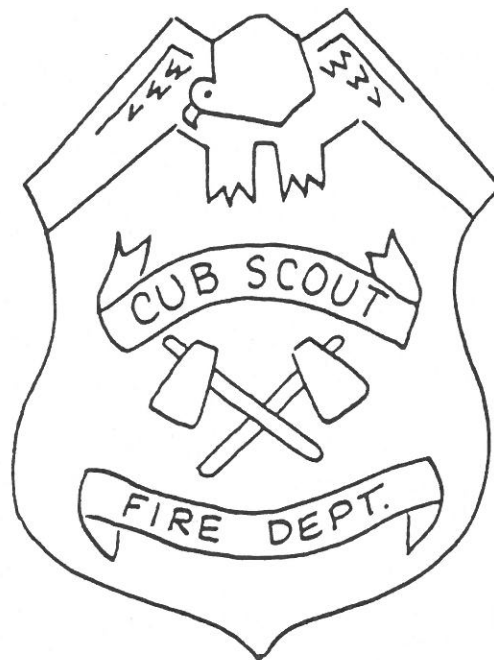
With the room lights turned out, the Cubmaster lights a candle and says, "Cub Scouts, this candlelight represents the Spirit of Cub Scouting, lighting our way through life."

- 1st Cub** This flame also represents danger. We have learned about the danger of fire and how to prevent it. Let's remember what we have learned so we will always use fire wisely and safely, not only as boys but later on as men."
- 2nd Cub** This light of Cub Scouting gives us warmth and good cheer. Make sure it is never allowed to run wild and destroy lives and property. Let's always be fire detectives."  
*(Turn lights on. Have den post U.S. flag and pack flag and lead in the pledge of allegiance.)*

## CUB SCOUT FIRE DETECTIVES

### (OPENING)

- Cub #1 Our den leader made us detectives,  
Although we don't wear gold shields.
- Cub #2 We snoop for things that start fires,  
In houses and forests and fields.
- Cub #3 So watch where you store those old rags,  
And be careful with gasoline.
- Cub #4 Don't put wires under carpets,  
And keep the furnace room clean.
- Cub #5 All Cub Scout detectives know that  
You should never with matches play.
- Cub #6 They even have family fire drills,  
So everyone knows the safe way.
- Cub #7 Please be fire safe where you work,  
Where you play and in your home.
- Cub #8 Join us Cub Scout detectives--  
Be alert where ever you roam.



## AWARDS

How about having a cardboard fire truck made and as boys are called up front, the fire truck makes a run with lights flashing, (flashlights covered with red cellophane) bells ringing, sirens going, and delivers the award with a Cub Scout salute.

Your local fire station will probably loan you a fireman's helmet or two and a fireman's jacket if you explain what you need them for.

Ask your local fire station if a couple of the fire fighters could come and hand out the awards.

## HALLOWEEN AWARDS CEREMONY

Use a black pot and place dry ice in bottom to create smoke and have awards taped to the inside of the pot. The Den Leader posing as a witch calls out the award; another witch pulls it from the brew and hands it to the Cubmaster for presentation.

## HALLOWEEN GOODBYE (CLOSING)

- Cub #1** Thank you for coming to our Halloween party.
- Cub #2** Aren't you glad that you weren't tardy?
- Cub #3** We've played some games and had some fun.
- Cub #4** We didn't play tricks on anyone.
- Cub #5** We've advanced in rank and received our awards.
- Cub #6** From Bobcat to Webelos--our due reward.
- Cub #7** Now as you go on your way tonight,
- Cub #8** Remember goblins and ghost are out of sight.
- ALL** Happy Halloween and good night.



## CLOSING THOUGHTS

The Cubmaster holds up a match and says.

Cub Scouts, this match looks rather harmless. Yet when improperly used, it can be a destructive weapon. We are told that 9 out of 10 forest fires are started by careless people. Each year millions of valuable timber and grasslands are destroyed by motorists who thoughtlessly threw lighted cigarettes and matches from car windows. We, as Cub Scouts can do our part to help prevent fires if we decide not to be careless with fire. We can set a good example by always making sure that we leave a fire completely and unquestionably out. We can also check to be sure that our friends and families do the same.

# FAMILY CIRCUS

NOVEMBER 1997

## OPENING CEREMONY

**ARRANGEMENT** Boys in costume form parade outside room. Den chief is at head of parade, carrying pack flag. On signal they enter room and parade around audience. After going around the room once, they take their seats, as pack flag is posted. American flag is already posted on stage.

**CUBMASTER** Ladies and gentlemen and children of all ages. Tonight you will see Circus stars in a performance of unparalleled magnificence. The most startling and unusual features ever assembled from the far corners of the civilized globe, in a super-spectacle with all the color of Hindustan and the majesty of the Grand Canyon. A gigantic presentation unrivaled on any stage or circus ring. And here they are the Pack # circus!

*(Parade enters, marches around the room with the sound of calliope music in background. After they are seated, the music is switched to the Star Spangled Banner and audience stands. After national anthem, a Cub Scout leads audience in PLedge of Allegiance.)*

## TURKEY DAY OPENING CEREMONY

**Cubmaster** "They came as strangers to a wild land and none of them knew which day would be their last."

"Never in the old country had they known such winter; the wind so cold, the food so scarce; the enemy night so filled with dread. Never had they worked so hard, paying with aching backs for every shelter raised against the cutting wind. Everywhere they went famine and death watched them with pale expectant eyes. By the end of that bitter year, there was hardly one among them who had not lost to the cold earth someone he could not live without. Then these men and women who had nothing, sat down to a hearty feast, filled with gratitude for what they had. We who follow them sometimes wonder why. Did they know some secret of happiness, denied of us, that made them so glad for so little?"

"We can all think back ... back to some personal wilderness we have been through in our life. Perhaps there was once a day when simply to feel the sun again, to smell another morning's freshness, to hear a child laugh again was miracle enough...a time when just to find oneself alive was a gift beyond belief. They had their lives. No man has more. They had their freedom, too. They were where they chose to be. All the days ahead were theirs to use as they pleased. They owned themselves. No man owns more."

"Remembering this we join their feast, brothers to all the wise men whom trouble has taught to look at what they have, not at what they lack."



## TURKEY DAY ADVANCEMENT CEREMONY

**Setting** A table set with Thanksgiving items; a bag of corn kernels.

**Cubmaster**

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

**Advancement Chairman**

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

**Cubmaster**

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

**Advancement Chairman**

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

## THE CUB SCOUT CLOWN ASSOCIATION (ADVANCEMENT)

**PROPS** Assorted clown hats with advancement cards attached for advancing Cubs. Colorful hats could be made from crepe paper. Large cardboard hat stand with many arms for Cub's clown hats.

**ARRANGE-MENTS** Indoor or outdoor pack meeting. Cubmaster *(in clown costume)* is Head Clown of the Association.

**CUBMASTER** This evening we are going to recognize the achievements and advancements of our Cub Scouts in the Pack Clown Association. Would *(name)* and his parents please come up to the center ring?

**PARENT** *(takes hat from hat tree)*

**CUBMASTER** We know you have worked side by side with your Cub for him to gain the skills for his rank in the Clown Association. The Cub scout Clown Association now accepts you as a Bobcat Clown. *(Parents put hat on son.)* May your skills grow with your efforts to attain a higher rank as a member of the Cub Scout Clown Association. *(Proceed in like manner for all awards.)*

Advancement Decorations and costumes can be colorful..presentations can be made by leader in costume. Badges could be attached to cardboard cutouts which are decorated with colorful crepe paper streamers.

Make small construction paper pilgrim hats - fasten badges inside. Or have a model of the Mayflower on the head table, from which the boys draw their badges.

## ADVANCEMENT CEREMONY

This is a basic idea for an advancement ceremony to use with the Circus theme. Adapt it to fit your pack's needs.

**CUBMASTER** *(dressed as Ringmaster)*

Ladies and gentlemen, you are about to see a Parade of Achievement like you have never seen before!

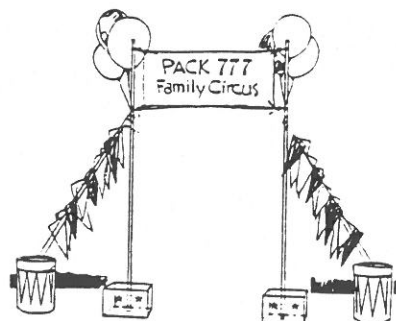
For our first act tonight we have trained Bobcats and their trainers (*parents*). They will be in the center ring and will perform for us showing what feats they have mastered. (*Bobcats and parents come forward and go through bobcat requirements with Cubmaster. Badges are presented.*) Notice how these Bobcats have been trained well by their trainers. Let's have a fine round of applause for this fine act we have just seen performed before our very eyes!

And now we have for our second colossal act of achievement this evening, a finely trained Wolf act. The wolves in this act are (*read boys' names receiving Wolf badges or arrow points under Wolf badge*) Here comes those Wolf Cubs and their trainers into the center ring! (*Boys and parents come forward and go through similar type of circus talk to cover some of Wolf requirements.*)

(*Handle Bear badges and arrow points in the same manner as Wolf*) and now ladies and gentlemen we have a stupendous act which takes skill and requires work and patience as these young men climb to great heights. . . in fact to the very top in the Cub Scout Parade of Achievements. Let's all watch breathlessly as we give special honors in a ceremony which will demonstrate to you what heights these boys have climbed with the help of their trainers along the way. It is a privilege to introduce you to the participants in this outstanding feat. (*Call boys, Webelos leader and parents forward*) (*Present activity pin with appropriate flowery language pertaining to pin such as; These are skilled athletes. . . who have shown their dexterity in physical fitness feats (or) these are the aquanauts whose remarkable agility in the water is unequaled. . . etc.*

And now for the stars of our show. . . the young men who have completed the requirements for the Arrow of Light. . . the highest award in Cub Scouting. In order to qualify for this award, these young men have shown superior knowledge about Scouting, citizenship, and emergency first aid. As these stars step into our center ring let's give them a roaring round of applause. (*read names*).

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



## CLOSING CEREMONY

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 ask you to remain in your seats while the wild animals leave. That's all of our show. Good night, folks.

## TURKEY DAY CLOSING CEREMONY

**Setting** Pilgrims sitting around a table.

**Den Chief** "We have a lot to be thankful for at this time of year. We work and for this we see all the good things that come of it. Let us all share something good with each other at this time."

**Cub 1** Do the very best you can and leave the rest to God.

**Cub 2** Life is hard by the yard; but by the inch life is a cinch.

**Cub 3** A clean conscience is a soft pillow.

**Cub 4** We can do anything we want if we stick to it long enough.

**Cub 5** There is no failure except to give up.

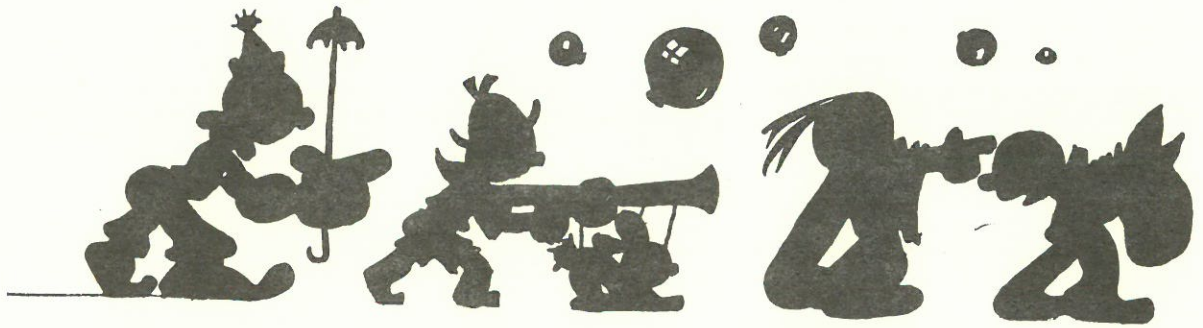
**Cub 6** Our country, right or wrong. When right, to be kept right. When wrong, to be made right.

**Den Chief** We all have a lot to be thankful for.

**Cubmaster** Good night Cubs and families, see you next month.



FOR MORE INFORMATION REFER TO STAGING DEN AND PACK ACTIVITIES, CUB SCOUT HOW-TO BOOK AND CUB SCOUT AND WEBELOS PROGRAM HELPS FOR 1996-1997.



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# SKITS ARE FUN

A skit is a dramatized joke of a funny situation, usually with a snapper line at the end. Skits are short, quick and to the point. Skits are used to help the pack meetings, the parents, the cub scouts and the den leaders.

Pack meeting need skits. skits are ice breakers. They get everyone smiling or laughing and set the mood for the pack meeting. Parents need skits. When a den does a skit at the pack meeting parents see their sons participating in the program. Parents know what the boys are accomplishing. Skits help take the pack meeting out of the hands of adults and put it back into the hands of the boys.

Cub scouts need skits. Skits allow the boys time to have in front of a group to help develop their self-confidence and show off. The cub scouts can act out their own plots, using their imagination and gain a real sense of accomplishment.

Den leaders need skits. Skits are a program help. They allow the den leader to observe and learn about their cub scouts. Skits can be the tool for learning, experiencing, or imagining. Boys love to use their imagination, so let them. This is their chance to be somebody else, to pretend, to dress up and give others pleasure at the same time.

Skits let the boys express a choice of characters and develop powers of observation by helping them recognize the desirable characteristics in the people they see. They may also help a boy become self confident.

Do not be limited to the ideas found in this section. The Cub scouts are the greatest resources for skit ideas. Let them make it up. One boy may have a funny event to relate from school or home. Boys are great at knock-knock jokes. Use them. The boys will participate more readily if they feel the skit is theirs.

## SKIT FORMAT SHOULD FOLLOW THIS SIMPLE OUTLINE

**BOYS WANT SOMETHING** - Friendship, a gold mine, a trophy, to find a lost planet

**BOYS STARTS TO GET SOMEWHERE** - By canoe, plane, horseback, on foot or some other way.

**OBSTACLES STOP BOYS** - Crocodile, head hunter, a secret enemy, a false friend or other problem.

**BOYS ACHIEVE GOAL** - Through an act of kindness,bravery, wisdom, magic, or unexpected help of other means.

## KEEP THESE THINGS IN MIND

- \* Keep a skit simple
- \* Keep it short (3 to 5 minutes)
- \* Use simple props, scenery, costumes if any
- \* Avoid long memorized dialogue
- \* Pantomimes are great
- \* Let every boy participate
- \* Use stage directions liberally-tell who goes where and does what.
- \* Be sure the audience can hear.
- \* A simple skit can be written around a joke, a punch line, a song or participation of others than the cub scout

## THE COLD STARE

It is hard to believe it could happen, but it can. Their voices never seem to be softer than a roar and every time they practiced the skit for the next pack meeting, each and every boy knows his part perfectly. In fact, they are doing so well they are starting to ad lib and are really making a great skit, a skit for boys, that boys and leaders will really be proud of.

The big night comes, the opening and announcements are given and then...it's time for den 4 to do their thing. All the boys have had the extra tuck-in of the shirt and their neckerchief straightened, all march onto the stage in front of the pack. Each boy is carrying a sign. The ones the leader stayed up till 3 a.m. printing. Taped to the back of the signs are their lines, just in case they forget.

The skit begins and the first cub scout with his usual good humor, goes right into his talk, ad libbing all the way. The leader is thinking, why did all the other leaders keep saying "*wait till its your turn*"

Then it happens, the third boy from the left, the one that keeps bringing frogs and grasshoppers to the den meetings and is always telling about how he fights and ain't scared of nuttin...there he stands...mouth hanging open and the THE COLD STARE. He's scared.

Does the leader panic, scream, cry, melt into the floor? NO. The leader simply smiles, calmly walks to stand behind the young cub scout, gives him a small little undetectable hug and reads his part with him, or for him if necessary.

The boy has been embarrassed to tears and the skit goes on. But be prepared in the event the second boy from the right does the same thing.

Be ready with a smile, a hug, and don't forget to read over the lines before going to the meeting just in case some help is needed.

## COSTUMES

You can hang a sign around a boy's neck that tells you what his character is, i.e. villain, hero, fair damsel, etc. So you can't really say costumes are necessary but they do add another dimension to the character. They transform a boy into a pirate, a clown, an Indian - whatever. Costumes can be made from large brown grocery sacks. Old clothing is a good source for costumes - that old felt hat of dad's - the sparkle trim from mom's old dress, etc. Keep costumes at the Cub Scout age level. The boys will give their best performance if they are made to feel that the skit is theirs, including the costumes.

## SPECIAL EFFECTS

This is another dimension to add to your skit...and another dimension to add to your purpose in putting on the skit. Here is the perfect place for that extra shy boy in the den who finds it difficult to speak or act in front of a group. He can handle the sound effects like pouring rice on a pane of glass to simulate rain or shaking a cookie sheet to sound like thunder. He can hit that cookie sheet with a metal spoon when the script calls for a sword and shield fight, or rap sharply on a plastic milk bottle when someone "knocks on the door".

## MAKE-UP

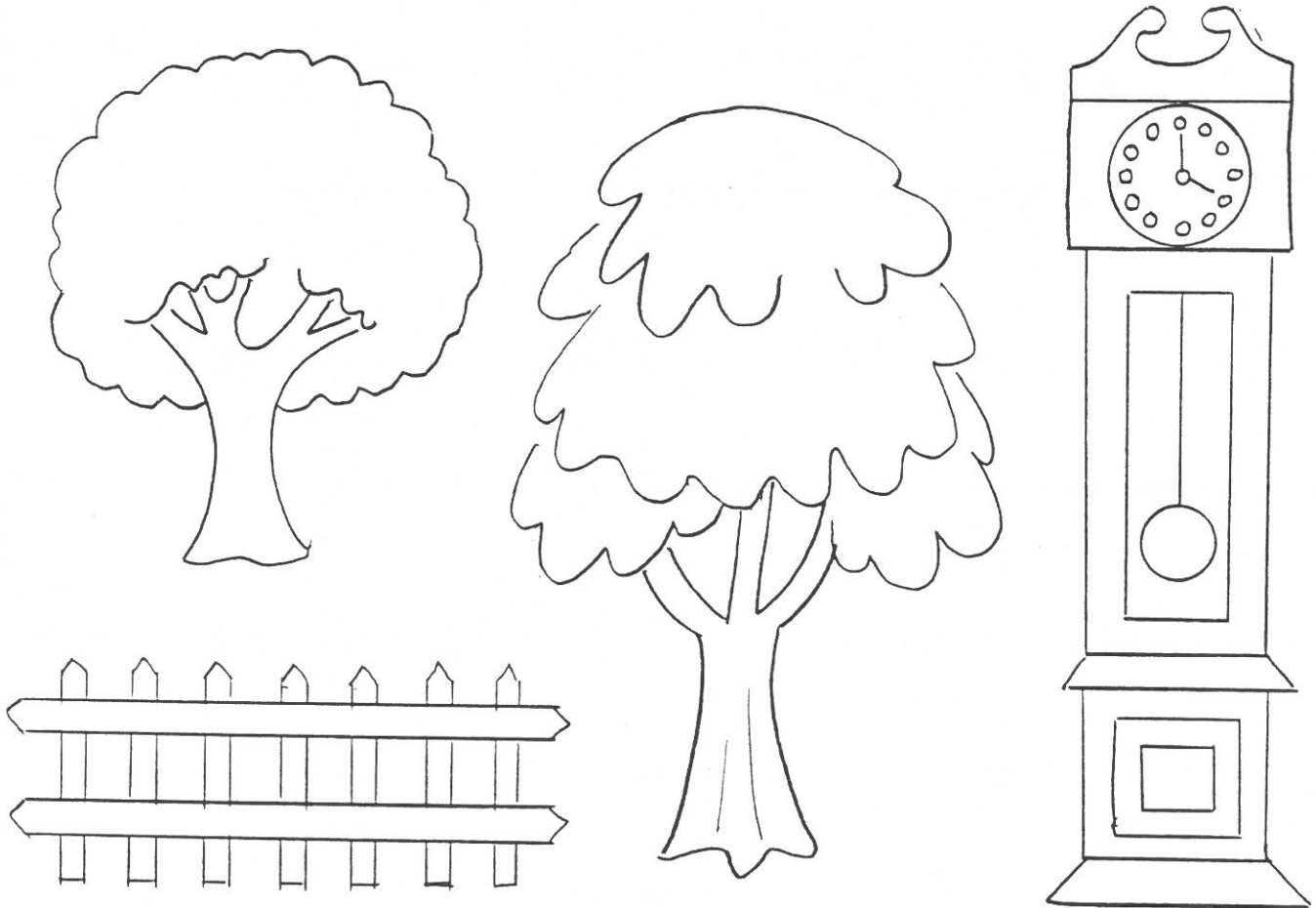
Boys love to make themselves up to be someone else. Characters seem more real with makeup. It will help the bashful Cub because his audience is looking at an imaginary character, not the boy himself. Keep it simple but use what is necessary to establish the character.



## SCENERY FOR SKITS

Simple scenery is fun to make...it is a good den project...it adds to the mood of the skit...and makes your skit more believable. Keep these things in mind

1. Scenery should be simple.
2. It should provide an idea or suggestion of what is to come.
3. It can be made from large pieces of cardboard.
4. Cardboard is sometimes hard to cut, so it is a good idea for the Den Leader to handle this job.
5. Wooden lath can be nailed to back of scenery to make it more sturdy or to help it stand up.
6. Let the boys do the painting. Guidelines can be drawn with heavy pencil to show where the colors go. Latex or tempera paint is best on cardboard, and washes off the boys well.

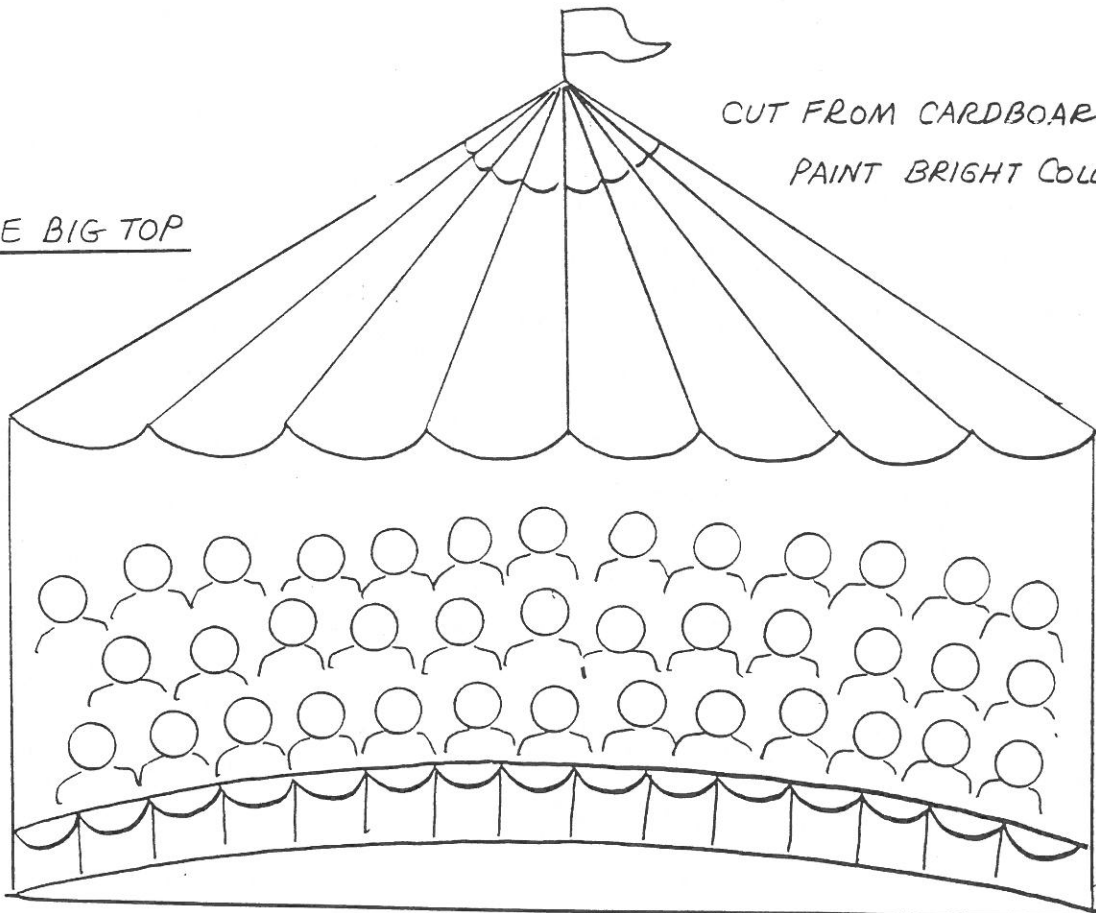


*CUT PROPS AND SCENERY FROM CARDBOARD  
PAINT WITH TEMPERA*

### SCENERY (cont.)



THE BIG TOP



CUT FROM CARDBOARD  
PAINT BRIGHT COLORS

# TO HELP OTHER PEOPLE

DECEMBER 1996

## SNOW WHITE AND THE SEVEN ELVES

**Cast** Snow White and Seven Elves

**Costuming** The elves should roll up their slacks to the knee. Then tie their shoes to their knees and kneel so that the shoe tops peek out from the bottom of the slacks, and it looks as if their legs end at the knee. Make a nose for each elf from a ping pong ball. Cut a hole in the ball so that it fits on the nose. Paint the ball red or green, and tie a string of 3-5 jingle bells to the end. Poke holes in the sides of the ball, thread with string, and tie to the boy's head. Poke additional holes for breathing. The elves can wear red and green outfits with bells sewn on at various spots. Each elf might have his shirt stuffed with a small pillow and his name taped on the front of the shirt

Snow White should be played by someone who fully enjoys being on stage. A boy can act the part since the character is farcical. Snow White can wear ruffy clothes and an old black wig.

**Props** Seven small chairs, seven small bowls, seven little glasses, and a large jar labeled "PASTE".

As the skit open, Snow White is alone in the elves' cottage.

**Snow White** "I'm Snow White, and as I was wandering through the woods, I came upon this enchanting little cottage. Look at these seven cute little bowls and these seven adorable little chairs, and these darling little glasses. *(She picks up one of each item as it is mentioned.)* Do you suppose? Could it be? *(trips and falls)* I believe I have fallen upon the cottage of the Seven Dwarfs! *(gets up)* I've heard about them since I was knee high to an enchanted toad. *(noise from outside)* It must be those rough and tumble, seven laughs a minute, darling Seven Dwarfs, home after a hard day in the mine. *(rushes and opens a door. Seven little men enter. They are obviously tired.)*

**1st Elf** "I haven't been this tired since Santa Clause told me to break up a fight between some cat and the partridge in the pear tree. I'm still picking bird feathers and cat fur out of my jingle bells." *(Acts as if removing fur from his costume.)*

**2nd Elf** "I haven't been this tired since we had to embroider Christmas stockings for all the kids of the little old lady who lives in a shoe."

**3rd Elf** *(Shaking his head)* "We had to stitch, "You Better Watch Out, Buster!" on forty-seven pair of socks."

**Snow White** "Wait a minute." *(counts the elves)* "Aren't you the Seven Dwarfs?"

**4th Elf** "Well, usually."

**Snow White** "Usually?"

**5th Elf** "See, it's like this. Ten months of the year we're the Seven Dwarfs."

**6th Elf** "We work in the mine and sing and whistle and act as cute as buttons."

## SNOW WHITE AND THE SEVEN ELVES (cont.)

- 7th Elf** "But during November and December, we're the Seven Elves."
- Snow White** "The Seven Elves?"
- 1st Elf** "We get seasonal jobs. We help Santa during his busy season."
- 2nd Elf** "We love working for Santa, but it's really hard! The noise level in the workshop is deafening! All that tap-tap-tapping all day long." (*covers his ears with his hands*)
- 3rd Elf** "And Mrs. Claus is always coming around with milk and cookies. You know, I've gained 12 pounds since November 1st. If only I had some self-control!" (*covers his mouth with his hands*)
- 4th Elf** "And Santa is picky, picky, picky. First he makes a long list. Then he checks it twice. It's like a long winter's nightmare." (*covers his eyes; three elves now look like see-no-evil, etc.*)
- Snow White** (*pinches the cheeks of the three elves, causing them to wince*) "Why you dear little monkeys. If you dislike it so much, why don't you get another sort of Christmas job?"
- 5th Elf** "Aw, we couldn't let Santa down like that! Before we came, the reindeer used to play terrible tricks on everyone."
- 6th Elf** "They once had Domino's deliver 35 anchovy pizzas to Blitzen's girlfriend's house. Were her parents mad!"
- 7th Elf** "Yeah, they like pepperoni pizza!"
- 1st Elf** "And one Christmas before we came, Santa gained so much weight, he got stuck in a chimney outside Paris."
- 2nd Elf** "It took nine French policemen, three tow trucks, and twenty bushels of hay to get him out of the chimney!"
- Snow White** "Twenty bushels of hay?"
- 3rd Elf** "Well, he was stuck for so long that the reindeer got hungry."
- 4th Elf** "So every day, we do exercises with Santa to keep his weight down." (*elves break into various exercises.*)
- 5th Elf** "And sometimes we sneak up to Santa and tickle him under his beard."
- Snow White** "Why do you do that, you seven little darlings?" (*as she says this, she punctuates her words by patting each elf on the head, patting each one a little harder than the last*)
- 6th Elf** (*rubbing his head*) "With all the work he has to do, that's the only way we can get Santa to say "ho-ho-ho!"
- 7th Elf** "We paste all the Christmas gifts closed, too. See? (*he holds up a large jar marked "PASTE", opens it, puts the lid under his arm, takes out some paste with his fingers, and shows it to Snow White. After he puts the paste back in the jar, the lid has stuck to his arm and side, and he can't lift his arm. The other elves grab onto one another's waists. The lead elf grabs the hand of the 6th elf, and the chain of elves together tugs at his hand to free his arm. Finally the arm is pried away, and the six elves tumble backwards, falling right into Snow White, and knocking her down. The 6th elf shrugs, picks up the lid and replaces it on the jar.*)

## SNOW WHITE AND THE SEVEN ELVES (cont.)

**Snow White** *(brushing herself off and adjusting her "hair")* "I can tell that Santa must really need the seven of you."

**7th Elf** "We're irreplaceable. And we'd never give up our Christmas jobs. We get these special Christmas outfits to wear and these Christmas noses." *(elves all shake their jingle noses.)*  
"We even get special Christmas names. I'm Twinkle Jolly." *(Each elf then recites his Christmas name, one at a time.) (The names are Snowflake Jolly, Holly Jolly, Berry Jolly, Jingles Jolly, Frosty Jolly, and Tinsel Jolly.)*

**Snow White** "Those are seven darling little names for seven darling little elves. But why do you all have names that end with "Jolly"?"

**All Elves** "BECAUSE CHRISTMAS IS THE SEASON TO BE JOLLY!"

## THE NIGHT BEFORE CHRISTMAS IN OKLAHOMA THAT IS

'Twas the night before Christmas  
In Oklahoma, you know,  
Way out on the prairie  
(Without any snow.)

Asleep in their cabin  
Dick, Trey, Steve and Stu,  
A-dreamin of Christmas,  
Like me and you.

Not stockings, but boots  
At the foot of their bed,  
For this was in Oklahoma,  
What more need be said?

When all of a sudden  
From out the still night,  
There came such a ruckus  
It gave us a fright!

And we saw across the prairie  
Like a shot from a gun,  
A loaded-up buckboard  
Come on at a run.

The driver was 'Geeing'.  
And 'Hawin' with a will  
The horses (not reindeer)  
He drove with such skill.

"Come on there, Buck, Pancho,  
Duke, Babe to the right!  
There'll be plenty of travelin'  
For you-all tonight."

The driver in Levi's  
And shirt that was red,  
Had a ten-gallon Stetson  
On top of his head.

As he stepped from the buckboard  
He was really a sight,  
With his beard and mustaches  
So curly and white.

As he burst in the cabin  
The boys all awoke,  
And were so astonished  
That none of them spoke.

And he filled up their boots  
With such presents galore  
That not one could think  
Of a single thing more.

When Steven recovered  
The use of his haws,  
He asked in a whisper,  
"Are you Santa Claus?"

"Am I the REAL Santa?  
Well, what do you think?"  
And he smiled as he gave  
A mysterious wink.

The he leapt in his buckboard,  
And called back, in his drawl,  
"To all children in Oklahoma  
Merry Christmas, you-all!"

## TRIMMING THE TREE

**Setting** A tree is waiting to be trimmed. Lights have been connected and strung on tree but are not lighted. Several Cub Scouts stand around the tree, holding ornaments. Leader or den chief also takes part.

**LEADER** *(Holding up a large star and facing tree)* You bring us the fragrance of the woods, Christmas tree. In every needle of every twig of every branch you have locked the tang of the wind and sun and snow and rain. You bring us the freshness of the outdoors, the essence of life everlasting. Here is a star for your top, to keep you from being lonesome for the stars in the sky. *(attaches star to top of tree)*

**1st BOY** *(Holding yellow ball ornaments)* And here are golden suns, Christmas tree, to make up for the sun that shone above your head by day. *(attaches balls to tree)*

**2nd BOY** *(Coming forward with silver balls)* And here are silver moons, to replace the changing one that sailed above your head by night. *(attaches ornament to tree)*

**3rd BOY** *(Holding assorted color balls)* And here are other shining ornaments to remind you of rainbows, and sunrises in the east and sunsets in the west, and the northern lights flitting across the sky. *(hangs ornaments on tree)*

**4th BOY** *(Holding assorted color ornaments)* Here are ornaments of many colors to take the place of the flash of bird wings in your branches. *(hangs them on tree)*

**5th BOY** *(Holding tinsel)* And here is tinsel, like rays of sunlight, like the glitter of ice, like the sparkle of water. *(Puts tinsel on tree)*

**LEADER** You bring us the warmth and wonder of spring, Christmas tree, in the depth of winter. Your branches bloom, you bring us promise and cheer. You are the symbol of light in the darkness, reminding us of the light that came to us many years ago in Bethlehem when a Child was born in a manger. *(The tree lights are switched on.)* You bring us beauty and joy, and the message of hope and faith. And we are grateful.

(All join in singing "O Christmas Tree" or another carol)



## THE BOX

- Personnel** 5 Cubs, Santa, a "box"
- Equipment** Big, shabby box
- Setting** Santa enters leading a big shabby box on stage by the hand
- Santa** I'll leave you here on the street. Maybe someone will take you home this year.
- Box** I hope so. I'll get busy right away trying to make someone take me.  
*(1st Cub enters)*
- Box** Please will you take me home as a Christmas present?
- Cub 1** My mother would yell at me if I brought home a junky thing like you with me. *(exits)*  
*(2nd Cub enters)*
- Box** Please will you take me home as a Christmas present?
- Cub 2** Nah, I want a new baseball bat. *(exits)*  
*(3rd Cub enters)*
- Box** Please will you take me home as a Christmas present?
- Cub 3** Are you trying to be funny? I won't take a dirty thing like you. *(exits)*  
*(4th Cub enters)*
- Box** Please will you take me home as a Christmas present?
- Cub 4** Of course not! I don't pick up stray things on the street. *(exits)*  
*(5th Cub enters)*
- Box** Please will you take me home as a Christmas present?
- Cub 5** Kids want presents that are new. *(exits)*  
*(Santa enters)*
- Santa** Well, I see you didn't get anyone to take you again this year.
- Box** I haven't given up hope, someday someone will take me.
- Santa** You know, I've been hauling you back and forth for so long that I've even forgotten what you are.
- Box** I'm not sure either, but when God packed me up nearly 2,000 years ago, he called me "**Peace on Earth!**"





## AN OLD FASHIONED SANTA

- Scene** Santa's stables, late the afternoon of December 24. The reindeer are busy polishing hooves and horns, brushing their coats, tuning up their jingle bells, doing limbering up exercises.
- Costumes** Make antlers from cardboard and staple them to a narrow ribbon tied around the head.
- Comet** "Well, in another few hours we'll be starting on this year's journey. I hope it's not like last year!"
- Cupid** "Oh, come clean, Comet, you know you enjoyed it!"
- Comet** "Enjoyed it! You think I like blizzards?"
- Donner** "That's not what he means, Comet. He means those jets. You enjoyed racing with them. You scared me half to death!"
- Comet** "Don't get your dander up, Donner. I was just having a little fun."
- Donner** "But did you have to yell "Get a Horse" to the pilot?"
- Comet** "Well, you have to admit I make the whole trip more fun."
- Dancer** "Fun, fun, fun. You always seem to have it. Remember the year there was no snow? You thought it would be fun to wear roller skates?"
- Comet** "Sure, and you went along with it. Wasn't it fun?"
- Dancer** "Oh yeah, it was fun all right! Until we had to land on that high-rise condominium with the slanted roof."
- Blitzen** "Yeah. It took Mrs. Claus two weeks to calm Santa down."
- Prancer** "Even so, he still insists the elves put a copy of safety rules in with every box of roller skates!"
- Blitzen** "But nothing could top the exciting trip we had the year Mrs. Claus served us navy beans and ham on Christmas Eve."
- Prancer** "Really. We finished three hours ahead of schedule, and that was with a trip back to South America because Cupid's bells fell off."
- Cupid** "That wasn't my fault. You try the fourth row at twice the speed of sound and see if it don't ring your chimes!"
- Dasher** "Come on boys, that's all in the past. It's this year we have to worry about."  
(*Vixen rushes in*)
- Vixen** "Boys! Boys! I have some terrible news!"  
(*all gather around him, asking "What is it?" "What's the matter?"*)
- Vixen** "We're out of business! The North Pole Chamber of Commerce just gave Santa his very own jet! He's to use it tonight."

(*All are thunderstruck. They slump on the floor in various dejected poses*)

## AN OLD FASHIONED SANTA (cont.)

- Prancer**      *(after a pause)* "You mean his very own jet?"
- Vixen**        *(still standing)* "His very own jet--a 767 complete with pilots, stewardesses--everything!"
- Dancer**        "How about that! Here I am, just 100 years old and out of work. I knew I should have become a brain surgeon like my cousin Lancer."
- Blitzen**        "I was afraid this would happen. It's the jet age. Reindeer are out of style. Why, Santa can make his rounds in no time. And think how comfortable he'll be. There's all sorts of room for his pack. He'll be served hot coffee and cookies. He can even watch in-flight movies."
- Cupid**         "Yeah. And he won't have to worry about the cold and weather.
- Comet**         "He'll probably have his own space shuttle in a couple of years.
- Dancer**         "Well, it looks like he'll have all the fun now.  
*(Santa comes in with his pack over his shoulder.)*
- Santa**          *(looks around surprised)* "Why boys! What are you doing? Why aren't you ready?"
- Dasher**        "Ready? Ready for what? You don't need us anymore. You have your own jet!"
- Santa**          "Oh that! I gave it back. I told them I didn't want it.
- Vixen**         "Didn't want it! Why Santa, it would be so much easier, so much faster, and a lot more comfortable.
- Santa**          *(nodding his head in agreement)* "I know, I know. These things are all true. But I still want to use my sleigh."
- Cupid**         "I don't understand, Santa. With all the advantages of the jet, why would you still want to use us and your sleigh?"
- Santa**          "For one very good reason."
- All Reindeer** "What's that?"
- Santa**          "Well, my sleigh may be windy and cold; it may be slow and it may be crowded; and Mrs. Claus has promised never to fix navy beans again. But the real reason is---my sleigh can't be hijacked!"



# FAMILY SHOWTIME

JANUARY 1997

## THE MELLERDRAMA

**Setting** The following play is read by a narrator. The players carry out everything that is said. When the play opens, all props should be in position where needed. The SUN is lying on the floor, MANUEL is seated at the table. CUR and TAIN stand in the center in front of the other characters.

Our CURTAINS are parted and our play is on. (*CUR and TAIN part weeping*)

It was early morning and the SUN arose. (*SUN wakens and rises*) MANUEL DEL POPPOLO, son of a rich Spanish nobleman, sat in his-father's castle. He was pouring over his notes (*with pitcher*) and so anxious was he to whip them into shape, (*whips them*) that he smiles, and devours them (*chews notes*). Finally he rose, muttering curses, "Heather Zingrella," he cried.

ZINGRELLA came tearing down the stairs (*rips down stairs sign*) and tripped into the room. (*trips*) Did you call?" she asked.

"Yes " he answered, "Where is MAGGIE?"

"She is in her chamber."

"Then bring her to me at once," he commanded. Zingrella flew (*flapping arms*) to do her master's bidding. While waiting for MAGGIE, MANUEL DEL POPPOLO crossed the floor once, twice, and thrice. (*Draws x's on the floor each time*) Then he sat down and stamped his feet. (*Licks stamps and pastes to shoes*)

Soon MAGGIE came sweeping (*with broom*) into the room. MAGGIE, for the last time will you marry me?" "Oh no, no, no" she cried.  
"Oh curses! Then I will lock you up in the tower until you consent."

"Oh sir, I appeal to you". (*kneels and peels banana or orange*)  
Your approval is fruitless!" (*tosses away the peel*) Muttering curses, he leaves the room.

MAGGIE turned a little pale (*turns over pail*) and flew (*flapping arms*) about the room in an agony of fear. She knew that MANUEL would keep his word. Oh, if only ALVIN C. C. AARDVARK, her one true lover would only come. He would save her. Would he come?

The HOURS passed but oh so slowly. (*HOURS walks past at regular pace then slowly*) Finally she took her stand and scanned the horizon, (*stands on chair and looks at HORIZON who is jumping about to attract her attention*)

Suddenly a whistle sounded from below (*wolf whistle*) "Oh Alvin my boy, is that you?"

"Yes it is me. Throw me a line." (*MAGGIE does a Mae West impersonation of "What's a nice boy like you doing in a place like this?"*)

"NO, a ROPE!" (*MAGGIE winds up and pitches wadded rope*) ALVIN then galloped into the room. (*gallops*)

## THE MELLERDRAMA (cont.)

"Oh, MAGGIE!" he cried and tenderly presses her hand (*with iron*). At that moment, MANUEL entered and maddened at the sight of the two lovers together, challenged ALVIN to a duel. They assaulted each other (*with salt shakers*) and after a few moments, MANUEL gave up the match (*form match book*). Acknowledging that he was defeated, he sorrowfully left the room (*weeping*)

"Come, MAGGIE my love. Now there is none to stand between us. You are mine! And ALVIN led MAGGIE from the room (*with a rope around neck*).

The HOURS pass (*Hours cross stage*) the SUN sets (*SUN yawns and sets*) and DARKNESS falls (*DARKNESS with sign enters and does fall.*) The CURTAINS close. (*CUR and TAIN joyfully reunite*) and our play is ended!

### PROPS NEEDED

#### PARTS IN SKIT

Narrator  
Manuel  
Sun  
Cur  
Tain  
Zingrella

Maggie  
Hours  
Horizon  
Darkness  
Alvin

#### SIGNS

CUR and TAIN  
STAIRS (sign to tear up)  
HORIZON sign  
PITCHER  
APRON TO WEAR  
BANANA  
PAIL OR BUCKET  
WHISTLE  
SALT SHAKERS  
MEXICAN HAT

SUN (cut out for face)  
HOUR sign  
DARKNESS sign  
WHIP  
STAMPS  
BROOM  
IRON  
MATCH BOOK  
CHAIR

## THE DREAM INTERPRETER

**Cast and props** Interpreter - Dresses in strange clothes.  
 Dreamer - any number of Cubs.

You'll need at least a small table and two chairs. Midway decorations would lend atmosphere. Interpreter is seated at desk, boys come on stage.

**1ST DREAMER** "Boy, this is a neat circus! Let's get the dream interpreter to explain our dreams. *(They all concur and approach the interpreter, who bows and accepts their money as they are seated)*

**INTERPRETER** "You're going up in the world."

**2ND DREAMER** "I dream of new automobiles."

**INTERPRETER** "You may become very poor."

**3RD DREAMER** "Interpreter, I dream of new clothes."

**INTERPRETER** "A change is coming into your life."

**4TH DREAMER** "I dream of camels."

**INTERPRETER** "Have courage. You will soon be over the hump."

**5TH DREAMER** "I dream of large birds."

**INTERPRETER** "Be careful walking under trees."

**6TH DREAMER** "I dream of wheat."

**INTERPRETER** "That's a good sign, but don't get all puffed up about it."

**7TH DREAMER** "I dream of snow."

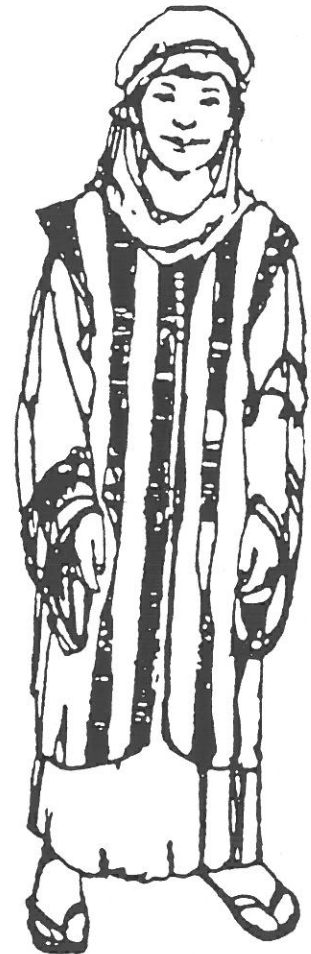
**INTERPRETER** "Go slowly...so people will get your drift."

**8TH DREAMER** "I dream of violins."

**INTERPRETER** "Stop fiddling around and get to work."

**9TH DREAMER** "I dream of clams, lots of clams."

**INTERPRETER** "Stay out of trouble...Keep your mouth shut!"



## CHAMPION SPITTER

**PERSONNEL** 4 Cub Scouts

**EQUIPMENT** Can, nail and outlandish costume for spitter

**NARRATOR** Ladies and gentlemen, our guest tonight is a champion spitter and has a variety of spits to demonstrate, so let's welcome the champ.

**SPITTER** Thank you very much.

**NARRATOR** Welcome and we're glad you're here. Could you tell us how you became a champion spitter?

**SPITTER** Well, it's like this. . . I was laid up in the hospital with two broken arms and a 'squita kept biting my toe. Couldn't swat him. Got so bad I coulda spit. So I did. Killed him daid!

**NARRATOR** So you developed other spits and became famous.

**SPITTER** Yep, that's right

**NARRATOR** What spit would you like to show us first?

**SPITTER** I guess a slow one, just to kinda warm up.

**NARRATOR** Okay, I'll step out of the way and our catcher will be ready.

*(Narrator moves to center stage and steps back a few feet. Spitter and catchers move to opposite ends of stage. Spitter "winds up" and swinging, rotating movement and blows "spit". Narrator watches "spit" leave and follows it across the stage and catcher "catches" the spit by tapping the bottom of the can with a concealed nail. Narrator continues to watch the following types of "spit".)*

Fast-spit 

Zig-zag spit 

Square spit 

Loop-de-loop spit 

backward spit *(for this spitter turns around and spits over his head.)*

**NARRATOR** Now, that's really amazing! But now you're going to do a special spit that won the championship. No one else is able to do it...the sidewinder.

*(Spitter really winds up for this one and blows "spit" out of side of mouth. Narrator slowly follows the "spit" in wandering motions out over the audience. The plant in the audience jumps and screams that the spit landed on him and in anger, chases the spitter off stage.)*

# JES' TOO LAZY!

**Characters** Pa, Ma, Son, Sis, Hound (*off stage*).

**Setting** A back yard on a very, very hot day when everyone is very lazy--to lazy to move. Pa is sitting on a little stool, Ma is sitting in an old rocking chair, son and sis are sitting on the ground between them.

**Hound** (*off stage*) "Owwwwwww! Owwwwwww! Owwwwwww!"

**Pa** (slowly) "Son, what makes that hound dog howl so?"

**Son** (*not moving, and speaking slowly*) "Pa, I don't know what makes that hound dog howl so."

**Hound** (*off stage*) "Owwwwwww! Owwwwwww! Owwwwwww!"

**Pa** "Sis, what makes that hound dog howl so?"

**Sis** (*not moving, and speaking very slowly*) "Pa, I don't know what makes that hound dog howl so."

**Hound** (*off stage*) "Owwwwwww! Owwwwwww! Owwwwwww!"

**Pa** "Ma, what makes that hound dog howl so?"

**Ma** (*getting up very slowly*) "I'll go see what makes that hound dog howl so." (*Shuffles off stage.*)

**Hound** (*off stage*) "Owwwwwww! Owww" (*stops in middle of howl.*) (*Ma shuffles back on stage.*)

**Pa** "Ma, did you find out what made that hound dog howl so?"

**Ma** "Yes, I found out what made that hound dog howl so. He was sittin' on a tack and was jes' too lazy to move."

**Others** (*shaking heads*) "Sittin' on a tack an' jes too lazy to move."





# STORY OF THE BLUE AND THE GOLD

FEBRUARY 1997

## SPIRIT OF BADEN-POWELL

*(The narrator is the "spirit of Lord Baden Powell" the founder of Scouting. He may be a Den chief in full uniform with a campaign hat. Each of the Cub Scouts dress as described.)*

- NARRATOR** "I represent the Spirit of Lord Baden-Powell, the founder of Scouting. I am also the spirit of Scouting past and present. Here is our future the Cub Scouts of America."
- 1ST CUB** *(He enters carrying a Bible)* "We take turns praying in our dens. I like to wear my uniform to church (synagogue) on Scout Sunday (Sabbath). Nearly half of all the packs in America are sponsored by religious bodies or organizations."
- 2ND CUB** *(He enters in full dress uniform)* "The two colors of the Cub Scout uniform have a meaning. Blue stand for truth and loyalty, gold for good cheer and happiness."
- 3RD CUB** *(he enters carrying Wolf Scout Book and Kipling's Jungle Book.)* "Early Cub Scout ceremonies in England were based on Kipling's Jungle Tales. When Cub Scouting was organized in 1930, Indian themes were used."
- 4TH CUB** *(he enters carrying a woodcraft project)* "Cub scouting means fun. We have lots of fun. But I like making things we can play with or that follow our themes."
- 5TH CUB** *(he enters carrying a nature collection)* "I like to go on hikes and collect things for my nature collection or the den museum."
- 6TH CUB** *(he enters carrying a buddy burner)* "I like to go on picnics. We sure do like to eat! This is the cook stove I made."
- 7TH CUB** *(he enters carrying an American flag)* "I am proud to be an American and salute our flag. I also like to see our pack flag *(point to it)* because I know I am part of Scouting. I belong."
- NARRATOR** "Yes, I represent the past...the present. These boys are Cub Scouts now they are the men of tomorrow. They will help to preserve our American Heritage."



# THE SCOUTING STORY

(Audience Participation)

Make a 3" x 5" card for all **BOLD** words and phrases in the story below. Hand out cards to various people in the audience. A narrator reads the story and at the appropriate time holds up a numbered card. Person in audience with that number shouts out the correct word or phrase. *(Narrator will need cards numbered from 1 to 36.)*

Scouting began (1) **ENGLAND**, when Lord Baden-Powell decided to train boys to be self-reliant. A few years later, a Chicago publisher, (2) **WILLIAM D. BOYCE**, was lost in a London (3) **FOG**. A boy appeared and offered to take him to his destination. When offered a tip for his services, the boy refused and said (4) **"SCOUTS DO NOT TAKE MONEY FOR DOING A GOOD TURN."** After visiting with Baden-Powell, Boyce decided to start the Scouting program in the (5) **UNITED STATES**.

The (6) **BOY SCOUTS OF AMERICA** was incorporated on (7) **FEBRUARY 8, 1910**. This year we are celebrating the (8) **87TH** birthday of Scouting and the (9) **67TH** birthday of Cub Scouting.

During the first World War, Scouts sold more than 2 million (10) **LIBERTY LOAN BONDS** and over \$3 million worth of saving stamps. Scouts also helped with (1) **FOOD AND FUEL CONSERVATION** and planted Boy Scout (12) **WAR GARDENS**.

In 1938 a Tulsa oilman, (13) **WAITE PHILLIPS**, donated some land in (14) **NEW MEXICO** to the Boy Scouts of America. Philturn Rocky Mountain Scoutcamp is now called (15) **PHILMONT SCOUT RANCH..** It has been enjoyed by Scouts for many years. Each summer thousands of Boy Scouts and (16) **Explorers** spend two weeks (17) **HIKING, BACKPACKING, AND CAMPING** in the mountains. Philmont is also a wonderful place for a (18) **FAMILY VACATION**, and hundreds of Scouting families go there every year, so adult leaders can take part in training conferences.

In 1938, (19) **IRVING BERLIN** donated the royalties from his song (20) **"GOD BLESS AMERICA"** to the (21) **BOY SCOUTS OF AMERICA**. He is one of the many famous people who have helped Scouting by their service and contributions.

During World War II, Scouts again provided service in the war effort. They collected (22) **RUBBER**, (23) **WASTEPAPER, AND (24) ALUMINUM**. They also planted (25) **VICTORY GARDENS**. Scouting's service helped to win the war.

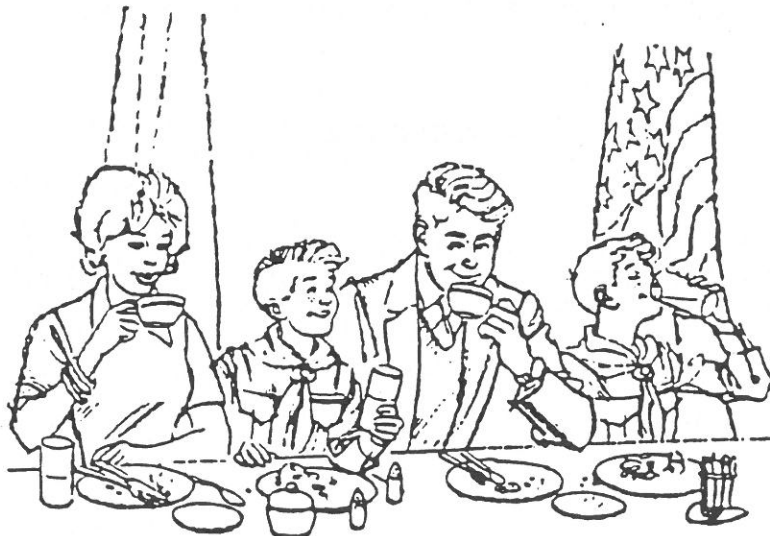
Scouts have always given help in time of (26) **DISASTERS**, such as (27) **FIRES**, (28) **FLOODS**, (29) **TORNADOES, AND (30) EARTHQUAKES**. They help their Scouting brothers in foreign lands through the (31) **WORLD FRIENDSHIP FUND**.

Scouts are good citizens. They always (32) **DO THEIR BEST**. They help with voting campaigns, (33) **CONSERVATION PROJECTS**, national events, and do a daily good turn for their fellow man.

Scouting trains boys and young women in (34) **CITIZENSHIP**, (35) **CHARACTER DEVELOPMENT, AND (36) PERSONAL FITNESS**. The scouts of today are the leaders of tomorrow. Be glad you're a Scout!

## THE BLUE AND GOLD BANQUET

- Characters** Some cubs dressed as parents and seated at a table decorated as for a Blue and Gold banquet. One Cub Scout dressed as a Cub waiter with an apron and towel over his arm.
- Narrator** It is the annual Blue and Gold banquet at pack #. Every year, the cub scouts at pack # serve as waiters and cooks for their parents. The boys try very hard to do a good job, but every year a few little things do go wrong. Let's see what is happening this year.....
- Parent #1** Excuse me, Johnny. Is this coffee or tea? It tasted like kerosene.
- Cub Waiter** Then it's coffee. The tea tastes like gasoline.
- Parent #2** I hope you'll hurry and bring my food. I'm so hungry I could eat a horse.
- Cub Waiter** Then you've come to the right place!
- Parent #3** Why do you have your fingers on top of my food?
- Cub Waiter** *(serving plate with his hand all over it)* So it won't fall on the floor again.
- Parent #4** Why are you stomping on my steak?
- Cub Waiter** *(stomping something on floor)* Because when you told me to bring you your food, you said to "step on it"
- Parent #5** I'm afraid there's a fly in my soup.
- Cub Waiter** Don't worry. There's no extra charge.
- Parent #5** There really is a fly in my soup.
- Cub Waiter** What did you expect at a Blue and Gold banquet---a humming bird?
- Narrator** Ah, yes. Another Blue and Gold banquet at Pack #. Good eating, everyone.



# WEATHER OBSERVATIONS

MARCH 1997

## THE SECRET WEATHER FORECASTER

This skit does not require elaborate costuming. The boy that plays the forecaster can wear a white lab coat or a large name tag that says "Weather Forecaster." The other scouts can wear their uniforms. The props should include a cardboard "Super Forecasting Computer" and perhaps other props as suggested by the script. A table with a sign that says "secret weather Forecaster" should be separate from the other props and on it will be a box or cloth that covers a rock tied to a string.

- Forecaster** Welcome Scouts to our National Weather Forecasting Laboratory. My name is Mr. Weather and I'm here to show you all of our sophisticated equipment.
- Scout 1** Gee, this looks real fancy.
- Scout 2** I bet you have to be a genius to work all that equipment.
- Scout 3** What does all this stuff do?
- Forecaster** I'm glad you asked...this is our "Super Forecasting Computer". We receive millions of reports each day about the weather all over the world. We have hundreds of weather watchers that scan the skies and send us information on the weather.
- Scout 1** That must take a lot of time.
- Forecaster** Yes, but we don't stop there...we monitor the weather with satellites too. Each satellite sends us millions and millions of bits of information about the temperature, cloud formations, precipitation.
- Scout 3** And you feed all that into the computer?
- Forecaster** Right...and then we formulate an accurate and descriptive forecast for the entire world from this office.
- Scout 2** Does that include our little town?
- Forecaster** No, no..we use a much more accurate system for our town...it's our secret forecaster.
- Scout 1** Show us, show us...we won't tell.
- Scout 2** We're good scouts...so we'll keep your secret.
- Forecaster** Okay, okay...*(removes rock and string from table)* this is how we tell the weather. What is and what will be..we stand outside and hold this rock out from our body at exactly 29.2 degrees magnetic. Then we count to one hundred and look at the rock. If it is moving back and forth, we know it is windy and that a weather change is on the way. If it hangs straight down and drips water, we know that it is raining. If it casts a shadow, we know that it is sunny. If it's white on top, we know it is snowing. If it hangs straight out to the side, we know we are having a terrible windstorm. And if it hangs straight down and does not cast a shadow at all...we know that it is night and we have worked overtime.
- Scout 3** Wow...now we know the inside story.

## SPELLING BEE

- Charactors** One person or Cub Scout for the Narrator and seven Cub Scouts. You can increase the number of contestants or decrease the number depending on how many boys you have to work with.
- Narrator** "Tonight, we are having our annual Spelling Bee. Our contestants tonight are all weather forecasters, so the words they will be asked to spell are directly connected to their jobs, just to make it easier for them. Alright, let's begin. Forecaster number one, please spell "Clouds".
- One** "Clouds, K-L-O-U-D-S, Clouds."
- Narrator** "I'm sorry, that's incorrect. OK, contestant number two, please spell lightening.
- Two** "Lightening, L-I-T-E-N-E-N-G, Lightening."
- Narrator** "I'm afraid that's also incorrect. Let's go on to our third contestant. Please spell tempera-  
ture."
- Three** "Temperature, T-E-M-P-R-A-T-O-U-R, Temperature.
- Narrator** "That's wrong too. I hope our fourth forecaster does better. Number four, please spell  
tornado."
- Four** "Tornado, T-O-R-E-N-A-D-O-E, Tornado."
- Narrator** "I can't believe we have another incorrect spelling. Number five, please get us out of this  
rut. Would you please spell hurricane?"
- Five** "Hurricane, H-E-R-R-Y-K-A-N-E, Hurricane."
- Narrator** "Not again. OK number six, I'll give you a real easy one. Please spell snow."
- Six** "Snow, S-N-O-E, Snow."
- Narrator** "This is awful. Number seven, you're the last contestant. It's up to you to win this spelling  
bee. And, it's an easy word. Please spell rain."
- Seven** "Rain, R-A-Y-N-E, Rain."
- Narrator** "Ladies and gentlemen, none of these forecasters were able to spell a word correctly. I  
apologize for their poor performance. In fact, I believe this is the worst spell of weather I've  
ever seen!"  
(ALL RUN OFF STAGE.)

# WEATHER SYMBOLS

- Characters** Cub Scout to be the Narrator, 9 Cub Scouts to be actors
- Narrator** "Ladies and gentlemen, tonight we are privileged to present to you the new weather symbols that the new Hollywood weather channel is going to be using. Since there are so many actors there, the new symbols will be acted out rather than just some artwork there on the TV screen. So here we go. Our first weather symbol is the Tornado Watch."
- 1st Cub** *(Walks to middle of stage, holds up left arm, on which several wrist watches are banded, and quickly moves arm in circles.)*
- Narrator** "Our next symbol is the Hurricane."
- 2nd Cub** *(Enters from one side, and using a cane, quickly walks across the stage.)*
- Narrator** "The next symbol to unveil tonight is the cold front."
- 3rd Cub** *(Walks across stage with several ice trays tied to the front of him.)*
- Narrator** "The next weather symbol is the cyclone."
- 4th & 5th Cub** *(Two boys who look and dress alike come to the middle of the stage. The first says, "I'm Cy." The second says, "I'm Cy too, but I'm just a clone.")*
- Narrator** "Our next symbol is for the flash flood."
- 6th Cub** *(Walks to center of stage with a flood light behind his back. He shows it to the audience and quickly returns it behind his back.)*
- Narrator** "Our next symbol is for the forecast."
- 7th Cub** *(Boy with casts on both arms and legs walks across stage. The casts can be made of white poster board.)*
- Narrator** "The next symbol indicates a bad spell of weather."
- 8th Cub** *(Boy with a sign walks across stage. The sign reads "WHUTHER".)*
- Narrator** "This is our last symbol. Let's see if you can guess it."
- 9th Cub** *(Boy walks across the stage holding a record album high over his head.)*
- Narrator** "That's right. The symbol is for the record high. I hope you like our new symbols as you watch the Hollywood weather channel."



# CUB SCOUT BIRD WATCHERS

APRIL 1997

## WHAT WILL TEACHERS DO NEXT?

- Setting** classroom-3 pictures of birds with no legs. 3 pictures of 3 pairs of bird legs, All boys sitting in the room as if in school.
- 1ST CUB** I studied hours and hours last night for this science test.
- 2ND CUB** So did I. I even had my mom quizzing me.
- 3RD CUB** My big sister helped me.
- 4TH CUB** I think this test will be a breeze.
- TEACHER** Quiet! Let's get ready to start.  
*(Teacher goes to the board and tapes the pictures of birds and the pairs of legs up.)*
- 5TH CUB** Oops. We better be quiet. Here we go.
- TEACHER** Children, your test today will be to identify which bird go to each pair of legs.
- 1ST CUB** *(Very frustrated stands up and starts to walk out)*
- TEACHER** What's your name son?
- 1ST CUB** *(Pulls his pant legs up)* You figure it out!

## BIRD WATCHERS BALL

- Characters** Den leader and 7 cub scouts sitting at table
- Leader** Boys at the next pack meeting we are going to have a party called the bird watchers ball. Let's decide what type of bird each of you want to be so we can begin planning your costumes
- Cub #1** I want to be a duck. I like to practice with my dad's duck caller. I am getting to be a good quacker.
- Cub #2** I am going to be a penguin. I like the way they walk. They even have a comic book about Batman and Robin and a TV show with a guy called the Penguin.
- Cub #3** I am going to be an Eagle. That's our national bird. He is even on all our quarters.
- Cub #4** I want to be a roadrunner, "beep beep" so I can win all the races.
- Cub #5** I want to be a peacock. My grandma has one and that bird really struts his stuff.
- Cub #6** I'm going to be a rooster. He is king of the farm. He gets everything started every morning.
- Cub #7** I'm going to be me. My mom says I drive her cuckoo anyway. *(all exit)*



## STATE BIRD

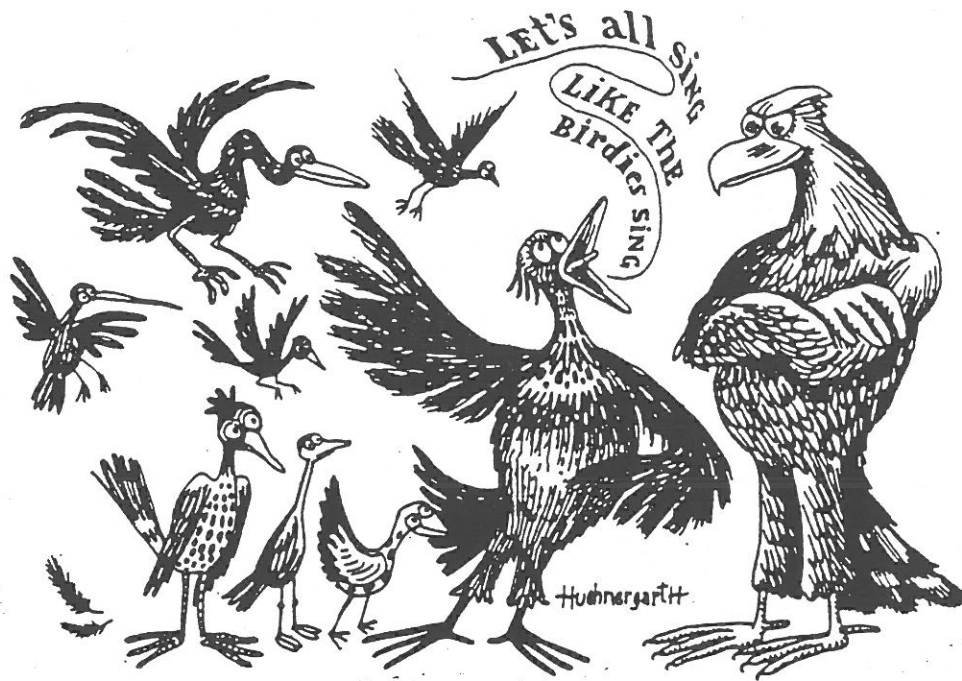
<b>Characters</b>	8 Cub Scouts
<b>Scene</b>	Governor standing at the head of the group and other Cub Scouts sitting in a group or around a table.
<b>Governor</b>	"I'm the first governor of the State of Avian. The first order of business is to select our state bird. Are there any suggestions from the floor."
<b>1st Cub</b>	"I think the state bird should be the chicken. The only problem I see would be that Kentucky Fried Chicken restaurants would have to be shut down."
<b>Governor</b>	"I think you've laid an egg with your suggestion."
<b>2nd Cub</b>	"I think the state bird should be the Mockingbird."
<b>Governor</b>	"That's an interesting suggestion."
<b>2nd Cub</b>	"That's an interesting suggestion."
<b>Governor</b>	"Would you be quiet. You're acting like a mockingbird."
<b>2nd Cub</b>	"Would you be quiet. You're acting like a mockingbird."
<b>Governor</b>	"Please stop that."
<b>2nd Cub</b>	"Please stop that."
<b>Governor</b>	<i>(Puts hand over 2nd Cub's mouth.)</i> "Are there any other suggestions?"
<b>3rd Cub</b>	"How about the ostrich?"
<b>Governor</b>	"No, we couldn't have a bird that is neck-ed."
<b>4th Cub</b>	"I think we should pick the vulture. They look great when they're soaring."
<b>Governor</b>	"Yeah, but they look pretty gross when they are eating dead skunks at the side of the road."
<b>5th Cub</b>	"I nominate the turkey."
<b>Governor</b>	"Sorry, but I think there's enough turkeys around here already."
<b>6th Cub</b>	"I say duck." <i>(Everyone ducks.)</i>
<b>Governor</b>	"That's not going to work. Aren't there any other good suggestions?"
<b>7th Cub</b>	"I've got the solution. Let's choose the armadillo. You see them flying around the highways all the time, and they are not a fowl creature."
<b>Governor</b>	"Great idea! I agree. All in favor, say Aye." <i>(All boys say "aye".)</i> "The ayes have it. Our new state bird is the armadillo." <i>(All run off stage cheering.)</i>

## PROFESSOR PIGEON

- Leader** Cubs, may I introduce to you the world's most renowned bird expert, the authority on our feathered friends. Professor Percival Pigeon. *(Applauds)*
- Leaders** Professor Pigeon, we are truly honored to have you with us here today.
- Professor** And what about tomorrow? Let's not forget about tomorrow!
- Leader** Well, yes you're right. We'll probably be glad to have you with us tomorrow. Now then I'm sure the Cubs that are here have a .lot of questions to ask you about birds.
- First Cub** Professor Pigeon we have learned about migration patterns of birds, but I never really understand why birds fly south in the winter.
- Professor** Birds fly south in the winter because it's much quicker than taking the train.
- Second Cub** Professor, why does a hen lay eggs?
- Professor** Because if she dropped them, they would break!
- Third Cub** Who was the first man to fly?
- Professor** Well, it wasn't the The Wright Brothers, as everyone thinks. It was actually a chicken farmer named Clyde Fowler. Clyde built wings on the hen house and flew the coup!
- Fourth Cub** Professor, is it true that ducks are always in debt?
- Professor** Yes, they are. Ducks are always buying things and putting them on their bill!
- First Cub** Professor do you believe the whooping crane will escape extinction?
- Professor** I'm sure they will. The Chinese are very good at making construction equipment!
- Second Cub** Where do you buy your clothes, Professor?
- Professor** I buy my clothes in Wrenburgs!
- Third Cub** Professor Pigeon, do you own any clothes made from duck down?
- Professor** *(puts arms over head and ducks down)*
- Fourth Cub** Professor, I've heard you're very good at bird calls. Could we hear the yellow-bellied sapsucker call?
- Professor** Of course. Here yellow-bellied sapsucker, here yellow-bellied sapsucker!
- First Cub** Professor, when did you first become interested in birds?
- Professor** When I first observed a ducksay.
- First Cub** What is a ducksay? What is a ducksay?

## PROFESSOR PIGEON (cont.)

- Professor** Quack! Quack! Quack!
- Second Cub** What do turkey's eat?
- Professor** You mean you've never heard of any food called gook?
- Professor** You mean you've never heard of gobble-de-gook?
- Third Scout** Professor Pigeon, what is the most ferocious bird in existence?
- Professor** Well now, that would be the ferocious extremely rare two headed sprackled Gaboon vulture. The Gaboon vulture has a head on one end and a head on the other end.
- Third Cub** Good grief! With a head on each end, how can the bird go to the bathroom?
- Professor** It can't. That's what makes them so ferocious!
- Fourth cub** Professor, is it true a bird in the hand is worth two in the bush?
- Professor** A bird in the hand is worth nothing more than a very unpleasant hand!
- Leader** Thank you very much for visiting with us tonight Professor Pigeon. I understand you have to leave us now.
- Professor** Yes, I have to attend a formal dinner and dance for the bird watchers society. It's called the Fowl Ball!



# REINVENTING THE WHEEL

MAY 1997

## THE INVENTOR

**Characters** Three or four boys. *(more can be added)*

**Setting** First boy is sitting on a chair *(bed)*. Toys are scattered around the room. He is deep in thought. Several of his friends have come to see him.  
*(Friends enter.)*

**All** \_\_\_\_\_! What are you doing?

**Boy 1** Just thinking.

**Boy 2** Thinking about what?

**Boy 1** My invention.

**Boy 3** Are you inventing something?

**Boy 1** Sure! I want to be famous like Alexander Graham Bell or Thomas Edison.

**Boy 4** What are you going to make? Maybe we can help.

**Boy 1** Really? Do you all want to help?

**All** Sure!

**Boy1** O.K. *(getting up)*. First of all, I need a big box. There's one in my closet.

*(one of the boys goes off-stage to get box)*

Then I need two toy airplanes.

*(another boy picks it up, continuing until all toys are picked up off floor)*

Last I need some rags. We can use my clothes for that.

*(they all pick up clothes)*

Now, put everything in the box.

*(looks around room)*

Well, that just about takes care of it.

**Boy 4** Takes care of what?

**Boy1** My invention. I just invented a way to get my room cleaned before my mom gets home!

## GENIUS OF ALL GENIUSES

- Characters** Cor test Chairman, Any number of boys (*add or subtract lines as needed*)
- Props** Table with sign GENIUS OF THE YEAR CONTEST, Pencil and paper, each character's costume as needed
- Scene** The boys who are playing the parts of the nominees and even the ones playing the nominators can be dressed in any kind of old man's costume desired - bald heads, wild wigs, etc., anything goes. The funnier, the better, and the boys will enjoy creating their own goofy costume from dad's old clothes, mom's wigs, etc.

As the curtain opens in center stage, there is seated the Contest Chairman behind the table upon which a sign is posted.

*Two boys enter (one is the nominee and the other the nominator) They walk over to the table and the one making the nomination walks stifflegged and swings his arms like a robot.*

**Nominator** "Sir, I'm signing up this gentleman, Mr. Gadget as my nominee for genius of the year." (*He bends over and writes on the paper.*)

**Chairman** "What has he done that makes you feel he's eligible to hold such a title?"

**Nominator** "Well, he was named Mr. Gadget because he has invented a gadget for everything he wants done."

**Chairman** "Give me an example."

**Nominator** (*With stiff-armed motion, he pretends to push a button on his chest which appears to be jammed and he starts talking like a computer.*) "Does not compute - does not compute." (*Starts walking stiff-legged off stage with nominee hanging head following him.*)

**Chairman** "Why, Mr. Gadget! You even invented a gadget to nominate you. Shame on you."

*Two more boys come on stage.*

**Nominator** (*signing on the paper.*) "I nominate this fellow, Mr. What's His Face."

**Chairman** (*raising his voice*) "Mr. Who?! What kind of name is that?"

**Nominator** Well, they say that real geniuses don't take time to remember small details such as their name because they're much too busy being a genius. So we don't really know this fellow's name, because he can't remember, so we just call him "What's His Face". But believe me, he's a genius all right!"  
(*Nominator helps old What's His Face off stage as he tries to turn around and go the wrong way.*)

*Two more boys come on stage.*

**Nominator** (*goes to table but hesitates*) "Mr. Chairman, I would like to nominate this man, Mr. Genius himself, but he'll have to sign his own name for me because I can't write. But believe me, I'm, smart enough to know he's a genius." (*Mr. Genius signs his name.*)

**Chairman** (*watching*) "Hey, I can't read that name at all. His writing is terrible. Are you sure he qualifies for this nomination?"

## GENIUS OF ALL GENIUSES (cont.)

**Nominator** "Oh, definitely. Didn't you know all Geniuses have terrible handwriting. I heard that someplace, so I know Mr. Genius here must be one, because nobody can ever read his handwriting.

*Chairman shakes his head as the two walk off.*

*A boy in a Cub Scout uniform enters and approaching the table he signs his name.*

**Chairman** "Hey, fellow! Are you nominating yourself?"

**Boy** "Sure, why not? I must be a genius."

**Chairman** "What makes you say that?"

**Boy** "Well, my mother calls me Sonny and that's a nickname for sun, which is the brightest thing I know, and bright means brilliant and brilliance is certainly the sign of a genius. So there, don't you think that took a genius to figure that one out!"

## DEHYDRATED WATER

**Props** One large can with lid and a stack of computer paper all connected.

**CUB # 1** Hey, look at this.

**CUB # 2** What do you have?

**CUB # 3** What is it called?

**CUB # 1** It's called DEHYDRATED WATER. It's a brand new item

**CUB # 4** What does it do?

**CUB # 2** *(picks up instruction booklet)* It says here that it can cure world drought.

**CUB # 5** *(looking over shoulder of Cub 2)* And it is ideal for backpacking and hikes.

**CUB # 5** *(Reading the instructions)* This is going to get complicated!

**CUB # 5** Yes, look at those legal disclaimers.

**CUB # 6** Let me, step one says open can careful so as not to spill the contents.

**CUB # 7** *(taking booklet)* Step two says empty entire contents into large pot or bowl. *(Cubs 1,2,3, act out instructions)*

**CUB # 8** *(reading booklet)* HOLD IT! Step 3 says JUST ADD WATER.

**ALL** *(look disgusted and walk off.)*

## INSTANT ATTITUDE ADJUSTER

- SETTING** Cub 1 sitting alone; other Cubs enter; discuss Cub 1's plight.
- CUB # 1** I'll never be able to do this.
- CUB # 2** What? What did he say?
- CUB # 3** Oh, he's just upset.
- CUB # 4** Why? What's wrong with \_\_\_\_\_?
- CUB # 5** I heard the Cubmaster gave him a hard assignment.
- CUB # 6** Man, I wonder why? Did he do something real bad?
- CUB # 7** Naw. I heard he didn't do anything.
- CUB # 8** Let's ask him.
- CUBS # 2 & 8** Okay. Yea! (*walk to Cub 1*)
- CUB # 8** What is the problem \_\_\_\_? Can we help?
- CUB # 1** Nope. I don't think so. I have to invent something.
- CUB # 2** Wow! Really?
- CUB # 3** Invent what?
- CUB # 1** The Cubmaster said it had to work for everyone, kids, and adults alike, and it has to work every time.
- CUB # 4** Good luck. I'm glad I don't have to invent this something.
- CUB # 5** Yea. Let's go watch some cartoons. I'm in the mood to laugh.
- CUB # 1** Wait! That's it! An Instant Attitude Adjustor.
- Cub # 6** A what?
- CUB # 1** An Instant Attitude Adjustor.
- Cub # 7** How does it work?
- CUB # 1** It's real easy. Just SMILE.





## THE WONDER MACHINE

- CHARACTERS** Dr. Know (*dressed in scientist's garb*) thin boy, fat boy (*padded with pillows*) woman, dog.
- SETTING** Dr. Know is in laboratory with a large cardboard box (*such as a refrigerator carton*) which has been painted to resemble a machine, with knobs, dials, etc. Back side of box is open.
- DR. KNOW** Ladies and gentlemen! You see before you the wonder machine! Six hundred scientists from all over the world have pooled their talents, their intellect and their energies to create this space age super fantastic machine! In simple, everyday language, this machine has the capacity to solve all our problems. Now for a wonderful opportunity..is there anyone who has a problem? (*looks off stage*) Just step this way.
- FAT BOY** (*coming on stage*) I have a problem. I hate being fat. All the kids laugh at me and call me "Fatso"
- DR. KNOW** Just step right into that machine (*Fat boy steps behind machine where he removes pillow stuffing and leaves box. During this time, Dr. Know to operating dials and buttons on the machine. (Sound effects would be effective here)*)
- FAT BOY** (*stepping out of machine*) Oh, thank you, Doctor! (*exits*)
- DR. KNOW** Anyone else?
- THIN BOY** (*coming on stage*)  
I just hate being thin. Everyone calls me "skinny"
- DR. KNOW** No need to be so thin. Just step into the machine. (*Thin boy steps inside box where he stuffs clothes with pillows. While Dr. Know is operating the machine's control again*)
- THIN BOY** (*stepping out of machine*) Oh, thank you Doctor!
- DR. KNOW** Fat enough, sonny?
- THIN BOY** Just right (*exits*)
- DR. KNOW** This is simply wonderful isn't it? Anyone else have a problem?
- WOMAN** (*Entering with dog on leash*) Oh Doctor, Rover is such a big dog. I would like to have some little ones instead.
- DR. KNOW** Just step in-side the machine with your dog. (*woman goes behind box with dog. Dr. know operates buttons and levers. Dog remains in box*)
- WOMAN** (*Coming out of machine, pulling a long string of cardboard hot dogs*) Doctor look what happened!
- DR. KNOW** Hot Dog! Lots of little hot dogs! Anybody want a hot dog?

# OUTDOOR ADVENTURE

JUNE 1997

## THE DEN LEADER'S BOUQUET

**Characters** Six Cub Scouts in summer uniform, or Cub Scout T-shirts

**Scene** A nature walk

**Props** Cub fashioned bouquet, with strands of ivy

**1st Cub** "Gee fellas. I don't think Mrs. Brown's having a very good time."

**2nd Cub** "Well, you didn't help things much, giving her that garter snake."

**3rd Cub** "I was just trying to help her collect stuff for our nature display at the pack meeting."

**4th Cub** "Yeah...and you heard what she said! Nothin, ever again, that moves by itself."

**3rd Cub** "So...now I know better!"

**5th Cub** "Don't worry about a thing, you guys. I'm gonna fix everything."

**6th Cub** "Yeah? How?"

**5th Cub** "Well, you know how nutty women are about flowers? So, I picked her this neat bunch of flowers...*(he holds up bouquet, with trailing strand of ivy)...see?*"

**6th Cub** "Oh no...*(he wails)*. We'll never get to go on another hike!"

**5th Cub** "How come?"

**6th Cub** "Cause...that's poison ivy!!!"

*(All five Cub Scouts say "OH NO" in loud, disgusted voices and run off stage, leaving the 5th Cub Scout standing with bouquet. He drops it, starts to scratch and also runs off stage.)*

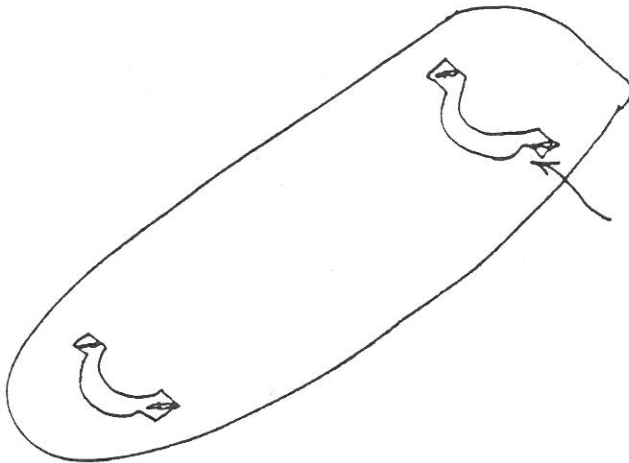


## TWO MOSQUITOES

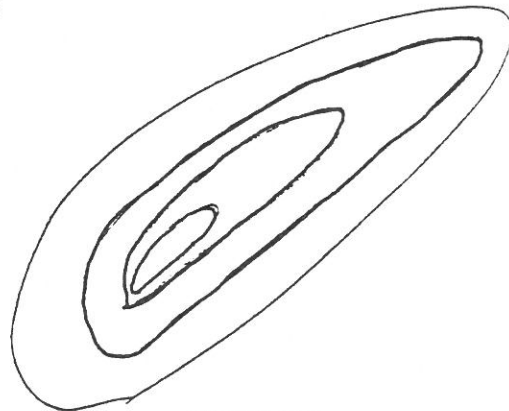
- Characters;** Two mosquitoes, A Cub Scout, Boy Scout, Scouter
- Setting** The two mosquitoes fly onto stage and circle the campfires. The scouts are off stag and enter one at a time and are attacked by the mosquitoes. Each scout then leaves running off-stage opposite from where they entered except the scouter who stays on stage while they talk about him.
- Mosquito #1** *(after both have flown around and stopped between fires.)* Boy, this sure is a great campfire.
- Mosquito #2** It sure is. . .look at all the light it puts off. We can see everything real good!
- Mosquito #1** Yeah, and look at all the scouts out there in the dark.  
*(Both put their hands over their eyes - like they are scanning the audience)*
- Mosquito #2** Look! Here comes a scout now. . . .  
*(Cub scout enter walking along nonchalantly. Mosquitoes attack and peck him with their beaks as he runs off stage)*
- Mosquito #1** Boy, that was just like drinking baby food. . .
- Mosquito #2** Yeah, too soft, not nearly mature enough. . .too young, too young.  
*(Boy Scout enters and is attacked, runs off stage.)*
- Mosquito #1** That was better, not bad. . .
- Mosquito #2** Yeah, that was much firmer, a much better cut of beef!  
*(Scouter enters and is attacked but stands firm)*
- Mosquito #1** What is this?
- Mosquito #2** I don't know, but look at what he did to my beak! He bent it!
- Mosquito #1** He must be a dinosaur or something. . .
- Mosquito #2** Or one of those petrified fossils I've heard about!
- Mosquito #1** He's tough, tough, tough!
- Mosquito #2** I always wondered what happened when those scouts grew up.
- Mosquito #1** But surely there's some place on him that's not tough.
- Mosquito #2** I don't know but I'll scan him and see . . . .  
*(Mosquito #2 flies around scouter looking him over top to toe!)*
- Mosquito #2** Aha. . .there is something soft on him. . . .
- Mosquito #1** Where? Where? Between his ears?
- Mosquito #2** No. . .right there. . . his heart of gold.  
*(At this time the scouter turns over a cardboard heart that has been showing it's tan side to the audience so that it blended with the uniform. The opposite side of the heart is covered with gold glitter so that it shines in the spotlight. After a pause the mosquitoes attack.)*
- Mosquito #1** And here's another place you missed.(.....and run him off the stage.)

## MOSQUITOES COSTUME

WING      Poster board or corrugated cardboard  
cardboard or strap mounted with fasteners



inside view

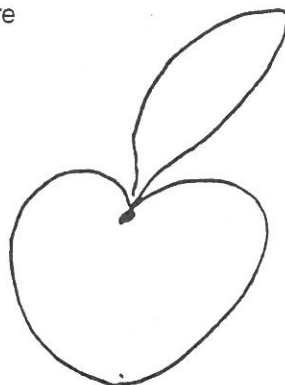


outside view

BEAKS      Funnel made of typing paper or butcher paper  
Rubber band or elastic or string



HEART      One side tan  
one side gold glitter  
string or fishing wire



## THE PICNIC

- Characters** Mom, Dad, Two Uncles and Billy (*someone should introduce characters.*)
- Costumes** Everyone is in summer wear and ready for a picnic.
- Props** Picnic basket, blanket spread out on ground, plates, cups etc. and Billy with a ball.
- Scene** Mom, dad and the two uncles are sitting around the blanket. Billy is bouncing a ball.
- BILLY** Mom, when do we eat?
- MOM** As soon as your aunts arrive, Billy.
- DAD** This is a great day for a picnic!
- 1st UNCLE** The weatherman said we're going to have sunshine all day and the weatherman is always right! (*sound effects of thunder and lighting*)
- 2nd UNCLE** Almost always right!
- BILLY** Mom, when are we going to eat?
- MOM** As soon as your aunts arrive, Billy!
- DAD** Anyone here want to go to the Tiger baseball game with me next Saturday?
- 2nd UNCLE** I will, we should have a roaring good time!
- 1st UNCLE** You ain't just ly-in (*lion*)! That would be a Paw-fect day.
- BILLY** Mom, when are we going to eat?
- MOM** As soon as your aunts arrive, Billy. (*Billy leaves with disgust, but comes back quickly with some "ants". A large ant made from cardboard on a string and put it in front of his mother's face. Mom screams.*)
- DAD** What's the meaning of this, Billy!
- BILLY** I'm hungry!! Mom said we'll eat as soon as my aunts are here!



## AROUND THE CAMPFIRE

**Scene** Cub Scouts sitting around "campfire". One Cub Scout stands around the campfire wearing a sign reading Cubmaster

**Cubmaster** After your hike this morning, which pine would you say has the sharpest needles?

**Cub Scout #1** The porcupine, sir!

**Cubmaster** Why are you casting your fishing line straight up in the air instead of out into the water?

**Cub Scout #2** I was trying to catch a sunfish, sir!

**Cubmaster** What's the best way to prevent infection caused by biting insects?

**Cub Scout #3** Don't bite any sir!

**Cubmaster** Where did you take your bath?

**Cub Scout #4** In the spring, of course, sir!

**Cubmaster** I didn't ask you when, I asked you where.

**Cubmaster** I cooked for the whole den last night, and what did I get...nothing!

**Cub Scout #5** (groaning) You're lucky. We got a stomach ache, sir!

*(Cubmaster slowly walks away from the campfire, shaking his head.)*



# TOMORROW'S WORLD

JULY 1997

## IS THERE LIFE ON THAT PLANET

Den members are dressed as scientists, either in business suits or lab coats. They wear masks or make-up so that they look weird but the audience does not see the masks until the punchline because the scientists are seated with backs to the audience.

The scientists are discussing the possibility of life on the planet nearest to theirs. One points out that the color of the planet changes from white to green sometimes. Another says there seems to be canals on the surface. Another notes that sometimes there are strange sounds on radio coming from the planet. But all the scientists seem skeptical that these things mean life on the nearby planet.

Head Scientist "Gentlemen, I am going to adjourn this meeting. The tests seem to be so conclusive that any intelligent person must accept the fact that there is no life on....."

All *(Turning to face audience)* "Earth!"

## FUTURE CAREERS

- PROPS** A large box that cubs can step into and out of; decorate front with knobs and dials.
- CUB # 1** Ladies and gentlemen, this is the fantastic, terrific magic future machine. By entering this machine you will know your future career.
- CUB # 2** Let me try it first!
- CUB # 1** OK, enter the chamber *(he turns dials on the front.)* Come out and reveal your future. *(This is repeated for each Cub.)*
- CUB # 2** Wow, I'm going to be a truck driver. 10-4 Good Buddy.
- CUB # 3** *(enters then exits)* Hey, I'm going to be a Chef. . .dinner anyone?
- CUB # 4** *(enters then exits)* I'm going to be a doctor, want a shot?
- CUB # 5** *(enters and exits)* A lawyer, I'm going to be a lawyer. I'll sue for 1 million dollars!
- CUB # 6** *(enters then exits)* Yea, yea, yea! I'm going to be a rock star, where's my guitar?
- CUB # 7** *(enters and exits)* An astronaut, look at Mars!!
- CUB # 8** I,m not sure about this, but here goes.
- CUB # 1** This way. *(turns dials)*
- CUB # 8** *(enters, screams)* No! No!
- CUB # 1** What's the matter, what will you be?
- CUB # 8** NO! I'll be a *(pause for silence)* CUBMASTER!!!*(runs off stage with arms flying.)*



## THE MOON TRIP

**Arrangements** *Narrator takes a seat in the front of the room. Be sure you can be seen.*

Would you like to go on a trip to the moon? OK. let's go. Watch me and do all the things I do and repeat after me the things I do. Here we go!

We're going on a moon trip. We're ready for the count down. 10-9-8- 7-6-5-4-3-2-1 BLAST OFF! *(Make a blasting sound as you thrust arms swiftly toward the sky.)*

We're coming to the Milky Way--What a pretty display. We can't go around it. We can't go under it. We can't go over it. I guess we'll just have to slide down it. *(Put feet out in front of you and hold both sides of the chair as if sliding down a slide while saying "Wheeeeeee.")*

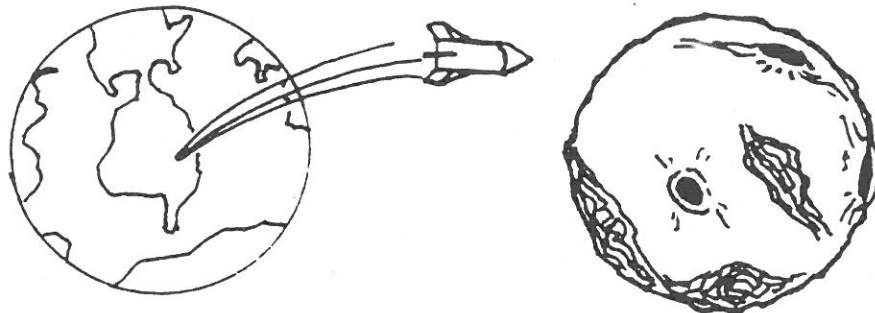
We're going to a shooting star--a great big star. We can't go around it. We can't go over it. We can't go under it. I guess we'll just have to ride it. *(Hold hands as if holding coil rope and then throw it out as if to lasso a point of the star and pull back hard while saying "Zoooooooooooooooooooooom!")*

We're coming to a meteorite...a great big meteorite. We can't go around it. We can't go under it. We can't go over it. I guess we'll have to dodge it. Ready, here goes! *(dodge from side to side while saying, "Wheew-w-w-w-w-" and wiping sweat from your brow.)*

We coming to the moon. What a lovely place! We can't go around it. We can't go under it. We can't go over it. I guess we'll just have to land on it. *(Jerk back on seat as if jolted by the landing.)* Holding both hands over eyes, "It sure is dark here." *(reach out in front of you as if grasping a door knob and ever so slowly push open rocket ship door. Just as arm is extended full length, as if door is all the way open, a loud voice from someplace close by says, "Boo!")*

Let's get out of here! *(quickly pull arm back as if shutting the door.)*

At this point, retrace all the motions. Hurriedly, blast off, dodging meteorites, riding the shooting star, sliding down the Milky Way. Hold arms over head in front of you simulating a parachute. Then looking down at the floor, say loudly, "Splash." Motion opening space ship door, motion swimming to shore. "I beat you home and now you've been on a trip to the moon."



## SPACE CUB SCOUTS

This skit follows the same format as the "Daily Cub Scout" skit, for those familiar with that skit. For those who aren't, here's how it works. The skit can be performed by either Cub Scouts or adults, but it takes practice to make it work successfully (*especially with the adults*). The eight people in the skit should walk on stage with their backs to the audience. If there is a stage with a curtain, all the better, as the audience shouldn't see some of the props and costuming. Make costumes as extravagant as you want.

The skit starts with everyone's back to the audience, and the skit members sing (to the tune of "We are Fine Musicians" "We are fine space Cub Scouts as you can plainly see; and if I weren't a Space Scout..." Then the first skit member turns and says, "A (*says role*) I would be. And as you pass me by, you would hear me cry..." The first skit member says his line twice and uses motions, then turns back around. The line must be said in rhythm (*2 measures of 4/4 time*). The group sings the song again, and then the second skit member turns and says the intro line, followed by his line two times. Then the first skit member turns and says his lines twice, with the second member continuing to say his lines. Then both turn around, and the sequence continues until all skit members have gone through their lines. At the end, everyone sings the intro line facing the audience ending with "A Cubmaster I would be!" Roles, script, and action are as follows

- Mr. Spock** "It's life Jim, but not as we know it, not as we know it, not as we know it. It's life Jim, but not as we know it, not as we know it, Jim." (*Motion holds up bizarre stuffed animal, object or picture of something weird.*)
- Astronomer** "Hark! A Quark! Out there in the dark! (*Motion points into space, and immediately after the word dark, hits the test button on automatic photo flash pointed toward audience--charge the batteries well!*)
- Space Gourmet** "Lasered lobsters! Fission chips! I don't feel so good! Blah!" (*Motion holds up cans or paper bags with words of these two meals written on front. Acts like he throws up in can or bag.*)
- Robot** "R2D2, R2D2, C3PO." (*Motion Move arms and turn around in robotic manner.*)
- Asteroid** (*After he says asteroid, he sits down on the stage and doesn't say anything. He should be holding a rock or paper mache version of a large one. The Space Gourmet then starts up again with his line. The asteroid doesn't do anything but sit motionless through the rest of the skit.*)
- Time Traveler** "Tomorrow's before yesterday, today's the day before." (*Motion Swing right arm straight to the right pointing on the word "tomorrow"; swing left arm straight out to the left pointing on the word "yesterday"; point straight down with both hands on "today"; point thumbs backward over shoulder on "before".*)
- Old Scotty** "I'm givin' her all I've got, Jim, I'm givin' her all I've got." (*Motion Hold up a circuit board from computer and turn screwdriver against it as if fixing it.*)
- Captain Kirk** "There's Klingons on the starboard bow, starboard bow, starboard bow; there's Klingons on the starboard bow, starboard bow, ZAPPPP!" (*Motion point a space looking weapon toward the audience, act as if shooting when you say ZAP.*)

# AGE OF DINOSAURS

AUGUST 1997

## CUBMASTERASOARUS

*(Boys are gathered around the front of an easel, with the back of the easel toward the audience.)*

- 1st Cub** "Hey everybody, here's a picture of the newly discovered dinosaur they dug up in back of the school last week."
- 2nd Cub** "He's sure a scary looking thing. I don't think I've ever seen anything so gross."
- 3rd Cub** "Look at the scales all over him."
- 4th Cub** "And check out those sprouts of hair all over his head."
- 5th Cub** "Those teeth are all crooked and gnarly--and green!"
- 6th Cub** "And from the looks of it, he didn't miss many meals."
- 7th Cub** "I heard all it would eat was brussel sprouts."
- 8th Cub** "What is the name they gave this new dinosaur?"
- 1st Cub** *(Other boys turn the easel around to the audience, showing a blown-up picture of the Cubmaster.)* "Why, it's the Cubmasterasaurus!"

## WHY DINOSAURS BECAME EXTINCT

- 1st Cub** "We had a great science class in school today. The teacher talked about why dinosaurs had become extinct. There's a lot of ideas about what happened, but nobody knows for sure."
- 2nd Cub** "I think they disappeared because they all were heavy smokers!"
- 3rd Cub** "That's probably part of the reason, but they all were overweight. They were sure worried about it. All of them had scales."
- 4th Cub** "I think they became extinct because when they were sick, they weren't able to get the childproof caps off the medicine bottles."
- 5th Cub** "You know what? I'll bet they were all kidnaped by an alien spaceship."
- 6th Cub** "No way. I think they all drowned because they went swimming after eating big meals."
- 7th Cub** "My guess is that all there was to eat was brussel sprouts, so they starved to death."
- 8th Cub** "I think they all died of embarrassment when they saw Barney the Dinosaur on TV."
- All Cubs** "Yeah, that's it. That makes the most sense!"

## THE CAVEMAN AND THE TIME TRAVELER SCOUT

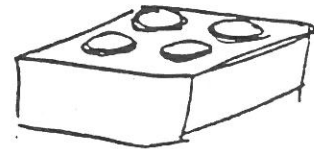
- Characters** One or more cavemen, dressed in skins, a time traveler scout dresses in a futuristic uniform. The dialogue can be changed so that each caveman describes one item. The caveman will need three larger rocks (*grapefruit size or larger*) and two small rocks (*button sized but easily seen by audience.*) The timer traveler needs a space gun and a push-button remote control.
- Setting** The cavemen are in a group on stage as the skit begins. The time traveler enters from off-stage stage left.
- Caveman** Who are you?
- T Scout** I'm a Time Traveler Scout from the year 2030. I came here in my time machine, but I've got problems.
- Caveman** What kind of problems?
- T Scout** (*showing space gun*) See this. It's my super-zapper lazer gun (*pulls trigger several times*) and it doesn't zap.
- Caveman** That's too bad.
- T Scout** And see this (*shows remote control*) it's my time machine remote control (*pushes several buttons*) and it doesn't work either.
- T Scout** Your things...what kind of things do you have?
- Caveman** I have lots of things...see this (*hold up rock*) this is my handkerchief.
- T Scout** Boy, I bet that doesn't work very good.
- Caveman** No, it works just fine. (*Wipes under nose and sets rock down.*) And see this (*holds up another rock*) it's my toothbrush.
- T Scout** Boy, that doesn't look like it works very good.
- Caveman** No, it works just fine (*makes a few passes over teeth and sets rock down.*) Now this (*holds up another rock*) this is my wash cloth.
- T Scout** Now that couldn't possibly work good.
- Caveman** No, it works really good (*scrubs under arm pit and sets rock down*) But these ...now these don't work too good (*holds up two small rocks*)
- T Scout** Well, what are they?
- Caveman** My contact lenses!

## COSTUMES FOR CAVEMAN AND TIME TRAVELER SCOUT SKIT

### CAVEMAN

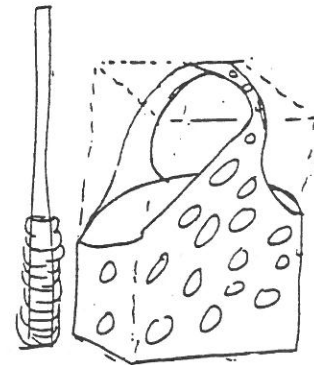
#### REMOTE CONTROL

Match box or similar sized box covered with aluminum foil with bottle caps painted black glued to top of box.



#### SKINS AND CLUB

Large paper bag, yellow and black paint, broom stick or pole, construction paper



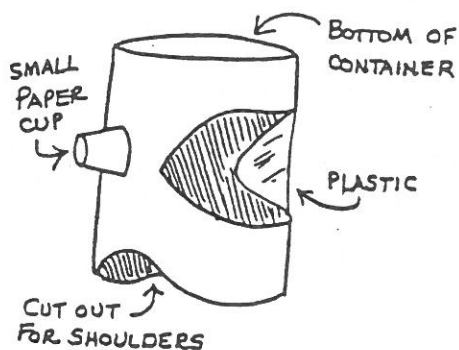
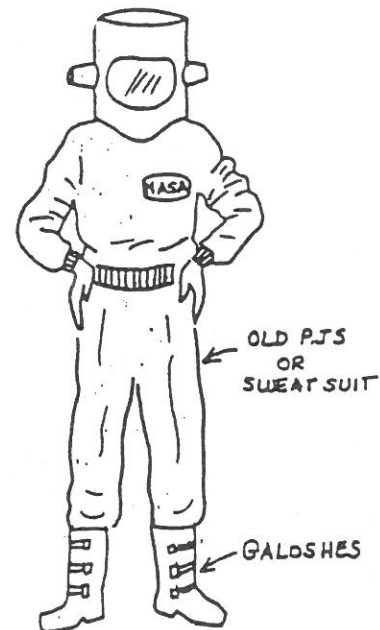
### TIME TRAVELER

BASIC COSTUME is either sweat shirt and pants combination...or old ski type pj's sprayed with silver paint.

**BOOTS** Are dark colored galoshes.

**NASA** Emblem and American flag can be glued to costume.

**HELMET** Is a 3-gallon size cardboard ice cream container. Cut out front as shown. Cut out curved piece for shoulders. Cover face opening with plastic or plastic wrap.. Glue small paper cups over ears.

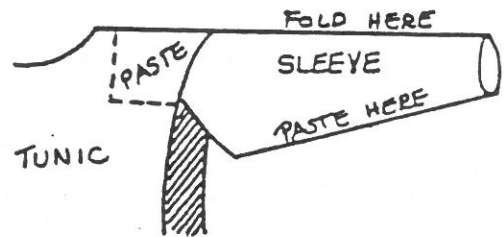
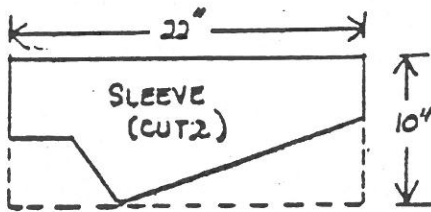
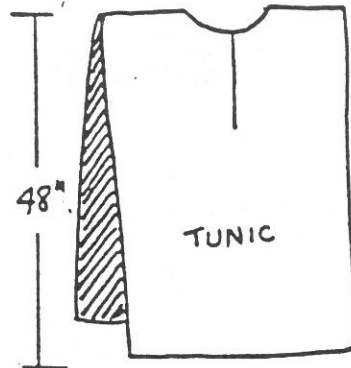


**TIME TRAVELER (cont.)**

**TUNIC** Cut tunic and sleeves from Silver Metallic crepe paper following illustrations. (If silver is not available grey will work.)

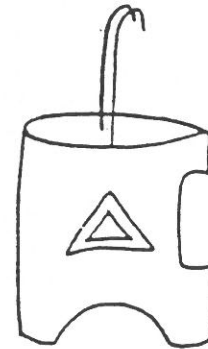
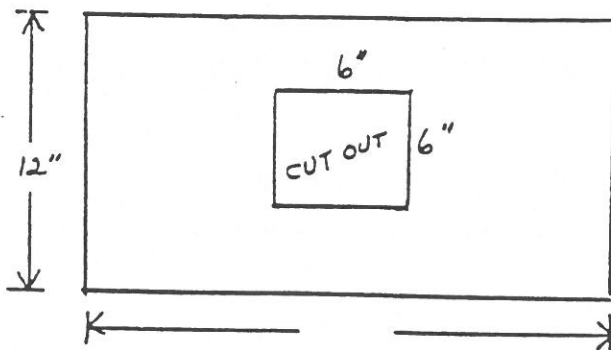
Fold sleeve into a tube as shown and paste top of sleeve inside tunic

Cut a 2 inch strip of silver mat paper for belt, (or use lightweight cardboard covered with aluminum foil). Close belt with a brass paper fastener.



**HELMET**

Cut a 12 inch by 26 inch piece of silver mat paper. Cut out 6 inch square in front for face opening. (See illustration) Staple ends together to form a cylinder. Cover two 13 inch pieces of # 7 wire with silver metallic crepe paper. Bend the tips and paste to inside of helmet. One on each side. Bend outward slightly. Cut 1 inch wide strips of silver mat paper. Fold to form triangles, and glue one to each side of helmet. Cut out rounded section on each lower side of helmet. Cut rounded section on each lower side of helmet so it will fit over shoulders.



# OUR TOWN, USA

SEPTEMBER 1997

## TOM SAWYER, THE CUB SCOUT

- Characters** Tom Sawyer, Huck Finn, five Cub Scouts
- Setting** Five Cub Scouts are painting a fence. Tom and Huck walk up to them.
- Tom** Hi guys, what are you doin'?
- Scout 1** We're cub scouts from Den 1. Who are you guys?
- Huck** My name is Huck Finn, and this is my pal Tom Sawyer.
- Tom** Why are you painting that fence? You don't live in that house. Are you getting paid for doing it?
- Scout 2** No way. This is Mrs. Thompson's house. She is a retired school teacher.
- Scout 3** Yeah, we're doing this as a good turn for our den. You see, she's too old to do this herself. so we are helping out.
- Tom** Wait a minute. You mean to tell me you are painting this fence because you want to? And you aren't getting paid?
- Scout 4** Sure, and it's really fun. It's hard work but we feel good about it since it's going to help out Mrs. Thompson.
- Scout 5** And Mrs. Thompson said she would have some lemonade and cookies for us when we're done.
- Huck** Ah, so you are getting a reward for it.
- Scout 1** But we'd do it anyway. You see, we found out that helping others makes us feel good. We didn't know Mrs. Thompson was going to give us the treats until after we started.
- Scout 2** Do you want to help us?
- Scout 3** Sure, we could get finished quicker that way.
- Huck** Sounds good to me.
- Tom** I can't believe we're doin this Huck. But sure, let's help out. *(All pretend to paint)*
- Scout 4** Well, that about wraps it up.
- Scout 5** This looks great. Well Tom and Huck, what do you think?
- Tom** You guys were right. I do feel good about helping Mrs. Thompson out. And to think, I used to hate painting the fence.
- Huck** You're right Tom. Hey guys, tell us some more about the Cub Scout group you belong to. How do you join?

*(all boys put arms around each other's shoulders and walk off stage, talking about Cub Scouts)*



## JELLY BEANS

- Characters** Storekeeper, wearing glasses and an apron, and at least 4 boys.
- Props** Table, feather duster, tin or plastic container labeled "Jelly Beans", small scoop, several sacks, ladder.
- Scene** As curtain opens, storekeeper is standing behind counter, dusting with feather duster. At back of stage stands a ladder, on top of which is the container of jelly beans. Boy #1 enters and walks up to counter.
- Storekeeper** May I help you?
- Boy # 1** I would like ten cents worth of jelly beans, please.
- Storekeeper** *(Walks back to ladder, climbs it, gets container, climbs back down, sets container on counter, removes lid, puts jelly beans in a sack, puts lid on container, climbs up ladder, puts jelly beans on top of ladder, climbs back down and hands sack to boy)* That will be 10 cents, please. *(takes money)* Thank you. *(Boy # 1 exits)*
- Boy # 2** *(Enters and approaches counter)*
- (Use same dialogue and actions as boy # 1. This continues with boy # 3. This time storekeeper leaves jelly beans on counter.)*
- Boy # 4** *(Enters and approaches counter)*
- Storekeeper** You don't have to tell me. I know what you want. You want ten cents worth of jelly beans. *(Starts to put jelly beans in sack)*
- Boy # 4** No sir. I don't want ten cents worth of jelly beans.
- Storekeeper** You don't?
- Boy # 4** Nope.
- Storekeeper** Are you sure you don't want ten cents worth of jelly beans?
- Boy # 4** Yes sir! I'm sure.
- Storekeeper** Thank goodness. Just a minute please. *(He takes container of jelly beans to back, climbs ladder, puts container on top of ladder, climbs back down)* Now what can I do for you?
- Boy # 4** I would like five cents worth of jelly beans, please.

## FRESH FISH FOR SALE

- Setting** Fishmonger stands next to sign, customers enter read sign ("Fish Fresh Sold Here Today") out loud, comment and leave.
- 1st Customer** TODAY? You don't need the word today everyone knows it's today.
- Fishmonger** Oh! *(he cuts off the word "TODAY".)*
- 2nd Customer** HERE? Of course we're here where else would we be? You don't need that word here.
- Fishmonger** Oh! *(he cuts off the word "Here.")*
- 3rd Customer** FOR SALE? Of course these fish are for sale, you wouldn't give them away. You don't need the words for sale.
- Fishmonger** Oh! *(He cuts off the words "For Sale.")*
- 4th Customer** FRESH! Of course, they're fresh nobody would buy rotten fish. You don't need the word fresh.
- Fishmonger** Oh! *(He cuts off the word "Fresh".)*
- 5th Customer** FISH? *(holds his nose)* You don't need the word fish. You can SMELL it a block away.
- Fishmonger** *(shrugs his shoulders and leaves.)*

## THE BIG MYSTERY

- Cast** Newsboy, Smart Guy, Man, any number of other boys.
- Scene** Street Scene. A newsboy is hawking his papers. Extra boys without speaking parts can be part of the crowd on the sidewalk.
- Newsboy** "Extra, Extra. Read all about it! Extra!"
- Smart Guy** "All right, if you have an extra one, I'll take it off your hands."
- Newsboy** "You will for a nickel."
- Smart Guy** "Anything new in the paper?"
- Newsboy** "Oh, the same things happening to different people."
- Smart Guy** "OK, I'll take one."
- Newsboy** "Extra! Extra! Read about the great mystery! Extra! Great Mystery! Fifty Victims! *(to man)* Paper, mister?"
- Man** "Yes, I'll take one." *(He hands boy money and takes paper.)*
- Newsboy** "Extra, Extra! Great Mystery! Fifty-one Victims!"
- Man** *(angrily looking at paper)* "Boy, I don't see anything here about a Great Mystery. Where is it? Is it in the paper?"
- Newsboy** "That's the mystery, mister. You're the fifty-first victim."

## QUARTERMASTER STORE

- Characters**      Quartermaster, stock boy, 4 or 5 cubs
- Props**             Divider made of sheet held by 2 boys or a large cardboard wall.
- Scene**              Stock boy is standing behind the wall in nothing but his underwear or longhandles and quartermaster is out front minding the store.
- 1st Cub**             (*Walks in store*) "Do you have a Cub Scout hat?"
- Quartermaster** "I don't know, let me check. (*steps behind wall and speaks loudly enough for all to hear*) Do we have a Cub Scout hat in stock?"
- Stock Boy**         "The only one we have is mine and you can't have it!"
- Quartermaster** "Oh yes I can." (*sounds of a brief scuffle, then Quartermaster returns out front with a hat and hands it to the 1st Cub.*)
- Quartermaster** "That will be \$3.00 - Thank you."
- 2nd Cub**             (*enters*) "Do you have an official Cub Scout shirt?"
- Quartermaster** "I don't know, let me check." (*steps behind wall*) "Do we have an official Cub Scout shirt in stock?"
- Stock boy**         "The only one we have is mine and you can't have it!"
- Quartermaster** "Oh yes I can." (*Scene between Quartermaster and stock boy repeats itself except with shirt.*)
- Quartermaster** (*hands shirt to 2nd Cub*) "That will be \$12.00 - Thank you."
- 3rd Cub**             (*enters*) "Do you have a pair of official Cub Scout pants?"
- Quartermaster** "I don't know, let me check." (*steps behind wall*) "Do we have an official pair of Cub Scout pants in stock?"
- Stock Boy**         "The only pair we have is mine and you can't have it!"
- Quartermaster** "Oh yes I can." (*scene repeats itself except with pants*)
- Stock Boy**         (*Lets out a yell.*)
- Quartermaster** (*Hands pants to 3rd Cub*) "That will be \$18.00 - Thank you."
- 4th Cub**             "Do you have a pair of official Cub Scout longhandles?"
- Quartermaster** "I don't know, let me check." (*goes behind wall*) "Do we have an official pair of Cub Scout longhandles?"
- Stock Boy**         "NO! And you can't have mine!!!!!!!"
- Quartermaster** "Oh yes I can." (*Stock boy yells and runs out from behind wall in his underwear and out of the room screaming.*)

# FIRE! FIRE!

OCTOBER 1997

## TWO STORY FIRE

**Characters** Five firemen, dressed in street wear.

**Setting** Three firemen are seated at table, and two are laying on cots. Laying nearby are fireman's hats and raincoats for all. Off-stage are blackened cork to be used for soot, and sound effects of telephone ringing and siren.

**Fireman 1** *(Stretching on cot)* "I dreamed I ate a five pound marshmallow last night!"

**Fireman 2** *(Sleepily)* "So what?" *(Yawns)*

**Fireman 1** "My pillow is missing!"

*(Telephone rings. Fireman 3 leaves table and goes off-stage to answer it.)*

**Fireman 3** *(Running back on stage)* "Fire! Fire! A two-story fire!"

*(All firemen quickly don hats and coats.)*

**Fireman 4** "Are you \_\_\_\_\_?"

**Fireman 5** "No. Why?"

**Fireman 4** "Well, I am, and that's my hat and coat you're putting on."

*(Fireman 4 and 5 quickly trade hats and coats. All firemen rush off-stage. The siren is heard.)*

### PAUSE

*(All Firemen return, with soot on their faces.)*

**Fireman 2** "Boy, I'm sure glad we're back! I forgot to turn off the stove. We could have had a fire right here!"

**Fireman 5** "Ah, don't worry. I forgot to turn off the water in the sink."

*(They all remove hats and coats.)*

**Fireman 1** "We almost never found that fire. I thought you said it was a two-story fire."

**Fireman 3** "It was. The caller told me two stories - one story was that the fire was on 6th Street. The other story was that the fire was on Maple Street. That's why we almost never found it!"

*(Others groan, and take their original places at table or on cots, as curtain closes.)*

## ELMO, THE FIRE-BREATHING DRAGON

- Characters** Cub Scouts, Dragon, fire chief, add Cub Scouts and firemen as needed.
- Costumes** Paper-bag mask for dragon; fireman's hat of painted cardboard or big cardboard badges labeled "Fire Chief".
- Props** Boxes representing fire hazards. Label a large box "matches, greasy rags, etc. Newspaper, suitcase, blanket, bucket marked "Fire", two chairs.

*(Several Cubs meet on stage, carrying boxes)*

**1st Cub** "Did you find any fire hazards? I found these oily rags in my garage."

**2nd Cub** "This newspaper was too near the water heater in our basement."

**3rd Cub** "Look at this. I found a box of matches where little kids could reach them."

*(add more cubs and fire hazards here if you have more boys)*

**1st Cub** "Where's Tom?"

**Tom** *(enters, followed by Elmo the dragon, who carries a suitcase)* "Here I am. Look what followed me home."

**Cubs** *(give each a different thing to say)* "What is it?" "Yuk!" "Keep it away!" "Does it bite?"

**Tom** "It's just a nice, fire-breathing dragon. Show them, Elmo. *(Elmo takes a deep breath, boys stop him, snatching away boxes of fire hazards.)*

**Cubs** "No, No! Don't let him. Stop that! Hold it!"

**Tom** "I told him he could stay. *(Elmo sits in chair, puts feet up, making himself at home.)*

**2nd Cub** "What's in the suitcase?" *(Cubs open suitcase)*

**3rd Cub** "Rags and paper and matches! Are these your toys? *(Elmo nods and gets up, happily takes deep breath as if to set fire to the suitcase. Cubs slam it shut; one puts hand over Elmo's mouth, preventing him from breathing out.)*

**1st Cub** "We have everything we need to have a bad fire. Plenty of fuel, oxygen, and Elmo's mouth!"

**2nd Cub** "Elmo's got bad breath! *(Elmo acts insulted, picks up box of fire hazards and takes in a huge breath. Again Cubs rush to stop him.)*

**3rd Cub** "I'm afraid there's going to be a fire." *(1st and 2nd Cubs exit quickly.)* "I'm calling the fire department." *(Pantomimes dialing and talking into the phone.)* "We need help with a fire at 123 Maple Street.

**1st Cub** *(running in with blanket)* "Is the dragon on fire? I'll try this." *(He tries unsuccessfully to wrap Elmo in the blanket.)*

## ELMO, THE FIRE-BREATHING DRAGON (cont.)

*(Fire chief enters, pantomiming driving a fire engine and making the sound of a siren.)*

**Fire Chief** *(going to Elmo for a close look)* "There's a lot of these around. We know how to turn him into your ordinary non-hazardous dragon."

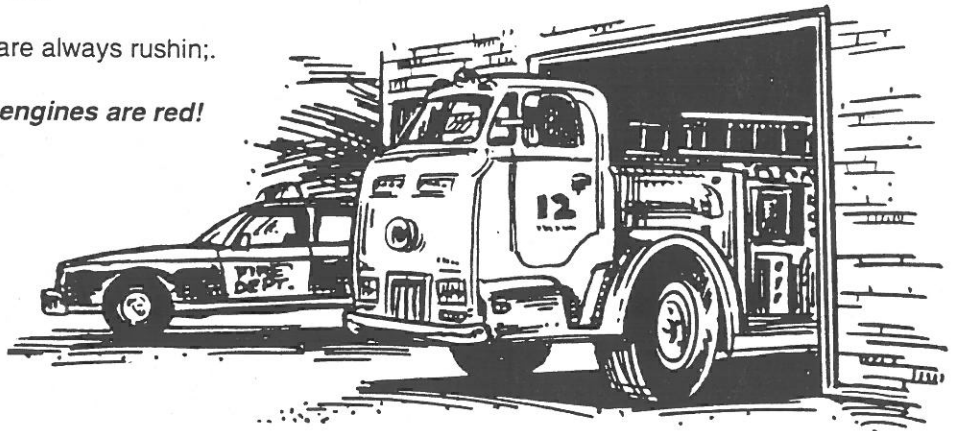
**2nd Cub** *(running in with large red bucket marked "FIRE")* "I can put the fire out!"

*(Fire chief and Elmo cringe, run around the stage. 2nd Cub chases them, comes close to throwing "water"--play this so audience can't see in the bucket. Somewhere near the audience, he douses them with a bucketful of torn paper confetti. Everyone lines up with the Chief and Elmo at front, exits making the sound of a siren.)*

## WHY ARE FIRE ENGINES RED

- Personal** 7 Cub Scouts
- Equipment** A picture of a fire engine for each to hold
- 1st** Why are fire engines red?  
Well, roses are red too.
- 2nd** And two and two are four.  
Four and eight are twelve.
- 3rd** There are not twelve inches in a ruler,  
Now Queen Mary was a ruler.
- 4th** Queen Mary was also a ship.  
Ships sail on the sea.
- 5th** Fish swim in the sea.  
Fish have fins.
- 6th** The Finns fought the Russians.  
Russians are red.
- 7th** Fire engines are always rushin;.

***And that is why fire engines are red!***



## THE FIREMAN AND THE LADY

Divide the participants into the following groups. When the participants hear their group's names they respond with the following expressions.

FIRE TRUCK	Sound like a siren
WATER HOSE	Sound like a stream of water
POLICEMAN	Whistle
FIREMAN	"Jump Lady jump"
LADY	"Save me, save me"
FIRE	"Crackle, Boom, Boom"
CROWD	"Ah-h-h-h-"

Once upon a time there was a bright red **FIRE TRUCK** with a brand new **WATER HOSE**. And for the **FIRE TRUCK** there was a group of smartly dressed **FIREMEN**. The job of the **FIREMEN** and the **FIRE TRUCK** and the **WATERHOSE** was to put out **FIRES**. To put out **FIRES**, the **FIREMEN**, and the **FIRE TRUCK**, and the **WATER HOSE** had practiced for many weeks.

One day a **LADY** called to report a **FIRE**. The **LADY** was hysterical. The **FIREMEN** didn't know where to go. They called the **POLICEMEN**. The **POLICEMEN** found out that the city hall was on **FIRE**. A **CROWD** had gathered. The **CROWD** had to move back. The **CROWD** didn't like to move back. The **POLICEMEN** made the **CROWD** move.

The **FIRE TRUCK** raced down the street. The **FIREMEN** went to work. The tools were put to work and the **WATER HOSE** was turned on. The **CROWD** stood spellbound. A **LADY** was trapped on the roof. The **LADY** was terrified.

The **FIREMAN** tried to reach her with the ladder but it was too short. The only thing to do was to get the **LADY** to jump into the net. The **FIREMEN** told the **LADY** to jump. The **LADY** screamed and jumped. The **FIREMEN** braced.

The **LADY** came hurtling down. Down, down down the **LADY** came. The **CROWD** grew silent. The **CROWD** grew tense. With a loud thud the **LADY** hit. The **CROWD** gave a sigh and then a wail. The **LADY** had missed the net.

The **FIRE** was out. The **CROWD** was gone. The **FIREMEN**, the **FIRE TRUCK**, and the **WATER HOSE** had gone. The **LADY** was no more, so the **POLICEMAN**, called the sanitary department to clean up the mess.





# FAMILY CIRCUS

NOVEMBER 1997

## CLOWN BLACKOUTS

Here is a series of blackouts for your clowns to perform. You may have all your performers in costume or just the ones who speak. In any event, be sure all of your clowns wear clown make-up. You may have as many clowns as you want in each scene you may also have different groups responsible for one or more of the scenes. Each scene features a visiting clown and lead clown, who have the speaking parts. Other clowns carry out the action, as described. Any props needed are indicated in the script.

*(Several clowns are blowing up balloons until they break. The clowns take more balloons and keep blowing them up and breaking them. **Visiting clown** comes on stage and speaks to **lead clown** who is watching other clowns.)*

VC What are they doing?

LC Blowing up balloons.

VC Why?

LC It's a contest.

VC Oh, what does the winner get?

LC Nothing

VC What does the loser get?

LC He gets to buy more balloons.

*(four clowns are hitting a fifth clown on the head with a big rolled up wad of newspaper)*

VC Gracious, what are they doing?

LC Trying to knock some sense into him

VC Doesn't it hurt?

LC Sure!

VC Doesn't he mind?

LC No

VC How come?

LC It feels so good when they stop!

*(all clowns are looking up at the ceiling Something very interesting must be going on up there.)*

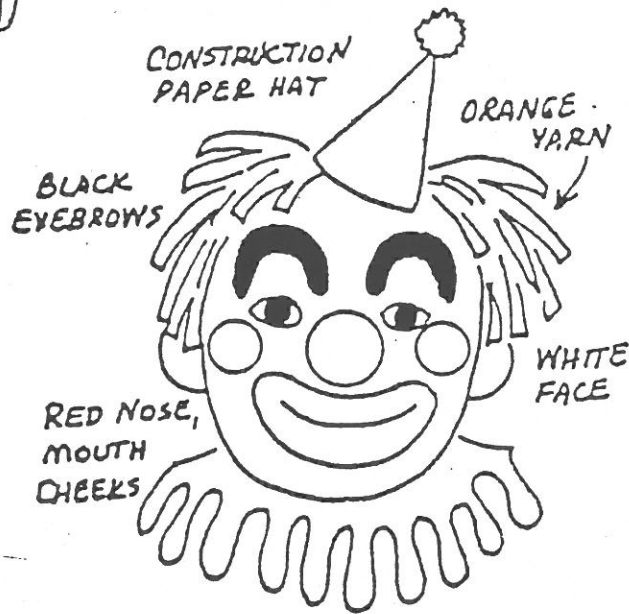
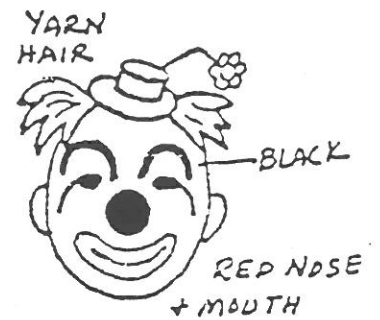
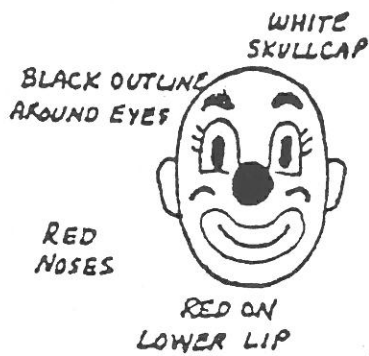
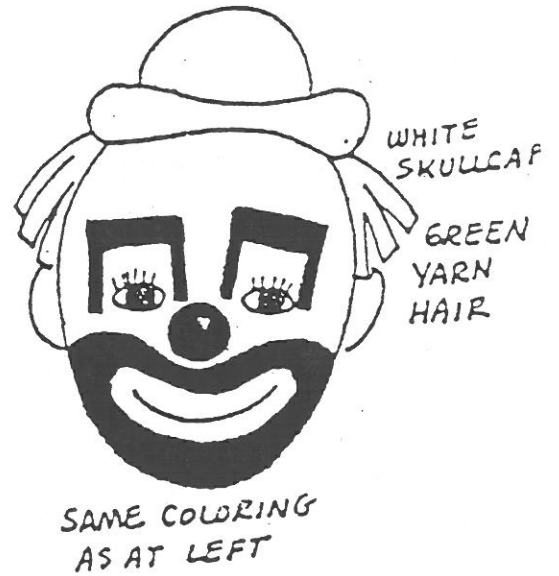
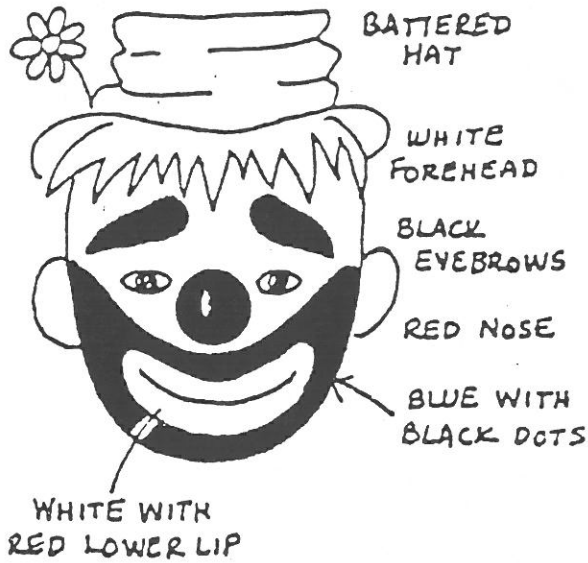
VC What are they doing?

LC Watching the trapeze act.

VC *(goes over, looks up, comes back)* There's nothing up there.

- LC I know.
- VC You know? Then, what are they looking up for?
- LC They rehearsing.
- (clowns are watching one clown who's cracking a whip at a frozen chicken on the floor)*
- VC What's he doing?
- LC Practicing.
- VC Practicing what?
- LC He wants to be a lion-tamer.
- VC *(goes over and looks at object on floor)* But that's not a lion! That's a chicken!
- LC So's he!
- (All clowns are crawling around on all fours in search of something.)*
- VC What are you doing?
- LC Looking for the trained flea.
- VC That's hard to find.
- LC Yeah, they think he might have run-off.
- VC Oh, with another flea?
- LC No, with a dog!
- (all clowns are sobbing and wailing and trying to console each other. They are carrying on something awful!)*
- VC Why are they crying?
- LC The circus is over.
- VC They'll be back next year.
- LC They know.
- VC They know! Then why are they crying?
- LC 'Cause they have to go home
- VC But they'll see their mothers.
- LC That's just it.
- VC What do you mean?
- LC They'll have to take off their make-up.
- VC So what?
- LC Well, you know mothers, *they'll have to wash!*

# CLOWN MAKE UP



## 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".....

## A CIRCUS TRIP

**Section group into 4 parts**

Lions---"Grrrrrrr"  
 Elephants---Swing and sway  
 Clowns---Ha-ha-ha  
 Circus---All noises at one time

I went to the **CIRCUS** to see the **LIONS** one bright and sunny day. What fun to watch the trainer as with them he did play. The **ELEPHANTS** were really great as each one swayed his trunk, while **CLOWNS** were making thrills as the **LIONS** roar so loud, that even the **ELEPHANTS** shiver and shook while the **CLOWNS** soothe the crowd. There's many acts for you to see when to the **CIRCUS** you do go, acrobats and trapeze artists, gee what a fantastic show!

Oh sure, the **ELEPHANTS** are great and the **CLOWNS** are funny, 'tis true, but the biggest thrill is the **LIONS** roar it seems he'll bite the trainer in two.

So when the **CIRCUS** comes to town, go and see all the shows; as each **CLOWN** and **ELEPHANT** does all the acts he knows. But there's nothing in a **CIRCUS** as frightening as the **LIONS** noisy roar; sending shivers down the spine as you look for the nearest door. Yes, **LIONS**, **ELEPHANTS**, and **CLOWNS** galore all make up a **CIRCUS** team. Teamwork is what makes the world go round helping others fulfill a dream.

## SILLY CIRCUS

**Characters** Ringmaster  
 Stanley, the strongest man in the world.  
 Walter Wimple, Stanley's assistant  
 Razzle and Dazzle, tight rope walkers  
 Bruce, the bareback horse rider  
 Lyonal, the lion tamer  
 Luke, the lion

Circus music could be playing on the background. Turn the sound up for each performance, down while the ringmaster is speaking.

**Ringmaster** Ladies and gentlemen! Boys and girls! Welcome to den # amazing Silly Circus. Please turn your attention to the center ring and watch the incredible strength of Stanley, the Strongest Man In the world, and his assistant Walter Wimple!  
*(Stanley brings out a barbell made of an old broom handle and balloons on both ends. He struggles to lift it over his head and the audience begins to clap when Stanley puts down the bar bells. Stanley bows and walks away. Walter picks up the barbells as though they were as light as a feather and exits)*

**Ringmaster** Incredible! And now, ladies and gentlemen, for your pleasure the most amazing tight rope walkers ever seen-Razzle and Dazzle!  
*(Razzle and Dazzle enter with a long rope. They lay it out straight and take turns walking across it as though they are in the air. They hop on one foot, jump rope, etc., bowing after each "trick")*

**Ringmaster** Now for your viewing enjoyment, please focus your attention again to the middle ring as we present Bruce, the brave bareback rider on his horse, Smokey!  
*(Bruce rides in on stick horse. He rides forwards and backwards, etc. He can have Smokey count by hitting stick on the floor. Bruce and Smokey bow and ride off stage.)*

**Ringmaster** And finally, Ladies and gentleman! Boys and girls! The most super stupendous Lyonal, the lion hearted lion tamer in ring number one! Please ladies and gentlemen. It is so important that you remain quiet during the performance. Sudden noises will startle the lion, making it very dangerous for Lyonal, the lion hearted and his lion, Luke!

*Lyonal and Luke enter. Luke could be dressed in an elaborate lion costume or something as simple as a brown paper bag cut into strips to make a mane. Lyonal has Luke stand on a stool, jump through a hula hoop, etc. Lyonal tries to place his head inside Luke's mouth. Lyonal and Luke take final bow.*



# APPLAUSES

## HOW TO MAKE THE MOST OF THE APPLAUSES

1. Read the instructions for the applause before doing it!!!!
2. Practice **each** step so that you can do it with ease!!!!
3. Demonstrate each step to your group so they know exactly what to do!!!
4. Practice with the group to see that everyone is doing the applause right!!!
5. If possible, without embarrassing anyone, select one or two people to assist you.
6. Put as much **enthusiasm** as possible into the movements of the applause, what you put into the applause is what you will usually receive back from the group!!!!

**Lizard In a Jar** Starting in a bent over position with hands touching floor, begin "walking" up the inside of the jar until your hands are above your head, then try to scramble higher by "running" with both hands and feet, then give up, look left and right while sticking tongue in and out.

**Ordinary Applause** This is just plain hand-clapping. Some people would say this is used by those who lack imagination. But it always gets a good response and forces the group to participate.

**"When I do, You do" Applause** Give the order "When I applaud, you applaud - when I don't, you don't." Go through several false motions to see if you can catch the group napping.

**Stampede** Everyone stand up and start stomping feet as fast as they can.

**Blast Off** Start counting backwards from 5 to 1. Bend knees a little more on each count until you are squatting. Then say "Blast Off" and jump up.

**Politician** Pat yourself on your back with one hand.

**Noise Machine** Leader has a 4 foot board (or any length). This acts as a "noise machine switch". As the board is lifted, the noise gets louder, as it is lowered, the noise dies down. The noise is produced by the boys" clapping.

**Seal Clap** Extend arms in front of you, cross hands at wrists, and clap several times, saying "Ar, Ar, Ar".

**Silent Yell** Everyone in unison opens their mouth to scream, but no sound is made. This may take some practice.

**Paper Bag** Make motions to simulate opening a paper bag, forming a neck, blowing it up and popping it, saying "POP!" loudly.

**UFO** Hold index fingers to forehead and shout, "Take me to your leader".

**Alligator** With palms together, start opening fingers, keeping wrists together, then snap hands together very fast. Repeat 3 times.

**New Person Cheer** "Hi there. Welcome! Welcome! Welcome!"

**Bawl Game** Tell Cubs whoever makes the most noise for a given length of time, wins.

## APPLAUSES (cont.)

**Beaver** Cut a tree by tapping your front teeth together, slap your tail by slapping a palm against your thigh several times, then yell "TIMBER!!!"

**Heart and Soul** Pat sole of shoe with one hand and your heart with the other hand several times.

**Fire Engine Yell** Sound like a siren "RRRRrrrrRRRRrrrr", "Ding, ding, ding".

**Mad Scientist** Pretend to hold up a test tube in one hand. Pour something else into it, then something else, then go "Ha, Ha, Ha, it is going to work.....Oh no!!!! SSSSSSS Boom!".

**Grand Howl** Cubs form a big circle, facing in and make the Cub sign with both hands pointing in. In a loud voice they will say, "We'll do our best". On "Best" they jump to their feet with both hands over their heads with the Cub sign. Bring down the left hand and say "Do your best" three times. Bring down the right hand with three "Do your best's".

**Ghost Yell** "Boooooooooooooo"

**Big Hand** When the leader says, "Let's give them a big hand", everyone holds up their right hand, palm open.

**Stirring Round of Applause** Clap hands in big circle like mixing a big pot.

**Radio Applause** Under the leader's control, he will raise his left hand up and down which will control how hard the people will clap. The right hand will control how loud they will cheer. Hands up will be the high, hands low will be the low cheers and claps. Do one, and then the other, then mix the movements.

**Skyrocket** Make motion of striking a match on your pants, lean over to light rocket. Make a Sh Sh Sh Sh sound, point from the floor to the air as if you were following it with your finger. Clap hands and yell "Boom!" spread arms out wide and say "A-h-h-h-h" to indicate falling sparks.

**Jolly Green Giant** "HO, HO, Ho!" (in a deep voice)

**Cubmaster Applause** "Cub Scouts and Den Chiefs! All around the Pack, Hail to our leader! Cubmaster (name)! Yeaaaaaaaaa!!!!"

**Pack Applause** "Clap your hand." (clap five times) "Stomp your feet!" (stomp feet five times) "Pack (#) just can't be beat!"

**Supersonic** Wave arms wildly and open mouth as if yelling, then sit quietly several moments then yell loudly.

**Choo Choo Train** Divide audience into 2 parts have them clap in sequence as you motion your right hand to one side and your left hand to the other side. Slowly increase the motion until they sound like a train.

**Roller Coaster** Make wavy motion with hand, getting higher and higher, saying "Ah-h-h-h-h" while doing this, then pause at the top, rapidly lower hands while giving shrieks.

**Tourist** Look around the room in an exaggerated fashion and say "Ooooo and Ahhhhh!".

**Ferris Wheel** Move right hand in large circle. On the upswing, say "OHHHH..." and on the downswing shriek "Ahhhhhh!!".



## APPLAUSES (cont.)

**Stamp Collectors** Hold left hand in front of you, palm up. Place first two fingers of right hand to south as if licking stamp, and then strike the palm of your left hand smartly with them. Do this several times rapidly.

**Cub Scout Chef** Use right hand to rub tummy with circular motion while saying "Yum, Yum".

**Lawrence Welk/Fred Flintstone** Yell "A-one and a-two and a YABBA DABBA DOO!". Accompany the "Yabba Dabba Doo" with fists clenched and a vigorous side-to-side motion of the hips.

**Fitness** Clap your hands, (clap twice), stomp your feet (twice). Heave a sigh (say Whewwwww), take your seat (everyone sit down).

**Tiger** Have all Tiger Cubs stand and give a big Tiger roar, three times.

**Bobcat** Stand up and give a loud "Me-eo-o-w", three times.

**Wolf** Give a Wolf howl four times, each time turning one-quarter of a turn making one full turn by the end.

**Bear** Growl like a bear and turn one-half a turn each time. Make four growls and make two complete turns.

**Webelos** Shout "Webelos, Webelos, Webelos".

**Ghost** Wail like a ghost three times, "Whooo, Whooo, Whooo!".

**Appollo** Count down 10 to 1, Blast off!!! Blast off with your hand, gain orbit and say Beep, Beep, Beep.

**Stamp of Approval** Throw up handkerchief, boys stamp until it hits the ground.

**Grand Salute** Stamp feet four counts, slap knees four counts, clap hands four counts, stand and give salute.

**Mosquito** With hands slap yourself on neck, arms, legs, while saying "Ooooo, aah, aah".

**Water Cheer** "How, how, how, Water, water, water, Glug, glug, glug, Ahhh".

**Ball Cheer** Let boys know ahead of time that when the ball is in your hand they must be quiet and when the ball is out of your hand they may yell and make as much noise as they want. Keep ball in your pocket and occassionally let ball bounce around. This stunt works well when boys get restless and need to let off steam. You can also use a handkerchief the same way.

**Rudolph** Put your thumbs to your head with fingers up, forming antlers. Wrinkle your nose while saying, "Blink, Blink, Blink".

**Magician Yell** Stand and pretend to reach up sleeve---pull hand out and yell "Sha-zam!!".

**Musical** Announce the name of a well-known song such as "Yankee Doodle Dandy" or "Dixie" and ask everyone to clap to the rhythm.

**Rainstorm** Start by gently patting knees alternately to simulate rain falling. Increase the noise by switching to handclapping as the storm reaches its height. With a hand signal, have everone shout "Boom" to represent thunder. Gradually decrease the handclapping and then pat the knees as the storm subsides.

**Lightning** Shake your finger like jagged lightning and go "Shhh, Shhh" on each jagged movement.

# SPARKLERS

## BIRDS FLY

Tell the audience to stand and place hands in armpits. As leader calls out names of animals, players are to make flying motions with their elbows if an animal flies or remain motionless if it does not fly. To confuse the audience, the leader should call animal names rapidly and flap his arms every time. Example Ducks fly, pigeons fly, pigs (don't) fly, butterflies fly, bears (don't) fly.

## THINK FAST

Divide audience into two groups. Whichever group answers the questions first wins a point for his side.

- What letter is a beverage? (T)
- What letter is a bird? (J)
- What letter is a vegetable? (P)
- What letter do you see with? (I)
- What letter is a clue? (Q)
- What letter is a girl's name? (K)
- What letter is a body of water? (C)
- What letter is a sheep? (U)
- What letter is a slang expression? (G)
- What letter is a ver meaning debt? (O)
- What letter makes honey? (B)

## ASTONAUT TEST

Have everyone stand. Ask them to do the following tasks, "Close eyes, stand on one leg, extend both arms and point their first finger." Pause for a moment, and then say, "Dark in here, isn't it!"

## CUBNACS

Two people are needed for this stunt. One person gives the answer and then hands a sealed envelope containing the question to a second person who is dressed like a swami (turban and cape). The swami then places the envelope against his forehead and gives the question to the answer. The more you ham this up the better it works.

### Answers

Red Robin  
Fowl Play  
Sparrow  
Turkey & dressing  
Condor

### Questions

What do they call a burglary in Russia?  
What do you call a drama for birds?  
What would you call an extra row?  
Describe a turkey getting ready for bed.  
What would you call the entrance to a prison?

**SPARKLERS (cont.)****RIDDLES**

1. What has a face, but cannot see?
2. What has legs, but cannot walk?
3. What has eyes, but never sees?
4. What has a head, but has no hair?
5. What has teeth, but cannot eat?
6. What is neither in the house, or out of the house, but still is part of the house?
7. The more you take from it the larger it gets.

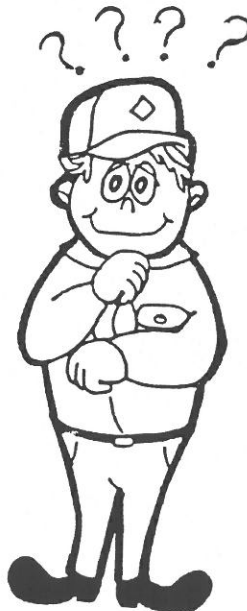
Answers 1. clock 2. a chair, bed, or table 3. a shoe or potato 4. a match 5. a comb or saw  
6. a window 7. a hole.

Which is correct? The yolk of an egg is white?  
The yolk of an egg are white?  
*(Neither, the yolk of an egg is yellow.)*

1. What has an eye but cannot see?
2. What has no legs, but always walks?
3. What has a tongue, but never talks?
4. What has hands, but has no fingers?
5. What has a face, but has no mouth?
6. What has a mouth, but cannot talk?
7. As long as I eat, I live, but when I drink I die.

Answers 1. a needle 2. & 3. a shoe 4. & 5. a clock 6. a river 7. fire

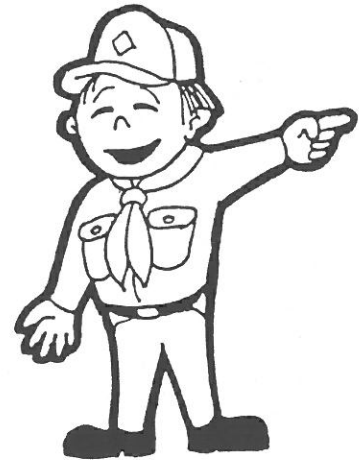
If a man is born in Turkey,  
Grows up in Italy,  
Comes to America,  
And dies in Chicago,  
What is he? *(dead)*



## SPARKLERS (cont.)

### MORE RIDDLES

1. What is the best way to get something out from under an elephant?  
Wait for the elephant to go away.
2. For what man should you always take off your hat?  
The barber.
3. Our hen can lay an egg four inches long. Can you beat that?  
Yes, with an egg beater.
4. When will a net hold water?  
When the water turns to ice.
5. What is the best way to keep a skunk from smelling?  
Hold his nose.
6. What is white, has just one horn and gives milk?  
A milk truck.
7. What is the best way to catch a fish?  
Have someone throw it to you.
8. What kind of animal eats with his tail?  
All kinds of animals. They can't get them off.
9. What is the hardest thing about learning to ride a bicycle?  
The thing you fall off on.
10. Why did the little boy put ice in his father's bed?  
Because he liked cold pop.
11. What sings, has four legs, is yellow, and weighs 1,000 pounds?  
Two 500 pound canaries.
13. What is the best thing to put into a pie?  
Your teeth.
14. When is a boy not a boy?  
When he turns into a store.
15. What horse can fly like a bird?  
A horsefly.
16. What should you do when you see a big lion?  
Hope he doesn't see you.
17. Which will burn longer the candles on the birthday cake of a boy or a girl?  
Neither. Candles don't burn longer - they burn shorter.
18. What kind of coat should be put on when it is wet?  
A coat of paint.



# STUNTS

## FALL DOWN THE STAIRS STUNT

Cub #1 I'm sorry to hear that you fell down the stairs.  
 Cub #2 Oh, it's all right.  
 Cub #1 All right? It is?  
 Cub #2 Yes, I had to come down anyway.

## YESTERDAY STUNT

Cub #1 What's the date?  
 Cub #2 I don't know.  
 Cub #1 Look at the newspaper.  
 Cub #2 No good. That's yesterday's paper.

## TURKEY SUSPENSE

Cub #1 How do you keep a turkey in suspense?  
 Cub #2 I don't know. How?  
 Cub #1 I'll tell you tomorrow.



## IT'S ALL OVER YOUR BACK

First person runs into the room yelling. "It's all over your back! It's all over your back!" He then points to the leader and gasps. The leader hysterically says, "What's all over my back?" First person replies, "Your shirt!"

## IT'S IN THE BAG

Person comes into room carrying an inflated paper bag which he holds by the top tightly. Another person says, "What are you carrying in that bag?" "Milk", he replies. "You can't carry milk in a bag!" He says, "A cow does!"

## LIGHT'S BETTER IN HERE

First person walks into room and gets down on his hands and knees as if looking for something. Leader asks, "Did you lose something?" First person replies, "Yes, I've lost my dollar." Leader then asks, "Where did you lose it?" First person replies, "Outside." Leader again asks, "Why are you looking for it in here then?" First person, "Because the light is better in here!"

## YOU DON'T SAY

First person pretends to pick up a ringing phone. He says, "You don't say...you don't say...you don't say" (with more emphasis each time). Other person says, "Who was that?" First person replies, "I don't know, he didn't say!"

## WEABLES

Webelos leader walks by Webelos (which are standing in a line) and gives him a shove, but the Cubs just rock back and forth. Webelos leader then says. "I bumped each of you hard enough to make you fall. Why are you still standing?" Webelos "Webelos wobble, but they don't fall down!"

## STUNTS (cont.)

### TELEPHONE TROUBLE

Two Cub Scouts stand about 20 feet apart, each holding one end of rope representing a telephone line. One makes dialing motions and the other says, "rrrring" and picks up the phone. The first boy says, "Hi, Bruce, what are you doing?" But the second boy indicates he can't hear clearly. So the first boy says, "We seem to have trouble on the line." "Would a leader (pick one out) please come up and hold the line?" The boys again try to talk, but there's still trouble on the line. Continue this until there are three adults holding the lines. Finally, the trouble is cleared up and the first boy says, "What are you doing, Bruce?" Bruce, "I've been fishing." First boy, "Catching anything?" Bruce, "Yep, three suckers so far!"

### SECOND LANGUAGE

One den member wears a sign reading, MOTHER MOUSE. Another has a sign reading, CAT. All other wear sign reading, Mouse. Mother mouse is taking her children for a walk when suddenly the big cat appears in their path. Mother Mouse (in a loud voice) "Bow wow wow! Bow wow wow!" The cat shrinks in fear and runs away. Mice "Oh mother, we were so scared!" Mother Mouse "Let that be a lesson to you, children. It pays to learn a second language."

### STICK STUNT

Boy (Comes on stage with stick in his hand. He puts the point of the stick down on the floor, picks it up, puts it down in another place.) Cubmaster What are you doing? Boy Oh, I'm just sticking around.

### PARTICIPATION STUNT

Everyone stand

Sit down if you have white socks on  
 " " " " sing in the shower  
 " " " " are a male and use hair spray  
 " " " " weigh over 300 pounds  
 " " " " have a hole in your sock  
 " " " " don't wear pajamas  
 " " " " have a false tooth  
 " " " " use Chanel #5 perfume  
 " " " " are really good looking

Stand up if the person next to you just sat down and was wrong!

### PACK STUNT

Can you figure this out?

My grandmother likes butter but doesn't like figs  
 My sister likes kittens, but doesn't like cats.  
 My father likes puppies but doesn't like pigs.

The answer is, they only like things with double letters. Try this at a pack meeting. You'll find some sharpies.

## STUNTS (cont.)

### HAT STUNT

This stunt is enjoyed by participants as well as the audience. The only equipment needed is a collection of old hats (men's and women's). The funnier they appear, the better. About eight people take part, alternately boys and girls, and preferable with the taller standing next to the shorter. They stand in a circle, shoulder-to-shoulder, facing inside of the circle.

Give these instructions "When I say 'right', use your right hand. When I say 'left', use your left hand. When I count 'one' place your hat on your own head. When I say 'two', place your hat on the head of the person next to you in the direction of the hand used. If you move your hat on the wrong count or with the wrong hand, or in the wrong direction, you are eliminated."

At first go fairly slowly until they get the idea, then increase your speed of calling numbers, and change hands more often. You can let others take the place of those eliminated, especially in a small group.

### GIANT CATERPILLAR

A group of Cubs are in a line bending over to represent a large caterpillar. Sheets or blankets are over them.

The Cub who has captured this monster tells the audience he would like to have them watch this phenomenal animal devour food. He sticks a box of cereal into the monster's mouth. It eats it. (Boys underneath shake tin cans filled with pebbles and move up and down to give appearance of digesting food.) The boy at the end of the monster tosses out an empty box.

This is repeated several times with various food containers. Each time the empty container is thrown out.

Finally, the monster grabs the Cub and after a great deal of commotion, the Cub conceals himself behind the sheet. A Cub uniform which has been held under the sheet is tossed out at the end.

The group makes a hasty exit with victim under the sheet.

### SKY STUNT

A person comes on stage, looking at the sky. Each following person comes in, looks at the first person then looks up at the sky and continues looking. They continue this for a while until the last person or the Cubmaster asks the next one ahead of him what he's looking at. He doesn't know, and asks the next one in line and so on up to the first one, who says "I'm not looking at anything, I have a stiff neck."

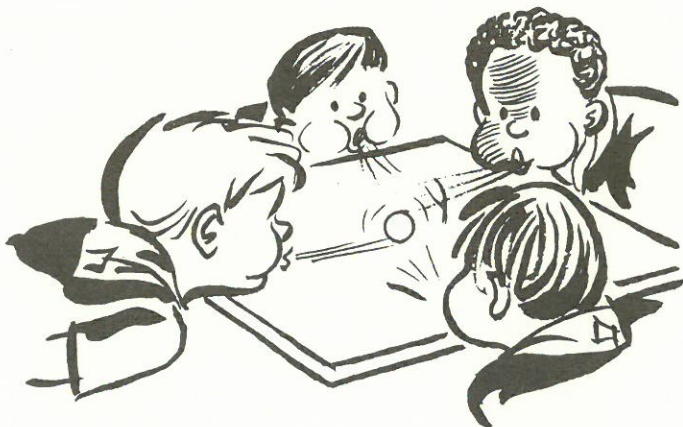
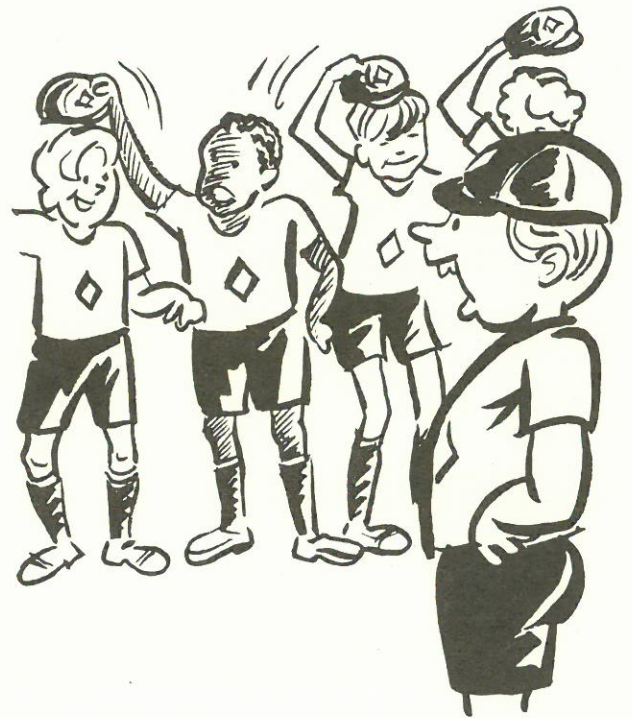
FOR MORE INFORMATION REFER TO CUB SCOUT PROGRAM HELPS, AND  
CUB SCOUT HOW-TO BOOK



# Everybody Needs a Stick !



A stick is good for leaning on...  
for scratching your back...  
for taking on a hike...  
for talking to...  
or just for having around !



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# GAMES--EVERY BOY WINS!

**H**ave you ever seen the fun torn from a boy's game? Games are an integral part of den and pack activities, but as a leader, you must be careful to make sure every game is a winning experience for every boy. No one likes to lose. The games in this Pow Wow book give a wide variety of types of games. In some games there is a winner, but in no game is there a loser. Be sure to recognize the efforts of the boy or team who finished last as well as those who finished first.

In many of the games, the goal is to have all the boys work together to solve a problem or overcome an obstacle. Other games encourage the entire team to try to set or beat a "record" score or time for the activity. Other games are set so that every boy or team completes the exercise; the boy or team that finishes first is not important, but the fact that everyone finishes is important. Many of the games structured with a winner can be changed to fit a cooperative format.

Make sure every boy enjoys and learns from playing games. Keep fun and enthusiasm alive in every game, and remember that in some games there are winners, but there are never, never, never any losers!

## GAMES LEADERSHIP

A well-organized and extensive program of games and relays adds an exciting dimension to den and pack meetings and activities. It is a wonderful opportunity for boys to engage in healthy, active play and contributes to the social development of the boys. The success of games depends on several things:

1. Preparation ahead of time by the leader is a must. Use all resources available. Talk to other leaders for their ideas.
2. Know the game well. Learn the rules of the game and be able to explain, in simple terms, how it is played.
3. Consider the terrain on which the game is to be played. Is the game appropriate for indoors or outdoors or both? Make sure the area is large enough for the game and the group size. If the game is to be played outdoors, check the area to see that it is safe, and free from objects that might cause injury.
4. Secure equipment necessary and have it ready for immediate use.
5. Get and keep the attention of the group while you explain the game. Everyone should be paying attention before the explanation begins.
6. Keep the rules for any game simple. Explain the rules clearly and ask if there are any questions before you start to play.
7. Plan games in which all boys can participate. Keep in mind special jobs for handicapped or indisposed boys, such as judge, timer, starter, or scorekeeper.
8. Keep the game short and peppy. Stop playing the game before interest lags.
9. Have an extra game or two in mind in case your plans are disrupted by unforeseen events such as rain or broken equipment.
10. Everyone enjoys winning but, unfortunately, losers become tired of losing, and eventually lose the desire to play at all. Encourage the team effort and the participation by all, and discourage the centering of attention on who wins and loses.
11. Be enthusiastic yourself!

## PLAYERS

The number of players can affect an activity tremendously. A tag game with five boys is quite different from a tag game with fifty-five boys. If a game with a large group gets too chaotic, divide into smaller groups or several teams. If certain games become too dull, heighten the challenge by selecting more than one person to be it.

## ROOM

The limitation of a room (size, furniture, the group next door, etc.) can be frustrating and may require that certain rules be altered. If noise is a problem, pick a game in which being quiet is the challenge, or add a "no talking" rule to a game that doesn't necessarily require silence. If the room is crowded with furniture, try to incorporate them as boundaries, obstacles, or building blocks.

## TIME

Add time limitations to create additional challenge and excitement as players strive to find a solution and beat the clock. Relax time limitations if they create frustration and turn what could be an exciting game into an impossible obstacle course.

## MATERIALS

Changing the materials can transform a game or activity completely. Playing baseball with an eight-foot carpet tube and a balloon creates a whole new game. Building towers with paper instead of wooden blocks, becomes an engineering problem of an entirely different order. Don't be afraid to substitute materials for any game.

## RULES

Rules are the central structure of every game. They create the problems boys seek to solve. If one rule is changed it will effect every other rule, and eventually redefine the game. For example, a "no hands" rule for playing tag means a new method of tagging must be devised--possibly with noses, feet, or elbows. In this case, further rules are necessary so that players don't kick each other and noses don't get broken.

Rules are for the convenience of those playing. Rules that work one time may be inhibiting at another time. If changing a rule or two isn't enough to pep up the activity, change the game by adopting an entirely new set of rules.

## SCORING

Many of the games in this Pow Wow book do not involve scores or winners and losers. Scoring can be used to encourage each boy to play better rather than to prove that one boy is better than the other. Traditionally, points are awarded for "fastest" and "most". But points can also be given for innovation, imagination, endurance, style, and agility. For some games you may try awarding points for cooperation. Teams that involve all members get extra points. Always be on the lookout for ways to use scoring that encourage players rather than discourage them.



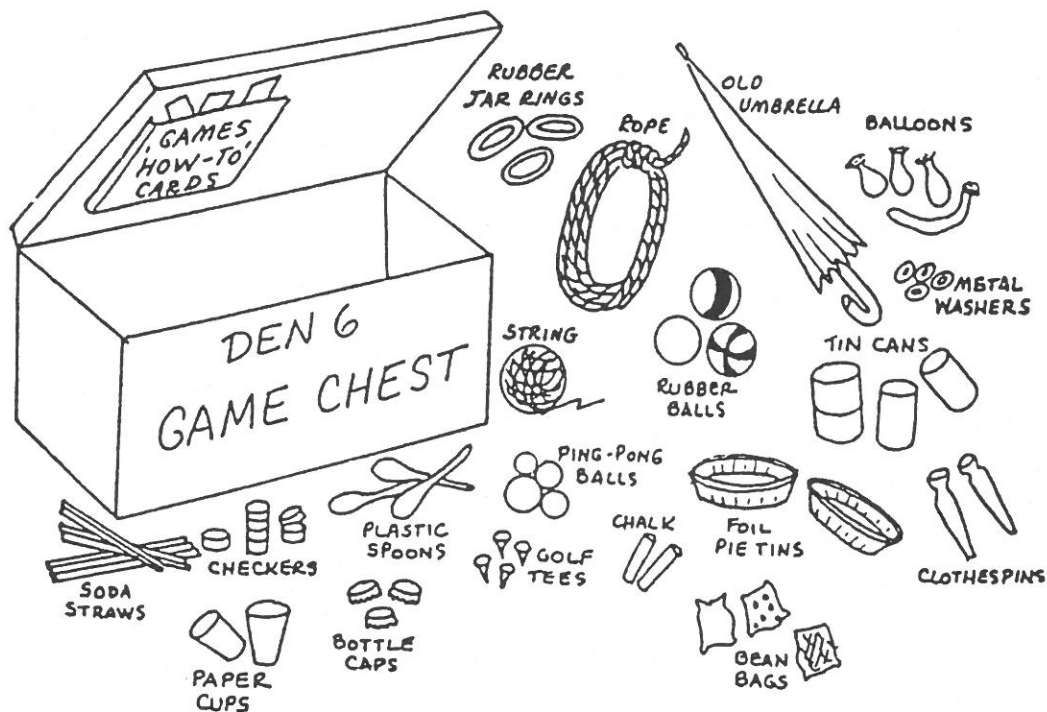
## DEN GAME CHEST

Den game chests come in various sizes, shapes, and colors. A game chest may cost nothing but time and determination, or you may have several dollars invested. A game chest is sometimes called the den leader's helper.

It may be a cardboard box, an old foot locker, a cast off toy chest or any other container which you have handy and can be spared for game or craft supplies.

Once you have selected your game chest, involve the boys in the preparation. A little paint, a few decals, lots of imagination, and perhaps even the boys' own signature will personalize its exterior. The world will know where Den 3 keeps its game supplies.

It's what's inside that counts. A leader can fill a game chest with material from around the house or the boy can be asked to bring items from home.



### SUGGESTED SUPPLIES:

These items may be used in several different 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 a container; old work gloves are helpful in playing Fumble fingers. Handkerchiefs make good blindfolds; rubber rings may be tossed over bottle necks. . .the list goes on and on.

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

It's also a good place to store den supplies, unfinished craft items and den records. If you haven't made a den game chest, try it now. You will find that it is really a treasure chest!

# HELPING OTHER PEOPLE

DECEMBER 1996

## TRIANGLE TAG

Divide the group into groups of four. One of the boys volunteers to be it from each group. The other three boys join hands in a triangle. One of the three in the triangle volunteers to be the target. The fourth player (it) stands outside the triangle. The object of the game is for the chaser (it) to tag the target. The three boys in the triangle all cooperate to protect the target by moving and shifting, and the target must be tagged somewhere other than the hands or arms, and cannot be tagged from across the triangle. When the target is legally tagged, he becomes the next chaser and another target (other than the boy who was just the chaser) is selected. To make this game a little easier for the chaser, you might have the boys keep their hands on each other's shoulders rather than hold hands.

## SNOWFLAKE

Obtain a sizable quantity of loose styrofoam packing material. These lightweight objects are your "snowflakes". Climb to the top of something (staircase, ladder, second story window, etc., and launch some snowflakes. Have the boys stand below and try to catch them on their tongues. Use as competition or add up a collective store. Since these snowflakes don't cost anything, throw them away after they have been dropped.

## HANDICAPPED SNACKS

Have the boys pair up.

First Task The snack should require some assembly, such as an ice cream sundae. One member of each pair is blindfolded. The other boy cannot use his hands.

Second Task Eat the snack. The boys must work together to enjoy the snack.

## FIND THE BELL

Have the boys sit in a circle. Choose one boy to sit in the center. Either turn off the lights or blindfold the boy. Give a bell to one of the other boys, who begins to pass it around the circle. The object of the game is to pass the bell quietly so that the boy in the middle cannot guess who is holding the bell. Boys may not silence the bell by holding the clapper--they have to try to pass it carefully so that it does not ring.

## SANTA'S BAG

Number 10 paper bags from 1 to 10. Put a familiar object in each bag (preferably an article related to Christmas) and staple the bag shut. Each boy is given a pencil and paper on which he lists numbers 1 through 10. He tries to guess what is in each bag by feeling through the paper, and records on his paper what he thinks is in the bag. The boy with the most correct answers is the winner.

## SANTA'S REINDEER

Boys stand side by side on a line called the North Pole and each selects the name of one of the reindeer for himself. One boy is designated as Santa Claus and goes to the middle of the play area, facing the reindeer, between the North Pole line and one at the other end called Santa's House. It is Santa's job to call the name of one of the reindeer, and all reindeer with that name try to run (galloping style) to the line designated as Santa's House before they are tagged by Santa. All those tagged go to the center and help him tag the others. When all have been called, Santa counts the number caught and then designates one not caught to become the next Santa. All go back to the North Pole line and the game starts again, with each boy selecting a new reindeer name.



# FAMILY SHOWCASE

JANUARY 1997

## MIRROR IMAGE

Divide the group into teams of two. Have each team of two face each other, almost toe-to-toe. One boy acts as the initiator and the other becomes his mirror image. The leader must remember during the presentation that this activity is not competitive and that the intention is to make movements that are both interesting and slow enough to mime by the boy attempting to mirror the facial and physical actions of the initiator. The basic rules are that partners cannot touch each other; all movements must be in slow motion; and one foot must remain on the ground at all times. Have the boys switch roles after a while.

## LET'S FACE IT

Have the boys sit in a circle on the floor. The object of the game is to make the funniest face possible. Have boys inflate cheeks, wrinkle noses, furrow eyebrows, show teeth, etc. Tell the boys that a magic spell has been cast over the group, changing everyone's face. To save everyone from the spell, a funny face must pass around the entire group, boy to boy, until it gets back to the first boy again. Then magically, the spell will vanish. The leader begins slowly changing his/her face into a funny expression, then turns to a neighboring boy, who must mirror the face. The boy, after mirroring the leader's expression, changes his face slowly as he turns to the next boy, who must mirror and pass to the next boy, and so on around the circle.

## NOW THE NEWS

Have the boys sit in a circle. The object of this game is for each boy to add three words to a single story as it is passed around the group. The three words should help describe an incredible news story. The more absurd, the funnier. The leader should begin the story slowly by saying something like, "Late last night..."; the second player might add "...a green monster...". If someone gets stuck and can't think of something, come back later. It is important to keep the game moving along.

## TRAGEDY AND COMEDY

Have each boy recite a nursery rhyme in a certain emotion. The first boy may say it as a happy person, the second as a sad person, the third as an angry person, the fourth as a scared person, etc. Have the boys vote for the best actor, but tell them they cannot vote for themselves.

## TRANSFORMATIONS

Divide the group into two teams. The object of the game is for boys to form as quickly as possible into human representations of whatever you describe. Call out the name of an object. Team members then must arrange themselves into that shape. For example, if you say helicopter, boys must decide how they will link together into propellers, cockpit, and landing gear. Other ideas for transformations are suspension bridge, ship, cathedral, tree, waterfall, truck, bus, scout emblem, arrow of light, hatchet, etc.

## OUT-OF-SIGHT SHAPES

Have all the boys stand in a circle. This game is a pantomime in which an invisible piece of space can be squeezed, squashed, twisted, or rolled into any imaginable object. To begin, the leader quietly pulls a chunk of invisible space out of his/her pocket and begins to shape it into a large pretend object, such as a fishing pole, a baseball bat or dog, etc. The leader then passes the object to a neighboring boy, who transforms it into another form and passes it along. Each boy should take about thirty seconds to transform the shape. When the final transformed object returns to the leader, gently squeeze it back to its original shape and put back in the pocket.

# STORY OF THE BLUE AND GOLD

FEBURARY 1997

## BLUE AND GOLD MANNERS

A hat, napkin, man's tie, knife and fork are needed to play this game. Also a bar of chocolate and a pair of dice. The players take turns throwing the dice. When one gets a double, he immediately puts on the hat and tie and places the napkin in his lap. He tries to open the chocolate bar using only the knife and fork. In the meantime, the other players continue to throw the dice. If another player throws a double, then the player working on the chocolate bar removes the hat and tie and gives them to the new player, who puts them on and tries his luck with the chocolate bar. The game goes on until all of the candy is eaten with the knife and fork.

## ICE CREAM RELAY

Divide boys into pairs. Give each boy a small dish of ice cream, and two spoons tied together with a six inch piece of string. The first pair to finish their ice cream wins. Note: they must eat at the same time, not individually.

## FEED THE GUEST

For this game you will need large cloth napkins (Cub Scout neckerchiefs will do), Gum Drops, Toothpicks. Each side of the table plays against the other side.

Place a napkin, bowl of gum drops and a package of toothpicks at the end of the table for each team. At the given signal, the first person on each side ties the napkin around the neck of the person sitting next to him, picks up a toothpick, spears a gum drop and feeds the person next to him. This person then unties the napkin from around his neck and repeats the procedure with the next person. This continues on down the table. The first side to finish wins.

## BLUE AND GOLD BANQUET GOURMETS

Divide the boys into two or more teams. Line up each team at one end of the room and place each set of food items and a bib on the table at the other end of the room. Blow up balloons and place them on the table beside each team's goodies.

On "GO", the first boy of each team runs to the table, puts on the bib and does the following:

- Eats one cracker
- Eats one section of an orange
- Uses a straw to take one sip of pop
- Eats four peanuts

When finished, he runs back to his team, and the second boy dons the bib and tastes the food. The relay continues until all food items for each team are gone. When the last mouthful is gone, that boy pops the balloon to signal that his team has completed its taste test.

## SHORT ORDER CHEF

In order to play this game you will need 4 chef hats; 1 bucket filled with water; 4 pair of scissors; construction paper; 4 sets of kitchen utensils (plate, bowl, cup, knife, fork, spoon).

This game works well for a large group and can include both parents and boys, or even parents only for good Blue and Gold entertainment. Organize the group into four teams, with each team sitting one side of a square formation. Give each player a number. A chef's hat is placed in front of each team. All other pieces of equipment are placed in the center of the square. The leader calls out a menu item (e.g. soup and a sandwich) and then calls out a number. That person on each team must put on the chef's hat, run to the center of the square, take scissors and construction paper, and cut out figures which resemble the food items named. He then fills the soup bowl with water from the bucket, puts the sandwich on the plate, picks up a spoon and runs around the outside of the square formed by the four teams. When he reaches his home spot, he sits down. If the player drops any item, he can pick it up and slap it back on the plate. The first player home scores a point for his team.

## CUB SCOUT PACK O' DICE

Make dice from large cubes of foam rubber or blocks of wood. Paint words pertaining to Cub Scouting (Wolf, Bear, Webelos, Bobcat, Akela, Pack) on all six sides of the dice. Boys take turns tossing out one dice at a time, then trying to match the word on the top by tossing the second dice. If player matches word, he gets 5 points. The first boy to 15 is the winner.

## PUZZLE HUNT

Before the den meeting, cut out full-page pictures or the cover from Boy's Life magazine and paste them to a piece of poster board. Cut them out into three pieces, jigsaw fashion. Make three piles of the three sections of puzzles with a section from each puzzle in each pile. Pin one section from the puzzle to the wall, hide a second part of each puzzle somewhere in the room, and when the boys arrive, give each boy a third part. They try to match the part they have with what they see on the wall and can find in the room to put the puzzle together.

## LIVING CLAY

Each boy selects a partner. One boy becomes a blob of clay, and the other becomes the sculptor. The sculptor molds and forms the human clay into any shape possible without hurting the clay. Arms can be turned, legs bent, heads tipped, and faces pushed into strange expressions. The clay may resist any unreasonable positions. When the sculptor is finished, the creation may be put on exhibit. After the exhibit, sculptor and sculpture should change places. This is a good opportunity for photographs.



# WEATHER OBSERVATIONS

MARCH 1997

## CLOUDS ON THE CLOTHESLINE

Materials needed for this game are 36 clothespins, 2 baskets, 2 aprons, 2 raincoats or ponchos, and 10 diapers or pieces of cloth. Two clotheslines are strung between two posts or trees. Divide the boys into two teams or play the game as a fun event with no competition and time the event. In this relay, every other member of each team puts on the apron and hangs the clothes out on the line, while the alternate member puts on the rainwear and takes the clothes down from the line. On "GO", the first boy from each team takes the clothes basket, filled with half the diapers and half the clothespins, and runs to the clothesline to hang them up. When the job is finished, the next boy on the team puts on the rain gear and takes the clothes basket out to the line to bring in all the diapers. The relay ends when every member of the team has either hung up or taken down the diapers.

## WEATHER BALLOON COMPETITION

This game may be played in teams or individual competition. To play, set a base, such as a book or rock on the ground. Each boy in turn blows up a balloon and releases it to shoot squealing into the air. The distance each balloon travels is measured to see which went the greatest distance.

## WEATHER OBSERVER

Each Cub Scout will need pencil and paper. The leader gives a 3-5 minute fictitious weather report full of lots of weather activity. While telling the story he does several things such as mopping his brow, buttoning his shirt, scratching his ankle, etc. At the end of the forecast, each boy is asked to write down NOT what the forecaster said, but what he did during the report and in the order that he did them. Another variation would be for them to write all the different types of weather conditions mentioned and in order.

## BALMY BREEZES

Seat the boys around a table small enough so they will be close together. Put a ping pong ball in the center of the table. On signal, boys sit with their elbows on the table and their hands behind them, try to blow the ball off the table between two of the other players. A boy scores a point every time he manages to blow the ball off the table. This could also be done as a team competition with one team at each end of the table.

## FAST DRAW

This game uses the sun as the ammunition for a quick draw competition, so keep a cloudy day game in reserve. Have boys pair off. Give each boy a small, hand held mirror. Have the boys hold the mirror at their hip, like a gunfighter. The boys should face off with the sun approximately the same angle to each boy. When the boys draw, they will try to reflect the sun's rays onto their opponent first. Doing so wins them the fast draw contest. Have them stand farther apart to make the game more difficult. If you don't like the thought of gun fighting, have them draw and aim for a target on a wall.

## RAINDROPS OVER AND UNDER

A single line is formed with one boy behind another. Four or five filled water balloons are placed in front of the first boy. One by one, the first boy takes each balloon and passes it over his head to the boy behind him. He passes it under his legs to the next boy, who passes it over his head to the next, and so on. When the raindrop gets to the last boy, he runs to the front of the line and passes it over his head. Adventurous groups can choose to toss the balloon over their heads and hike it up from between their legs.

# CUB SCOUT BIRDWATCHERS

APRIL 1997

## WATCH THE BIRDIE

The object of this game is to allow the boys the opportunity to pretend they are birds, trying to hide from the bird watcher. The boys walk a given distance down a trail, while the leader explains the rules. Each player is given time to hide along the trail. They may go no more than 15 feet from either side of the trail, and may use anything in the natural environment to provide camouflage.

The leader waits about five minutes until all players are hidden. The leader walks the trail ONCE ONLY, and tries to find as many boys as possible. After the walk, the leader calls out and watches to see where all the successful birds hid. This game can be repeated many times, with different boys taking the role of the searcher.

## FOX AND CHICKENS

Line up the group in single file. Each Cub Scout holds the waist of the player in front of him. The boy at the head of the line is the Mother Hen and the rest are the Chicks. Another Cub Scout - the Fox - stands in front of the line. On signal, the Fox starts around the line, trying to catch the last Cub. The Mother Hen flaps her wings and follows the Fox to prevent him from catching the Chicks. The others keep in line with the leader and turn away from the Fox. If the last Chick is caught, he falls behind the Fox and the game continues until all Chicks are caught.

## TWEETIE

All eyes are closed. The leader whispers in one boy's ear, "You're the tweetie." Keeping eyes closed, each boy finds another's hand, shakes it, and asks, "Tweetie?" in a high pitched voice. If both boys ask "Tweetie?" the two drop hands and go on to someone else. The tweetie remains silent throughout the game. A boy who gets no response to the question "Tweetie?" has found the tweetie and becomes part of it by holding on to the tweetie's hand and remaining silent from then on.

Anyone shaking hands with any member of the tweetie becomes a part of it, and the tweetie grows larger and larger until everyone in the room is holding hands. Once the group has become one giant tweetie, the leader asks that all eyes open. If the boys are having problems finding the tweetie, the size of the playing space can be reduced or the bird can give out an unexpected chirp now and then.

## JAMACKWACK

Divide the group into two teams. One team will impersonate the famous Jamackwack birds. Since the Jamackwacks can only walk in reverse, each player must bend over, hold onto ankles, close eyes, and walk backward. The other team creates a corral by standing hand in hand in a circle around the birds so they can't escape. But there is an open gate, a place where two players do not hold hands.

The Jamackwacks must try to find the opening in order to get out. When a Jamackwack discovers the opening, he starts to yell "Wack! Wack! Wack!" to the other Jamackwacks. The other Jamackwacks, hearing the calls, know where the opening is, and begin to find their way to the gate by following the yells. Meanwhile, the boys in the circle around the birds can do nothing to stop their escape except drown out the calls of the free Jamackwack by singing a song as loudly as possible. The more birds that escape, the louder everyone has to sing. When every Jamackwack has finally found the way out of the pen, the birds and the circle switch roles. There are no winners or losers in this game, but it is very amusing to observe how the rarely seen Jamackwacks behave.



## FEATHER FRENZY

Materials for this game include one paper plate, feather, and rattle for each team. Divide the group into teams (as many as you like for the size of the group). Line up the teams in parallel lines at one end of the playing area. On "GO", the first member from each team fans the feather with the paper plate, while constantly shaking the rattle with the other hand. The feather must be moved to the designated finish line and back to the next team member.

## ALL BIRDS FLY

One boy is chosen to be it. Standing in front of the group, he says, "All birds fly." The boy who is it then names ten things--birds, animals, or objects--and says they fly. For example, "Eagles fly. Trombones fly. Oranges fly. Pigeons fly. Bananas fly. Robins fly. Cookies fly." While reciting the list, the boy flaps his arms. Whenever the boy who is it actually names a bird, all players flap their arms. The object of the game is to catch boys flapping their arms when the one who is it names something that is not a bird. The player who is it can do this by listing things rapidly or staggering things to confuse the group members and catch them unexpectedly. If boys flap when something other than a bird is named, they are out of the game. After the boy who is it finishes listing the ten things, a new IT is chosen and the boys who are out can re-enter.

## BIRDS ON A TELEPHONE LINE

Divide the group into two relay teams. String a clothesline from one side to the other at shoulder height of the average person. Clip 20 or more round topped clothespins onto the clothesline. (The pins are the birds and the clothesline is the telephone line) On signal, the first person in each team runs to the line, removes a pin with his teeth (no hands!), brings it back to his team and drops it into a sack. The first team finished wins.

## OWLS AND CROWS

Divide group into two equal teams - one is the Owls and the other, the Crows. The teams line up, facing each other about two feet apart. About 15 feet behind each team is their home base line. The leader makes a statement (This could be related to the monthly theme or nature items). If the statement is true, the Owls chase the Crows toward their base line. If the statement is false, the Crows chase the Owls. Anyone caught must join the other team.

## STEAL THE NEST

Divide the boys into groups of three. One boy is designated the "bird" and steps into the small circle made by the other two boys in his group (the "nest"). The "nests" are scattered over the given play area. Choose one group of three to act as extra birds if this is done as a pack meeting activity. On the signal, all the birds must leave the nest and "fly" to a different one. The extra birds try to find a nest, making every play a wild scramble. A bird, upon landing on a nest, taps one of the players making up the nest and takes his place. The tapped player immediately becomes a bird and steps into the center of the circle until the signal is given to change again. In this non-competitive game, every player has the chance to be active.



# REINVENTING THE WHEEL

MAY 1997

## BLOCK STACK

Get a collection of scrap lumber for this game, and come up with 20-30 pieces of wood about two to five inches in length and width. They can be any shape--it is scrap lumber. Have each boy add a block to the stack. The objective is not to be the one who causes the stack to fall over. A higher objective would be for the group to succeed in using all the blocks of wood without tipping over the stack. Either way, the boys will need to use creativity in order to succeed in this game.

## JUG BALL

This game combines creativity and fun. Cut off the bottom of a gallon plastic milk jug or other plastic container with a handle. Cut diagonally, with the shorter end being nearest the handle. Run a piece of electrician or duct tape around the cut edge. Now that the equipment is ready, all you need to add is a tennis ball. Have the boys throw and catch the ball with their jug. This is a game for the sheer pleasure; there's no winner or loser, just fun.

## INTELLIGENCE TEST

Have a copy of this test to hand out to each boy. Tell them they must follow directions closely. Tell them to concentrate, but that they only have two minutes.

1. Read everything before doing anything.
2. Put your name in the upper right-hand corner of this paper.
3. Circle the word "name" in sentence No. 2.
4. Draw five small squares in the upper left hand corner of this paper.
5. Put an X in each square.
6. Put a circle around each square.
7. Put a circle around each word in sentence No. 5.
8. Put an X in the lower left-hand corner of this paper.
9. Draw a triangle around the X you just put down.
10. On the reverse side of this paper, add 25, 30, and 37.
11. Now that you have finished reading carefully, do only No. 1 and No. 2.
12. You have finished. How did you do?





### HODGE PODGE BALL

This game uses one tennis ball and a variety of items (one for each boy) that can be used to hit the tennis ball, i.e. items that would **not** normally be used for this purpose. For example, an assortment of baseball bats, pots and pans, shields, fly swatters, kitchen utensils, tools, garden equipment, etc. The game starts with one boy batting the tennis ball with his utensil to another player. The ball bounces once between each hit. If a person fails to receive the tennis ball, or sent it to another player, he is eliminated. The game continues until one player is left. Then everyone passes his utensil to another player to start again. A variation would be to see if the ball could go to all players without a miss hit to create a stronger team process.

### MEMORY TEST

Collect 20 articles and place them on a tray. Pass the tray around so all boys have a good look. Then cover or remove the tray and see which boy can remember the largest number of items.

### INVENTORS CODE

Writing in code is an inventive method of secret communications that has been used for centuries. Have the boys use the code shown below to decipher a message.

A	@	J	\$	S	?
B	♪	K	÷	T	♥
C	¶	L	+	U	♠
D	i	M	=	V	♣
E	«	N	%	W	♦
F	»	O	¢	X	♀
G	£	P	#	Y	♂
H	¥	Q	√	Z	€
I	!	R	&		

@ ÷ « + @ @ % i = ¢ ♦ £ + ! \$ ♠ + # « i

@ ¶ & ¢ ?? ♥ ¥ « ♦ @ ! % £ ♠ % £ @ & ! ♣ « &

# OUTDOOR ADVENTURE

JUNE 1997

## NIGHT TREE HUNT

Set up the course in advance by tacking 10 numbered cards to 10 trees, noting the type of tree and its number. After dark, arrange the Cub Scouts in pairs and give each pair a flashlight, a piece of paper, and a pencil. Explain the boundaries of the playing area and set a reasonable time limit for the distance and terrain they must cover. Send out the pairs with directions to try to locate the numbered trees without letting the other teams see. When players spot a tree, they write down the number and the tree name. If they don't know the tree, they must bring one leaf from the tree. At the sound of a whistle, all teams return to base. Award one point for each tree found and one for each correct name.

## WATERMELON SPLIT

This game involves transporting a whole watermelon from one point to another in a relay fashion. The course should be set up ahead of time, and the leader should position the boys at certain stations along the course. The watermelon can be carried in a variety of fashions (alone or with partners) before being handed off or tossed to fellow carriers. The important thing is for the boys to work out their own plan to accomplish the goal together. Once the watermelon has been through the course, it is cut up and shared. Then the boys may compete in watermelon seed spitting contest, either for distance or progressive to see how many spits it takes to reach a set destination, with all boys participating in a group effort.

## GOPHER HOLE BOWLING

Six one quart tin cans are needed. Punch holes in the bottom for drainage and sink them in the ground level with the surface in the following positions: sink one can in the center and then sink the remaining five in a circle around it, the circle having a radius of eighteen inches. About twenty feet distance establish a bowling line. Ordinary croquet balls are used or you can use tennis or baseballs.

## JUMP THE CREEK

Each boy does his best and tries to improve his last jump. Two ropes are laid parallel and close together. One at a time, the boys jump across the "creek". After all have jumped, the distance between the ropes is increased slightly. The boys must not step in the "creek" (between the ropes) or on the water edge (the ropes) or they are eaten by sharks and must leave the game.

## QUIET AS A MOUSE

One boy is chosen to hide somewhere within the designated playing area. The other boys enter the area and begin to search quietly for the hidden one. No lights or aids are used. When a boy finds the hidden player, he very quietly joins him in the hiding spot. The other boys continue to search until they, too, find the hidden boy. The last player to reach the hiding spot becomes the hider for the next round.

## SOMETHING FISHY

Split the group into two or more teams of even numbers. Each team is a fishing boat and its members are fish and fishermen. The first boy is the fish, while the second is the fisherman. The fisherman holds the "line" (popsicle stick with 15 feet of string attached), while the fish takes the loose end of the string. On "GO", the fish runs until the string is unreeled and stops, turns and faces the boat and the fisherman reels him in. The fisherman then becomes the fish, while the third boy on the team becomes the new fisherman. The object of the game is to land all the fish before the other team(s). When finished, the team sits in a straight line, holding the shoulders of the person in front so they won't tip the boat.

## OUTDOOR NATURE HUNT

Make up a list such as the one below for each boy. Boys can hunt in pairs in your backyard or in the park. See which pair can find the most within a limited amount of time.

1. Something alive that flies
2. A cup of wet sand
3. A dandelion
4. A weed at least one foot tall
5. A piece of string
6. Five oak leaves
7. Three rocks at least 2 inches in diameter
8. A feather
9. Clover



# TOMORROW'S WORLD

JULY 1997

## ASTRO MOON SAMPLE RELAY

Divide the boys into two relay teams. A pair of canvas gloves, a fruit jar with lid, and five straight pins are at a goal line for each team of astronauts. At signal, each team's first boy runs to goal, puts on the gloves, empties the jar, picks up the pins, puts them in the jar again, puts the lid on, lays the gloves aside, and runs back to his team to touch off the next player. First team finished wins.

## GOING TO THE MOON

The leader says "I am (name) and I am going to the moon and I will take a \_\_\_\_\_ and a \_\_\_\_\_." Everyone then repeats the phrase filling in their own names and objects. They are then told they may or may not go to the moon. The secret is the objects you choose must have the same first letters as your initials. For example, Bill Smith might take a balloon and a sack; Fred Jones might take firecrackers and jam. But if Mike Thomas took a ball and a bat, he could not go.

## ORBIT

Two boys, designated as Earthman and Spaceman are blindfolded and led to opposite sides of a table facing each other. Neither know for sure where the other is or in which direction he will move. Earthman must try to catch Spaceman and Spaceman must elude Earthman, but each must keep one hand touching the "launching pad" or table at all times. At a signal Earthman stalks Spaceman, who in turn listens intently, and tries to keep as quiet as possible. If the Earthman doesn't touch the Spaceman within two minutes, Spaceman wins. If the Earthman catches the Spaceman, he is the winner. Two new boys take their places.

## ROUND THE MOON

All dens line up at one end of the room each boy places his hands on the waist of the boy in front of him, so the den forms a "rocket". A chair is placed at the far end of the room, opposite each den. These are the moons. When the leader calls "Blast off", the dens run the length of the room around their moon and back into orbit. As they pass the starting line, the rockets drop a section each time, and the boys sit down there one by one, until finally the "nose cone", the first boy returns home. The first team to be seated wins.

## SPACE PILOTS TEST

Give a 3 or 4 foot long broomstick or dowel rod to each team. Form teams into parallel lines. At the signal the first boy in each line runs to a spot in front of his line, stands the stick on end, places his forehead on the stick and goes three complete turns, drops the stick and returns to touch off the next boy in line. When making the three turns, the boys hold their arms out straight as though they were the stabilizers of a rocket ship. The team finishing first is the winner.



## EATING IN OUTER SPACE

When it's time for refreshments, let your "astronauts" (several at a time) eat in "weightlessness" as they do in outer space. With thread, suspend doughnuts from a clothesline. In addition, fill paper cups half full with water. Tie at three points and suspend one cup near each doughnut. Each astronaut will try to eat the doughnut and drink the water without touch them with their hands. There will be a lot of fun as the powdered sugar bounces against their faces and water dribbles down their chins.

## COMET BALLS

To make a comet ball, get a long, cotton tube sock without a heel and a solid sponge rubber softball. Another variation is knee-high hose and a tennis ball. Drop the ball into the toe of the sock and tie a knot just above the ball. Viola--you've got a comet ball. Now start tossing. The official comet ball toss is accomplished by holding the end of the sock, twirling the ball around underhand a few times, and letting it sail. With a bit of practice, boys will be able to send their comets sailing to their friends. The only acceptable way to catch a comet ball is by the tail. Soon everyone will be happily launching their comets into space. Why make a game of this? This is fun just on its own.

## PLANETS IN SPACE

Boys spin the same readily available object (planet)--a ball, a hard-boiled egg, etc. Have them begin spinning at the same moment. The objective is simply to have the objects stop at the same time. Boys can try as many times as they like by adjusting their spins so they match.

## WORMHOLES

Have each boy take a sheet of 9" by 12" construction paper and two paper clips. Have the boys roll their paper into 12-inch cylinders with a 1-inch overlap. Fasten ends with paper clips. Split the group into two teams and have them stand in parallel lines. Tell the teams to hold their paper cylinders end to end to create a wormhole, through which the asteroid must pass. Crush two pieces of paper into balls small enough to fit through the wormholes (cylinders). Tell the boys that the asteroid that gets through the team's wormhole first will make that team the winner. Say "GO" and drop the asteroids (paper balls) into the ends of the first two wormholes. Team members must jiggle the asteroids from one wormhole to the next. If an asteroid drops on the floor, the last person must pick it up and try again. Passes can only go from wormhole to wormhole, and cannot touch anyone's hands. One option is to have the team reverse the wormhole, making the asteroid go back through, making the game longer. You may also try this as a non-competitive event, with the whole group trying to beat their best time.



# AGE OF DINOSAURS

AUGUST 1997

## DINOSAUR EGG

Divide the boys into pairs. Tell them that you have been given a dinosaur egg (a ball of about volleyball size wrapped in colored aluminum foil). The egg cannot be moved from place to place unless it is carried between the heads of two people. The egg is unique in this way because it must be in contact with human brain waves while it is in motion or the baby dinosaur inside might get upset, break the egg open, and eat the carpeting. The object is for each pair to crawl sideways to the end of the playing area and back. They must then exchange the egg with the next pair in line, without using their hands.

## DINOSAUR EGG CIRCLE PASS

Boys play this game with a 3-4 inch ball which is filled with sand. The ball can be made with a leg cut from panty hose. To play the game, boys kneel in a circle and pass the ball around from boy to boy with a flat, open hand (palm up). When first learning the game, use two flat hands side-by-side rather than one. The object of the game is to pass the egg around the circle as rapidly as possible without actually grasping it. It can also be attempted with more than one egg at a time.

## KIDNAP BABY T-REX

Half the group is given blindfolds to wear. These boys are placed in a scatter formation within the boundaries of the playing area. A replica of a dinosaur is placed between their feet, but not touching them. (The replica can be a plastic toy dinosaur, a picture of a dinosaur, a real dinosaur, etc.) The other half of the group (who can see) begin to stalk the blindfolded mother T-Rex in an effort to obtain the baby between their feet. In an attempt to pinpoint the abductor, the blindfolded boys may point to a sound. If the kidnaper is there, they have to switch positions. Try to collect as many baby T-Rex as possible without being caught.

## DINOSAUR TRACKS

Divide the group into two teams. Line the teams up on one end of the playing area. Give each team two dinosaur feet (large pieces of cardboard that have been cut to resemble dinosaur feet--just get close; whose going to dispute the feet aren't accurate in design). On "GO", the first boy places the cardboard left foot on the ground and puts his right foot on it. The boy turns around to pick up the left foot and places it down in front of him. Boys advance the length of the playing field by stepping on the two feet. When boys reach the far end, they pick up the two feet and run back to give them to the next boy waiting in line. Variations would be to have two boys travel together on a single pair of feet, or to see how many boys can travel on the feet without their own feet touching anything but the cardboard pieces.

## EVOLUTION REVOLUTION

Give each boy a large piece of construction paper and a pair of scissors. Have the boys cut out the shape of a dinosaur of their own invention. They can use scissors or markers to decorate their dinosaur. Have boys describe their dinosaur with a name and tell a story about the dinosaur when it was alive.

## SHAKE THE TAIL

Divide the boys into two groups--shakers and stompers. The shakers each hold the end of an 8-foot rope between their thumb and first finger and squiggle the rope, so that the end of it drags along the floor, like the tail of a dinosaur might have done. Shakers must be running around while shaking the rope. The stompers try to step on the rope, thereby pulling it from between the shakers' fingers. Once a stomper has stepped on a rope and it has fallen to the floor, he or she picks it up and becomes a shaker. The shaker dropping the rope becomes a stomper.



## OUR TOWN, USA

SEPTEMBER 1997

### CLEANING UP OUR TOWN

Materials needed for this game are 2 aprons, 2 towels, 2 brooms, 2 dustpans, 2 buckets filled with water, 4 dishes, 1 garbage can. Divide the group into two teams, and line them up in straight lines at one end of the playing area. Give the broom and the apron to the first boy on each team; at the other end of the playing area, place the dustpan, the bucket, and the dishes and the towel. The garbage can is put between the two buckets. On "GO", the first boy puts on the apron and sweeps the floor to where the dustpan lies. He scoops the dirt into the dustpan and dumps it into the garbage can. The boy then washes and dries the two dishes and races to the start, carrying the apron and broom. The house is clean when all boys have swept the floor and dried the dishes.

### CITY NATURE

Take the den on a city nature hike. Take along a Boy Scout Handbook. Have the den explore a highly urbanized area of the community (maybe the main shopping mall) to see how many different kinds of trees, plants, birds, animals, and insects they can find. Have them list the identified items and give points for each one.

### STREETS AND ALLEYS

This is a great pack or large group game. All the players except two stand in several parallel lines making ranks and files with four or more players in each. Lines should be far enough apart so that boys in one can clasp hands with their neighbors in the next one without straining either way. The two extra boys act as thief and policeman. Players join hands across the ranks, forming streets. Then the thief runs and policeman tries to catch him. When the leaders say "right face", the players face right and join hands along the file, forming alleys at the right angles to the streets. To make the game more lively, the command to change from street to alley should be given fairly often. The thief and the policeman must keep to the streets and alleys. They are not permitted to break through the joined hands or to go under them. When the policeman catches the thief, two other players take their places and this continues until all boys have played.

### CITY TO CITY

Materials needed are a road map, dice, and a small marker for each boys. Choose two cities several hundred miles apart on the map. Each player rolls the dice in turn and moves his marker from the starting city toward the finishing city by an appropriate number of towns on the map. Players may take any route they wish toward the destination city. First to arrive at their city wins.

### MAP MAKING

Divide the boys into teams of twos and threes. Each team can then make a map guiding the other boys to some part of the neighborhood. The edges of the map can be burned to yellow them. After maps are made, teams trade maps so that each team has a map made by another team. Teams then try to navigate to map site and back in shortest time.



## 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, public telephones, broken windows, trees, fire alarm boxes, fire hydrants, telephone poles, TV antennas, mailboxes, cracks in the sidewalk, parked cars, traffic signs, bicycles, etc. Each boy could be responsible for counting one designated item. Have the den report statistics at the next pack meeting.

## GARBAGE COLLECTOR

Equipment needed for this game include a basketball, two chairs, two garbage cans and a whistle. Split the boys into two groups. Each team consists of one goalie and any number of forwards and guards. Each goalie stands on a chair, holding the garbage can in both hands. Start with a jump ball in the middle of the area. The ball may then be advanced by dribbling, carrying or kicking, but must follow the 3-3-3 rule: the players may not have possession of the ball for more than 3 seconds, take more than 3 steps, or bounce or dribble the ball more than 3 times. If this happens, the ball must be given to the closest player from the other team. Points are scored by landing the ball in your goalie's garbage can. The goalie may assist by extending the basket in various directions, but he may not step down from the chair. And, physical contact is not permitted.



## **FIRE! FIRE!**

OCTOBER 1997

### **SHOOT OUT THE CANDLE**

A lighted candle rests on a plate or tray about six or eight feet away from a line of players. Boys take turns trying to shoot out the flame with a water pistol. If a player succeeds, he gets one point and the candle is relighted for the next player. Winner is the boy with the most points at the end of a designated time.

### **FIRE IN THE MOUNTAIN**

Form the boys in two circles, one inside the other, with equal numbers on each team. One boy stands in the middle of the two circles. Everyone joins hands. When the boy in the middle says, "Fire in the mountain!", the two circles move in opposite directions, the outer circle clockwise and inner circle counter clockwise. As the circles begin to move, the boy in the middle joins in the inner circle. The circles continue moving until the boy who was in the middle says, "Fire's out!" Then everyone stops. The boys in the outer circle must be directly behind a boy in the inner circle. Since the boy in the middle has joined the inner circle, there will be one in the inner circle who won't have another boy behind him. That boy will be "IT" for the next game.

### **FIRE!!!**

One boy is chosen to be the "small flame" carries a red streamer. He chases the others, trying to tag them and turn them into flames. Each boy he tags runs to a leader who gives him a red streamer and sends him off to join the chase. Very soon, one little flame has become a roaring fire. Add to the game by saying a tagged player is safe if, within a count of 5, an untagged player rescues him by correctly reacting to a clothing on fire situation or another fire emergency. In another variation, the tagged player is safe if, within a count of 5, he explains how to call for firefighters or describes how to put out an outdoor fire safely.

### **CANDLE CARRY**

The object of this game is to carry a lit candle through an obstacle course. Make sure the base of the candle has a holder so the hot wax won't drip on the boys' hands. The candle must be passed from boy to boy through the course. Each boy will have a section of course to cover, with an assigned method to cross their section. One might have to be riding a bicycle, another on a skateboard, another might have to jog, or walk backwards, or on tricycle, etc. Too swift a pace might put out the candle. Completing the course with the candle lit is the object of the game.

### **FIRE**

The boy in the center of a ring of boys points his finger at one of the other boys. As he does, he shouts either "Earth", "Air", "Water", or "Fire", and counts to ten. The boy to whom he points must answer appropriately before "It" can count to ten. If "Earth" was called, he must name four animals that live on earth. If "Water" was called, he must call the names of three different fish. If "Air" was called, he must call three different birds or flying insects. If "Fire" was called, he must remain silent.

## PASS THE FIRE BUCKET

Have the boys sit in a circle. The object of this game is to pass a #10 can around the circle, only using their feet, in the shortest amount of time. After they get the system down, have them try to do it without letting the can touch the ground. If they're really good at this, have them pass two cans at the same time, going in opposite directions.

## WATER EXCHANGE

Have the boys stand in a circle with a paper cup between their teeth. Fill the paper cup of one boy. The object of the game is to pass the water between paper cups all the way around the circle spilling as little water as possible. The cups cannot leave the boys' teeth.

## BROOMSTICK RELAY

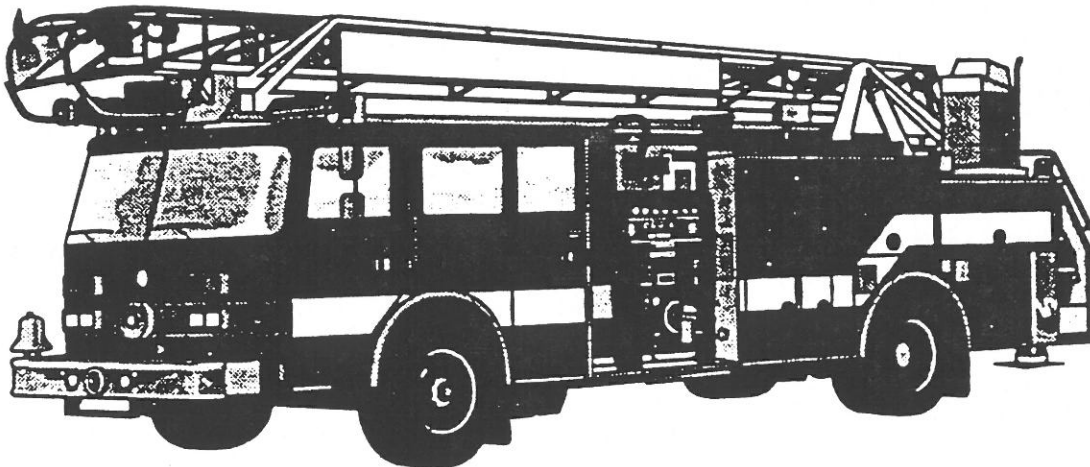
Each boy is furnished a broom and a blown-up balloon. At the signal, they begin sweeping their balloons across the room. First boy to reach the finish line wins. If a balloon breaks the boy is disqualified. This could also be played by teams of boys in a large group situation.

## WITCH'S HUNT

Cut out a number of cardboard bats, cats, owls and hide them around the room. The players march around in a circle while music is played. When the music stops, they scatter and try to find the cut outs....as many as they can. When the music resumes, they must stop hunting and march in a circle again. The game continues until all cut-outs are found. Cats count one point, bats three points and owls are five points. Person with the highest score wins.

## GHOSTS

Players sit around the room, and one of them starts the game by saying some letter of the alphabet. The next player adds a letter, but tries not to finish a word. If a player finishes a word, he becomes a half ghost and no one may speak to him. Any player who does speak to him also becomes a half ghost. The half ghost may continue to play. When someone finishes a word, the next player starts a new word. When a half ghost finishes a word, he becomes a whole ghost and drops out of the game. Any player who talks to him becomes a whole ghost too. The game continues until everyone is a whole ghost.



# FAMILY CIRCUS

NOVEMBER 1997

## TIGHT ROPE WALK

Divide the group in two. Layout 2 twenty-foot-long ropes on the ground, with a chair centered in the middle of each rope. Line the teams up at one end of the ropes. The first boy on each team starts by picking up a six-foot-long stick (forgot to tell you that you needed two of these) to use as a balancing pole and walks along the rope. Halfway across, he meets the stool. He must climb over the stool and continue to the other end, where he must return to the original end by walking backwards on the rope. The game ends when all boys on one team have completed their tight rope walk.

## LAUGH CLOWN, LAUGH

Cut out the shape of a clown from a piece of cardboard. Paint one side blue, the other gold. Divide the group into two teams, the blue team and the gold team. Teams line up facing each other. The leader stands between the two teams and tosses the clown into the air. If the blue side lands up, the blue team must laugh while the gold team remains silent. Vice versa if the gold side lands up. Score points for opposite team when a boy smiles or laughs at the wrong time.

## LION IN THE CAGE

The boys form a ring around the 'lion' holding hands. The lion tries to break through. He may rush, lunge or pull to try to break the ring. If he escapes, the players chase him. Whoever catches him becomes the next lion. It isn't fair for the lion to duck under the players' hands to escape.

## FEEDING THE ELEPHANT

Take several pieces of 9" by 12" construction paper and form into a long cone shape, with one end wide and the other about an inch in diameter. This will be the elephant's trunk. Have the boys pair off. One boy in each pair gets the trunk, and the other gets a handful of peanuts. Have them stand about ten feet apart. The object is for the feeder to toss the peanuts one at a time into the elephant's trunk. If the elephant catches the peanut, he gets to eat it. Have the boys reverse roles after the handful has been tossed. This game can also be part of the refreshment section of the den meeting.

## DUNK THE CLOWN

Paint clown heads on four two-liter pop bottles. Fill a round tub with water. Place a board across the tub. Line the clowns up on the board. Throw balls at the clowns and try to knock the clowns in the water. The boy who dunks the most clowns wins.

## JUGGLER RELAY

Each team is given two balls or oranges. After the first player takes one large step, he tosses balls into the air and catches them in the opposite hand. The player continues large step and juggle until he reaches the finish line. When he reaches the line, he runs back to the next player, who repeats the process. The first team to successfully juggle with all the boys is the winner.

## ELEPHANT JOUSTING

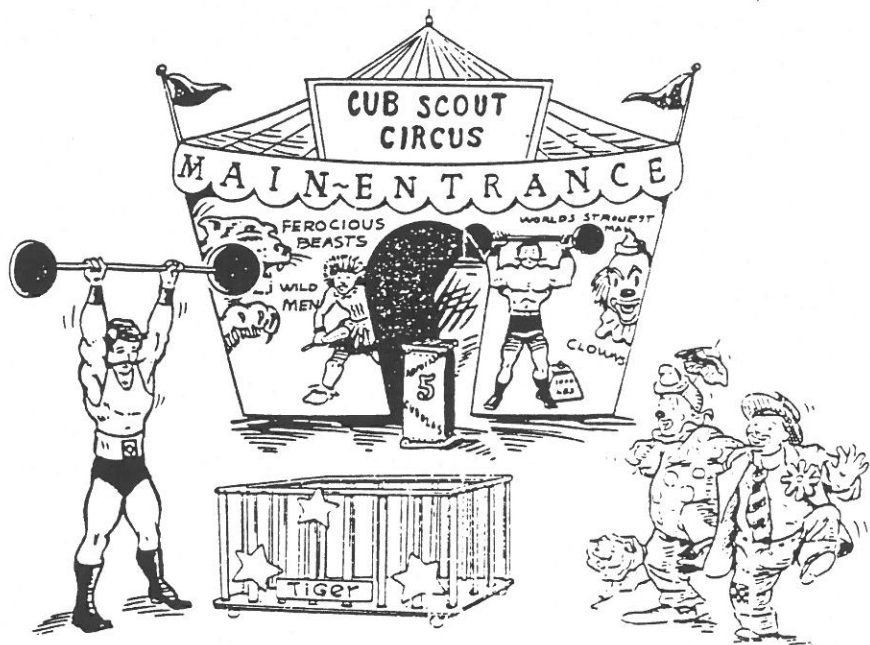
Purchase a couple of lengths of foam pipe insulation at the hardware store. Cut it into 2-foot lengths. Poke a hole toward one end and run a piece of elastic through it, tying the elastic to the size that will fit around a boy's head. That's your elephant trunk. Give one to each boy. The object is for the boys to try to knock the trunk off of another boy, using only their own trunk. This can be a competitive game, or just one for fun.

## PEANUT PUSH

Use the lengths of pipe insulation for another game (see Elephant Jousting). Have the boys put on their trunks. The object will be for them to get on their hands and knees and push a peanut (in the shell) along the floor to a finish line. First elephant there wins.

## CLOWN HAT PITCH

Two clown hats are placed on the floor, open side up. Divide the group into two teams. Each boy is given five peanuts in the shell. From a distance of about 10 feet, each boy in turn tries to toss his peanuts into the hat which belongs to his team. After all have played, the team with the most peanuts in the clown hat wins.



## RESOURCES FOR GAMES

Cub Scout Leader Book

Roundtable Helps

Pow Wow Book

Group Meeting Sparklers

Den Chief Book

Cub Scout Program Helps

Boys Life Magazine

Library

Webelos Scout Handbook

# MAGIC

**M**agic and mystery are two sure fire ways to catch the interest of Cub Scout age boys. Having a new trick up your sleeve or the sleeve of a Den Chief is a great way to help with attention problems or even some discipline problems. Always be sure to practice several times before attempting any magic trick in front of the boys. There is nothing more boring than to watch someone attempt a trick several times before they are able to do it correctly. The main key to successful magic for Cub Scout age boys is **KISMIF** (Keep it Simple, Make it Fun.)

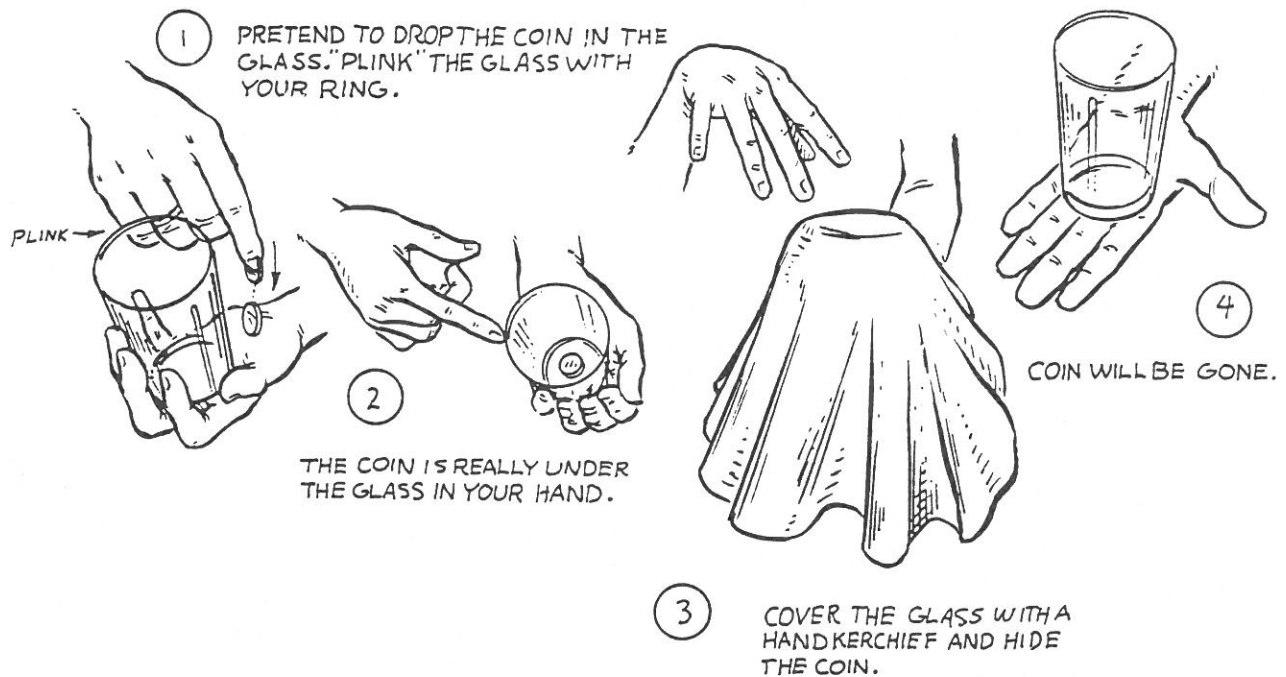
## ANOTHER DISAPPEARING COIN

Show a dime in your right hand. Bend your left arm and put the left hand near your left ear. Put the coin on your left elbow and rub it with a circular motion of your right hand, keeping up a patter about making the coin grow smaller and smaller until it disappears. "Accidentally" drop the coin and pick it up with your left hand. Now keep the coin in your left hand. Go back to the original position with your left hand near your right ear. Resume rubbing the left elbow and keep talking about the coin growing smaller while you put it in your left ear. Now you are ready to show that the coin has disappeared by showing your empty hands. Then say that although it has disappeared, you can make it pass right through your head. Stick the phantom dime in your right ear, and presto! The real dime comes out of the left ear.

## THE DISAPPEARING COIN

Tell your audience that you will make a coin disappear. You drop the coin into a glass you are holding and show them the coin in the bottom of the glass which is in your hand. Cover the glass with a handkerchief and say some magic words. Then hand the covered glass to someone else to uncover. When the glass is uncovered, the coin will be gone.

**Trick** Use a clear drinking glass with a flat bottom. When you pretend to drop the coin in the glass, you actually "plunk" the glass with your ring. When you show the audience the coin in the glass, it is really under the glass in your hand. While the audience is looking at the empty glass in amazement, you can secretly hide the coin.





## PAPER ROPE

Twist a paper napkin into a rope and dare everyone to tear it apart. They can't and yet you can.

**Trick** Merely wet your fingers. When you tear the paper rope, touch the center with the water on your fingers and the napkin will tear easily.

## THE MYSTIFYING PAPER

This is a good trick for a den meeting and requires an accomplice. Give everyone a slip of paper the same size and shape. Ask them to write a short sentence of four or five words. The words should be written plainly and not shown to anyone else. The papers are folded and given to a person acting as "guardian". No one should attempt to read the papers.

Ask the guardian to hand you one of the papers. Gravely close your eyes, place the folded paper against your forehead, and remain a moment in deep thought. Then call out any sentence and ask who wrote it. The boy who is the accomplice, and did not write a sentence, claims authorship. Unfold the paper, as if to verify it, and read the sentence to yourself. Place this paper in your left hand and ask the guardian for another.

Repeat the same procedure, calling out the sentence you just read. This will be a correct answer which one of the boys will have to admit writing. Keep this up until all player's slips have been read. The accomplice must keep your secret.

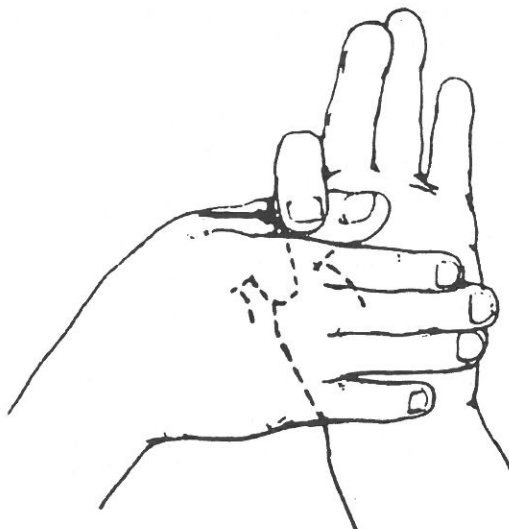
## READING TEMPLES

Select a helper and send him from the room. Tell the group that thoughts can be transmitted by feeling a person's head. Have the group select a number between 1 and 10 and call the helper back in. Tell him to place his hands on your temples and after "serious concentration," name the number.

**Trick** You can transmit the number by tightening and relaxing your jaw the required number of times, giving a movement of your temples that can be felt but not seen.

## SEVERED THUMB

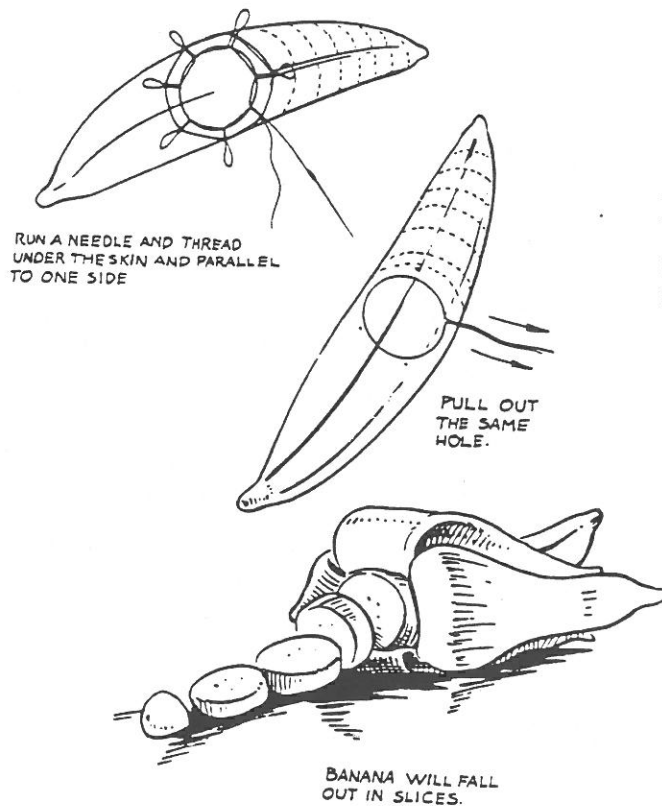
Hold the left hand flat with the palm facing toward you and thumb bent. Bend right thumb and slide along left forefinger, giving the illusion that the thumb is cut off.





## BAFFLING BANANA

Run a needle and thread under the skin and parallel to one side of a banana. Repeat on each side until a circle of thread is made around the fruit. Hold the needle and end of thread together and pull out the same hole. A cut will have been made through the fruit. Repeat this several times to cut banana in several slices under the skin. The small needle holes will not be apparent, and yet when you peel the banana, it will fall out in slices.



## HANDKERCHIEF TRICK

Tie two white handkerchiefs together, and then tie a colored handkerchief to one of the white ones. Ask someone to put the colored handkerchief between the two white ones without untying any of the knots.

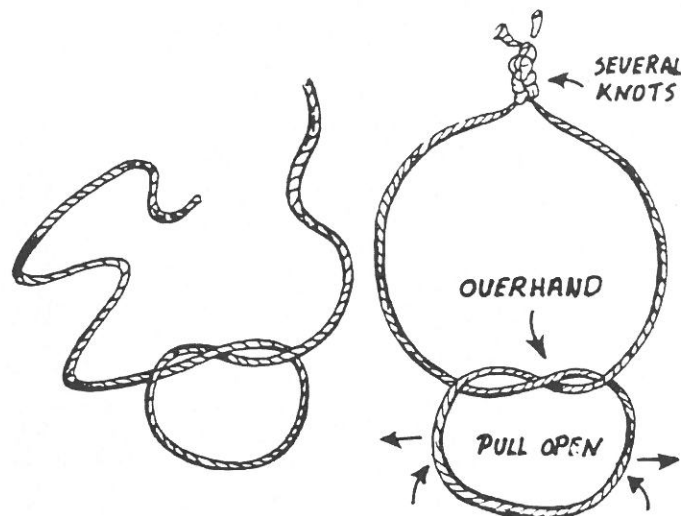
**Trick** Simply tie a third knot, making a circle of the three.



## DISAPPEARING KNOT

Tie an 18-inch piece of string so there is a loose, open, overhand knot in the center. Now tie the ends together with several knots so the string makes a loop. Let someone examine the string and explain that you are going to remove the overhand knot without untying the other knots. Place the string behind your back and in an instant produce it again showing that the overhand knot has disappeared from the loop.

**Trick** While the string is behind your back, open the overhand knot out wide, and move it up and join all the other knots so it will not be noticeable.



## ELECTRIC DEN CHIEF

A den chief can master this trick with a little practice. When he's ready to perform, he tells the Cub Scouts he can light up a bulb with the electricity from his body.

**Trick** Hold a small key-ring flashlight behind the frosted light bulb with the third and fourth fingers of the hand. The fourth finger exerts a twist to turn on the flashlight and make it appear that the bulb has lit. The frosted bulb will hide the flashlight from the Cub Scouts.

## MAGIC HAT

Put three pieces of candy on a table and cover each with a hat. Lift the first hat, eat the candy, and put the hat back where it was. Do the same with the second and third hats. Now say, "You have seen me eat the candy under all three hats, but I can use magic so that all three pieces of candy are under one hat. Which hat do you choose?"

**Trick** After the hat is selected, pick it up, put it on your head and announce, "Now the candy is under the hat."

### THE CLIMB

(Fig # 1)

Proceed according to the pictures starting at the bottom at No. 1. Follow the different steps in order, and when you come to No. 5 bring the lower thumb up as you did in step No. 2, but in this case the left hand is doing the stepping up. With a little practice you will find that you can have both hands working at the same time beginning the steps with one hand before they are completed by the other. Start this trick by holding both hands, as in No. 1, just about your waist line, with the climbing finger pointed upward. As the steps are being made the hand will naturally climb up and you keep making the finger steps until you cannot reach any higher.

*Fig. 1.*

LEFT HAND  
NOW STEPS  
UP



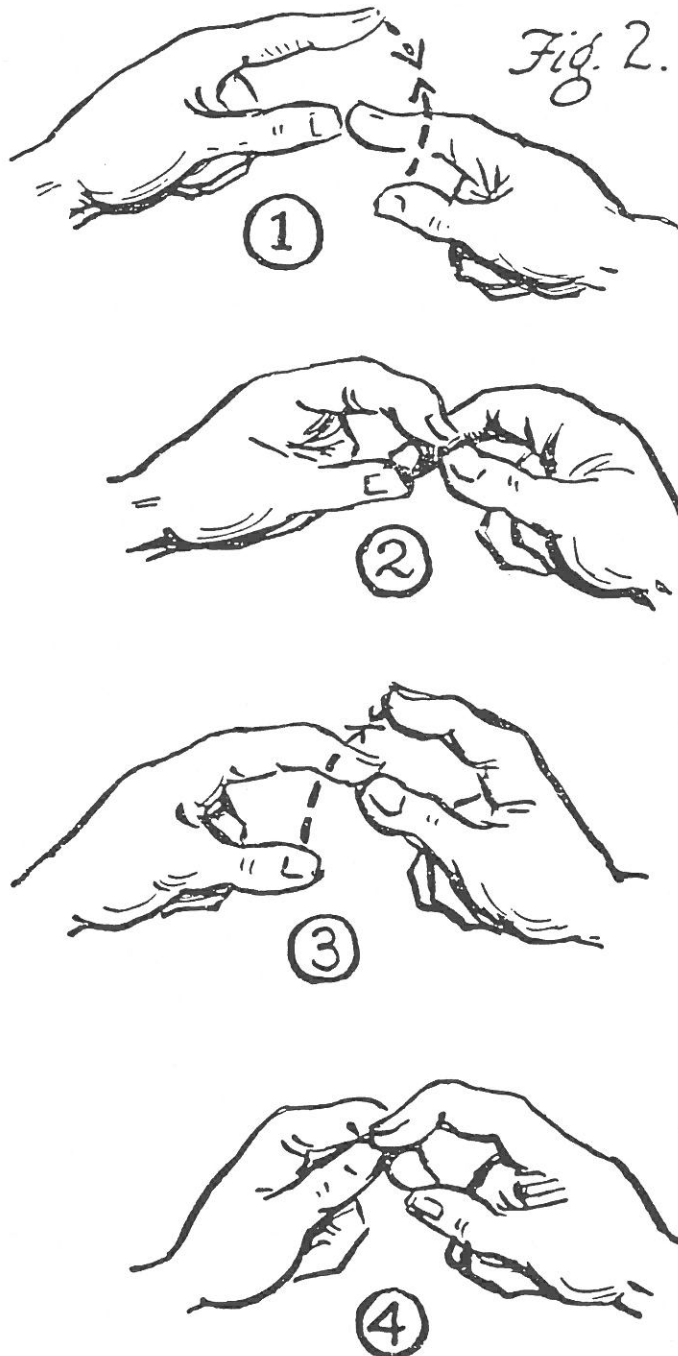
THIS SHOWS RIGHT HAND STEPS WHEN COMPLETED REPEAT WITH LEFT

### THE ROLL

(Fig # 2)

Begin as in No. 1 with the right-hand finger touching the left thumb. Bring right thumb and left forefinger together joining them over the other finger and thumb No. 2. Now separate the lower pair No.3, bring them out as shown and join them together once more over the other pair. The last pair repeat the separation and coming up on each side of the joined left thumb and right forefinger again unite over them. These motions may be continued as long as you care to practice them.

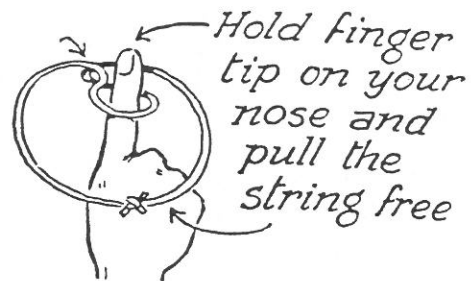
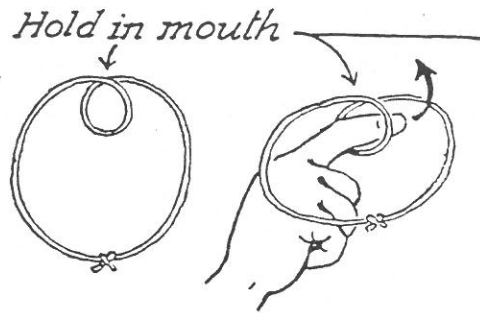
*Fig. 2.*



## FINGER IN THE LOOP

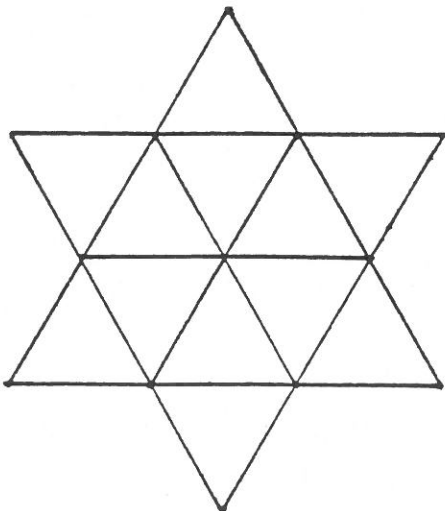
Take a piece of 18 inch rope or cord and tie it into a loop. A smaller loop is now bent on the string. The part where the string crosses in the smaller loop is placed in your mouth and held by your lips. Now you push your forefinger up through the smaller loop and place the tip of your finger on your nose. Still keeping your finger on your nose you pull on the larger loop and the whole string comes away free.

**Trick** Put your finger into the smaller loop so that you reverse the crossing of the string. Refer to the picture when practicing to get this correct.



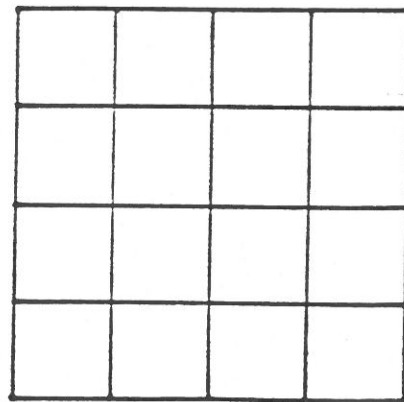
## HOW MANY TRIANGLES?

How many triangles are you able to find in this star?



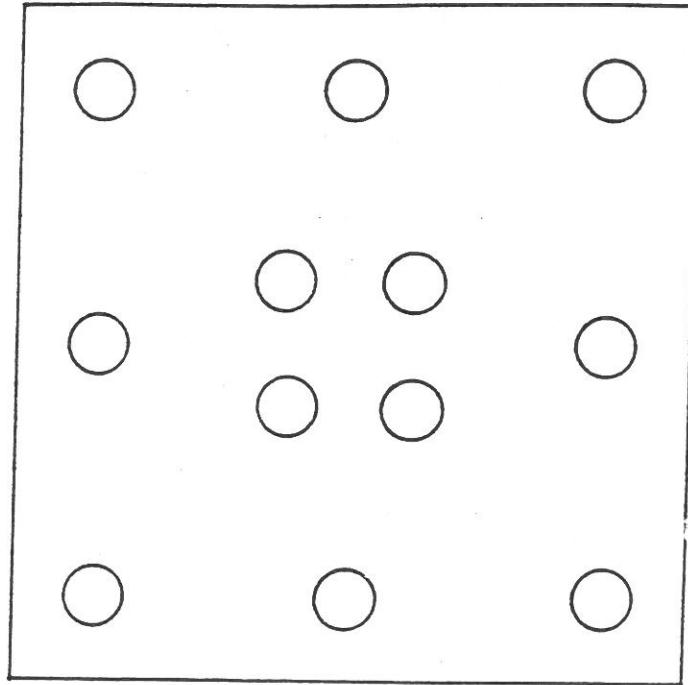
## HOW MANY SQUARES?

Here's a tricky one-so be careful. Count the total number of squares in the figure below. Sixteen? Try again.



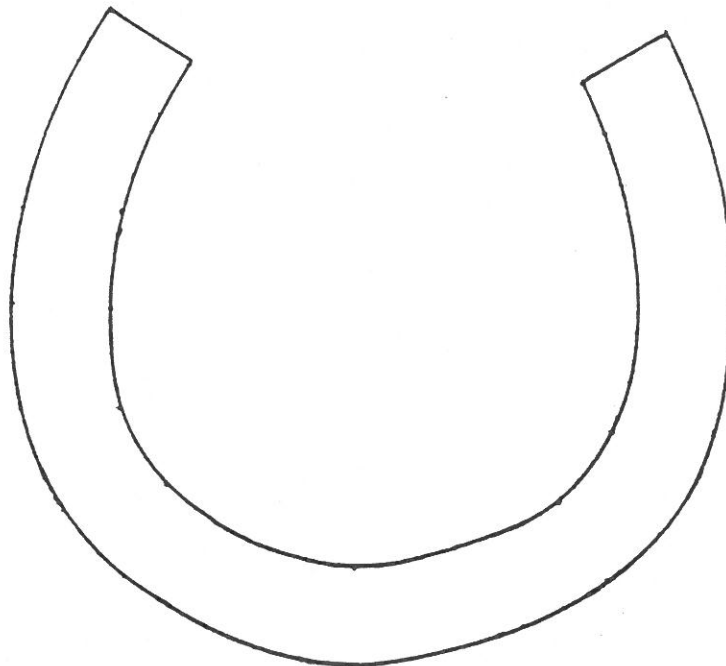
## DIVIDING A GARDEN

Mr. Budd has a square garden, containing twelve trees, as in the illustration. How may he divide his garden into four parts, all identical in size and shape, so that each part contains three trees?



## SPLITTING A HORSESHOE

With two straight-line cuts, can you divide a horseshoe, such as this one illustrated, into six pieces?



## THE CAPTAIN'S SHIRT

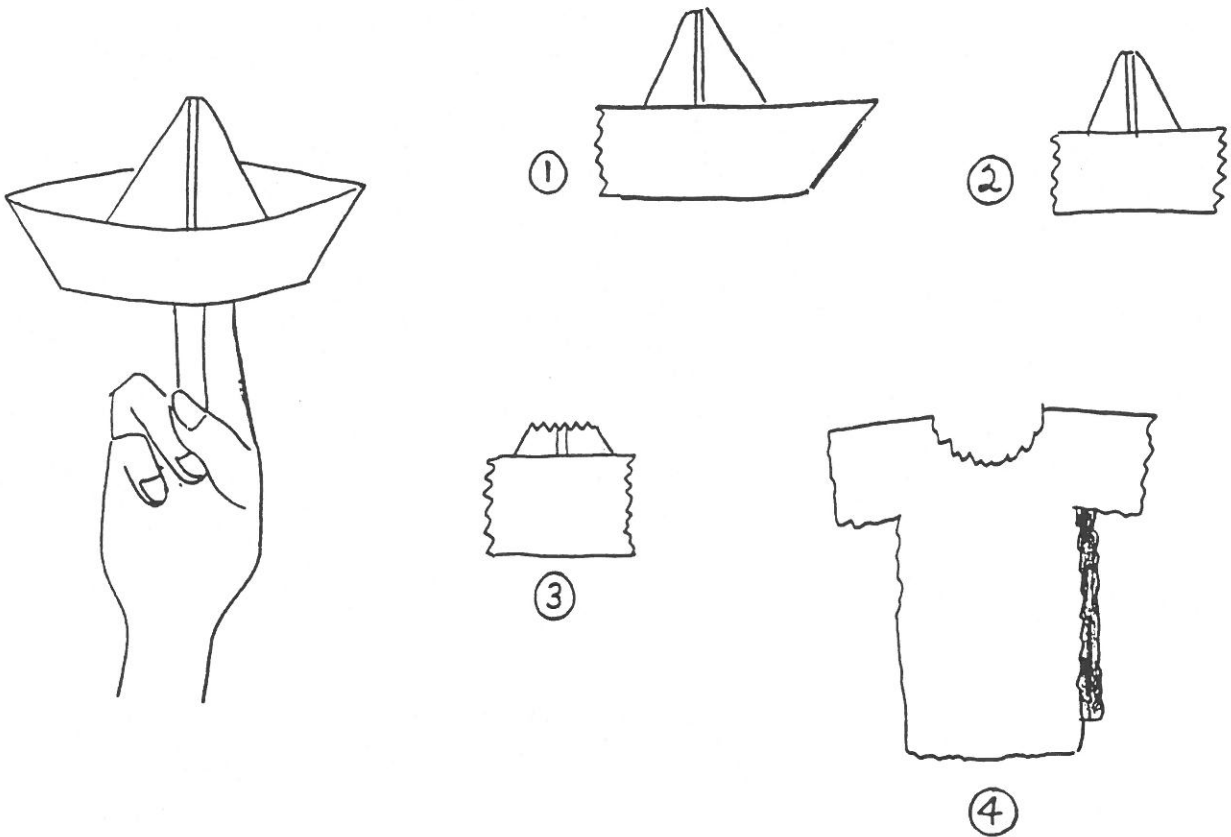
(a story-Stunt)

When it's your turn to tell a story, here's a good one to try. Do the actions as you tell the tale.

First you make a paper boat as shown in the drawing.

And this is the story:

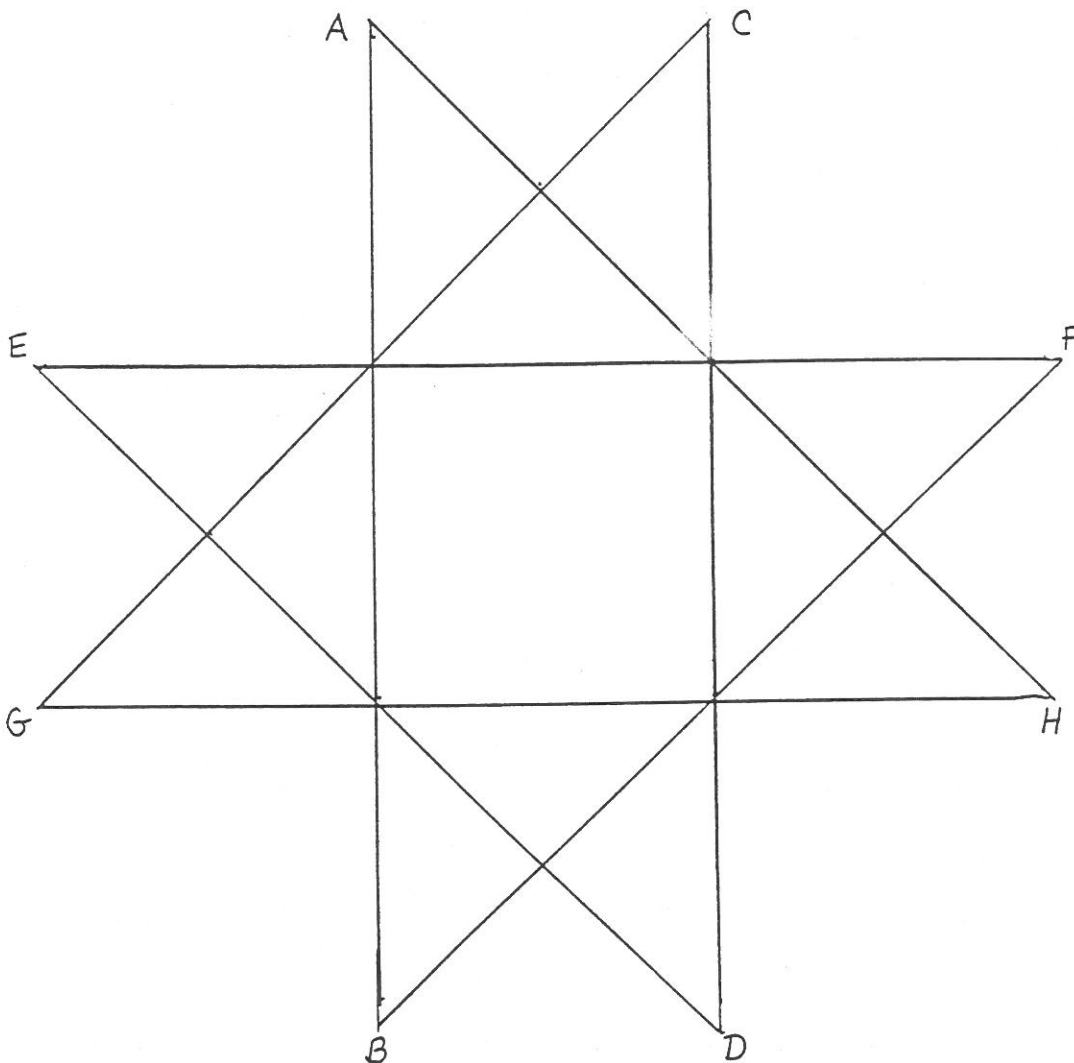
One day a ship (show it) left to go fishing in the Grand Banks of Newfoundland. The weather was fine and everything went well-at first! But soon black clouds filled the sky and a terrible storm hit the ship. In the darkness it hit a large rock (tear off the front of the boat) Crash, and the bow was gone. (1) The storm grew worse and all the sailors crowded to the stern but-crack! Another rock (now tear off the back of the back) and another problem. Now the stern had disappeared under the waves. (2) A great blast of wind and the bridge of the boat disappeared (tear off the top of your ship) (3) Poor ship- there was nothing left except the captain's shirt! (Here you unfold the rest of the ship and you should have (4).



### THE EIGHT-POINT PUZZLE

On paper or cardboard, draw the eight-pointer as shown below. Draw lines A-B and C-D two inches away from each other and six inches long. Make lines E-F and G-H the same length and the same distance apart. Then draw in lines A-H, E-D, C-G, and F-B. Use seven checkers or coins. The object is to set a checker down on one point and slide it to another point. Then set your second checker down on an open point and slide it down the line to another open point. You can slide the checker in a straight line. . .no corners. Continue until you have all seven checkers setting on points.

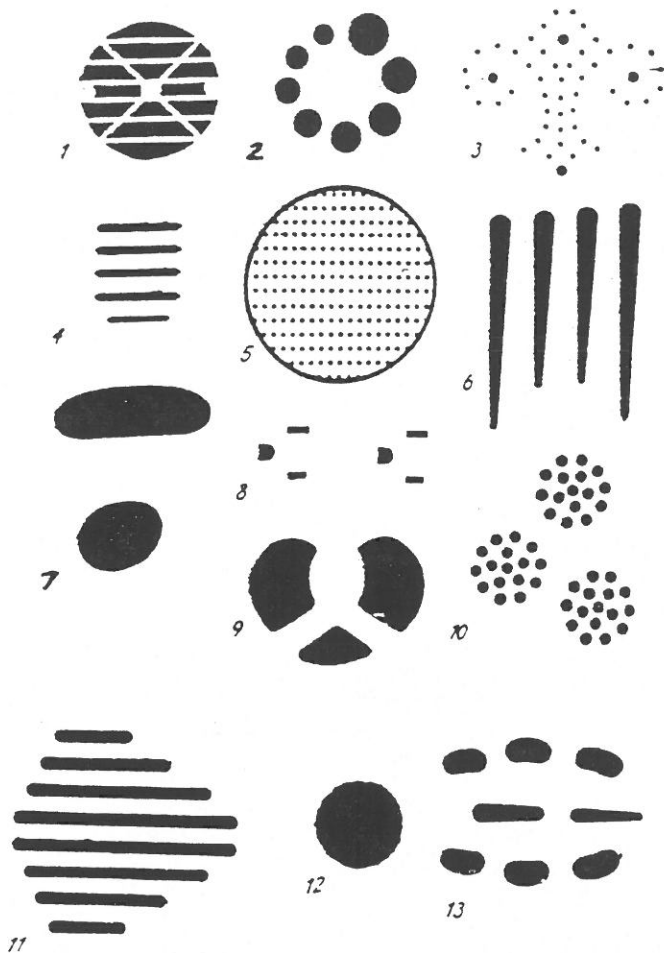
To win: Just remember that the next point to be covered is the point that you just slid you checker from. Always cover the point that you just left.





### THE HOLE TRUTH

Each of the items listed below is associated with one of the numbered groups of holes shown. See if you can match them up. The holes are in relative scale.



- \_\_\_\_\_ scissors
- \_\_\_\_\_ egg slicer
- \_\_\_\_\_ shoe
- \_\_\_\_\_ spatula
- \_\_\_\_\_ slotted spoon
- \_\_\_\_\_ radio speaker
- \_\_\_\_\_ pencil sharpener
- \_\_\_\_\_ electrical outlet
- \_\_\_\_\_ hair dryer
- \_\_\_\_\_ pretzel
- \_\_\_\_\_ pipe
- \_\_\_\_\_ coin operated washer
- \_\_\_\_\_ colander

### EIGHTS

Make eight 8's total 1000.

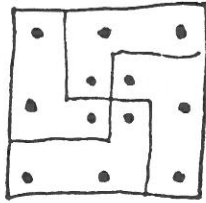
### SIMPLE!

Rearrange the following eleven letters to make just one word.

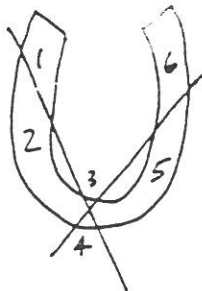
U S T O O D W E R N J

# ANSWERS TO PUZZLES

DIVIDING THE GARDEN - page 30



SPLITTING A HORSESHOE - page 30



THE HOLE TRUTH - page 31

In order

7 11 3 6 13

5 2 8 1 9

12 4 10

EIGHTS - page 31

8  
8  
8  
88  
888

---

1000

SIMPLE - page 31

JUST ONE WORD



FOR MORE IDEAS AND MAGIC REFER TO CUB SCOUT LEADER HOW-TO BOOK, No. 3831A.



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# SONGS FOR SCOUTS

Songs bring life to Cub Scouting through many avenues. Songs can bring a pack meeting or campfire to a frenzied pitch, and can also deeply touch the emotions of parents, leaders and boys. They can cause laughter and they can cause learning. With Cub Scouts, leaders need to keep in mind that boys are looking for songs that are funny, tell stories, have action involved, and use tunes they like to sing. If you are going to have a songfest with Cub Scouts, start with these types of songs. You can then work in songs that have more meaning once they have broken the ice.

Leading and teaching songs are fun. It helps if you can carry a tune, but even if you can't, if the boys know the tune, all you have to do is get started. Don't avoid singing because you feel you don't sing well. The boys won't mind a bit.

## HINTS ON SONG LEADING

An audience expects six things from a good song leader.

1. **The name of the song.** Announce each song clearly and name the tune if it is not an original song.
2. **The pitch or key.** Sing a few notes to give the pitch. Be sure the whole group has it--if you're too high or low--stop and start over again.
3. **The tempo--beating time.** Start everyone at the same time--shout in rhythm with the time, 'let's go' or clap the hands or stomp with the foot and start on the next beat. Use simple motions--an up and down, pump-handle motion will get you started. Don't try to imitate a symphony orchestra conductor.
4. **Information-about the song.** The words--the tune. Be sure your whole group knows the song. If they don't--then teach them. Song books are valuable in learning songs, but after the song is learned, have the group sing with the book closed--the results will be more satisfactory.
5. **Pep-enthusiasm.** Don't insist on volume, at least at the start. Tell the crowd that it's singing you want, not noise or volume. If it doesn't go so well, then no one will know the difference; if it looks promising, say, 'that was splendid for practice--now let's sing.'
6. **Leadership-control.** Plan your selections carefully. Choose songs that fit the crowd and occasion. Beware of parodies and songs that might offend. Don't ask what song they want--tell them which song you will lead.

Formal leadership (time beating) is not always necessary. Sing in natural grouping--someone starts the song and everybody just sings. Old favorites can be used effectively in this type of singing.

The occasion will dictate the procedure and methods to be followed in conducting group singing. Ordinarily the first song on a program should be a well-known song. The crowd can't go wrong and the success of this first song will establish the success of the leader. If the group is used to singing together, there is little necessity for 'ice breaking.'

Use old familiar songs with new groups. Men usually prefer good harmony. Boys like action songs. Substituting motions for words will help the leader establish control. Don't try difficult, hard-to-learn tunes except when conditions are right. **KNOW THE SONGS YOU ARE LEADING.**



## ADD EXCITEMENT TO SONGS

- \* Add motions that fit the words.
- \* Divide the audience into two groups and have one group sing one line and the other sing the next line.
- \* Make up some of your own songs, pack songs for a special occasion. Use well known tunes like Yankee Doodle or Home On The Range for melody.
- \* Boys do a better job of singing if they practice songs at their den meetings.
- \* Leave words out and use hand claps instead of certain words, for example, "The More We Get Together" clap every time the word "together" should be sung.
- \* Sing "contra songs". Two or more different melodies can be sung together at times with a pleasing effect.
- \* Add musical instruments or rhythm instruments.

## MAKE YOUR OWN MUSIC

Music is an ancient art which has been practiced by all known primitive people. It ranges from vocal signals to the crude noises of ancient instruments to the complicated modern symphony played on the many delicately complicated modern orchestra instruments. All of today's instruments can be divided into three basic types invented by early man.

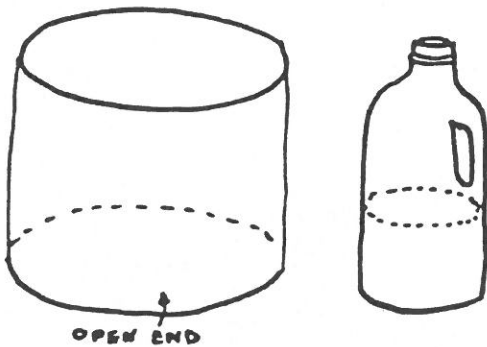
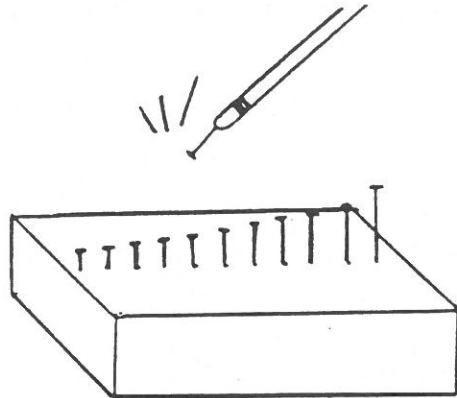
These are

1. Wind instruments, those through which air is blown to produce sound.
2. The string instruments played by plucking with the finger or vibrating with a bow.
3. Percussion instruments, played by striking with hands or hammers.



## PIN MUSIC BOX

Use 12 straight pins, school box, a pencil with an eraser, hammer and pliers. Drive the pins into the school box cover in a straight line with each pin a bit deeper than preceding one. The long pins will be the low notes. Mount a pin in the pencil eraser to pluck the pins in the board. Tune each pin to scale by pounding it in further if it's too low and pulling it out slightly if it's too high in tone.

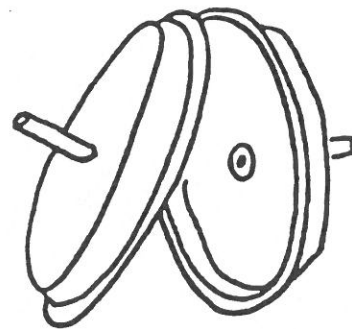


## DRUM

Get a plastic bleach container (be sure and rinse it well.) Saw it off just below the handle. Use bottom for a drum head. Drum with fingers or dowel stick. You can also use a large oatmeal box.

## CYMBALS

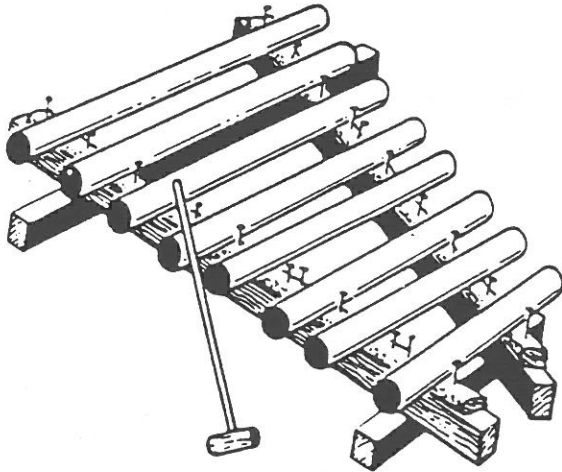
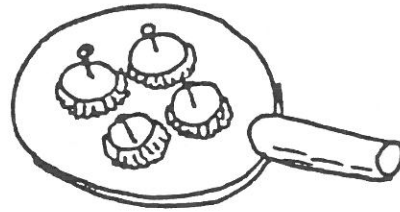
Punch screw holes in center of two tin pie plates. Screw dowel stick handles to each as shown.





## PADDLE RATTLE

Remove cork from bottle caps and nail loosely to wood paddle.

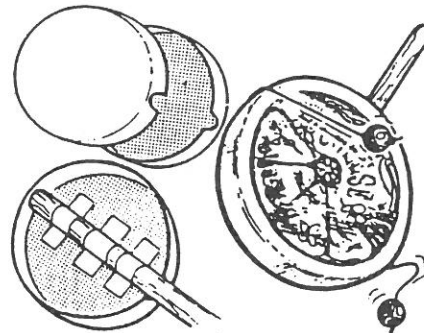


## XYLOPHONE

A xylophone takes a bit more making but they are lovely instruments for playing. Make the base stand for the xylophone as shown. Stick a strip of draught excluder on the upper edge of the stand. Cut length of hard wood in various lengths to make the notes. If a noise is too low, file a little off the end of the bar. If it is too high, cut a shallow notch in the bar. Have patience.

## TWIST THUMPER

Secure a piece of dowel (approx. 10 inches long) to a cheese box as shown. Before fastening the lid, secure a length of string with a bead at each end across the box so that a bead hangs out of each side. Play by twirling very fast.

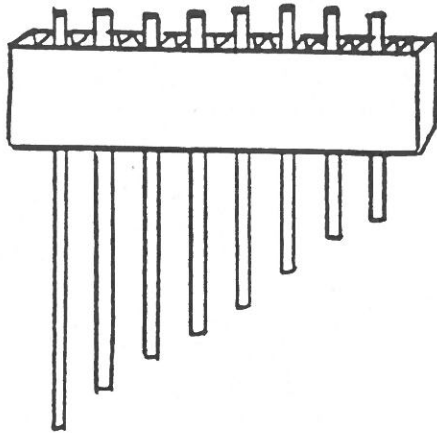


## BOTTLE TUNES

A simple sound can be obtained from 8 soda bottles filled to varying degrees with water. You need plenty of patience to get each note right but it is worth it in the end. You must be careful what you use for the beater--anything too solid might end in a flood!!!!

Number the bottles one to eight. Try the following tune:

321-321-5443-5443-8 8-767 85 55 888 767 85 55-888-54-321. It should sound like the three blind mice. See if you can work out the numbers for Camp Fire's Burning or any other simple tune.

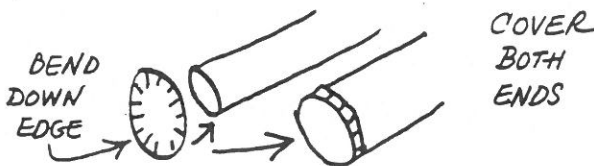
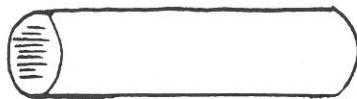
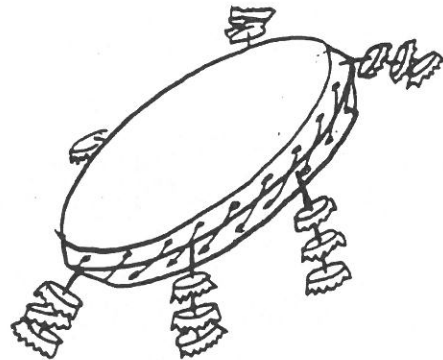


### SODA STRAW HARMONICA

Cut a strip of corrugated cardboard with large corrugations 8" long and 1 1/2" wide. Cut 8 straws into the following lengths-one of each length. 8 1/2", 7 3/4", 7", 6 3/4", 6", 5 1/4", 4 1/2", 4 1/4." Push these straws between the corrugations of the cardboard beginning about the 1 1/2" from one end and leaving four empty corrugations between straws. The shorter the vibrations, the higher the pitch. To play, blow over the straws.

### BOTTLE CAP TAMBOURINE

Lace 4 paper plates together with yarn.  
Punch holes in bottle caps. String them to plates.

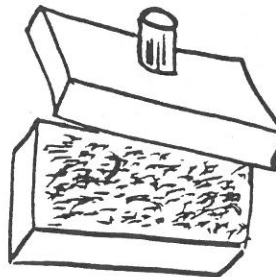


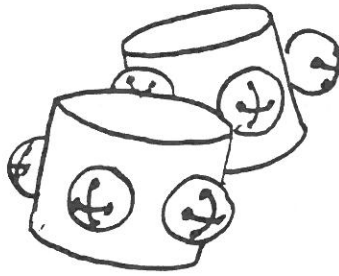
### RATTLER

Cut 8" length of cardboard roll. Fill with beans, corn, etc. Cut two cardboard circles slightly larger than roll. Cut slits around edges and tape to ends. Paint or cover with paper.

### SHUFFLE BLOCKS

Cut two pieces of wood 5"x2"x4"  
Nail a 4" length of broom handle to each.  
Glue on sandpaper.



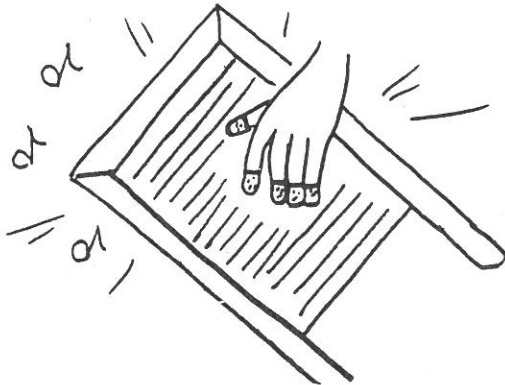
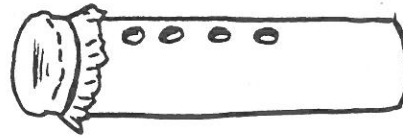


## WRIST RINGERS

Make a 2" wide oilcloth or felt wrist band for each wrist. Sew on jingle bells.

## TOOTER

Use 8" length of a cardboard roll. Cover one end with tissue paper, secured with a rubber band. Punch holes in tube. Hold fingers over different holes and blow in open end.

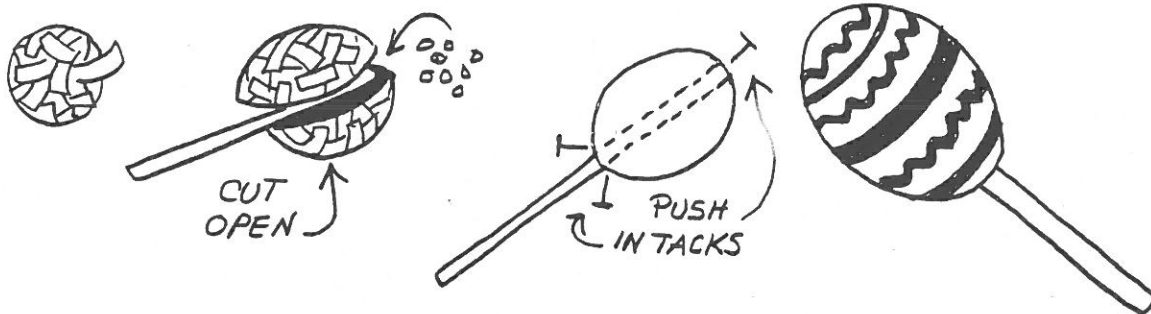


## WASHBOARD RATTLER

Drill two holes through the top edge of an ordinary washboard. Lace cord through the holes and form a loop to slip over your head. Wear a thimble (preferably metal) on each finger and thumb of one hand. Strike washboard sharply, running the tops of finger over the ridges.

## PAPER MACHE MARACAS

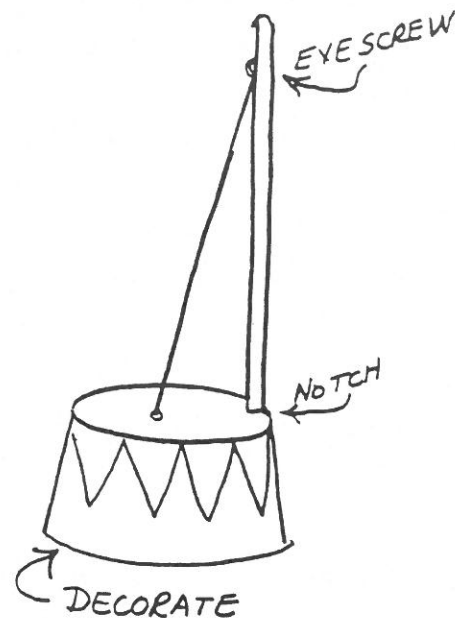
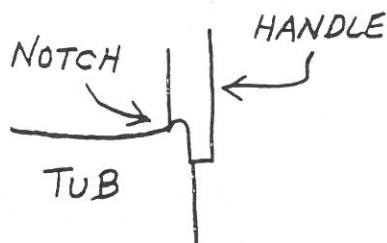
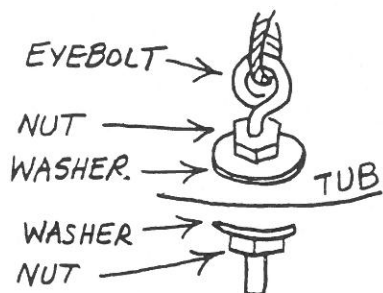
Use two small balloons or ball as framework. When mache has dried, cut ball in half and remove balloon. Insert wood dowels for handles and fill ball with beans or corn for noise. Secure handles with tacks at top. Fasten halves of ball back together with mache and let dry. Paint and decorate.



### SWING BASE

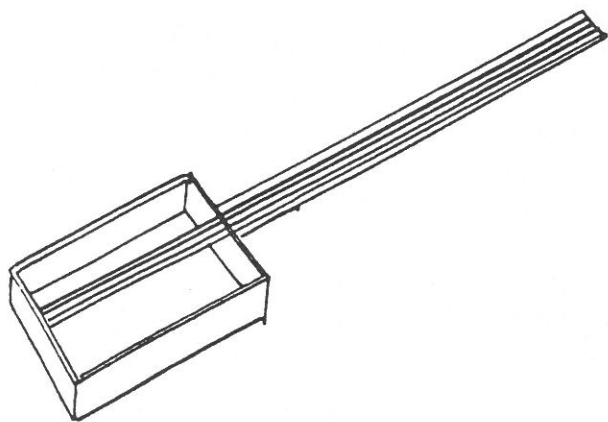
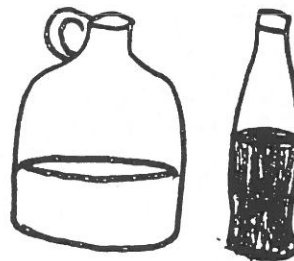
Drill a small hole in the bottom of a metal wash tube. Insert an eyebolt, using washers on each side of the metal. Tie a wire or waxed string to the eyebolt. Notch a broomstick and slip it over the rim of the washtub bottom.

Play by holding left foot on the handle and the other foot on the edge of the top. Pluck string, moving stick to vary the tone.



### WHISTLES

Whistles in all tones can be obtained by blowing across the mouth of narrow bottles and jugs. To adjust pitch, fill with varying amounts of water.



### MUSICAL HOE-DOWN

Paper or plastic plate banjo. Staple folded shirt cardboard to paper plate. Attach rubber bands to paper clips at the bottom of the plate and to the top of shirt cardboard.

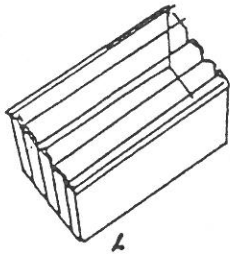
### TRIANGLE

Get parent to bend an eight inch piece of 1/4 inch steel curtain rod into this shape. (It's easy with pliers or vise). Hold triangle by string. Strike with dowel stick.



## CUB SCOUT TROUBADOURS

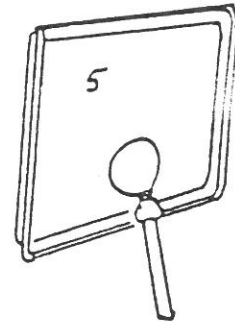
Cub Scout troubadours can make beautiful music together with these ingenious instruments. The shoe box strummer (1) is made by rubber band around the box, fitting each band into grooves cut into box ends.



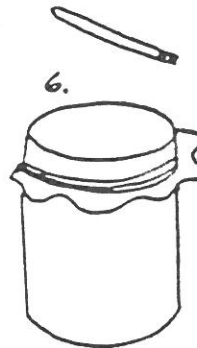
The wash tub fiddle (2) has a length of plastic cord tied to upright stick and screw eye which is secured in center of tub. Play by pulling against tones.

Bottle Maracas (3) are catsup bottles filled with small bolts and nails. The kazoo (4) is a cardboard tube with wax paper placed over end and secured with a rubber band, as shown. Play by humming into open end.

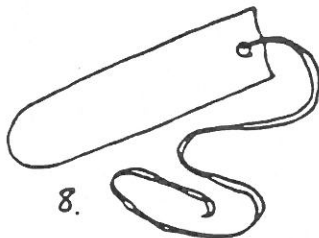
The kettle drum (5) is a metal tray, beaten with broom handle which has an old wool sock tied around it. Tin can tom-tom (6) is large juice can with a top of strong wrapping paper. Beat it with the eraser end of pencil.



Tin can tom-tom (6) is large juice can with a top of strong wrapping paper. Beat it with the eraser end of pencil.



Balloon Rumbler (7) is blown up rubber balloon with four paper clips inside it. Bull Roarer (8) is a thin wood slat about 2" wide and 12" long. Cut, as shown, sand smooth and twirl overhead on the end of a long string.



## HELPING OTHER PEOPLE DECEMBER 1996

### CUB SCOUT CHRISTMAS SONG

Cub Scouts sitting 'round the Christmas tree,  
Making wishes big and small.  
Christmas is such a beautiful time,  
When love is spread around for all.

A Cub Scout knows that loving is the greatest gift,  
It flows so freely from their hearts.  
So they say, with a smile on their face,  
That Christmas is the place it starts.

They know that Scouting is the way,  
It makes the boys grow close and friendlier each day.  
And when another is in need of help,  
They jump right in and help him right away.

And so our spirit grows at Christmas time,  
The yuletide season comes in view,  
The Cub Scouts tell you from the depth of their hearts,  
Merry Christmas to you.

### ALTERED CAROL

(Tune - Chestnuts Roasting on an Open Fire)

Jack Frost roasting on an open fire.  
Chestnuts nipping at your nose.  
Yul and Carol couldn't sing in the choir,  
Their lips were skinned by Eskimos.  
Everybody's toes are colder than Siberia,  
Fingers blackened by frost bite.  
Tiny tots with their eyes frozen wide  
Will find it hard to sleep tonight.

They know that Santa's overweight.  
He's eaten all the cakes and candy on his plate.  
And all of Santa's food is chicken fried,  
His sleigh was just stretched another foot wide.

And so we're offering this simple phrase,  
To parents angry, cross, and tired.  
If you'd read the words on the side of the box,  
Some assembly required.

### GREAT TOYMAKER'S STORE

(Tune - Quartermaster's Store)

There are GI Joe's, with moldy plastic toes,  
At the store, at the store.  
There are GI Joe's, with moldy plastic toes,  
At the Great Toymaker's store.

(Chorus)  
The toys are new, but none are free.  
I have not brought my cash with me.  
I have, not, brought my cash with me.

There are Barbie dolls, kicking soccer balls,  
At the store, at the store.  
There are Barbie dolls, kicking soccer balls,  
At the Great Toymaker's store. (Chorus)

There are tinker toys, making lots of noise,  
At the store, at the store.  
There are tinker toys, making lots of noise,  
At the Great Toymaker's store. (Chorus)

There are Nintendos, making eerie glows,  
At the store, at the store.  
There are Nintendos, making eerie glows,  
At the Great Toymaker's store. (Chorus)

There are hungry, hungry hippos, eating all the play dough,  
At the store, at the store.  
There are hungry, hungry hippos, eating all the play dough,  
At the Great Toymaker's store. (Chorus)

There are model cars, stuck in little jars,  
At the store, at the store.  
There are model cars, stuck in little jars,  
At the Great Toymaker's store. (Chorus)

There are decks of cards, scattered in the yard,  
At the store, at the store.  
There are decks of cards, scattered in the yard,  
At the Great Toymaker's store. (Chorus)

There are balls of nerf, bounced on astroturf,  
At the store, at the store.  
There are balls of nerf, bounced on astroturf,  
At the Great Toymaker's store. (Chorus)

There are Garfield cats, eating chocolate rats,  
At the store, at the store.  
There are Garfield cats, eating chocolate rats,  
At the Great Toymaker's store. (Chorus)

**O CHRISTMAS TREE**

O Christmas Tree! O Christmas Tree!  
Your needles falling down on me.  
O Christmas Tree! O Christmas Tree!  
Your needles falling down on me.  
"It's freshly cut," the salesman said.  
But now you're home, I see you're dead.  
O Christmas Tree! O Christmas Tree!  
Your needles falling down on me.

O Christmas Tree! O Christmas Tree!  
You fell over on my TV.  
O Christmas Tree! O Christmas Tree!  
You fell over on my TV.  
The rabbit ears are in a pinch,  
I can't watch Snoopy or the Grinch.  
O Christmas Tree! O Christmas Tree!  
You fell over on my TV.

O Christmas Tree! O Christmas Tree!  
Won't run without a battery.  
O Christmas Tree! O Christmas Tree!  
Won't run without a battery.  
I ought to shoot you with my gun,  
Need 40 batteries to make you run.  
O Christmas Tree! O Christmas Tree!  
Won't run without a battery.

O Christmas Tree! O Christmas Tree!  
There's something under you I see.  
O Christmas Tree! O Christmas Tree!  
There's something under you I see.  
Is it a present gaily wrapped?  
No, it's a blob of goopy sap.  
O Christmas Tree! O Christmas Tree!  
There's something under you I see.

O Christmas Tree! O Christmas Tree!  
There's nothing left of you to see.  
O Christmas Tree! O Christmas Tree!  
There's nothing left of you to see.

You were devoured by the dog,  
And now he's sleeping like a log.  
O Christmas Tree! O Christmas Tree!  
There's nothing left of you to see.

**TOYS, BEAUTIFUL TOYS**

(Tune - Home on the Range)

Oh give me a bike with a ring-ding I like,  
And toy shark with a movable jaw.  
A boat that can toot and an astronaut suit  
And electrical trains for my Pa.

(Chorus)  
Toys, beautiful toys,  
That turn on and invite me to play,  
That rattle and bang and go clangety-clang,  
And have batteries that last for all day.

Oh give me a ball I can bounce down the hall,  
And a drum that goes boom-a-boom-boom.  
A high-flying jet and a xylophone set,  
And a CD boom box for my room.

(Chorus)

Oh give me a bat, a mechanical cat,  
A whistle that tweedle-dee-dees.  
A monster that walks and screeches and squawks,  
A transformer with guns in its knees.

(Chorus)

**CHRISTMAS JOY**

(Tune - Rudolph the Red Nosed Reindeer)

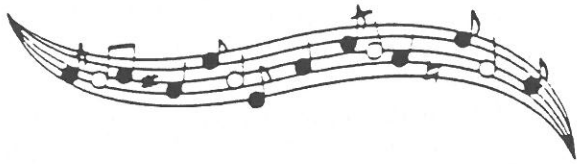
Here's to the Cubs in our den,  
As they follow, help and give;  
All of the boys in our den  
Know just how a Cub should live.

Now that it's time for Christmas,  
We've been very helpful boys.  
We've gathered lots of old things,  
Fixed them up like brand new toys.

Saved our pennies every meeting,  
Bought a lovely Christmas tree.  
Trimmed it up to take to our  
Den-adopted family.

Bright and early Christmas morning,  
When they see our shiny toys.  
We'll be happy that we shared  
Our Christmas joy with other boys.





### HOLIDAY THOUGHTS

(Tune - She'll be Coming 'Round the Mountain)

We will decorate the house on holidays.  
 We will decorate the house on holidays.  
 We will write down special wishes,  
 And polish special dishes.  
 We will decorate the house on holidays

We'll prepare a special feast on holidays.  
 We'll prepare a special feast on holidays.  
 We will make the cakes and pies,  
 That smell good and tempt your eyes.  
 We'll prepare a special feast on holidays.

We'll thank God for all his love on holidays.  
 We'll thank God for all his love on holidays.  
 We'll share presents with our friends,  
 Hoping the spirit never ends,  
 We'll thank God for all his love on holidays.

### THE CUB SCOUT CHRISTMAS SONG

(Tune - The Christmas Song)

Cub Scouts sitting 'round the Christmas tree,  
 Making wishes big and small.  
 Christmas time is a beautiful time,  
 When love's available for all.

And a Cub Scout knows  
 That loving is the greatest gift.  
 It flows so freely from their hearts,  
 So they say, with a smile on their face,  
 That Christmas is the time to cheer.

They know that Scouting really works,  
 It makes them close and friendlier each day.  
 And when another is in need of help,  
 They'll jump right to it,  
 And will help him right away.  
 As our spirit grows,  
 And Christmas time comes into view,  
 Please learn this lesson from your scout.  
 As he smiles and he says to the world:  
 "Merry Christmas to you".

### GIVE A GIFT

(Tune - I'd Like to Teach the World to Sing)

I'd like to give the world a gift,  
 That all men will be free.  
 And though I'm just a growing boy,  
 There's things that I can see.

I see that Scouting is a way  
 To start to understand.  
 That caring, helping, smiling, learning  
 Help me be a man.

And so at Christmas there's a gift  
 That you can give to me.  
 Please help me grow in mind and spirit  
 To be what I can be.

### DID YOU EVER DO A GOOD TURN?

(Tune - Did You Ever See a Lassie?)

Did you ever do a good turn, a good turn, a good turn?

Did you ever do a good turn, in your Cub Scout den?  
 Go this way and that way and this way and that way,  
 Did you ever do a good turn, in your Cub Scout pack?

Did you ever feel so special, feel so special, feel so special?

Did you ever feel so special, in your Sub Scout den?  
 Go this way and that way and this way and that way,  
 Did you ever feel so special, in your Cub Scout pack?

Did you follow Akela, Akela, Akela?  
 Did you follow Akela, in your Cub Scout pack?  
 Go this way and that way and this way and that way,  
 Did you follow Akela, in your Cub Scout pack?



## FAMILY SHOWTIME

### JANUARY 1997

#### COMMERCIAL MIX-UP

(Tune - Farmer in the Dell)

Last night I watched TV..  
I saw my favorite show.  
I heard this strange commercial,  
I can't believe it's so.

Feed your dog Ivory soap,  
Comet cures a cold,  
Use S.O.S. pads on your face  
To keep from looking old.

Mop you floor with Crest,  
Use Crisco on your tile,  
Clean your teeth with Lysol;  
It leaves a shining smile.

For headaches take some Certs,  
Use Tide to clean your face,  
And do shampoo with Elmer's Glue,  
It holds your hair in place.

Perhaps I am confused,  
I may not have it right,  
But one thing that I'm certain of,  
I'll watch TV. tonight.

#### INDIANA JONES

(Tune - Oklahoma)

Indiana Jones finds buried treasure in the caves.  
He finds chests of gold and mysteries old,  
And old Indian relics made by braves.

Indiana Jones, adventure is his middle name.  
He finds snakes and rats, and skulls and bats  
On his search for fortune and for fame.

Oh, we know that he once was a Scout,  
Where he learned what adventure's about.  
And when we say, Scout and Indy all the way,  
We're only saying you're doing fine Indiana,  
Mr. Jones, you're O.K.!

#### TRUE BLUE BILL

I grew up in the mountains  
Out where the snakes have legs.  
Where the hoot-owls speak in English  
And the roosters lay flat eggs.

I shaved my beard and mustache  
The morning I was born.  
That night beat up a Cyclops  
And tore off his big horn.

(Chorus)  
Now I'm a truthful fellow.  
They call me True Blue Bill.  
I never told a falsehood.  
You can bet I never will.

I've had some great adventures.  
I've sailed the seven seas.  
I've tamed man eating monsters  
From lions down to fleas.

I've swam the great Pacific.  
I've walked around the moon.  
I've waded in forty feet of snow,  
The thirty-first of June.  
(Chorus)

I used to be a flier  
And in my air-o-plane,  
I flew across the ocean  
And started home again.

When I got half -way over,  
The dog-gone motor balked,  
So I left the old thing sit up there  
And I got out and walked.  
(Chorus)

Once when I was shipwrecked,  
On islands in the sea,  
By cannibals I was captured  
And tied up to a tree.

They danced and beat their tom-toms  
And they got rather rough.  
But they said I wouldn't make good steak,  
I was too dog-gone tough.  
(Chorus)

Now the father of our country,  
He never told a lie.  
And he was my great uncle.  
So I ask you, "Why should I?"

**MAKE BELIEVE**

(Tune - Put on Your Old Gray Bonnet)

Put on your hat with the feather, and we'll all get together,

And pretend we're Robin Hood's brave men.  
We will live in the forest, and we'll all sing in chorus,  
And we'll fight, the poor folks to defend.

Let's pretend we're on safari, with a lot of things to carry,

And the natives ran away because of fright.  
We'll be brave and find the rhino, we might even see a dino-  
In deepest, darkest Africa tonight.

Let's pretend that we're pirates; bold, swashbuckling pirates,

And just about to sink a merchant ship.  
We will take all our treasure, and it will be our pleasure

To see you walk the plank and take a dip.  
I'll be Linus, you be Snoopy; or we could be Doc and Droopy,

Or I'll be Tom and you're my best friend Huck;  
What adventures are in store - let's make believe some more,  
We might go to the moon if we're in luck.

**I WISH I WERE...**

(Tune - I Wish I Were an Oscar Meyer Weiner)

Oh, I wish I were a door-to-door salesman,  
That is what I'd truly like to be;  
'Cause if I were a door-to door salesman,  
Nobody would slam the door on me.

Oh, I wish I were a high school teacher,  
That is what I'd truly like to be;  
'Cause if I were a high school teacher,  
All the kids would learn a lot from me.

Oh, I wish I were a plastic surgeon,  
That is what I'd truly like to be;  
'Cause if I were a plastic surgeon,  
My facelifts for the ladies would be free.

Oh, I guess it doesn't matter what I do,  
As long as I am happy with my job.  
'Cause no matter what I really want to do,  
I don't want to go to work and sob!

**BRIGHT IDEAS**

(Tune - The More We Get Together)

(Verses are spoken, chorus is sung)

(Chorus)  
He has lots of bright ideas,  
Creations, Inventions.  
He has lots of stories,  
He'll tell you some now.

I'll build a rocket in a minute  
Ten thousand people will fit in it;  
We'll circle the moon on a two-hour cruise.  
But first I'll have to clean my shoes.

(Chorus)

I'll build a giant TV set  
To show the monster I will get  
When I safari up in space,  
But first I have to wash my face.

(Chorus)

I will cure the common cold,  
And fix you so you won't grow old,  
Each virus I will kill quite dead,  
But first I have to make my bed.

(Chorus)

I'll dive down to the bottom of the sea,  
In a special boat designed by me,  
All the sunken treasures I'll discover,  
But first I have to ask my mother.

(Chorus)

I'll make a very special glue  
For all the atoms they split in two,  
I'll glue them back together again,  
I'm late for school, so I can't say when.

(Chorus)

I'll draw designs for unbreakable eggs,  
For biteless dogs and unscratchable legs,  
For unspillable milk and fire without smoke,  
But I can't get going 'cause my pencil is broke.

(Chorus)

**PHIL, THE MAGIC CUB SCOUT**

(Tune - Puff, the Magic Dragon)

(Chorus)

Phil the magic Cub Scout  
Lived down the street.  
And went with me each Tuesday,  
To the place where our den meets.

(Verse)

All the Cub Scouts leaders  
Loved that rascal Phil.  
He never made a mess or yelled.  
He just improved his skill.

On field trips he would travel,  
In the big van with his den.  
He would do his magic tricks  
On the way and back again.

He'd do some tricks with cards,  
Pull doves out of a hat.  
And once he made a rabbit  
Out of our Den Leader's cat.

(Chorus - repeat twice)

Then one night it happened,  
Our friend Phil came no more.  
All the Cubs and leaders  
Sat sadly on the floor.

Without their good friend Phil  
Things were not the same.  
But the den all pulled together  
And sang songs and played games.

(Chorus - repeat twice)

But Phil, he had moved on  
To another Scouting group.  
You see Phil had grown old enough  
To join a Boy Scout troop.

And now he does his tricks  
For Scouts in his patrol.  
The real magic that Phil possessed,  
Was the Scouting in his soul.

(Chorus - repeat twice)

**CUB-A-LOT**

(Tune - Camelot)

(Refrain)

A pack was formed a time or so ago here;  
The Cubs and parents form it on the spot,  
And there's no reason you cannot belong here -  
In Cub-a-lot.

The Cubs are willing boys as you will soon see;  
There is no such thing as "we cannot".

For Bobcats and for Wolves and Bears and  
Webelos -

In Cub-a-lot.

Cub-a-lot! Cub-a-lot!

I hear your Cub Pack calling me.

Cub-a-lot! Cub-a-lot!

I'll join Pack # \_\_\_\_\_!

(Verse 1)

A Cub Scout is the kind of boy I dream of;  
In fact, to me it matters quite a lot.

There is no other group;

I'll join their merry troupe;

I'll be happily-ever-aftering

Then here in Cub-a-lot!

(Refrain)

(Verse 2)

So here I am, a member of the Cub pack!

I'm learning what is right and what is not.

I'm having lots of fun

And earning badges too -

For happily-ever-aftering

Right here in Cub-a-lot!

**OUR CUBMASTER HAD A BAND**

(Tune - Old McDonald Had a Farm)

Our Cubmaster had a Band,  
Wolf, Bear and Webelos.  
And in the band, he had a guitar,  
Wolf, Bear and Webelos.

With a (drum) over here and a (drum) over there,

Here a (drum), there a (drum)

Everywhere a (drum), (drum).

Our Cubmaster had a Band,

Wolf, Bear and Webelos.

Continue with:

a Jug, a Banjo, a Fiddle, a Singer, etc.

**THE CUB SCOUT LEADER SONG**

(Tune - My Guy)

Nothing you can say can tear me away from Cub Scouts,  
 Nothing you can do 'cause I'm stuck like glue to Cub Scouts,  
 We're doing great stuff like cooking and leather,  
 Like birds of a feather we'll stick together,  
 And I'm telling you from the start,  
 I can't be torn apart from Cub Scouts.

Stock up now at the Scout Shop for Cub Scouts,  
 Everything you buy can help you somehow in Cub Scouts,  
 Well, I gave my pack my word of honor,  
 To be faithful and I'm gonna...  
 And you best be believing I won't be leaving my boys.

As a matter of opinion this Council is tops,  
 Indian Nations is the cream of the crop.  
 As a matter of taste to be exact,  
 Indian Nations' ideal as a matter of fact!

No TV show could tear us away from Cub Scouts,  
 No ornery Cub can ever chase us away from Cub Scouts.  
 We may not be no movie stars,  
 But when it comes to being happy.... We are.  
 There's not a job today that can take us away from Cub Scouts.

**PAUL BUNYAN**

(Tune - Three Blind Mice)

Paul Bunyan and his ox. Paul Bunyan and his ox.  
 Chopped up the west, chopped up the west.  
 He carved Grand Canyon, and dug Great Lakes.  
 He cut down redwoods, to cook pancakes.  
 A cub would never make such mistakes.  
 Doing his best. Doing his best.

**BOARDING HOUSE**

(Tune - Silver threads among the gold)

In the boarding house where I lived.  
 Everything was green with mold.  
 Grandma's hair fell in the butter,  
 Silver threads among the gold.

When the dog died, we had sausage.  
 When the cat died, catnip tea.  
 When the landlord died, I left there.  
 Spare ribs were too much for me.

**STORY OF THE BLUE AND GOLD  
FEBRUARY 1997****DOORWAY TO ADVENTURE**

(Tune - My Bonnie Lies Over the Ocean)

Let's follow the trail to adventure.  
 The trail every good Cub Scout tried.  
 With all of God's beauty around us,  
 The trees, and the streams, and the skies.

(Chorus)

Cub Scouts, Cub Scouts,  
 Adventure is part of Cub Scouting fun.  
 Cub Scouts, Cub Scouts,  
 Oh, won't you come have fun with us?

Let's open the door to adventure.  
 With achievements, electives and fun,  
 Cub Scouting is such an adventure,  
 It's exciting for everyone.

And after we've the fun in Cub Scouting,  
 Another door lies straight ahead,  
 We're prepared for the Scouting adventure,  
 And so we have nothing to dread.

**THE PACK MEET**

(Tune - Take Me Out to the Ballgame)

Let's go out to the pack meet,  
 Let's all join in the fun.  
 Song and games and lots of joys,  
 We'll have fun with all of the boys.  
 So, come on, let's work together  
 And make Cub Scouting a treat...  
 For it's Wolves, Bears, Webelos Scouts  
 At our old pack meet.

**THE BANQUET**

(Tune - On Top of Ole Smoky)

Our Blue and Gold Banquet's  
 The best one in town.  
 We celebrate Scouting  
 While gulping food down.

Cub Scouting's a pleasure  
 And eating is too!!  
 So pass the fried chicken.  
 Yea, Gold and Blue!!

**CUB PLEDGE**

(Tune - America)

Cub friendships, pure and deep  
 We promise we will keep  
 Our pledge to thee.  
 We'll honor and obey  
 Akela all the way  
 And when we graduate  
 Good Scouts we will be.

**CUB SCOUT PACK**

(Tune - You're a Grand Old Flag)

We're a Cub Scout Pack,  
 We're a high-flying pack,  
 Down the trail of Akela we go.

From Wolf to Bear to Webelos  
 As into good Cub Scouts we grow.  
 Every Cub is true to the gold and the blue.  
 And he never forgets the fact.

That all the fun a boy could want,  
 He can find in a Cub Scout Pack.

**BLUE AND GOLD**

(Tune - O Tannenbaum)

Oh, blue and gold, oh, blue and gold,  
 You know it stands for truth untold.  
 Oh, blue and gold, oh, blue and gold,  
 The youth that wear it aren't so old.  
 So carry your colors bright,  
 Until the whole world you will light,  
 Oh, blue and gold, oh, blue and gold,  
 The memories live though we grow old.

**SCOUTERS' PRAYER**

(Tune - O Tannenbaum)

Lord Baden-Powell this hour I pray.  
 To Do My Best each and every day.  
 To help my fellow man to see,  
 That Scouting Spirit's given free.

"Let me not in service lag,  
 Let me be loyal to my flag."  
 So I might grow and learn to be,  
 A person of true quality.

**THERE'S NO BUSINESS LIKE CUB SCOUTING**

(Tune - There's No Business Like Show Business)

There's no business like Cub Scouting,  
 Like no business I know.  
 Everything about it is appealing,  
 Learning all about the great outdoors.  
 Nowhere can you get that special feeling,  
 When you're receiving Cub Scout awards!

There's no leader, like Cub leaders,  
 They're always on the go!  
 Leaders of all shapes and sizes, young and old,  
 They wear the colors of blue and gold.  
 And you wouldn't trade 'em for a sack of gold.  
 We're proud to be in Scouts!  
 We're proud to be in Scouts!

**CUB SPIRIT MARCHES ON**

(Tune - Battle Hymn of the Republic)

Our pack is filled with people with commitment next  
 to none,  
 We love teaching skills and crafting, we love hiking  
 in the sun.  
 We all obey the motto, "Keep it simple, make it fun!"  
 Cub Spirit marches on!

(Chorus)

Glory, glory, hallelujah! Let the spirit sock it to ya!  
 With patience and with joy, we build each and every  
 boy!  
 Cub Spirit marches on!

Cub principles are noble and they always pass the  
 test.  
 We serve God and country, families, and always "Do  
 Our Best!"  
 When it's time to get the job done, we work better  
 than the rest.  
 Cub Spirit marches on!  
 (Chorus)

**SIX CUB SCOUTS**

(Tune - Three Blind Mice)

Six Cub Scouts, six Cub Scouts,  
 See how they go, see how they go.  
 They all went after their Bobcat pin,  
 The Wolf and the Bear were the next to win,  
 And then they went to the Webelos den.  
 Our six Cub Scouts.



**BLUE AND GOLD TRADITIONS**

(Tune - Jingle Bells)

While dashing all around  
To prepare for Blue and gold.  
The boys made napkin rings  
And placemats to behold.  
The nut cups, they were neat;  
The name tags were just right,  
Oh, what fun it is to have  
A Blue and Gold tonight.

(Chorus)

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

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

Some people ate too much;  
But we all enjoyed the meal;  
The friendship that we found there,  
Was warm and true and real.

(Chorus)

Blue and Gold, Blue and Gold,  
Banquet time is here,  
Time to sing and celebrate  
Cub Scouting's \_\_\_\_ year,  
(Repeat)

**TAKE ME OUT TO THE BANQUET**

(Tune - Take Me Out to the Ball Game)

Take me out to the banquet.  
Let's all join in the fun.  
Give me some food and a drink to start.  
In our den skit I will do my part.  
So it's time to get our advancements.  
And make our parents so proud.  
For it's Blue! and Gold!  
Our families are sold  
On the Cub Scout way!  
Hurray!

**TIGER CUB WELCOME**

(Tune - Be Kind to Your Web-footed Friends)

Oh, be kind to your striped tiger friends,  
For they are your young Scouting brothers.  
They come with their dads and their moms,  
To join in our Blue and Gold songs,  
You may think that they are quite small,  
But they'll grow!

**BLUE AND GOLD, THE BEAUTIFUL**

(Tune - America)

Oh, beautiful, for Blue and Gold,  
And what the colors mean.  
Standing for skies above we're told,  
And truth and spirituality!  
The Blue and Gold, the Blue and Gold,  
For loyalty steadfast.  
And sunlight warm and good cheer too.  
Bringing happiness to last.

**CUBMASTER RETIREMENT SONG**

(Tune - Red River Valley)

(Adults and boys stand and sing this verse)  
From this Cub Pack, dear friend, you are retiring,  
To go on to your son's Boy Scout troop,  
Don't forget Pack \_\_\_\_ which you are leaving,  
You'll always be in the hearts of this group.

(Adult leaders stand and sing this verse)  
Your pack committee wishes you well.  
Your den leaders wish you well, too.  
The parents and the boys are here with us,  
As we bid you a cheerful adieu.

(Boys stand and sing this verse)  
We're so glad that you were our Akela,  
As we followed the old Cub Scout trail,  
We're sorry to see you are leaving,  
But we're here tonight to bid you farewell.

(All stand and sing this verse)  
From this pack our Cubmaster is retiring.  
We'll miss him as part of our group.  
We'll soon follow in his footsteps,  
As we graduate into the Boy Scout troop.



## WEATHER OBSERVATIONS MARCH 1997

### IT AIN'T GONNA RAIN NO MO

(chorus)

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

Bull frog sittin' on a lilly pad  
Looking at the sky,  
The lilly pad broke, the frog fell in,  
Got water in his eye.  
(chorus)

Skeeter he fly high, skeeter he fly low,  
If that skeeter lands on me,  
He ain't gonna fly no mo.  
(chorus)

Peanut sittin' on a railroad track,  
His heart was all a-flutter,  
Around the bend came the five fifteen  
Toot! Toot! Peanut butter!  
(chorus)

### I'M A SNOWFLAKE

(Tune - Clementine)

In the clouds so high above you,  
A baby snowflake starts its flight.  
If you listen you can hear it  
As it drops down in the night.

I'm a snowflake, I'm a snowflake,  
I'm a snowflake, that I've sung.  
And I'm falling, slowly falling,  
Landing on your stuck out tongue.

Oh I'm melting, Oh, I'm melting,  
Oh I'm melting, that's my plight.  
Aren't you glad that I'm not yellow,  
But a pure and crystal white.

### CAMPIN' IN THE RAIN

(Tune - Singin' In the Rain)

I'm campin' in the rain,  
Just campin' in the rain.  
The tent and the campfire  
Are soggy again.  
The clouds in the sky  
Are making me cry.  
My waterlogged shoes  
Will never get dry.

All the mud in the place  
Is stuck to my face.  
The frogs and the turtles  
Are starting to race.  
Oh, what should I do?  
I need a canoe.  
A webbed-footed weasel  
Swam off with my shoe.

I'm campin' in the rain.  
Just campin' in the rain.  
The good doctor said  
I've got water on the brain.  
I can't light the fire.  
I'm stuck in the mire.  
The lightning just knocked down  
The telephone wire.

I'm drownin' in the rain.  
Just drownin' in the rain.  
Won't it please stop raining,  
I hate to complain.  
My sleeping bag's wet.  
I'm starting to fret.  
My life jacket wasn't  
The thing to forget.

I'm campin' in the rain.  
Just campin' in the rain.  
What a glorious feeling,  
Someone just plugged the drain.  
The pre-cip-i-tate,  
Will now dis-si-pate.  
The sun will soon dry up  
The puddle I hate.  
No more campin'  
No campin' in the rain.

**TO TE TA**

I'm singin' in the rain, just singin' in the rain,  
What a glorious feeling, I'm happy again.

Thumbs up (thumbs up), elbows back (elbows back)  
To-te-ta, to-te-ta, to-te-ta-ta-ta.  
To-te-ta, to-te-ta, to-te-ta-ta-ta.  
(Repeat refrain) (move hips side to side in rhythm)

Toes out (toes out), knees together (knees together)  
To-te-ta, to-te-ta, to-te-ta-ta-ta.  
To-te-ta, to-te-ta, to-te-ta-ta-ta.  
(Repeat refrain)

Buns back (buns back), chest forward (chest forward)  
To-te-ta, to-te-ta, to-te-ta-ta-ta.  
To-te-ta, to-te-ta, to-te-ta-ta-ta.  
(Repeat refrain)

Head down (head down), tongue out (tongue out)  
To-te-ta, to-te-ta, to-te-ta-ta-ta.  
To-te-ta, to-te-ta, to-te-ta-ta-ta.

I walk down the lane, with a happy refrain,  
Just singin', just singin' in the rain!

**WHERE IS THE SUNSHINE**

(Tune - You Are My Sunshine)

Where is the sunshine, the golden sunshine?  
No I'm not happy, the skies are gray,  
It's never been clear just why it rains here,  
Sunshine chase those old clouds away.

Now it's been raining since Monday morning,  
And now it's Friday, the rain's still here.  
The forecast says four more days of storming,  
When, oh when will the clouds disappear?

My skin is wrinkled, my clothes are all wet,  
My shoes are soggy, my hair is drenched,  
Tell Mother Nature her goal has been met,  
The earth's thirst for her rain has been quenched.

Where is the sunshine, it's raining fulltime,  
I feel I'm living deep in the swamp.  
And where I am now, yes it's true that I'm  
At the last day of Cub Scout Day Camp.

**RAINDROPS**

If all of the raindrops were lemondrops and  
gumdrops,  
Oh, what a world this would be;  
I'd stand outside with my mouth open wide,  
Ah, ah, ah, ah, ah, ah, ah, ah, ah, ah.  
(Repeat first three lines)

If all of the snowflakes were Hershey bars and  
milkshakes,  
Oh, what a world this would be;  
I'd stand outside with my mouth open wide,  
Ah, ah, ah, ah, ah, ah, ah, ah, ah, ah.  
(Repeat first three lines)

If all of the hailstones were brussel sprouts and  
wheat germ,  
Oh, what a YUCK it would be;  
I'd stand outside with my mouth CLOSED UP TIGHT,  
Um, um, um, um, um, um, um, um, um, um.  
(Repeat first three lines)

**DID YOU EVER SEE A SNOWFLAKE?**

(Tune - Did You Ever See a Lassie?)

Did you ever see a snowflake,  
A snowflake, a snowflake.  
Did you ever see a snowflake,  
Come falling so slow?  
So slowly and softly,  
So slowly and softly.  
Did you ever see a snowflake,  
Come falling so slow?

Did you ever see a raindrop,  
A raindrop, a raindrop.  
Did you ever see a raindrop,  
Come pouring right down?  
They splish and they splash,  
And they drip and they splatter.  
Did you ever see a raindrop,  
Come pouring right down?

Did you every see a hailstone,  
A hailstone, a hailstone.  
Did you every see a hailstone,  
Come pounding the ground?  
They hit things and break things,  
And crush things and smash things.  
Did you every see a hailstone,  
Come pounding the ground?

**BONNIE WEATHER**

My Bonnie was caught in a blizzard,  
No shelter or fire was near,  
Now every time I try to quiz her,  
She's silent cause she has no ears.

(Chorus)

Blow back, blow back, blow back my Bonnie to me,  
to me,  
Blow back, blow back, blow back my Bonnie to me.

My Bonnie was struck by the lightning,  
Her fingers and toes they turned black,  
When she touches me my left ear rings,  
And send 90 volts down my back.

(Chorus)

My Bonnie was out in a rainstorm  
So bad that it started to flood,  
Now she looks just like some poor earthworm  
That's been living it's life in the mud.

(Chorus)

My Bonnie was in a tornado,  
I didn't know where she had gone,  
Then I heard on the news on the radio,  
She'd been spotted high over Hong Kong.

(Chorus)

My Bonnie was struck by a hailstone,  
It struck her on top of her nose,  
Her sneezes now cause us all to groan,  
"Hold on tight. thar she blows"

(Chorus)

My Bonnie can't get it together,  
The winds and the storms took their toll,  
When there is a change in the weather,  
She jumps in the fraidy hole!

(Chorus)



## CUB SCOUT BIRDWATCHERS

### APRIL 1997

**THE WOODPECKER**

(Tune - Turkey in the Straw)

The woodpecker pecked out a little round hole,  
And made him a house in the telephone pole.  
One day when I watched, he poked out his head,  
And he had on a hood and collar of red.

When the streams of rain pour out of the sky,  
And the sparkles of lightening go flashing by,  
And the big, big wheels of thunder roll,  
He can snuggle back in the telephone pole.

**HOW MANY BIRDS**

(Tune - Blowin' In the Wind)

How many birds can a birdwatcher see,  
Before he's bombed from the air?  
How many feathers can you pluck from a wren,  
Before you can call him bare?  
How many pigeons can fly into town,  
And roost in the old town square?  
The answer we'll share, is flying in the air,  
The answer is flying in the air.

How many ducks can a duck hunter shoot,  
Before they shoot back at the man?  
How many times can two birds in the bush,  
Be worth one bird in the hand?  
How many times can an albatross fly,  
Before it learns how to land?  
The answer my friend, is flying on the wind,  
The answer is flying on the wind.

How many times can you go to the sea,  
And be dive bombed by a gull?  
How many years must a boy be a scout,  
Before he becomes an Eagle?  
How many miles can my puppy dog fly,  
When I glue feathers on my beagle?  
The answer my friend, is flying on the wind,  
The answer is flying on the wind.

**THREE SAWTOOTH BUZZARDS**

Three Sawtooth Buzzards.  
 Three Sawtooth Buzzards.  
 Three Sawtooth Buzzards,  
 Sitting in a dead tree.

Spoken: Oh look, one has flown a-way.  
 What a shame.

Sung: Two Sawtooth Buzzards, etc.

Spoken: Oh look, one has flown a-way.  
 What a shame.

Sung: One Sawtooth Buzzard, etc.

Spoken: Oh look, one has flown a-way.  
 What a shame.

Sung: No Sawtooth Buzzards, etc.

Spoken: Oh joy! One has re-e-e-returned.  
 Let us Re-e-ejoice.

Sung: One Sawtooth Buzzard, etc.

Spoken: Oh joy! Another has re-e-e-returned.  
 Let us Re-e-ejoice.

Sung: Two Sawtooth Buzzards, etc.

Spoken: Oh joy! Another has re-e-e-returned.  
 Let us Re-e-ejoice.

Sung: Three Sawtooth Buzzards, etc.

Action:

Three - hold up three fingers

Sawtooth - hold hands in front of chin with fingers pointing down

Buzzards - hand under arms to form wings

Sitting in a dead tree - strike pose of a dead tree

Oh look, one has flown away - make wide sweep with arm from in front to away from body.

What a shame - both hands to cheeks

Oh joy, one has returned - make wide sweep with arm in towards body

Let us rejoice - "Rejoice" is elongated and said in a high pitched voice while arms are waved above head as you turn in a circle

**THE FLYING BIRDS**

(Tune - The Daring Young Man on the Flying Trapeze)

They fly through the air with the greatest of ease,  
 Those big flocks of pigeons and gulls from the seas.  
 No dog on the ground or big snakes in the trees,  
 Can fly high as the ducks and the geese.

I once had a duck, and that duck's name was Phil,  
 One morning he woke with a terrible chill,  
 The dew was too heavy, he drowned on the hill.  
 Yes, he died from a over-dew bill.

Oh, cows have no feathers and zebras can't fly,  
 And aardvarks and beavers can't zoom through the sky.

And I can't take off no matter how hard I try,  
 I just flap with my arms 'til I cry.

Once just for a joke, me and Tim, my big brother,  
 Caught fifteen wild geese who were downed by the weather.

We poured on some glue, and found birds of a feather,  
 In truth really do stick together.

**GHOST CHICKENS**

(Tune - Ghost Riders in the Sky)

A chicken farmer went out one dark and dreary day.  
 He rested by the coop as he went along his way.  
 When all at once a rotten egg hit him in the eye.  
 It was the sight he dreaded ghost chickens in the sky.

(Chorus)

Bok, bok, bok, bok

Bok, bok, bok, bok.

Ghost chickens in the sky.

The farmer had raised chickens since he was 24.  
 Working for the Colonel for 30 years or more.  
 Killing all those chickens and sending them to fry.  
 Now they want revenge....ghost chickens in the sky.  
 (Chorus)

Their feet were black and shiny; their eyes were burning red.

They had no meat or feathers; these chickens all were dead.

They picked the farmer up and he died by the CLAW.  
 They cooked him EXTRA CRISPY, and served him with cole slaw.

(Chorus)

**OH, I HAD A SILLY CHICKEN**

(Tune - Turkey in the Straw)

Oh, I had a silly chicken  
 And she wouldn't lay an egg,  
 So I poured hot water  
 Up and down her leg,  
 And she giggled and she giggled,  
 And she giggled all the day.  
 And my poor little chicken  
 Laid a hard-boiled egg!

Oh, I had a silly chicken  
 She went scratching in the dirt,  
 And she scratched so hard  
 That her feet....they hurt.  
 So she bandaged them way up  
 From the thigh bone to her toe.  
 And you should have seen that chicken do a do-si-  
 do!

Oh, I had a silly chicken  
 And she wouldn't lay and egg,  
 So I poured hot water  
 Up and down her leg,  
 And she sang a silly song  
 Which turned out to be a ballad,  
 And my chicken laid a sandwich  
 Filled with egg and tuna salad.

**THE LITTLEST WORM**

(Tune - Sippin' Cider)

(Group repeats each line after it is sung and then  
 sings all four lines together in unison)

The littlest worm  
 I ever saw.  
 Was stuck inside  
 My soda straw.  
 The littlest worm I ever saw.  
 Was stuck inside my soda straw.

He said to me,  
 Don't take that sip.  
 For if you do,  
 You'll really flip.  
 He said to me don't take that sip.  
 For if you do, you'll really flip.

I took that sip  
 And he went down.  
 All through my pipes,  
 He must have drowned.  
 I took that sip and he went down.

All through my pipes, he must have drowned.

He was my pal.  
 He was my friend.  
 Now he's no more,  
 And that's the end.  
 He was my pal; he was my friend.  
 Now he's no more, and that's the end.

**BIRDWATCHER'S SONG**

(Tune - My Bonnie Lies Over the Ocean)

We arose so early one morning,  
 The bird life we were hoping to see.  
 But due to the fog all around us,  
 We went back inside and drank tea.

(Chorus)  
 Bird watch, bird watch,  
 This is the fun thing to do, to do.  
 Bird watch, bird watch,  
 Many new sights will appear to you.

In autumn we went to the mountains.  
 Our fortune was better this time.  
 We say all the ravens and blue jays.  
 And watched as the hawks soared and climbed.  
 (Chorus)

Winter is great for bird watching.  
 We wrap up so cozy and warm.  
 Then take out our bird guides and notebook,  
 And go to the nearest farm.  
 (Chorus)

If lucky, we may see an owl,  
 Or robins and chickadees too.  
 Plus kinglets and siskins and sparrows,  
 The mockingbirds just may watch you.  
 (Chorus)



## REINVENTING THE WHEEL MAY 1997

### INVENTIVE CUB SCOUTS

(Tune - Sweet Betsy from Pike)

Oh, have you heard tell of a Cub Scout named Bill:  
A Cub Scout so smart that he made time stand still.  
He chewed up some gum, made it soft to the touch,  
And stuck it inside his new Mickey Mouse watch.

Now there is young Jerry, a smart Scout by trade.  
He's made ninety flavors of instant Kool Aid  
By adding a gerbil, and hamster and skunk,  
It's the grisliest drink that you ever have drunk.

Now Frank is a Cub Scout as smart as a whip.  
His specialty's making those computer chips.  
He slices potatoes as thin as he can,  
Then they're cooked in the disk drives until they turn tan.

Here's an inventive Cub Scout, his name it is Peter.  
Who constructed a rocket from used odor eaters.  
When the rocket ignited it really looked neat.  
When it blew up, poor Peter went down in de-feet.

Each inventive Cub Scout in every respect,  
May be an expert at inventing wrecks.  
They'll work hard and then when the work has been done,  
They'll go and discover more ways to have fun.

### PINEWOOD DERBY CAR

(Tune - My Bonnie)

My car is hung up on the race track,  
The darn thing won't move up or down,  
If only I'd followed instructions,  
I'd have the best race car in town.

(Chorus)

Bring back, Oh, bring back,  
Oh, bring back Pinewood Derby again, again.  
Bring back, Oh, bring back,  
The racer, 'cause next time I'll win.

### OLD INVENTIONS

(Tune - Auld Lang Syne)

Should old inventions be forgot,  
And never brought to mind,  
Just look in any antique shop  
Old inventions you will find.

A victrola, a wind up toy,  
An old telegraph key,  
Inventions that brought hope and joy,  
Don't last eternally.

An automatic nose picker,  
A top coat made from flies,  
A dried up envelope licker,  
And jellies made from mice.

Inventions may be old and strange,  
But we need new ones too.  
Who'll find the cure for fleas and mange,  
That inventor may be you.

### SEVENTY-SIX BRIGHT CARS

(Tune - 76 Trombones)

Seventy-six bright cars line up at the ramp,  
With a hundred and ten Cub Scouts all around.  
They were followed by a score or more,  
Of parents who would root,  
As each car started down the track.

Seventy-six bright cars ran exciting heats,  
A hundred and ten Cub mouths opened wide.  
Then I modestly took my place,  
As the winner of the race,  
with my car....my Pinewood Derby Car!!

### PINEWOOD DERBY

(Tune - Take Me Out to the Ball Game)

Take me out to the Pine...wood.  
Derby, quickly, right now.  
Give me a kit and I will make,  
A Pinewood car, that will certainly wow.

So I've done my best for the Pack's sake,  
Made my very best car.  
So it's one-two-three lanes we'll win,  
And our cars will star.



**THINGS THAT GO**

(Tune - Row, row, row your Boat)

Ride, ride, ride your bike,  
The longest path you take.  
Up and down, up and down,  
How the legs do ache.

Ride, ride, ride the bus.  
Ride it near and far.  
Seeing all the super sights,  
Without the family car.

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

**AUTO BLUES**

(Tune - America)

My auto 'tis of thee,  
Source of my misery,  
Of thee I sing.  
Now that you're full of rust,  
And something's always bust,  
You fill me with disgust  
And everything.

My family joy and pride,  
Gee, how somebody lied.  
I said you'd last;  
Swore you were good as new,  
Bragged of the stunts you'd do,  
Said things not wholly true,  
Just three weeks past.

Now you reveal abuse,  
Your parts are coming loose.  
Your tires are through;  
Why did I give my check,  
For such a worn out wreck,  
I got it in the neck,  
When I bought you.

**INVENTIONS**

(Tune - Turkey in the Straw)

Did you ever try to make things  
From the junk you find around  
From the straws and shoestrings  
Tack and nails on the ground.  
Using string and strange do-hickeys,  
Built in clever little mounds.  
Held by wire, glue and tape,  
So it is safe and sound?

What-cha-ma-call-it, do-dad or junk.  
Consider each entry, watch out for the gunk!  
But smart ideas are really found,  
If you name it you can have it.  
Hope it's first place bound.

**OUTDOOR ADVENTURE  
JUNE 1997****TO THE WOODS**

(Tune - It's Off to Work We Go)

Hi ho, hi ho, it's to the woods we go.  
To catch some snail on backwoods trails.  
Hi ho, hi ho, hi ho.

Hi ho, hi ho, it's to the woods we go.  
To gaze at stars, won't hear no cars.  
Hi ho, hi ho, hi ho.

Hi ho, hi ho, it's to the woods we go.  
To search the skies for butterflies  
Hi ho, hi ho, hi ho.

Hi ho, hi ho, it's to the woods we go.  
We'll pitch our tent, our legs are spent.  
Hi ho, hi ho, hi ho.

**TAKE ME OUT TO THE FOREST**

(Tune - Take Me Out to the Ball Game)

Take me out to the forest.  
Let me hike in the wild.  
Show me a skunk and a few bear tracks.  
I won't care if I never come back.

But It's look, look, at your compass.  
If it rains, then it pours.  
And it's ouch, slap, sting and you're bit,  
In the great outdoors!



**OH WATERMELON**

(Tune - Oh What a Beautiful Morning)

There's a big rotten green watermelon,  
 There's a big rotten green watermelon.  
 The melon was ripe on the Fourth of July  
 Now the only use left is for feeding the flies.

(Chorus)

Oh, watermelon for breakfast,  
 Oh, watermelon for brunch,  
 I've got a water logged feeling  
 It's watermelon for lunch.

All the big watermelons are juicy,  
 All the big watermelons are juicy.  
 With melons as big as my Uncle Frank's pig,  
 And they look like Aunt Bertha when they're wearing  
 a wig.

(Chorus)

All the seeds in the earth are a stirrin',  
 All the seeds in the earth are a stirrin'.  
 The clouds in the sky will be sendin' raindrops  
 As the garden creates more watermelon crops.

(Chorus)

**THE HAPPY WATERGUN**

(Tune - The Happy Wanderer)

I love to shoot my watergun  
 At all the kids I see.  
 But when I shoot my watergun,  
 They all shoot back at me.

(Chorus)

Wateree, Waterah, Wateree  
 Waterah, ha, ha, ha, ha, ha  
 Wateree, Waterah  
 They all shoot back at me.

I shoot that water everywhere  
 I shoot it in the tree.  
 My neighbor's cat's a victim  
 Of my aqua-tillery.

(Chorus)

Oh may I keep my watergun  
 Until the day I die.  
 And in my coffin one last squirt  
 Hits someone in the eye.

(Chorus)

**THE COMING OF THE FROGS**

(Tune - Battle Hymn of the Republic)

Mine eyes have seen the horror of the coming of the  
 frogs,  
 They are sneaking through the swamps, they are  
 lurking in the logs.  
 You can hear their mournful croaking through the  
 early morning fog.  
 The frogs keep hopping on.

(Chorus)

Ribet, ribet, ribet, croak, croak.  
 Ribet, ribet, ribet, croak, croak.  
 Ribet, ribet, ribet, croak, croak.  
 The frogs keep hopping on.

The frogs have grown in numbers and their croaking  
 fills the air.  
 There's no place to escape to, 'cause the frogs are  
 everywhere.  
 They've eaten all the flies and now they're hungry as  
 a bear.  
 The frogs keep hopping on.

(Chorus)

I used to like the bullfrogs, like to feel their slimy skin.  
 Like to put them in my teacher's desk and bring them  
 to our den.  
 Now they're knocking at the front door, I can't let  
 those frogs come in.  
 The frogs keep hopping on.

(Chorus)

They have hopped into the living room and headed  
 down the hall.  
 They have trapped me in the corner and my back's  
 against the wall.  
 And when I open up my mouth to give a warning call.  
 This was all I heard.

(Chorus)



**YOU OUGHT TO BE A CUB**

(Tune - Swingin' on a Star)

Would you like to hike in a park,  
Sit at campfires way after dark,  
Name a tree from the feel of its bark,  
Well, then you ought to be a Cub.

A Cub is a boy who wants to learn all he can,  
To learn about himself, about his land,  
He's got curiosity, he likes to have fun,  
He feels good when he gets to help someone.  
He does his best, and he's always climbing up.  
You know you ought to be a Cub.

And do you like to swing through the air,  
On a rope you tied on with great care.  
Be a Wolf, and then maybe a Bear,  
Well, then you ought to be a Cub.

**THERE WAS A LITTLE CHIGGER**

(Tune - Polly Wolly Doodle)

There was a little chigger and he wasn't any bigger  
Than the head of a very small pin.  
But the lump that he raises just itches like the blazes,  
And that's where the rub comes in.  
Comes in, comes in and that's where the rub comes  
in.  
Oh, the lump that he raises just itches like the blazes,  
And that's where the rub comes in.

Said a thousand legged worm as he began to  
squirm,  
Has anybody seen a leg of mine?  
If it can't be found; I'll have to hop around,  
On the other nine-hundred and ninety-nine.  
Hop around, hop around, on the other nine-hundred  
and ninety-nine.  
If it can't be found; I'll have to hop around,  
On the other nine-hundred and ninety-nine.

**THE WORLD AROUND US**

(Tune - She'll be coming 'Round the Mountain)

If you're living in the country on a farm,  
You'll enjoy to the fullest nature's charm,  
Trees and birds and bees and flowers,  
Animals, sky and grass and showers,  
You can be outside for hours, on a farm.

If you're living in the city visit zoos,  
Parks, museums, gardens, aviaries too.  
We can all get back to nature,  
But protect it for the future,  
Live in harmony and be sure, that we do.

**THERE WAS A BEE**

(Tune - How Dry I Am)

There was a bee-i-e-i-e  
Sat on a wall-i-al-i-al  
And it did buzz-i-uz-i-uz  
And that's not all-i-al-i-al

There came a boy-i-oy-i-oy  
With a big stick-i-ick-i-ick  
He gave that bee-i-e-i-e  
And awful lick-i-ick-i-ick

And then that bee-i-e-i-e  
That boy did sting-i-ing-i-ing  
And it did hurt-i-urt-i-urt  
Like everything-i-ing-i-ing

And then that boy-i-oy-i-oy  
Let out a yell-i-ell-i-ell  
He lit for home-i-ome-i-ome  
He's running still-i-ill-i-ill

**BUG JUICE**

(Tune - On Top of Old Smoky)

At camp with the Cub Scouts,  
They gave us a drink.  
We thought it was Kool-Aid,  
Because it was pink,

But the thing that they told us,  
Would've grossed out a moose.  
For that great tasting pink drink,  
Was really bug juice.

It looks fresh and fruity,  
Like tasty Kool-Aid,  
But the bugs that are in it,  
Were murdered with Raid.

We drank it by gallons,  
We drank it by tons.  
But then the next morning,  
We all had the runs.

Next time you drink bug juice,  
And a fly drives you mad,  
He's just getting even,  
'Cause you swallowed his dad!

**THE TREE HOUSE**

(Tune - Clementine)

In the backyard, in the backyard,  
In a great big tall oak tree.  
That is where we built our tree house,  
Hidden, so no one can see.

Secret codes an secret meetings,  
Just a few friends can belong.  
No one knew our secret password  
Or our secret Cub Scout song.

If you're old enough, you can join us  
In our tree house, with the rest.  
You can also be a Cub Scout  
If you always "Do Your Best".

**MY FAVORITE CUB THINGS**

(Tune - My Favorite Things)

Hiking in summer and snowballs in winter,  
Working with wood 'til my hand's full of splinters,  
Sitting 'round campfires and starting to sing,  
These are a few of my favorite things.

Bringing snakes home to show my den leader,  
That's the best way to show her that I need her.  
She screams, "A snake to our meeting don't bring!"  
It's sure not one of her favorite things.

Yelling at sunrise and kicking my brother,  
Get me in trouble with dad and my mother.  
They just don't understand what fun that brings,  
And that they're some of my favorite things.

When the frogs croak, when the loon sings,  
When I am camping out,  
I simply remember my favorite things,  
'Cause I am a good Cub Scout.

**TOMORROW'S WORLD**  
**JULY 1997****SPACE WANDERING**

(Tune - The Happy Wanderer)

I love to go a rocketing around the planets here,  
And as I orbit Mars and Earth, this eerie song you'll hear.

(Chorus)  
Nebulae, nebula, nebulae, nebula-ha-ha-ha-ha-ha.  
Nebulae, nebula, my starship's warping on.

I shine my light on every star, and they shine back at me.

Oh what a strange and unknown space makes up astronomy.

(Chorus)

I orbit high above the moon, and on the moon I see,  
A million moon men mining cheese, it's an astro-dairy.

(Chorus)

I rocket off toward Pluto's orb, the planet I will browse,  
The seventh moon bears a strange resemblance to Mickey Mouse.

(Chorus)

So as you blast off for the stars, there's one thing you should know;  
Before you leave it's best to wash the outside ship windows.

(Chorus)

**TOMORROW'S COMPUTER**

(Tune - Down by the Station)

Out in the workshop,  
Early in the morning,  
See the Cub Scout genius  
Busily at work  
Building a computer.  
Watch him push the buttons  
Buzz, buzz, flash, flash,  
Won't compute.

**WORLD OF TOMORROW**

(Tune - My Bonnie Lies over the Ocean)

Last night as I lay on my pillow,  
And drifted off slowly to sleep,  
I thought of the world of tomorrow.  
These thoughts through my mind did creep.

A computer will do all my homework,  
A robot will do all the chores,  
If I spend the whole day just playing,  
I fear that I may become bored.

(Chorus)

Bring back, bring back,  
Oh, bring back the old days to me, to me.  
Bring back, bring back,  
Oh, bring back the old days to me, to me.

My jet powered bike will be speedy.  
I'll fly in my spaceship to Mars.  
But what if I get lost in space,  
And can't find my way through the stars?  
(chorus)

My parents will have their own rocket,  
We'll travel through space very quick.  
I'm not sure I'll like that fast travel.  
I may even get space sick.  
(Chorus)

Our family might move to Venus.  
I don't know what we would find there.  
I'd sure miss my friends back on Earth.  
They're the best friends I'll find anywhere.  
(Chorus)

Dehydrated food for breakfast,  
Dehydrated food for lunch.  
Oh what I would give for a Big Mac,  
And potato chips that I can crunch.  
(Chorus)

**ROCKET SONG**

(Tune - Turkey in the Straw)

I had a great big spaceship, And its rockets wouldn't  
fire,  
So I tinkered and I tested, but it only raised my ire.

I twisted every knob and I pulled each lever twice.  
But when I touched the starter it ignited the device.

On past the moon, and Jupiter and Mars,  
Flying past Venus, Pluto and stars,

When I get back I'll tell you where I've been.  
So now its goodbye until then.

**THE DARING SPACEMAN**

(Tune - When Johnny Comes Marching Home)

I am a daring astronaut, hurrah, hurrah.  
I'm getting ready to blast off, hurrah, hurrah.  
The rocket takes me high in space.  
My capsule is a most comfortable place.  
To a space adventure, I am on my way.

I'm orbiting now around the moon, hurrah, hurrah.  
I think I'll land there very soon, hurrah, hurrah.  
I pitch and yaw and roll through space.  
I've not seen these sights any other place.  
I'm a daring spaceman. Won't you come with me?

Let's fly to other planets now, hurrah, hurrah.  
Come fly with me, I'll show you how, hurrah, hurrah.  
We'll stop at Mercury, Venus, Mars.  
At Neptune we'll take a good look at the stars.  
What a lovely sight... the wonderful world of space.

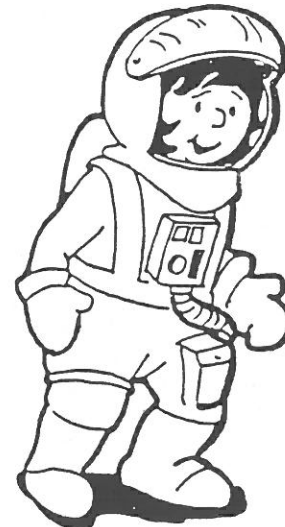
**CUB SCOUT SPACE STATION**

(Tune - Flying Trapeze)

We're gliding through space with the greatest of  
ease.  
And outside its minus 5000 degrees.  
But in our space station we float where we please,  
While eating dehydrated cheese.

Our Cub Scout Space Station is orbiting Mars.  
We're doing experiments on nova stars.  
We're searching for black holes and even quasars.  
We've been quite successful so far.

We found a planet that looks like Mickey Mouse.  
An asteroid shaped like our country's White House.  
While folks back on earth are wondering how,  
We tell them it's cause we're Cub Scouts.



**THE ASTRONAUT'S PLEA**

(Tune - My Bonnie Lies Over the Ocean)

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

(Chorus)

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

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

(Chorus)

I went for a walk in my spacesuit.  
The ship was controlled from the ground.  
And someone in charge down at NASA.  
Forgot I was walking around.

(Chorus)

**ROCKETS AWAY**

(Tune - Anchor's Aweigh)

Rockets away, my boys,  
Rockets away,  
We're off to see the stars,  
The planets and more,

Blast off to meet new friends,  
Learn their ways and soon,  
When we return we'll be  
smarter for sure!

I'm far out in space now,  
Just touring the stars,  
I'd come home in a hurry,  
But I don't know where we are.

Then I spotted a shuttle,  
And tagged on behind.  
And after a while  
Guess what I'll find,

Good old terra firma,  
The Earth sure looks good.  
But I'll start out again,  
Soon as I'm in the mood.

**SPACE CUB SCOUTS**

(Tune - Do Your Ears Hang Low)

Do your ears point high?  
Mr. Spock's your kind of guy.  
On the Starship Enterprise,  
Out in space we're gonna fly.  
Where no man has gone before,  
Through the universe and more.  
Do your ears point high?

Are your ears quite long?  
Then you must be a Klingon.  
Will you sneak up on our ship  
Till our radar shows a blip?  
Then we'll blast you with our phasers  
Our ship is the one that stays here.  
Are your ears quite long?

We are Space Cub Scouts.  
"Beam em Up!" is what we shout.  
On the Enterprise we work.  
We report to Captain Kirk.  
Through the struggles and the strife,  
Looking for new forms of life.  
We are Space Cub Scouts.

**IN THE FUTURE SUMMERTIME**

(Tune - In the Good Old Summertime)

In the future summertime,  
In the future summertime,  
Blasting off for summer camp  
On Mars will be so fine.  
Hot dog pills and instant meals  
Before us when we dine.  
The food's all dehydrated  
In the future summertime.

In the future summertime,  
In the future summertime,  
Our Cubmaster's an android,  
His brain's electrified.  
His uniform is spiffy,  
It's one big neon sign.  
When R2 leads our pack meetings,  
In the future summertime.

In the future summertime,  
In the future summertime,  
Hiking the canals of Mars  
Through the manmade pines.  
We'll cover one mile with each step,  
It's hard to keep in line.  
When there is no gravity  
In the future summertime.

## AGE OF DINOSAURS

### AUGUST 1997

#### ALLEY OOP

There's a man in the funny papers we all know,  
Alley Oop, Oop, Oop, Oop-Oop.  
He lived way back along time ago.  
Alley Oop, Oop, Oop, Oop-Oop.  
He don't eat nothin' but a bearcat stew.  
Alley Oop, Oop, Oop, Oop-Oop.  
Well this cat's name is Alley Oop.  
Alley Oop, Oop, Oop, Oop-Oop.

He's got a chauffeur that's a genuine dinosaur,  
Alley Oop, Oop, Oop, Oop-Oop.  
And he can knuckle your head before you can count  
to four.  
Alley Oop, Oop, Oop, Oop-Oop.  
He's got a big ugly club and and head full of hair,  
Alley Oop, Oop, Oop, Oop-Oop.  
Likes great big lions and grizzly bears.  
Alley Oop, Oop, Oop, Oop-Oop.

(Chorus)

Alley Oop, he's the toughest man there is alive.  
Alley Oop, wearin' clothes from a wild cat's hide.  
Alley Oop, he's the king of the jungle jive,  
Look at that caveman go.

He rides through the jungle tearin' limbs off of trees.  
Alley Oop, Oop, Oop, Oop-Oop.  
Knockin' great big monsters dead on their knees.  
Alley Oop, Oop, Oop, Oop-Oop.  
The cats don't bug him cause they know better,  
Alley Oop, Oop, Oop, Oop-Oop.  
'Cause he's a mean motor scooter and a bad go  
getter.

Alley Oop, Oop, Oop, Oop-Oop.  
(Chorus)

Alley Oop, Oop, Oop, Oop-Oop.  
Alley Oop, Oop, Oop, Oop-Oop.  
Alley Oop, Oop, Oop, Oop-Oop.  
Alley Oop, Oop, Oop, Oop-Oop.

#### FRED FLINTSTONE

(Tune - Flintstones Theme Song)

Flintstone, old Fred Flintstone  
Was the Cubmaster of old Pack Three.  
When he led the meetings,  
The cave Cub Scouts were in ecstasy.

Barney was his right hand man you see,  
Wilma was Den Leader in Pack Three.  
With Fred as Cubmaster the old pack it had a great  
time,  
A Yaba-daba-doo time,  
They had a great old time.

#### BRONTOSAURUS

(Tune - Oklahoma)

Brontosaurus, how that dinosaur became so large,  
He ate birds and trees, drank from the seas,  
And his tail reached almost to the stars.

Stegosaurus, all those pointed fins along his back,  
That backbone stairway, got in his way,  
He looked like an mean old razorback.

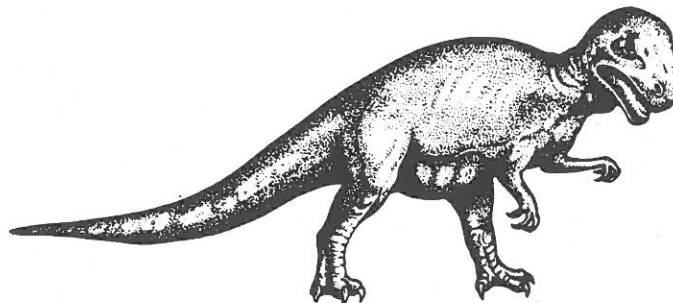
The dinosaurs ran quick and fast  
A hundred million years in the past  
And when you see, their fossils on display,  
Your always thinking, I'm sure dinosaurs died out,  
That they're not here today.

#### DO WE LIKE SCOUTING?

(Tune - La Cucaracha)

Do we like Scouting? Do we need Scouting?  
Yes, we need it every day.  
Do we like Scouting? Do we need Scouting?  
Come along and see the way.

In the winter. In the springtime.  
We like Scouting in the fall.  
But in the summer, yes, in the summer.  
We need Scouting most of all.





**THE ALLIGATOR**

The alligator is my friend.  
He can be your friend too.  
If only you would understand  
That he has feelings too.

(Chorus)  
Alligator! Alligator!  
Can be your friend...  
Can be your friend...  
Can be your friend too!

The alligator's happy and smiles.  
He never sings the blues.  
I'd rather have him as my friend.  
Than wear him on my shoes.  
(Chorus)

The alligator swims the swamps  
He never crawls on dirt.  
And if you want to see my friend,  
You can see him on my shirt.  
(Chorus)

The alligator ate my friend.  
He can eat your friend too.  
If only you will understand,  
That he eats dinner too!  
(Chorus)

**CHICKEN LIPS AND LIZARD HIPS**

(Tune - Supercalifragilistic.....)

(Chorus)  
Oh, Chicken lips and lizard hips and alligator eyes,  
Monkey legs and buzzard eggs and salamander  
thighs.  
Rabbit ears and camel rears and tasty toenail pies.  
Stir them all together, it's Mama's Soup Surprise.

Oh, when I was a little kid I never liked to eat,  
Mama'd put things on my plate, I'd dump them on  
her feet.  
But then one day she made this soup, I ate it all in  
bed.  
I asked her what she put in it, and this is what she  
said.  
(Chorus)

I went into the bathroom and stood beside the sink,  
I said I'm feeling slightly ill, I think I'd like a drink,  
Mama said "I've just the thing, I'll get it in a wink,  
It's full of lots of protein, and vitamins I think."  
(Chorus)

**OUR TOWN, USA  
SEPTEMBER 1997****THIS TOWN IS YOUR TOWN**

This town is your town, this town is my town,  
From city hall to the cat and dog pound,  
From the sprawling suburbs to the busy downtown,  
This town was made for you and me.

As I was riding down to the highway,  
I passed the houses where all my friends play,  
I thought this town is a good place to stay,  
This town was made for you and me.

I've roamed and rambled finding some strange ad-  
dress,  
Why streets are curvy, you know I can't guess.  
But this town is the one that I like best,  
This town is made for you and me.  
(Repeat first verse)

**BEAUTIFUL AMERICA**

(Tune - Home on the Range)

Our America's grand,  
With such beautiful land.  
From the redwoods  
To the far eastern coast.  
With spectacular views  
In so many bright hues,  
About America, we really can boast!

(Chorus)  
Land, beautiful land,  
With glorious sights everywhere.  
For the grandest on earth,  
Is the land of our birth.  
For beauty, she's beyond compare.

Let's always be proud,  
Let's all stand and sing loud,  
About the sights  
That we see all around.  
In no other land  
Can we find scenes so grand.  
It's the loveliest land we've found.



**PICKING UP LITTER**

(Tune - I've Been Working on the Railroad)

I've been pickin' up the litter,  
All the live long day.  
I've been pickin' up the litter,  
Just to have a place to play.  
Can't you see the litter basket,  
Sitting on the sidewalk there?  
Every little bit will help us,  
If you just show you care.

Won't you pick it up?  
Won't you pick it up?  
Won't you pick it up today, today?  
Help us clean it up,  
Help us clean it up,  
Help clean up the USA.

**DO YOUR GOOD TURN**

(Tune - Clementine)

Do your good turn, help a neighbor,  
Spread friendship and joy anew.  
I'm a Cub Scout! Wow, a Cub Scout!  
Doing good turns is what we do.

Clean the school yard, pick up litter,  
And do errands, yes, we do.  
Help our friends to do their homework,  
Being helpful, that's not new.

Keep our parks clean, help our trees grow,  
Make sure everything looks like new.  
I'm a Cub Scout! Wow, a Cub Scout!  
Doing good turns is what we do.

**PEOPLE IN A FAMILY SHOULD  
DO A LOT TOGETHER**

(Tune - Supercalifragilisticexialidocious!)

(Chorus)  
People in a family should do a lot together  
In a house, or out-of-doors,  
No matter what the weather.  
It's either now or never,  
People in a family should do a lot together.

Mom and dad should take the time,  
You'll be glad you did.  
To be a parent and a friend,  
Do something with your kid.  
And the next day they are grown,  
And before you know it.  
You'll be living all alone.

**FIRE! FIRE!  
OCTOBER 1997****DAMPER SONG**

Oh, you push the damper in,  
(push out motion with right arm)  
And you pull the damper out,  
(pull back motion with right arm)  
And the smoke goes up the chimney just the same.  
(circle motion up)  
Glory, glory hallelujah,  
(both arms straight up, shake hands)  
And the smoke goes up the chimney just the same.  
(circle motion up)

(Sing the entire song through one time, then repeat, but leave off the first line using motion only. Continue to repeat song leaving one more line off until the entire song is just using motions)

**LATE LAST NIGHT**

(Tune - Mrs. Leary)

Fire in the house and there's water comin' in.  
Somebody called and here came the brave firemen,

And when the last coal was gone, the firemen said  
again,  
There'll be no hot time in the old town tonight.

Red and fast are the fire trucks that they drive.  
As fast as they go it's a wonder they survive.  
And as the men go to work when the fire trucks arrive  
There'll be no hot time in the old town tonight.

When I grow up I want to be a fireman.  
I'll practice now with my trusty watergun,  
And when my dad strikes a match, I'll spray it and I'll  
run,  
There'll be no hot time in the old town tonight.



**OLD BROTHER BILL**

(Tune - Yankee Doodle)

Old brother Bill was a fireman bold,  
 He puts out fires.  
 Went to a fire last night, I'm told.  
 He puts out fires.  
 He stepped on a keg of dynamite,  
 Blew poor Bill clean out of sight.  
 But where he is, he'll be all right.  
 'Cause he puts out fires.

**FIRE PREVENTION**

(Tune - Clementine)

Check your hallways, check your closets,  
 And underneath the stairwell, too.  
 For if you've piled a lot of junk there,  
 A big fire may call on you.

Dirty paint rags, piled up papers,  
 Frayed extension cords won't do.  
 Fire Prevention is the answer;  
 All good Cub Scouts must follow through.

**NINE ONE ONE**

(Tune - Mrs. Leary)

Nine one one, the police all will come,  
 Ambulances, fire trucks on the run,  
 Paramedics saving everyone,  
 There'll be excitement in our town tonight.

Little Tom found poison in the shed,  
 Drank it down, and by morning he'll be dead,  
 So let's call nine, one, one, they'll save his little head,  
 There'll be excitement in our town tonight.

Grandma's cat is stuck up in the tree,  
 Here come the firemen, they'll help her to get free,  
 And when the newsmen show up, it will all be on TV,  
 There'll be excitement in our town tonight.

Houses on fire, and cars that wreck and crunch,  
 Little kids who eat poison stuff for lunch,  
 You just call nine, one, one, they'll beat danger to the punch,  
 There'll be excitement in our town tonight.

**GREAT PUMPKIN IS COMING TO TOWN**

(Tune - Santa Claus is Coming to Town)

Oh, you'd better not shriek,  
 You'd better not groan,  
 You'd better not howl,  
 You'd better not moan,  
 Great Pumpkin is coming to town!

He's going to find out  
 From folks that he meets,  
 Who deserves tricks  
 And who deserves treats.  
 Great Pumpkin is coming to town!

He'll search in every pumpkin patch,  
 Haunted houses far and near.  
 To see if you've been spreading gloom  
 Or bring lots of cheer.

So, you'd better not shriek,  
 You'd better not groan,  
 You'd better not howl,  
 You'd better not moan,  
 Great Pumpkin is coming to town!

**I'M DREAMING OF THE GREAT PUMPKIN**

(Tune - I'm Dreaming of a White Christmas)

I'm dreaming of the Great Pumpkin,  
 Just like I do this time each year.  
 When he brings nice toys to good girls and boys,  
 Who wait for him to appear.

I'm dreaming of the Great Pumpkin,  
 With every Pumpkin card I write.  
 May your Jack-o-Lanterns burn bright,  
 When the Great Pumpkin visits you tonight.

**LIGHT THE FIRE**

(Tune - Row, Row, Row your Boat)

Let's watch Akela start the fire  
 Will he get it to light?  
 I see a spark,  
 And now the flames.  
 It's campfire time tonight.

**THE TWELVE DAYS OF HALLOWEEN**

(Tune - The Twelve Days of Christmas)

On the twelfth day of Halloween,  
 My mom gave to me:  
 Twelve bats a-flyin',  
 Eleven masks a-leering,  
 Ten ghouls a groaning,  
 Nine ghosts a-booming,  
 Eight monsters shrieking,  
 Seven pumpkins glowing,  
 Six goblins bobbling,  
 Five scary spooks,  
 Four skeletons,  
 Three black cats,  
 Two trick or treaters,  
 And an owl in a dead tree.

**PREVENT FIRES**

(Tune - Are You Sleeping?)

Prevent fires, prevent fires.  
 Do your part, do your part.  
 Check your home for hazards.  
 Check your home for hazards.  
 You'll be smart. You'll be smart.

Hunt for hazards, hunt for hazards,  
 Clean them out, clean them out.  
 Help protect your family.  
 Help protect your family.  
 Have no doubt Have no doubt.

**FIRE DETECTIVES**

(Tune - Row, row, row your Boat)

Heat and fuel and air it takes,  
 Stop one if you can.  
 Call: Fire, fire, fire, fire  
 Help Smokey save our land.  
 Drown, drown, drown that fire,  
 Smother it with sand.  
 Stomp it, stomp it, stomp it, stomp it,  
 Give the bear a hand.

Check your house and check your yard,  
 Carefully as you can.  
 Find that fire before it starts,  
 Give yourself a hand.

**FIRE SAFETY**

(Tune - Auld Lang Syne)

Be careful where you throw a match,  
 An awful fire could start.  
 Break every match at least in two;  
 It pays to do your part.

**FAMILY CIRCUS  
NOVEMBER 1997****TURKEY SONG**

(Tune - Bring Back my Bonnie)

My turkey went walking one morning,  
 The November weather to see.  
 A man with a hatchet approached her.  
 Oh, bring back my turkey to me.

(Chorus)

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

I went down the sidewalk a shoppin',  
 The signs in shop windows to see.  
 And everywhere hung Great Fat Gobblers.  
 Oh, bring back my turkey to me, to me.  
 (Chorus)

I went out to dinner and ordered,  
 The best things they had I could see.  
 They brought it all roasted and sizzlin',  
 They brought back my turkey to me.

Brought back, brought back,  
 They brought back my turkey to me, to me.  
 Brought back, brought back,  
 They brought back my turkey to me, to me.

**TURKEY**

(Tune - My Country 'Tis of Thee)

My turkey, 'tis of thee,  
 Sweet bird with gravy, of thee I sing.  
 I love thy breast and wings,  
 Back, legs and other things.  
 I love thy sweet stuffing,  
 All but the neck.

**CIRCUS FUN**

(Clementine)

At the circus, there are lions  
And they roar so very loud;  
They send shivers sharp as slivers  
Through the anxious waiting crowd.

(Chorus)

Oh the circus, yes the circus,  
Lots of fun for young and old.  
Peanuts, popcorn, cotton candy,  
Till your mouth no more can hold.

At the circus there are elephants,  
That parade, and swing and sway,  
As they work, and never shirk,  
With more peanuts for their pay.

(Chorus)

At the circus there's excitement,  
With many acts of daring skill,  
There's a clown who has a frown  
And a smiling one called Will.

Oh see the circus when it's in town  
For a day that's filled with fun.  
You'll have thrills and lots of chills  
That will last till day is done.

**THE DEN TRAPEZE**

(Tune - The Man On The Flying Trapeze)

We flew to our task with the greatest of ease,  
Our circus would have a sturdy trapeze.  
With hammer and nails and our Den Leader's care,  
We thought we'd be able to fly through the air.

We'd finished the job for our circus fling,  
But our trapeze was leaning,  
We hoped it would swing.

The pack was assembled and ready to go,  
When our trapeze crashed down-  
The star of the show!

We didn't float through the air with the greatest of ease,  
There was no one on our flying trapeze.  
No action were graceful, no one would we please,  
Our trapeze came done with a boom!

**CIRCUS DAYS**

(Tune - When Johnny Comes Marching Home)

The circus parade has come to town  
Hurrah, hurrah,  
With lions and tigers and bears and clowns,  
Hurrah, hurrah,  
The acrobats will do some tricks  
The juggler performs with balls and sticks,  
And we'll all be glad  
When the circus comes to town.

The african lions growl so loud  
They make me quake.  
The tightrope walker walks so high  
He makes me shake.  
I laugh at the clowns as they perform,  
Eat peanuts, candy and hot popcorn.  
Oh join in the fun,  
When the circus comes to town.

**SUPER CUB SCOUT KEEP THE PROMISE AND THE LAW OF THE PACK**

(Tune - Supercalifragilisticexpialidocious)

(Chorus)

Super-Cub-Scout-keep-your-Promise  
and-the-Law-of-the-Pack.  
Even though you find this hard,  
You will soon be on the track.  
If you try to Do Your Best,  
You'll always be a crackerjack.  
Super-Cub-Scout-keep-your-Promise  
and-the-Law-of-the-Pack.

Oh, um diddle, diddle, diddle, um diddle ay,  
Um diddle, diddle, diddle, um diddle ay.

We travel all around the world  
And everywhere we go.  
We help each other like good Scouts,  
Because we always know.  
If we should ever need some help,  
To other Cub Scouts we can go.  
So, remember all you learn and  
You'll be sure to grow. Into a

(Chorus)

**MY AUNT CAME BACK**

The leader chants the words and at the end of each stanza, he adds a motion which the audience also does. Begin by having the audience stand, then they "fan" themselves, "cut" with sheers, etc. until at the end, the audience is constantly doing all six motions at the same time and laughing so hard they can hardly stand up. This is a great song to try at your next pack meeting.

My Aunt came back from old Japan;  
She gave to me an old silk FAN.  
(Make fanning motion with right hand.)

My Aunt came back from old Tangiers;  
She gave to me a pair of SHEERS.  
(Make cutting motion with left hand.)

My Aunt came back from the New York fair;  
She gave to me a ROCKING CHAIR.  
(Rock back and forth on your heels.)

My Aunt came back from Holland, too;  
She gave to me a WOODEN SHOE.  
(Stom right foot repeatedly.)

My Aunt came back from old Hong Kong;  
She gave to me the game PING PONG.  
(Move head to right and then left.)

My Aunt came back from Kalamazoo;  
She gave to me some GUM TO CHEW.  
(Make chewing motion with mouth.)

My Aunt came back from Timbaktu;  
She gave to me some.....  
(Leader points to audience.)  
.....NUTS LIKE YOU!!!

**ESKIMO WALRUS HUNT SONG**

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

(Chorus)  
Aukie aukie oombah; aukie, aukie oombah;  
Hey diddle, hi diddle, ho diddle, hey. (Repeat)

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

Hey tacoma mishawaukee; hey tacoma mishawaukee; hey tacoma mishawaukee.

(Chorus)

He gets within range, takes out his walrus gun, aims and sings:

Hey tacoma mishawaukee; hey tacoma mishawaukee; hey tacoma mishawaukee.

(Chorus)

He gets along side the walrus. It is heavy. He lifts it into his kayak and sings:

Hey tacoma mishawaukee, ugh! Hey tacoma mishawaukee, ugh! Hey tacoma mishawaukee, ugh!

(Chorus)

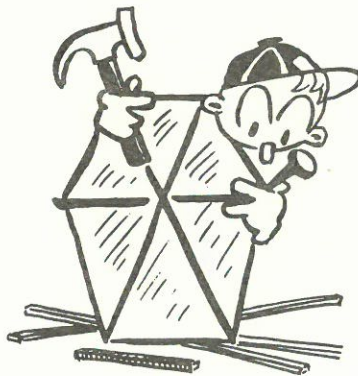
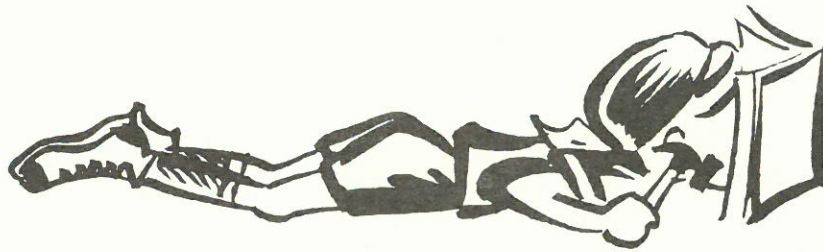
He paddles homeward slowly at first because of the heavy load; then picks up speed. Everybody is waiting to greet him. He waves to all, smiles a toothy smile, singing:

Hey tacoma mishawaukee; hey tacoma mishawaukee; hey tacoma mishawaukee.

(Chorus)

**FOR MORE INFORMATION REFER TO  
CUB SCOUT SONG BOOK AND CUB SCOUT HOW TO BOOK**





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# CRAFTS

**T**hese guidelines should be followed in working with Cub Scouts on crafts:

- **1. Keep crafts simple and inexpensive.** Costly kits of materials are rarely appreciated by the boys any more than simple projects made from scrap material. Since Den Leaders work with a limited budget, cost is a big consideration.
- **2. Crafts should be practical.** Learning to braid is fun. Learning to braid a belt which can be used as a costume part or as a gift is even better. Crafts should have some practical or decorative function, and if possible fit the monthly theme.
- **3. Crafts should teach some skill** such as carving, modeling, painting, weaving, measuring, etc. Merely gluing pieces together is not enough. Cub Scouts like boy-type crafts. They like to hammer, saw, lace leather and paint. And they like to learn how to do new things.
- **4. Crafts should be progressively more challenging.** Try to avoid repeating crafts projects which the boys made the previous year, unless it is something they really want to do. Avoid kindergarten cut-and-paste type crafts.
- **5. A variety of material and methods should be introduced through craft projects.** Pouring plaster is fun, but not every week. Try out techniques which are new and different to the boys. Let them enjoy making something useful from scraps or from items picked up on a nature hike.
- **6. Crafts should seldom require more than two weeks to complete.** A craft project that drags out for a whole month is too difficult and time-consuming. It may become boring for the boys. Start a craft in a den meeting and let the boys take it home to finish with their family's help.
- **7. Be sure the craft project is compatible with the work area.** Avoid using pungent lacquers or spray paints in the house. Take the boys to the basement, garage, or outdoors for the messier crafts.
- **8. The craft must be the boy's work, not the leader's.** In some cases, leaders will be wise to pre-cut or pre-assemble certain parts of a craft which may be too difficult or too time consuming for the boys. But boys need to be able to say: "I made it!"



# PLASTIC ETCHING

## SUPPLIES:

- Plastic, patterns, etching tool, paint (acrylic) paper towels, brushes and masking tape.

## PLASTIC:

- Any plastic that can be seen through will work.

## EXAMPLES:

- 2-liter pop bottles, dish soap, lids from cans or milk jugs.

## PATTERNS:

- You can get patterns from coloring books, magazines, scout books, or make up your own. The simpler the pattern the better, especially for the younger boys.

## ETCHING:

- You will make the tool from any type of nail and a piece of 1/2" dowel, 5" long. Drill a hole in the dowel slightly smaller than the nail. Insert nail into dowel leaving about 1" exposed. Remove head of nail by hacksaw or grinder and put a point on nail. Sharpen the nail by using a grinder or file.

## PAINT:

- Acrylic paint works best. You can use poster paint or markers. Do not use permanent markers. Dark or bright colors show up best.

## BRUSHES:

- You can use regular brushes or Q-tips or paper towels. You could even use your fingers.

## HOW TO DO IT!

1. Get your plastic and it can be cut any shape.
2. Get your pattern that will fit the area of your plastic.
3. Tape the pattern facing towards the plastic. When you hold the plastic piece up, you will be able to see the pattern.
4. Take your etching tool and start tracing your pattern. Make sure you press hard enough.
5. Take the paper pattern off.
6. Apply your paint to the etching on the plastic. Make sure you get plenty of paint in the grooves.
7. Drying time will vary according to paint and weather conditions. Do not let dry completely because the paint will be too hard to rub off.
8. When dry, remove paint with paper towel by rubbing and this will leave only the paint in the etching. Your etching is now complete. It is ready to be made into whatever project you had in mind. After experimenting, you can use multiple colors.

## SUGGESTED PROJECTS:

- Key chains, Christmas ornaments, mobiles, name tags, place cards for Blue and Gold Banquet, sun catchers, holiday pins, neckerchief slides and awards.

## LEATHER CRAFT

Leather is a very versatile medium with which to work. It lends itself to a variety of different uses; it can be carved, tooled, stamped, embossed, colored, etc. Many different things can be made with leather - belts, purses, clothing, and on and on..... Everything from painting a simple design to carving and tooling elaborate and ornate pictures can be done with leather. For those who find leather crafting to be a fun and exciting craft or hobby, there are many excellent "How-To" books, patterns, tools, etc. available.

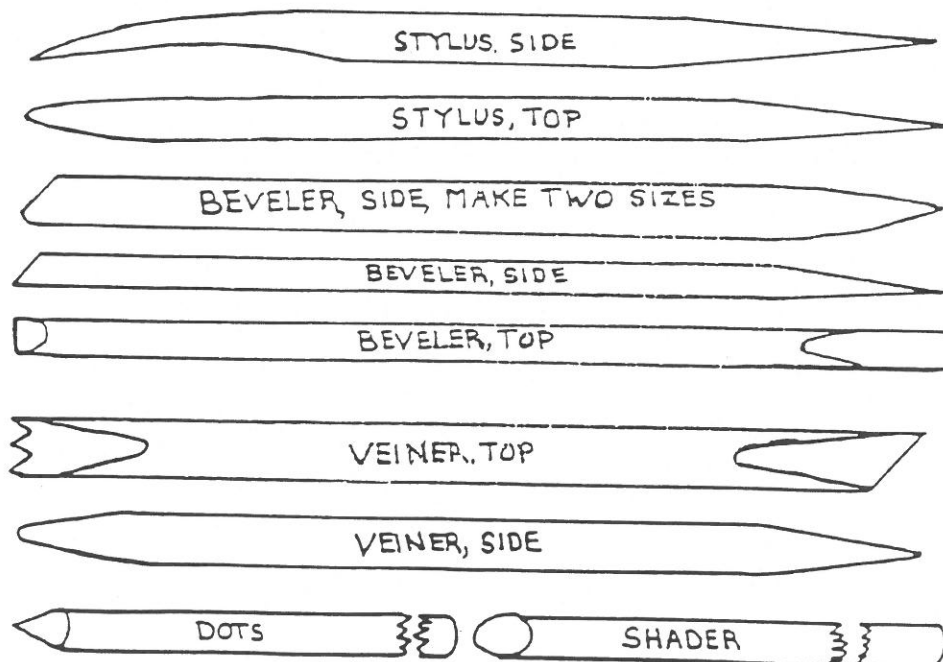
### LEATHER TERMS

- Case - To moisten the grain side in preparation for transferring a design, carving and tooling the leather.
- Grain Side - Refers to the smooth side of tooling leather.
- Flesh Side - Refers to the coarse side of leather.
- Skive - To remove a layer of the flesh side to make the leather thinner for things such as bends and folds.
- Background - To provide greater relief to a carved leather project by tooling areas between cut lines.
- Bevel - To give the illusion of raising the leather by depressing the area along a cut line.

### LEATHER CRAFTING TOOLS

There are literally hundreds of tools available for use on leather. Each serves a particular purpose although some tools can be used for more than one thing. You may also find it to be a neat project to create some "homemade" tools to use. Sometimes it's also useful to create a "modified" tool for working in tight places.

USE DOWELS - SHAPE THEM TO MAKE:



## LEATHER WEIGHTS AND THEIR USES

4-5 oz. 4/64" to 5/64" thickness. Used for billfold backs, organizers, zipper gussets, clutches.

6-7 oz. 6/64" to 7/64" thickness. Ideal for carved handbags, camera cases, notebook covers.

7-8 oz. 7/64" to 8/64" thickness. For narrow belts, knife sheaths, and small pistol holders.

8-9 oz. 8/64" to 9/64" thickness. Has heft and substance. For belts, saddle bags and more.

9-10 oz. 9/64" to 10/64" thickness. For heavier holsters and belts over 1 1/2" wide.

10-11oz. 10/64" to 11/64" thickness. For projects requiring strength. Carpenter's and lineman's belts.

## STAINED GLASS

**MATERIAL:** Glass or plastic cut in various sizes and shapes. Permanent markers-Sharpie pens work best and are available in different colors.

**PATTERNS:** Color books are good resources, or be creative-free hand them. Pattern sizes may be enlarged or reduced by most copy machines at local printing shops. Patterns need to be kept simple, without much detail.

## PROJECT IDEAS

Project ideas are unlimited when one uses one's imagination. These are only a few suggestions.

**SMALL BOTTLES:** Toothpick holders or vases.

**PLASTIC BOXES:** Jewelry boxes, sewing kits or plastic picture frames.

**FLAT PLASTIC OR GLASS:** Neckerchief slides, pins, rings, sun catchers, candle holders or key chains.

## BASIC INSTRUCTIONS:

- **SAFETY:** Proper ventilation due to fumes from permanent markers is highly suggested. When using glass, make sure that all edges are covered with tape to avoid cuts. Any tape will do, but colored plastic or cloth tape will look like a frame for the project.
- Flat glass or plastic must be cut to desired size. Plastic sheets can be scored and cut as you do glass. Dealers will cut glass to desired sizes.
- Select pattern. Place pattern under the glass. It is a big help to the boys to have the pattern color coded, but they can also use the colors of their choice. Some boys will need more help than others deciding on colors-**know your boys.**
- Trace outline of the pattern in black. Do the black outline on one side. Turn the project over. Do the colors on the other side. If this is not possible, remind the boys to be careful going around the outline because it will come off on the pen you are using. This is only a problem with the light colors such as yellow. Have scrap paper handy to clean the tip from time to time.

Keep a white piece of paper under the project. It will make the pattern easier to see and do. Let your imagination go and have fun with this craft.

# NECKERCHIEF SLIDES

Sources for ideas for neckerchief slides are old and new Boy's life and Scouting magazines, and old and new Program helps.

## KINDS OF NECKERCHIEF SLIDES

### 1. Leather and Vinyl

#### a. Shape:

1. Many shapes may be cut from leather and vinyl. (Bobcat, Wolf, and Bear faces, arrowhead, basketball, baseball gloves, elephant, owl are just a few.)

#### b. Construction:

1. Cut out desired shape.
2. Glue or staple or rivet a leather loop onto back.
3. Write on leather with permanent markers (not water colors) or paint with enamel paints.

### 2. Wood

#### a. Shape:

1. Circles and ovals may be cut from slices of tree branch.
2. Any shape may be cut from thin wood (up to 3/8" thick plywood or pine).

#### b. Construction:

1. Cut out desired shape using coping saw or electric jig saw.
2. Staple strip of leather to back side.
3. Paint with enamel paint or use permanent markers.
4. Adhere stamps and other paper with Mod Podge or use mixture of half water and half white glue.

### 3. Plaster of paris and resin.

#### a. Shape:

1. You will need a mold. Molds may be found at craft stores, candy and cake decorating suppliers; also use cookie cutters, small containers, bottle caps, and Kool Aid scoops.

#### b. Construction:

1. Follow directions on the product you use.
2. A pop can ring may serve as a loop, or curtain ring, or sock holders. Insert ring into plaster or resin before it hardens.
3. NOTE: Do **not** pour leftover plaster and resin down drains!

## PAINTING PLASTER

Many kinds of paint will soak into plaster since it is porous. It helps to seal the plaster with a spray sealer, spray plastic, gesso, or plain latex wall paint. After sealer is dry, any type of paint can be applied-tempera, acrylic, oil, or enamel. Enamel and lacquer will leave a glossy finish. Where water base paints will usually leave a dull finish. The latter can be given a coat of clear shellac or spray varnish for a shine. Avoid mixing lacquer and enamels - the paint will peel.

## TIN AND METAL

### TECHNIQUES FOR CUTTING AND SHAPING TIN CANS

Techniques for the handling and cutting of tin cans are simple and easy to master. The important thing, especially for children, is: Always wear gloves when working with cut tin. You will avoid many minor cuts and scratches from the sharp edges. Once the tin is cut, shaped and filed, this source of trouble is eliminated.

The first step is to remove the top and bottom of the tin with a wall type can opener which leaves a smooth edge. (Save the covers, thus removed, for the Christmas ornaments, bell, candle bells, candle holders and many other things.) Next cut along the seam and flatten out the can ready for cutting and shaping. But if tin snips are available, you will find the job easier. To use the tin snips correctly, hold it at right angles to the tin, letting the lower blade rest on the edge of your work table. Open the blades wide and push the sheet of tin in as far as you can, holding the tin with one hand and the tin snips with the other. Do not use both hands on the tin snips, or the sheet of tin is apt to twist.

When cutting round corners and circles first make straight cuts to remove as much waste material as possible. Then round your corners. This procedure will simplify your cutting and make it much truer to the shape desired.

Sharp edges which develop from cutting must be filed. When using a file remember that it cuts only on the forward or pushing stroke. If possible, clamp your work in a vise for better results.

Bending the tin is another technique that is well worth doing properly. To make a sharp bend, place the tin between two blocks of wood clamped together (in a vise if possible) with the edge of the wood along the line of the bend. Then push the tin away from you and you will have a right angle bend. Remove the blocks of wood and if you want a bend greater than a right angle, as you would for a napkin clip, bend the tin together against a solid surface. Ordinary heavy duty kitchen shears may be used for cutting with your hands.

The final step in any project is the polishing. For this, you go over the surface with a fine grade of steel wool to get the luster desired. To protect the finish you can give the tin a coat of shellac, lacquer or wax.

## SILKSCREENING

Silk screen printing is a process of stenciling by forcing ink through a silk mesh. Only a few seconds are required to complete a print. The print is made by pulling ink down a framed screen with a rubber tool called a squeegee. You can use the same screen over and over again making print after print.

Following are two methods of simple silk screening to use in your den and pack.

### EMBROIDERY HOOP SILK SCREENING

**MATERIALS:**

- Embroidery hoop
- Silk screen paint: Tempera mixed with starch can be used
- Pencil
- Crayolas
- Rubber spatula or small squeegee (a cardboard squeegee can be made by covering Cardboard with masking tape)
- Material (organdy or crinoline)
- Newspaper or lightweight paper
- Water soluble glue
- Scissors
- Paper (to be printed)



**DIRECTIONS (Silk Screening cont.)**

1. Cut a square of material four inches wider than diameter of embroidery hoop.
2. Place square of material in embroidery hoop and pull edges to secure a firm unwrinkled surface inside embroidery hoop.
3. You are now ready to make design. It can be realistic or objective. You are only limited in size, which is determined by the size of the hoop. Draw design on newspaper or lightweight paper.
4. Cut design from paper and glue in place on top side of hoop. Allow to dry.
5. The design can be created in a different way if preferred. Placing the top side of hoop next to desk, draw design with crayola very heavily being sure to blot out all design you do not wish to be covered by paint.
6. Place paper to be printed on desk. Place hoop over the paper top side down. Place a tablespoon of paint on inside edge of material in hoop. Using a spatula or squeegee pull paint across material surface to opposite side being sure that paint has been pulled across entire surface of material in hoop.
7. Remove hoop from printed paper. Repeat for all over or border design.

**NOTE:** Using an all-over design-place mats, decorative paper, menu covers, program covers, greeting cards can be made.

Using a border design and oil paints - towels, scraps, aprons and curtains can be made.

**CARDBOARD SILK SCREEN****MATERIALS:**

A sheet of thin cardboard about 8" x 10" (a shoe box lid with rim cut off is fine). A piece of organdy slightly larger than cardboard. Very thick tempera paint (if you use powdered paint, mix a little water, if you use liquid paint, thicken it with a little cornstarch). A sheet of typing paper (or any paper with smooth finish). Masking tape, a spoon, and scissors.

**TO MAKE THE SCREEN:**

1. Cut a window in the cardboard. Leave at least 1 1/2" frame around the outside. (How big the opening is determines how big your print will be.) Take the piece you cut out of the center and cut in half. This will be your "squeegee".
2. Lay the cardboard in the center of the piece of organdy. Fold the top edges of the organdy over the cardboard and tape it down. Pull the lower edge of the organdy tight (but don't bend the cardboard). Fold it over and tape it down. Do the same with the side edges. The organdy should be tightly stretched across the cardboard.

Put masking tape around all 4 edges of the opening on the cardboard. (Tape the cardboard to the organdy.) Press tape down really well. (This will prevent the paint from seeping under the cardboard and blotching your print.)

**TO PRINT:**

1. Cut a shape out of typing paper a little smaller than the opening in your screen.
2. Sandwich the shape between the screen and the paper you're going to print on.
3. Spoon some paint across the top of the screen.
4. Holding it in 2 hands, use the "squeegee" to draw the paint across the screen. Press firmly and slowly pull it toward you. Do this several times until the whole opening is covered with paint.
5. Lift the screen up and peel your print off. You will leave the paper shape stencil in place and make more prints or peel the stencil off and make a new one.

Make a 2 or 3 color print by using a separate screen for each color. A screen is good for about 20 prints. After that you can wash the organdy and re-use it on a new cardboard. Experiment with positive and negative stencils.



## SAND ART

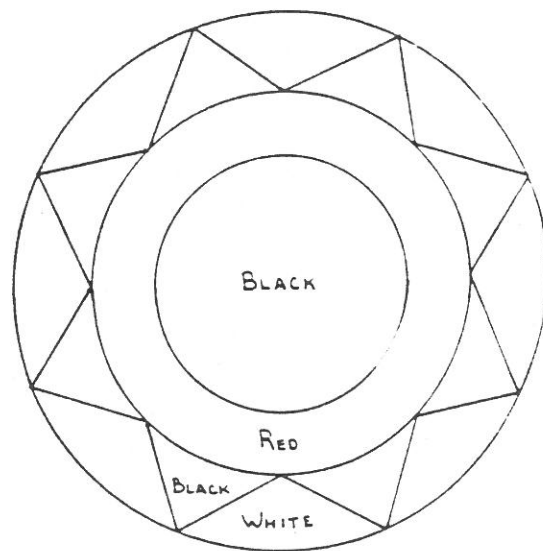
### COLORING SAND

<b>Materials</b>	Sand (preferably white) Dry tempera powder Jar
------------------	--

Mix ingredients and shake well.

### WOOD OR CARDBOARD AS BASE

<b>Materials</b>	Wood or cardboard for base Scrap paper Tape Paper cups or bowls Spray plastic or varnish Colored sand Beach or mason's sand Newspaper Pencil Glue and lid to dilute glue Q-tip or toothpick Container for water Paint brush Pattern
------------------	--



1. If using a wood board, the board should be cut to the appropriate size and shape, sanded and either painted or stained.
2. Place newspaper under cardboard.
3. Plan your design on scrap paper. Use traditional motifs or make up your own.
4. Transfer pattern to cardboard by covering the back of the pattern with pencil lead and placing the pattern on the cardboard.
5. If you desire to cover the background with sand, use a paint brush to cover the entire surface of the board or cardboard with diluted glue (1/2 glue, 1/2 water). Sprinkle sand over area and shake around on board (like flouring a cake pan). Keep background light in color so you can see design through sand. Allow area to dry a couple of minutes before going to next color.
6. Shake excess off on newspaper. Fold newspaper at crease and funnel excess sand back into container.
7. Working in small areas, so glue will not dry before sand is applied, apply glue with a paintbrush or Q-tip to your design. Wait a few minutes between colors, so sand will set and colors will not mix.
8. To pour the sand easily, make several small cones or funnels out of paper and tape them closed. Put a different color in each cone and tap gently to release the colored pigment.
9. A second layer of sand can be added for depth.
10. Give your picture a final protective coat of spray plastic or varnish.

**Note:** Colored yarn or heavy cord can be used for outlining or to fill in small areas.

## SAND PAPER AS A BASE

**Materials** Light colored sand paper  
 Scrap paper  
 Soft pencil  
 Tape  
 Paper cups or bowls  
 Glue  
 Q-tip, toothpick, or paint brush  
 Spray plastic or varnish  
 Colored sand  
 Powdered herbs and spices

1. Plan design on scrap paper.
2. Outline design on sand paper with pencil.
3. Apply glue on design with a paint brush.
4. Use cones to "drip" the color over the lines.
5. To preserve a design, spray several times with spray plastic or varnish.

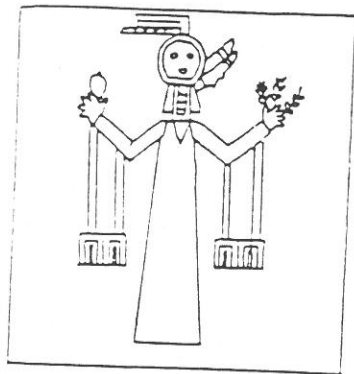
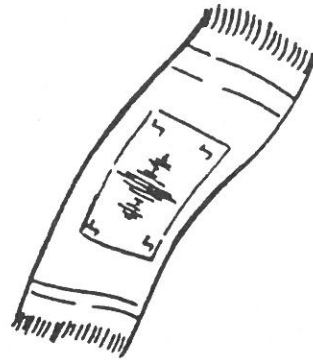


Figure 1



Figure 2

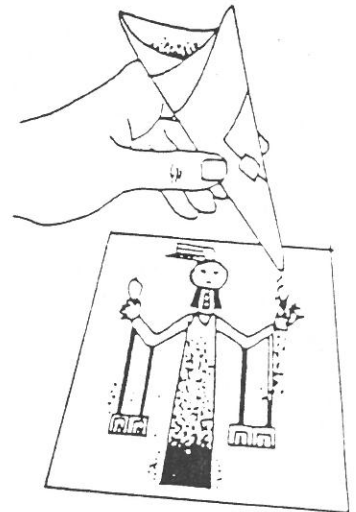


Figure 3

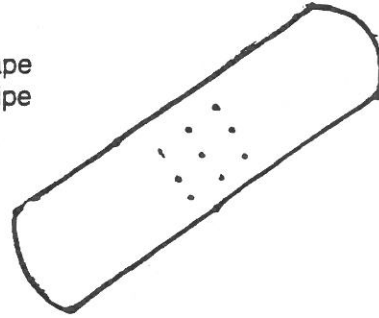
**KEEP JOGGING YOUR MEMORY, AND YOU'LL NEVER RUN OUT OF IDEAS.**

# HELPING OTHER PEOPLE

DECEMBER 1996

## BAND-AID TIE SLIDE

Cut a thin piece of wood or a tongue depressor the shape of a band-aid. Make 2 holes in the middle, and make a pipe cleaner ring. Then stick on a real band-aid.



## FIRST-AID KIT

Cover a film canister with white tape or paper. With narrow tape or marker make a red cross on the front. Attach a pull ring or pipe cleaner to the back. Fill with band-aid, safety pins, foil wrapped alcohol swab, etc.



## CHRISTMAS NECKERCHIEF SLIDES

### MATERIAL

large cork  
glue

plastic curtain ring  
assorted trims

Cut a large cork in half length-wise. Punch two holes in back (cut side) and glue in half of a plastic curtain ring.



Santa will need a cotton beard and hat trim. His hat is red felt with a tiny bell on the tip. His features are drawn on with colored marking pens.

Rudolph has antlers made from tiny twigs or brown pipe cleaners. His nose is a tiny red Christmas ball. His ears are brown felt.

The boys will like this slide because it looks like a Christmas package. Slide can be made from plaster, wood or even a tiny box. The instructions are for making the box using plaster.



Use an old ice tray with square or rectangle cubes. Grease with oil and pour in plaster. While plaster is still wet, insert curtain rings in each square for the slide ring. Let plaster dry.

When plaster is thoroughly dry, remove from mold. Paint with tempera or acrylic paint, or wrap with foil wrapping paper. Glue on ribbon. Add a name tag for each boy.

## STAR OF DAVID MOBILES

**Supplies**      Chenille  
                       white glue  
                       fishing line or invisible thread

### To Make:

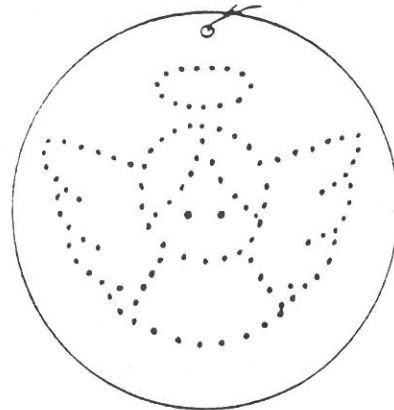
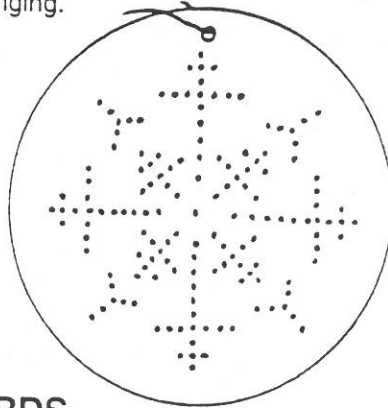
1. Twist together the ends of two 12 inch chenille craft stems (any color) to form one long stem. Shape into a triangle with each side about the same length. Repeat so that you have two triangles.
2. Place the first triangle upside down over the second triangle to form a Star of David. Glue the joining parts together.
3. Make a second Star of David using chenille stems cut to 9 inches.
4. Make a third Star of David using chenille stems cut to 4 inches.
5. Hang one star inside another using the thread or fishing line. To hang the mobile, add a loop of thread at the top.



## TIN PUNCH ORNAMENTS

**Materials**      Frozen juice can lids  
                       Hammer and small nail  
                       Tape and yarn

Use the patterns shown and tape to juice can lids. Using a hammer and small nail, punch through the paper onto the lid. Do one dot at a time. Remove paper pattern. Punch a hole through the center top, and tie on yarn for hanging.

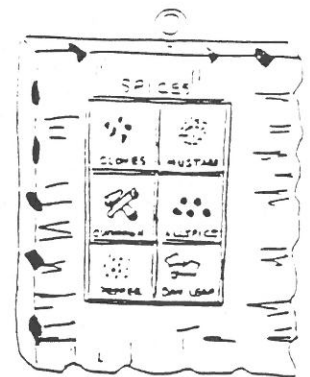


## SPICE BOARDS

Use 1/2" board approximately 6" x 8". Rough up appearance of wood by using chisel, hammer or other tools. Do this by hitting and chipping at the wood. (Cubs love to do this.) Stain or paint board.

Glue on spaghetti border and spices.

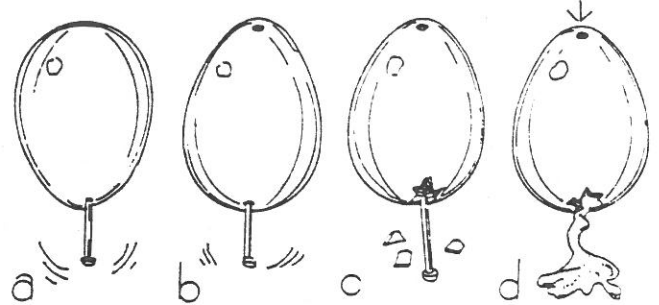
Give board a coat of diluted white glue or decoupage finish. Write on names of spices with india ink. When ink is dry, give it another couple of coats of finish.



## CHRISTMAS TREE ORNAMENTS

Here are some "eggs-traordinary" decorations to hang on your tree. Make your own angel, Santa Claus, or Rudolph the Red-Nosed Reindeer ornaments.

- MATERIALS**
- blown eggs
  - buttons
  - string
  - tape
  - food coloring or egg dyes
  - bottle cap
  - crayons or markers
  - colored paper
  - cotton balls
  - scissors
  - white glue

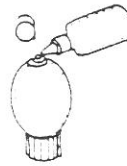


(To blow out your eggs twist a pin over and over into the narrow end of an egg until it breaks through the shell. Twist the pin through the wide end of the egg. Very carefully chip away a little bit of the shell at the wide end. Blow very hard into the smaller hole until all the egg has been blown through the larger hole into a cup.

To Clean Egg Shells - Put empty egg shells in jar and cover with bleach. Leave for 48 hours. This dissolves all the membrane.)

### FOR EACH EGG

1. Dye a blown egg in food coloring or egg dyes, or use the egg as is.
2. Add a button to a length of string. Knot the ends together.
3. Stand the egg on a bottle cap.
4. Squeeze glue on top of the egg (a).
5. Press the button onto the glue (b).



### THE ANGEL

1. Draw a face and hair on an egg.
2. Cut wings from white paper. Draw on feathers.
3. Glue the wings to the back of the egg.



### SANTA CLAUS

1. Draw Santa's face on an egg.
2. Glue a cotton ball beard on the egg.
3. Glue on a paper mustache.
4. Roll red paper into small cone. Cut away a little bit of the tip. Trim the bottom edge.
5. Feed the string through the hat and rest it on Santa's head.



### THE RED-NOSED REINDEER

1. Draw Rudolph's face on an egg. Be sure to make his nose red.
2. Draw two antlers on brown paper. Cut them out.
3. Glue the antlers to the back of the egg.

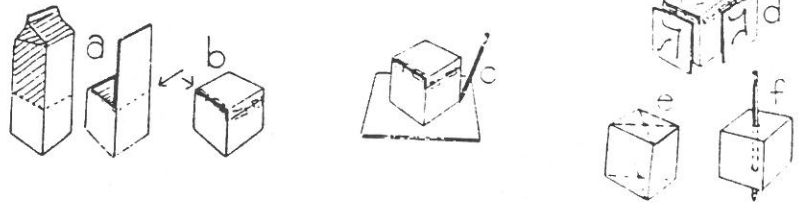
C

## CHANUKAH DRIEDEL

Chanukah is the Festival of Lights in Jewish tradition. This holiday celebrates the rededication of the Temple in Jerusalem. More than 2,000 years ago, an oil lamp in the temple burned for eight days on just a one-day supply of oil. That is why a candle or an oil lamp is lit on each of the eight days of Chanukah. During this holiday children spin the dreidel for small coins. You can make your own dreidel and play this game.

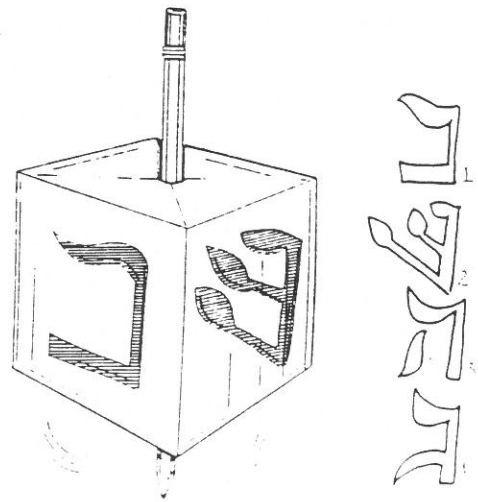
### MATERIALS

Medium peaked carton  
scissors  
tape  
white paper  
blue crayon or marker  
paste  
pencil



### THE DRIEDEL

1. Draw a line around a carton with a crayon (see dotted lines in a). The bottom half should be square.
2. Cut away the peak and three sides of the carton up to the drawn line. You will be left with a box with a long lid (a).
3. Fold the lid over the open end of the box. Tape the lid in place (b).
4. Trace the bottom of the box on white paper (c). Cut out and paste on the lid.
5. Trace a side of the box four times. Cut the paper sides out.
6. Draw one letter of the Hebrew alphabet on each cutout (see letters 1 to 4).
7. Paste the sides to the box (d).
8. Draw lines, from corner to corner, on the top and bottom of the box (e).
9. Make a hole where each two lines cross by carefully twisting a sharpened pencil back and forth (study e).
10. Push the worn point of a pencil through the top hole and out the bottom hole (f). The point should extend out a little.
11. To play the game, each player gets the same number of pennies. Each player then puts one penny in the pot. The first player spins the dreidel. If it lands on the letter Nun (1), the player gets nothing; the letter Shin (2), the player has to put one penny in the pot; the letter Hay (3), the player takes half of the pennies; and the letter Gimel (4), the player takes all the pennies. Add a penny with each new spin.



## CANDLE JAR



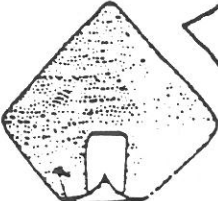
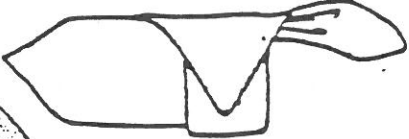
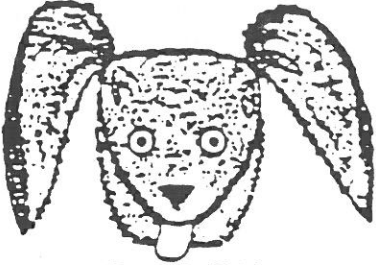
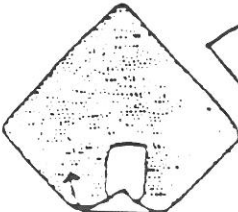


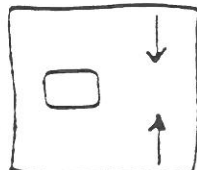
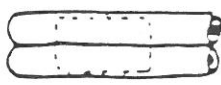


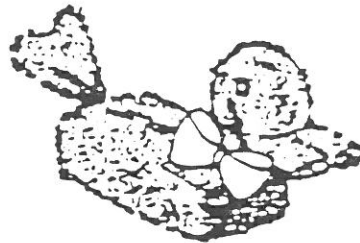


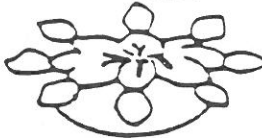
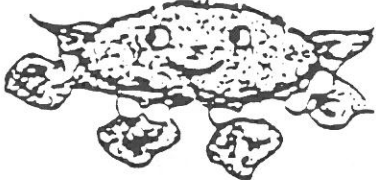
Choose a tall, wide-mouthed jar and large, light-weight cards. Glue the cards to the jar, completely covering the entire jar.

Next, coat the outside of the jar with glue and roll it in salt. Let dry and then apply several coats of varnish or shellac.

Insert a candle, anchored in melted wax, in the bottom of the jar.

## SOAP-FUL GIFTS

These engaging animals are made-in-a-minute gifts. Each is a bar of facial soap wrapped in a washcloth. Tie off with matching string or yarn. Sew on ribbon, bows, and buttons, and glue on felt.

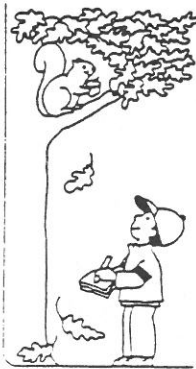
 <p>ROLL UP SOAP</p>  <p>TIE OFF FOR EARS. ADD FELT TONGUE UNDER CORNER FLAP.</p>	 <p>• PUPPY •</p>
 <p>ROLL UP SOAP</p>  <p>NARROW SIDE IS FACE</p> <p>PULL UP FLAPS OVER SOAP FOR EARS AND TIE.</p>	 <p>• BUNNY •</p>
  <p>ROLL SIDES AND BRING TO TOP.</p>  <p>TIE FOR TAIL AND NECK.</p>  <p>FOLD AND TIE FOR HEAD.</p>	 <p>• DUCKY •</p>
 <p>OVAL SOAP</p>  <p>PULL UP CLOTH AND TIE</p>  <p>TIE AGAIN TO FORM EIGHT LEGS.</p>	<p>• OCTOPUS •</p> 



### Mother Nature Says.....

Perhaps you've noticed how easy it is these days to speed past the interesting things in the world around us. Whenever we go someplace we climb in a car, zoom along a super highway and zoom home again. To go from city to city, we fly in airplanes. Soon, supersonic jets will be able to take us on a world tour during a two-week vacation. That may be unique, but Nature's wonderland will zip past us in a blur. Most of Nature's most curious secrets are hidden no further away than our own back yards, in the woods down the road or in a nearby stream or pond. To see Nature in action, you must travel no faster than a walk!

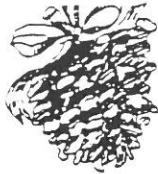
### A WINTERTIME DEN ACTIVITY



Take a winter hike. The same route you traveled last fall and summer will not be the same in December. Make a list of some of the differences - can you recognize a tree with all of its leaves gone? Are there some trees still green? Are there more or fewer birds? Have you had snow? What animal tracks do you find? Make "snow angels". Gather clean snow for snow icecream. Is there a sledding hill in your neighborhood? Discuss winter-fun safety rules; example, no sledding behind cars, wear warm clothing, etc. Prepare hot chocolate when you return to the den meeting site. (Leave shoes at the door. Please don't track in the mud!)

### TIME TO FEED THE BIRDS

Not all birds migrate during the winter. It is a fun and helpful project to feed the winter birds. Remember, once you start feeding the birds, you must keep on feeding them until springtime.

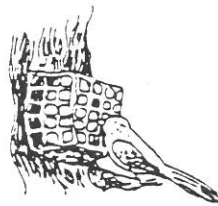


#### Bird Pudding

Here's another way to feed suet-loving birds. Mix together a sticky mess of peanut butter and oatmeal or peanut butter and birdseed. Smear it on a pinecone. Hang the pinecone from a branch with string.

#### Suet Feeders

Ask a butcher for some suet. It is either free or very inexpensive. Stuff the suet into a plastic berry basket and nail it to a tree as high as you can reach. Another way to fasten suet to a tree is to tie it on tightly. Remember: Once you start feeding suet to the birds, keep on doing so.



#### Bleach-Bottle Feeder

Carefully cut away four windows from a bleach bottle. Sandpaper the rough edges or cover them with strong waterproof tape. Make a hole in the cap of the bottle by hammering a fat nail through it. Remove the nail. Put a string through the nail hole and tie a big knot. Put the cap on the bottle tightly. Tie the other end of the string to a branch.

### A PROJECT TO BENEFIT BOTH MAN AND BEAST

Recycle discarded Christmas trees (with permission) to add to fish habitats in area lakes, gather and add them to the bon-fire stack at the city site for the annual tree burning festival, or stand in the yard near the feeders, providing some shelter for the birds. This month: **Help Other People.**

# FAMILY SHOWTIME

JANUARY 1997

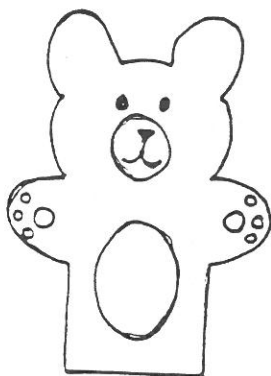
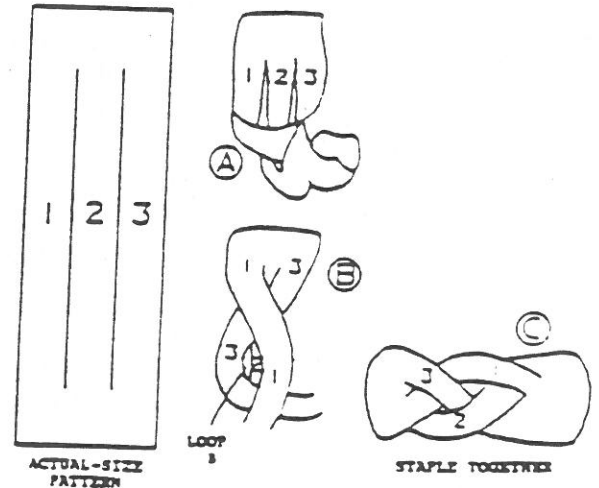
## BRAIDED TIE SLIDE

### MATERIALS NEEDED

1 3/8" X 4 1/4" piece of lightweight leather  
(garment or lining leather scraps work best)  
X-acto knife or razor knife  
Stapler or contact cement

### DIRECTIONS

1. Cut leather using pattern.
2. Grasp left bottom corner and push it through slit between 2 and 3 (A).
3. Put strip 3 on top of strip 2, then put strip 1 on top of strip 3, making a sandwich with strip 3 in the middle. with fingers, work strip 3 out to left, exposing an open loop (B).
4. Push part (A) through loop (B) and rework with fingers into braided strip which looks like figure (C).
5. Staple or glue top and bottom together to form a "woggle" type neckerchief slide.



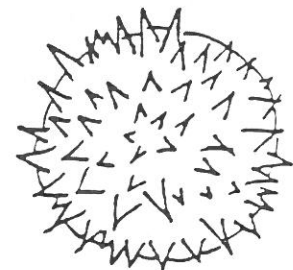
## FINGER PUPPET

Cut 2 of the basic pattern from felt. Cut a 1" slit across the back of head. Glue front and back around outside edge, leaving bottom edge open. Decorate front to be any animal you want. Can be used as a finger puppet or worn as a slide by putting neckerchief into slit at back of head and out bottom of puppet.

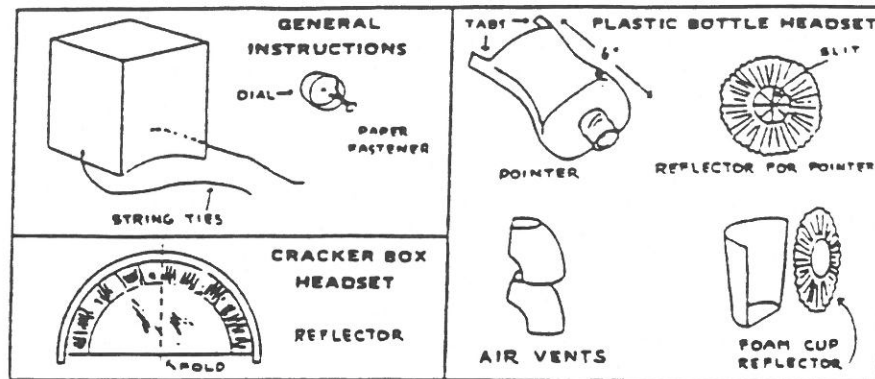
## SNOWFLAKE NECKERCHIEF SLIDE

sweetgum            ball glue  
pipe cleaner        white paint  
plastic snow

Cut and bend a pipe cleaner to form a loop to fit a neckerchief. Glue ends into two holes in back of sweetgum ball. Spray paint white or put paint in a shallow bowl and spoon paint over the tie slide until completely covered. While paint is still wet, sprinkle with plastic snow and place on newspaper to dry.



## HEADSETS FOR MIND READERS



Vivid imaginations are required to make the headsets read minds, but you'll have a lot of fun making and using these unusual headpieces.

Even though the headsets are not found in any ESP book of equipment, you will find yourself "communicating" easily with the people who use them - you'll all be laughing in no time at all. Aim the pointer on the headset at the person whose thoughts you want to read, and concentrate. You'll be amazed at your thoughts.

For the hat for each headset, you can use a gallon plastic bottle or a large cracker box (or similar box or carton). From there on, you can attach just about any scrap material for aerials, pointers, reflectors, dials, and so on.

For a dial on one side (as shown on the top model illustrated), use a plastic lid from a pill bottle and attach it, open side out, to the hat with a paper fastener. Cover the open side with a cardboard circle. The dial can be turned to give you better "reception" when reading others' thoughts.

For ties to hold the headset on your head, make a hole on each side of the hat near the bottom. Insert a long string in each hole and tie them together under your chin.

## A CUP OF KINDNESS

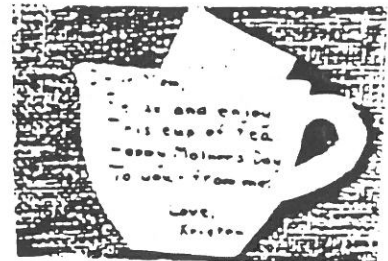
A nice way to give mom a few minutes to herself to enjoy a cup of tea on her day. Fold a piece of construction paper on half. Trace a teacup with the bottom of the cup on the fold. Cut out. Glue sides and handle together leaving the center portion open.

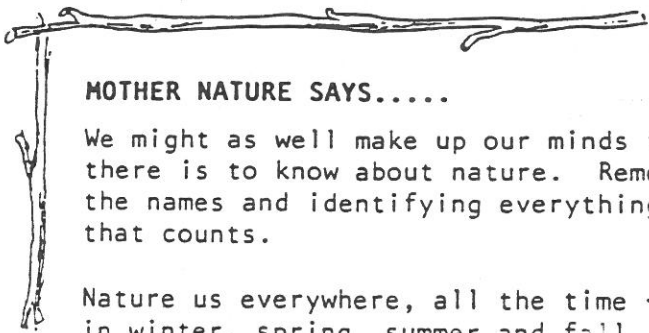
Write your own message or this poem on the cup

Dear Mom,  
Relax and enjoy  
This cup of Tea  
Have a Happy Day  
To you-from me!

Love,

Then, insert one of mom's favorite tea bags in the cup.





**MOTHER NATURE SAYS.....**

We might as well make up our minds that we are never going to know all there is to know about nature. Remember that it is not so much knowing the names and identifying everything but the joy in making the discovery that counts.

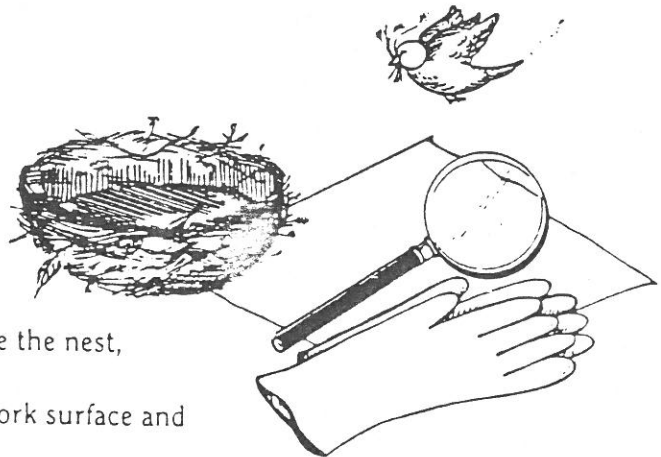
Nature us everywhere, all the time - in cities, in the woods and fields, in winter, spring, summer and fall. It is to enjoy and respect.

**BIRD NEST INSPECTION**

In the fall and winter you may come upon an old bird's nest in a tree or one that has fallen to the ground - pick it up carefully and take it inside for a closer inspection - you will find some surprises. Take it apart and see how it was made. You may find twigs, straw, yarn human hair, feathers, cat hair and leaves. Notice how the softest materials are placed around the inside. If you want, glue the materials to cardboard and make a display to show at pack meeting. How many trips do you suppose the bird make gathering the nesting material?

**MATERIALS**

- bird's nest
- sheet of white paper
- rubber gloves
- magnifying lens



**PROCEDURE**

1. Collect a bird's nest. Before you remove the nest, make sure birds are no longer using it.
2. Lay the sheet of white paper on your work surface and put the gloves on.
3. Lay the nest on the sheet.
4. Gently and carefully pull the nest apart.
5. Examine the pieces of materials under the magnifying lens. What did the bird use to build its nest?
6. Throw away the pieces of nest and discard the rubber gloves.



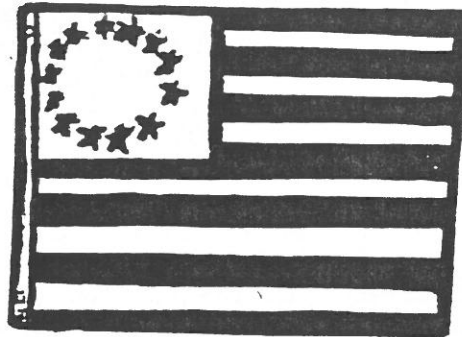
**CLEAR, COLD NIGHTS ARE EXCELLENT FOR STAR GAZING.** It doesn't take too much effort to lift up your eyes, and what a reward you will get when you do! When you are looking up at the sky you are doing something that men have done for thousands of years. The most famous star is the North Star. Locate it.

# STORY OF THE BLUE AND THE GOLD

FEBRUARY 1997

## FLAG SLIDE

- Plastic bottle
- Plastic curtain rings
- Felt
- Acrylic or model paint



Using this actual size drawing, have the Cub Scouts make a paper pattern. Trace it onto a plastic bottle and cut out, using tape to hold the pattern in place while cutting. On back side of plastic, using coarse sandpaper, rough up the plastic. Cut a felt backing, slightly smaller than the plaster. Sew the plastic ring to the center of the felt. Glue felt on plastic back. Paint a flag on the front.



## FOLLOW AKELA

**FIGURE** Cut two pieces of cardboard 8" x 16". Fold each in half lengthwise. Trace the figure of Akela on the cardboard, as shown, and cut out. Paint reverse side.

Paste on tan paper for face and add features. Cover headdress with fringed foil feathers and make contrasting headband with rosettes and pendants at the sides.

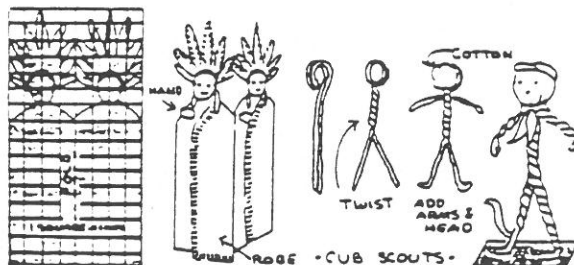
Set sections upright, tape together and wrap with foil, trimming off excess around neck and shoulders. To simulate a robe, add a section of foil (fringed along the edge) from shoulders to feet. Insert tan paper hand.

**HOOP** Cover a 2" x 30" strip of cardboard with blue crepe paper. Add "Follow Akela" in gold letters. Hang from headdress with thread.

**BASE** Cover a large box with blue crepe paper.

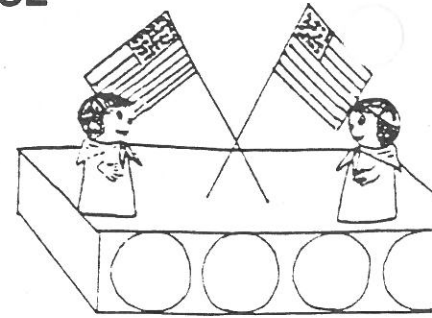
**CUB SCOUTS** Place two 6" pipe cleaners together and make a loop for head. Twist for neck and body; spread for legs. Twist on pipe cleaner arms and bend up hands and feet. Place cotton in the loop, wrap with pink facial tissue and tie at neck. Wrap legs, body and arms with 1/2" strips of blue crepe paper.

For neckerchief, use yellow crepe paper with a twist of blue for slide. Glue blue crepe paper to head for cap. Cut visor from yellow construction paper and cover with smaller visor of blue. Glue to cap. Add paper features. Glue feet to cardboard.

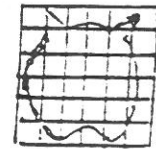


## SALUTE SCOUTING CENTERPIECE

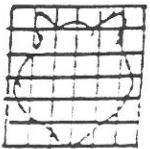
- Materials**
- 8" x 15" rectangle or 12" circle of wood or styrofoam
  - Blue paint or blue foil
  - White construction paper or insignia stickers
  - Dowel Cub Scouts
  - Thin dowels for flag stand
  - Fine line markers
  - Glue
  - Scissors



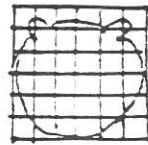
Use a 8" x 15" rectangle or 12" circle of wood or styrofoam. Paint or cover top and sides of base. Construct flags from construction paper and thin dowels. Place crossed American flags in the center of the base. Make 2 dowel Cub Scouts and place the Scouts around the flag, "saluting the flag". Using the small grids (see illustration) draw, color and cut out rank heads and Webelos insignia. Can use stickers purchased from Scout Shop. Glue rank heads and Webelos insignia to the smooth flat side.



Bobcat



Wolf



Bear



Webelos

## DOWEL CUB SCOUTS

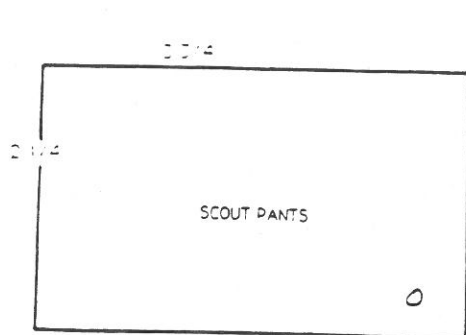
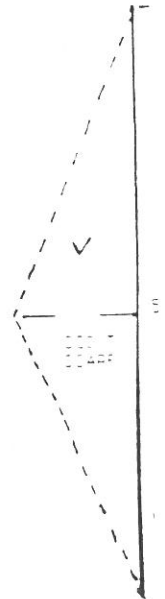
- Materials**
- 1" dowel 3" long
  - 3/4" round wooden bead
  - Doll pin stand
  - Fabric scraps
  - Felt scraps
  - Glue

1. Glue doll pin stand large side down onto dowels for shoulders.
2. Glue wooden bead on small end of doll pin stand for head.
3. Use cloth or felt for Cubs/Webelos/Boy Scout uniform.

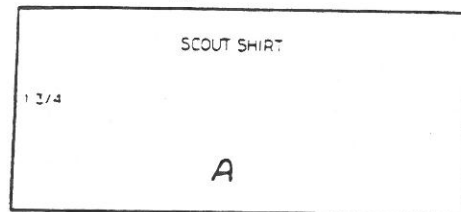
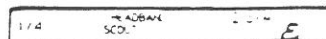
Patterns for uniform pieces below. (Enlarge 40 percent.)



SCOUT BRIM



SCOUT PANTS



SCOUT SHIRT

A

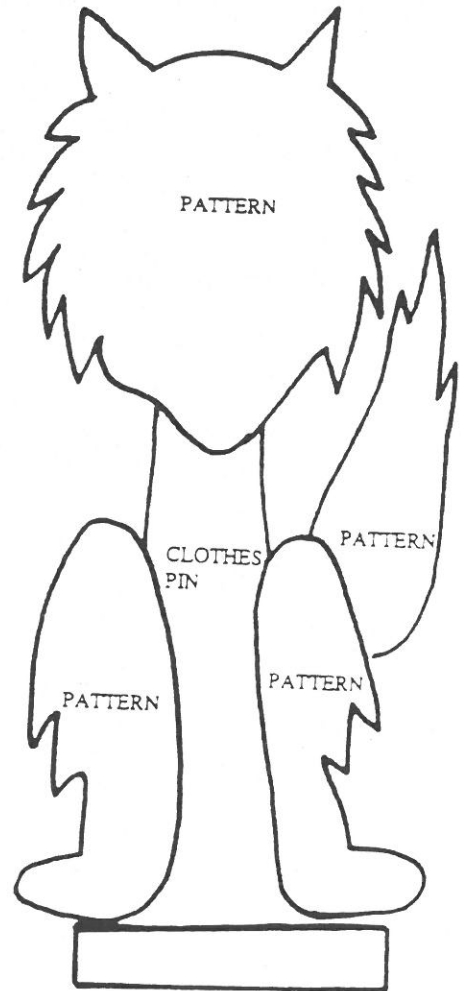
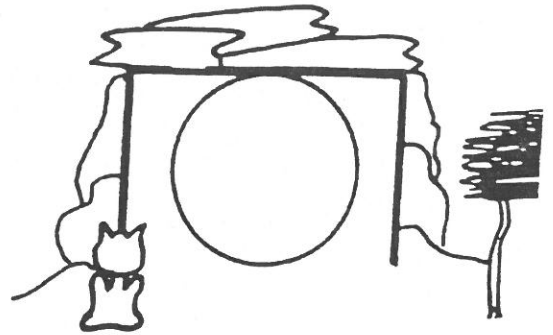
## WOLF DEN CENTERPIECE

### Materials

- 1/2 gallon can or shoe box
- Paint
- Rocks, assorted sizes (some very flat)
- Twig that resembles a tree
- Pine twig
- Round type clothes pin
- Grey cardboard
- Styrofoam disc or wood slices
- Glue
- Scissors

Cut top and bottom from can or shoe box. Paint dark brown, beige or black according to color of rocks collected. Cover entire box or can with rocks, building up sides and cover top of can. Use dead twigs or cedar or pine branches to resemble trees.

Make wolf from grey cardboard, cutting out pattern. Glue on body part. Paint round clothespin, grey. Glue to wood slice or styrofoam disc to stand. Place wolf on both sides of den. Make as many as you wish.

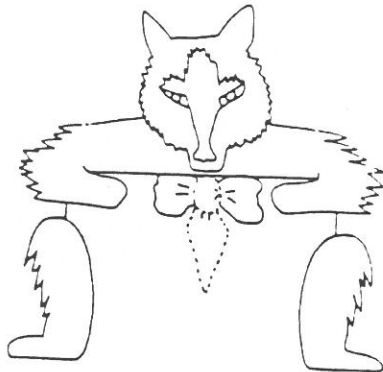


## WOLF PLACE MAT

### Materials

- Construction paper
- glue
- scissors

Enlarge pattern to cover size of construction paper place mat. Use a tie for men or boys and a bow for the women or girls.

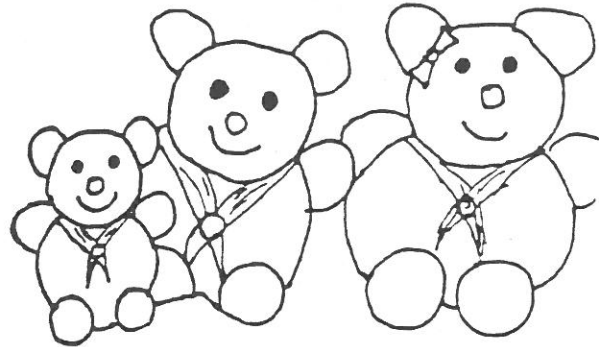




## BEAR CENTERPIECE

### Materials

- 5 1/2 cups all purpose flour, divided
- 1/3 cup granulated sugar
- 2 tablespoons grated orange peel
- 2 teaspoons salt
- 2 packages rapid rise yeast
- 1 cup water
- 1/2 cup milk
- 1/3 cup butter or margarine
- 3 eggs, at room temperature, divided
- Dark seedless raisins or currants
- 1 tablespoon cold water
- Decorations (neckerchiefs, bows, etc.)



In large bowl, combine 5 1/2 cups flour, sugar, orange peel, salt, and yeast. In medium-sized saucepan over medium heat, heat water, milk, and butter until hot to touch (125 degrees to 130 degrees). Stir milk mixture into dry ingredients. Mix in 2 eggs and enough reserved flour to make a soft dough. On floured surface, knead dough until smooth and elastic, about 8 to 10 minutes. Cover; let rest 10 minutes.

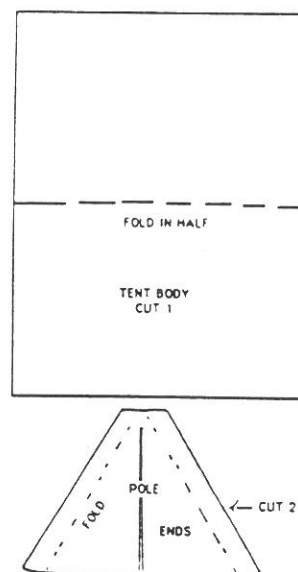
Grease baking sheets. Remove about three-quarters of dough; form into a ball and divide in half for 2 large bears. Use remaining one-quarter of dough for medium bear or divide in half to make 2 small bears. For each bear, use one piece of dough as divided above and shape as follows. Divide dough piece in half. Form 1 piece into a smooth round ball for body. Place on greased baking sheet; flatten slightly. Divide remaining piece in half; break small piece off one half for nose. Form the rest of this piece into a smooth round ball; place above larger round to form head. Attach nose to head. Divide remaining dough piece into 6 equal parts. Shape into balls and attach to bear to form paws and ears. (For sitting bears, press loaf pan against bottom of bear; place paws on top of body against pan.) Pinch all adjoining seams to seal. Press raisins or currants into head for eyes and into body for belly button. Make indentation in head to form mouth. cover; let rise in warm, draft free place until doubled in size, about 50 minutes.

Preheat oven to 350 degrees. In cup, beat remaining egg and cold water; brush on breads. Carefully redefine shapes if necessary. Bake 20 to 25 minutes or until golden. Remove baking sheets; cool completely on wire racks.

## TENT NAME TAGS OR PLACE CARDS

- Materials**
- Construction paper
  - 2 flat toothpicks
  - Glue
  - Scissors

Using patterns cut one tent body and two tent ends. Fold tent body in half. (Write name on tent body before folding.) fold side edges of tent ends back 3/8". Glue folded edges of tent ends to tent body. Glue flat toothpick down center of ends for poles. (You may have to shorten the toothpick.) Cut a flap at only one end of the tent. Tent may be enlarged if setting around campfire.



## GROCERY BAG BEAR

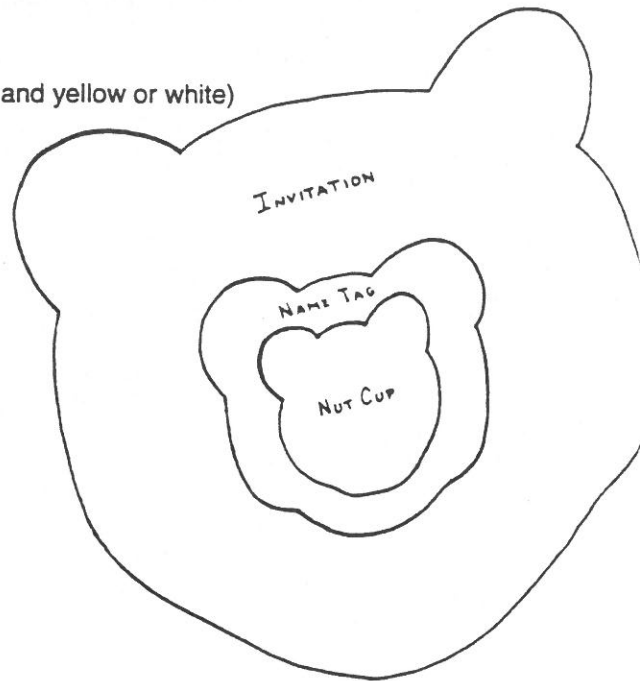
<b>Materials</b>	1 grocery bag
	Crayons (black, brown, red, orange and yellow or white)
	Glue (Elmers)
	Water
	Paintbrush
	Scissors
	Butter tub

Cut large bear head (see pattern) from flat portion of bag. This will be your place mat. With crayons draw on the facial features. Eyes, black outline and orange for iris part and black pupils leaving tiny part of natural bag for centers. Should be a sleepy eyed bear. Ears, outline brown and orange center. Nose, outline brown, making center shade into black. Tongue, red and mouth brown with black lips. Teeth, white or yellow.

For added character, crumple the bear then smooth out.

For glossy finish, thin elmers glue with water in a butter tub. Mix to the consistency of wall paint. Paint bear head with 2 or 3 coats of glue. Completely dry between coats.

For the invitation, cut bear head on fold. Print information on the inside of bear. Draw features on the outside of bear or leave plain. Coat with Elmers glue mixture. The smaller bears are for name tag, napkin ring, and nut cup.



## CAMPFIRE CENTERPIECE

### Materials

Cardboard rolls, Brown paper, Tape, Fine-line marking pen, Scissors, Chicken wire, Red and yellow crepe paper, Box lid, Small dowels, String

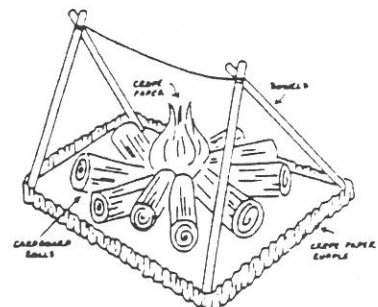
Webelos Scouts will like this centerpiece because it reminds them of something they like to do...camp.

Seal the ends of cardboard rolls with tape on brown paper. Cover the rolls with crumpled brown paper, using a fine-line marking pen to make markings resembling bark.

Flame is a chicken wire base cover with red and yellow crepe paper.

Campfire is assembled on a decorated box lid. Dowels, lashed together at the top are used for supports. You may wish to hang a miniature pot over the fire.

Napkin rings, place cards and favors can all be made in the shape of logs to match the centerpiece. Place mats could be a construction paper rectangle (about 12" x 16") with a cutout of a campfire glued on it.

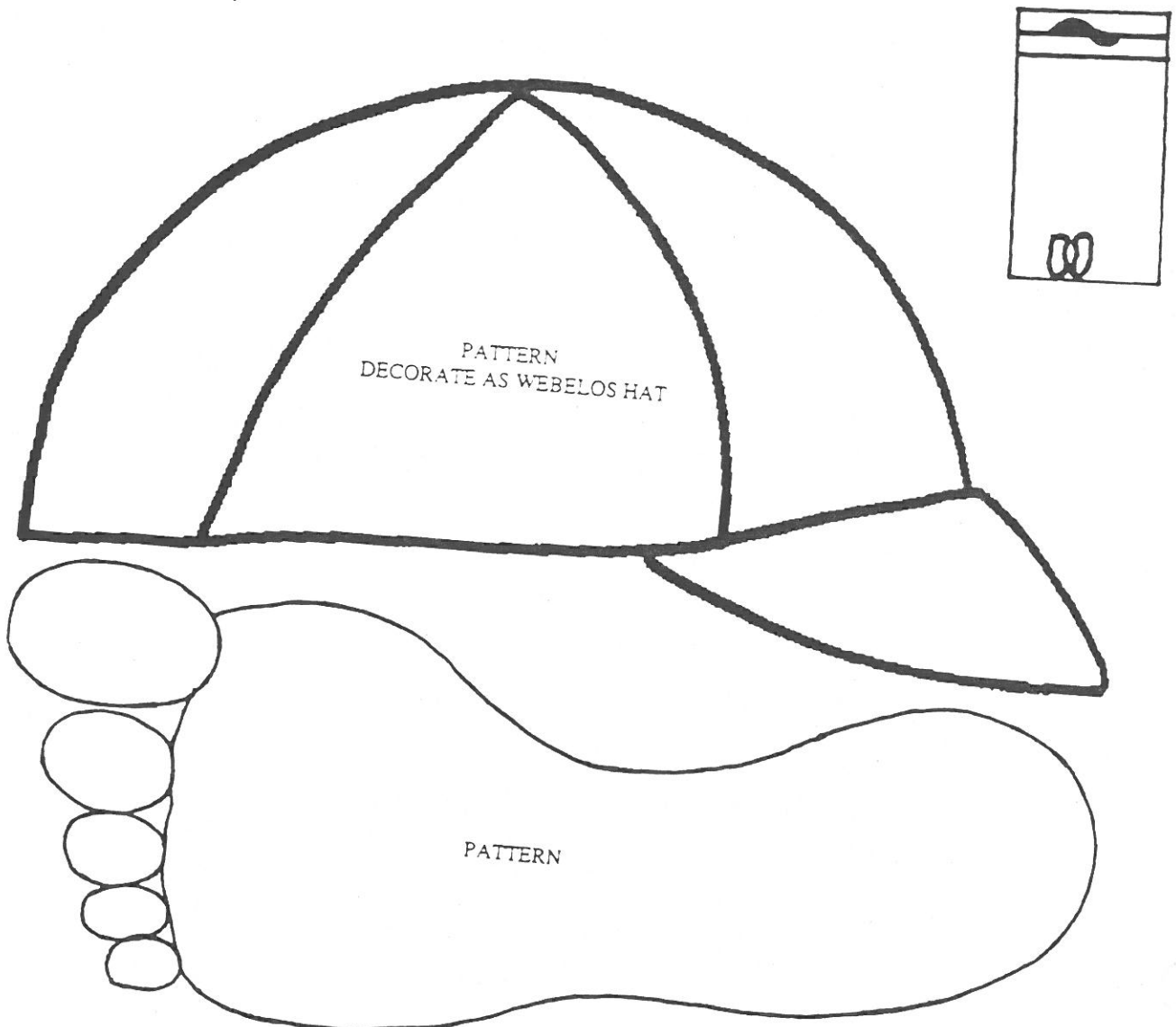


## SLEEPING SCOUT PLACEMAT

### Materials

- Dark blue, light blue and gold construction paper
- Tag board
- Glue
- Scissors

1. Cut gold construction paper to 12" x 7". Round off corners.
2. Make a fold 2 3/4" up. Pleat fold up 3/4" (to dotted lines). Crease.
3. Glue only side where back of hat will be.
4. Glue to one end of blue construction paper cut 18" x 12". Round off corners.
5. Cut hat from dark blue and light blue construction paper.
6. Glue hat along side of the folded end gluing only the back of hat to allow hat bill to overlap the fold.
7. Cut feet from tag board. Be sure to reverse pattern for right/left foot.
8. Cut 2" x 3" rectangle from tag board. Fold in half along 3" length.
9. Glue feet to one flap. Glue other flap to back of blanket so that feet stick up. You may want to trim flap to fit feet.



## YARN FLOWERS

### Materials

- Green yarn
- Yarn the color of flowers you want
- Pencil
- Scissors

Cut a piece of green yarn 8" long. This will form the stem of your flower. Fold one end of this stem over, forming a 1" loop (Fig. 1). Holding the loop with your fingers, tie it in place on a pencil with a 26" piece of contrasting color yarn. This will be the flower part (Fig 2). Now wind the flower yarn around the pencil and the stem 20 times (Fig. 3).

With one hand, hold end of flower yarn in place on pencil firmly so that it will not unwind. Next, thread free end of stem through loop and pull tautly (Fig. 4). Now slide flower from pencil, keeping stem pulled firmly as you work. Pull stem all the way to end, gathering the flower yarn together into a daisy (Fig. 5). Tie stem and end of flower yarn into a double knot at joining to hold daisy in place. Snip off any excess (Fig. 6).

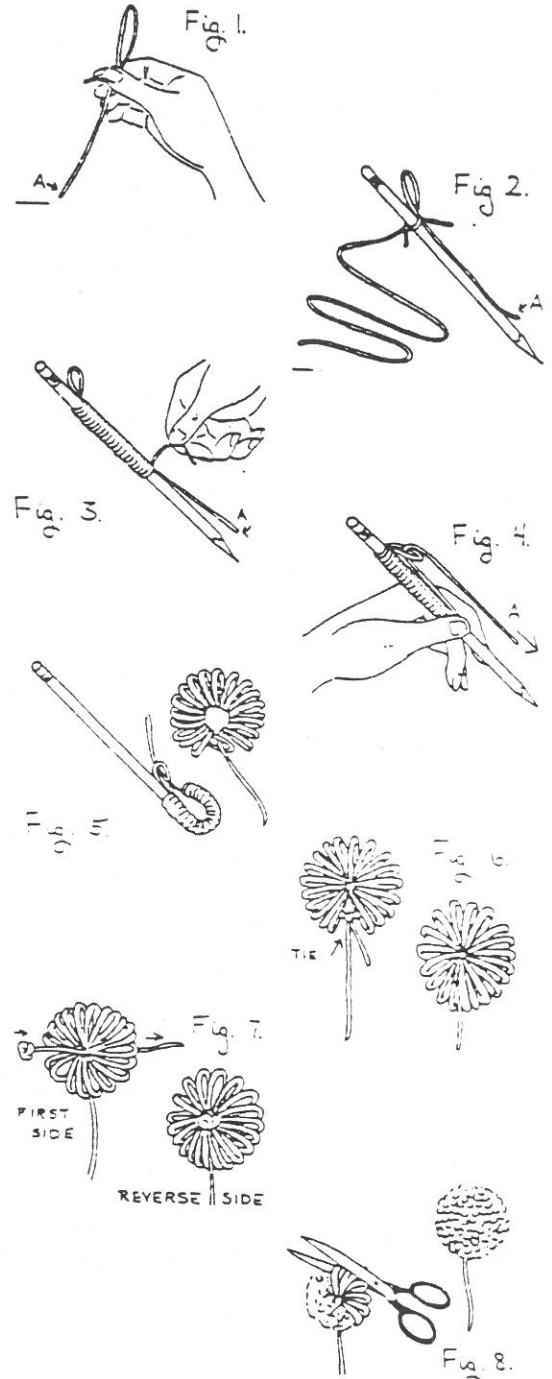
Make a center for your flower from another color. Tie a large double knot at the end of a piece of yarn. Thread this piece of yarn through the center of your flower, up to the knot (Fig. 7). Now tie another double knot on the reverse side right where the yarn comes through the other side of the flower. Snip off excess.

### Chrysanthemum Pompons:

Make these pompon posies in much the same manner as the daisies. Proceed as above. Double the amount of yarn that you use to make the flower (52") and wind it around the pencil 40 times instead of 20. When you have formed your flower, take small scissors and cut through the yarn loops, forming tufts. With fingers, gather the tufts together into a ball. Snip down the tufts with scissors until you have an evenly shaped flower (Fig. 8).

For a corsage:

Arrange several flowers into a corsage. With another piece of yarn, tie the stems together. From felt, cut a leaf arrangement. In the center of this cut a small hole. Insert the stems of your flowers through this hole. Stitch stems to felt to hold in place. Add a small safety pin at back so that corsage may be pinned.



### Mother Nature Says .....

Happy Birthday, Cub Scouts and Scouters! Have a great time at the Blue and Gold Banquet.

Try your hand at decorating and dressing up your banquet table with the "natural" look if the theme permits - dried grasses and flower center pieces, lots of acorns, make place cards by painting family names on smooth rocks. It will take imagination (and who has imagination if not a den full of Cub Scouts?) and the supplies aren't too hard on the budget.

### MAKING BUTTER FOR THE BANQUET

Try your hand at making butter for the Blue and Gold Banquet. This would be a good den project early in the month (make and store) and a fun surprise on the menu! (Leaders, try this yourself before trying it with the boys!)

#### You'll need:

300 mL (½ pint) whipping cream

a small glass jar with a tight cover

1. Take the cream out of the refrigerator and let it stand for about 10 minutes so that it warms up slightly.
2. Pour the cream into the jar until the jar is one-third full.
3. Screw on the lid and make sure it doesn't leak.
4. Hold the jar in one hand and shake it in a figure-eight motion. (You'll have to keep shaking it for about 20 minutes, so it might be a good idea to have a helper available to take over in case your arm gets tired.)
5. Watch the cream change form. It will become foamy and almost look like it's whipping, but after a while, very tiny granules of butter will start to form.
6. When the granules are the size of apple seeds, stop shaking.
7. Carefully drain off the liquid — it's buttermilk and very good to drink.
8. Wash the butter granules in cold water to rinse off any remaining buttermilk.
9. Put the butter granules in a plastic or wooden dish and pack them together with a wooden spoon. If you like salty butter, add a little salt and squish it into the butter with your wooden spoon. Make sure it's worked in evenly.
10. Form your butter into any shape you like, then put it into the refrigerator to harden.

#### How does it work?

Cream is very tiny fat droplets permanently floating in water. If enough of those droplets can be forced together, they'll form globules of butter and separate from the water. This is called coalescing.

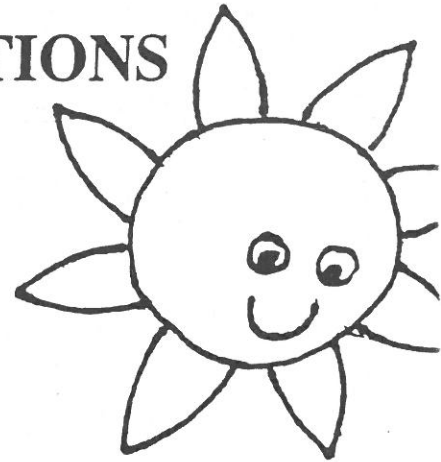


#### Mellow Yellow

You might notice that your butter is darker or lighter than the butter you usually get in the store. That's because the colour of pure butter depends on the kinds of cows the milk came from and what they ate. But when people buy butter, they expect it to be a uniform golden colour, so dairies usually dye it with food colouring.

# WEATHER OBSERVATIONS

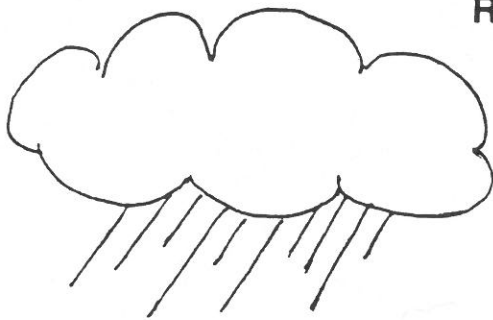
MARCH 1997



## SUNSHINE NECKERCHIEF SLIDE

From a package of pre-cut wood shapes, available at all hobby stores, use 1 large circle and 8 small teardrop shapes. Glue teardrops to the back of the circle with points out. Glue a ring on the back of circle. Paint wood yellow. Glue on wiggle eyes, and draw a smile with red fine point felt-tip pen. Make face to one side so it doesn't look like a happy face.

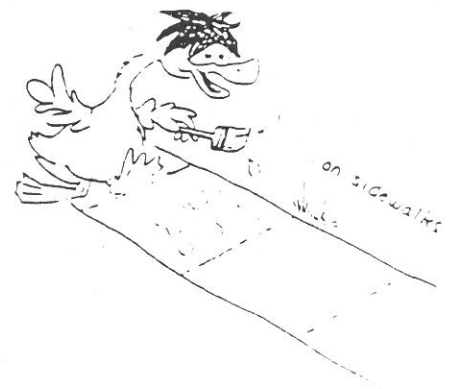
## RAIN CLOUD NECKERCHIEF SLIDE



On the front of a pre-cut wood oval glue cotton or dacron batting. On the back of the oval glue a ring and several round wooden toothpicks cut to different lengths and painted blue to represent rain.

## WATER PAINTING

After a rain, take the den outside and go water painting. You can paint on anything that water won't ruin. There's no mess, no fuss, and no clean up after this craft. All you need is a brush....and water!





## RAINY DAY DRIP PAINTINGS

### MATERIALS

- Butcher paper
- Powdered tempera, several colors
- Shaker dispensers for the paint (Old salt shakers or spice containers work very well. You will need one for each color of powdered paint.)

When the weather forecast is "light rain on the way," prepare for a rain painting. Work outside before the rain begins. Spread out a large sheet of paper, using stones or something heavy to weight down the paper's edges. (You could also work in the garage and then move paper very carefully outside if it is already raining.)

Fill shaker dispensers with powdered paint. Sprinkle the powdered tempera randomly over the paper. As it rains, the raindrops will mix and blend the paint colors. After a few minutes, go out and discover what designs the rain has made for you. Bring in the wet painting and let dry on layers of old newspapers. You have a real "water-color", created by a very famous artist - nature, herself!



Another way to do a rain painting is to leave the paper outside to become wet. Once the drizzling stops, go outside with the shakers and sprinkle a design on the wet paper. Carefully, carry it inside to dry on newspaper. Which kind do the boys like best?

## MAKING A CARDBOARD SUNDIAL

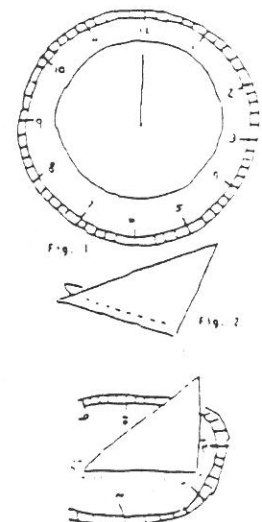
A cardboard sundial will really tell you the time of the day when the sun is shining. Take a stiff cardboard. Cut a piece six inches square. With a compass, draw on the biggest circle it will allow. Then draw a smaller circle, about half an inch inside the big one. (EXAMPLE)

Mark off on the edge of the outer circle twelve equal spaces. These spaces represent hours. Draw the numbers from 1 to 12 in the area between the two circles. Make a dot above each number to indicate the point at which the hour will change. Each hour can be divided into quarter hours if desired.

With a ruler and sharp knife, cut a slot in the upper half of the exact center to a point below the number 12. This slot should be as wide as the cardboard is thick. The face dial will now look as in Fig. 1.

Cut a piece of cardboard as in Fig. 2. With your knife split the thickness of this piece in two from the bottom up to the dotted line in Fig. 2. Bend the two sides up smoothly.

The final step is to slip the triangular piece into the slot in the face of the dial. So that it will stay there, put glue on the tabs and press them to the back of the dial. Fig. 3, shows the dial assembled. The dotted lines indicate the tabs glued underneath. To use it, place the dial in the sun with the back edge of the triangular pointing north. The sun will cause the triangle to cast a shadow upon the face of the dial. If the shadow falls upon the number 2 it is 2 o'clock. As the sun moves across on the dial. It always gives you the correct time. For daylight saving time, of course, add or deduct the hour needed.





## BAROMETER

A barometer is an instrument used to measure the pressure of the atmosphere. It is helpful in determining weather changes.

### Materials:

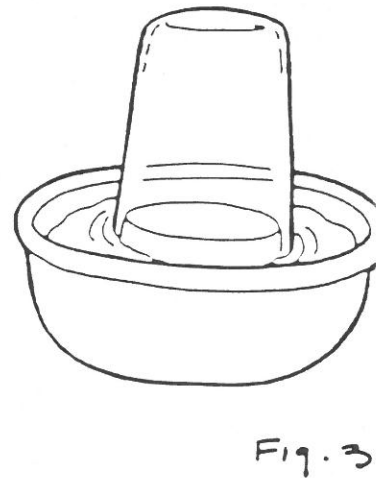
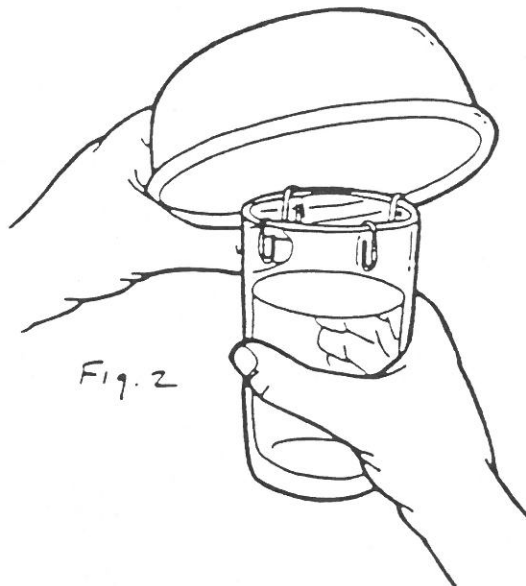
- Tall clear glass or jar
- A bowl
- 4 paper clips
- water

### Construction

1. Slip the paper clips onto the rim of the glass. Space the paper clips equally spaced about the opening. Press the paper clips down to the top edge of the glass (Fig. 1).
2. Fill the glass about two-thirds full of water.
3. Place the bowl upside down over the glass (Fig. 2).
4. Turn the bowl and the glass of water right-side up. Some of the water will run into the bowl and the rest of the water will remain in the glass (Fig. 3).
5. Mark the level of the water in the glass and set the bowl outside.

### Application

1. As the weather changes, the atmospheric pressure changes and the water will rise and fall in the glass.
2. If the water level drops, this might mean a low pressure area and a storm is approaching.
3. If the water level rises, this could indicate a high pressure area and probably means fair weather.



## ANEMOMETER (Wind Gauge Type 1)

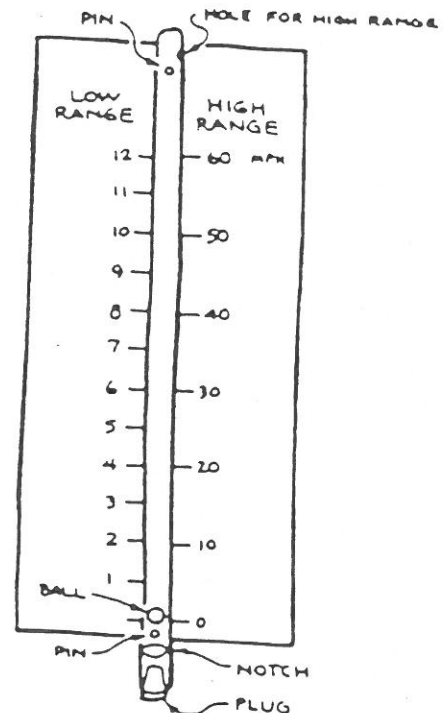
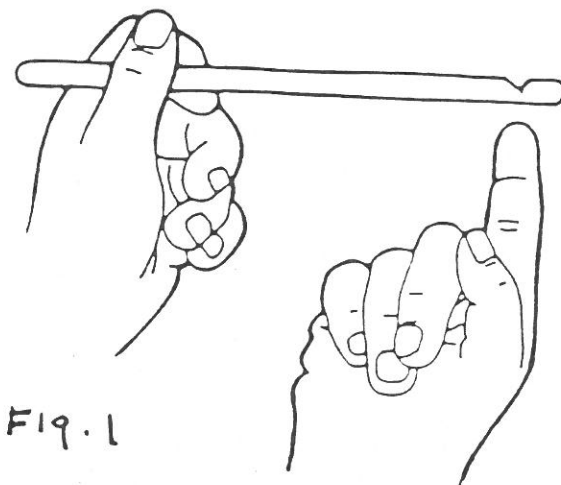
An Anemometer is an instrument used to measure wind speed.

### Materials needed:

- 1. Clear, plastic drinking straw.
- 2. Small styrofoam ball.
- 3. 2 pins
- 4. Piece of cardboard (about 3" x 12")
- 5. Transparent tape
- 6. X-acto knife or scissors.

### Construction

1. Make a styrofoam ball by cutting a piece from a styrofoam cup, old ice chest, etc.
2. Cut the ball slightly larger than the opening of the straw.
3. Then roll the piece of styrofoam in between your finger and thumb until it forms a ball that will roll freely inside of the plastic straw. Note the straw must be clean and dry on the inside.
4. Cut a notch about 1/2 inch from one end of the straw. This will be the front where air will enter. (Fig. 1)
5. Cut another piece of styrofoam and plug the end of the straw below the notch.
6. Cut a small hole in the side of the straw near the top of the straw. Opposite end of the plugged/notched end.
7. Place the straw on the center of the cardboard with the notch facing forward and press one of the pins through the straw and the cardboard, just above the notch.
8. Drop the styrofoam ball into the other end of the straw and press the other pin through the straw and the cardboard, just below the side notch opening. This is the high range.
9. Fasten the straw to the cardboard with a couple of strips of the transparent tape. (Fig. 2)



## PSYCHROMETER

A psychrometer is an instrument with wet and dry bulb thermometers for measuring moisture in the air. The wet bulb helps determine the relative humidity.

### Materials

- Two thermometers.
- A piece of cardboard measuring about 4" x 10"
- Masking tape
- Small piece of cotton cloth (muslin)
- String
- Rubber band
- Water

### Construction

1. Use the tape to securely mount the two thermometers side by side on the cardboard.
2. Mount the bulb thermometer below the bottom edge of the cardboard and the other thermometer. (Fig. 1)
3. Make a small hole in the cardboard near the end with the tops of the thermometers.
4. Tie one end of the string through this hole. (Fig. 1)
5. Wrap the small piece of cloth around the bulb of the thermometer sticking farthest from the end of the cardboard. The cloth will hold the moisture for the wet bulb thermometer. Fasten the cloth in place with the rubber band. (Fig. 2)
6. This thermometer will be the wet bulb and the other the dry bulb.

### Application

1. Dip the cloth attached to the thermometer in water. (Fig. 3)
2. Swing the thermometers in the air for about a minute. (Fig. 4)
3. Now quickly read the wet bulb thermometer and then read the dry bulb thermometer.
4. Read horizontally across the top of the Chart to find the number representing the wet bulb temperature.
5. Then read downward on the left side to the dry bulb temperature.
6. The numbers found at that intersection will be the dewpoint in Fahrenheit degrees and the relative humidity in percents.

When you whirl the psychrometer through the air, water in the cloth evaporates and cools the wet bulb. The amount of cooling depends on the relative humidity. The lower the humidity, the faster the water will evaporate and the more the bulb will cool. High humidity causes less evaporation and slows the cooling process.

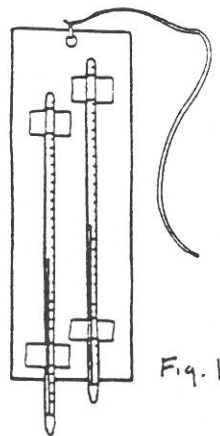


Fig. 1

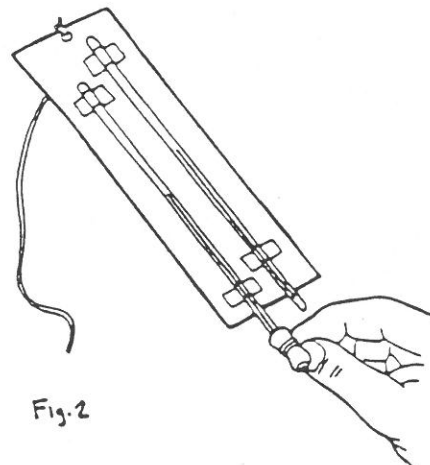


Fig. 2

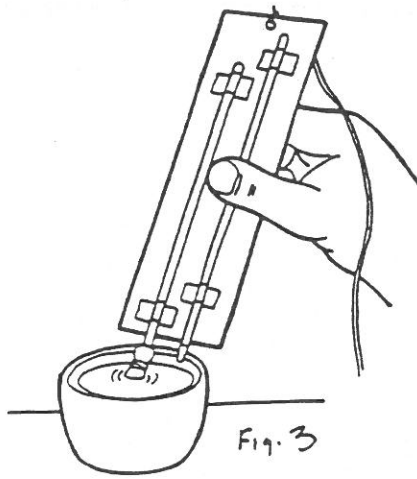


Fig. 3



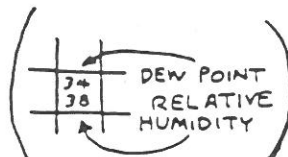
Fig. 4

CHART

WET BULB TEMPERATURES

	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57
66	-28 2	-7 5	+4 8	11 12	17 15	22 19	26 22	30 26	33 30	36 33	39 37	42 41	44 45	46 49	48 53	51 58
67		-15 3	-1 6	+8 10	15 17	20 16	24 20	28 23	32 27	35 31	38 34	41 38	43 42	46 46	48 50	51 54
68		-29 2	-7 5	+8 8	12 11	18 14	22 18	27 21	30 24	32 28	37 32	40 35	42 39	45 43	47 47	50 57
69			-15 3	-1 6	+8 9	15 12	20 16	25 19	29 22	32 26	35 29	38 33	41 36	44 40	46 44	48 47
70			-29 1	-7 4	+4 7	12 10	18 14	23 17	27 20	31 23	34 27	37 30	40 34	43 37	45 41	47 44
71		-15 3	0 6	+1 9	5 12	12 15	18 14	24 21	29 24	33 28	36 31	39 34	42 38	44 42	46 44	48 45
72		-28 1	-6 4	+5 7	12 10	18 13	23 19	28 22	31 25	35 29	38 32	40 35	43 38	45 41	46 44	48 42
73			-7 3	0 5	+8 8	16 11	21 17	26 20	30 23	33 26	36 29	39 30	42 35	44 38	46 41	48 40
74			-27 1	-6 4	+5 7	13 10	19 12	24 15	28 21	32 24	35 27	38 30	41 32	44 34	46 41	48 45
75				-3 3	+7 5	10 8	16 11	22 13	26 16	30 19	33 21	37 25	40 28	43 31	45 41	48 48
76					-25 1	-5 4	+6 7	14 9	20 12	24 15	27 17	32 20	36 23	40 28	44 34	48 42
77					-57 3	-12 5	+2 8	10 10	17 8	23 13	27 16	31 18	34 21	38 24	41 27	44 27
78						-20 1	-4 4	+7 6	4 9	11 11	17 14	23 17	28 19	33 24	36 22	39 31
79							-8 3	+3 5	11 8	18 10	23 13	28 15	32 18	36 20	39 25	42 25
80								-2 2	-2 4	+8 6	15 9	21 11	26 16	30 20	34 24	38 24
81									-4 3	+5 5	12 7	19 10	24 12	29 15	32 17	36 20
82										-18 2	-1 4	+4 6	16 8	22 10	27 13	31 16
83										-34 1	-7 3	+5 7	13 7	20 9	25 12	29 14
84											-15 2	+1 4	10 6	17 8	23 10	27 13
85												-24 1	-5 3	+7 5	14 7	21 9
86													-12 2	+2 4	11 6	18 8
87														-24 1	-3 3	15 7

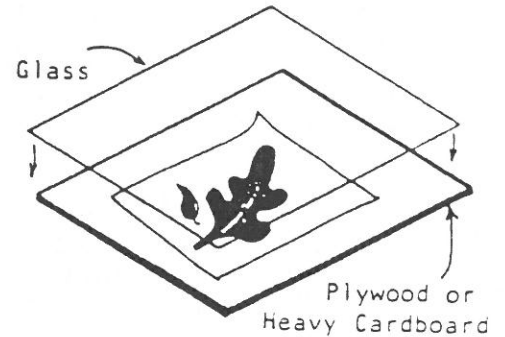
DRY BULB TEMPERATURES



## PHOTOGRAMS (Blueprints)

Photograms can magically transform objects of nature into pictures. Blueprint paper is easy to use. Work in a shaded area when preparing your design. Lay the paper on a small piece of plywood or heavy cardboard, arrange leaves, flowers, etc. on it, then cover with a piece of glass to keep the arrangement flat and in place during exposure.

Expose to sunlight for about one minute (or to artificial light for 5-10 minutes). Wash the print in water, then dip in hydrogen peroxide to stop the developing action. After they are dry use for book covers, frame for picture or glue in scrapbook as a record of tree identification.



## WEATHER VANE

**MATERIALS** Wire coat hanger, aluminum foil, tape, pint-sized can and lid, (like nuts or candy comes in) and sand.

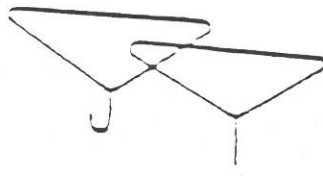


FIG. 1

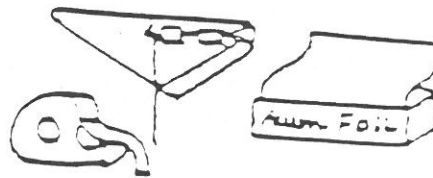


FIG. 2

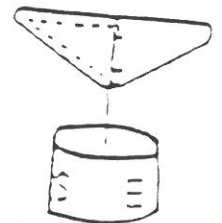
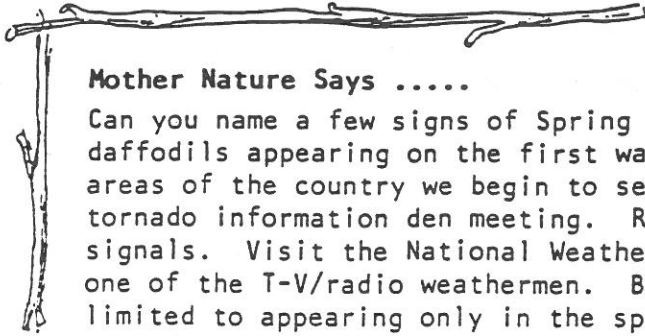


FIG. 3

1. Bend the loop of a coat hanger so that it is as straight as possible (FIG 1.)
2. Cover one half of the coat hanger with aluminum foil. (FIG. 2) Cut the foil an inch or so wider than the wire outline, fold over the edges and tape.
3. Fill the can completely with sand, packing it down well (in a pinch), you might use a glass jar with a screw-on lid) Put on the lid.
4. Poke a hole on the center of the lid using the straightened stem of the coat hanger. (If the lid is made of metal, you might need to poke the hole using a hammer and nail.) Put the vane through hole in the lid and push it down into the sand so the stem touches the bottom of the container (FIG 3). The weather vane should turn freely. If it does not, check to be sure the hole in the lid is big enough and not binding the stem.
5. Using a colored marker or crayon, mark the locations of north, south, east and west on the side of the container. Place the weather vane in an open area where it can catch the wind. the higher the location, the better. By using a magnetic compass or asking someone who knows, properly orient the marking on the base to the proper directions. The open-wire half of the weather vane will always point in the direction from which the wind is coming.



### Mother Nature Says .....

Can you name a few signs of Spring -- besides the first robin and the daffodils appearing on the first warm days? In Oklahoma and many other areas of the country we begin to search the sky for tornadoes. Plan a tornado information den meeting. Review safety measures and warning signals. Visit the National Weather Bureau if possible or visit with one of the T-V/radio weathermen. Be advised that tornadoes are not limited to appearing only in the spring.

### TORNADO IN A BOTTLE - A demonstration of tornadic action.

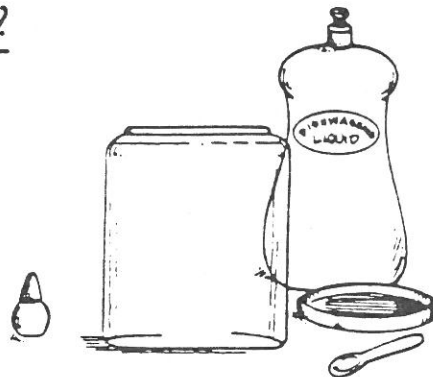
Tornadoes are high-speed winds that violently spin in a funnel shape. They travel across the surface of land, causing tremendous destruction when they "touch down". The water in the jar demonstrates the motion of the wind in a tornado. The circular energy in the water pulled the water to the outside while the less dense air took up space the water had occupied.



### How Does a Tornado Spin?

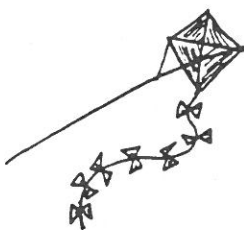
#### MATERIALS

jar with a screw-on lid  
tap water  
3 drops blue food coloring  
1 teaspoon (5 ml) dishwashing liquid



#### PROCEDURE

1. Fill the jar with tap water, leaving only about 1 inch (2.5 cm) of space at the top.
2. Add the blue food coloring.
3. Add the dishwashing liquid.
4. Screw the lid on very tight.
5. To make the tornado, hold the jar horizontally in front of you with both hands.
6. Swirl the jar straight in front of you in a smooth, fast, and circular motion about 12 to 15 times.
7. Immediately turn the jar up the right way. What happens when you turn the jar right-side up?



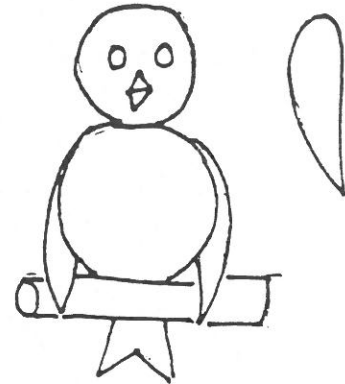
We often refer to March as the kite flying month, but the gentle breezes of summer are often better than the gustier winds of spring.

# CUB SCOUT BIRDWATCHERS

APRIL 1997

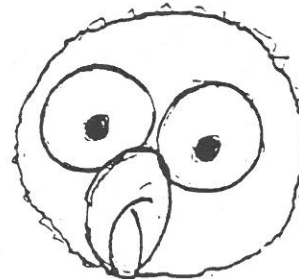
## BIRD ON A BRANCH NECKERCHIEF SLIDE

Colors are determined by the kind of bird to be made. Use a 1" pompom for the head and a 1 1/2" pompom for the body. Glue on either side of a metal pull ring. Cut tail and 2 wings from felt and glue to body. Glue a small branch below bird. Glue felt or wiggle eyes and felt beak to head.

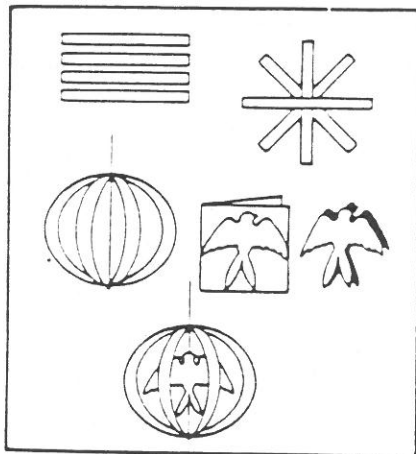


## OWL NECKERCHIEF SLIDE

Use a "tree cookie"--about 1/4 to 1/2" thick slice of about 2" in diameter branch. Glue on 2 acorn caps facing outward for eyes. Use marker for center of eyes. Glue on one bump of orange bump chenille folded in half for beak. Glue a ring on the back.



## BIRD CAGE MOBILES



### Materials:

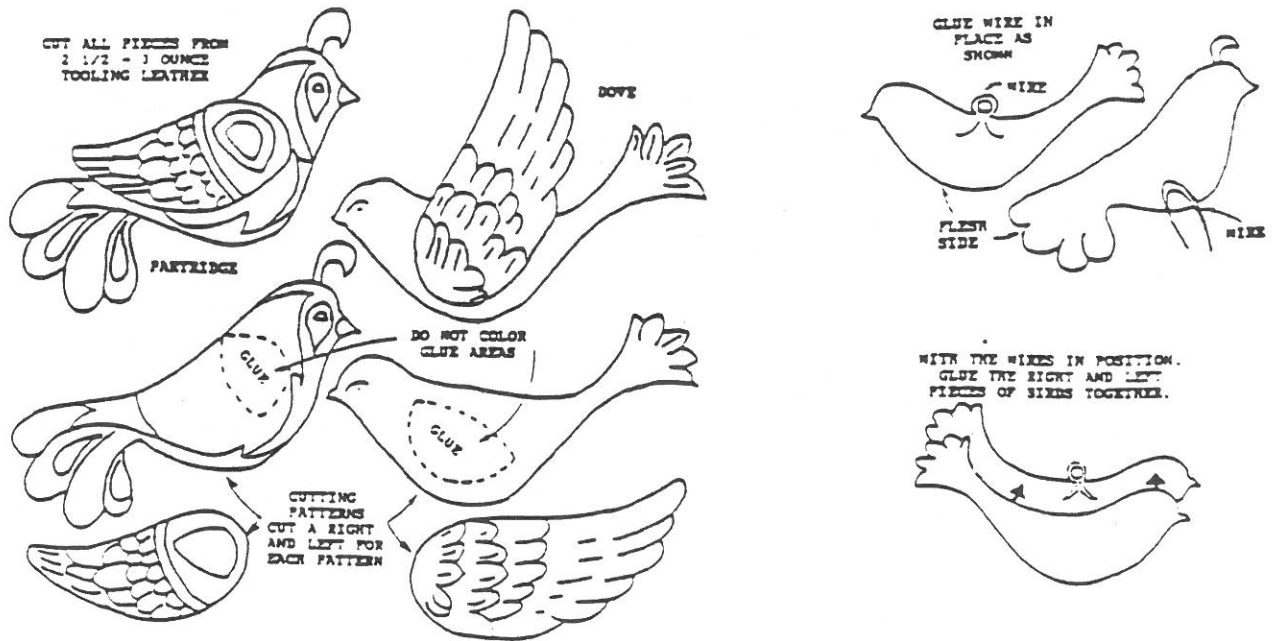
1' x 18" strips of colored construction paper  
small pieces and scraps of construction paper  
scissors  
glue  
string  
stapler

1. Have each Cub Scout select 4 strips of colored paper.
2. Place in star form. Staple or glue in center.
3. Thread a knotted string through center. Knot at bottom and top.
4. Bend strips up and staple or glue at top. Be sure string goes all the way through center.
5. Design bird shapes. Cut from colored paper. Make birds double.
6. Glue birds (one on each side) to string.
7. Hang cages around room.



## BIRD ORNAMENTS

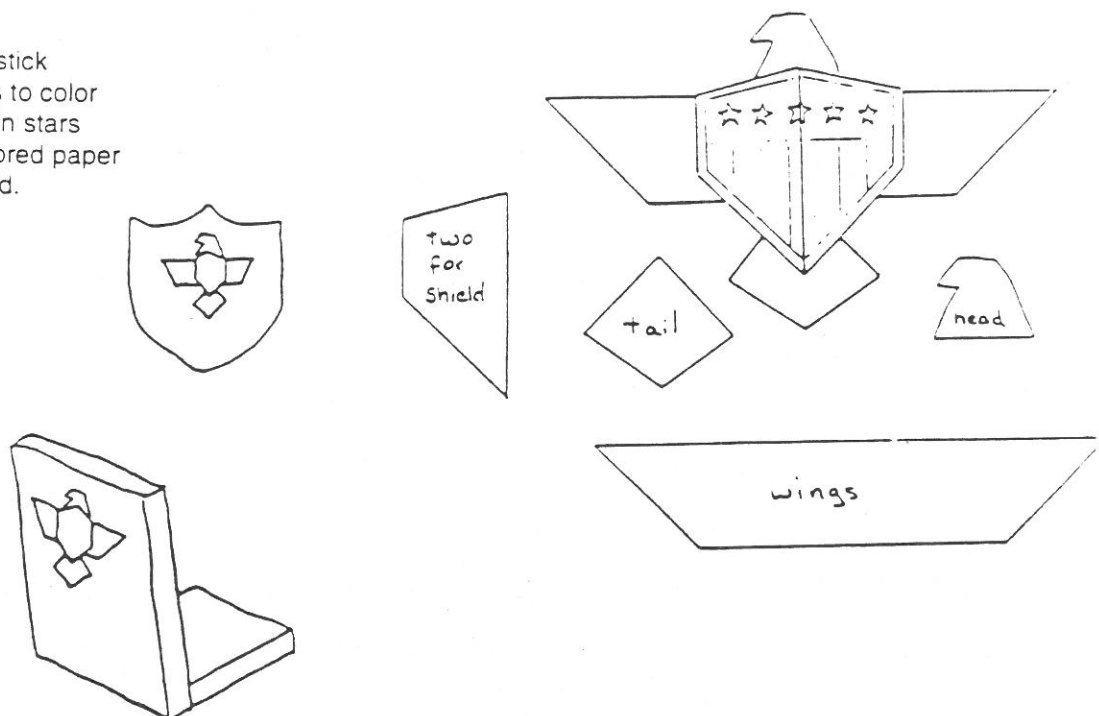
This month's leather project is a bird tree ornament. The instructions are on the drawing. You can use this as either a guide or can work directly from the drawings provided.



## WOODWORKING

### EAGLE

1 paint stick markers to color or sequin stars and colored paper for shield.



You can hang eagle on a wall or place on plaque or on a book end.

### Mother Nature Says ....

Birds are all around us, in town and country alike, and they are among the easiest and most rewarding creatures to watch.

Remember, the Golden Rule of Bird Watching: The birds come first. Never harm or disturb them.

Make bird watching a year round activity, each season has its own special surprises for the careful observe.

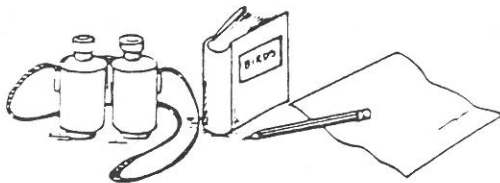


### BE A BIRD WATCHER

Bird watching is fun! It gives you a chance to be outdoors and to get close to nature. It also provides you with an opportunity to learn more about how birds look, where they live, what they eat, and how they sound. The best times of day to watch birds are either in the early morning, just before sunrise, or in the early evening, just after sunset.

When you go birding, take along a pair of binoculars, a pocket-sized notebook, and a pencil. Binoculars should have a strap so they will not fall to the ground even if they slip out of your hand and so your hands will be free to take notes. In the notebook, make sketches of the birds you

see. Note their sizes, colors, and their markings. You may also wish to describe their songs, their flight and feeding patterns, and any other interesting facts.



### Tips

1. Stand still or move slowly and quietly. Loud noises and rapid movements will frighten away the birds you are trying to watch.
2. To observe, find a comfortable position in which you can stand or sit very still for a long time, and be patient.
3. While observing, notice the size, shape, color, and songs of the birds you see.
4. Buy or borrow a field guide or other book to help you identify the birds you see and learn more about them.

### WOUNDED BIRDS, Don't make Pets of them.

Occasionally a bird flies into a picture window, is knocked out, and falls to the ground. Though the crash may have made a loud sound, most likely the bird is not really hurt, just stunned. Pick the bird up gently and set it in a box filled with something soft. Cover the box with a lid that you have made airholes in. Leave the box in a quiet place for a half an hour, or until you hear the bird moving around. Let the bird go. Don't try to make a pet of it. It should be returned to its own world. Wash your hands afterward. Some wild birds can give diseases to people. If you ever find a baby bird that has fallen out of its nest, leave it alone. Its parent is probably nearby and will be able to help it better than you.

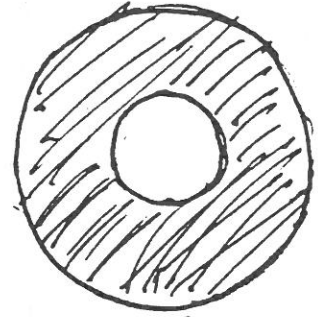


# REINVENTING THE WHEEL

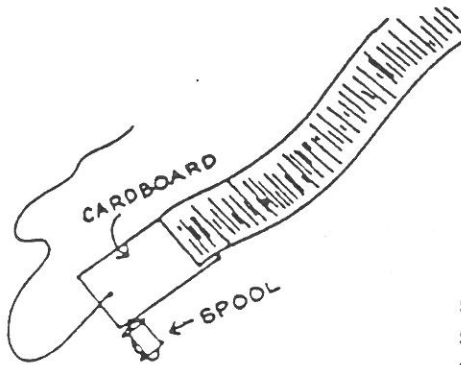
MAY 1997

## NECKERCHIEF SLIDE

Use a wooden wheel from the hobby store. About 1 1/2" is a good size, but use what is available. Paint the wheel black. Put a 1 1/2" round head paper fastener through the hole in the wheel. This looks like a hub cap. Spread the prongs of the fastener on the back of the wheel, apply a good size blob of hot glue. The prongs can be made into the ring or glue on another variety of ring if you wish.



## SPINNING LARIAT



### Materials

- 6' sections of crepe paper streamers
- 2" x 4" piece of cardboard
- Fishing weight or anything to weight cardboard down
- 4' of string or thread

String fishing weight through a hole in the cardboard, and glue streamers to opposite end of cardboard and hold free end of string in one hand and swing lariat in a wide arc, forming circles, sideways figure 8's and so on.

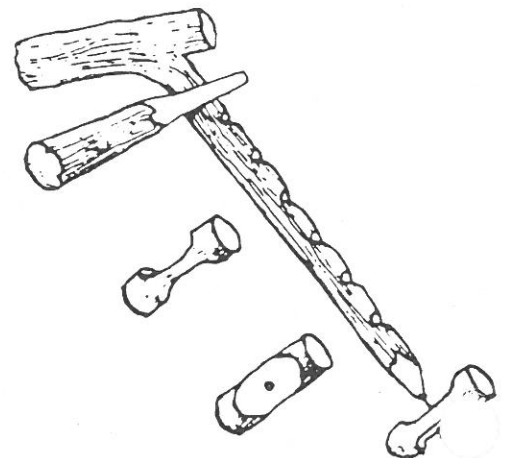
## WHIMMY DIDDLE

You've probably heard how two sticks rubbed together can start a fire. They can also set a propeller in motion. This is what happens when you operate a whimmy diddle.

Cut a 7 to 9 inch section of green hardwood branch for the body. Cut another 4 inches for the rubbing stick and 1 1/2 inches for the propeller blade.

The sketches will show you how to shape the three pieces. Whittle one end of the body and rubbing stick to taper them slightly. Carve six evenly spaced V-shaped notches along the length of the body about 1/8 inch deep. Carve the propeller blade so that its weight is concentrated equally at both ends.

Drill a hole through the center of the blade. Drive a 1-inch box nail through the center of this hole and into the tip of the body. The blade should spin freely on this nail. Try out the whimmy diddle. If the blade doesn't spin when you rub briskly, carve the body a little narrower and the notches a little deeper. Keep testing it. Stop carving as soon as the propeller spins.



## LE MOUSE 500 (MOUSETRAP CAR)

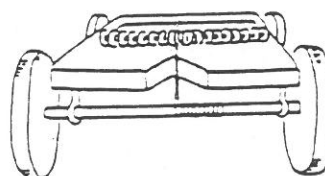
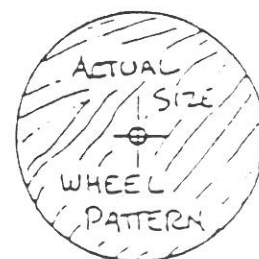
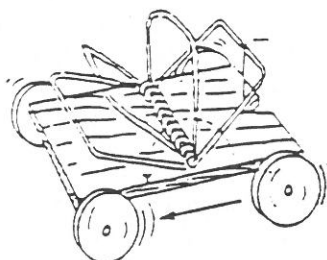
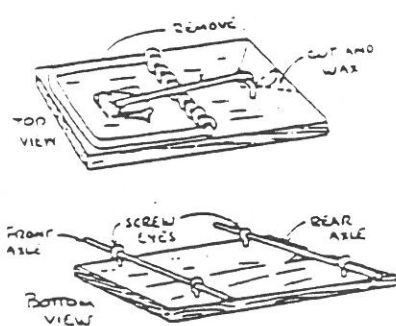
This is a mousetrap on wheels with built-in propulsion-something so simple and inexpensive that every Cub Scout will want to make one.

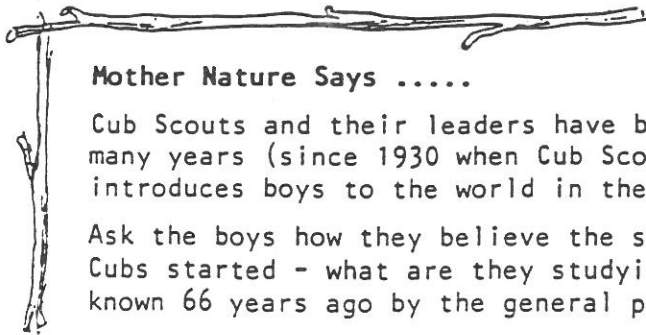
The simplicity of this racer fires the imagination. The greatest momentum can be obtained from 2-4" diameter wheels, but the mousetrap needs to be mounted on a board to prevent wobble. Rubber bands or sandpaper can be glued on the rear wheels for traction. Wind cord the opposite direction and you have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

### DIRECTIONS

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

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





**Mother Nature Says .....**

Cub Scouts and their leaders have been enjoying nature activities for many years (since 1930 when Cub Scouting began in the USA). Nature study introduces boys to the world in their yard, the neighborhood - the world.

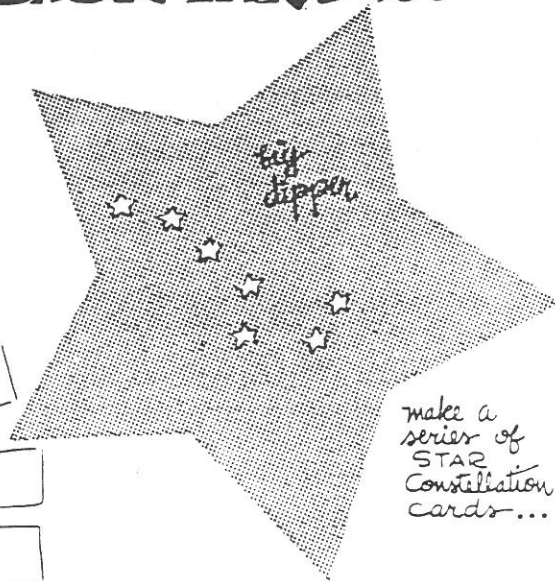
Ask the boys how they believe the study of nature had changed since the Cubs started - what are they studying about now that perhaps wasn't even known 66 years ago by the general public.

(Copy of a page from and early program help book, Backyard, U.S.A.)

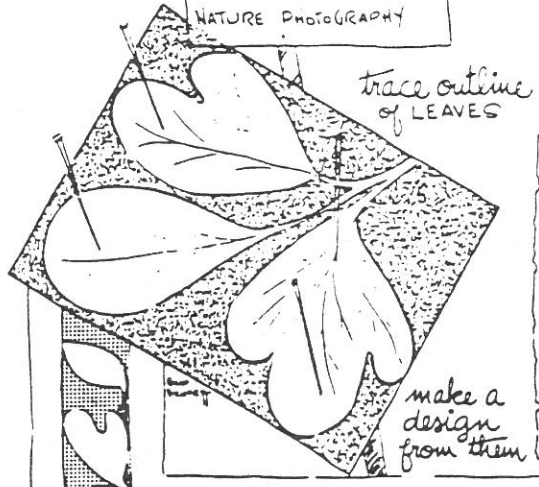
**SUMMER NATURE FUN**

**NATURE'S BACKYARD...**

- 
- BIRD HOUSES
- FEEDING STATIONS
- NATURE CRAFTS
- NATURE COLLECTIONS
- NATURE CONSERVATION
- NATURE PHOTOGRAPHY



make a series of STAR Constellation cards...



make a design from them

NO MATTER WHERE YOU LIVE - IN THE OPEN COUNTRY, IN A SMALL TOWN, IN A LARGE CITY, NATURE IS ALL AROUND YOU.. THE STARS, THE SUN, THE CLOUDS, THE WIND, RAIN, THUNDER and LIGHTNING CAN BE HEARD and SEEN RIGHT FROM THE DARKEST ALLEY...

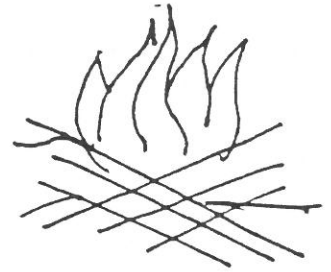


# OUTDOOR ADVENTURE

JUNE 1997

## NECKERCHIEF SLIDE

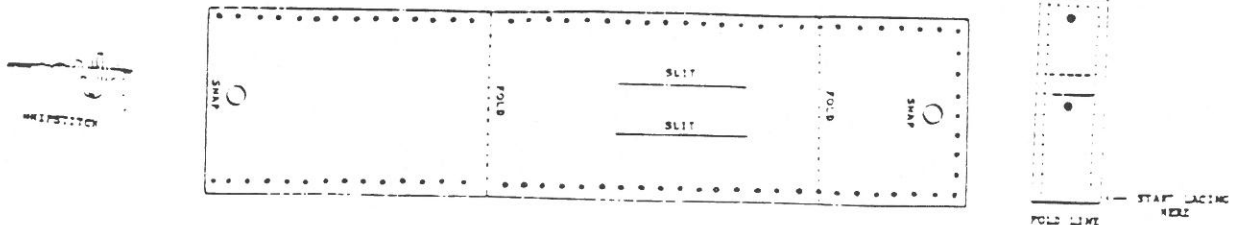
Use a scrap of wood, cardboard or a piece of plastic lid for a base. Now "build your fire" using small twigs, perhaps gathered on a nature walk. Attach to the base with a glue gun. Fire is small bits of red, orange and yellow felt. Be sure to cover bottom edge of the felt with twigs. Each boy's slide will be different--and perfect for him. Glue a ring on the back of the base.



## KNIFE SHEATH

This month's project is designed to accommodate a knife 3 1/2 to 4 inches long. This is the month in which Webelos are anxiously waiting to go camping so the project is something which they can take along.

It is suggested that 6-7 ounce leather be used for this project unless you already have special tools for grooving leather. This weight leather will be easier to fold than a heavier weight. (picture reduced 40% of original size)

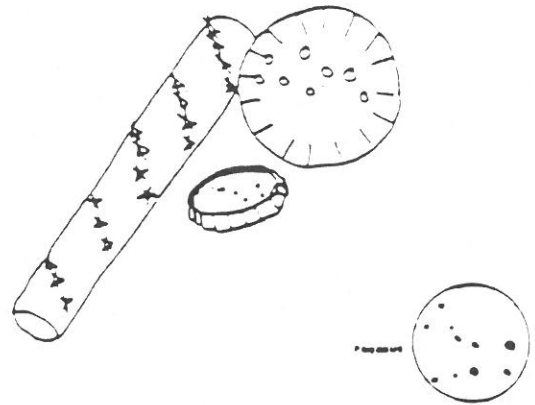


## STAR GAZER

Cover the outside of a cardboard tube (waxed paper or paper towel core) with Gummed Crepe and decorate with Gummed Stars.

Draw around the tube on a piece of Black Mat Stock. Draw another circle 1/2" larger. Pin prick a "constellation" within the smaller circle. Fit over end of tube by lapping slashed edges and securing with Scotch Tape.

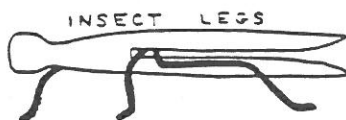
Make several of these caps and pin prick each with a different constellation. Peering through the open end of the tube reveals the twinkling wonders of the night sky.



## SHOWY GIANT INSECTS

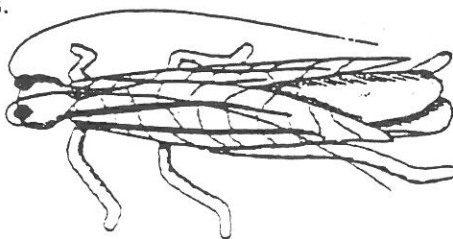
These insects are fun to make. Suspend from thread to put in flight.

Use wooden clothespins for bodies and colored tissue for transparent wings. For each insect, draw wings on tissue. Then, add markings unique to each insect. Next, spray with clear lacquer. While wet, cover with another sheet of tissue. For strength and transparency, spray both sides of doubled tissue. Let dry. Cut out wings.



For legs, shape six pipe cleaners. Glue legs and wings to clothespin. Add sequins or beads for eyes. Make antennae by gluing strands of thread together. Spray with lacquer.

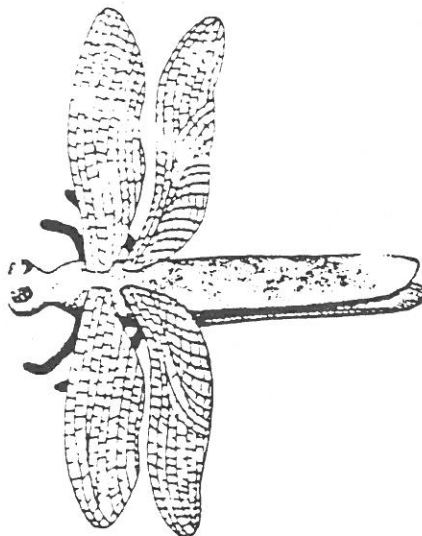
**Katydid:** Paint clothespin green and use green tissue paper, making wings almost as long as body. Use a ball-point pen to draw on veins.



**Grasshopper:** Paint clothespin brown. Use either white or yellow tissue for wings and draw on veins.



**Dragonfly:** Paint clothespin a dark color. Draw veins on white tissue, about 3" long for each wing.





## FISH TANK

With the popularity of miniatures, an "aquarium" paperweight is bound to be a favorite. Make one for your own desk; then make several more to give to friends as gifts!



A BABY FOOD JAR provides the home for a sea scene.

The scene is arranged and glued in the lid of a small jar; then the jar is filled with water and glitter, and the lid glued on. Be sure to wash and rinse the jar and lid thoroughly before starting.

Use small, round jars with screw-on lids, such as those from cherries or marmalade, or junior-size baby food jars. Use household cement for all gluing and acrylic paints for painting. Paint the outside of the jar.

Glue a few tiny pebbles and shells in the lid, keeping the arrangement away from the sides of the lid so that you can screw the lid back on the jar.

Using a sharp knife, cut grass and seaweed from plastic foam egg cartons or foam trays. (If you use trays, paint them green.) Glue them to the stones and shells in the lid. Now, temporarily place the jar over the lid to see how it will look, and to be sure the arrangement fits in the jar. Remove the jar. Glue a few tiny shells on the seaweed.

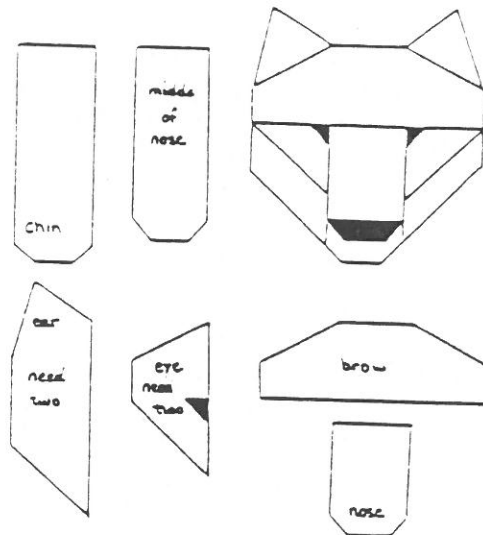
Cut fish from foam egg cartons or trays. (Paint the trays bright colors.) Insert and glue a piece of thread into the bottom of each fish. Glue the other end of the thread inside the lid. To make sure the fish fit inside the aquarium, place the lid on the jar (aquarium is up-side down) so the fish are inside. Remove the lid.

Fill the jar with water. Pour one or two teaspoons of silver glitter into the jar. Then, coat the inside rim of the lid with glue, and screw the lid tightly onto the jar.

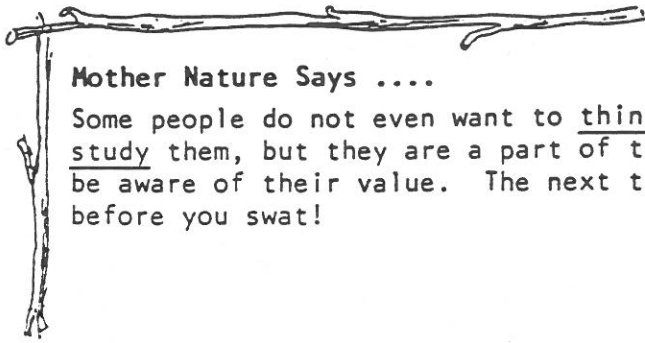
Wipe off the excess water, and set the jar upright (with the lid on the top side) for at least an hour, until the glue is dry. Then, turn the jar over, shaking gently so the glitter swirls in the water.

## WOODWORKING WOLF

2 paint sticks  
markers to color



You can hang wolf on a wall or place on plaque or on a book end.  
(REDUCED 50%)



### Mother Nature Says ....

Some people do not even want to think about bugs (insects), much less to study them, but they are a part of this world of nature and you need to be aware of their value. The next time you encounter a mosquito, think before you swat!

## How to study arthropods

Insects and other arthropods are easy to study because they are all around us. There are probably some in your house or in your garden or local park.

Remember that arthropods, especially insects, are most common in the summer. You will have to look very hard to find them in the winter.

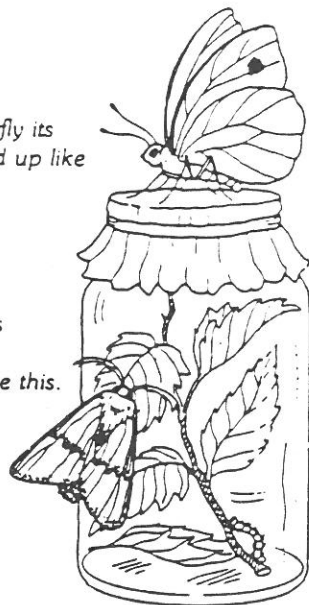
In the spring and summer you could try some of these simple experiments.

- \* A caterpillar is the young stage of either a butterfly or a moth. If you find a caterpillar you can keep it until it turns into an adult. Then you can see if it becomes a moth or a butterfly. Caterpillars are easy to keep in a large jar. Cover the top with an old handkerchief and a rubber band. This will let air in but stop the caterpillars escaping. You must also provide plenty of leaves from the plant on which you find the caterpillar. It may only be able to feed on leaves from this plant.

Eventually the caterpillar will turn into a pupa. After a time in this stage the adult insect will break out.

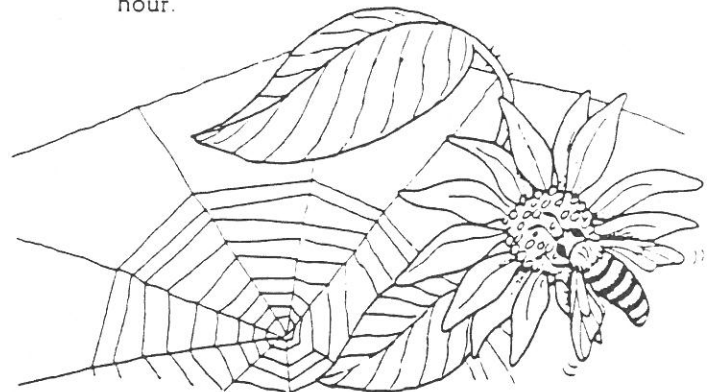
*If it is a butterfly its wings will fold up like this.*

*If it is a moth its wings will fold straight back like this.*



- \* Ants often make their nests under large, flat stones. Try and find some stones, then, with the help of an adult, lift them up. Are there any ants underneath? There may not be — but perhaps there are other arthropods such as woodlice or centipedes. Make a list of the arthropods you find under different stones and see if they are the same. Make sure you put the stones back when you have finished.

- \* Look for bees visiting flowers. Try to pick out a single bee and count how many flowers it visits in 5 minutes. By multiplying this number by 12 you can find how many flowers the bee might visit in an hour.

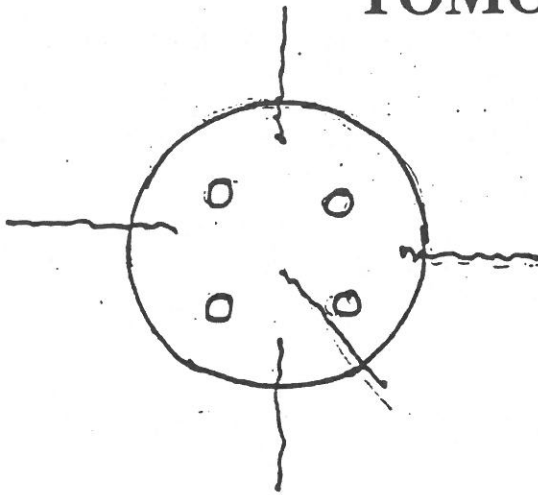


- \* In the summer, when lots of insects are flying about, there are many spiders' webs around. See if you can find one. Is there a spider in the middle? Draw the outline of the web and compare its shape with others that you find. Are they all the same shape?

# TOMORROW'S WORLD

JULY 1997

## SATELLITE



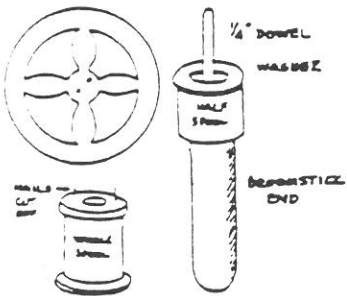
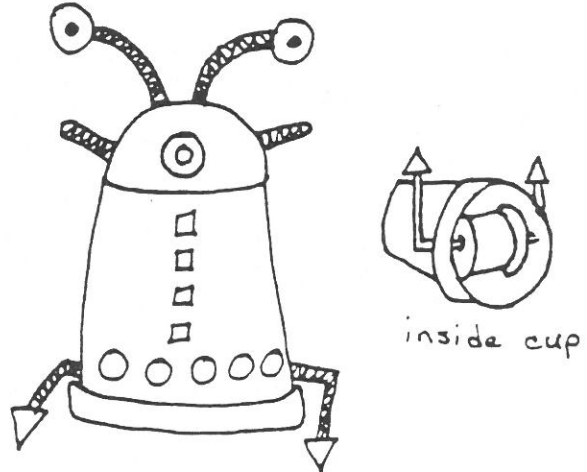
Cut a 2" styrofoam ball in half. Cover with aluminum foil, be sure to allow enough to almost cover back. Smooth foil well. Cut 5--2" silver tinsel stems. Stick into ball for antenna. Attach clear red beads with straight pins for lights. Stick pull ring into back of styrofoam ball.

## ROLLING ROBOT

### Materials

- Styrofoam cup
- Empty spool of thread
- Pipe cleaners
- Styrofoam balls one large, two small

Use a styrofoam cup for the robot's body. To make the wheel, thread a pipe cleaner through the sides of the cup and through a spool that extends just a little above the rim of the cup. Bend the ends of the pipe cleaner to form arms. For the head, cut a styrofoam ball in half, and glue one part to bottom of cup. Cut the other piece into quarters and press two of the pieces onto ends of pipe cleaner. Glue toothpaste cap to front of head. Add pipe cleaner antennae. Push pipe cleaners into small styrofoam balls for eyes. Push into head. Decorate body any way you like. Push robot gently from the back to make it roll.



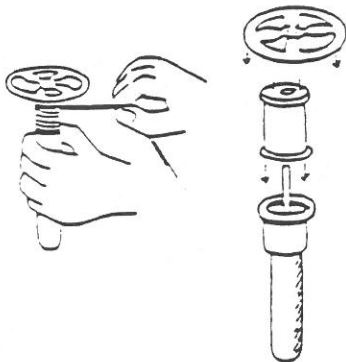
## FLYING SAUCER

1. Cut off bottom of bleach bottle or use heavy plastic lid for saucer. It should be approximately 6" diameter, with outside rim 3/8" side. Blades are 1-1/2" at wide point, 1/2" where they join center. Center is 1" diameter. Drill center holes for nails.

2. Drive 2 nails in whole spool. Clip off nail ends.

3. Saw other spool in half. Insert dowel. Glue dowel in half spool and half spool to cut-off broom handle. Slip washer over dowel.

4. Wrap about 1 ft. of cord around spool as shown, and tug cord toward you. The flying saucer will take off.



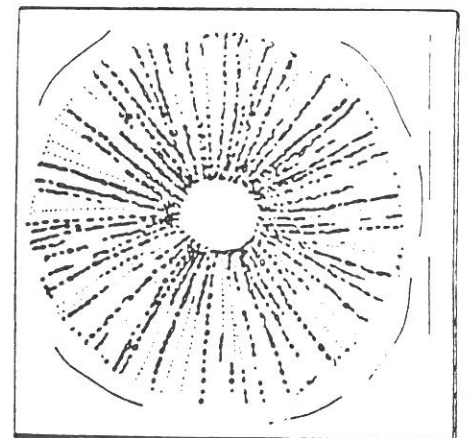
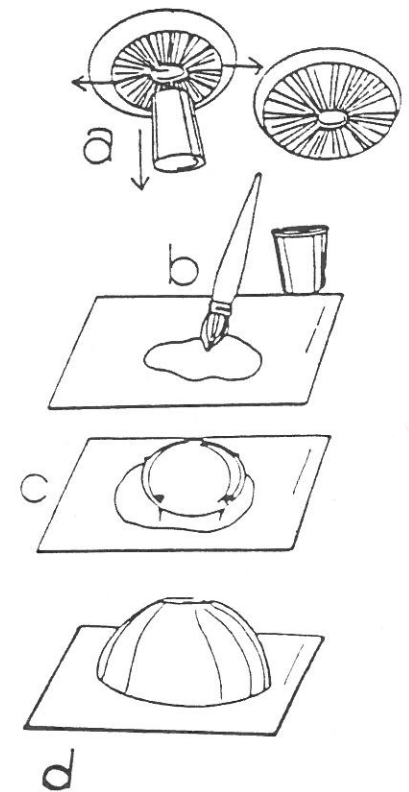
## MUSHROOM PAINTING

Mushrooms are one of nature's most interesting creations. They grow in damp, dark places and can pop up through the ground overnight. They have no roots, no leaves, and no flowers, but they can be found in bright fiery reds and oranges or in snow-white puffs. Some mushrooms are edible but many more are very poisonous. Don't ever eat a mushroom that you find in the woods. If you like to eat these tasty plants mom or dad will buy them and make a tempting dinner with them.

Mushrooms grow in all shapes, sizes and textures, each with a very interesting design under the cap or head. You can make a print of this beautiful design on books or as painting in full color. If you don't live near the woods, have mom or dad buy several mushrooms at the food store. If you are lucky enough to have the forest in your back yard, choose an odd-shaped mushroom and start printing immediately.

**Materials:** Liquid white glue  
Paper cup  
Paintbrush  
Shiny paper or oaktag  
Straight pins  
Small bowl

1. Pour a little of the liquid white glue into a paper cup and add just a drop or two of water. Mix with a paintbrush.
2. Place a piece of shiny paper or oaktag on a sheet of corrugated cardboard.
3. Break off the stem from the cap of the mushroom. Fig A. You may want to remove some of the outer edge of the cap if it hides too much of the gills on the underside.
4. Paint a circle of glue on the center of the paper. The circle should be a little larger than the mushroom, Fig. B
5. Press four straight pins into the outer rim of the mushroom.
6. Hold the mushroom over the glued area. Do not let the mushroom touch the glue.
7. Press the pins through the paper and into the corrugated cardboard, Fig. C.
8. Quickly place a bowl over the mushroom, Fig D.
9. Remove the bowl twenty four hours later.
10. Carefully lift the mushroom off the paper.



## GLIDER

**Materials:** a manila file folder  
tracing paper  
pencil, scissors, utility knife, transparent type of white glue, small metal washer or coin  
acrylic paints or waterproof marking pens

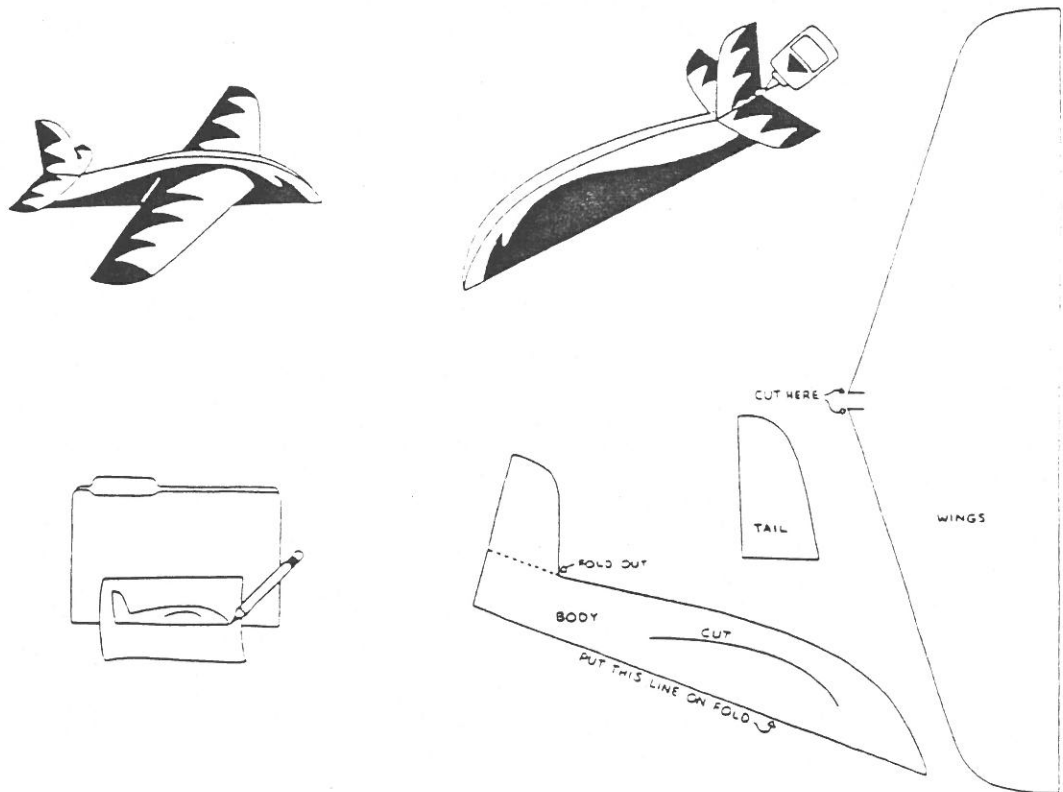
Trace the patterns for the body, wings, and tail on a piece of tracing paper. On the back of the paper, pencil over the lines so it is nice and black. Now you can copy shapes onto the manila folder. Be sure the bottom of the body shape is on the fold of the folder. Trace and cut out the shapes. (Have these pieces pre-cut and ready for the Cub Scouts to assemble at one meeting.) Cut the wing slot using a utility knife.

Here's how to put together the glider.

1. Put the tail piece all the way down between the rear wings and tape or glue in place. Fold out the rear wings.
2. Slide the big wing into the slot of the body spread apart a little bit, and push the Wing forward until the body fits into the two small slots on the front of the wing.
3. Glue or tape the washer or coin inside the nose of the plane.

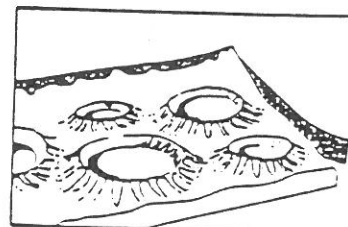
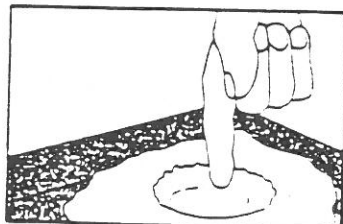
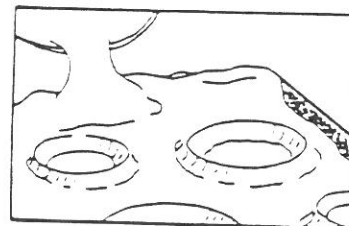
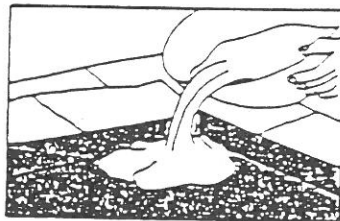
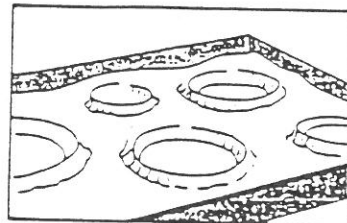
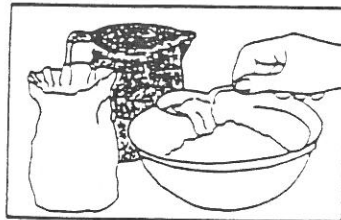
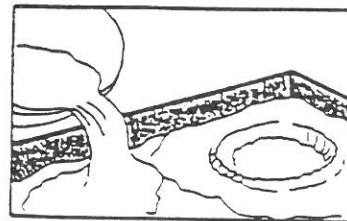
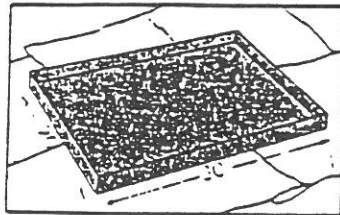
Now the den is ready for the test flight. Throw the plane gently in a straight line. Don't throw it too hard! If the plane goes down too quickly, the nose is too heavy. Try a smaller coin or washer in the nose. Bend up the rear wings a little and see if plane will fly further. Have a contest to see how far the planes go.

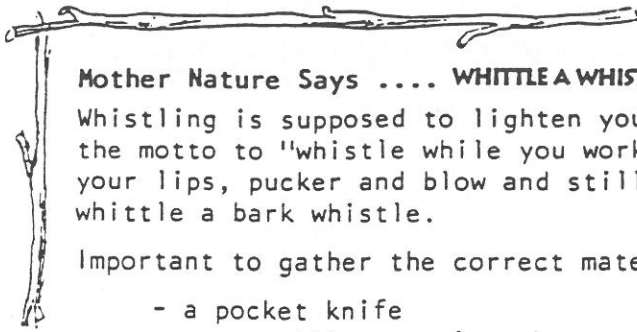
(ENLARGE PATTERN 50 %)



## MOON SURFACE

- Tape the strips of card around edges of cardboard to make a tray.
- Mix 1/2 pound of plaster with water until it forms a thin paste. Do not add too much water.
- Put newspaper under tray to protect floor. Pour plaster in one corner.
- Make craters by putting your finger into the plaster and moving it in a circle.
- Mix more plaster and pour it on another part of the tray. Make more craters.
- Repeat until tray is completely covered.
- Add more plaster along one of the 30" sides to make a mountain range.
- Tilt until plaster is dry, then carefully remove the strips of card. Moon surface is complete.





**Mother Nature Says .... WHITTLE A WHISTLE**

Whistling is supposed to lighten your load - even the Seven Dwarfs had the motto to "whistle while you work". Try it yourself, but if you lick your lips, pucker and blow and still nothing comes out, here's how to whittle a bark whistle.

Important to gather the correct materials. You'll need:

- a pocket knife
- green willow, poplar, basswood, or other smooth-bark tree or shrub branch, ½ inch thick and 4 inches long.
- water
- an adult helper

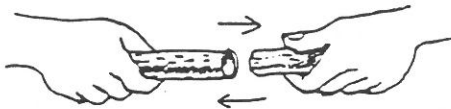
**1.**  
Slice through the bark, stopping at the wood, three-fourths inch from one end of the branch. Then wet your whistle in water for half an hour.



**2.**  
Pound all over the wet bark with a closed pocketknife or stick. This will loosen the bark, but take care not to crack it.

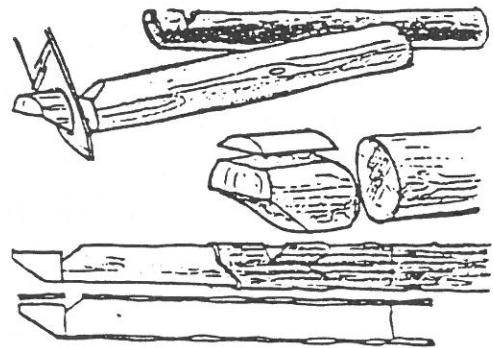


**3.**  
Hold the ends of the stick with both hands, twist, and pull the pounded bark off the stick in one piece. It should come off clean as a whistle. Once it's off, slip the bark tube back on again.

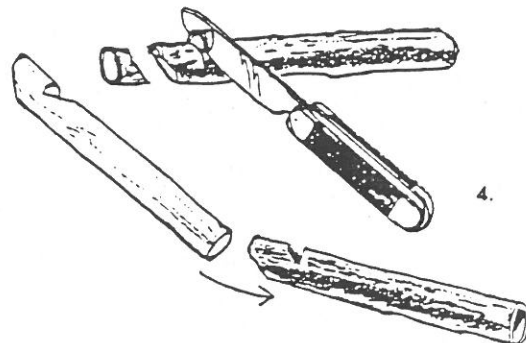
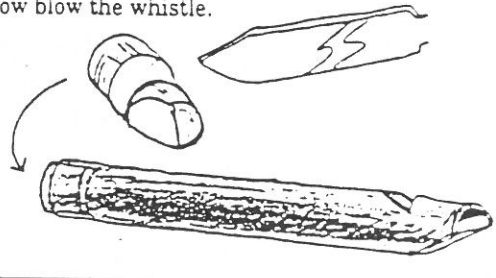


**4.**  
To make the mouthpiece, cut a diagonal chunk from the end, through the stick and loose bark, as shown. Set it aside. Turn the whistle over and cut a notch, also through bark and wood, on the other side. Slip the stick out of the bark tube again.

**5.**  
Working with the bare stick, chop off the end at the notch. Slice a sliver from the top of this end piece to make an air passage and slip the stick in the bark tube.



**6.**  
Trim the set-aside piece of stick flat to make a tight plug for the opposite end of the bark tube. Now blow the whistle.



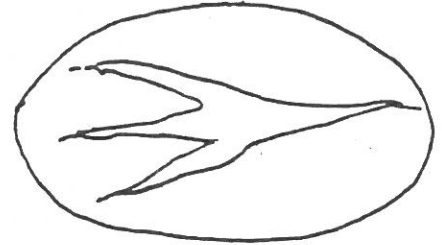


# AGE OF DINOSAURS

AUGUST 1997

## DINOSAUR TRACK NECKERCHIEF SLIDE

Work on a piece of foil. Inside a ring of foil or flexible cardboard pour thin plaster. Boys can make a "fossil" dinosaur footprint using their fingers, plastic forks, etc. Allow to dry completely, glue a ring on the back, and spray slide with clear acrylic spray and allow to dry.

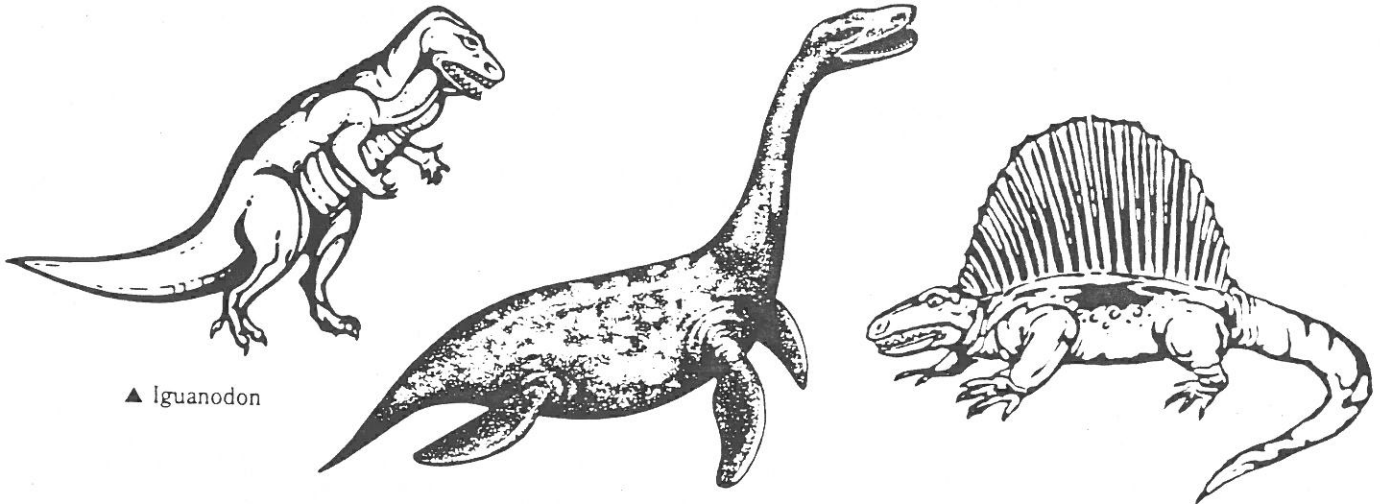


## NECKERCHIEF SLIDE

This month's project will appeal to your Scouts whether they like to travel by land, sea, or air. All you'll need for this project is some scrap 7-8 ounce leather large enough for the pattern desired, a hot glue gun, and some lighter weight leather to make the loop.

Start by transferring the pattern to tracing film. Once you have your pattern, case (wet) the leather sufficiently to be able to make an impression. Next, lay the tracing film on the leather and draw the design using an extra-fine ball-point pen.

Cut the outline all the way through the leather using an X-acto or razor knife. (Leaders should cut all patterns to prevent an accidental cut Scout!)



The scouts can now get creative and add their own designs. If you have leather craft tools, they can tool the leather. If not, they can simply color the leather using paints or leather dyes.

The final step is to add the loop. This can be easily fashioned from scrap lace. Cut a length 2 1/2 inches long and hot glue the ends to the back of the tie slide. An optional method is to first match up the ends and staple before gluing.

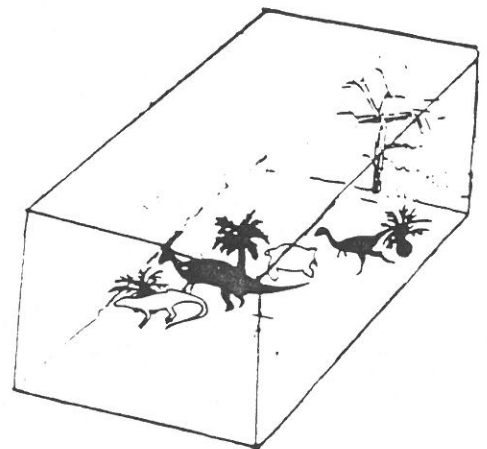
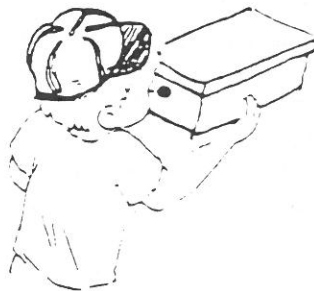
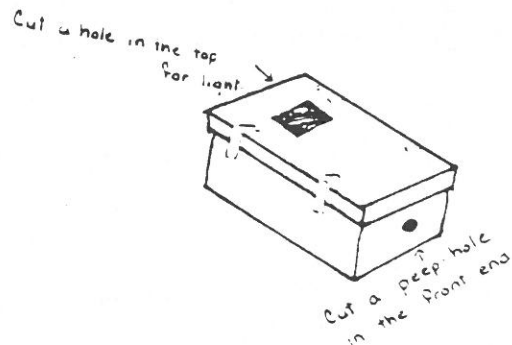
## PEEK BOX

**Materials:** shoe box (with a top)  
paper, cardboard, clay, toys  
feathers, magazine pictures, string, or anything else you want to use for scenery  
glue, tape, scissors

### What To Do

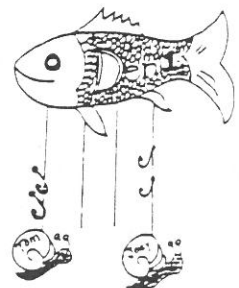
1. Take the top off of the shoe box.
2. Cut a hole in one end of the box.
3. Build a scene inside the box (facing the hole). Place figures or objects that are most important near the front. Glue scenery near the back or along the back end.
4. Cut a slit in the box top (about an inch or two centimeters wide.)
5. Tape the top to the shoe box and decorate the outside of the box.
6. On the outside of the box, write a message or story or poem about what's inside.

Peek boxes can be used for all occasions.



## DOODLE

The fish and snail may be made of poster board, cardboard, or plywood and painted with tempera paint. Fish hooks may be made of poster board or possibly paper clips, and painted. Do not use real fish hooks unless all sharp points have been removed. (The fish and snails for this project can be recreated to resemble what the boys think prehistoric ones looked like.)



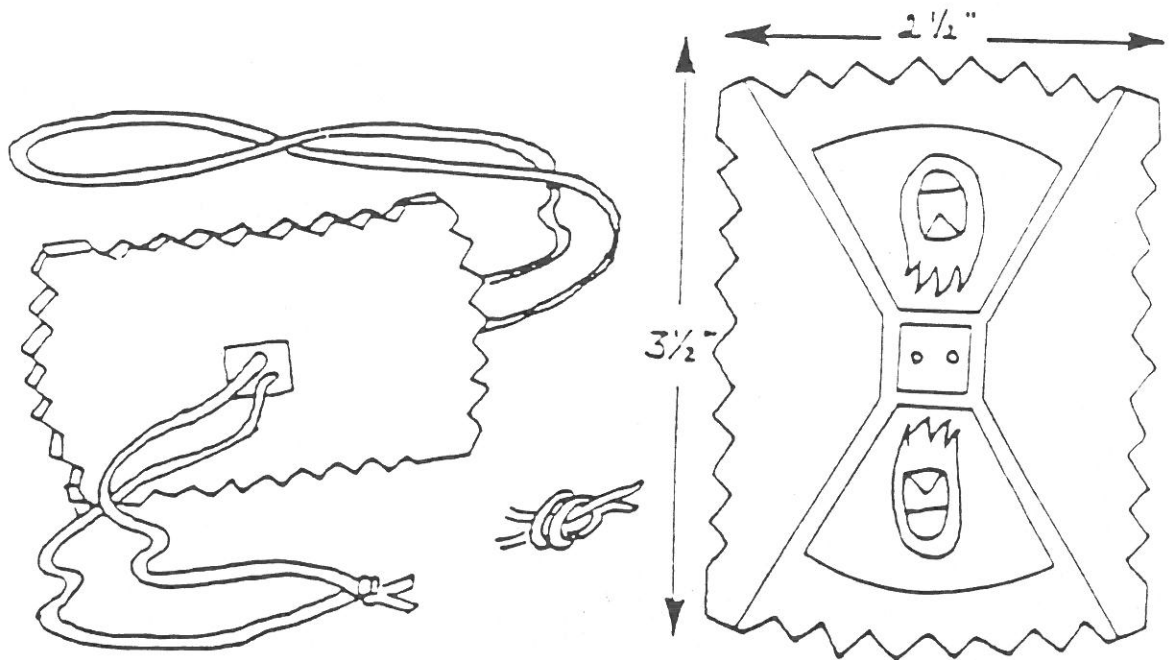
## BUZZ BOARD

### MATERIALS NEEDED

Leather 2 1/2" X 3 1/2" x 1/4" thick  
 Paint and brush  
 Strong, thin cord, 40" long

### DIRECTIONS

- Cut the pattern below from leather, taking care that all notches are even. Paint design on one side.
- In the middle of the board, above and below the exact center, make two small holes with a hole punch. Pass the 40" cord through these holes and knot both ends together as shown below.
- To use, grasp the loops of the string - one in each hand. First pull the cord tight and then release it; pull it again, then release it. Do this in quick succession and the board will spin and whirl and buzz. The faster you work it, the more noise it will make.
- It is a toy that children will enjoy, and could be made by a Cub Scout for his brother or sister.

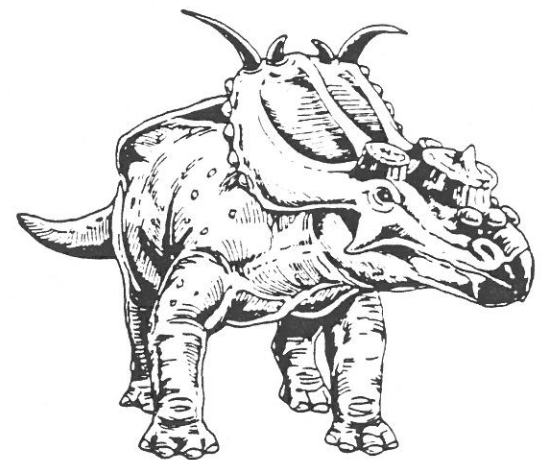
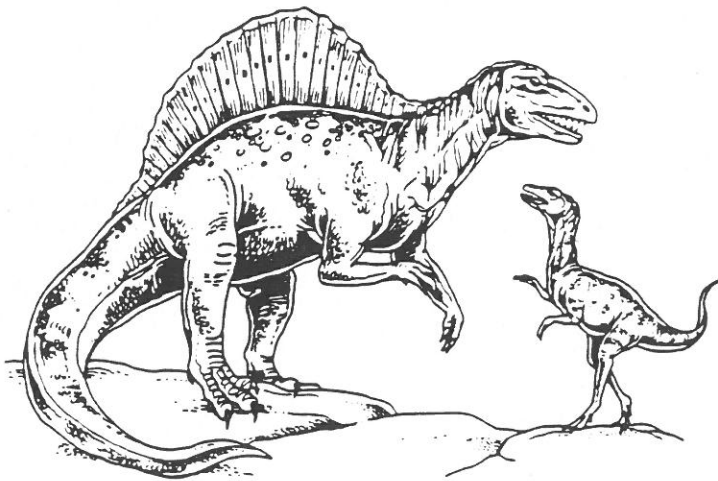
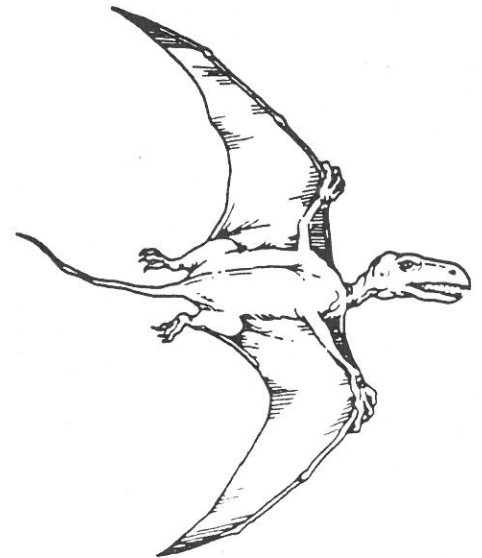
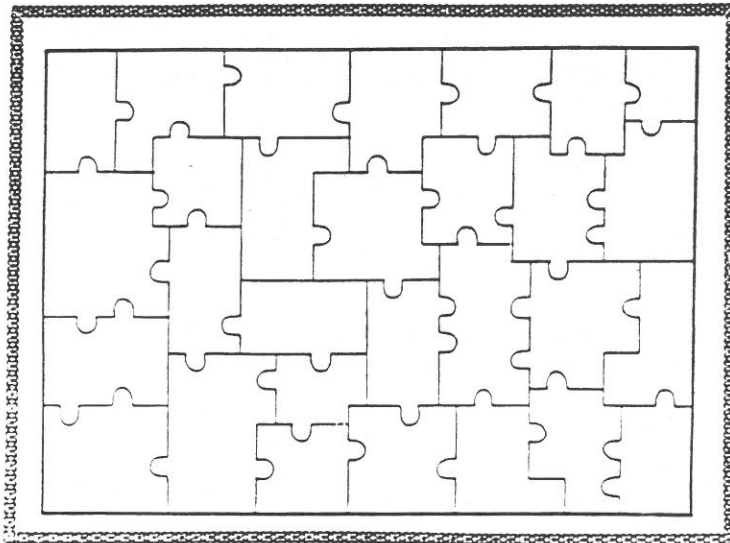


## DINOSAUR PUZZLE

**MATERIALS** Wood or cardboard  
crayolas or markers  
mod podge or glue mixture  
X-acto knife or saw

You can make this puzzle any size you want just by enlarging the pattern or decreasing it on the copy machine.

- 1. Have the boys draw the dinosaur or trace it onto the wood or cardboard and color it in.
- 2. Cover finished picture with mod podge or glue mixture (1/2 glue and 1/2 water) and let dry thoroughly.
- 3. Then using an x-acto knife or the den leader may wish to use a saw, cut out the puzzle pieces by placing a paper copy of puzzle shapes over the project and follow the lines. (If doing a wood puzzle, make a tracing of puzzle piece design on wood surface and eliminate the piece of paper on top. Also to seal design use a plastic spray or craft spray sealer.)



▲ Pachyrhinosaurus

**Mother Nature says .....**  
 The first reptiles appeared 345 million years ago and gave rise to the dinosaurs. Sixty-five million years ago the dinosaurs died out. No one knows why for sure, but the end seems to have come suddenly. Many scientists believe a comet struck the Earth, stirring up dust that blocked the rays of the sun for months or years. Without sun, plants would die. The animals would die soon after without food. This is one possible explanation for the end of the Age of Dinosaurs. The mystery remains.

**STEGOSAUR (A corrugated-cardboard model)**

1. Score a sheet of corrugated cardboard across the middle along the corrugations. Fold it up against a ruler, then over the ruler. Remove the ruler and press the board flat. Work at least twice the size of these drawings.

2. Draw a shape like this in pencil on one side (make sure the fold is at the bottom!).

3. Cut two slots in the bottom edge like this. Make the one at the back just a little longer.

4. Cut out the shape. If it is difficult to cut, do it a bit at a time, like this.

5. If you can't cut through both layers in one go, cut one side first - then draw round it as a guide for cutting the other side.

6. Then all you have to do is to paint.

7. This is what your unpainted model will look like.

8. Cut and fold a small square of corrugated cardboard along the line of the corrugations.

9. Now draw this shape.

10. Cut it out.

11. Score a horizontal line a little above the toes and bend the toes out flat.

12. Cut a slot about half-way down the centre fold.

13. Make the back legs a little bigger than the front.

14. Stick the legs onto the body.

15. Spread the bony plates on the back apart a bit. Then make the eyes with the point of a pencil.

# OUR TOWN, USA

SEPTEMBER 1997

## NECKERCHIEF SLIDE

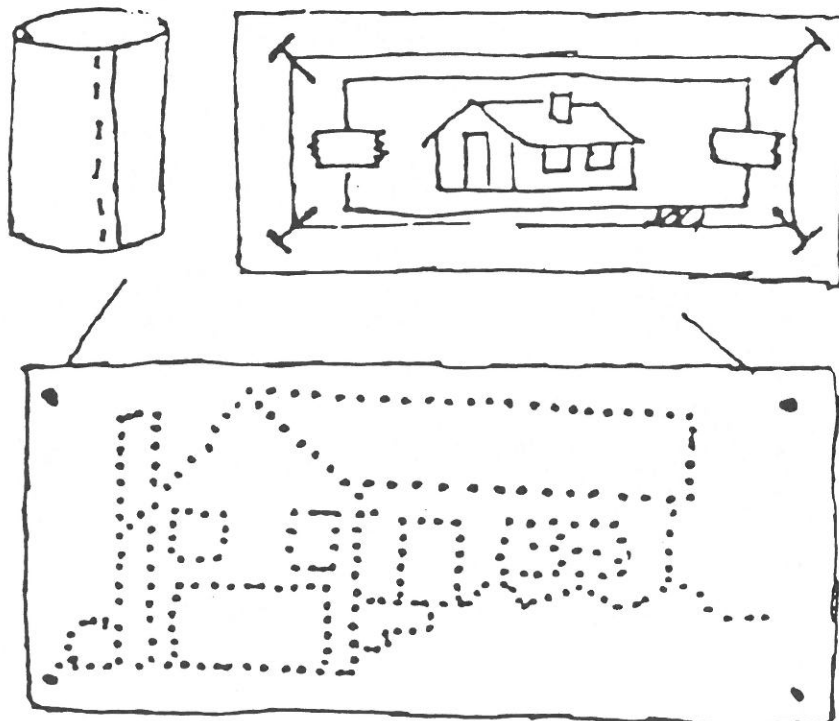
Either use a pre-cut wood shape of your state, or let the boys cut them if they are skilled enough and you have enough adult assistance. Put a light colored finish on the wood. Then decorate using a state symbol such as a small rose rock (the state rock) or something to represent a local industry, school, etc. For Tulsa, for instance, draw an oil well using a fine point sharpie marker, or for Broken Arrow, using a toothpick, a parakeet feather and an aluminum printer's plate arrow head fashion a broken arrow.

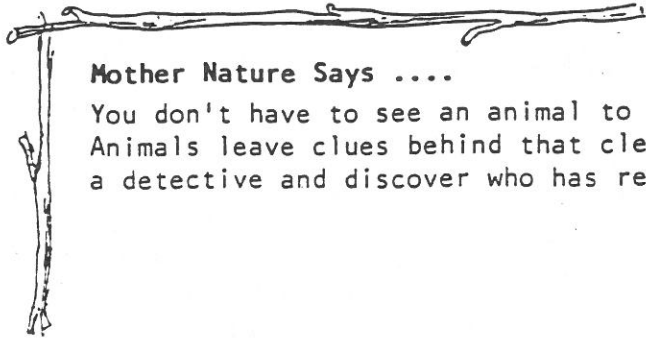


## MY HOUSE

**Materials** Pencil and paper  
Tin can  
Metal cutters  
Tape  
Hammer and nails  
Scrap board

Remove both ends from can and carefully cut down side seam. Open flat and nail corners to board. Make an outline of your house on paper, cut to fit can area. Tape to can. With hammer and nail, punch dents along lines. Remove paper, add string to top corner holes and hang.





**Mother Nature Says ....**

You don't have to see an animal to know that it has visited the area. Animals leave clues behind that clearly say, "I've been here." Become a detective and discover who has recently visited.

**PLASTER-CAST ANIMAL TRACKS**

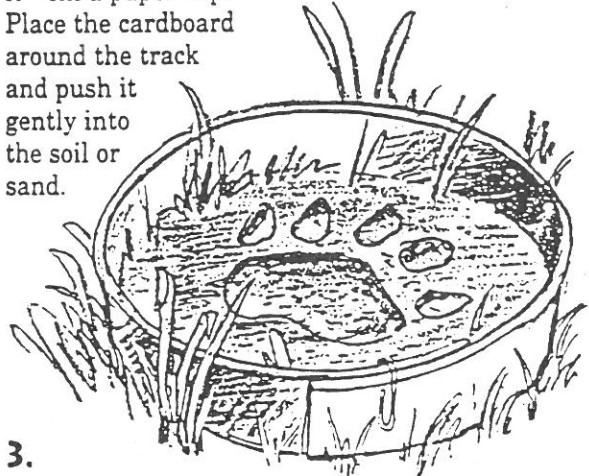
You can make a "negative" impression plaster cast of a bird or animal track. They make impressive doorstops or paper-weights.

- You'll need:
- a 2x8 inch piece of heavy cardboard
  - paper clips
  - about 1 cup water
  - a margarine tub
  - plaster of paris
  - a mixing stick

**1.** Find a clear animal or bird track in mud or sand.

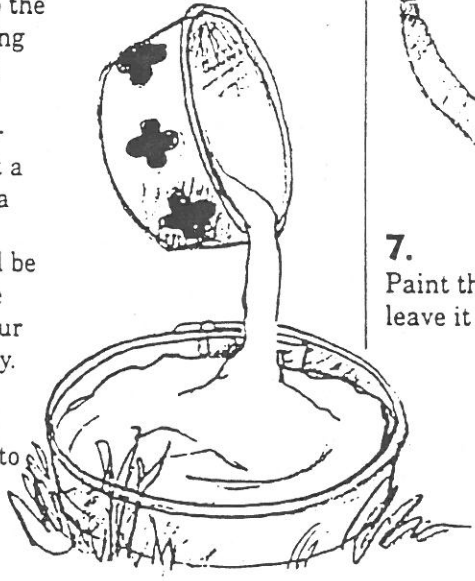


**2.** Form the cardboard into a circle, securing it with a paper clip. Place the cardboard around the track and push it gently into the soil or sand.



**3.** Pour the water into the margarine tub, filling the cardboard mold halfway. Add the plaster to the water in the tub a little at a time, stirring with a stick until smooth. The mixture should be as thick as pancake batter. It should pour but not be too runny.

**4.** Pour the plaster into the mold



**5.** Let it set for several hours until it's very hard. Drying time depends on the thickness of the cast and the dampness in the air.

**6.** Pick up the mold and remove the cast from the ground. Dust off any loose dirt.



**7.** Paint the track or leave it white.



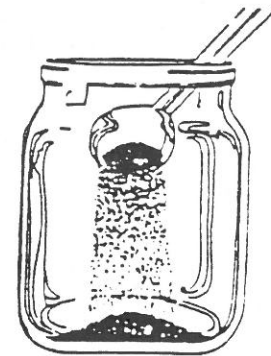
## SAND PAINTING IN A JAR

**Material:** Any type of clear glass container with a wide opening, such as a round jar, a fish bowl or baby food jar; colored sand which is available at hobby and craft stores; a long handled spoon.

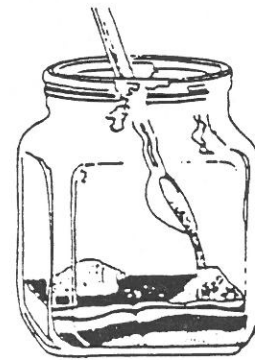
### Directions:

1. Spoon the sand along the outer rim of the jar's inside, forming a series of peaks and valleys.
2. Pour in a different color sand above this. Repeat until entire design is constructed.
3. As the sand begins to climb upward, fill the hollow in the center with spare sand. Any color will do as this part will not show. It will hold the outer sand firmly against the edge of the jar.
4. To correct a mistake, sweep unwanted sand into the center where it will not be seen.
5. Try these special effects.

- **BIRDS:** Form a single, flat bottomed mound. Press a pointed object into the center; forming a "V". Then fill in around the bird with the same color sand as your background.
- **WAVES:** Using green or blue sand, a thin even layer of white sand on top. Quickly jab the lumps several times with a pointed tool to create rolling ocean waves.
- **MOUNTAINS:** Form several large lumps about 1" high. Then with a different color, make smaller bumps between the big peaks.
- As the Sand reaches the top, make sure the surface is level. Add a final layer, then top with seashells, rocks or even tiny cactus plants. To permanently seal jar, make a mixture of 1/2 white glue and 1/2 water and pour on top of sand. Let set until dry.



Spoon sand along inner surface of jar.



Grain by grain your painting tumbles into place.



Different colors are layered to form an abstract design.



It's easy to make a 'bird'.

Shells or rocks add a finishing touch on top.

## SCENE IN A BOTTLE

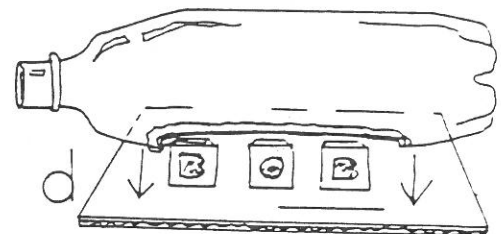
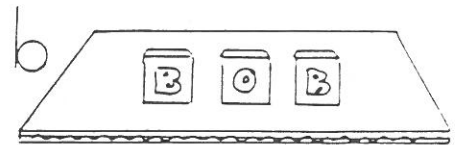
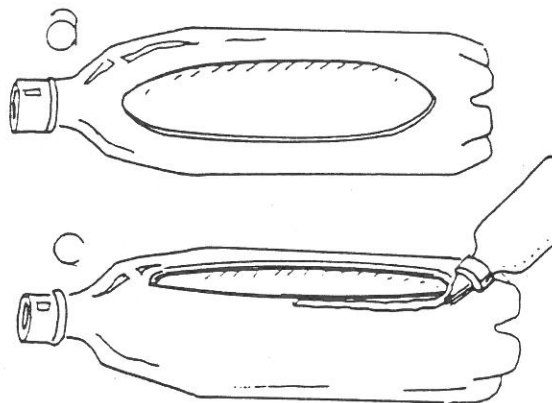
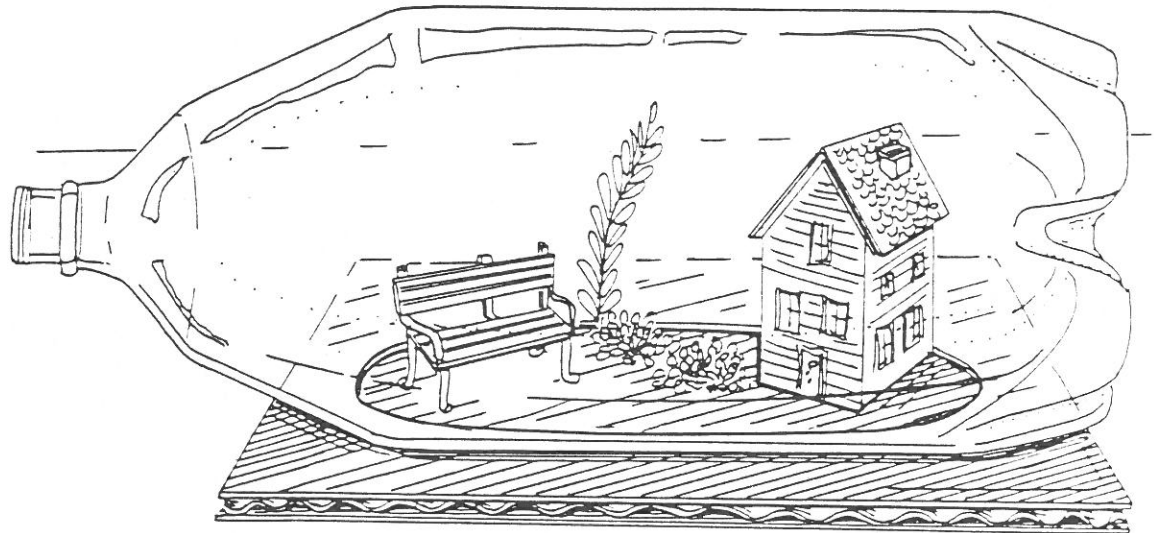
The boys in the den can make a scene from the city they live in or their home, just about anything they would like.

**MATERIALS** large (1- or 2-litre) plastic soft drink bottle  
 small knickknacks  
 plastic greenery or cutouts of paper  
 scissors  
 cardboard  
 white glue

### THE SCENE

1. Remove label from bottle.
2. Cut out a long oval opening on the side of the bottle (a)
3. Cut out a piece of cardboard larger than the oval cutout.
4. Glue small items to create a miniature scene on the cardboard. They should be close together so that the opening of the bottle can fit over them (c).

This would make a great display at the pack meeting for September.

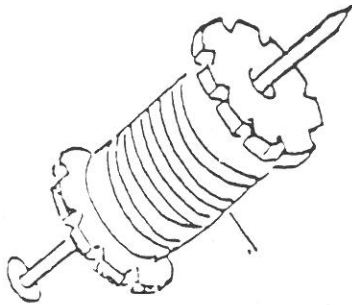
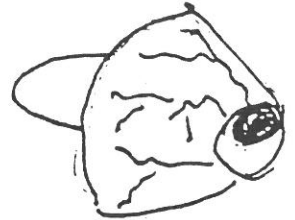


# FIRE! FIRE!

OCTOBER 1997

## SPOOKY NECKERCHIEF SLIDE

Boys love "spooky" things. For "eyeball" slides you need a plastic egg carton, plaster, and a metal pull ring and a dark marble for each boy. Put marble in the bottom of the egg cup. Fill about 2/3 full of plaster. Insert metal ring and allow to dry. If the marble doesn't show a little when you remove slide from egg carton mold, you may need to scrape away a bit of plaster. Spray slide with clear acrylic spray and allow to dry. Finally, using a permanent red sharpie marker, draw "bloodshot" veins in the eyeball.

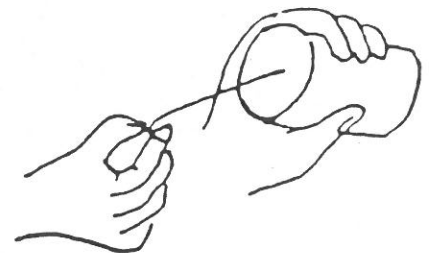


## GOBLIN'S TICKTACK

Cut notches around ends of a large wooden spool. Wind several feet of string around the spool and run a long nail through the hole. Holding one end of nail in your left hand, so that spool rests against a window pane, pull string lightly with your right hand. This produces a loud clacking sound.

## GHOSTLY GROANER

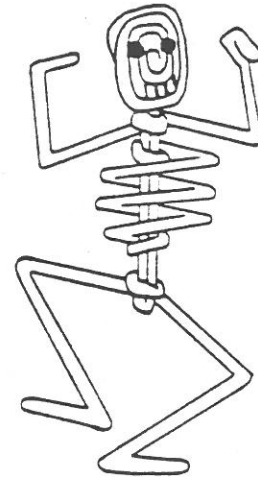
Punch a hole in the bottom of a tin can and put a strong string through the hole. Tie a knot on the inside. Coat the string rather heavily with rosin. Hold open end of can against a window pane and pull on string so it slides through fingers, making an eerie ghostly sound.



## LIVING SKELETON

**Materials** 6 pipe cleaners  
Rubberband  
Black felt tip marker

1. Bend a pipe cleaner in half to make a backbone. Twist another one round the bottom of the backbone to make legs and one round the top to make the arms and hands.
2. Twist two pipe cleaners together and wind them round and round the backbone to make the rib cage. Bend the last pipe cleaner into a flat head and draw a face on it. Hang the skeleton from a rubber band.

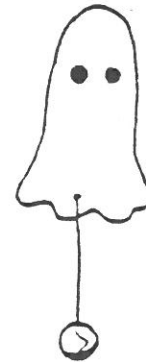


## JINGLE GHOST

**Materials** White plastic bottle  
Paper punch  
Needle and thread  
Jingle bell

Cut a ghost shape from the side of a plastic bottle. Punch eyes in the ghost with a paper punch. With a needle and thread, poke a hole in the bottom of the ghost, string a small bell on the thread, and tie the ends of the thread together.

Hang several ghost on strings where people walk during the Halloween season. The wind will flutter the ghosts and the bells will jingle.



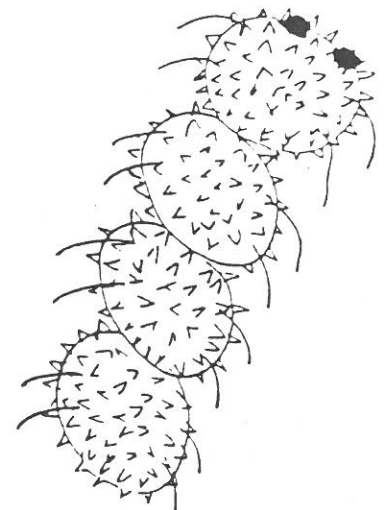
## SPIKY SPIDERS AND CATERPILLARS

**MATERIALS** sweet gum balls  
pipe cleaner  
black spray paint  
doll eyes  
glue gun

Have the Cub Scouts pick these up while hiking or find someone who owns a sweet gum tree.

Paint the balls black with spray paint. Remember to put newspapers under them first. Then glue the pipe cleaners into the holes of the balls. Glue eyes on after the legs are bent and attached. The pipe cleaners can be black or any color the boys would like to use.

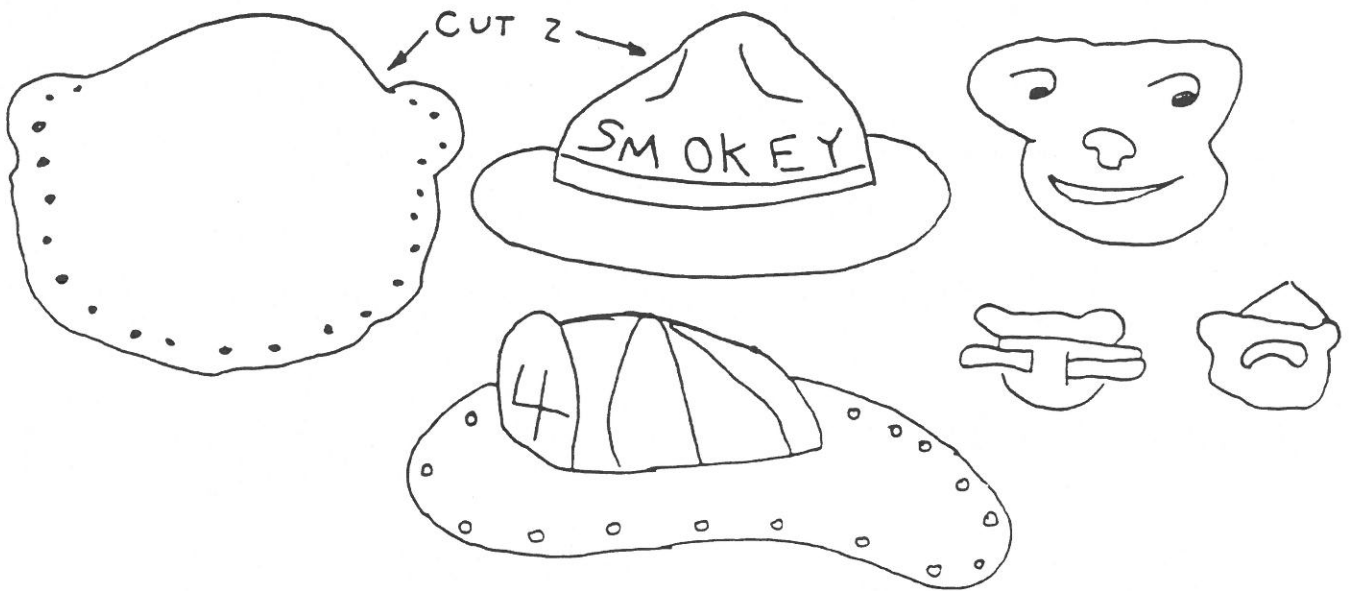
**CATERPILLARS**-attach balls with hot glue-make them as long as you want. Legs and eyes same as above for spiders. They can have antennae also.



## SMOKEY THE BEAR OR FIREMAN'S HAT

These slides are made from scraps of leather, vinyl, and some plastic lacing. Using the patterns below, cut out two heads and punch the holes around bottom as shown. In the back one, before lacing the two together, cut two slits the proper size for a leather ring to slip through. Then cut the the face part out of lighter color material and glue it in place. Draw features with felt marker or paint.

Cut two hats and draw features on the front one. Then stick top part of head between the hat parts and glue in place. Insert the leatherette strip for ring through two slits in back of head and staple in place, or if desired put a snap on the ends of piece. If snap is used the slide can fit snugly onto neckerchief because it will not have to be made big enough to slip up and down easily on neckerchief, but can just be snapped and put in place and then unsnapped to remove it.



## FIRE FIGHTING PAIL

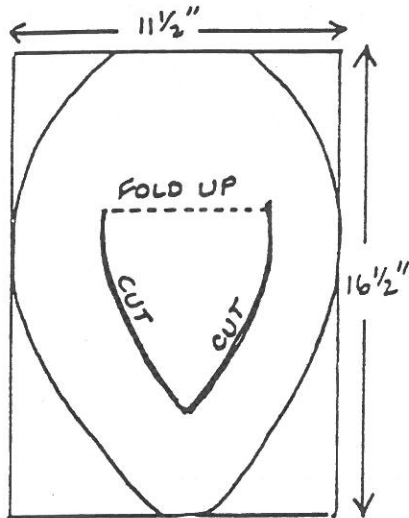
Quick use of this fire-fighting pail can avert tragedy from a small cooking fire in the kitchen. The pail is made from a 1-pound coffee can and plastic lid. Cover can with red paper or felt, with white letters "FIRE" on both sides. Also print emergency "911" number.

Use a 12" length of coat hanger wire for handle. Slip a package handle tube or two cords glued together over wire handle. Punch holes in sides of can, wire ends through them and bend up ends on inside to anchor.

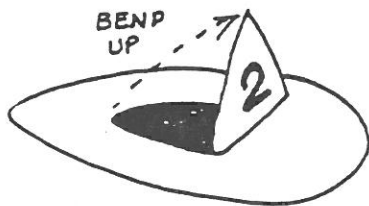
Fill can with baking soda and keep handy near kitchen stove.



# FIREMAN'S COSTUME



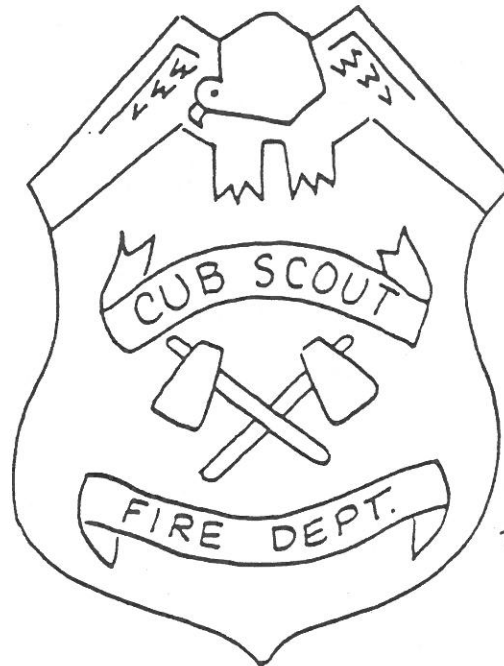
CUT FROM HEAVY RED CARDBOARD. DECORATE WITH DEN NUMBER.



FIRE CHIEF'S MEGAPHONE

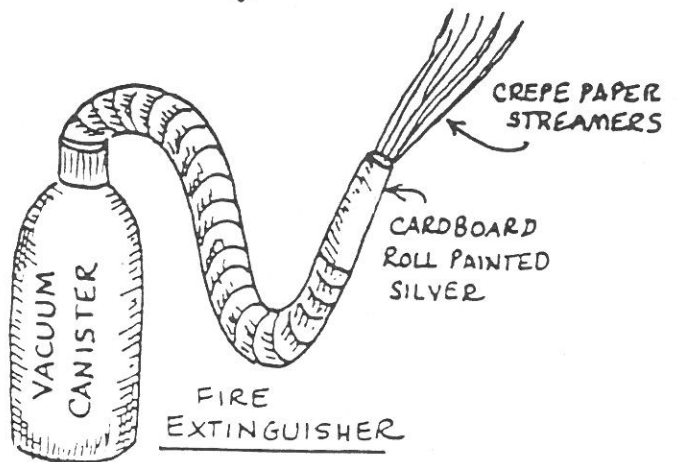


CUT FROM LIGHT WEIGHT CARDBOARD. ROLL INTO CONE SHAPE. TAPE. ADD HANDLE. PAINT.

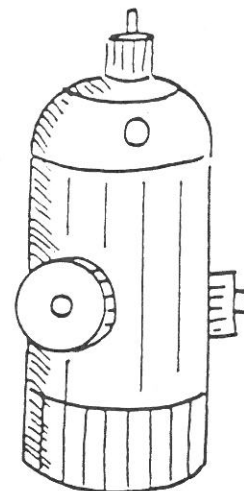


BADGE

CUT FROM CARDBOARD. TAPE SAFETY PIN T



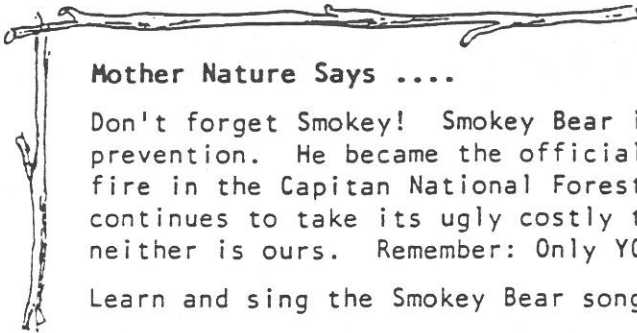
FIRE EXTINGUISHER



CARDBOARD CUT-OUT HYDRANT

Cub Scout firemen can wear dark colored rain-coats, boots and a fireman's hat.

An old vacuum canister and hose makes a good fire extinguisher. Tape crepe paper streamers inside nozzle, turn on the power, and they will blow out and look like a stream of water.



**Mother Nature Says ....**

Don't forget Smokey! Smokey Bear is the national symbol for forest fire prevention. He became the official mascot after being rescued from a fire in the Capitan National Forest in New Mexico in 1944. Wildfire continues to take its ugly costly toll - Smokey's job is not done and neither is ours. Remember: Only YOU can prevent forest fires!

Learn and sing the Smokey Bear song.

# SMOKEY THE BEAR

By STEVE NELSON and JACK ROLLINS



1. With a Ranger's hat and shovel and a pair of dungar-ees you will  
 2. You can take a tip from Smokey that there's nothin' like a tree, cause they're  
 3. You can camp upon his doorstep and he'll make you feel at home, you can  
 4. If you've ever seen the forest when a fire is running wild, and you



find him in the forest always sniffin' at the breeze. People good for kids to climb in and they're beaut-i-ful to see, you just run and hunt and ramble any - where you care to roam. He will love the things within it like a moth-er loves her child, then you



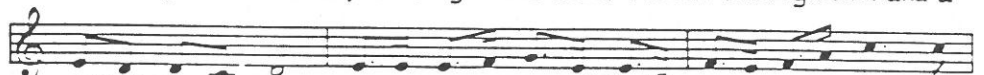
stop and pay at-ten-tion when he tells 'em to be-ware, 'cause have to look a-round you and you'll find it's not a joke, to let you take his hon-ey and pre-tend he's not so smart, but know why Smok-ey tells you when he sees you pass-ing through, "Re-



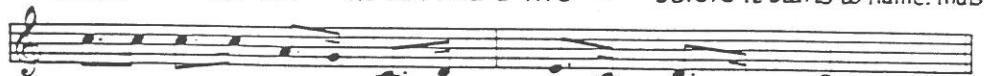
ev'-ry - bo-dy knows that he's the Fire Pre-ventin' Bear. see what you'd be mis-sin' if they all went up in smoke. don't you harm his trees for he's a Ran-ger in his heart. member... please be care-ful...its the least that you can do."



Smokey - the Bear, Smokey - the Bear. Prowlin' and a growlin' and a



sniffin' - the air. He can find a fire - before it starts to flame. That's



why they call him Smokey, that was how he got his name.



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# FAMILY CIRCUS

NOVEMBER 1997

## NECKERCHIEF SLIDE

### Supplies

1 1 1/2" pompom

2 1" pompoms

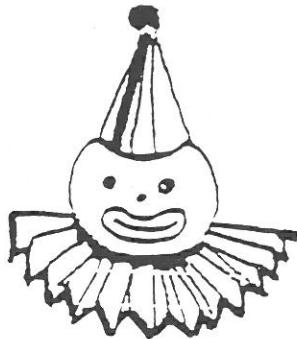
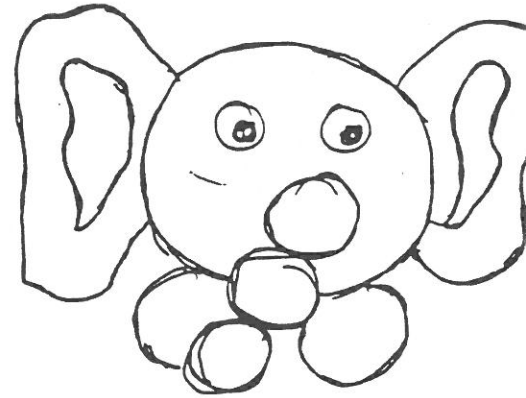
3 3/4" pompoms

Felt--matching color of pompoms and some contrasting color

Metal pull ring

2 Wiggle eyes

Glue a large metal pull ring to the bottom of the 1 1/2" pompom, and the 1" pompoms underneath for feet. Glue 3/4" pompoms together to form trunk. Then attach trunk to elephants face. Ears are a matching color of felt, with inner ears a contrasting color. Just as in the wild, elephants ears do not have to be exactly the same. Add 2 wiggle eyes. A circus elephant can be any color you want.



## CLOWN TIE SLIDE

### MATERIAL

ping pong ball

wood bead

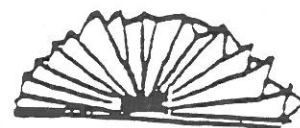
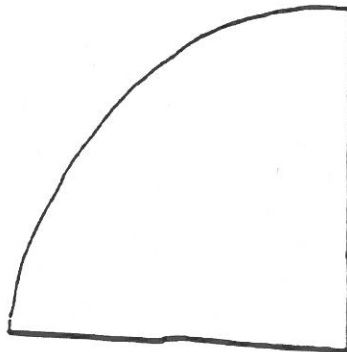
felt

construction paper

toothpick

vinyl loop

Paint a funny clown face on a wooden bead and glue on a wooden bead for a nose. Make a cone shaped hat from colored felt. Glue hat to clown's head and add a puff of cotton to top of the hat. Accordion pleat a contrasting piece of construction paper 1 1/4" x 6" making 1/4" pleats. Form it into a semi-circle and glue a toothpick across the back to stiffen the collar. Glue collar to clown's neck. Glue on a vinyl loop to slip the neckerchief through.



## LION PAPER-PLATE MASK

1. Hold a paper plate up to your face and gently mark where to cut holes for your eyes.
2. Cut out two triangle-shaped eyes. Outline them with a black marker.
3. Cut strips of yellow paper about 3 inches long by 1 inch wide. Curl each strip by running it along a pencil. Glue the strips around the plate.
4. Cut out two pink circles. Color them black around the edges. Glue them in place for ears.
5. Cut out a red triangle and glue in place for the nose.
6. Add two orange circles for cheeks.
7. With black marker, draw jowls and two pointed teeth.
8. Cut long black strips for whiskers. Glue to either side of the lion's nose.
9. Cut out a rectangle of white paper. Make slits along one end. Curl each fringe with a pencil. Glue in place for the lion's chin beard.
10. Make a small hole at each side of the mask where your ears would be. Tie string to each hole and tie the strings around your head.



## THE LOOK-AROUND CLOWN

### Materials

12 oz. plastic cup  
 2" solid foam ball  
 craft sticks  
 pipe cleaners  
 scrap yarn and decorating stuff

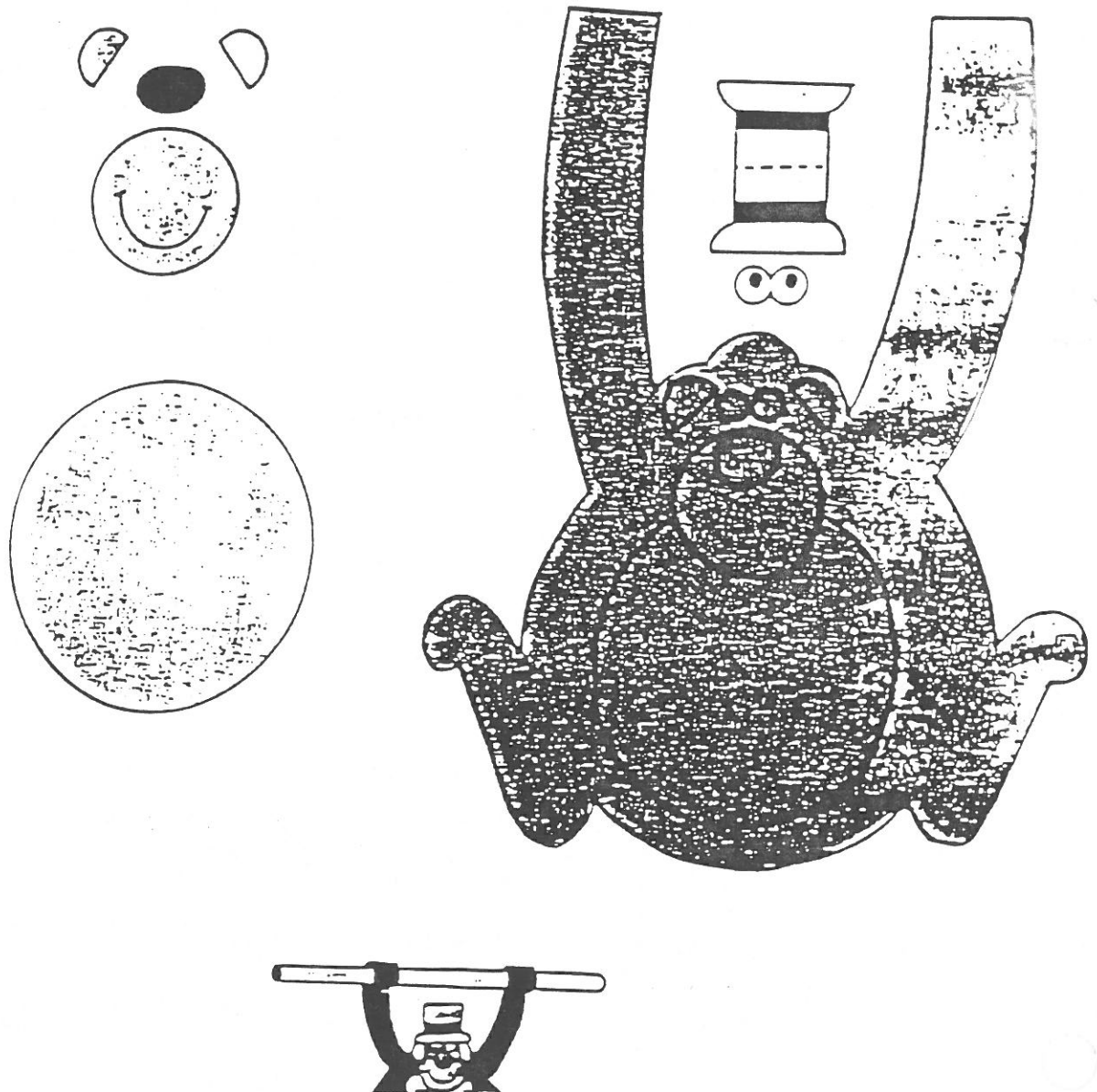
1. Use the plastic cup for the clown body. Rub one side of the foam ball on sandpaper to make a flat surface.
2. Spread glue on one end of a craft stick. Push the stick into the foam ball at the center of the flat area. Let it dry.
3. Turn the cup upside down and poke a small hole in the bottom. Make the hole large enough to push the other end of the craft stick through. Put the stick in hole and turn the cup over.
4. Decorate the cup with felt and colors etc. and decorate the ball to look like a clown face.
5. Put your hand inside the cup and move the stick around. This will make the clown's head move.



## TWIRLING APES

### HERE'S WHAT TO DO

1. Using colored papers, cut out all the shapes shown below.
2. Glue the belly, mouth, ears, nose, eyes and hat into place.
3. Draw the eyes, grin, and hat band with black marker.
4. Curl the paws over a straw and glue them to the straw.
5. Twirl the straw with your fingers and watch the Twirling Ape.



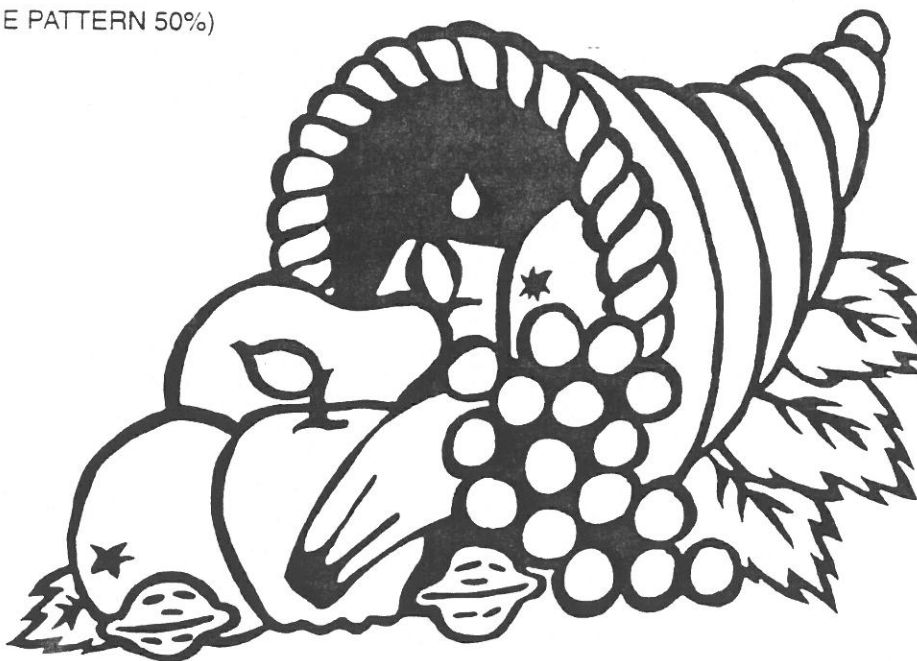
## SPARKLING CORNUCOPIA

**Materials** Different color permanent marker  
Black permanent marker  
Cardboard big enough for picture  
Plastic wrap to cover cardboard  
Tape  
Tin foil

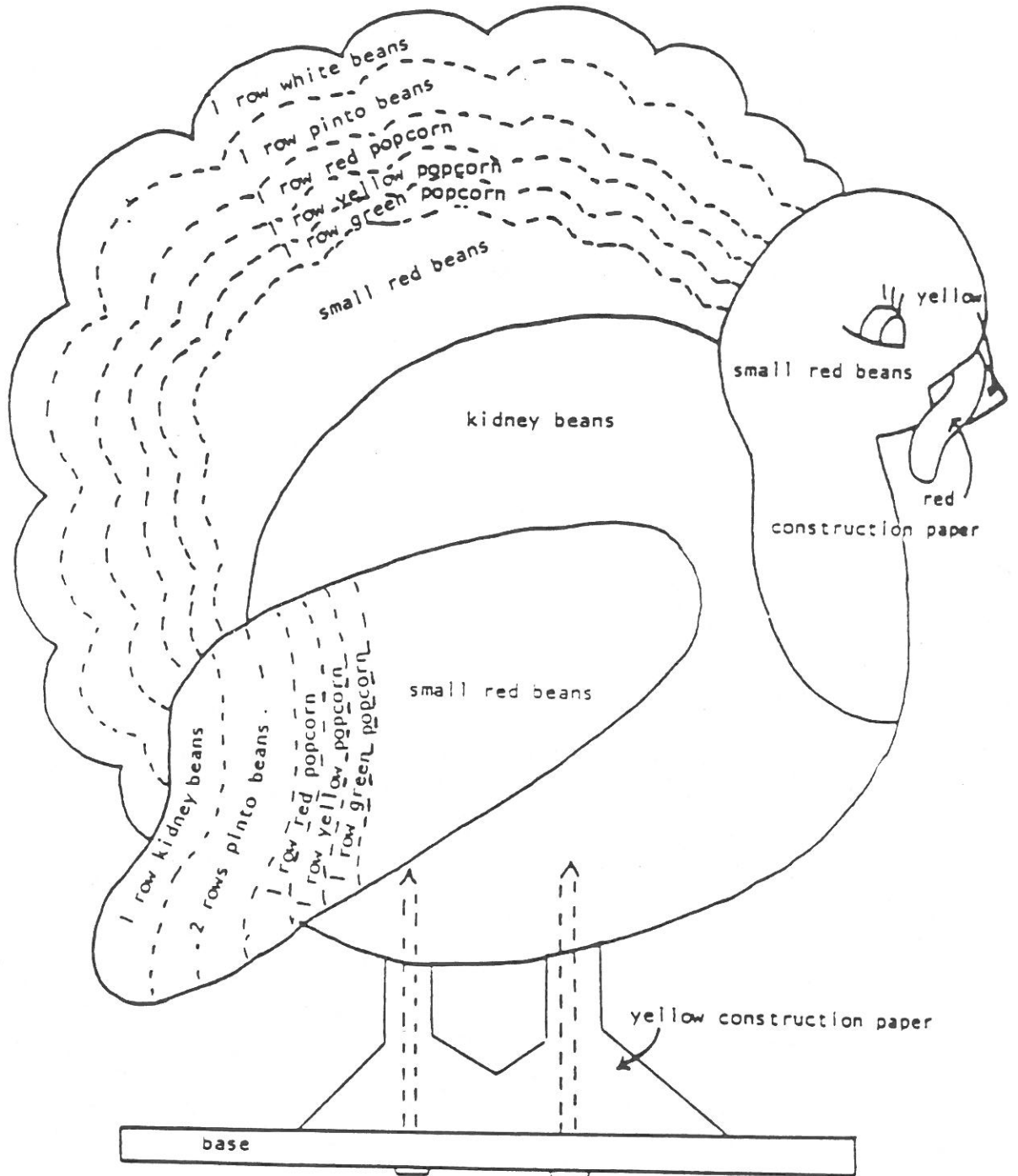
- Center a duplicated copy of this cornucopia pattern on a piece of cardboard. Put a small piece of tape or two to hold in place.
- Tear off the plastic wrap in pieces large enough to cover the front of the cardboard, with some overlap on all four sides. Stretch the plastic wrap fairly tightly over the cardboard and cornucopia pattern, and hold it in place with either paper clips or tape.
- Color in the picture first, and then go back and trace the outlines in black. This helps avoid any chance of the black smearing.
- Tear off the tin foil in pieces about the same size as the plastic wrap. Lightly crumple the sheet of foil, then stretch out again.
- Remove the plastic wrap and pattern from the cardboard and set aside. Wrap the foil around the cardboard and attach at the back with tape.
- Take the plastic wrap with your drawing on it and stretch it over the cardboard and foil attaching with tape at the back.

IDEA:: You can try this project for any holiday using pages from coloring books or student drawings as patterns!

(ENLARGE PATTERN 50%)

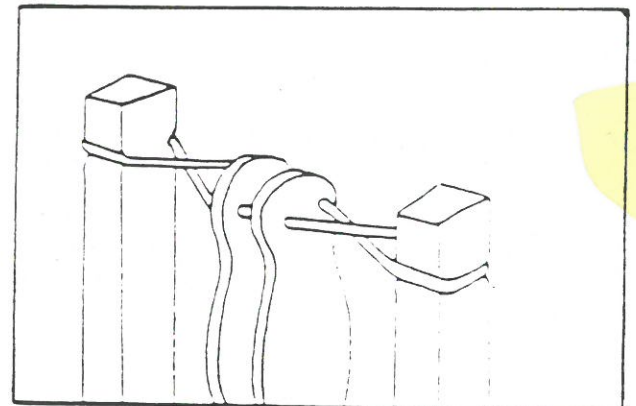
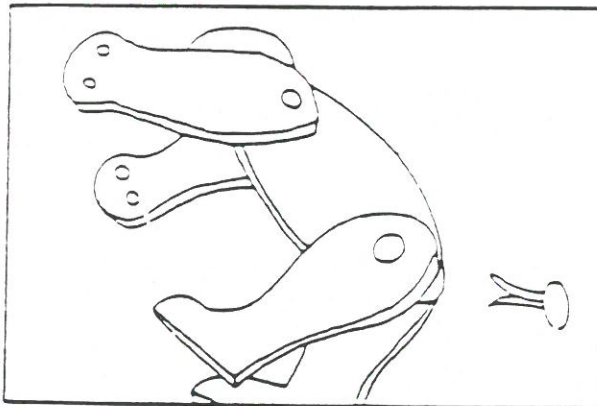
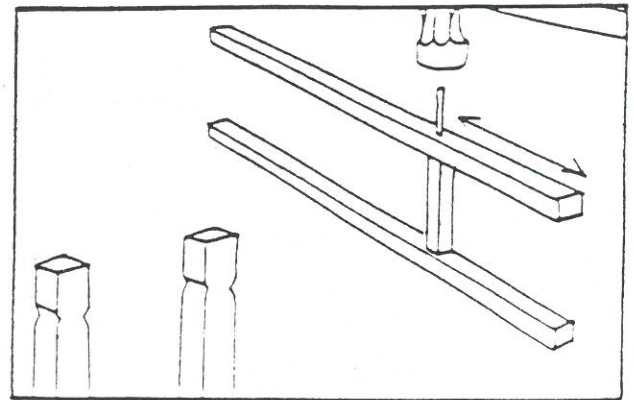
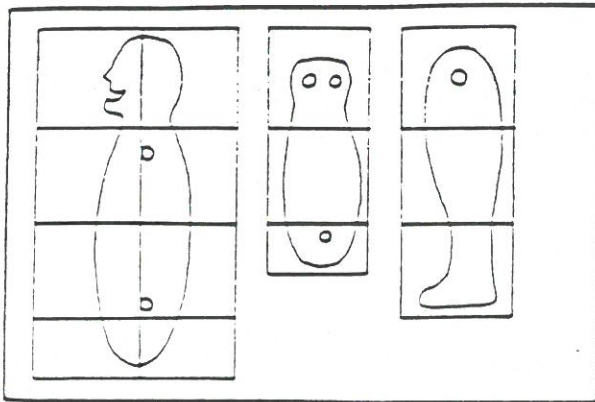


# THANKSGIVING TURKEY



## HIGH WIRE ACROBAT

- 1. Draw and cut out cardboard shapes for body, arms, and legs. Make holes where indicated.
- 2. Join arms and legs to body with paper fasteners. Ensure that arms and legs move freely.
- 3. Nail 2 1/2" piece of wood between two long pieces, 4" from the ends. Make notches at the tops of the sticks.
- 4. Thread the man's hands together. Loop thread over sticks as shown. Squeeze sticks at bottom and see him flip.



## CLOWN MARBLE ROLL GAME

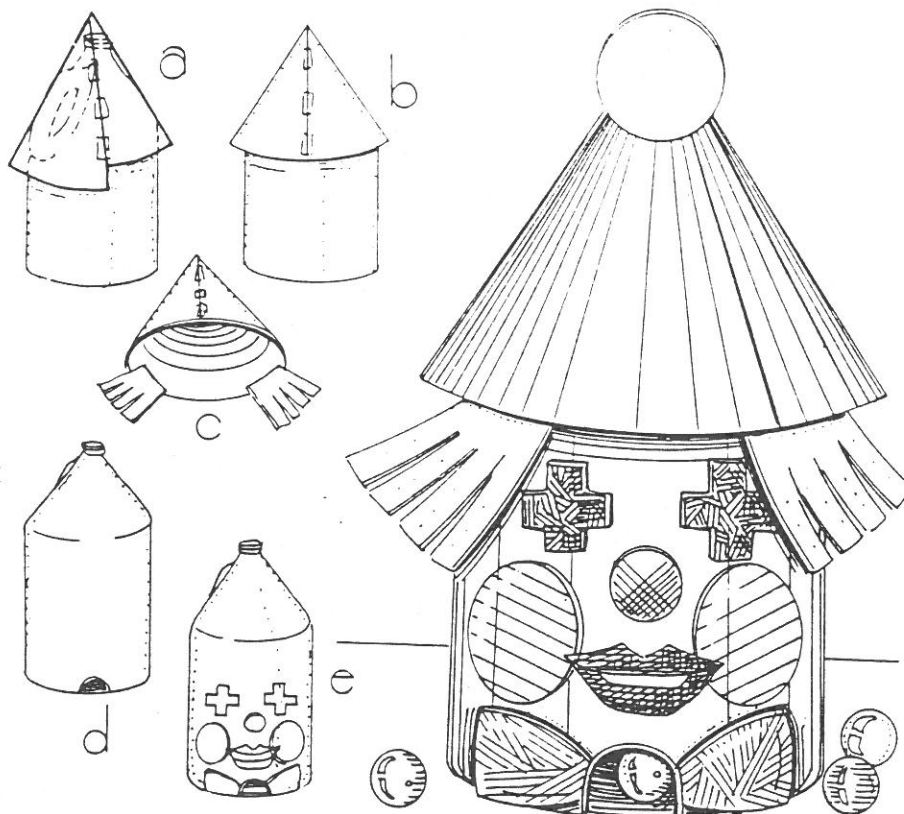
<b>MATERIALS</b>	large (gallon or 4-litre) bleach bottle
	colored paper
	scissors
	tape
	paste
	marbles

### THE MARBLE GAME

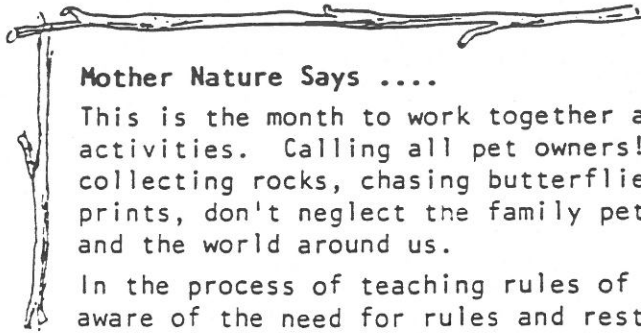
1. Thoroughly rinse out a large bleach bottle. Remove the label from the bottle.
2. Cut out a big, round opening in the front of the bottle at the bottom (a).
3. Cut a nose, mouth, eyes, and cheeks from colored paper. Also cut out two sides of a bow tie.
4. Paste the face on the bottle (b). Paste the sides of the bow tie to opposite sides of the hole.
5. Roll colored paper into a cone that fits over the top of the bottle, covering the handle. Tape the cone in place (c).
6. To make the hat, trim the cone so that the bottom edge is even (d).
7. Cut two pieces of colored paper for the hair. Cut slits into them.
8. Paste the hair to the inside of the hat (e).
9. Place the hat on the bottle, and you're ready to roll.

### TO PLAY GAME

Each player gets ten marbles. Set the smiling clown on the floor a good distance away from the shooting line. In turn, each player rolls or shoots the marbles at the clown's bow tie. The one who gets the most marbles in is the winner.







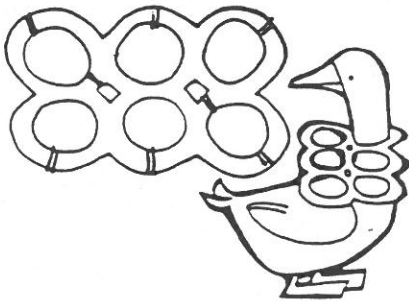
**Mother Nature Says ....**

This is the month to work together as a family unit and on family-related activities. Calling all pet owners! While you are looking at the stars, collecting rocks, chasing butterflies and making plaster casts of footprints, don't neglect the family pets. They too are a part of nature and the world around us.

In the process of teaching rules of behavior to the pet, the child becomes aware of the need for rules and restrictions he himself must learn and accept.

**A FAMILY PROJECT THAT CAN BENEFIT THE PLANET EARTH AND ITS INHABITANTS**

As your family picnics, travels, or plays in the city or national parks keep an eye open for the plastic rings that are a hazzard to birds and animals. Pick them up - cut them up - toss away!!

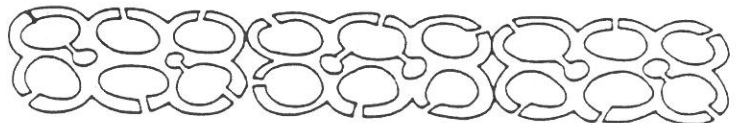


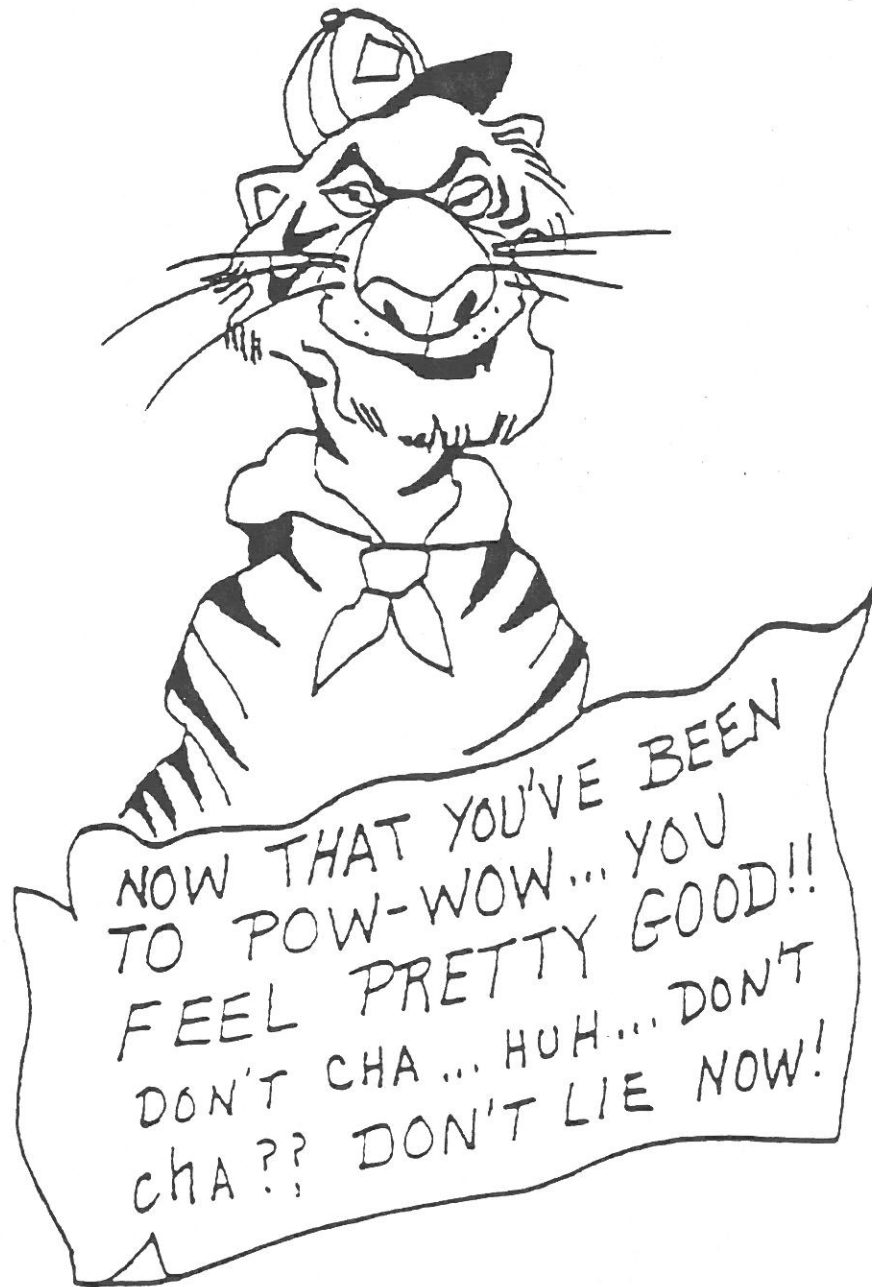
The plastic rings used to package six-packs of soda are harmful to the environment in at least two ways. First, most of them are *not* biodegradable. As a result, they become permanent parts of our landfill problem.

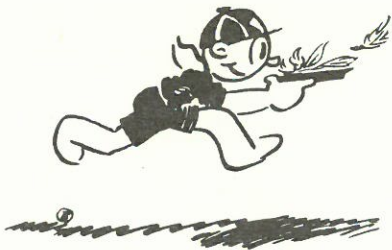
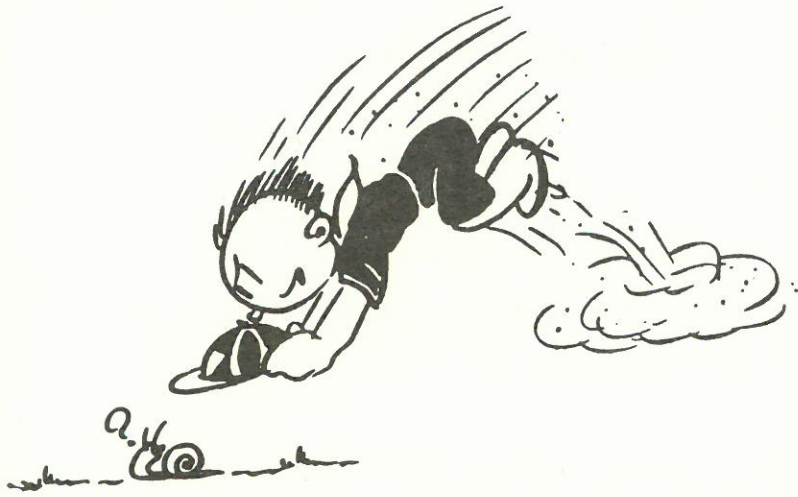
Second, many of them end up floating in our ponds, lakes, streams, rivers, or oceans. Because these rings are transparent, diving birds do not see them. These creatures unwittingly plunge their beaks or heads through the rings. Unable to free themselves, the birds starve to death because they cannot open their beaks to eat, or suffocate because they cannot open their throats to breathe.

In an effort to deal with the landfill problem, many state legislatures have passed laws requiring that the rings on all six-packs sold within their borders be made of biodegradable plastic. This kind of plastic breaks down when it is exposed to ultraviolet rays from the sun. To determine if the plastic rings on soda six-packs sold in your state are biodegradable, look for a diamond design on the plastic near the finger hole.

Laws may be helping the landfills, but the water birds are relying on you. To protect them, carefully cut open *all* of the loops before you discard plastic six-pack rings.







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## WEBELOS

**T**he Webelos Scouting program is an integral part of Cub Scouting. As such, it shares Cub Scouting's purposes. Every Webelos Den Leader should be aware of Cub Scouting's purposes as a guide in the never ending process of planning meetings and new activities for the den. (*For the Purposes of Cub Scouting see The Cub Scout Leader Book*)

Keeping these purposes in mind, every Webelos Den Leader has two objectives:

- \* PROVIDE every Webelos Scout the opportunity to earn his Arrow of Light.
- \* LEAD and successfully COACH the boys to the threshold of a positive Boy Scouting experience.

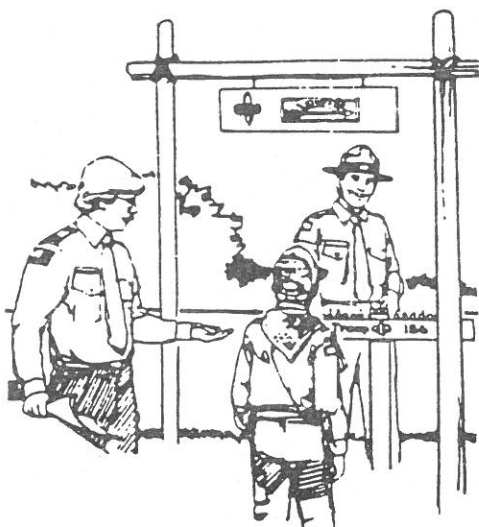
Keep in mind you do not have to do it all yourself. There are plenty of dedicated Scouters in our council who are both ready and willing to help. In addition, there is a wealth of community resources, publications and teaching aides to help you cope both with your limited time and lack of background in some areas. Using these people and materials will not only enrich the program for the boys, but increase your enjoyment of it as well. Get set for the exciting adventure of Webelos Scouting!!

### WEBELOS TO SCOUT TRANSITION

One of the most important aspects of your Webelos program is the preparation of your Webelos Scouts for Boy Scouting. This preparation will help diminish the Webelos Scouts' fear of the unknown. Joint Webelos-Boy Scout campouts, joint activities and troop visitations by Webelos dens will allow your boys to see what Boy Scouting is about. These interactions will also encourage the Webelos Scout to want to be a Boy Scout.

As adult leaders our job is to make Scouting an enjoyable, rewarding and character building experience for the boys. If we do a good job with the younger Cub Scouts, but fail to prepare the Webelos age boy for Boy Scouts, then we have left out a significant piece of our job.

As adults we know that a basic knowledge or understanding of anything eases our apprehension about the unknown. The unknown may be a new job, a promotion, the rules of a game or putting a bicycle together for the first time. Once we have some exposure, we feel better about what is up ahead and our capabilities. It is the same with Webelos age boys who are thinking of moving into Boy Scouts.



You can help with the transition by informing yourself and the boys' parents more about the Boy Scout program. Many times Cub Scout packs traditionally feed into one or more troops. Get to know their leaders. A great place to meet them is at monthly district roundtables. Generally the most active troops will be represented there. If you desire a larger base to choose from, call your District Chairman. Ask him or her which troops are most active. Then call the Scoutmaster or one of his assistants, introduce yourself, and ask him to tell you about his program. Attend Scoutmasters Fundamentals Training. This is not only a great way to learn the fundamentals and structure of Boy Scouting, but get to know Boy Scout leaders in your district. Finally, during the last few months of your program as a Webelos den, let the boys' families know what you have



learned about Boy Scouting. After all, they must pay for uniforming, summer camp, equipment, etc. They will appreciate the lead time and you will increase the probability that they will become actively involved with their sons' Boy Scout experience, a key to every boy's advancement and success.

We, the leaders, are the Webelos to Boy Scouts transition team. This transition involves knowledge, communication and cooperation within the Pack leadership; between the individual Webelos Den Leaders and Den Leader Coach; and between all of the above and the local Boy Scout troop leadership and Scouts.

**FOR MORE INFORMATION ABOUT WEBELOS TO SCOUT TRANSITION FOR WEBELOS AND PACK LEADERS REFER TO WEBELOS TO SCOUT TRANSITION PUBLICATION # 3870 AVAILABLE AT THE SCOUT SERVICE CENTER.**

## THE OUTDOOR PROGRAM

It has been indicated, the outdoor program is an integral part of the Webelos program. As a matter of fact, a Webelos program cannot be successful without it. However, as challenging and exciting as it is to the boys, taking kids out and controlling their activities in the out-of-doors provides new challenges for the leader. Possibly the best approach to this challenge is to gradually include the outdoors in the program in progressively involved steps. If there are problems, a leader can adjust to them fairly easily without risking upsetting his whole program if he starts early in his program and in a small way. For example, in the first year, many games can be conducted in the leader's back yard. These games will ideally last only ten or fifteen minutes, but will get the kids outside. Another first year outdoor involvement activity is to actually conduct all or part of your meetings outside.



Although many new Webelos leaders seem reticent to take the boys outdoors to do anything more adventuresome than a field trip, a few others, who at one time were Boy Scouts or who are seasoned campers, go to the other extreme. They want to take their boys camping Boy Scout style the first year. There are several reasons why this practice should be avoided. **First**, many times the boys are not mature enough physically, socially or intellectually to fully grasp the concepts and skills more properly left to older boys. Such practices could jeopardize a young boy's safety. **Second**, by introducing these skills too early, the overzealous Webelos leader can spoil a younger boy's future Boy Scout program. Learning to work together as a patrol and depend on themselves is a cornerstone of the Boy Scout program. The most important method used to achieve this goal is learning to provide the basics of food, water, shelter, clothing, warmth, and personal

hygiene and safety in the outdoors away from the dependent environment of the home. If you expose the boys too early to some of these skills, they may get bored with them in Boy Scouting before they have learned the art of working together as a social unit, depending on one another for specific outcomes. Thus, you will be cheating them out of exploring the roles of leadership and committed followers which is one of the core benefits of the entire Boy Scout program.

The following discussion will help guide you in defining the scope and setting limits for your outdoor program. Webelos camping is basically car camping. In general, it is an introduction to the fun and skills of camping. In Boy Scouting boys ideally master those skills and move out of the car camp to the frontier of true wilderness travel. If they go on to Explorers, they may join a post where they will become expert

outdoorsman and wilderness travelers capable of coping with any environment for which they have been trained on earth. Your Webelos outdoor program could be the beginning of one of your boy's long, long journey to eventually realize this exciting reality. Please realize that the process of getting there will take years. Skills must be learned gradually and safely. With all this in mind, let's first look at the outdoor policies that the national office has set down to help us keep our outdoor program safe.

## OUTDOOR POLICIES

Cub Scouting is home and family centered, and as part of the program, the outdoor program must also be. It is always good to have parents involved directly or indirectly in your den activities. This involvement helps develop the strong relationships and support you will need to accomplish your boys' goals. It will also develop you a resource pool that you can call upon to help you with specific activity pins or as an assistant leader when the need arises. But in terms of the outdoor program, parental involvement is mandatory. Not only is it necessary in providing the boys with the proper and safe transportation when the activity is beyond your home or neighborhood, but it helps assure you an extra measure of control to help contain the expansive freedom that tempts all boys when they get outside. As the boys mature, direct parental involvement, especially on field trips, may not be as important a factor, since peer pressure and den unity will help keep them in check. Nevertheless, the national office has issued guidelines which you should follow concerning parental involvement and other matters to help you plan and carry out a successful outdoor program.

## DEN FIELD TRIPS

These are encouraged under the proper leadership. Make sure that you have the proper medical releases and permission slips from the parents. Also, plan some activity in case what you were planning on does not materialize or there is a delay. You have the choice of putting together your own program or the boys putting together one of their own spontaneously. Make sure you have enough drivers so that every boy has his own seat belt. Den field trips can round out an activity pin that you are teaching. They can also provide a welcome change of pace from your current den meetings. Boys seem to learn more when you alternate the speakers and change the setting in which they are learning and playing. Field trips are an excellent way of providing these changes.

## WEBELOS OVERNIGHT CAMPOUT

Of all the outdoor activities you lead as a Webelos Den Leader the Webelos overnight campout is probably the most ambitious. In planning and preparing the Webelos overnight campout, use the scope of the Webelos program as a guide. The Webelos program is the last step in Cub Scouting. Cub Scouting is a family oriented program that attempts to expose boys to many new and exciting concepts and skills within the context of the family's community and own religious beliefs. These ideas and skills are presented to them through crafts, activities, and games that emphasize fun. In particular, the Webelos program continues this tradition, but begins to stretch the limits. In the earlier Cub Scout years, the Den Leader's home is the focus of activity. In Webelos, because of the crafts and new skills involved, the boy may spend part of the den meeting in the leader's garage working on basic repairs or wood working skills. Another part may be spent in the back yard rigging a tarp tent. The locus of the meeting has expanded from the kitchen table to include the back yard and the garage on a fairly regular basis. The outdoors is more an integral part of the Webelos Scout program than it is in either the Wolf or Bear programs. Whereas before, many times the moms lead the younger Cubs in the den meetings, now in the Webelos program dads are encouraged to go with their sons on campouts.





But even as the scope of the Webelos program is larger than the rest of Cub Scouting, it does have its limits. Keep in mind that one of the goals of Webelos is exposure to new ideas and skills, not mastery. The same thing is true of camping. Campouts are basically car camping where the boys are introduced to the basics of site selection, tent raising, bedding, fire building and simple cooking. They will complete, finesse, and expand these skills as Boy Scouts, not as Webelos. But early exposure will help make that eventual mastery easier. How to have a successful campout? These can be answered by asking the following six questions:

## **WHO GOES ON A CAMPOUT?**

Who goes on the campout? Encourage all your boys to go. Ideally, one adult should accompany every Webelos Scout and be primarily responsible for his well-being and conduct. The minimum is one adult to three boys, but especially during the first year and on the first campout, the boys may not be mature enough to discipline themselves in attending to what needs to be done in camp. Keep in mind that even when you have a well planned program, there will be so many things going on and tasks to be done all at once that you will have to rely on the boys somewhat to follow the directions you have previously given them. This is why adult supervision, other than yourself, is so critical to the campout's success. As the boys mature and grow into a den, the need for the parent or his designate, will diminish until finally on a Boy Scout outing the parents are no longer required to go.

For purposes of national office rules concerning youth protection and child abuse, no adult is permitted to stay in a tent with a boy who is not blood related. This includes leaders. The boys may stay together in a single tent while the dads occupy another. But for your protection as well as the boys, make sure you adhere to this rule.

## **WHAT DO I NEED?**

What will you bring? Several good lists are available. Both the Boy Scout Handbook and the Webelos Scout Book in the Outdoorsman section provide excellent lists. Be sure that you as the leader bring a first aid kit and read up on the procedures for the most likely first aid problems: minor cuts and scrapes, minor burns, blisters, and sprains. Some equipment, such as cooking equipment, can be shared. If a family does not have a tent, they will usually prefer to borrow one from a friend or relative rather than use a tent from a troop. But do not hesitate to call the Scoutmaster or one of his assistants if you do need a tent. This will be easier when you are camping together as their guest. Be sure to be specific about the items you need when talking to the Scoutmaster since troops do not always have extra gear. Part of what you bring will be determined by the program you plan for the weekend.

## **WHERE DO I GO?**

Keep in mind that a Webelos campout is basically a car campout. It is an extension of back yard camping limited by an automobile. For this reason the place you select for a campout should be close enough to the car and various support facilities that no primitive camping techniques are needed. In addition, it should be close enough to your community so as not to discourage parents from going. An approximate travel time of about an hour to an hour and a half should be the limit. Consider the following in selecting a camp site:

## **WATER IS IMPORTANT**

Water should be available from either a faucet or a pump in or very close to your camp. A water supply is critical for cooking and sanitation as well as fire safety. When camping with a troop, if water is not readily available, make sure that the leadership supplies you with several large water containers. Make sure that the boys do not waste it. Do not depend on streams or a lake for your water supply. These sources will probably contain microscopic animals and plants that could make you and your boys sick if you use it without treating or boiling it. Your boys will learn proper water sanitation techniques when they become Boy Scouts.

## WHEN SHOULD YOU CAMP?

The best time for a Webelos campout is in the spring, summer, or fall. Do not take your boys camping in the winter unless they are sleeping inside a heated building. Boys generally do not have the skills or the equipment at this age to keep them warm and safe on a winter campout. With the exception of the Webelos summer residence camp, Webelos campouts as a rule span a single night.

In driving to the camp, it is best to meet at a central location, such as a school parking lot, at a designated time and then drive to the camp as a caravan. Build a half hour delay into your schedule between arrival and departure times from the starting point. This will allow for the rearrangement of gear and rides, if necessary. Leave on time.

Make sure that parents, as well as the boys, are advised well ahead of time of where and when you are going to leave and an approximate return time. Give them at least two weeks notice. It is best that you tell them a month or two in advance of at least the weekend you plan to go out so everyone can get it on their calendars and then follow this date up with more details as the time approaches. A written note, perhaps part of a regular program report to parents, that initially announces the campout is a good idea in that it assures that everyone gets told the same things at once. Follow this up with a parent meeting and a phone call to take care of any questions, needs, or concerns as the departure date approaches. If you find that you are running more than an hour behind as you prepare to leave the camp, call one parent to tell them your new expected arrival time and ask them to help notify the other parents.

## HOW WILL YOU GET THERE?

Generally each dad or other adult will drive. You will find that the boys will want to team up and ride with one another. This is fine, but make sure that each boy has a seat belt and insist that they wear them. The backs of station wagons and pick ups are for equipment only, not boys. Every person who drives must have adequate insurance. Check the back of the tour permit for current requirements. As stated above, a car caravan to the site is best, but make sure that a predetermined route is agreed to and every driver is given a copy of a map whether he is familiar with where the camp is or not. Your caravan will tend to get separated in traffic and knowing that everyone is at least following the same route will serve to reduce anxieties at the site over tardy arrivals.

## WHAT DO I DO?

Of all the questions that should be answered in planning a campout this one should be first. **Why am I going?** What do I expect to accomplish? A Webelos campout should be an integral part of your program. Certain activity pins can be more easily worked on at a camp site than perhaps any other place. Traveler and Outdoorsman, for example, can easily be addressed together on one campout. Boys can collect rocks for Geologists and bugs for Naturalist. Boys can earn credit for Showman at the campfire. They can collect leaves and examine plants for Forester.

In addition to advancement, camping will allow you to observe and direct boys in a more complex social setting than they have in a typical den meeting. Many things will need to be done at once and responsibilities given. Watch to see how well the boys work together and how they handle minor disputes. Are all the boys involved in something? Do some boys prefer to work by themselves? Who is a problem solver? Who initiates?

Are the boys more or less working together as two to three member groups? Observations like these will give you valuable insights as to the boys' maturity, cohesiveness as a den, and their progress towards evolving into a patrol in a Scout troop.

## PREPARING BOYS AND ADULTS FOR A OVERNIGHT CAMPOUT

Thinking through the above six questions basically prepares your plan for the campout. It remains to prepare the adults and the boys who will attend. The boys can be prepared during two or three meetings directly preceding the event. This is the best time to introduce them to the camping basics incorporated into the Outdoorsman activity pin. Although the camp site itself will be a great place to continue to work on Outdoorsman, some preliminaries may be best handled in a Den meeting. For example, when boys arrive at the camp site, they will be anxious to set up tents, build a fire, etc. all at once. Anticipating this, show them how to make a blanket bed in your den meeting. Let them practice together on a couple of blankets. Teach them the taut line hitch and its use in securing the guy lines of tents. Talk about fire safety and the outdoor code. Try to use your den meeting, where the pace is more controlled, to practice skills that will be needed immediately upon arrival. Once camp has been set up, you will have more time to work on skills that the camp site itself can help you with: fire building and safety, proper care and use of knives, plant and tree identification, collecting rocks for Geologist and animal life for Naturalist.

Also, use the den meetings before the campout to set down rules and guidelines of conduct while in the camp. No one is to leave the camp without permission and being accompanied by another person. No one is to play with the fire. No food in tents. No littering the campsite. No running in camp, etc. Setting guidelines before you go will help you control the situation when you arrive.

In addition, pair the boys up as buddies and give them specific jobs to do. Each buddy team is responsible for one another. Each should know where the other is at all times. Each should help the other get a job done. One team could be in charge of building and maintaining the fire. Another team could be in charge of helping gather and cut wood. Still another could help with cooking if something is to be served to the group as a whole and make sure that containers of water are full. Another team could police the campsite, picking up dropped articles, tightening tent lines, rearranging camp fire wood to make sure the camp site is neat and safe at all times. These jobs can be rotated from campout to campout so all the boys become accustomed to various routine camp jobs.

The last meeting before the campout, make sure the boys know answers to the six questions previously discussed: (1) why you are going (what you plan to accomplish), (2) who is going, (3) what they are to bring (review the list in their Webelos Scout Book), (4) where it is, (5) when and where you will leave and when you will be back, and (6) how you will get there - what dads are going and who is going to ride with whom.

In addition to preparing the boys for the campout, you should have a meeting with the adults who are going at least two weeks before the event. By then you should already have a confirmation on who is going. You announced the campout through a note sent home to the parents followed up by a phone call. The boys should not attend this meeting, but encourage your Den Chief to attend and invite a representative from the troop if you will be camping with one.



# BACKPACK

In this meeting go over the basics you have already decided on: where and when it is, how many people are going, what you want to accomplish and what camp jobs you have given the boys to do. Then ask for help in getting it all done. If you are going to finish the knots in *Outdoorsman*, ask if anyone could help you work with the boys on their knots. If you are teaching first aid, ask someone to help with demonstrating bandaging and the hurry up cases. Ask for volunteers to be in charge of watching and assisting, where necessary, each of the buddy teams. This will ease your burden, get the adults involved, and give you time to observe the boys working together in teams. Involve your Den Chief as well. If he is an excited First Class Scout, have him help you plan a campfire or help you cook a communal dessert or something else. The younger boys will admire his techniques and skills as a Boy Scout. If you are camping with the troop, ask what specific activities the troop has planned for the Webelos or what things they could do along with the Boy Scouts. Offer your assistance in helping to carry these activities out. Remember that you probably know the capabilities and limitations of your boys better than the troop leadership, so your input should be considered in planning joint activities. In addition, always have a back-up plan if something does not materialize.

Go over an equipment list with the adults. Ask if any adults need to borrow something. Encourage them not to go out and buy a lot of expensive gear for the campout, but to borrow it if possible. If you are camping with the troop, ask the representative at your meeting if your group can borrow the tents or other equipment needed for the weekend. Describe this equipment so that the adults will know what it is. Explain that wall and baker tents have no floors so that a ground cloth should be placed under it. Make sure everyone understands that this is basically car camping so cots and lawn chairs are fine. Adults and boys may sleep on the ground, but make sure you go over ground sheets, sleeping bags or blankets, and the principal of changing one's clothes before bed. Review BSA policies with the adults. Tell them that the boys should wear seat belts in transit. Remind them that because this is a Scout outing, no alcohol will be allowed. In addition, ask that any smokers be mindful of smoking, especially in front of boys from nonsmoking families. Once you have gone over these basics, ask if there are any questions or concerns that you have not addressed. By all means be as excited and enthusiastic about the campout with the adults as you are with the boys. Enthusiasm is contagious and even reticent adults will soon begin to look forward to the experience.

**For further information on Outdoor Policies refer to Cub Scout Leader Book chapter 8.**



## A SAMPLE CAMPOUT SCHEDULE

### Saturday

- 8:30 a.m. Arrive at campsite
- 8:30 - 9:15 Erect tents, prepare bedding, check cooking area and fuel
- 9:15 - 9:30 Raise U.S. flag while all salute. Say Pledge.
- 9:30 -10:20 Nature hike with a purpose, such as instruction on Forester, Geologist or Naturalist Activity pins).
- 10:20 -11:30 Fishing
- 11:30 -12:15 Father-son buddy teams prepare own lunch.
- 12:15 -12:45 Lunch
- 12:45 - 1:15 Cleanup and dishwashing.
- 1:15 - 3:00 Fathers and sons work together on requirements for activity pins or tour Scout camp facilities.
- 3:00 - 4:00 Swimming and boating. Use the buddy system. If the waterfront is unguarded, also use the Safe Swim Defense plan found in the "Webelos Den Leader Book"
- 4:00 - 5:30 Free time
- 5:30 - 6:00 Father-son buddy teams prepare own dinner.
- 6:00 - 6:30 Dinner
- 6:30 - 7:00 Cleanup and dishwashing.
- 7:00 - 8:00 Games
- 8:00 p.m. Lower U.S. flag while all salute.
- 8:00 - 9:30 Campfire program
- 10:00 p.m. Lights out and camp quiet.

### Sunday

- 7:00 a.m. Reveille
- 7:00 - 7:15 Air bedding and clean up.
- 7:15 a.m. Raise U.S. flag while all salute.
- 7:20 - 7:45 Father-son buddy teams prepare breakfast.
- 7:45 - 8:15 Breakfast
- 8:15 - 8:45 Cleanup and dishwashing.
- 8:45 - 9:00 Appreciation period. Schedule a period of solitude so that the boys can observe all the things around for which they should be thankful.
- 9:00 - 10:45 Strike camp. Leave campsite in better condition than you found it.



# OUTDOORSMAN

**T**his activity pin was designed specifically for skills nine and ten year old boys can learn on a campout. The following comments are observations on teaching boys these ideas and skills.

## KNOTS

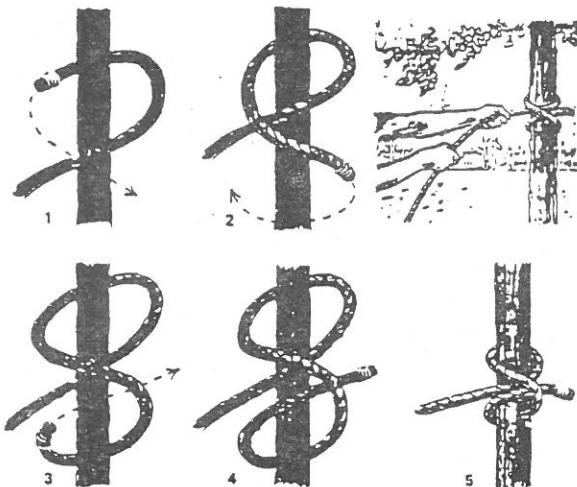
Try to teach your Webelos the five basic knots over an extended period. Do not try to teach them more than two knots in any given session. Most boys will start to get confused after the second knot. Repetition is the key to teaching knots. Once you have introduced them, keep including the skills in various games and other activities. Using rope of two different colors helps some boys more clearly see how knots are correctly tied and lessens confusion. Boys will need your individual attention in learning and demonstrating these knots, so try to get some help in watching them tie them. Your Den Chief should be good at this. You might ask him to bring a friend along who has earned the Pioneering merit badge to help out when you are teaching the boys these knots and having them demonstrate them to you.

As a den project, you could have each boy make a small knot board using a piece of plywood and some pieces of dowel rod. (This could be one of the projects for Craftsman.) Have the boys drill the holes and cut and glue the rods in place. The rods are used for the taut line hitch. As the boy completes and passes each knot requirement, have him tie the knot on the board. When they are finished, you can have them hang their boards where you meet as a den or the boys can take them home. The knot board will serve as a token of accomplishment as well as a reminder to the boy of how these knots are tied.

For excellent illustrations on knot tying, consult the Boy Scout Handbook. The photographs are in color with different color ropes. A complete guide is Knots and How to Tie Them. The Boy Scout merit badge book Pioneering is a good reference. These publications should be available from your local Scout service center or they can be ordered from national.

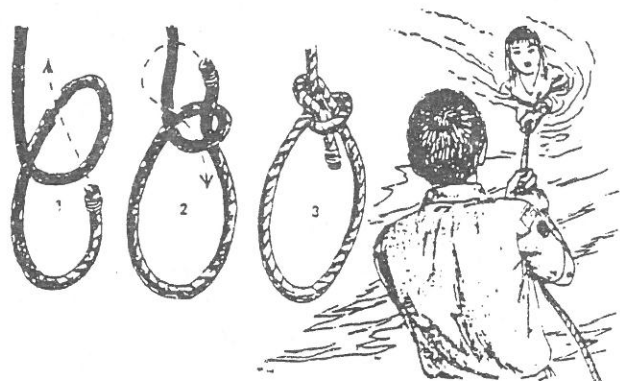
### CLOVE HITCH

The clove hitch is useful for tying a rope to a tree or post.



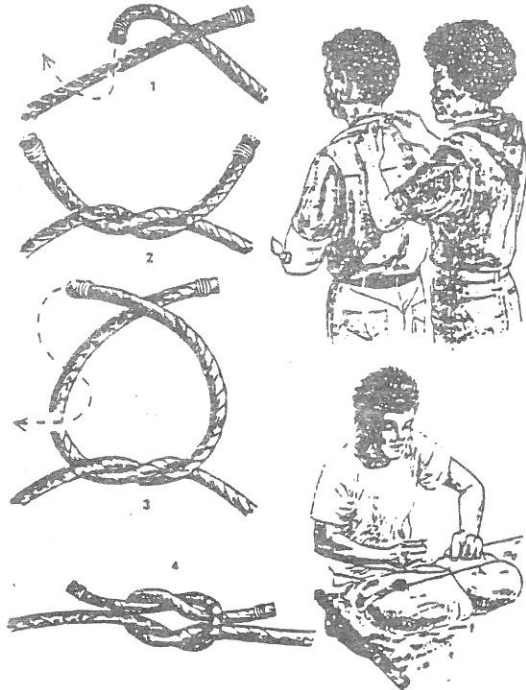
### BOWLINE

Use a bowline to form a loop that will not slip. This knot can be used to save a life.



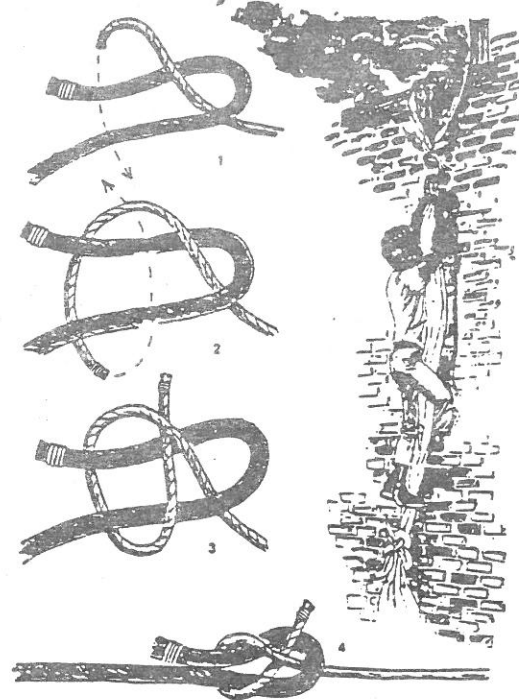
### SQUARE KNOT

The square knot is used for tying together 2 ropes of the same size. In first aid, it is used for tying bandages.



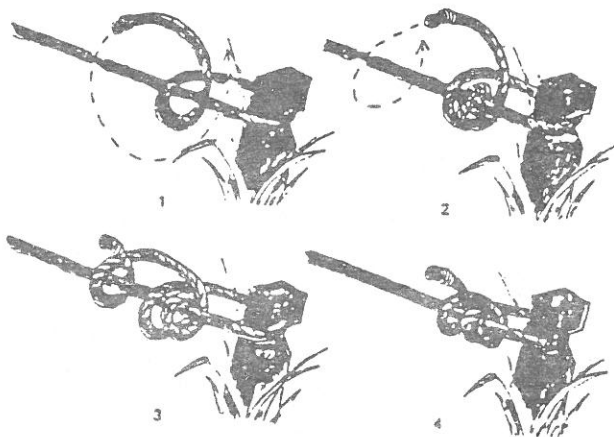
### SHEET BEND

Use a sheet bend when you tie together ropes of different sizes. Other knots slip when ropes are not the same size.



### TAUT-LINE HITCH

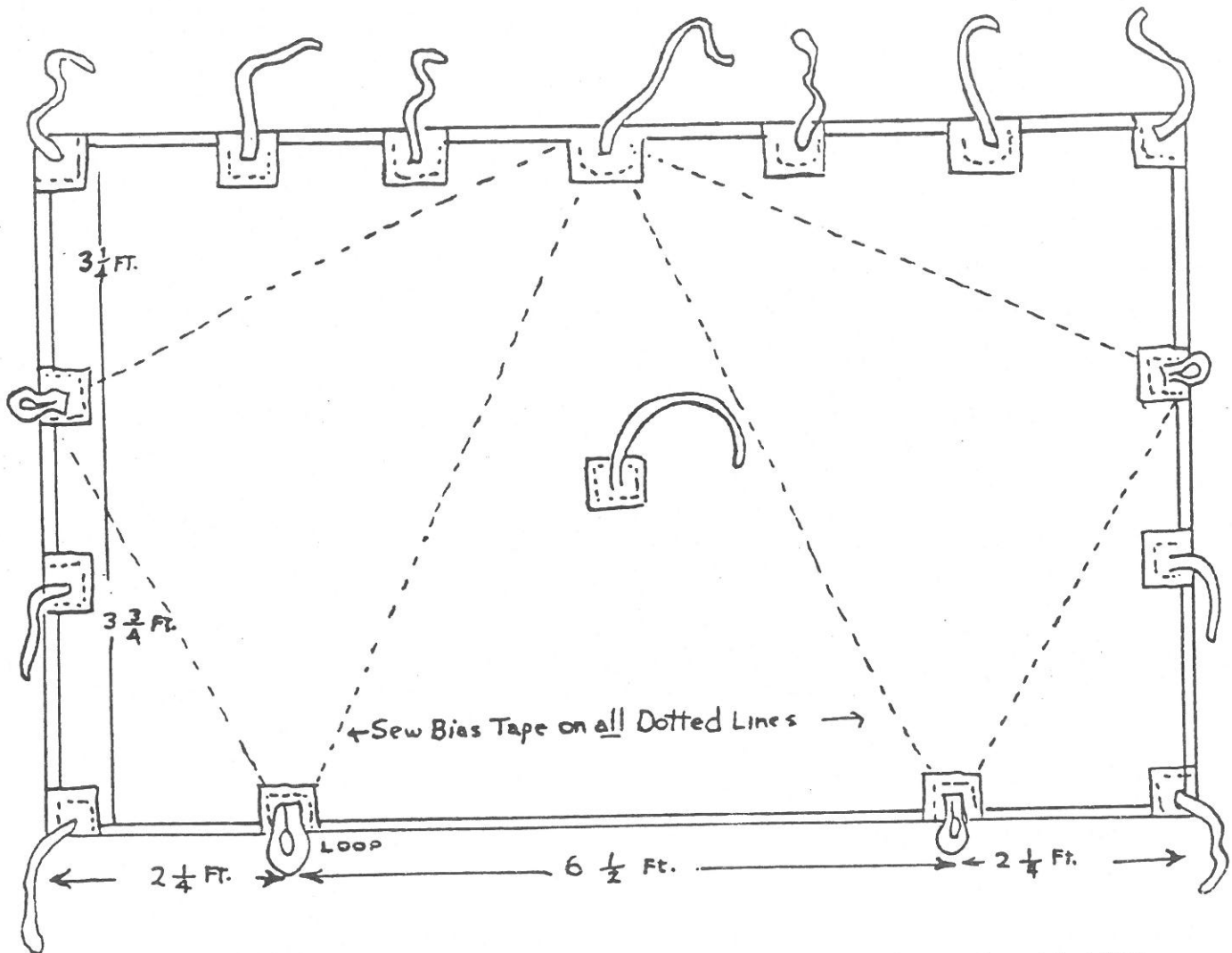
This hitch is used to tighten or loosen tent ropes. It will help keep your tent up. This is done by sliding the hitch up or down.





## THE "SEVEN WAY" CUB TENT

(Drawn to scale of 5/8 inch equals 1 foot)



This tent may be pitched seven different ways. Ordinary narrow bias tape is sewed on dotted lines. Permanent loops are sewed where the loops are drawn on the tent. "Tie Pieces" of 5/8 inch wide cloth are sewed at the other places indicated on the drawing. Places where the tie pieces and the loops are attached are reinforced by sewing on square patches of cloth. Ropes of various lengths are tied to the tie pieces and loops for pitching the tent in the various ways indicated on the next page.

The overall dimensions of the tent are 7 by 11 feet. It may be made from any material desired; inexpensive muslin is recommended. The Cub method of waterproofing follows: Rub with paraffin and press with a warm (not hot) iron.

The next page shows several ways in which this tent can be used and the Cub should be encouraged to practice these in his back yard camping or while on hikes with his parents.

# SEVEN WAYS TO PITCH THE CUB TENT

(A pole can be used inside the tent instead of a limb of a tree)

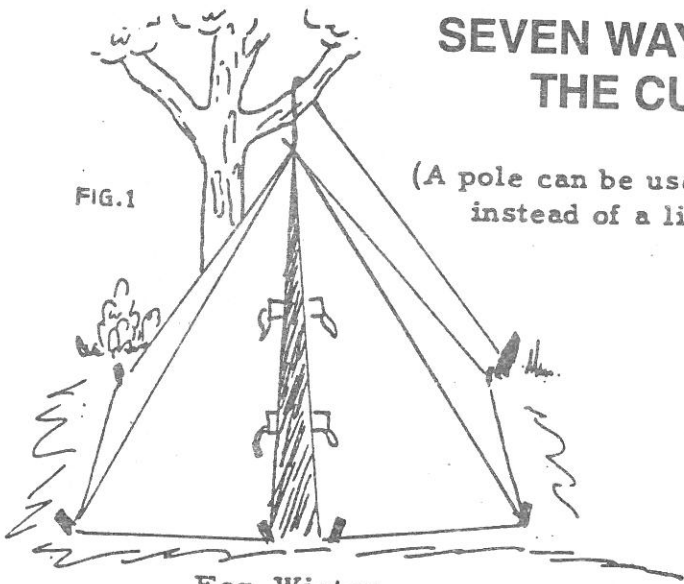


FIG. 1

For Winter  
(Tie flaps together)

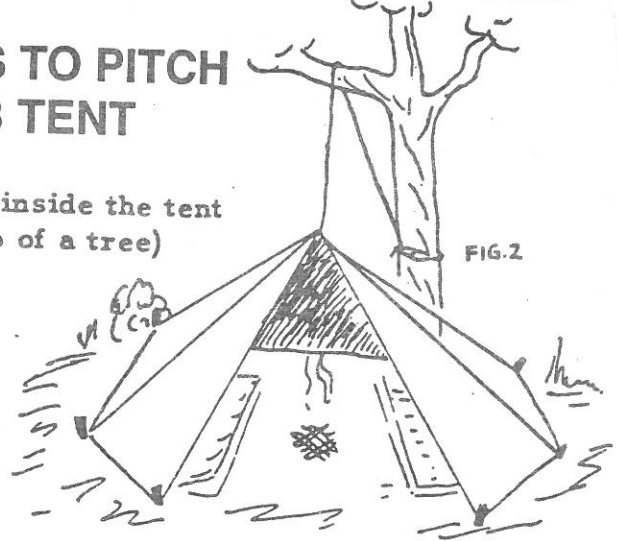


FIG. 2

For Summer  
(Cover front with mosquito netting)

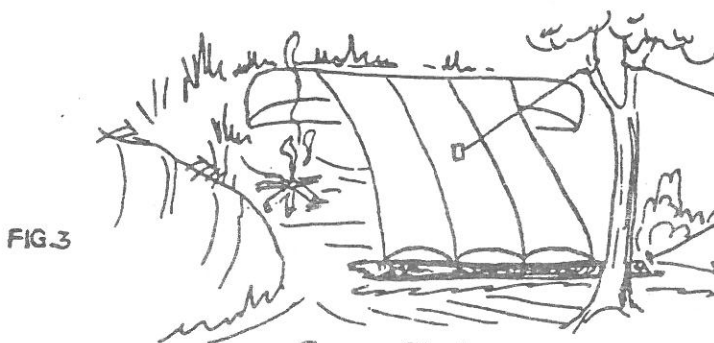


FIG. 3

Canoe Shelter



FIG. 4

Modified Forester's

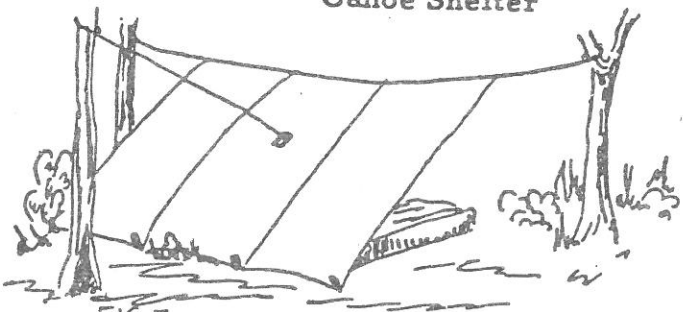


FIG. 5

Lean-To

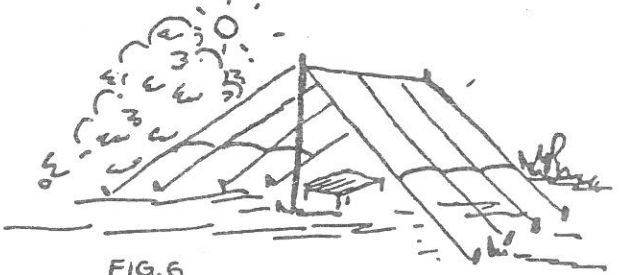


FIG. 6

Sun Shelter

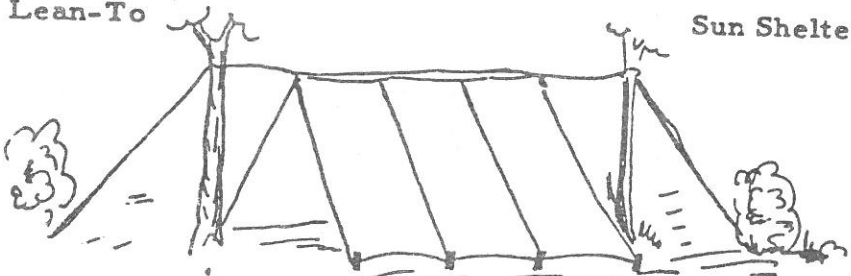
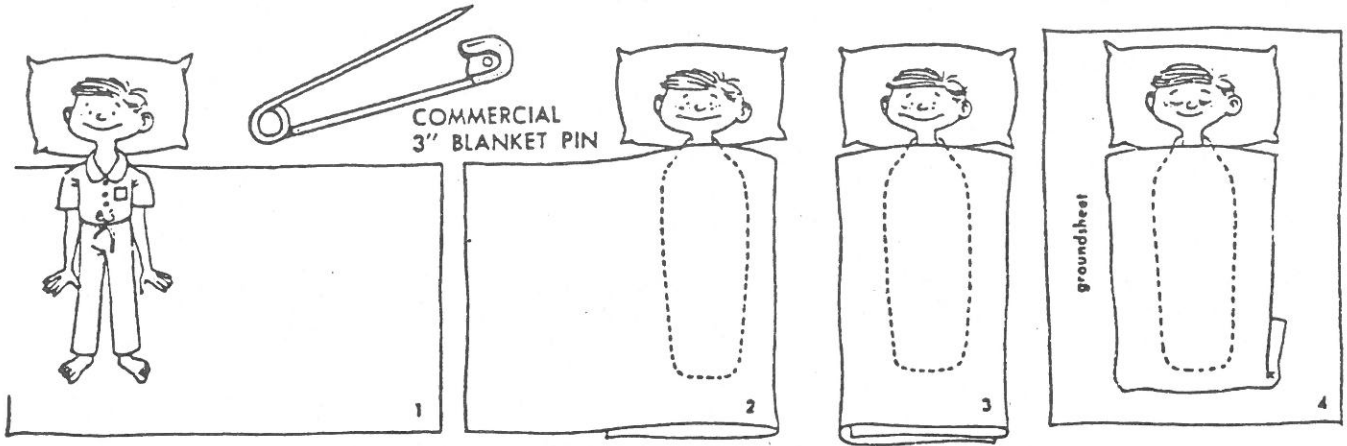


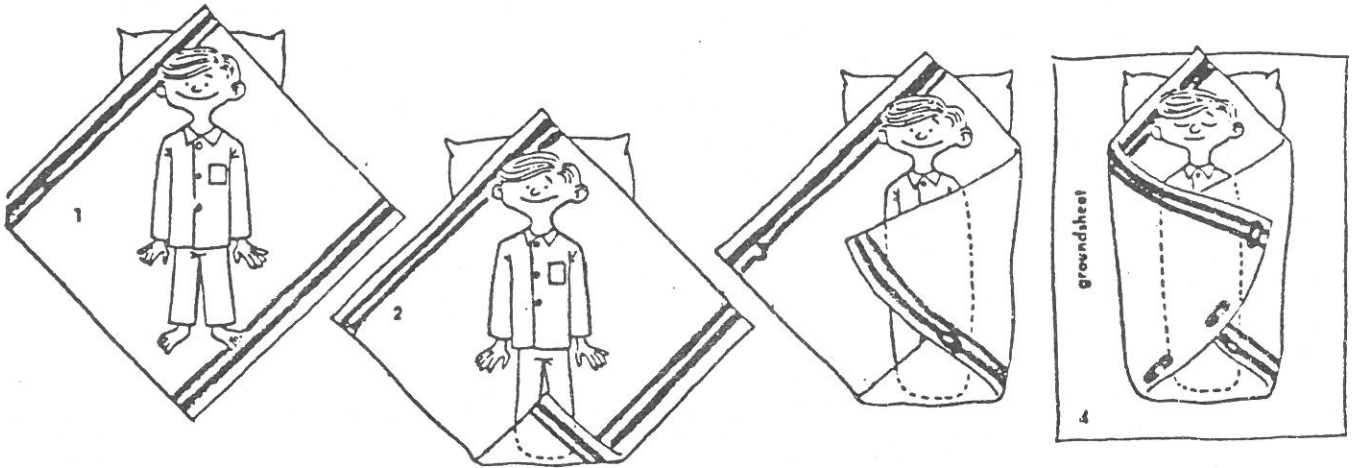
FIG. 7

The A Tent

# BLANKET SLEEPING BAG

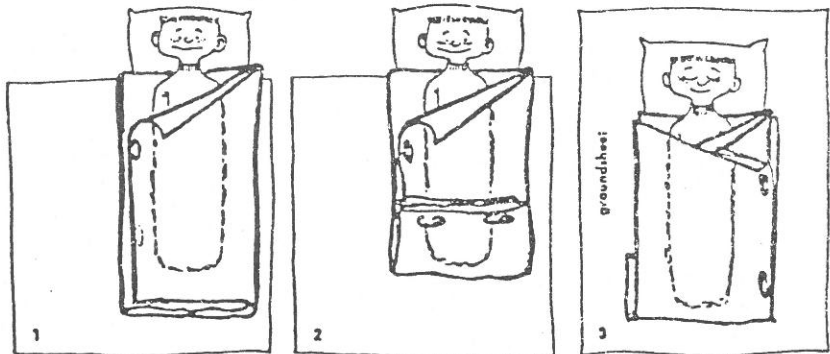


In summer, one blanket is often enough. Fold it so that you have two layers under you.



Fold a square blanket with one layer under you, two on top.

In cooler weather, you need at least two blankets. Fold first blanket with two layers under you. Then bring bottom up over your feet. Swing half of second blanket over you, and fold bottom under your legs.



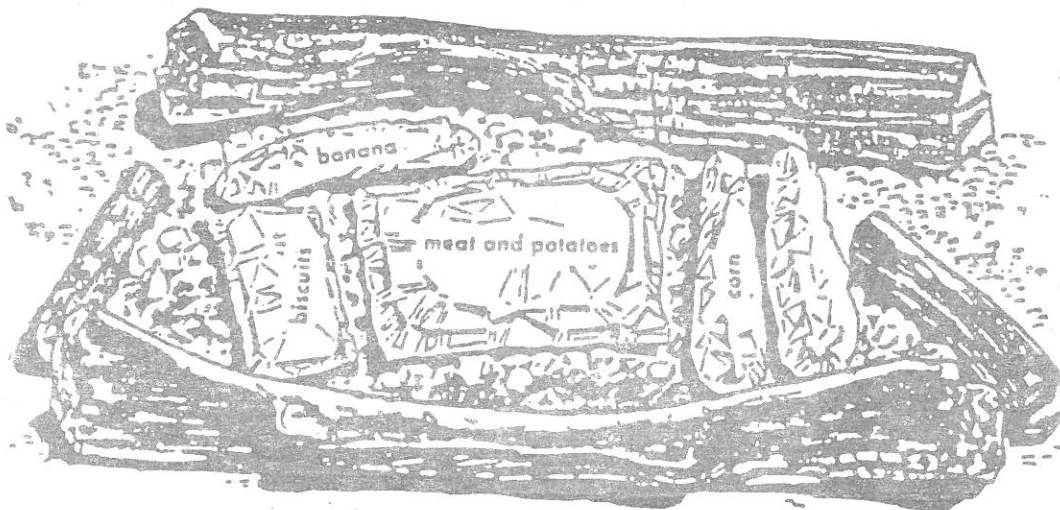
## WHAT TO BRING

Review the list on page 239 of the Webelos Scout Book on what to bring on a campout. A good way to review this list is to get the boys involved in an activity to help them remember the different components. Using two half hitches and a clove hitch, have them string a line between two small trees in your yard or near your den meeting place. Throw a tarp over the rope to make a tarp tent. Tie it down with stakes and taut line hitches. Have the boys next put down a ground sheet. Everyone then crawls under as you discuss the different items to bring. Break the list down into easy to remember groupings: shelter, bedding, clothing, food, personal hygiene and safety, and learning. Illustrate by actually having on hand what they might bring. Have them practice making an envelope bed.

## COOKING

Traditionally, Webelos learn to cook their own meals for Saturday evening by making foil packs. You will find excellent instructions in the Boy Scout book, *Camp Cookery for Small Groups*, available from your local Scout service center. You can use commercially prepared charcoal or the natural coals from a wood fire to cook your packs. If you use a natural fire, make sure that you are burning a hardwood, such as black jack oak, or hickory, which will give off a lasting, high heat. It is probably more dependable at first to use commercially prepared charcoal. If the ground is damp or wet, consider putting down foil underneath so that the moisture will not bleed away the heat. Use extra heavy duty aluminum foil for the packs. Make sure the boys fold their packs so that the shiny side is on the inside of their packs. Heat which is a form of radiant energy will reflect off the shiny surface and thus help thoroughly cook the meat. Be careful that the boys do not crease the foil down too hard as they fold their packs. This could cause them to break open. If you have a larger quantity of meat than you would have for a normal size hamburger, have the boys knead the meat and other ingredients with their hands so they are thoroughly mixed. This way the meat will cook more evenly and be better seasoned. Add more onion than you normally would on a hamburger. The moisture in the onion will help prevent burning and season the meat. Make sure you bring a pair of heavy leather gloves to turn the packs. Tongs and other metal tools may pierce the packs, letting the contents burn. It is best if you put all the packs on at the same time in order to make sure that all are cooked long enough, but not too long. Generally, 20 minutes on a side will cook a pack on a good hot fire. This time may vary depending on the heat of coals and the size and contents of the packs.

Emphasize clean up as much as the cooking. Have your clean up buddy team wash everyone's dishes and utensils in warm soapy water, rinsing them in boiling water in another pot. Make sure you have a pair of tongs available for them to fish the items out. Have one of your adults or Den Chief supervise this activity until successful completion.



## CLEAN FOR YOUR HEALTH



Put dishwashing soap in a pot full of hot water. Wash dishes.



Here is another way to wash dishes—if you did not bring big pots. Make 2 rings with big stones. Spread plastic over the stones. Push down easy on the plastic to make sunken places to hold wash and rinse water.



Rinse dishes in another pot full of very hot water. Add 1/2 cupful of bleach to a bucket of rinse water. Rinse by pouring hot water over each dish with a cup, or use a dunking net. Be sure the soap is rinsed off all the dishes.



To dry dishes, place them on a piece of clean plastic. Put them away as soon as they dry.



## NATURALIST

All too often this activity pin is not taught because leaders don't feel qualified and don't know anyone who is. Some adult leaders feel they must be able to tell a pignut from a butternut hickory before they can begin to teach boys anything about nature. This is unfortunate because the whole intent of Naturalist is more one of observation than it is of identification. Not once does the word "identify" even come up in the requirements. The objective of this activity pin is to bring to the boy a new awareness of his natural environment. To help the boy achieve this, you get him involved in various activities and games suggested by the requirements.



People, especially adults, seem to have a strong need to name things. Name it and you no longer fear it. But naming is a way of knowing something without really knowing it. To get to know something or someone, you must spend time watching and interacting with it. Far more important than identifying the thing they find is to allow the boys to experience nature with as many of their senses as they can. Focus their attention on colors, shapes, sounds, smells, and touch. For example, a boy may bring you a brilliant red flower growing near a rocky outcropping outside of camp. The boy asks you what it is, but you don't know. Get excited about what he has found. Call the other boys over and let them look at it too. Ask them if anyone knows what it is. They probably won't. Then draw their attention to its shape. Five brilliant red petals, each notched on the end; a single flower on a stem. What shape are the leaves? What do they remind you of? They look like thick grass, don't they? How are they arranged on the stem? Are they all up and down the stem or are they only at the base? Have the boys feel the leaves. Are they rough, or woolly, smooth or waxy? Does the flower have any smell? Not much? If you were to

call this flower something, what would you call it? Ask the boy who found it to name it. He may name it the fire flower for its red color. If you stop here, you have accomplished your purpose. You have drawn the boys' attention to a new flower and they have had a tactile, living experience with it. The only time naming came up was when the boy who found it was allowed to give it a name. Note that this name came after they had experienced the flower. Ask the boys if they have seen any other flowers with different colors this weekend. Tell them to be on the lookout for them.

If you want to pursue identification further, you can find more by going to the excellent Golden Field Guide series published by Golden Press. This series of brief, colorfully illustrated, inexpensive books on various natural topics are ideal introductions to the study of the natural world. Do not feel the need to prepare yourself before you find something. If you have a boy who seems particularly interested in, say, flowers, let him look through the book and ask him if he can find anything in there that looks like what he found and named. If he does, ask him to tell the rest of the group about it. Indirectly, you are introducing him to the art of research and may in a different way be turning him on to the world of books. It is best to learn about nature together by tuning in the boys' awareness to the wonders and beauties of the natural world around them.

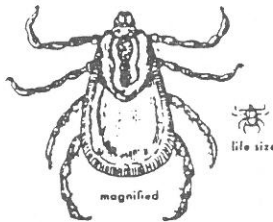
### INSECT ZOOS AND AQUARIUMS

If you choose the requirement involving an aquarium or a terrarium or insect zoo, study the material included in this section for the animal life the boys will most likely collect. Following the procedures detailed there will help ensure that the animals will survive long enough for the boys to observe them and get to know them. You might prepare the terrariums or zoos before you go on the campout, collect the animals and/or plants at the campout, and keep and observe them at your den meeting site. This could be a den project or the boys could do their own.

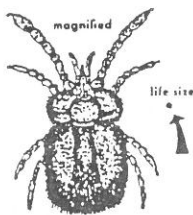
## VISITING A NATURE CENTER

Visiting a nature center is a good way to help fulfill the requirements of Naturalist. Not only will you find expert help, but there may be displays and observation points already set up where the boys can easily observe wild birds and animals already accustomed somewhat to the comings and goings of people. Call the naturalist in advance and tell him or her what specific requirements you are trying to meet. Ask if he or she could help you out. Many times the naturalist will lead the boys on a nature walk pointing out things along the way that will help meet the pin's requirements. Show a lot of enthusiasm yourself and ask questions about what the boys find. You will be setting a positive model for your boys to follow.

## POISONOUS PLANTS AND ANIMALS

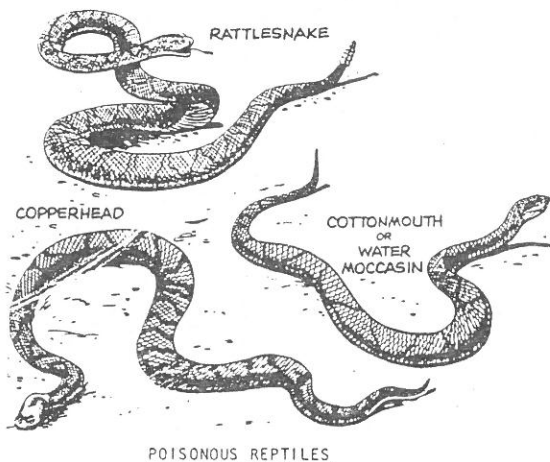
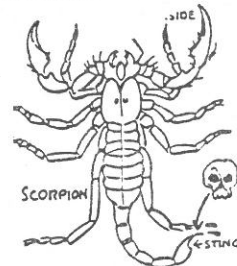
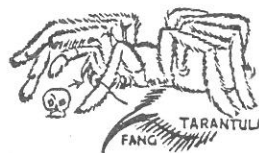


TICKS WILL BITE THEMSELVES ONTO YOU AND SUCK YOUR BLOOD. GET RID OF THEM BEFORE THEY GET ATTACHED.



CHIGGERS (RED MITES) ARE ALMOST INVISIBLE. THEY DIG IN AT BASE OF HAIR.

It is a good idea for boys to shake out their shoes or boots in the morning, especially if they leave them outside or they are sleeping in a tent with no floor. Sometimes scorpions will climb in a pair of boots where it is warmer and moister than the outside air.



Snakes are generally not a problem on a campout. They are usually wary of people and stay out of sight. However, caution the boys that they may find them off the trails, under rocks or logs or near rock faces. The most common poisonous snake they are likely to find are copperheads. Unlike rattlesnakes copperheads have no rattles to warn you of their presence. You may find water moccasins near a lake. If you are taking the boys hiking or camping in snake country encourage them to wear hiking boots and heavy denim jeans or high boots. Teach the boys to recognize poisonous snakes from nonpoisonous ones by looking for the triangular head and slant pupils of a poisonous one. Seldom does a Webelos Scout get bitten by a snake. If so, it is best to take him immediately to the nearest emergency facility.





POISON IVY

Far more common than snake bites is exposure to poison ivy. First familiarize yourself with it, then teach the boys to recognize it on the campout. Poison ivy is a vine that either trails about the forest floor sending up its three leaf sprigs or climbs trees. Characteristically, it has three leaflets whose shape may vary. The leaves look shiny even when not wet. When they first come out in the spring, they tend to be tinted with red along the veins. In the fall they turn a brilliant red. Caution enthusiastic leaf collectors about this. On a tree the vine's trunk attaches itself with reddish hair like tendrils. The trunk may be one to two inches thick. The plant has a green berry that turns white as it ripens. Caution your wood collecting crew about picking up downed branches that have hairy vines on them. Putting poison ivy in the fire can cause major problems. First aid for poison ivy includes removing exposed clothing and washing the area thoroughly with soap and water. Use calamine lotion to relieve the itching. If significant swelling or blistering occurs, get medical attention. However, this probably will not happen until some time after the campout.

Although all these subjects are potential problems which you need to be concerned about, try not to frighten or drive away wary or timid boys or adults with little camping experience. Nature is largely benign. However, we must learn to respect it and care for ourselves against natural hazards. People always approach the unknown with some degree of fear. It is our job to allay those fears through knowledge and channel anxiety into respect.

## PLASTER PAW PRINTS

One way to learn about animals is to look for signs of them. Paw prints copied in plaster of paris make an interesting collection, and there are books that can help identify the kind of animal that left the prints. Look for a patch of soft, muddy ground on a morning after a rainstorm.

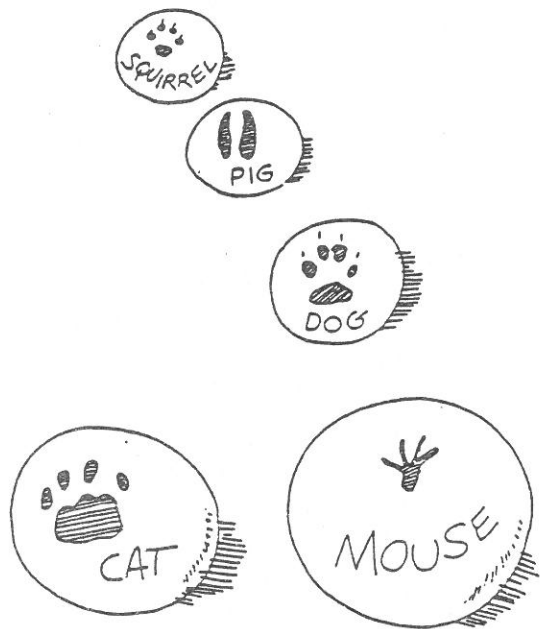
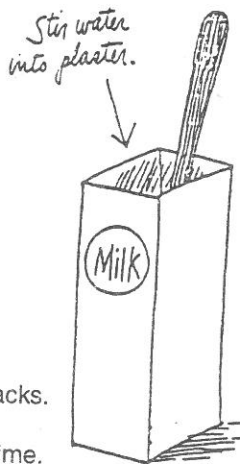
Mix up the plaster of paris so that it pours easily but doesn't take too long to dry. Before going out to find tracks, practice mixing small batches of plaster and making molds in a box of wet sand. The plaster should pour like very thick cream.

### YOU WILL NEED

- Plaster of paris
- Water
- Empty milk carton
- Stick or spoon for stirring

### HERE'S WHAT TO DO

- \* Find a set of tracks.
- \* Mix up plaster.
- \* Pour plaster slowly into the tracks.
- \* Clean plaster carton for next time.
- \* When dry lift plaster out of track. It takes time to dry.
- \* Let dry overnight then brush off mud or debris.



## WILDLIFE AS PETS

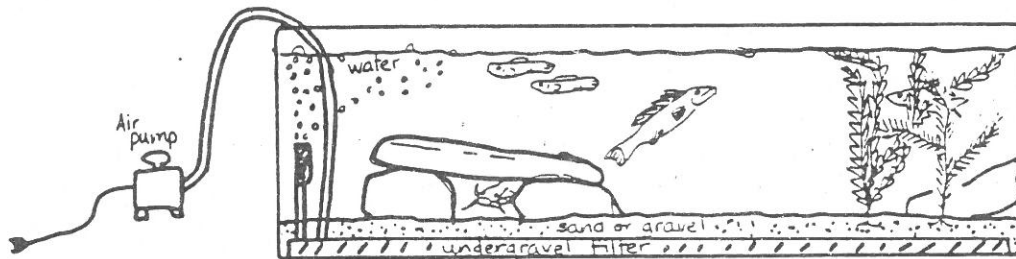
Keeping an animal is a tremendous responsibility. You are responsible for that animal's health and happiness. Not meeting those requirements for the animal can have tragic consequences. Be sure you have the time, the patience, and the resources to keep that animal healthy and happy before you take it home.

Generally speaking, wild animals do not make good pets. There are enough kinds of domestic animals to choose the right kind for your household. But you can learn a lot about animals by watching them as they eat and live. So, a good plan would be to keep them for a short time and then turn them loose so that they can go about the business of being wild animals taking part in the web of life.

Now here are some animals that you could keep long enough to learn about them. Just remember, they do not like to go without food or water any more than you do, and that they will be happier in a clean cage or aquarium. Also, be sure that they have a place to hide and feel safe.

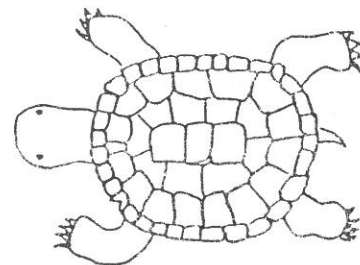
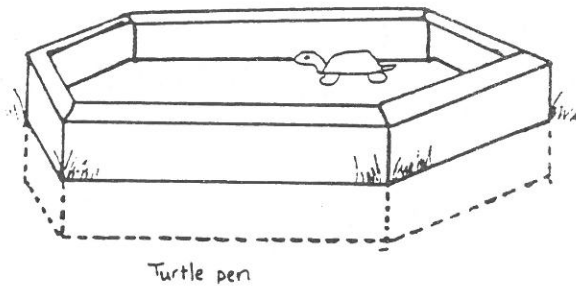
## FISH

Although the initial cost of setting up an aquarium with a filter is high, the cost of maintaining the fish is not too bad. Native fish are often as interesting or as colorful as store bought fish. The most common mistake is over crowding a tank. Some small fish darters and other fish that live in fast running creeks will die in the slow moving water of an aquarium. Other kinds of minnows and small sunfish or catfish or bass are better for aquariums. Be sure to give them plants and stacked rocks to hide in or under. A little food every day is better than a whole lot of food all at once.



## TURTLES

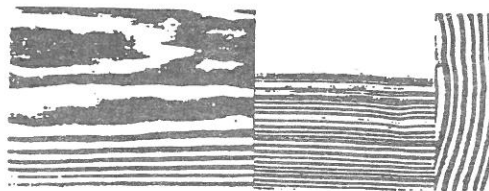
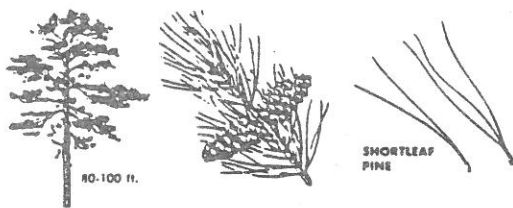
Nearly everyone finds turtles around their home each year. If you put scraps out in the same place every day, the turtle will show up for breakfast almost every morning during the summer. If you decide to keep one for a while, make sure that they have a place to sun, and a place to get out of the sun. A water dish sunk into the ground so that they can crawl in and sit in it is a good idea. A pen in the yard is usually the best place. Turtles love vegetables and fruit, tomatoes and melon rinds. They also need protein. Canned dog food should be fed to them first, with the vegetables for dessert. Do not keep them after Labor Day.



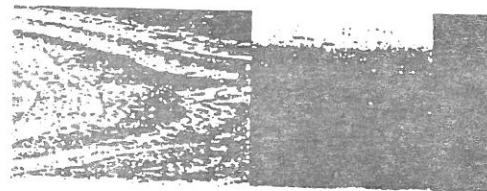
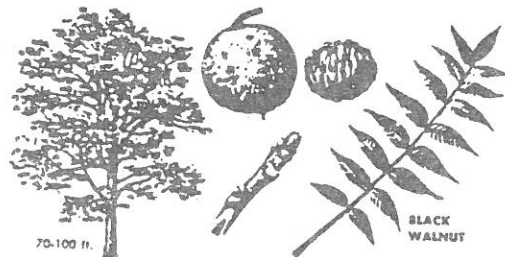
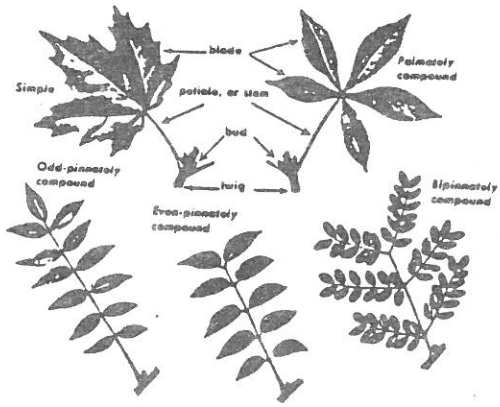
# FORESTER

**A**lthough the Naturalist pin does not call for identification, the Forester pin does. The requirements call for the identification of six forest trees or six plants useful to animals. This requirement may intimidate the new leader who is not familiar with trees. However, a rudimentary knowledge will suffice in introducing this subject to kids. If you can distinguish a pine from an oak from a hickory, you know enough to lead them through identification. They will learn the subtleties between a black oak and a red oak later. Learn and teach them the most conspicuous trees in your area.

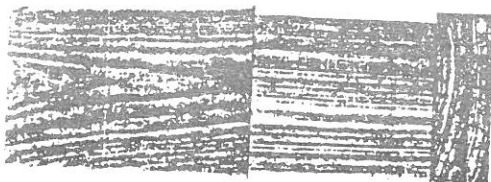
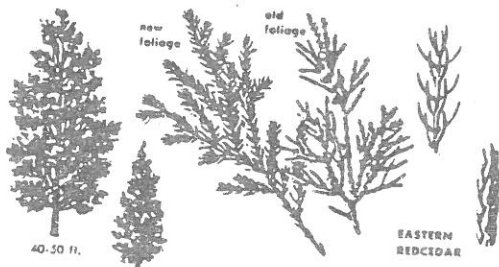
## TREES OF EASTERN OKLAHOMA



SHORTLEAF PINE (approximately half-size)



BLACK WALNUT (approximately half-size)



EASTERN REDCEDAR (approximately half-size)

# TREES OF EASTERN OKLAHOMA

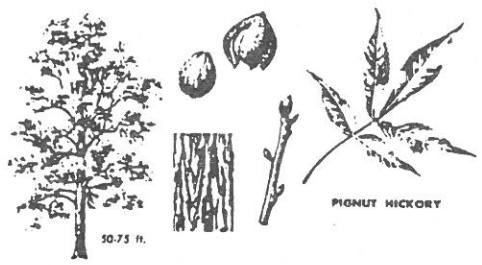


BITTERNUT HICKORY



40-50 ft.

POST OAK



50-75 ft.

PIGNUT HICKORY



BLACKJACK OAK



75-90 ft.

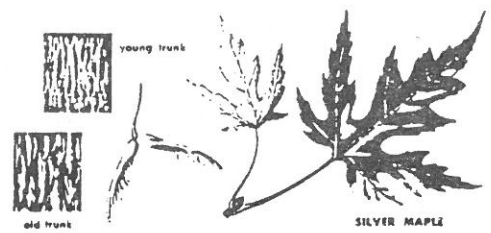
RED MAPLE



to 80 ft.

staminate flowers

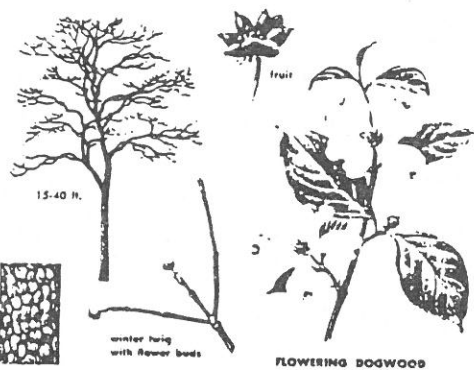
WHITE ASH



young trunk

old trunk

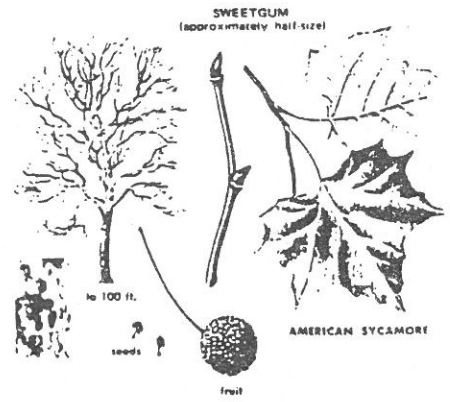
SILVER MAPLE



15-40 ft.

FLOWERING DOGWOOD

winter twig with flower buds



SWEETGUM (approximately half-size)

to 100 ft.

seeds

fruit

AMERICAN SYCAMORE

Trees are classified under the seed bearing branch of the plant kingdom. Under this branch there are basically two: those which produce seeds enclosed in the ovules of flowers, the flowering plants (angiosperms), and those that do not (gymnosperms). Pines and eastern red cedars fall into this group. Pines can be recognized by their needle-like leaves and the cones on them. Eastern red cedars have scale-like leaves that hug the branches closely and a blue fleshy berry-like structure containing the seed.

The flowering trees have two kinds of leaves with many different shapes. Leaves can be either simple or compound. A small bud, called the leaf bud, defines where the leaf attaches itself to the stem. Sometimes a single blade is attached to the stem leading from the leaf bud. This is a simple leaf. Other times several leaflets are connected to the stem leading from the leaf bud. The whole structure is then called a compound leaf. The way these leaves are connected to the branch also helps identify the tree. Leaves, either simple or compound, that are arranged opposite one another on the stem are called opposite. Leaves that alternate up the stem are called alternate. If you have taught the boys these basics, simple and compound leaves, opposite and alternate arrangement, they can now begin to identify a few of the more common trees:

## LEAVES SIMPLE AND OPPOSITE

**Maple** The leaves look like the palm of your hand. The most common is red maple. The leaf stem will be red.

**Dogwood** Beautiful white flowers in the spring. The leaf veins look like outlines of small concentric praying hands all the way out to the margins.

## LEAVES SIMPLE AND ALTERNATE

**Oak** The leaves are bunched together at the end of the stem. They are generally glossy and thick. Some will have rounded curving shapes called lobes (white oak family); others will have teeth or at least bristles on the lobes (red oak family). Oak makes excellent cook fires.

**Hackberry** This tree is probably recognized best by its gray, warty bark. It looks smooth with raised warts on it. The leaves have small teeth.

**Sycamore** This tree's bark will identify it. It is mottled white with patches of brown. It grows near water and will have round ball-like structures attached in the fall. Its leaves look like big maple leaves.

**Red Bud** Recognize this tree from the beautiful little pink-red flowers blooming along the stems. The leaves are heart shaped. The seeds are contained in a bean-like structure.

## LEAVES OPPOSITE AND COMPOUND

**Ash** These trees become very large. The most common one in our area is probably the white ash.

## LEAVES ALTERNATE AND COMPOUND

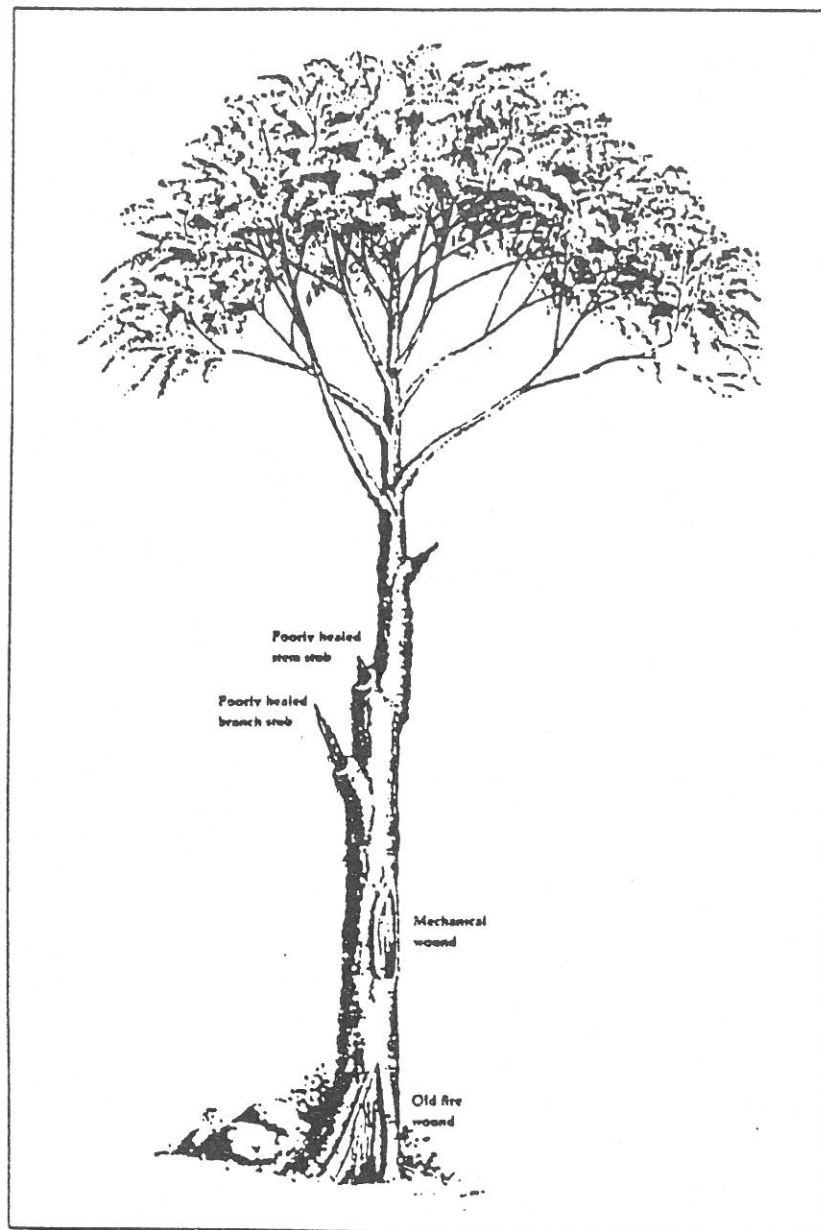
**Hickory** Like the oaks the leaves are bunched towards the end of the stems. Typically they have 5 - 7 leaflets. They turn a beautiful yellow in the fall and their nuts are an important source of food for wildlife.

**Pecan** This tree's leaves resemble those of the hickories except that there are more leaflets and they are slightly curved like small sickles.

**Walnut** This tree's leaves have 9 - 21 leaflets on a single leaf. In addition the twig has a chambered pith. The fruit has a distinctive smell.

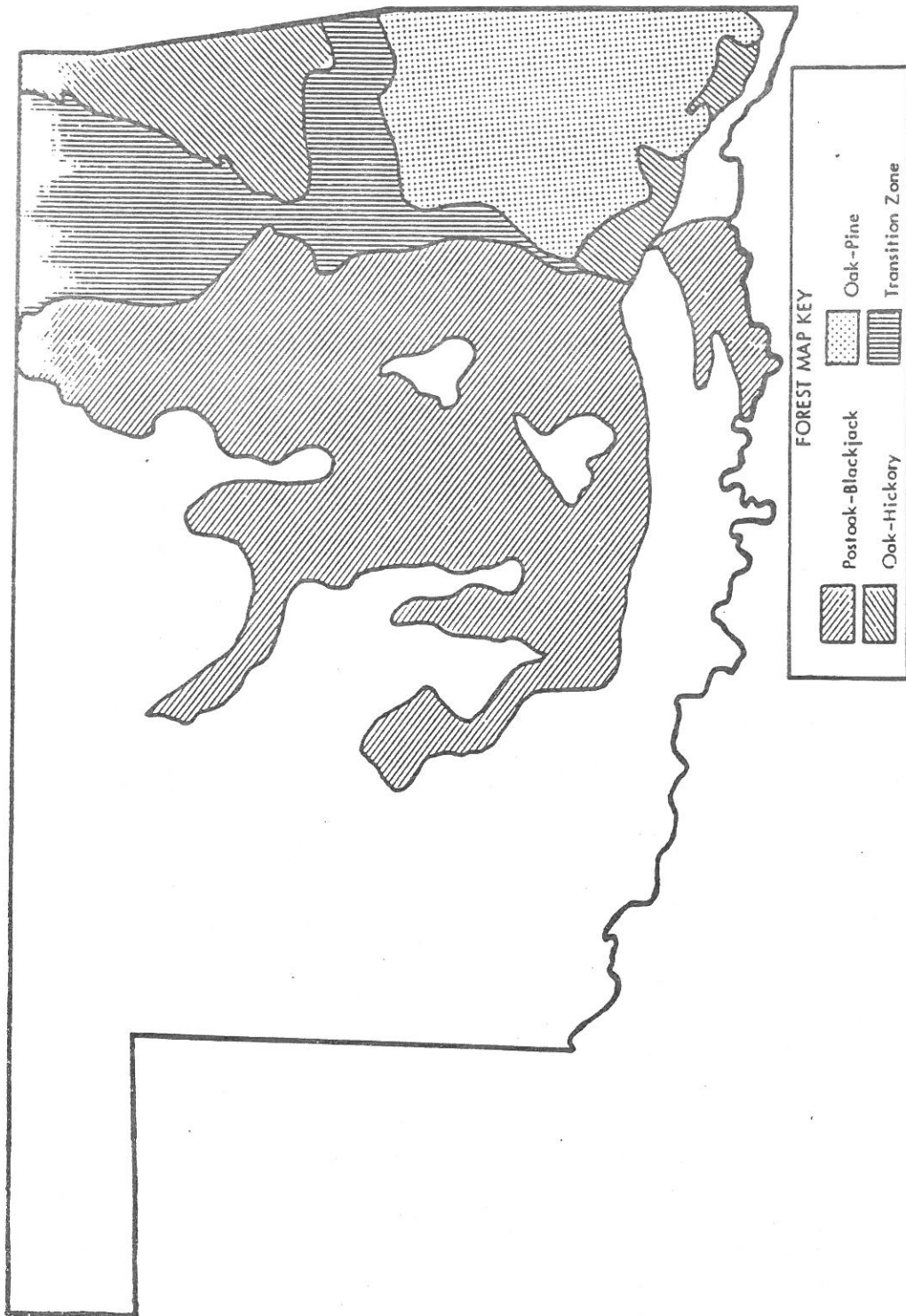
Hopefully, this brief, simple listing will be enough to convince you that beginning tree identification is not the formidable challenge many people at first believe. As you become more sophisticated, the challenge will become more so, but at this stage you are trying to assist the boys in tuning in their awareness to other life forms around them. As with knots, introduce different species gradually, not all at once. Involve the boys in making leaf prints as well as leaf collections. Working with tree parts will aid their memory. If you are interested in pursuing this subject further, there are several excellent field guides published on the subject. Many outdoor naturalists prefer *Trees of North America* by Frank Brockman published by the Golden Press. This book is well illustrated with a good fundamental introduction. It also includes area maps where species can be found.

## HISTORY OF TREES





# FOREST KEY FOR OKLAHOMA





# SCIENTIST

**W**e live in an exciting age of science that continues to bring new explorations and discoveries. The scientist tries to learn the laws of nature that govern the how, why, and wherefore of the world about him so that these laws can be used by people to improve our living environment.

The Scientist Activity pin offers opportunities for lots of fun and learning and a touch of magic. Boys who have an inquiring mind will love it, and even those whose interest are more toward the outdoors or sports will be interested if they have plenty of chances to experiment.

Experiments covering each of the pin requirements are suggested in the Webelos Scout Book, and additional ideas are found on the next few pages. Choose some experiments and enjoy an exploration into science with your Webelos Scouts. Be sure you have tried the experiments ahead of time and have the necessary materials on hand. Then the boys can use their scientific knowledge to astound the Cub Scouts at pack meetings with their experiments and scientific tricks using Bernoulli's Principle, Pascal's Law, atmospheric pressure, and other phenomena which they have learned about. Learning scientific methods helps a boy develop the power of thinking.

## SUGGESTIONS FOR DEN ACTIVITIES

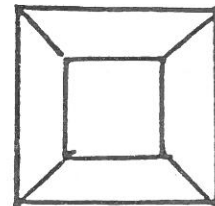
1. Do the atmospheric pressure and balance tests in the Webelos Scout Book.
2. Do the inertia experiments in the Webelos Scout Book
3. Make fog, using a gallon jug, stopper, water and bicycle pump.
4. Make a do-it-yourself flashlight.
5. Make a barometer using milk bottle, straw, balloon, string.
6. Visit an eye specialist and learn how the eyes work.
7. Make an optical illusion and learn how the eyes converge. (See Webelos Scout Book).
8. Visit an airport and ask an expert to explain flight principles.
9. Have a slow-motion bicycle riding contest to illustrate balancing skills.
10. Invite a weather expert to talk to the den or visit a weather station to learn about weather and air pressure.
11. Discuss the various branches of science and how they differ.
12. Make a chemical garden (See Webelos Den Activities).
13. Make crystals (See Webelos Scout Book).

## SUGGESTIONS FOR PACK MEETING

1. Exhibit chemical gardens, fog machine, flashlight, barometer, etc.
2. Demonstrate how the eyes converge, how to make fog, how to use the barometer. Perform atmospheric pressure or balance tests.

## SCIENTIST QUIZ

1. A fresh egg will spin longer than a hard boiled one. (True or False)
2. Inertia is the tendency of a thing at rest to remain at rest - and a thing in motion to remain in motion and in the same straight line. (True or False)
3. Atmospheric pressure exerts almost 15 lbs. of pressure per square inch on everything on Earth. (True or False)
4. Bernoulli's principle involves (circle one):
  - A. Air Pressure
  - B. Inertia
  - C. Air Pressure
5. Pascal's Law involves:
  - A. Air Pressure
  - B. Fog
  - C. Water Pressure
6. Air has weight. (True or False)
7. When cold air cools warm moist air, the water molecules form small drops of water. Millions of these drops make:
  - A. Rain
  - B. Fog
  - C. Snow
8. The little square moves closer and farther away because it is:
  - A. An unbalanced square.
  - B. An optical illusion.
  - C. A paper trick.
9. No one can place their feet against the wall and pick up an object off the floor without falling over. (True or False)



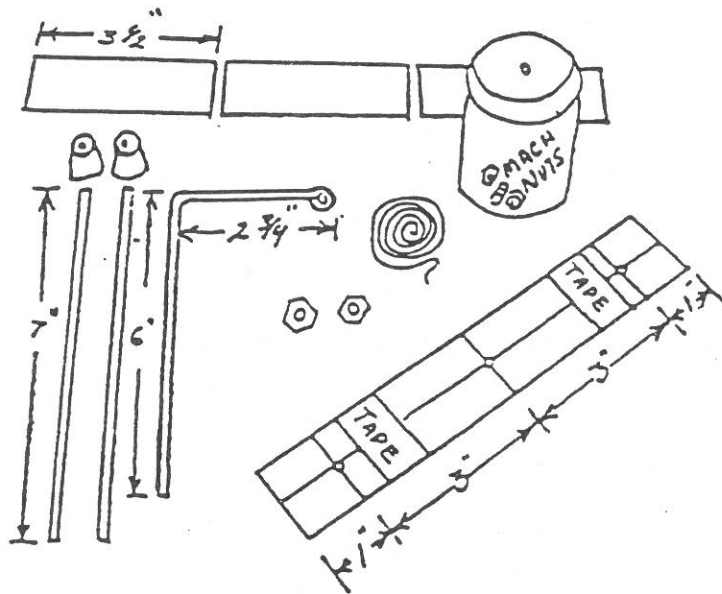
## ALMOST PERPETUAL MOTION MACHINE

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 Grand Canyon, it would work for days without any attention -- or until the parts wore out. That's why we call it a perpetual motion machine -- well almost!

### Equipment List

- Two 8" length pine lattice stock 1/4" x 1 3/8"
- Three 3 1/2" lengths of pine lattice stock 1/4" x 1 3/8"
- Baby food jar with lid filled with nuts or washers so it weighs 6 to 8 ozs.
- Two 7" lengths of 1/8" dowel
- One 9 1/2" length of clothes hanger wire
- Two large machine nuts
- Two plastic toothpaste tube caps with 1/8" holes drilled through the center
- Stout cord or nylon thread



### To Assemble

Drill three 1/8" holes in the long pieces of frame with the pieces taped together to ensure 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 1/4". Tie one machine nut to a length of cord and tie the other end of cord to the boom; the 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.

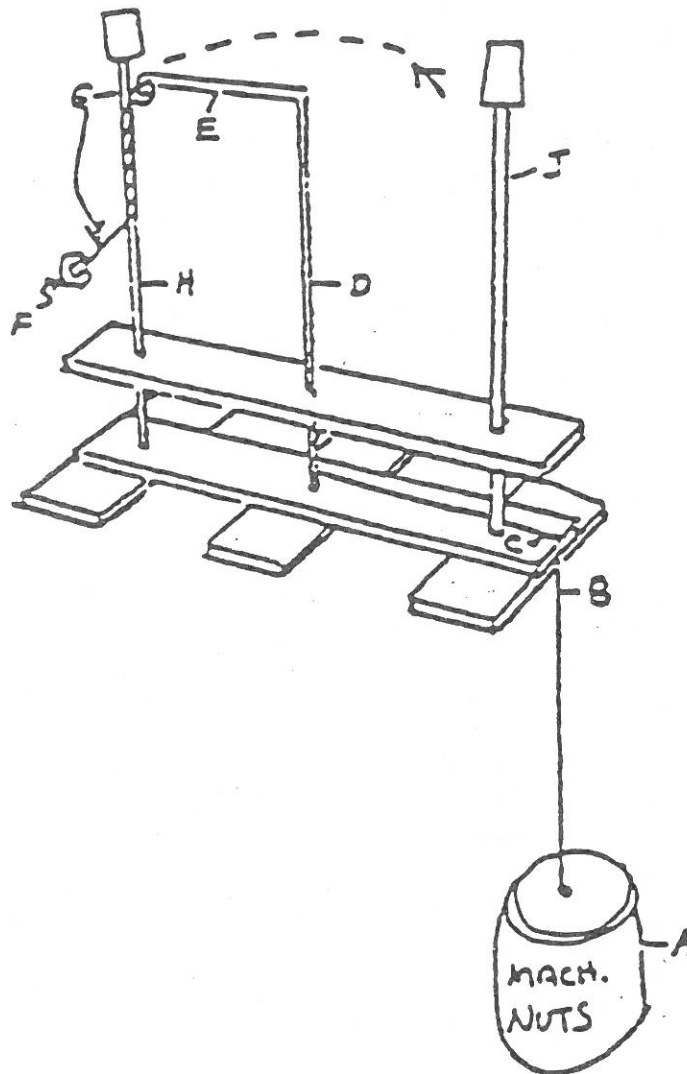
### Technical Explanation

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 by:

(a) Creating a vertical tension on cord (b) As cord (b) rides over the rounded edge of frame (c) It transfers the vertical tension to a horizontal tension, pulling on the end of the cord wound around shaft (d) causing shaft (d) to rotate and swing boom (e) counter-clockwise in a circular pattern. As boom (e) rotates, centrifugal force is built up by weight (f) tied to cord (g) causing both to fly outward in a straight line until post (h) intercepts cord (g). Centrifugal force continues to make weight (f) move in counterclockwise circular pattern, causing cord (g) to wrap itself around post (h) until weight (f) is stopped momentarily by post (h).

At this point, gravity takes over again, pulling weight (f) downward, causing cord (g) to unwind in the opposite direction (clockwise). Centrifugal force builds up once more as cord (g) unwinds until it flies free of post (h). The instant cord (g) is clear, the gravitational pull on weight (a) and the tension on cord (b) rotates shaft (d) and boom (e) another halfturn until post (j) intercepts cord (g) and the pattern is repeated. The movement continues in a rhythmical pattern until cord (b) is completely unwound from shaft (d).

Simple, isn't it.



## AIR-CANNON HOCKEY

This game will demonstrate air pressure. Use round cardboard oatmeal boxes. Cut a hole the size of a penny in the tops. Fasten the lid back on the box tightly. Use a table for a field, with the goal at either end. Have a boy sit at each end of the "field" with a cannon (box) and put a ping-pong ball in the middle of the table. By tapping the back of the box and aiming it at the ball, try to score by putting the ball through your opponent's goal. The Webelos leader can demonstrate the effectiveness of this oatmeal box cannon by using it to put out a candle. Fill cannon with smoke, then aim at candle, tap back of box, and flame will be put out. These cannons are effective up to about six feet.

## A FOG-MAKING MACHINE

Use a plain glass gallon jug, a stopper to fit it and a bicycle pump. Put a small amount of water or alcohol (which works even better) in the jug. Bore a hole through the stopper in the mouth of the jug. Hold the end of the bicycle pump hose firmly over the hole and pump some air into the jug. After a few strokes of the pump, remove the stopper quickly. There will be a loud pop and you will see that a cloud will form in the jug. To get "fair weather", all you need to do is replace the parts as they were, and pump air back into the jug. The reason the cloud was formed is that in pumping air into the jug, the temperature was raised, making it possible for the air to hold more moisture. When the top was removed, the air expanded and cooled. This cool air could not hold as much moisture, thereby forming a cloud.

## DO-IT-YOURSELF FLASHLIGHT

This flashlight can be assembled easily and provide a fun project for the boys. And better yet, it actually works! You will need a flashlight battery, a bulb, a plastic pill bottle with a flexible lid and some insulated wire. The pill bottle should be large enough for the battery and bulb base to fit inside it. The wire should be the kind that can be bent easily. Scrape the insulation from one end of your wire and form it into a flat coil. Attach the coil to the bottom of the battery with adhesive tape. Cut an opening in the center of the pill lid, so that the base of the bulb will fit. Push base of bulb through hole in lid. Scrape the other end of the wire and wind it around the base of the bulb. Secure in place with tape. Crumple small pieces of paper. Place enough of this in bottom of bottle so that when battery is inserted and the lid tightly in place, the bottom of the bulb will just make contact with the raised center top of the battery. Hinge one side of the lid to the bottle with tape. When lid is closed, the bulb will light. To shut off your flashlight, flip up the lid. This light creates a dim glow. If you want a larger light, use two batteries in a larger container.

## THE PENDULUM PHENOMENON

Fasten a white disc 3/4 inch in diameter on a 3-foot piece of white thread. Most any small object on a string will do. Have someone hold the thread so the disc can swing like a pendulum. Start the disc swinging in a perfectly straight line and view it from distance of three feet against a plain wall. Notice how the disc swings in a line like a pendulum. Hold a sunglass lens over one eye only. Any plain sunglass will do. Observe the path of the swinging object again. The movement will no longer be in a line but in a circle. If you switch the dark lens to the other eye, the movement will appear to be in the opposite direction - for example, coming closer to you rather than farther as it swings from the right to left.

The principle: you see best if your eyes are as nearly equal as you can get them. This shows the importance for the two eyes to receive similar images.

## BERNOULLI'S PRINCIPLE

The following experiments are listed in the order that requirements appear in the Webelos Scout Book.

1. **Materials** A ping-pong ball, some adhesive tape, 1 ft. thread or string and a faucet.

**What to Do** Fix the string to the ping-pong ball with tape. Turn on the water to form a steady stream. While holding onto the string, flip the ball into the water from a few inches away. Not only will the ball stay with the string at an angle, but you can draw the ball up the stream almost to the faucet.

**What Happens** The water, streaming around one side of the ball, exerts less pressure than the air which surrounds the other side. Even though you can feel the resistance of the water as you draw the ball upward, the air pressure is still stronger, as the experiment proves.

2. **Materials** Two ping-pong balls, two feet of thread, some mending tape and a drinking straw.

**What to Do** Tape each ball to an end of the thread and hold the center of the string so that the balls dangle about 1 ft. below your fingers and about one or two inches apart. Have the boys blow through a straw exactly between the balls, from a distance of a few inches. Instead of being repelled, they will be attracted.

**What Happens** The air current directed between the ping-pong balls reduces the intervening air pressure. Stronger pressure from the far sides pushes the balls together. The strength of the air from the straw will determine how close the balls will come.

3. **Materials** A candle and candlestick.

Two bottles - one with rounded corners, one with square corners (metal or cardboard containers can be used instead of bottles)

**What to Do** Light the candle and place the round bottle in front of it. Blow hard against the bottle and the candle will go out. Place the other bottle (square) in front of the relit candle and blow hard. The candle will remain lighted.

**What Happens** With the round bottle, the air current flows around the bottle and puts out the flame. With the square bottle, the air currents are dispersed.

**Next Step** Using different shape bottles, and two ping-pong balls on strings, place a ball on opposite sides of the bottle so that they are close, but not touching. Blowing against the bottle at right angles to the balls, one ball will come closer to the bottle and the other will move away. The shape of the bottle will determine the way the balls move due to the ease with which the air currents move around the bottle. This is the principle that supports airplanes.

## PASCAL'S LAW

1. **Materials** Coke bottle, balloon, vinegar, baking soda.

**What to Do** Place about 1/2 cup baking soda in the coke bottle. Pour about 1/4 cup vinegar into the balloon. Fit the top of the balloon over the top of the bottle, and flip the balloon so that the vinegar goes into the bottle. The gas formed from the mixture will blow the balloon up so that it will stand upright on the bottle and begin to expand.

**What Happens** The baking soda and vinegar produce CO<sub>2</sub> which pushes equally in all directions. The balloon, which can expand with pressure, will do so.

2. **Materials** A medicine dropper, a tall jar, well filled with water, a sheet of rubber which can be cut from a balloon, a rubber band.

**What to Do** Dip the medicine dropper in the water and press the rubber bulb so the dropper is partly filled. Test the dropper in a jar - if it starts to sink, eject a few drops from it until finally it floats with the top of the bulb almost submerged. Now, cap the jar with the sheet of rubber and fix the rubber band around the edges so that the jar is airtight. Push the rubber downward with your finger and the upright dropper will sink. Relax your finger and the dropper will rise.

**What Happens** You have prepared a scientific device known as a "Cartesian Diver." The downward pressure on the rubber forces the water up into the bottom of the diver, compressing the air above it, producing the effects of sinking, suspension and floating, according to the degree of the pressure.

3. **Materials** Large tin can, tape, water

**What to Do** Punch three holes in the can, one near the top, one in the middle and one near the bottom. Tape the holes closed. Fill the can with water to the top. Pull the strips of tape off and measure the length of the streams. The bottom stream will go the farthest due to the added pressure of the air and the water in the can.

**What Happens** The total pressure in a container of water is the sum of the air pressure and the water pressure at that point.

4. **Materials** A rubber balloon, several pins with large heads, a roll of plastic tape.

**What to Do** Inflate the balloon and affix little squares of plastic tape to it. Stick each pin through the center of the tape and to your amazement, the balloon will not burst. When you remove the pins, the balloon still will not burst.

**What Happens** The adhesive substance on the tape acts like a self-sealing automobile tire, adhering to the pin as it is pressed inward. When the pin is removed, the adhesive is forced outward by the air pressure from within the balloon, automatically sealing the tiny pinholes.



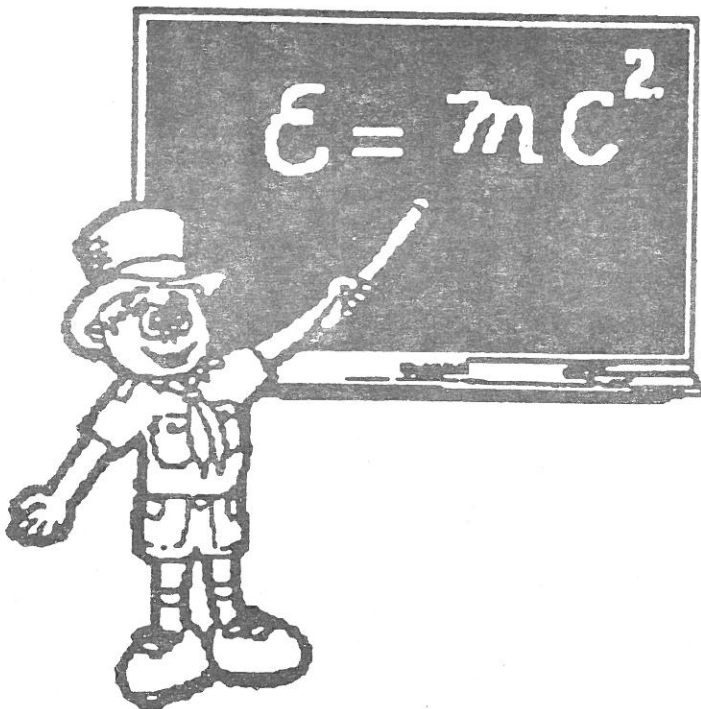
## INERTIA

"Inertia is the tendency of a thing at rest to remain at rest and a thing in motion to continue in the same straight line."

1. Get a small stick about 10 inches in length and the diameter of a pencil. Fold a newspaper and place it near the edge of a table. Place the stick under the newspaper on the table and let about half the stick extend over the edge of the table. Strike the stick sharply with another stick. Inertia should cause the stick on the table to break into two parts.
2. Get a fresh egg and a hard-boiled egg. Give each of them a spinning motion in a soup dish. Observe that the hard-boiled egg spins longer. The inertia of the fluid contents of the fresh egg brings it to rest sooner.

## BASICALLY THE SCIENTIST

1. OBSERVES
2. FORMS A THEORY
3. EXPERIMENTS
4. COMES TO A CONCLUSION



## ENGINEER

**O**ne of the great things about being a Webelos 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 pin to pass on to your boys. Recruit the help of a father who is an engineer.

One of the purposes of Cub Scouting is "fostering a sense of personal achievement by developing new interests and skills" in boys. This activity pin probably does this more than any of the other pins. Engineering is one of the most exacting of the professions and the pin includes projects which will 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 solution of problems of construction, industry and other areas.

### DEN ACTIVITIES

1. Arrange for the boys to visit an engineer or surveyor in a municipal county office. Plan for the boys to look through the surveyor's manual and read a rod.
2. Visit a construction site and see the plans which are being followed.
3. Visit the municipal water works, TV or radio station.
4. Have someone explain how to read topographic maps.
5. Visit a college engineering department.
6. Have someone show and explain the floor plan of a house.
7. Make a block and tackle. Be sure to explain its purpose.
8. Tour a house under construction with a knowledgeable guide.
9. Discuss property lines. Have an expert show how property lines are determined and measured.
10. Discuss different types of engineers. If one can visit your den, let him describe briefly what his duties consist of.
11. Have boys collect pictures of bridges and note the difference in construction.
12. Take a field trip to an operating draw bridge, grain elevator, ship loading operation or other large industrial operation involving large cranes or other lifting equipment.

### HOW ELECTRICITY IS CARRIED

Electricity from the power stations is carried through wires to homes, factories, stores, farms and schools. Transformers help in the transportation of electricity from the power station to all these places. A transformer transforms or changes an electric current from a high to a low voltage. It can also change current from a low to a high voltage.

The wires or cables are made of material that must be a good conductor or carrier. It's like having a good clear road without bumps or rocks for cars to travel over. Good conductors are usually made of copper, although there are other types. Silver is the best, but it's too expensive to use. Aluminum is good also and is gaining wider use because of its light weight. We use millions of tons of copper to make electrical wire for all purposes.

Our homes are often supplied with 110 volts of electricity, but toy electric trains, for example, need fewer volts to operate. Step-down transformers decrease the voltage of an alternating current, enabling a toy train to run. It takes only 11 volts A.C. to run a toy train.

When big generators make electricity, it is usually at about 2,200 volts pressure. Step-up transformers raise the pressure about 100 times, to around 220,000 volts. This helps it travel along the wires better. When it gets near the place where it is to be used, step-down transformers lower it back to 2,200 volts. Before it reaches our homes, another step-down transformer lowers it to 110 volts or 220 volts. So, transformers operate as pumps to increase pressure or voltage. They also act as shrinkers of voltage.

## TERMS TO REMEMBER

**Alternating Current (A.C.)** - An electric current that changes its direction very rapidly.

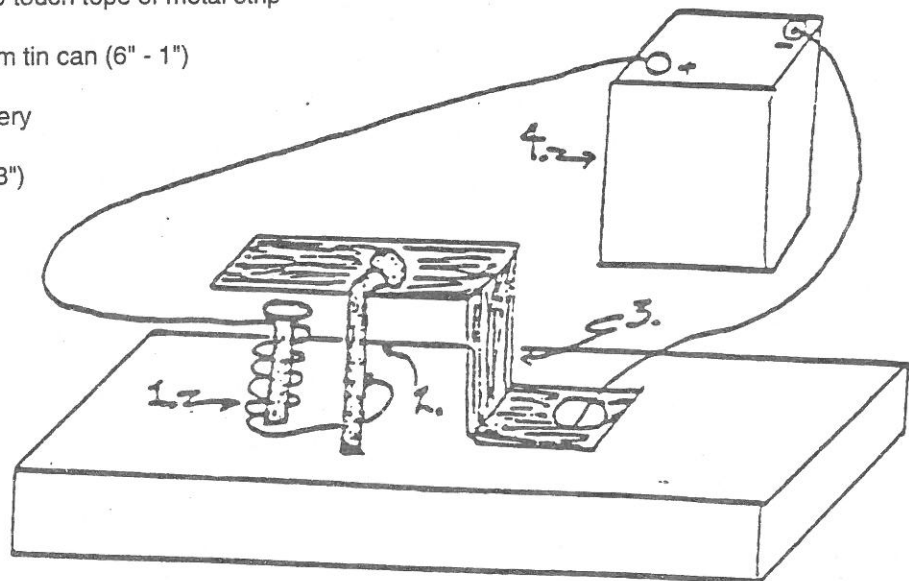
**Direct Current (D.C.)** - An electric current that flows in only one direction through a circuit.

**Circuit** - Entire path along which electricity can flow from the source through wires and appliances back to the source.

**Fuse** - A device which acts as a policeman to warn us of danger. The fuse melts when too many electrons are flowing. This breaks the circuit.

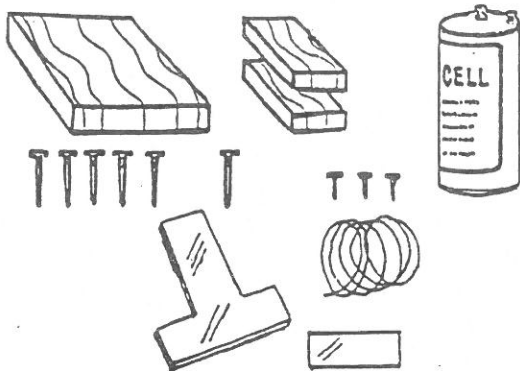
## ELECTRIC BUZZER

1. 100 turns of magnet wire around a No. 8 nail.
2. No. 16 nail bent to touch tope of metal strip
3. Metal strip cut from tin can (6" - 1")
4. 6-volt lantern battery
5. Wood block (6" - 3")



## SIMPLE TELEGRAPH SET

Two-way communication can be set up by making two separate telegraph sets. Each person has the key of one set and the sounder of the other.



**BASE** - A flat piece of wood holds the sounder. First nail together the wood base, a wood block and the T-shaped piece of tin.

**BATTERY** - Connected by wire to key and nails. Touching the key causes electrical current to flow through the circuit. The electromagnets pull the metal T downward to make a clicking sound. The T springs upward and strikes the bent nail when the key is released, making another clicking sound. These clicks form the dots and dashes of the telegraph code. To form a dash, the key is held down for a longer time than when forming a dot.

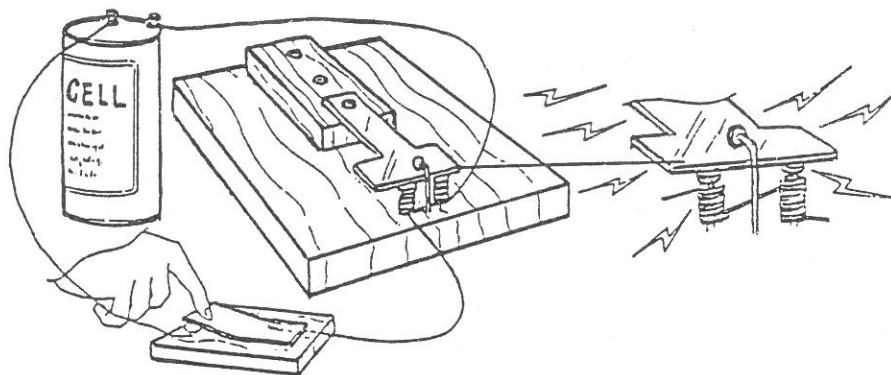
### MATERIALS

Flat piece of wood	2 blocks of wood
5 iron nails	1 aluminum nail
3 metal thumb tacks	T-shaped piece of tin
Thin strip of metal (brass, copper or tin)	No. 6 battery
Insulated wire	

**SOUNDER** - Hammer two iron nails into one end of the base. Wind about 30 turns of insulated wire around each nail to form a coil. Leave loose wire at each end to connect the nails to the key and battery terminal. The nails become electromagnets when current flows through the coil. Hammer a bent aluminum nail as shown. The nail should not touch the T-shape piece of tin.

**KEY** - A thin strip of metal mounted on a wood block. Push two thumb tacks about halfway through one end. Scrape the insulation from the wire left loose from the nails. Wrap the bare wire around the thumb tacks and press down.

Bend the metal strip upward about half an inch from the wood block. Press the third thumb tack under the raised end. Take a piece of wire and scrape the insulation from both ends. Connect the tack and battery terminal by wire. The strip should touch the tack when pressed downward. It should spring up when the key is released.

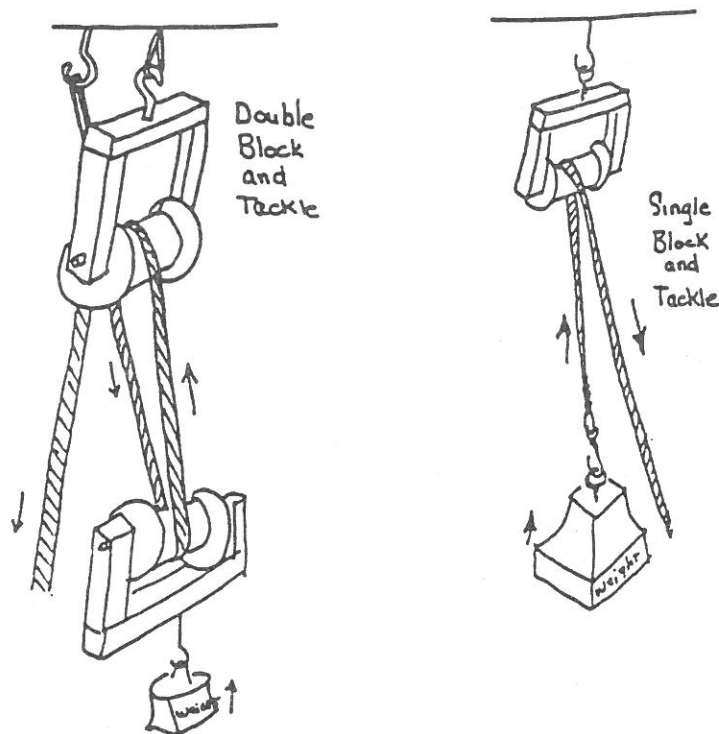


## BLOCK AND TACKLE

One of the requirements for the Engineer pin is to make a block and tackle and show how it works. This simple machine and its uses will captivate most boys, and they can make one either as a den project or individually. The only materials necessary are a few small pieces of wood, a couple of hooks, a length of light rope, and two thread spools. If you have no thread spools at the moment, make them by cutting up a broomstick or dowel, drilling holes in the center of each 'spool' and using a nail for an axle, as illustrated.

To show how a simple block and tackle increases pulling power, try this demonstration. Take two dowels of broomstick diameter and a length of clothesline. Tie the line to one of the sticks two or three times as shown. Have two larger boys grasp the sticks. Have a smaller boy pull on the line. He will be able to pull the two sticks, no matter how hard the bigger boys try to hold back.

How this works may be explained by looking at one side only. (See illustration below). As the small boy pulls, he will create a pull in the line, say of 10 lbs. Since this pull will be in each loop (neglecting friction) the boy on the left will be pulling  $5 \times 10$  lbs. or 50 lbs. The same principle may be used on the block and tackles shown in the Webelos book.



## PACK ACTIVITIES

**Exhibit** Block and Tackle; Catapult; Bridge Drawings; House plans

**Demonstrate** Catapults (by shooting marshmallows or hard candy into audience). Bridge stresses with bricks and cardboard. Operation of block and tackle. Have someone give an oral report on various types of engineers and their duties.

## MAKING A WINDLASS

**Materials** Scraps of wood for supports, broom handle, stone, rope, spring scale, salt box, spike, tacks.

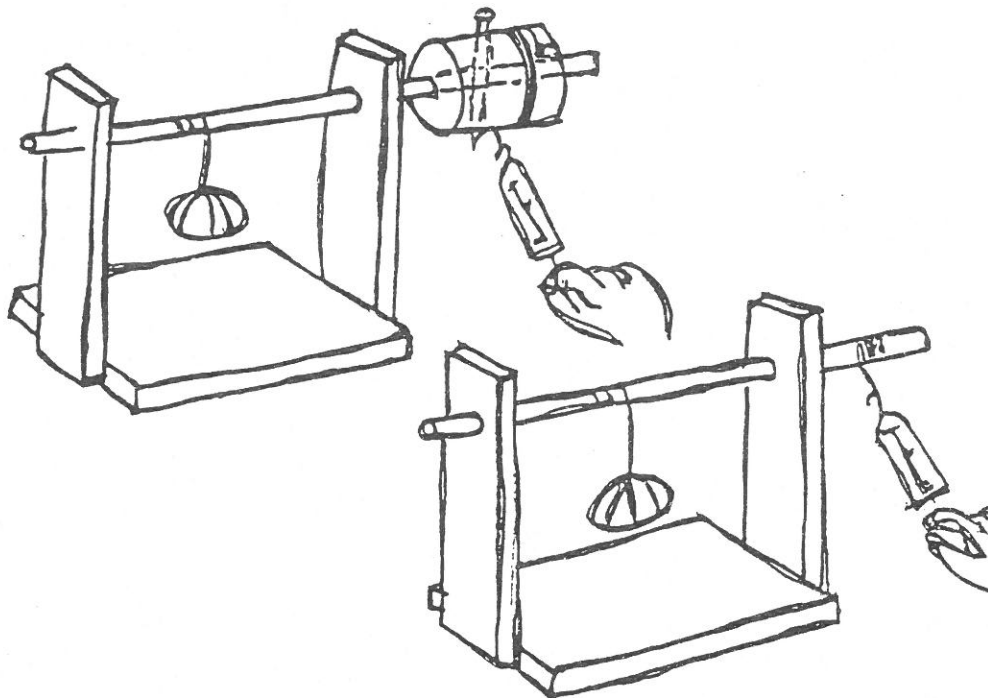
A wheel fastened to a rod so that when the wheel is turned, the rod turns also, is called a wheel and axle. A small amount of force applied to turning the wheel will cause a large turning force to be applied to the axle. The wheel and axle is called a simple machine.

The windlass, used for lifting heavy objects, is a wheel and axle. Follow the illustration and build a windlass with which you can prove that the wheel and axle makes work easier.

Use scraps of lumber to build a support for the windlass. Drill holes in the supports for the ends of the broom handle. Drive two small tacks side by side into the broom handle (axle).

Lift a heavy object, such as a stone with strings around it, about two inches off the ground with a spring scale. How much force was required? Tie a rope to the stone and fasten the other end of the rope to the tack on the axle. Hook the spring scale onto the other tack and turn the axle enough revolutions to lift the weight two inches. Did it require as much force to lift the stone this way?

Now fasten an empty salt box to the broom handle by driving a long spike all the way through the box and handle. This is now the wheel. Attach the spring scale to this as shown. How much force is required now to lift the weight two inches? If the wheel had a diameter twice that of the axle, only half the force would be needed to lift the object. You are trading distance for force in doing work.



## USING BALL BEARINGS

**Materials** 2 tin cans with deep grooves around tops (such as paint cans), marbles, machine oil.

Set one can down and line the groove around the top with marbles. Now invert the other can over the first so that the marbles fit partly in its grooves, too. Turn the second can. Notice how much more easily it turns than it would if it were resting directly on the other can. You have used marbles in the same way ball bearings are used to reduce friction where one surface rubs against the other. What effect does oiling the marbles have on the way the can turns?

## MODEL MONKEY BRIDGE

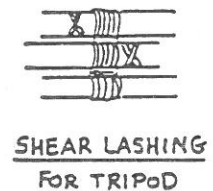
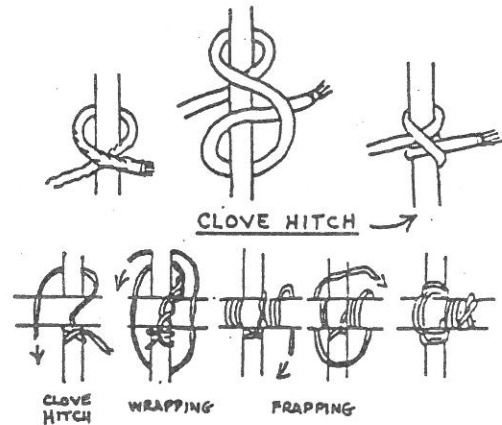
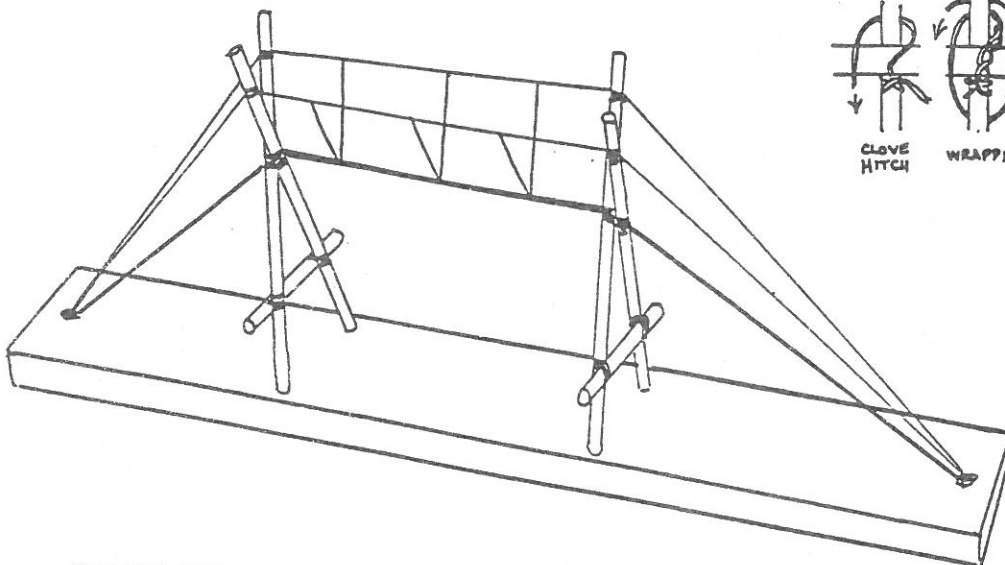
Based on a foot bridge found in the high mountains of India, the monkey bridge used one thick rope to walk on and two others as hand ropes.

All the same knots and the same design are used in this model as are found in the full-size version. The monkey bridge is often built in Scout camp as part of the Pioneering merit pin.

You'll need some hemp cord, some pieces of strong string, four 1/4" dowels 10" long, and two 1/4" dowels 4" long. A piece of scrap lumber at least 30" long and 4" wide makes a good base.

Make the shear lashings first, about 4" from the top of the shear legs. Tie loosely so the legs can open. Add the crosspieces, fastened with square lashings about 2" from the bottom. All lashings begin and end with a clove hitch.

Stretch the cord between the supports and tack the ends in place. Add the hand ropes and fasten them to the same anchor. Paint or stain the wood to give the bridge a rustic look.





## HOW DOES THE WHEEL AND AXLE HELP US DO WORK?

**Materials** 2 boxes of the same size, one with wheels and one without; some heavy materials, such as books, sand, etc.; spring scale.

### Procedure

1. Place the sand or heavy material in the box without wheels.
2. Attach the scale to one end of the box.
3. Holding the other end of the scale, drag the box a distance of one yard.
4. Make a note of the number of pounds indicated by the pointer on the scale while the dragging was in progress.
5. Transfer the load to the box with wheels.
6. By the same process move this box one yard and record the pounds indicated on the scale.

**Results** The pounds indicated show the differences in the amount of energy needed to move each box. More energy was needed to drag the box without wheels than the box with wheels because the entire surface of the base of the box without wheels was exposed to friction, whereas the wheels of the other box rolled over the surface to which they were exposed. The wheel and the axle are very important in reducing friction.

## HOW DO LEVERS MAKE WORK EASIER?

**Materials** Heavy book, cord, yardstick, hammer, nutcracker & nut, scissors, tweezers, chart showing 1st, 2nd, and 3rd class levers.

1. Explain that every lever has three important points: the fulcrum, the force, and the weight or resistance.
2. Allow the person to do by hand some problems which can be made easier by the use of machines and lever. (crack a nut by hand, pull a nail with the fingers, lift a heavy book.)
3. Then allow him to perform these tests with the use of machines and levers.

**Result** Levers make the work much easier. The force required can be determined by multiplying the weight and the distance to the fulcrum and dividing by the distance the force is applied from the fulcrum. The lever is a form of a simple machine. Several tools use compound levers. (Nutcracker is a good example.)

## WHAT ARE THE EFFECTS OF FRICTION?

**Materials** Sandpaper, matches, 2 wood blocks, a toy car, small board, soap or wax, small wood block.

### Procedure

1. Hold hands in front of you, palms facing each other -- rub hands together. Strike a match; rub a piece of sandpaper on a block of wood.
2. Take 2 blocks of wood (3" x 4") and slide them together. Rub surfaces of blocks with soap or wax, and repeat above operation.
3. Place a flat board in a position so that one end is higher than the other.
4. Place a toy car on the higher end, and release the car.
5. Place a wooden block about the same size as the car on the top of the flat, inclined board.

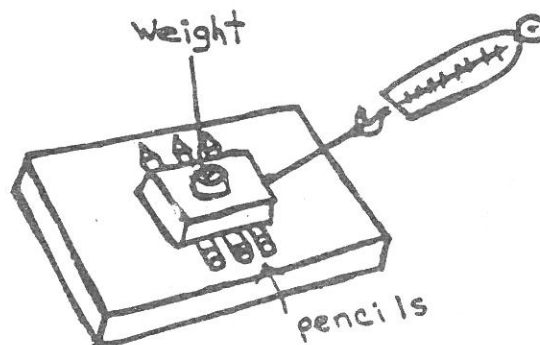
**Results** Hands, match, and wood become warm, and show signs of wear. There is less heat when a lubricant is used. The car rolls freely unless an obstacle is placed in its path. The block will not slide. Friction produces heat and causes wear. Lubrication reduces friction. Rolling friction is less than sliding friction.

## HOW DO WE OVERCOME FRICTION?

**Materials** 2 rough blocks of wood - small amount of "3 in 1" oil, small spring scale, 3 or 4 round pencils, one thumb tack, small weight

1. Place a small block with spring attached to tack and scale on top of large block. Place weight on small block. Pull scale and register reading when block begins to move.
2. The same as for (1) except that the pencils are inserted between the two blocks.
3. The same as for (1) except that a film of oil is spread between the two blocks.

**Results** The scale will note three different readings to move the blocks. More friction will be evident when there are large rough surfaces. Friction between rough surfaces can be reduced by the use of oil. Bearings change sliding friction to rolling surfaces.



## GEOLOGIST

**A**lmost 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 pin a "natural" for most boys. You'll find that the Webelos Scout handbook contains enough information on volcanoes, geysers, and mountains for the boys to acquire a fairly good understanding.

The chart below should be of some advantage in identifying rocks

HARDNESS	MINERAL	SCRATCH TEST	USES, IMPORTANCE, ETC.
1.	<b>TALC</b>	Easily with fingernail.	The softest of minerals; has a slippery, soapy feel. Used in powdered form for manufacture of paint, paper, roofing material, rubber, face powder and talcum powder. Small parts fired in furnace used in electrical appliances. Occurs most abundantly in metamorphic rocks.
2.	<b>GYPSUM</b>	Barely with fingernail.	Of considerable commercial importance because of its use in production of plaster of Paris. Used for gypsum lath, wallboard and interior plaster. "Alabaster" is fine-grained, massive variety of gypsum that is cut and polished for ornamental purposes. Most commonly found as a sedimentary rock.
3.	<b>CALCITE</b>	Barely with copper penny.	Calcite has more varieties than any other mineral except quartz. One type of clear, colorless calcite is used for optical prisms because of its power of dividing a ray of light passing through it into two separate rays. Limestone and marble are varieties of calcite. Limestone is used in manufacture of cement and mortar; also used as a building stone.
4.	<b>FLUORITE</b>	Easily with knife blade.	Fluorite is one of the most beautiful minerals occurring in many different colors. The chief use is in making steel. It also is used in making opalescent glass, in enameling cooking utensils, and in making hydrofluoric acid. Small amounts are used in making prisms and lenses. The phenomenon of fluorescence was first observed in fluorite and takes its name from this mineral. Commonly found with metallic ore minerals.
5.	<b>APATITE</b>	Barely with knife blade.	Among the large group of phosphates, apatite is the only one considered a common mineral. Commercially, its greatest use is the source of phosphorus for most commercial fertilizers. After being mined, both apatite and rock phosphate are treated with sulfuric acid to make superphosphate, for in this form they are much more soluble in the diluted acid of the soil.
6.	<b>FELDSPAR</b>	Not by blade.	Easily with window glass. The feldspars, all of them silicates of aluminum with potassium, sodium, and calcium, and rarely barium, form one of the most important groups of all minerals. Found in most igneous rocks, as essential constituents of most crystalline rocks, such as granite syenite, gabbro, basalt, gneiss and thus make up a large percentage of the earth's crust. Used in manufacture of porcelain and as source of aluminum in glass.
7.	<b>QUARTZ</b>	Easily marks steel and hard glass.	Quartz is the most common mineral, and in some of its varieties, one of the most beautiful. Makes up most of the sand on the seashore; occurs as a rock in the form of sandstone and quartzite and is an important constituent of other rocks such as granite and gneiss. Some varieties used as gemstones, as prisms, and cut into plates for control of radio frequency. Varieties; crystal, amethyst, agate, onyx, bloodstone, jasper, flint.
8.	<b>TOPAZ</b>	Harder than other common minerals.	Topaz is highly prized as a gem. Those from Brazil are the most valuable. The pink color of some gem Topaz is obtained by gently heating the dark yellow stones. It has a mineral hardness greater than any other common mineral except corundum.

9. **CORUNDUM** Scratches Topaz. Clear blue varieties make "sapphire" and clear red the "ruby." Hardest mineral next to diamond. Long been used as an abrasive. "Emery" was the first type used in this manner. The ruby is used in the laser beam.
10. **DIAMOND** Scratches Corundum; hardest mineral. Hardness of diamond is greater than any other known substance, natural or artificial. Many times harder than corundum. Diamond is pure carbon and has same composition as charcoal, but does not burn readily. Highly prized as gemstone. Only 20% of diamonds are gemstones ..the other flawed stones have industrial uses, drills, saws, cutting glass, etc.

## IDENTIFYING ROCKS BY LUSTER

(Appearance of the surface, independent of the color, due to the way light is reflected)

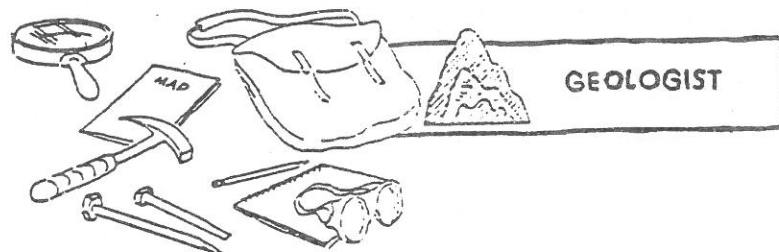
- Metallic** The luster of a metallic surface like steel, tin, lead, copper, gold, etc. Luster not called metallic unless the mineral is quite opaque, so that no light passes through even very thin edges.
- Submetallic** The luster of some minerals is said to be submetallic when it lacks the full luster of the metals.
- Adamantine** The luster of the Diamond -- the brilliant, almost oily luster shown by some very hard minerals, like Diamond and Corundum -- refract light strongly (have a high "refractive index").
- Vitreous** Glassy luster. That of a piece of broken glass -- this is the luster of most quartz and a large part of the non-metallic minerals.
- Resinous** Waxy, the luster of a piece of resin, as shown by most kinds of sphalerite.
- Greasy** Nearly resinous, but often quite distinct, shown by some specimens of milky quartz and nepheline.
- Pearly** Luster of Mother of Pearl -- common when a mineral has very perfect cleavage and has practically separated into thin plates.
- Silky** The luster of a skein of silk or a piece of satin -- characteristic of some minerals in fibrous aggregates, such as Satin Spar gypsum and most asbestos.

## SOME COMMON EXAMPLES OF THREE MAIN TYPES OF ROCKS

**Igneous** Granite pegmatite, granite, diorite, gabbro, felsite, basalt, obsidian, pumice

**Metamorphic** Slate, phyllite, mica schist, gneiss, marble, quartzite

**Sedimentary** Mudstone and shale, sandstone, conglomerate, gypsum, rock salt, limestone, chalk, coal



## MINERAL HARDNESS KIT

The mineral hardness scale was developed more than 100 years ago by Friedrich Mohs, a German mineralogist. He arranged 10 minerals in a hardness scale with talc the softest as number one and diamond, the hardest as number 10. The complete hardness scale can be found in the Webelos Scout handbook.

You can make your own kit from materials you already have around the house or that you can buy at low cost. It will help you establish the hardness of a mineral sample within rough limits. You will need:

1. **Talc.** You can purchase this in the form of tailor's chalk.
2. **Your fingernail.** It has a hardness of 2 to 2 1/2.
3. **A new copper coin.** The edge has a hardness similar to calcite.
4. **A 12-penny nail.** To test materials with hardness of 4 to 4 1/2.
5. **A knife.** The steel of a good knife blade is rated at about 5 1/2.
6. **Piece of window glass.** It has a hardness of about 6. Don't cut yourself.
7. **A high-speed drill bit.** Tip has hardness of about 6 1/2. (Woodworking drill).
8. **Metal file.** Good-quality capable of fine smoothing or cutting - 7 1/2.
9. **High-speed masonry drill point.** Hardness of about 8 1/2.
10. **Carborundum.** This sharpening stone will scratch minerals of hardness about 9.

It is a good idea to label each piece of your hardness kit. When you find a mineral that will barely scratch your knife blade (5 1/2) but will not mark glass (6), you may assume that that mineral's hardness lies between 5 and 6.

You will find it best to test the mineral specimen on a flat surface. After you have made a test scratch, try to rub the mark away with your fingers. A true scratch will remain. It's best to use a magnifying glass to examine any doubtful marks. Sometimes the testing tool will leave scrapings or powder on the surface of the mineral. Hard rubbing can remove such marks.

Your hardness kit will be of little use when testing pieces of granite, which may be composed of a mix of quartz (7), feldspar (6) and mica (2 to 2 1/2). The bits of the individual minerals may be large enough to recognize but impossible to test with your kit. This is where your study of rock samples and guide books will serve you well. Not only will you be able to recognize the major types of rocks, but you will also learn something about the minerals you find connected to such rocks.

Don't take more of a mineral than you need for a display sample. Thumb-sized lumps are fine. They display well, they are easy to carry, and your consideration will mean that another rockhound will have the fun of making the same discovery that you did.

- Boys Life Magazine

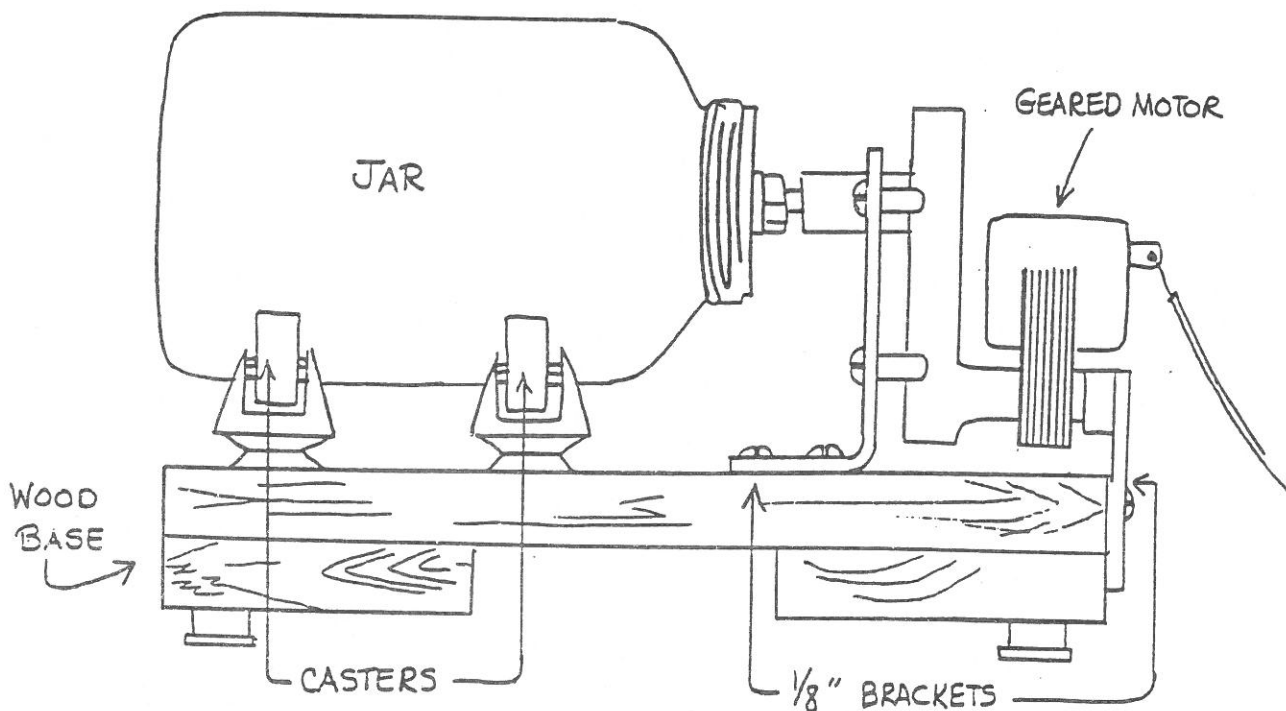
## MAKE A ROCK TUMBLER

This is a simple tumbler that you can build yourself. It will grind and polish the agates or other semi-precious stones that you collected on a field trip. The cost is less than \$5.00.

The tumbler barrel is simply a quart glass jar. It rolls on four ordinary nylon furniture casters. The key to its simplicity is the small geared-down electric motor (a rock tumbler must turn at a very low speed). The motor used here was a gear drive 22.8 rpm. 110-volt A.C. motor obtained from the Burstein Applebee Company, at a cost of \$3.29 plus postage.

The construction is shown below. Mount the motor with metal brackets on any sufficiently large piece of scrap lumber. Attach the jar lid shaft and, last, the casters, placing them where the jar rests and turns easily on them. The electrical connections of the little motor are exposed; so cover or tape them well to prevent shocks.

In this and all other rock tumblers, the grinding gets done as the rocks cascade over one another in the slowly turning jar. You will want to contact your local rock shop to purchase the proper polishing powders. You tumble a load of rocks for a long time (two to three weeks) until the rocks inside are highly polished. The motor used here costs about 4 cents a day to run.



## MAKE YOUR OWN FOSSILS

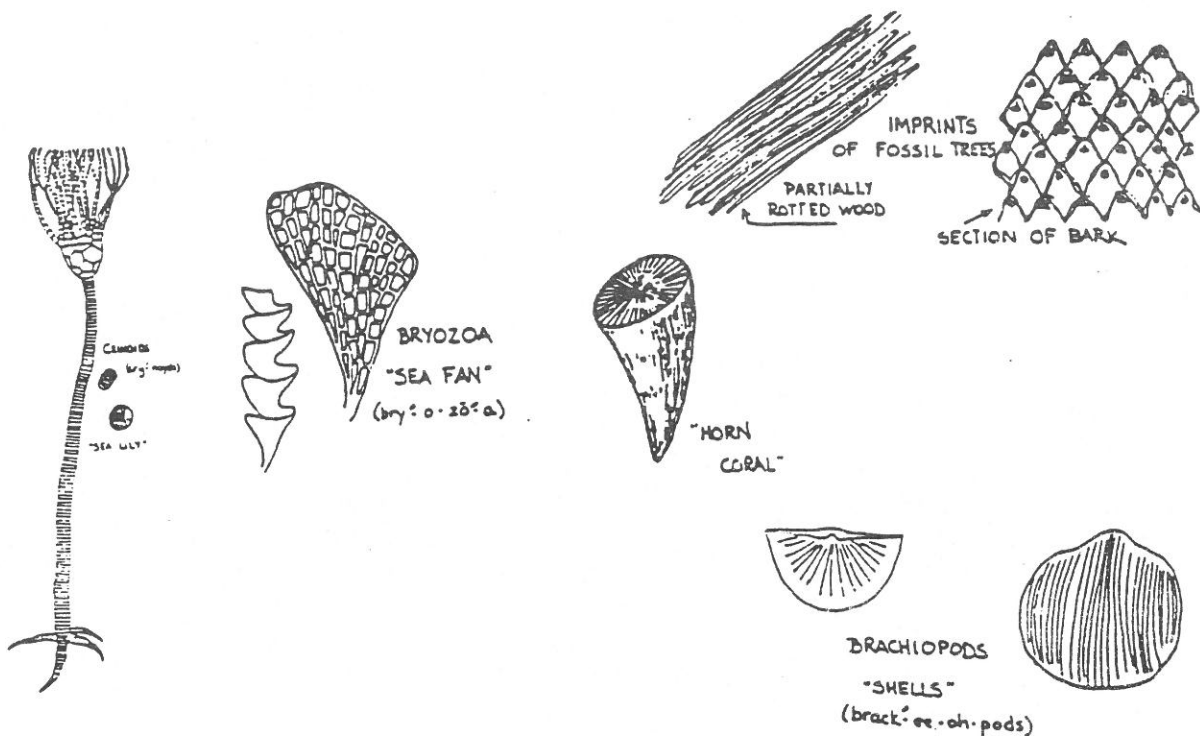
The shells and bones of many prehistoric animals have been preserved as casts and molds. In this type of preservation, the original shell or bone had been destroyed, but it had left behind a trace of its presence. Suppose that the shell of a prehistoric clam was pressed down into the ocean floor before 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, at some later time in earth history, the shell decayed or was dissolved by water. This left behind a cavity called a mold.

A mold formed in this way will show 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 formed. Because the original fossil is gone, some paleontologists call casts and molds 'circumstantial evidence' of prehistoric events.

To make your own fossil, you will need a small cardboard box, some clay, plaster, and a small clam or snail shell. First cover the bottom of the cardboard box with the modeling clay to a depth of several inches. The clay represents the soft mud found on the ancient sea floor. Now press the shell firmly into the clay. Lift out the shell carefully so a clear imprint remains. You have now produced a mold.

Next mix a small amount of plaster with water in a paper cup. Stir it with a wood stick or spoon. When plaster is the consistency of thick cream, fill the mold. After the plaster is thoroughly hardened, carefully remove it from the mold. You now have a cast of the original shell. Now compare the original shell with the plaster cast. Notice that even some of the more delicate markings on the shell have been preserved in plaster.

The paleontologist uses this same technique in reconstructing the shells of long-dead animals. In addition, casts are especially useful in working with fossil footprints. When a track is filled with plaster, the resulting cast will usually show clearly the size and shape of the foot of the animal which made the track. From this information the paleontologist can often tell what animal left the footprint.





# AQUANAUT

**A**s a general rule, every boy likes water as long as it isn't in a tub. This pin should be used to get a boy well grounded in the basic water safety procedures. Those "learn to swim" programs sponsored by the YMCA, and City Recreation Department can be handled on a den basis if proper arrangements are made with the parents and the person doing the instructing.

One of the things that should always be used with any water activity is the Safe Swim Defense Plan. There are eight factors involved..

**QUALIFIED SUPERVISION** - a responsible adult in complete charge. If he has not had water-safety training, he must have assistants who are trained.

**PHYSICAL FITNESS** - every boy should have a physical examination each year.

**SAFE AREA** - marked-off swimming area. Not more than 3 1/2 feet deep for non-swimmers, shallow water to just overhead depth for beginning swimmers; and water not over 12 feet for swimmers. The total swimming area should be checked out for any dangerous objects hidden in the water (glass, cans, deep spots in shallow areas, rocks in diving areas, etc.).

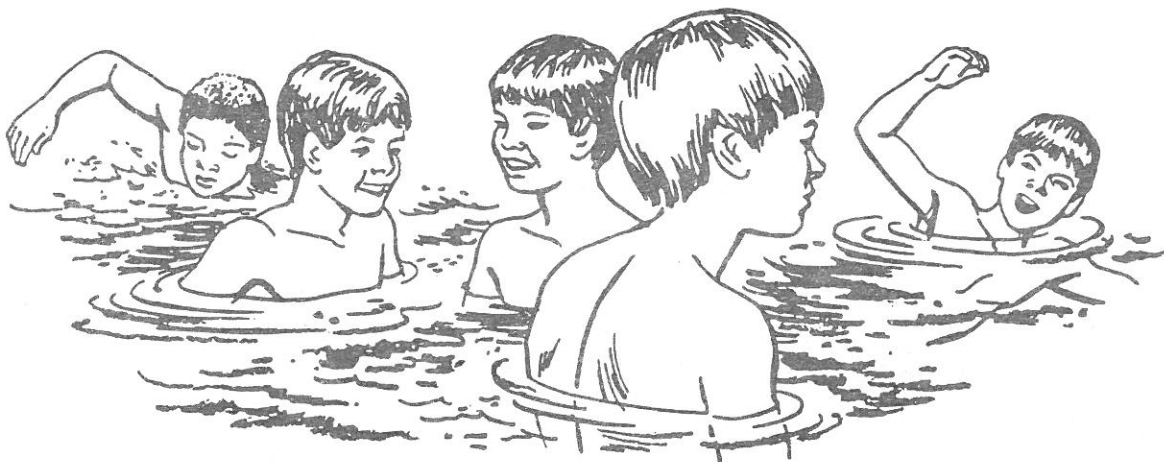
**LIFEGUARDS ON DUTY** - two who are capable swimmers stationed ashore with life line (such as 100 feet of No. 5 sash cord).

**LOOKOUT** - someone who can see all swimmers from shore.

**ABILITY GROUPS** - divide Webelos Scouts into non-swimmers, beginners, and swimmers and make sure each group stays in its area.

**BUDDY PLAN** - pair every boy with a buddy in his own ability group. Make sure each buddy understands that he is to be on constant lookout for his buddy and vice-versa, and that they are to stay near each other at all times. Buddies join and raise hands together every time they hear the call "buddies. They check in and out of the water together.

**DISCIPLINE** - Be strict but fair. Play no favorites. All Scouts and parents must understand the need for obedience to the instructions of swim leaders.



## SOME RULES FOR SAFETY

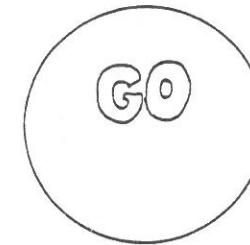
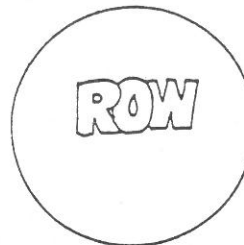
If the victim is within reach - extend a pole or sturdy stick for him to grab and pull him to safety. Or use any other object that is handy and long enough.

Tie rope to inner tube. Throw tube as a wheel rolls - loop 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.

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.

If the first three steps can't be used as a **LAST RESORT** swim to the victim. Do not attempt a rescue beyond your swimming ability. **Get help quickly.**

Kick off your shoes - disrobe quickly, keeping your eyes on the 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.



## DEN ACTIVITIES

- \* Make a simple buddy board and have buddy tags for all the boys and 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 requirement
- \* 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 setting 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 deep
- \* Have the boys learn the basic safe rescue methods as illustrated by the words: "**reach, throw, row, go, tow.**" 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. 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. See "Cub Scout Water Fun" and "Backyard U.S.A." 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, and use survival floating techniques. The following are some good beginners games:

1. Catching ball in shallow water
2. Passing water ball while standing in water
3. Tunnel ball - passing a ball back and between the legs
4. Cat and Mouse - cat outside circle, mouse inside.
5. Spoon and Ping-Pong ball relay
6. Kick board race for 10 to 25 yards
7. Relay race in shallow water, running and gliding on stomach.

Have a swimming spell down 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 the back with both arms out.
3. Steamboat (arms forward and feet do crawl kick)
4. Duck dive (surface dive).
5. Log roll (arms and feet extended, roll the body).
6. Front somersault.
7. Pendulum float.

Study about the water pollutants in the lakes and rivers in your area and their affects on the uses of water for consumption and recreation.



## SNORKELING

Porpoises live out their whole lives in the water. Of all the mammals, they are probably the most skillful swimmers. It follows, therefore, that the closer you can come to imitating these swift and friendly creatures, the more easily you'll swim and the more you'll enjoy the water.

Just a few pieces of simple equipment and a little practice are all you need to start making the water your second home. The key to fun and adventure in water is a simple, J-shaped plastic tube with a soft rubber mouthpiece fitted on one end. This is a snorkel tube. When the snorkel is combined with a rubber face mask that has a glass face-plate, you can swim face-down in the water while you breathe through the snorkel. Add a pair of swim fins and you can slide, streamlined, along the surface of the water while you enjoy the underwater world below, with your vision enormously improved by the presence of the face mask.

There are a few sensible safety rules that go along with snorkeling.

Before you try snorkeling, you should be able to swim at least 100 feet comfortably.

When you buy your face mask, make sure the headband fastens near the face plate. A dark color is best, and no bright metal parts should show on the rim of the face plate or the buckles of the strap if you plan to swim in tropical waters. Test the mask by fitting it over your eyes and nose, without the head strap, and inhaling gently. The suction should hold the mask in place easily if the fit is good. Keep on trying masks until you find a comfortable one.

Be equally careful in choosing your swim fins. There are two types - adjustable and slipper style. It is easier to find an adjustable pair to fit your feet, and they are usually cheaper. The slipper style is more expensive and must be carefully fitted. Slippers offer greater foot protection on rough terrain.

A snorkel should be a simple, curved, semi-flexible tube. The mouthpiece fits on the short end of a J-shaped tube. The long end of the "J" should not extend more than 12 inches above the mouthpiece. Longer tubes interfere with breathing. The long stem of the "J" should be straight with no curves or valves. When worn with the mask, the snorkel tube runs from your mouth, under the strap of the mask in front of your ear, and above the back of your head.

Practice with your mask and snorkel in shoulder-depth water. If the mask fogs up and obscures your vision, rub the inside of the face plate with saliva and rinse it out. Excess water in the mask can be cleared by pressing the top of the mask against your forehead and exhaling through your nose. The snorkel tube can be cleared of water with a sharp puff of breath before you start to inhale. Breathe naturally through the snorkel. If you pant, you will soon find yourself dizzy.

Swim fins will more than double the normal power of your swimming kick.

Use an easy flutter kick or scissors kick, bending your knees more than normal. Breast stroke, crawl, or dog-paddle with your arms. Don't try for speed.

With a swim buddy, whose skills equal your own, you can begin to explore deeper water with the use of a boat, raft, or float.

# ARTIST

**T**he Artist Activity Pin isn't expected to make an artist of every Webelos Scout, but rather to help him better understand how the artist works and what he is trying to express. For many people, art is a vocation, the way they make their living. For others it is a recreational activity which may develop into a lifelong hobby.

## DEN ACTIVITIES

- \* Invite a school art instructor or an artist to your den meeting to talk about basic art and to answer any technical questions on the requirements which may come up. As design is basic in all art, have the 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.
- \* Let the boys study the color wheel and practice combining paints making shades and tints with tempera or water-color. Ask boys to make a profile of a family member and an original picture at home.
- \* Have modeling clay and material on hand for making models. See Webelos Scout book for instructions on modeling a head.

## MAKE MOBILES

Webelos Scouts will learn to be more observant in this activity pin area as they learn to differentiate between colors, tints, and shades. They should appreciate and be more aware of design and color in nature as they learn about these elements of art. They can develop creativity as they practice design and work on sculpturing, mobiles and construction.

Answers to "homeomorphic" families quiz on next page

Family 1---A

Family 2---B U

Family 3---C Q

Family 4---D I R

Family 5---E K

Family 6---F N

Family 7---G T W

Family 8---H M X

Family 9---J O

Family 10--L S Y

Family 11--P V

Family 12--Z

# DESIGN

Many different shapes can be made with a simple piece of string. Tie the ends and lay it down in patterns such as;



All of these designs are alike in one respect. They have one interior and one exterior.

Your string could also be laid out in these designs:

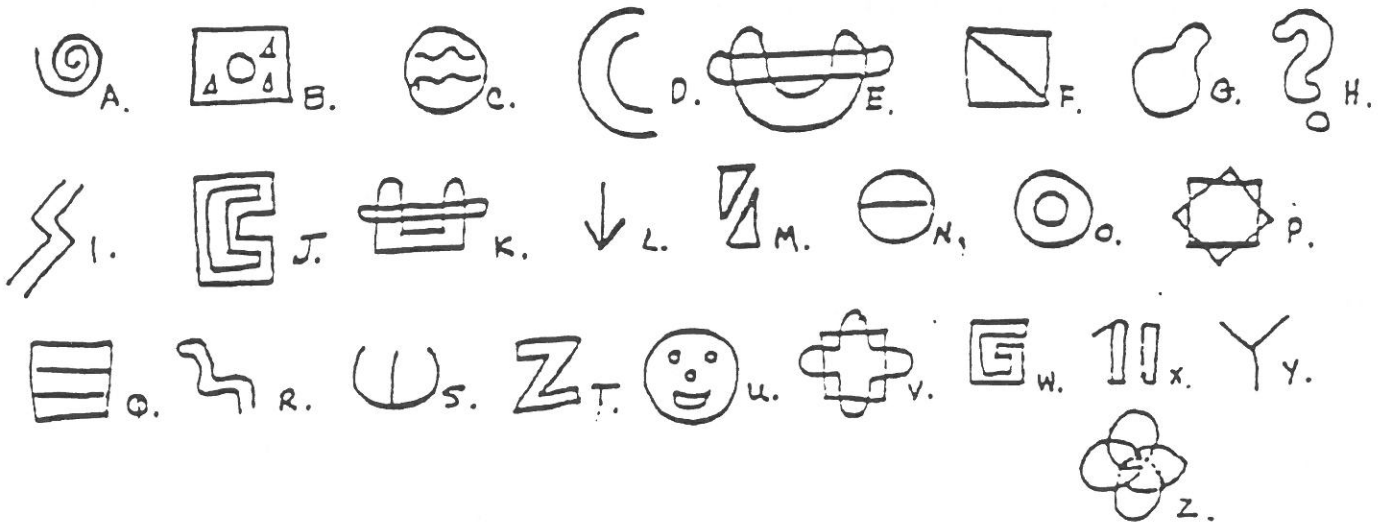


All of these designs are alike in one respect. They have two interiors and one exterior. Each one is really a different version of the other. The most important location in each design is point A.

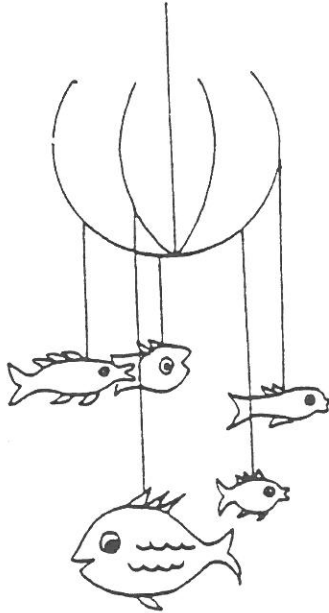
The following designs are also different versions of the same thing. Each is a simple closed figure in the center with two "legs" attached to it.



Drawings which are really different versions of the same basic pattern are called "Homeomorphic". Below you see 26 different designs which belong to 12 different families. Try to group these designs into Homeomorphic families.

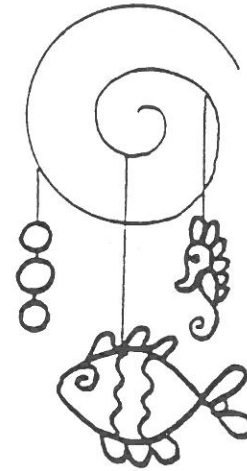


Instructions and suggestions for making mobiles can be found in the Webelos Scout Handbook. Here are some more ideas which you might like to try.



**FLYING FISH**

Fish are cut from construction paper and decorated as desired. They are hung from a coat hanger frame with sewing thread. Try airplanes or rockets, too.



**UNDERSEA SYMPHONY**

Wire loop is made from coat hanger wire. Objects are formed from colored pipe cleaners, and hung with sewing thread.



**FAMILY PORTRAIT**

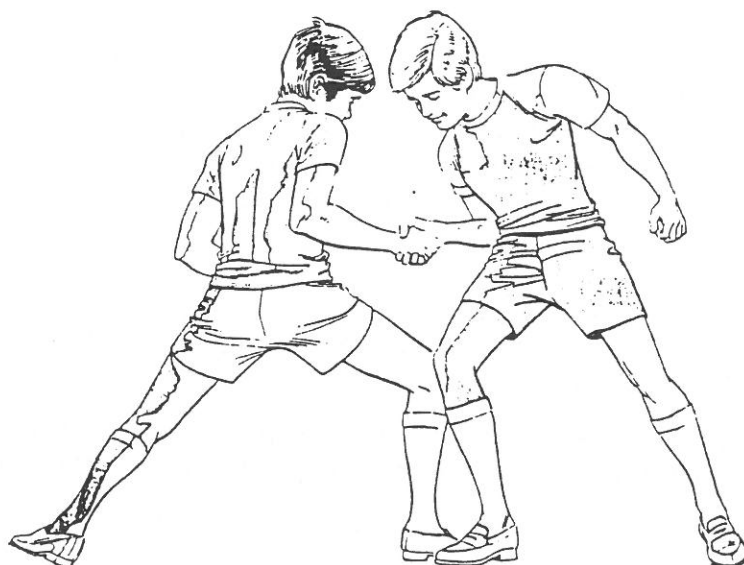
Cut out objects from construction paper which represent hobbies of favorite things of each member of your



# ATHLETE

**W**ebelos Scouts are bursting with energy and eager to impress their Webelos leader with their physical powers. They already have the physical skills necessary to pass this pin when they first enter the den, it is a natural "first" activity pin. **Athlete is one of four optional pins which may be used to fulfill the requirements for the Arrow of Light.** The Webelos leader, by giving some encouragement and praise, can make this pin a solid foundation for a good relationship with the boys for the coming year.

If you ask a Webelo Scout what his most priceless possession is, you will receive a variety of answers. It is doubtful if any nine or ten year old will recognize the important part his body plays in his life. This pin gives the leader a chance to impress on the boys the importance of keeping physically fit.



## DEN ACTIVITIES

- \* Attend a high school or college athletic event.
- \* Invite a professional athlete to den meeting to discuss exercises, training rules and why they are important.
- \* Practice light, loosening-up exercises to be done before strenuous exercises.
- \* Review requirements with boys and have a demonstration on correct way to do exercises.
- \* Help the boys set up a regular schedule of exercises with a chart for keeping records of activity and improvement.

## PACK ACTIVITIES

- \* Exhibit individual fitness records, indoor gym equipment
- \* Demonstrate fitness tests, exercises, dual contests (see Webelo Scout book).

## AGILITY EXERCISES

Perform these exercises within the designated time limits. Rest two minutes between each set of exercises.

### Set 1 - 8 minutes

**Fish Flops** - lie flat on your stomach, arms and legs extended and off the ground. Rock back and forth (2 minutes).

**Grass Drill** - run in place, drop to the ground and bounce up again (2 minutes).

**Quick Foot-Knee Touch** - drop quickly to one knee and bounce up again. Alternate knees (2 minutes).

**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 minutes)..

REST TWO MINUTES

### Set 2 - 6 minutes

**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 minutes).

**Bear Hug Take-Down** - two players, one standing behind the other. Player in rear grasps other player around arms and chest and tries to pull him down. Reverse positions and repeat (3 minutes).

**Setups** - 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 seconds).

**Palms** - extend arms to the front, palms down, wrists locked. Turn palms inward and outward in quick, short movements (30 seconds).

**Wrists** - same position as palms (above). Rotate wrists clockwise, then counterclockwise (30 seconds).

**Forearm Twist** - arms extended sideward and 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 minute).

## Muscle Builders for Cellar or Yard

Try riding a broomstick to Samson-strength. Or stretch the living snap out of a bike inner tube and put the snap into your reaction time; in short, build your own muscle-builders this summer, use them indoors or out, in good or bad weather.

**"Start simple, begin small"** is the rule here, even if you do have the important goal of powerful muscles and fast response to meet any emergency.

Use that discarded broom handle to develop power in your wrists, fingers and forearms. Simply hold the handle at the top - in either hand - and "walk" the handle upward with your fingers until you reach the lower end.

Strengthen upper arms, chest and shoulders this way: Knot a stout rope at the middle of the broom handle and fasten the other end of the rope to a bucket of sand on the floor. Use both hands to rotate the handle so the rope winds up, raising the bucket. Now, change pace use both hands to grab the ends of your broom handle, lean forward a bit and try, to jump over the handle without letting loose. Broom handles can break this way, but we guarantee you won't step on your own hands.

Take a deep breath, relax a minute, then hold the handle behind you, horizontally. Keep your palms up as you grip each end. Elbows must be kept close to your body too. Then bring the broom handle over your head and down to your waist. Sound simple? It is, but you'll feel your back muscles ripple, just the same.

Exercise needs variety to build up your entire body. So, have a variety of muscle-builders - make dumbbells and barbells at home, using tin cans, pipe and concrete.

For barbells, set one end of a three foot pipe in the center of a No. 10 can, fill the can with concrete and let it harden. Then, stand the other end of your pipe in another No.10 can, fill with concrete and let it harden. The same rules can be used to make dumbbells - only use a piece of pipe about a foot long for your handle, and one-pound coffee cans for holding the concrete.

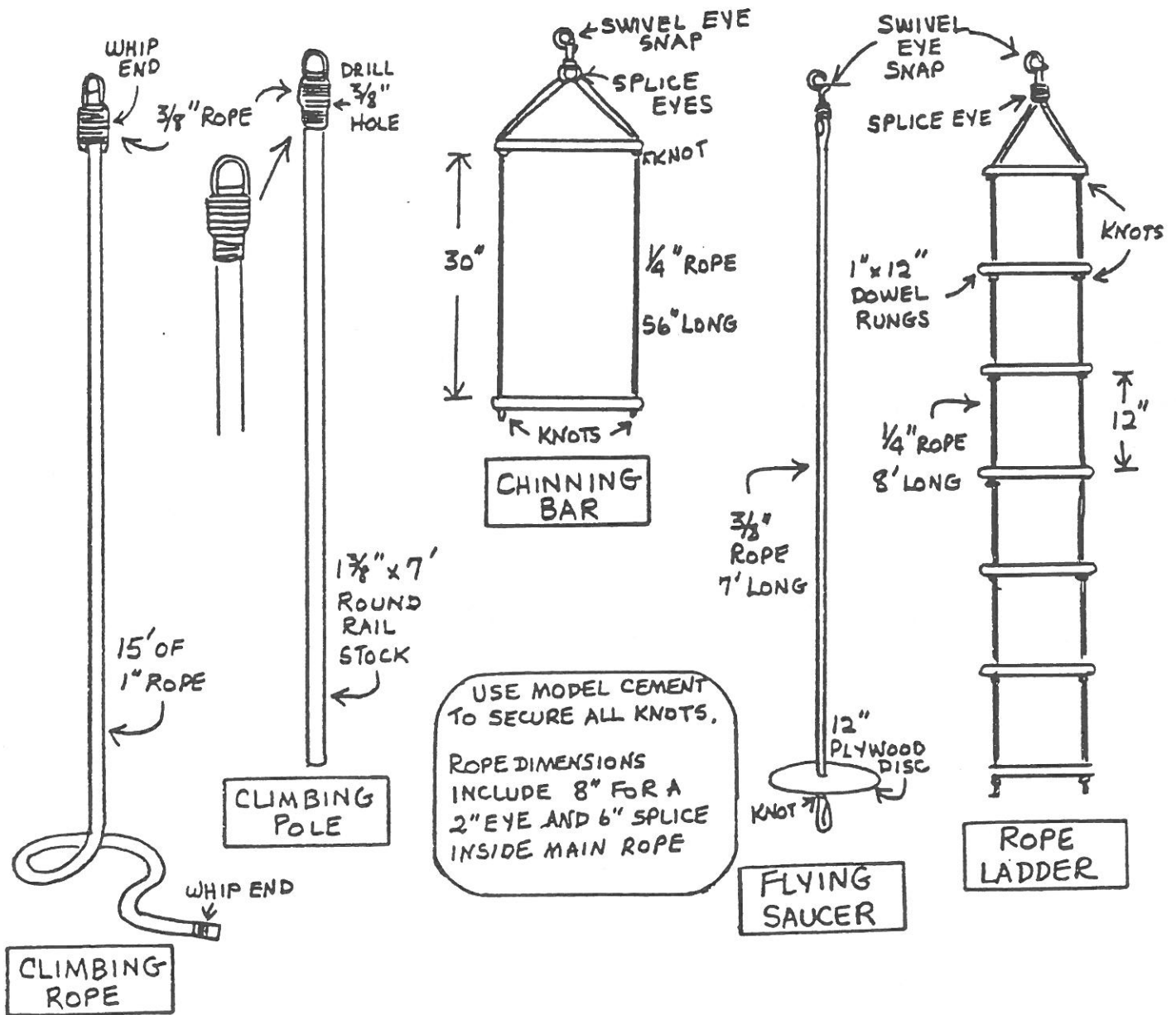
Discarded inner tubes are great muscle-builders,too. It's always possible to get used bike tubes, so try them for these limbering-up exercises: Cut the tube's circle in half, then loop it behind your hips, gripping the loose ends with both hands. Keep your elbows at your sides, then stretch the tube forward as far as you can. Do this eight or ten times.

If you have two bike tubes, loop both of them around an upright pole, then lie face down and slip each foot through the loops of rubber. Pull against the tube, one leg at a time,with the tubes resting just around the heels. A half dozen tries at this exercise will do as a start. You can increase the number of "pulls" after a week or so.

Most of these exercises are not easy at first. But you'll be surprised how much easier they are after several weeks practice.

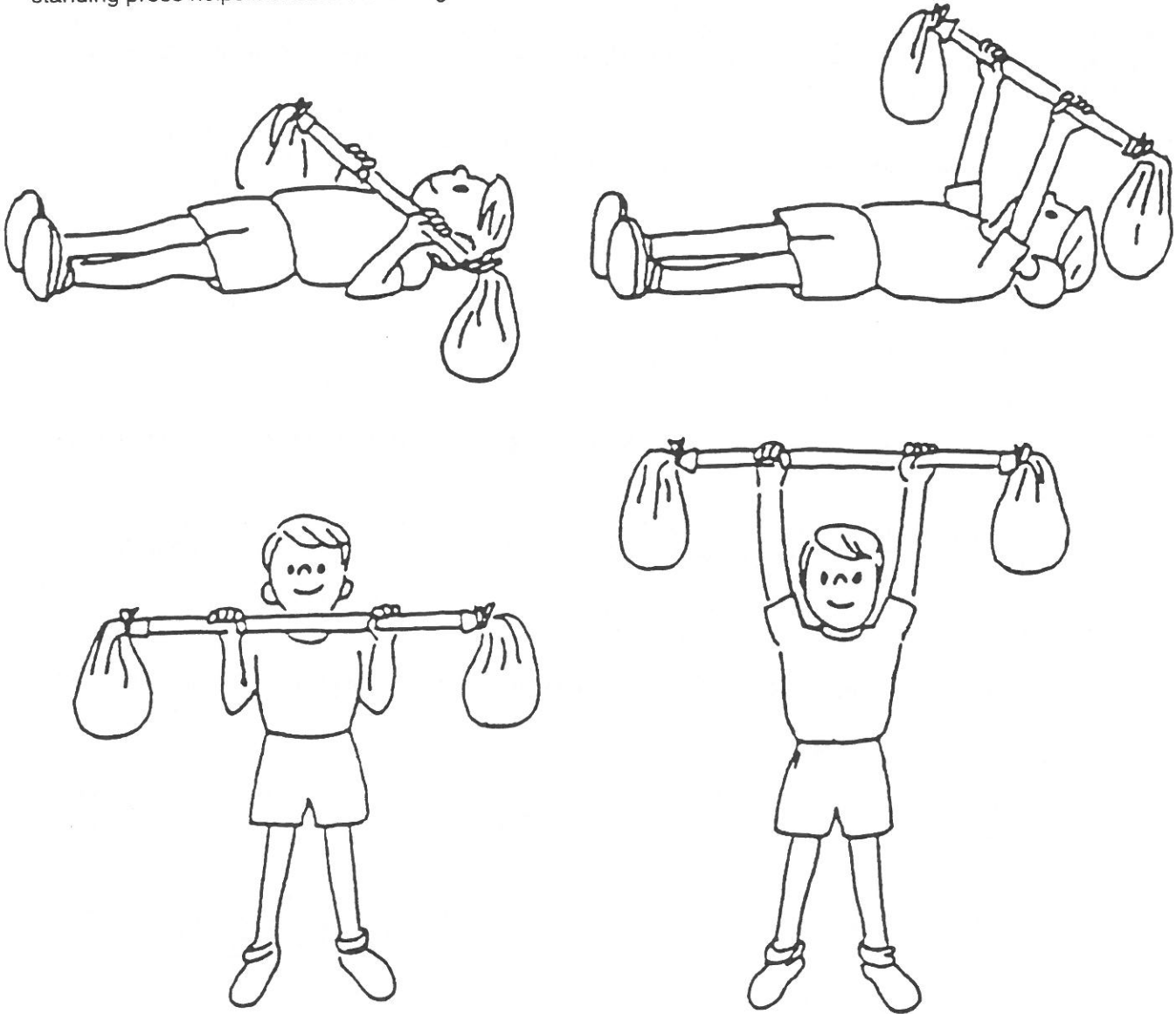
# Sky Hook Gym

With this sky hook gym you can set up your own physical-fitness program. The apparatus can be interchanged just as fast as you can unstrap one piece of equipment and snap-fasten another of your choice in its place. The gym is designed for use indoors or outdoors. For outdoor use, all you need is a suitable tree limb from which you can hang a large pulley and suspend the sky hook line. For indoor use you can use a garage doorway which has an eight-foot clearance. All equipment is designed to be hung from a heavy-duty overhead hook or screw eye eight feet above the ground. Braided polypropylene rope is used because it is 40 percent stronger than Manila. Two sizes of rope are used - 3/8" and 1/4". The swivel eye snap hook is used.



**Athletes are strong.** But they also have agility and coordination. Agility permits the athlete to move quickly in any direction. Coordination means muscles do quickly what the brain orders. Webelos Scouts can improve their strength, agility and coordination while earning the Athlete Activity Pin.

To make homemade barbells you need a broomstick and two strong sacks (or maybe an old pillowcase.) Fill each sack with five pounds of sand or gravel. Wrap the mouths of the sacks around the broomstick, about four inches from the ends. Tie in place. The prone-press exercise helps develop the chest. The standing press helps increase the strength in the arms.



Try this for a month. Every other day do 20 minutes of pull-ups, push ups, and sit-ups. Work hardest on the exercise with which you have the most trouble. You do not need special equipment to complete the Athlete Activity pin. If you don't have a bar for practicing pull-ups, balance a broom between two chairs. Pull ups are easier this way. But if you can do six pull ups in this manner, you should be able to do three on a regular chinning bar. After practicing, you may find that push-ups from the floor are too easy. Make them harder by putting your hands on the seats of two chairs, fingers pointing forward. Keep your body straight and dip as low as you can. Then up. Then down. If it still is too easy, put chair and try again.

# CITIZEN

**T**he Citizen Activity Pin is one of the requirements for the Arrow of Light Award. This is a good pin to start the boy on when he joins the den. The written requirements and readings may be done at home with parents. Which continues the importance of parent involvement in the Webelos den.

This pin area is also of interest to the leader, because he can learn much about his 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 pin.** 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 presents the pin to the boys. This pin can be fun, or it can be just "another piece of paper to write." It's up to you.

## DEN ACTIVITIES

- \* Discuss requirements with boys. Decide on a good turn for school, church or community.
- \* Boys make logbooks to record their work on the pin.
- \* Plan a special good turn for the next pack meeting; such as setting up chairs, 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. 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

- \* Is helpful
- \* Takes pride in achievement
- \* Practices good manners
- \* Practices health and safety rules
- \* Is patriotic and loyal
- \* Takes care of property
- \* Is honest and dependable
- \* Practices fair play
- \* Is kind
- \* Respects authority
- \* Practices thrift
- \* Has good work habits



## THE LAW OF SELF-CONTROL

1. **I will control my tongue** and will not allow it to speak mean, vulgar, or profane words. I will think before I speak. I will tell the truth and nothing but the truth.
2. **I will control my temper** and will not get angry when people or things do not please me. Even when indignant against wrong or contradicting falsehood, I will keep my self-control.
3. **I will control my thoughts** and will not allow a foolish wish to spoil a wise purpose.
4. **I will control my actions.** I will be careful and thrifty and insist on doing right.
5. **I will not ridicule nor defile the character of another.** I will keep my self-respect and help others to keep theirs.

### A CREED

Lord, let me not in service lag,  
Let me be worthy of our flag.  
Let me remember when I'm tired,  
The sons heroic who have died,  
In freedom's name, and in my way,  
Teach me to be as brave as they.

In all I am, in all I do,  
Unto our flag I would be true.  
For God and Country let me stand,  
Unstained of soul, clean of hand.  
Teach me to serve and guard and love,  
The starry flag that flies above.

EDGAR A. GUEST



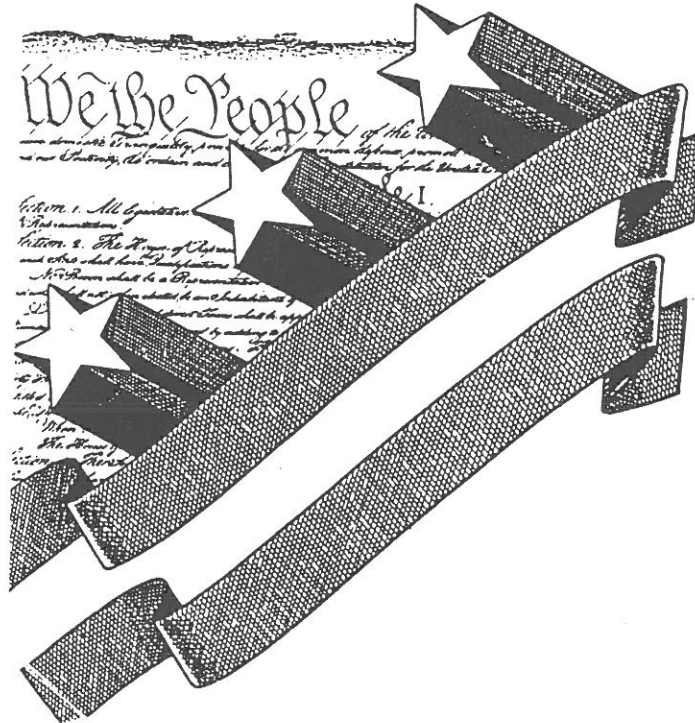


# YOUNG PEOPLE'S BILL OF RIGHTS

Regardless of race, color or creed.....

The right for me to have:

1. The affection and guidance of understanding parents.
2. A decent home in which I may be adequately fed, clothed and sheltered.
3. Religious guidance and training.
4. A school program which offers me opportunity for development to my full potential.
5. Constructive discipline for the development of good character, conduct and habits.
6. Security in my community against influences detrimental to proper development.
7. The individual selection of wholesome recreation.
8. Life in a community in which the well-being of children is considered of primary importance.
9. Good adult example.
10. A job for my ability, training and experience.
11. Protection against physical or moral employment hazards which make wholesome development difficult.
12. Health services to prevent and treat disease and to permit my mental, physical, and social development.



## CRAFTSMAN

**W**ebelos Scouts who have spent a year or two in a Cub Scout den before coming into the Webelos den will have had some experience in craft work. Chances are they will have already worked with simple woodworking tools. But most of them probably have not done much in leather or tin craft. This is an excellent opportunity for a boy to gain some knowledge in these skills.

To earn the pin, the boy must complete 10 craft projects. There is no way these can all be completed at den meetings, so here is a chance to involve the parents. Have the boys secure help from their fathers at home. You can also enlist the help of the fathers in furnishing tools to be used during den meeting.

### DEN ACTIVITIES

- \* List tools needed to complete the pin.
- \* Visit furniture factory, lumber mill, or lumber yard.
- \* Make a tool chest or bench hook for sawing.
- \* Select projects to work on.
- \* Have a birdhouse building contest.
- \* Invite someone to give a demonstration on the safe use of tools.

### PACK ACTIVITIES

- \* Exhibit tool display: wood, leather, and tin craft work by boys.
- \* Demonstrate proper use of wood tools, leather tooling, aluminum tooling.

### WORDS OF WISDOM

- \* Be ready to assist when needed, but don't be so liberal with your help that it becomes your project rather than the boys.
- \* Encourage every boy to put forth his very best effort and reserve your praise for projects worthy of compliments.
- \* Watch for signs of discouragement. Help boys when they seem to be having trouble.
- \* Make sure that all projects are carefully planned before they begin, so the boys know what they're making, and how it will be done.
- \* Help each boy understand safety practices and take safety precautions where needed, and know sharp tools are a necessity and are used with care and safety.

## THE USE OF A HANDSAW

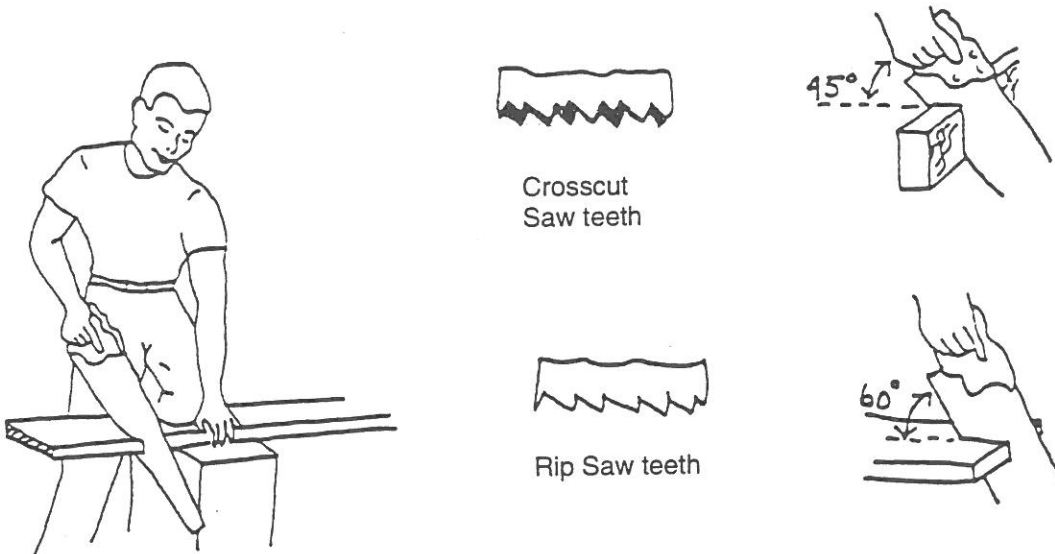
Handsaws have come a long way since the earliest Stone Age man made his by chipping notches in a piece of stone or flint. Today's saws are made of steel, with handles designed for a firm grip and with two different types of teeth. These two very important saws in a wood worker's tool kit are a rip and a crosscut saw.

While both saws look alike in size and shape, a close examination of the teeth will disclose several differences - the shape and spacing of the teeth, and the way the teeth are filed. Rip-saw teeth are designed to cut with the grain of the wood and so are straight-filed, each tooth cutting as a small chisel. Crosscut saw teeth are designed to cut across the grain and so are bevel-filed, each tooth cutting the wood fibers like a sharp knife. Both saws have a "set" in the teeth ... that is, alternate teeth are bent outward slightly, so the saw kerf will be slightly wider than the thickness of the blade to provide clearance and make cutting easier. High quality saws are taper-ground for the same reason.

The most popular size of rip and crosscut saws is 26 inches, with five or five and one-half teeth (points) to the inch for rip saws and eight or ten teeth to the inch for crosscut saws.

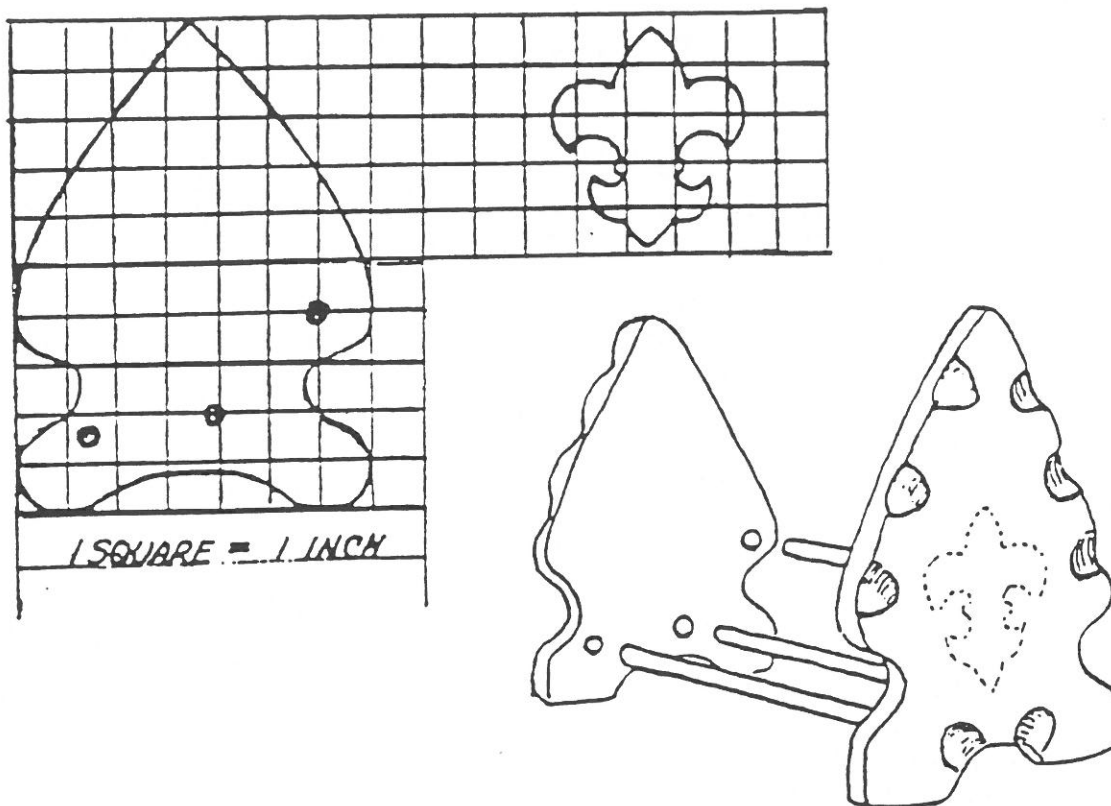
To rip a board, hold at 45 to 60-degree angle. Take long, easy strokes. Don't force saw. To start a cut, use thumb as a guide for blade. Extending your forefinger on handle, helps to steer saw in straight line.

For crosscutting, hold the saw at an angle of 45 degrees. Steady the board so it does not vibrate.



**IT ISN'T AS IMPORTANT WHAT THE BOY DOES TO THE WOOD, AS WHAT THE WOOD DOES FOR THE BOY.**

# BOOK RACK



Keeping your Scouting books, and other books that you are reading, in this rack will help you find just the book you want quickly.

It also helps to keep your room in order. Making this book rack is not difficult and is a good woodworking project.

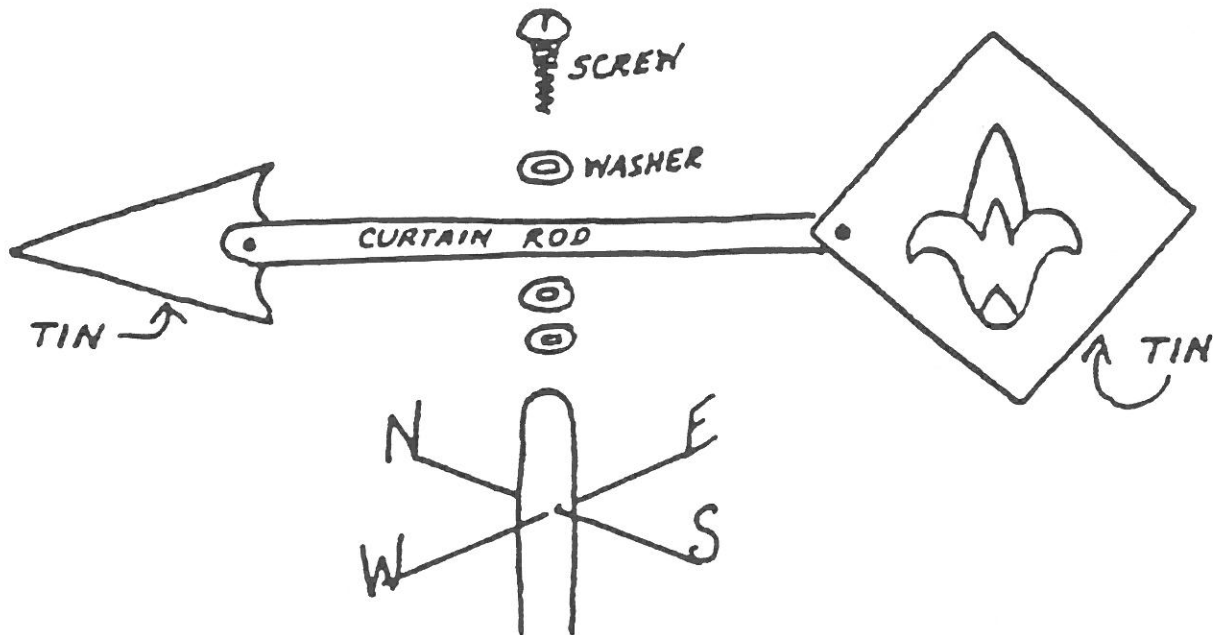
The end boards of the rack are cut out in the shape of a huge Indian arrowhead. See template for pattern. These are cut from one-half inch hardwood. Sandpaper the edges off smooth and "chip" the edges with a half-round file. The chip grooves are made on the outside of the end boards only. The inside surface is left smooth.

Three, one-half inch dowels are used for the spreaders. They are 12 inches long, and the ends are glued into holes made in the end boards. These holes must stop short of going through. The proper location of these holes can be determined from the pattern. When boring the holes, be sure to make the ends right hand and left hand. Otherwise, you will be in trouble.

A thin piece of plywood about 1/8 inch thick is used for the Scout emblem. Make one for each end and glue them in place as indicated in the illustration. The rack can be finished any way you desire. It can be stained and lacquered, or finished natural. If you like bright colors, it can be painted with enamel. The emblem should be a contrasting color.

- Boy's Life Magazine -

## WEATHER VANE

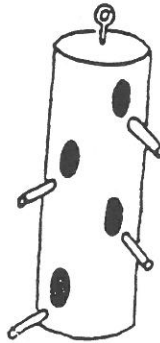
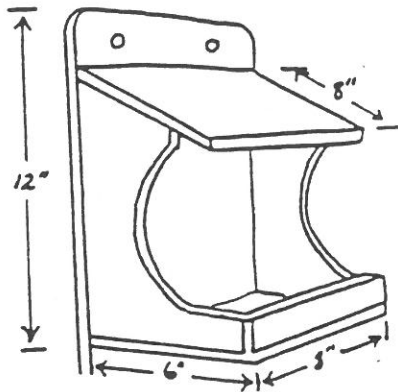


- MATERIALS**
- 20" Curtain Rod
  - Coathanger Wire
  - Tin or Aluminum
  - Broomstick or dowel
  - Bolts, washers, screws
  - Glue
  - Enamel Paint

### CONSTRUCTIONS

1. Using patterns enlarged from above illustration, cut arrowhead, Webelos insignia and compass point initials from tin. Roll edges so they will not be sharp and dangerous.
2. Paint with enamel.
3. Bolt arrowhead and Webelos insignia to ends to curtain rod.
4. Drill small holes in 4 sides of broomstick.
5. Solder initials to wire. Glue ends of wire in holes of broomstick.
6. Punch hole in middle of curtain rod.
7. Screw curtain rod to top of broomstick, using washers, so arrow will swing freely when the wind blows.
8. When installing vane, be sure that the stationary compass directional initials point correctly, i.e., N, due North, etc.

## BIRDHOUSES AND BIRDFEEDERS



Birdhouses should be durable, rainproof, cool, and easy to reach for cleaning.

Wood is the best material. Avoid the use of metal, as it becomes unbearably hot if hung in the sun.

Make the roof slanted to shed water with an overhang to protect the entrance hole from a driving rain.

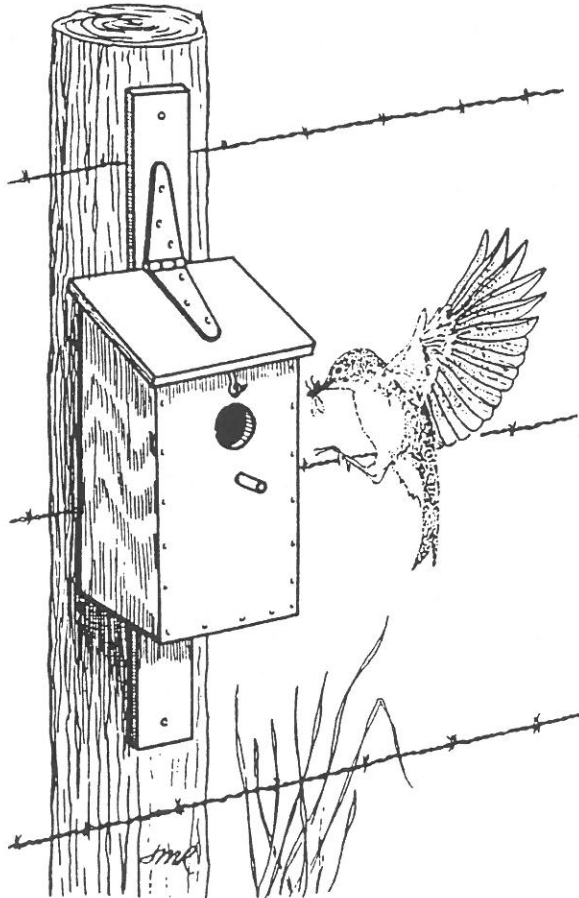
Suet feeders are good for attracting birds. Make these from 2" x 2" logs or scrap lumber about 16" long. Bore holes 3/4" deep and wide at a slight angle. Holes should be above each dowel perch. Sand the top and varnish to prevent wood from weathering. Insert eye screw at top and hang on low branch. Fill holes with suet.

### BIRDS WON'T LIKE YOU IF YOU

- \* Make the opening too small.
- \* Place the house in a tree accessible to cats, squirrels, and small children.
- \* Hide the box in a dense woods.
- \* Fail to protect birds nesting.

### YOU ARE FOR THE BIRDS IF YOU

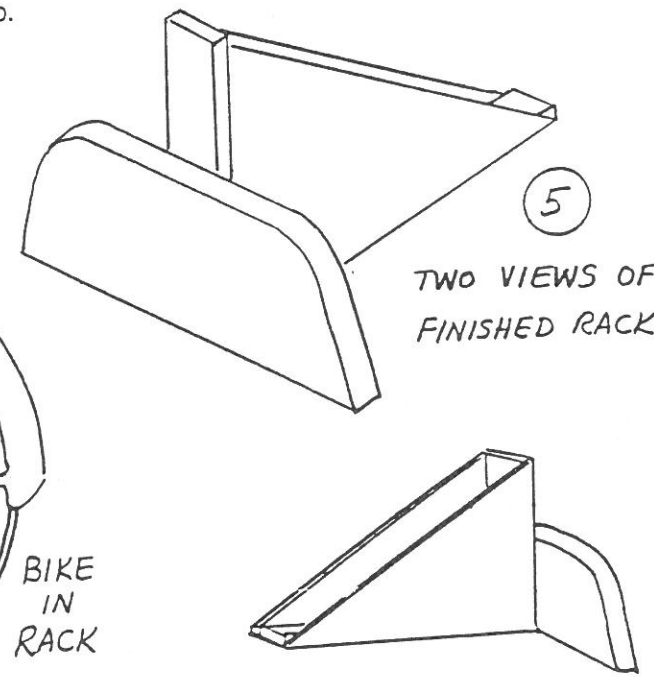
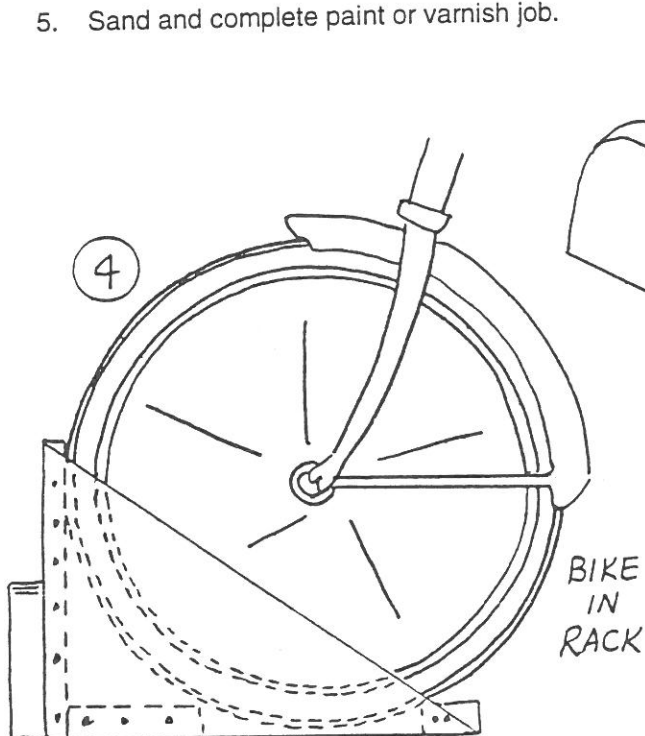
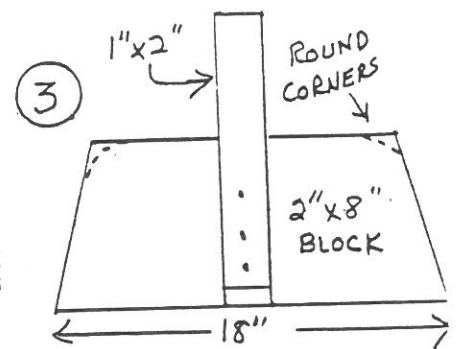
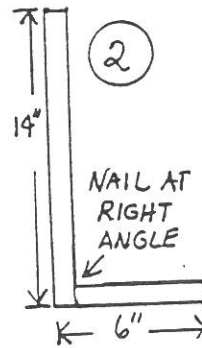
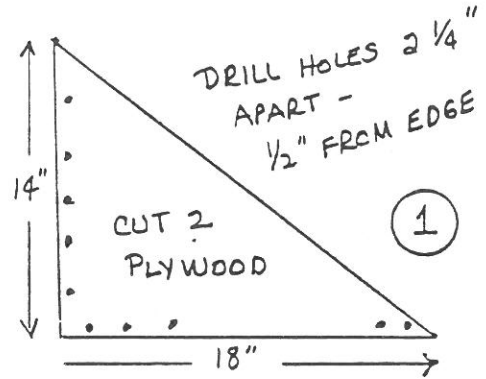
- \* Place their house on a pole.
- \* Set houses fairly low and space them far apart.
- \* Keep houses in partial sunlight.
- \* Corner or back house into prevailing winds.



# BICYCLE RACK

**Materials** a piece of 1/2" plywood 14" x 18" (for medium-weight bicycle with 24" wheels)  
 a two-foot length of 1" X 2" wood  
 an 18" length of 2" x 8" wood  
 No. 6 flathead screws 1 1/4" long  
 six-penny nails  
 white glue or powdered resin glue  
 varnish or paint  
 hammer, screwdriver, saw, drill

1. Cut plywood triangles. Drill holes as shown with a 5/32" drill. Paint or varnish the inside of the plywood now. It will be difficult to do it after the rack is assembled.
2. Cut the 1" x 2" pieces. Nail the two longest pieces at right angles.
3. Cut the 2" x 8" piece. Attach the nailed 1" x 2" with screws. Paint or varnish the 1" x 2" now. (Note the right angle is fastened to the 2 x 8 with screws from the inside.)
4. Fasten the plywood triangles in place with screws through the pre-drilled holes. Don't forget the small piece of 1" x 2" that joins the tips of the triangle.
5. Sand and complete paint or varnish job.





# CATAPULT

## MATERIALS NEEDED

**CATAPULT ARM** 3 popsicle sticks (cut 1 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 of drinking straw; 6- 1/2" wood screws.

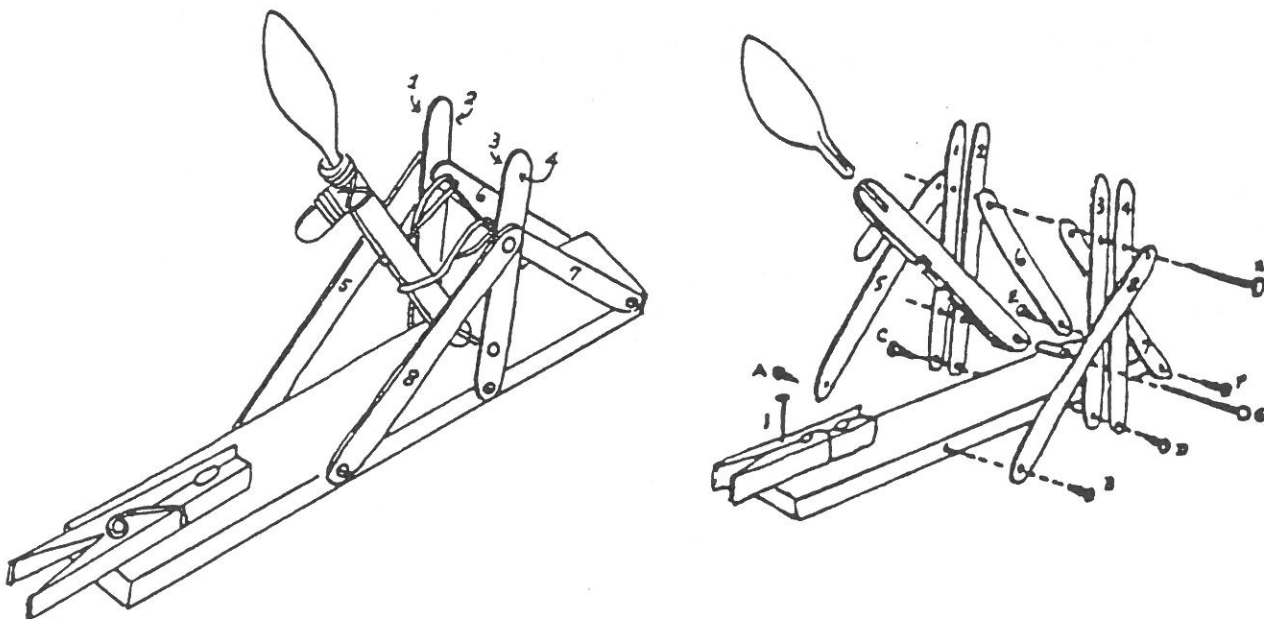
**TRIGGER** one clamp clothespin; 1-3/4" nail

**MISSILES** Clay balls about 3/4" in diameter wrapped in aluminum foil.

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 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 these) in the bottom edge of arm. 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. Sticks 1, 2, 3 and 4 each receive 3 holes. These should all be in line with each other. The diagonal sticks 5, 6 and 7 and 8 receive a hole through each end. One hole will be for a screw and the other for a nail.

Assemble the catapult by screwing stocks 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 stocks 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 stocks 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 "L". Now, fire away.



# SCHOLAR

**T**he requirements for the Scholar Activity Pin are clearly stated in the Webelos handbook, but the Webelos Den Leader can assist his Webelos Scouts in these ways:

Help expose the boys to other school people outside the classroom. Arrange to have a teacher or school principal meet with your den to set the stage for this activity pin. A visit to the board of education or school superintendent's office by your den would let the boys meet some of the important people in their school system on an informal basis.

You can be an influence in the Webelos pattern of thinking by stressing the importance of education in your attitude toward the Scholar activity program. Boys of Cub Scout age are in the most receptive period of their life to learning. You can guide them in establishing a good foundation and thirst for knowledge, now.

Here are some suggestions to help you increase the value and effectiveness of the Webelos Scouts' own education which you can work into the den program.

1. By keeping physically fit, the boy is more likely to get the most out of school.
2. Emotional health is as important as physical health. Help him with his emotional development. Encourage him to talk about his problems and listen when he does. Pat him on the back when he does well.
3. Help each boy lead a balanced life. Studies should be counter- balanced with recreational and social activities.
4. Help him to make wise use of his time. Horace Mann wrote - "**Lost, yesterday, somewhere between sunrise and sunset, two golden hours, each set with sixty diamond minutes. No reward is offered, for they are gone forever.**"
5. A boy feels about school, to a certain extent, according to how he thinks adults feel about it. He's watching you for guidance.
6. Activities outside the classroom strengthen and extend the learning that goes on in school. His Webelos program is enhancing his education, and you, as his Webelos den leader, are an integral part of his growing-up process.

Help your Webelos Scouts see that school and the Scholar pin are important parts of their learning processes.

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 boy is doing something as often as possible, and under your good guidance, he will be learning the skills that will help him get more out of life and be a better citizen.

- Cub Scout Program Helps -

## BRAIN TEASERS

Take the number of pennies in a dollar. Multiply by the number of thirds in a circle. Divide by the number of inches in a foot of string. Subtract the number of nickels in a quarter.

ANSWER: 20

Take the number of toes on both feet. Multiply by the number of pints in a quart. Add the number of months in half a year. Subtract the number of thumbs on two hands. Divide by a dozen oranges.

ANSWER: 2

## LITTLE WORDS FROM BIG WORDS

This word game is ideal for budding Cub Scout geniuses. It is a good indoor game for a rainy day. The game is to see how many smaller words you can make out of the big ones. Complete answers are not given, but the approximate number of small words that you can find are given in each case.

- |                   |                   |
|-------------------|-------------------|
| 1. consolidate    | at least 59 words |
| 2. adhesive       | at least 30 words |
| 3. belligerent    | at least 21 words |
| 4. intolerable    | at least 37 words |
| 5. emphatic       | at least 48 words |
| 6. hieroglyphics  | at least 20 words |
| 7. intelligent    | at least 27 words |
| 8. captivate      | at least 36 words |
| 9. ingredient     | at least 17 words |
| 10. tabulate      | at least words    |
| 11. miscellaneous | at least 53 words |
| 12. sentimental   | at least 39 words |

## WORDS AND LETTERS

Here is a list of twelve words, each of which can be represented by a single letter of the alphabet. See if you know the letters.

- |                             |                         |
|-----------------------------|-------------------------|
| 1. an insect                | 7. a printer's measure  |
| 2. a beverage               | 8. an organ in the head |
| 3. an exclamation           | 9. a vegetable          |
| 4. a river in Scotland      | 10. a puzzle solver     |
| 5. a question               | 11. deep and wide       |
| 6. a line of waiting people | 12. forever             |

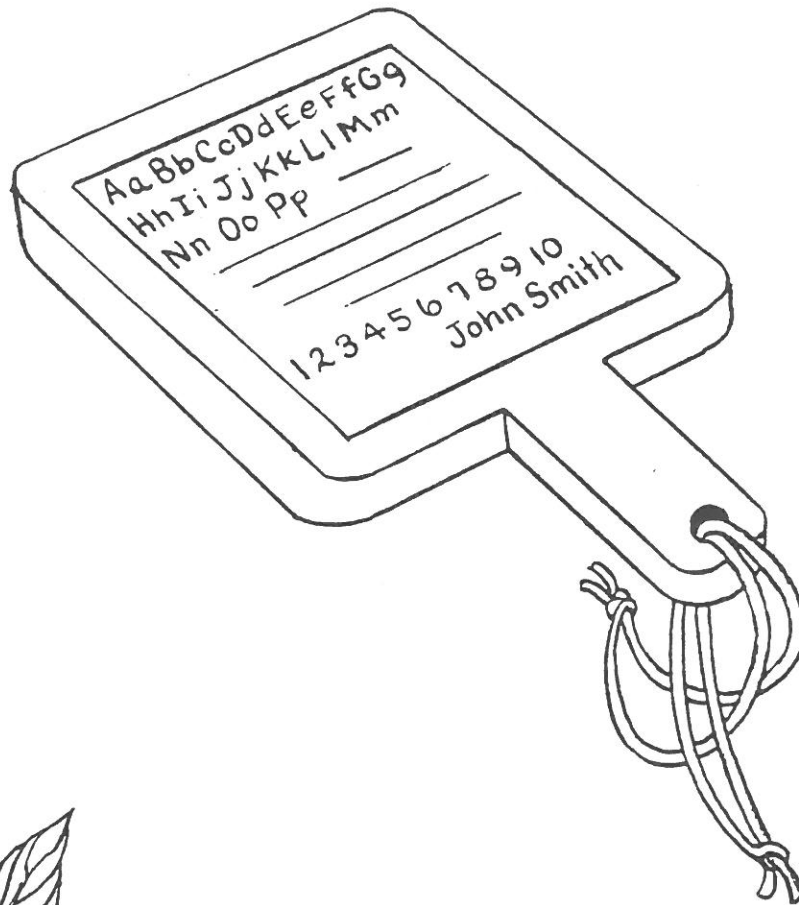
### ANSWERS

- |              |             |
|--------------|-------------|
| 1. B - bee   | 7. M - em   |
| 2. T - tea   | 8. I - eye  |
| 3. O - oh    | 9. P - pea  |
| 4. D - dee   | 10. U - you |
| 5. Y - why?  | 11. C - sea |
| 6. Q - queue | 12. A - aye |

## HORNBOOK

The hornbook was a paddle-shaped board used in colonial times as a type of studying board. It contained letters of the alphabet and numbers. It was covered with a thin sheet of cow's horn to keep it clean.

You can make your own horn book by using a 3/4" thick board, but into a paddle shape. Drill hole in handle to string leather thong through. Draw letters on white paper. Stain board; then place paper on board. Cover board with plastic wrap secure on backside with tape.



## QUILL PEN & INKWELL

Inkwell is made from a baby food jar. Cover top with circle of cardboard with hole poked through for pen point. Cover jar with salt- flour clay; let harden; then paint as desired.

Turkey feathers make quill pens nicely. Trim off the rounded tip of feather. Split through middle of shaft for about half an inch, using an Xacto knife. Cut away one side of split part. Sharpen remaining part of tip into a point. Dip into ink, shake off excess and write. Do not press down too hard or point will get dull quickly or perhaps even break. Point can be sharpened with Xacto knife.

# COMMUNICATOR

**Y**ou are already a communicator. So is every other human being. A communicator is one who gives information.

We all do that constantly. We tell or show what we know, how we feel, and what we think.

Every time you speak or write, you are a communicator. You communicate in other ways, too. When you yawn, smile, or frown, you are showing other people that you are sleepy, happy or unhappy. You can also communicate by drawing pictures and by sign language and codes.

Sometimes we use machines or other devices for communicating over long distances - the telephone, telegraph, and computer. You might also send messages by code, using flags or lights.

Communications is a big field. You can sample that field as you earn the Communicator activity pin.

## DEN ACTIVITIES

- \* Invite a member of the Rotary Club or the Toastmasters International to visit your den and give examples of body language.
- \* Visit a meeting of these organizations to observe how communications is given.
- \* Ask a member of the local amateur radio organization to visit your den or allow the den to visit his base station to see how communications is arrived at using the International Morse Code.
- \* Listen to a CB radio or find an active Citizens Band Radio Club in your area to tell your den how the radio can help.
- \* Visit the local library or your school library to find out how the books are indexed to locate them easier.
- \* Local radio stations or television stations can show your den how they receive communications from around the world through the use of micro transmitters or satellite stations.
- \* Communications can be carried out in many forms. Try to locate the local organization that teaches the deaf to sign and see if they might be willing to teach the den a few basic words or phrases.
- \* Find out if one of the dads in the den has his own personal computer and see if he is willing to show each of the boys how it works and allow them to access the computer base.
- \* To find out the many job opportunities in the communication field, check with the local Chamber of Commerce to locate companies that use communication as a basis for employment.

# BODY LANGUAGE GAME

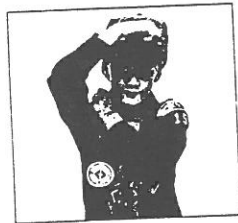
To play this game, give your den members paper and pencil. Ask them to think about feelings they can show by body language only - without making a sound. Have them make a list of at least five feelings they can show.

Den members take turns showing one of their feelings. The others try to guess what the feelings are. The den leader or den chief can be referee and decide whether the body language really does show the feeling.

If a den member guesses correctly, he gets one point. If nobody guesses correctly, the boy who performed the body language gets one point. The final winner is the boy with the most points.

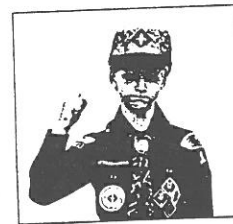
Here are examples of feelings that can be shown by body language:

Happiness or pleasure—big smile



Fear—covering head with arms

Unhappiness—big frown



Anger—shaking fist

Indifference—shrugging shoulders



Probably you can think of other body language that shows feelings.

# TELLING A STORY

Most of our communication is by speaking and listening. Therefore, it is very important that we learn to speak so that everyone understands what we are saying and to listen carefully when others are speaking. It's also important to ask questions when you don't understand or want more information.

For requirement 2, you tell your den about something you have done and answer questions. Suppose you plan to...



# SIGNAL CODES

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	• — — — —		

Today most messages that go long distances are sent by voice radio. Police officers, fire fighters, and taxi drivers keep in touch with their home bases by voice radio.

But some older ways of sending messages are used, too. Morse code by blinker and flag signals are used on Navy ships when they want to keep radio silence. Ham radio operators learn to send Morse code, too.

As a Boy Scout, you may learn how to send Morse code by buzzer, or wigwag flags. You may also learn to signal by semaphore code.

Practice with your den. See if you can send a short message by Morse or semaphore. The codes are shown as follows:

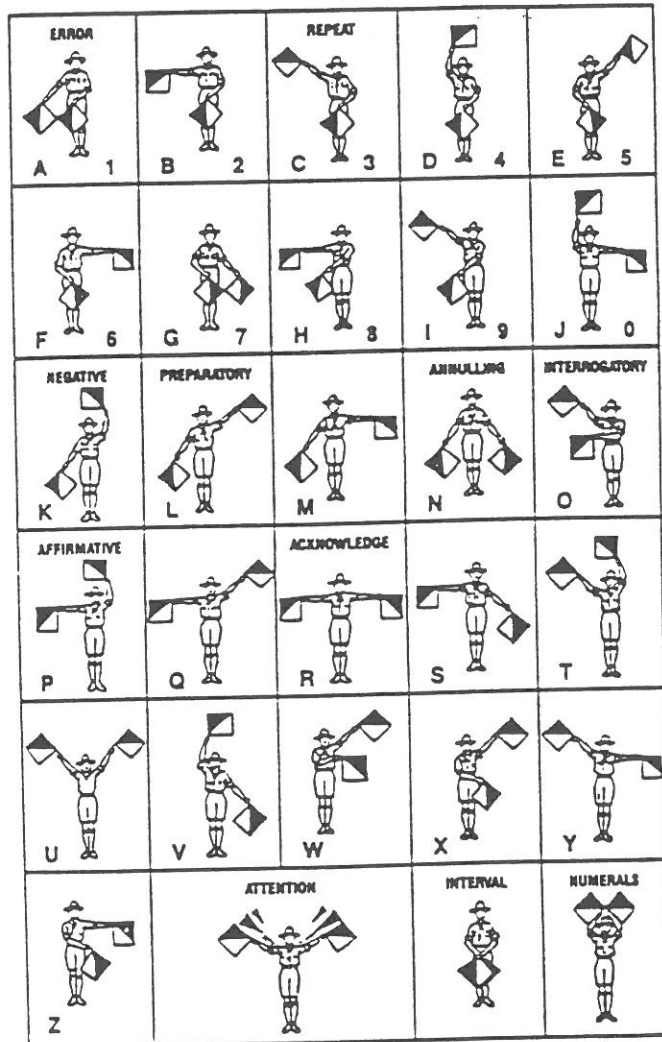
Experts say that the best way to learn Morse code is by sound. You can make a practice device if you buy a buzzer at a hobby store. A simpler practice sounders is shown here. But it makes only a click when you press the key, so you must use two clicks for a dash, one for a dot. Cut metal parts from a tin can and screw to wood block. Drive two nails in the receiver block. Wire as shown. Use a 6-volt battery with two terminals on top.

International Morse code may be sent by ham radio, by sounding a whistle or bugle, or by blinking a light with flashlight or mirror. It can also be sent by a single flag; a swing to the right is a dot, to the left is a dash.





Semaphore code uses two flags. For each letter of the alphabet, the flags are in a certain position.



## THE TELEPHONE AND CB RADIO

You have already used the telephone hundreds of times. Maybe you have also used a CB radio.

So why do you need to do requirement 5? To make sure you know how to use the telephone or CB PROPERLY.

How are your telephone manners? When you make a call, do you say, "This is Brian Jones (or whatever your name is). I'd like to speak to Jonathan." Do you remember to say, "Thank you." Do you keep your call short so that other people can use the telephone?

Remember that telephones and CB radios are not toys. They are communication tools. Be polite, while giving your message.

## SECRET CODES

Secret codes are fun. Perhaps you learned how to make and figure out secret codes for Elective 1 in the Wolf Cub Scout Book.

For Requirement 6, invent a secret code that only your den members know. Send them a short message and see if they can decode it.

Here is a simple code that is tough to break, unless you know the secret. The secret: Pick out every third letter.

ATWRQESNBZTELULCAOPVSLBTRVONMUZOT  
GXIRUNMFGHIIWNSYFFDRUTMN




WEBELOSCOUTINGISFUN

**Webelos Scouting is fun.**

B	S	E	A
M	N	I	Y
L	S	E	L
P	Y	I	N

















For a tougher code to crack, try this grid code device. On a square piece of paper, draw lines to make a grid. Put a second piece of paper under the first. Now use a paper punch to make a hole through both sheets in each of the squares. Make curved marks above and below some of the holes on both sheets as shown.

Give one sheet of the code device to another den member. Place the other code sheet over a blank piece of paper. Now you are ready to scramble a message. Let's say you want to code the message, "BILL IS AN ENEMY SPY."

Start at the top left box with the  over it, fill in the first five letters of the message in the holes marked .  
Fill in the next five letters in the holes marked .  
Then fill in the six remaining letters in the unmarked holes.

If an "enemy agent" found the coded message, this is what he would see:

All your den members have to do is put their code device over the sheet. Presto! They are in on the secret.

## FINDING THE TRUTH

All day long, you are receiving information. Your parents, friends, and teachers tell you things. You read books, newspapers, and magazines. You watch television and listen to the radio.

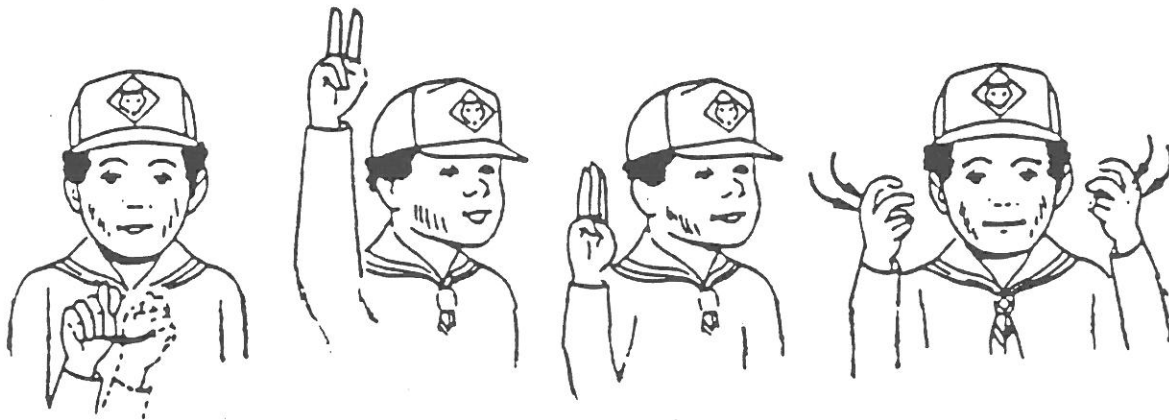
Sometimes what you hear or read today is different from what you heard or read yesterday. How can you tell what's true?

Often it is very hard to know. You might not be given all the facts. Or some facts might be stressed more than others to make you think a certain way about the subject. So it is a good idea to get as many versions of the story as you can. Then make up your own mind where the truth lies.

For requirement 7, you are asked to try an experiment in finding the truth. You and another member of your den tell a story in two different ways. Other members of your den then try to find out which version is true by asking questions. In a way, it's like a trial.

Pick a simple story. For example, you could make up a story based on a missing book. You believe your friend Jim took it. He says he did not.

## THE CUB SCOUT MOTTO

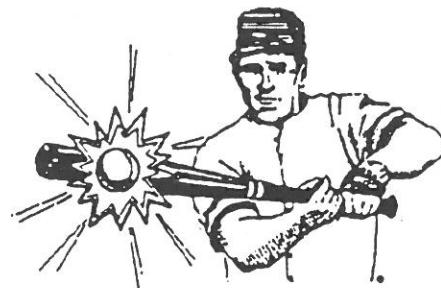


## SPORTSMAN

**T**he Webelos den leader's major objective in this activity pin 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 pin. 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 age 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 pin, 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.



### 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 team work, 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 parent-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.

## WILLIAM TELL SHOOTING GALLERY

Here is a bow and arrow adventure for Webelos Scouts that is easy to construct and operate and can be set up safely. It will provide fun and practice in basic archery skills. It has built-in appeal that keeps a person working to do better.

- The Gallery** Suspend a large tarp or old canvas between two supports such as volley-ball standards, posts, trees, or even in the entrance way to a garage. For targets, prepare some plastic detergent or bleach bottles by painting faces or designs on them and suspending them from various heights in front of the tarp.
- Equipment** This may be borrowed, or perhaps some of the boys already have their own equipment. Straight bows with a 25-pound pull are about right for Webelos Scouts. Arm guards will protect shooters' forearms. These can be made from old canvas, scrap leather, or plastic. The arrows used must have a blunt rubber tip.
- Procedure** Divide den into groups according to number of bows. To reduce the waiting in line, give each boy two or three arrows. Establish a shooting line about 20 to 25 feet from the targets. Remember, boys need success to sustain interest, and the distance can be increased later. A long table or bench could establish a shooting line. After some fundamental instruction and coaching, allow boys to shoot. After a boy has shot all his arrows, be sure he retrieves them before another boy begins.
- Scoring** Scorecards can increase the desire and extra concentration the boy needs to push him to do his best. Start out with 100 points. Shoot 10 arrows; add 10 points for each hit; subtract 5 points for each miss. Boys may buddy up with opponents signing each other's scorecard.

## GAMES FOR SMALL TEAMS

### DRIBBLE THE CIRCLE

Divide den into two teams. Mark two circles of about 18-foot diameter on the ground. Players scatter on the perimeter of their teams' circle. On signal, the first player on each team dribbles a basketball all round the circle. When he gets back to his starting point, the next player repeats the action, and so on until all have run. First team finished wins.

### SOCCER TEN KICKS

Divide den into two teams. Each team tries to kick the ball between teammates 10 consecutive times while the opponents try to intercept and start their own sequence of 10 kicks. As he kicks the ball, each player calls out the appropriate number (1,2,3, etc.). Hands may not be used. The team making 10 kicks in a row without interception wins.

### BUCKETBALL

Two bushel baskets or similar containers are placed on the ground at opposite ends of the playing field. Use a regular basketball. Divide the den into two teams and play regular basketball rules, except that no goal is scored unless the ball stays in the basket and does not turn it over.

# TRAVELER

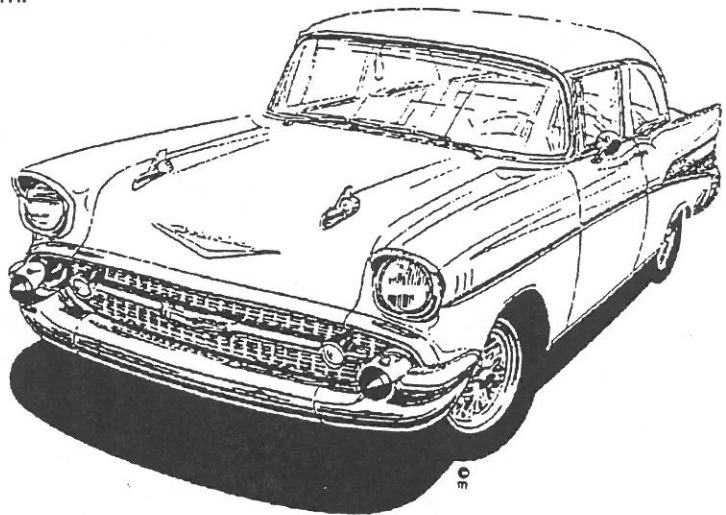
**A**lmost everybody loves to travel. Webelos Scouts are no exception. But not everyone has the opportunity for extensive travel. Obviously you can't give your boys that opportunity while working on the Traveler pin. But you can introduce them to some of the joys of travel and perhaps to a means of travel new to them. Through the pin requirements, the boys will learn to read maps and timetables of railroads, buses, or airlines serving the area. They will use this information in planning trips. They will learn the comparative costs of rail, bus and air transportation. They may take trips with their parents. They will learn to pack suitcases and check to see if family cars have adequate first aid kits.

Earning the Traveler pin will not only help the boys prepare for travel experiences, but it will also enable them to get the most out of any trip they take and to learn more about our country.

Remember that to earn this pin, the boys must be involved in trip planning. The fun is really in the traveling, but with advance planning, you can make the planning periods fun too.

## DEN ACTIVITIES

- \* Visit county, state or national parks.
- \* Take a bus or train trip.
- \* Visit historic sites nearby.
- \* Visit a travel agency or automobile club office and find out what they do.
- \* Calculate cost and speed of a plane trip. Make car first aid kits.
- \* Visit a train depot, bus terminal, or airport, to see inside operations.
- \* Discuss timetables and how to read them.
- \* Have a speed contest of locating specific destinations and how to get there, using maps and timetables.
- \* Teach proper packing of suitcase. Afterwards, have speed contest, stressing neatness as well as speed.
- \* Locate points of interest on city and state highway maps.
- \* Prepare a list of travel agencies and transportation media available in your area.



## SUGGESTIONS FOR DEN PROJECTS

Learn about places of present-day interest as well as those of history areas from the State or local Chambers of Commerce or travel information centers. Help the boys locate these points of interest on state highway maps.

Prepare an adequate first aid kit for family cars. It takes only one emergency to make its worth appreciated. Here is a recommended list for a car first aid kit:

### Small plastic, wooden or metal box containing:

roll of 2-inch gauze bandage  
sterile gauze dressings  
cravat bandage  
sunburn ointment  
insect repellent

soap  
bakingsoda  
tweezers  
small scissors  
jackknife

### Additional emergency supplies for the car:

two 3 X 17 inch splints (1/4 inch thick)  
tow chain or rope  
flares or red flags.

fire extinguisher  
flashlight

Visit an airport. If possible, take the boys aboard a plane where they can see the instrument panel in the cockpit and other intricate items.

Plan a den trip by public transportation. Let boys help plan it: itinerary, comparative costs, schedule, ticket purchase. Keep the cost moderate so every boy can go.

## TRAVELCODE

Rules, discipline and good conduct are essential for a successful trip. Have your boys develop their own rules and standards for their family and den trips this month, subject to their guidance and approval. Encourage them to use seat belts they help save lives, and to follow the rules of the road. Signs, signals, and other road safety markings are insure for an enjoyable experience.

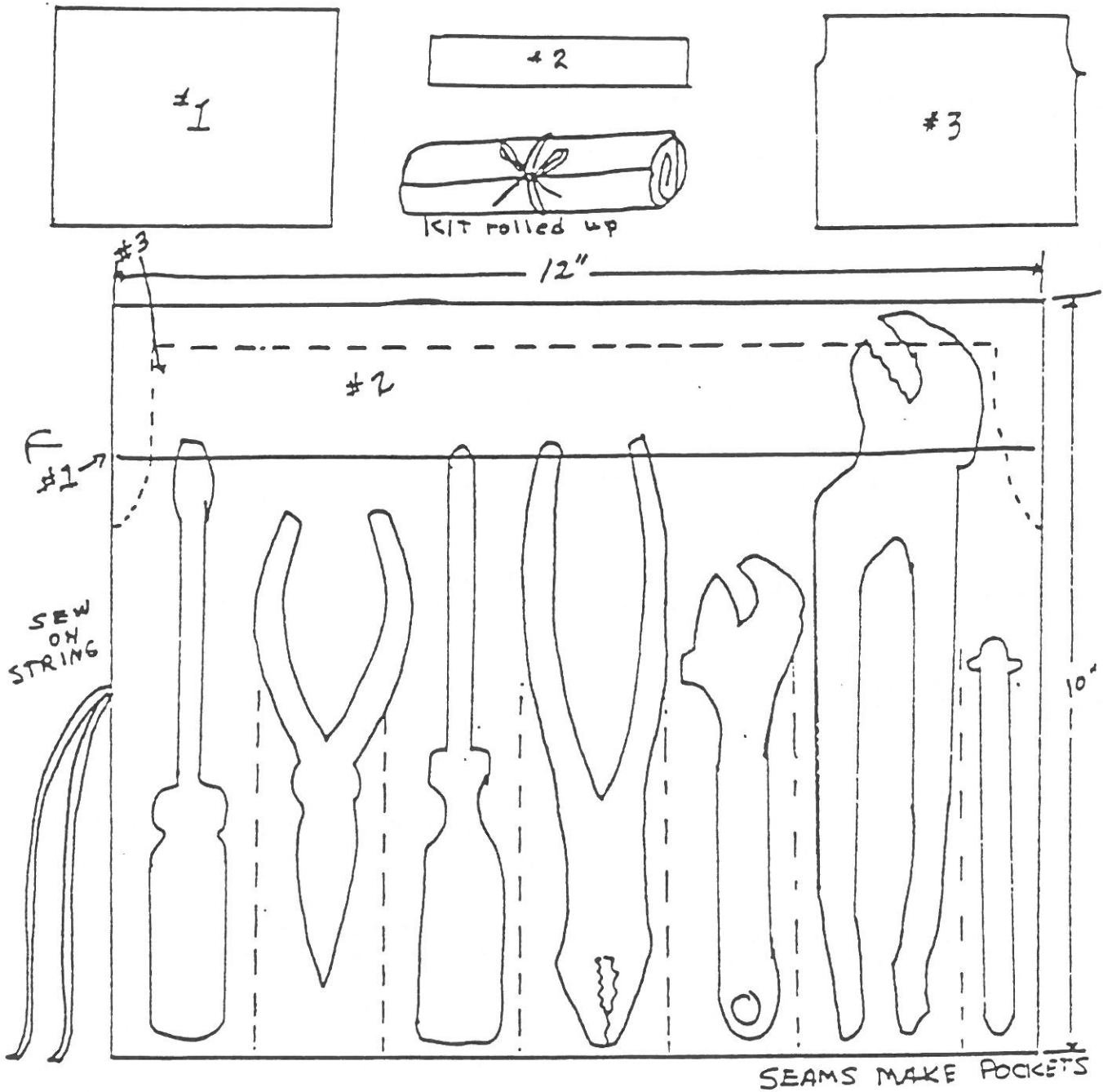
-Cub Scout Program Helps-





# TRAVEL TOOL KIT

This handy carrier will fold up small but still carry a great many things useful for any kind of trip. This is an auto repair tool kit, but you can change the tools to make a bicycle kit or boat kit. Made from denim or canvas.



## FITNESS

**Y**our body is a wonderful machine. It is much more complicated than the fanciest car or the fastest computer. But your body needs the same kind of care that experts give to machines.

What does that mean? It means that you must give your body the right fuels- a balanced diet. You must avoid putting harmful substances into it. Your body needs rest and exercise, just as a car needs maintenance.

As you earn the Fitness activity pin, you will learn how to take care of the world's most wonderful machine--your own body.

### DANGERS OF SMOKING AND CHEWING TOBACCO

Why do some kids smoke and chew? They do it because they think it makes them grown up.

In fact, it makes them look a little stupid. Many grownup have given up smoking and chewing because because scientists have shown that these habits are very bad for your health.

#### CIGARETTE SMOKING HAS THESE BAD EFFECTS

- \* It causes lung cancer, heart disease, and other ailments.
- \* It reduces a person's ability to breathe deeply. Athletes who smoke cannot play as hard or as long as those who don't.
- \* Smoke may irritate the eyes, making them red and sore.
- \* Smoke stains teeth and fingers.

Chewing tobacco may not be quite as dangerous as smoking, but it has bad effects on your body. The tobacco may damage the delicate tissues of your mouth and causes diseases. And it certainly will stain your teeth.

Using tobacco is like putting sand in the gas tank of a new car. The beautiful car won't run and the engine will be ruined.

#### DANGERS OF ALCOHOL AND OTHER DRUG AND INHALANTS

Drinking alcohol and doing drugs is even more dangerous than smoking. Probably you have seen someone who has drunk too much beer, wine, or liquor staggering down the street. Does that look like fun?

It isn't. Alcohol has many bad effects. It slows down the brain and body. It destroys balance. It may make a person see double. Alcohol makes some people do bad things that they would never consider when they are sober. Drunk drivers are responsible for thousands of deaths on our nation's highways.

A person who drinks too much for several years may suffer from serious illnesses of the liver and other organs of the body. Some other drugs are prescribed by doctors to ease pain or relieve symptoms of disease. But **all** drugs are dangerous. They should never be taken without a doctor's prescription.

Sniffing glue and inhaling the fumes of paint thinner or gasoline can be dangerous. These substances contain toxins that can affect the liver, kidneys, and muscular system of the body. Inhaling these poisonous substances can also cause psychological problems.

Stay away from inhalants and drugs and people who sell them on the street. Marijuana, cocaine, heroin, 'speed', pep pills, LSD, and other illegal drugs bring nothing but trouble.

Some drugs make a person drowsy. Some make it hard to know what is real and what is a dream. Other make a person hyperactive so that he cannot relax and rest.

**ALL ARE BAD NEWS. OVERDOSES ARE OFTEN FATAL.**

### EXERCISING FOR FITNESS

Exercises and most sports will strengthen parts of your body and make you more fit. For requirement 5 you are asked to choose six exercises that will strengthen various parts of your body and do them for 30 days.

**Here are ideas for using them:**

Arms and shoulders - bicep builder, bridge, pushups, and pullups.

Back - trunk stretch, butterfly and trunk bend.

Abdominal muscles - situps, and leg stretch.

Legs - Squat thrust and duck fight

Do a few of these exercises for 15 to 30 minutes each day. You will find that your body gets stronger in just a few weeks.

Running and swimming are excellent for strengthening heart and lungs. If you play sports regularly, you may already be doing enough running. If not, you can improve your fitness by jogging a mile every other day.



# SHOWMAN

**T**he Showman Activity Pin has something for every Webelos Scout. For the "ham" actor, there's drama ... for the shy boy, puppetry ... and for almost every boy, music. After working on this pin, your boys should be able to provide some good entertainment for pack meeting or for a den family night.

You might decide to use as a theme for the Showman pin, the Cub Scout theme of the month, so all the entertainment at pack meeting will be coordinated. Then again, your boys may have some ideas of their own about a good theme to follow.

It is doubtful that you will produce any skilled entertainers, but the pin should help expose the Webelos Scouts to theatre and musical arts, and perhaps build self-confidence in some of them. It's bound to be fun.

## DEN ACTIVITIES

- \* Attend a high school play.
- \* Invite a high school drama teacher to explain and demonstrate make-up techniques.
- \* Use a tape recorder to record boys' voices so they can hear how they sound.
- \* Write a puppet play and make puppets to go with it. Write a one-act play for pack meeting.
- \* Visit a costume shop.
- \* Plan a den family night of entertainment. A variety show including musical numbers, a play, and a puppet show would be fun.
- \* Make a puppet stage from cardboard boxes.
- \* Boys bring their favorite records and play them for the den.
- \* Take your entertainment to a children's home or hospital as a good turn.
- \* Make a shadow puppet screen and shadow puppets. Discuss stage directions and what they mean.

## FOLK SONGS

Folk music is as old as man himself. Adam may have sung folk songs to Eve. (Or was it the other way around?) And primitive man probably sang folk songs, keeping time by clapping his hands. As long as there have been people, there have been folk songs. You may not be able to carry a tune, but we all enjoy singing folk songs. If "Turkey in the Straw" sounds like "Home on the Range" the way you sing it, they're both still folk songs from vastly different backgrounds. "Turkey" is an old minstrel tune first popular about 100 years ago. Its melody is from a common Irish piper's reel. "Home On the Range" is a cowboy song written about 100 years ago in Kansas, and was sung all over the Midwest before becoming popular nationally in the 1930s.

Many of our folk songs were brought here long ago by people who left Europe to escape persecution or to seek a fortune in the new world. Negro slaves from West Africa supplied a rhythm, a beat, and a relaxed and happy sound which are present today in folk music as well as rock 'n roll and jazz. Negro music also gave us the "blues, an important part of both folk and jazz music.

Traditional folk songs are those passed on by word of mouth. Often the words and sometimes the music change over the years. Some scholars think that songs which are written down or recorded are not "folk" tunes. But young, modern singers such as Bob Dylan and Simon and Garfunkel and the songs they write certainly belong in the folk field.

Just as the folk singer comes from many backgrounds, the American folk tune is a mixture of different cultures and music styles. You can hear the sea chantey "Blow the Man Down", a French Canadian tune "Alouetta", a railroading song "I've Been Working' on the Railroad", Southern mountain love song.

"Black is the Color", Negro spiritual "When the Saints Go Marching' In", Negro blues "The Ole Bollweevil Song". They can be old, such as "Greensleeves" an English ballad 400 years old or new such as Bob Dylan, s tunes today.

A unamplified guitar is to the folk singer, what a bus is to a bus driver. But folk singers also play other instruments such as the banjo, lute or mandolin.

We all sing folk songs, but if you want to be a folk singer, perhaps entertaining your friends or someday even being paid to do it - listen to Woody Guthrie, Seeger, Dylan, Burl Ives, copy their styles, learn their songs. Before long, your own style will come out, and maybe you'll write your own songs. You may have some trouble getting your rock 'n roll loving friends to listen to you. But work hard and you may have them singing and strumming along with you.

## VENTRILOQUIST ACT

This is a script which could be used by a boy operating a hand puppet as a ventriloquist's dummy. It isn't likely that a 10-year-old boy will be a very good ventriloquist, but if he makes wide, exaggerated actions with the puppet, the audience's eyes will be on it rather than on him. Or another boy off-stage could be the voice of the dummy.

Ventral: How was your day today?

Dummy. Not very good. We lost a close game in baseball today.

Ventral: Didn't you cook it?

Dummy: No, I couldn't get the fire started.

Ventral: Did you clean up afterward?

Dummy: I cleaned the area and put out the fire.

Ventral: Didn't you do the dishes?

Dummy: That was the easiest part. I let my dog do that.

Ventral: What other pins have you worked on?

Dummy: I worked on Aquanaut.

Ventral: That should be easy. All you have to do is some swimming.

Dummy: I know, but after 15 minutes, I was still in the same place.

Ventral: Fifteen minutes in the same place. You must have been on the bottom.

Dummy: That's where I was. I forgot to fill the pool with water.

Ventral: What was your next pin?

Dummy: Engineer and it gave me trouble, too.

Ventral: What part of it?

Dummy: The catapult. I built one and put a rock in it, and when I set it off, the rock went through the window.

Ventral: Did you work on Naturalist?

Dummy: Yes, but that didn't work out either. The book says to keep a zoo of insects such as ants. I did that and kept them in my room, but they'll ended up in my mother's kitchen cabinets.

Ventral: Did you do anything else?

Dummy: I worked on Scholar. The book says to help another student with his school work. Everything was fine until the teacher graded the papers.

Ventral: Why was that so bad?

Dummy: All the answers were wrong.

Ventral: Have you worked on the Citizen pin? You need that one to get the Arrow of Light Award.

Dummy: That one I had almost perfect, except for a few small mistakes. But it sure got my Webelos leaders shook up.

Ventral: If you only made a few small mistakes, how come your leaders were shook?

Dummy: First I listed that Abraham Lincoln wrote the Star Spangled Banner, and I put the police chief on the fire truck. Then I had Walt Disney as President of the United States and Bugs Bunny as Governor of Oklahoma.

Ventral: You do seem to have difficulty in getting your pins. I hope you can earn them all.

Dummy: Oh, I'll make it all right. But I don't think my Webelos leader will.

Ventral: Why do you say that?

Dummy: When I got into the den, my Webelos leader had a full head of hair, and now he is almost bald.

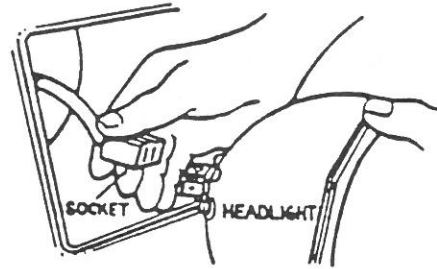
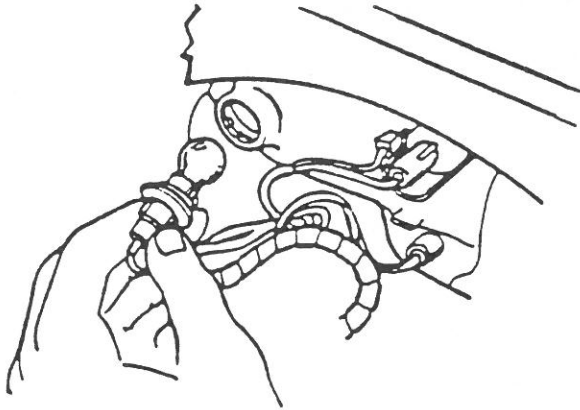
Ventral: Well, after that we'd better say goodnight to everybody.

Dummy: Good night folks.



## REPLACING A BULB

Each car model is different; therefore, it is a good idea to have an adult advise you how to replace a bulb. On many cars the rear lights can be replaced from inside the trunk. Just pull out the light bracket. Remove the old bulb by twisting it and pulling gently. Push the new bulb in and twist it until it feels firm. Put it back in its bracket.



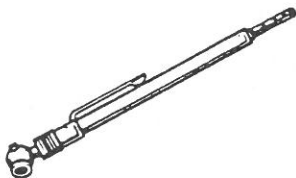
Headlights take a little more work. Use a screwdriver or ratchet wrench to remove the screws that hold the frame in place. Then use a Phillips screwdriver to remove the headlight retainer. Pull the old headlight from the socket. Install the new one by putting it in the socket. Place the headlight into the retainer. Then install the frame.

## CHECKING OIL AND TIRES

Oil allows the parts of the car's engine to move easily and helps keep the car's engine from overheating. It is important to have enough oil in it at all times.

You can check the oil by using a metal rod called a **dipstick**. Ask an adult to help you find the dipstick in the engine. Pull it out and wipe it clean with a rag. Then put it back, all the way in. Pull it out again and look at the markings. If the oil level is below the **add** line, the car needs oil. Put the dipstick back in. Tell the owner that the car needs oil.

### TIRE GAUGE



You need a tire gauge to check tire pressure. Take the cap off the tire's guagevalve stem. Push the tire gauge hard against the valve. The gauge's scale will show the tire's pressure.

## TAKING CARE OF A BICYCLE

A bicycle is a lot simpler than a car. But it is a machine, too, and it needs to be maintained just as a car does.



# HANDYMAN

**W**hen we say someone is a handyman we mean that he can do a lot of different jobs. He knows how to clean things, how to take care of a house and lawn, and how to build things.

While earning the Handyman activity pin, you will learn some of these skills. You will learn how to take care of a car and your bicycle. Fixing things at home and taking care of tools are also part of this pin. When you become a handyman, you will be able to do many things that will help you and your family.

## SUGGESTIONS FOR DEN ACTIVITIES

- \* Arrange for a local mechanic to visit your den or visit his garage, perhaps he can show your den safe ways to change a tire, light bulb, and to check the oil and transmission fluid.
- \* Visit a local bicycle shop and talk with the mechanic to see if he will show you how to do a safety check upon your bike and perform minor adjustments.
- \* If a local bike shop cannot help you check the community for a bike riding club for assistance.
- \* Put on a bicycle rodeo for your pack or den.
- \* Check with the local fire marshal or poison control center to find out how to store household cleaners and materials that will be safe from small children.
- \* Check the garage or storage shed in your house to see if the tools are properly and safely stored.
- \* Check with the local police department to see if they have a program called, "Operation identification", or a program similar to this and find out how to mark valuables in your home for identification.

## CHANGING A TIRE

**Do not try to change a car tire unless an adult is with you.**

1. Set the hand brake
2. Put a wedge under the wheel opposite of the tire you are changing.
3. In the trunk's lid or near the spare tire well, you will find directions for using the car's jack
4. Use the sharp end of the lug wrench (found with the jack) to pry off the hubcap.
5. With the other end of the wrench, loosen the nuts that hold the wheel on the axle.
6. Jack the car so the flat tire just clears the ground. Remove the nuts.
7. When the nuts are off, you can pull the wheel off. Slip the spare tire wheel on over the bolts. Screw the nuts on until it is free of the car. Then tighten one nut as tight as you can. Tighten another one opposite the first. Then tighten all of the others. Ask an adult to help you.
8. Fit the hubcap back into its bracket and kick it to force it in place. Put the jack, lug wrench, and flat tire back in the trunk of the car.
9. The job is done, but remind the car's owner to have the flat tire fixed.

## REPAIRS AND ADJUSTMENTS

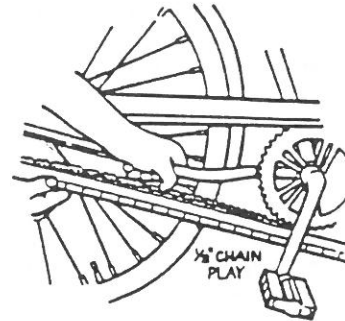
**Chains** If the chain needs tightening, turn the bicycle up side down. Loosen the two axle nuts on the rear wheel with an adjustable wrench. If the bicycle has a coaster brake, loosen the brake arm mounting nuts, too.

Now pull the wheel back until the chain has about 1/2 inch of play in its center. Tighten the axle nut on the chain side. Make sure that the wheel is centered between the fork's arms. Then tighten the other axle nut and the coaster brake arm mounting nuts.

**Tire Repair** To fix a flat tire, you need a tire repair kit. The kit has a scraper, cement, and patches.

Take the wheel off the bicycle. Push the valve stem out of the wheel and then take off the tire and tube. Be careful not to damage the tube more when taking it off the rim.

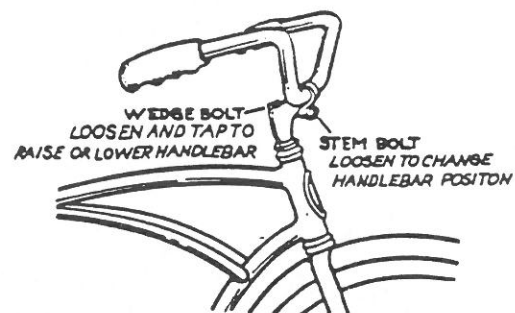
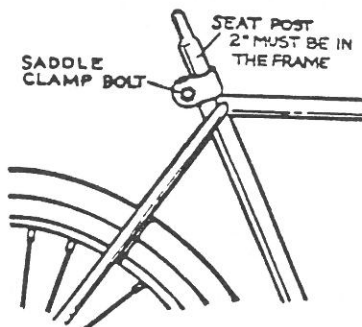
If you cannot see where the hole in the tube is, pump air into the tube. dunk it in a tub of water. Bubbles will show where the air is escaping. Dry off the area around the hole.



Use the scraper to rough up the tube around the hole. Put a light coating of cement around the hole and quickly wipe it off. Then put on another coat of cement and let it dry.

Remove the coating from a patch and smooth the patch over the hole. Roll the cement bottle over the patch to spread the cement evenly and make a tight seal.

Put the tube back in the tire and position the tire carefully on the wheel before you inflate it.



**Seat Adjustment** An adjustable wrench is all you need to adjust the saddle or handlebars.

To change the height of the saddle, loosen the saddle clamp bolt. Wiggle the saddle until it is where you want it. Then tighten the clamp bolt.

# FAMILY MEMBER

**A** family is a group of people who care for each other and share with each other.

The family of many boys includes mother, father, and perhaps brothers and sisters. Other boys live with just one parent or grandparents. Still others live with guardians or in foster homes or boarding schools.

Your family gives you food, shelter, clothing, and love. It teaches you religious beliefs and help's you to learn right from wrong.

In return, you should give the other members of your family your love. And you should learn how to do your share of the work that must be done around your home.

In earning the Family Member activity pin, you will discover how to show your love for your family.

## DEN ACTIVITIES

- \* Arrange for the local fire marshal or one of his investigators to visit your den and talk or demonstrate fire safety in the home and community. Perhaps he can also provide you with a copy of a home inspection sheet.
- \* Call the local health department to see if they can provide information about the dangers of trash and garbage piling up and ways in which your den might combat dump sites around your community.
- \* Visit with your local financial institution to find out how the monetary system works and how saving money as a family unit can be beneficial in the long run.
- \* Contact the local public utility companies, or the enviromental control agency to find out how our natural resources can be saved and what we can do as individuals within the family unit to conserve energy.
- \* With the help of a nutritionalist teach your den to plan meals for the family that cover all the basic food groups and the order in which they are needed. Perhaps your den could also plan a weeks worth of meals for a family and visit a retail food establishment and price the food required to sustain this family and see how it relates to the budget of your family.

## MAKING FAMILY DECISIONS



Most families don't have formal meetings. But when you are all at the dinner table, you probably talk about jobs that need to be done around the house. Maybe you decide whether the whole family should go to the movies on Saturday night, or where are we going on vacation.

Family meetings are important. Talking about things brings all family members closer together.

Say what you think when you are asked for your opinion. Other family members may disagree with you. Don't get mad about it. Remember that they have their own interests and desires, just as you do.

## HELPING YOUR FAMILY SAVE

It takes a lot of money to run a household and buy food for a family. As a good family member, you won't want to add to the cost.

How can you help your family save money? Here are a few ways:

1. Make your weekly allowance, last for a week. Spend it wisely. Maybe you could have a paper route or mow lawns in the neighborhood.
2. Take good care of your clothes and shoes. That saves money.
3. Save energy. The bills for heating your home, electricity and water are a big part off your family's expenses. Save energy by turning off light when you leave the room. Keep the refrigerator door closed, and not wasting hot water when you shower.

## TRASH AND GARBAGE

Garbage attract flies, roaches, mice and other pests that carry diseases. Garbage can be a health problem unless you dispose of it properly. It should be kept in cans with tight lids or sealed plastic bags.

Trash and litter are unsafe. Trash is ugly to look at, and is also a fire hazard. It can also cause bad falls and injuries. Clean it up and get rid of it.



# READYMAN

**T**he Boy Scout motto is **BE PREPARED**. It means that the Scout is always ready in mind and body to do his duty and to face danger, if necessary, to help other people.

He learns first aid. He learns how to swim safely and how to drive his bicycle without danger to himself or others. He also learns how to make his home safer and the safety rules for passengers in the car.

In earning the Readyman activity pin, you will get a faster start on being prepared as a Scout. Many of the things you learn, help you advance as a Boy Scout.

## DEN ACTIVITIES

- \* Ask a member of the local Red Cross or emergency trauma team to visit your den and show you how to save lives by learning:

## HURRY CASES

### SHOCK AND MINOR EMERGENCIES

- \* Learn how to get help from the local authorities such as the police, fire department, ambulance, or hospital, contact the police department to find out how to report or summon help in these situations.
- \* Consult with the local fire marshal, emergency services team, or police department to find out how to plan an emergency escape route, or find where most home accidents are likely to occur in and around your home.
- \* Invite a member of the local Red Cross or a qualified swimming instructor to show your den how to have a safe and fun time at the beach or the local pool.
- \* Build a buddy tag board and use it on an outing that involves water sports.
- \* Consult the Boy Scout Field Book for safe bicycling tips.
- \* When you call for HELP, remember the three W's: WHO, WHAT, and WHERE.

**WHO** - Give your name.

**WHAT** - Explain the matter: fire accident, injury, etc.

**WHERE** - Give the exact location, and the names of both streets or roads at the nearest corner.

- \* Stay on the phone until your message is understood and you have answered all questions.
- \* Sometimes you need to know how to get help but it may not be an emergency. For problems like building code violations and other housing problems, call a department of your city or county government.

## WHAT TO DO AFTER AN ACCIDENT

1. Stay calm and think . This may be hard to do-but try. The victim will feel better knowing you are cool.
2. If the victim seems badly hurt, send someone to get medical help.
3. Do not move a badly hurt person, unless the victim is in further danger.
4. Check the victim for "**hurry cases.**"
5. Treat the victim for shock.

## HURRY CASES

If a person cuts his leg and blood is oozing out, he needs first aid. A broken arm is a serious injury.

Hurry cases are different. Unless you act fast and give the right first aid, the victim may die within a few minutes. **THE HURRY CASES ARE.**

**BREATHING HAS STOPPED.** It must be started immediately.

**BLOOD IS SPURTING FROM A WOUND.** The bleeding must be stopped quickly.

**POISON HAS BEEN SWALLOWED.** The poison must be made harmless.

**HEART ATTACK.** Get help quickly.

### RESCUE BREATHING

**DON'T GIVE UP.** Continue RESCUE breathing until a doctor stops you.

(Refer to Webelos Scout Book page 258-59)

## STOPPED BREATHING

In drowning cases and some other accidents the victim's breathing may stop. It must be started again quickly or the person will die.

Look at the chest. Is it moving up and down? Put your ear to the victim's mouth. Do you feel the victim's breath?

If the answer is no, start rescue breathing. This is a way of blowing air from your lungs into the victim's lungs.

## SEVERE BLEEDING

In a bad accident you might see blood spurting out of a wound. It does not ooze or flow slowly-it gushes out like a fountain. **IT MUST BE STOPPED. NOW!!!!**

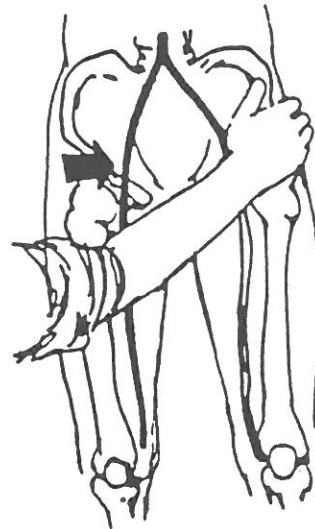
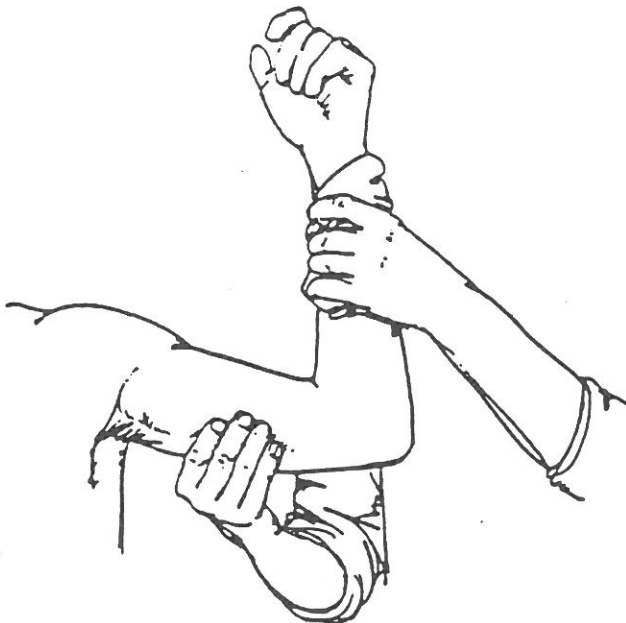
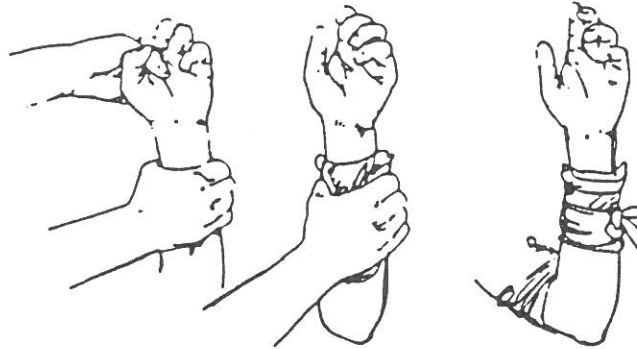
**Grab the wound with your bare hand and PRESS HARD!**

Raise the cut arm or leg above the victim's body. That will help slow the bleeding.

With your free hand, grab your neckerchief, handkerchief, or other cloth. Fold it into a pad and quickly press it on the wound.

Then **PRESS HARD** again. If you can, tie the pad in place with a bandage. Don't remove the pad even if it gets blood-soaked. Put another pad and bandage over the first. Send for medical help.

Direct pressure on the wound usually stops bleeding. If it does not, **PRESS HARD on one of the pressure points.** The arteries that carry blood from the heart are squeezed against the bone. It's like stepping on a garden hose to stop the water.





## POISONING BY MOUTH

Keep all household cleaners, medicines, weed killer, and insect poisons out of children's reach. Most young children will try anything. They will even drink poisons thinking it was something they were suppose to have.

If a child does shallow poison, **DILUTE IT** quickly. To dilute it means to mix with water or milk.

Call a hospital emergency room or poison control center. Tell the doctors what the poison was that was swallowed.

Read the instructions on the poison container. The instructions may tell you what else to do.

## HEART ATTACK

Heart attack is the number 1 cause of death. Most heart attacks happen to adults, especially older people. The signals of a heart attack are:

- \* A feeling of pain or pressure in the center of the chest. It may come and go. Sharp twinges of pain usually are not signals of a heart attack.
- \* Sweating when the room is not hot.
- \* Victim feels like throwing up.
- \* Shortness of breath.
- \* Feeling for weakness.

If you think a person is having a heart attack, call for medical help at once.

## HOME FIRE ESCAPE PLAN

If you should wake up some night and smell smoke, what should you do?

1. Wake up the other members of family.
2. Call the fire department.

Figure out two possible escape routes from each bedroom. If there is a two-story drop from some bedroom windows, the family may have to buy escape ladders. But that's a lot better than having a family trapped in a fire because the only way out is blocked by flames.

## BICYCLE SAFETY

1. OBEY ALL TRAFFIC LAWS.
2. OBSERVE LOCAL LAWS.
3. DRIVE WITH TRAFFIC.
4. WATCH OUT FOR HAZARDS.
5. WATCH OUT FOR CAR DOORS OPENING OR CARS PULLING FROM CURB.
6. DON'T CARRY PASSENGERS.
7. NEVER HITCH A RIDE.
8. BE EXTRA CAREFUL AT INTERSECTIONS.
9. USE HAND SIGNALS
10. DRIVE A SAFE BIKE.
11. DRIVE "DEFENSIVELY."
12. WEAR A HELMENT



**SEE YOU**  
**AT**  
**POW WOW**  
**1997!!**

