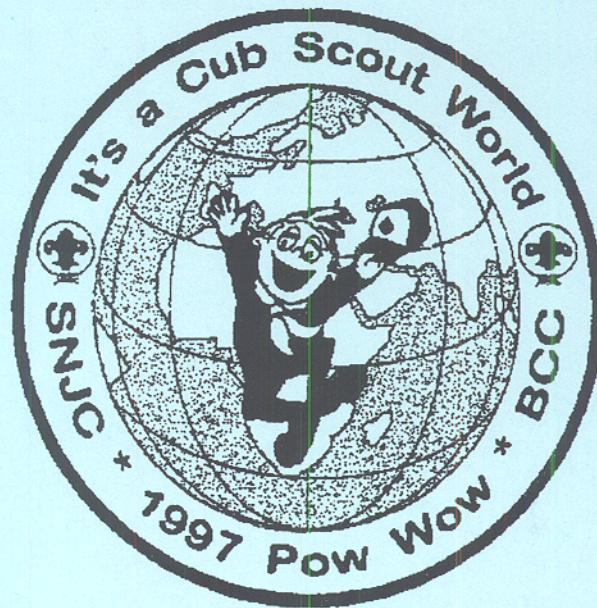


Pow Wow 1997



**Southern New Jersey
and Burlington County
Councils**

Acknowledgments

It was my goal to make this book one that is filled with new and original ideas, so rather than turning to the already published Cub Scout literature, I turned to the creativity of other Cub Scout leaders.

I would like to express my sincere gratitude to the dedicated Cub Scout leaders throughout this and other countries who took the time to share their ideas and love of the program through the many enjoyable song, craft and skit books as well as the world wide web. Their selfless sharing reaches the heart of the international scouting movement and confirms in my mind that it really is — a Cub Scout World!

A Pow Wow is an important resource event for the committed Cub Scouter and no one person can do it all. I thank my co-chair, Kathy Taylor, the Pow Wow staff and our district scout executives for their enthusiasm and dedication in making this 1997 Pow Wow successful in it's goal to be of significant service to the Cub Scout families of southern New Jersey.

I also thank my loving husband Bill who supported me in this effort in countless ways.

I hope that this Pow Wow book will provide you with new and fun ideas to bring a better program to the boys with whom you work. Working together, we can make the 1997-98 Scout year, the best one our councils have had yet, and bring memories to our Cubs Scouts that will last throughout their lives.

Carol R. James

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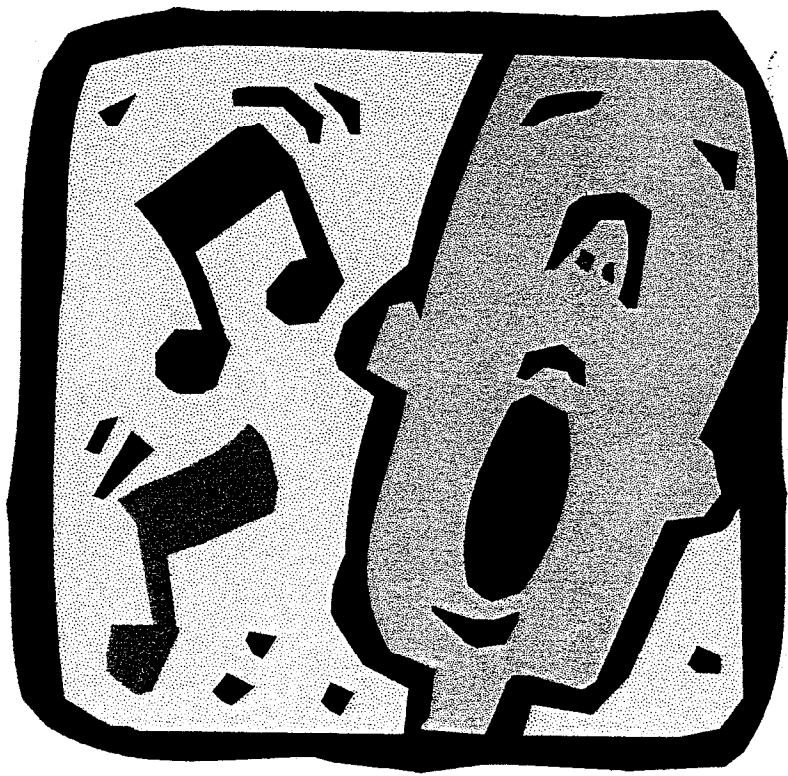
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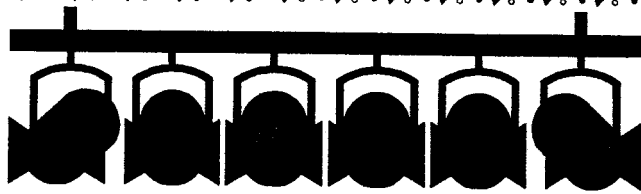
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Appendix - Class handouts

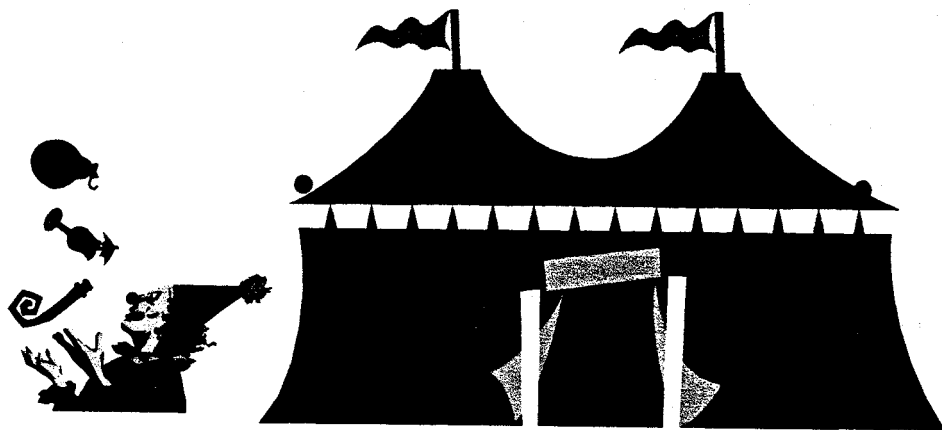
Tom Taylor.

Songs, Skits and Stunts





November



FAMILY CIRCUS



November



Family Circus

Ceremonies Opening Ceremonies

Circus Opening

Boys form a parade outside the room. Den chief is at the head of the parade carrying the flag. After the Cubmaster finishes introducing them, they enter and march around the audience, while the National Anthem is played. After circling the room once, they line up in front as the flag is posted on stage.

Cubmaster: Ladies and gentlemen and children of all ages. Tonight you will see stars in a performance of unparalleled magnificence. The most startling and unusual features ever assembled from the far corners of the globe, in a super-spectacular spectacle with all the color of the Hindustan and the majesty of the grand canyon. A gigantic presentation unrivaled on any stage. And here they are, Pack _____. It's SHOWTIME! Please stand as the flag leads our parade.

After the parade stops, a cub leads the audience in the Pledge of Allegiance.

Thanksgiving Opening

Setting: Two cubs on stage

Cub #1: Oh boy, Thanksgiving is coming! Turkey, stuffing and pumpkin pie! Boy am I going to eat!!

Cub #2: Is that what Thanksgiving means to you?

Cub #1: Sure, isn't that what you do?

Cub #2: Yeah, but that's only a small part of Thanksgiving.

Cub #1: Oh, sure, there's the football games, too!

Cub #2: Yes, but there's more than that, too. It's a time to stop and think about all the things we are thankful for.

Cub #1: Oh, like all the food!

Cub #2: Yes food, and also our homes, family and friends and our country and freedoms.
Cub #1: Our freedoms?

Cub #2: Yes, the Pilgrims celebrated their religious freedom with a feast after a year in the new world. The other freedoms we enjoy in America are freedom of speech, freedom to live as we choose, and the freedom to elect our leaders. These freedoms had to be earned and defend by the blood and sweat of our forefathers.

Cub #1: I guess I never realized I had so many things to be thankful for. I guess we're pretty lucky. Thanks for reminding me.



Advancement Ceremony

Tail Ceremony

Equipment: Tails made of fake fur for each Cub. A Tiger tail is about 6" long, orange with black stripes. A Bobcat tail is spotted tube about 3" long. Wolf tail is long, grey, narrow at the top and wider past the center, then back to a point. Bear is brown/black ball of fur. Each tail should have a string to attach it to the boy's belt loops.

Candidate and his parents are called to the front.

Cubmaster: At tonight's circus we have some of the most unusual creatures on earth! We have animals here with missing parts. They are all ferocious and have earned the right to be real Tigers, Wolves, and Bears. But they are missing something.

"What is missing?" (turn him around)

"A TAIL!"

"Tonight, in honor of their hard work, we will present each of these animals with their very own tail!"

Present tail to parents and have them attach it to his belt loop or belt in back. Explain that in order to remove his tail he must do something first. Can he tell you what it is? Ask the rest of the pack. "A GOOD DEED!" Explain that if he does not find a good turn to do before he goes to bed, he must wear it on his pajamas and then to school until he does one! (Some cubs like to wear it for a few days!)

NOTE: This ceremony works well alone for all rank advancements, but would be most meaningful if all three tails could be earned by a boy to complete a collection. The Webelos could be given a feather headdress instead of a tail

Closing Ceremonies

MAGIC ROPE

by David H. McKenzie



I picked some scraps of rope apart.
To see how they were made..
Most of it was twisted hemp
Yet some was cotton braid.



And from the stuff I played with
I thought aloud: "Rope size runs
To hawsers that hold battleships
of fifty thousand tons."

But there's another kind of rope
Not made by a machine
Stronger than the best steel cable.
Yet so fine it can't be seen.

I'm not talking of the kind of rope
That anybody buys
But the magic line of friendship
That holds two friendly guys.

I learned a lot of things in scouting
But the best trick that I got
Was to take that line of friendship
And tie the proper knot.

A Scouter's Thanksgiving

We Thank You Lord ...

...for the fun and adventures we have in Scouting
...for the worldwide brotherhood of Scouts
...for the beauty and wonder of this world
...for keeping us fit and healthy
...for our families who love us
...for our home, food, and comfort.

Help us show our thanks by...

...being good sports, fair and honest in everything we do
...finding ways to serve others
...looking after this world to keep it beautiful for generations to come
...being worthy of our uniform and loyal to our promise
...helping those who are not as lucky as we are, who are sick, lonely, or sad.

Cheers

Ring Leader Applause

The Master of ceremonies uses a bullhorn to bark "Ladies and gentlemen, see the greatest show on earth! Watch as (insert name) earns his award!" After this introduction, have the crowd cheer as loud as they can.

Flea Circus Applause

Instead of clapping their hands, have the audience click their fingernails together.

Three Ring Circus Applause

Divide the audience into three groups. One group gives a "round of applause" by making a clockwise circle in the air with their hands while clapping. The second group does the same thing but in a counter clockwise direction. The third group stands and claps while turning a circle in place.

Tightrope Walker Cheer

Hold your arms out to the sides as if you were trying to balance yourself, lean to one side and yell "Ahhhhhhhhh!" as you pretend to fall.

Songs

Cub Scout Circus

Tune: Auld Lang Syne

Our Cub Scout circus will be fun,
Right from the very start
So drop your dignity and laugh
And sing with all your heart.
May all your troubles be forgot
May this circus be the best
Join in the our songs and cheers today
And be happy for the rest.

We're Circus Clowns Today

Tune: The Farmer in the Dell

We're circus clowns today,
We're circus clowns today,
Mom says we 're like this anyway,
We're circus clowns today.

Just watch us do our acts,
Just watch us do our acts,
Part monkey and part acrobat,
Just watch us do our act.

The Circus Comes to Town

Tune: When Johnny Comes Marching Home

The Cub Scout circus comes to town
Hooray! Hooray!
The elephants, monkeys, and the clowns
Hooray! Hooray!
The big brass band, the merry-go round
The midway acts with lots of sound
And we'll all be there,
When the circus comes to town.





Skit

THE TRAINED FLEA ACT

One person is introduced to the group as having a very unusual hobby-flea-training. He has agreed to bring his best flea and give a demonstration to the group. The flea-trainer goes to the front of the group and begins his pleasant but serious presentation. He introduces his most talented and highly skilled flea by name, such as Myrtle. He explains how many months he has worked with her and how hard it is to bring a flea to her level of performance. The patter can include an explanation of the varying personalities of fleas and their individual capacities. He may have her in a little box or jar. As he takes her out, he mentions that with good eyesight and some practice, one can recognize fleas by their manners and markings.

Then the act begins. He carefully releases her from his hand and follows her imaginary slow circular flight in the air, speaking soft words of encouragement. After her return, he releases her for a double flight-with some anxiety, because she has never performed in front of a group before-but she makes it. Next, she is to attempt three circles. But on the third her flight becomes wobbly and erratic as he follows with his eyes and forefinger. She veers out into the audience; he calls her with alarm and plunges after her, never taking his eyes off her.

He follows her to some member of the audience who makes a good butt for a joke, such as a leader or extrovert. Quickly, he extricates her from the fellow's hair down the back of his neck. Greatly relieved, he takes her back toward the front of the stage, speaking softly to her in his cupped hand-then spins back toward the audience in alarm and yells with dismay, "Hey you're not Myrtle!"

Games

Clown's Smile Toss

Have the boys sit in a circle, the leader (a clown) warns the boys that they must maintain a serious expression. The clown, standing in the center of the circle, smiles, then wipes the smile from his face and then tosses it to a player - calling the player's name as he does so. The player must 'catch' the smile and put it on his face, wear it for a moment, then pass it to another player. The player who does not completely wipe the smile off, or smiles out of turn, must stand up. Since smiling is contagious, the entire group will probably soon be standing.

Lion Chase

Two parallel lines are drawn on the playing field, 50 - 75 feet apart. A player chosen as the Lion goes in his "den", which is behind one of the lines. The other players venture as close to the line as they dare challenge the Lion, taunting, "Lion, oh Lion, come out of your den., the one you catch will be one of your men.." The lion charges out of the den and tags as many players as possible before they run across the other line. All players caught become Lions. Then, the other players taunt the Lions again, and all Lions join hands and run after the others, trying to catch them by closing like a net around them and joining hands. Players caught in this manner become lions.

Feed the Elephant

Roll a sheet of gray construction paper into a cylinder, this is the elephants trunk. Seat the Cub Scouts in a circle and have someone hold the "trunk" facing the Cub who is playing. Each boy is given three peanuts in the shell. From a distance of about 6 feet, each in turn tries to toss his peanuts into the "trunk". After all have played, boys get to eat the peanuts in the trunk.

The Circus Animals Have Escaped

Cut out shapes of circus animals from paper (or pictures from magazines). Label each picture with points ranging from 1 to 5, depending on the fierceness of the animal. Hide the pictures around a large room.. Give each boy a pencil and paper. The boys look for the animals and when they find one they don't touch it, but write down the animal and it's points on the paper, but tries to keep the locations secret from the other cubs. Allow 5 to 10 minutes for play. The one with the most points wins.

Circus Menagerie

As the boys arrive, have them take turns imitating circus animals - roaring, growling, scratching, pacing, climbing, etc. The first Cub to correctly guess the animal gets an animal cracker. For variation, have the boys imitate other circus performers such as clowns tight rope walkers, jugglers, etc.

Crafts

Circus Animal Car

The circus is coming to town. It's a very exciting time. The lions and tigers need to be in sturdy cages. You wouldn't want them to escape and scare everyone. You'd better make some animal cages for them!

Things You Need:

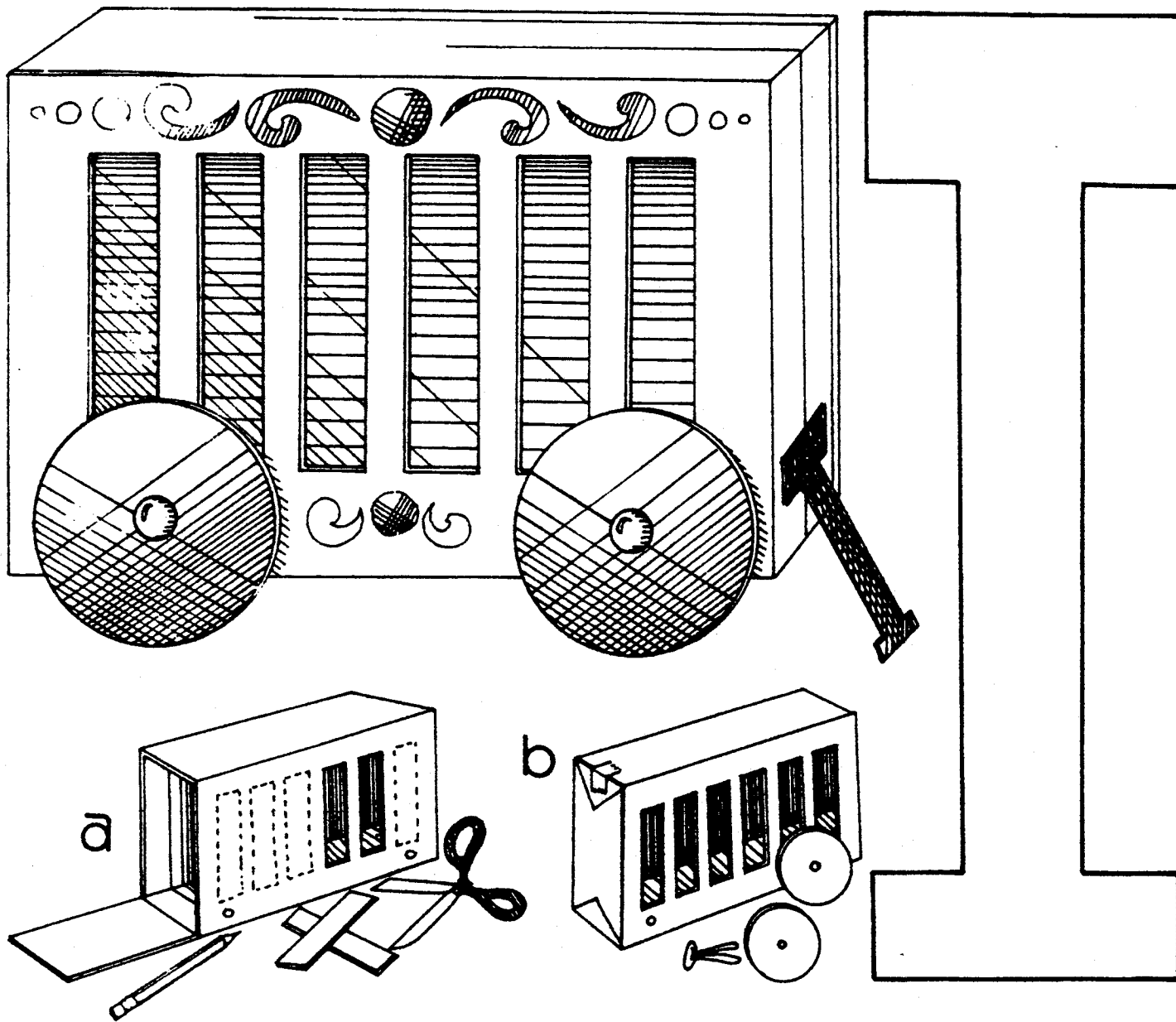
small soap-powder boxes
pencil
tracing paper
crayons and markers
cellophane tape

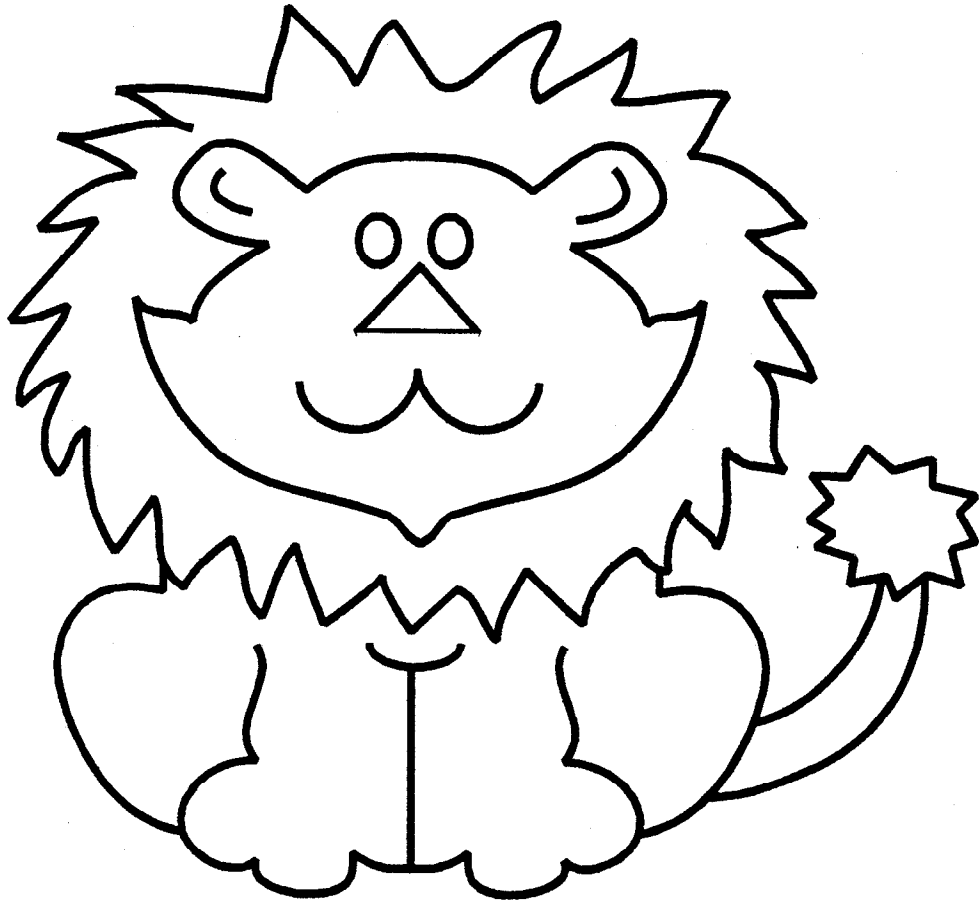
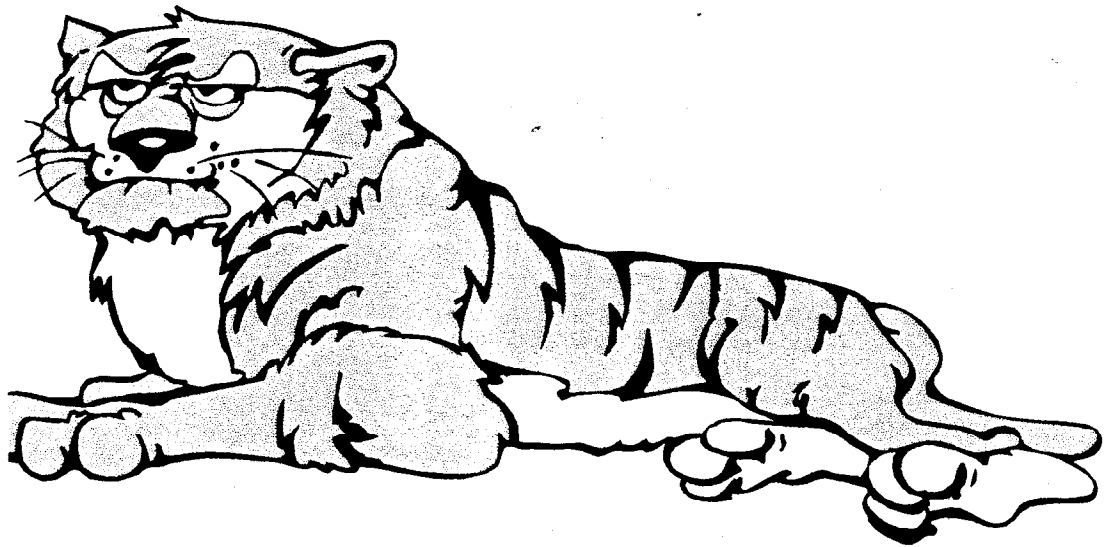
cardboard
scissors
poster paints and paint brush
brass paper fasteners
colored construction paper

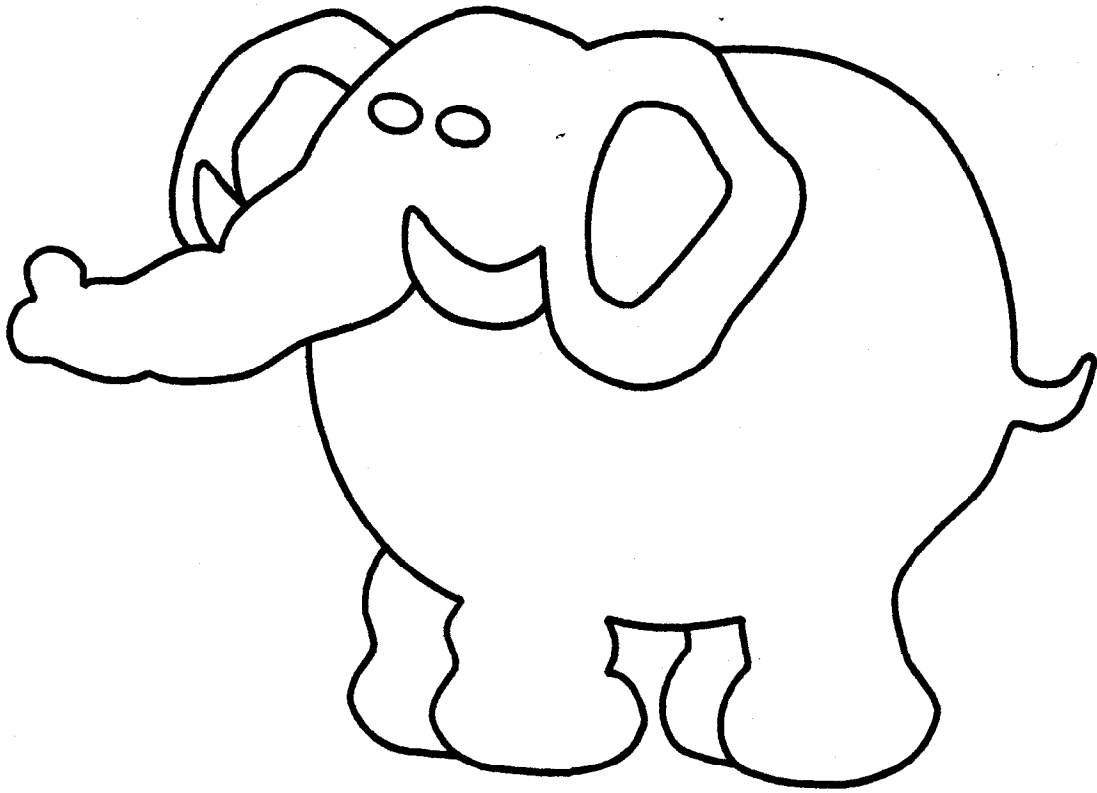
Let's Begin:

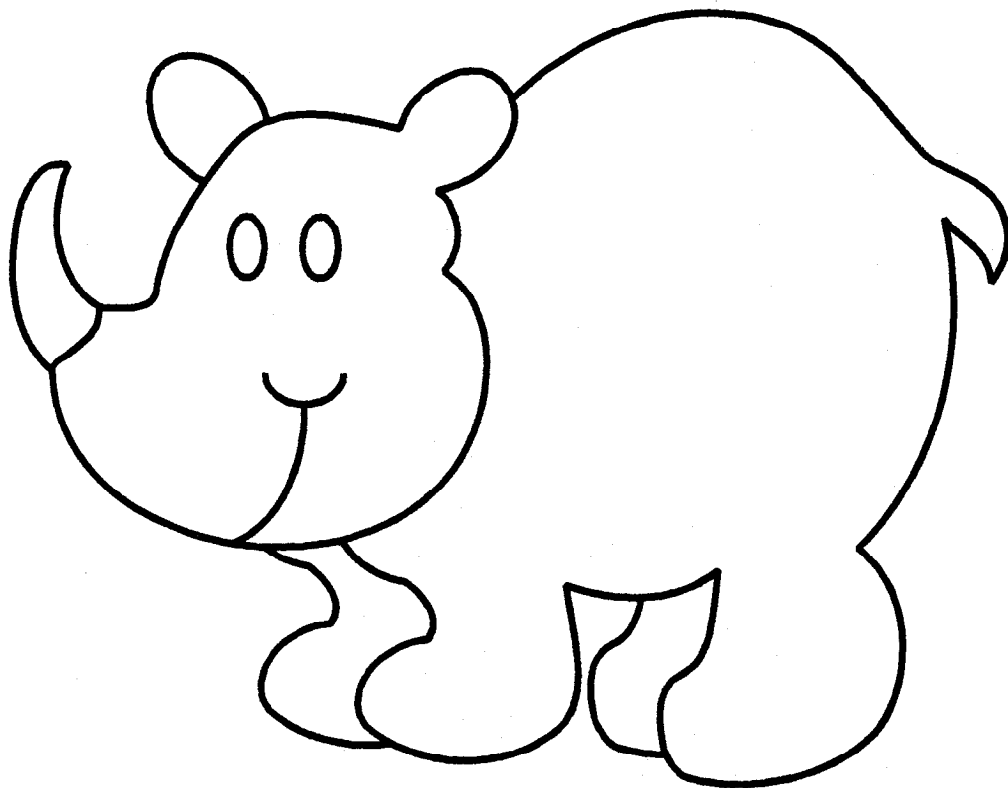
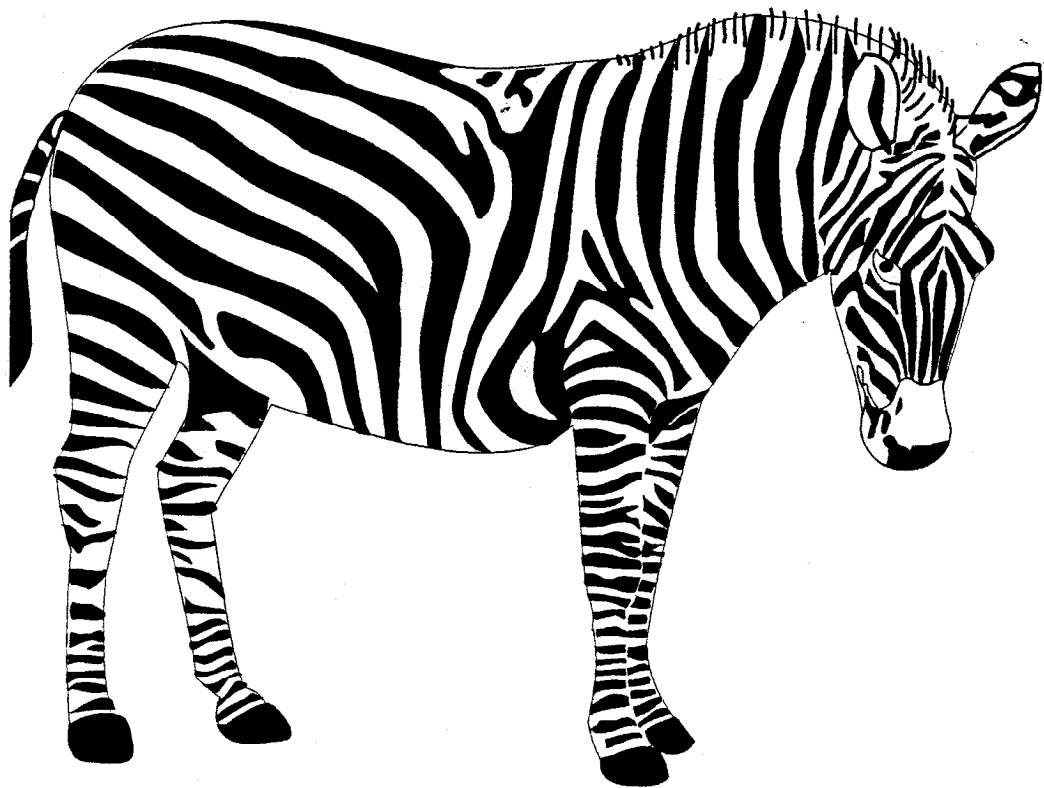
1. With scissors, cut open the top of a soap-powder box, leaving one short side uncut.
2. Cut rectangles out of the box on one side. You can cut out as rectangles as you want. Try to keep the cutout shapes the same size and in a straight line so they look like bars.
3. Paint and decorate the box to look like a circus car. If the paint doesn't stick to box, add some kitchen cleanser (Comet) to the paint.
4. Make the four wheels from circle out of cardboard. Use a glass to trace the circles. Paint the wheels a bright color.
5. Punch a hole through the center of each wheel with a sharp pencil point.
6. Punch four holes in your box where the wheels will be fastened. Locate the wheels near the bottom and away from the ends of the box.
7. Push a paper fastener through the holes in the wheels and through the holes in the box. Fasten all four wheels to box by spreading out the two prongs of the fastener. Now your wheels will spin.
8. Cut out the handle and glue it to the side of the box using the pattern shown.
9. Tape the flap closed when an animal comes.
10. Trace the animal patterns on construction paper and cut out your animals, or you could cut out pictures of wild animals from magazines and put them in you Circus Cars.

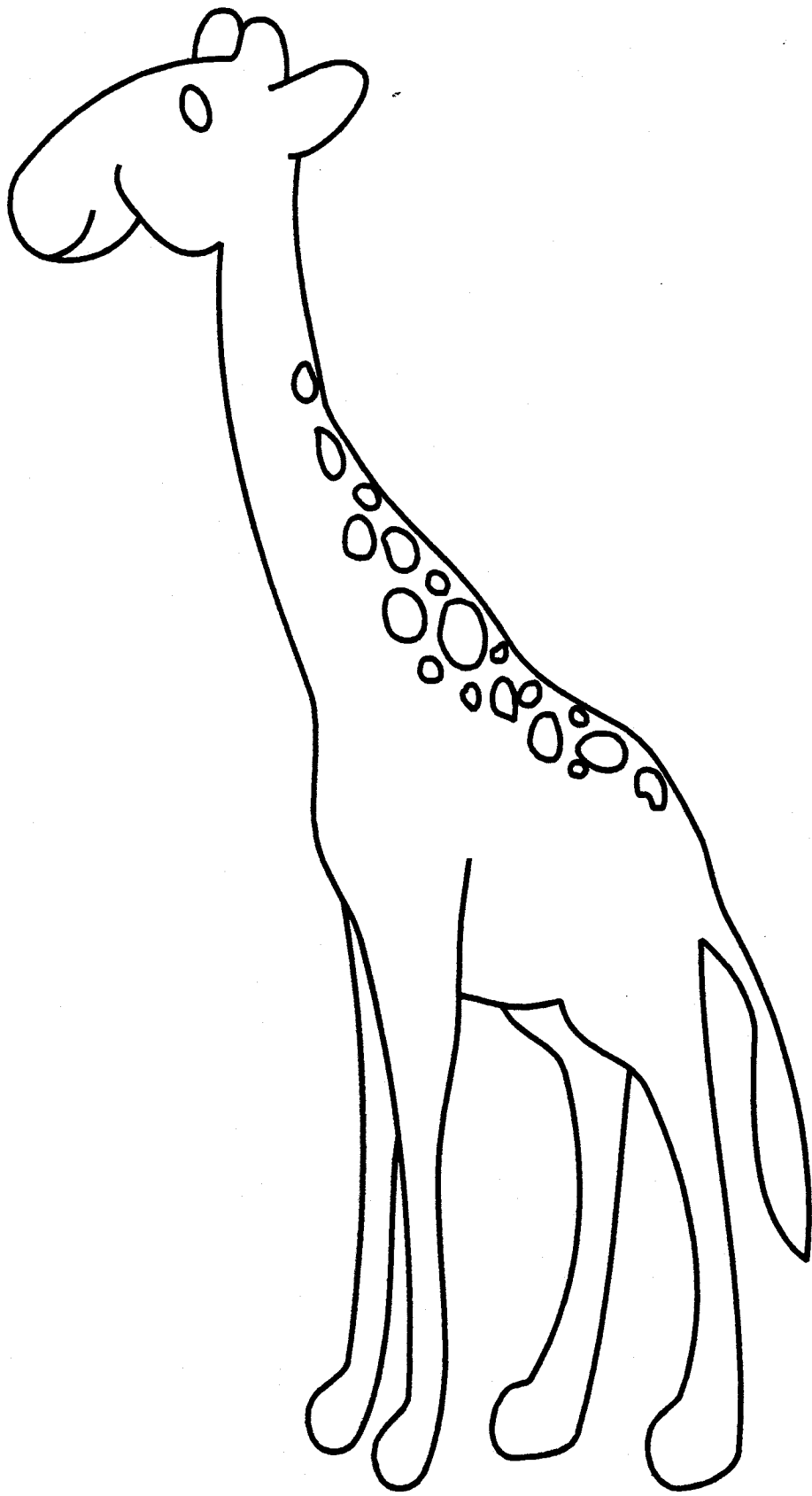
Circus Animal Car











WEBELOS GATHERING ACTIVITY

Citizen Activity Badge

Presidents Name Search

ECREIPTRNAGAERBCEJKA
WTAFTTXIRXWHNOFORDDO
NVXCYNJEFFERSONWXARY
OQPLDFILLMORESNIMPBE
THECEAMPTUJLSEISXOLL
NRLINCOLNFDBRVOLBOBN
IWRRNPNZLATUZEWCJHNI
LVPUEKOO RCYNTLAOWASK
CHAQKHNLGIVRTMTAYEC
BUCHANANKSADAWRSSEIM
RGNIDRAHKNHRCOODHSSA
NWIXFFNCBBOOILLOIEED
OTIGERAUEEODEFYZNENI
SBJSCJRWRLVWLYADGOHS
IROCAEEEIOEEEETLTROO
RUHONSIDULRNRBIRONWN
RHNUMWGCTHSUBAEFNOEN
ATSTLEAWILSONDHLRMRA
HROSPVDNALEVELCSO AUN
EANAMURTLHBFIBEARSGF

Washington	Adams	Jefferson	Madison	Monroe
Jackson	Van Buren	Harrison	Tyler	Polk
Taylor	Fillmore	Pierce	Buchanan	Lincoln
Johnson	Grant	Hayes	Garfield	Arthur
Cleveland	McKinley	Roosevelt	Taft	Wilson
Harding	Coolidge	Hoover	Truman	Eisenhower
Kennedy	Nixon	Ford	Carter	Reagan
Bush	Clinton	Tiger	Bobcat	Wolf
Bear	Webelos	Cubs Scouts		

WEBELOS GATHERING ACTIVITY

Citizen Activity Badge

"A Good Citizen Knows ..."

If you meet the President, you call him:

- (1) your Highness
- (2) your Excellency
- (3) Mr. President

The President and his family live in:

- (1) Blair House
- (2) the White House
- (3) the suburbs

The first President to live in the White House was:

- (1) John Adams
- (2) George Washington
- (3) Thomas Jefferson

We celebrate birthdays of two Presidents in February; they are:

- (1) Washington and Lincoln
- (2) Jefferson and Adams
- (3) T. Roosevelt and F.D. Roosevelt

During the War of 1812, when Madison was President, this famous song was written:

- (1) the Battle Hymn of the Republic
- (2) God Bless America
- (3) The Star Spangled Banner

Twenty-seven Presidents have studied:

- (1) flying
- (2) law
- (3) astronomy

The two big political parties today are:

- (1) Republicans and Democrats
- (2) Federalists and Whigs
- (3) Conservatives and Liberals

The U S National Anthem was written by:

- (1) George Washington
- (2) Francis Scott Key
- (3) Benjamin Franklin

The law says Presidential elections must be held on:

- (1) the first Monday in October
- (2) Halloween
- (3) the first Tuesday in November

We hold Presidential elections every:

- (1) two years
- (2) four years
- (3) six years

The United States is made up of:

- (1) 13 states
- (2) 37 states
- (3) 50 states

The parties pick their Presidential candidates in:

- (1) Presidential primaries
- (2) national nominating conventions
- (3) by secret vote

If a president dies in office, the next president is:

- (1) the Vice President
- (2) elected by the people
- (3) the oldest Senator

If you want to run for President you should:

- (1) go jogging
- (2) take a nap
- (3) make speeches

The only man to be elected President four times was:

- (1) Abraham Lincoln
- (2) Franklin Delano Roosevelt
- (3) Ulysses S. Grant

The President's wife is called:

- (1) the First Lady
- (2) the Queen
- (3) Mrs. President

The U S flag's stripes are colored:

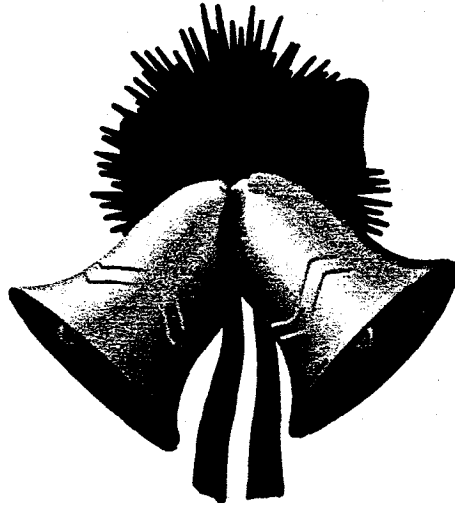
- (1) 6 red and 7 white
- (2) 7 red and 6 white
- (3) 6 red and 6 white

When properly folded, the U S flag should be shaped like:

- (1) a circle
- (2) a square
- (3) a triangle

Fort Calhoun Pack 114

December



December



The Golden Rule Ceremonies

OPENING CEREMONY

One Good Deed

One day in the year 1909 the city of London was in the grip of a dense fog. An American businessman, William D. Boyce, paused under a street lamp to locate himself. Out of the gloom a boy approached him and asked if he could be of help. Boyce told the boy that he was trying to find a certain business office in the center of the city.

"I'll take you there," the boy said. When they got to the office, the American reached into his pocket for a tip. But the boy stopped him saying, "No thank you, sir. I am a Scout. I can't take anything for helping."

Of course Boyce was curious. So the boy told him about himself and his brother Scouts. Boyce was interested and asked the boy to take him to the British Scout Office when he was finished with his errand. There the boy disappeared. At the office, Boyce met Baden-Powell, the famous British general who had founded the Scouting movement. Boyce was impressed.

And so, on Feb. 8, 1910, in Washington, DC Boyce and a group of outstanding men founded the Boy Scouts of America. But what happened to the boy? No one knows. He was never heard of again, but he will never be forgotten. In the British Scout Training Center at Gilwell Park, England, a statue of a buffalo was erected in honor of that "Unknown Scout". His Good Turn to one man became a Good Turn to millions of American boys. You can never tell...

As we remember that one good deed done by an unknown Scout which helped to found BSA, let us also remember the good deeds that were done by those who founded this land. Please keep their deeds in mind as we stand and pledge our Allegiance to the Flag.

If you are emphasizing the World Friendship Fund you may want to use the following ceremony.

THE FLAG AND SCOUTING

(Santa Clara County Council)

The flag of the United States is a symbol of our country and all it represents. One of the many great things our flag represents is Scouting. Let's look at the flag from our Scouting viewpoint. The white stripes are all Scouts with their clean, fresh desire to learn, be with the best of others, and still stand out in their own individuality.

The red stripes can represent the parents, who have given their sons the blood of inheritance, the closeness of constant support, the brilliance of visible good example and distinction of encouraging self- reliance.

The blue field represents the Scouting organization with it's broad principles and high ideals bound together with sound practices serving a teaching and supporting background.

The white stars are Scout leaders - Scoutmasters, Cubmasters, Den Leaders, Patrol Dads, and Den Chiefs. All those who assume the color and interest of the Cub Scouts and Boy Scouts, guide them in self- leadership, brighten the way of their growth, and illuminate the goals to constructive manhood, that basic ingredient that supports our country and earns our Flag it's most distinctive honor -RESPECT.

ADVANCEMENT CEREMONY

THE LIGHT OF CHRISTMAS -

(Tiger Pin, Bobcat Badge, Wolf Badge, Bear Badge, Webelos Badge) by Edward A. Haluska

People required:

- 1) Cubmaster
- 2) Santa Claus

Props:

- 1) Tall candle and a candle holder for it
- 2) Individual candles with drip guards for each boy
- 3) Matches to light candle
- 4) Clear punch bowl
- 5) Red punch
- 6) Small paper cups
- 7) Ladle
- 8) Dry ice
- 9) Santa Claus suit



Hints:

- 1) Most Cubs gulp down their punch. However, because of the dry ice, an occasional Cub will be convinced you are trying to poison him. Therefore, use small cups and don't even fill them very full.
- 2) The dry ice that is dumped into the punch should be in one or two large lumps. That way you won't ladle any small chips of dry ice into the cups being used to serve the boys. As a double check, after you have ladled punch into the cup, check to see if it is bubbling with dry ice. If it is, pour it back into the bowl and try again.
- 3) To find a source of dry ice, look in the yellow pages under "ice." Three pounds of dry ice bought in the afternoon and wrapped in newspaper will be more than enough to last through until an evening pack meeting.
- 4) If the candle holder for the tall candle will fit in the bottom of the punch bowl and the candle holder can be cleaned well enough, place the tall candle in the middle of the punch bowl for added visual effect.

5) The easiest way to attach the badges to the boys is to have the badge stapled to the small cardboard card it comes with. Make a small slit in the cardboard so that the card may be slipped over the button on the pocket of the shirt. Have some straight pins for backup in case the boy has not yet been able to get a uniform (they are often sold out at the beginning of the year) and is not wearing a shirt that has a button on it.

6) Dim the lighting at the beginning of the ceremony for better atmosphere and so the candles will show up better.

7) This ceremony has a strong Christian content. It is best suited for use with a pack that is uniformly Christian. If your pack has a diverse religious composition, this ceremony may not be appropriate.

Cubmaster: Tonight, during the Christmas Season, we are gathered here as a pack to recognize those cubs among us who have earned a new rank. But as this is the Christmas season, let us begin this ceremony with a reading from a very special book, the book that tells us why Christmas is so important to all Cub Scouts who do their duty to God.

(Read this passage with the majesty it deserves.)

Now there were in the same country shepherds living out in the fields, keeping watch over their flock by night. And behold, an angel of the Lord stood before them, and the glory of the Lord shone around them, and they were greatly afraid. Then the angel said to them, "Do not be afraid, for behold, I bring you tidings of great joy which will be to all people. For there is born to you this day in the city of David, a Savior who is Christ the Lord. And this will be the sign to you: You will find a Babe wrapped in swaddling cloths, lying in a manger." And suddenly there was with the angel a multitude of the heavenly hosts praising God and saying "Glory to God in the highest, and on earth, peace, goodwill to men!"

"And on earth, peace, goodwill to men." Words of hope that have come down to us from a wondrous time long ago. Words that still make our hearts echo back love. So in that spirit let us begin. Parents, bring forward these Cub Scouts.

(Cubmaster calls out the names of the all boys who are advancing in rank. Parents and boys come forward and face the rest of the pack.)

Cubmaster: This is the Christmas season. We celebrate Christmas as the birthday of Jesus. As part of our duty to God, to show that Jesus is still the Light of Christmas, we will light this candle.

(Cubmaster lights the tall candle.)

Cubmaster: All the darkness in the world cannot stand against the light of one small candle. Through the power of the Cub Scout Promise, our cubs share the Light of Christmas. Therefore, I want each of you boys to come forward one at a time and light your candle from the Christmas candle.

(If you have boys who will be getting their Tiger pin, ask...)

Cubmaster: Our new boys who want to be Tigers have studied the Tiger promise. Are you boys ready to make that promise now to yourselves, your parents, and the pack?

(Cubmaster shakes head in yes motion. Boys should also shake their heads yes.)

Cubmaster: Then hold your candle in your left hand, make the Cub Scout sign with your right hand, and repeat after me.

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

(If you have boys who will be getting their Bobcat badge, ask...)

Cubmaster: Our new cubs who want to be Bobcats have studied the Cub Scout promise. Are you boys ready to make that promise now to yourselves, your parents, and the pack?

(Cubmaster shakes head in yes motion. Boys should also shake their heads yes.)

(If you have boys who will be getting their Wolf, Bear, or Webelos badge, ask...)

Cubmaster: As part of being a Cub Scout, you boys who want to advance in rank have followed the Cub Scout Promise. Are you boys ready to renew that promise now to yourselves, your parents, and the pack?

(Cubmaster shakes head in yes motion. Boys should also shake their heads yes.)

Cubmaster: After tonight, you will carry the light of the Christmas candle inside of your heart. The light you will carry will come from the five things you are about to promise. You will promise to:

1. Do your best
2. Do your duty to God
3. Do your duty to your country
4. Help other people
5. And obey the Law of the Pack.

Cubmaster: As you keep the parts of this promise, the Light of Christmas will burn brightly within you for all the world to see. Are you ready to make the promise to yourself, your parents, and to the pack?

(Cubmaster shakes head in yes motion. Boys should also shake their heads yes.)

Cubmaster: Then hold your candle in your left hand, give the Cub Scout sign with your right hand and repeat the Cub Scout Promise with me.

I promise to do my best,

To do my duty to God and my country,
To help other people,
And to obey the Law of the Pack.

Cubmaster: The last thing you promised was to obey the law of the pack. This is the law that binds us all together. So let us all now repeat the law of the pack. Will all scouts that are here tonight please stand, give the scout sign and repeat the law of the pack with me?

The Cub Scout follows Akela.

The Cub Scout helps the pack go.

The pack helps the scout grow.

The Cub Scout gives goodwill.

(Cubmaster motions for audience to be seated.)

Cubmaster: We often talk of the Christmas Spirit, the magic of Christmas. Long ago and far away, Jesus taught that magic to St. Nicholas, or Santa Claus as he has come to be known. So to help bring the magic of Christmas spirit here tonight, I am going to divide the room into two parts.

Cubmaster: When I point to you, I want this half to yell Santa and this half to yell Claus. Ready?
One, two, three ...

(Point to first half of the room and yell...)

Cubmaster: Santa! Ready? One, two, three

(Point to second half of room and yell...)

Cubmaster: Claus!

(Repeat the yell three times. At the end of the last yell, Santa enters...)

Santa: Ho, Ho, Ho! Merry Christmas!

Cubmaster: Oh, Saint Nicholas, we are so glad you could come! Would you please help us by adding some of your Christmas spirit to our ceremony?

(Santa nods and waves his hand over the punch. While waving his hand over the punch, he discretely drops a lump of dry ice that he has hidden in his palm into the punch. Or, if Santa is carrying a toy sack, he can reach into the sack for the dry ice.)

Cubmaster: Our cubs have shared the Light of Christmas. Now we want to be sure they are also filled with the Christmas spirit. Santa, will you please help me give these boys some of your

Christmas spirit?

(Santa nods head. Santa fills cups with punch. Check for dry ice in cups! Cubmaster hands out the cups to the boys, telling them not to drink yet. If you have a small pack, you may consider giving all cubs present a cup. After the punch has been distributed, Cubmaster offers toast...)

Cubmaster: May your heart always be filled with the Christmas spirit.

(Cubmaster and Santa drink, motion for boys to do the same.)

Cubmaster: You are now are filled with the Christmas spirit and carry the Light of Christmas in your hearts. Therefore, you no longer need your candles to show that light. Blow them out now.

(Collect candles and cups.)

(Cubmaster and Santa now distribute badges and tiger pins. If you have a bobcat, you may say....)

Cubmaster: You are now bobcats in this pack. You have promised to help other people. Helping other people is called a doing a good turn. So that the pack can see that you are living up to your promise to help other people, we are going to put your bobcat rank on upside down by turning you upside down. You may turn your rank around after you have done a good turn. When the pack sees your rank right side up, they will know that you are helping others.

(Cubmaster asks each Cub in turn if he wants to be flipped. If he says yes, the Cubmaster and Santa turn the Cub upside-down while parents pin on rank. See the Bobcat Flip over ceremony for detailed instructions on how to do this safely. If you don't know the correct procedure, don't flip the Cubs!)

Cubmaster: Saint Nicholas is very busy this time of year and needs to get back to the North Pole soon. To show him our appreciation, let's give him a big Cub Scout spirit cheer. I want this side of the room to shout Merry, and this side of the room to shout Christmas. Ready? One, two, three, Merry! One, two, three, Christmas!

(As the Cubmaster repeats the cheer two or three times, Santa makes his exit and can disappear.)



CLOSING CEREMONIES

SCOUTER'S PRAYER



Dear Lord, from your judgement seat on high,
Look down on a Scouter such as I.
Search me through and find me whole,
Then help me Lord to reach my goal.
Help me Lord to work for Thee,
Guard my homeland - Keep it free.
Help me to work with others and be kind,
Helpful with my hands and mind.
Keep me Lord, both well and strong
To help other scouts along.
Control my thoughts, keep them right,
sound, clean weapons for life's fight.
Protect my morals, keep them high,
Grant this to a Scouter such as I.

Thoughts about Symbols Around the World

Similar symbols can have different meanings around the world/ Take a star for example. There's the star associated with Christ's birth, the Jewish Star of David, and the Muslim star and crescent. To the people who use it, each star has a different meaning. The owl is another example. An owl is considered wise in the western world, but foolish in India.

All people react to color, as well, and often use it to express ideas, as in the North American expressions, "He's feeling blue" or "I saw Red". But different cultures give colors different meanings. In the west red can mean anger or passion, in China and the Ukraine it represents joy;

in India it's the color for a bridal gown. Yellow signifies wisdom or the harvest to a Russian, joy to a European, fear or cowardice to an American, and spirituality to a Buddhist. Green is a holy color to Muslims, a color of hope in the Ukraine, in English it's associated with envy or naivete. This is something to think about this month. There are many different cultures around us. Many celebrate Christmas, some Hanukkah, others Kwanza. We may have different ideas and cultures, but all cultures have something special to share.

Cheers

Santa Clause Cheer

Divide the group into three sections. As you point to each section they yell "HO!". Each group tries to out HO! the others. When all are combined, you have HO! HO! HO!

Holiday Cheer

When the Master of Ceremonies yells "Christmas" the group yells "Merry Christmas!" in unison. When he yells "Hanukkah" everyone yells "Happy Hanukkah" in unison. When he yells, "Kwanza" everyone yells "Have a great Kwanza".

Cookie Applause

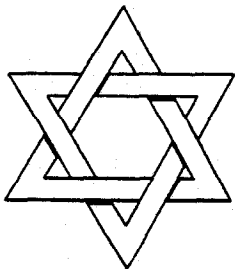
Pretend to hold a cookie in each hand. Clap your cookies together and yell, "Crummy, crummy, crummy!" Pretend to eat the cookies and yell, "Yummy, yummy, yummy!"

Candle Cheer

Pretend to hold a candle in your hand and yell, "Flicker, flicker, flicker"

Alternative

Pretend to hold a candle in your hand and then blow it out, close your eyes and yell, "Who turned off the lights!"



Songs

Winter Snow

Tune: Edelweiss

Winter snow, winter snow,
Each day I look for you.
Fresh and white, clean and bright
Maybe we won't have school.
Snowbank of snow may you grow and grow,
Grow and grow forever,
Winter snow, winter snow,
Stay in my yard forever.

In the Good Old Wintertime

Tune: In the Good old Summertime

In the good old wintertime,
In the good old wintertime,
I love the snow, the sleet, the ice,
Blizzards sure are mighty fine;
I'm frozen, I'm frozen out,
Just watching the snow banks climb.
We'll all be digging tunnels soon,
In the good old wintertime.

Games

GIFT GIVING GAMES

Here are some ideas for distributing gifts

BLIND GIFT

All of the gifts are wrapped and put in a circle on a table. Players form a circle around the table, with their backs to the table. Play some music and have the boys side step around the table until the music stops. They then walk backwards to the table, reach behind them and take the gift behind. No Looking!

MANY WRAPS

Wrap each gift once and label it with a name of a guest. Wrap it again and label it with another name. Continue this six or eight times, a different name on each wrapping. Then pass out the gifts, one to each guest regardless of the label.

Each guest then gives the gift to the one whose name is on it. She unwraps it, then gives it to the next person whose name is on the label, and so on until the last label. Each guest then keeps the gift he receives last.

GIFT PASS

The players sit in a circle passing all the gifts to the right from hand to hand. When the music stops, each guest keeps the gift he then has in her hand.

STRING GIFTS

For smaller groups

Place all the gifts in a large box with a long string attached securely to each. Let the ends of the string hang over the edge of the box.. Each guest picks up one of the string ends and follows it to the gift attached.

NUMBERED GIFTS

Number each gift. Write numbers on small cards to correspond with the numbers on the gifts. Place the cards in a hat and let the guests draw their gift number.

HUNT THE GIFT

The gifts are hidden about the house. Each guest is given a card with instructions telling him where to go to find his gift.

CHRISTMAS GAMES

LOADING SANTA'S SLEIGH

Line the boys up in relay formation. Across the room place a pile of wrapped boxes for every runner in the team. Beside each team place Santa's sleigh (a chair). One member of each team is Santa. On signal the first Cub in each team runs to the pile, picks up a present, runs back and

loads it into Santa's arms before tagging off the next in line, who runs for a present to give Santa, and so on. Santa must hold all the presents in his arms until the last one is delivered, then he may load up the sleigh (pile them on the chair). If Santa drops the presents, the runner must help him reload his arms before continuing. First finished is the winner.

FROM SANTA'S SACK

Tiger's will enjoy this game. Fill a big bag with all sorts of dress-up clothes, including wigs and funny hats. Players form a large circle around "Santa's sack". Put on some music and have them start passing a balloon around the circle. When the music stops, the one with the balloon runs to the sack, grabs something quickly and puts it on before returning to his place. Continue until the sack is empty then hold a fashion show and judge the most colorful fashion, the funniest fashion, etc. Give everyone a prize.

AUTOGRAPH BINGO

This quieter game is particularly good as a party mixer. Prepare papers with 20 or so squares on them (some number lower than the number of people at the party). As people arrive, ask them to print their names on a small card which you put into a box. Then give them a squared paper and a pencil and tell them to go around to collect one autograph in each square on the paper. When everyone is ready, play Bingo with the caller picking name cards from the box. The first person to complete their card yells, "Merry Christmas".

SORTING THE MAIL

This mixer uses old Christmas cards. Cut each card into six pieces. Keeping one piece of each card for the leader who will run the game (the Postmaster), jumble up all the other pieces. The Postmaster randomly hands a piece of card to everyone and spreads the remaining pieces (including the one from each card he had) around the playing area.

In a given time, player's try to sort out the missing pieces of their cards, some held by other players, others simply scattered around the area. They'll have to work together to complete the designs as quickly as possible so they can get them to the mail before Christmas is over. When they are successful, they bring the card to the Postmaster. For younger boys, cut the cards into fewer pieces.

BUNDLE RELAY

EQUIPMENT REQUIRED: Roll of ribbon for each team..

Players are placed in relay formation - except that they are shoulder to shoulder (side by side). The first player in each team is given a roll of ribbon. On signal, he passes the ribbon his neighbor while retaining the end of it.

The ribbon is passed from player to player. When it reaches the end of the line, it is passed behind the backs of the players until it reaches the first player again. Winner is the team that has first wrapped itself in a bundle.

Sequel: Unwrap the bundle - winding up the ribbon as it is returned.

Crafts

SANTA CENTERPIECE

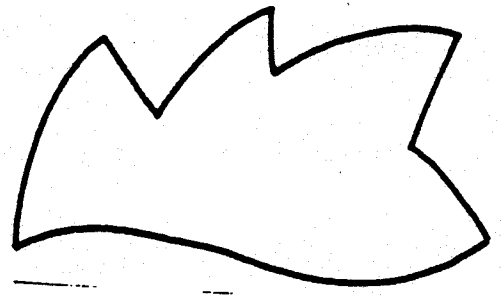
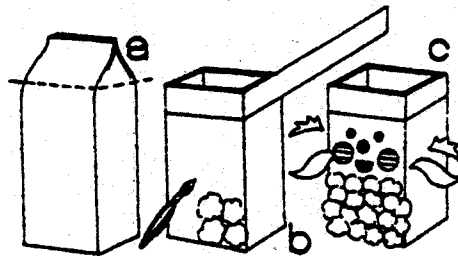
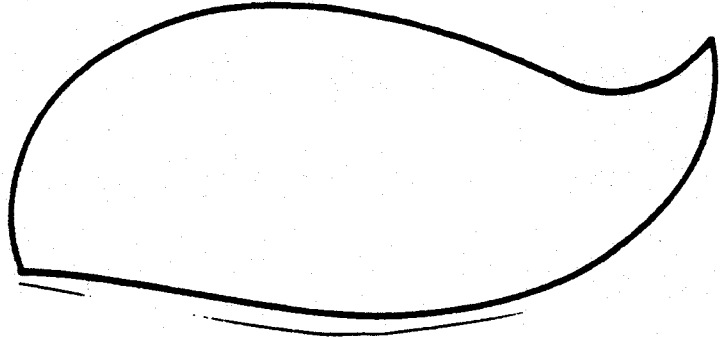
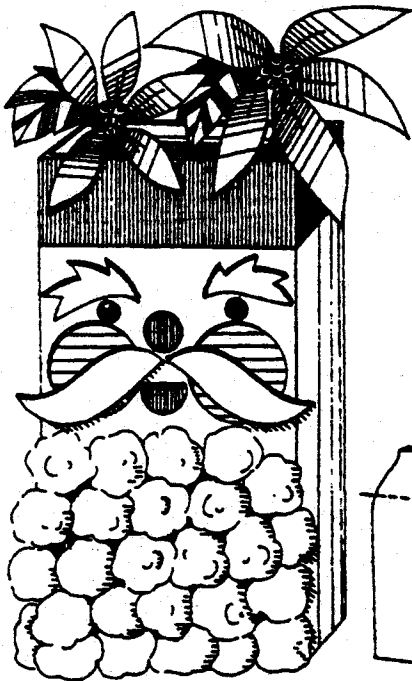
Make a Santa Centerpiece and fill it with a real poinsettia to brighten your dining room or kitchen table. It's a great gift for Mom or Grandmom..

Things you need:

Milk carton	Color construction paper
Scissors	Glue
Cotton balls	Real or silk poinsettia

Making the craft:

1. Cut the top off of a washed out milk carton where it starts to slope toward the point.
2. Cover the middle of the carton with pink construction paper and tape it together.
3. Glue a red strip around the top of the carton (for Santa's hat).
4. Glue cotton balls on the bottom half of the carton (Santa's beard). If you wish, glue a row of cotton balls between the pink face and red paper to trim the bottom of his hat.
5. Cut out a moustache and eye brows from white paper, following the patterns given.
6. Cut out 2 black eyes, a red half circle mouth, dark pink circle cheeks, and a red nose.
7. Glue on Santa's face.
8. Place the flower in the carton and add a little water.



ICE CUBE CANDLES

Ice cubes mixed with melted wax make holes and crevices in a candle that make it look like Swiss-cheese. This makes a pretty candle that you can really use. Each one is different and they are a lot of fun to make. Be sure there is ample adult supervision because you will be working with hot wax.

What you need:

Old crayons of similar colors

Empty 1 quart milk or juice carton

Paraffin

Pot Holders

Empty large can (for melting wax)

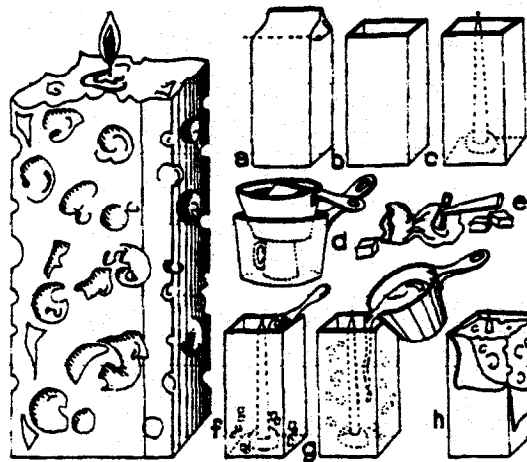
Scissors

Saucepan

Taper candle

Making the candle:

1. Wash and dry the coffee can and the milk carton.. Cut the milk carton to the same height as the taper candle.
2. Peel the paper off of the crayons and break them into small pieces.
3. Put five or six slabs of paraffin and the crayons into the can. Place the can into the sauce pan and fill the sauce pan half way up with water. (Hot wax can catch fire, so don't omit this step!) Place the pan on the stove and bring the water to a boil, the wax will melt.
4. When the wax has melted, pour about ½ inch of wax into the milk carton. Use the pot holder! Position the taper candle in the middle of the carton in the hot wax. The wax will cool quickly and hold the candle upright.
5. While waiting for the wax to cool, get out the ice cubes. You may hammer some of them into large pieces. (If you make the pieces too small, the ice will melt too quickly and not leave holes).
6. Fill the carton with ice around the candle; then pour the melted wax over the ice. Let it reach the top of the candle, but don't cover the wick.
7. Put the carton into the refrigerator for about half an hour to harden the wax.
8. Place the carton in a sink and peel away the carton. The water from the melted ice cubes will run out of the candle. Enjoy you new unique candle!



Skit

A CHRISTMAS STORY

Cast:

Peter Pureheart

Dirty Dan

Elmer Smith

Faithful Dog Shep (a boy who gets down on all fours)

Christmas Tree (a boy who holds his or her arms out)

Narrator

Props:

Chair

Tree decorations

Clean toilet brush



The Narrator reads the story while the actors pantomime the action.

One day in the deep, snow-covered woods, Poor Peter Pureheart is out with his faithful dog Shep, trying to find a Christmas tree for their poor, dreary hut. Peter finds a pretty little tree ... but ... no ... Shep's already found it. (Shep lifts back leg). After searching some more, he finds the perfect one! He chops it down, yells, "Timber!" and down it falls. He drags it back to his house with the help of his faithful dog Shep.

Now we see the poor, dreary hut. It looks so poor and dreary, except for the beautiful Christmas tree in the corner.

Suddenly, we hear a knock at the door. In bursts Dirty Dan. He demands that Poor Peter Pureheart pay him the \$29.65 plus tax for the tree. Peter pleads with him to let him have it, after all, it's Christmas. "Bah, Humbug! I'll give you six hours or I'll take it back!" Dan says as he leaves.

Poor Peter Pureheart doesn't know what to do. He has no money. He sits down on the chair and puts his head in his hands. His faithful dog Shep comes over to comfort him. Peter pats him on the head, scratches him under the chin, and rubs his ears. Shep loves it!

To comfort Peter, Shep licks his hand, then licks his arm all the way to the elbow. Peter loves it! It makes him feel so much better. "What will we do?" he asks. "I wish Santa would help us."

All of a sudden, there is a knock on the door. He knows it is Dirty Dan coming to get the money or his tree. "Come in," he says sadly. But-instead of Dirty Dan-it is Elmer Smith, former Fuller Brush salesman and now Santa Claus's helper. With him, he has his magic toilet brush, with which he performs various deeds of magic. "What's wrong, Poor Peter?" asks Elmer. He tells him and then breaks down crying. This goes on and on. Then his faithful dog Shep starts howling. This goes on and on.

At that moment, in bursts Dirty Dan. He demands the money or the tree. Elmer says, "Can't you be nice, you dirty thing?" Dan pushes Elmer and he falls into the beautiful Christmas tree. "Now look what you've done," says Dirty Dan. "You've ruined the Christmas tree."

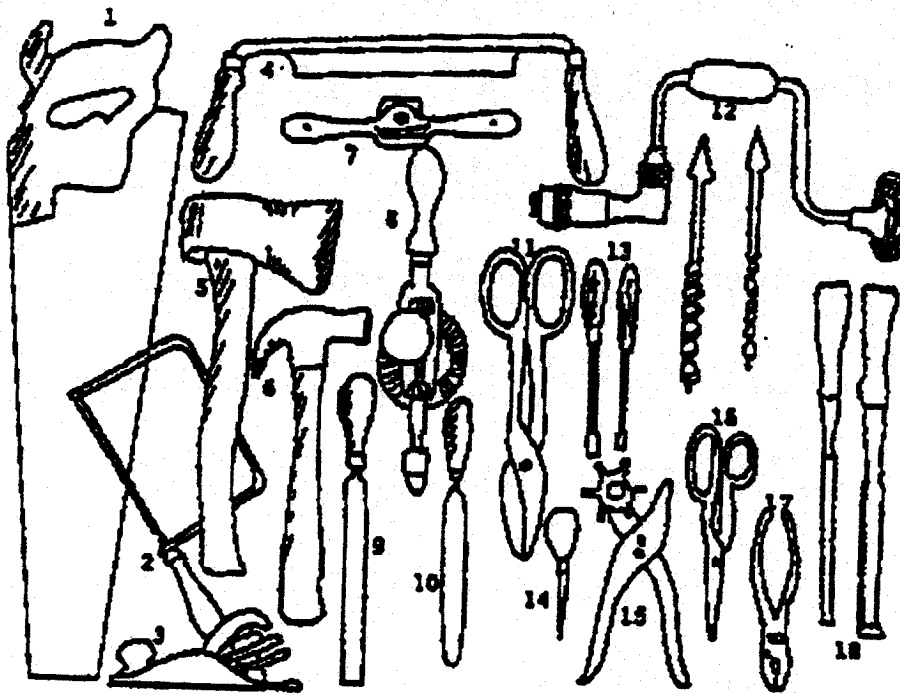
Elmer says, "We've had enough of your dirtiness, Dirty Dan. From now on you'll bring joy to the hearts of people." Then Elmer touches Dirty Dan with his magic toilet brush and Dirty Dan turns into the most beautiful Christmas tree there ever was! Elmer and Peter and Shep go out for a Christmas walk, while Dirty Dan just stands in the hut looking beautiful. And thus our story ends.

Moral: If you get to the root of it all, all dirty, evil people are really saps.

Webelos Gathering Activity

CRAFTSMAN ACTIVITY BADGE

Tool Identification



Pictured above are some basic tools Webelos Scouts may use when working with wood, leather, or tin. Place the appropriate number next to the named tool.

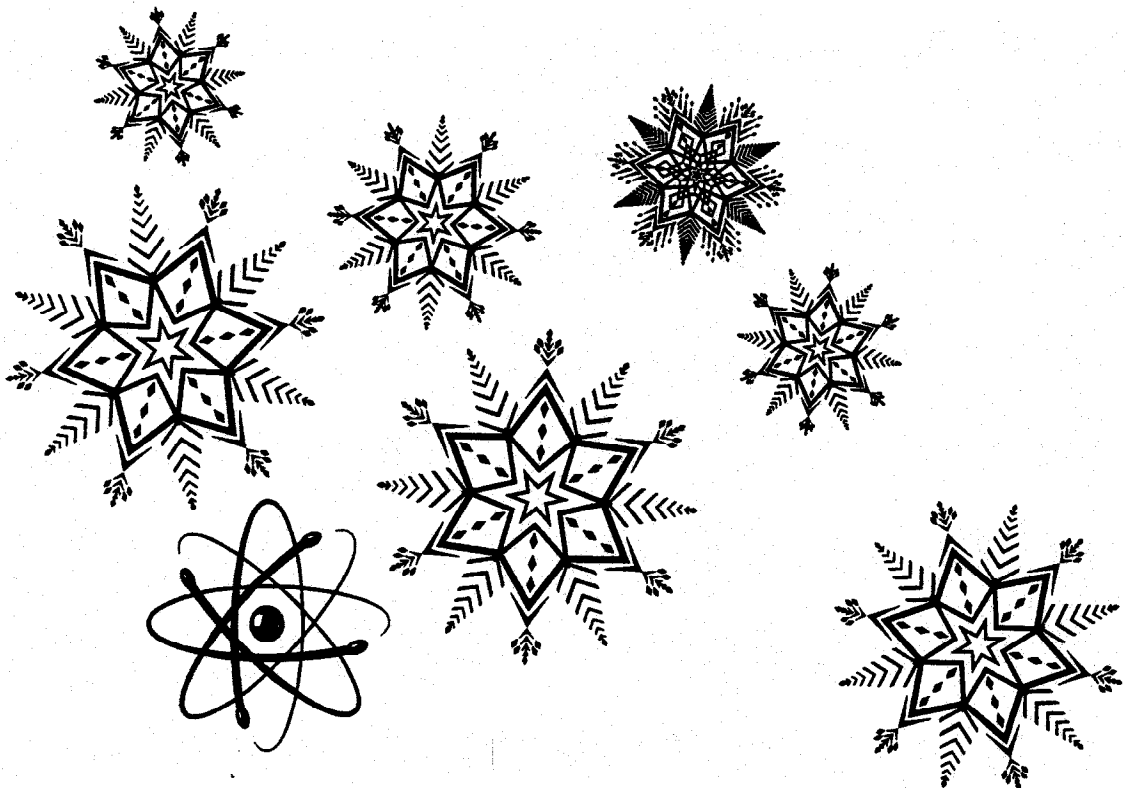
- | | | |
|---------------------------|-----------------------|---------------------|
| _____ Awl | _____ Ax (hand) | _____ Brace & Bits |
| _____ Chisel | _____ Coping Saw | _____ Drawknife |
| _____ File | _____ Half-round File | _____ Hammer (claw) |
| _____ Hand Drill | _____ Leather Punch | _____ Plane |
| _____ Pliers (slip-joint) | _____ Saw | _____ Screwdrivers |
| _____ Shears | _____ Spoke shave | _____ Tin Snips |

Fort Calhoun Pack 114

JANUARY

Genius Night

Dance



January
**Genius Night
Ceremonies**



Opening Ceremonies

THE PLEDGE OF ALLEGIANCE

1892 -- Francis Bellamy



**I PLEDGE ALLEGIANCE TO THE UNITED STATES OF AMERICA, AND TO
THE REPUBLIC FOR WHICH IT STANDS, ONE NATION, UNDER GOD,
INDIVISIBLE, WITH LIBERTY AND JUSTICE FOR ALL.**

What do these words mean to you? To me they say, "Thank you, America, for your strength, your courage and for our freedom...which has been a beacon to the world for two hundred years.

OF THE UNITED STATES OF AMERICA —Whose bright stars are fifty states...each bearing it's own stamp of individuality. People. . .two-hundred million strong. . .people. . .who have come to her from all corners of the earth.

AND TO THE REPUBLIC FOR WHICH IT STANDS —

A land of laws...with an ingenious system of checks and balances that allows no man to become a tyrant...and let's no group prevail... if their power is not tempered with a real concern for the governed... a land where the right of dissent and of free speech is jealously guarded... where the ballot box is the sword... and the people it's wielder.

ONE NATION...UNDER GOD —

A land where freedom of worship is a cornerstone of Her being. A land graced with temples and churches, synagogues and alters that rise in profusion to embrace all the religious of the world.

INDIVISIBLE —

A land forged by the hot steel of raw courage. . .and formed forever. . . by the awful crucible. . . of civil war.

WITH LIBERTY -

Where man in pursuit of an honest life will not be denied his chance...where her citizens move freely within her vast borders without hindrance or fear...a land brimming with opportunity... where freedom of choice, is the guideline for all.

AND JUSTICE -

The doors to our land are open to all, it's wheels of justice grind for all causes. . .all people. They look to every avenue for justice. . .every concern of the law, and they temper their reasoning with mercy.

FOR ALL!!! -

That means everybody. So will everybody please stand and repeat the Pledge with me.

(EVERYBODY)

I PLEDGE ALLEGIANCE TO THE FLAG OF THE UNITED STATES OF AMERICA, AND TO THE REPUBLIC FOR WHICH IT STANDS, ONE NATION, UNDER GOD, WITH LIBERTY AND JUSTICE FOR ALL !!!

PRAYER OF THE SPORTSMAN

The following poem is a good closing, but perhaps the boys should hear it before the Pinewood Derby begins to help encourage good sportsmanship.

Dear Lord, in the battle that goes on through life,
I ask but a field that is fair;
A chance that is equal with all in the strife,
A courage to strive and to dare.
If I should win, let it be by the code
With my faith and my honor held high,
If I should lose, let me stand by the road
And cheer as the winners go by.

Advancement Ceremony

Painted Paws

This is a fun ceremony for the boys. You will paint paw marks on each of the boys. Any black water based paint will work. Try to make each print shaped like the animal it portrays. For the Webelos, you could draw feathers of different colors for their activity badges and a full headdress for anyone receiving his Webelos rank.

Equipment: Black water based paint, brush, badges

Wolves

CM: When a boy joins our Cub Scout pack, he earns the Bobcat badge and starts on an upward trail. This trail will lead him through the ranks of Wolf, Bear, Webelos and on to the highest award of Cub Scouting, the Arrow of Light. Tonight we are honoring boys who have made significant advancement along this journey. Would the following boys and

their parents please come forward? (Read names and wait till all are present.)

I understand that you seek the rank of Wolf, is that so? (response)

Please recite the Cub Scout Promise.

Cubs: I, _____, promise to do my best to do my duty, to God and my Country, to help other people, and to obey the Law of the Pack.

CM: I can see by your knowledge of the Cub Scout Promise and the achievements that you have completed that you have worked hard along with your parents. These achievements are very important as they have helped you gain a deeper appreciation of many things. You are now ready to become a Wolf -cub.

(With paint draw on the back of the Cubs hands the 1st toe) The first toe of the Wolf paw is for your growth through feats of skill and having fun with your family.

(Draw 2nd toe.) The second toe of the Wolf paw represents that you have learned about your home, community, country and your religious beliefs.

(Draw 3rd toe.) The third toe stands for the skills you have gained in handling tools, trying new things, and making collections.

(Draw 4th toe.) The fourth toe represents your new appreciation for conservation and safety.

(Draw the footpad.) The pad of the Wolf paw represents your growth as a Cub and the increased responsibility you are now capable of handling. Wolf Cubs, remember the inscription of this paw. It shows you are ready to move along the upward trail of Scouting.

(Present parents with badges and have them pin them to their sons. Shake hands with boys.)

CM: Would the following boys and their parents please come forward (read the names of the boys receiving arrow points). These boys already have earned the rank of Wolf, but they continue to learn new things to help them on their Scouting trail.. They have each done ten more activities to earn an Arrow Point for the Wolf Rank.. Each of these activities has made them smarter and sharper, so we will give them claws on their paws to show how sharp they are. (Paint a claw on each of their ten fingers, and present their Arrow Points to the Parents to give to the boys.

Bears

CM: Would the following boys and their parents please come forward. (Read names and wait.) You are climbing even higher on the trail to the Arrow of Light. Do you seek the

rank of Bear? (response.) Then recite the Law of the Pack.

Cubs: The Cub Scout follows Akela, The Cub Scout helps the Pack go, the Pack helps the Cub Scout grow, The Cub Scout gives goodwill.

CM: I see that you have worked hard with your parents and Den Leaders to achieve your rank. You are ready to become Bear-cubs.

(Draw the first toe on the back of the Cubs hands.) The first toe of the Bear paw symbolizes your increased understanding of God.

(Draw 2nd toe.) The second toe of the Bear paw symbolizes your new knowledge of your country, its folklore and heritage.

(Draw 3rd toe.) The third toe shows your increased appreciation of your family.

(Draw 4th toe.) The fourth toe stands for your increased understanding of your own self worth.

(Draw footpad.) The palm of the Bear paw represents your growth as a Cub, and the increased responsibility you are now capable of carrying. The climb up the Scouting trail is getting shorter, but steeper. Not everyone will finish. Follow the Promise and the Law so that no harm will come to you along the trail. (present badges to the parents and have them pin them to their sons. Shake hands with the boys.)

CM: Would the following boys and their parents please come forward (read the names of the boys receiving arrow points). These boys already have earned the rank of Bear, but they haven't stopped learning and advancing. They have each done ten more activities to earn an Arrow Point for the Bear Rank. Each of these activities has made them smarter and sharper, so we will give them claws on their paws to show how sharp they are. (Paint a claw on each of their ten fingers, and present their Arrow Points to the Parents to give to the boys.

Webelos

CM: On our scouting trail we have boys from the brave Webelos tribe. They are working toward the rank of Webelos which will show that they truly have Scout Spirit. They too, deserve our respect and congratulations. (If you have Webelos receiving awards, call them forward and have the Webelos leader briefly describe the activities for each of their activity pins. Paint one feather on the boy's hand for each pin he has earned, and have the Webelos leader present the activity pins.)

CM: Tonight we will honor a Scout (or scouts) who has shown that he has been guided by Akela, has learned much about Scout Spirit. He (they) are braves who will wear a full

headdress in the Webelos tribe. This headdress will include four feathers to show that he has learned the ways of the Webelos tribe, that he has been active and earned three activity badges, lead a flag ceremony, and has also learned the ways of the Boy Scouts. Will (read the names of any who have earned the Webelos rank) come forward with your Webelos Leader. (Paint a headdress on the forehead of these boys with four feathers) and have the Webelos leader present them with their rank..

Closing Ceremony

"A HUNDRED YEARS FROM NOW"

The following closing ceremony ties in with the opening ceremony "Scouting Is". To stage the following closing, have several Scouters stand by the campfire or on stage, etc., facing the audience. The narrator will have a flashlight if needed to read by. The other members will have flashlights which have cardboard Scout emblem taped onto the end. They stand by the narrator holding lights down at their sides. At appropriate time (as indicated) they all hold up their Scout lights and turn them on so the emblem will be illuminated, Another ideas for making the lights is to take a foam cup and cut the bottom out, cut out the shape of Scout emblem in the center of the cup. Glue a piece of construction paper on the top and tape the bottom of the cup onto the flashlight.

" A HUNDRED YEARS FROM NOW "

A hundred years from now
'twill not matter at all
what your bank account was
whether large or small
the kind of house you lived in
'twill be immaterial, too
as will the kind of car you drove
and the famous folks you knew.
But the world may be a better place
because those boys you did not fail
because you gave your time to scouting
to guide future leaders down life's trail
so keep that scouting light shining
as a beacon light for each boy
then in years to come you'll see them as men
who fill you with pride and joy
yes, scouting is.....that boy.

2097

Cheers

Pinewood Derby Applause

Hold your right hand over your head and bring it down as if it were a car coming down the track, while saying: "Swoooooosh!" then "thud" as it hits the end of the track.

Alternate

Same as above, but after "thud" yell "_____ is the winner!!" Fill in the blank for whoever deserves recognition.

Inventor's Applause

Jump up and down while yelling "You made it!! You made it!! What is it!?" or "You did it, you did it! What did you do!!!"

Genius Applause

Applaud by patting your head, rubbing your tummy and shouting, "Yeaaaa!" at the same time.

Songs

Our Car

Tune: Camptown Races

Pinewood derby's here again,
Oh boy, oh boy.
Dad and I would like to win,
Boy, we will try.

Chorus:

**My Dad's thumb is sore
From the carving knife.
I wish he'd let me carve it, too.
You can bet your life.**

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

Chorus

**We won the trophy, Dad and me!
Hooray! Hooray!
See the smile on my Dad's face,
'Cause we won the race!**

Chorus

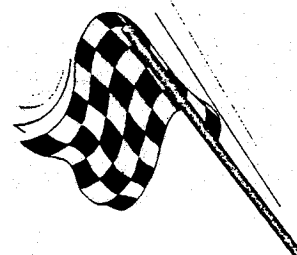
I Had a Red Pine Car

Tune: On Top of Old Smokey

I had a red pine car,
It went mighty fast,
It beat every other,
It never was last.

I took it to races,
I took it to shows,
The crowd always muttered,
"Man look at it go!"

I miss my poor race car,
With all of my might.
You see, my dog ate it,
In one great big bite!



(pages 7 & 8 missing
from Original)

Math Games and Tricks

Forever 37

Equipment: You'll probably need paper, pencils, and a calculator.

In this problem, the answer is always 37, no matter what.

3, 14, 15, 9, 26
53589793
23876764
35831795
02884

1. Choose any number from 1 through 9 and multiply it by 3. Say you chose 7. $7 \times 3 = 21$
2. Make a three digit number using the original number 3 times. 777
3. Now, divide the answer in step 2 by the answer in step 1. $777 \div 21 = 37$
4. It works every time!

A Magic Number

Equipment: You'll probably need paper, pencils, and a 10 digit calculator.

The number 123,456,789 is a magic number. Try this to see why.

1. Choose any number from 1 through 9. Say 4.
2. Multiply the magic number by the number you chose.
 $123,456,789 \times 4 = 493,827,156$
3. Multiply that answer by 9.
4. You will always get a ten digit answer and nine of the digits will be the number you chose!
4,444,444,404

The Sum of Them

Learn to play this game together as a den and then go home and impress your friends and family, they'll think you are a genius!

Equipment: 5 pieces of paper or index cards and a pencil

1. On the first piece of paper write a 1 on the front and a 2 on the back. On the second piece, write 3 on the front and 4 on the back. On the next pieces write 5 and 6, then 7 and 8 and finally 9 and 10.
2. Give the papers to a friend and ask him to mix them up and spread them out while you're not looking. Ask how many odd numbers are face up, and tell him you will be able to tell him the sum of all the numbers that are showing.
3. Here's how it's done. The sum of all the even numbers is 30. $2+4+6+8=30$
4. For each odd number showing, subtract 1 (because it is always 1 less than the even number on the other side of the paper. So if three odd numbers are showing the answer would be $30-3=27$. If only one odd number is showing, the answer would be $30-1=29$. Try it!

Crafts

Junk Sculptures

Equipment: Assorted junk
Tape
Glue
String
Paints



Let the Cubs show what geniuses they are by making something great out of junk. Have them start collecting junk a few weeks in advance. Give them each a large plastic bag and ask them to go trash picking in their homes, they want to look for strange and unusual trash as well as some normal looking stuff. They can put all their trash into their bags and bring it to the next meeting.

Some good and unusual trash would include:

Egg cartons	nylon stockings	large and small boxes
odd shaped foam packaging pieces,	sponges	bottles
buttons	shoelaces	old magazines
tin foil	wrapping paper	<i>anything goes.</i>

When they get together, dump everything on the floor, mix it up and let them begin to create strange and wonderful things. Some will make sculptures, others may come up with useful devices.

Afterwards give everybody their own prize, such as: Most colorful, Most creative, Funniest, Most Useful, Prettiest, Ugliest, etc.

Two Sided Puzzle

Equipment: Two large pictures per boy , cardboard the same size as the pictures, glue, pencils and scissors

Directions:

1. Glue a picture on one side of the cardboard and let dry.
2. Glue second picture on the other side of the cardboard and let dry.
3. Draw puzzle shapes on one of the pictures (look at a jigsaw puzzle for guidance)
4. Cut the pictures along the lines drawn.
5. Mix the pieces up and try to put the puzzle together. Part of the fun is figuring out which side is which.

WEBELOS GATHERING ACTIVITY

Readyman Activity Badge

Be Prepared!

Find and circle these items, then color them in: *A C E F G L M N O R Y - 9*

B J S W 2 4 X T K D H P U Z 6 8 I Q V 7
I H D B V U T S 8 6 4 2 Q P K J 7 Z X W
H 7 U K B 8 C T J A P D L X 6 L W 4 I 2
2 X U Q I P T W B 6 D 4 8 J 7 H K 6 S P
B H K Q S U X 7 2 D I 6 J P 4 W 8 Z V T
I W 7 V J 9 9 9 B T U 9 X V W 9 W H K I
J V P U 9 K 7 9 I P 9 9 6 S 9 9 P T S W
D H T Q 9 4 S 9 T I K 9 W T J 9 K I T 8
2 U X J Z 9 9 9 4 S B 9 S W B 9 Z 4 I Q
S D 4 I W 6 B 9 Z J H 9 D T Z 9 D U D B
W W I X 7 X S 9 H 7 4 9 P K 7 9 I B P D
X T I H P I T 9 8 H Q 9 4 8 T 9 4 Q U I
7 B J S D J 2 9 V U V 9 T H I 9 X X T S
T J P D Q U W 9 K Z 9 9 9 P 9 9 9 T 6 Q
P S V H 8 W B D U K P 4 J B I T Q 6 W 2
I H D B V U T S 8 6 4 2 Q P K J 7 Z X W
B T S T P K Z F 6 T O Q V R H J 4 S 2 Z
B J S W 2 4 X T K D H P U Z 6 8 I Q V 7
P S V H 8 W B D U K P 4 J B I T Q 6 W 2
T D T W E X W M P 6 E B D R W H - V S D
2 X U Q I P T W B 6 D 4 8 J 7 H K 6 S P
B T 8 J G V T E H B N I B C J 4 Y H B U
H D 8 V U T S 8 Z 4 X Q P K J 7 Z 6 W I
K Q S U X 7 2 D I 6 J P 4 W 8 Z V T B H

Read the colored-in message to find out what to do in an emergency.

Fort Calhoun Pack 114.

Webelos Gathering Activity

Fitness Badge

Exercise Warm-Up Fun

Make sure the boys have plenty of room to move around. The leader should read it in a slow monotone at first while letting the boys go through the motions. Then try it in the sing-songy rhythm a little faster. Continue to repeat it, faster and faster, until either the boys or the leader collapse!

Hands on your hips, hands on your knees,
Put them behind you, if you please
Touch your shoulders, touch your nose
Touch your ears, touch your toes.
Raise your hands high in the air,
At your sides, on your hair.
Raise your hands as before,
While you clap: one, two, three, four.
Your hands upon your head you place,
On your shoulders, on your face.
Then you raise them up on high,
And make your fingers quickly fly.
Then you put them in front of you,
And quietly clap: one, two; one two!

WEBELOS GATHERING ACTIVITY

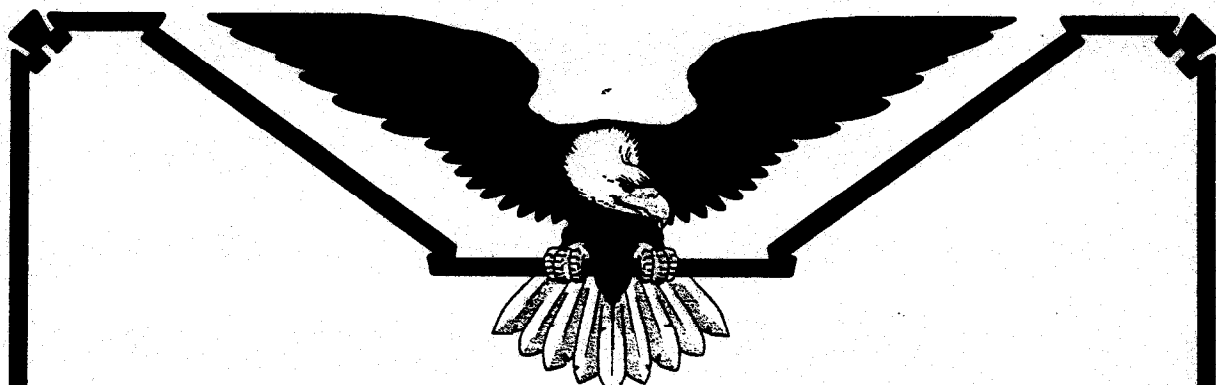
Fitness Activity Badge

Treat Your Body Right!

Circle T for True or F for False.

- T F 1. Smoking or chewing tobacco makes you cool.
- T F 2. Smoking can cause lung cancer and heart disease.
- T F 3. Athletes who smoke always play as long and as hard as athletes who don't smoke.
- T F 4. Smoking will not affect your eyes at all.
- T F 5. Smoking stains teeth and fingers.
- T F 6. Chewing tobacco is OK because it doesn't get into your body's organs.
- T F 7. Alcohol doesn't slow down the brain and body.
- T F 8. Alcohol can make a person see double.
- T F 9. Alcohol can make people do bad things they would never consider doing when sober.
- T F 10. Drunk drivers kill thousands of people each year.
- T F 11. All drugs, even prescription drugs, are dangerous.
- T F 12. It's OK to take someone else's medicine if you're sure you have the same illness.
- T F 13. Sniffing glue is OK to do once in a while
- T F 14. Toxins from certain sniffing substances can affect the liver, kidneys and muscles.
- T F 15. Marijuana is OK in small amounts, but cocaine, heroin, and LSD are not.
- T F 16. Eating a cheeseburger, french fries and a soda for every lunch would be a balanced diet
- T F 17. There are five food groups.
- T F 18. You should have 2 or more servings from each food group every day.
- T F 19. Your body needs vitamins, minerals, carbohydrates, fat and protein to operate smoothly.
- T F 20. Rushing meals or skipping meals can be harmful to your body.

Fort Calhoun Pack 114



February

Celebrate Scouting





Let's Celebrate Scouting

Ceremonies **Opening Ceremonies**

Flag Opening

Needed: Flag, 3 candles, (red, white, blue) board or holders, narrator and three scouts to light candles.

Have you noticed the strong bond between our flag and our promise? Let me show you.

(Scout lights white candle in center)

One of the colors of the flag is white, It is the symbol of purity and perfection, It is like the first part of our Scout Promise, Our Duty to God.

(Another Scout lights red candle)

The color red in our flag means sacrifice and courage, the qualities of the founders of our country. Red is the symbol of the second part of the Scout Promise. Our duty to other people requires courage to help anyone in trouble and the self-sacrifice of putting others first.

(Another Scout lights blue candle)

Blue is the color of faith. It represents the Law of the Pack, which we faithfully follow. We do our best to grow and learn while helping others.

Let us rise and dedicate ourselves with our Pledge to the Flag and follow with the Cub Scout Promise.

Campfire/Candle Opening

Equipment: 'Campfire' built of logs around a yellow light bulb, electric candle with blue light, tape of crackling fire sounds.

Setting: Fire is dark as Akela enters and 'lights' candle (turns bulb).

Akela: We will light our council fire tonight with this candle that represents the Spirit of Cub Scouting, and the Cub Scout's promise to do his best.

This light is a symbol of a Cub Scout's promise to do his duty to God and his country. This light is a symbol of a Cub Scout's promise to help other people. This light is a symbol of a Cub Scout's promise to obey the Law of the Pack.

(Akela stops, touches 'campfire' with the 'candle.' Someone off stage then plugs in the fire and starts the tape.)

Akela: I now declare this council fire open. Let the ceremonies begin!



(At this point you may want the whole pack to stand and repeat the Cub Scout Promise.)

Advancement

Baden-Powell Advancement Ceremony — All ranks

Tonight we are celebrating the birthday of Scouting. Many of you know that Scouting started in England in 1907 when Lord Baden-Powell took seven boys to Brownsea Island for a camping experiment. But the roots go even farther back. In 1899, Baden-Powell was a Colonel in the British Army fighting the Dutch Boers in South Africa. Colonel Baden-Powell was in charge of a town called Mafeking. It was under siege by the Boers. The Boers shelled the town every day except Sundays. When that happened, everyone had to hide in trenches until the shelling stopped. Baden-Powell noticed that the last ones into the trenches and the first ones out were the young boys. He needed to keep these young lads from doing risky things and getting wounded. So he organized them into a Boys Corps. They ran messages from Headquarters to the troops and citizens, and they practiced Army Scouting skills. This helped him enforce discipline on them in a way that they could accept.

The food was running out, the Boer force was ten times the size of the British force, but Baden-Powell used his cunning to hold the town for 217 days, until British reinforcements could arrive and rescue the town from the Boers. When he got back to England, he found himself a National hero and a small book he had written for the Army, "Aids-to-Scouting", was being used by British boys to play games of scouting. He remembered those boys in Mafeking and what his Boys Corps did for them. He rewrote his book into "Scouting for Boys" in 1908 and Boy Scouting was born.

The tradition Baden-Powell started in Mafeking, we are continuing tonight. When the boys in Mafeking learned their scouting skills, they were rewarded with a promotion in rank. So too, do Cub Scouts, after showing their abilities in certain skills, earn their ranks of Bobcat, Wolf, Bear

and Webelos. Would the following Scouts and their parents please step forward? (read names of award winners) You have learned new skills and have shown yourselves ready for promotion. Wear your new rank proudly like all Scouts have for the last 94 years. (Read the name and award given, exchange the Cub Scout Salute, and let the parent pin on the award.)
(written by Ken & Ellen De Vilbiss, Pack 80, Arapahoe District)

Closing Ceremonies

TEN NEEDS OF A BOY

1. To climb a mountain and look afar.
2. To sit around an embered campfire with good friends
3. To test his strength and his skills on his very own.
4. To be alone with his own thoughts and with his God.
5. To be ready to reach out and find the hand of an understanding man ready and willing to help.
6. To have a code to live by...easily understood and fair.
7. A chance to play hard just for the fun of it...and to work hard for the thrill of it.
8. To have a chance to fail...and know why.
9. To have and to be a good friend and have a chance to prove both.
10. To have a hero...and a vision to measure him by.

BADEN-POWELL — WHEN THE SUN GOES DOWN

Lord Baden-Powell, the founder of Scouting, said this to Scouts everywhere:

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



Cheers

Cub Den Cheers

Use these cheers separately for Den awards or have the boys do all three at one time to see who can cheer the loudest. Tigers yell "We're grrrrreat!" Wolves howl, Bears growl and Webelos yell "We all yell, Webelos are swell!"

Pack Cheer

The Cubmaster says, "Clap your hands" (everybody claps two times) "Stomp your feet" (everybody stomps two times), then everyone yells together "Pack ____ can't be beat!"

When I Do - You Do

Tell the group that when you applaud so should they, and when you don't, they shouldn't either. Use false starts throughout the evening to try and trick them up.

Do a Good Turn

Have the group stand up to applaud. They clap once, turn a 1/4 turn and clap again, turn another 1/4 and clap again, and continue like that until they have completed a full turn.

Songs

Akela's Council Tune: Clementine

When Akela holds his council
And the Campfire's all aglow
We will form a friendship circle,
As we sing so sweet and low.
Oh, Akela, brave Akela
True and fair Cub Scouts we'll be
To our promise and our Pack law,
We will pledge our loyalty.

Our Cubmaster Had a Pack Tune: Old MacDonald

Our Cubmaster had a Pack E-I-E-O
And in this Pack, he had some dens E-I-E-I-O
With a Tiger den here and a Tiger den there,
Here a Tiger, there a Tiger, everywhere are little Tigers.
Our Cubmaster had a Pack E-I-E-O.

Repeat with Wolves, Bears, Webelos and Parents

Blue and Gold Tune: Jingle Bells

Chorus:
Oh Blue and Gold, Blue and Gold,
Banquet time again,
Families gathered all around
Waiting to chip in.

Fried chicken and baked beans

Potato salad, too.
A piece of Birthday cake
Enough for me and you.
Some people ate too much,
But we all enjoyed the meal.
The friendship here tonight
Was warm and true and real.

Skits



Mounted Scouts

Cast: Cubmaster; Cubs Tom, Dick and Harry; other Cubs.

(Camp scene with tent, backpacks. etc. Pack is gathered around Cubmaster)

Cubmaster: Okay, guys, rest day. You're on your own to go fishing, exploring, whatever. But I'm sick and tired of you guys being late all the time and coming up with wild excuses, so I'm making just one rule. Everybody - and that means every Tom, Dick and Harry of you - must be back in camp by 5 p.m. Got it?

Cubs: Right, Cubmaster.. Gotcha, Cubmaster, etc.

(Cubs scatter and move off-stage. When they're gone, Cubmaster looks around, props a backpack against a chair "tree", stretches out and pulls down his cap over his eyes to have a snooze. Noise of returning Cubs off-stage. Cubmaster jerks awake, looks at watch. First pair of Cubs comes in.)

Cubmaster: Good work, men. Only 4:55. *(Cubs go to fire circle, start messing with pots and pans, etc. Other Cubs come in, and Cubmaster greets them, checking the time against his watch - 4:56; 4.-58; etc.)*

Cubmaster: Time's up! 5 o'clock! *(counts gathered Cubs) Where's Tom? Where's Dick? And Harry? (Cubs shrug, move off to do different things. Cubmaster paces, looking at watch. Finally, Tom staggers onstage, all tattered and torn.)*

Cubmaster: You're late! What happened?

Tom: *(gasping) I went canoeing. The boat sank. I swam to shore, found a horse, and rode it a couple of miles. But it collapsed! I hiked the last 20 miles!*
(Tom collapses. Dick staggers in, tattered and torn.)

Cubmaster: What on earth happened to you?

Dick: I went canoeing. The boat sank. I swam to shore, found a horse, and rode it a couple of miles. Then it collapsed. I had to hike the last 20 miles!
(Dick collapses. Harry crawls into camp, tattered and torn.)

Cubmaster: No, don't tell me. I know, I know. You went canoeing; your boat sank; you found a horse and rode it until it collapsed

Harry: No, no, no! You've got it all wrong! My horse couldn't get through! There were two collapsed horses blocking the trail!

Games

Gathering Activities

Shoe Stew

Everyone removes their shoes and puts it into a pile in the center of the room. After everyone has assembled, each member of the group randomly picks out two different shoes and puts them on without buckling or tying them. The players then look for the mates of both their shoes. When one mate is found the shoes have to walk together touching each other to look for the other mates. This will twist and tangle up the players. At the end, when all the shoes are united, the players will be twisted up and know each other much better. This is a lot of fun.

Partner Hunt

The leader hides peanuts (or other small object) and one thimble, around the room. There should be three or four times as many peanuts as there are players.

Each player must hook arms with a partner. The leader blows a whistle and the partners start hunting peanuts with their arms still hooked. When the whistle blows again, they must stop and join arms with a new partner. The whistle sound again, and a new hunt begins. This is repeated as long as the leader likes or until a couple find the thimble and win.

Partners Around

The players each hook elbows with a partner and form a large double circle, all facing the same way. Start some music and have the players walk around in the circle. When the leader blows a whistle, the inside circle turn around and walk the other direction, while the outside circle walks forward. When the music stops, everyone has to find their partner and the join hands and sit or squat. The last couple to find each other has to stand in the middle during the next round.

Penny Wise

Give everyone a penny , a pencil and a piece of paper with the following items listed on it as they enter. Everyone tries to find as many of the items on the sheet as they can. Answers must be written. When the meeting begins, ask if anyone has found all the items. Whoever finds the most, or everyone who finds them all, wins the penny!

- | | | | |
|----|-----------------------|----|-------------------------|
| 1. | The name of a song | 2. | A privilege |
| 3. | A part of Indian corn | 4. | Something denoting self |
| 5. | A foreign fruit | 6. | A perfume |
| 7. | A Chinese beverage | 8. | A method of voting |
| 9. | Part of a plant | | |

Crafts

Marbleized Stationary for Invitations

Equipment: Newspapers bucket water blue and gold spray paint
 white paper envelopes stick, dowel or chopstick

Directions:

10. Cover the work area thickly with newspapers. Fill a bucket 3/4 full of water. Spray blue, gold, or both spray paints onto the surface of the water in the bucket. Spray lightly, but cover the entire surface of the water.
11. Take a piece of the white paper and dip one of it's corners into the water and immediately pull it out again. Repeat with other three corners. Decorate the corners of an envelope to match. Place paper and envelope on newspaper to dry.
12. When the paint in the bucket coagulates and dries it must be removed. Do this by putting the stick into the water and slowly moving it through the paint which will stick to it until all the paint is on the stick. Put the stick onto the newspaper to dry.
13. Spray fresh paint onto the water. You can then dip the sides and top and bottom of the white paper into the paint and marbleize it on all edges. Let dry.
14. The center of the paper is still white, so you can now write your Blue and Gold Banquet Invitation in the middle and it will be easy to read.

Placemats

Even if you use paper table cloths, placemats make the table look more festive. Here are some ideas for easy, fun placemats.

Marbleized

Equipment: White legal size paper, blue and gold paint, all equipment shown above.

You can marbleize your placemats to match your invitations following the directions above and then have them laminated for the boys to take home and use again and again.

Waxed Paper Placemats

Equipment: Waxed paper, blue and yellow crayons, fruit peeler, iron

Give each boy two pieces of waxed paper the size of a placemat. Shave pieces off blue and yellow crayons with a fruit peeler on one of the pieces of waxed paper and cover it with the other piece. Seal the paper and melt the crayon with a warm iron. Press slowly and uniformly.

Paw Prints Placemats

Equipment: Blue construction paper, potato, knife for carving, yellow poster paint

Using a potato stencil (see Wolf - Elective 12) carved into a paw shape, cover a piece of deep blue construction paper with yellow paw prints.

WEBELOS GATHERING ACTIVITY

Engineer Activity Badge

Careers in Engineering

The Right "Man" for the Job!

Use a word from this list to fill in the correct answer.

Aeronautics	Chemical	Computer	City	Agricultural
Electrical	Physical	Industrial	Mechanical	Civil

- (1) An engineer who designs plants to make water safe to drink - _____.
- (2) An engineer who designs machines in a factory - _____.
- (3) An engineer who tests new processes and checks old ones in a chemical plant _____.
- (4) An engineer who plans new circuits and directs workers in an electrical plant - _____.
- (5) An engineer who designs and tests new space techniques - _____.
- (6) An engineer who designs and tests new techniques for new equipment for industry - _____.
- (7) An engineer who designs and tests equipment for farmers and ranchers - _____.

WEBELOS GATHERING ACTIVITY

Engineer Activity Badge

Bridges & Machines

Use a word from this list to fill in the correct answer.

Catapult

Pulleys

Beam Bridge

Plank Bridge

Truss Bridge

Arch Bridge

Suspension Bridge

Lever

Block & Tackle

Pier Bridge

- (1) A flat surface over two supports - _____.
- (2) A flat surface over three or more supports - _____.
- (3) A flat surface over an arched support - _____.
- (4) A flat surface with turned up edges - _____.
- (5) A bridge with sides made up of a series of triangles - _____.
- (6) A bridge that appears to hang from strong strung cables - _____.
- (7) A pulley(s) and a rope or cable - _____.
- (8) A slingshot or other device used to project something - _____.

WEBELOS GATHERING ACTIVITY

Scholar Activity Badge

Before the Meeting:

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

- (1) If Jupiter is closer to the Sun than Mercury, write "V" in spaces 4, 20, 24, and 25. If not, write "S" in 4, 20, 24, and 25.
- (2) If it's OK to divide a number by zero, write "J" in spaces 13 and 22. If not, write "N" in spaces 13 and 22.
- (3) If you are the oldest person in this room, write the letter "X" in spaces 2, 7 and 23. If you are not, write "E" in these spaces.
- (4) If you like Christmas time better than being punished, indicate this with an "O" in 11 and 16. If not, leave these spaces empty.
- (5) Put your hands behind your back and by counting on your fingers, find the 7th letter of the alphabet. Write it in space 6.
- (6) If water freezes at 64 F, write an "P" in space 12. If not, write a "W" in that space.
- (7) If George Washington became president after Abe Lincoln, write nothing in space 8. If not, write a "T" in spaces 3, 8 and 15.
- (8) If 5 feet equals one mile, draw a house in space 1. Otherwise, write an "L" in space 1.
- (9) If you're a Webelos Scout, put the letter "D" in space 10, the letter "U" in space 19, and the letter "I" in space 21.
- (10) If you like this kind of "paper" game, write the second letter of the alphabet in space 18. If you don't, write a "B" in space 18.

WEBELOS GATHERING ACTIVITY

Scholar Activity Badge

After the Meeting:

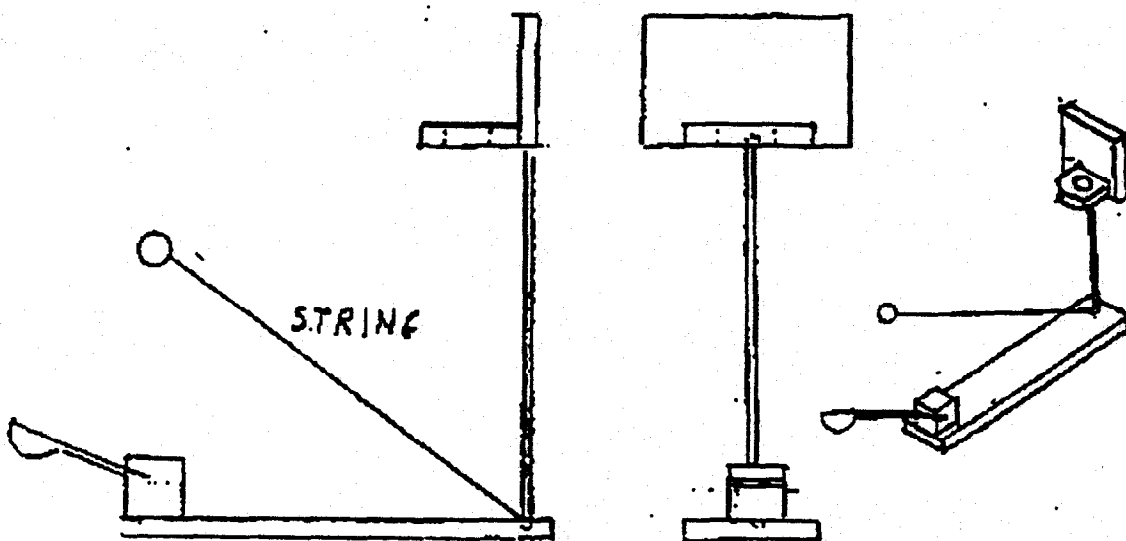
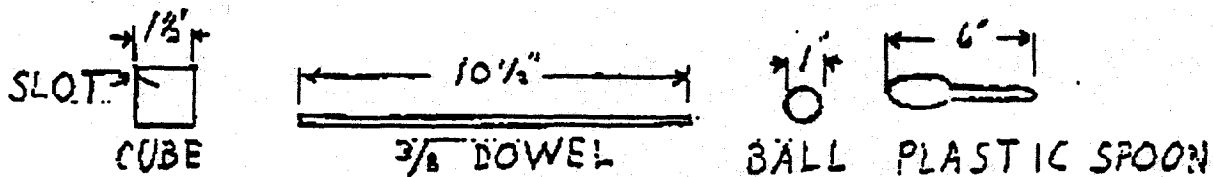
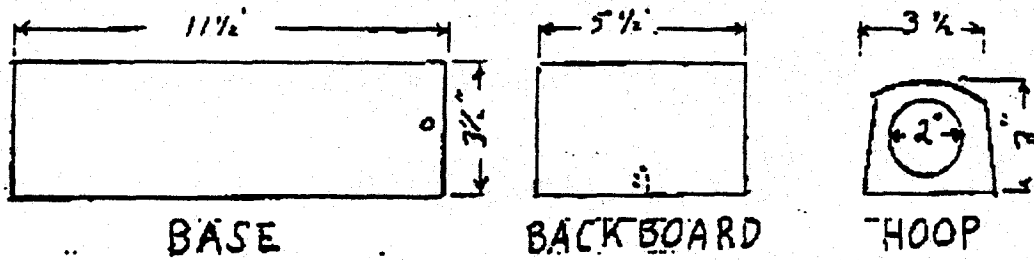
1 2 3 4 5 6 7 8 9 10 11 12

13 14 15 16 17 18 19 20 21 22 23 24

- (1) If you ever saw a cow jump over the moon, write "Q" in spaces 1, 4, 15, 18. If not, write "R" in these spaces.
- (2) If "X" comes before "H" in the alphabet, write "Z" in space 3. If "X" comes after "H," write "F" in space 3.
- (3) If 13,467 is more than 10 dozen, write the letter "E" in spaces 2, 5, 9, 16, 19. If it is less than 10 dozen, write "K" in these spaces.
- (4) If you like candy better than mosquitoes, indicate this with an "S" in 6 and 12. If not, leave these spaces empty.
- (5) Close one eye and without counting on your fingers, write the 8th letter of the alphabet in space 7.
- (6) If Shakespeare wrote "Twinkle, Twinkle, Little Star," put a "C" in space 22. If he didn't, write a "Y" in that space.
- (7) If white is the same color as black, write nothing in space 8. If they are different colors, write an "M" in space 8.
- (8) If 10 quarts equals one cup, draw an elephant in space 10. Otherwise, write an "N" in space 10.
- (9) If summer is warmer than winter in the Northern hemisphere, put the letter "D" in space 21 and the letter "T" in space 11.
- (10) If you think this is silly, write the first letter of the alphabet in spaces 14 and 20. Otherwise, write an "A" in those spaces.

Webelos Engineer Activity Badge Idea

Basketball Catapult



Instructions

1. Base, backboard and hoop are made from a 1"x4" board.
2. Drill holes in base and backboard 3/8" diameter and 1/2" deep.
3. Cut a slot at a 15 degree angle in a cube block large enough for the handle of a plastic spoon.
4. Cut hole for the hoop first; then finish cutting the hoop piece.
(We used a slice of 2" diameter PVC pipe and screwed it into backboard.)
5. Glue the hoop to the backboard; then glue dowel rod into backboard and base.
6. Glue cube block to base and insert spoon into slot.
7. Cut string and attach one end to dowel rod at base and the other end to any 1" sized ball (ping pong balls work well).

BLUE AND GOLD BANQUET

WHAT IS A BLUE AND GOLD BANQUET ?

To define a Blue and Gold Banquet we must recall how Scouting Began:

Scouting originated in England when Sir Baden -Powell wrote a book called "Aids of Scouting" The book was originally written for solders but it caught the fancy of many British boys who began practicing what it taught, Sir Baden-Powell then published another book in 1908 that was an illustrated handbook of activities called Scouting for boys", and Scouting soon spread around the world.

In February of 1910 William D. Boyce and Daniel Beard founded the boys Scouts in the United States. Cub Scouting was organized 20 years later in 1930 to provide a program for young boys not old enough to join Boy Scouts.

As you can see, February is the anniversary Month for the Boy Scouts of America- the 87th birthday of Scouting and the 66th for Cub Scouting this coming year. Many special events and activities are planned by packs all over the country to celebrate these twin anniversaries, Highlighted by the annual Blue and Gold Dinner. It is a birthday dinner that joins Cub Scouts and their families for an evening of fun and good fellowship.

Some packs make the dinner a potluck affair with each family bringing a covered dish, and other packs prefer buying the food, having it prepared by a parents' committee, and then prorating the cost among those attending.

The plan of feeding isn't important. It is the Cub Scouting that happens in making the program come true that counts. Dens sit together with their families so that den spirit and family relationships are strengthened. Banquet arrangements must be made and planning done well advance. This it the secret of a successful Blue and Gold Banquet.

Be sure to keep records of all costs, number attending and all procedures taken for furture reference. Involve as many leaders and parents as desired or needed- encourage their ideas and help as much as possible. Sharing responsibilities make it easier and more fun for everyone.

STEPS TO PLANNING A BLUE AND GOLD BANQUET

The following is a basic outline you can use in arranging the banquet. on the following pages will be detailed information for each step.

I. Select date, time, and place.

A. In selecting the place consider the following:

1. Adequate space for seating and displays.
2. Availability of parking space, restrooms, coat racks.
3. Program needs, such as microphone, stage, ect.
4. Convenience for food preparation and /or serving.
5. Reserve meeting place well in advance.

II. Dinner Committee

- A. Select meal plan- catered or pot luck.
- B. Determine serving needs- kitchen and utensils.
- C. Select menu and estimate cost.
- D. Assign serving and cleanup jobs.

III. Program

- A. Entertainment.
- B. Props for skits and ceremonies.
- C. Recognition of boys and leaders.
- D. Make assignments for various parts of the program.
 1. Invocation.
 2. Welcome and introduction of Guests.
 3. Ceremonies.
 4. Recognitions.
 5. Entertainment.

IV. Decorations

- A. Room decorations.
- B. Table decorations.
- C. Displays.

V. Publicity

- A. Inform all pack families of date, time, place and cost.
- B. Invitations- send invitations to special guests.

Planning the Banquet

Because this annual event usually attracts the biggest crowd of the year, planning must start early-- preferably in October or November. At the October pack meeting announce and explain what a Blue and Gold Dinner is. Ask the parents to indicate a preference for the type of dinner. Discuss details at the November Committee Meeting and appoint your Banquet Chairman. This chairman recruits helpers to carry out the responsibilities that will follow. A general outline has been prepared to help make your planning easier. Try to involve as many people as possible, and avoid giving den leaders too many additional responsibilities- they will be busy working with their dens.

BANQUET COMMITTEE RESPONSIBILITIES

1. DATE, TIME AND PLACE.

Set the date and time of the banquet if this has not already been pre-determined. Most packs hold the banquet on the regular pack meeting date since it takes the place of the regular pack meeting. When selecting the night for your dinner take into consideration the following:

- A. This will be a longer than usual event so you may decide a Friday or Saturday would be best to avoid a late evening on a school night.
- B. If each family is bringing food you might want to start the banquet later than usual to allow working mothers to have plenty of time to prepare their food. This, of course, depends upon the time of your regular meeting.

Secure an adequate facility at least six weeks in advance. This is the longest amount of given to a hall of sufficient size to accommodate such a large crowd. It should have ample space for seating, displays and a stage area where Cub and Webelo Scouts can perform.

- A. Type of facility
 - 1. School cafeteria
 - 2. Church meeting room
 - 3. Civic centers, town halls
 - 4. Restaurants
- B. Check on rental fee, if any. This may determine which facility you decide to use.
- C. Check seating capacity and number of tables available.
- D. Inquire about kitchen availability, if needed.
- E. Secure permission to use special items- Pa system, speaker's stand, ect.
- F. Confirm reservations at least a month in advance.

2. THE DINNER

Decide on a meal -serving plan.

- A. Pot Luck- each family brings a dish to share either with the whole pack or with the den group. Families furnish their own plates, cups, utensils, serving dishes. Food is pooled and served buffet style.

BANQUET COMMITTEE RESPONSIBILITIES (continued)

2. THE DINNER (cont'd)

- b. Food Committee- If this pack has sufficient funds, they may wish to buy the meat, bread, beverage, plates, utensils, cups, napkins, and ask pack families to bring salads, vegetables, and deserts. Some packs prorate the cost among those who attend. Some food committees purchase all the food and prepare the entire dinner.
- c. Catered- Either have a caterer bring in food already prepared, or the pack can go to a restaurant or cafeteria for dinner. In these cases, the food is prepared so there is nothing for the pack to do but decorate the room and tables.

Use the members of the Banquet Committee as chairmen of the following subcommittee to plan the details of the banquet. Depending on the size of the banquet, you may wish to combine some of the responsibilities to fit your needs.

PHYSICAL ARRANGEMENTS SUBCOMMITTEE RESPONSIBILITIES

1. Develop a seating plan so that den families can sit together.
 - a. Head table ?
 - b. Arrangement of tables (determined by size and shape of room)
 1. Square
 2. U-Shaped
 3. Parallel
 4. Fan- shaped
 - c. Be sure everyone will be able to see and hear.
2. Make arrangements to get into the building early on the day of the banquet to set up tables.
3. Inform dens what time they may arrive to decorate. Be sure to allow enough time for people to go home and dress for banquet.
4. Check restroom and coatroom facilities. (put up signs for restroom facilities if necessary)
5. Check on need to work with custodian.
6. Be sure there is adequate parking space.
7. Arrange for adult clean-up committee. Have trash bags available.

PLANNING THE BANQUET (continued)

FOOD SUBCOMMITTEE RESPONSIBILITIES

1. Pot Luck Plan

- a. Decide if dens will plan their own menus ,or if each family will bring food to contribute to an over-all pack menu.
- b. Let each den family know how much and what type of food to bring.
- c. Ask each family to bring their own plates, utensils.
- d. Decide if the pack will furnish salt, pepper, sugar, napkins ect. If so, make arrangements to buy them or have them donated.

2. Food Committee Plan

- a. Decide how much food the pack will furnish (meat, drinks, and paper goods, or all the food)
- b. Purchase food and other dinner items.
- c. See that each den receives their share of purchased goods.
- d. Obtain enough helpers to prepare the meal)or part of the meal).Be sure it is prepared well. remember health rules.

3. Catered Plan

a. Caterer

1. Contact caterer. Agree on menu and cost
2. Check time of delivery and find out if caterer provides everything, including drinks and dessert.
3. Accept reservations, and estimate attendance well in advance.
4. Collect money prior to banquet.

b. Restaurant

1. Contact restaurant, Agree on menu and cost.
2. Accept reservations, and estimate attendance well in advance.
3. Collect money prior to banquet.

4. Plan to have a cake or cupcakes. This is a birthday party. Consider having a father-son cake bake.

5. Determine serving needs.

- a. Plan two serving lines if more than 150 people are served.

b. Arrange for kitchen utensils, serving dishes, large containers for hot and cold drinks, as needed.

6. work with program subcommittee in adhering to time schedule for serving, eating, ect.

PLANNING THE BANQUET (continued)

PROGRAM SUBCOMMITTEE RESPONSIBILITIES

1. Cubmaster should be a member of this committee.
2. Select theme for banquet.
3. Select master of ceremonies.
4. Working with Cubmaster, plan format of program and recruit a person to handle each item on the agenda.
5. In cooperation with den leader coach and den leaders, plan the general room decoration and head table decoration.
6. Decide on placement of room display and exhibits.
7. Prepare a printed program for hand-out.
8. Arrange for props for ceremonies and skits. work with advancement chairman on props.
9. Send written invitations to special quests.
10. Select a welcoming committee to greet people as they arrive. (Preferably a group of Cub Scouts in uniform)
11. Send thank-you notes afterwards.

DAY OF THE BLUE & GOLD BANQUET

The physical arrangements committee should arrive early to set up den tables and chairs and put tablecloths on tables.

Set up display table for crafts and projects boys completed during weekly den meetings.

Decorate hall with BLUE & GOLD streamers, balloons, Pinata, ect.

If cake has been ordered, make sure you have a delivery time or a person in charge to pick it-up.

Welcoming committee for families and guest should arrive.

THE BANQUET PROGRAM

In planning the banquet program, remember that it must appeal to the boys as well as the adults. There is no set rule to follow for a BLUE and GOLD banquet program. It can be like a regular pack meeting with sings, skits, stunts, awards, or you can have something different and special, such as a magician, puppet show, group of singers, or someone special or famous. Some packs use a short slide presentation on Scouting in general or slides of specific pack activities during the past year.

Avoid using a speaker. This might appeal to adults, but boys will not enjoy it. Most packs prefer to use entertainment from within their own group. You might want to have the den leaders or den chiefs perform songs, stunts, or skits, as a change of pace from the ordinary. The boys always like to see the adults act silly.

If your banquet is held on the regular pack meeting date, remember to include an advancement awards ceremony.

The following is a suggested agenda for the banquet program:

- Opening Ceremony
- Invocation
- Dinner
- Songs (use song leader & song sheets so everyone will join in)
- Welcome and Introduction of Special Guests
- Greeting from Head of Chartered Organization
- Bobcat Induction Ceremony
- Den Skit and Stunts
- Webelos Demonstration
- Advancement Awards Ceremony
- Den Skits And Stunts
- Recognition of Leaders
- Announcement and Thanks
- Closing Ceremony

This agenda can be adjusted to fit your own particular needs. Try to limit the total program time to no more than 1 1/2 hours. It should be fun for all, but remember the spotlight is on the Cub Scouts. Keep the program moving to hold the interest of the audience. Make it colorful with the use of props and costumes, as appropriate.

BANQUET INVITATIONS

Remember that Scouting is a family affair so be sure that each Cub knows that his entire family is welcome. This includes grandparents, aunts, uncles, cousins, and anyone else who would like to come and see Scouting in action:

Boys can make the invitations at den meetings and take them home to their families. Invitations to special guests should be mailed. Special guests invited to the banquet might include the following:

1. District Scout executive and family
2. Unit commissioner
3. Church minister or rabbi (Where banquet is being held)
4. Scoutmaster of nearby troop
5. P T A President and spouse
6. Scouting coordinator
7. Former Cubmaster and spouse
8. Pack alumni
9. School principal

Remember, the above is only a guideline. There may be other organizations who help your Pack in some way and you might want to have a representative from that group. (For example, the Police Department for their help with your Bike Rodeo, or the First Aid Squad for the use of their building for your Pinewood Derby, ect.)

For your special guests, you may have a head table or if there are too many special guests to all be seated at the head table, then it is a good idea to seat guest with dens. They usually like to be where the actions is anyway. Be sure to let dens know in advance how many guests to expect, and who, so they can make the necessary table decorations, place cards, ect.

the design of the banquet invitation should reflect the high ideals of Cub Scouting and also the them of the banquet (this year's theme is "Clowns Fun").

SAMPLE INVITATION PACK 89

Boy Scouts of America
requests the honour of your presence
at their annual
BLUE AND GOLD BANQUET
Friday, February 20, 1982
Community Town Hall
26 West Main Street
7:30 p.m.
Come and see "CIRCUS FUN:

THE BANQUET MEAL

The type of menu selected for the banquet will be determined by current food prices, however, a well-balanced meal should include meat, vegetables, salad, bread, dessert, and drink.

The following information will help the food committee in planning:

Pot Luck Meal- for a den of 8 families: 2 families bring meat dishes,
2 bring vegetables, 2 bring salad, 1 bring desert.
1 bring bread and drinks.

Guidelines for amount of food to serve 25 people

lettuce	3 heads
salad dressing	1 pt. or 1/2 lb.
potato salad	4 qt. bowl
jello salad	1-1 1/2 qt. mold or 13"x 9" dish
baked beans	4 qt. bowl
masked potatoes	4 qt. bowl
carrots	3 # 2 cans
string beans	3 # 2 cans
peas	4 # 2 cans
baked ham	8 lb.
swiss steak	10 lb.
meat loaf	1 1/2 lb. pork, 3 1/2 lb. beef
chicken	40 pieces
pickles	1 1/2 pt.
jelly	1 1/2 pt.
rolls	50 (2 per. person)
butter or margarine	1lb.
cream for coffee	1 1/2 pt.
ice cream	1 gal.
*cake	1 15 1/2" x 10 1/2" x 1" sheet cake
punch or iced tea	2 gal. (50 5oz. servings)
coffee	1lb.(40-50 1- cup servings)

*if you prefer to purchase your cake, try your local high schools.

one pack went through the vocation high school- the cost was minimal and they did a great job.

FATHER -SON CAKE BAKE

This is a popular and exciting father-son activity which can be used any time of the year, but is especially suitable for February, since the cakes can be used for the banquet dessert. Families are furnished with the rules below.

Rules for Father-Son Cake Bake

1. Cakes must be baked by a Cub Scout or Webelos Scout and other male.
(if there is no father in the family, it can be an uncle, grandfather, older brother, or neighbor)
2. cake mixes and icing mixes may be used.
3. no female assistance is allowed in any respect.
4. entire creation must be eatable, including all decorations.
5. all cakes should have a title or name, to be shown as part of the cake decoration, or a card attached to the cake. cakes will be numbered for judging purposes.
6. cakes should be on a disposable plate or tray.
7. all cakes will be judged(by outside guests) and prizes awarded in the following categories:
 - a. Judges' Choice (Grand Prize Winner)
 - b. Most Original Creation -1st,2nd,and 3rd Place
 - c. Most Appropriately Named Cake- 1st,2nd and 3rd Place
 - d. Biggest Cake
 - e. Tallest Cake
8. Cakes not used for banquet will be auctioned at the meeting with proceeds going to the World Friendship Fund.

Note: This is also a good pack fund-raising project. done at another time of the year, all cakes can be auctioned to the highest bidder, and proceeds donated to World Friendship Fund or to the pack treasury.

Or. rather than auction the cakes, charge an entry fee and let boys draw for the cakes they will take home.

BANQUET DECORATIONS

Making the decorations is the most exciting part of the Blue and Gold banquet for den leaders and boys. The decorations should be simple and easily made by boys. Make good use of inexpensive and scrap materials. Use the banquet theme as the guideline for decorations.

There should be coordination between den leaders, den leader coach, and the program subcommittee, so that each den will be making generally the same amount of decorations. The type and style can vary with each den, but all dens should be making the same items. It is bad if one den makes place mats, place cards, nutcups, napkin rings, ect., and another den makes only place mats. A little advance planning will make everyone happy.

Some of the items which boys might make in den meetings are:

- | | |
|----------------|------------------------------------|
| a. Centerpiece | e. Napkin Rings |
| b. Nutcups | f. Corsages for mothers |
| c. Place Mats | g. Boutennieres for dads |
| d. Place Cards | h. Favors for brothers and sisters |

Remember that Cub Scout won't want to spend several den meetings cutting and pasting. Enlist the help of mothers in making part of the decorations.

The following items are available or can be ordered from the Scout Service center or local Scout distributor, if your pack wishes to purchase them :

- | | |
|----------|---|
| no. 4596 | Cub Scout Menu Cover |
| 4022 | Cub Scout Napkins (pkg. of 50) |
| 4021 | Cub Scout Place Mats (pkg. of 25) |
| 4014 | Cub Scout Place Cards (5 7/8" x 2 5/16") |
| 4650 | Cub Scout Insignia Stickers (large) |
| 4649 | Cub Scout Insignia Stickers (small) |
| 1109 | Cub Scout Desk Flay Set |

Molds may be ordered: Webelo, Wolf, Bear, Bobcat.
Individual molds must be ordered.

Candy molds are great for favors:

For ideas on skits, ceremonies, decorations, ect. use the following sources:

1. Scouting magazine
2. Boys Life past & present copies
3. Program Helps past 7 present copies
4. Library card file- subject, skits-plays ect.
5. Ask what magazines the library has on file.
6. Pack -O-Fun
7. Children's magazines of many types (Highlights: Sesame St., Electric Co., 3-2-1- Contact magazines)
8. Games magazine
9. Gifted Children Newsletter
10. BSA Publications
11. POW-WOW handouts, Roundtable handouts
12. Look in book stores (browse) then check your library. Give them your request. They may very well be able to get it on loan.
13. Parents
14. Graft stores
15. Books by Vernon Howard:

Acts by Vernon Howard	More Charades and Pantomimes
Holiday Monologues	Pantomimes, Charades & skits
Humorous Monologues	Puppet & Pantomime Plays
Monologues for Boys & Girls	Short Plays from the Great classics
Monologues for teens	Talking to an Audience

When purchasing supplies for Cub Scouts don't forget to ask about your Tax Exemption. Most places require a letter from your pack with your Tax Exempt number.

When you attend your Roundtable meetings, share your skits, ceremonies, decorations, ect. If each of us share our ideas, we can all benefit.

BLUE & GOLD CATERED DINNERS

Following is information from two packs who had a catered affair:

Place: Fire House-no charge for hall.

Number Attended: 115 people- this included Cub Scout, Parents, Grandparents and guests.

Menu: Roast Beef Dinner, vegetables, potatoes, salad, rolls & butter, coffee, and punch, cake* (a cake was requested in place of the usual dessert served with this dinner.)

Seating: Horseshoe arrangement with Head Table as center.

Price: \$6.50 per person. pack paid for Cub Scouts. this price included everything. the Fire House supplied all the china, silverware, cups, napkins, ect.

Place: Fire House- no charge for hall.

Number Attended: 143 people- this included Cub Scouts and their families and Guests.

Menu: Meatball and Spaghetti Dinner, salad, rolls, butter, coffee supplied by Fire House. Cake (2 sheet cakes ordered from Bakery) and Punch (8 gallons) paid for by pack.

Price: Since this dinner is for the Cub Scouts, our Fire Department Charges us at cost - \$1.25 per person.

Plates, silverware, and coffee cups supplied by Fire House

Pack purchases Gold Tablecloths and Gold Napkins and cups for punch.

Reservation for hall must be made in October. Total number of people attending must be given 2 weeks before affair. there is no deposit required.

If there is and punch left over, it is used for the Pine Wood 9/7/96 Derby which is held the week after the dinner.

Fireman serve the dinner and take care of cleaning the dishes & utensils as well as the kitchen. the pack takes care of putting the tables and chairs back the way they found them.

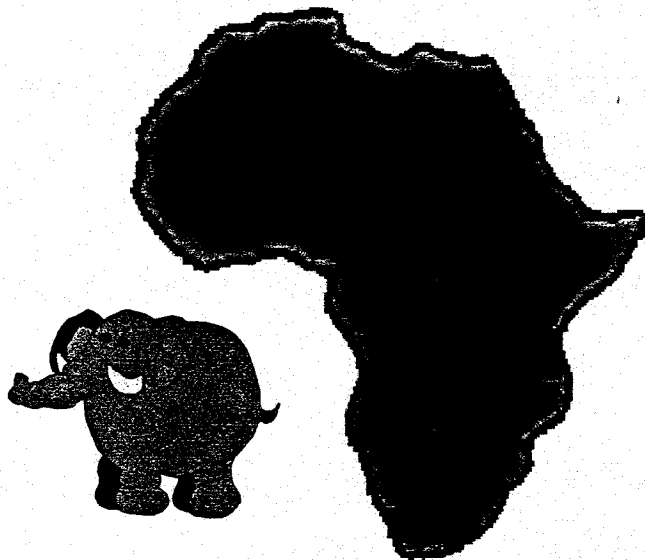
A plaque was presented to the Fire Department to show our appreciation.

Entertainment- We had a magician - "lucky the Hobo"

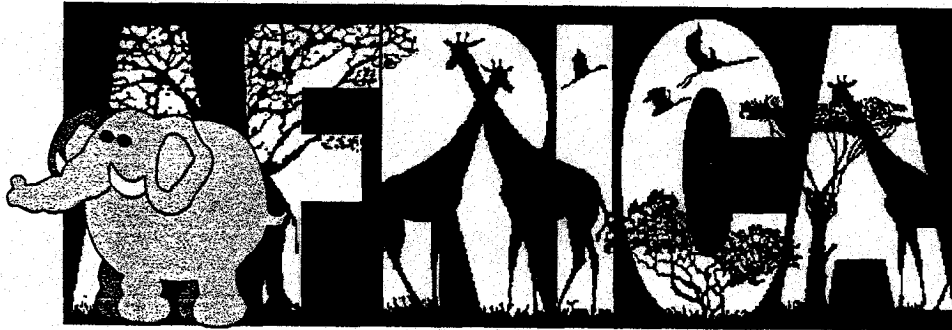


MARCH

CUB SCOUT SAFARI



March

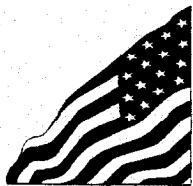


CUB SCOUT SAFARI

Ceremonies

Opening Ceremony

The Cubmaster reads the following poem while several Cub Scouts slowly unfold the flag and hold to the audience's view.



IT'S JUST A PIECE OF CLOTH

It's just a piece of cloth, that's all it is
Just a piece of cloth.
But when a little breeze comes along, it stirs and comes to life
And flutters and snaps in the wind, all red and white and blue....
Then you realize that no other piece of cloth could be like it.
It has your whole life wrapped up in it..
The meals you eat, the time you spend with your family,
The kind of things boys and girls learn at school,
The strange and wonderful thoughts you get in church.
Those stars on it . . .
They make you feel just as free as the stars
in the wide, wide, deep night.
And the stripes. . .
they are the bars of blood
To any dictator who would try to change this way of life.
Just a piece of cloth, that's all it is
Until you put your soul into it and give it meaning;

Then it is the symbol of liberty and decency
and fair dealing for everyone.
It is just a piece of cloth
Until we breathe life into it,
Until we make it stand for everything we believe in
And refuse to live without it.



Advancement

Akela's Test

Bobcat, Wolf, Bear & Webelos Advancement Ceremony by Rick Clements

People Required:

- 1) Akela (Cubmaster)
- 2) Baloo (Asst. Cubmaster)

Props:

- 1) Simple scenery to place behind Akela
- 2) Campfire (fake or
- 3) Low sounding drum
- 4) Badges (with tape affixed to the card the badge is on)

(The lights are turned off, the fire is lit and steady low drumming begins.

Akela and Baloo walk toward the front. When they reach the front,

Akela gives the Cub Scout sign, and the drum falls silent.)

Baloo: Akela had to pass a test to prove himself worthy of becoming chief. In Akela's tribe, all braves desiring to be chief were given four arrows. These were special arrows: once used, they shattered. Braves could eat only food they caught themselves. The brave who stayed out the longest would become chief. Let's listen to Akela relate his tale.

Akela: I walked far from camp and stopped at the side of a clearing. I waited all night for a deer to come by. When one appeared, I took careful aim and shot. The meat of the deer provided me with food for many days. Its hide provided me with clothing.

Baloo: This showed that Akela had learned the basic skills to survive. It also showed the virtue of patience. The rank of Bobcat indicates the Cub Scout has learned the basic skills. Will our newest Bobcats come join us by the fire? Parents will join you later. (names) have earned their Bobcat badge.

Akela: I walked along the trail near the stream. There, I came upon a friend laying in the trail. He had used up all his arrows and was starving. I saw a squirrel in a nearby tree. I

wanted to save my arrows for bigger game, but my friend was starving. So, I shot the squirrel for my friend.

Baloo: This showed that Akela learned the value of friendship and that he was unselfish. The Wolf badge indicates the Cub Scout has learned these new values on the trail of Scouting. Will our new Wolf Scouts join us by the fire? (names) have earned their Wolf badge.

Akela: As I followed the trail by the stream, I came face to face with a huge bear. It growled and started running toward me. I strung my bow, took careful aim, and when he was near, I shot and killed him. He provided me with food for many more days. His heavy coat provided me with shelter from the cold nights.

Baloo: This showed that Akela was brave. This is also why we honor the Cubs with the next level of accomplishment ... the Bear badge. Will the new Bear Scouts join us by the fire? (names) have earned their Bear badge.

Akela: The meat from the bear lasted for many days, but soon I had to continue on in search of more food. I came upon a wolf that had just killed a deer. The wolf saw me and ran off. I was hungry, but I had promised to eat only food that I had killed, so I continued on.

Baloo: This showed that Akela was honest. To earn the Webelos badge, the Cub Scout must learn the Boy Scout law which includes honesty. Will the new Webelos Scouts come join us by the fire? (names) have earned their Webelos badge.

Akela: I was many days from camp. I needed food to give me strength, so I tracked the wolf I had seen before. I strung my last arrow, took careful aim, but missed. I was scared because I had no food or arrows. As I started back to camp, I prayed to the great spirit. Suddenly, I saw the arrow; it was still whole! I followed the wolf's trail again. I took aim, pulled back the arrow and let it fly. This time the arrow found its mark! I now had enough food to return home.

Baloo: Akela learned that sometimes you have to ask for help. Our Cub Scouts sometimes need help also. Their den leaders and parents provide that help. Will the parents of all these Scouts please come up and stand behind their son?

(Provide time for the parents to assemble with the scouts.)

Akela: Congratulations to you scouts on achieving this difficult rank. You will now receive the symbol representing your new rank.

(Akela presents the badges to the parents of the Cub Scouts and gives the Cub Scout handshake)

to each Cub Scout.)

Akela: Would the parents place the cloth badge on the uniform upside down as is the custom of our tribe?

(Parents attach badge upside down.)

Akela: It may be attached right side up, permanently, after a good deed has been done by the scout. The pin is worn by you parents to signify the help you have given your son.

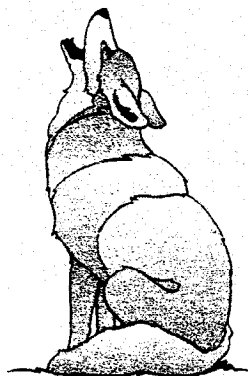
Baloo: Please join Akela and I in the Law of the Pack:

All: The Cub Scout follows Akela.
The Cub Scout helps the pack go.
The pack helps the Cub Scout grow.
The Cub Scout gives goodwill.

Closing Ceremony

Here is a new lead in to the *Grand Howl*, it makes a great closing.

We're members of a Cub Pack,
And this is our night to howl,
When the moon shines bright
On the hills so black (point upwards)
You'll find us on the prowl:(lean forward, making a prowling motion with paws)
Our claws are sharp (hold up hands with fingers crooked)
Our fangs are clean, (point with both hands to the corners of mouth while grinning)
Our fur is brushed as can be seen:(remove caps and show hair)
Our ears are cocked for every sound, (wiggle both ears from behind with fingers)
We put our noses to the ground.
And Howl... Howl... Howl! (Boys take Grand Howl position with heads low; raise hands and heads and howl three times).



Cheers

Tony the Tiger Applause

Have the audience imitate Tony and yell, "Thaaaaaat's Grrrrreat!"

Hunter's Cheer

Divide the room in half, when you point to one half have them yell, "BANG!". Point to the other half and they yell, "I GOT IT!" Make it a competition to see who is louder, the gun or the hunter.

Alligators Applause

Have the group pretend to be alligators by holding both arms straight out in front of their faces, palms facing each other, like alligators jaws. Open the jaws wide and close them quickly, clapping hands. Repeat this three times.

Mosquito Applause

This is a lot like clapping, only instead of hitting your two hands together, hit any and every other part of your body with both hands as though swatting mosquitos and yelling, "Ouch, ouch, ouch!"

Songs

Safari Song

Tune: As the Caissons Go Rolling Along

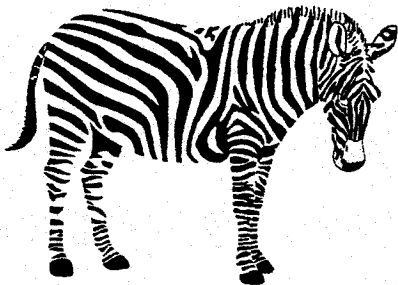
Over hill, over dale, we are on Safari trail
As the Cub Scouts go hiking along.
Up and down, all around, here the jungle does abound,
As the Cub Scouts go hiking along.
And though it's hot out here, still we give a cheer
Shout out our name, and shout it strong!
For where 'er we go, we will always know,
That we Cub Scout go hiking along.



Take Me out to the Jungle

Tune: Take Me Out to the Ball Game

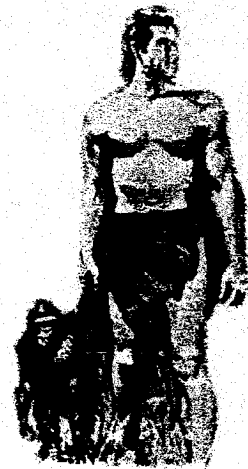
Take me out to the jungle,
Take me out of the crowd.
I'll bring some peanuts for elephants.
Look there's a zebra who's wearing striped pants.
And it's roar, roar, roar from the lions,
The monkey's are climbing the tree.
We've got Bears, Wolves and Tigers right here,
And they're just like me!



Skit

TARZAN

This skit take place in the jungle. As it opens, Boy, Tarzan's companion is tied to a pole, ready to be burned at the stake.



Characters:

Tarzan (dressed in a loin cloth)
Colonel Grub, the villain (in safari clothes)
Chief (dressed in African native garb)
Boy, Tarzan's boy companion
Narrator

- Narrator: Darkest Africa! Wild and scary! Man-killing beasts stalk their prey in these dark jungles, ready at any moment to spring, tear, and mangle. Wild savages lurk in dense underbrush waiting to ambush travelers. So sit right back and relax, as we present "Tarza
- Colonel: (to audience) Hi, there! I'm the villain in tonight's episode! So far, I've burned down the village of the Lumbago Tribe, I've captured Tarzan's little friend Boy, and, worst of all, I've said nasty things to the animals! But, so far, Tarzan hasn't shown up!
- Tarzan: (*Tarzan enters, swinging on a rope if possible, and yelling.*) Ahhhh... Ahhhh... Ah..
- Colonel: Oh-Oh! That's Tarzan now! (to Tarzan) Me Colonel Grub! You Tarzan! Tarzan want boy to live? Tarzan listen to me! Me Boss! You Slave!
- Tarzan: Tell me, Colonel, have you had this speech problem all your life?
- Colonel: Why-Why, you speak as good as me!
- Tarzan: Wrong, Colonel! That's "as well as I." And I happen to speak better than you.
- Colonel: But when did all this happen? What happened to your English?
- Tarzan: Well, Jane isn't with me any longer, so I spend my evenings brushing up on my English!
- Colonel: Well, good English or bad English, the situation remains the same! Either you take orders from me or the boy dies!
- (Chief enters.)
- Chief: Ungowah! Tarzan in big trouble! Tarzan burn down village of Lumbagos!
- Tarzan: I didn't burn down your village!
- Chief: We put Tarzan in cobra pit. If Tarzan speak truth, cobra will not kill!
- Tarzan: Cobra pit? Isn't it enough if I say, "Cross my heart and hope to die?"
- Colonel: What are you afraid of, Tarzan? I've heard that you're the friend of a million jungle animals!
- Tarzan: I am! Unfortunately there are a million and a half in this jungle! Besides, it was probably you who burned this village.
- Colonel: Maybe! But how are you going to prove it?
- Tarzan: With my knowledge of the jungle, it would be easy to follow footprints, search for matches and gasoline in your tent, investigate as es ...

Colonel: Resorting to evidence, eh? That it won't work among these savages! They believe in the judgment of the cobra! So into the pit!

Tarzan: What are you going to do with the boy?

Chief: He stay tied up! Any friend of Tarzan's no friend of ours!

Chief: Enough! Into the pit! (Tarzan exits.)

Narrator: Once in the pit, our fearless hero gains the friendship of the cobra, once more proving that all jungle animals love Tarzan. (Tarzan enters with snake over shoulder.)

Chief: Ancient tribal code say, since Tarzan make friend with cobra, Tarzan must be telling truth!

Colonel: Hold on, Chief! I wanted Tarzan to help me trap elephants for ivory! But I don't need him! Your tribe can help me instead! Follow my orders and I'll make you rich!

Chief: Rich! Well, ancient tribal codes never made us rich. OK.

Tarzan: Don't do it, Chief! Don't you see this man is evil?

Colonel: And my first order as your leader is to kill Tarzan.

Tarzan: Stop! After all the help I've given you, you can't kill me like that! You aren't that savage!

Chief: Right! We must repay him for his kindness! Count to five ... then kill him.

Narrator: Tarzan, realizing that he is doomed, proceeds to bellow out one of his famous earsplitting jungle cries ... this momentarily deafens those around him, enabling him to flee to freedom among the familiar jungle surroundings. (Tarzan flees.)

Tarzan: Now to see what Colonel Grub is up to! Holy ant hills! They're going to burn Boy at the stake! (Tarzan runs over to the Colonel carrying his dagger) O.K., Colonel! Drop the gun!

Chief: O.K., Tarzan! Drop the knife!

Colonel: You'll be sorry you came back, Tarzan! O.K., Chief! Run him through!

Tarzan: Wait, Chief! I appeal to you!

Chief: Sorry! Tarzan do not appeal to me! Not even in miniskirt! We settle this mess with big fight to the finish! If Tarzan loses and is killed, then he must be put to death!

Tarzan: That's a little redundant, isn't it Chief?

Chief: Never mind that. The iron tooth will show the truth!

Tarzan: You mean that knife will decide my life?!

Colonel: Enough dumb rhyme! You're wasting time!
(Tarzan pulls a gun from his loin cloth and shoots the Colonel.)

Tarzan: The job is done! I used the gun!

Chief: One more poem and I go home! Tarzan, I sorry, I was blinded by promise of wealth! But now, Colonel Grub is dead, and Tarzan lives! (Chief exits.)

Boy: Tarzan, I'm free! They set me free!

Tarzan: Good, that way I'm sure we'll both be back next week for more adventures.
(They swing off stage together)

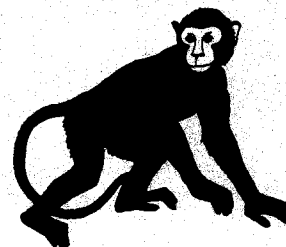
Games

Musical Monkeys

Jungle fun game.

Equipment Required: None

Description of Game: This game is similar to musical chairs - except that no chairs are needed.



One player is designated as the snake. All the rest are transformed into monkeys and dance as monkeys until someone blows a whistle. When whistle is blown all must sit on the floor. A leader should be appointed to be the judge of who is last down. The last one down is caught by the snake.

When caught and swallowed by the snake - the player crawls between the snake's legs and then stands up. He holds the snakes waist and becomes part of it. This continues until all monkeys have been caught and swallowed. The snake then weaves around the floor, hissing, and the game ends.

Tiger and the Tail

Equipment Required: None

Description of Game: About 12 players form up in a line - each holding the waist of the player in front of him.

The smallest player is put at the end of the chain with a piece of cloth tucked loosely in the back of his belt.

One player is designated to be the tiger and he is to try to snatch the 'tail'. The rest of the chain try to prevent the tiger from capturing the tail by twisting and turning so as to protect the tail end player.

If the tail is snatched, or if it is not after a time period, select a new head for the chain, A new tail end and tiger.

Jungle Hunt

Real fun for a large group

Equipment Required: 4 to 5 times as many peanuts or wrapped candies as there are players.

The group is divided into small teams of four to eight of players, depending on the total number of players.

The leader asks one person from each team to act as Captain. He calls all of the captains together

in a huddle and gives each captain a card on which is written a jungle animal which would be easy to imitate such as a lion, a monkey, an elephant, or a snake. Each card must have a different animal and all of the animals must be different enough from each other to tell them apart when they are being imitated. The players may imitate them with both sounds and actions. The leader has previously hidden peanuts or another small objects around the room or play area, about four or five times as many as there are players.

On a signal the players search for the peanuts. When a player finds a nut he must not touch it but must stand guard over it and begin imitating the sound of his teams animal to attract the team captain's attention. The captain looks for members of his team who are guarding their treasures and runs over to them and collects the nut. At that time the player may begin searching for another peanut.

When all of the noise has died down, the leader has all of the captains count the number of peanuts each teams has found, the team who found the most wins. All teams get to each their nuts.

ELEPHANT/PALM TREE/MONKEY

Equipment:

The cast of jungle characters in this game shifts so quickly that it's hard to keep track of who or what we're supposed to be. But that is half the fun!

Our jungle world is made up of elephants, palm trees, and monkeys, each represented by a three-person pose. An elephant is composed of one person who turns himself into a long trunk and two other players, one on each side, who become large floppy ears. A palm tree has a tall trunk that reaches for the sky, flanked by two arching branches. Monkeys always travel in threes, and when confronted, they assume the classic "Hear no evil, see no evil, speak no evil" pose.

Before we begin to play, we should form a circle and practice making the three characters. Players should learn all three roles that go into each character's pose.

The game begins when one player steps into the center of the circle to be the spinner. He turns around with his finger pointed while the rest of us set the mood by making jungle sounds.

The spinner comes to a halt with his finger pointing at one of us, and he calls out the name of one of the characters. The person pointed to must assume the central part of that character's pose, and the players on either side must complete the picture. All three have to strike the pose before the rest of us can shout, "Elephant, palm tree, monkey!" Whoever gets most fouled up by making the wrong move or by making a late move, gets to be the spinner for the next round.

We can make the game more challenging by adding characters, increasing the number of people required for each pose, or using more than one spinner in the center of the circle.

Crafts

Paper Mache Masks

In Africa many tribes make beautiful or frightening masks to use in ceremonies or war. You can make masks too to use as decoration for your room on save it until Halloween.

Things you'll need:

Newspaper	Masking tape	Pie plate	Measuring cup
Flour	Water	Spoon	Measuring spoons
White glue	Paper towels	Scissors	Poster paint
Brushes	Polyurethane		

Directions:

1. Cover your work area with newspaper. Make a base for your mask by scrunching up newspaper into an egg shaped ball as big as you face. Put masking tape all around the ball to hold it in place.
2. Tear several sheets of newspaper into strips.
3. In a pie plate or other shallow dish, make wheat paste by stirring 1/4 cup water into 1 cup of flour. Stir in more water, 1 tablespoon at a time, until the mixture looks like heavy cream. Add a generous squirt of white glue and mix very well.
4. Dip a strip of newspaper into the paste and wipe off the excess by pulling the strip between your fingers. Apply the strip to the front of your newspaper base. Continue adding strips, overlapping them slightly, until the front of the base is covered with two layers of strips-they should extend about as far as the ears go on a head.
5. To create features like eyes, a nose, a mouth, and ears, roll and shape strips of dry newspaper, put the feature in place, and cover and secure it with strips of paste-covered newspaper. Exaggerated features-a bulbous nose, protruding ears, a hat brim, a tongue that sticks out add interest to your mask. Just remember to secure the features with several layers of newspaper strips.
When all the features are in place, add two more layers of paste-covered newspaper strips to the whole mask, molding them around the features.
6. For the final layer, place a dry paper towel over the mask. With lots of paste on your fingers, mold the paper towel to the mask, smoothing out wrinkles as you mold. Set your mask aside until it is dry to the touch. This may take several days.
7. When your mask is dry, turn it over and remove the newspaper base. If some of the newspaper sticks to the mask, just tear it off. With scissors, trim the edges of the mask so that they are neat and even.

8. Paint the mask with poster paint, emphasizing the exaggerated features, if you like.
9. When the paint is dry, add a coat of polyurethane to protect it. Then you can hang it in your room and admire it.

African Drum

The drum is one of the most interesting and most primitive of all musical instruments. In Africa it beats the rhythms of dances and songs, announces ceremonies and times of war.

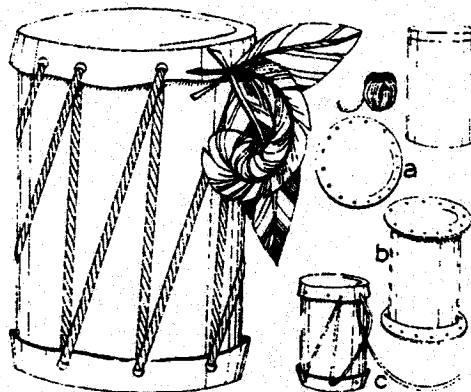
The African drum you will make is modeled on an ancient instrument. It is a very pretty object and can be hung on a wall as well as played."

Things You Need:

oatmeal box	yarn	brown felt
poster paints	paintbrush	paper punch or a sharp pencil
scissors		

Let's Begin:

1. Paint an oatmeal box and its cover with a dark color.
2. Cut out two felt circles that are larger than the top of the box.
3. Punch an equal number of holes around the edge of the felt circles with a paper punch or with a sharp pencil.
4. Place a felt circle on the bottom and top of the box.
5. Tie one end of a long piece of yarn into one hole on the bottom circle of felt and knot it.
6. Bring the yarn up to a hole on the top felt circle, and push the yarn through.
7. Move the yarn down through another hole in the bottom circle and then up through a hole in the top circle.
8. Continue this process until you have gone completely around the box, filling all the holes of the felt circles with the yarn lacing.
9. If you need more yarn to finish the drum, tie an extra piece to the yarn already used.
10. Glue feathers to the top side of the drum.



WEBELOS GATHERING ACTIVITY

Handyman Activity Badge

The Tool Man!

Fill in most of the blanks to show that you're as smart as Tim the Toolman, if you get them *all* right then you're as smart as Al!

Cleaners that are _____ are often marked with a skull.

When it burns out, the _____ must be replaced in a lamp.

The _____ bulb in a turn signal can burn out.

One light found on the back of a car is a _____.

If a bike chain becomes too loose, you must _____ it.

An area where tools are stored is a _____ area.

To keep the grass cut, use a _____.

Keep household _____ in a safe storage area.

The seat on a bike or horse is called a _____.

Air inside a tire exerts _____.

Use the _____ to check the level of oil in your car.

The extra tire carried in a vehicle is called the _____.

When you put oil on your bike chain, you _____ it.

A two wheeled vehicle Scouts can ride is a _____.

A nail on the road may cause a _____.

You need a _____ to check tire pressure.

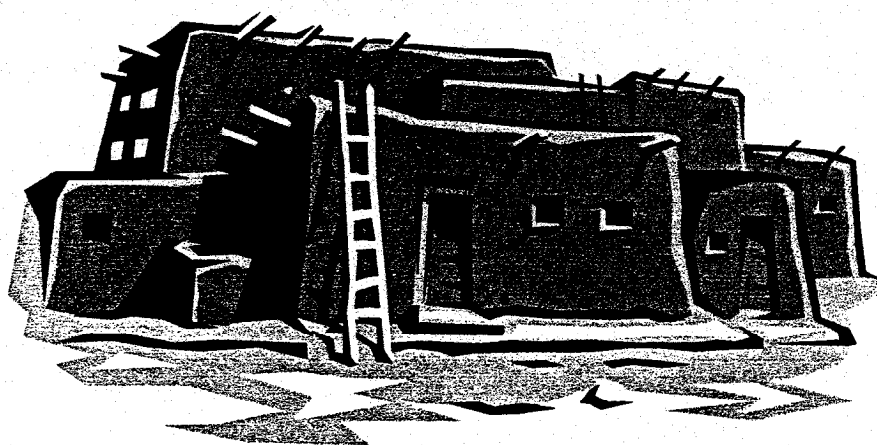
To add air to a tire, use a pump or air _____.

This "horse" is helpful when cutting boards.

On Saturday, many people _____ their car.

April

Cliff Dwellers of
the Southwest



APRIL

Cliff Dwellers of the Southwest



Ceremonies Opening Ceremony

Four Winds Opening

Equipment: Campfire, Indian costume, gourd or rattle.

Setting: Akela enters dressed as Chief, approaches unplugged campfire. Standing behind it, facing the audience, he raises his arms and faces skyward, rattle in one hand.

Akela: To our Father, who has granted us many blessings. (shakes rattle once) (Facing the ground and reaching his arms downward) To the earth, which has given us rich harvests. (Shakes rattle once)

(Facing North - arms slightly raised.) To the north wind, with its cold breath of winter that teaches us endurance. (Shakes rattle once)

(Facing East) To the East wind, which comes from the land of the rising sun and carries morning light over plains and mountains. (Shakes rattle once)

(Facing South) To the South wind, from the land of warm sunshine that gives us courage and hope. (Shakes rattle once)

(Facing West) To the West wind, from the land of the tall mountains that provide us with water and game to hunt. (Shakes rattle once)

(Facing Audience) Now that we have called to the Great Spirits, we are ready to light our Council Fire.....(Stoops to light the fire while some one off stage plugs it in.) I now declare this Council Fire open! Let the ceremonies begin! (Long rattle)

Advancement Ceremony

Painted Advancement Badge Ceremony:

Wolf Ceremony

Wolf DL: Just as when Akela first went into the forest and learned from the WOLF, a Cub Scout in the second grade begins working on the requirements for the WOLF badge. Wolf Cub Scouts learn about Akela and the story of Mowgli and his survival in the Jungle. When a scout has completed twelve Achievements on the Wolf Trail, in such areas as physical fitness, exploring the world around him, fixing, building, collecting, safety, our flag, our family and our Duty to God, he receives his Wolf badge.

Asst. CM: Would the following scouts and their parents please come forward?

(List boys earning the Wolf badge.)

Cubmaster: (Scout's name _____), you've completed all the requirements for your Wolf badge and have moved along the Cub Scout trail. Receive now the mark of the Wolf, a red mark, symbolizing strength and valor.

(Mark each boy with RED face paint.)

Cubmaster: It is my pleasure to award your Wolf badge to your parents, who have been your Akela in completing these requirements. Parents, please award this badge to your son and congratulate him on a "job well done!"

Arrow Points:

Asst. CM: We also have some boys who have earned their Wolf Gold & Silver Arrow points. Would the following boys please come forward to receive them?

(List boys earning Wolf arrow points.)

Cubmaster: (Scout's name _____) has earned his gold arrow point, and (quantity _____) silver arrow points.

Cubmaster: Pack ____, would you please join with me in congratulating these Wolves by giving them a "Grand Wolf Howl" cheer?

Bear Badge Ceremony

Bear DL: When the scout reaches third grade he begins working from the Big Bear book. Just as Akela met the bear with courage, the scout walks the Big Bear trail. On that trail he finds and conquers twelve challenging achievements in the categories of God, Country, Family and Self. He then receives his BEAR badge.

Asst. CM: Would the following scouts and their parents please come forward?

(List boys earning the Bear badge.)

Cubmaster: (Scout's name _____), you've completed all the requirements for your Bear badge and have moved along the Cub Scout trail. Receive now the mark of the Bear, a blue mark, symbolizing bravery.

(Mark each boy with BLUE face paint.)

Cubmaster: It is my pleasure to award your Bear badge to your parents, who have been your Akela in completing these requirements. Parents, please award this badge to your son and congratulate him on a "job well done."

Arrow Points:

Asst. CM: Today we are pleased to present arrow points to some Bear scouts too. These scouts have continued on the Big Bear Trail earning Bear arrow points.

(List boys earning Bear Arrow Points.)

Cubmaster: It is my pleasure to award (scout's name _____) [his gold arrow point, {and}] (quantity _____) silver arrow points.

Cubmaster: Pack ____, would you please join with me in congratulating these Bears by giving them a "Grizzly Bear Growl" cheer?

Webelos Badge Ceremony

Webelos DL: In fourth and fifth grade, the boy is brought into the tribe of Webelos. He enters a Webelos Den with a name like the Scorpions or the Sharks. The boy prepares himself for Boy Scouting. He works on twenty different activity badges from five skill groups: Physical, Mental, Outdoor, Community, and Technical Skills. After three months in the Webelos Den and after earning three activity pins and learning about the Boy Scout ways, he earns his WEBELOS badge.

Asst. CM: There are Cub Scouts among us tonight who have earned their Webelos Badge. Would the following please come forward with your parents to be recognized and honored by the Pack?

(List boys earning the Webelos badge. _____)

Cubmaster: (scout's name), you've completed all the requirements for your Webelos badge and have moved along the Cub Scout trail. Receive now the mark of the

Webelos, a white mark, symbolizing vigilance, perseverance, and justice.

(Mark each boy with WHITE face paint.)

Cubmaster: It is my pleasure to award your Webelos badge to your parents, who have been your Akela in completing these requirements. Parents, please award this badge to your son and congratulate him on a "job well done."

Activity Pins:

Asst. CM: We also have some scouts who have earned Webelos Activity Pins. Would the following boys please come forward to receive them?

(List boys earning activity pins.)

Cubmaster: (Scout's name _____) has earned (list activity pins _____).

Cubmaster: Pack ____, would you please join with me in congratulating these new Webelos by giving them the "Grand Stomp" cheer?



Closing Ceremony

A Sioux Prayer

Oh Great Spirit, whose voice I hear in the wind
Whose breath gives life to the world, hear me.
I am small and weak. I need your strength and wisdom.
May I walk in beauty,
May my eyes ever hold the red and purple sunset.
Make my hands respect the things you have made,
And my ears sharp to hear your voice.
Make me wise so that I may know the things you have taught
your children,
The lessons you have hidden in every leaf and rock.
Make me strong not to be superior to my brothers,
But to be able to fight my greatest enemy... myself.
Make me ever ready to come to you with straight eyes,
So that when life fades as the fading sunset
My spirit will come to you without shame.



Cheers

Indian Applause

Fold your arms and say "Ugh, ugh" then stretch your right arm straight out in front of you with your palm facing outwards and yell "How!"

Southern Indians

Same as above except add: "YA'AAAAAAAL!"

Tonto Cheer

Leader asks, "Where does the Lone Ranger take his trash?" The audience answers back "To da dump, to da dump, to da dump dump dump" to the tune of the Lone Ranger theme while slapping their hands on their thighs like the sound of a running horse.

Siesta Cheer

Pretend to pull a sombrero over your eyes and snore loudly.

Songs

Indian Taps

Day Is Done (palms down, arms straight out)
Gone The Sun (hands palm up, arms straight out)
From The Lake (hands facing each other, arms straight out)
From The Hills (hands palms facing each other, arms about 1 0:00)
From The Sky (palms facing each other, arms straight up)
All Is Well (right arm, hand placed on left shoulder)
Safely Rest (left arm, hand place on right shoulder)
God Is Nigh (arms remain in position head is bowed)

Cub Scout Indians

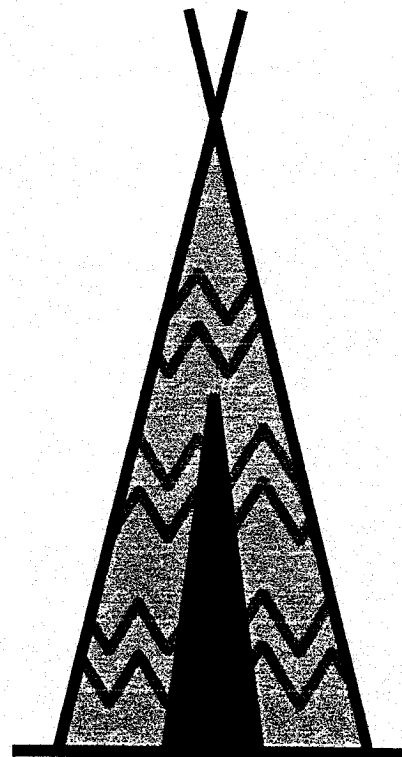
Tune:(On Top of Spaghetti)

Down in the basement, of the Den leader's house
The Cub Scouts are working as still as a mouse.
The y make bows and arrows, and headdresses too.
They were going to be Indians, Creek, Blackfoot and Sioux.

They painted their headbands in red, green and blue,
And some of the Cub Scouts had painted arms, too.
They made shields and breech cloths and moccasins, too.
And a big Indian teepee large enough to walk through.

Pack meeting night came, they arrived on the scene
All dressed up like Indians painted red. blue and green.
They danced and sang war chants around the campfire
They had Indian contests no one seemed to tire.

The room was all filled with excitement and noise.
No one could believe those wild Indians were boys
When the wild Indians got home, the parents all said
'They were glad that their boys were now Cub Scouts instead.



SKITS
THE LAND OF PLENTY
An Audience Participation Skit

CUBS: Any word having to do with WATER, RAIN, SNOW, RIVER _____, etc. say "Splish, splash!"

WEBELOS: When CHIEF _____ is mentioned say "How! How!"

PARENTS: Rub stomach when and say "Yum! Yum!" when FOOD is said.

Use the name of near by river and any name you'd like for the Chief.

In the Indian camp by the RIVER _____ the Sioux council and CHIEF _____ talked together about how bad the hunt had been lately. once there had been many bears, beaver, birds, and deer, but there now was little game. It had been many days since their people had had plenty of FOOD to eat. The council feared that their people would go hungry when the stormy weather of winter came with RAIN and cold and SNOW.

One morning a strange paleface rode into the Indian camp. He was a missionary by the name of Pe're Marquette. Speaking in a loud voice, this wise man talked with the CHIEF _____ and the council. He said, "The Sioux people have lived here by the RIVER _____ for a long time, but the time has come to move. Where once you hunted many types of game, there is now very little. The bear is dead. The beaver is dead. Gone are the deer. Your people are hungry, and the time of cold and SNOW is coming. Hear me, Oh CHIEF _____ of the Sioux, for I can lead you into a valley in the mountains, four days and four nights north of here, where you'll find plenty of FOOD and shelter for your people."

Having heard previously of this man, Pe're Marquette, and knowing that they had to do something soon, the council and the CHIEF _____ agreed that they would follow him to the new land. The next morning, the entire Indian camp, every man, woman, child and horse began the journey. For four days and nights they journeyed north into the mountains. As noon of the fifth day they suddenly came upon a beautiful, wide valley, nestled among the high mountain peaks. In the center lay a deep blue LAKE which was almost completely surrounded by the lush green forest which spread as far as the eye could see. On one side of the LAKE was a wide rolling meadow divided by a small STREAM which ran down to a LAKE. It was here that CHIEF _____ said they would set up their camp and build their campfire.

The valley was truly a place of abundant game and shelter, and the tribe was sure that the spirit of the sun and plenty of FOOD would smile upon them forever. In a formal ceremony, they made Pe're Marquette a member of the tribe, a brother of the Sioux. Speaking to Pe're Marquette in a loud voice for all his people to hear, the CHIEF said, "Because you have led us to this new home, we have decided to name it after you, who are now our brother. From this day forward, this place of plenty FOOD shall be known as "Sioux Pe're Marquette." (Supermarket)

Games

EARTH, AIR, FIRE, WATER

PURPOSE OF GAME:: To develop, literally, the ability to think on one's feet.

EQUIPMENT REQUIRED: One bean bag.

DESCRIPTION OF GAME:

Players stand in a circle. One player stands in the center with a bean bag.

He throws it to someone in the circle - calling out one of the words 'Earth', 'Air', 'Water' or 'Fire'. Depending on the word the thrower calls out, the player catching the bag must respond with the name of an animal, a bird, a fish or whistle like a fire engine before the thrower counts to ten. If he fails to do so he becomes the new thrower.

No creature, once named in a game, can be repeated during that game.

Musical Chants

Equipment: None

Each brave, on the "warpath", picks out a chant. Here are several suggested chants: "Rh Ya Ha Eh Yah," "Ah Yee Ho Ah Yee," and "Tah Li Lo Tah Bah." You come up with others. Pick someone to stand out front (like an orchestra conductor) and lead the chants. Call him "Chief Chant Caller." Chief Chant points to braves, individually, who, each in turn, sounds out his chant. The tempo starts slowly, but picks up plenty of steam as Chief Chant points to each brave in quick succession. Finally, all braves are chanting together. While still chanting, braves break into a lot of jumping, stamping and cavorting, in true Indian fashion, to conclude the 'musical'.

Snake Dance

Equipment: Tom-toms

Everyone knows how a snake dance goes. Pick a lead snake to lead your dance. Everyone follows the lead snake, as he takes the lineup through simple two steps, figure eights, stamps, kicks, and any other steps he comes up with. For this snake dance, tom-toms are a must. To add realism to your dance, be sure to change steps with every change of the tom-tom beat. That's strictly according to Indian lore. And don't forget to chant as you snake dance all around the ROOM.

Feather in the Air

Equipment: Feathers for each player

The players sit cross legged in a circle. On signal, each boy throws a feather in the air and tries to keep it there by blowing on it. If the feather falls on the floor, he is out. The one who keeps his feather up longest is the winner.

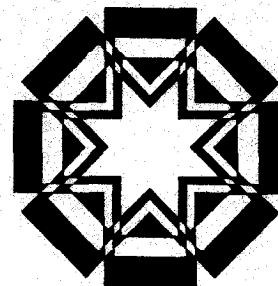
Variation: Let the boys make paper fans and use the fans to keep their feathers flying..

Crafts

SAND ART

Materials for Colored Sand:

Sand (white preferably)
Dry tempera powder
Jar with screw on lid



mix ingredients and shake well.

Directions:

Materials:

Wood or Cardboard for base
Tape
Spray plastic or varnish
Beach or mason's sand
Pencil
Q-tip or toothpick
Paint brush

Scrap paper
Paper cups or bowls
Colored sand
Newspaper
Glue & lid to dilute glue
Container for water
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. Draw the outline of the pattern.
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 ($\frac{1}{2}$ glue, $\frac{1}{2}$ 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 ART USING SAND PAPER AS A BASE

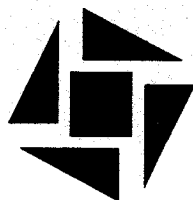
Materials:

Light colored sand paper
Soft pencil
Paper cups or bowls
Q-tip, toothpick or paint brush
Colored sand

Scrap paper
Tape
Glue
Spray plastic or varnish
Powdered herbs and spices

Directions:

1. Plan design on scrap paper.
2. Outline design on sand paper with pencil.
3. Apply glue on design with a paint brush, Q-tip or toothpick for one color of sand at a time.
4. Use cones to "drip" the color over the lines.
5. Repeat steps 6 and 7, from previous directions.
6. To preserve the design, spray several times with spray plastic or varnish.



Woven Wall Hanging

Native Americans from the Southwest were known for being great weavers. This is your chance to make a wall hanging that looks woven. Instead of weaving thread to make this wall hanging you will be removing them. This will look great almost anywhere you put it.

Things You Need:

Piece of burlap fabric
yarn, or colored string
needle and thread

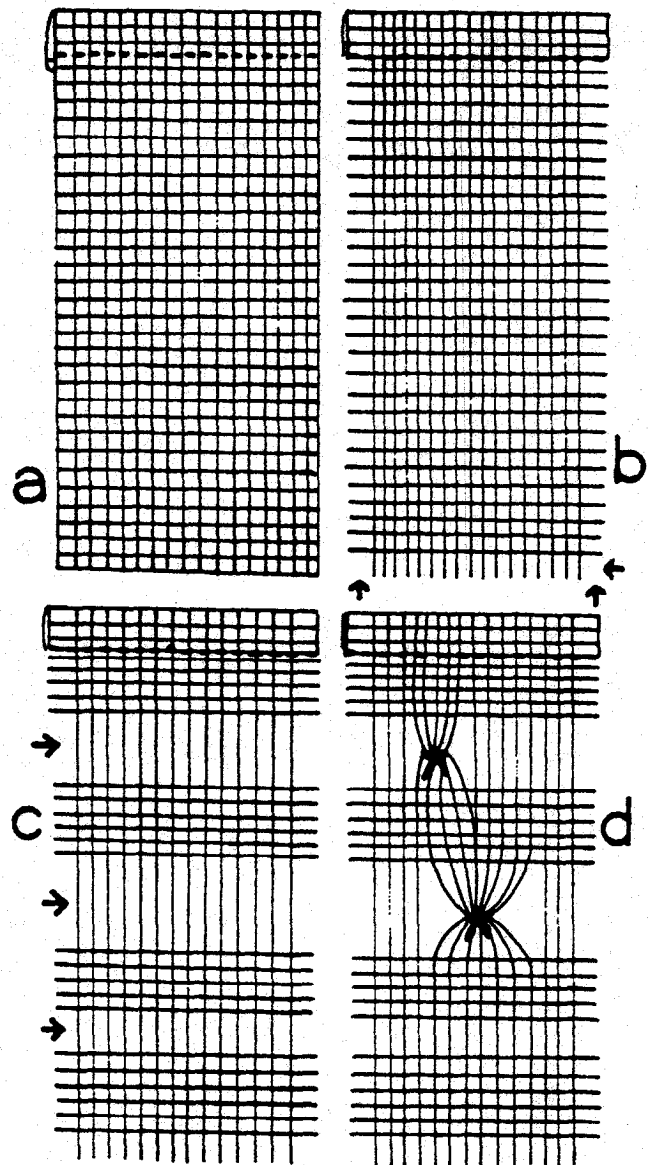
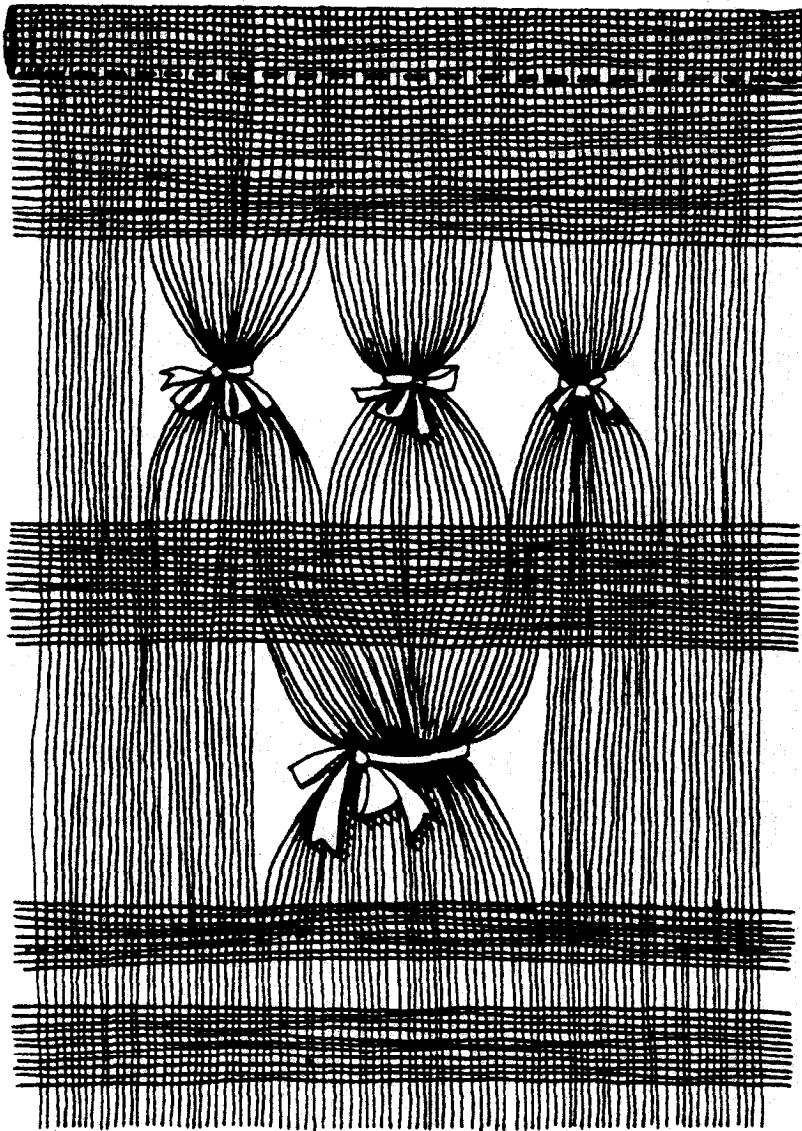
ribbon
curtain rod

Let's Begin:

1. Fold over a little of the top edge of a piece of burlap and sew it down with a needle and thread. This is the hem into which you will later insert a curtain rod, use a running stitch to sew the hem.
2. "Weave" the hanging by carefully pulling out threads from the burlap fabric. Start by

pulling about ten threads from the bottom and the sides (horizontal and vertical threads) of the burlap. The vertical threads will pull out only as far as the hem on the top because of the stitches you made to sew the hem. Cut the vertical threads away when they reach these stitches.

3. On the right side, pull away threads at different places so that you have solid spaces and open spaces.
4. Pinch several threads together in the open places, and tie them with ribbons, yarn, or colored string. Tie as many as you wish.
5. Slip a curtain rod through the top hem and adjust it to the size of the wall hanging.
6. Hang on a wall or door.



MINIATURE GOD'S EYE

Originally created by the Huichol (pronounced WEE-chohl) Indians of northwestern Mexico as symbols of the power of the unknown, god's-eyes are popular decorations, and today they are considered good luck symbols. The Huichol Indians are pantheists—they believe god is everywhere in nature. The four points of the cross that forms the frame of a god's-eye represent earth, fire, air, and water. In making a god's-eye, the Huichol Indians offer a prayer that a particular spirit might watch over them.

Things You Need:

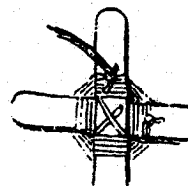
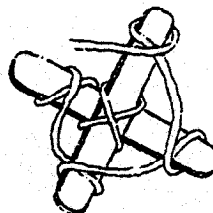
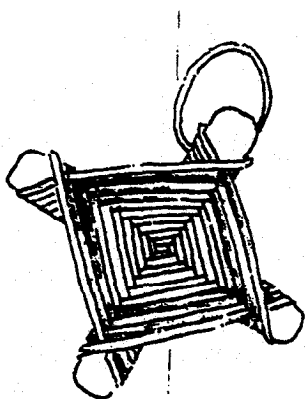
Craft Sticks
Yarn

White glue
Scissors

Ruler
Toothpick

Directions:

1. To make a miniature god's eye, center one craft stick across another, forming a cross. Glue them where they meet. Let dry.
2. Cut several 18-inch lengths of yarn in one or more colors. Holding an end in place where the two sticks meet, wrap one of the lengths around the center of the sticks and back across the opposite way, forming an X (this holds the yarn end in place).
3. Then wind the yarn over, under, and around each craft stick in turn. You can work clockwise or counterclockwise, whatever's most comfortable. Make sure each wind is pushed tightly against the one before it.
4. When you want to change colors, knot the first color at the back of one craft stick. Start the next color on the next craft stick, knotting the yarn at the back of the stick.
5. When you finish wrapping your god's-eye, knot the end of the yarn. On the back, use a toothpick to put a dab of glue on each yarn end and press the ends flat to keep them secure. To hang the god's eye in your room, tie the two ends of a piece of yarn to one of the wraps of yarn on the back of your god's eye. Secure it with some glue and let the glue dry. Hang the loop on a nail or hook in your room.



WEBELOS GATHERING ACTIVITY

Athlete Activity Badge

Being Physically Healthy

Good Health Habits

Circle the correct answer(s).

- (1) Bathe/shower (every/day OR 1/week) and especially after exercise.
- (2) Wash your hair (1/month OR 2+ times/week).
- (3) Wash hands (before eating OR after using the restroom) and when they're dirty.
- (4) Eat right - (3 OR 4 OR 6) regular meals each day at regular times!
- (5) Eat (just some OR a variety of) food from each of the 4 food groups.
- (6) The average 10 year old should get (6 OR 9 OR 12) hours of sleep each night.

Clean & Strong

Circle T for True or F for False.

- T F1. Our bodies "repair" themselves while we sleep.
T F2. Clean clothes aren't necessary after a bath or shower - they are just in the morning.
T F3. Use proper lighting for all activities including reading, TV viewing, and playing.
T F4. Fitness is never just physical - it involves both the mind and body together.
T F5. Stand tall, and walk tall with shoulders back and stomach in.
T F6. It's OK to share drinking cups, wash cloths and towels.
T F7. Different foods provide different nutrients, and no one food can sustain us.
T F8. Rushing meals or skipping meals can be harmful to your body.

Basic Food Groups

Match each food to the appropriate food group.

DAIRY

PROTEIN

GRAINS

VEGETABLES & FRUIT

banana egg cereal yogurt porkchop apple butter pasta cheese hotdogs cornbread
melon nuts crackers ice cream potatoes milk oatmeal steak tomatoes bread

WEBELOS GATHERING ACTIVITY

Sportsman Activity Badge

The Penalty Box

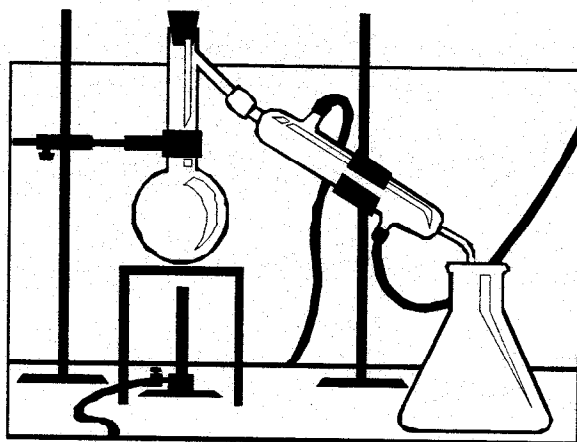
Match the Officials' Signal Calls to the correct sport.

FOOTBALL BASKETBALL BASEBALL SOCCER HOCKEY

Pass
Interference
Illegal Dribble
Technical
Foul
Holding the Face
Mask
Kneeing
Time-in
Slashing
Time-out
Charging
Fair Ball
Offside
Substitution
Ball
Hooking
Corner
Kick Incomplete
Pass
Strike
Touchdown
Penalty
Kick Out
Delay of Game
Holding
Clipping
Foul Ball
Safe
Unsportsmanlike Conduct
Traveling
Tripping
Illegal Motion
Foul

May

Kitchen Chemistry





Kitchen Chemistry



Ceremonies Opening Ceremony

A Brief Patriotic Opening

(In this ceremony, four Scouts take part. Room is in complete darkness. Spotlight is on the flag with color guards on one side of room. Three colored candles red, white and blue - are set on the table.)

SCOUT 1 (LIGHTING RED CANDLE) The red of my flag is the lifeblood of brave men ready to die or worthily live for this, our country.

SCOUT 2 (LIGHTING WHITE CANDLE) The white of my flag is for purity, cleanness of purpose, thought, word and deed.

SCOUT 3 (LIGHTING BLUE CANDLE) The blue of my flag is for truth and justice, like the eternal blue of the star-filled heavens.

SCOUT 4 (ALL FOUR SALUTE) My flag - the flag of America, home of liberty, land of opportunity, where men of all races and creeds live in peace and friendship together.

CUBMASTER Two! Lights! Please stand at attention and join us in the Pledge of Allegiance.

FLAG RECIPE CEREMONY

The stage is set with a large kettle and campfire. Inside the kettle and against one side is a folded flag out of sight of the audience.

1st boy: Tonight we're going to fix for you a treat that's really grand and make for you a recipe -- the Grandest in the Land.

2nd boy: In first we'll put a heaping cup of red for courage true. (pours in container of red paper cut in small pieces)

3rd boy: And then we'll add for loyalty a dash of heavenly blue. (Pours in container of blue paper

cut in small pieces)

4th boy: For purity we'll now sift in a layer of snowy white, (pours in container of white paper cut in small pieces)

5th boy: We'll sprinkle a pinch of stars to make it come out right. (pours in a small container of silver stars)

6th boy: We'll stir and stir and you will see that what we've made is Old Glory. (pulls out flag and holds it up)

7th boy: Our flag is the most beautiful flag in the world, Let's always be loyal to it. Will everyone please stand and give the Pledge of Allegiance to the Flag?



Advancement Ceremony

Cooking Pot Ceremony

Set up: Have a large pot or cauldron in the front of the room with dry ice in a small container to one side and the boy's awards in a container on the other side. Put the awards in plastic bags which you lay on top of each other in the order of presentation. If many awards are presented, group all of each rank together and separate them after you have removed them from the bag. Add water to the ice just prior to the ceremony to create smoke. The smoke will make it difficult to see the awards, so make sure you know where the bags are located. You can use a long pair of tongs to pick the bags up for a good effect.

Cubmaster: Tonight we have stirred up a special treat for some of our boys. The boys who have worked hard on their advancements all this month will be able to feast on a special stew. We leaders have made sure all the right ingredients have been used to cook this award winning Pack ___ stew. First let's have all those who have earned their Wolf rank please come forward with their parents. (When the parents come up present each of them with a paper plate on which you will place the award.) These boys have added their hard work and enthusiasm to our Pack stew and have earned right to sample our award stew, we'll serve the parents first and let them feed their sons. (Present each parent with their sons award on the paper plate and have them give

it to their son, then dismiss this group to their seats.)

Next, we have some boys who have already earned the Wolf rank and have now completed ten extra tasks and have added their talents and new skills to our Pack stew. Will (name the boys receiving Arrow Points) please come up with your parents. (Repeat serving the parents the awards and allow them to present them to their sons.)

There are some boys in our Pack who have added a special spice of energy and knowledge to our Pack stew as they have worked their way up to the Bear rank. Will (name those who have earned the Bear rank) and their parents come up and taste our stew.

Finally, we have some boys who have tasted the goodness of scouting and have enjoyed it. They have worked hard learning to become good Boy Scout and in so doing have made us proud and added much to our Pack. They may have stirred up a little trouble along the way, but all good stews need to be stirred from time to time. Will the Webelos leader please come up and present our Webelos with their Award Stew. (Have the leader present the boys their awards on paper plates and then dismiss them.)

It seems that all good meals often wind up on our clothes, part of our stew will find a place on the shirt of each of these boys. We will be proud to see their signs of achievement. Let's give them all a round of applause.

Closing Ceremony

The following is a poem written to remind all leaders and parents of their important role in shaping the lives of our youth, but I believe that we all are leaders, as Cub Scouts it's our duty to help lead our friends and neighbors. The actions of each scout can have a positive effect on those who know him.

CALL FROM YOUTH

I'd rather see a lecture than hear one any day.
I'd rather one should walk with me than merely point the way.
The eye's a better pupil and more willing than the ear.
Fine counsel is confusing, but example's always clear.
And best of all the teachers are the men who live their creed.
For to see the good in action is what everybody needs.
I can soon learn how to do it if you let me see it done.
I can watch your hands in action but your tongue too fast may run.
And the lectures you deliver may be very wise and true,
But there's no misunderstanding how you act and how you live.
For I may understand you and the high advice you give,
But there's no misunderstanding how you act and how you live.



Cheers

Mad Scientist Applause

Hold up an imaginary test tube in one hand, pretend to pour something into the tube with a pretend bottle in the other hand, while laughing wickedly. Swirl the test tube around, clap both hands and shout "BOOM!"

Grape Cheer

Pretend to hold a bunch of grape in one hand. With the other hand, pick a grape a pop it into your mouth. After eating the grape, shout "GRAPE JOB!"

Witchy Brew Applause

Pretend to stir a large pot and say "Bubble, bubble, toil and trouble"

Songs

Let There Be Peas on Earth

(Tune: Let There, Be Peace On Earth)

Let there be peas on earth,
And take away the broccoli.,
Let there be peas on earth,
For peas are what's meant to be.

Peas are delicious,
Round and firm and sweet.
Broccoli looks, like a forest,
And trees were, not meant to eat.

Let there be peas on earth
But, rid it of broccoli.
I'd like the peas on earth
But, never the broccoli.

So, eat some, peas
Bring me some peas.
Peas are the best in me

Let there be peas on earth,
But, take all the broccoli!

Ground Round

Tune: Downtown

When you eat meat,
But hate the meat that you're eating
Then you've surely got - GROUND ROUND
It's so unnerving, when they're constantly serving
It in eating spots. - GROUND ROUND!
It may be called a Salisbury, cube steak, or a beef patty
No matter what it's called,
It's always overcooked or fatty
What can you do?
Sound off to your waiter there,
Loudly pound on the table,
Stand up on your chair and shout -GROUND ROUND!
Always they're conning me - GROUND ROUND!
Piled on my plate I see - GROUND ROUND!
It really aggravates me.

Coca Cola Song

Tune: Freres Jacques

Coca Cola, Coca Cola
Makes you burp, makes you burp,
Have another bottle, have another bottle,
Burp, burp, burp. Burp, burp, burp.



Skit

THE HAMBURGER SKIT

Characters:

The Customer

The Waiter

The Cook (wearing no shirt, only an apron)

Props:

Table and chairs, set up like a restaurant

Plate of food, including a hamburger

A door near table leads to the "kitchen," offstage

The customer enters the restaurant and sits down. The waiter approaches the table and asks for his order.

Customer: I'll have a hamburger and a Coke.

Waiter: Thank you, Sir. (Exits to kitchen and returns with the hamburger and Coke.) Here you are, Sir. (Waiter exits.)

Customer: Thank you.

The customer takes the bun off the hamburger and starts to put ketchup on it. But before he does, he notices something on the hamburger patty. He looks disgusted and picks the "thing" up off the patty and calls the waiter.

Customer: Waiter! (The waiter comes.) Waiter, there's a hair on my hamburger. This is disgusting!

Waiter: I'm very sorry, Sir. I'll get you another hamburger. (He exits to kitchen and returns with another one.) Here you are, Sir.

Customer: Thank you.

Again, the customer starts to put ketchup on the hamburger and the same thing happens.

Customer: Waiter! Waiter! (The waiter comes running.) Look! There's a hair in this hamburger, too!

Waiter: I'm so very sorry, Sir. Please allow me to get you another hamburger. I'm sure it won't happen again.

Customer: All right, but hurry it up.

The waiter returns with another hamburger, and the same thing happens. This time, the hair seems even longer and more disgusting than the others.

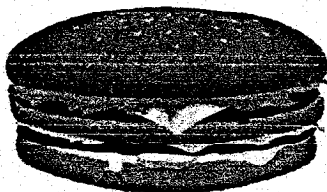
Customer: Waiter! (The waiter returns.) Look at this! I can't believe this place! I demand to speak to the cook!

Waiter: The cook?

Customer: Yes! I demand to see the cook right now!

Waiter: Very well, Sir. (Turns to kitchen, and yells.) Hey, Buford! There's a customer out here who would like to have a few words with you!

Cook: (The cook comes out where he can be seen, wearing his apron over his bare chest.) Sure, right after I finish making up some more hamburger patties! (He rolls up a ball of meat and then flattens it by mashing it under his armpit.)



Games

THE BLOB

Watch out while you're experimenting with Kitchen Chemistry, you might accidentally create a new life form, and it might not be friendly... It might be *The Blob*. I'll warn you now that you cannot avoid being swallowed up by-the Blob.

The Blob begins innocently enough as a mere individual playing a game of tag. As soon as she catches someone, she joins hands with him. Now he's part of the Blob, too, and they both set out, hand-in-hand, in search of victims. Everyone the Blob catches (only the outside hand on either end of the Blob can snatch at players) joins hands with it and becomes part of the lengthening protoplasmic chain. And thus the insidious Blob keeps growing.

Unlike your run-of-the-mill, mad scientist-created Blobs, this one is not content merely to ooze along, seeking its prey. It gallops around the field, cornering stray runners and forcing them to join up. (You'll have to agree on boundaries for this game; some people will go to any lengths to avoid meeting an untimely end at the hands of the primordial slime.)

Moreover (horrors), when the leader blows a whistle, the Blob can split itself into parts and, organize raiding parties on the lone few who have managed to escape. The thrilling climax occurs when there's only one player left to put up a heroic last-ditch stand on behalf of humanity. But alas, there is no defense against the Blob, and humanity succumbs.

The moral of our story could well be, "You become what you fear." If you have the heart to destroy humanity again, you can have the last person caught start the Blob for the next game.

EGG TOSS

While your in the kitchen, grab some eggs and get messy!

Equipment: One egg for every two boys.

Have the boys pair off and give each pair one egg. The pairs stand in two lines, facing each other, about 2-3 feet away from each other. One boy from each pair throws the egg to his partner. If it is successfully caught, they each take one step backward to widen the gap between them. The boys keep toss the eggs until all but one pair has broken their egg. The last team is the winner.

Variation: This can also be play with well filled water balloons.

Paper Bag Pop

Equipment: One small paper lunch bag for each player

This is a relay race. Have the boys form teams, the teams line up in single file behind the starting line. Across the room place a pile of cheap lunch bags for each team. On signal the first boy in each line runs across the room, and brings back a bag. He then blows it up and pops it on the back of the next in line. Player number two gets a bag and pops it on player number three and so on until all have had a turn. The first team to finish wins.

Experiments

Water Watching

Have you ever thought that it could be fun and educational to have a close look at plain water? To perform the experiments shown here, put a bucket outside to catch some rainwater or just use tap water from the kitchen sink.

Breaking the Tension

You will need:

Water	Glass or small bucket
Small floating items	Dishwashing liquid

1. Water tension is like an invisible film or skin that covers the top of water. It is formed because the water molecules on the surface of water are more attracted to the other water molecules below them than to the air above them.
2. To see water tension at work, put some water in a glass or small bucket. Gently place small, lightweight items that float like a leaf, a piece of paper, or a small safety pin-on top of the water. Keep adding items until the weight becomes so great that the water tension breaks and the items drop into the water.
3. Now, add a couple of drops of dishwashing liquid to the water and try the same experiment. What happens? Why do you think the items drop into the soapy water sooner? The dishwashing liquid has already broken the water tension before any objects are placed on the water.

The Unbroken Circle

Equipment:

Soup bowl	Water	Thread	Bar of soap
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1. For another experiment with water tension, fill a soup bowl with water. With a 6 inch length of thread, make a long, thin loop, overlapping the ends of thread. Do not knot the thread ends. Place the loop gently on top of the water in the bowl.
2. Now, touch the end of a bar of soap to the water in the middle of the loop. What happens? The loop widens to a circle around the soap. Why? The soap has broken the water tension inside the loop. (The thread keeps the soap from going beyond the loop.) The water outside the loop still has tension so it pulls away, bringing the thread with it to form a circle.

Hot and Cold

Equipment:

Two paper cups	Straight pin	Two clear juice glasses
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Cold water

Hot water

Ice cubes

Which faucet leaks more, the one for the hot or the one for the cold?

To find out, make a tiny pin hole in the center bottom of each of two paper cups and place the cups on top of two clear juice glasses. Fill one cup with cold water and ice cubes. Fill the other cup with hot tap water.

Now watch the juice glasses. What happens? Water drips quickly from the hot water cup but slowly or not at all from the cup of cold water. Why? The molecules in the hot water move faster than those in the cold water, fast enough to slip through the hole in the bottom of the cup.

LASSO AN ICE CUBE

Float an ice cube in a glass of water and put a piece of string next to the glass. Ask a friend if he thinks he can pick up the ice cube with the string. What do you think he will do? He'll probably try to tie the string around the ice cube, which is just about impossible. You can show him an easy way to do it.

Equipment:

Ice cube

Glass of water

String

Salt

Place the string on top of the ice cube and sprinkle salt lightly over it. Then wait a few minutes.

The salt will make the string stick to the ice, and you'll be able to lift the ice cube right out of the glass.

High and Low

Want to see water move from one glass to another all by itself?

Equipment:

Two drinking glasses

Box

Water

Handkerchief or two paper towels

Put a drinking glass on the table and another glass on a box next to the first glass. Fill the glass with water. How can you get the water to go from the glass on the box into the glass on the table without pouring it in?

Twist a handkerchief (or two paper towels together) into a long, tight roll. Put one end of the twist into the water in the glass on the box and put the other end into the glass on the table. What happens? In a minute or so, the water soaks into the handkerchief and begins to drip into the bottom glass.

If you wait long enough-go away and come back after you've played a game or had lunch-you will see that almost all of the water from the high glass has flowed into the low glass.

WEBELOS GATHERING ACTIVITY

Family Member Activity Badge

Family Time

DLOYALDEULAVRSLVRL
EYDDTNURTURETASKSA
CSUPPORTUNOITACAVU
IMEETINGYTIRUCESRG
SNDGNIGNAHCEGNIKI
IJEFLXIBLECRAFTSA
OOTAGROWINGEKWJXEE
NBRTOXYCVFFLDPOHST
GSGRHLGASLAEMCODCA
NTNUPLRRWVNBZRZHW
IEISMOEIXGROCERYE
LRRTPVNNSVBADOOFUP
CUAFLEEGRJVTDEFASO
YSHAEGARBAGELADXZO
CISEHTOLCSNAFFIRMC
EEPICNICLYLIMAFLCM
RLVRESPECTZGNIVASN
NEATNESSSENILNAELC

Find the following words in the puzzle above. Words appear only horizontally or vertically.

AFFIRM
CLEANLINESS
DECISION
FOOD
HELP
LEISURE
MEETING
RESPECT
SECURITY
TASKS

CARING
CLOTHES
ENERGY
GARBAGE
HIKING
LOVE
NEATNESS
PICNIC
SHARING
TRUST

CELEBRATE
COOPERATE
FAMILY
GROCERY
JOBS
LOYAL
NURTURE
SAFE
SHOP
VACATION

CHANGING
CRAFTS
FLEXIBLE
GROWING
LAUGH
MEALS
RECYCLING
SAVING
SUPPORT
VALUED

Fort Calhoun Pack 114

WEBELOS GATHERING ACTIVITY

Outdoorsman Activity Badge

Knotty Knots

Knot Descriptions

Match each description on the left to the appropriate knot name on the right.

For tightening and loosening a rope easily and on guy lines.

Square Knot

For tying a rope to a post or ring; it's strong but easy to loosen.

Tautline Hitch

For tying a rope to a tree or post.

Clove Hitch

Used when you want a loop that will not slip or close up; used for rescue work.

Sheet Bend

For tying two ropes together and for tying bandages in first aid.

Bowline

For tying two ropes together, especially when one is thicker than the other.

Two Half Hitches

Forget-Me "Knots"

Match the knot picture to the knot name.

Square Knot

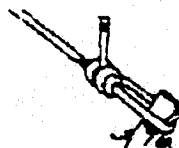
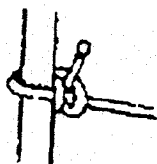
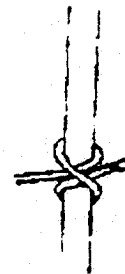
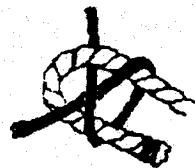
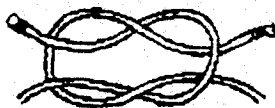
Tautline Hitch

Clove Hitch

Sheet Bend

Bowline

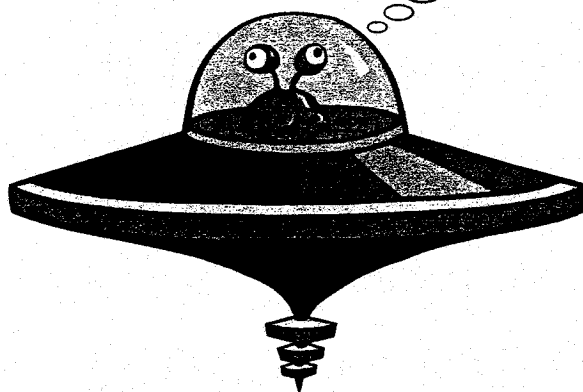
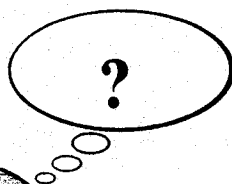
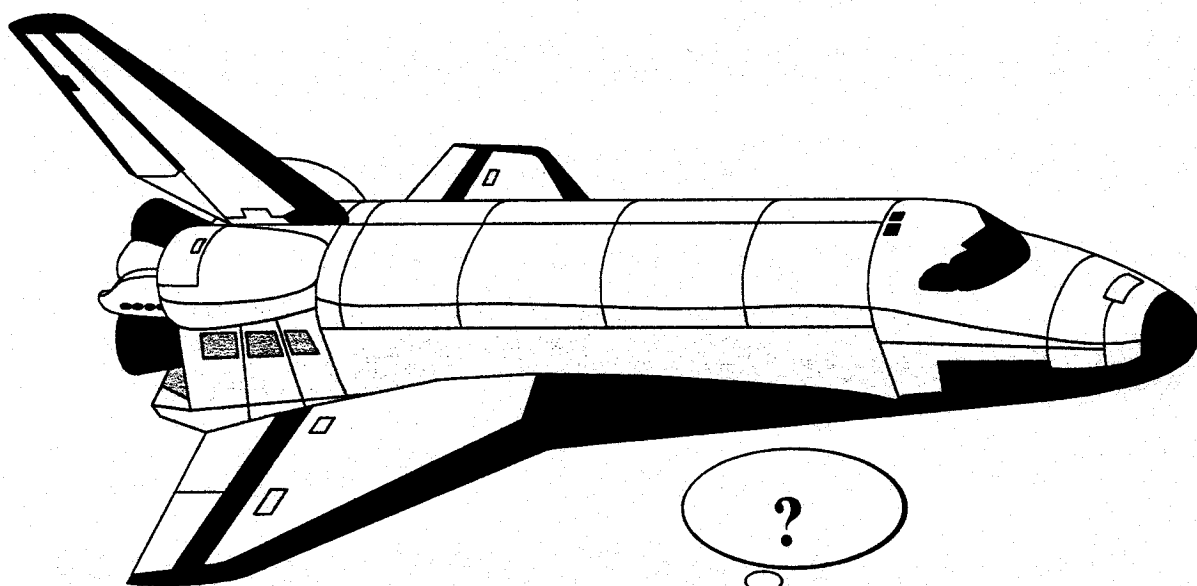
Two Half Hitches



Fort Calhoun Pack 114

June

Adventures in the Sky!

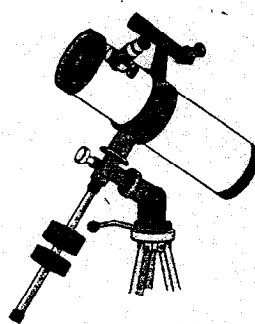


JUNE

Adventures in the Sky

Ceremonies

Opening Ceremonies



This is a good flag ceremony to have before the Fourth of July. Mention to the Pack that they should listen closely and remember what is said when they go to the parade on the Fourth and see the flag go by.

HELLO....REMEMBER ME?

Some people call me Old Glory, others call me the Star Spangled Banner, but whatever they call me, I am YOUR Flag, the Flag of the United States of America....something has been bothering me, so I thought I might talk it over with you... because it is about you and me...

I remember when people would line up on both sides of the street to watch a parade, and naturally, I was leading it, proudly waving in the breeze. When your Daddy saw me coming, he immediately removed his hat and placed it over his heart, up against his left shoulder....remember.

And you, I remember you. Standing there straight as a soldier, You didn't have a hat, but you were giving the right salute...and remember little sister? Not to be out done, she was saluting the same as you with her right hand over her heart...remember?

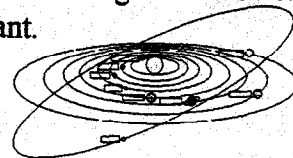
What happened? I'm still the same old Flag. Oh, I have a few more Stars since you were a boy. A lot more blood has been shed since those parades of long ago.

But now, I don't feel as proud as I used to... When I come down your street, you just stand there with your hands in your pockets, and I may get a small glance and then ; you look away. Then I see the little children running around and shouting...they don't seem to know who I am... I saw one man take his hat off., then look around, and when he didn't see anybody with theirs off, he quickly put his back on...

Is it a sin to be patriotic anymore? Have you forgotten what I stand for and where I've been?...Germany, Korea, Vietnam and the Persian Gulf. Take a look at the Memorial Honor Rolls of those who never came back in order to keep this Republic FREE. One Nation Under God... when you salute me. you are actually saluting them.

Well, it won't be long before I'll be coming down your street again, so when you see me, stand straight, place your right hand over your heart, and I'll salute you, by waving back...and forth....and I'll know that.. YOU REMEMBERED!!!!

We used the Mormon Tabernacle Choir singing *America the Beautiful* as our background music. I'm sure you may use almost any patriotic music and get the effect you want.



Reach for the Stars

Col. Edwin 'Buzz' Aldrin, the second man to walk on the moon, told a group of Eagle Scouts that man's exploration of space is as old as man himself. He has explored, conquered, and studied the secrets of the jungles, mountains and oceans. He urged them to obtain a well-rounded background in many fields of knowledge, then to select one field and strive for excellence in it. "Set your goals high and settle for nothing less than accomplishment," he said.

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 Cub Scouting.

Advancement Ceremony

Starlight Advancement Ceremony - All ranks

Props: Make a board with 7 holes cut out in the shape of the Little Dipper. Make the holes large enough to fit large Christmas tree lights (the kind that will stay lit when one is removed). The board could be made of plywood, but I find foam core is sturdy enough to hold the lights and easy to cut holes in. Paint the board black and push the light in from behind. Take the bulbs out of the light strand.

Cubmaster: For centuries wise men have looked to the sky for direction. The stars have guided caravans as they cross the desert, ships who sail the seas, and shown traveler the way to safety. The Cub Scout program is designed to guide our boys through their whole lives. The Cub Scout Promise is as valid a guide to adult as it is to boys. They will have better lives by learning to live the principles of scouting now, as boys. They learn that they have a duty to their God, their country, and those around them. In learning to help others, they also help themselves. The principles of scouting are like the North Star. They will always point the right way to go. This light represents the Cub Scout Promise and the Law of the Pack. Will you please say the Promise with me as the assistant Cubmaster puts in the light of the North Star. (Have the Assistant Cubmaster put the light in the last hole of the Little Dipper.)

It would be difficult to find the North Star to guide you if it were not in a constellation that we can all recognize, the Little Dipper. Each rank of Cub Scouts is like a star in the constellation, they guide the way to the one true star. Will those boys who have earned their Wolf Rank this month, please come forward with their parents and Den Leader? (Have the Den Leader screw in

the furthest light from the North Star while the Cubmaster presents the award to the boys parents to give to the boys.)

Continue to have a leader add a light getting closer to the North Star while you present boys with Wolf Arrow Points, Bear Rank, Bear Arrow Points, Webelos Rank, and Webelos Activity Pins, that will make 7 stars for 6 awards and the North Star. The Cubmaster should put the light in place for the Webelos awards while the Webelos leader presents the awards to the boys.

Closing Ceremony

This month you may run the Space Derby. The following poem can be a reminder that winners and loser are really the same, no one is better than another.

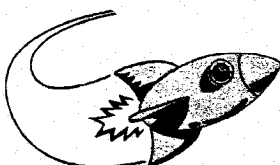
No Difference

Small as a Peanut,
Big as a Giant,
We're All The Same Size
When We Turn Off The Light

Red, Black or Orange
Yellow or White,
We All Look The Same ,
When We Turn Off The Light.

Rich as a Sultan,
Poor as a Mite,
We're All Worth The Same,
When We Turn Off The Light.

So Maybe The Way
To Make Everything Right
Is For God to Just Reach Out
And Turn Off The Light !



A Star to Guide Our Boys

Cubmaster: (scout's name) , do you see the stars in the sky? That is the constellation Big Dipper and the big star is the North Star. For many years man has used these stars as a guide to show them the way as they traveled. As you join Cub Scouts you are starting a trip. You will experience adventures and excitement, meet new friends and learn new skills. However, as you begin this trip you need a "North Star" to guide you. The "North Star" is Akela ... Akela can be your parents, your den leader, even I your Cubmaster. It is our responsibility to help you along the way.

Cubmaster: Parents, I ask you, will you accept the responsibility to be 'Akela', to your son and help guide him along the Cub Scouting trail?

Parents: Yes

Cubmaster: I thank all of you for your willingness and promise that I will do all I can to help your sons and the future of our country. Thank you and good night.



Cheers

Skyrocket Applause

Have everybody in the group pretend to strike a match on the seat of their pants, then pretend to light a skyrocket. Watch the rocket go up and say "Sssssssssss, BOOM!" Clap hands together, then flutter fingers as if debris was falling.

Satellite Applause

Stand up and turn around in a circle with arms bent upwards at elbows. Open and close fingers while saying, "Gleep, gleep, gleep."

Star Cheer

When someone needs to be recognized have the whole group yell, "Twinkle, twinkle little star, you're the best we've seen so far!" This can be followed with applause

Telescope Cheer

Pretend to open and adjust a telescope. Point it toward the person being recognized and say, "Hey, look there's a really bright star!"

Songs

Good Old Captain Kirk

Tune: Grand Old Duke of York

Good old captain Kirk, (start while sitting down)
He had ten thousand men,
He beamed them up from earth, (stand up)
And then he beamed them down again. (sit down)
And When they're up, they're up (stand up)
And when they're down, they're down. (sit down)
And When they're only half way up, (stand half way up)
They're no where to be found. (hold your hands out and shrug your shoulders)

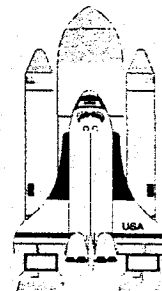


Sing the song faster and faster until it's a real challenge to keep the actions up with the lyrics.

Rocket to the Moon

Tune: John Jacob Jingleheimer Smith

I'll build a great big rocket ship
Then fly it to the moon.
And when the moon comes out,
The people all will shout,
"He built a rocket to the moon."
DA, DA, DA, DA, DA, DA, DA, DA



Sing this 3 or 4 times getting softer each time by always shouting the DA's.



Skit



THE PROFESSOR AND THE STARS

The interviewer can be a talk-show host or a news reporter. Professor Sayagain, a very unusual astronomer, can be dressed as an eccentric scientist and speak with a foreign dialect. Be creative.

Interviewer: (*Holds paper and pencil.*) Good evening, Professor Sayagain. We feel very fortunate to be able to interview one of the world's greatest astronomers. For our first question, professor, do you think the moon is really inhabited?

Professor: (*oddly dressed and speaks just as oddly*) Inhabited? What's this word "inhabited"?

Interviewer: I mean ... do you think people live there?

Professor: Why didn't you say so? Of course people live on the moon. (*gesture*) I talk with them every night.

Interviewer: (*amazed*) You talk with moon-people every night? Through thousands of miles of space? But how is that possible?

Professor: (*Shrugs.*) We talk VERY LOUD.

Interviewer: (*Sighs.*) Professor, tell us-what is the most interesting thing you have ever seen through Your telescope?

Professor: (*Frowns in Puzzlement.*) My what-a-scope?

Interviewer: (*impatiently*) Your telescope! Telescope!

Professor: (*brightly*) Oh, yes, that long thing. (*Pretends to hold telescope to eye.*) Well, the most interesting thing I've seen is the new comet named Susanna Smith.

Interviewer: You've seen a new comet which you've named after an old girl friend?

Professor: No, I've seen a new girl friend whom I've named after an old comet named Susanna Smith.

Interviewer: (*Shake head.*) I see. Now then, I understand that you believe that a man on Mars has three ears. Isn't that rather strange?

Professor: (*Shrugs.*) What's so strange? He has three eyes.

Interviewer: Professor Sayagain, it is a proven fact that the earth circles the sun, yet I

recently heard you say that the sun circles the earth.

Professor: That is right. What is your question?

Interviewer: But how can you say the sun circles the earth?

Professor: Very simple. I say it like this: *(Holds up finger, speaks in monotone.)* The-sun circles-the-earth. *(Shrugs.)* Very easy to say.

Interviewer: I see. Tell us, professor, in what direction is planet X located?

Professor: *(Points upward.)* Up.

Interviewer: *(Shrugs.)* Most astronomers work at night, but I understand you prefer day work. Why is that?

Professor: Less stars, less work.

Interviewer: Professor Sayagain, what first got you interested in astronomy?

Professor: My mother. She told me to hitch my wagon to a star.

Interviewer: By that she meant you should be ambitious, that you should strive for great things

Professor: *(sourly)* Is that what she meant?

Interviewer: *(Takes a deep breath, shakes head.)* Professor Sayagain, as a final question do you have any advice to give all those young people out there who might wish to become astronomers?

Professor: *(Holds up finger.)* I have just one thing to tell them.

Interviewer: And that is?

Professor: *(sternly)* Don't go peeking around for Susanna Smith! *(Walks away, wagging finger at audience.)* Find your own comets! *(Exits.)*



Games

SOLAR SECRETS

Equipment Required: 6 to 12 egg cartons preferably painted black. Rope for the tug-of-war

Description of Game: Divide the group into two teams. Define the area of the game.

Tell the groups that a spacecraft carrying advanced new technology has crashed in the area.

Teams from two nations are searching the area to try to find the parts. The closest description of these parts is that they resemble egg cartons.

There should be half the number of cartons as there are players or, the number of cartons should equal the number of players on one team.

Send the teams out to search for them.

When they get back, have a tug-of-war to determine who will get all of the parts.

Score 10 points for each carton found by a team and 50 points for the team that wins the tug-of-war.

WORMHOLE KICKBALL

Equipment: Playing diamond, 1 playground ball

Setup: Choose two teams, one beginning in the field and the other up to "bat."

Description: The game begins with the pitcher rolling the ball to a kicker. When the ball is kicked, the kicker runs around the bases, scoring a point for each base reached, as in Circle Kickball.

Attempting to stop the base runner is where the action really begins. To do this, a player on the fielding team must retrieve the ball, while the rest of the players run over and stand behind him in a single file line with their feet spread apart, forming a long tunnel. When everyone on the team is lined up, the player with the ball sends it back through his legs and into the tunnel. Each player continues passing the ball back through the tunnel until it gets to the last person, who holds the ball in the air and yells "Stop!"

At this point, the kicker is retired, and the next kicker comes up. An inning is over and the teams trade positions when everyone on one team has had a chance to kick. As in Circle Kickball, cumulative scoring is used, with each base that a player touches adding one point to his or her team's score.

Additional Suggestions: This active game requires considerable cooperation between the members of the fielding team, so it's a good idea to give both teams a little pre-game practice forming tunnels and passing balls through them.

STAR DASH

Equipment Required: None

Description of Game:

This game is played by an even number of teams, each with about six players. Teams are arranged like spokes of a wheel, with each team in file, facing the center, and opposite one other team.

Each team numbers off, from front to back. All players are seated.

Call one of three commands, followed by a number. The commands are:

'Change!' - the players with the number called run across the space and sit in the spot vacated by their opposite number.

'Across!' - the players run across the space, around behind the opposite team, and back to sit in their original position.

'Around!' - the players called run counter-clockwise around the circle of teams and back to their original position.

You can call more than one number at a time, in which case both team members compete in the action. The first player or players to complete the action wins a point for his team. A player remains a member of his original team, even though he may be sitting with another team as a result of a change' call,

SPACE ALIENS

Equipment Required: 3 or 4 tennis balls.

Description of Game: This is similar to a popular electronic game.

Divide the players into two teams.

One team, the Invaders, lines up on one side of the hall. The invaders move by sidestepping along the wall until they reach the wall. They then take one step forward and sidestep in the opposite direction. It is more fun if they make electronic noises as they move.

The other team, the Defender, line up on the other wall. They are armed with one ball for every two defenders. They try to eliminate the invaders by rolling a ball and hitting them. (Invaders must keep moving at same pace, they cannot dodge the balls.) The one who rolls the ball can run forward when it hits an Invader or the wall and toss it back to a defender who doesn't have a ball. Time to see how long it takes to eliminate all invaders. Reverse roles. The defenders with the shortest time would be the winner.

Crafts

Starry Lantern

Pierce a disposable aluminum foil pan with tiny holes and add a glowing candle and you'll really light up a room.

What You Need:

Paper	Pencil	Ruler	Aluminum foil pan
Scissors	Old newspapers	Hammer	Nail
Large can	Brass fasteners	Aluminum	foil muffin cup
Candle			

1. First, draw a design for the lantern's holes on a piece of 6- by 9-inch paper. Keep the design simple. Drawing a constellation would be a good idea, but of course you could draw the outline of shapes like flowers, leaves, fish, snowflakes-or monster faces.
2. Then with scissors cut a 6- by 9-inch rectangle from the bottom of the pan. Place your design on top of the aluminum rectangle and place both design and foil on top of a thick pile of newspapers.
3. With a hammer and nail, gently punch holes along the lines of your design. Don't hammer too hard! You want small holes with some space between them. If the holes are too close together, they will join together into one big hole.
4. When you have finished punching your design, make a hole in each corner of the rectangle. Shape the lantern by wrapping it around a large can, like a can of beans or coffee. Once the foil is rounded, remove it from the can and overlap the short ends so that the holes in the two ends meet. Insert a brass paper fastener through each pair of holes, being sure to go through both layers of foil. To secure, open the prongs on the inside of the foil.
5. To make a candle holder, place a candle 2 1/2 to 3 inches long (shorter than the lantern) in a disposable aluminum cupcake or muffin cup. To keep the candle upright use modeling clay, or light the candle and drip some wax into the center of the muffin cup. Blow out the candle, then place it in the melted wax and hold it there for a minute. As the wax hardens, it will hold the candle in place.
- 6) Place the lantern over the candle. When you light the candle, your design will shine.

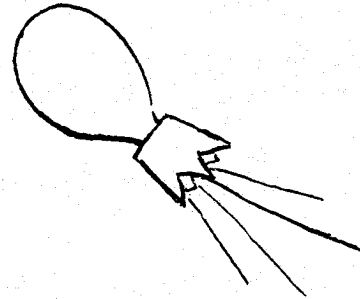
Zooming Comet

You don't have to wait to see a comet in the sky, you can make one instead!

Equipment: Balloons Paper or Foam cups

Directions:

1. Cut the cup so that it is about 2 ½" high. Then make "v" cuts on the edge of the cup about 2" deep to make points on the cup's side.
2. Cut a small hole in the center of the bottom of the cup large enough to hold the end of the balloon.
3. To fly your comet, blow up a balloon and insert the neck through the hole in the cup's bottom. Let go of the balloon and watch it SOAR!



Parachutes

Equipment:

Handkerchief 4 pieces of 12" string a nut

Directions:

1. Use a handkerchief and tie a 12" length of string to each corner.
2. Tie the other ends of the strings to a nut for weight.
3. Fold the parachute into a square, loosely wrap the string around the outside and throw it in the air.

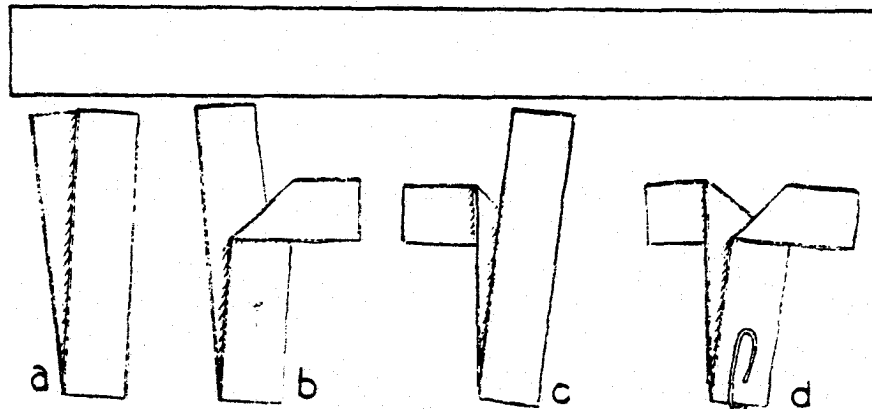
A Twirling Copter

A Twirling Copter will go high into the sky. It is very simple to make and what fun you will have when you throw it into the air. The fun part is watching it spin to the ground.

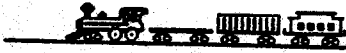
Equipment: A strip of paper a paper clip

Directions:

1. Cut out a long, narrow strip of paper, or trace the strip from the book.
2. Fold the strip in half, Fig. a.
3. Fold one top end of the folded strip down so that it points to the right, Fig. b.
4. Turn the paper over, Fig. c.
5. Fold the other top end of the folded strip of paper just as you did before, Fig. d.
6. Place a paper clip over the bottom folded part of the copter, Fig. d.
7. Throw it high into the air.

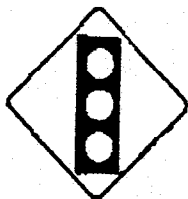
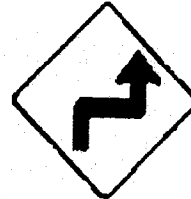
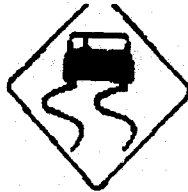


Webelos Gathering Activity



What's Your Sign? Traveler Activity Badge

Write the meaning of each sign in the space below it.



WEBELOS GATHERING ACTIVITY

Traveler Activity Badge

Been There, Seen That!

Can you name the state that fits each description.

I am famous for producing lots of maple syrup.

I'm famous for a horse derby and rolling green hills.

Mount Rushmore is one of my more popular tourist sites.

The Chesapeake Bay divides much of my land area.

Dorothy and Toto are a couple famous "residents." I am home to over 10,000 lakes.

I'm home to the Grand Canyon.

I am spread over many islands.

The Rio Grande separates my southern border from Mexico.

My name is from the Choctaw words "okla" & "homme."

I am home to the Liberty Bell.

I am the largest state in land size.

I am home to Pikes Peak, one of the highest peaks in the Rockies.

Most of Yellowstone National Park is in my north region.

My nickname is the Golden State.

My nickname is the Sunshine State.

I have one very large salty lake.

I am surrounded by four Great Lakes.

Three of my major lakes are Lake Tahoe, Lake Mead and Lake Mojave.

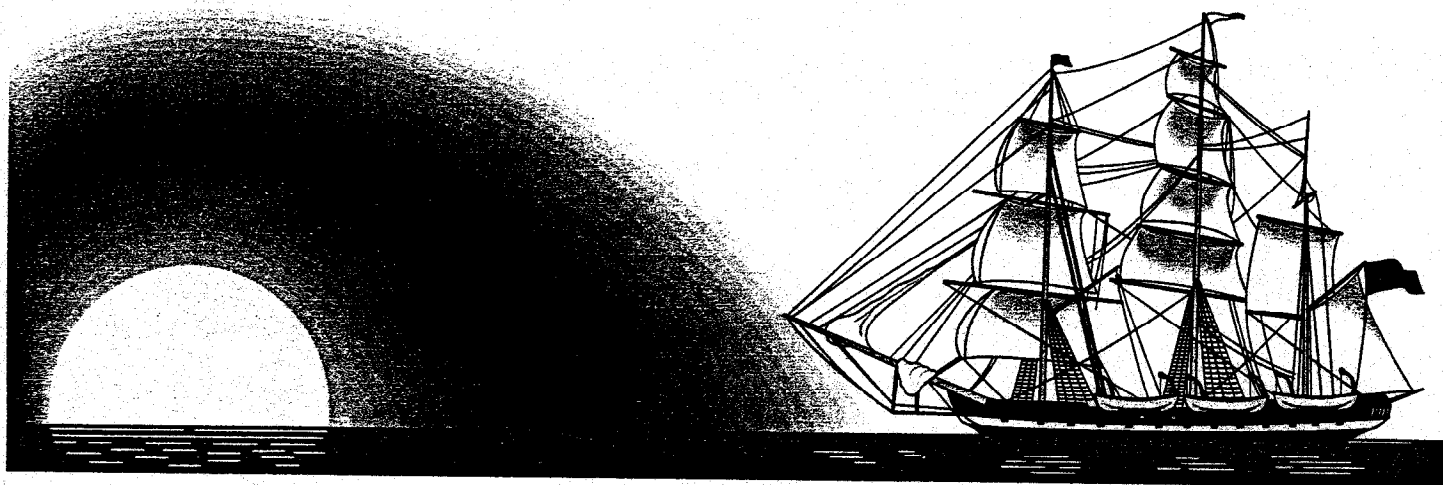
I'm home to the Ozarks, Gateway Arch, and Silver Dollar City.

I am home to the Carlsbad Caverns National Park.

The widest river in the USA shares my name.

Fort Calhoun Pack 114

July
See what
you can Sea!





See What You Can Sea

CEREMONIES
OPENING CEREMONIES

THE SIX SHIPS OF SCOUTING

Arrangement: Six Scouts hold large cardboard cutouts of ships with flags on which have been printed the following words:

SCHOLARSHIPS FELLOWSHIP SPORTSMANSHIP WORKMANSHIP
STATESMANSHIP FRIENDSHIP.

Cubmaster: Tonight Pack _____ would like to tell you about the six ships of Scouting. These are ships which were launched in America - strong and mighty ... ships that will last forever.

1st Scout

SCHOLARSHIP - This ship is very important on the sea of Education, On her deck stands such officers as Determination, Intelligence and Application. Her flag bears symbols of the letter "A" and the plus sign.

2nd Scout

FELLOWSHIP --This ship stands for good spirit, fine cooperation and never-failing unity. It's flag floats high - the flag of Scouting.

3rd Scout

FRIENDSHIP - This is the most handsome ship of all. It is true blue and it's flag golden - since friendship is golden.

4th Scout

WORKMANSHIP - This ship's every line, every part, every mast represents the best that a person can give. It's flag is a circle of hands, working together.

5th Scout

STATESMANSHIP - This ship represents wise guidance, constant, unselfish interest and sincere effort. It's flag is white with purity.

6th Scout

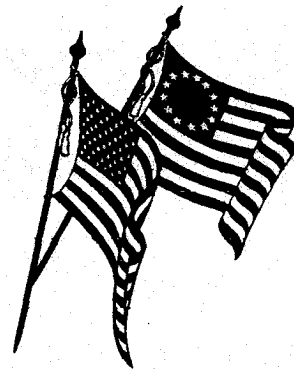
And there you have six strong and sturdy ships to brave the sea. Three cheers for the SCOUTING SHIPS!

FACE THE FLAG

Face the flag of stars and bars
Of red and white and blue.
A flag that guarantees the rights
For a people like me and you. Face the flag friends, read what's written there;
The history, the progress, the heritage we share.
Our flag reflects the past, but stands for so much more,
And in this age of Aquarius, it still flies in the fore.
It leads the forward movement, shared by all mankind;
To learn, to love, to live with peace of mind,
To learn the mysteries of space as well as those of Earth,
To love each person for what they are regardless of birth,
To live without the fear of reprisal for belief,
To ease the tensions of a world that cries out for relief.

Chorus:

**Face the flag of stars and bars
Of red and white and blue.
A flag that guarantees the rights
For a people like me and you.**



Face the flag friends, take a good long look,
What you see now can't be found in a history book.
It's the present, the future friends, its being written now,
And you're the ones to write it, and the flag can show you how.
Do you know what it stands for? What its makers meant?
To think, to speak, the privilege of dissent,
To think our leaders might be wrong, to stand and tell them so,
These are the things that people under other flags will never know.
But, responsibility, that's the cross that freemen must bear.
If you don't accept that, then freedom isn't there.

Chorus

Face the flag friends and face reality.
Our strength and our freedoms are based in unity.
The flag is but a symbol friends, of the world's greatest nation.
So do what "you got to do", but always keep in mind
A lot of people believe in peace, but there are the other kind.
If we want to keep the freedoms we may have to fight again,
God forbid. But, if we do, let's always fight to win.
The fate of a loser is futile, it's bare;
No love, no peace, just misery, despair.
Face the flag friends and thank God it's still there.

Advancement Ceremony

Talking Feather

Equipment: Talking Feather, Campfire (For this month's theme, why not use a sea gull feather)

Akela: Tonight we have a special award to present. Would _____ and his parents please join me around the campfire? Would the Den Leader also come forward to the Council Fire? (All sit Indian style around the fire.)

I hold in my hand a Talking Feather. Does anyone know what a Talking Feather is? (If anyone speaks, ignore them. When someone raises his hand, give them the feather.) A Talking Feather gives the person holding it the right to speak. Everyone else must listen, until the feather is passed to them. (Akela sits.)

Since we are honoring _____ tonight, we will pass the Feather around the circle and each of us will in turn tell about something he has done or learned as we watched him make progress along the Scouting trail. I will begin. (Each person takes the feather, says something nice about the Scout and then passes it on. Even the Scout himself is given a chance to talk.)

Please stand now to receive your award. I present this award to your parents to you. Please give them the proper salute. (The proper salute for a mother is a kiss.) Now I salute you too, _____!

Closing Ceremonies

It Makes a Difference

In a world that seems to be increasingly filled with trouble, crime, pain, and war, how can one Cub Scout make a difference?



A young boy walked along the beach one morning and noticed an old man pickling up starfish and throwing them back into the sea. He caught up to the man and asked why he was doing this. "Because the stranded starfish will die when the sun comes up. They dry out," the man explained. "But the beach goes on and on, and there are zillions of starfish," countered the boy, "How can you hope to make any difference?" The man looked at the starfish in his hand, and then at the boy. "It makes a difference to this one," he said, and tossed it to safety in the waves.

Stick to It Closing

Tonight we ran some races, some of us won and some of us lost. Rulon Stanfeild had some wise words of all of us, both winners and those who haven't won:

Stick to it

It matters not if you try and fail,
And fail, and try again;
But it matters much if you try and fail,
And fail to try again.



CHEERS

Undersea Applause

Hold your nose with one hand, hold the other hand over your head and raise three fingers one at a time as you say, "Glug, glug, glug."

Ocean Applause

(Best done with a big group where you have at least four rows of chairs.)

Have the whole group stand, start the first row swaying from side to side, have the second row sway in opposite direction as the first, the third row sways with the first and the fourth row sways with the second. Have the audience sing "Sailing, sailing, over the bounding main!"

Stop them by yelling, "Stop! You're making me seasick!"

Fish Yell

Open and close your mouth like a fish several times but don't make any sound

Clam Applause

Put your hands together with palms cupped. Holding one side tight together, clapping by opening and closing the other side.

SONGS

The Seamen Sailed out to Sea (Tune: "The Bear Went Over The Mountain")

The seamen sailed out to sea,
The seamen sailed out to sea,
The seamen sailed out to sea,
To see what they could see.
To see what they could see,
To see what they could see,
To see what they could see,
The seamen sailed out to sea,
To see what they could see.

The sea is all they saw,
The sea is all they saw,
The sea is all they saw,
See, all they saw was sea.

The sea surged over the seamen,
the sea surged over the seamen,
The sea surged over the seamen,
So all they saw was sea.
So all they saw was sea,
So all they saw was sea,
Since the sea surged over the seamen,

All they saw was sea.
See saw seamen,
Sea sick seamen,
See saw seamen,
See sawing on the sea.

See sawing on the sea
See sawing on the sea
See sawing on the sea
Seasick seamen
Seasick seamen
Seasick seamen
We saw seasick seamen
See sawing on the sea

Seasick seamen
Seasick seamen
Seasick seamen
So now it's sea sick me!

Row, Row, Row Your Boat

Tune: familiar

Row, row, row your boat
Gently down the stream,
Merrily, merrily, merrily, merrily,
Life is but a dream. .

New verse

Row, row, row your craft
Underneath the streams
Ha! Ha! Fooled you all,
I'm a submarine.

SKITS

THE SEAGULL AND THE SURFER

Here is a great spontaneous skit that demands no props and no preparation. The "characters" can be chosen on the spot, or the whole audience can be divided up into parts. As the narrator reads the story slowly, each "character" is to act out what is being described. For example: "The waves rise in great swells" (the people who are "waves" begin to rise, then crouch, repeatedly). Have the characters stand up as they hear their part being read, then sit down when they are done. Be sure the narrator gives the "actors" enough time to do what is being described.

Characters:

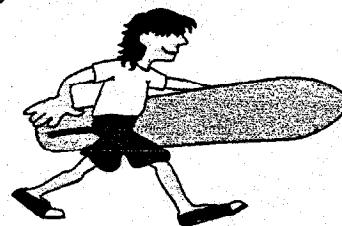
Sun - extend arms and hiss with heat

Seagulls - flap arms in flight and call

Surfer - show muscles and grunt a manly grunt

Waves - wave arms overhead

Shore - (must always stand next to a wave) stretch out arms around a wave



The Script: (read by the narrator)

It is a bright and beautiful morning at the beach. The sun is slowly rising, and the seagulls are waking up after a long night's rest; the waves are calm and serene and the shore is smooth and damp. The ocean world now seems to come alive as the seagulls chatter to each other and fly off on their morning search for food. As the gulls fly over the shore and waves, they begin to get playful. They soar higher and higher, then drop suddenly, skimming the waves with their outstretched wings. They fly up, then up and down again, in circles, in zigzags, backwards, then forwards. The gulls are chattering noisily, screaming as loud as they can. Suddenly, the playfulness ends and the gulls return slowly to their nests to rest. (Gulls sit down)

The waves are beginning to rise in great swells. They rise higher and higher reaching farther and farther until at the last second they come crashing down on each other and roll onto the shore. A surfer arrives at the beach, walking on the shore. Excited at the prospect of the big waves that are continuing to break on the shore, the surfer begins to jump up and down. He sits on the shore and gazes at the breaking waves. The surfer now decides to take his board out into the water. He paddles out, using fast, long strokes. He paddles faster and faster with longer and harder strokes until he reaches a point beyond the waves. Now, riding his board, he dodges skillfully in and out among the waves with precision timing. Poised and graceful, he "hangs ten" on his surfboard. Suddenly, the sun gets in his eyes, a wave grabs him and sends him crashing into the shore. The surfer, now tired and beaten, gathers up his surfboard and slowly stumbles away from the shore and heads for home.

The day is coming to an end as the sun slowly sets. The gulls make their last flight for the day flying over the shore and waves and once again return to their nests for a cozy night's sleep, tucking their wings under their bodies and lowering their heads. As we take one last look at the beautiful ocean scene before the sun sets, we can see the restful seagulls, and the waves beating on the shore.

GAMES

FISHING DERBY

Equipment Required: One magnet on a string for each team. One metal washer for each player - different sizes and colors for different values.

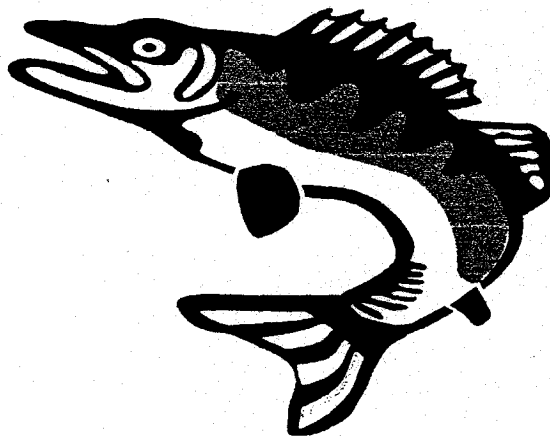
Description of Game: Draw a large circle on the floor. In this circle scatter metal washers.

Divide players into teams - two or more. One player from each team wears a blindfold, is given a magnet on a string and directed by his team.

On signal, the blindfolded players are directed into the circle by their team who try to get them to 'catch' one of the more valued washers. He returns to his team with the washer.

Another player has a blindfold put on and takes his turn. This continues till all have had a turn.

The winner is the team with the most points as determined by the washers they 'caught'.



FISHTAIL

Equipment Required: A white cloth

Description of Game: Players form up in single file - each one grasping the waist of the player ahead.

The last player has a white 'tail' tucked into the back of his belt.

The head tries to manoeuvre so that he can snatch the tail while the player with the tail tries to prevent it.

After a few minutes, another two players change places with the head and tail.

Caution: Make sure that the area is clear of obstructions.

SHIPS IN A FOG

Equipment Required: Blindfolds for all but team leaders.

Description of Game: The team leaders are shown the finish line. The team players are blindfolded and the team leader must guide his ship (team) to the finish line using certain noise commands.

The team will decide whether to walk arm in arm, Indian to player in (holding on front) or some other grouping.

The team leader can give commands only by a whistle, compass directions or by drill commands. The extent of these to be decided with an umpire in advance. The more difficult the site and the commands, the greater the challenge.

On signal, team leaders guide their ship to the finish line. The first team across the line wins.
file

SLEEPING PIRATE

Equipment Required: Blindfold, 'treasure' and water pistol (if variation used).

Description of Game: Players form a large circle.

One player, wearing a blindfold, is the sleeping pirate. He sits in the center of the circle guarding the treasure.

The leader points to one of the players who creeps in on the pirate and tries to steal the treasure.

If the pirate hears a sound, he points in that direction. If he points at the player, the player returns to the circle and another player is chosen.

If the player steals the treasure, he becomes the pirate.

Variations - use two pirates sitting back to back and two treasures. Have two players creep in.

Play it outdoors and use a water pistol - no doubt when player is shot.



WATER DODGE BALL

Equipment Required: Soft ball which floats.

Description of Game: Divide group into two teams. Team one forms a large circle around team two.

The ball is given to a member of team one. On signal, team one tries to hit members of team two with the ball. Team two may duck, dive or stay under water as long as they can, but they must stay in the circle.

When a member of team two is hit, he joins team one. When all of team two has been eliminated, the players change places.

WATER POLLUTION

Equipment Required: Floating object like a kickboard.

Description of Game: Players join hands and form a circle, the pollution, a kickboard, is placed in the center of the circle. On signal, all try to pull the others into the pollution, while avoiding touching it themselves.

All who touch the pollution are out. If two players break their grip, both are considered out.

Note: Link this game to the problems we face with water pollution.

THE SEA IS ROUGH

Equipment: None

Players all choose a partner and form a double circle, facing forward. One couple is the "fisherman." This couple stands outside the circle. Each couple in the circle marks the floor where it is standing to indicate home. Each couple decides on the name of a fish. The fisherman walks around the outside of the circle calling names of fish. Whenever a couple's name is called that couple follows the fisherman and helps to call other names.

When most of the fish are marching around, the fisherman calls, "The sea is rough." Then all the couples follow as the fisherman leads them elsewhere, outside of the circle. Then when the fisherman blows a whistle, every couple scampers to one of the homes.

The couple left out will be fisherman next time.

CRAFTS

Braided Yarn Octopus

Imagine being an Octopus and having eight arms! Well, what about an octopus for a friend? Not a real one, of course. It would have to live in a fish tank. The octopus you will make can go almost anywhere you go. Except in the water. Strange, isn't it?

Things You Need:

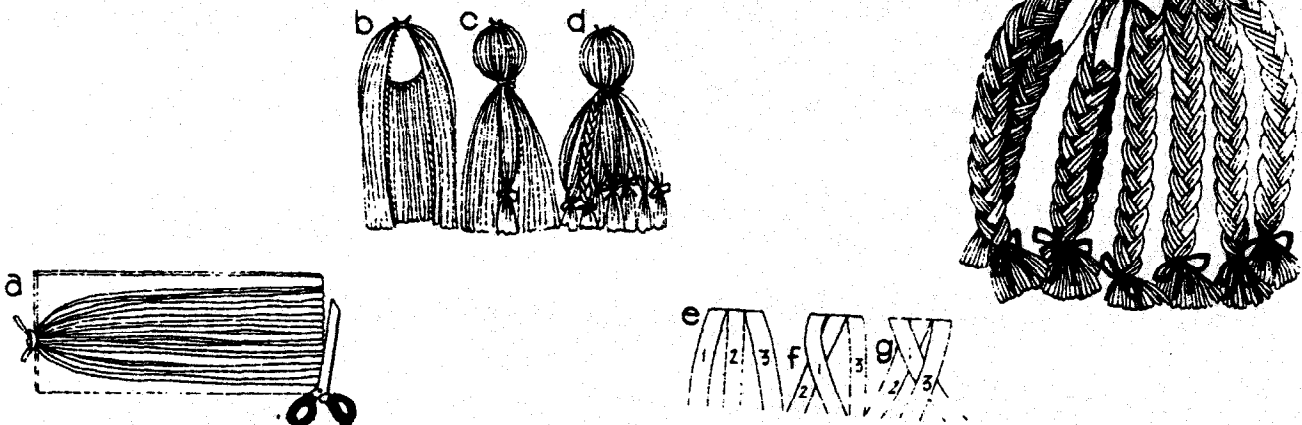
1 package (skein) of colored yarn
1 rubber or Styrofoam ball
liquid white glue

1 sheet of cardboard
scissors

ribbon
colored scraps of felt

Let's Begin:

1. Wrap the entire package (skein) of colored yarn around a very long rectangular piece of cardboard, Fig. a. You can find cardboard of the right size behind the shirts Dad gets back from the laundry.
2. Clip a small piece of yarn off the free end of the wrapped yarn, and slip it under all the strands on one end of the cardboard
3. Draw all the strands together on this end by tying a tight knot with the piece of yarn. Fig. a.
4. With the scissors, cut through all of the yarn at the other end of the cardboard, Fig. a.
5. Place the yarn, with the knotted part on top, over the rubber ball, Fig. b.
6. Push the yarn strands together so that the entire ball is covered.
7. Tie the yarn under the ball tightly with a piece Of extra yarn, Fig. a.
8. Divide all the yarn under the head into eight equal parts.
9. Tie the eight sections very loosely to keep the yarn separated, Figs. c and d.
10. Take one section and divide it into three equal parts, Fig. e.
11. Braid the parts.
12. Tie the bottom of the braid with a piece of yarn or thin ribbon.
13. Braid the seven other arms of the octopus.
14. Tie a big bow under the octopus' head.
15. Glue on felt eyes and mouth with liquid white glue.



"Going Fishing" Game

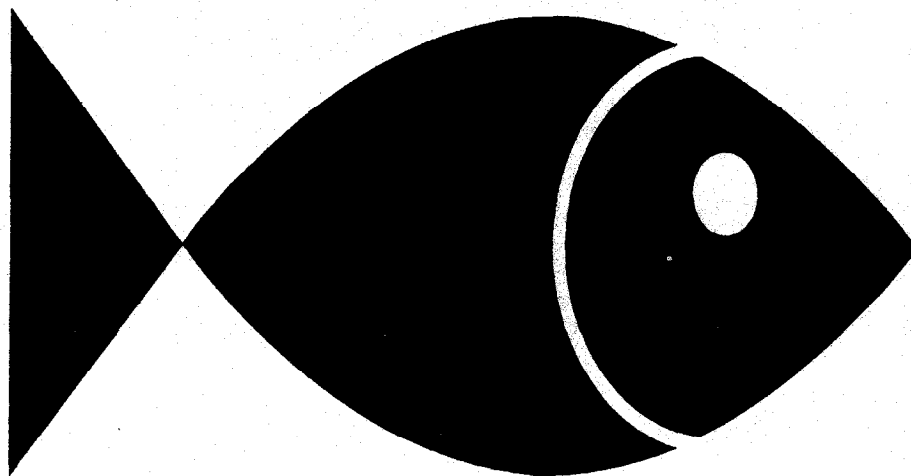
Lot's of people would rather be fishing than doing just about anything else. Now you can enjoy fishing anytime you want. You can make a "Going Fishing" Game to play whenever you like with your friends. With it, there should be no reason why you can't catch your limit of fish. You might even be the best fisherman in your home!

Things You Need:

1 sheet of tracing paper	cardboard	pencil	poster paints
watercolor brush	plastic shower-curtain hook		scissors
length of yarn	1 new pencil		1 gift box (shirt size)

Directions:

1. Trace the fish shape on tracing paper.
2. Cut out the tracing and, using it as pattern, trace six fish shapes onto piece of cardboard. Cut out the cardboard fish.
3. Cut out or punch the large hole in the top of each fish.
4. Paint and decorate each fish.
5. Turn the gift box upside down.
6. Paint the box with green or blue poster paint.
7. Cut two rows of slits. Each row should have three slits equally spaced.
8. Put one fish into each slit.
9. Tie a plastic shower-curtain hook on one end of a length of yarn.
10. Tie and knot the other end of the string around the top of a new pencil.
11. Try to fish by catching the plastic hook in the top hole of the fish. Pull the fish out of the box..
12. You can play the game by using a timer and seeing how many of your fish you can catch in a certain amount of time.



WEBELOS GATHERING ACTIVITY

Aquanaut Activity Badge

Water Safety

For each statement, circle the correct answer, DO or DON'T.

- | | | |
|----|-------|---|
| DO | DON'T | 1. Show off in the water. |
| DO | DON'T | 2. Dive into strange or shallow waters. |
| DO | DON'T | 3. Go in swimming right after eating. |
| DO | DON'T | 4. Have your family physician tell you of any problems found in your fitness checkup. |

Swimming & Rescue

Using words from the list below, fill in the correct answer for each description.

- Surface Dive Crawl Stroke Backstroke Go Sidestroke Reach Buddy System Throw
- _____ 1. Swimming with a buddy is good common sense because you can help each other if one gets in trouble or help each other to improve swimming skills.
- _____ 2. This stroke begins with floating on your back.
- _____ 3. This stroke is done on either your left side or your right side.
- _____ 4. In this stroke your head changes from facing down to facing to the side so you can take a breath of air.
- _____ 5. This skill involves floating face down, then bending sharply at the waist and aiming toward the bottom.
- _____ 6. Rescue method where you extend something for the victim to grab onto.
- _____ 7. This rescue method involves providing a floating device to the victim.
- _____ 8. This is the last rescue choice where you must get to the victim, preferably in a boat or other form of support.

Boating Safety

Circle the correct answer(s) for each statement.

- (1) In a rowboat (1 OR 2 OR 3) people per seat is a safe rule.
- (2) (Children OR Scouts OR Adults) should wear a life jacket in a boat 20 feet or shorter.
- (3) If your boat tips over (swim to shore OR hang onto the boat).
- (4) Always keep a lookout for (other boats OR swimmers OR sharks).

WEBELOS GATHERING ACTIVITY
Geologist Activity Badge

Like A Rock

Use these words to fill in the blanks below.

volcanoes mountains geologist's hammer magnifier sedimentary rock chisel igneous rock
safety glasses geysers fossils earthquake metamorphic rock

(A) _____

Rock made by the cooling of magma; not layered; examples are granite and basalt.

(B) _____

Sediment that under great pressure becomes rock; it is layered; examples are sandstone, shale and conglomerate.

(C) _____

Baked rock or rock that has changed form; examples are marble and quartzite.

(D) _____

Used to pull rocks out of the hillside and for breaking them apart.

(F) _____

Used with a hammer to chip stone as well as for digging things loose.

(G) _____

These help protect eyes while digging and exploring.

(H) _____

This is a special type of glass that is used to make things appear larger so they can be examined more closely.

(I) _____

Holes in the ground through which streams of melted rock pour out of the earth; may form into a mountain peak.

(J) _____

Steam and boiling water that is blown into the air.

(K) _____

Rocks in one area (under great pressure from other rocks) that crack together and cause the phenomenon of "shaking" earth.

(L) _____

This land feature can be formed by volcanic action, erosion, or by uplift.

(M) _____

A trace of animal or plant life from millions of years ago that has hardened into rock.

WEBELOS GATHERING ACTIVITY

Geologist Activity Badge

Watch Out For Falling Rock!

Unscramble the letters to spell words used by a Geologist.

LOSFIS _____

OATMNUNI _____

AQETEUKRAH _____

YESREG _____

LEONOVAC _____

FIERMAGNI _____

TAEFSY - SSLGAES _____

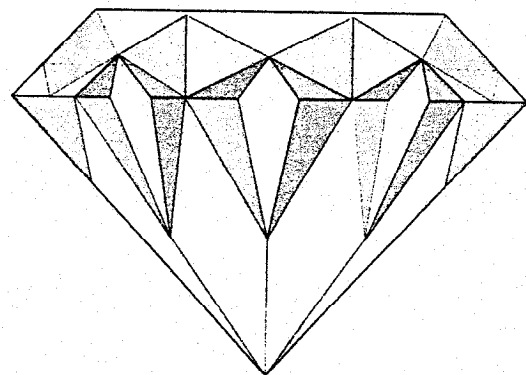
EHILCS _____

MRAMHE _____

CAMETHMORPI _____

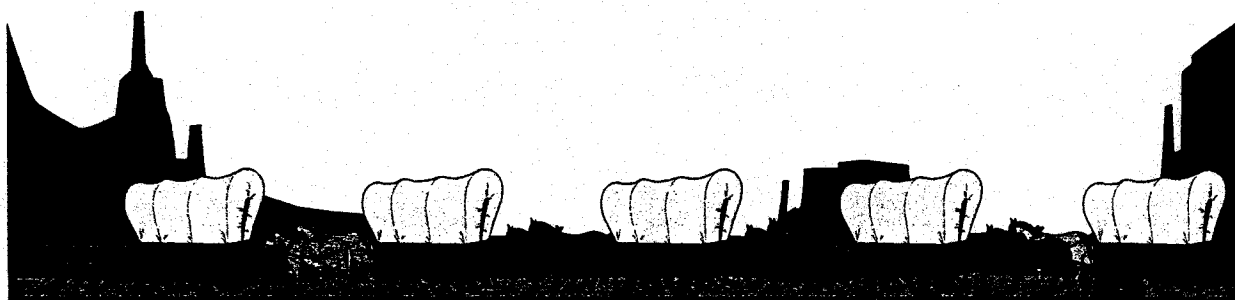
YSEDMAENTIR _____

ONGIESU _____



Fort Calhoun Pack 114

August Rodeo Trail



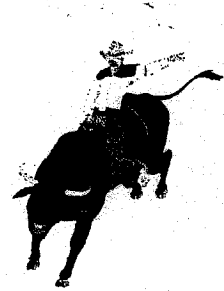


AUGUST

Rodeo Trail

Ceremonies

Opening Ceremonies



Campfire/Candle Opening

Equipment: 'Campfire' built of logs around a yellow light bulb, electric candle with blue light, tape of crackling fire sounds.

Setting: Fire is dark as Akela enters and 'lights' candle (turns bulb).

Akela: We will light our council fire tonight with this candle that represents the Spirit of Cub Scouting, and the Cub Scout's promise to do his best.

This light is a symbol of a Cub Scout's promise to do his duty to God and his country. This light is a symbol of a Cub Scout's promise to help other people. This light is a symbol of a Cub Scout's promise to obey the Law of the Pack.

(Akela stops, touches 'campfire' with the 'candle.' Someone off stage then plugs in the fire and starts the tape.)

Akela: I now declare this council fire open. Let the ceremonies begin!

(At this point you may want the whole pack to stand and repeat the Cub Scout Promise.)

Stars and Stripes – OUR AMERICAN HERITAGE

(This could also be a closing without the Pledge).
Scout stands blindfolded, gagged, and bound before the audience.
The Scoutmaster says:

This is an American boy. The American Revolution won him freedom. (Scoutmaster unbinds him.) The Constitution guarantees him free speech. (He removes the gag.) A free education gives him the ability to see and to understand. (He removes the blindfold.)

Let us help Scouting teach him to preserve and enjoy his glorious heritage and to become a good citizen.

Turn off lights, spotlight American Flag, and repeat the Pledge of Allegiance.

Advancement Ceremony

Dimming Campfire

Equipment: Electric Campfire with dimmer switch, which Akela may operate unseen. Start with it dim. Akela could be dressed as a Trail Boss.

Akela: Tonight we have gathered at a special campfire to hear an ancient tale. It was once believed that a campfire had great magic. Of course it cooks our food, lights our way and wards off wild animals, but the magic of this Pack Council Fire is that it can light up our future! But only when we approach it after making a great accomplishment.

Will (Read names) and their parents please stand by their chairs? See how the fire burns only dimly when there are no advancing Scouts nearby? Now please come forward and join me at the fire's side. See how it has begun to burn brighter now!

The fire tells us that you have completed all the requirements for your _____ rank. You have worked hard to be worthy of this great honor, so the fire has given us a sign that you will continue to find great joy and success in Cub Scouting. You will soon be on your way to earning the next rank in Scouting. The fire tells us you will do so!

Please stand. I present this award to your parents to present to you. Congratulations! (Akela sits again so he can work the controls to dim fire as Scouts leave.) I now dismiss you to your seats, and watch the fire as you leave its side! (Repeat as many times as needed for all awards.)



Closing Ceremonies

Smiles - A Story

Many people moved to the wild west to make a new life for themselves and try to leave behind

some of their troubles. For many, their troubles followed them, here is a story that explains why.

Two brothers decided to leave home and go west. As they loaded their wagon to join the wagon train, one brother met a scout, who'd been just about everywhere.

"How are the people out west?" he asked.

"How were the people at your home town?" the man replied.

"Oh, they were nasty, they were always complaining and not at all nice," the brother answered.

"That's why I decided to leave.

"Well, you'll find the people out west are just about the same," the scout said, and moved on down the trail.

A little while later, the second brother met the scout and asked him, "How are the people out west?"

"How were the people at your home town?" the man replied.

"They were really nice, very cheerful and helpful, I hate to leave," answered the brother.

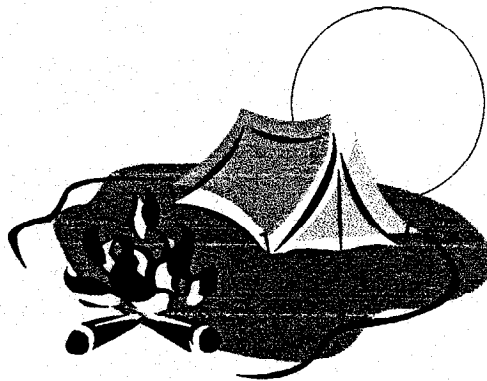
"Well, you'll find the people out west are just about the same," the scout said, and they rode down the trail together.

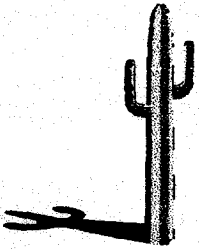
you'll find the people out west are just about the same," the scout said,

THE CAMPFIRE

by R.L. Stevenson

Did you ever watch the campfire
When the moon has fallen low,
And the ashes start to whiten
Round the embers' crimson glow,
When the night sounds all around you
Making silence doubly sweet,
And a full moon high above you
That the spell may be complete?
Tell me, were you ever nearer
To the land of heart's desire,
Than when you sat there thinking
With your face turned toward the fire?





Cheers

Dessert Cheer

"Yucca, yucca, yucca!"

Cowboy Cheer

Pretend to twirl a lasso over your head and yell, "Yahoo!"

Indian Applause

Stamp your feet three times, beat your chest three times and give an Indian yell with your hand over your mouth.

A Horses Favorite Cheer / Hay - Straw

Tell the audience that when you yell out Hay or Straw, they are to respond with the opposite word. Mix them up during the meeting. You're sure to catch someone off guard who will say the wrong word.

Songs

We're Cubs of the Old Wild West

Tune: Popeye, the Sailor man

We're Cubs of the old wild west,
And Boy Scouts we'll be someday,
We pass every test,
'Cause we Do Our Best.
We're Cubs of the old wild west.

Mules

Tune: Auld Land Syne

On mules we find 2 legs behind,
And 2 we find before;
We stand behind before we find,
What the 2 behind be for.
When we're behind the 2 behind,
We find what these be for;
So stand before the 2 behind,
And behind the 2 before.



Skits

WILD WEST SHOW

This can be done one of two ways: either select seven kids to come to the front and each take one of the parts below, or have the entire group get into seven smaller groups, with each group taking one of the parts. Each part requires no acting, only sound effects. The person (or group) assigned to each part simply makes the appropriate sound effect each time their part's name comes up in the story, which is read by a narrator.

The parts and corresponding sound effects are:

The cowboys ("Whoopee!")

The Indians (an Indian yell with war dance)

The women (scream)

The horses (clippety-clop with hands and feet)

The stagecoach ("Rumble, rumble," make circular motions with arms, like wheels)

The rifles ("Bang, bang!")

The bows and arrows ("Zip, zip," do the motions with hands)

The characters (or the groups) should try to overdo their parts and outdo each other. Every time one of the parts comes up in the story, the narrator should pause and allow time for the sound effect or motion. Give the winner (the person or group who does the best job) a prize.

The Story:

It was in the days of stagecoaches and cowboys and Indians. Alkali Ike, Dippy Dick, and Pony Pete were three courageous cowboys. When the stagecoach left for Rainbow's End they were aboard, as were also two women, Salty Sal and a doll-faced blonde. The stagecoach was drawn by three handsome horses and it left Dead End exactly on time.

The most dangerous part of the journey was the pass known as Gory Gulch. As the stagecoach neared this spot, the women were a bit nervous and the cowboys were alert, fingering their rifles as if to be ready for any emergency. Even the horses seemed to sense the danger. Sure enough-just as the stagecoach entered the Gulch, there sounded the blood-curdling war cry of the Indians. Mounted on horses, they rode wildly toward the stagecoach aiming their bows and arrows. The cowboys took aim with their rifles and fired. The women screamed. The horses pranced nervously. The Indians shot their bows and arrows. The cowboys aimed their rifles again, this time shooting with more deadly effect. The leading brave fell and the Indians turned their horses and fled, leaving their bows and arrows behind. The women fainted. The cowboys shot one more volley from their rifles just for luck. The driver urged on the horses and the stagecoach sped safely down the trail.

The Western

Joe and Moe are watching a cowboy movie on TV. (Make a TV from a cardboard box.) Have someone make sound effects of a cowboy and Indian chase, or tape some before hand to use.

Moe: I bet that cowboy hits his head on a tree branch and falls off his horse!

Joe: You're on! I betcha he doesn't.

The chase gets wilder and the noise gets louder until a thud is heard.

Joe: Oh, no!

Moe: See, I told you he would, but then I've seen this movie before.

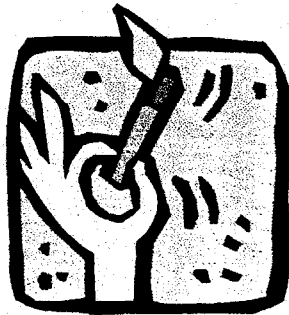
Joe: So what, I've seen it before, too.

Moe: What?! You've seen it before, too? Then why did you bet against me?

Joe: I didn't think he'd be dumb enough to make the same mistake again!

Lighting a Campfire

A boy enters with a large box of matches. He removes a match and strikes it, but it doesn't light, so he throws it away and takes out another match. This one doesn't light either, so he takes out a third match and strikes it, this time it lights. He quickly blows it out and puts it back into the box, looks at the audience and says with a smile, "That's a good one. I'd better keep it for tonight's campfire."



Games

GUARD THE CHAIR

Here is an exciting version of dodge ball with little chance of a player being hurt by a the ball. And it will be a nimble player who can successfully guard the chair for an length Of time, especially as the team concept develops among the players in the circle. You could pretend that "It" is a rodeo clown trying to protect the cowboy (chair).

Equipment:

A chair and a volleyball (not inflated too hard)

Formation:

Players standing in a circle, not too close together, with the chair in the center.

Action:

"It" has the job of guarding the chair from being hit by the ball. He cannot use his hands but can use any other part of his body. Players in the circle may pass the ball to each other and whenever they choose, throw the ball at the chair.

If the chair is hit, the player throwing the ball becomes "it"and has the privilege of guarding the chair.

BARNYARD BUDDIES

Equipment:

Slips of paper with the names of barnyard animals written on themm. There should be two papers for each animal and half as many animals as there are players. (One animal per 2-man team)

Description:

Have the boys draw slips and then scatter over the playing field. On signal, each boy starts making the sound of his animal and looks for his partner, who is making the smae sound. When they have found each other, they join hands and sit down.

SHEEP RUSTLERS

Equipment Required: Colored wool and red poster paint (or powder).

Description of Game: Divide the group into two teams: Sheep Rustlers and Farmers.

Each team is identified with different colored yarn tied on his right arm. The Rustlers have extra wool and poster paint to leave a trail.

Rustlers have stolen the farmers' sheep and are making off with them to their hideout. On the way, sheep leave wool on twigs, posts etc. Rustlers, some of whom were hurt, leave a trail of red blood. The leader with the Rustlers must ensure that they leave a reasonable amount of clues.

After a 5 minute head start, the Farmers take off after the Rustlers. When Rustlers realize that they are being followed they prepare an ambush.

When the Rustlers jump out they try to take Farmers armbands and vice-versa. A player must drop out when his arm band is taken. After a very short time, the winner is the team that captured the most arm bands.

POISON CIRCLE

Equipment Required: One long rope.

Description of Game: Tie the ends of a long rope together to make a large ring. Players space themselves out around the rope.

Draw a circle on the floor or on the ground about half the size of the rope ring. Players should hold the rope ring with both hands. On signal, players pull at the ring, trying to force other players to step into the "poison circle". Any player who does so is out.

The winner is the last player remaining.

RODEO STUNTS

Rooster Fight

Two players should be about the same size. Each grasps his left ankle with his right hand from behind and his right elbow, with his left hand from behind.

In this awkward position, each player tries to throw his opponent off balance by butting shoulders.

Falling Cowboy

In this game the players are the bucking broncos and a Frisbee or plastic plate is the cowboy.

The players get on their hands and knees and form a circle with their heads facing center. Each boy must be touching the boy beside him.

A Frisbee is put onto the back of one of the boys and he must try to pass it to the next boy by jiggling his back. He cannot use his hands. Try to get it all the way around the circle. If it falls, put it back on the last person who passed it. This is really fun!

In-Line Squat

Have the boys stand in a line, one behind the other and close together. Each boy holds the waist of the boy in front of him.

The leader tells the boys to slowly raise on their toes and then do a deep knee bend. Repeat

Crafts

Snapping Guns

All Cowboys carry a gun. You can make guns for all your cowboy buddies if you follow the directions for making these Snapping Pop Guns. They are very easy to make. All you need is a stack of typewriter paper and a pencil. Make a boxful of these paper guns.

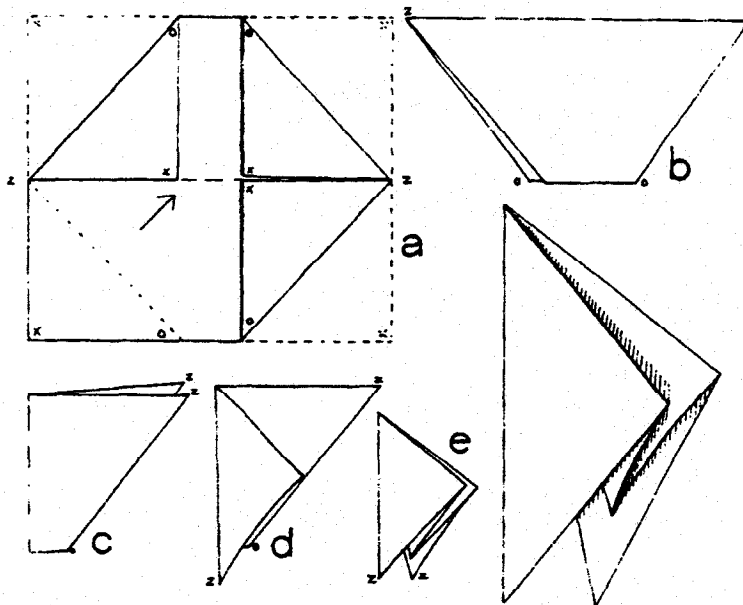
Things You Need:

1 sheet of typewriter paper or 1 sheet of newspaper

pencil

Let's Begin:

1. The larger the paper the louder the pop. The paper should be longer than it is wide. Fold the paper in half along the long side.
2. Open the paper again.
3. Draw a small letter x on all four corners.
4. Fold all corners to the folded line marked with a letter z, Fig. a.
5. When all corners are in the middle, fold the paper in half, Fig. b. Folded corners should be inside. The folded line marked with the letter z is now on top.
6. Fold the paper in half again so that both corners marked with the letter z are together, Fig. c.
7. Fold the top edge of the corner z which faces you down so that it lies against the paper, Fig. d.
8. Turn the paper around and do the same with the other corner z, Fig. e.
9. To make the gun pop, first hold the two points marked letter z in your hand with the folded inside part facing away from you.
10. Snap your wrist hard. The folded inside part will pop out making a noise.
11. To pop the gun again, push the folded inside part back into the gun.



PIG IN A PEN

Here's a game that will test your skill. Rodeo cowboys don't just wrestle steer, sometimes they wrestle sheep and even pigs. The pig in this toy is a ping-pong ball, and you have to get it into the box. Why not have a contest with your friends? See who will be the champion "Piggy in the Pen" player in your neighborhood. You'd better start practicing the minute you make it.

Things You Need:

oatmeal box

scissors

ping-pong ball

poster paints

cardboard tube from a roll of paper towels

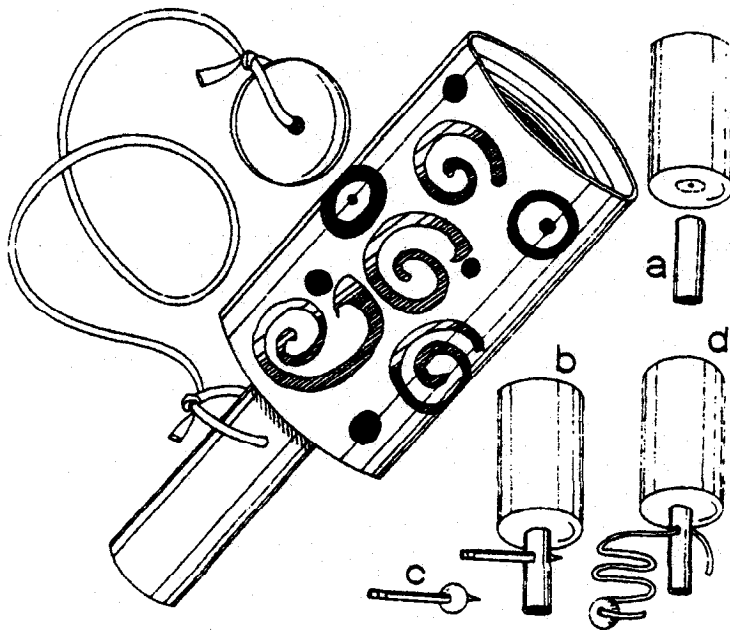
length of yarn

liquid white glue

paintbrush

Let's Begin

1. Trace around the end of the tube on the center bottom of an oatmeal box, Fig. a.
2. Poke a hole in the center of the drawn circle with a sharp pencil.
3. Use this pencil hole to cut out the circle you drew on the bottom of the oatmeal box. Cut the circle a little smaller than the drawn circle.
4. Push one end of a paper-towel tube into the cutout circle.
5. For extra strength, spread glue around the place where the box and tube meet.
6. When the glue has dried, paint the box with poster paints and add designs if you wish.
7. Twist a sharp pencil completely through the tube at a place a little below the bottom of the box, Fig. b.
8. Twist a sharp pencil completely through a ping-pong ball, Fig. c.
9. Tie a length of cord or yarn through the holes in the tube and knot.
10. Tie the other end through the holes in the ping-pong ball and knot, Fig. d.
11. The idea of the game is to swing the ball up and try to catch it in the box. Hold the box by the tube and make an upward sweeping motion



WEBELOS GATHERING ACTIVITY
Forester Activity Badge



Fun With Trees

Play On Names

Match each statement on the left to the appropriate tree on the right.

This tree comes in twos
This tree is nearest the sea
This tree is a romantic evening for 2
This tree keeps you warm
This tree was an Egyptian plague
The tree we offer when we shake hands
This tree is used in kissing
This tree is always crying
This tree is a Colorado ski slope

Date
Aspen
Locust
Pear
Tulip
Beech
Weeping Willow
Palm
Fir

What Wood Would You Use?

Match the products on the left to the appropriate tree on the right.

baseball bats, tool handles
furniture, lumber, barrels
paper, soft lumber (derby cars)
gunstocks, cabinets
bowling alley lanes
lumber for outdoor decks

redwood
black walnut
pines
maples
ashes
oaks

Fort Calhoun Pack 114

WEBELOS GATHERING ACTIVITY
Naturalist Activity Badge

Bare Bird Facts

Fill in the correct answer(s).

- (1) What is the fastest flying bird? _____
- (2) How high can birds fly? _____
- (3) What is the Nebraska State Bird? _____
- (4) What bird has become extinct in the last 75 years? _____
- (5) Why do all birds build nests? _____
- (6) Name two "major league" birds. _____
- (7) Which birds can fly backwards? _____
- (8) What bird is known for its famous deliveries? _____
- (9) What is the largest bird in North America? _____
- (10) What is the smallest bird in the world? _____
- (11) List three birds that cannot fly. _____
- (12) What color is a bluebird? _____

Scrambled Eggs

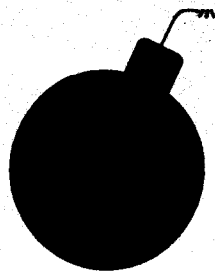
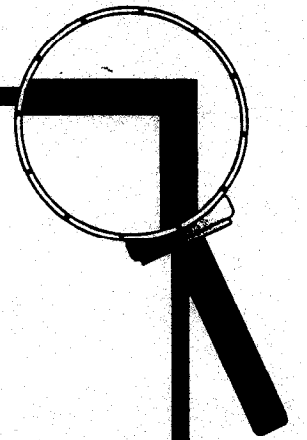
Unscramble the letters to spell names of birds.

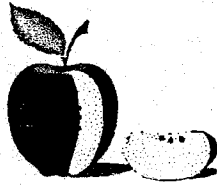
BOIRN _____
KEDIACEHC _____
NAILCRAD _____
ROTKS _____
ROOLIE _____
YALEJUB _____
HENCCIK _____
YANCRA _____
SIBI _____
GNPNEIU _____

NEW R _____
CUDK _____
A WNS _____
EYRUTK _____
ARKEPATE _____
LAGEE _____
SOGEO _____
ILOMFNAG _____
NUTCAO _____
ACCEKOP _____

September

Be a Detective





Be A Detective
Ceremonies
Opening Ceremonies

Flag and Candle Ceremony

1 small American flag

1 blue candle

4 persons

1 white candle

1 red candle

1st person: Practically from the beginning of time, man has used symbols to express hope, ideals, and love of his own nation. Our flag represents the ideals and science, commerce and agriculture. It symbolizes the sacrifices made by men and women for the future of America. It stands for your home and everything and everyone you hold dear.

"I light the red candle which is the symbol of the red in our flag, and stands for hardiness and valor and symbolizes the lifeblood of brave men and women."

2nd person: "I light the white, which is the symbol of purity and innocence and symbolizes the white of our flag."

3rd person: "I light the blue candle which is the symbol of perseverance and justice, and symbolizes the eternal blue of the heavens."

4th person: "The stars in our flag represents states. They indicate that the heights of achievement for our nation are limitless as the heavens above us."

Together: "Won't you join us in the Pledge of Allegiance?"

American Creed

Scout #1: Do you know that our country has a creed, it is as inspired as it's constitution
As we salute the flag, let's think about the words from the American's Creed. It is...

Scout #2: "It is my duty to my country:
To love it,
To support its Constitution,
To obey its Laws,
To respect its Flag and
To defend it against all enemies."

Advancement Ceremony



Sherlock Holmes Advancement

Props: a large magnifying glass

Personnel: Cubmaster as Sherlock Holmes and Assistant Cubmaster as Watson.

Sherlock Holmes and Dr. Watson walk into the room holding the famous magnifying glass.

Holmes: Hello there, you look like a very average group of people.

Watson: Why yes they do, don't they. Pleasant, but average.

Holmes: Oh, Watson, that's the way they appear to the casual observer, but I think I detect something unusual about them. I see clues that they are a very special group!

Watson: How can you tell?

Holmes: Why it's elementary my dear Watson! Look at this group of boys over here, (he looks at the boys) they aren't dresses like average boys. And look at how happy they are. They must be doing something fun.

Watson: Why yes Homes, you are amazing! These boys are all Cub Scouts. They have fun in their den meeting every week.

Holmes: I thought as much. And look at the grown ups. Why are they so happy, some of them look down right proud of these boys. I surmise that these must be the parents, and the boys must be doing something that takes effort and is worthwhile.

Watson: Right again Holmes! They are the parents and they are proud. Some are especially proud tonight because they have gathered here see their sons receive awards.

Holmes: Of course I'm right, you see I was a Cub Scout too! Well, we better not make them wait anymore. Let's bring them up and present their awards.

Watson: Right-O, Holmes. Would (name the boys who have earned awards) please come forward with your parents.

The Cubmaster then presents the awards to the parents who in turn, present them to their boys. Everyone returns to their seats. Give the boys a cheer.

Holmes: You know Watson, I detect something else.

Watson: What could that possibly be Holmes?

Holmes: I detect that there will be more boys next month who will earn awards. We must be sure to come back!

Watson: I hope we can find our way back here!

Closing Ceremonies

Builders

Isn't it Strange That Princes And Kings
And Clowns That Caper in Sawdust Rings,
And Common People Like You And Me,
Are All of Us Builders of Eternity.

To Each Is Given a Bag of Tools,
A Shapeless Mass And a Book of Rules,
And Each Must Make, Ere This Life Is Flown,
A Stumbling Block or a Stepping Stone.

Hands

Use your fingers to demonstrate this closing thought.

A bunch of fingers were arguing amongst themselves one day. (Wiggle all your fingers on one hand)

(Hold up the first finger)The first finger said, "I am the most important finger, because I can point!" (Point at someone)

(Hold up your whole hand)"No, I'm most important," said the second finger and I can prove it, see I'm taller than all the rest of you."

"You're both wrong," said the third finger, "I'm the fanciest, they put their rings on me, so I must be most important."

(Hold up your pinky) "Oh no, you're not," the little finger squeaked. "I may be little, but I know I'm best because I can get into places nobody else can!" (Point with the pinky to your ear and then your nose.

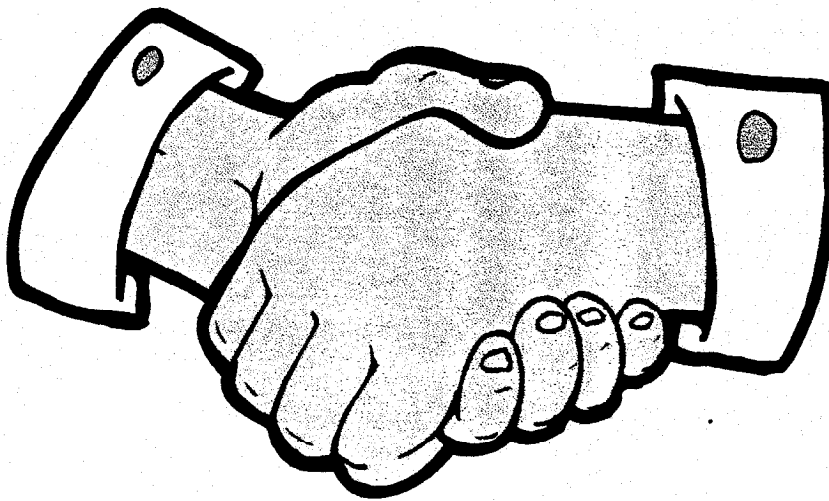
The thumb had been quietly listening to all of this and finally stood up. "If you're all as important as you say you are, then try to pick up this book." (Have each finger try to pick up a scout book. Make them moan and groan.

"I'll tell you what," said the thumb, "Let me help." (Pick the book up and have the other fingers make comments like, "That's better" and "I knew we could do it.")

"Now, " said the thumb, "Isn't that better? If we all work together, instead of fighting, just think what we could do!"

"That's not all," cried the other hand, "If you cooperate with me, we can do even more. There's a lot that one can do, but some things can only be done by two!" (Clap you hands and invite the group to join you.

End by thanking all those who cooperate to in the Pack. Emphasize that everyone, from the boys, to their parents, to the Pack leaders are needed to make the Pack go.



Cheers

Who Done It Applause

Leader asks, "Do you know who done it?" The group yells, "The butler done it!" The leader answers back, "No! _____ Did it" Everyone applauds loudly.

Once Over Applause

Have the group place their hands together palms facing, then turn them over and clap.

Owl Applause

The leader says, "Someone deserves a round of applause!" The group asks, "WHOOoo". Say the name of the deserving person and applaud.

Echo Applause

Divide the group into sections. One section applauds and the second section repeats it only softer. You can make the echo last longer by dividing the group into as many sections as you want.

Songs

A Smile Is Quite a Funny Thing

Tune: Auld Lang Syne

A smile is quite a funny thing,
It wrinkles up your face.
And when it's gone you never find,
Its secret hiding place.

But far more wonderful it is,
To see what it can do.
You smile at one, he smiles at you,
And so, one smile makes two.

He smiles at someone, since you smile,
And then that one smiles back,
And that one smiles until, in truth,
You fail in keeping track.

And since that smile can do great good,
By cheering hearts of care,
Let's smile and not forget the fact,
That smiles go everywhere.

Cub Why

Tune: Tell Me Why

Tell me why the bugs do bite,
Tell me why the campfire won't light,
Tell me why the tent fell down,
Tell me why we sleep on the ground.

Because they're hungry, the bugs do bite,
Because the wood's wet, the campfire
won't light,
Because we're lazy, the tent fell down,
Because we're crazy, we sleep on the
ground.

Skits

ODDBALL

This is one of the funniest stunts of all time. It's best in a meeting format, when you have an audience and a stage or "up front" area. To begin, you select four or five contestants to compete in an exciting new game. They must leave the room (to a soundproof area) while you set up the game.

You'll need two or three tables that are the same width and about seven or eight balls of different kinds. Place the tables end-to-end and cover them with blankets to give the appearance of one long continuous table. But a hole has been cut in one of the blankets, and a person kneels or sits between two of the tables with his head sticking up through the hole. The balls are evenly spaced along the length of the table, with the head counting as one ball. All the balls (and the head) are then covered with towels so that they are completely covered. The crowd is warned not to reveal to the contestants what is going on.

Another-and even better-way to do this would be to actually cut a hole in the table top for the head to stick through. But that might not go over too well with whoever owns the table. If set up properly, the first method will work fine. When you're ready to go, there are several ways to play the game with your contestants:

1. **Name that Ball:** The announcer introduces the first volunteer and the crowd cheers wildly. The announcer explains that on the table are a number of different kinds of balls volleyballs, footballs, soccer balls, and so on. The object of the game is for the contestant to start at one end of the table, tear off the first towel, and identify the kind of ball before proceeding to the next one. A timekeeper is clocking each contestant, and the winner will be the one who has the fastest time. The crowd is encouraged to cheer them on. When they tear off the towel covering the head, the head suddenly yells "BOO!" with his eyes bugging out. Nine out of ten contestants will jump right out of their socks. Have the contestants (rather than the head) face the audience, since their reaction is what makes this so hilarious.
2. **Guess that Ball:** You still use the "game show" motif but this time the contestant is guessing what is under each towel. The announcer tells the contestant at the start that he or she cannot touch the ball but must guess what each ball is before taking the towel off to see if they were correct. The contestant with the most correct guesses wins. If a correct guess is made, the crowd cheers; if wrong, they boo. It is important that the head stay perfectly still. When the contestant comes to the head, he guesses, then pulls off the towel.
3. **The Double-cross:** For both of the games above, a good way to end is to double-cross the head. He thinks he is so funny and is really enjoying scaring people. Let your last contestant know what's up ahead of time so that he goes through the motions all right, but when he uncovers the head, he gets him with water, pie, or something equally messy. It's really funny.

Games

SEARCH LIGHT

Equipment Required: One flashlight per team.

Description of Game: Teams line up in relay formation.

A number of easily visible objects are set out.

The first players on teams should be an equal distance from the objects. Each of them holds a flashlight.

Call out the name of an object. Give the players 10 seconds to spot the object and then turn out the lights.

After a brief pause, call 'Flashlights On!'

The first player to illuminate the object with his flashlight earns a point for his team.

Next player moves up for his turn. All players should have a turn. Any player who turns on his light before the command is disqualified.



SPY VERSUS

Equipment Required: Have players pick up 10 pebbles or acorns or similar items as counters.

Description of Game: Divide players into two teams - Observers and Stalkers.

The Observers spread themselves out in a line near the end of the area, concealing themselves as much as possible. Stalkers start at the other end. All players have 10 counters.

On signal, Stalkers creep down the field, attempting to cross the Observers' line without being detected. Whenever an Observer spots a Stalker, or vice versa, the spotter transfers one counter from one pocket to another. No chasing or capturing takes place.

After 15 minutes, call time. If you wish award points as follows:

Stalkers	1 point for each counter which changed pockets
	1 point for each Stalker who crossed the Observers' line.
Observers	2 points for each counter which changed pockets.

Now reverse roles and try again. Highest total score wins.

LAST DETAIL

With most New Games, we don't have to concern ourselves with the precise rules. We can adapt this detective game to different situations too, but it's definitely one in which we have to be sticklers for detail.

We start by facing each other (one to one or team to team) and remaining still for two or three minutes. But we should not let the time pass idly; instead, we should be doing our best to observe and remember as much as we can about the person facing us.

We then turn our backs to each other and change six details about the way we look, details that can be seen without the need to touch or move anything. Once rearranged, we turn back to face each other and see whether we can spot all the changes in our partners.

WHIP TAG

Directions: The players stand in a circle, shoulder to shoulder, close together, with hands behind.

The leader has a roll of newspaper loosely rolled for a beater. She walks slowly around and slyly places the beater in someone's hand. This player begins at once to beat the player on his right, chasing him around the circle back to his place. The victim, of course, tries not to be hit.

The leader then takes the beater, and repeats the play. She continues until everyone has had a turn or two.

Mystery Bags

No one knows what lurks inside that innocent-looking lunch bag!

To play this game, you will need:

Paper and pencils for each player

10 paper lunch bags with twist ties

10 small, everyday household objects:

a comb, a dry sponge, an old toothbrush, a small doll, a building block, an orange, a handful of fresh mushrooms, a marker, an audiocassette, a skein of yarn, a bicycle horn, etc.

Number the bags from 1 to 10. Put one item in each bag and close the top, either with a twist tie or by folding it down and stapling it.

Pass out paper and pencils to all the players. Have each player gently feel the outside of each bag and then write down what he thinks is in it.

The object of the game is to guess the most items correctly.

Crafts

SECRET CODES

Communicate with your friends! Confound your enemies! Write in code! There are many kinds of codes, and it's fun to make one up.

Equipment:

Lined paper and 9 Pencil

One way to start is to substitute one letter in the alphabet for another. Fold a piece of lined paper in half the long way; in the left column, write the alphabet beginning with A.

Then choose another letter-say H-and write the alphabet in the right column as if H was the first letter. H, I, J, and so on. Write A after Z and end with G (the letter before H in the real alphabet). In this code, A=H B=I C=J, and so on.

Using the code, you might write FVB HYL TF MYPLUK.

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

Give your friend a copy of the chart so the he can break the code and read your message.

If someone cracks your code, it's easy to make a new one. Change the letter that you start with, reverse the order of the code alphabet, or use random letters that don't have an obvious order.

You can also make a code by using a number for each letter, with A=1, B=2, C = 3, and so on. In this code, you might write 12-520-19 7-5-20 20-15-7-5-20-8-5-18.

DISAPPEARING INK

When secrecy is all-important, write a note to a friend in disappearing ink. It will look like a blank piece of paper, but you both will know how to read it.

Equipment:

Lemon wedge Toothpicks Plain white paper Lamp with 100-watt bulb

To write the note, squeeze the juice from a lemon wedge into a small bowl. This will be the ink for your note, and a toothpick will be your pen. You'll have to dip the toothpick into the lemon

juice quite often, probably before you write each letter, so start by writing a short message.

When you've written your note, set the paper aside for a few minutes to let it dry.

Give the note to your friend to read. He'll have to turn on a lamp with a 100watt bulb and let the bulb get hot. He should then hold the paper over the light without letting it touch the bulb. (Be careful-that bulb is hot!) Your secret message will appear in a just few seconds, as the heat of the bulb turns the lemon juice brown.

What's Wrong With This Picture

Equipment: A Polaroid Camera

Take a picture of a room which has a lot of objects in it, perhaps your meeting room.. Change at least ten things about the room. Some changes can be large (like moving the position of a sofa) and some can be small (like removing a candy dish). Now, take a second picture. Let your friends see if they can find all ten differences.

For a greater challenge, let them look at the first picture and then take it away before they try to spot the differences in the second picture.

Detective's Periscope

Do you want to see around comers? Build a periscope and you will be able to see things that are not in your direct line of sight. You're probably familiar with the periscope on a submarine that lets the sailors see what is on top of the water when the submarine is under the surface. Here's how to make one for dry land.

Equipment:

Two half-gallon size milk or juice cartons
Scissors or craft knife

Two small mirrors
Masking tape

Directions:

1. Cut off the tops of two clean half-gal-lon milk or juice cartons .
2. Cut a viewing hole about 2 inches wide by 1 inch high in one side of each carton.. One inch from the bottom edge.
3. Tape a small mirror (about 1Y2 by 2Y2 inches) reflective side up, at a 45degree angle in the bottom of each carton opposite the viewing hole.
4. Tape together the open ends of the cartons so that the viewing holes are on opposite ends and opposite sides of your periscope.
5. To use your periscope, stand near a fence, bookcase, or any object that is taller than you but low enough so that the top of the periscope sticks up above it Or, stand near a door, holding the periscope horizontally, and look through the opening.

Webelos Scientist Activity Badge Ideas

Water Rockets

Variation of demonstration at Philmont Training Center, 1992. This design by Stan Pope, a Volunteer Scouter for W.D. Boyce Council, Peoria, IL

This uses air pressure and reaction mass to shoot a "rocket" 50 to 100 feet into the air. The launcher holds the rocket by "friction". Air is pumped into the rocket. When the force of the air pressure inside the rocket overcomes the force of friction holding the rocket down, the rocket shoots up into the sky.

Parts:

- (a) 5 ft. 3/4" PVC Pipe (A, B, C)
- (b) 8 in. 1/2" PVC Pipe (D)
- (c) 2 - 3/4" PVC Caps (E, F)
- (d) 1 - 3/4" PVC Elbow (G)
- (e) 1 - 3/4 X 3/4 X 1/2 PVC Tee (H)
- (f) 1 - Auto Tire Valve Stem (J)
- (g) 2 in. 5/8" Clear Plastic tubing (K) - Use thick wall variety.
- (h) 1 - board - 4" x 8" x 3/4"
- (i) 2 - Pipe clamps for 3/4" pipe (M)
- (j) 4 - 3/4" X #6 flat head wood screws (N)
- (k) Rockets: 2-Liter Plastic Soft Drink bottles

Construction: Drill a 1/2" hole in the center of one end cap; insert valve stem and pull it firmly through the hole. Clean and cement PVC parts together according to the above diagram. Taper the 2" section of clear plastic tubing to about 1/16" wall thickness. Push it down around the 1/2" pipe, small end up. (The tapering can be done by turning the tube on a 5/8" spindle and cutting with a sharp tool such as a "surfform".)

Alternative:

Wrap plastic electrical tape around 1/2" Pipe at junction with Tee. (Diameter of wrap should be slightly less than diameter of Tee.) Wrap more tape overlapping first wrap and Tee, stretched tightly to conform to shape.

Assemble to board using clamps and screws.

Operation: Pour about 3 inches of water into the 2-liter bottle. Invert the bottle and place over 1/2" PVC until firmly seated. Press and twist (in same direction as wrap, if taped) until a good, tight seal is obtained. Use 1" (inside diameter) bicycle tire pump attached to the valve stem to pump air into the bottle. (30 to 45 psi is typical for tape; 60 to 100 psi for clear plastic tubing.) Results: When internal air pressure overcomes the friction of the seal the rocket will shoot into the air trailing a brief stream of water. Altitudes of 50 to 80 feet are typical. If the seal friction is too great, the 2-liter plastic bottle may rupture and spew water. (One of mine did rupture. At

least one of mine survived 120 psi, but they are tested (I am told) at 80 psi.)

Launch with hand pump... keep the scouts involved. No "manual" release mechanism... It goes "when it goes", although if the pressure gets above about 120 psi, I usually give the launcher a shake or the rocket a twist to dislodge the rocket.

The suspense and active participation are key factors in the boy's interest.

Drink for a Bird

This is a problem for a patrol of scouts to solve... "A jar (2-liter bottle) is partly buried in the ground (sand). Rains have partially filled the bottle with water. A very thirsty bird has found the bottle, but the neck of the bottle is so small that only the bird's beak (eyedropper) can fit down into it. The bottle is stuck too firmly into the ground for the bird to tip it over. Can you help the bird get a drink?"

(After the scouts discuss the problem, point out some gravel lying nearby.)

Float a gold bar

This is another problem for a patrol of scouts to solve...

"A bar of gold (about 1/4" X 1" X 8") is lying near the bottom of a deep lake. You need to get the bar back onto the shore. You have nothing to tie onto the bar, and it is too heavy to lift or carry. How can you get the bar up to the surface and swim it back to shore?" (After the scouts discuss the problem, offer some 5" long logs of 1 X 1 pine. These are small enough that the scouts can "swim" them down to the bar.)

The "gold bar" was actually a "silver bar"... no, actually a "stainless steel knife".

Float a sunken ship

This is another problem for a patrol of scouts to solve... A ship, the USS Ice Cube Tray, has sunk with a dangerous cargo of radioactive material. The scouts need to float the ship so that it can be towed to a safe area for decontamination. The ship is too fragile for lifting by ropes or cables, and it is too close to the bottom to put floats under it. How can it be raised? (After the scouts discuss the problem, offer each a (disposable) soda straw. They will have to work together, because too much air under any part of the tray will tip it over, allowing the air to escape.)

I needed to tape about a quarter ounce of lead to each end of the tray to keep it from floating up on its own. Putting the lead high up decreased the stability and made the challenge somewhat more difficult.

Edited by: Bill Nelson, Assistant District Commissioner, Tempe District, Grand Canyon Council, Boy Scouts of America. Please let me know of any additions or corrections.

WEBELOS GATHERING ACTIVITY

Communicator Activity Badge

Cub Scout Alphabet Soup

Using the letter of the alphabet displayed, fill in the answer for each clue. The first one has been done for you.

The "Jungle Book" name of an important Cub Scout Leader is *Akela*.

When they are old enough, Cub Scouts can join a troop of B _____.

The title of the leader of the Pack is C _____.

The title of the Cub Scout who is the number one den helper is the D _____.

One Cub Scout elective activity which could include wiring a door bell is E _____.

Every Cub Scout shows respect to this patriotic item that is used in opening ceremonies, the

F _____.

The Webelos activity badge that includes the study of rocks, minerals, mountains and earthquakes is G _____.

A physical journey that Scouts big and small enjoy in the outdoors is a H _____.

This substance is found in instruments we write with: I _____.

Kids like to see how far or how high they can do this physical action: J _____.

One way to move the ball in football or soccer is to K _____ it.

This is the noise we make when something is funny or we are happy: L _____.

This is made by voices or by instruments: M _____.

A familiar information source that contains many articles and is often recycled is a N _____.

People from many nations around the world take part in the O _____ events every four years.

These play characters are fun to make and are used in some skits: P _____.

The Cubmaster expects Q _____ when he give the Cub Scout sign.

During races or relays we move our legs quickly and this is called R _____.

The act of making musical sounds with words is another word for S _____.

When the Cub Scout sign is given, we must stop T _____.

A shirt, neckerchief and slide are part of the Cub Scout U _____.

During the summer, we often take time for a family V _____.

When a Cub Scout is 10 years old, and in the 4th or 5th grade, he can earn the Cub Scout rank of W _____.

The musical instrument, a X _____ sort of resembles a piano.

Today is Y _____ tomorrow.

A Z _____ is where lots of wild animals are kept for visitors to view.

Fort Calhoun Pack 114

robot





Imagine That



Ceremonies *Opening Ceremonies*

A Thought for the Flag

Have you ever thought of the blood, and sweat, and tears
That have been shed for our nation throughout the years?
We've won many wars, helped lands small and great.
But we haven't learned to conquer our fears and our hates.
No, it hasn't been easy to keep our land free.
Now that challenge is passed on to you and me.
So be proud you're an American. Hold your head high
And think of these things as our Flag passes by.

More Thoughts for Our Flag

More than three score years ago, President Wilson said: "This flag, which we honor and under which we serve, is the emblem of our unity, our power and our thought and purposes as a nation. It has no other character than that which we give it from generation to generation. The choices are ours. It floats in majestic silence above the hosts that executes those choices, whether in peace or in war. And yet, though silent, it speaks to us, speaks to us of the past, of the men and women who went before us and of the records they wrote upon it, We celebrate the day of it's birth; and from it's birth until now it has witnessed a great history, has floated on high, the symbol of great events, of a great plan of life worked out by a great people." This is the heritage it gives to us; let us serve it well.

THE FLAG SPEAKS

SCENE OPENS:

(Three boys walking past the flag, discussing politics, baseball, football)

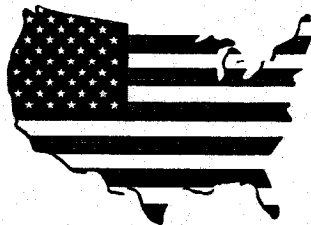
Suddenly, the flag lights up and a voice (preferably a microphone speaker inside of the flag)says: "Go ahead and pass me by!!" (Lights out)

The three boys stop. look around, stare at each other and say,(1st boy) "I'm sure I heard something," (2nd boy) "I heard it, too" (3rd boy) "Did that flag say something?" (1st boy) "I thought so too." (3rd boy) "I

was afraid to say something, I thought you both would think I was crazy." (2nd boy) "But can flags talk?"

Flag lights up and voice speaks, "Of course I can talk, I have always been able to speak. Since 1776, I have been speaking to those that would listen. I have had 200 years of public speaking to my credit, I have spoken to the free, the not-so-free and even to the enslaved. I have always preached the same sermon. I have said it to individuals, small groups, large crowds and to the whole world. Anybody that cares for my flag waving can hear me and be much the better person for it. My story is simple, direct and to the point. Would you boys care to hear my story? (All boys together "Yeah! Yes!")"

"Fine, then here it is: through the years I have been insulted, used, ripped, torn, shot at, put on fire, pulled down, cut up, cried on, spit upon disgraced, blood soaked, spied upon, buried, embarrassed, and in general tried to put down as something unbelievable. When people are in trouble, cast out, homeless and deprived, they look for my stars, and stripes to lift them up from the depths of despair and raise themselves to any heights they so choose. I do not ask for much in return. A little respect, a bit of honor, and a few morsels of love and the right to throw my arms around the oppressed and down trodden. Help people to become free thinkers and encompass love and passion for their fellow man. You three boys could help by starting all the people in this room with the pledge to your flag and country."



Advancement Ceremony

Animal Spirits Advancement Ceremony

People Required:

- 1) Akela (Cubmaster)
- 2) Baloo (Asst. Cubmaster)

Props:

- 1) Campfire
- 2) Forest Scenery

(The lights are turned off, the fire is lit and the drum starts. Akela and Baloo walk toward the front. When they reach the front, Akela gives the Cub Scout sign, and the drum falls silent.)

Den Leader: The Indians believed in animal spirits. These spirits helped the Indians and gave them special powers. It was good to have the strength from many animal spirits. But, each Indian also had a main spirit. The Indian would not reveal who his guardian spirit was unless he was near death.

Baloo: One advantage to spending time alone in the wilderness, is that you might meet your spirit animal. And, to meet your spirit animal is to make your life more complete. An Indian might be canoeing alone across a lake, when he spies a wolf or bear on the shore. And as the animal looks into his eyes, he'll just know, that's his spirit animal. Of course you can only meet your spirit animal when you're alone.

Akela: The Bobcat is a small cat but is very clever and strong for his size. Our newest Cubs are small but are learning the ways of our Pack. They are learning to be strong of Cub Scout spirit. Do we have any who are guided by the Bobcat?

Baloo: Yes, we do. Will those who have earned their Bobcat award come forward with their parents, please.

Akela: (Hand the award to the parents) I will present this award to the parents to pin to their son's uniform. It is the custom of our Pack to pin it on upside down on the uniform until your Cub has proven that he has learned the ways of the Pack by doing a good deed.

Baloo: These boys have worked hard to follow their guide and learn new ways. Let's give them a cheer.

Akela: The wolf gives us two strengths: wisdom and bravery. The wolf is one of the smartest animals in the woods. This wisdom will serve our braves well. The wolf is also very loyal to the pack. Because of this, the pack is much stronger than the wolf by itself. Do we have any cubs who have earned the mark of the wolf?

Baloo: Yes, we have (number). They have learned how to handle tools and how to display the flag; they know how to be healthy and safe. They have learned to serve in the community and to conserve energy. They are physically active and like to read. They have fun with their families and have collected useful and beautiful things. They obey our country's laws and worship God.

Akela: Bring them and their parents forward so I may award them with the honor they have earned.

Baloo: Will (names) please come forward with their parents?

(Hand badge to parents.)

Akela: Parents, would you please present your son his Wolf badge?

Baloo: These boys deserve a cheer for their hard work. What could be more appropriate than a wolf howl?

Akela: The largest animal in the forest is the bear. Bears are good hunters. They provide the needs of their families and can escape from those who would try to harm them.. They are respected by all the other forest creatures. Are there any here who followed the Big Bear trail to growth and fun?

Baloo: Yes, some have followed the Bear. They have learned much about their duty to God, country, family and selves. They have learned much and had fun along the trail. Will these boys and their parents please come up. (Read the names of the boys who have earned their Bear rank.)

Akela: I would like to praise these boys and am happy to give these badges to the parents of these boys who will present the awards to their sons.

Baloo: Let us honor these fine Bears with a Great Big Growl!



Closing Ceremonies

My Three Years in Cubs

This poem was written by a Wolf Cub Scout and helps us see the Cub Scout program through the eyes of a boy.

by Jason Dunning

I'm a little Wolf Cub short and thin,
My first year is about to begin.
If you don't help somebody, it's a sin,
When you earn a badge, it will make you grin.

In my second year of Cubs, I'm tall and lean,
To earn all my badges, that is my dream,
When we're in our dens, we work as a team.
And I try to keep my uniform clean.

In my last year of Cubs, I am tall and stout,
I know what Cubbing is all about.
I've had fun, and O want to shout,
Hey you guys, you should become a Cub Scout

Akela as a Guide

Cubmaster: (scout's name) , do you see the stars in the sky? That is the constellation Big Dipper and the big star is the North Star. For many years man has used these stars as a guide to show them the way as they traveled. As you join Cub Scouts you are starting a trip. You will experience adventures and excitement, meet new friends and learn new skills. However, as you begin this trip you need a "North Star" to guide you. The "North Star" is Akela ... Akela can be your parents, your den leader, even I your Cubmaster. It is our responsibility to help you along the way.

Cubmaster: (parents' names) , I ask of you, will you accept the responsibility to be (scout's name) 'Akela', to help guide him along the Cub Scouting trail?

It's all a matter of how you look at things

Many years ago, a visitor to Liverpool noticed a huge construction site where the cathedral now stands. Curious about what was happening, he wandered over to the men at work.

"What are you doing here?" he asked one of the men.

"Can't you see? I'm chipping this stone," the workman replied, and resumed his pounding. The visitor shrugged and went to the next man..

"What are you doing here?" he asked him.

"I'm earning \$1.50 an hour," the second workman answered smugly.

The visitor agreed that this was probably true, but it still didn't tell him what was going on, so he approached a third workman and asked him..

"What are we doing here?" the third workman beamed, his eyes surveying the site with joy and pride. "Why sir, we're building a cathedral!"

I hope that we can all keep in mind what we are doing here tonight. We're doing more than playing games and getting awards, we're building great men of good character.



Cheers

Imaginary Applause

Pretend you are clapping, except let your hands pass one another instead of hitting.

Thinking Cap Cheer

Have everybody pretend to put on their electronic thinking caps holding the tops of their heads with their hands. Explain that these caps make a humming noise when in use, and you have control of the power. Pretend to move a power switch by moving your arm up and down. When you move your arm up, the humming should get louder, when you move your arm down, it should get softer.

Imaginary Balloon Applause

Have the group pretend to blow up a large balloon by holding one fist in front of their mouth and blowing hard three times. Pretend to hold this GIANT balloon with two outstretched arms, then quickly bring hands together and yell, "BANG!"

Songs

God Bless My Underwear

Tune: God Bless America

God bless my underwear,
my only pair.
Stand beside it, and guide it,
Through the rips and the holes and the tears.

From my body, to the washer,
To the dryer, to my rear.
God bless my underwear, My only pair,
God bless my underwear,
Or I'll go bare!

Tom the Toad

(Tune: Oh, Christmas Tree)

Oh, Tom the Toad. Oh, Tom the Toad.
Why are you lying in the road?

You didn't see that car ahead.
Now on your back's a tire tread.

Oh, Tom the Toad. Oh, Tom the Toad.
Why are you lying in the road?

The Wrong End

Tune: My Bonnie

Oh, rabbits have bright shiny noses,
I'm telling you as a friend,
The reason the noses are shiny,
Is the powder puff's on the wrong end.

Wrong end, wrong end,
The powder puff's on the wrong end
Wrong end.
Wrong end, wrong end,
The powder puff's on the wrong end

You used to hop and jump about
And now your guts are spilling out.

Oh Tom the Toad, Oh, Tom the Toad
Why are you lying in the road?



Skits

WITCH SKIT

Characters:

An average man

A Witch in the usual witch apparel: a black hat and dress, long crooked nose, scraggly wig (an old mop will do), and a broom.

As the skit begins, we find the man depressed and ready to end it all ...

Man: I can't take it any longer! I've lost my family, my job, my friends, and my house burned down. Life isn't worth living! I'm going to end it all right now ...

Witch: *(Enters, speaks in a squeaky voice.)* What are you doing, young man? Ha-ha-ha-hee hee-hee *(and other witch-like sounds).*

Man: I've lost everything. Now I'm going to jump off this cliff and end it all.

Witch: Oh, no, don't do that.

Man: Why shouldn't I?

Witch: Because, I'm a witch with magic powers and I can give you back everything you lost and more! I'll grant you three wishes! Three wishes! Tee-hee!

Man: You mean you can give me three wishes? Wow, I wouldn't have to end it all! Hey, wait a minute. How do I know you're telling me the truth? How do I know you really are a witch?

Witch: Of course I'm a witch. Don't I look like a witch? Ha-ha-ha-hee-hee-hee. I'll give you your three wishes in exchange for one small favor.

Man: One favor? *(skeptical)* I knew there must be a catch. What do you want from me?

Witch: Three kisses. It's a fair exchange. Three wishes for three kisses!

Man: I think I'll just jump anyway.

Witch: Think of all you'll be able to wish for in three wishes!

Man: *(He finally decides to go ahead with it, so he takes the witch in his arms and begins to kiss her. After each kiss, he makes disgusted gestures, spitting each time. The last kiss bothers him especially, and after it he gives a great sigh of relief. The Witch, on the other hand, shows extreme enjoyment with each kiss, smiling and making squeals of pleasure each time.)* Okay, now that that's over, I want my three wishes.

Witch: First of all, tell me how old you are, sonny.

Man: *(He tells her his age.)*

Witch: And you still believe in witches at that age? Ha-ha-ha-hee-hee-hee ... *(She exits, cackling to herself.)*



HOW TO BUILD A THINGAMAJIG - An audience participation Skit

DOODADS -- "Clickety, clack, clickety clack"

Dingford -- "Whiz bang boom"

Freedinstat -- "Whoosh Swoosh"

Hygoricky -- "Snap, crackle, pop"

Scathuhreekus -- (All sounds together)

Very few families these days can get along with a thingamajig. While you can purchase them already assembled in a wide range of sizes, shapes and colors, they are relatively easy to put together yourself using one of the many kits available. Just follow these directions and you'll have yours built in no time at all.

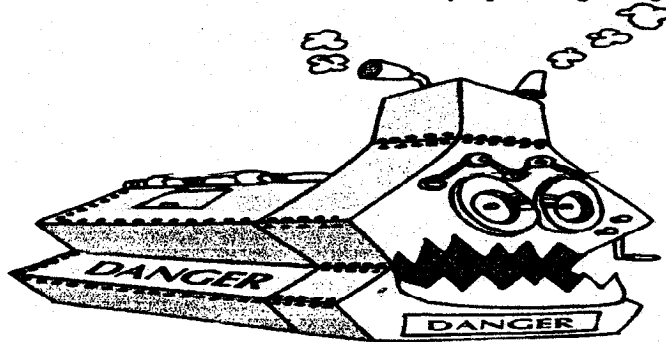
The Doodads of the thingamajig kit are enclosed in a plastic gizmo and stapled with the yellow assembly Dingford to a Freedinstat. The assembly Dingford may be placed upon any corrugated doomaflatchy to assemble your Doodads. Carefully remove the plastic gizmo of Doodads from the Freedinstat and lay out the Doodads on a clean acka-ma-rachus. Learn the name of each Doodad by comparing with the assembly Dingford and assemble the Doodads in the order listed. You will need a deal with a 3/16 inch gizflunky for the Mygorickys, and a pair of shrilloracks.

Using a withzfizzle, carefully punch 1/8 inch whatnots through the assembly Dingford and Freedinstat where each Hygoricky goes.

These whatnots are openings for the hoosis and the Hygorickys used to frammis the Doodads together. Now frammis the chingus to the Freedinstat being careful to place the whatchamacallits under the hygorickys, as shown on the Dingford. If the chingus is reversed, the thingamjog will not function properly.

Tighten two fistareous valves underneath the Freedinstat using your dealy. The fistareous valves are used to widget the thingamjig hickys from one Doodad to another. Now glommis a jigger to the demesanti and the dooflunky by the whatchamacallits. Put a dingus on each Hygorick and tightento the Dingford. Be sure the chingus is loose enough so that the thingamabob can rotate easily, but don't have it sloppy loose, or it might become discombooberated and fly off and hit somebody in the doohicky.

Congratulations, you're done and should have a smoothly operating thingamjig.



Games

SCOOPS

Equipment Required: Set of Pens and a Newsprint Pad.

Description of Game: Each team is given a sheet of newsprint and a set of pens.

Teams are instructed to produce a newspaper reporting the day's events (supposed). Teams can be given some ideas to work on - pretended incidents in the lives of group members, visit by a flying saucer, an interview with a sports (or other) celebrity. They can use these incidents, plus others they dream up, to make up headlines and stories.

When complete, each team can read its newspaper to the other teams.

PICK A PUMPKIN

Cut a five-inch pumpkin from orange construction paper for each group of five or six children. Each boy is given five pumpkin seeds (toothpicks will do). The pumpkin is put in the center of the group. Each boy takes a turn until all five of their seeds are used up. They throw it and try to get the seed to land on the pumpkin.

THE WITCH HAS LOST HER CAT

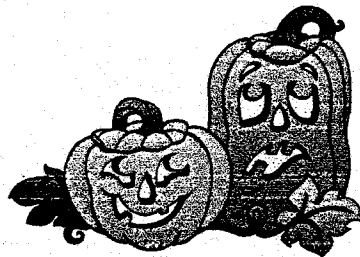
The Cub Scouts form a circle. The old witch covers her eyes as she sits in the center of the circle. The cat (bean bag) is passed from hand to hand outside the circle. When the witch calls "STOP" whoever has the cat keeps it hidden behind his back. The witch has three chances to find it; if she does not succeed, the one holding the cat trades places with her. If she finds it in the three chances she gets another turn.

SPECIAL HALLOWEEN TREAT

Wrap a special treat to be given out to the cubs, in a box with layers and layers of paper. The cubs sit in a circle. When the leader blows a whistle the package is passed around the circle. When the whistle is blown again, whoever is holding the package starts to unwrap it until the whistle is blown again, and the package continues to be passed around. This continues until the final wrapping has been removed and whoever has it must share with all the other boys.

HALLOWEEN TOSS

Cut a good sized hole in an old sheet and drape it over a chair or table. The Cub Scouts could draw a face on it similar to a jack o' lantern. One hole becomes the mouth and each boy takes a turn throwing a sponge through the hole. Let them have a trial throw first to get used to the light weight of the sponge.



Crafts

Make A Haunted Hallway

It's almost Halloween and it's the perfect time to set up a haunted hallway, a ghostly garage, or a panic-filled playroom for your Pack to enjoy. After they walk through it, invite them to participate in a scary story, complete with gory details.

Things You'll Need:

Rubber gloves	Pantyhose	Spaghetti
Grapes	Licorice shoelaces	Potato chips
Dried apricots	Pudding	Plastic bag
Brown wrapping paper	Scissors	Black markers
Crepe paper	Dry leaves (optional)	
Cassette recorder/player and audio tape of scary sounds (optional)		

You can write your own scary story, tell one you remember from camp, or take out a book of scary stories from the library.

Gather the props you will need for the story, such as:

- a rubber glove filled with old pantyhose for a hand
- a paper bag filled with cold cooked spaghetti for intestines
- peeled grapes for eyeballs
- small pieces of licorice shoelace for toenail clippings
- potato chips for scabs
- dried apricots for ears
- for a heart, a sealed
- plastic bag filled with warm pudding (fill it just before you start)
-

If you'll be reading the story, put all the props, the book, and a flashlight in a box near where you will be sitting.

To decorate the walls of your haunted hallway, cut trees from brown wrapping paper. Make the branches spindly, and with a black marker, make the tree trunks gnarled and full of knots.

To attach the trees to the walls, fold pieces of masking tape, sticky side out, into loops. Place one side of the loop on the back of the tree and the other on the wall. Bend some of the branches so that they protrude from the wall.

Make ghosts that float from the ceiling. Tape crepe paper streamers to the ceiling, making them long enough so that the ends will brush against your friends' faces as they walk by.

Scatter dry leaves on the floor so that your friends will crunch on them as they walk around.

If you have a cassette recorder/player and an extra cassette, use it to make a tape of scary sounds.

Fill it with weird laughs, creepy monster sounds, a witch's cackles, hooting owls, loud foot stomps, and any other scary noises you can think of. The tape should be at least 5 minutes long.

Turn on the recorder right before your Pack arrives. Have them walk through your haunted handiwork, seat them in a circle for the frightening fun of your story.

Pass your props around as you tell your tale to give everyone a real scare!

Make Some Scary Ghosts

You can use these ghosts in your haunted hallway, or by themselves.

Things You'll Need:

Balloons	White garbage bags	String
Black Marker	Scissors	Masking Tape



Directions:

1. Inflate balloons and cover them with garbage bags. Gather the garbage bags under the balloon and tie it with a piece of string.
2. Draw a ghostly face on the garbage bag with markers.
3. Cut the bottom of the bag in shreds that can blow in the wind.
4. Tape string to the top of the bag to hang it from. Make the strings different lengths so that your ghosts will hover at different levels.

Wax Leaf Collage

Look outside and you will see one of nature's most beautiful creations, the leaf. Leaves come in all sizes and shapes and this time of year, they are all different and beautiful colors. You can save those colors forever by making a wax leaf collage.

Things You Need:

leaves of different shapes and sizes	2 sheets of waxed paper	crayons
butter knife or crayon sharpener	glitter	a clothes iron

Directions:

1. Place the leaves on a sheet of waxed paper.
2. Remove the protective paper covering
3. Scrape crayon shavings over the leaves, from the crayons or sharpen crayons, allowing shavings to fall on them.
4. Sprinkle glitter over the leaves and crayon shavings.
5. Cover this collage of leaves, glitter, and crayon shavings with a second sheet of waxed paper.
6. Iron over the waxed paper using a medium hot iron.
7. Let all the wax melt into the leaves. Your collage is now permanent.

WEBELOS GATHERING ACTIVITY

Showman Activity Badge

Hooray for Hollywood!

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

Find the capitalized words below in the puzzle above.

tom HANKS	robin WILLIAMS	mel GIBSON	danny GLOVER
whoopieGOLDBERG	goldie HAWN	sally FIELD	macauley CAULKIN
kevin COSTNER	billy CRYSTAL	michael JACKSON	sly STALLONE
OAK RIDGE BOYS	BEACH BOYS	TL	Creba MCINTYRE
george STRAIT	kenny ROGERS	ALADDIN	PECOS BILL
HOME ALONE	SISTER ACT	POCAHONTAS	RICHIE RICH
BUSHWACKED	FOREST GUMP	POWER RANGERS	ANGELS / OUTFIELD
MUPPETS	BARNEY	jim HENSON	BIG BIRD
KERMIT			

WEBELOS GATHERING ACTIVITY

Scientist Activity Badge

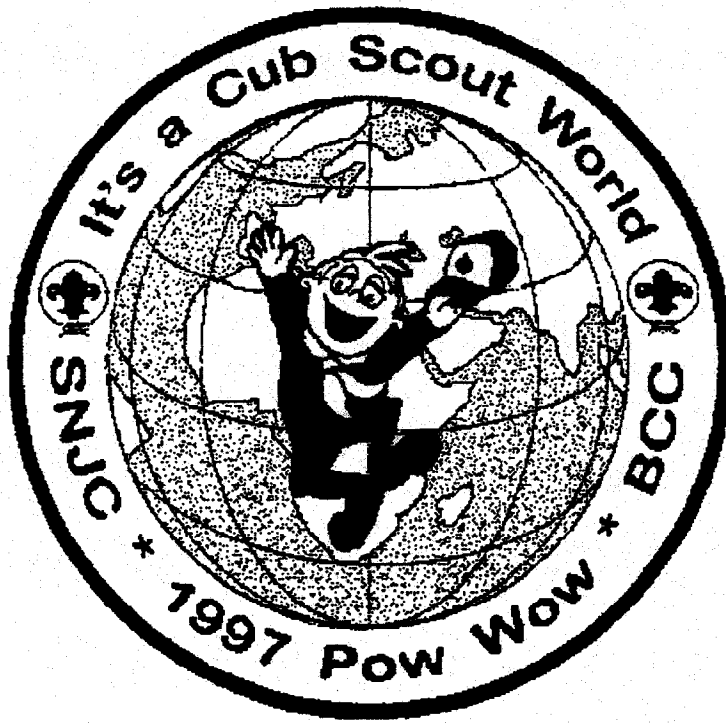


Match Wits With Einstein!

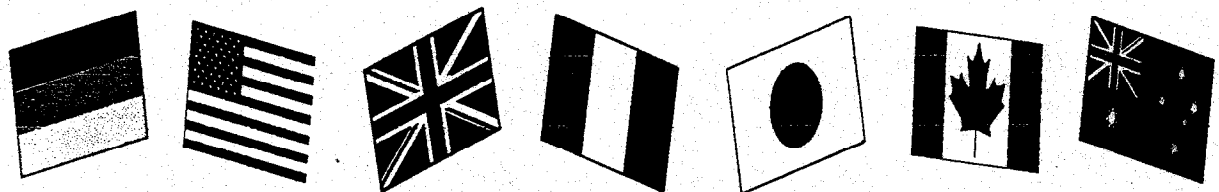
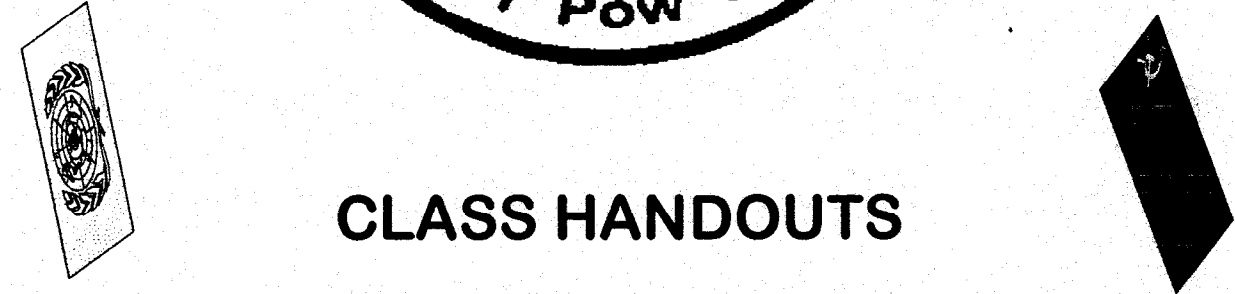
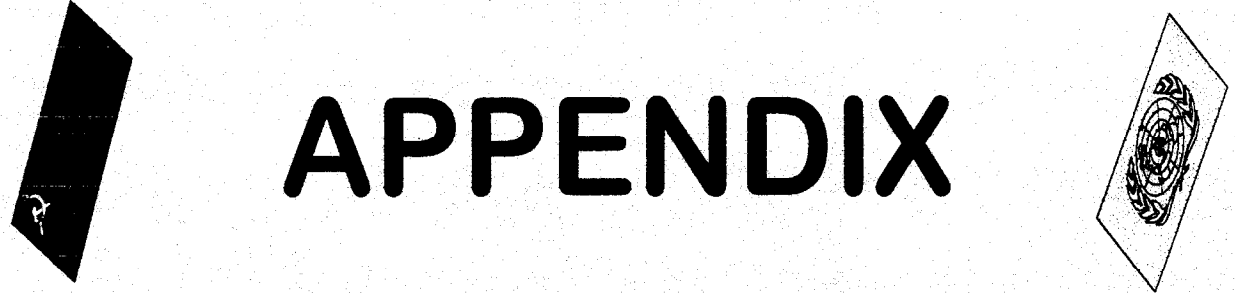
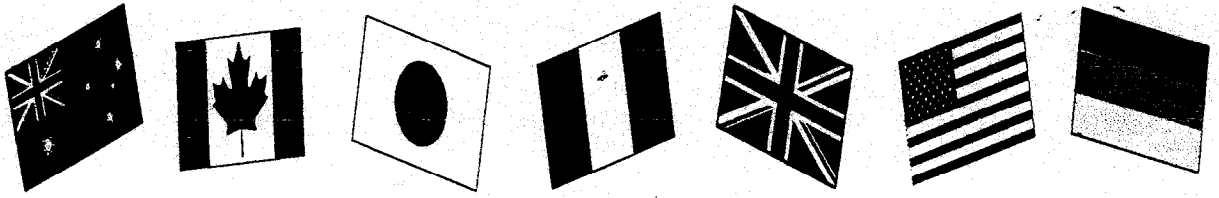
If you can answer all these - you must be a genius too!

1. B _____ developed the principle that explains how a plane can fly.
2. Air has W _____ in it, but the molecules are so small you don't always feel the dampness.
3. The force that keeps us from floating is called G _____.
4. The P _____ in the center of each eye adjusts in size depending on how much light is available.
5. P _____ discovered that pressure in a closed container of gas or liquid is equal in all directions.
6. An O _____ illusion is something you "see" that really isn't there.
7. The blanket of air around the earth is its A _____.
8. Your eyes are very much like the L _____ of a camera.
9. We learn all about these laws, principles, and phenomenon in the S _____ Activity.
10. I _____ is a phenomenon that says things in motion tend to stay in motion and things at rest tend to stay at rest.
11. Some liquids when they get solid, form shapes called C _____ that are all the same shape.
- 12 Your B _____ enables you to stand steadily, and it's also a mechanical tool that lets you weigh things.
- 13 Mixing cool air into warm air causes a mist of F _____ to appear.
- 14 An educated scientific "guess" is a H _____.
- 15 An scientific task that tests a hypothesis is an E _____.
16. C _____ air used in machines like air pumps and jack hammers helps do work.
17. Air pressure at sea level is about 15 pounds per square inch, but in higher areas it decreases so the pressure is L _____.
18. The R _____ in the eye focuses an image of what you're looking at.

APPENDIX



CLASS HANDOUTS



Derby Day Ideas



Pinewood Derby Planning

You will need a DERBY Chairperson _____
(Preferably someone knowledgeable in Pinewood Derby)

Ten Steps to a Successful Pinewood Derby:

(1) Assign a Pack Meeting date for the Derby. The entire meeting time should be for the Derby.

(a) Date and Time: _____

(2) Provide adequate indoor facility space for equipment, participants, and spectators.

(a) Place: _____

(3) Schedule with District Derby Coordinator or whomever is in charge if track equipment is to be rented or borrowed.

(a) Who: _____

(4) Purchase kits ahead of time in quantities of eight for price break and distribute at least one month ahead of time.

(a) Assign: _____

(5) Determine what Awards will be given and Order or Make ahead of time. The awards should be given out DERBY night to be most effective.

(a) Assign: _____

(6) Make sure BSA Council Specific Derby rules are given out to ALL families in Pack to ensure fairness to ALL participants.

(a) Assign: _____

(7) Have Den or Pack show and tell workshop on "How to make a car." Suggest tools to use, Do's and Don'ts.

(a) Assign: _____

(8) Pre-weigh-in. Whenever possible prior to official Derby night. This saves lots of time and headaches at the Derby.

(a) Assign: _____

(b) Date/Time/Place: _____

(9) Assign helpers in advance or at Derby night.

(a) Assign: _____

(10) Thank everyone involved.

Derby Rules

The most important thing to remember about Derby rules is that they can be changed to meet your needs. The only firm rule is that everybody should know exactly what rules your derby will be following. Having fun is the most important goal and these rules can be adapted to provide the most fun for your group of boys. You need to decide in advance how much help, if any, the boy's parents may give. Be precise and inform both the boys *and* their families.

If your Pack participates in Council or District Derbies make sure your boys know the rules that will be followed on those levels as well. If the boys are building cars, boat and rockets from BSA kits, the rules are included in the instructions. Here are some of the most common guidelines for different derbies.

Pinewood Derby

1. The car's width shall not exceed 2 3/4 inches
2. The car's length shall not exceed 7 inches.
3. The weight shall not exceed 5 ounces.
4. Axles, wheels, and body shall be from materials provided in the kit.
5. Wheels, bearing, washers and bushings are prohibited.
6. No lubricating oil may be used, only powdered silicone or graphite is allowed.
7. The car may not ride on any kind of spring.
8. The car must be free wheeling without any kind of starting device.
9. No loose materials of any kind are allowed in the car.
10. All cars must be pre-registered and pass inspection before the race.

Space Derby

1. Only the materials provided in the kit may be used.
2. The rocket body may not be longer than 7 inches. This does not include propeller and fins.
3. There are no weight or design restrictions on the rocket.
4. Only rockets must be pre-registered and pass inspection before the race.

Rain Gutter Regatta

1. The hull must not be shorter than 6 1/2 inches or longer than 7 inches.
2. The mast must measure 6 1/2 inches from deck to top.
3. The keel and rudder supplied in the kit must be used and not be altered.
4. The sail can be no larger than the material supplied in the kit.
5. There are no restrictions on color or design.
6. All boats must be pre-registered and pass inspection before the race.

Derby Day Ideas

Derby days don't have to be just the same traditional racing. There are lots of variations on the themes you can use and have fun with. Some boys don't deal well with competition and they may need a change from the usual rules to have fun. Some parents may take the competition too seriously and need a change, too! Here are some ways you can keep the themes and change the rules for all three derbies. You can also use these ideas to run races at the same time as the qualifying heats are being run so that all the boys have something to do and no one is feeling bored.

Make sure each boy can win at least one prize by giving away lots of awards. Let the boys know what some of the categories are in advance so they can have a goal to shoot for, but don't tell them all of the categories because you may have to make up some new ones if you want to give each boy a prize. Here are some possible categories for the Pinewood Derby, but they can be easily modified for the Space Derby and the Raingutter Regatta.

Best paint job	Shiniest car	Most colorful	Most original
Funniest car	Most imaginative	Most aerodynamic	Sportiest looking
Most decals	Most realistic	Strangest shape	Best workmanship
Most artistic	Judges favorite	Best non-car shape	Best wedge shape
Best design	Most futuristic	Best historic car	Best driver in car
Most realistic	Most detailed	Most creative use of a materials	

Pinewood Derby Variations

Instead of having one grand prize have lots of smaller prizes. The boys who are eliminated can get bored and feel left out, so don't eliminate anyone! Set up a racing schedule that allows each boy to race against every other boy in the pack (this may be impossible in really large packs). Race the boys in groups of at least three. The winner can get a small prize such as a sticker to put on a special award certificate which is handed out at the start, or a ribbon. Keep the races moving fast.

Instead of testing speed, try testing distance. On a large floor set up strips of tape every foot or two. Let groups of boys (the groups can be larger than 3 with this variation) push their cars to see 1) who can go the furthest or 2) who can get closest to a specified distance such as the six foot mark.

Test the speed of the boys as well as their cars by having the boys push the cars across the floor with their noses. Have adults check to make sure they only use their

noses and not their heads. You might even set up an obstacle course for the boys to follow.

Space Derby Variations

Have a relay race so at least two boys will win. Rockets can be built by teams. One boy starts the rocket on the guideline. The other boy waits for it at the far end. When the rocket reaches him, he must take it down, rewind it, put it back up and send it back.

Instead of speed, test who can fly the highest. Have the guidelines start one foot from the ground and go five feet high at the finish line. Gradually raise the end of the line until all are eliminated. The rocket who flew highest wins.

Have the rockets break balloons at the finish line. Do this by placing balloons just in front of cardboard in which pins have been inserted at the finish line. The rockets will push the balloons into the pins to break them.

Some rockets self-destruct fairly quickly. Have "Sky Rocket" awards waiting for the first, second and third rockets to "blow-up". Their owners won't feel so bad.

Raingutter Regatta

Instead of using raingutters, have the boys race their boats in a swimming pool four feet deep or less. If you can find a broad pool you can mark racing lanes with tape or string. If you have only a small round pool the boys can blow their boats around the circumference of the pool. In this case you will have to time them and race only one at a time. Make sure the filter is turn off during the race!

Instead of having the boys blow their boats to the finish line they can squirt the sails with a water pistol to move them along. Of course they will also squirt each other, so make sure you're outside and it's warm.

The expense of so many kits may be a burden for some families. Have the boys make paper boats to race. They can learn several fancy boat folds and make the boats just before the race. Tin foil (which rips easily) and wax paper fold well and last longer than regular writing paper.

Unusual Model-Car Designs

for a Shape N Race Derby, Pinewood Derby, Etc.

A Shape N Race Derby is Christian Service Brigade's gravity-powered model car race. It is similar to (some might say, virtually identical to) the Boy Scouts of America's Pinewood Derby.

I enjoy being creative, and I encourage creativity in others. Unusual derby car designs are a great way for "kids of all ages" to express their creativity. Here are descriptions of some of the unusual derby cars I've seen at local and regional Shape N Race derbies. I've created separate sections for derby cars built by boys and for derby cars built by men.

Derby Cars Built by Boys

Most boys should be able to build a car similar to one of these designs with no more adult assistance than normal. I've included construction tips for several of them.

(b) The Candy Bar

The modern plastic film used to package candy bars today makes this one easy to build. Cut and shape the block, sand it smooth, and paint it the same color as the background color on the package. Then carefully trim the brand name and other writing from a large candy bar wrapper and glue it to the block. The label should blend in easily because the plastic is so thin. Several coats of clear finish will protect the label from damage.

(c) The Bobsleds

These were built in successive years by the same boy. The first one looked like an Olympic bobsled. Next year's looked like a bobsled from Disneyland's Matterhorn Bobsleds ride.

(d) The Anchor

Immediately after painting the final coat, he sprayed it with just a touch of green paint. The wet paints blended together very nicely.

(e) Fish, Sharks, etc.

We've had several fish and sharks entered. One of the best ones used heavy paper for the fins, which looked great, even if it wasn't durable.

(f) Watermelon

A wedge of watermelon. The real watermelon seeds added just the right touch to complete the effect.

(g) Swiss Cheese

Very nicely done. A little mouse (probably from a cat toy) went along for the ride.

(h) The Ice Cream Bar

This one looked like a standard chocolate-covered vanilla ice cream bar, complete with a popsicle stick.

(i) Rabbit and Carrot

We've had several carrots with rabbit drivers.

(j) The Astair-Mobile

This looked like a patent-leather dance shoe. It was absolutely gorgeous.

(k) The Pencil

A standard hexagonal yellow No. 2 pencil, complete with a real rubber eraser.

(l) The Coffin

He probably came up with this idea sometime around Halloween.

(m) The Canoe

The inside couldn't be carved out very much, but dark colors created a reasonable illusion of depth.

(n) The Turtle

The first boy-built unusual car I saw. The shell was nicely textured. The feet stuck out of the shell right where the wheels attached to the car. Very nicely done.

Derby Cars Built by Men

Many (but not all) of these designs will be beyond the capabilities of most boys, unless they receive more adult assistance than normal.

(b) The Plastic Slab

Two pieces of plexiglass, laminated together. There was just enough wood at the wheel locations to hold the axles in.

(c) The Surf Board

An upside-down surf board, with a bite removed by a shark. This was a simple shape, with excellent finish and detail.

(d) The Screw

Yes, this one looked like a giant screw.

(e) Fish

We've had several fish entered by adults too.

(f) The Brass Bed

A newlywed leader created this one. It came complete with pillows, lace bedding, etc.

(g) The Police Car

Complete with working lights and siren. The original kit formed the chassis, and the body and lights from a plastic model were attached to that. On one wheel, the author painted a spot with aluminum paint, so an optical sensor could detect when the car was moving.

(h) The Laminated Corvette

One dad built his own block of wood by laminating eighth-inch strips of redwood and fir. Then he carved the block into a wonderful replica of a Corvette. The lamination really emphasized the curves of the Corvette design.

URL: <http://www.rahul.net/mcgrew/derby/designs.html>

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Race Methods for a Shape N Race Derby

(Race Methods for a Pinewood Derby)

A Shape N Race Derby is Christian Service Brigade's gravity-powered model car race. It is similar to (some might say, virtually identical to) the Boy Scouts of America's Pinewood Derby.

This document describes ways to determine which derby cars are the fastest. It should be useful to organizers of any similar race event (e.g., model sailboat or model rocket races), since it addresses logistical issues that are applicable to any race event, and isn't tied to the specific details of model car races like the Shape N Race Derby or the Pinewood Derby.

Introduction

The obvious (albeit superficial) goal of any model-car race event is to determine which model cars are the fastest, so that awards can be presented to the winners. However, there are other important goals which must be considered, goals related to the nature of the event as a social gathering with the parents and with the children who built the cars.

With so many parents and children involved in the event, it is critical for the races to flow smoothly. You don't want all those people (many of whom have short attention spans) sitting around waiting for something to happen. Whichever race method you use, be sure to schedule a dry run well in advance of the actual race, to make sure that everyone involved knows what's going on, and to make sure that any obvious problems are resolved before the room is filled with impatient parents and children.

Even when the race itself is flowing smoothly, those who are uninvolved with the current series of races may grow bored. Especially with large groups, consider scheduling each sub-group for its own time slot, so that people know when they need to be there. Furthermore, consider providing alternative drop-in, drop-out activities in a separate room from the race itself. Finally, it is important to maintain fairness. Any appearance of unfairness can lead to ugly disputes; a lot of work went into each and every model car, so passionate advocacy can be expected if any car loses or is eliminated unfairly. Try to accommodate imperfections in the track, cars that need emergency repairs, the luck of the draw, human error, etc.

Elimination Methods

The fundamental characteristic of elimination methods is that they eliminate entrants from the competition incrementally, until only the winning entrant(s) remain in the competition. A single-elimination method will eliminate entrants after a single loss; a double-elimination method, after two losses; a triple-elimination method, after three losses; and so on.

Thus, by their very nature, elimination methods create more and more entrants with no further personal interest in the proceeding of the event. This can create a crowd-control problem for the event organizers. On the one hand, you can accommodate this to some degree by postponing the final elimination as long as possible (e.g., by delaying the races between entrants that are only one loss from being eliminated). On the other hand, once first place has been determined, some people will lose interest, so as many entrants should be eliminated as possible before you run the final series of races which will determine which entrants win which places.

Another characteristic of elimination methods is that there is no fair mechanism to rank the eliminated entrants. For example, in a single-elimination race, there is no way to know whether

the second-fastest entrant was the first one that lost to the winner, the last one that lost to the winner, or any of the others in between that lost to the winner. A single-elimination method will determine fairly only first place; a double-elimination method, only first and second places; a triple-elimination method, only first, second, and third places; and so on. Thus, as it becomes necessary to determine more places fairly, coordinating a multiple-elimination event becomes more and more complex.

Another characteristic of elimination methods is that different entrants will race a different number of times. With 32 entrants in a triple-elimination system, the first-place winner will only need to race 5 times. However, the third-place winner will need to race between 7 and 14 (or more!) times, depending on exactly when it is eliminated and how different groups are scheduled against each other. In a model car race, this represents a significant variation in the wear and tear (e.g., loss of lubricant) on the cars. In a model sailboat race where the entrants blow on the sails of their own boat, this represents a significant variation in the amount of physical exertion required from the entrants.

Finally, elimination methods do not accommodate unfair tracks well. Losing because you drew the slow lane still eliminates you (or moves you one step closer to elimination in a multiple-elimination race), and there is no way to recover. If your track is significantly unfair, you will need another mechanism to accommodate its bias (e.g., you could each race twice, switching the lanes for the second race).

I have described several problems with elimination methods. I admit that there is a certain appeal to using elimination methods; they are easy to understand, easy to explain to spectators and participants, and easy to run (if you don't try to fix the problems I've described). However, because of the difficulty involved in running an enjoyable, fair event using elimination methods, I prefer the final-standing methods described later in this document.

The Single-Elimination Method

The single-elimination method is a simple mechanism for determining the best entrant. Entrants are assigned to compete against each other, and those that win progress to the next round. The process is repeated until the final entrants compete, and an overall winner is determined.

Record keeping can involve a formal ladder (with the winners of specific matches scheduled to compete against each other from the beginning), or matches can be scheduled on a more impromptu basis (once the entrants that qualified for each round have been determined).

If it is necessary to determine second (or even second and third) place, the entire elimination process can be repeated with the losing entrants. (This is essentially a simplistic multiple-elimination method.) This works reasonably well for a few entrants (half a dozen or so), where each iteration is fairly quick. For large groups, this is thoroughly impractical unless the entrants are first divided evenly into small groups (i.e., posts, squads, dens, sixes, patrols, or whatever name your organization has for subgroups of about half a dozen members).

Repeating the elimination process has the side-effect of making each successive round less (not more) important than the rounds which preceded it. One first place has been determined, some people will lose interest in the races for second (and third) place. This can create crowd-control problems.

Elimination Ladder Methods

I do not like elimination ladders for race events like the Shape N Race Derby, Pinewood Derby, Raingutter Regatta, etc. For one thing, elimination ladders become unwieldy very quickly. Once you get more complex than a double-elimination ladder for a two-lane track, ladderless elimination methods (described below) are more workable. A triple-elimination ladder for a four-lane track would be far too complex for most people to deal with.

Single-elimination ladders are easy to find (or make). Double-elimination ladders should be readily available too, since they are often used in athletic tournaments.

However, note that many (if not most) athletic tournaments use a double-elimination ladder that automatically gives second place to the last entrant defeated by the first-place winner, and gives third place to the winner of the losers' bracket. This is commonly accepted, but it is technically wrong. The last entrant defeated by the first-place winner and the winner of the losers' bracket should compete against each other, and the winner of that match should receive second place. The loser of that match should receive nothing; a double-elimination method cannot determine third place fairly. However, once first place has been determined, there would be little interest in a final match for second place. Furthermore, giving second place to the entrant that lost to the first-place entrant in the final match is intuitive, and third place is all that is left for the winner of the losers' bracket.

Ladderless Elimination Methods

Many elimination systems avoid the use of ladders by simply recording the number of losses each entrant has had, and generating matches randomly among entrants who have had the same number of losses. The specific techniques for keeping track of the number of losses each entrant has had vary, but conceptually they are the same. Each time an entrant loses, it moves down one level of a hierarchy that has those entrants with no losses at the top. After it's nth loss, an entrant is eliminated. When there is only one entrant left in each level of the hierarchy, the one with no losses receives first place, the one with one loss receives second, and so forth.

To maintain suspense, it is a good idea to wait as long as possible before actually determining the winners. Eliminate entrants until each level of the hierarchy contains no more entrants than can compete in a single race, and then swiftly finalize the results with a few quick races.

In all of these methods, you will almost certainly have to schedule races for a group that is not an even multiple of the number of lanes on your track. Adjust the last few races to keep all the races as even as possible. For example, if you have a three-lane track, and you have one extra car, then the last two races should race two cars each (thus avoiding a "race" with only one car). As another example, if you have a four-lane track, and you have two extra cars, then the last two races should race three cars each (thus avoiding a race with only two cars).

Tables

One method uses tables to keep track of where each car is in the hierarchy. Cars start on the "No Losses" table, and as they lose, they move to the "One Loss" table, to the "Two Losses" table, etc. It helps if you have a "Current Heat" table from which to stage each round of races. Cars that win are returned to the table they came from, and cars that lose go to the next lower table in the hierarchy.

Don't forget to protect the cars from rolling off the tables. You can cover the tables with thick, soft cloth (terry-cloth towels work well), or you can build some kind of rack to hold the cars in place.

Display Boards

Another method uses display boards and numbered cards that correspond to the numbers assigned to the cars. The numbered cards are attached to the display board by hooks, hook-and-loop fasteners (e.g., Velcro®), magnets, or whatever other mechanism you find convenient. Each board has as many columns as the track has lanes, and as many rows as are necessary to hold all the numbered cards. Everyone starts on the "No Losses" board, and moves to the "One Loss" board, to the "Two Losses" board, etc.

It helps to have a second set of numbered cards attached to wristbands that are worn by the cars' owners.

Rosters

Another method uses a series of rosters. Winners are copied to a fresh "n Losses" roster, and losers are copied to the "n+1 Losses" roster, or possibly a fresh "n+1 Losses" roster. This provides a permanent record of how the race progressed, although I'm not sure why anyone would care.

Put the roster on overhead transparencies to make it easier to display to everyone involved.

Final-Standing Methods

This section could also be called "Non-Elimination Methods". The common feature of these methods is that all races are scheduled in advance, and after all races have completed, some kind of rating mechanism is used to determine the final standing of every entrant. Thus, the crowd-control problems of elimination schedules are avoided.

Furthermore, final-standing methods typically schedule each entrant to race the same number of times in each lane. This helps minimize the unfairness introduced by fast or slow lanes, and guarantees that each entrant several races (depending on the number of lanes on your track). With a four-lane track, final-standing methods typically guarantee each entrant at least four races, and often guarantee eight or twelve races. In contrast, a quadruple elimination race guarantees each entrant only four races, although some will race many more times than that.

The Lane-Rotation Method

I've also heard this race method called the Cross-Track Method and the California Method. This technique was used for decades by my CSB Stockade unit. It is easy to administer, given only an overhead projector and a handful of transparency sheets.

Our track has four lanes, therefore the following discussion will assume a track with four lanes. However, the method is easily adapted to tracks with different numbers of lanes; just replace the number four in the following description with however many lanes your track has.

Start with the first four entrants in the first race. In each successive race, the entrant that was in Lane 1 is removed from the rotation, the entrants in the other lanes move down one lane, and the next entrant on the roster is placed in Lane 4. When you get to the end of the roster, start over with the first entrant (which only had one race before being removed from the rotation). Stop when every entrant has raced once in each lane (the last entrant will be in Lane 1 in the final race).

After each race, record how each entrant did. After the last race, tally up the results and move the top-scoring entrants to the next round. Repeat the process until you reach the final round

with only one entrant per lane. (Yes, this method does share some of the problems of elimination methods.)

You can either use golf scoring (low score wins), or you can assign more points for first place, fewer for second, and so on (high score wins).

With a four-lane track and twenty entrants, a lane-rotation race schedule will look like this:

	Lane 1	Lane 2	Lane 3	Lane 4
Race 1	1	2	3	4
Race 2	2	3	4	5
Race 3	3	4	5	6
...				
Race 18	18	19	20	1
Race 19	19	20	1	2
Race 20	20	1	2	3

Scoring is easier if you use overhead transparencies for the roster, and a scoring template that looks like this:

Number/Name:	Lane 1	Lane 2	Lane 3	Lane 4
Lane 1 _____	#####	#####	#####	
Lane 2 _____	#####		#####	#####
Lane 3 _____	#####	#####		#####
Lane 4 _____		#####	#####	#####
On Deck _____	#####	#####	#####	#####

For each race, write each entrant's score in the open box, then move the entire roster up one place on the template. Repeat until you're done. (You'll need to copy the first three entrants to the end of the roster, since they'll return to the rotation at the end.)

After the round is complete, each entrant's scores will be lined up to the right of its number/name, ready for you to add up its final score. (You'll need to consolidate the scores of the first three entrants since some will be recorded at the top of the roster and some will be recorded at the bottom of the roster.)

Note that the "On Deck" entrant isn't actually involved in the current race; rather, it serves as a reminder that it will move to Lane 4 in the next race.

Unfortunately, each car races against the same opponents repeatedly, which is unfair to the cars next to the fastest car in the race (this is similar to being matched against the fastest car in a multiple-elimination race). The way to reduce this scheduling-related bias in the lane-rotation method is to adjust the point cutoff to allow more entrants to move to the next round, and then to mix up the entrants in the next round so that everyone encounters new opponents. You'll have to choose an acceptable balance between fairness and the number of rounds required to determine the top four finalists. For example, to accommodate the situation of the third-fastest entrant being sandwiched between the first- and second-fastest entrants, you'll need to allow entrants with a 2nd-3rd-3rd-2nd record into the next round.

A minor issue is that, even though each entrant races four times, all of those races are one right after the other (except for the first three entrants, which race at the very beginning and then again at the very end). Furthermore, if you schedule multiple rounds (e.g., quarter-finals, semi-finals, and finals), you'll end up with uninvolved entrants just as with the elimination methods.

Also, most cars will race for the first time against cars that have already raced once, twice, or thrice. I'm not sure how unbalancing this is on average, especially since the difference is minor. Some cars will slow down in each successive race (as they lose lubricant), while others will speed up in each successive race (as their wheels and axles "break in").

Elapsed-Time Methods

If you have a track with a timer, you can run every entrant once in each lane, add up the total of the elapsed times for each entrant, and simply compare the total elapsed times. The lowest total elapsed time wins.

Tracks with timers are more complex and expensive than tracks with simple first-second-third finish gates. From a human-factors perspective, some of the excitement of each race is lost when everyone knows that the actual results of the race are irrelevant, only the elapsed time of each entrant. However, these methods are extremely fair. The actual race schedule can be generated with the lane-rotation method, or with any other method that guarantees that each entrant will race once in each lane.

Especially for a large regional derby, an elapsed-time method may be the best choice (assuming you have a track with a timer) because it avoids any hint of unfairness, and because it avoids the need for multiple (quarter-final, semi-final, final) rounds.

Round-Robin Methods

Round-robin schedules match every entrant against every other entrant the same number of times. The schedule used during the regular season for most sports is a round-robin schedule; every team plays every other team once (or possibly twice, once at home and once away).

While it is easy to generate round-robin schedules when only two opponents compete in any given match (1 vs. 2, 1 vs. 3, 2 vs. 3, etc.), it is more difficult when more than two opponents compete in a given match. It helps a lot to restrict the number of entrants to a number that works out evenly. To use such a schedule with fewer entrants than called for, simply assign numbers to the entrants randomly, and then assign the left-over numbers as byes. Using byes to fill out the schedule doesn't compromise the fairness of the results much, as long as your scoring system treats byes as entrants who always come in last place. Still, it is better to avoid using a lot of byes.

Here are several round-robin schedules. Each schedule assigns each entrant to each lane the same number of times, and follows a simple incremental progression. Other schedules are possible; most of them are much more complex.

Three-Lane Round-Robin Schedule (Racing Once Per Lane)

On a three-lane track, each entrant will race three times, against two new opponents in each race. Thus, each entrant must have six opponents, and you need exactly seven entrants total. Here is a sample seven-entrant, three-lane schedule.

	Lane 1	Lane 2	Lane 3
Race 1	1	2	4
Race 2	2	3	5
Race 3	3	4	6
Race 4	4	5	7
Race 5	5	6	1

Race 6	6	7	2
Race 7	7	1	3

Three-Lane Round-Robin Schedule (Racing Twice Per Lane)

On a three-lane track, each entrant will race six times, against two new opponents in each race. Thus, each entrant must have twelve opponents, and you need exactly thirteen entrants total. Here is the first round for a sample thirteen-entrant, three-lane schedule.

	Lane 1	Lane 2	Lane 3
Race 1	1	2	5
Race 2	2	3	6
Race 3	3	4	7
...			
Race 11	11	12	2
Race 12	12	13	3
Race 13	13	1	4

The second round follows the same pattern, except that the first race involves entrants 1, 3, and 8. Together, the two rounds form a complete schedule where every entrant races in each lane twice, and competes against every opponent once.

Round-Robin Schedules for More Lanes (Racing Once Per Lane)

A similar round-robin schedule for a four-lane track would require thirteen entrants (four races per entrant times three opponents per race, plus one). The first race would involve entrants 1, 2, 4, and 10.

A similar round-robin schedule for a five-lane track would require twenty-one entrants (five races per entrant times four opponents per race, plus one). The first race would involve entrants 1, 2, 5, 15, and 17.

A similar round-robin schedule for a six-lane track would require thirty-one entrants (six races per entrant times five opponents per race, plus one). The first race would involve entrants 1, 2, 4, 9, 13, and 19.

Chaotic-Rotation Methods

Chaotic-rotation schedules are similar to round-robin schedules. The main difference is that chaotic-rotation schedules relax the requirement that each entrant race against every possible opponent the same number of times. This flexibility makes it much easier to generate chaotic-rotation schedules than round-robin schedules.

My CSB Stockade unit has been using a home-grown chaotic-rotation method since 1996. It is extremely popular with both the boys and their parents. Here are some of the advantages of chaotic-rotation methods.

- Like other final-standing methods, they accommodate fast/slow lanes well.
- Like round-robin methods, they avoid scheduling entrants against the same opponents repeatedly.
- They maintain interest because each entrant's races are generally distributed throughout the event, and each race matches new opponents against each other.
- Like other final-standing methods, they use a pre-determined race schedule, so the starting-gate crew can operate very efficiently.

(e) Since they require no final or semi-final (or quarter-final, etc.) rounds, they leave more time to schedule races for everyone, fast and slow alike.

Chaotic-rotation schedules are generally created in advance by a computer program. The program can generate schedules randomly, but it is better to create the schedule more deliberately, assuring that entrants race in each lane the same number of times, that entrants race against different opponents, etc.

One system that creates such a chaotic-rotation schedule is called the Stearns Method (named after Dr. Dick Stearns, the mathematician and game theorist who developed it for Pack 37 of Niskayuna, New York). Software for the Stearns Method is available as freeware (see my list of derby software resources for one FTP site).

Here is the basic algorithm of the program I wrote to generate chaotic-rotation schedules. For each race, for each lane, determine which entrant is the most "appropriate" one and assign it to that lane for that race. To determine how "appropriate" each entrant is, use the following prioritized rules (the most important rules are listed first).

- (1) Never schedule an entrant to race against itself. (Yes, this seems obvious, but it must be specified explicitly.)
- (2) Schedule entrants for the same number of races each.
- (3) Given the above, schedule entrants in different lanes as much as possible.
- (4) Given the above, schedule entrants against different opponents as much as possible.
- (5) Given the above, avoid scheduling entrants in two consecutive races. (Sometimes you can't avoid rushing a model vehicle from the finish line to the starting gate for the next race--especially when you have fewer entrants--but it helps the event run more smoothly if you avoid it as much as possible.)
- (6) Given the above, select entrants that have been scheduled for fewer races so far. (This helps spread an entrant's races throughout the derby event.)
- (7) Given the above, select entrants randomly.

Schedule-Free Racing

This may sound heretical to some, but you might consider running a derby with no race schedule. Just have the entrants line up with their model vehicles in hand, in whatever order they want, and let them race against whomever they want. After each race, they can get back in line immediately, or wait for a friend who is still in line (so they can get in line together and race against each other the next time). You just need one adult per track to load the cars into the starting gate and release them, plus leaders and parents to provide crowd control. Multiple tracks and refreshments will help keep entrants and spectators occupied.

You can run the derby like this without any official awards. If your derbies have come to focus too much on the awards, and not enough on the children's experience of building something with a parent or leader, then maybe its time to just have fun and not worry about trophies and ribbons. If you still want to present awards, you can get results similar to those of the chaotic-rotation methods by using this system and recording how well each entrant does during its races. Limit each entrant to the same number of races by distributing the same number of race tokens to everyone; have the starting-gate crew collect tokens each time an entrant joins a race. Officials at the finish gate can keep track of the race results, or they can place stickers on the cars themselves (blue=1st, red=2nd, etc.). Or perhaps you can combine your derby night with a family carnival, and award carnival tickets. Be creative!

Tiger Cub Themes



TIGER CUBS BSA

What is Tiger Cubs:

Tiger Cub BSA is an introduction into the exciting world of Cub Scouting. It consists of first grade boys (or those who are 7 years or older) and their adult partner.

Tiger cubs have been around since 1982. This level was created to provide a fun, uncomplicated program for bringing boys and their families closer together.

Tiger Cub dens consist of 5 to 8 boys and their adult partners. They are assisted by the Tiger Cub Leader or Group Coach. If there are more than one Tiger Cub den, then each den has its own meeting.

They meet twice a month as a den. Their meetings are based on the big ideas the den has chosen from the Tiger Cub Family Activity Book. It is suggested that one of these be a field trip. The Tigers also meet once a month with the rest of the pack.

The Tiger Cub recognition is simple. It consists of a wall chart, stickers, iron-on Tiger Tracks, and activity beads that can be used to keep track of family and activities completed by the Tiger Cub.

The uniform consists of an orange Tiger Cub BSA T-shirt with the Tiger Cub emblem printed on the front of the shirt. Although highly recommended, it is optional for adult partners to wear the orange Tiger Cubs BSA T-shirt. The iron-on Tiger Tracks may be placed anywhere on the Tiger Cub's shirt after completion of the big idea. There is a Tiger Cub BSA cap and belt also available.

Reference Books:

Cub Leader Book
Tiger Cubs BSA Family Activity Book
Tiger Cubs Guide Book
Cub Scout Action Book (Bobcat)
any kind of kid's craft, game, cookbooks, ect.

TIGER CUBS BSA

Working with boys:

Every adult who has a boy in the home has learned from experience something about dealing with boys. The *Cub Scout Leader Book* contains many good ideas on preventing and handling behavior problems. Here are some additional tips den leaders have found helpful in dealing with the boys in their dens.

Set the rules. Establish a den code of conduct with consequences for breaking the rules. A few simple rules are less formidable than a long list. Once you set the rules, stick to them.

Be fair. Don't permit one boy to get away with something you would correct another boy for doing. Boys can sense when you have a favorite. Avoid "picking out" or "picking on" any boy.

Be consistent. Boys need to know what to expect. Be consistent from week to week in the way you deal with behavior problems.

Treat each boy as an individual. Get to know each boy and find out why he behaves the way he does. Getting to know the family helps you understand the boy.

Mean what you say and say what you mean. Don't warn or threaten unless you intend to carry it out. Give compliments only when they are deserved, but remember that we can say something good about almost everything. Don't say one thing and do another.

Set a good example. Wear the uniform and the boys will wear theirs. Be positive and they will be positive. Be polite and they will be polite. Be unfair and they may be unfair.

Reward good behavior. When we reward good behavior it is often repeated. The good conduct candle is a good example.

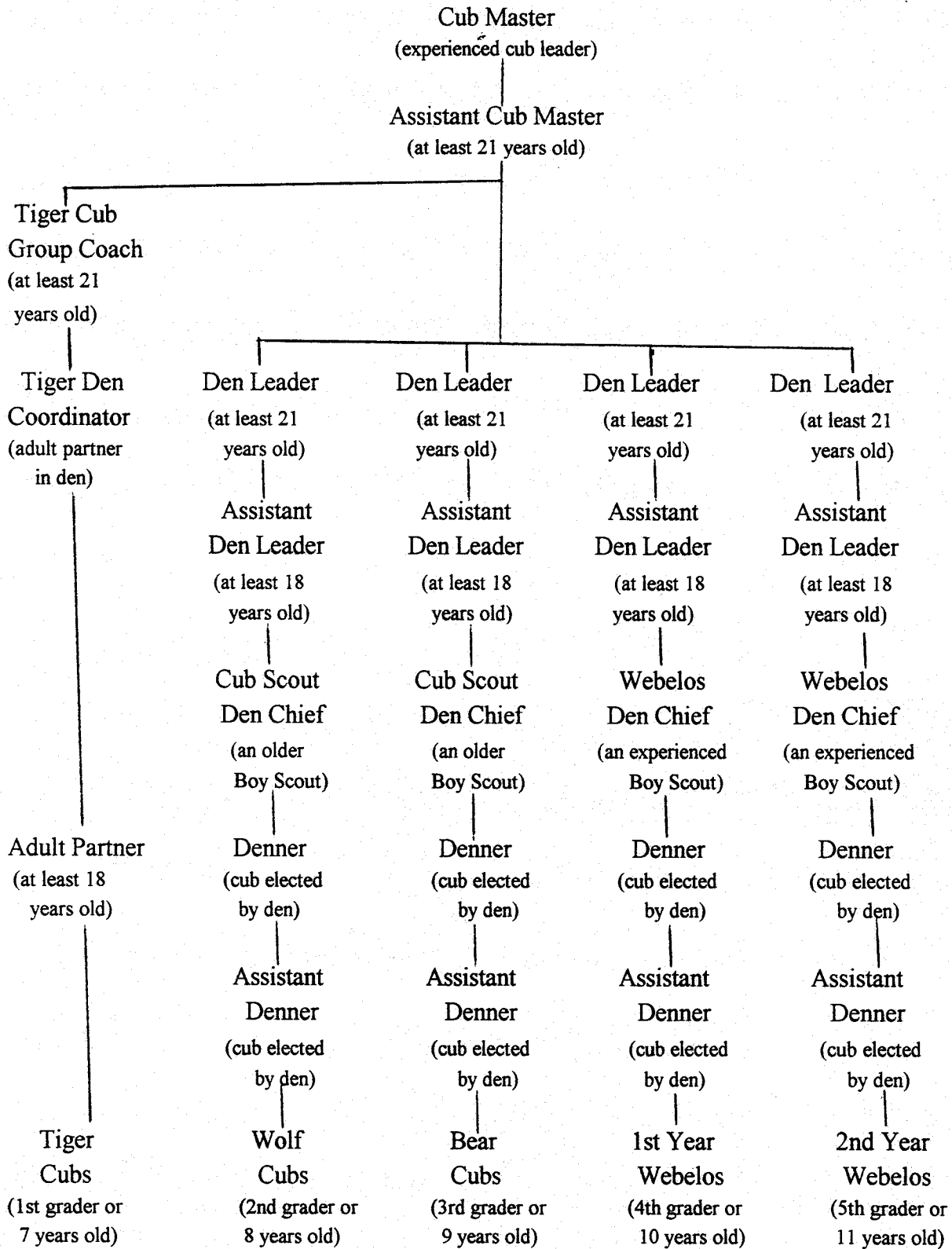
Correct only the guilty. If the den misbehaves, correct the den. If one boy misbehaves, correct the boy. It's usually best to take a boy aside to correct him rather than embarrass him in front of the den. Praise in public, correct in private.

You get what you ask for. Boys have a remarkable way of living up to their own expectations of themselves. Well-deserved praise and encouragement can help improve a boy's self-esteem and will usually result in better behavior. Let him know you have confidence in him. If he is continually criticized for bad behavior that's probably what you'll get.

Be open and honest. If you are disappointed in a boy's behavior, tell him so. He really wants to please you. If you are proud of a boy's accomplishments, let him know. Everyone needs a pat on the back occasionally. And if you make a mistake or have been unfair, admit it and apologize.

TIGER CUB BSA

Pack Structure:



TIGER CUBS BSA

Tiger Cubs Uniform:

Tiger Cubs Cap with orange mesh back.



Tiger Cubs T-shirt with white collar.
Adult Partner T-shirt optional.

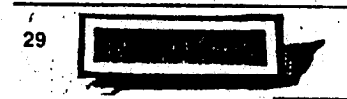


Tiger Cubs Belt with Tiger Cubs logo.



Tiger Cubs Recognition Beads for belt.

Tiger Cubs BSA Graduation Strip.



Tiger Cubs Coaches' neckerchief.



TIGER CUBS BSA

The 17 Big Ideas:



1 Getting to Know You



2 Family Entertainment



3 Discover Nature and Energy



4 Prepare for Emergencies



5 Know Your Family



11 Making Your Family Special



10 Something Special, All Your Own



9 Getting There



6 Know Your Community



12 Make Your Own



8 Go See It



7 Helping Others



13 Caring for Your Home and Household



14 Family Games, Tricks, and Puzzles



17 Cub Scouting, Here We Come



16 Tell It Like It Is



15 Fitness and Sports



TIGER CUBS BSA

Tiger Cub Meeting:

Date: _____ Time: _____

Place: _____

Roster:

<u>Boy's Name</u>	<u>Parent's Name</u>	<u>Phone Number</u>
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Opening: _____

Sharing Time: _____

Discovering Time: _____

Searching (Planning Time): _____

Closing: _____

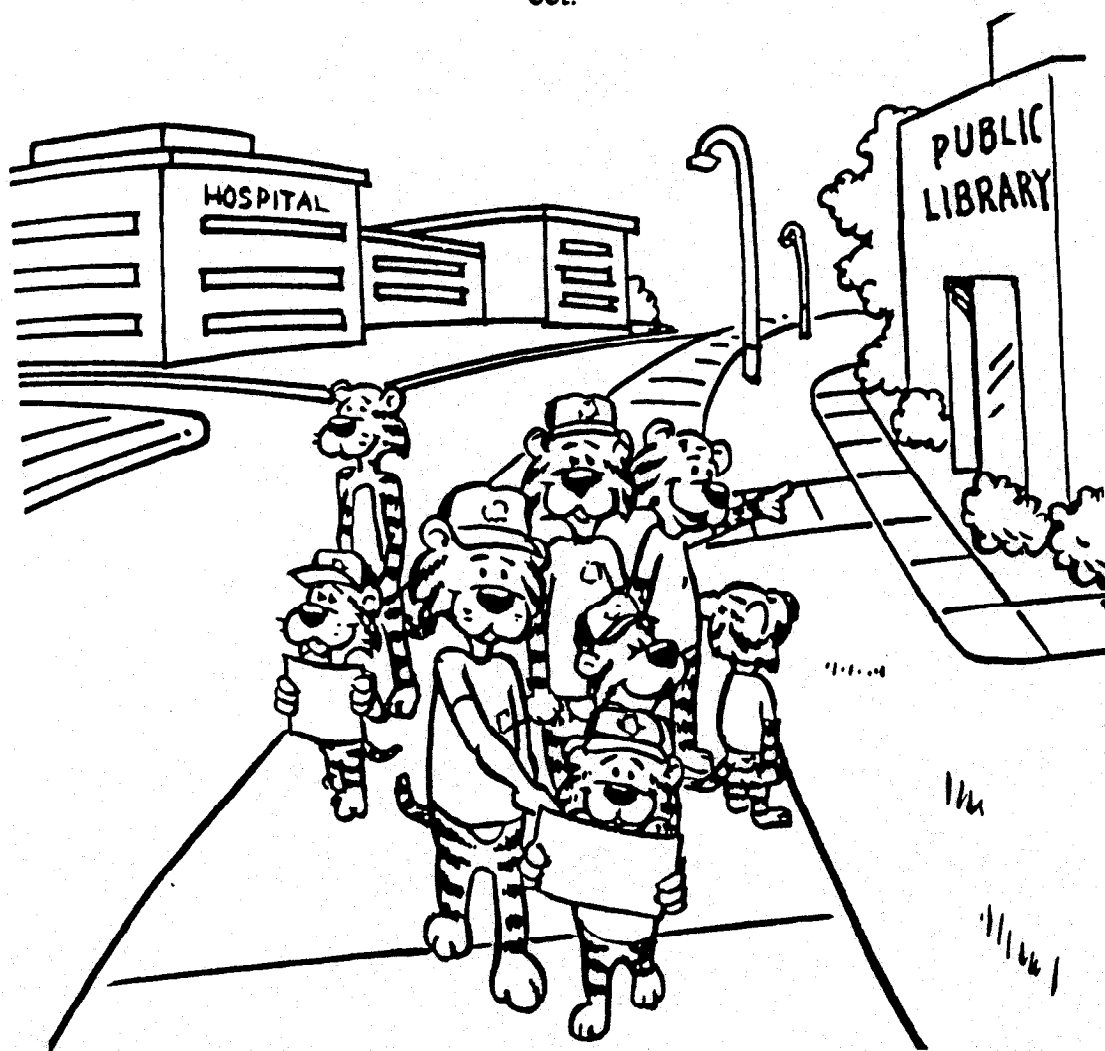
Materials Needed: _____

TIGER CUBS BSA

Ideas for Places to Visit:

Zoo
Park
Theater
local sports event
Veterinary
Weather Station
Franklin Institute
Tree Nursery
Recycling Plant
Fire Station
Police Station
Retirement Home
Fast Food Restaurants
Hospital

historical sites
City Hall
Community Center
Airport
Train Station
local businesses
Bowling Alley
parade
Newspaper Agency
TV Station
Radio Station
Post Office
Wildlife Preserve
Library
ect.



TIGER CUB BSA

Tiger Cheers:

Tiger Cub Cheer

Repeat this cheer three times. The first time is spoken softly,
the second is a little louder and the third time is yelled
loudly with a big tiger growl at the end:

"The wonderful thing about Tigers...is the Tigers are wonderful things."

Tiger Cub Cheer II

"Tigers have the spirit. Yes, we do!

Tigers have spirit. How 'bout you?"

After the first yell have the Tigers point to
a group of Wolves, the second time, point
to a group of Bears and the third time point
to a group of Webelos.

Tiger Cub Cheer III

"We're the Tigers, and we're proud to say;
we'll be back next year as wolves,
'cause that's the Cub Scout way."

Tiger Cub Cheer IV

(Leader and response) Give me a "T" ... "T"

Give me an "I" ... "I"

Give me a "G" ... "G"

Give me an "E" ... "E"

Give me an "R" ... "R"

Put it all together and what does it spell?

"Tiger!!!" What does it say? "Growl!!!"

Tony the Tiger Cheer

Roar like a tiger and say;

"That's GRRRREAT!"

Tiger Tails

Tiger Tails, Tiger Tails, Tiger Tails,

ROOOAAAAR!!!

TIGER CUB BSA

Tiger Songs:

Tiger Echo Song

Have adults say verse then Tigers repeat verse.

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

Join Tigers Song

There are Tigers that are over the land.
There are Tigers that are over the sea.
There are Tigers all over the world.
They are all Tigers and proud to be!
Join us! Join us!
Join our proud Tigers today, today.
Join us! Join us!
For we are learning the Cub Scout way.

Tiger Den Song

O' Pack ___ it had some Tiger Dens,
Oh my! Oh my! My!
And in these dens there were some cubs.
Oh my! Oh my! My!
With a song, song here,
and a game, game there.
Here a song, there a game.
Oh my! Oh my! My!

TIGER CUB BSA

Games:

Jail Break

Have cubs sit next to adult partner in a circle.
The adult partner needs to lock elbows with their cub.

Number each couple.

Instruct the group that when their number is called they have to get up and switch places with the other couple that are called.
If they loose their elbow lock they have to sit out until the next game.

String Maze

Gather a different color of yarn per cub.

String the yarn around the room, intertwinning the different colors.

Start all of the colors in a central spot.

When the boys arrive have them pick a color yarn.

The cubs start at the same time and climb through the maze of yarn winding up their color as they go.

There can be a prize for the quickest or a trinket for everyone.

For added fun blindfold the cub and have the partners guide them through without using words.

Wind Power

Make a ball out of tin foil or paper.

Have the cubs kneel down so they are eye level at one side of a table with their hands behind their back.

Their adult partner should be positioned on the other side of the table with their hands behind their back.

Through the ball in the middle of the table and have the players blow the ball to the other side.

When the ball falls over the edge, the opposing side gets the point.

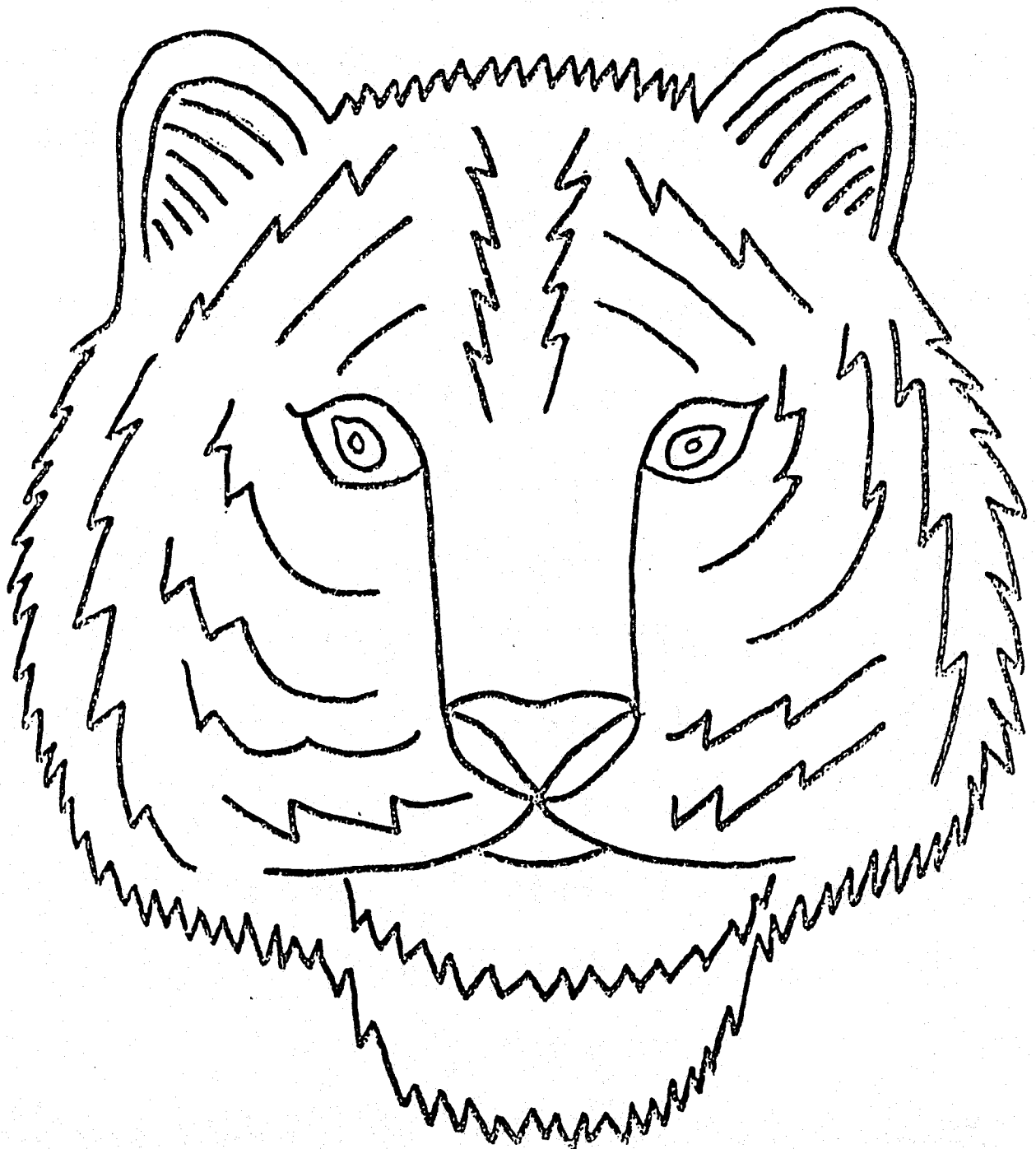
Play to a predetermined point set.

No spitting allowed!

TIGER CUBS BSA

Getting to Know Puzzle:

You need a 25 or less piece puzzle with the picture peeled off or cardboard cut into puzzle pieces. Draw tiger or picture of choice of puzzle. Add first names of all cubs and adult partners in den. Take puzzle apart and divide pieces between people attending the meeting. They have to work together as a group to put the puzzle together.



TIGER CUBS BSA

Bobcat Trail Game:

This game is to teach the Bobcat requirements for new Cub Scouts. The Tiger Cubs can work on this at the end of their season or the beginning of their Wolf season.

Reproduce the game board below on poster board or card board.

You will need:

One dice or a home made spinner with numbers from "1" to "6"

A different colored marker for each player.

Small cards with a paw print on the front and the following requirements of the back:

Cub Scout Promise

Law of the Pack

What does Webelos mean?

Cub Scout sign

Cub Scout handshake

Cub Scout motto

Cub Scout salute

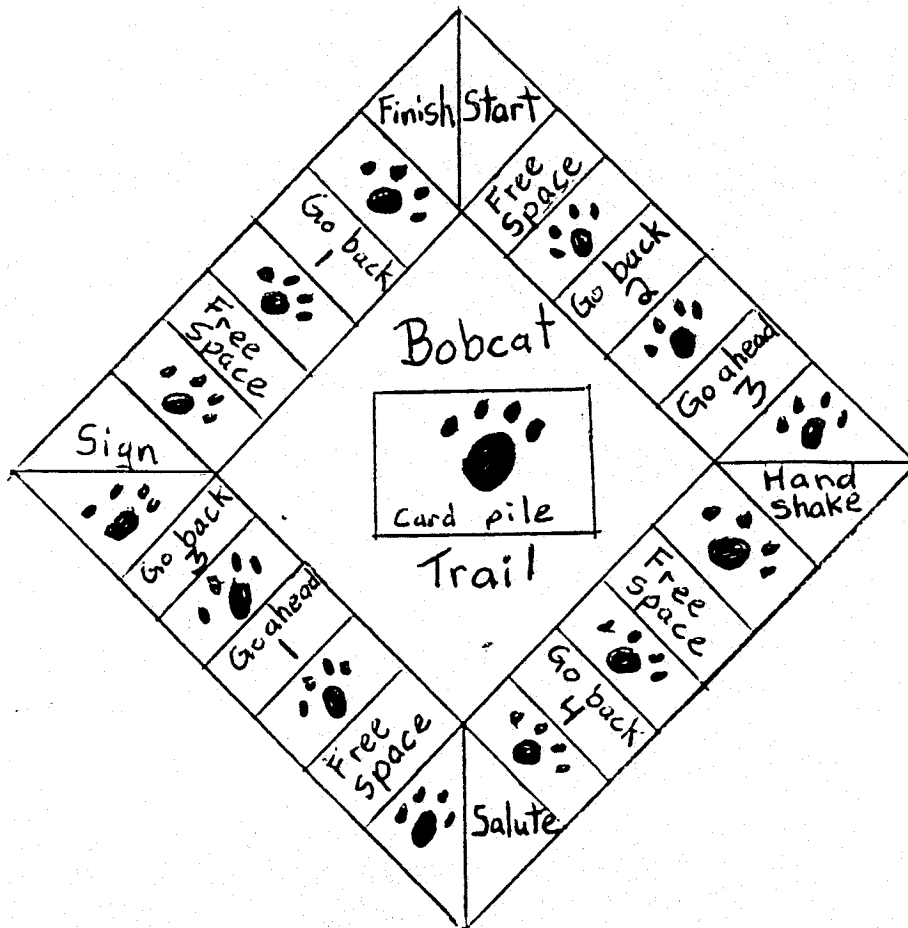
Meaning of the Cub Scout sign

Meaning of the Cub Scout handshake

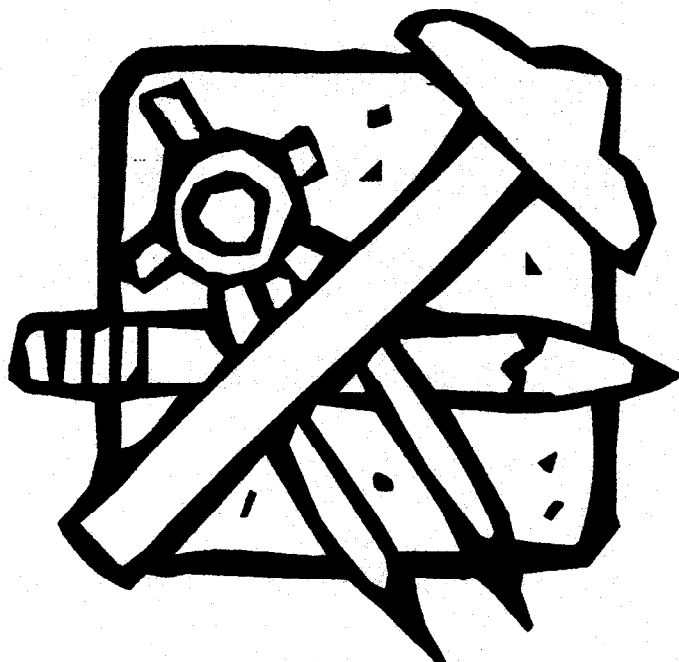
Meaning of the Cub Scout salute

Meaning of the Law of the Pack

In turn, players roll the one dice, move their pieces around the board and do what is indicated on the square. If they land on a paw print they pick from the card pile and show or tell the answer.



Webelos Technical Activity Pins



Technology Group Webelos Activity Badges

Craftsman
Engineer
Handyman
Scientist

General hints:

Many leaders feel uncomfortable in instructing boys in the Technology Badges, because they lack an in-depth knowledge of these subjects. If you are one of these individuals, **DO NOT BE AFRAID!** The principles involved are easily grasped, and can be demonstrated with common household items. Listed below are a few simple steps to successfully teaching technology skills:

Be Prepared

Read the appropriate section of the Webelos Book prior to the den meeting, decide on what you want to demonstrate, and collect all of the materials first.

Try it Yourself

Practice your experiment or demonstration by yourself **BEFORE** the den meeting to uncover any unexpected results or problems.

Know Where to Find More Information

If a scout asks a question that you can't answer, follow these steps:

1. Praise him for asking a good question, tell him that you don't know the answer, but will try to find out.
2. Look up the answer. Try an Encyclopedia, ask a Librarian for help, or contact your school's Science Department.
3. Understand the answer you receive. (Keep reading or asking until you do understand!)
4. Convey the answer to the scout **AT THE NEXT MEETING.**
5. Reiterate that it was a good question. (No question is too dumb to ask.)

Show Enthusiasm for the Subject

Even if the subject matter bores you to tears, **BE ENTHUSIASTIC.** Scouts will pick up on your attitude, and show interest.

KISMIF

As with everything else in Scouting, **Keep It Simple, Make It Fun.** Scouts learn best when they are having fun.

Expect the Unexpected

Craftsman

This badge involves the use of simple hand tools. If you have no experience in the use of hand tools, ask some of your scout's parents to help out. This not only solves the immediate problem, but also is a good way to get other adults involved in scouting, not to mention teaching YOU a useful skill.

The first requirement that you should work on for Craftsman is Requirement 3: *Explain how to safely handle the tools that will be used for this activity badge.* It is very important for scouts to learn the proper respect for tools. They should not fear them, but they should not treat them as toys either. The tool safety section of the Webelos Book (pg. 124) is a good start. A good source for more in-depth information on tool safety is your local hardware store or home center.

Be sure that everyone using tools (including you as the leader!) wear the proper personal safety equipment at all times. This includes, but is not limited to: Safety glasses or goggles, protective clothing, and gloves, ear protection, and dust masks if required.

All Webelos must make projects out of wood to earn their Craftsman Badge. They will need to know how to use the following tools at a minimum: Coping or Jig Saw, Hammer and nails, Screwdriver and screws, and Paintbrush and paint. NOTE: Power tools are NOT required for the projects, although they may be used at your discretion. If you do decide to use power tools, be sure to instruct your scouts in the safe use of the specific tool that you are using immediately before use. Remember to review the safety rules at each den meeting that you will be using tools.

When selecting projects for Craftsman, keep them simple. A list of sample projects is included on pg. 122 of the Webelos Book. More projects ideas can be found in the Cub Scout Fun Book, the How-To Book, the monthly Program Helps and at Roundtable. Plans for a sample project (Catapult) are included here. This project is especially good in that it requires the use of a saw, hammer, drill, screwdriver and sandpaper. It also has the added advantage of satisfying one of the requirements for the Engineer Activity Badge.

In addition to the woodworking projects, Webelos can make projects out of leather, plastic, clay, or some other suitable material. If you have a hobby that involves making projects from some material other than wood, this is your opportunity to shine. If not, try to enlist some parental help, or the help of some other leaders.

Don't attempt too ambitious a project, as this will most likely end up frustrating both you and your den. REMEMBER: KISMIF!

Craftsman Requirements

Do These:

1. Using hand tools, make two objects to use in the home.
2. Cut out four different things from wood, such as the items listed below. Use a coping saw or jigsaw for at least two of these projects. Put them together with glue, nails, or screws, and paint or stain them.

Book rack	Napkin holder
Shelf	Animal cutouts
Bulletin board	Garden tool rack
Weather vane	Lid holder
Tie rack	Mailbox
Letter holder	Birdhouse
Notepad holder	Desk nameplate
Toolbox	Letter, bill, and pencil holder
Towel rack	Bread box
Recipe holder	Key rack
Lamp stand	Measuring cup rack
Kitchen knife rack	Measuring spoon rack
Kitchen utensil rack	

Or do any similar projects that you and your Webelos den leader agree upon.

3. Explain how to safely handle the tools that will be used for this activity badge

And Do One of These:

4. Make four useful things of leather. Design these yourself. Include cutting, tooling and lacing.
5. Make four useful things of plastic. Include cutting, gluing, and finishing.
6. Make a display stand, frame, or box for a photo, a model, or an award you or someone else has received. Use wood or other suitable material.
7. Make four items of clay to be fired (baked), decorated, and glazed.
8. Make four useful items of some other material that you and your Webelos den leader agree upon, such as metal, glass, paper, rubber, or rope. These should be challenging items and must involve several operations.

Engineer

This badge frightens off more leaders than any other due to a perceived lack of knowledge of the subject matter. To most people, Engineering is a fearsomly complex and arcane subject, that is taught only to college students who got straight "A"s in science and math. This is simply not true. Engineering is nothing more than planning or designing something. It can be as complicated as a space station, or as simple as a paper airplane. Take a look around you. Everything that you see that is man-made was designed and planned by an Engineer.

Most Scouts are natural Engineers. They always want to know what makes something tick, and will frequently take it apart to find out the answer. This is a good way to introduce the scouts to the Engineering badge. Get a hold of an old, worn-out or broken appliance. Give each of the scouts a tool and let them take it apart (be sure to unplug and drain it first!). See if they can guess what is broken or worn out. See if they can figure out what the parts inside do. (If one of the parents in your pack is an engineer or technician, ask for their help. Most will jump at the chance.) While the scouts are busy taking their appliance apart, ask them to list 10 different things that engineers do. Help them along at first, but once they get going, they should have no problem coming up with 10 things.

Once the boys understand what engineering is, get them started on their own Engineering design project. Good sources of information include the Webelos book, Cub Scout Fun Book, How-To Book, and Engineering, Surveying, Electricity, and Architecture Merit Badge Pamphlets.

If there is a construction site in the vicinity, try to arrange a tour of the site. This has the added benefit of getting an expert to talk to the boys.

Talk to the town planning board to see if there is a town surveyor who might be willing to show the Webelos how property lines are measured and determined. This might require a field trip, or if you are lucky the surveyor may come to your meeting place.

Utility companies often have public affairs offices that are willing to give tours and/or demonstrations to groups about electricity generation and distribution. Take advantage of these resources. They usually put on an excellent show.

Models of bridges are easily constructed from cardboard, toothpicks and gumdrops. Details of the workings of bridges are available in the Webelos book on pages 140-142. Your Local or State Highway Department are also good resources for information on the design, building, and maintenance of bridges in your area.

A block and Tackle (used for lifting heavy objects) may be easily constructed out of a coat hanger and a spool (See Webelos book, pages 143-144).

Plans for building a catapult are included in this book.

Anyone can draw a floor plan of their house. All that is needed is a tape measure. The plans should show doors, windows, and stairways. A local builder is a good source of sample floor plans, as is your local building inspector.

Engineer Requirements

Do Five of These:

1. List 10 different things engineers do.
2. Visit a construction job. Look at a set of plans. Tell your Webelos den leader about these. (Get permission before you visit.)
3. Measure the length of a property line. Explain how property lines are determined.
4. Make a drawing of how electricity gets to your house.
5. Make drawings of three kinds of bridges. Explain them.
6. Make and show how a block and tackle works.
7. Build and show how a catapult works.
8. Draw a floor plan of your house. Include doors, windows, and stairways.

Handyman

The Handyman Activity Badge is designed to give the Webelos Scout the self-confidence to try simple repairs himself, rather than relying on a repairman. The requirements are divided into three groups: Simple Auto Repairs, Simple Bike Repairs, and Simple Home Repairs.

For Auto repairs, you need access to, and familiarity with a car. I would strongly suggest using your own car, so that you are familiar with the procedures for changing light bulbs, removing and changing tires, and checking oil level and tire pressure. If you are unfamiliar with these procedures, check in the owner's manual for your car or ask a car dealer to show you how. You will probably need no tools beyond a screwdriver and a tire pressure gage. As with all skills that you are going to teach your scouts, practice before you teach! If you make a mistake, don't get flustered. Tell your boys that you can always make mistakes, as long as you learn from them.

For Bike repairs, have one of your scouts volunteer to bring in his bike for a repair demonstration. When the bike arrives, check it over for safety. (Now would be an ideal time to revisit the safe biking rules from the Wolf book (pg. 88-89), and the Bear Book (pg. 96-101). Another good resource book is the Cycling Merit Badge Pamphlet.) Once you have performed a safety check, show the scouts how to adjust the seat and handlebars for a comfortable fit, tighten and lubricate the chain, and fix a flat and properly inflate the tires. If you are not familiar with these procedures, check the owner's manual of a bicycle or ask at a bike shop. Most of the time they will be willing to teach you, especially if you mention that it is for Scouts. Again, practice your repair skills before attempting to demonstrate them to boys! The tools that you need for Bike repairs are typically two adjustable wrenches, an oil can, and a couple of rags.

The Home repairs covered in this badge consist of replacing a light bulb, cutting a lawn, arranging a safe storage area for hazardous household chemicals, or tools (including the cleaning and labeling of these tools), washing a car, and building a saw horse. (You will need a hammer, saw, and nails for the last project, and it can be used toward the boy's Craftsman Activity badge. Be sure to emphasize the safety rules associated with each of these tasks.

After he completes this badge, the Webelos scout will have gained the skills to successfully complete many simple around the house repairs. But more importantly, he will have gained invaluable self-confidence that will enable him to tackle progressively more challenging repair tasks. Nothing builds pride more than being able to say, "I did it myself!"

Handyman Requirements

Do Six of These:

1. With proper adult supervision, wash a car.
2. Help an adult change a tire on a car.
3. Replace a bulb in the taillight, turn signal, parking light, or headlight on a car.
4. Show how to check the oil level and tire pressure on a car.
5. Make a repair to a bicycle, such as tightening the chain, fixing a flat tire, or adjusting the saddle or handlebars.
6. Properly lubricate the chain on a bicycle.
7. Properly inflate the tires on a bicycle.
8. Replace a light bulb in a fixture or lamp.
9. Arrange a storage area for household cleaners and materials that will be safe from small children.
10. Build a sawhorse or stool to be used around your home.
11. Mow a lawn and properly rake and dispose of the grass clippings.
12. Arrange a storage area for hand tools or lawn and garden tools.
13. Clean and properly store hand tools or lawn and garden tools in their storage area.
14. Mark hand tools or lawn and garden tools for identification.

Scientist

In the Engineer Badge, your Scouts found out how things worked; In Scientist they will find out why things work. A scientist finds out about the world around us by using the Scientific Method: Observe something; Come up with a Theory as to why that something behaves in the way it does; Devise an experiment to test your theory; Note the results of your experiment; and finally, Draw conclusions based on these results.

When you start on the Scientist badge, begin by discussing what Scientists do, and lead into a discussion of the Scientific Method. Challenge your Scouts to try to follow this method while working on this badge.

Bernoulli's Principle states that the faster a liquid or gas moves, the lower the pressure of that liquid or gas is. This is the basis for flight, and the entire subject of Aerodynamics. The experiment in the Webelos book on pg. 286 is a terrific demonstration of this principle. (If you haven't tried this experiment, you won't believe the results until you do.)

Pascal's Law states that the pressure inside a closed container of liquid or gas is the same in every direction. This is the basis for the science of Hydraulics. There are a number of experiments in the Webelos book on pages 286-287. Boys especially enjoy the Hot Water Bottle Hydraulic Jack, and will really understand the concept of Pascal's Law after trying it for themselves.

Inertia is a property of all matter, and was "discovered" by Sir Isaac Newton. After careful observation of the world around him, Sir Isaac postulated that 1. An object in motion tends to remain in motion in the same direction, unless acted upon by an outside force, and 2. An object at rest tends to remain at rest unless acted upon by an outside force. This does not seem so obvious until you consider *gravity* as an outside force. (This is the part where the apple came in.)

The Webelos book lists a number of ways to demonstrate this concept on pages 288-289, but my favorite has always been to use a "Hot Wheels" track, including a "Loop-the-Loop", a jump, and a spectacular crash at the end.

In addition to describing and experimenting with the above three concepts, the Webelos Scout must perform six other experiments in areas such as Atmospheric, Air, and Water Pressure, Weather, Crystal growth, Balance, and Vision. Experiments in all of these fields are included in the Webelos Book on pages 290-303. Other good sources of Experiments are your child's science book, (or Science Teacher!), and TV shows featuring Mr. Wizard, Beakman, and Bill Nye the Science Guy. (Mostly found on PBS)

Remember, Simple Experiments demonstrate a concept better than needlessly complex or difficult ones.