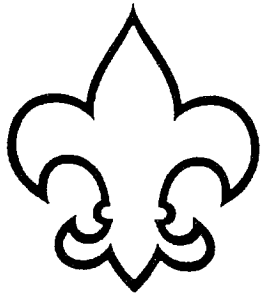


# FOLLOWING AKELA'S TRAIL



WESTERN LOS ANGELES COUNTY COUNCIL  
CUB SCOUT LEADER POW WOW  
JANUARY 25, 1997





**Boy Scouts of America**  
**Western Los Angeles County Council**  
16525 Sherman Way, Unit C-8  
Van Nuys CA 91406  
(818) 785-8700  
FAX (818) 901-4888

January 25, 1997

Dear Cub Scout Leader:

A warm welcome to the 1997 Western Los Angeles County Council, Boy Scouts of America, Cub Scout Leaders' Pow Wow - *"Following Akela's Trail."*

Akela is the Cub Scout title for a **good** leader. This training event is the opportunity to become an even better leader, to learn from other Cub Scout leaders and to share with them your own successes.

The learning sessions you have chosen today will give you information and ideas to take back to your own den and pack. What you learn today will aid you in planning the best possible program for the Cub Scouts under your care.

As a Cub Scout Leader you have undertaken a great challenge and a great responsibility. These are a child's formative years. I thank you for caring and for being an example to teach these boys "to do their best."

Have a great day!

Sincerely,

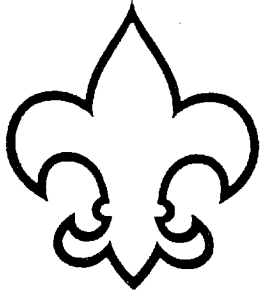
A handwritten signature in cursive script that reads "Hugh M. Travis".

Hugh M. Travis  
Scout Executive

aef







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16525 Sherman Way, Unit C-8  
Van Nuys CA 91406  
(818) 785-8700  
FAX (818) 901-4888

January 25, 1997

Dear Cub Scout Leader:

Congratulations on being a part of the Western Los Angeles County Council, Boy Scouts of America, 1997 Cub Leader's Pow Wow.

Our theme is *Following Akelas Trail*. This is a great opportunity to follow the successes of the past and expand your Cub Scout knowledge. As a Cub Leader you are of prime importance in the Scout program and in the lives of the boys entrusted to you.

The Pow Wow training staff is here to expand your knowledge and fine-tune your leadership skills. So enjoy the adventure.

Sincerely,

A handwritten signature in cursive script that reads "Lisa Parrott". The signature is fluid and matches the printed name below it.

Lisa Parrott  
Pow Wow Staff Advisor





## Following Akela's Trail '97 Pow Wow January 25, 1997

Dear Scouter,

Every new Cub Scout has to learn about a funny word before they earn their Bobcat Badge. They learn to pronounce the word, and learn what it means when they say:

*The Cub Scout follows Akela.*

It's important for Cub Scout Leaders to follow Akela as well. We all follow many Akelas: at home, at work, at church ... Akela leads people everywhere. It is my great pleasure to welcome you to your next stop on Akela's trail: Western Los Angeles County Council's '97 Pow Wow for Cub Scout Leaders.

Here are 3 suggestions on ways to make sure you get the most out of Pow Wow:

1. Take time to meet new Scouters today. You'll find that there are wonderful Scout Leaders at Pow Wow ... and they'll be anxious to share their thoughts and experiences with you. Scouters help each other!
2. Collect all of the information you can: from phone numbers to handouts, from new ideas to tried and true solutions to the problems we all face as Cub Leaders.
3. Share in the enthusiasm and fun that the Scouters around you will have today. Just like in leading a Den or Pack Meeting, if you're having fun, it's a good thing!

Thank you for taking the time out of your busy schedule to spend a day learning more about being a better Scout Leader. The boys in your charge will benefit from what you learn today at Pow Wow. And remember, stay safe on the trails!

Yours in Scouting,

Henry Mowry  
'97 Pow Wow Chairman  
(805) 296-6882 or [hmowry@scv.net](mailto:hmowry@scv.net)





# Cub Scout Program Themes

Month	Theme	Webelos
<b>1997</b>		
January	Family Show Time	Fitness/Readyman
February	Story of the Blue and Gold	Scholar/Engineer
March	Weather Observations	Handyman/Engineer
April	Cub Scout Bird Watcher	Sportsman/Athlete
May	Reinventing the Wheel	Outdoorsman/Family Member
June	Outdoor Adventure	Traveler/Artist
July	Tomorrow's World	Aquanaut/Geologist
August	Age of Dinosaurs	Naturalist/Forester
September	Our Town, USA	Communicator/Scientist
October	Family Circus	Showman/Scientist
November	Fire! Fire!	Craftsman/Citizen
December	The Golden Rule	Craftsman/Citizen
<b>1998</b>		
January	Genius Night	Fitness/Readyman
February	Celebrate Scouting	Scholar/Engineer
March	Cub Scout Safari	Handyman/Engineer
April	Cliff Dwellers/Southwest	Sportsman/Athlete
May	Kitchen Chemistry	Outdoorsman/Family Member
June	Adventures in the Sea	Traveler/Artist
July	See What You Can See	Aquanaut/Geologist
August	Rodeo Trail	Naturalist/Forester



# Following Akela's Trail



## Pow Wow Committee

Henry Mowry . . . . . Chairman . . . . . Bill Hart Cub Roundtable Commissioner

Richard Rose . . . . . Book Editor . . . . . Bill Hart Cub Training Chairman

Dave Fiskio . . . . . Den Leader Coach . Balboa Oaks Cub Roundtable Commissioner

Rick Gables . . . . . Den Leader Coach . Crescent Bay Cub Chairman

Jim Gutierrez . . . . . Den Leader Coach . Cahuenga District Commissioner

Paul Hogan . . . . . Den Leader Coach . Balboa Oaks Cub Outdoor Chairman

Lee Shapiro . . . . . Den Leader Coach . Cahuenga Cub Program Chairman

Dawnine Wheeler . . . . . Den Leader Coach . Balboa Oaks Cub Trainer

Lisa Parrott . . . . . Advisor . . . . . Las Colinas District Executive

### *Special Thanks:*

- Margaret Amato . . . . . Logistics & Support
- Brian Eget . . . . . Food
- Sandy Gutierrez . . . . . Pow Wow Book Contributor
- Bruce Hoffman . . . . . Desert Pacific Trainer
- Larry Kirven . . . . . Pow Wow Book Contributor
- Patti Martinez . . . . . Orange County Council Trainer
- Lorelle Miller . . . . . Artistic Design
- Velda Mowry . . . . . Pow Wow Book Contributor
- Sheri Rose . . . . . Pow Wow Book Associate Editor
- Drucie Yerkes . . . . . Desert Pacific Trainer
- Gary Yerkes . . . . . Pow Wow Book Contributor



# Following Akela's Trail

## Instructors



Activity Pins I	Jim Gutierrez	Cahuenga District
Activity Pins II	Dawnine Wheeler	Balboa Oaks District
Activity Pins III	Velda Mowry	Bill Hart District
	Patti Martinez	Orange County Council
Awards	Cheryl Sharar	Las Colinas District
Beltloops	Paul Hogan	Balboa Oaks
Blue & Gold Dinner	Richard Rose	Bill Hart District
Ceremonies	Henry Mowry	Bill Hart District
Computers	Larry Kirven	Crescent Bay District
	William Wilson	Crescent Bay District
Cooking	Bryan Eget	Balboa Oaks District
Crafts I	Sandy Gutierrez	Cahuenga District
	Mary Simpson	Cahuenga District
Crafts II	Anita Ruiz	Las Colinas District
Cub Magic	Bill Turner	Balboa Oaks District
Den Planning	Andi Spiegler	Den Planning
Derbies	Richard Rose	Bill Hart District
Family Camping I & II	Ron Evans	Las Colinas District
	Mike Ruiz	Las Colinas District
Fun with Nature	Patti Martinez	Orange County Council
Fun with Science	Steve DeShong	Cahuenga District
Games	Velda Mowry	Bill Hart District
High Adventure	Ralph Seifert	Balboa Oaks District
Hiking	Henry Mowry	Bill Hart District
No-Fuss Cub Cooking	Gary & Drucie Yerkes	Desert Pacific Council
Outings	David Fiskio	Balboa Oaks District
	Ralph Seifert	Balboa Oaks District
Pack Administration I & II	Phil Bailey	Council Cub Training Chairman
	John Schlierman	Crescent Bay District
Pack Finance	James Cordova	District Director
Pack Meetings	Cheryl Sharar	Las Colinas District
Pack Pizzazz	Henry Mowry	Bill Hart District
	Richard Rose	Bill Hart District
Parent Participation	Lee Shapiro	Cahuenga District
	Bruce Hoffman	Desert Pacific Council
Public Speaking	Lee Shapiro	Cahuenga District
Reflections	Dawnine Wheeler	Balboa Oaks District
Recruiting & Retention	David Fiskio	Balboa Oaks District
	Paul Hogan	Balboa Oaks District
Recharter	Bob Hazard	Crescent Bay District
	Jeanne Mock	Council Registrar
Songs	Carol Castagna	Bill Hart District
	Helen Rodio	Antelope Valley District
Tigers	Rick & Christina Gables	Crescent Bay District
Webelos to Scout	Alan Nineberg	Balboa Oaks District



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STUNTS

HANDOUTS



## Western Los Angeles County Council

16525 Sherman Way, Unit C-8

Van Nuys, CA 91406

**(818) 785-8700**

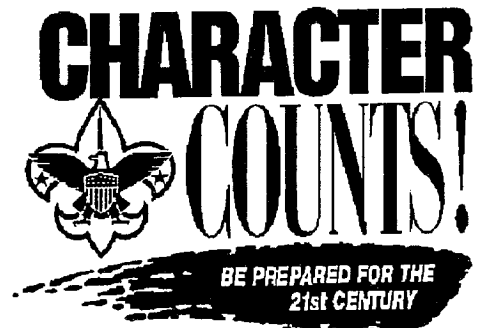
fax (818) 901-4888

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Gentry, Bart                      Antelope Valley District Executive  
(805) 942-0582

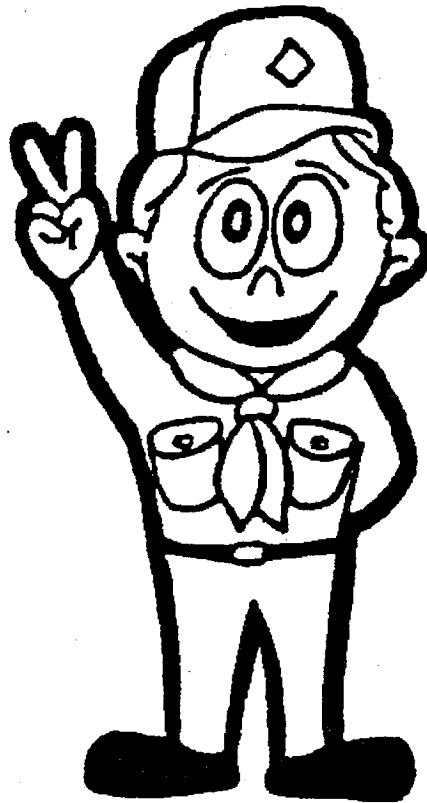
**Scout Shop**                      **(818) 781-1296**  
Jesse Duran, Manager      fax (818) 781-1298

Mon - Fri                      9:30am - 5:30pm  
Sat                              9:00am - 4:00pm





# **"CUB SCOUT INTRODUCTION"**



**"The only problem with the Boy Scouts is that  
there aren't enough of 'em.**

**"Will Rogers, actor and humorist**





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## **WHO PAYS FOR SCOUTING?**

### **Youth Members**

Assisted by their parents or guardians, boys in Cub Scouting, Boy Scouting, and Varsity Scouting, and the young men and women in Exploring pay their share from personal savings and participation in money-earning projects. Members buy their own uniforms, handbooks, and personal equipment and pay their own camp fees.

### **Packs, Troops, Teams, Posts**

Weekly or monthly dues and funds from special money-earning projects meet expenses for supplies and activities in the Cub Scout Pack, Boy Scout Troop, Varsity Scout Team, and Explorer unit. These monies pay for camping equipment, registration fees, Boys' Life magazine, uniform insignia, special activities, and program materials.

### **Community**

Each chartered organization using the Scouting program provides a meeting place and adult volunteer leadership for its BSA unit(s). The chartered organization and local council must approve unit money-earning projects before the launch of the project.

### **Local Council**

Financial resources for the local council (the local nonprofit corporation chartered by the National Council) come from local United Ways, Sustaining Members, foundations, special events, project sales, investment income, trust funds, bequests, and gifts of real and personal property. These funds provide for professional staff supervision, the organization of new Scouting units, service for existing units, training of volunteer leaders, and the maintenance of council camps. They also finance the operation of the local council service center, where volunteer leaders can obtain literature, insignia, advancement badges, and other items vital to the program. In addition, the service center maintains advancement and membership records.

### **National Organization**

Funds to support the national organization of the Boy Scouts of America come from registration fees, local council service fees, investment income, Scouting and Boys' Life magazines, sale of uniforms and equipment, contributions from individuals, and foundation grants. These monies help to deliver the program of the BSA (through four regional service centers and more than 360 local councils) to chartered organizations that use the Scouting program to meet the needs of their youth.

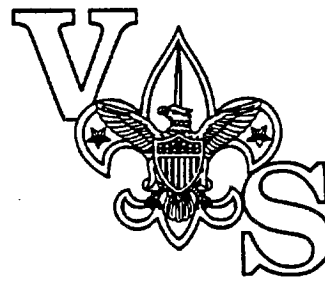
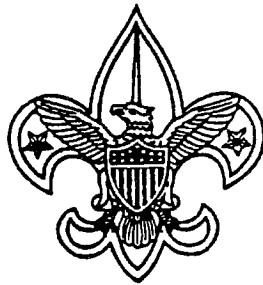


BOY SCOUTS OF AMERICA



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### The National Office

- ▶ Provides local councils with program development and evaluation as well as camp and office planning, financial counseling, planned giving and fund-raising information, and professional personnel support.
- ▶ Coordinates a communications network through magazines and literature (hand books, merit badge pamphlets, brochures, training materials, and professional development training).
- ▶ Creates a climate of positive understanding and support.
- ▶ Makes available uniforms, equipment, and program supplies.
- ▶ Administers national high-adventure bases and national events (jamborees, Explorer conferences, National Eagle Scout Association and Order of the Arrow conferences, and National Council meetings).



- ▶ Maintains liaison with chartered organizations using the Scouting program (religious institutions, PTA, civic organizations, labor unions, business, and industry).
- ▶ Maintains liaison with Scouting associations in other countries as a member of the World Scout Conference.



Source:  
No. 2-506  
1993 Printing  
Fact Sheet  
BOY SCOUTS OF AMERICA



## PACK ADMINISTRATION FINANCIAL PLANNING INFORMATION

In the past many new leaders have asked for details on financial planning in break-out & general discussion sessions. This handout is intended to give you an outline of unit financial planning considerations. The cornerstone of good financial planning is a budget. The same is true of the financial planning you will face in running a pack. The Pack Committee is responsible for planning the pack's budget. As your Pack Committee plans its budget, it will generally consider the items listed provided below. Although the list is fairly comprehensive, be aware that each pack will have expenses that are unique to its operations and that you may have income sources other than those in the list.

### 1. BUDGET EXPENSE ITEMS

#### a. Dues and Fees

- 1) Individual Registration Fees - \$7.00 each.
- 2) Boys Life Magazine - \$7.80
- 3) Pack Dues, if any
- 4) Unit Accident Insurance

#### b. Basic Operating Expenses

- 1) Advancement awards. This may be the biggest single budget item depending upon the size of your pack and the progress of your scouts. For example advancement awards for a Webelos Scout earning 8 Activity Badges, 3 Belt Loops, Webelos Rank, Compass Patch, and Compass Point would cost just under \$15. A den of six boys with similar advancement would then cost \$90. Wolf and Bear advancement costs are generally much lower. You may also want to factor in the cost of Attendance Award Pins and Services Stars at \$2.00 per scout and \$1.00 per registered leader.
- 2) Insignia and Regalia of membership Some units present each new scout with his Council Strip, Unit Number, Neckerchief, and slide at an induction ceremony or at a Tiger Cub crossover ceremony.
- 3) Leader Training Fees
- 4) Fees associated with reserving meeting places
- 5) Day Camp Registration Fee
- 6) Council & District Activities Registration Fees

#### c. Program Materials

- 1) United States Flag, Pack Flag, Den Flags, if new ones are needed.
- 2) Ceremonial equipment
- 3) Record books, forms, etc.
- 4) Cub Scout Leader Books for Registered Leaders
- 5) Other books, literature, and materials needed for meetings.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### **d. Activities**

Usually pack activities are financed by charges to each participant. However, some activities require special pack equipment or the payment of fees in advance. These costs should be budgeted as expenses and fees charged to participants listed as income.

- 1) Holiday Party or Special Events
- 2) Pinewood Derby Cars Some packs provide each Scout with a pinewood derby kit as a present at a holiday party.
- 4) Maintenance of Pinewood Derby Track
- 5) Pinewood Derby Expenses
- 6) Blue and Gold Banquet Expenses
- 7) Scout Extravaganza Display
- 8) Spring, Summer or Fall Picnic or Cook-out
- 9) Den Support Some packs allocate an amount to each den to defray the costs of den activities and crafts that exceed den dues.
- 10) Equipment

## **2. BUDGET - SOURCES OF INCOME**

- a. Dues/Fees
- b. Sale of Scouting Event Tickets
- c. Pack Meeting Fundraisers - Cake Auction
- d. Council/District Popcorn Sales
- e. Yard Sales/Flea Marketing
- f. Other Approved Fund Raising Activities
- g. Reserve Fund established by Chartering Organization

## **3. BANK ACCOUNTS**

Each Pack should have its own bank account maintained by its treasurer. Pack monies should never be deposited in a personal bank or checking account. To insure that monies are properly accounted for the Pack Committee should set up controls; e.g. limiting the number of persons who can sign Pack checks, requiring advance approval of expenditures in excess of a certain amount, monthly reports, etc. At a minimum the Pack Committee must decide who will:

- a. Sign account signature cards and checks
- b. Make deposits
- c. Have checks available for use
- d. Approve expenses and at what level

Contributed by Michael F. Bowman National, Capital Area Council



# Following Akela's Trail

Cub Scout Leader Pow Wow 1997



**YOUR PACK MEETING WILL BE  
A SUCCESS BECAUSE YOUR  
SCOUTS WILL HAVE**



# F U N!

When scouts have fun, they want to keep coming back. To succeed, remember this simple rule: **"Keep It Short & Simple - Make It Fun (KISSMIF) and use VARIETY."** To achieve this goal, advance planning is critical. As you plan your pack meeting, consider the following:

- Plan your meetings well in advance using themes or special activities as focal points.
- Confirm the time and place of the meeting. Reserve meeting places well in advance.
- Make sure that someone is responsible for opening the meeting place ahead of time.
- Assign den responsibilities in advance; e.g. set-up, opening, skits, songs, stunts, closing, clean-up.
- Make sure that arrangements are made for transporting displays, props, special equipment, etc.
- Make sure that awards, badges, pins, etc. are ready for presentation before the meeting.
- Try to have displays set up before the meeting.
- Have a gathering activity planned and use it when scouts arrive.
- Conduct an Opening Ceremony that is serious and impressive.
- While you have the scene set, transition to introductions and inductions.
- Build spirit with den cheers, den reports, rousing songs and group activities.
- Entertain with skits, stunts, songs, and games.
- Take time to recognize pack and den accomplishments.
- Have a Webelos Den demonstrate something related to an activity badge.
- Use a song, story, or other device to transition the group to a serious setting.
- Present awards and recognitions with an impressive ceremony.
- Give special recognition to special accomplishments.
- Recognize adult contributions - thank yous and special awards.
- Give a very few words on coming events (give details in handouts, newsletters)
- Have a scouter's minute - leave the scouts with something to ponder

**REMEMBER - KEEP IT SIMPLE AND SHORT  
(1 HOUR IS GOOD) -  
MAKE IT FUN**

- Conduct a closing ceremony.
- Serve refreshments (optional).
- Clean-up the meeting site and leave it as good as or better than you found it.
- Evaluate and plan an even better meeting next time.



## RECRUITMENT AND RETENTION

### I. RECRUITING RESOURCES:

- \_\_\_\_\_ 1. Cub Applications
- \_\_\_\_\_ 2. Adult Applications
- \_\_\_\_\_ 3. Sign-in-Sheets (Divided by grade)
- \_\_\_\_\_ 4. Parent Talent Surveys
- \_\_\_\_\_ 5. Pens
- \_\_\_\_\_ 6. Tables and Charts (set up for different activities)
- \_\_\_\_\_ 7. *Boys Life* and *Scouting Magazine* Displays
- \_\_\_\_\_ 8. BSA Catalogues
- \_\_\_\_\_ 9. Scout Shop Flyers
- \_\_\_\_\_ 10. Event Calendars
- \_\_\_\_\_ 11. Pack Leadership Roster
- \_\_\_\_\_ 12. Tiger Packet
- \_\_\_\_\_ 13. Wolf, Bear and Webelos Books
- \_\_\_\_\_ 14. Samples of Tiger Uniform
- \_\_\_\_\_ 15. Samples of Cub Uniform
- \_\_\_\_\_ 16. Samples of Webelos Uniform
- \_\_\_\_\_ 17. Samples of Leader Uniform
- \_\_\_\_\_ 18. Trail of the Bobcat Display
- \_\_\_\_\_ 19. Cub Posters
- \_\_\_\_\_ 20. HAT Posters
- \_\_\_\_\_ 21. Den Assignment Roster
- \_\_\_\_\_ 22. Unit Roster
- \_\_\_\_\_ 23. Handout/Poster explaining fees
- \_\_\_\_\_ 24. Job Descriptions for Adult Leaders
- \_\_\_\_\_ 25. *Program Helps*
- \_\_\_\_\_ 26. *How to Book*
- \_\_\_\_\_ 27. *Staging Den and Pack Ceremonies*
- \_\_\_\_\_ 28. *Cub Scout Leader Book*
- \_\_\_\_\_ 29. Photo Albums and Displays
- \_\_\_\_\_ 30. Unit Video Tape of Events
- \_\_\_\_\_ 31. Craft Displays
- \_\_\_\_\_ 32. Pinewood Derby Display
- \_\_\_\_\_ 33. Blue and Gold Banquet Display
- \_\_\_\_\_ 34. Cub Religious Award Display
- \_\_\_\_\_ 35. Cub Sports and Academic Belt Loops/Pin Display
- \_\_\_\_\_ 36. Patch Jacket or Brag Rag, etc.
- \_\_\_\_\_ 37. Any Instant Recognition Awards
- \_\_\_\_\_ 38. Flyers for Fast Start Training (within 48 hrs)





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



- \_\_\_ 39. Flyers for Basic Training
- \_\_\_ 40. Den/Pack Resource Boxes
- \_\_\_ 41. Pro-Rated Fee Schedule
- \_\_\_ 42. Envelope for Applications/Money
- \_\_\_ 43. Calculator
- \_\_\_ 44. Change (Some people may pay cash)

## II. RETENTION IDEAS FOR LEADERS:

### 10 IDEAS FOR INCREASING LEADER TENURE IN YOUR PACK

1. **PROPER RECRUITING.** Use proper recruiting techniques. Show the need -- Boys need quality leadership. Be sure you ask the right people. You must stress commitment, support and training.
2. **TRAINING.** Leaders need training. Introduce them to Fast Start Training and offer them an early invitation to Basic Training. Impress upon them the importance of Roundtables and the fact that continuous training is important.
3. **RECOGNITION.** Recognize your leaders for a job well done. Let them know they are important and appreciated.
4. **SUPPORT.** Leaders need good support, Let they know what support and what resources are available. Publicize the program.
5. **UNIFORMING.** Leaders must set the example of proper uniforming. Make uniforming important. Investing in a uniform shows commitment and belief in Scouting principles.
6. **FAMILY PARTICIPATION AND COOPERATION.** Stress the "whole family concept." Secure parent cooperation as each family joins. Provide good family orientation . . . inform and involve parents.
7. **GOOD COMMUNICATION.** Good communication is vital for good leadership. Communication is through Roundtables, Commissioners and Planning Meetings. Follow Pack/District/Council calendars.
8. **CHARTERED ORGANIZATION AND PACK RELATIONSHIPS.** Make Cub Scouting Important! The Chartered Organization provides a FULL Pack Committee for the Unit. Use the Pack Budget Plan. Follow through to ensure quality Pack program. Plan and work toward the National Quality Unit Award.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



9. **DISTRICT.COUNCIL COOPERATION RELATIONSHIPS.** Develop a good relationship with the Pack and its District and Council. Participate in District and Council activities, training, etc. Get to know the District Executive and Commissioners. Invite leaders from other Units to visit your Pack. Strengthen relationships. Let your leaders get involved and participate in District and Council events.
10. **RELAX AND ENJOY.** Leaders should relax and enjoy their assignments. Be flexible and follow the Cub Scout program as outlined. Try it -- it works! Plan well and keep Pack standards high. Enjoy your time with the Boys! Create lasting friendships with boys, leaders and parents. There is great joy in giving service to boys. Cub Scouting is a great program!

### III. RETENTION IDEAS FOR BOYS:

#### 10 IDEAS FOR INCREASING CUB SCOUT RETENTION IN YOUR PACK

1. **QUALITY LEADERS.** Cub Scouts need quality leaders. Boys deserve trained, responsible leadership, leaders who enjoy boys and have pride and commitment in being a Cub Scout Leaders.
2. **QUALITY PROGRAM.** Present a quality Cub Scout program for boys built around the Cub Scout purposes. Make it a fun-filled, well planned, year round program.
3. **PRIDE IN BEING A CUB SCOUT.** Develop pride in your boys. Make and display Den and Pack flags, do fun and important things together. Develop great Den and Pack spirit,
4. **FUN-FUN-FUN: KISMIF:** "Keep it simple, make it fun." Develop a year round program. Conduct weekly Den meetings with fun games and crafts, instant recognition, singing and preparation for Pack meetings. Conduct monthly Pack meetings with meaningful advancements, ceremonies, skits, outside activities, field trips and community events.
5. **RECOGNITION AND ADVANCEMENT.** Recognize boys and parents. Boys like earned advancement presented in impressive and meaningful ways. Advancement is the result of an effective Cub Scout program.
6. **PARENT INVOLVEMENT.** Induct families, not just boys. Involve and invite the entire family to participate. Cub Scouting is a family program that can aid family unity.
7. **UNIFORMING.** Cub Scouting is a uniformed organization. Make wearing the uniform important and orient parents to the important of proper uniforming.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



8. **COMMUNICATION.** Develop good communication in your Pack. Have annual planning meetings, yearly calendars, monthly planning meetings. Telephone calling sessions, newsletters, etc. prove to be beneficial. Develop Den meetings around the Cub Scouts' wants and needs.
9. **CHARTERED ORGANIZATION AND PACK COMMITTEE.** A good relationship between Chartered Organization and Pack Committee is vital. Work together to build a quality Pack. Work with the Council in effectively utilizing the renewal plan.
10. **DISTRICT AND COUNCIL ACTIVITIES.** Have your Pack take advantage of activities offered by your District and Council, such as day camps, Scout-O-Ramas, camporees, bicycle safety, physical fitness and learn to swim activities; service projects; parades; pinewood and space derbies, etc.

#### IV. RECRUITING:

A successful Cub Scouting program depends upon qualified, dedicated leaders. People want to be identified with a quality, successful program. What a circle! How do we accomplish both at the same time?

Quality leaders must be recruited and retained. Recruiting is not only a fall (back to school night) or spring (graduation) activity. Recruiting should take place year-round. All positions should have a potential replacement or back-up available.

The first, and sometimes only place where we look for Cub Scout leaders is at the parents of Cub Scouts. There are all types of places to look for and find people who would be good leaders. Don't forget to look at your Chartered Organization for prospects. Grandparents are also a possibility. Many have great patience and a great wealth of knowledge which can help the program succeed. If you have good leaders, just because their boys are graduating into Boy Scouts does not mean that they have to leave Cub Scouting. Too often, we look at a potential leader and determine that he or she would not be interested in participating in the program. When we do that, we effectively say "no" for them. How do we know that they are not interested? Always let the prospect answer the leadership question. Invite all parents to register as leaders and be trained.

Recruiting of leaders is discussed in Chapter 10 of the *Cub Scout Leader Book*. A guide for recruiting new leaders, *Selecting Cub Scout Leadership*, No. 4-500, is available at the Scout Service Center. It outlines a proven method of selecting quality leaders.

Once a leader is recruited, retention activities should be immediately started. Turnover in Cub Scout leaders is very high. Each new leader should be recruited with a commitment to participate in leadership training. A lack of knowledge of Cub Scout program is the greatest reason for losing leaders. There is a booklet, *Tenure Tips for Cub Scouts and Leaders*, No. 13-534A, is available with ideas to support the ten tenure tips for leaders, provided above.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



Recruiting and retention for Cub Scouts and Leaders is the same. Provide an organized, well-planned, safe, a fun, and exciting program, full of games, skits, outings, events, and learning experiences, and you will recruit and retain Cub Scouts and Leaders who will go on to Boy Scouts. Our goal as leaders is to teach our Cub Scouts the fundamentals of Scouting, and living a useful and valuable life. We are here to teach these boys how to be leaders themselves, not only in Scouting, but in the life after Scouting that lies before them. If we run a quality program, we are building the leadership of our future world, and creating future Scout leaders. This is our goal, as well as our duties as leaders.

**IF YOU MAKE THE SCOUTING EXPERIENCE FUN AND EXCITING FOR YOUR BOYS, THEY'LL GET MORE OUT OF IT, AND WILL REMAIN IN SCOUTING LONGER. THEY WILL BE THE FUTURE LEADERS OF OUR COMMUNITIES, OUR COUNTRY, AND THE WORLD, AND MANY OF THEM WILL BE SCOUTS FOR LIFE.**

**HAVE A GREAT TIME**

### IDEAS FOR INSTANT RECOGNITION

Here are ways that can provide instant recognition.

1. **MEDALLION:** Thread an object on a cord, rope, string, or something similar and hang it around the recipients neck.
2. **MEDAL:** Take a folded piece of ribbon and attach a pin back, or safety pin to back. Attach appropriate object to front and there you have an instant medal.
3. **CERTIFICATE:** Attach appropriate objects or stickers to a prefabricated certificate for the occasion.
4. **RIBBON:** Attach small objects to ribbon streamers, or attach ribbon streamers to a large object. Use a paint pen to write a message on the ribbon.
5. **PLAQUE:** Mount an appropriate object to a piece of wood, meat tray, or some other flat object that has been painted or stained first.
6. **TROPHY:** Make a Trophy out of materials on hand and mount on a piece of wood.
7. **NECKERCHIEF SLIDE:** Make a neckerchief slide for that special occasion.

### SPECIAL AWARDS

Here are some ideas for Special Awards that can add a lot of fun to your evening. The following are low cost, depending on how elaborate you want to go.

For being "TOPS" with us in Scouting - A toy top mounted on a piece of wood.

For having a "CRUSH" on Scouting - A can of orange crush mounted on a piece of wood.

For "Bearing" with us - A toy bear mounted on a piece of wood.

For being on the "BALL" - A Ball mounted on a piece of wood.

Hung up in Scouting - A noose or small doll hanger mounted on a piece of wood.

Sticking with Scouting - Gum, tape or bottle of glue mounted on a piece of wood.



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- Loosing their marbles over Scouting - Marbles glued on a piece of wood.
- Being a "Good Egg" - A plastic egg with halo glued on a piece of wood.
- Spirit of Scouting - A ghost made out of Ghost gauze or Tissue mounted on a piece of wood.
- For our "Retiring" Scouter - A toy rocking chair mounted on a piece of wood.
- For flying high with Scouting - A paper kite
- For helping to steer our Pack - A toy car or boat mounted on a piece of wood.
- Going Banana's over Scouting - A plastic banana glued to a piece of wood.
- Nuts about Scouting - Nuts or nuts/bolts glued on a piece of wood.
- Tied up in Scouting - A piece of rope, or ribbon tied in a knot glued on a piece of wood.
- Lighting up our Pack - A candle glued to a piece of wood.
- Sparkling personality - A glittered star glued to a piece of wood.
- Always returning to Scouting - A large rubber band glued to a piece of wood.
- Totally involved in Scouting - A small Total box (cereal) glued to a piece of wood.

### IN CONCLUSION

Remember, recognition of others is to be genuine in order for it to be effective. People really do not care WHAT they get.. they just want to be recognized by their leaders, and be recognized in front of their peers.

Recognition is an on going process. Avoid infrequent use, as well as too frequent use. Establish baseline performance criteria for each position. Look at the contributions of others to evaluate WHO it is doing more than expected. These will be the folks you call your BEST people.... then recognize them. Utilize the community resources.

Allow yourself the luxury of being creative. Do not be too concerned about being to corny. Remember, it's the Cub Scout "way".

Use a variety of presentation techniques, and types of awards. Variety will keep the interest level high. Besides, they will wonder WHAT you're going to do next!!

Utilize higher level Scouters for presenting awards. Invite your Unit Commissioner, District executive, or even Council staff to your organization to present an award. (Remember, by asking them, you are giving them a high form of recognition by itself.)

Create atmosphere for your presentations. If a serious award ...dim the lights. If a corny award.... wear a costume, have balloons, or whatever, but make the recipient the center stage.

The area of recognition and awards is often neglected in some Packs. It is NEVER to late to start. It is an easy task, that will spark enthusiasm, involvement, and most certainly growth. People will stay around and assist if they feel worthy, valued, and most importantly APPRECIATED!!! The challenge is put forth to go back to your unit and try just one more type of recognition that you are not currently utilizing.



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### SCOUTING LANGUAGE

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

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

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

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

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

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

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

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

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

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

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

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

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

**Bobcat** - The first rank for all Cub Scouts.

**Boy's Life** - The magazine published by the Boy

Scouts of America to help boys broaden their horizons in Scouting.

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

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

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

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

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

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

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

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

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

**Cubmaster Award** - A blue square knot on a gold field awarded to Cubmasters who have completed



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training and performance and served for 3 years.

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

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

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

**Cub Scout Motto** - "Do Your Best."

**Cub Scout Promise** -

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

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

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

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

**Den** - Small group of Cub Scouts who meet once a week to work on projects, learn games, songs, tricks and skits to be presented at monthly Pack meeting.

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

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

**Den Leader (DL)** - The adult on-the-scene

supervisor of a Cub Scout Den. A registered member of the Pack who attends basic training.

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

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

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

**Denner** - Cub Scout who helps the Den Leader with Den and Pack meetings. This is generally a rotating position so each Cub Scout may serve and learn a little about helping and leadership.

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

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

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

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

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

**"Do Your Best"** - The Cub Scout motto.

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

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

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

**Good Turn** - A distinctive feature of Scouting is its emphasis upon service to others. The Good Turn



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habit is one that all Scouts endeavor to acquire.

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

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

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

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

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

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

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

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

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

**Pinewood Derby** - A Pack activity that involves making and racing model cars on a track.

**POW WOW** - All-day learning experience for Cub Scout leaders covering a wide variety of subjects with hands-on experiences.

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

**Quality Unit Award** - Recognition given each

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

**Region** - One of four large geographical administrative units of the BSA.

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

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

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

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

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

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

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

**Scout Executive** - The professional staff Leader of a council.

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

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

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

**Silver Beaver** - A recognition given by the National Court of Honor for distinguished service to youth





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within the local council. The similar regional award is the Silver Antelope and the national award is the Silver Buffalo.

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

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

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

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

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

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

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

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

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

**Volunteer Service** - The work of a great body of

men and women who make Scouting available to youth by their leadership of units.

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

**Webelos Den** - A group of Webelos Scouts who meet weekly under the supervision of a Webelos Den Leader.

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

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

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

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

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

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

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

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

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

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



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# *APPLAUSE*



*One cannot rest content with mediocrity  
when excellence is within his grasp.*

*Thomas S. Monson*





## APPLAUSES

Applauses are a great way to recognize a Scout, Den or Pack for some accomplishment they have performed. Be sure before you start that everyone knows and understands the applause and how to do it. Applause stunts serve more than one purpose: they not only provide recognition but also add sparkle to a meeting. Applause stunts need to be fun. Don't let your Pack settle for "PTA applause." Every great job deserves a special Scout applause!

**ABE LINCOLN CHEER:** That was great! HONEST!

**ALMOST APPLAUSE:** Bring hands together as clapping but do not let them touch

**AMERICA:** A-M-E-R-I-C-A, Cub Scouts, Cub Scouts, USA!

**APPLAUD AND CHEER:** When you raise your right hand, the audience is to applaud. When you raise your left hand, they yell or cheer. When you raise both hands, they do both at the same time. Do the actions quickly and alternate them

**APPLAUSE FOR FOOD:** Rub stomach and say "Yum Yum"

**APOLLO CHEER:** Shout: Countdown, 10 - 1 !! **BLASTOFF!** then with your hand gain orbit and even out. Then say, **BEEP, BEEP, BEEP, BEEP.**

**ARCHERY CHEER:** Mimic shooting an arrow, then call out, Bull's Eye!

**ARTILLERY APPLAUSE:** Begin applauding slowly in unison and gradually increase the speed. Then slow down until finally, the hands are not brought together at all.

**AVON LADY:** Point a forefinger and shout, Ding, Dong!

**BALLOON APPLAUSE:** Put hands to mouth and blow. As you blow, expand hands and then fling them out with a big "BANG!"

**BARKER'S YELL:** Showtime, Showtime!

**BEAR APPLAUSE:** Growl like a bear and turn each time. Make four growls and four turns.

**BEAVER APPLAUSE:** Cut a tree by tapping front teeth together, slap your tail by slapping a palm against your thigh, then yell, **TIMBER!**

**BEE APPLAUSE:** Put arms straight out and pretend to fly, while going **Buzz-z-z-z, Buzz-z-z-z.**





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**BEN FRANKLIN APPLAUSE:** Hold both hands out in front of you as if flying a kite. Jerk back suddenly while saying, Zap, Zap, Zap. (Lightening)

**BICYCLE CHEER:** Pump, Pump, Pump.

**BIG HAND CHEER:** The cheer leader says: Alright ! Let's give that skit a Big Hand. Upon which, everybody silently holds one hand, palm open, up in the air. "Louder" (hold up 2 hands).

**BIG ROCK CANDY MOUNTAIN CHEER:** How sweet it is.

**BIG SNEEZE:** Cup hands in front of nose and sneeze in hands. Having nowhere to put it, wipe your hands in your hair.

**BIG THUMB:** Hold out a hand at arms length, make a fist with the thumb up. Variation: Add, GREAT JOB!!

**BIRD WATCHER CHEER:** Stand. Tuck hands under armpits, flap 3 times while doing the sound of your favorite bird.

**BLACK POWDER CHEER:** Pretend to have black powder in your hand. Pour powder down the barrel. Stamp it down, raise the gun and fire saying, Click, BANG!

**BLAST-OFF CHEER:** Start counting backwards from 6 to 1. Bend the knees a little more on each count until you are in a squatting position. Then, while saying, BLAST OFF!, just straight up in the air.

**BOBCAT CHEER:** Stand and give a loud Meow three times.

**BOUNCING BALL CHEER:** Using a golf ball (preferably) Have the group yell 'Pow' every time the ball hits the floor when dropped initially from an outstretched hand above the head, or thrown up.

**BOW AND ARROW CHEER:** Make motion as if shooting an arrow and say, Zing, Zing, Zing. Pretend to release an arrow with each zing. Variation: Slowly draw arrow from quiver on your back. Place arrow against string of bow, pull back, release and say pfff.

**BRAVO CHEER:** The cheer leader says: That deserves a Bravo ! We'll do this in a circle. He then proceeds to have one end of the circle start with the 'BRR' sound and proceeds to point around the circle while they do the 'AVOOOO' sound. The sound level should rise as more of the circle comes in.

**BROKEN ARM APPLAUSE:** Stick arm out in front of you with the lower arm and hand dangling. Swing lower arm and hand back and forth in a limp manner.

**BULL CHEER:** Make bull horns with fingers while shouting El Toro, El Toro !



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**BULL FIGHTER CHEER:** Hold down cape and move to in appropriate motion while shouting OLE!

**BURY IT CHEER:** Cheer leader: I think we had better bury that skit. Alright, everybody stand up and dig a big hole with your shovel (suitable grunting sounds and shovelling actions), now throw the skit into the hole (thump) and cover it up (more shovelling and grunting), now, jump on it to keep it in there. (Everybody jumps up and down three times.)

**CALL THE HOGS YELL:** SOOOOOOOO EEEEEEEE, SOOOOOOOO, EEEEEEEE!!!!!!  
PIG PIG PIG PIG!!!

**CAN OF APPLAUSE:** Cheer and applaud as cover is removed from can and become quiet as lid is replaced.

**CANARY APPLAUSE (2000 LB):** Put hands on opposite shoulders, while opening and closing elbows, say (in 2,000 pound voice) Chirp! Chirp! Chirp!

**CARPENTER APPLAUSE:** Pretend to be holding a hammer in one hand and a nail in the other. Start pounding the nail with the hammer while saying, Bang, Bang, Ouch.

**CAT'S MEOW:** You're the cats MeeeeOOOOW!!! (to person receiving applause)

**CAUGHT FISH APPLAUSE:** Hold out left hand, palm up, and make flopping, gasping motions with the right hand on the palm of the left hand.

**CHEESE APPLAUSE:** Grate, grate, grate.

**CHRISTMAS BELLS:** Pretend to hold a bell rope, then get the left side of the audience to say DING on the downstroke and the other side of the audience to say DONG on the upstroke. Repeat three times.

**CLAM APPLAUSE:** Fold hands together, interlocking fingers. Make noise by pressing palms together.

**CLASS A CLAP:** Clap hands to this rhythm:  
1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2-3-4, 1!

**CLASS B CLAP:** Clap hands to this rhythm:  
1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2-3-4, except miss last one.

**CLASS C CLAP:** Clap hands to this rhythm:  
1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2-3-4, miss one, 1.

**CLASS D CLAP:** Clap hands to this rhythm:  
1-2-3-4, 1-2-3-4, 1-2-3-4, 1-2-3-4, 1-2-3-4.



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**CLASS E CLAP:** Clap hands to this rhythm:

1-2-3-4, 1-2-3-4, 1-2-3-4, 1-2-3-4, 1-2-3-4, then yell "GREAT JOB!"

**COCK-OF-WALK-APPLAUSE:** Make the sound of a rooster, "Cock-a-do-dle-do."

**COLUMBUS CHEER:** Put hands up like you're holding a telescope and shout Land Ho.

**COCONUT CHEER:** Pretend to shinny up a coconut tree, (Place arms out front as if hugging tree, move one hand and arm up a time and then the other), pretend to pick the coconut, let it fall to the ground (whistle as if a bomb was falling), hits the ground with a bang!! Shinny down (reverse your climbing motion), pretend to hit the coconut to open it, then say: **THIS SURE IS A NUTTY APPLAUSE!!!**

**CONSTITUTION CHEER:** We the people, APPROVE!

**COO COO CHEER:** Everyone nod their heads up and down and say: COO-COO as many times as you tell them, as if you were striking the hour.

**COOKIE APPLAUSE:** Crumby, crumby, crumby.

**COW CHEER:** Pretend to milk cow saying: Squirt, squirt, squirt, moo.

**COW YELL:** MOOOOO!!! MOOOOO!!! MOOOOO!!!

**COYOTE HOWL:** Have the everyone stand, cup their hands around their mouth and say: YIP, YIP, YIPEEEEE!!!!

**CUB SCOUT YELL:** Do Your Best! Be Prepared! Shout! Shout! Shout! Wolf Cub! Bear Cub! Webelos Scout!

**DIP STICK YELL:** Pretend to get under the hood of your car, find the dip stick, pull it out, and say, OH, NO, YOU'RE A QUART LOW!!! Variation: Add to the above: You could sure use an oil change and pretend to put it back, close the hood with a SLAM!!!

**DOCTOR APPLAUSE:** Open mouth, stick out tongue, say Ahhhhhhhhh!

**DOUBTFUL YELL:** How come? (Build up on the HOW COME? Build up on the HOW to a big volume and then cut it off with a soft COME?)

**DREAMER YELL:** Pretend to snore and wake up. Stretch and say: WOW, that was a Great Dream !!!

**DRUM APPLAUSE:** Bear on your legs just above the keen and say "RAT-A-TAT-TAT" 3 or 4 times, then say 'BOOM, BOOM!'

**EAGLE APPLAUSE:** Lock thumbs and flutter fingers like wing and say "CREE, CREE."





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**ELEPHANT APPLAUSE:** Let arm act as a trunk, wave it brokenly in front of your face. Raise your forearm up and down and say, Peanuts, peanuts anyone?

**ESKIMO CHEER:** Brrrrr-rrr, Brrrrr-rrr.

**EXHAUSTED YELL:** How TIRED? (Build up a loud HOW, with a soft TIRED and a stretch.)

**FAREWELL APPLAUSE:** Hold one hand above the eyes as though looking into the distance while slowly waving the other hand.

**FERRIS WHEEL APPLAUSE:** Move right arm in a large circle, on the upswing say: OHHHHHH! On the downswing say: AHHHHH! Variation: Insert the following between the ooh and aah above: when you are at the top, hold arm in place and rock back and forth and hold other hand over the eyes and say: GEE, YOU CAN SURE SEE A LOT FROM UP HERE!!!

**FIRECRACKER APPLAUSE:** Strike a match on the leg, light the firecracker, make noise like fuse sssss, then yell loudly BANG!!

**FIRE ENGINE YELL:** Divide the group into four sections: (1) Rings the bell fast, DING; (2) Honks the horn, HONK, HONK, HONK; (3) Sounds the siren, Rrrr, Rrrr, Rrrr; (4) Clangs the clanger, CLANG, CLANG, CLANG. Have all four groups do their parts together.

**FIREMAN YELL:** Water, Water, Water! More, More, More !

**FISH APPLAUSE:** Pretend to a fish by it's tail with one hand with one hand and plug your nose with the other and say: PEEE-U-EEEE!!!!

**FISHERMAN APPLAUSE:** Pretend to reel out some line, let it drift, yank your pretend pole back and start to reel in the fish. Struggle with it for a short time and say: I'VE GOT IT!!! I'VE GOT IT!!!

**FLAPJACK APPLAUSE:** Pretend to pry a spatula under a pancake, then throw it up into the air Nod head up and down 3 times as if watching flapjack flip, then catch it on the spatula.

**FLEA CLAP:** Applaud by clicking the nails of the thumb and finger together.

**FLINTSTONE CHEER:** Shake hands over the head and say, Yabba-dabba-doo.

**FONZ CHEER:** Make a fist thumbs pointing up with each hand in front of you and say Aaaaaayyyy.

**FOR GOODNESS SAKE CHEER:** Cheer Leader: Give me an OFER ! Circle: OFER ! Cheer Leader: Give me an OFER ! Circle: OFER ! Cheer Leader: Give me an OFER ! Circle: OFER ! Cheer leader: What have we got ? Circle: OH FER GOODNESS SAKE



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



**!FLUTE TOOT:** Pretend to be playing the flute and give two big toots.

**FROZEN CUB CHEER:** Wrap your hands around yourself and say Brrrrrr.

**GEE CHEER:** Cup your hand around the mouth and yell: **GEE, YOU DID A GREAT JOB, KEEP UP THE GOOD WORK!!!!**

**GHOST CHEER:** Wave hands like a ghost and say: **WHOOOO, WHOO, WHOOOOOOOO!!**  
Variation: Wail, **BOO! BOO! BOO!** three times and then yell: **YAHHH!!**

**GIANT BEEHIVE APPLAUSE:** Tell the group to buzz like a bee. When your hand is raised, the volume should increase. When you lower your hand the volume should decrease. Practice this at various levels.

**GO CART YELL:** Stand up with legs bent at right angles, put hands in front of you as if steering and say, **BAAARRROOOOOMMM!** Variation: Add, Look at me go! **BARRRROOOMM!!**

**GOLF CHEER:** Shout **FORE** and pretend to hit the ball, place hand over above eyes to follow where the ball went. Variation: Add: Duck and cover your eyes saying: **OH NO! I HIT SOMEONE!!**

**GONDOLIER APPLAUSE:** Make a motion as if polling a boat, singing out: **O, SOLE MIO**

**GOOD TURN CHEER:** Stand up, turn around, and sit back down.

**GRAND HOW YELL:** **HOW! HOW! HOO-O-OO-OOW!**

**GRAND SNEEZE:** **A-h-h-h Chooooo!** Three times, each time getting louder.

**GEORGE WASHINGTON CHEER:** That was great. I cannot tell a lie. Variation: Get out axe and swing it at a tree while saying, **Chip, chop, chop, TIMBER!** then yell, **WRONG TREE!**

**GRAND CHEER:** Everyone is sitting down in their chairs. All stomp their feet three times loudly, then slap leg three times, then clap hands 3 times. Then stand up all together and shout **Ra, Ra, Ra!**

**GRAPE JUICE CHEER:** Every one stomps around as if stomping grapes, then reach down with one hand dipping with a glass and drinking it, saying, **AAAAAhhhhh.**

**GREAT JOB YELL:** Have one half of the audience say, **Great** and the other half say, **Going.**  
Alternate each side.

**GUPPY APPLAUSE:** Suck in both sides of your mouth and make a kissing noise three times.

**HAND AND FOOT APPLAUSE:** Applaud with striking hand on foot.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



**HANDKERCHIEF CHEER:** You throw a handkerchief into the air. While the handkerchief is in the air, everyone applauds and cheers. They must stop the moment it touches the ground. Vary lengths of cheer with high throws, low throws and no throws.

**HELPER YELL:** Group stands and cheers, Great job! Great JOB! GREAT JOB! Getting louder each time.

**HAMBURGER APPLAUSE:** Make a hamburger patty by clapping hands turning left hand on top, then left hand on the bottom.

**HANDKERCHIEF APPLAUSE:** Tell the group that they are supposed to applaud as long as the handkerchief you are about to throw in the air, when it hits the floor to stop applauding. Variation: Catch the handkerchief instead of letting it drop. Vary the applauding by using short throws, long throws, throwing to someone in the audience etc.

**HEART AND SOLE APPLAUSE:** Slap heart and sole of shoe.

**HIGH DESERT APPLAUSE:** (standing) Yucca, yucca, yucca.

**HOW YELL:** Raise arm to fullest extent and yell: HOW!

**HOW FROM THE NORTH:** How, How, How, Brrrrr!

**HOW FROM THE SOUTH:** How, How, How, You'all!

**HOW-DY YELL:** HOOOOW DDD DEEEE!!!

**HOWDY PARD YELL:** HOOOOW DDD DEEE PARRRD!!!!

**INDIANA JONES YELL:** Swing hand and arm back and then forward simulating the snapping of a whip. Snakes, it would have to be snakes.

**INDIAN YELL:** Stomp feet three times, beat chest three times, 5 Indian yells with hand over mouth.

**JAVELIN CHEER:** Hold hand as if close over a javelin, raise arm above shoulder and pretend to throw the javelin forward, wait a couple of seconds and say Thud.

**JAWS CHEER:** Chomp, Chomp, Chomp.

**JAWS II CHEER:** Hold arms to cover face (Hands holding elbows) yell AAAAAH, HELP!

**JET CLAP:** Swish your hand across the front of you like a jet and clap your hands twice, real fast to simulate the sonic boom.

**JOLLY GREEN GIANT CHEER:** HO, HO, HO!



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



**KETCHUP CHEER:** Everyone makes a fist with their left hand and slaps the side of their fist with their right hand, as if trying to coax ketchup from a bottle. Six quick slaps and then the ketchup comes out in one big noise: Slap-skip-slap-slap-skip-slap-balloons!

**KNIGHT CHEER:** Kneel and place your right hand on your left shoulder, then on your right shoulder, while saying I dub thee Sir Knight.

**KNIGHT CHEER II:** Take that, you dragon! (While thrusting a sword)

**LEAKY TIRE APPLAUSE:** HISSSSS sssss ssss sss sss ss s s.

**LIBERTY BELL YELL:** Ding, Ding, Ding, Dong! Let freedom ring!

**LIGHTBULB APPLAUSE:** Put hands above head like lightbulb and say Blink, blink, blink.

**LIGHTNING CHEER:** Draw a zig-zag in the air in front of you saying, ZAP, ZAP, ZAP.

**LIGHTS IN THE SKY CHEER:** Look up in the star to find the stars, then say, Twinkle, Twinkle, Twinkle.

**LIVEWIRE APPLAUSE:** Grab onto a live electrical wire and shake the whole body.

**LONE RANGER APPLAUSE:** Where does the Lone Ranger take his garbage? To de dump, to de dump, to de dump, dump, dump...

**LOW DESERT APPLAUSE:** (squatting) Yucca, yucca, yucca.

**LUMBERJACK APPLAUSE:** Pretend to be chopping a tree then shout Chop, Chop, Chop, TIMMMMBERRRR!

**MAD DOCTOR CHEER:** (audience repeats after leader) Scalpel, sponge, sponge, sponge, oops.

**MAD SCIENTIST YELL:** Pretend to hold a test tube in one hand. Pour something into it; then something else, then shout Boooooommm!

**MARILYN MONROE APPLAUSE:** (Sway hips) HIP, hip, hooray, Hip, hip, hooray.

**MATCH APPLAUSE:** Pretend to light a match on the seat of your pants, say Yeeoooooooww!!

**MELTING ICICLE APPLAUSE**” Hang fingers down and say “DRIP, DRIP.”

**MEXICAN HAT DANCE APPLAUSE:** Put hands on feet and stamp feet while turning around in a circle.

**MODEL T APPLAUSE:** Pretend to honk your horn and say Ooooga, Ooooga, Ooooga.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997

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**MOTORCYCLE APPLAUSE:** Start with foot, rev up and take off with hands out like on handlebars, yelling "Varoom."

**MT. ST. HELEN'S APPLAUSE:** Hold both arms out to your side, bend over slightly, and **HOLD FOR TEN THOUSAND YEARS.** Along about May, raise your hands above your head and say "BOOM!"

**MOOSE CHEER:** Place open hands by ears to form antlers and call OOOOO-AAA-OOOO.

**MOSQUITO CHEER:** Z-z-z-z-z-z-z-z (Trace flight of mosquito with finger) Clap hands once for the swat saying 'Gotcha'.

**MOTORCYCLE APPLAUSE:** Lift up the left foot and slam it down starting the engine with your hands pretending to hold handlebars and saying V-V-r-a-a-a-m-m-m-m.

**MOUNTAIN CLIMBER YELL:** Pretend climbing on mountain. A rock slips off. Put your hand over your eyes, look down and yell - Look OUT BELOW !

**MOUNT RUSHMORE CHEER:** WASHINGTON, JEFFERSON, LINCOLN, ROOSEVELT !

**NAIL POUNDING CHEER:** Start the nail, drive it in and hit the thumb yelling, OOO-UUU-CCC-HHH!

**OIL REFINERY APPLAUSE:** Crude, crude, crude.

**OLYMPICS CHEER:** Join hands, raise them over head and shout, Go for the Gold!

**PTA APPLAUSE:** Just plain old clapping for those who lack any imagination.

**PAPER BAG YELL:** Make motions to simulate opening a paper bag., forming neck, blowing it up and pop it, saying POP loudly.

**PARTY CHEER:** Throw hands in the air and say, Confetti, Confetti, Confetti.

**PENNSYLVANIA UNIVERSITY CHEER:** P U.

**PINKY APPLAUSE:** Clap little fingers together.

**PIRATE CHEER:** YO HO HO!

**PIRATE YELL:** Avast Ye land lubbers! Walk that plank! Glub, Glub, Glub.

**POLITICIAN APPLAUSE:** Pat your self on the back

**PONY EXPRESS YELL:** Have everyone gallop in place and shout, YIPPEEEEEEEEEEE.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



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**PRESIDENTIAL CHEER:** Salute and say: Hail to the Chief.

**RACE CAR CHEER:** Say Varooom five times starting quietly and increasing in loudness each time while shifting gears with right hand.

**RAIN CLAP:** Everyone starts by tapping their right thumbs on the palms of their left hands to represent the first few drops of rain. Then use two fingers, three fingers, four, five and the palms of hands. Increase volume of clapping from soft to loud. Then in reverse sequence back to thumbs on palms, as the rain passes.

**RELAY APPLAUSE:** Start at one side, have each row slap the hand of the person next to them, so on down the line.

**REVERSE APPLAUSE:** Move hands away from each other.

**ROAD RUNNER CHEER:** Beep-Beep-Zoom.

**ROBOT YELL:** Walk stiff legged with arms in place saying in a monotone voice, DOES NOT COMPUTE, DOES NOT COMPUTE!

**ROOSTER YELL:** Placing your thumbs in your armpits, flap your arms and crow.

**ROUND OF APPLAUSE:** You clap your hands while holding your arms straight and moving your hands around in a wide circular motion.

**RUDOLPH CHEER:** Put thumbs to your head with fingers up, forming antlers. Wrinkle your nose, saying. Blink, Blink, Blink.

**SANTA CHEER:** Hold (LARGE) stomach saying loudly, HO, HO, HO. MERRY CHRISTMAS!

**SATELLITE APPLAUSE:** Put your right hand over your head, making a circular motion with the right hand, opening and closing the right fist, while saying Gleep, Gleep, Gleep.

**SEAL OF APPROVAL:** Put elbows together, clap, and Arf Arf Arf.

**SIESTA CHEER:** Remain seated and pull an imaginary sombrero over face while snoring loudly.

**SILENT YELL:** Raise both fists to level with hand and shout without any sound while shaking both fists. Or else have everyone stand in unison and open their mouths and scream without making any sound.

**SIX SHOOTER APPLAUSE:** Poke finger in air and say "BANG, BANG". Then blow on finger to cool off the gun and put it in holster.

**SKATEBOARD APPLAUSE:** Stand up and move top part of body from one side to the other as if trying to keep balance and say, Zooooomm.



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**SKYROCKET CHEER:** In pantomime, the group following the yell leader, plant imaginary rockets in the ground, light a match (on seat of their pants) and apply it to the rocket fuse. As the rocket rises, the group begins to whistle (softly at first and then louder) and after a short pause, all shout BANG!

**SLEIGH CHEER:** Say Ding-a-ling three times.

**SOUL APPLAUSE:** For those who put their heart and soul into something. Pat the palm of one hand on the sole of one shoe.

**SPIDER APPLAUSE:** Walk all four fingers of one hand up the other arm and then scream "EEEEKK!"

**STAMP OF APPROVAL APPLAUSE:** Pound the palm of your left hand rapidly with your right fist.

**STEAMBOAT APPLAUSE:** Use both hands to make large rotary motion as if they were paddle wheels. At the same time say Chug-achug-chug. Then reach up with the right hand and pull down saying Toot, Toot.

**STOMP AND SLAP CHEER:** When you raise your right hand, everyone stomps feet rapidly. When you raise your left hand, everyone slaps thighs rapidly. When you raise both hands, everyone stomps and slaps.

**SUPER SCOUT CHEER:** Faster than a speeding bullet, more powerful than a locomotive, able to leap tall buildings in a single bound. It's Super-scout!

**SUPERSONIC APPLAUSE:** Silently wave arms, open mouth as if cheering... wait several moments, then yell loudly.

**SWIMMER'S YELL:** Put both hands out in front of you and slap your hands together once. Look both ways and say, Where's the water, where's the water.

**SWORD APPLAUSE:** Pretend to have a sword in your hand. Swing it across the body three times saying, Swish, Swish, Swish.

**TELEGRAPH APPLAUSE:** Clickety, clickety, clack, click, clack.

**TEXAS HOW:** How! How! Howdy pardner!

**THREE STRIKES YELL:** Turn head to the side sharply while saying, Strike! Do these three times and end with, You're out!

**TIGHTROPE WALKER YELL:** Have your arms out as if balancing on a tightrope. Lean to one side and say Aaaiiii as you simulate falling.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



**TIMBER CHEER:** When you point to one half of the group, they yell, CHIP ! When you point to the other half, they yell, CHOP! Then alternate CHIP! CHOP! CHIP! CHOP! faster and faster, ending with a loud TIMBER!

**TONTO YELL:** Leader says Where does Tonto take his trash? The audience yells in reply, To de dump, to de dump, to de dump dump dump, to the rhythm of a running horse in a sing-song manner while clapping hands on thighs. (Like Lone Ranger)

**TOUCAN YELL:** Hold hands in front of mouth, simulating a bird opening its beak, several times while saying TOUCAN, TOUCAN, TOUCAN! A CUB(SCOUT) CAN TOO!!!

**TRAIN APPLAUSE:** Divide audience into groups to make different train sounds, get faster and faster until a bell rings.

**TRUMPET APPLAUSE:** da-da-da-da-dada-da-da-CHARGE!

**TURKEY APPLAUSE:** Say "Gobble, gobble, gobble", then rub stomach, saying "Yum, yum."

**TURTLE APPLAUSE:** Fold arms in front of face with face hidden.

**TWO HANDED SAW APPLAUSE:** Everyone pairs off into two's. Each pair sticks their hands out with their thumbs up. Alternately grab each other's thumbs until all four hands are each holding a thumb. Move arms and hands back and forth as if sawing.

**UMPIRE YELL:** Stee-rike!

**WEBELOS YELL:** Webelos are great, they can't be beat! So let's give a yell, Webelos are swell!

**WHEN I DO APPLAUSE:** The orders are When I bring my hands together, you do. When I do not, you must not. Then go through several false motions to see if you can catch the group napping.

**WESTERN HOW YELL:** Stamp feet three times, slap knees three times, whip hand around head three times, and yell YIPPI-I-A.

**WITCH APPLAUSE:** Say in witchy voice: Heee, Heee, Heee.

**WOLF HOWL:** Howl four times, each time turning one-quarter of a turn making one full turn.

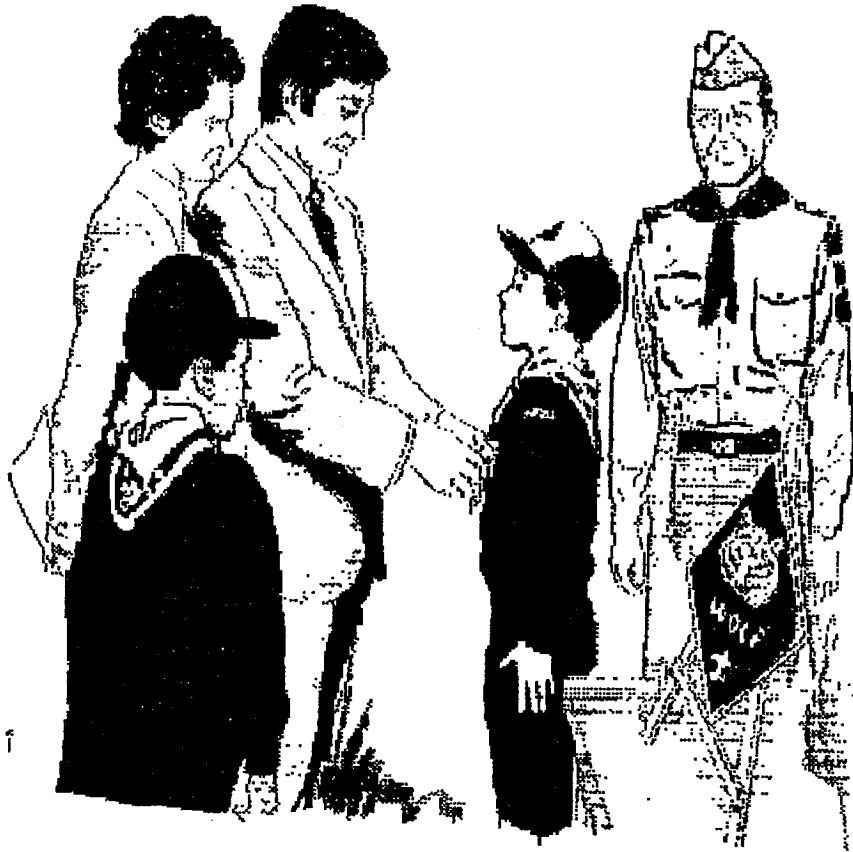
**YODELER YELL:** Cup hands around mouth saying, Yodel, ley, lee, who.

**ZIG-A-MALA CHEER:** In this yell, the leader shouts ZIG-A-Mala three times, each time increasing the volume and each time the campers answer Z-E-E-E. After the third Z-E-E-E, the leader throws up his hands, and all shout together, WHA.

**ZIGGY CHEER:** Ziggy, ziggy, hoy, hoy, hoy, Ziggy, ziggy, hoy, hoy, hoy



# **AWARDS**



**"Following the Scout Law sounds like a game plan  
that would give us all a better chance for success in life  
- and I mean in every area of life."**

**Zig Ziglar, author and motivational speaker**





# Awards

## for Cub Scouts & Cub Scouters

This is a compilation and summary of 89 Scouting awards, as well as 39 Cub Adventure awards available from the High Adventure Team. These awards are currently available to the Scouts & Scouters in your Pack! Please note that Cub Scout ranks, Gold and Silver Arrow Points and Webelos Activity Pins are not included in this list; consult the Cub Leader Handbook and the Wolf, Bear and Webelos books for complete information on those awards.

### Academic Beltloops & Pins

Art	Heritages
Citizenship	Mathematics
Communicating	Music
Geography	Science

Cub Scouts earn a Beltloop for experiencing any of these 8 Academic disciplines and by "Doing their best" to learn about the things in the individual book for the award. For completing 30 hours of experience, accumulating 60 points in 90 days, they also earn the Academic pin. See the Cub Scout Sports and Academics Leader Guide for a complete summary; you can also refer to the individual publications for each award. Beltloops are worn on the Cub Scout belt only. Pins are worn on civilian clothes only. Adults can also earn Academic pins by completing the same amount of work as the Cub; pins are for civilian wear.

### Academic Letter

If a Cub involves his adult partner in earning an Academic Pin — hopefully working side by side with the Cub — then the Cub earns the Academic Letter while the adult partner earns the pin. See the Cub Scout Sports and Academics Leader Guide for a complete summary.

### Attendance Pin

Sometimes called the "Perfect Attendance Award," but a Pack sets the standard the "good attendance" required to earn this Cub award. Each year the Scout adds a 1-year bar to the bottom of the pin. The pin and any bars are worn above the left pocket flap.

### Award of Merit

The Award of Merit is the highest award that a District can award to a volunteer Scouter. The patch is a silver overhand knot on a blue background. The knot is worn above the left pocket of the Scouter's field uniform.





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### BSA Family Award

This certificate program is fully explained in the BSA Family Book, BSA # 33012. Scout families can earn a special certificate for working, talking and playing together as a family.



### Cub Adventure Awards (High Adventure)



Become a trained High Adventure Outing Leader and you'll get the complete picture on how the Cub Adventure program works. Trainings are held throughout the year; consult the calendar available in the Scout office. Here's a brief summary of each of the awards -- please note that many other requirements apply to each award!

- Akela Award:* Graduating Webelos earn the award after becoming a Tenderfoot and doing a community service project. Leaders earn the award after 4 Scouts earn the award.
- Big Sycamore Canyon:* After earning Cub Day Hiker, complete the 9-mile hike in Big Sycamore Canyon and submit a list of 20 plants, animals & features seen on the hike.
- Cub Scout Cyclist:* 4 awards for cycling on class 1 trails: 5-, 10-, 15- and 20- mile patches.
- Cub Day Hiker:* Take a 2 hour hike, take notes and submit a Den report to the Pack.
- Cub Conservation:* The award consists of a main patch and 3 segments, each awarded after 5 hours of work on an approved conservation project .
- Cub Historic Cycling Touring:* Cycle between a minimum of 3 historic sites in one day.
- Cub Ranger:* Visit a National, State, City or Local Park with a "Ranger" type program relating to the outdoors, take notes and present a Den report to the Pack.
- El Camino Real:* Hike El Camino Real, learn about its history and visit a mission.
- Firebird Trail:* Hike the Firebird Trail at Camp Helendale, California Inland Empire Council.
- Grunion Run:* Attend the Grunion Run program at Cabrillo Marine Museum in March, June or July. The Run usually occurs 10:30pm - 12:30am.
- Ghost Chaser Historic Award:* Visit 2 Ghost Towns or Historical sites, camp and give a report.
- Historic Trail:* Complete the San Luis Obispo Path and read a book about it. Visit missions on the trail.
- Home Town Historic Sites:* Visit 4 local historic sites, hike between 2, and give a report.
- Horn of Plenty Award:* This award consists of a main patch and 4 segments, awarded in 5-hour increments. Earn the award by completing an approved food/hunger project.
- Jungle Book: Mowgli:* Read Jungle Book, or see the Disney animated film, and answer 6 questions about the story. Please note that this entire award series is a great addition to any Pack's summertime program!
- Jungle Book: Akela Segment:* After earning Mowgli, participate in an outing to a local zoo or nature center.
- Jungle Book: Kaa Segment:* After earning Akela, participate in a summertime activity or earn 1 of 4 designated Cub Adventure Awards.
- Jungle Book: Baloo Segment:* After earning Kaa, participate in a summertime activity or earn one of 3 designated Cub Adventure Awards.
- Jungle Book: King Louie Segment:* After earning Baloo, participate in a summertime activity or



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



earn one of 5 designated Cub Adventure Awards.

*Jungle Book: Bagheera Segment:* After earning King Louis, participate in a summertime activity or earn one of 4 designated Cub Adventure Awards ... and complete 2 Webelos Activity Pins.

*Jungle Book: Sher Khan Segment:* After earning Bagheera, participate in a summertime activity or earn one of 5 designated Cub Adventure Awards ... and complete 3 Webelos Activity Pins.

*Los Fierros:* Visit Long Beach landmarks, do a report, camp at Will J Reid Scout Park.

*Old Town Heritage:* Visit and learn about Old Town in San Diego.

*Penguin Club:* Awarded for winter camping at the California Inland Empire Council Camps.

*Santa Ana Mountains Cub Trekker:* Complete one of the recommended 2-hour, under 4-mile hikes in the Santa Ana Mountains.

*Santa Ana Mountains Webelos Trekker:* Complete one of the recommended 3.5- to 8-mile hikes in the Santa Ana Mountains..

*Seven Sisters:* Climb each of the Seven Sisters peaks after attending the orientation session given by the Santa Lucia Area Council High Adventure Team.

*Scout/Webelos Weekend:* Attend a Boy Scout-oriented campout at a Council camp.

*US Mormon Battalion Trail:* Learn about the Mormon Battalion in the Mexican War, visit a memorial and take a 5-mile hike along the trail.

*Vasquez Rocks - Geologic Hike:* Take a 2-hour hike at Vasquez Rocks, discuss Geology and submit a report.

*Webelos Cycling:* Complete a 25 kilometer bike hike.

*Webelos Hiker:* Complete a 5-8 mile hike as well as a training hike after earning Forester.

*Webelos Model Rocketeer:* Build your own rocket and launch it from an approved site.

*Webelos Overnighter:* Camp, cook your meals, and participate in an evening campfire.

*Webelos Scout Hiker:* Participate in 4 outdoor hikes in one year, while earning the 4 Outdoor Activity Pins.

*Webelos Trail Maintenance:* The award is a main patch and segments awarded in 5-hour increments for approved trail maintenance projects.

*Webelos Under the Stars:* Complete a Webelos Den overnight campout.

*Whale Award:* Read a book about whales, visit the whale exhibit in Balboa Park and sight a whale migrating in the Pacific ... or visit Sea World and see the whale show.

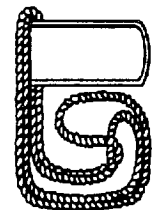
*Whale Watcher:* Participate in a whale watching cruise, write a report and draw a whale that you (hopefully) saw on the cruise.

### Crime Prevention Award

This Award, new in '96, recognizes Scouts, from Cubs to Explorers, that learn about law enforcement in their community. Recognitions include a patch, pin and certificate. Consult the flyer for this award, available in the Scout office.

### Denner & Asst Denner Shoulder Cord

Scouts are elected by their Den to serve as Denner and Assistant Denner ... generally they serve for a month, and then the position is rotated. For full details on how this program works, see the Cub Scout Leader Book. The cord itself is worn on the left shoulder of the uniform while the boy serves in the position.





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Derby Medals



The Scout Shop sells "official" red, white and blue ribbons for the Pinewood Derby, Space Derby and Raingutter Regatta. These ribbons can be worn on the uniform, centered above the left pocket.

### Do A Good Turn Conservation Award Patch

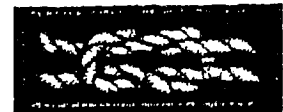
Completing an approved conservation projection in their community earns participating Cubs and Scouters a colorful Good Turn Patch; the Pack receives an award certificate. The application and program explanation is on the brochure: BSA # 21-386.

### Leader Awards



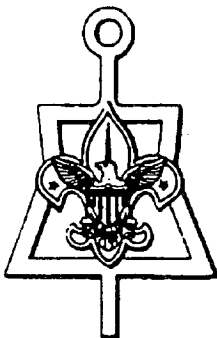
The purpose of the Cub Scout Leader Awards is to provide recognition for the leaders who produce quality units through a program that accomplishes the nine purposes of Cub Scouting. Trained leaders have the knowledge and self-confidence needed to provide young people with a quality program.

Awards consist of both a Cub Scout medallion and an embroidered square knot. The square knots are representative of the medallion and are designed for the greater convenience of the wearer. There is no wearing sequence for the embroidered square knots on the uniform. They are worn above the left pocket in rows of three, with the order of wearing at the discretion of the wearer. Generally, wearer put the knots they consider to be most important on their right.



Training award medals are worn only on special occasions such as official uniform inspections, blue and gold banquets, etc.

### Commissioner's Training Key



Cub Scouters serving as Cub Roundtable Commissioners, Unit Commissioners or as District Commissioners or Assistants can all earn the Commissioner's Key. Cub Scouters serving on the District Committee can earn the District Committee Key. Three years of service within a 5-year period and a variety of good work is required to earn this knot, which features green and white ropes on the khaki background. See Leadership Training Plans, Procedures, Materials (BSA # 34169) for a full explanation and award scorecard.



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## Cub Scout Leader Pow Wow 1997



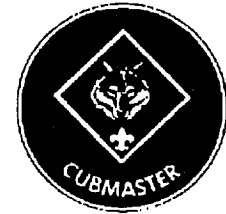
### Cub Scouter Award

This Award can be earned by any registered Cub Scouting Leader at the Pack, District or Council level after completing two years of service, completing Fast Start, the Cub Scout Basic training course and attendance at a Pow-Wow or 4 Roundtables, and the completion of five of eleven performance projects. This Award is composed of a gold (yellow) and light blue knot on a blue background, with the light blue rope worn to the wearer's right. Note that this knot was used for a different Scouting Award, and there are still holders of that award wearing this same square knot on their uniform.



### Cubmaster Award

Earned by Cubmasters (and may be worked on by their Assistants) after completing two years of service (one of which can be as an Assistant Cubmaster) and completing training that includes the Fast Start tape, the Cub Scout Basic training course and attendance at a Pow-Wow or 4 roundtables. In addition, the Pack must earn the National Quality Unit Award at least twice and the National Summertime Pack Award at least once. The knot is a light blue knot on a yellow background



### Den Leader Award

The Den Leader Award is earned by Den Leaders and may be worked on by Assistant Den Leaders after completing two years of service (one year may be as an Assistant Den Leader), completing Fast Start, the Cub Scout Basic training course and attendance at a Pow-Wow or 4 roundtables, and the completion of five of eight performance projects. The knot is a gold (yellow) knot on a blue background



### Den Leader Coach Award

The Award is earned by Den Leader Coaches after completing two years of service, completing a Den Leader Fast Start tape, the Cub Scout Basic training course including the Den Leader Coach session and attendance at a Pow-Wow or 4 roundtables, and the completion of three of four performance projects. The old knot was composed of a gold (yellow) and light blue rope on a blue background, with the light blue rope worn to the wearer's right. The present knot is composed of a light blue knot on a blue background. Note that old knot is now used for a different Scouting Award, and there are still holders of the old version of the award wearing the older square knot on the uniform.





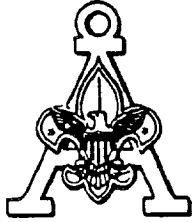
# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Scouters' Training Award

The Scouters' Training Award can be earned by Cub Scout Roundtable staff members, as well as Scouters in different positions with Boy Scouts, Varsity, Explorers or Sea Scouts. There are different requirements covering basic training, performance, tenure, and certification for each award. Scouters earning the Training Award in one program area **MUST** complete ALL requirements (including tenure) for subsequent training awards in other program areas. Additionally, Scouters earning a Training Award cannot use the tenure for the training award toward earning the Scouters' Key Award in that program area. The knot is composed of a green knot on a khaki background.



### Tiger Cub Leader Award

The Award is earned by Tiger Cub Leaders after completing two years of service, completing the Fast Start tape, the Cub Scout Basic training course including the session for Tiger Cub Leaders and attendance at a Pow-Wow or 4 roundtables, and the completion of five of eight performance projects. The knot is composed of orange and black ropes on a yellow background with a red border, with the orange rope worn toward the wearer's right.

### Webelos Den Leader Award

The Webelos Den Leader Award is earned by Webelos Den Leaders (and may be worked on by their Assistants) after completing two years of service (one of which can be as an Assistant Webelos Den Leader), completing training that includes the Fast Start tape, the Cub Scout Basic training course and the Webelos Leader Outdoor session, and attendance at a Pow-Wow and 4 roundtables, as well as the completion of five from ten performance projects. The knot is composed of a gold (yellow) knot on a yellow background



### National Den Award

Complete requirements — and a reproducible award application — are in the Cub Scout Leader Book. With good attendance and completion of 6 of 8 requirements, your Den will receive a ribbon for their Den Doodle.

### National Summertime Pack Award



To qualify for the Award (and receive a streamer for the Pack flag as well as a certificate), Packs must plan and conduct three activities: one each in June, July and August. Dens averaging at least half their members attending receive a Den ribbon. Scouts receive a pin, worn centered above the button on the right pocket flap, for participating in all 3 events.



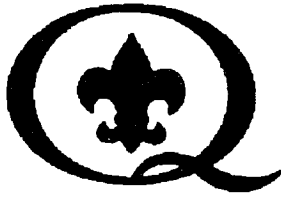


# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### National Quality Unit Award



To become a Quality Unit and wear the Quality Unit Patch, a Unit must successfully achieve 6 of 10 items, 4 of which are required. Quality Unit Award applications (BSA # 14-220H) are traditionally distributed with a unit's recharter package, but the unit may apply at any time during the year when they have earned the Award. The patch is worn on the left sleeve, 4" below the shoulder seam. There is also a pin available for civilian wear.

The 4 required items are:

**Training:** The Cubmaster, Den leaders, Webelos Den Leaders and Tiger Cub Coach will complete Fast Start Training and the Cubmaster will complete Cub Scout Leader Basic Training.

**Two-Deep Leadership:** The unit shall have one or more registered, trained and active assistant Cubmasters, one of whom is responsible for Youth Protection Training.

**Outdoor Activities:** The Cub Scout Pack will participate in one or more of the following experiences: Cub Scout day camp, resident camp, family camp, Webelos Den overnigher(s), and/or other activities conducted or approved by the local Council.

**On-Time Charter Renewal:** The Pack will complete its charter renewal before its current charter expires.

2 of these 6 optional items must also be completed:

**Pack Meetings:** Hold a minimum of 9 Pack meetings a year and earn the National Summertime Pack Award.

**Tiger Cubs:** Have a Tiger Cub Group in the Pack.

**Service Project:** Conduct a service project annually, preferably for the chartered organization of the community.

**Advancement:** 70% or more of the Pack advances in rank — or the Pack has a 10% increase in rank advancement over the prior year.

**Boy's Life:** 50% or more of the Pack subscribes to Boys Life — or the Pack has a 10% increase in subscriptions over the prior year.

**Membership:** Recharter with an increase in youth registered over a year ago.

Note: It appears that the direction of National policy is to encourage more training as well as membership increases. It seems likely that requiring more trained leadership and increases in membership to achieve Quality Unit may be required in the future. In fact, it was announced that membership increases would be required to achieve Quality Unit in '97, but this announcement was later disavowed as a mistake. Showing a membership increase is still an optional item, not a requirement, for 1997.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997

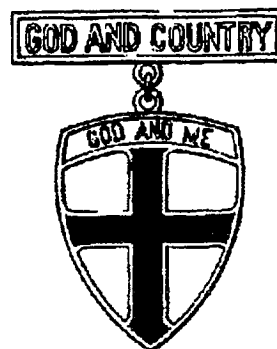


### Recruiter Strip

If a Scout recruits another boy to join Cub Scouts, he earns the Recruiter Strip. It is worn beneath the right pocket, beneath the Tiger Cub Graduate Strip (if worn).

### Religious Awards

For a complete listing of Religious Awards that can be earned by Cubs, see the "A Scout is Reverent" chapter in this Pow Wow book. Note that most of these award programs also have an adult award that can be earned by the adult partner. Consult the literature for the individual awards, most of which are available at the Scout Shop.



Cub Scouts earning the award of their faith may wear the medal on their uniform, or wear a square knot (silver knot on a purple background). Adults completing the adult award also earn a medal and square knot (purple knot on a silver background).

### Service Pin

For each year of service, a Scout or Scouter receives a service pin. Each program has a different background:

Orange . . . . .	Tigers (youth)	Brown . . . . .	Varsity (youth)
Gold . . . . .	Cubs (youth)	Red . . . . .	Explorer (youth)
Green . . . . .	Boy Scout (youth)	Blue . . . . .	Adult Scouter

Cub Scouts can receive a "1" their year as a Tiger Cub and up to a "4" with a yellow background for their tenure as a Cub.

Please note that Scouts & Scouters can only wear the highest pin earned in each program; they can't wear the Cub Scout "1" and "2" simultaneously. Adults can wear any stars earned as a youth, or they can combine all years of service and wear the combined number with a blue background. Service pins are worn centered and 3/8" above the left pocket. If any knots are worn, the service pins go 3/8" above the knots.



### Silver Beaver

The highest award a Council can nominate a Scouter to receive.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Sports Beltloops & Pins

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

Cub Scouts earn a Beltloop for experiencing any of these 21 Sports and by "Doing their best" to learn about the things in the individual book for the award. For completing 30 hours of experience, accumulating 60 points in 90 days, they also earn the Sports pin for that sport. See the Cub Scout Sports and Academics Leader Guide for a complete summary; you can also refer to the individual publications for each award.



Please note that the BB Shooting award can only be earned on a range supervised by a BSA certified BB gun range officer. Training courses are periodically offered in the Council; contact your Training Chairman for more information.

Beltloops are worn on the Cub Scout belt only. Pins are worn on civilian clothes only. Adults can also earn Sports pins by completing the same amount of work as the Cub; pins are for civilian wear.

### Sports Letter

If a Cub involves his adult partner in earning an Sports Pin — hopefully working side by side with the Cub — then the Cub earns the Sports Letter while the adult partner earns the pin. See the Cub Scout Sports and Academics Leader Guide for a complete summary.



The Letter is for civilian wear or display on a trophy blanket.

### Sports Patch

Any Cub who participates in the Cub Sports program can wear the Sports Patch, which can be worn as a temporary patch on the right pocket.

### Tiger Cub Graduate Strip

This patch, new in '96, replaces the old Tiger Cub Graduate Patch that was approximately 3" square. This patch can be presented to Cubs that were Tiger Cubs.

The new Strip is worn below the right pocket, above the Recruiter Strip.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Trained Leader Emblem



Cub Leaders completing the Basic Training course receive the Trained patch. Pack Leaders, Den Leaders and Tiger Cub Leaders all must complete the single Basic Training Course.

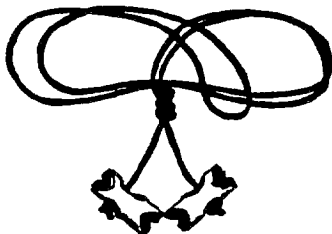
Webelos Leaders, however, must complete both the Basic Training course and the Webelos Leader Outdoor training session to receive the Trained patch.

### Veteran Award

The Veteran Award is an adult recognition, but tenure earned as a youth may be included in the total number of years registered. A pin is awarded for civilian wear. Scouters desiring recognition as 5-, 10-, 15-, 20-, 25-, 30-, 35-, 40-, 45-, 50-, 55-, 60-, 65-, 70-, 75-, or 80-year veterans must have been an active registered Scout or Scouter for the required number of years, paying the annual registration fee. The period of service claimed need not be continuous. The application is BSA # 28-701N

### Wood Badge

Advanced Leader training is available to both Cub Scout Leaders and Boy Scout Leaders. For Cub Scout Leaders, Wood Badge training is to help them become better trainers of other adult leaders.



Scouters attending Wood Badge make a commitment to serve as a Cub Scout Trainer for a minimum of 18 months. To earn their Wood Badge beads, neckerchief and woggle, the Scouter must also complete a variety of service projects. Cub Scout Wood Badge courses are offered on a Regional level; the Western Region offers 2 courses for a maximum of 128 Scouters each year. If you are interested in attending Wood Badge, contact your District Cub Training Chairman.

### World Conservation Award

Cubs completing a conservation service project and completing specific requirements for their rank advancement earn the World Conservation Award. This award can be earned as a Wolf, Bear and Webelos.



### Whittlin' Chit

Cubs completing Bear requirement # 19 receive the Whittlin' Chit, which authorizes them to carry a pocket knife on Scout outings. Chits are available at the Scout Shop.

# **BLUE AND GOLD**



**Enthusiasm is interest plus energy.  
People are defeated in life not because of want of ability,  
but for lack of wholehearted effort.**

**Royal Bank of Canada Newsletter**





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### BLUE AND GOLD

#### What is A Blue and Gold Anyway?

This is the biggest celebration of the year for Cubs. It honors Cub Scouting's birthday in Cub Scout colors. This is a time for a Cub to shine in front of his family, friends and peers. These guests are present to see the Cub receive advancements, awards and recognition.

The Boy Scouts of America was founded in 1920, and in 1930, the Cub Scout program followed. Cub Scouting's Anniversary is honored each February with a Blue and Gold celebration deriving its name from the Cub Scout colors. This celebration is a special time for the boys and families of Cub Scouting. Blue and Gold banquets offer family involvement and show the principles of Scouting at its best.

There is much advance preparation and planning for the success of a Blue and Gold banquet. It is recommended that special committees be formed and begin working on the banquet details as early as October or November. The committees should report to the Pack Committee at regular monthly meetings. Each phase of the banquet needs approval. Involve as many people as possible. This is a great way to involve families of the Cubs. They can help in decorations, menus, and set-up the day of the banquet. This will help to lighten the load of the leaders, since their main responsibility is working with the Cubs and their dens. Remember to invite your Tiger Cubs! The Blue and Gold banquets will provide them a chance to see the older boys in action. They will be energized to the applause around them as Cubs receive their awards and become impatient to receive their own.



#### In Summary

The annual Blue and Gold banquet should be a "night to remember" for both boys and their families. Careful, advance planning will ensure this. Make this activity a highlight of the Pack's program year.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Steps to Planning A Blue and Gold Banquet

Who Plans All This Stuff, Anyway?

- A banquet chairman is recruited (or appointed) by the Pack Committee. That person recruits (or appoints) helpers to carry out responsibilities listed below. This outline will (should) make your planning easier. Get as many people involved as possible. Sharing the glory collectively is much easier than sharing the blame by yourself.

### Select DATE, TIME, PLACE (Chosen by Pack Committee)

DATE

- Most Packs substitute the Blue and Gold banquet for their February Pack meeting, although not necessarily on the same night as a regular Pack meeting. Friday or Saturday nights are good.

TIME

- Official starting time should be set as early as possible in the evening. Allowances need to be made to make sure all people active in planning and execution have time to show up and get set up before the festivities start. 6:00 show up time and 7:00 starting time is not unreasonable. Allow plenty of time for people to eat dinner, but keep eating time as short as possible. The boys will lose interest if all the adults are talking over coffee and discipline problems will result.

PLACE

- Placement of your banquet will be determined by what kind of food or dinner will be served, and by who provides the meal. (In other words, if your banquet is held at a restaurant, be sure to pick one that has seating capacity for all who attend.) Check out availability of parking, rest rooms and coat racks.  
Does the facility have proper stage and microphone facilities if you need them, and is there a fee for these services?  
Does your site have food preparation areas and/or a serving area? What will work well with a catered meal might not work with a pot-luck. Plan accordingly!

### RESERVE YOUR SITE WELL IN ADVANCE!!! 60-90 DAYS IS NOT TO MUCH!

Whaddya Gonna Eat, Eh? (Chosen by Pack Committee)

- Select meal plan - catered, potluck, appetizer/snacks, etc. See the sample sheets for selections and ideas.
- Determine serving needs (utensils, kitchen/serving space)
- Assign serving and cleanup job (good practice for KP at camp)
- Program (Chosen by Pack Committee and Den Leaders)





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



- Flag Ceremony - All ranks of Cubs are required to plan and execute a flag ceremony. This is a perfect advancement opportunity. Local Marine Corps detachments are ready and willing to do military-style flag ceremonies. Be prepared to invite the color guard to eat at your banquet. Plan accordingly. They also eat like Marines.
- Invocation - Cub Scouts believe in God, but beliefs vary from Scout to Scout. Keep religious invocations as non-denominational as possible, but make the point.
- Welcome of Distinguished Guests - Welcome all your invited guests such as:
  - Scoutmaster from local troop.
  - Principal(s) from school(s) the Cubs attend;
  - Guests from the chartered organization;
  - Unit Commissioner
- You did remember to invite these guys, didn't you?
- Introduction of All Dens and Den Leaders - These people are what make the Pack go and grow, so don't forget to introduce them.
- Greeting From Head of Chartered Organization - Most times, the chartered organization doesn't get much exposure during the year. This little bit of PR goes a long way.
- Induction Ceremony For New Leaders - Even if new Leaders have been around for a few months, recognized here will probably show up again next year.
- Entertainment - Possibilities here are endless. See the sample sheets that follow for some ideas. The boys and their parents will enjoy this more if the boys are the primary source of entertainment. Following this tack will also ensure the younger boys will not get bored and become unmanageable.
- Awards Ceremony For Advancement - Go from youngest to oldest boys here. Remember, this is the most important awards ceremony of the year. Make the awards ceremony something the boys will remember. Please don't just call them to the front, hand them their award, and ask them to sit down. A little imagination goes a long way.
- Recognition of Leaders And Committee People - These are the people you want back again next year. Remember, these people are all volunteers, and the only thanks they get besides the satisfaction of seeing their boys advance and have fun comes from other registered Leaders in the Pack. A small token of appreciation, even a "gag" gift, goes a long way. Nobody expects a trip to Vegas, but a small home-made gift will show these people that the organization cares about them.
- Graduation Ceremony (if any) to Scout Troops - If any 2nd year Webelos dens are graduating to Scout troops, now is the perfect time to graduate them. More parents attend Blue and Gold banquets than attend Pack meetings (as a rule), and this graduation ceremony can go a long way to promote graduation by younger boys to troops as they get older.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



- Announcements And Thanks - Thank everyone concerned with putting on the banquet. Call everyone concerned forward and personally thank them and shake their hand. Personally acknowledge any other outstanding services done for Pinewood Derby, chili supper, or any other Pack activity. Thank all the Cubs for providing entertainment, the parents for showing up and supporting their kids and the Pack, and anyone else you can think of. Better to thank too many people than too few.
- Closing Ceremony - By now, most people are about ready to leave anyway, so keep this one short and sweet.

### TYPES OF BANQUETS

- Potluck #1 - Each den's families are asked to provide one main dish and one extra dish (salad, vegetable, or dessert). All food is placed on one table and served buffet style. The Pack provides the beverages and bread. No charge is made for the meal.
- Potluck #2 - Each den's families are asked to provide either a vegetable, salad or dessert. The Pack provides the meat, beverages and breads. All food is placed on one table and served buffet style. A charge is made to cover the expenses.
- Family Style Potluck - Families in each den provide the food for their den only, as a potluck #1 above. The den may collectively provide beverages and bread or the Pack can provide them. There is no charge for the meal.
- Cook-Your-Own - The Pack decides on the menu, purchases the food, and distributes it to the dens for cooking and preparing. A charge is made for the cost of the food.
- Box Supper - Each family is asked to bring one box supper for each family member. All boxes are collected at the door and are auctioned off for a Pack fun-raiser. The family members eat together, sharing the boxes they purchased.
- Sponsor Dinner - The sponsoring organization provides all food, beverages and condiments. No charge is made for the meal, either for reimbursement costs or as a fund raiser.
- Catered Meal - The Pack arranges with a local caterer or restaurant to provide food for everyone attending. This is usually available at a discount rate to non-profit organizations. A charge is made for the meal, either for reimbursement costs, or as a fund raiser.
- Restaurant - A local restaurant is selected as the banquet site and a menu is chosen. Charges are based on the cost.
- Dessert Specials - Dessert provided by sponsor; Parent & son cake bake and auction; Build-a-Sundae with ice cream in commercial containers, toppings, syrups, nuts and whipped cream.
- Birthday Party - No food, but instead have cake and ice cream to celebrate Scouting's birthday.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



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### SUB-CHAIRPERSON RESPONSIBILITIES

#### Physical Arrangements Committee

- Make arrangements for banquet location at least 6 weeks in advance.
- Check seating capacity of site and number of tables available. Estimate attendance +10%.
- Checking lighting, stage, heating, public address system.
- Locate rest rooms. Make sure they will be open.
- Check availability of coat room or coat racks.
- Make floor plan of table arrangement.
- Make arrangements for entrance to building early the day of the banquet.
- Set up tables and chairs for the dinner.
- Inform dens what item they can decorate (allow time for people to get home and dress for dinner).
- Arrange for clean-up committee.

#### Invitations Committee

- Sends written invitations to honored guests.
- Follows up to see how many guests plan to attend and notify the physical arrangements committee so seating can be planned.
- Make any policies clear to all dens who are to be invited and if limits have to be made on attendance of family members and explain why.
- On banquet night, meet guests at the door, furnish them with a name tag, and help them find their seats.

#### Program Committee

- Determine whether guests will be seated at the head table or with dens. Notify physical arrangements committee so seating can be planned.
- Select master of ceremonies.
- Make assignments for various parts of the program.
- Plan room decorations.
- Make printed copies of program for everyone attending.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Dinner Committee

Decides serving method (catered, potluck, etc.)

If catered:

- Contact caterer, agree on menu and cost.
- Take reservations and estimate cost.
- Check with caterer on time of delivery, finding out if he provides plates, silverware. Are drinks and dessert included?
- Plan two serving lines if more than 150 people attend.
- Collect money prior to banquet per caterer's deadline.

If potluck:

- Decide if dens will plan their own menus, or if dens will contribute to an over-all menu.
- If dens plan their own menus, each Den Leader should act as coordinator.
- Decide if the Pack will provide such things as salt, pepper, sugar, napkins, drinks, etc. If so, make arrangements to buy or have these items donated. Inform dens of your plans.
- Each family can bring their own disposable tableware and plates. Be sure Den Leaders pass the word for at least 2 weeks prior to the banquet. Bring extras just in case.
- Plan to have cake or cupcakes.
- This is Scouting's Birthday!

## OPERATIONS CALENDAR FOR BLUE AND GOLD BANQUET PLANNERS

(Based on Blue and Gold being held the last week of February:)

### August

- Annual Pack planning meeting.
- Decide date, time, and place for Blue and Gold banquet.
- If a school location is desired, be sure areas are requisitioned in time for banquet.

### September/October

- Recruit committee sub-chairpersons
- Physical arrangements
- Invitations
- Program
- Dinner

### November

- Location selected and reservation made
- Sub-committees begin duties as states.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### December

- Meeting with all committees to start working on the details.

### January

- Blue and Gold committee to meet with Den Leaders to give directions for decoration, program, invitation information etc.
- Dinner committee decision made.
- Entertainment secured or assignments made.
- Physical arrangements committee to visit location of banquet to check out needs.
- Dens begin work on decorations
- Invitations for Blue and Gold banquet to families
- Special guest invitations mailed.

### February

- Reconfirm location, time and place.
- Reconfirm entertainment.
- Buy supplies, plates, coffee, etc.
- Program agenda ready for printing.
- Deadline for RSVP.
- Let dinner committee know of reservation to make final food orders.
- Make seating chart. Give to setup committee.

### Banquet Day

#### Early PM - set up

- Scheduled time - this is it! Go for it!

#### Late PM - cleanup committee cleans up.

- ENTERTAINMENT IDEAS

OPack Developed Entertainment.

- Each den prepares a skit, song, stunt or puppet show.
- Parent and child talent show.
- Cubmaster and Den Leaders or committee persons prepare a skit using adults at the banquet.
- Scout demonstrations (camp cooking, monkey bridge, skills).
- Outside Entertainment
  - \* Animal demonstrations
- Country park associations
- Local Zoo
- Police canine associations and departments
- Dog obedience schools
- Bicycle clubs
- Clown associations (Shriners, etc.)

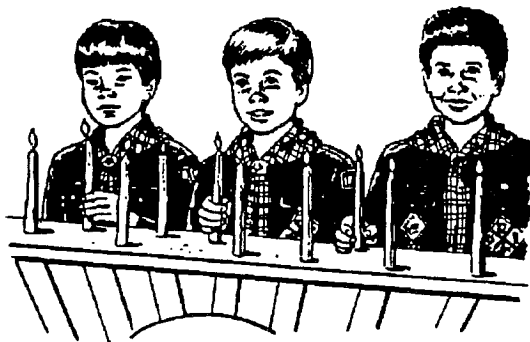


# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



- Dance demonstrations
  - \* Dance schools in your area.
  - \* Square dancers
  - \* Indian dancers (Order of the Arrow, local Scout Troops)
- Karate/martial arts demonstrations
- Magic acts
  - \* Local magicians.
- Instructors from local high schools or colleges with physics displays
- Music
  - \* Cub Scouts from the Pack
  - \* Local musicians from county parks associations, etc.
  - \* Schools and church choirs, adult and children's singing groups
- Sports
  - \* Professional athletes
  - \* High schools departments
  - \* Gymnastic schools



## CEREMONIES

### A CUB SCOUT PARENT'S PRAYER

Look down upon my son, Dear Lord,  
This smiling Cub of mine.  
Please take his hand along the way  
So he may never stray.  
Bless my son tonight, Dear Lord,  
And help him walk with Thee.

Give him comfort, warmth, and love;  
He's all the world to me.  
Bless his daily efforts,  
And make him strong and true;  
For life's a heavy burden,  
And we're all in need of You.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### FOR GOD AND COUNTRY

- Arrangement:** Den chief and Cub Scouts, in uniform, carry small U.S. Flags and line up on stage. Each speaks his part.
- Den Chief:** Two hundred years ago, God gave us a nation; a land of wealth and bounty, choice among His creations. We must protect its freedom and defend its worthy cause, and support our Constitution, which is based upon God's laws. We must pledge to be loyal throughout each coming year, and with God's help, we will know no doubt nor fear. When we keep our promise to do our best each day, God will bless our country and us in every way. Please stand and join us in singing, "God Bless America". (After audience is seated, Cub Scouts continue.)
- First Cub Scout:** We're glad you came to our banquet! We have many things to say about our love for America as we celebrate today.
- Second Cub Scout:** Independence is a big word, and hard for me to say. But I know it means a lot to all Americans today.
- Third Cub Scout:** Our national bird is the eagle. Have you ever wondered why? It may be because it soars above all birds to reach the sky.
- Fourth Cub Scout:** The Liberty Bell is ringing, though its sound we do not hear. Freedom of speech and worship, freedom from want and fear.
- Fifth Cub Scout:** Without our flag of red, white and blue, things would be different for me and you. It's a symbol of pride in the American way, so we should be loyal and true each day.
- Sixth Cub Scout:** Please stand and join us in the Pledge of Allegiance to our flag.

### BLUE AND GOLD COLORS

Blue and Gold are the Cub Scout colors. They have special meaning boys and leader should understand, and will help them see beyond the fun of Cub Scouting to its ultimate goals.

The blue stands for truth and spirituality, steadfast loyalty and the sky above.

The gold stands for warm sunlight, good cheer and happiness.





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



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### STORY OF CUB SCOUT COLORS

**Arrangement:** As curtain opens, three boys dressed in Indian costume are seated around artificial campfire. One wears a chief's headdress; the other two are braves. Hanging on a tripod over the fire is a kettle which has a small can of dry ice and a blue and gold Cub Scout neckerchief concealed in it.

**Narrator:** (Cub Scout or den chief): Many, many moons ago, the great chief Akela called a council to see what could be done to make his tribe the best of all tribes. He told the first Indian brave to climb the mountain and tell the eagle to fly high into the sky and bring back part of the beauty of the sun. (One brave exits.)

He told the second brave to go into the forest and tell the sparrow to fly high into the sky and bring back part of the beauty of the sky. (Second brave exits.)

After a while, both braves return. (Both braves enter - One carries a bottle of blue water; the other a bottle of gold water. They hold up bottles to show everyone.)

**Narrator:** Akela told one brave to pour some of the beauty of the sun into the council mixing pot. (The brave pours some of the gold water into the can in the pot, causing smoke.)

**Narrator:** Then he told the other brave to pour some of the beauty of the sky into the council mixing pot. (The brave pours blue water into the can, causing smoke. Akela, the chief, raises hands toward the sky.)

**Narrator:** Akela says that from this day forward, blue will stand for truth and loyalty and the sky above. Gold will stand for warm sunlight, happiness and good cheer. (Akela reaches into pot and pulls out Cub Scout neckerchief.)

**Narrator:** And that's why the Cub Scouts colors are Blue and Gold.

### CUB SCOUT SPIRIT

**Arrangement:** Head table hold candelabra with three candles and one larger candle in separate holder. Narrator reads the following;

Tonight we have had a lot of fun at the (number) birthday party of Cub Scouting and the (number) birthday of our own Pack. As Cub Scouts and leaders, we are following the trail left by millions of other boys and leaders how have been involved in Cub Scouting since it began in 1930.

All of those boys and leaders have had the Cub Scout spirit, which we symbolize with the flame of this one candle. (Light large candle. Dim room lights.) What is Cub Scout Spirit? That's easy. It's the three things we promise to do in the Cub Scout Promise. In the Promise, we say, "I promise to do my best to do my duty to God and my Country." that's the first part. (Light first candle on candelabra.) The second part is "To help other people." (Light second candle.) And the third part is "to obey the Law of the Pack". (Light third candle)

Now while these three candles burn as a reminder to us, I will ask all Cub Scouts and all former Cub Scouts to stand, make the Cub Scout sign, and repeat the Promise with me. (Lead Promise.)





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



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### THE BLUE AND GOLD

- Arrangement:** Eight Cub scouts speak their lines and place the following cards on a large blue flannel board. Truth, Faith, Loyalty, Sunlight, Good Cheer, Happiness, and a cutout golden sun.
- First Cub Scout:** Back in the good old days, school colors gave people a feeling of school pride and loyalty. Today, the blue and gold of Cub Scouting helps to build the spirit among Cub Scouts.
- Second Cub Scout:** *(Points to blue flannel)* The blue reminds us of the sky above. It stands for truth, spirituality, and steadfast loyalty.
- Third Cub Scout** *(Places "truth" card in upper left corner)* Truth means we must always be honest.
- Fourth Cub Scout** *(Places "faith" card in upper right corner)* Faith means a belief in God.
- Fifth Cub Scout** *(Places "loyalty" card across bottom)* Loyalty means being faithful and loyal to God, country, and our fellow man.
- Sixth Cub Scout:** The gold stands for the warm sunlight. (He places the sun in center of board and the "Sunlight" card across top of the sun.)
- Seventh Cub Scout:** Gold also stands for good cheer and happiness. We always feel better when the sun is shining and so will those to whom we give good will. (He places "Good cheer" and "happiness" cards on each side of the sun cutout.)
- Eighth Cub Scout:** As we wear our Cub Scout uniforms, may the meaning of the Blue and Gold colors make us remember our Cub Scout ideals, the Cub Scout Promise and the Law of the Pack.

### CLOSING THOUGHT

- Narrator:** Lord Baden-Powell, the founder of Scouting, said "I often think that 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.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



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### SKITS

#### Spirit Of Baden-Powell

- Characters:** Seven uniformed Cub Scouts, carrying props described below. The narrator is in Scout uniform and wears a campaign hat.
- Narrator:** I represent the spirit of Lord Baden-Powell, the founder of Scouting. I am also the spirit of Scouting past and present. Here is our future ... the Cub Scouts of today who will be the men of tomorrow.
- First Cub Scout:** *(Enters carrying a replica of a church or carrying a bible)* I like to wear my uniform to church on Scout Sunday or Sabbath in February. Many Cub Scout Packs in the United States are chartered to religious organizations.
- Second Cub Scout:** *(enters)* Two colors of the Cub Scout uniform have special meaning. The blue stands for truth and loyalty; the gold represents good cheer and happiness.
- Third Cub Scout:** *(enters carrying Wolf Cub Scout Book and Kipling's Jungle Book)* When Cub Scouting began in England, I was based on Kipling's jungle tales. When Cub Scouting began in the United States in 1930, Indian themes were used.
- Fourth Cub Scout:** *(enters carrying woodcraft project)* Cub Scouting means fun, and we have lots of fun. I like making things that are useful or that fit our monthly theme.
- Fifth Cub Scout:** *(enters carrying nature collection):* I like to go on hikes and collect things for my nature collection. Cub Scout outdoor activities are fun. We learn about the things that live and grow in our area.
- Sixth Cub Scout:** *(enters carrying tin can stove)* I like to cook outdoors. All Cub Scouts like to eat! This is a cook stove we make as a den project.
- Seventh Cub Scout:** *(enters carrying U.S. flag)* I am proud to be an American and I'm proud of our flag. I also like our Pack flag because it reminds me that I'm part of (number) years of Cub Scouting.
- Narrator:** Yes, I represent the past and the present, but these boys - the future of our country - prove that things will be in good hands.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### CUB SCOUT STEW

- Characters:** Boy in chef's hat, any number of uniformed Cub Scouts, Den Leader.
- Setting:** On stage in a large kettle made from a cardboard carton. There is a short stepladder at each side for the boys to climb up to get into the kettle. Put an air mattress or other pad in the bottom of the kettle for boys to land on. As curtain opens, a boy wearing a chef's hat is standing on one of the stepladders, stirring in pot with a broomstick. He holds a large piece of paper on which the word "Recipe" is written in large letters.
- Den Leader** *(entering)* What are you making?
- Chef:** This is Cub Scout stew. Would you like to watch?
- Den Leader:** Yes, I would. What goes in it?
- Chef** *(pretends to read recipe)* First, add Cub Scouts who do their best. *(Uniformed Cub Scouts come on stage and climb into kettle.)*  
Then add a sense of humor. *(Grinning Cub Scout wearing sign, "Humor", climbs into kettle.)*  
Next, add a pinch of service to others. *(Cub Scout wearing "Service" sign climbs into kettle.)*  
Then add a dash of mischief. *(Cub Scout wearing "Mischief" sign climbs into kettle.)*  
And a big helping of sunshine. *(Cub Scout wearing "Sunshine" sign climbs into kettle.)*  
And last, add a ton of energy *(Cub Scout wearing "Energy" sign climbs into kettle.)*
- Chef** *(pretends to stir: Stir well, and you have a Cub Scout stew. (Pretends to take a taste and offers a taste to Den Leader.)*
- Den Leader:** That's delicious! I'd like your recipe.

### TABLE DECORATION

#### The Incredible Shrinking Nut Cup

**Materials:** Styrofoam cups, blue and yellow permanent markers, 400 degree oven, lots of patience.

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



# Following Akela's Trail

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### FLEUR-DE-LIS CENTERPIECE

**Materials:** Thin sheet of Styrofoam, Styrofoam cutter or serrated knife, rectangular Styrofoam for base, blue spray paint, gold spray paint, cardboard, toothpicks, glue.

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

### BIRTHDAY CAKE CENTERPIECE

**Materials:** 2 round cardboard boxes - different sizes, candle whipped soap suds, flags.

**Directions:** Glue the two boxes together and cover with paper mache. Add candle on top. Frost cake with whipped soap suds. Decorate as desired. Add flags that have the boy's names on them.

### CAKE CENTERPIECE

**Materials:** 3 round boxes - different sizes, paint, pipe cleaners, construction paper.

**Directions:** Glue three boxes together and cover with paper mache. Paint as desired. Cub Scouts are made from twisted pipe cleaners with paper hats and neckerchiefs.

### LANTERN CENTERPIECE

**Materials:** one 8"x11" sheet of aluminum (from printer's plate), old scissors, paper punch, three brass brads, old board, nail and hammer, votive candle, foil ashtray.

**Directions:** Cut printer's plate to 8"x11" sheet. (Wear gloves when cutting. Old scissors will do the cutting.) Once, the plate is cut to size, fold the top and bottom edge about 1/2" from the edge, using straight edge of a ruler. The shiny side should be on the outside, printed side on the inside. Using the hole punch, make three holes along each side of the plate being careful to match them up. Place the plate over the old wooden board. Have the boys tape a design to the top of the aluminum plate. Using a ten penny nail and hammer, trace the design with nail holes. When the design is completed, the boy can roll the plate into a cylinder and fasten with the three brads. Take a foil ash tray and fold the sides up so the cylinder will fit over it. Place the candle on the ashtray.

### NAME TAG

**Materials:** Yellow construction paper 1" x 3", blue marker

**Directions:** Use marker to draw square knot on paper. Write name below knot.



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### CUB SCOUT PLACE CARD

**Materials:** 2 dark blue chenille stems, cotton ball or pink head, pink tissue paper, yellow paper, cardboard for base.

**Directions:** Form body from dark blue chenille stems, twisted together to shape. Make head from cotton ball covered with pink tissue or glue on pink head. Make hat and neckerchief from yellow paper and glue in place. Glue feet of figure to cardboard base. Add name card.

### CUB SCOUT HAT PLACEMENT

**Materials:** Dark blue construction paper, yellow or light blue construction paper, Cub Scout stickers.

**Directions:** Cut hat from dark blue construction paper. Add yellow or light blue front section. Add emblem for Cub Scout or Webelos.

### NECKERCHIEF PLACEMAT

**Materials:** Construction paper, markers

**Directions:** Cut neckerchief from construction paper and glue onto a background for placemat. Add arrows with marker.

### WEBELOS PLACE MATE

**Materials** 16" x12" blue burlap, gold spray paint, poster board.

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





# Following Akela's Trail

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### BLUE AND GOLD MINTS

For a special treat, make blue and gold mints for your banquet. You need:

6 tablespoons margarine or butter                      2 teaspoons peppermint  
3 pounds powdered sugar                                  Dash of salt  
7 tablespoons water (color half with blue and the other half with yellow food coloring)

Cream margarine or butter. Add peppermint flavoring and salt.

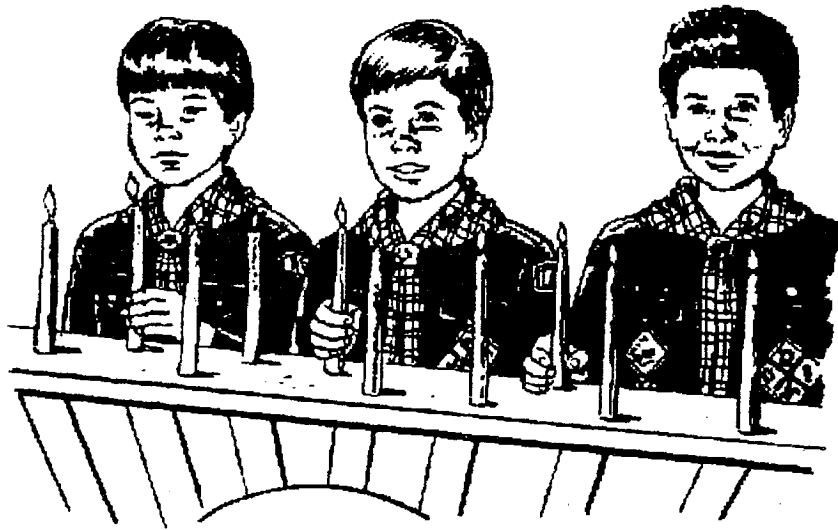
Divide into two batches. Add colored water to each batch.

Add 1 pound powdered sugar to each batch. Blend with mixer, then kneed in another 1/2 pound of sugar.

Press into molds or roll out to desired thickness and cut or shape mints. Let dry on cookie sheet in refrigerator.

When mints are dry, store in covered tin or airtight box to prevent hardening.

# CEREMONIES



The journey of a thousand miles begins with on step

Laotse







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### The Neckerchiefs of Scouting

Props: A rack holding 4 neckerchiefs: Wolf, Bear, Webelos and Scout. This prop is illustrated in "Staging Den and Pack Ceremonies." Uprights of rack should be orange and at the top of the rack there should be a fleur de lis symbol such as the 9" high decal available from the Scout Shop.

Before Scouting can exist, there has to be a firm foundation: your family and your community provide the support that you need to have Scouting Fun. With that beginning, Scouting begins to happen. The first step is Tiger Cubs, who learn to Search Discover and Share. Tiger Cubs grow beside their adult partner, and share a full year of fun and learning. Through all of the good times, though, the Tiger makes a promise. \_\_\_\_\_, would you please lead the Tigers in the Tiger promise?

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

Thanks, Tigers. Our Tigers will graduate into their first year of Cub Scouts today. They will wear the gold neckerchief of the Wolf. Gold stands for good cheer, happiness and the warm sunlight.

When the Wolves graduate, they earn the privilege of wearing the Blue neckerchief of the Bear. They get to work in the Big Bear Cub Scout Book, learning about God, County, Family and Self. The Blue in the neckerchief stands for truth, spirituality, loyalty and the great blue sky above.

As Cub Scouts, boys learn a new promise. \_\_\_\_\_, will you lead the Cub Scouts in the Cub Scout Promise?

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

Thanks, Scouts. Next, the Bears graduate to become Webelos. Webelos is a secret scouting word; Webelos stands for We'll Be Loyal Scouts. As Webelos, Scouts wear a neckerchief with 4 colors in it: the Blue & Gold of Cub Scouts and the Red and Green of Boy Scouts.

The Green stands for the outdoors and nature, which Scouts are obliged to protect and care for. Red stands for bravery, being prepared to help others, and pride for our country. As a Boy Scout, our boys will wear a neckerchief selected by their troop -- every troop can select its own neckerchief. Here is the \_\_\_\_\_ neckerchief used by Troop \_\_\_\_\_, which many of our Pack graduates have since joined.

Will all Boy Scouts, former Boy Scouts and soon-to-be Scouts join me in the Scout Promise?

On my honor, I will do my best to do my duty to God and my Country and to obey the Scout Law. To help other people at all times. To keep myself physically strong, mentally awake and morally straight.



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The symbol of Scouting is the Fleur de lis, which is like the north symbol on an old sailor's compass. A scout can point the right way in life, just like a compass can. The 3 points stand for the 3 points of the Scout promise, which we just recited. The two stars stand for truth and knowledge. The eagle is the symbol of the USA. It stands for freedom and the readiness to defend that freedom. And, as you probably know, the Eagle is the highest award in Scouting. Less than 2 boys out of a hundred earn the Eagle award.

Scouts, good luck on your advancement path in Scouting!

### New Year

- |    |  |     |  |
|----|--|-----|--|
| #1 | Another year is starting<br>And we'd like to welcome you.<br>And tell you what our purpose is,<br>And what we hope to do.                  | #5  | And we'll be shown in many ways<br>That each man is our brother,<br>And we will see the joy there is<br>In helping one another.                |
| #2 | Pack ____ is a group of Cub Scouts<br>It helps us grow up strong.<br>And teaches us to do what's right<br>And fight against what's wrong.  | #6  | We'll learn to be good citizens<br>And, hopefully, we'll see<br>That laws are made for all the men<br>So each man can be free.                 |
| #3 | It shows us how much we can do,<br>If we work as a team;<br>Then we'll have fun and jobs won't be<br>As hard as they first seem.           | All | To Do all this, Pack ____ needs<br>Good leaders -- this is true --<br>That means we need the help of all<br>Of you -- and You -- and YOU!!     |
| #4 | We'll go on hikes and field trips,<br>To learn of nature's wonders,<br>So we'll respect her when we're grown<br>And not make any blunders. | All | And now, to start the year off right,<br>In a good and proper manner,<br>We'd like you all to rise and sing<br>Our own "Star Spangled Banner." |

Source: 1990 WLACC PowWow Book

### New Leader Oath

- CM: What is leadership? It is a process by which a person influences others. In Cub Scouting, leadership is the ability to accomplish the Cub Scout program in an efficient, safe and effective manner.
- COR: As in most groups, our Pack is evidence of the willingness of its members to work together. Working together is a give and take business, and the leader gives guidance and direction. The leader also lives up to the standards of the group.
- CM: The job of Pack committee Chair is one of variety and responsibility. It touches on all the aspects of the Cub Scout program. The chairman has the final responsibility for the successful operation of the Pack, working closely with the Cubmaster and other Pack



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leaders. For the '96-7 year, our new Pack Committee Chairperson will be \_\_\_\_\_. Will you please come forward?

**COR:** Often the Chairperson is a mediator, but most of the time a good listener. The Chairperson, like other Pack leaders, must set a good example and lead the way for Cub Scouts to follow. A successful Chairperson will not ask of anyone something that she would not willingly do herself. Will you please repeat after me:

I (your name)  
promise to do my best  
to help the members of my Pack,  
our Cubmaster and our Den leaders,  
to help other people,  
and obey the Law of the Pack.

**CM:** Pack \_\_\_\_\_ has begun organization for next year, and many people have both volunteered and been accepted by the Pack Committee as Den Leaders for next year. Would these people please come forward: \_\_\_\_\_. The Tiger Group Coach, Den Leader and Webelos Den Leader occupy a unique and essential place in Cub Scouting. They fill a particular need for boys of Cub Scout age. They are indispensable leaders in the operation of our Pack. If you will lead a Den next year, will you please respond with "I will." Will you promise to:

Show interest and concern for all boys in your Den?  
Be responsible for the organization and operation of your Den?  
Attend Pack leader meetings and Pack meetings?  
Work with the parents of your Den so they will have the opportunity to share in the fun of Cub Scouting?  
Observe the policies of the Boy Scouts of America?

Wearing the leader uniform not only identifies you as a very important member of the Boy Scouts of America, but it also sets a good example for the boys in your Den. I would like to welcome each of you as new leaders in our Pack and present you with the badge of office and a copy of the Cub Scout Leader Book. Congratulations and good Scouting!

### **Cub Scouting is Many Things**

**CM:** Cub Scouting is Many Things. (Each of 12 Cub Scouts holds a candle which is lighted as he gives his message. Lights are turned off.)

**#1:** Cub Scouting is a Boy. He is somewhere between 6 and 11 years old. He is just an average boy -- energetic, inquisitive, noisy and eager to explore the world around him.

**#2:** Cub Scouting is Parents who love this boy -- and care about him. They want him to grow up to be a well-rounded individual who can live and work in an atmosphere of harmony and cooperation.



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- #3: Cub Scouting is a Den Leader who opens a home and their heart to this boy and 5, 6 or 7 others just like him so they may learn to do things in a group rather than individually and learn to share the limelight with the others.
- #4: Cub Scouting is a Den Chief -- a Boy Scout or Explorer who works into his busy schedule a time for the younger boy so he may encourage him to stay on the Scouting trail for many years.
- #5: Cub Scouting is a Cubmaster who gives of his spare time, and some times much more, to provide a program that will bring Cub Scouting to this boy.
- #6: Cub Scouting is a Nationwide Organization, a little brother program to Boy Scouting, provided by the Boy Scouts of America for the 6, 7, 8, 9 and 10 year old.
- #7: Cub Scouting is a Committee made up of interested parents who back up the Cubmaster and who serve willingly to carry out Pack goals.
- #8: Cub Scouting is Fun for the boy, his parents and his leaders.
- #9: Cub Scouting is Fellowship with the boy in your class at school, your neighbor, and other people you might never meet except through Cub Scouting.
- #10: Cub Scouting is Citizenship -- teaching the young boy respect for God and country. He learns his moral obligation to himself and his fellow man.
- #11: Cub Scouting is a Challenge to all who become involved -- a challenge to live up to high ideals, bring forth creative ideas, and express yourself well. It is also a challenge to learn to accept the ideas of others who may not agree with you and learn to compromise and work out differences.
- #12: Cub Scouting is Achieving by boys and parents as they work together on advancement in the boys' book. Leaders achieve as they carry out the Den and Pack programs successfully.
- CM: As you can see Cub Scouting is many things -- each one important and shining forth in its own way. If we keep all these lights burning brightly in our Pack, our radiance will be seen by many people. This is Cub Scouting.

### Red, White & Blue

- #1: Here's to the Red of it, There's not a thread of it,  
No, nor a shred of it, In all the spread of it  
From foot to head.
- But heros bled for it, Faced steel and lead for it,  
Precious blood shed for it, Bathing it red.



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#2: Here's to the white of it; Thrilled by the sight of it,  
Who knows the right of it, But feels the might of it  
Through day and night

Womanhood's care for it; Make manhood dare for it;  
Purity's prayer for it, Keeps it so White.

#3: Here's to the Blue of it; Beauteous view of it;  
Heavenly hue of it, Star-spangled dew of it,  
Constant and true.

Diadems gleam for it, States stand supreme for it,  
Liberty's beam for it, Brightens the Blue.

#4: Here's to the whole of it, Stars stripes and pole of it.  
Body and soul of it, And to the roll of it,  
sun shining through.

Hearts in accord for it, Swear by the sword for it,  
Thanking the Lord for it, Red, White and Blue.

(Followed by the Pledge of Allegiance)

*Source: 1990 WLACC PowWow Book*

### **Sportsmanship Opening**

CM: At the beginning of the Indianapolis 500 -- or any car race -- the announcer says,  
"Gentleman, start your engines." Tonight we will have our Pinewood Derby. I will ask 13  
boys to come forward to help me give you a reminder.

S Smile, even if you hurt inside  
P Pardon those parents who may show poor manners  
O Ooze with enthusiasm for your car and fellow Den members  
R Respect the feelings of other Cub Scouts  
T Try your best and (next letter) be  
S Satisfied with yourself  
M Master the art of self-control  
A Anger has no place in our meeting  
N Notice that only one can win  
S Success in "doing your best" will be present for every Cub Scout  
H Hush those words of bragging  
I Insert your congratulations to the winner  
P Play the derby game for FUN



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### Seven Great Virtues

Prop: "Cub-a-labra" with 7 candles, preferably using the 7 rays of the AOL as candle holders.

Tonight we gather to honor (# of Scouts receiving award) Webelos Scouts that have earned the highest award in Cub Scouting: The Arrow of Light. These Scouts have worked very hard over the last two years to earn this prestigious award, and demonstrate that they understand the purpose of Scouting. The seven candles before you represent the rays in the Arrow of Light. These seven rays stand for the seven great virtues of life ... virtues that a Webelos Scout must have if they are to succeed and advance in Scouting and in life. For younger Scouts, living by and using these 7 great virtues will help you achieve much on your trail upward to the Arrow of Light.

**A Scout has WISDOM** (*light candle #1*) Having wisdom doesn't mean that a Scout is smarter than others. It means that he uses what he knows to live a better life -- to be a good example for other people, young and old, Scouts and others, family and friends.

**A Scout has COURAGE** (#2) Having courage doesn't mean that you're never afraid -- very courageous people are often afraid. However, facing danger despite your fear is the act of a brave, courageous Scout.

**A Scout has SELF-CONTROL** (#3) Scouts have to know when to stop. When you can stop yourself when you have had enough or done enough of something -- enough eating, enough playing, or even enough working -- then you have self-control. Know what behavior is correct in each situation, and do it. When you have self-control, you are growing up as a Scout.

**A Scout gives JUSTICE** (#4) Justice is part of the Pledge of Allegiance: "with liberty and justice for all." Justice is being fair with others that we go to school with, work and play with. Justice means it doesn't matter who the person is, or what color they are, or what they do ... Scouts are fair to everyone.

**A Scout has FAITH** (#5) Scouts believe in God. Faith means that we believe in God and other things we cannot see. When you know God exists in your heart, you have faith.

**A Scout has HOPE** (#6) Hope means you look forward to good things that you believe will happen. You hope for better things tomorrow, but you work hard today to make those good things happen.

**A Scout has LOVE** (#7) Scouts have many kinds of love. Love of family, home, your fellow Scouts, God and country are all a part of Scouting. Every kind of love is important for a full and happy life.

You will find that if you live by these seven virtues, you will be happy and will make the people around you happy as well. The Webelos Scouts before us this evening have proven that they understand their responsibilities as good sons and good Scouts. With the help of their willing parents, they will advance far along the Boy Scout trail. Congratulations, Scouts.



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### Eight Steps to Scouting

Prop: "Cub-a-labra," with 8 candles.

We are here tonight, Cub Scouts and parents, to honor the Cub Scouts who have advanced since we last met as a Pack, and to present them with awards they have earned. As he travels up the long advancement path, the Cub Scout achieves many goals in attaining the 5 ranks of Cub Scouting. At last he reaches his highest goal and becomes a Boy Scout. These candles represent the steps in his advancement. Their light stands for the help and encouragement given him by his leaders, family and friends.

The **Tiger** (*light candle #1*) is the youngest member of the Pack. He learns to Search, Discover and Share with an adult partner and other members of the Tiger Cub Group.

The **Bobcat** (*#2*) Cub Scout, the beginner, must learn and abide by the Cub Scout motto, the Cub Scout Promise and the Law of the Pack. He stands with much enthusiasm on the first step of the advancement ladder, which, as he climbs it, will bring to him knowledge, skills, enjoyment and good fellowship.

Next comes the **Wolf** (*#3*) Cub Scout, who must complete 12 achievements to reach the rank of Wolf. He gains knowledge of the United States flag, of keeping strong. He learns of tools, knots, safety, his neighborhood, books and reading. He has mastered several feats of skill, has made a collection and has shown his willingness to help in his home and take on family responsibilities.

The **Bear** (*#4*) Cub Scout reaches his rank by completing 12 increasingly difficult achievements that show he is growing in knowledge and skill. The Bear Cub Scout learns about his duty to God, his duty to our Country, has participated in family events and had fun with his Den. He should be proud to have climbed more than halfway up the advancement ladder.

The **Gold Arrow Point** (*#5*) is given to a Wolf or Bear Cub Scout who has finished the achievements for that rank and who goes onward to complete 10 additional elective projects. He is honored for his ambition, interest and hard work.

Ten additional elective credits must be earned to qualify for a **Silver Arrow Point** (*#6*). Only Wolf and Bear Cub Scouts having the highest ability and interest obtain the Silver Arrow Point.

Upon entering a **Webelos** (*#7*) Den, a Cub Scout begins the last part of the trail to Boy Scouting. As a Webelos Scout, he works to earn a variety of Activity Pins such as Citizenship, Physical Fitness and Readyman. They prepare him for the many challenges he will face in life.

The **Arrow of Light** (*#8*) is Cub Scouting's highest award and is the only Cub Scout badge that may be worn on the Boy Scout uniform. A boy who has earned the Arrow of Light Award is fully prepared to enter Boy Scouting.

As we go forward with our advancement program, may our way be charted by friendship, and may we always remember the Cub Scout motto: DO YOUR BEST.





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### Jungle Book Ceremony: Introduction

**Note:** Use this introduction for any of the Jungle Book Ceremonies, or use this introduction once and then use each ceremony in sequence as needed during your awards ceremony.

**Akela:** The moon is full, just as it was long ago on that night in the jungle when Mowgli first joined the Seeonee wolf Pack. It has been many years since Mowgli returned from living with the wolves. After he returned, he taught us many of the lessons he learned while in the jungle. The most important was that the strength of the wolf is the Pack, and the strength of the Pack is the wolf. That is why we are here tonight in this Council ring.

— by Edward A Haluska, Suffolk County '95 Pow Wow Book

### Jungle Book Ceremony: Tiger

**For:** Akela (Cubmaster), Shere Khan (SK), the evil tiger

**Props:** A candle log (with enough holes for each boy), small birthday candles (one per boy), a camp-stove lighter (one that makes a flame, not just a spark)

**Akela:** (*Insert Jungle Book Ceremony: Introduction*) Tonight we have many young boys who have earned their tiger badges. So let us begin. Parents, bring forward these tiger cubs. (Akela calls out the names of the tigers who have earned the tiger badge. Parents and tiger cubs come forward and face the rest of the Pack.) First, to earn your tiger pins, you boys have learned the Tiger Cub promise. Are you boys ready to make that promise again in front of your parents, these other tiger cubs, and the rest of the Pack? (Akela shakes head in yes motion. Boys should also shake their heads yes.)

**SK:** (Shere Khan now interrupts from an unseen place offstage.) These boys are tiger cubs! The wolves have no business with them!

**Akela:** Shere Khan! The Evil One! Mowgli knew you in the jungle as an evil tiger. And you tried to catch him whenever you could.

**SK:** These boys are tiger cubs! I will be the one to teach them!

**Akela:** Silence, Shere Khan, you evil one! Even among the tigers you are scorned because of your evil ways. Only the most disgraceful of tigers hunt for man cubs as you do. But we know the one thing that you fear the most, the red flower. And the reason you fear the red flower of fire so much is that all your evil cannot stand against the light of one small red flower. I will prove to you that each of these tiger cubs has already chosen to walk the path of the red flower, the path of truth and light. I will prove to you that each of these boys knows that your dark path is evil. (Call each boy forward one at a time and ask the following...)

**Akela:** (boys name), I have here your tiger badge that you have earned! Do you want to accept



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this badge, and remain with the other tiger cubs, and then go on to become a Cub Scout with this Pack? Or do you want to leave us now and go learn the wicked ways of Shere Khan, the evil tiger? (After the boy has answered...) Then make the Tiger Cub sign and repeat the Tiger Cub Promise with me.

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

**Akela:** You have chosen well young tiger. So that Shere Khan can see the wisdom and truth that already has begun to grow in your young heart, I want you to light one of these small red flowers. (If you have a large number of boys, you can address the question to all of them, have all of them repeat the Tiger Cub Promise together, then have them come forward one at a time just to light a candle.) (After the boy has lit a candle, give him his tiger badge.)

**Akela:** Shere Khan would teach you boys to have empty minds and to have no concern about others. So that he will know that you already know better than that, I want each of you boys to again make the Tiger Cub sign and repeat the Tiger Motto with me.

Search, discover, share.

**SK:** These boys are tiger cubs! I will be the one to teach them!

**Akela:** Silence and be gone evil one! These boys know better than to follow you. Pack \_\_\_! These tiger cubs have chosen well. Over the years we hope that the red flowers they have planted tonight will thrive and grow into blazing arrows of light. So to encourage these young tiger cubs and to send Shere Khan on his way, let's give a good loud tiger growl. (Akela leads Pack in tiger growl.)

— by Edward A Haluska, Suffolk County '95 Pow Wow Book

### **Jungle Book Ceremony: Bobcat**

**For:** Akela (Cubmaster), Shere Khan (SK), the evil tiger

**Props:** Can of Sterno (the sterno may be placed in a mock campfire so that the can is not visible), candles for each boy, matches to light Sterno

**Akela:** *(Insert Jungle Book Ceremony: Introduction)* Tonight we have many young boys who want to join this Pack. After they have joined, they will have the strength of the Pack, and the Pack will gain from their strength. But before they join, we must be sure that they know the Promise of the Cubs, the Law of the Pack, and the signs that we use. So let us begin. Parents, bring forward these man cubs. (Akela calls out the names of the bobcat candidates. Parents and bobcat candidates come forward and face the rest of the Pack.) First, you boys have studied the Cub Scout promise. Are you boys ready to make that promise now in front of the Pack? (Akela shakes head in yes motion. Boys should also shake their heads yes.)



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**SK:** (Shere Khan now interrupts from an unseen place offstage.) The man-cubs are mine! Give them to me!

**Akela:** Shere Khan! The Evil One! Mowgli knew you in the jungle as an evil tiger. And you tried to catch him whenever you could. We know that you still hunt man-cubs, even here in Pack \_\_\_\_\_. You may not still be a real tiger, but the Evil One still hunts, doesn't he?

**SK:** The man-cubs are mine! Give them to me!

**Akela:** Silence, Shere Khan, you evil one! Mowgli knew you as an evil tiger, but these boys will meet you in other disguises. They will meet you as drugs. They will meet you as street gangs. They will meet you as vandalism. They will meet you as lying. They will meet you as dirty language. They will meet you as cheating in school. You will try to tell them that because their eyes and hair and skin come in all the colors of God's good earth that some of them are better than others. But they will learn from the strength of the Pack that this is another of your lies. You will try to tell them because God has given them different gifts, that some of them are better than others. Another evil lie. Yes, some will be stronger, some will be faster, some will be taller, some will be more nimble, some will be more clever, some will be more patient, and some will have other special gifts. But when we join their different gifts together within their Dens and within the whole Pack, they will learn the power that working together can bring to them. They will learn that through the strength of being different but still working together, they never have to fear you. But before he left the jungle, Mowgli had to fight with you by himself, alone and without the strength of the Pack. But Mowgli also knew the secret of the red flower, which he used to defeat you when he had to fight you by himself. So tonight, in addition to the strength of the Pack, we will also give these boys the secret of the red flower, so that even by themselves, they will be able to stand against you. (Light can of sterno, give each boy a candle. Have each boy come forward and light his candle from the sterno can.)

**Akela:** Mowgli had to use the red flower to defeat Shere Khan. Tonight, you have received your own red flower. But since Shere Khan no longer stalks you boys in the form of a tiger, the secret of the red flower must be even stronger than just the secret of fire. The secret of the red flower is just this: all the darkness in the world cannot stand against the light of one red flower. After tonight, you will carry the light of the red flower inside of you. The light of your red flower 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.

As you keep the parts of this promise, the fire of the red flower will burn brightly within you, and Shere Khan will not dare come close to that flame. Are you ready to make the promise to yourself, your parents, and to the Pack? (Akela shakes head in yes motion. Boys should also shake their heads yes.) Then hold your red flower in your left hand, give



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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.

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.

(Akela motions for audience to be seated.) Through the five parts of the Cub Scout promise, you now have the flame of the red flower burning within you. Since you have this flame within you, you no longer need the red flower of your candle to defeat Shere Khan. So blow out your candles now. (Collect candles.) 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 pin your bobcat rank on 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. Pack \_\_\_! Look well on your new brothers and know them.

SK: The man-cubs are mine! Give them to me!

Akela: Silence and be gone evil one! These boys now have the strength of the Pack and the secret of the red flower. They have no need to fear you. Pack \_\_\_! Let us welcome them to the Pack with a good wolf howl! (Akela leads Pack in wolf howl.)

— by Edward A Haluska, Suffolk County '95 Pow Wow Book

### **Jungle Book Ceremony: Wolf**

For: Akela (Cubmaster), Monkey 1 & Monkey 2 (Mnk1 & Mnk2)

Props: Wadded paper, paper airplanes, foam balls, etc., for the Monkey People will throw

Akela: (*Insert Jungle Book Ceremony: Introduction*) That is why we are here tonight in this Council ring. In the jungle, Mowgli was protected by Bagheera, the panther, and was taught the ways of the jungle by Baloo, the great bear. Tonight, we have several boys who have been following the teaching of the bobcat, the American cousin of Bagheera. They have walked his trail and have learned much. Tonight, in this Council ring, we shall welcome these boys to the rank of Wolf. So let us begin. Parents, bring forward these



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man cubs. (Akela calls out the names of the wolf candidates. Parents and wolf candidates come forward and face the rest of the Pack.) My young cubs who want to be wolves, many moons ago, you learned the Cub Scout Promise and the Law of the Pack. Since then, you have followed that law in your Den, and you have learned many things. Tonight..... (From an unseen place off stage, the Monkey People interrupt and throw wadded paper at Akela and the boys.)

Mnk1: Laws, laws, laws! Rules, rules, rules! What a drag!

Mnk2: Man cubs! Come with us to the tops of the trees. Man cubs! Come with us and play.

Akela: Oh no! The Bandar-log, the Monkey People!

Mnk1: We have no laws or rules. We are free! Come and play!

Akela: Silence! Once, when Mowgli disobeyed Bagheera, his teacher, he was captured by the Monkey People, the Bandar-log. The wolves despise the Monkey People because they have no law of the Pack. The Monkey People think they are so smart that they do not need laws. But because they have no laws, they do not help each other. Instead of following Akela and cooperating, they fight among themselves. Because of this sorry behavior, the Monkey People have no pride, no strength of character, they aren't honest, they do not do their duty to God, and all the jungle knows it.

Mnk2: Laws and rules! Rules and laws! Who needs all that! Come and play!

Akela: You irresponsible monkeys! These man cubs have learned better! As they have walked the bobcat trail, they have learned that the cub scout promise and the law of the Pack are important! These man cubs have seen their Den mates grow strong as they have helped each other grow strong. You good for nothing monkeys! You wouldn't do something like that. Last Christmas, this Pack gave goodwill by singing Christmas carols at a nursing home. Some of them saw lonely old people crying with happiness because these man cubs came to share their love with them. You good for nothing monkeys! You wouldn't do something like that. This Pack has collected food for the hungry. You useless monkeys! You would rather have no laws and play in the tree tops than even to see that your own friends have enough food. Even now these boys have been helping the Pack by selling candy! You selfish monkeys! You would only work to help yourself! You useless monkeys! You would rather have no laws and play in the tree tops than even to see that your own friends have enough food. Even now these boys have been helping the Pack by selling pizzas! You selfish monkeys! You would only work to help yourself!

Mnk1: Yeah! Yeah! Yeah! Talk! Talk! Talk! These boys would rather not bother with all that! They really don't like all your Pack laws and rules.

Mnk2: Yeah man cubs! You don't need to follow all those promises and rules and all that junk! Come on and play!



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**Akela:** Silence Monkey People! I will show you that these boys have learned better! I will give them each a choice. (Call each wolf candidate forward, one at a time, ask...) (boys name), I have here your wolf badge that you have earned! Do you want to accept this rank, remain a cub in this Pack, and go on to study the ways of Baloo, the bear, or do you want to run with the Bandar-log, the Monkey People who have no laws? (After the boy has answered yes, Akela gives Cub Scout handshake and hands him his wolf badge.) (After each boy has accepted his badge ... ) Man cubs, you have chosen wisely. So that those useless Bandar-log will know what we expect of you, 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.

**Akela:** So let us all now repeat the law of the Pack. Will all scouts that are here tonight please stand and 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.

(Akela motions for audience to be seated.) Pack \_\_\_! Your fellow cubs have chosen wisely! Let us salute them and tell these Monkey People to be gone with a good wolf howl! (Akela leads Pack in wolf howl.)

— by Edward A Haluska, Suffolk County '95 Pow Wow Book

### **The Arrow of Light Face Painting Ceremony**

**For:** Cubmaster (CM), Assistant Cubmaster (ACM), Webelos Leader (WL), Scoutmaster (SM), Webelos Den Chief, Arrow of Light (AOL) recipients and their parents.

**Props:** Ceremony Table with AOL awards and pins; AOL Ceremonial Board with 4 candles: Blue (Spirit of Cub Scouting), Yellow (Arrow of Light Award), Green (Boy Scout), and White (Spirit of Scouting). Also needed: Tom-tom, spotlight, poster paints: blue, yellow, green, white; Crossover bridge, large AOL sign (wood or cardboard) with string for each recipient; handbook and neckerchief for each recipient

**Note:** At the opening of the ceremony, only the white candle is lit; CM and ACM are at front of room; Webelos Den Chief is at back of room with recipients; WL is on one side of room, Parents on other side. SM waits on other side of bridge. Throughout the ceremony, a tom-tom drum is beaten, slowly. When the tom-tom starts, the Den Chief leads the blindfolded recipients from the back of the room to the Webelos Den Leader (in arm-to-shoulder "link up"), who then leads them to their parents. The parents then lead them (individually) to the ceremony table.



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**CM:** As a Cub Scout, you have been guided through the Cub Scout Trail with the help of many Akelas. Soon, when you become a Boy Scout, you will find that, while there are still many people willing to help, you take on more and more responsibility for blazing your own trail to Eagle. (ACM removes blindfolds when in front of table) (Names of AOL recipients), you have been called before the Pack because you have satisfied the requirements for Cub Scouting's highest rank: The Arrow of Light.

(ACM lights Blue Candle, as the CM reads) The first band of color is to remind you of the lessons you learned as a Cub Scout. The white candle represents the ideals of Scouting, as embodied by the 12 points of the Scout Law. Blue represents the spirit of Cub Scouting -- the spirit of giving goodwill and doing your best. Do you promise to fulfill the Cub Scout Promise and the Cub Scout motto, Do Your Best, when you receive the Arrow of Light badge? (Webelos Scouts answer, "We do"; WL applies Blue Paint to each recipient's face).

Webelos Scouts have faithfully promised always to keep the spirit of Cub Scouting. As their parents, do you also promise to continue to help your boy in his Scouting adventures. (Parents answer, "We do").

The second band of color, white, represents the Scout Law. Even though youth and adult leaders will cheerfully show you the skills you need, it will be up to you to live up to the 12 points of the Scout Law. Daily you will be faced with decisions and, at times, the trail will seem most difficult to follow. Make your choices by always remembering the Scout Law. In all you do, do you promise to be forever Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient, Cheerful, Thrifty, Brave, Clean and Reverent? (Webelos answer, "We do"; WL applies white paint)

The third band of color, and the yellow candle, stand for the Arrow of Light. Within the teepees of many braves, the Arrow of Light has an honored place. Its shaft is straight and narrow -- just as is the path that you Scouts should follow throughout your life. Its tip points the way -- the way to success in all that you do. It is pointing to the right -- a symbol that nothing should be left undone; if it is within your power to do it, see that it is done. And lastly, this is the symbol of the seven rays of the sun, one for each day of the week; this is to remind you that every day is a new day -- a day to Do Your Best in everything: A day to honor your God and Country, to do your Good Turn, a new chance to follow the Scout Law and to remember these words: On My Honor

**ACM:** (as the WL places the wooden AOL's over each recipient's head) Just as each boy has blazed his own trail toward the Arrow of Light award, they each have crafted their own Arrow of Light to help them remember their promise to keep the Spirit of Cub Scouting alive. Do you promise to let its light shine forth from you, to set an example for others to follow in your footsteps, to set your eye on the Eagle and never waiver? (Webelos reply, "We promise"; WL applies yellow paint).

**CM:** Then I, Akela, have the distinct honor to say to you: You are now earned the Arrow of



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Light! (CM hands the parents the Arrow of Light awards and asks them to pin them upon the boys). Next, we ask the Webelos to pin upon their mom or dad a miniature Arrow of Light, and to give them a big hug to thank them for all their help.

**WL:** You may wear the awards on your Scout uniforms, centered below the left shirt pocket. It is a great honor for me to greet you as winners of the Arrow of Light award. (all leaders shake hands of recipients)

**ACM:** The last candle, and the last band of color, is Green; it symbolizes the beginning of your path toward Eagle as a Boy Scout. As your Den Leader applies the paint on each of you, I ask that (Scoutmaster's name), Scoutmaster of Troop \_\_\_\_\_, come forward and light the Green Candle to start you on your way as Boy Scouts. (Scoutmasters name) will now lead you across the bridge that connects Cub Scouting with Boy Scouting, where (names of Boy Scouts that will be greeting Webelos as they cross) will be waiting to greet you and present you with the handbooks and neckerchiefs you already have earned through your diligence this past month.

-- Source: America OnLine, 1995

### The Dance Of Akela

**Props:** Fake fire with red bulb, teepee, drum.

**CM:** Hear now the tale of the tribe of Webelos and their great chieftain, Akela.

**ACM:** Many many moons ago, a small boy sat outside his tepee watching the stars in the sky, and listening to the rustle of the trees in the night. Somewhere in the distance he could hear the call of the Bobcat, the Wolf, and the Bear. Close by was the sound of the ceremonial drum calling all braves of the tribe to the Council ring. The boy listened and wished he could answer that call.

Quick and as true as an arrow in flight, quiet as the hush of the night, to the beat of that ceremonial drum, before a great fire they gathered, awaiting Akela, their chief. Here in the great Council fire ring, on top of the mountain, they met. Here too, they sought the help of the Great Spirit as they strived to do their duty. Here they met Chief Akela, and awaited his words.

Now with the last "boom" of the great drum, all was silent. The night was still. The great ceremonial fire was lit and it began to light up the night. As the fire grew and grew ever larger, the tom-tom started slowly and set the rhythm. Akela stepped into the ring as the tom-tom beat first low and slow and then like thunder. Akela danced and with his movement told of his life. He told of the strength of his father, the one they called the Arrow of Light. He told of how his father taught him the signs of the tribe; how to make a bow and let an arrow fly true to its target. Akela obediently followed the Arrow of Light and gained great knowledge. Akela learned that the arrow for which his father was named was one that pointed upward, truly to the Eagle so high above.





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Akela's dance showed how he, as a young brave, was trusted to set out into the forest. There he met the Wolf who taught him the ways of the wild life, of the ground, of the tracks, and ways to find food. He next faced the Bear and learned the meaning of courage and the importance of being brave. And with this Akela stopped his dance!

Akela, the wise, had closed his dance and presented the sign of the tribe and all of the tribe did likewise. No one spoke until Akela said: "Our tribe can only be strong when the boys of the tribe are strong. The future is hidden, but if we are courageous and brave; if we teach our boys truth and knowledge, to aim high like the eagle, to be fair, our great tribe will continue to be strong.

- CM: My friends, you are like that small Indian boy wishing that you can answer the call of the great ceremonial drum and be members of the tribe. Every boy who joins Cub Scouts, whatever his age, first earns the Bobcat badge by learning the Cub Scout Promise, the Cub Scout Sign, the Cub Scout Salute, the Cub Scout Handshake, the meaning of Webelos, the Law of the Pack, and the Cub Scout Motto "Do Your Best."
- ACM: Would the following scouts and their parents please come forward? (List boys earning the Bobcat badge.)
- CM: (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.
- CM: (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?
- CM: (scout's name), you've already started your trip by earning the Bobcat badge. Congratulations! (Present Bobcat badge to parents.) (scout's name), here also is a star for you to place in your bedroom. At night this star will shine, reminding you of your start on the Cub Scout trail. Pack \_\_\_\_, would you please join with me in congratulating (scout's name) and welcome him to our Pack by giving him a "Cub Scout" cheer?
- 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.
- ACM: Would the following scouts and their parents please come forward? (List boys earning the Wolf badge.)



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- CM:** (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.)
- CM:** 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."
- ACM:** 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.) (scout's name) has earned his gold arrow point, and (quantity) silver arrow points.
- CM:** Pack \_\_\_\_, would you please join with me in congratulating these Wolves by giving them a "Grand Wolf Howl" cheer?
- 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.
- ACM:** Would the following scouts and their parents please come forward? (List boys earning the Bear badge.)
- CM:** (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.) 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."
- ACM:** 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.)
- CM** It is my pleasure to award (scout's name) his gold arrow point and (quantity) silver arrow points. Pack \_\_\_\_, would you please join with me in congratulating these Bears by giving them a "Grizzly Bear Growl" cheer?
- WL:** 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.



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- ACM: 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.)
- CM: (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.) 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."
- ACM: 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.)
- CM: (scout's name) has earned (list activity pins). Pack \_\_\_\_, would you please join with me in congratulating these new Webelos by giving them the "Grand Stomp" cheer?
- WL: The final and highest rank of Cub Scouting is the Arrow of Light. To earn it a boy must be a member of his Den for at least six months since turning ten years old and have earned the Webelos Badge. He must have earned the Fitness, Readyman, and Citizen Activity Pins and five more for a total of eight. He must know the Boy Scout Oath and Scout Law from memory as well as the Boy Scout slogan, motto, sign and salute. He must have participated in a Webelos overnight campout or a Webelos day hike. He must have visited a Boy Scout troop with his parents and Den and taken part in a Boy Scout outdoor activity.
- CM: The Arrow of Light is the only Cub Scout Rank which may be worn on the Boy Scout Uniform. As an Adult he can wear the special square knot badge to always recall his having earned the Arrow of Light.
- ACM: Tonight we have (number) Webelos Scouts who have earned Cub Scouting's highest award. Will the following boys and their parents please come forward? (List boys earning the Arrow of Light badge.) Long ago the Indian braves would collect eagle feathers. Regardless of how an Indian brave accumulated feathers, he was not allowed, according to tribal law, to wear them until he won them by doing a brave deed. He had to appear before the tribal Council and tell or re-enact his deed. If the Council thought the brave was worthy, the brave was allowed to wear the feather in his hair or war bonnet. These honors were called "counting coop." The Indian displayed his honors on his clothing, on a banner, or on a stick.
- CM: The Webelos scout "counts coop" by wearing the many rank awards and activity pins on his uniform, but he will soon be a boy scouts and will not be allowed to wear them any more. I want to present these Webelos with a banner displaying their own scouting honors. (Cubmaster present banners to boys.) You've completed all the requirements for your Arrow of Light badge and have completed the Cub Scout trail. It is our pleasure to award you this certificate of accomplishment, and award your Arrow of Light badge to



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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." (Asst. CM awards boys their certificates; Webelos Leaders present the parents with the Arrow of Light badge and ask them to pin it on their son. Cubmaster presents the mother's pin to the boy and asks him to present it to his mother or father.) The Arrow of Light is a significant achievement. It is recognized as such by the Boy Scouts of America. When you become a Boy Scout, you continue to wear the Arrow of Light on your uniform. When you become an adult leader, you wear a square knot which represents the Arrow of Light on your uniform. In view of that significance, I offer my sincere congratulations to each of you. (Cubmaster shakes the hand of each scout and parent.)

**CM:** In Boy Scouts, when they have an Eagle Court of Honor, a charge or challenge is made to the new Eagle Scout. Tonight, I want to offer such a challenge to each of you. You have achieved the highest rank in Cub Scouts. You have shown what you are capable of doing. Tonight you will be crossing the bridge from the Pack to a Boy Scout troop.

I challenge each of you to continue to live by the ideals you have learned in Cub Scouts, especially the Cub Scout motto: "Do Your Best". I challenge each of you to continue your high level of achievement in Boy Scouts. I challenge each of you to look at the Arrow of Light badge and think about what it represents:

- The sun shedding its light on all that we do. A reminder that you should be a light for those around you.
- The seven rays of the sun representing the seven days of the week. A reminder that you should do your best every day.
- The arrow which is symbolic of everything which is straight and true. Just as you should be straight and true in your life.

I challenge each of you to follow where that Arrow of Light points:

- Forward on the trail of Boy Scout ranks.
- Upward to higher challenges.

I challenge each of you to soar to great heights and obtain the Eagle Scout Award. As your Cubmaster, I will be honored to join you, wherever you may be, to see you receive this achievement. Parents, Guests and Cub Scouts of Pack \_\_\_\_, would you please join with me in giving these boys a standing ovation for achieving the highest award in Cub Scouting? Congratulations and good luck!

*-- by Peter Van Houten, Suffolk County '95 Pow Wow Book*

### Friendship Knot Arrow of Light Ceremony

**Props:** One 3 foot length of rope for each Cub Scout, Arrow of Light Awards (with tape affixed to the card the badge is on).



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



- ACM: Will the following Cub Scouts and their parents please join their Den Leaders and me? (List names of scouts receiving the Arrow of Light.) Our Cub Scouts are guided to Cub Scouting's highest rank by the Arrow of Light. The seven rays of the Arrow of Light represent wisdom, courage, self-control, justice, faith, hope, and love. (The Den Leader/Asst. Den Leader lead each scout one by one with his parents to the Cubmaster.)
- DL: (scout's name) has earned his Arrow of Light. (Cubmaster & Asst. CM welcome each boy with a Cub Scout handshake.)
- CM: The Arrow of Light is important. It's the only Cub Scout badge that can be worn on the Boy Scout uniform. But, more important than the badge itself is what you have learned, the work you have done to help others and the fun you have had earning it. (Hand the card to which an Arrow of Light is taped, to the parent.) Please, place the Arrow of Light on your son's uniform. (After all parents are done...) The parents may now be seated.
- ACM: (name), can you tell me a memorable event or activity you participated in as a Cub Scout, or do you have some advice for the younger scouts? (After each boy replies, tie his rope to the rope of the boy before him. The first boy will tie his rope to the last boy's rope to make a circle. The Arrow of Light Webelos should be standing on the outside of it.)
- CM: This circle represents the circle of brotherhood which is Scouting. Will the first year Webelos please come to join us now? First year Webelos, please stand on the inside of the circle holding onto the rope. Congratulations! Second year Webelos, you have now completed your journey in our Pack. As you continue on your journey toward Boy Scouting, strive to serve as the shining example that your Arrow of Light represents. You may now return to your Dens. First year Webelos, when the second year Webelos cross over to Boy Scouts, you will then be the oldest boys in our Pack ... the youth leaders of our Pack. May you serve our Pack well in that rank. Good luck to you!

*-- by Rick Clements, Suffolk County '95 Pow Wow Book*

### **Bear Advancement: Unknown Scout**

**For:** Akela (Cubmaster), Baloo (Asst. Cubmaster)

**Props:** Campfire, Badges (with tape affixed to the card the badge is on)

**Baloo:** One day in 1909 an American businessman named William Boyce was having trouble finding his way in the London fog. As he stood on the street, a young boy approached him and asked if he could help. Mr. Boyce told him the address he was looking for, and the boy led him to his destination. When Mr. Boyce attempted to give him a tip for his help, the boy said, "No thank you sir, I'm a Scout and Scouts do not accept rewards for doing good turns." This meeting inspired Mr. Boyce to form the Boys Scouts of America.

**Akela:** The slogan of the Boys Scouts to this day is "Do a good turn daily." And, as Cub Scouts,



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we say in our promise that we will help other people. A very important part of the Cub Scout program is the advancement of the boys as they work to be good Cub Scouts. We recognize the Cub Scouts in our Pack in honor of the unknown scout in England.

**Baloo:** Will the following boys who have earned their Bear badge, and their parents please come forward? (Baloo lists names of boys earning the Bear badge.)

**Akela:** I know the pride that you have in completing the Bear requirements is the same pride that was heard in the voice of the unknown Scout so long ago when he said, "I'm a Scout." And, with your Bear badge, you move closer to that day when you too will be able to make the same claim. (Baloo hands badges to parents.) Parents, would you please present the Bear badge to your son?

**Baloo:** The parents may sit down while the boys join Akela around the campfire. Then I will place your headband on your head indicating your new rank.

— by Rick Clements, Suffolk County '95 Pow Wow Book

### Akela's Test

**For:** Akela (Cubmaster), Baloo (Asst. Cubmaster)

**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



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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.

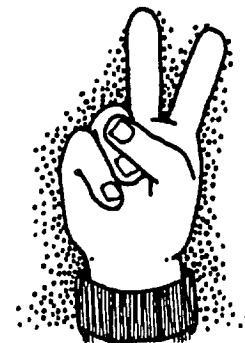
**Baloo:** Akela learned that sometimes you have to ask for help. Our Cub Scouts sometimes need help also. Their Den leaders and parents provide that help. Will the parents of all these Scouts please come up and stand behind their son? (Provide time for the parents to assemble with the scouts.)

**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.) Would the parents place the cloth badge on the uniform upside down as is the custom of our tribe? (Parents attach badge upside down.) 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:

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

— by Rick Clements, Suffolk County '95 Pow Wow Book





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### The Cat in the Hat Bobcat Ceremony

The boys did not know.  
They did not have a clue.  
They were missing the fun.  
But the Cubmaster knew.

The Cubmaster knew  
that the boys would have fun.  
They could laugh, they could learn.  
They could sing, they could run.

"The trouble with boys is",  
the Cubmaster saw,  
"they don't know the Promise,  
they don't know the Pack Law."

So he packed up a box,  
with streamers and fluff,  
with patches and pictures  
and Derby car stuff.

"To recruit some new Scouts",  
the Cubmaster knows,  
"is just what is needed  
to make the Pack grow!"

The table was spread out  
with Cub Scout portents,  
cool crafts and wild patches,  
souvenirs from events!

"Cub Scouting is great",  
cried out the Cubmaster.  
"Come on over to me  
not too slow, run faster!"

"You can sign up right here,  
join Cub Scouts right now.  
You'll have fun with your friends",  
the Cubmaster did vow.

So sign up you did,  
joining up with the Pack;

went to meet with your Den,  
do some crafts, have some snack.

You learned some new things,  
the Scout sign, the Scout 'shake.  
And the Law of the Pack,  
the Cub Promise you make.

You watched and you learned,  
you recited the Law.  
"The Promise was easy!",  
You said to your Paw.

The time came for Pack Night.  
What would he ask me?  
Would I say them alone?  
I felt weak in the knees!

I drew in my breath  
as I started to speak.  
First the Law of the Pack.  
Then the Promise, so weak.

The Cubmaster said,  
"Say it loud, say it bold!"  
We're proud to be Cub Scouts!  
Let the whole world be told!

So I drew in some air  
and stood nice and straight.  
I rocked back on my heels  
and did not even wait.

I said the Cub Promise  
with vigor and style!  
Said the Law of the Pack  
without shame, with a smile!

Now we are Cub Scouts.  
Brand new Bobcats are we!  
We'll give Cub Scouts our all,  
have great fun, you will see!

— by Bill Dunn, Cubmaster Pack 339, Port Jefferson Station, NY, posted on Scouts-L





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Climbing the Mountain

Tonight we have the honor of presenting the Arrow of Light award to \_\_\_\_\_ members of Pack \_\_\_\_\_. But before I help present these awards, let me take a moment to relate an appropriate story.

Afar in our dry southwestern country was an Indian village, behind which a high mountain towered above the desert. It was considered a great feat to climb this mountain, so all the young braves of the village were eager to attempt it. One day, the chief said, "Now, boys, you may all go today and try to climb the mountain. Start right after breakfast, and go as far as you can. Then when you are tired, come back; but each of you must bring me a twig from the place where you turned."

Away they went, full of hope, each feeling that he surely could reach the top. Soon the first boy came slowly back, puffing and sweating. He stood before the chief, and in his hand he held a piece of cactus. The chief smiled and said, "My boy, you barely got started. You did not reach the mountain, you did not even cross the desert." I like to think this boy is like a newly inducted Cub Scout; he has just barely started.

An hour later the second boy returned. He carried a twig of sagebrush. "Well," said the chief, "you reached the foot of the mountain, but you did not start the climb." This boy is like the Cub Scout who has earned his Bobcat badge; he has progressed on his journey but has not really started his climb.

After another hour, the third boy came back. He held out a cottonwood spray. "Good," said the chief, "you got as far as the springs." This might represent the Cub Scout who has reached the first level of his climb and received his Wolf badge.

A while later, another boy came back with some cedar. The chief smiled when he saw it, and spoke, "Well done, my boy, you went halfway up." This is like the Cub Scout who has progressed halfway up the advancement trail and earned his Bear Badge.

Later in the afternoon, the next boy returned carrying a branch of pine. To him the chief said, "Good, you went to the third level. You made three-quarters of the climb. Keep on trying. Next year you will undoubtedly reach the top." The Cub Scout who has earned his Webelos badge has reached the three-quarter mark and is in sight of the top. The sun was low when the last boy returned. He was a tall, splendid boy of noble character. He approached the chief and held up his hand. It was empty. But he was radiant as he spoke, "My father, there were no trees where I went. I saw no twigs, no living thing upon the peak. But far and away I saw other mountain peaks, and beyond them the shining sea."

Now the old chief's face glowed as he said, "I knew it! I knew it when I looked upon your face. You have reached the top. It is written in your eyes and it rings in your voice. My boy, you need no twigs for token, you have seen the glory of the mountain." The brave who reached the top is like the Cub Scout who has reached the top -- the Arrow of Light Award. But, beyond the peaks are the Boy Scouting program that must be met and climbed to reach the shining sea of adulthood. I would like now to....



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Campfire Opening

Cub Scouts of Pack \_\_\_\_ We are gathered here for our graduation campfire. This is a special occasion, a special tradition which has special memories! At the first Boy Scout camp, on Brownsea Island, Baden-Powell and the boys were winding down at the last campfire. Baden-Powell during the campfire told the boys that a campfire was a special time of fellowship, spirituality, and good fun. He told the boys that he wouldn't be around forever, and that to keep the spirit of this time alive, he invited them to take some of the campfire ashes, when they cooled, and to spread them on all the future campfires they would be at. This way the spirit of the first scout camp would live on forever.

To help start our campfire this evening I've brought with me ashes from last years campfire! These ashes contain the memories of that campfire and the fun we had. By adding them to our campfire this year we will build new memories of our campfire this year! I ask that all scouts take a few moments to think of the good times you've had in Cub Scouting!

(Have a moment of silence to let the boys reflect) I need your help in starting the campfire! Yell after me everything I say! (Hold the bag of ashes up and face each of the directions (N, E, S, W) and yell out the following to add mystery to the fire lighting.)

#### Leader Shouts:

(Face to the North) To the North we call...

Spirit Red

Thy Hunger must be Fed

(Face to the East) To the East we call...

Spirit Hot

Forget us not

(Face to the South) To the South we call...

Spirit Gold

As the year grows old

Keep us from the cold

(Face to the West) To the West we call...

Spirit White

In the darkness of the night

Be our shining light

#### Boys Shout:

To the North we call...

Spirit Red

Thy Hunger must be Fed

To the East we call...

Spirit Hot

Forget us not

To the South we call...

Spirit Gold

As the year grows old

Keep us from the cold

To the West we call...

Spirit White

In the darkness of the night

Be our shining light

(Pour the ashes over the campfire. Use one of the many 'magic campfire' starts to ignite the campfire. If it takes a few seconds for the fire to ignite, have the boys chant 'Cub Scouts' loudly saying it is the Spirit of Scouting that lights our fire.) I now declare the camp fire open!





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### Cub Scout Prayer

We thank you Lord for all you've done,  
To help us through the year,  
For fun and friends and fellowship,  
The reasons we are here.

Please take our hands as we go on,  
And make us strong and true.  
So as we follow Scouting's trail,  
We'll always walk with you.

— Source: posted on Prodigy, 8/22/95

### Immediate Recognition Beads Award Ceremony

For: Den Leader (DL) & Den Chief (DC)

DL: We would like to tell you the story behind these wonderful beads. The customs of awarding beads started in the ancient tribe of Webelos. They were give to braves who did their best to help the tribe and others.

DC: Many moons ago, when the animal world was ruled by wolves and bears, the braves of the Webelos tribe feared these strong beasts.

DL: But some braves named (names of the boys being recognized), still untried, decided that the best way to live without fear was to learn to understand the creatures of the forest.

DC: So they went, disguised as animals, to live with the wolves and bears. The animals accepted them and all their brothers and called the "cubs," just as if the braves were their own. This was according to the Law of the Pack.

DL: For their bravery and friendliness to the beasts, they were give a leather thong with colored beads on it. It signified that he knew the ways of the tribe and did his best at everything without worrying if someone else did better. This is the law which the tribe borrowed from the animals and had the "cubs" learn.

(Ask Den to form a living circle and repeat the Law of the Pack. A living circle is formed by each boy putting his left hand in the center of the circle, extending his left thumb, and gripping the left thumb of the boy behind him as his thumb is gripped by the boy in front of him. The boys make the Scout Sign with their right hand.)

DC: For doing your best in completing three achievements toward your (Wolf, Bear) badge, I award you (names) this thong and this bead. May you always obey the Law of the Pack.

— Source: 1990 WLACC PowWow Book

### Cub Scout Colors

Props: Campfire, Dutch oven or large pot, smaller pot to fit inside dry ice, Blue Bear neckerchief and Yellow Wolf Neckerchief, 4 identical bottles, blue and yellow food coloring, 2 Indian headbands, Akela costume.



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**Prep:** Place the large pot on the fire (Variation: Hang pot over fire from a tripod). Put small pot inside large one. Place dry ice inside small pot. Put the two neckerchiefs down inside between the two pots. Fill two of the bottles with water and color one blue and one yellow. Place these two bottles near the fire. Ask two Webelos scouts to be braves and wear headbands. Akela stands behind the boiling pot.

**Akela:** Many, many moons ago the great chief Akela called a Council to see what could be done to make the Webelos tribe the best of all tribes. After many hours he called his two most trusted braves to the Council fire. (The braves come and stand on each side of their chief.) He gave each a container. (Akela hands each brave an empty bottle) He told the first brave to climb the mountain and tell the great eagle to fly high into the sky and bring back part of the beauty of the sun. (The first brave leaves.) He told the second brave to go to the forest and tell the sparrow to fly high into the blue sky and bring back part of the sky. (The second brave leaves, and the both return immediately. One carries a bottle of blue water, and the other a bottle of yellow water. They take positions, one on each side of the fire, kneel, and held bottles up for everyone to see.)

(Addressing the first brave) Pour some of the beauty of the sun into our Council mixing pot. (The brave pours the yellow liquid over the dry ice, being careful not to get any between the pots on the neckerchiefs) Akela signals the second brave. Pour some of the beauty of the sky into our Council mixing pot. (The second brave responds and the boiling action increases.)

(Akela raises right hand) From this day forward blue will stand for trust and loyalty. Yellow will stand for warm sunlight, happiness, and good cheer. (Akela stirs the pot, reaches in, and pulls out the yellow and blue Cub Scout neckerchiefs. He holds them open for all to see, and speaks.) This is why Cub Scouts use the colors blue and gold. The parents and Cub Scouts who helped keep the blue and gold of Cub Scouting alive and growing this month, Will receive their hard earned awards tonight.

### Key to Cub Scouting

**Props:** Oversized gold key cut out with "Scout Spirit" written on it, and an old key on a string.

**CM:** We have with us tonight someone who has just joined the Cub Scout program. Will \_\_\_\_\_ and his parents please come forward? The Cub Scout program will face you with many challenges. You will be required to attend weekly Den meetings and monthly Pack meetings. You will need to work with leaders and also at home with your parents. In order to achieve the highest rank in Cub Scouting, you must now set your sights on the Arrow of Light. Many times you may get discouraged because the trail seems steep and hard to climb. There is a key to achieving each of the goals. The key to Cub Scouting. Do you know what the key is? (Wait for answer of no and then produce the oversized key) The key to Scouting is "Scout Spirit". Scout Spirit includes teamwork. It includes fair play and good sportsmanship. It includes that "something special" that makes scouts want to be the best they can be at everything they do. This key will unlock the door of achievement. Remember, with this key to Scouting - "Scout Spirit" - you can now step on



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the scouting trail. This small key is a reminder of the Key to Cub Scouting. (Hang key around his neck.) And that first step is awarded with the Bobcat rank. I will present this award to your parents in token of the help they have given you. They may pin it on your uniform. (Do so.)

### Headdress Ceremony

Props: Wolf & Bear Headdresses

**Akela:** This is the ceremonial Wolf Headdress. It represents the origin of Cub Scouting as told in the story of Mowgli in the Jungle Book. The Wolf Pack adopted the "Man Cub" and taught him the ways of the Pack. So have we done to each of the members of our Pack. The erect ears of the wolf are symbolized by the Cub Scout sign. In some tribes, the Indian Scout was called a Wolf, and wore the skin or head of the wolf when beginning a scouting expedition. Tonight, we have \_\_\_\_\_ Cub Scouts who have earned the rank of the Wolf. Will they and their parents please come forward. (Read names and wait till all are present.) You are not beginning your expedition, but ending it. You have earned the rank of Wolf. You will now begin a new expedition, on the trail of the Bear. To your parents I present the Wolf badge. They may present it to you as the Wolf skin that marks you as a member of the Wolf Pack.

**ACM:** I wear on my head the ceremonial bearskin. The Bear is respected by all other animals because of his size, loyalty to its young, and hunting ability. The Bear Baloo, taught Mowgli the Law of the Jungle. Tonight we have \_\_\_\_\_ Cub Scouts who have earned the rank of Bear. Will they and their parents please come forward. (Read names and wait until all are present.) You too will be respected by your fellow Scouts as you have attained greater stature tonight. Continue to obey the Law of the Pack and you will soon join the ranks of the Webelos Tribe as a warrior Scout. To your parents I present the Bear badge. They may present it to you as the Bearskin that marks your stature in the Pack.

### Painted Paws

Props: Black water-based paint, brush, badges

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.

I, \_\_\_\_\_, promise to do my best to do my duty,  
to God and my Country, to help other people,  
and to obey the Laws of the Pack.



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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 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 1<sup>st</sup> toe) The first toe of the Wolf paw is for your growth through feats of skill and having fun with your family.

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

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

(Draw 4<sup>th</sup> 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.)

Would the following boys and their parents please come forward. (Read names and wait.) You are climbing even higher on the tail to the Arrow of Light. Do you seek the rank of Bear?  
(Response) Then recite the Law of the Pack.

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

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 symbolizes your increased understanding of God.

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

(Draw 3<sup>rd</sup> toe) The third toe shows your increased appreciation of your family.

(Draw 4<sup>th</sup> 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.)



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### Webelos Colors

Equipment: Parent's Pin, Webelos badge, a Green Candle, a Red Candle, and a Yellow Candle

CM: Will the following Cub Scouts and their parents please come forward? (Read names)  
Tonight you are to receive the Webelos rank. This rank is the next to last step in Cub Scouting. It requires that a boy begin to learn skills of the adult world. You have begun to learn about Boy Scouting and have agreed to live by its Promise and Law. Your parents have continued to support you in this effort. As token of their help, please pin this Parent's pin on them. (Boy does)

The rank of Webelos entitles you to wear the Webelos Colors. These three ribbons are green, red and yellow. To symbolize your achievement in earning this rank, we have three candles here tonight. (Chose three parents to stand behind the candles and light them as each color is explained.)

#1: Green indicates knowledge of the Scout oath and Law and signifies the learning of manhood skills.

#2: Red signifies the achievement of three activity badges.

#3: Yellow indicates you have been an active Cub Scout for at least three months in your Webelos Den, and have performed many good turns, helping your Den, Pack and family.

CM: Now parents, you may pin the Webelos badge on your son's uniform. Congratulations new Webelos Scouts. Thank you parents for your help to your son.. Continue to help him as he completes the last step of his Cub Scout trail. Pack welcome these new Webelos with a Grand Howl.

### Mad Doctor Ceremony

Props: White Doctor coat or Hospital greens, toy doctor kit, spectacles, etc. Examination table

Pack meeting begins with a Flag Ceremony and announcements, after which the Cubmaster turns to the awards, that are all messed up and not attached to cards. In frustration he feigns a heart attack and lays down. The assistant Cubmaster (or someone else) yells "Is there a Doctor in the house?" The silly doctor runs up from the back of the room saying "Make room, Doctor Quack here to the rescue..." He lifts one of the Cubmaster's legs and taps his foot with his little hammer, and the Cubmaster wakes up!

CM: "Wow, I feel great! You really perform miracles. Do you think you could help us for a few minutes?"

Dr: "I don't see why not, but I charge by the minute, you know!"

CM: "I have a list of Cub Scouts who are supposed to get awards, but I've forgotten who is



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supposed to get what!"

Dr: "No problem - let me examine the first Cub Scout and I will discover what is his ailment."

CM: Will \_\_\_\_\_ please come see the Doctor?"

Doctor proceeds to examine Scouts doing some silly procedures and then announces what they are suffering from. **SAMPLE SILLY PROCEDURES** (be careful to avoid private parts and embarrassing situations).

Listen to various odd places with Stethoscope

Tap odd places with knee mallet

Raise arms and legs and watch them drop

Put "Ahh-stick" in his ear

Take temperature with thermometer between toes

Take blood pressure around ankle

Give a shot in his bellybutton

Ask him to leave the room and fill a little bottle (pause to find bottle) with water!

Shine flashlight in his eyes but look in his ear. (See lights!)

Doctor scratches his head as if thinking — consults books....etc

### SAMPLE MALADIES

Bobcancer

Wolfing Cough

Diabeartes

Webelities

Arrowthritis (a "light" case)

Arrow Pox (some gold, some silver)

Handyman's Elbow

Scholar's Palor

Athelete's Feet

After each diagnosis, the CM and the Dr. present the appropriate awards to "cure" the Scout.

### Painted Face Graduation

Props: Graduation Bridge, Blue, Yellow, White, Orange, Green, Black, Brown, Purple and Red face paints

Tonight we are honoring some Webelos Scouts who are moving forward along the Scouting trail. Will the following boys please come forward: \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_. On this day you have reached a giant step in your boyhood - the step from Cub Scouting to Boy Scouts. Tonight as we present to you the colors of the four winds, remember them, and let them continue to guide you along the Scout Trail.

**BLUE** stands for the Cub Scout spirit and the north wind. You have been a true blue Cub Scout and have lived up to the Law of the Pack. It will bring you only the warmest of winds. (Paint a blue stripe on each cheek)

**YELLOW** stands for the south wind which will carry the story of your Cub Scouting achievements far and wide. As a Cub Scout you have been happy, eager, far and a credit to your





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Den and Pack. (Paint yellow stripe on each cheek)

WHITE stands for the east wind and the spirit of Scouting. The east wind will carry the story of your fun and happiness with our Pack to your Scout Troop and tell them how you lived up to the Cub Scout promise and were fair and helpful. (Paint white strip on each cheek)

ORANGE stands for the west wind and also represents the parents of these Webelos Scouts. It goes far and wide, telling everyone of the help and guidance these Webelos received from their parents. Parents continue to help your boy go and grow. (Paint orange stripe on each cheek)

To reach this plateau in Cub Scouts, you have earned the following ranks:

- BOBCAT (Paint all boys with green stripe on chin)
- WOLF (Paint black stripe — only on those who have earned this rank--on chin)
- BEAR (Paint brown stripe — only those who have earned it — on chin)
- WEBELOS (Paint purple stripe — only those who have earned it — on chin)
- ARROW OF LIGHT (red stripe on nose of those who have earned it)

As you cross the bridge into Boy Scouting I'll give you the Cub Scout handshake one last time. (Shake the boys hand and help him take off his Cub Scout neckerchief--he then crosses the bridge and gives Boy Scout handclasp to Boy Scout leader and receives Boy Scout neckerchief. Do this slowly, one boy at a time, so the proud parents can take pictures. After this is completed you might want to give special recognition to the Webelos leader which he is as proud of the boys as their parents are.)

### The Webelos Legend

Hear now the Webelos legend; the tale of the Webelos tribe; the tale of Akela, its Chieftain.

"Hoo", called the owl in the darkness; the Mowgli the indian boy lay in his tepee and listened to the rustle of the trees in the night. "Boom" went the deep muffled beat of the great ceremonial drum. The braves of the tribe were convening. He wished he could answer that call. Quick, like the flight of an arrow; quiet, in the hush of the night; before a great fire ring they gathered, awaiting Akela, their Chief. Here in the great Council Ring Fire, on top of the cliff there they met. Here often they came for decisions. Here, too, the Great Spirit is sought.

Here they sought help from the Spirit on hunt or on warpath; in peace. Here they met their Chief Akela; awaited his final decree. Now with the "boom" of the big drum all was quiet; the night was quite still. The great ceremonial fire, when lighted, illumined the hill The Tom-toms began, set the rhythm. Akela stepped into the Ring. First low and slow, then..like thunder, they beat as he danced near the fire.

Dancing with grace, full of gesture, in costume, he old of his life. He told of the strength of his father, the powerful "Arrow of Light." "Kind Eyes", his mother, taught those things that only a mother can know. He once saved her life with his arrow; his father helped fashion his bow.



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The tom-toms beat on and his dance told of trips to the forest, where Wolf taught him the ways of the wild life, of the ground, of the tracks, ways to food. Through dancing and gesture, he told how he next faced the Bear and learned the meaning of courage; and then he became a young Scout of the trail.

### Howling Bobcat Induction

Props: Ceremonial campfire, Indian Akela costume

Notes: Campfire is turned on, other lights dim or off new Bobcats are out of the room with Assistant Cubmaster. They give the howl of Bobcat (a long drawn out wail)

Akela: I hear an animal calling from beyond our Pack Council (listening.... it sounds like a Bobcat) Shall we answer with the call of the Wolf Pack? (The Pack howls like wolves. This is the Assistant Cubmaster's Cue to enter and present the Bobcat candidates.) Who comes here?

ACM: Boys, hunting for the fun and companionship of Cub Scouting

Akela: But whom do you seek?

ACM: Akela, the great Spirit of the Cub Scout

Akela: Are these boys wise in the ways of the Bobcat?

ACM: They are, Akela

Akela: Show me

ACM: (To the new Bobcats) "Show Akela what you have already learned. Raise your arm in the Cub Scout Sign and say the Cub Scout Promise (they do). Now say the Law of the Pack (they do)

Akela: I can now call you Cub Scouts because you have completed the requirements necessary for your participation in this great Brotherhood we call Cub Scouting. Tonight you have repeated before me the Cub Scout Promise and the Law of the Pack, You have assumed a very important responsibility. You have agreed to "Do your best" and to "Do Your Duty to God and Your Country", To Help Other People and "To Obey the Law of the Pack", These are things which are not always easy, but I think you will enjoy them. All that we ask is that you do your best. Do you agree to do your best? ....Good! Please join the members of the Wolf Den, who will Show you by their example how to live the law of the Pack..





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### Painted Bobcat Ceremony

**Props:** Blue, yellow, white, red, green paints (may substitute colors) Bobcat badges, card and parent pins

**CM:** Tonight our Pack has some boys who have worked hard since joining Cub Scouts. Will the following boys (names) and their parents please come forward to take on the colors and spirit of Cub Scouting? (Parents paint their son's face or you or Cubmaster can paint as committee member reads)

**Akela:** BLUE is from the sky. The paw print of the Bobcat on your forehead is the spirit of the Bobcat. This reminds you to do your best on the Cub Scout Trail.

YELLOW is from the sun. The marks under your eyes will help you see the light of the Cub Scout trail and they symbolize the bright spirit of Cub Scouting.

WHITE is for purity. The mark on your nose helps you know right from wrong as you go along the Cub Scout trail.

RED is for courage. The mark on your chin reminds you to always speak the truth.

GREEN stands for the spirit of nature. The marks on each cheek will guide you to live in harmony with the great outdoors.

Remember your markings of this night, new Cubs, and have fun along the Cub Scout trail.

### Wolf's or Bear's Teeth Ceremony

**Props:** Set of plastic vampire teeth from a novelty shop or costume shop

**CM:** Would (boy's name) and his parents please come forward?" (Hand each Scout the teeth and ask him to put them in his mouth) Even though these teeth are only plastic, they resemble the teeth of the ferocious Wolf (Bear). Do you know what the two long teeth are called? (Let him answer with the teeth in his mouth for fun) The Wolf (Bear) uses these teeth to grip its' prey, and then its' powerful jaws clench tightly around it so that it cannot get away.

During the past few months you and your parents have been working on your Wolf (Bear) Rank, and now that you have completed all the requirements for that award, it is like you, now that you have it in your 'Teeth' and it will never get away from you! Just to show you that you have 'Caught Up' with your 'Prey' and caught it, I will put this award between your 'Teeth' and let your parents take it from you to present to you! Don't bite them now..... Congratulations on a successful hunt! Now focus on your next target, that of Bear (Webelos) Scout and don't let it out of your sight!"



# Following Akela's Trail

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### Painted Wolf Paw

Props: Black paint, wolf badges and parents' pins

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 Bobcat, Wolf, Bear, Webelos and on his way to the highest award of Cub Scouting, the Arrow of Light. Tonight we are honoring boys who have made a significant advancement along this journey. Would the following boys and their parents please come forward. I understand that you seek the rank of Wolf, is that so? (Y E S) Please recite the Cub Scout Promise

I, \_\_\_\_\_, promise to do my best to 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.

The first toe of the wolf paw is for your growth through feats of skill and having fun with your family. DRAW 1<sup>st</sup> TOE

The second toe of the wolf paw represents that you have learned about your home, community, country as well as your religious beliefs. DRAW 2<sup>nd</sup> TOE

The third toe of the wolf paw stands for the skills you have gained in handling tools, trying things, using books, and making collections. DRAW 3<sup>rd</sup> TOE

The fourth toe of the wolf paw represents your new appreciation for conservation as well as safety in home and traffic. DRAW 4<sup>th</sup> TOE

The pad of the wolf paw represents your growth as a Cub, and the increased responsibility you are now capable of handling. DRAW PAD OF THE PAW

### Painted Bear Face

Props: Face paints (four colors) brown, orange, black and red; badges and parents pins

CM: Tonight we are honoring some Cubs who have reached a new rank. They have worked hard to become Bears. Would the following boys and their parents please come forward: (name boys). You are all climbing the trail to reach the honor of Arrow of Light in Cub Scouting and Eagle in Boy Scouts. To help you on your journey, we will now inscribe you with the face of a bear cub. To help you see along this trail, I am giving you the eyes of a bear. When the achievements get tough, these eyes will guide you over the rough spots. (Draw brown round eyes on forehead)



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The nose of the bear — imagine for a minute with me — let's walk in the woods....smell the fresh air, the dirt, the trees. Smell the smoke from the campfire, dinner cooking outside. All these new adventures are waiting for you now along the Eagle trail. (Draw black nose on nose)

The ears of the bear — others try to mislead you and cause you to stray from the path. Don't hear them! Listen only to the call of the eagle (Draw orange rounded cub ears on cheeks)

The mouth of the bear--Bears know good from bad and so do you by now. The Cub Scout Promise has taught you to do your duty to God, your Country, and to others. (Draw red mouth)

The climb up the scouting trail is getting shorter and steeper. Not everyone will finish. Follow this guideline so no harm will come to you along the trail. Congratulations to you and your family for your hard work. (Present badges & pins)

### **Erupting Volcano Opening**

**Note:** MUST be performed outdoors in fire-safe area (see below)

**Props:** Modeling clay OR paper-mache volcano. Prepare volcano beforehand so that it will erupt when you are ready for it. Base is a sheet of plywood about 2 feet square. Using modeling clay of various colors, build a small "mountain" in the center; make it about 8 inches in diameter and 4 or 5 inches high. Make a crate on top with a hole large enough to insert a small metal can. In the can put a few crystals of ammonium dichromate (available at drug stores and hobby shops.) Mix in a few match heads with the chemical and drop in a burning match. When the dichromate burns, it forms a dark green ash which tumbles over the cone in the same way as lava flows in a real volcano.

You see before you a volcano. Volcanos are among the oldest and most powerful forces known to man. This one is small, but even the world's largest volcanos began as small hills or mounds of earth, and grew larger over long periods of time until they erupted! In the beginning, volcanos helped to shape and form the surface of the earth, and were a force for good. There are probably many mountains in the world today that conceal volcanos beneath their surfaces. Someday they will surprise the nearby inhabitants, like Mount St. Helens did in the State of Washington, and explode with the force of several atom bombs.

As Cub Scouts, you started small like this volcano, and are growing into mature adults. Beneath your surfaces lie many powerful forces. The purpose of this Cub Scout Program is to shape you and help you learn how to understand and control those powers within you so that you will be a force for good in the world as the early volcanos were, instead of for destruction as the volcanos of today. Many of you will become leaders of your fellow men, successful businessmen, and men with great influence in the world. Remember the volcano, and the skills and the teachings of this great Scouting program you are learning. Be a mountain of strength, instead of a volcano of destruction." (Ignite the volcano---watch until the reaction ceases.)



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### A Recipe for America

*Boys are holding up card with flags of different countries. Boys are wearing costumes from other countries. As each card is turned around, the word America is spelled out.*

CM: Here is a recipe that we all should live by.

- #1: 1 cup of **friendly words**
- #2: 2 heaping cups of **understanding**
- #3: 2 cups of **human kindness**
- #4: 2 heaping tablespoons of **time and patience**
- #5: 1 dash of **gentle humor**
- #6: 1 pinch of **spice of life**
- #7: 1 drop of **warm personality**



CM Measure words carefully. Add cups of **understanding**, to a pint of **human kindness**. Sift together **time and patience**. Cook very slow and keep temperature low so it never boils over. Season with **gentle humor**, **warm personality** and **spice of life**. Serve in individual molds. We are free in American to worship our own God, vote for whomever we want. In some countries these freedoms are not possible. In some countries being a member of Scouts is forbidden. Here in America we are free. And, - "I'm proud to be a member of the Boy Scouts of America." And, I hope we can all live with this recipe.

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### Growing Trees

This little tree is a symbol of the natural beauty of our land. This tree also represents Scouting. It takes a long time for a beautiful tree to grow and develop. In the same way, a Cub Scout spends a lot of time and effort in advancing from rank to rank. So do his parents who help him.

Tonight we will see how much prettier this Cub Scouting tree will be when we put some leaves on it. Each of these leaves represents the time and effort put into the advancement work by our Cub Scouts and their parents. Our Den Leaders also played a very important part in the advancement program, for without their support an help we could not have the opportunity to be in Cub Scouting.

Will the following boys and their parents, please come forward when called. (Assemble all of them at the front of the Pack also call up the Scouts' Den Leaders.)

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

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### Following Akela's Trail

When Baden-Powell started the Scouting movement, he felt that any Scout who took the time and trouble to master skills should be rewarded. He gave to each Scout who passed certain tests a badge to wear on his uniform. It recognized the importance of what the Scout had done and let others know of his achievement.

Cub Scouting is based on one of the stories in Rudyard Kipling's "Jungle Book". It was called Mowgli's Brothers. We know it as the Story of Akela and Mowgli. In Kipling's story the black panther, Bagherra, is the mighty hunter who teaches the cubs the skills of the jungle. In Cub Scouting we use the symbol of Bobcat. (*Award the Bobcat rank.*)

The next adventure is the Wolf Trail. This is a big adventure for a boy. The Wolf Trail is much longer than the Bobcat trail. A Scout should "Do His Best". That's a part of the promise he made to become a Bobcat. (*Award the Wolf rank.*)

In the Bear book, we learn how Baloo, the wise old brown bear, teaches Mowgli the Law of the Pack. The requirements are a little bit more difficult than those for the Wolf badge. "Obey the Law of the Pack" is another part of the promise he made to become a Bobcat. (*Award the Bear Rank.*)

Webelos Scouting is an integral part of Cub Scouting. It has some distinct differences from the program for younger Cub Scouts, but it shares in Cub Scouting's main purposes. In Webelos Scouting, he learns new ways to "Help Other People at All Times", another part of the promise he made to become a Bobcat. (*Award the Webelos Rank*)

The highest award a Cub Scout can receive is the Arrow of Light. Usually awarded during a special ceremony, it is important to mention this light at the end of the Cub Scouting tunnel. This "Light" with all the skills and tools it represents, is carried forward to brighten the new world of Boy Scouting. It is in Boy Scouting and after that a boy will keep the final promise he made when became a Bobcat - "Duty of God and Country".

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### Tiger Track Induction Ceremony

*Make a simple Tiger Track Wooden Cub-a-labra, with candles or lights mounted on the Track.*

The Tiger Track is an important symbol in the Tiger Cub program. As you progress through Tiger Cubs and finish each Big Idea, you will be presented a Tiger Track to iron on your shirt. The Tiger Track has a special meaning. Listen carefully and you will hear about this special meaning.

The paw in the track represents the spirit of Scouting (*light the front candle*). The spirit of Scouting is one of helping and friendship. Each toe represents a point of the Tiger Cub promise.

The first point is: (*Light second candle*) **I promise to love God.** Your parents and religious



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leaders teach you to know and serve God. By following these teachings, you show your love to God.

The second point is: *(Light third candle)* **I promise to love my family.** A Tiger Cub should always be kind and helpful to his family. By helping your home to be a happy place, you show your love to your family.

The third point is: *(Light fourth candle)* **I promise to love my country.** This means being a good American. You help your community in any way you can. By being a good citizen, you show your love to your country.

The fourth point is *(Light fifth candle)*: **I promise to learn about the world.** The world we live in is a big and beautiful place. There are many things to learn. As a Tiger Cub, you will learn a lot about your world.

Now, each time you see a Tiger Track, it will help you to remember the Tiger Cub Promise. Would all Tiger Cubs and their partners please stand and repeat the Tiger Cub Promise?

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

You are all now officially a part of our Tiger Cub group. WELCOME!!! We are excited to have you in our group.

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### Tiger Graduation Ceremony

**For:** Cubmaster, Den Leaders, and the boys of the new Den.

**Props:** Each boy in the den is to have a tom-tom.

**CM:** Would the Webelos Scouts bring the parents and Bobcat candidate(s) forward?  
During the past year in the Tiger Cub program, you have prepared for today. Remember the Motto: "Search, Discover, Share". And the Promise: "I promise to love God, my country, and to learn about the world".

The Cub Scout colors are blue and gold. They have a special meaning. BLUE stands for truth, spirituality, steadfast, loyalty, and the sky above. GOLD stands for warm sunlight, good cheer and happiness. Your family and I, and all those who will influence you as leaders, will represent Akela. We would like to present you with the Tiger Cub graduation patch, which is to be worn beneath the right shirt pocket of your Cub Scout uniform.

Now, with your parents, you are to enter the Cub Scout program. You and your family will find many new adventures along the Cub Scout trail. Parents, remember to always guide your Cub Scout. May the Great Spirit always be your side. Seek to help him, following the Cub Scout Motto: "Do your best", and to respect and appreciate all the





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things around him. With these things in mind, we would like to welcome you to Pack \_\_\_\_\_.

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### Tiger Cub Crossover

**For:** Cubmaster, Tiger Cub Coach

**Props:** Crossover Bridge, Cub Scout neckerchiefs.

**CM:** \_\_\_\_\_, as Tiger Cub Coach, would you please assemble the Tiger Cubs and their parents on the far side of the bridge?

**TO:** (Addressing the Tiger Cubs and their parents) For the past several months, you have met together to Search, Discover and Share new experiences as a fulfillment of the Tiger Cub Motto. I would now like to present you with your Tiger Cub Graduate Patch and Certificate.

**CM:** It is now time to move along the Scouting trail to the next part of the program. In Cub Scouting, your family is as important as it is throughout your whole Scouting experience. You have just witnessed another important part of Scouting - the awarding of badges and achievements. Support in earning each badge comes from your family, as well as from your Den Leader. Your parents will help you each step of the way.

Parents, we would now ask that you present your son with his Cub Scout shirt so that he may cross the bridge from Tiger to Cub Scout. (Parents put Cub Scout shirt on Tigers.) (Tiger Cub Coach), would you please escort our new Cub Scouts across the bridge to be welcomed into the Pack?

On behalf of the Pack \_\_\_\_\_, I would like to welcome you and present each of you with your official Cub Scout neckerchief (have scarves rolled and ready to put on). Parents, as you help your son with his scarf, I will read to you the Cub Scout Parents, promise which we will ask you to repeat when your son receives his first badge, the Bobcat:

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

Pack \_\_\_\_\_, please join me in a big round of applause for these new Cub Scouts and their parents as they return to their seats.

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## **Magic in Pack Ceremonies**

### **1. Magic Sugar Cube**

**Materials:** Clear glass of water, sugar cube, pencil

**Set up:** Clearly and darkly mark the letter "W" (for wolf or webelos ceremony) or "B" (for bobcat or bear ceremony) on one side of the sugar cube. Be sure that the letter is very dark.

**Effect:** Letter appears to transfer from a sugar cube dropped in water to the back of the hand of the participants.

**Scenario:** Tell participants that the letter will magically leave the sugar cube and be printed on the hand of the scouts who are worthy to advance in rank. Drop sugar cube in water and have one scout place his hand over the top of the glass; other scouts place their hands on top of the first. Tell the scouts to concentrate on their new rank. After a 15 seconds or so, have the scouts take their hands away and look at the top of the hand that was over the glass. The letter appears on the hand.

**Method:** Before placing the sugar cube in the water, make some excuse to dip your thumb and fingers in the glass ("Boy, this sugar cube sure is sticky ..."). Wet your thumb and press hard over the letter to ink the bottom of the thumb. Then, assist each boy in placing his hand over the glass, pressing your thumb to the back of his hand while doing so. You will then have "stamped" the letter onto the back of the hand. As long as it is done quickly and the boys are focused on the sugar cube, they will not notice the effect of the thumb on their hand.

### **2. Removing color from liquids.**

**Materials:** Food coloring, pitcher of water, 2 glasses, liquid bleach

**Setup:** Place one drop of food coloring in bottom of one glass, 1 teaspoon of bleach in the other. Place glasses so that the audience cannot see the advance preparations.

**Effect:** Water poured into a glass changes color

**Scenario:** Water is poured into an "empty" glass and immediately changes color. The colored water is then poured into another "empty" glass which then turns back into "water."

**Method:** Water poured into first glass changes color on contact with the food coloring. Color is bleached out of water in the second glass. Be sure to hide the base of the glass with your fingers so that the coloring and bleach in the glasses cannot be seen.



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### 3. Color-changing liquids (yellow-green-blue)

**Materials:** Yellow and green food coloring, pitcher of water, 4 clear plastic glasses, liquid bleach

**Setup:** Four clear glasses: one empty, one with a drop of yellow food coloring, one with a drop of green food coloring, one with 1/4 teaspoon of liquid bleach. As in above, be sure audience cannot see the preparation or the bottom of the glasses during the trick.

**Effect:** Water changes colors from clear to yellow to green to blue as the liquid is poured into successive glasses.

**Scenario:** Water from a spring at a nearby Boy Scout camp has the special properties of changing into Cub Scout colors if boys have completed all of their requirements for their badge of rank. Water is poured from a special receptacle into the first glass. Water turns yellow when poured from first glass into second; water turns green when poured from second glass into third ("Are you boys sure that you completed all of the requirements for the \_\_\_\_\_ badge?"). Water turns blue when poured into last glass, indicating the boys have in fact completed the final test for their badge of rank.

**Method:** First glass is empty so water is clear when poured into the first glass. Water turns yellow when added to the glass with the drop of yellow food coloring; yellow water turns green when added to the glass with a drop of green food coloring; green water turns blue when added to the glass with the liquid bleach (the yellow color is bleached out of the green water, leaving the water blue in color.)

### 4. Multi-colored liquids

**Note:** This trick requires the use of chemicals normally available at scientific supply stores; in fact, most chemistry sets will contain the required chemicals.

**Materials:** 6 clear plastic glasses, sodium carbonate, yellow and blue food coloring, white vinegar, phenolphthalein solution, liquid bleach

**Setup:** Prepare the glasses as follows:

glass 1: pinch of sodium carbonate dissolved in 6 ounces of water

glass 2: 1 drop yellow food coloring

glass 3: liquid phenolphthalein (made from powdered phenolphthalein and rubbing alcohol); keep covered as solution evaporates.

glass 4: 1 drop blue food color

glass 5: 1/4 full white vinegar (be sure to palm the bottom half of the glass until you begin pouring.

glass 6: 1/4 full liquid bleach

**Effect:** "Water" is poured into different glasses, each time changing to a different color. Color sequence is clear, yellow, red, purple, green, clear.



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**Scenario:** Similar to the above except more glasses with more colors.

**Method:** Same as above. Reactions between chemicals in solution produce the different colors. Be careful to dispose of the last glass quickly as it does look like water but is really heavily laced with chlorine bleach (the last thing you want to happen is for a scout to come up and taste the "water")

### 5. Magic balloon

**Materials:** Large balloon (at least 8 inches in diameter when inflated), dry ice

**Setup:** Small piece of dry ice inserted into balloon.

**Effect:** Balloon continues to inflate, even after being tied closed.

**Scenario:** Balloon is partially inflated at the beginning of the meeting and tied. By the end of the meeting, the balloon has become even more inflated.

**Method:** The dry ice inside the balloon slowly vaporizes when added to warm air. Partially blowing up the balloon provides enough warm air for the process to occur.

### 6. Magic water test

**Setup:** Styrofoam or paper cup (not plastic!) with slush powder ("Aqua-gel", "Joke-gel") in bottom of cup. Approx. 1 teaspoon of powder per 4 ounces of water. Slush powder is available at magic supply stores and novelty shops (usually in the gag gift section with the pepper gum, plastic vomit, etc.)

**Effect:** Water is poured into a cup and then inverted over the boys' heads without spilling.

**Scenario:** Final test for boys advancing in rank. Pour water (I use water colored with blue food coloring) into the glass and tell the boys that if they are ready to advance in rank, then the spirit of scouting will protect them in this final test. Turn the cup upside down over the boys' heads.

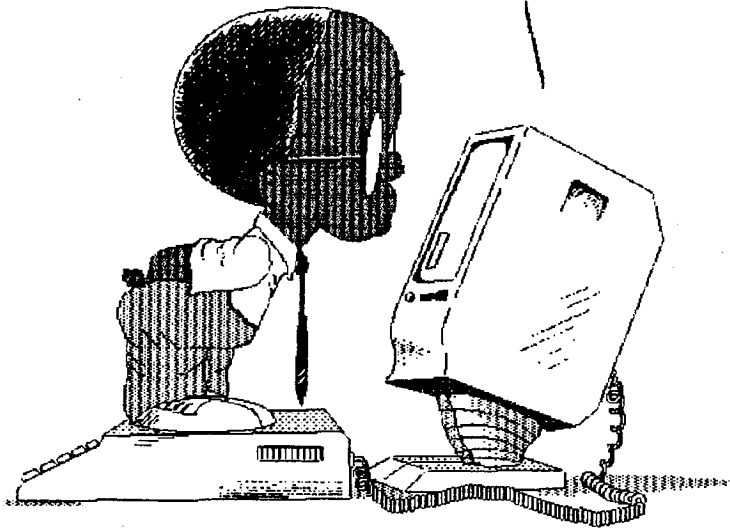
-- or --

Have parents hold small cups with gelled water over each boy and have the boys stick a straight pin through the bottom of the cup. Be sure that the cups are held above the sight of the parents as well so that they cannot see the gelled liquid inside.

**Method:** The slush powder causes the water to gel on contact and will not pour/leak from the glass.

# COMPUTERS

I THINK.  
THEREFORE,  
I AM.



You see things and you say "Why?"  
But I dream things that never were,  
and I say, "Why Not?"

George Bernard Shaw





## Computers in Cub Scouting

Two of the most important things we can do as leaders is to keep our scout families informed and keep our Den and Pack records up to date. These tasks historically were looked at with dread. However, we are now in the "Computer Age" and these tasks are now much simpler to deal with.

This section of the 1997 Pow Wow book will address the various ways computers can be used to make your numerous jobs in scouting easier. We will cover four major topics:

- Communication – Using the computer to communicate with the members of the Pack via newsletters, Cub Updates, fliers, etc.
- Organization – Using a Pack/Den program to maintain records of boys advancement/awards, dues, etc.
  - Online Computing – Using the computer to go "online" for scouting topics and resources.
    - ◆ Resources – web sites, discussion groups, etc.

While there are always more topics to discuss we felt these would cover the main areas where computers could help.

### Communication

#### Newsletters

One of the easy ways to keep your families informed about a units activities is through a Pack newsletter. The easiest is a monthly one page presentation (Example 1). Some of the topics which should be included are:

- General news about the Pack
- Specific news about members in the Pack.
- Success stories
- Reminder of next event – Pack meeting, outing, etc.
- Calendar of upcoming events – two to three months ahead.
- Useful information for Cub families.

While the above list includes many topics, it is certainly not all inclusive. Use your imagination to include more information.

If you are creative there are numerous tools you can use to spice up your newsletter. Most word processor programs today provide the capability of creating newsletters. As an example, Microsoft Word offers a Newsletter Wizard which leads you through design creation. The steps include:

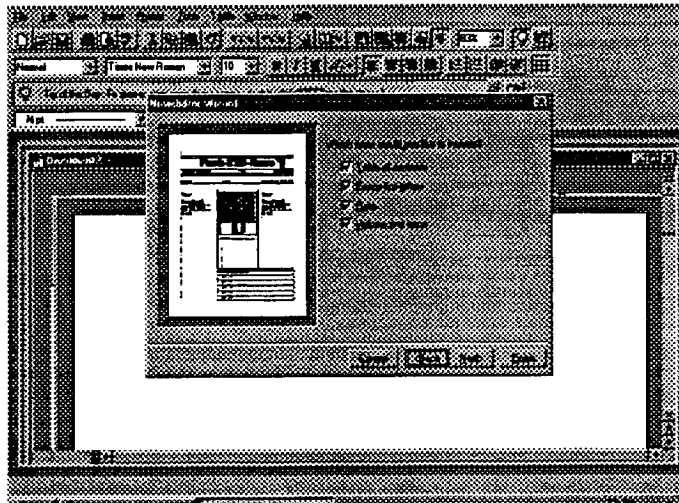


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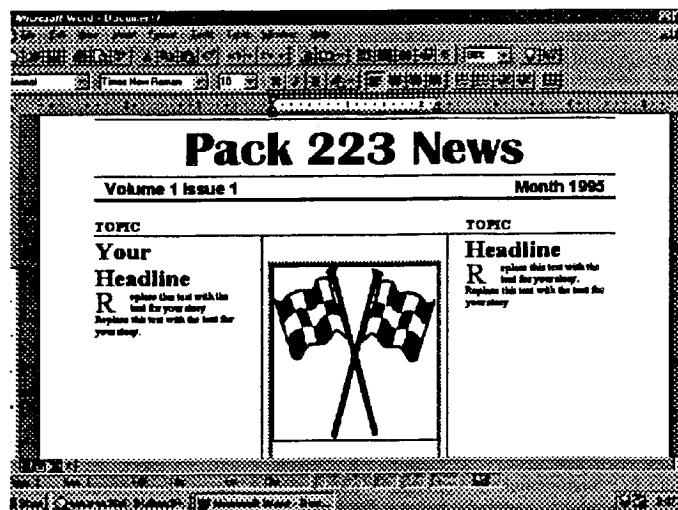
- Select Classic or Modern Style
- Select the Number of Columns (One, Two, Three or Four)
- Select a Newsletter Name
- Select the number of Pages for your newsletter (can be changed later)
- Select Design Items (Table of Contents, Fancy first letters, Date, and Volume and Issue)



- Then Create the Newsletter

Once you hit the create button the Wizard gives you a template to type in your own stories. You can add clip art to your newsletter to add some additional zing. The picture at the bottom of the page shows how you might want to use racing flags to promote your Pinewood Derby.

If someone in your unit is really into producing a quality piece (and has the software) you can use some of the Desktop Publishing software that is available. These packages include Microsoft Publisher, Pagemaker and Quark. These are full featured programs and as such are somewhat complex to use as well as being expensive.







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### **Fliers**

The next level of Pack communication are specific event fliers. These are used to promote an upcoming Pack (or Den) activity. These are usually given out to your Den Leaders and they are to pass them along to their cub families. An example of a flier is attached as Exhibit 2. When you make up fliers you want to give information about the event (who, what, where, when, etc.). Additionally, it is a good idea to have a sign up form as part of the flier. Also, these days you probably want to give a fax number for people to fax their responses.

### **Pack/Den Calendars**

These are used as attachments to newsletters or Cub Scout Updates (see Exhibit 3). These should be given out to all families at the beginning of the Scout Year (usually September). As changes are made throughout the year revisions can be made and given out to the families. The calendar in Exhibit 3 was made using Microsoft Word.

Another good program to use for this purpose is Calendar Creator Plus. This program lets you print Calendars in numerous formats with clip art, shading, boxes and banners. The program comes with over 7000 color and B&W clip art images. There are also 120 photos, 75 fonts and 7 calendar templates.

### **Cub Scout Updates**

These handouts are usually prepared at the Den level (see Exhibit 4). They are used to get information out to the families. The update should be given out at every den meeting. These keep the parents informed, involved and knowledgeable of the goings on in the Den. Parents will also be less likely to forget things like Pack meetings or outings.

### **Information for New Parents and Scouts**

This is a handout that can be used when a new scout (and family) joins the unit. It contains information specific to that unit and may not be found in other Cub Scout publications. An example of this type of document is contained in Exhibit 5 attached. Please feel free to copy and modify this piece for your own unit.

There are many more samples of these type of documents contained on the Scouting Forums on CompuServe and America Online as well as many of the Scouting related Internet Pages. For more on these see Resources in this section of the Pow Wow Book.

## **Organization**

One of the major areas where computers can be of great help is in the area of Pack/Den Organization (recordkeeping). We all know how hard and time consuming it is to keep our records up to date. Luckily there are Pack/Den Management programs that can make our lives simpler. These programs are used to maintain records about the boys, leaders, awards, families, and resource inventories. Some of the main features include:

- Complete boy, family and leader database
- Full achievement tracking by rank
- Attendance tracking
- Awards tracking
- Extensive Reports including Council advancement reports, BSA recharter report (really helpful), Tour Permit forms, Permission slips, and mailing labels.



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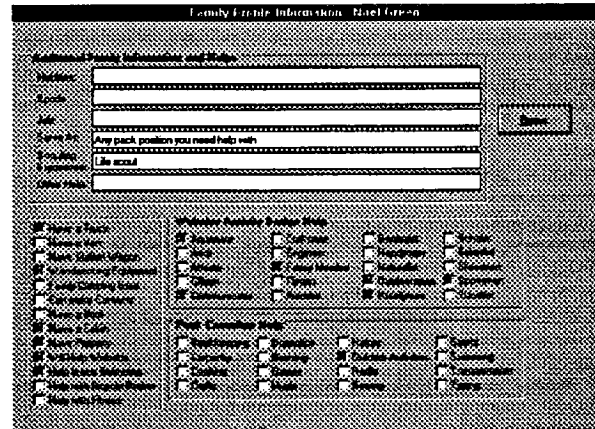
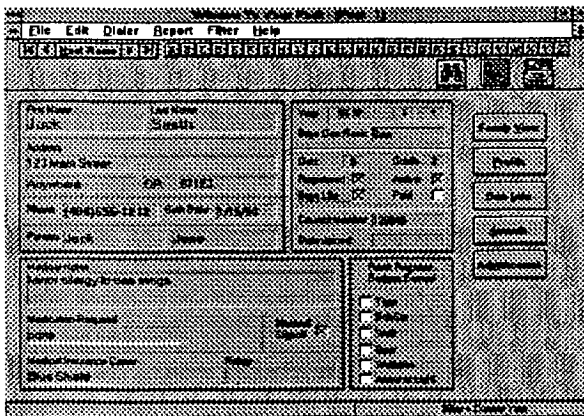


The two programs I am familiar with are (complete addresses in Vendor section of Pow Wow Book):

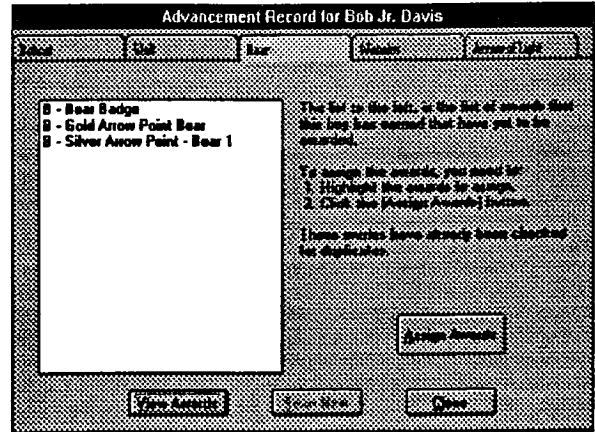
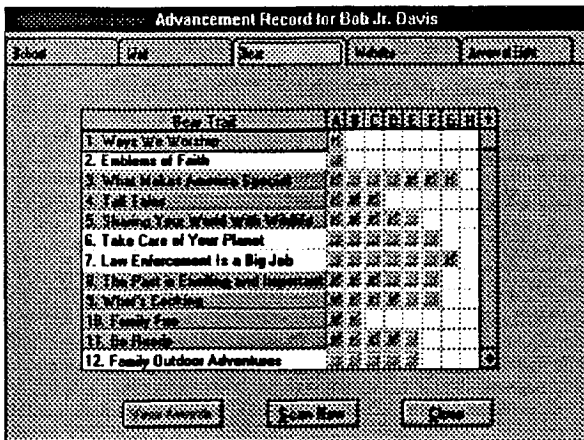
- Windows to Your Pack - \$45 from Cherry Computer Products
- Packmaster 2.0 - \$69.95 from Troopmaster Software, Inc.

There are others that are available online and through Scouting Magazine advertisements. I have included below some of the screens contained in the Windows to Your Pack program.

The following screens show the Full Screen view of a boys record and the Family Profile input screen:



The following screens show the Bear advancement input screen and the Bear Awards assignment screen:









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- America On-line - Consumer oriented - Large mail system - Some vendor support forums
- Prodigy - Consumer oriented - Many commercial entities live here - A joint venture of IBM and Sears
- Microsoft Network - A late entry - NBC is involved in providing content.

They are sensitive to the issue of content on the net and some of them do provide some methods for restricting access to material that may be inappropriate to younger users. None of these is foolproof and a dedicated surfer will find what they are looking for despite the best attempts to stop them.

### *Internet Service Providers*

The next group to consider are Internet-only providers, these only provide access to the resources of the Net. There is no content separate from that found on the Internet.

The Internet is a "network of networks" connecting computer systems all over the world. Started by the Defense Department to link major universities doing research, it now extends to almost all colleges and universities as well as into most major corporations and down to many smaller businesses.

After you have chosen your provider you will need Browser software which will only run on one of the graphical operating systems of the personal computer world. This includes the Macintosh operating system, OS/2 and all flavors of Windows. The most popular browser today comes from Netscape and is called "Navigator". Other popular browsers include CompuServe's SPRY, the Internet Explorer in the Windows95 Plus pack and the browsers included in the America OnLine and Prodigy access software.

All browsers will access the "Home Pages" that make up the information "sites" of the Web. To access the various sites you need to know the address, which is formally known as the "URL" (Uniform Resource Locator). This is a specially formatted line that points to the unique location of the home page you want to access.

All Web address start with "http://", which stands for HyperText Transfer Protocol, followed by the actual address of the home page you are looking for. Some examples of addresses are:

<http://www.ibm.com> = IBM Corporation  
<http://www.microsoft.com> = Microsoft Corporation.

Most sites contain information about the companies, in the case of the above computer related companies, many of the sites have software updates and patches. Some companies provide sites that provide more than product information, such as FedEx and UPS (<http://www.fedex.com> and <http://www.ups.com>) that provide access to their package tracking systems from their home pages.

Another interesting example of information on the Web is provided by Maxwell on their page at <http://www.scubed.com>. This page includes a link to real time version of the Southern California Freeway system maps maintained by the Department of Transportation. You can actually see the same freeway condition maps used by the news radio stations on your computer.



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Many government agencies maintain pages on the Web including a very interesting example by the Library of Congress at <http://thomas.loc.gov>, this site includes information on legislation as it moves through the congressional process.

There are many ways to locate these sites, many articles provide you with a list, many companies are now including their site address in their advertising, letterheads and literature. Another method is the use of Internet based "search engines". These are sites set up to search the web and index or categorize all the home pages they find or that people choose to register with them. Two of the largest and best known of these search engines are:

- YAHOO, located at <http://www.yahoo.com>,
- LYCOS, at <http://www.lycos.com>.

If you are looking for some particular piece of information on the web these are two good places to start.

### *World Wide Web Sites (WWW)*

This is the graphical (usually Windows based) access to the "Net" This is the area that is getting all the attention lately. WWW uses "Home Pages" to provide a roadmap of what is available.

Some non-scouting places to try:

- LA Times (<http://www.latimes.com>)
- IRS (<http://www.ustreas.gov>)
- Department of Commerce (<http://www.doc.gov>)
- Disney (<http://disney.com>)
- Surfers' top 25 places (<http://167.8.29.8/life/cyber/lcs050.htm>)
- AYSO (<http://www.soccer.org>)
- FIFA (<http://www.fifa.com>)
- Dodgers (<http://www.dodgers.com>)

My favorite Scouting Sites are:

- The NetWoods Virtual Campsite, Steve Tobin, Campmaster, ([stobin@mmmpcc.org](mailto:stobin@mmmpcc.org))  
<http://www.isd.net/stobin/index.html>
- Welcome to BSA (<http://www.bsa.scouting.org/>) - The official Boy Scouts of America web site.
- Scouting Service Project (<http://www.usscouts.scouters.com/>) - BSA ScoutingResources Site
- The MacScouter (<http://www.macscouter.com/~hendra>) - Gary Hendra
- Troop 24 Homepage (<http://www.emf.net/~troop24/t24.html>)
- Pack 114's Library (<http://www.creighton.edu/~bsteph/pack114/library/>)
- ScoutLinks On-Line (<http://www.scouters.com/sl/>)

Details about these sites and many others are contained in the resource area of this section of the Pow Wow Book.



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### *FTP (File Transfer Protocol)*

This is a character based system for finding and downloading data. The system generally does not provide any index to the data. You have to know what you are looking for and where to find it. Information is available from all over the world. Most Web sites and browsers handle the ftp process in the background for you.

### *Usenet and news groups*

Usenet and news groups are text based areas for sharing information. There are a variety of topics covered with **no control**. While there is a lot of useful information available here this is the area that has received the attention of the censorship efforts primarily.

## Resources

### WWW Scouting Sites

This lists Scouting and Scouting-related resources from around the world. These sites contain information of a practical or reference nature directly connected to Scouting topics. The links are believed to be accurate as of December 22, 1996.

### *WWW Scouting Resources*

- Welcome to BSA (<http://www.bsa.scouting.org/>)
  - The official Boy Scouts of America web site.
  
- West L. A. County Council (<http://www.webcom.com/biggy>)
  - Web Page for our Council
  
- Scouting Service Project (<http://www.uscouts.scouters.com/>)
  - BSA Scouting Resources Site
    - Advancement Merit Badge and other Badge Requirements
    - Scouting Clipart ftp site
    - Program information on U.S. Scouting Programs (text menu) Information on cooking, skits, equipment, games, ceremonies, and such.
    - BSA Guide to Safe Scouting Publication
    - National BSA information, Council list and addresses
    - Leader and Scout Training Resources
    - Roundtable -- CyberScout
    - And much more!
  
- The MacScouter (<http://www.macscouter.com/~hendra>) - Gary Hendra
  - Font's, Clipart, Macintosh files, Songs, Skits, Stories and more.
  - Scouting on the Internet - A complete package for newbies.
  - The Commissioner's Workshop by Michael Bowman



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- Jim Speirs' Scouting Page (<http://www.geocities.com/Yosemite/5634/index.html>)
  - Leader articles archive
    - Stories
    - Recipes
    - Songs
    - and much more!
  - The Scouting JumpStation (<http://http2.brunel.ac.uk:8080/~cs92pdt/scout/>) - Paul Traynier, U.K.
  - A mega-listing of worldwide Scouting resource links!
  - The Scouting Page (<http://www.odu.edu/gnusers/src/Scouting/scouting.html>)
- The On-Line Where to Go Camping Guide (<http://www.odu.edu/gnusers/src/Scouting/wtgcg.html> )
- The Scouter's Belay (<http://cac.psu.edu/~jxm181/>) - Jeff Menaker.
  - Many articles from The Leader magazine
  - the Dutch Oven Cookbook
  - COPE - Challenging Outdoor Personal Encounter
  - Hypothermia Reference
  - Delmont S. R. and Resica Falls S. R. 1996 SONGBOOK
- Scouting Links (<http://w3.trib.com/~dont/scouting/scouting.html>) - by Don Tolin
  - Information on the 1997 BSA National Jamboree
  - Requirements for 1995 QUALITY UNIT AWARD
  - 11 Leadership Skills
  - Nice set of Scouting Links
- The Global ScoutNet on the World Wide Web (<http://scoutnet.ch/>)
  - Information on the Global Scoutnet organization
  - Links to National Scouting Organizations around the world
  - Addresses for Scouting Organizations world-wide
  - Scouting Software archive
  - Scouting Text files in several languages
  - Worldwide Event Calendar
  - Many world-wide scouting links
- Gaelic Wolf homepage (<http://www.win.net/~gws/gaelwolf/home.htm>) - Norman MacLeod
  - Attention Deficit Disorder and Related Difficulties Resources
  - Survival Training for Scouts.
  - How to Kill a Scout Troop
  - Games and Activities - add your favorite to the collection.
  - Subscription Unit Pages if you don't have a site.
  - Growing fast, many new and inovative ideas.
- The InterNETional Scouting Page (<http://www2.strw.leidenuniv.nl/scout/>) - David.Jansen
  - David's ftp site
  - Links to just about every Scouting resource in the world.
  - Some Scouting graphics
  - ScoutNet - Non-Internet Scout electronic networking.





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- ScoutNet UK on the Web! (<http://www.scoutnet.org.uk/>) - U.K. Scouting
  - The Campfire Leader's club
  - Information on Blankets and badges
  - Scouting News
  - The Repository - Games, songs, skits, stunts, Award guides
- Pine Tree Web (<http://rampages.onramp.net/~lporans/homepage.htm>)
  - Information on leadership training history
  - Information on current scouting in eastern Europe
- Troop 24 Homepage (<http://www.emf.net/~troop24/t24.html>)
  - The Virtual Patch Collection
  - 1995 Herms District - Camporee book
  - Troop 24, Berkeley, Philmont info.
  - Graphics Images
  - The Scoutmaster's Rocking Chair - all kinds of Links for Scouters
  - Journals and information on troop activities.
  - and More...
- Scouting History and Traditions (<http://users.aol.com/randywoo/bsahis/index.htm>)
  - Sir Robert Baden-Powell
  - Much more!
- The Leader's Virtual Lounge (<http://www.cais.com/cwelch/lo48000.htm>)

### *Sites with Information on Scouting*

- Scouts-L Home Page (<http://www.engr.tcu.edu/~eidson/scouts-l/>) - Jon Eidson
- Wilderness Ministries (<http://homepage.midusa.net/~voyager/wildmin.htm>)
  - Chapel materials for use in the outdoors.
- National Jewish Committee on Scouting (<http://shamash.nysernet.org/scouts/>)
- EOCS Web Page - Eastern Orthodox Committee on Scouting ([http://www.pb.net/usrwww/w\\_eocs/graphics/top2.htm](http://www.pb.net/usrwww/w_eocs/graphics/top2.htm))
- The Society for Scouting Communications (<http://www.ultranet.com/~beoric/ssc.htm>)
  - Electronic copies of BSA documents.
- Scouting FAQ's (<http://www.cis.ohio-state.edu/hypertext/faq/usenet/scouting/top.html>)
- Troop 117 Camping Locator Map (<http://circle10.cor.net/scouts/camps/campfinder.html>)
- 1995 Multi-Council Camp Directory (<http://shoga.wwa.com/~oakes/camp.dir.html>)
- LaVista Troop 56 (<http://www.top.net/fjibero/trp56hp.htm>)
  - Map interface to camps database
  - Small patch graphics collection.
- Troop 65, Virginia Beach, VA (<http://www.infi.net:80/~sipe/scouts/65home.html>)
  - Animated Scout Law presentation, Scout jokes.
- The Games Compendium (<http://www.argonet.co.uk/ltcomp/gc.html>)



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- The Flag of the United States of America (<http://www.elk-grove.k12.il.us/usflag/>)
- The Eagle Court of Honor Book (<http://www.insideperforma.com/staff/mark/index.htm>)
- Merit Badges (<http://www.crl.com/~stanleyb/badges.html>)
- Merit Badge Evolution (<http://www.vhm.com/~c528/mb.html>)
- California Emergency Preparedness (<http://www.commpages.com/emergncy/>)
- Emergency Management Explorer Post 493, Boulder, CO  
(<http://bcn.boulder.co.us/community/explorer/>)
- MedAccess: Index ([http://www3.medaccess.com/first\\_aid/](http://www3.medaccess.com/first_aid/)) - First Aid Reference
- K2BSA (<http://www.lightlink.com/bbm/k2bsa.html>)
  - Amateur Radio at the 1997 National Jamboree
- Scouting Ham Radio Page (<http://www.ecllc.com/bsa319/ham.htm>)
  - Information on scholarships for Scouts and Explorers
- (<http://www.ithaca.ny.us/Orgs/Scouts/sclrshps.html>)
- Digital Tradition Folk Songs (<http://pubweb.parc.xerox.com/digitrad>)
  - This song database has some songs that will be useful to Scouters.
- Australian Scouts - Index of Knots ([http://www.fcollins.com.au/Scouts/knot\\_idx.html](http://www.fcollins.com.au/Scouts/knot_idx.html))
- The International Guild of Knot Tyers  
([http://fourier.dur.ac.uk:8000/~dma1jas/scouting\\_htmls/IGKT.html](http://fourier.dur.ac.uk:8000/~dma1jas/scouting_htmls/IGKT.html))
- Great graphics page with LOTS of knots illustrated.
- The Knotting Dictionary of Kännet (<http://www.ida.his.se/ida/~jan/knopar.eng.html>)
- Finding Your Way with Map and Compass (<http://info.er.usgs.gov/fact-sheets/finding-your-way/finding-your-way.html>)
  - A very good instruction tool for novices. Well done!
- Semaphore Flag Signalling (<http://155.187.10.12/flags/semaphore.html>)
- Patrol Box and table plans (<http://users.aol.com/lwjones/table.htm>)
- BSA Clip Art (<ftp://www.ridgecrest.ca.us/pub/users/kolstoe/clipartlist.html>)
  - ftp Site. Not all disks are available.
- Troop 117 ftp site (<ftp://circle10.cor.net/pub/scouts/>)
  - BSA PCX clipart files. Misc Text files.
- Homemade (<http://www.lookup.com/Homepages/63625/stove/stovef.htm>)
  - Back Packing Stove How to make an alcohol-burning Backpacking stove from a couple of aluminium pop cans.
- The Gang Show Home Page (<http://www.warwick.ac.uk/~xupal/guide.html>)
- Dundee Scout Gang Show 1995, Scotland  
(<http://www.mcs.dundee.ac.uk:8080/~amochan/gangshow.html>)



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- National Jamboree '57 Pictures (<http://www.ee.twsu.edu/~randy/jambo57/jambo57.html>)
- Notre Dame de Lourdes Troop 26, BSA (<http://members.aol.com/lowellbsa/index.html>)
  - OA beaded sash, midi songbook, Aims & Methods history. Nice site

### *Training and Leadership Resources*

- National Camping School's Web Pages ([http://users.aol.com/lwjones/scouts/ncs/n\\_camp\\_s.html](http://users.aol.com/lwjones/scouts/ncs/n_camp_s.html))
- College of Comm. Science, Atlanta ([http://users.aol.com/lwjones/scouts/aac\\_ccs/aac\\_ccs.html](http://users.aol.com/lwjones/scouts/aac_ccs/aac_ccs.html))
- College of Commissioner Science (<http://www.cyberg8t.com/oldbaldy/obcww.html>)
- The Wood Badge Patrol Name Encyclopaedia (<http://www.mi.aau.dk/~jqrn/wbpatrols.html>)
- 11 Leadership Skills (<http://w3.trib.com/~dont/scouting/elevensk.html>)
- Outdoor Action Guide (<http://www.princeton.edu/~rcurtis/woguide.html>)
  - Lots of good information on planning and running outdoor Programs. Princeton outdoors program.
- Project Adventure, Inc. Homepage (<http://www.tiac.net/users/rharding/index.html>)
  - An "Action-based" youth training program. Commercial. Source of non-competative games and training activity books.

### *Cub Scouting*

- BSA Troop 134 (<http://ourworld.compuserve.com/homepages/plj/bsa134.htm>)
  - Pinewood.exe
- Jay's Pinewood Derby Page (<http://ns1.win.net/~goskins/pwd.htm>)
- Pack 114's Library (<http://www.creighton.edu/~bsteph/pack114/library/>)
- Pinewood Derby Rules (<http://users.aol.com/randywoo/ajxnbsa/pine.htm>)
- AgentZ - Pack 248 - Jan. '96 Pinewood Derby (<http://www.agentz.com:80/pack248/pinewood.html>)

### *Assorted Interesting Sites*

- David M. Malatzky's Home Page (<http://members.aol.com/dmalatzky/homepage.html>)
- Carl's Scouting Page (<http://www.idinet.com/carl/scout.html>)
- Mike Kent's Camping Page (<http://www.chebucto.ns.ca/~ac719/camping.html>)
  - Scouting in Nova Scotia
- Koshare Native American Dance Team and Museum (<http://www.ruralnet.net:80/~koshare/>)  
- in Colorado
- The Scouting Page (<http://www.odu.edu/gnusers/src/Scouting/scouting.html>)
- <http://www.rochester.ny.us/BSA/ASRhome.html>
- Scoutorama (<http://www.scoutorama.com>)



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- Scouting Trailhead (<http://grove.ufl.edu/~cirop02/scouting.html>)
- Peregrine International Museum of Scouting (<http://members.aol.com/GoScout/museum.html>)
- Bill Joel, Storyteller (<http://www1.mhv.net/~wjoel/welcome.html>)
- Welcome to Streamwood Inc. (<http://www.mindspring.com/~cjensen/>)
- Aunt Annies Craft Page (<http://www.auntannie.com>)

### *Scouting Software Sources*

- Windows to Your Pack Software (<http://ourworld.compuserve.com/homepages/khowell>)
- BSA Troop 134 (<http://ourworld.compuserve.com/homepages/plj/bsa134.htm>) - Pinewood.exe
- Scouting Software Collection (<http://webcom.net/~bhowson/software.html>)
  - by Bruce Howson. Scouting software for Canadian and U.S. Scouting units.
- Canadian and Ontario Scouting Information. (<http://webcom.net/~bhowson/bhgroup.html>)
- SRT Enterprises (Trooper for Windows) (<http://www.xnet.com/~srt/>)
- TroopMaster Software (<http://www.troopmaster.com/index.html>)
- ScoutTracker (<ftp://FTP.Dartmouth.EDU%20/pub/ScoutTracker>)
  - A Macintosh based Troop data mangement software is FREE.
- DataTrax Home Page (<http://www.scoutwise.com/>)
- Scout RecordKeeper for Boy Scouts (<http://www.aros.net/~abeck/AWB/Library/RecordKeeper/Scout.html>)
- ScoutWare (<http://www.us.net/scoutware/>)

### *Scout Patch Trading*

- The Virtual Patch Collection (<http://www.emf.net/~troop24/scouting/patches.html>)
- Tristan's Patch Page (<http://www-personal.engin.umich.edu/~tpruss/patch.html>)
  - Patch traders haven.
- SPSC: Scout Patch & Scout Collectibles (<http://www.halcyon.com/fkern/spsc.htm>)
- The Scout Patch Auction (<http://www.tspa.com/>)
- Scout Patch Trading Site (<http://www-personal.engin.umich.edu/~tpruss/patch.html>)
- SPSC: Scout Patch & Scout Collectibles (<http://www.halcyon.com/fkern/spsc.htm>)

### *Order of the Arrow*

- Order of the Arrow in Cyberspace (<http://www.wdn.com/www/index.html>) - Bret Hollander
- OA patch graphics (<http://cyberspace.simplenet.com/oaissues/>)



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- Patterns: Order of the Arrow Beaded Sash  
(<http://members.aol.com/sjashe/troop26/program/sash.htm>)
- Section SR-3A (<http://www.ionet.net/~bicket/>)

### *Boundary Waters Canoe Area*

- BWCAW Internet (<http://wwwrsl.forestry.umn.edu:10000/bwcaw/>)
  - Boundary Waters information, maps and more.
- Boundary Waters Canoe Area Wilderness  
(<http://sowhat.micro.umn.edu/~steve/bwcaw.html>)
  - Lots of information on the BWCA; entry points, regs, etc.
- Isle Royale National Park ([http://www.nyx.net/~sjhoward/Isle\\_Royale/](http://www.nyx.net/~sjhoward/Isle_Royale/))

### *Pictures and experiences of Philmont Scout Ranch.*

- Philmont Staff Association (<http://www.philmont.com:80/psa/>)
- Pitt. Philmont (<http://info.pitt.edu/~mxnst/philmont.html>)
  - Philmont Pictures & Info; Mark Neubauer
- UMich Philmont (<http://www-personal.engin.umich.edu/~vinn/phil.html>)
  - Philmont pictures and information; Brian's
- Berkeley Philmont (<http://ucsee.eecs.berkeley.edu/~kahogan/philmont.html>)
  - Pictures of Philmont; Kevin Hogan
- Yale Philmont (<http://www.cis.yale.edu/~bamartin/ranger.html>)
  - More pictures of Philmont; Brett Martin
- Troop 24, Berkeley, Philmont info. (<http://www.emf.net/~troop24/history/philmont.html>)
- Philmont, 1995 (<http://www.geopages.com/Athens/1560/philmont.html>)
  - T 45 - Complete with Philmont Pictures
- More on Philmont (<http://www.geopages.com/Athens/1560/philpics.html>)
  - From Ben Gohlke
- Phil's experiences as a Philmont Ranger (<http://justice.loyola.edu/~promans/philmont.html>)

### *BSA Scout Reservations*

- Spanish Peaks Scout Ranch. (<http://www.pld.com/users/harkness/spsr.html>)
- Boy Scouts of America Thunder Scout Reservation and Gerald I. L.  
(<http://members.aol.com/Thunderoom/index.html>)
- Camp Falling Rock, B.S.A.  
([http://ourworld.CompuServe.com/homepages/Steve\\_Harris/The\\_Rock.htm](http://ourworld.CompuServe.com/homepages/Steve_Harris/The_Rock.htm))



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### *Commercial Scouting Resources*

- Stevens Publishing Boy Scout Books Home Page  
(<http://www.digisys.net/scoutbks/welcome.html>)
  - Rare and out of print Scouting book reprints.
- Sunshine Emblem (<http://www.compass.net/~emblem/sunshine.html>)
  - An Internet patch source.
- National Outdoor Leadership School (<http://www.nols.edu/NOLS.html>)
- Smoky Mountain Field School 1995  
(<http://web.ce.utk.edu:80/departments/noncredit/smoky/smoky.html>)
- Wilderness Walking staff (<ftp://ftp.islandnet.com/>)

### *Scout Unit Home Pages*

Check these WWW sites for links to Scouting units around the world. Please send your Scouting unit homepage information to the site maintainers listed below.

### *International Scouting Sites*

- World Jamboree 1995 (<http://www.strw.leidenuniv.nl/~jansen/scout/wj95.html>)
- Scouting Around the World - FAQ ([http://www.cis.ohio-state.edu/hypertext/faq/usenet/scouting/2\\_scouting-around-the-world/faq.html](http://www.cis.ohio-state.edu/hypertext/faq/usenet/scouting/2_scouting-around-the-world/faq.html))
- U.K. Scouting - Unit links, badge requirements.  
(<http://www.dur.ac.uk/~dds8sgg/Scouting.html>)
- Local Scouting News - U.K. (<http://scitsc.wlv.ac.uk/~cm1828/scout.html>)
- Irish Scouting (<http://alf2.tcd.ie/~dwbyrne/irlscout.html>)
- Scouting In the Netherlands (<http://www.dds.nl/~scouting/scoutnl.html>) - NL program description.
- Scouting in Iceland (<http://www.ibm.is/~gpallsson/scout>)
  - The Icelandic Boy and Girl Scout Association information
- WTSIE'95 (<http://www.switch.ch/div/scouting/wtsie/>) - Where To Stay In Europe
- AGESCI (<http://www.crs4.it/~mamel/agesciENG.html#Ind>) - Italian Scouting Information.
- Scout Association of Australia Main Menu (<http://www.fcollins.com.au/Scouts/>)
- 11th Camberwell Central Home Page  
(<http://lusta.latrobe.edu.au/~cs194568617/scgroup.html>) - Australia
- Glenorchy Venturers (<http://www.tas.gov.au/hobart/etc/venturer.html>) - Tasmania, Australia.
- Scouts Canada Official WWW Site (<http://www.scouts.ca/>)
- Unofficial Scouting in Canada (<http://www.cuug.ab.ca:8001/~scholefp/scout.html>)
  - Good Canadian Scouting site.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



- Scouts Canada (<http://freenet.carleton.ca/freeport/community.associations/scouts/menu>) - National Capital Region
- Scouting in King City Ontario (<http://www.io.org/~ridgway/scouts/king/>)
  - Some favorite games and a Pen-Pal page.
- Canadian and Ontario Scouting (<http://webcom.net/~bhowson/bhgroup.html>)
- Whitby, Ontario District (<http://csclub.uwaterloo.ca/u/dmwick/whitbydistrict/>)
  - Check out their newsletters.
- Group 88, (<http://www.cem.itesm.mx/dda/scouts/grupo88.html>)
  - Naucalpan Province, State of Mexico

The Resources listed above all came from the The NetWoods Virtual Campsite, Steve Tobin, Campmaster, ([stobin@mmmppcc.org](mailto:stobin@mmmppcc.org)) <http://www.isd.net/stobin/index.html>

### *Additional Sites - Outdoors*

- Wilderness Furnishings (<http://www.wildfur.com/wilderness.html>)
- USDA Forest Service Home Page (<http://www.fs.fed.us/>)
- Sierra Club Home Page (<http://www.sierraclub.org/>)
- Outside Online (<http://web2.starwave.com/outside/online/index.html>)
- Guide to the Gear (<http://io.datasys.swri.edu/Gear.html>)
- GORP - Great Outdoor Recreation Pages (<http://www.gorp.com/>)
- Fly Fishing Database and FAQ Home Page (<http://www.geo.mtu.edu/~jsuchosk/fish/ff-faq/masterIndex.html>)
- Campmor (<http://www.campmor.com/>)
- Backcountry Page (<http://www.css.itd.umich.edu/users/colinj/backcountry.html>)
- Backcountry Home Page (<http://io.datasys.swri.edu/Overview.html>)

### *Additional Sites - Scouting*

- AN INTERNET SCOUTING WEB <http://w3.trib.com/~dont/scouting/scouting.html>)
- Boy Scout Troop 134 Home Page (<http://www.america.net/~johnson/bsa134.html>)
- ScoutLinks On-Line (<http://www.scouter.com/sl/>)
- Songbook (<http://cac.psu.edu/~jxm181/songs.html>)
- The Scouter's Journal Home Page (<http://www.scouter.com/>)
- Directory of /rec.scouting (<ftp://ftp.ethz.ch/rec.scouting/>)
- The Tribe of Mic-O-Say, based at Camp Geiger, near St. Joseph, MO (<http://www.smartnet.net/~tmurphy/>)
- Ye Olde Catalog ue of Boy Scout Skits ([http://ourworld.compuserve.com/homepages/bob\\_jenkins/skit.htm](http://ourworld.compuserve.com/homepages/bob_jenkins/skit.htm))



# Following Akela's Trail

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- Settummanque's Learning Tree (<http://www.vhm.com/~uscardnl/index.htm>)
- Camp Thunder Virtual Country Store (<http://members.aol.com/thunderoom/virt.html>)
- Mateware Software Home Page (<http://members.aol.com/kevinc1081/index.html>)
- SLAW: Scout Law Game (<http://penn.com/~bsa51/scoutlaw.html>)
  - Freeware to help Webelos learn the Scout law
- Heart O' Texas Trader (<http://www.ntsolutions.com/hottrader/>)
- George's Patch Trading Page (<http://members.aol.com/goliver170/oliver.htm>)
- Ted Sarah's Home Page (<http://w3.gwis.com/~tsarah/>)
- Extensive patch links (<http://www.johnco.cc.ks.us/~mbrownin/scouts/trading.html>)

### *Additional Sites - Other*

- The NASA Homepage (<http://www.nasa.gov/>)
- Mountain Hardwear Home Page (<http://www.sportsite.com/mountain/>)
- Merrel Boots (<http://www.merrellboot.com/>)
- National Geographic (<http://www.nationalgeographic.com/>)
- California Freeway Conditions (<http://www.scubed.com/caltrans/>)
- National Parks Service (<http://www.nps.gov>)
- The Whitehouse (<http://www.whitehouse.gov>)
- USA Today (<http://www.usatoday.com>)

### *Additional Sites - Search Engines*

- Excite (<http://www.excite.com>)
- Infoseek (<http://www.infoseek.com/home>)
  - full text searches of newsgroups and the WWW
- Lycos Inc. (<http://lycos.cs.cmu.edu>)
- Yahoo (<http://www.yahoo.com>) index of WWW sites
- Library of Congress (<http://thomas.loc.gov>)
- WebCrawler (<http://www.webcrawler.com>)





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



Exhibit 1



Tiger Cubs, BSA



## Pack 575

Dear Scouting Family,

Summer has flown ... and the climax was awesome. 4 Webelos and 3 leaders climbed Mt Baden Powell, located on the northern edge of the San Gabriel Mountains. This 8-mile hike had a 2,600' elevation gain, which means we had a 13% slope to climb. How 'bout a big Pack Growl for Christian Hoole, Christopher Johnsen, Michael Mowry and Raymond Warner -- they all completed **The Ultimate Webelos Hike!**

The first Pack event of the new year is our **September 6, 7:00pm Recruiting event** at the Foster MPR. Three flyers are enclosed ... *please* invite friends and neighbors to come to this event to explore what Scouting has to offer their sons. All family members are welcome, though Cub Scouting is limited to boys now in grades 1-5. If people can't attend the event, they should call me for more information ASAP.

Give your friends a unique gift: Scouting. Research has shown that Scouts become better citizens, do better in school and are more productive in leadership positions. Scouting has a great program for young men ... and it works! And if that's not enough, Cub Scouts recruiting a new member of any age into the Pack get to wear a permanent new patch on their shirt!

Following the recruiting, we'll organize Dens for the new year. Den meetings will begin the week of September 16 ... but first ...

We have arranged a **Private Animal Show at the Placerita Nature Center** on Friday, September 13. Following the show, we'll take a short flashlight hike to explore after dark! All boys attending will qualify for a special high adventure patch: Cub Ranger. Details are on the calendar, enclosed.

The first **Pack Meeting is on Thursday, September 26, 7:00pm**, Foster MPR. We'll give out the *hundreds* of awards our Scouts have earned since our last awards ceremony in June and induct all of our new members with appropriate ceremony. Don't miss it!

Yours in Scouting,

Henry Mowry, Cubmaster, 296-6882 or 296-2946



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Exhibit 2



### Den 12 Outing

Our next meeting will be a scout outing to visit the Smithsonian Exhibit at the Convention Center:

- Date:** Friday, February 16, 1996
- Time:** We will leave school at 2:30pm and return to school at 7:00pm
- Transportation:** By bus
- Cost:** \$9.00 per attendee due immediately by check, payable to either Larry or Bill to cover the cost of the trip. (Tickets, bus, and parking)
- Who:** We have 30 tickets for this event. All Cub Scouts, Leaders and Assistant Leaders will have a ticket available. Cindy will be visiting you at the Pack Meeting tonight to make a waiting list of other parents and siblings that wish to go. After the leaders have reviewed the waiting list, Cindy will call each family to confirm attendance. Our priority is to provide the boys with adequate supervision by parent attendees.
- Requirements:** All boys attending the Exhibit must wear their uniform. We will be taking our Medical Release forms in the event of an emergency. Please call Cindy if any information has changed on our forms on file.

We think this event will be educational, exciting, and fun. If you have any questions, please call Cindy at 222-3333 between 8am and 2pm or at home at 555-6666 after 3:30pm.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



Exhibit 3

### 1995-1996 CUB SCOUT CALENDAR OF EVENTS DEN 12 PACK 223

#### SEPTEMBER

29 First Den Meeting - All Parents Invited - Room 138 at CCS (Snack-Crestani)

#### OCTOBER

6 Den Meeting-3:15pm CCS 2nd Grade Class-Parent pick-up by 4:15 (Snack-Schunk)

11 Pack Meeting-7:00pm St Mathews-Nielson Briggs Hall-Parents Invited

20 Den Meeting (Snack-Helmy)

#### NOVEMBER

3 Den Meeting (Snack-Beck)

8 Pack Meeting

17 Den Meeting (Snack-Blier)

19 Space Derby-Palisades Park-12:00-4:00pm

#### DECEMBER

1 Den Meeting (Snack-Morgan)

6 Pack Meeting

15 Den Meeting (Snack-Roberts)

#### JANUARY

12 Den Meeting (Snack-Smith)

20 Bike Rodeo

26 Den Meeting (Snack-Kennedy)

#### OTHER PRE-SCHEDULED PACK EVENTS:

March 10 - Pack Blue and Gold Dinner (St Matthews)

April 27 & 28-Pack Camp Out

May 19-Pinewood Derby



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



Exhibit 4

### Den 12 Cub Scout Update

March 1, 1996

Dear Parents and Cub Scouts;

We want to take this time to thank all of the "helpers" who traveled with us to the Smithsonian Exhibit. For the most part the boys enjoyed the trip (even if there was too much "art"). We specifically want to thank Mary Wilson for coordinating the acquisition of the 30 tickets and Susan Stockdale for arranging for the school bus. Without help from the volunteers we could not have successful outings for the boys. Many thanks!!!

At today's Den Meeting, we are working on centerpieces for our tables at the Blue and Gold dinner as well as the skit the boys will perform. The centerpieces will be assembled by our patrols.

The Blue and Gold dinner, as previously reported, is scheduled for Sunday, March 10, 1996 at Corpus Christi School Gym at 1PM. This event is a family activity to celebrate scouting. The Blue and Gold Dinner replaces the Pack meeting for March. All advancements (and baseball cards) will be awarded there. If you have not already submitted your attendance count to us please call Cindy or Mary by March 3, 1996 as we need to submit a final count at our final planning meeting early next week.

Our next Den Meeting, is scheduled for March 15 at the usual time (3:00pm to 4:30pm) and place. This meeting will either be the "Den 12 " Olympics or work on the Cub Scout Conservation Award requirements.

Den 12 will also working on the Cub Scout World Conservation Award over the next few months. The boys need to complete two of the following three Arrow Point Electives (at the back of the Wolf Book): 1) Elective 13 - Birds; 2) Elective 15 - Grow Something; 3) Elective 19 - Fishing The Den will schedule a conservation activity (community outing) to complete the award requirements

The Cub Scout Camp Day is scheduled for May 4 and May 5 at Decker Canyon. If your son plans on attending an adult family member must also attend. We would like to get a count of those who will be attending by next den meeting so we can start the planning process.

Parents - Please remember to have the boys bring their Wolf books to each meeting (and give them to the leaders), as the books are the only way we can track their accomplishments. Also, please have the boys fill in the paws and arrows in the back of the book (pages 220 to 223) - this makes our recordkeeping job much easier.

Bill & Larry



Exhibit 5



Welcome to  
Cub Scout Pack 223  
Information for  
New Parents and Scouts



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



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## Introduction

Dear Parents and Scouts:

We are glad you will be joining Pack 223. Scouting is the largest and one of the oldest organizations around. It is also one that is immediately known and respected by many people throughout the world.

The Leaders of Pack 223 believe strongly in the character-building that comes from following the Cub Scout Promise and Cub Scout Motto. We also believe strongly in parents participation in all Scouting activities. The youth who get the most out of Scouting are those whose parents are visible and active. You help motivate your son, provide moral support, and help as you can with your Den activities. Your excitement and involvement rubs off on your son.

Scouts will get out of Pack 223 what you put into it. Leaders try to keep the "outing" in Scouting by offering plenty of activities of all kinds. We ask our Scouts to lead the Den as much as possible, and that includes work planning and preparing for pack activities as well as your Den meetings. As the boys learn and grow with us, their responsibilities will increase. Developing self confidence, self reliance and leadership are key goals of the Scouting program.

We hope this booklet will be useful to you, our parents and Scouts. Please read it together, along with the first pages in the Wolf Scout Handbook. The exciting transition from Tiger Cubs to Cub Scouting can be confusing at times. Please do not hesitate to ask one of our leaders if you ever have questions, now or any time in the future.

## Activities

Pack 223 strives to keep busy with a variety of fun events. Each month our Pack Committee in conjunction with our Cubmaster are planning activities such as:

- Pack Campout
- Space Derby
- Bike Rodeo
- Blue and Gold Dinner
- Pinewood Derby
- and many more.

Additionally your Den leaders meet with your Assistant Den Leaders and Den Chiefs (Boy Scouts from Troop 223) to plan interesting and fun activities for your Den meetings and outings.

## Cub Scout Update and Calendar

While Scouts usually hear details of our events at meetings, this important information may not always get passed along to parents. We encourage our Den Leaders to prepare and distribute a "Den Update" as a key way for you, our parents, to stay informed about your busy Den and become involved in the activities. (PS some activities are more popular with parents than with our Scouts!) Updates are given to the boys at each meeting and should be reviewed carefully for upcoming events and project assignments.

A calendar is also included from time to time for your long range planning. Please use it to mark your busy schedules so conflicts do not occur (especially Pack Meetings). Pack Meetings are very important to the boys as these are the meetings where the boys receive recognition for



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



advancement, sports belt loops, arrow points, etc. Also keep in mind, all family members are invited to these meetings - a great opportunity for siblings to give their brother a "pat on the back."

## Parents Involvement

Without help of all kinds from our parents, Pack 223 would not exist. We hope you will take an active part in encouraging your son. Your role as "Akela" is a big reason for your son's interest and success.

Parents may also have a big impact on our Pack Committee, which meets just once per month. Jobs include Treasurer, Secretary and others. The time commitment of a committee member is minimal, but your assistance is invaluable. The committee oversees the Pack and Dens, helps plan activities, sets our calendar, and forms the Board of Review for each Scout's rank advancement.

Our Dens also needs parents to help with Den Meetings, assist with special events, bring snacks and drive to activities. Many of our best ideas have come from parents who just spoke up! Because the Scouts run the Den, "helping" is usually just "watching". Your help makes the difference. National BSA rules require at least two adults at every meeting and activity. **EVENTS MUST BE CANCELED** if sufficient leaders/adults are not available.

## Den Meetings

Generally Den meetings are held at regular intervals (weekly, bi-weekly, etc.) at a standard location. Your Den leader will work with you to try to accommodate varying schedules. Dens meet year round, however, an abbreviated summer schedule will be discussed in the spring.

Once you arrive, Scouts are expected to remain at the meeting unless leaders are told of special situations in advance. Occasionally a meeting will be held at a gym, pool or other place for a special event. Scouts and parents will be told about these special meetings as far in advance as practical.

## Committee and Adult Leadership

Our Pack Committee of parents and leaders, oversees all activities and is the ultimate authority concerning Pack/Den operations. As described throughout this booklet, parents involvement in the committee is very important. The committee currently meets monthly.

The committee helps with record keeping, advancement including Board of Reviews, and long range planning. Committee members work with the Cubmaster and other Den leaders to insure an interesting, successful and safe Pack. Parents are welcome to express their views at any time and can register as a committee member for an official vote in Den decisions.

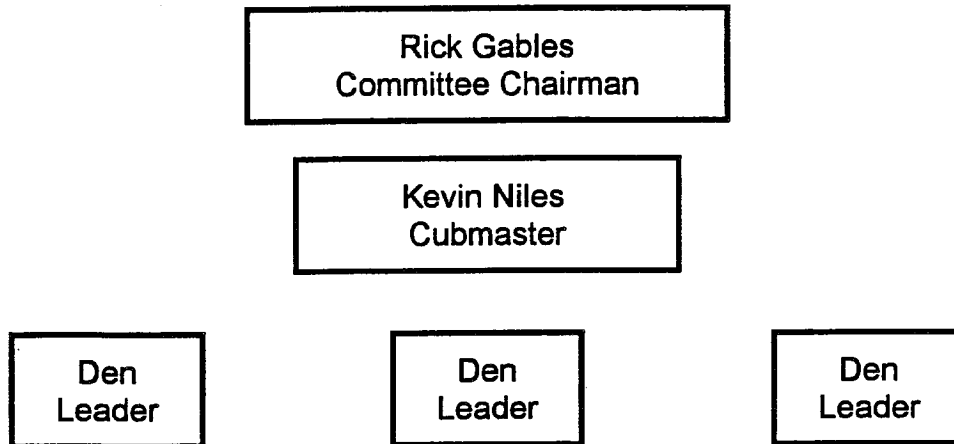


# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Cub Scouts Pack 223



The Cubmaster is responsible for coordinating Den operations with the Den Leaders. He is also in charge of all Pack meetings and activities. The Cubmaster answers to the Den Committee. Assistant Cubmasters work with the Cubmaster and our Den leaders, to carry out meeting plans and activities described by National BSA regulations.

## Youth Leadership

A major goal of Scouting is developing leadership in our youth. Youth leaders are elected by their peers to help run your Den.

The youth leader in the Den is called a Denner. The Denner runs some of the Den activities, with the Den Leader's help, following the plan decided at monthly Den Leaders meetings. Additionally, the Denner will help the leaders with room set-up and clean up.

## Advancement

Advancement is the way you grow as a Scout. The first Advancement is the rank of Bobcat. We anticipate that all members of your den will achieve this rank by the October Pack meeting.

The next advancement will be the rank of Wolf. The boys will achieve this rank upon completing the 12 achievements outlined in the Wolf Cub Scout Handbook. Some of the achievements will be covered during the Den Meetings. The remaining achievements will be completed at home with help from parents. The boys should bring their Wolf Cub Scout Handbook to every meeting and activity. This is very important so their progress can be promptly recorded.

There are two additional activities which the boys may participate in to receive recognition. These are the Sports and Academic Program and the Arrow point program. The boys may earn belt loops for participating in sporting activities such as soccer, baseball, basketball, bowling, etc. They may also earn academic loops for participation in activities such as art, geography, etc. The boys (and parents) should discuss these opportunities with your Den Leaders. Arrow points are earned by completing additional feats outlined in the Wolf Cub Scout Handbook. An arrow point is awarded for every 10 feats accomplished. Arrow points and Belt loops are awarded at the Pack meetings.





## Uniforms

There are a few things Scouts need right away to begin the Scouting trail:

- Cub Scout Uniform
- Wolf Cub Scout Handbook.

Your uniform is the place to wear all the awards you will soon be earning. Your handbook tracks your progress from your first meeting. Pack 223's uniform consists of:

- Cub Scout uniform shirt with proper insignia,
- Cub Scout shorts
- Cub Scout Socks
- Cub Scout webbed belt.
- Cub Scout baseball cap (optional)
- Cub Scout Jacket (optional)

Shirts and shorts should be purchased as soon as possible, because they are worn to every Den activity, Pack activity and when traveling. Uniform inspections help encourage pride. The Pack Committee allows up to six months, if needed, to obtain the rest of the uniform--a "parent friendly" policy not allowed by most area athletic teams and clubs.

## Dues and Fees

Our Pack Committee tries to keep the costs of Scouting reasonable, but some costs can not be avoided. A yearly registration fee registers your son, pays for Boys Life magazine and supplementary accident insurance. Scouts joining in mid-year pay for the portion remaining. The registration fee for our pack is currently \$75.00.

Additionally, Den dues of \$\_\_\_\_\_ for the year help pay Den expenses. Costs are incurred even if you're absent, so dues are owed even if you do not attend a Den meeting.

To purchase food and pay camping fees, \$10.00 to \$20.00 is charged for camping trips. This should be paid no later than the Monday before we leave to secure your spot and allow our Cubmaster to purchase food.

If the costs of Scouting present problems please discuss it with a leader in private. Scouts who owe money may not be able to receive advancement or take part in activities until obligations are paid. A Scout is Thrifty.

## Camping Equipment

Camping is one of the annual activities of our Den, and some simple equipment is needed to be comfortable and enjoy the experience. A sleeping bag or a couple of heavy blankets, plate and eating utensils, rain gear and a flashlight is needed for the first campout. Additional information will be provided as the overnight campout date nears. Before buying expensive items like sleeping bags, boots and backpacks, we strongly suggest you use suitable family gear or borrow for the first few trips. This lets you see what is needed, what others use, research purchases and take advantage of sales. Pack 223's leaders have camped for years, and can suggest money-saving



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



substitutes, or recommend good quality equipment that will survive the rigors of Scout camping. Group items such as lanterns, stoves, saws and cooking equipment is furnished by Pack 223.

### Medical Form

So that leaders can "Be Prepared" in case medical attention is necessary and parents are unavailable, a medical history is needed from each person prior to participating in Den activities. We require this form to be on file with the Den Leaders.

### Notes and Questions

Adult leaders want to insure that your sons transition from Tiger Cubs to Cub Scout is as successful and confusion-free as we can make it. If you have any questions, at any time, some key telephone numbers are below. Please feel free to call us if you have questions, or comments at any time

Pack Committee Chairman	Rick Gables	310-454-8915
Cubmaster	Kevin Niles	310-454-2418
Your Den Leader	_____	310-_____
Your Assistant Den Leader	_____	310-_____

### Checklist

- \_\_\_\_\_ Have complete Scout Uniform ?
- \_\_\_\_\_ Have Wolf Cub Scout Handbook ?
- \_\_\_\_\_ Dues and Registration paid ?
- \_\_\_\_\_ Medical and Permission form signed ?
- \_\_\_\_\_ Additional questions answered ?

\_\_\_\_\_ **Ready to have fun ?**



# Following Akela's Trail

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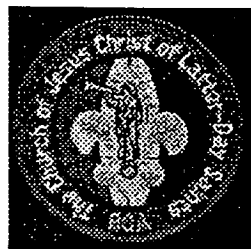


Exhibit 6

1997



### Calendar of Events



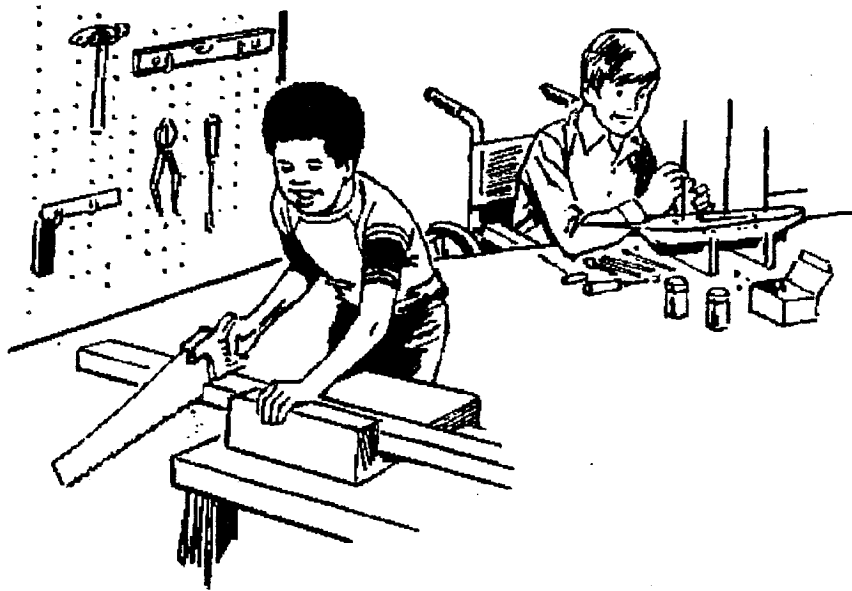
#### DATE

#### ACTIVITY

Tuesday, January 7, 1997	All Dens meet Sand Canyon Bldg 4-5 PM
Thursday, January 9, 1997	Round table Canyon High School Bldg B 7:30.
Tuesday, January 14, 1997	All Dens meet Sand Canyon Bldg 4-5 PM
Tuesday, January 21, 1997	All Dens meet Sand Canyon Bldg 4-5 PM
Saturday, January 25, 1997	Cub Leader Pow Wow All Leaders are urged to attend
Tuesday, January 28, 1997	No Den Meetings
Wednesday, January 29, 1997	Pack Meeting Family Talent Show
Tuesday, February 4, 1997	All Dens meet Sand Canyon Bldg 4-5 PM
Wednesday, February 5, 1997	Boy Scout Court of Honor Wear Uniform
Thursday, February 6, 1997	Round table Canyon High School Bldg B 7:30
Tuesday, February 11, 1997	All Dens meet Sand Canyon Bldg 4-5 PM
Tuesday, February 18, 1997	All Dens meet Sand Canyon Bldg 4-5 PM
Tuesday, February 25, 1997	No Den Meetings
Wednesday, February 26, 1997	Blue and Gold Dinner
Saturday, March 1, 1997	Whale Watching
Tuesday, March 4, 1997	All Dens meet Sand Canyon Bldg 4-5 PM
Thursday, March 6, 1997	Round table Canyon High School Bldg B 7:30
Tuesday, March 11, 1997	All Dens meet Sand Canyon Bldg 4-5 PM
Tuesday, March 18, 1997	All Dens meet Sand Canyon Bldg 4-5 PM
Tuesday, March 25, 1997	Pinewood Derby Weigh-In Sand Canyon Bldg 3:30- 5 PM
Wednesday, March 26, 1997	Pinewood Derby Sand Canyon Bldg 6:30- 8:30 PM



# CRAFTS



If all you have is a hammer, everything looks like a nail  
Robert Schuller





## CRAFTS

Crafts teach the Cub Scout how to use his hands to make something and thus improve his manual dexterity, self-expression, imagination and creativity.

The challenge for Cub Scout leaders is to find a craft suited to the monthly theme, holiday, or a special activity which is within the abilities and interest of Cub Scout-age boys, and is fun for them to make. Finding crafts is not a problem. Cub Scouting literature is full of them, roundtables provide them and various magazines and books also include suitable ideas. The task is finding the right one.

These guidelines should be followed when working with Cub Scouts on crafts:

- ✓ Keep crafts simple and inexpensive. Costly kits or materials are rarely appreciated by the boys more than simple projects made from scrap materials. Since den leaders work with a limited budget, cost is a big consideration.
- ✓ Crafts should be practical. Learning to braid is fun. Learning to braid a belt which can be used as a costume part or as a gift is even better. Crafts should have some practical or decorative function and, if possible, fit the monthly theme.
- ✓ Crafts should teach a skill. Carving, modeling, painting, weaving or measuring are some examples. Merely gluing pieces together is not enough. Cub Scouts like boy-type crafts. They like to hammer, saw, lace leather and paint. They like to learn how to do new things.
- ✓ Crafts should be progressively more challenging. Try to avoid repeating craft projects the boys made the previous year unless it is something they really want to do. Avoid kindergarten cut-and-paste type crafts.
- ✓ A variety of materials and methods should be introduced through craft projects. Try out techniques which are new and different to the boys. Let them enjoy making something useful from scraps or from items picked up on a nature hike.
- ✓ Crafts should seldom require more than two weeks to complete. A craft project that drags out for a whole month is too difficult and time-consuming. It may become boring for boys. Start a craft in den meeting and let the boys take it home to finish with their family's help.
- ✓ Be sure the craft project is compatible with the work area. Avoid using pungent lacquers or spray paints in the house. Take the boys to the garage or outdoors for the messier crafts.
- ✓ The craft must be the boys' work. In some cases, leaders will be required to pre-cut or pre-assemble certain parts of a craft which may be too difficult or time-consuming for the boys. But boys need to be able to say "I made it."
- ✓ A craft is not needed at every meeting.
- ✓ Have all materials ready before the meeting. Be sure to have extra supplies on hand for accidents and goof-ups.
- ✓ The leader should make the craft first. Familiarity with the construction makes it easier to demonstrate or assist the boys. Have a finished model for the boys to examine.
- ✓ Don't criticize or compare crafts. Praise the boy's efforts.
- ✓ Display the boys' finished crafts at the pack meeting.
- ✓ Safety must be a key factor with crafts. When using tools, electricity, etc., be sure there is enough adult supervision to maintain safety.



# Following Akela's Trail

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### SCRAPS FOR "RECYCLING"

Aluminum Pieces:	Local lithographing companies. Good for aluminum tooling.
Awning Material:	Cover boxes or keep for chairs, log carriers
Bedsheets:	Costumes, scenery. Scrounge for these. Ask parents to save.
Bleach Bottles:	Helmets, games, baskets, bird feeders, bug jars.
Blueprint Paper:	Blueprint companies. Good for leafprints, pictures without cameras.
Bottles:	Vases, pencil holders
Bowling Pins:	Some bowling alleys give away discards. Use for making figures, scenery, games.
Broom handles:	Hobby horses, hurdles, pole for games.
Burlap:	Place mats, bags, lampshades, picture frames, back drops, unraveled: costume hair, grass, scrubbers.
Buttons and Beads:	Good Will, Salvation Army. Make jewelry, pictures.
Calendars:	Make games.
Candle ends:	Melt and make new candles.
Cans:	Toy banks, flower pots, vases, stilts, Easter egg baskets, drums, first aid can.
Cardboard:	Games, signs, scrapbooks.
Cardboard Cartons:	Large ones. Appliance & furniture stores; new neighbors. Stores that sell pianos. Make scenery, props. Small ones. Grocery stores, decorator shops. Costumes, shields. Round. Ice cream stores have three gallon size. Knight's and Astronaut's helmets. Paint stores.
Carpet scraps:	Some carpet shops give scraps away, discontinued samples, and foam underpadding. Interior decorator shops also.
Ceramic tile:	Tile stores give away broken pieces. Mosaics and hot plates.
Concrete blocks:	Ask for flat broken pieces. Use for book ends, door stops, paperweights, etc.
Coat hangers:	Ask for the boys to save. Craft wire to brace backs of posters, etc.
Cord for drapes:	Drapery shops have scraps. Use for rope and string projects.
Cork:	Gasket manufacturers have sheets of scrap cork. Make pictures, place mats, coasters.
Corks:	Restaurants that serve wines. Use for Blue and Gold decorations, small figures, etc.
Drapery samples:	Decorator shops. Use for costumes, lining boxes for gifts
Feathers:	An old feather duster. Art projects.
Foil Paper:	Wallpaper & paint shops, florists. Use for paper mosaic, costumes.
Felt:	Hat factories, fabric shops. Puppets and costumes.
Film Cartridges:	Neckerchief slides; first aid kit; bug collecting.
Foam Meat Trays:	Meat markets; ask boys to save. Christmas ornaments. Airplanes.
Innertubes:	Tire stores will eagerly give them away. Olympics and drum heads.
Jars:	Goodwill, second hand stores, garage sales. Decorate for Mother's Day.
Leather scraps:	Leather companies and upholsterers. Leather crafts.
Lumber:	Ask lumber companies and cabinet makers for scraps.
Macaroni:	Ask parents to save. Folded centerpiece projects, etc.
Maps:	State Fish & Game Department .
Mirrors:	Glass shops, mothers' old compacts. Signalling, secret codes, periscopes.
Nature materials:	(pine cones, acorns, shells, etc.): Use in dioramas, nature study, boats, place cards, etc.
Newsprint roll ends:	Local newspaper offices. Charts, scenery, costumes.





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



Pill bottles:	Many uses. Ask boys to save. Ask a sick friend to save, also
Plastic bags:	Grocery store. Ones with holes: put paper or cardboard in, to file away, small blocks, and other storage. Without holes: good for many parts, storing wet clothing, book protectors, etc.
Plastic cups:	Christmas decorations.
Plastic vegetable boxes:	Bedside pencils, planters, string dispenser.
Popsicle sticks:	Ask Cubs to save. Available in boxes at hobby stores. Many craftstick projects.
Postage stamps:	Decorations on placemats, collages, etc.
Ribbon scraps:	Book marks, "certificate" decorations, placemats.
Rope:	Quarter-inch rope: venetian blind shops. Use for rope crafts.
Sawdust:	Lumberyards and cabinet makers. Good for sawdust clay.
Shelf Paper:	Butcher shops. Song words. Blue & Gold table coverings. Pinewood Derby table coverings.
String:	Hobby shops, hardware, fabric stores.
Styrofoam:	Hobby shops, packing materials. Decorations, models.
Tile:	Heat and cut into squares, add holes and lace for belt, coasters, letter puzzles, garden markers, lamp bases, wall plaques.
Tires:	Cub Olympics, other games. Tire stores will usually gladly give you all that you need.
Travel Posters:	Travel services, airline ticket offices, State Highway Department. Scenery, puzzles, useful pictures.
Upholstery Samples:	Upholstery Shops: Use for costumes.
Wallpaper:	Wall covering and paint shops. Outdated sample books. Use for place mats, covering boxes, cans, etc. Cloth backed, use for costumes.
Wildlife Photos:	State Fish and Game Department. Old magazines.
Window Screening:	Cages for bug collecting.
Wire:	Telephone Company. Call ahead; ask to see a supervisor.
Yarn:	Knitting shops. Puppets, Blue and Gold decorations, etc.

DON'T BE AFRAID TO THINK AND PLAY AS A  
BOY OF THE SAME AGE YOU ARE DEALING WITH!!



# JUNK CRAFT

## This One's For The Birds!

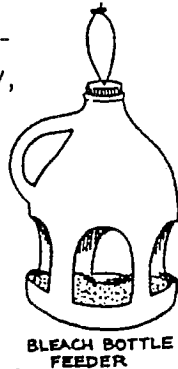
Wolf #5E, BEAR #5a., Web-Naturalist 4

*Have fun watching your fine feathered friends by creating these simple but effective bird feeders using ordinary household objects! You can buy birdseed at any grocery or pet supply store.*

### Bleach Bottle Feeder

For this feeder, cut four 3"x3" windows out of the sides of an empty, rinsed bleach bottle. The windows should start 1" from the bottom of the container. Sand down the rough edges with sandpaper or cover the edges with black electrical tape.

Next, use a hammer and large nail to poke a hole in the middle of the bottle cap. Cut a 12" piece of string and tie the two ends together. Then thread the looped end through the hole and tie a big knot so the string won't slip through the hole. Now you've got a big loop to hang the bottle feeder from a tree branch or a nail in your roof.



### Plastic Bottle Feeder

Cut a 3"x4" window out of an empty 2-liter plastic bottle. The window should be about 2" from the bottom of the bottle. Sand down the edges or tape over them. Now take an empty pie tin and glue it to the bottom of the plastic bottle. To hang up this bird

feed, follow the direction for the Bleach Bottle Feeder.



### Orange Bag Feeder

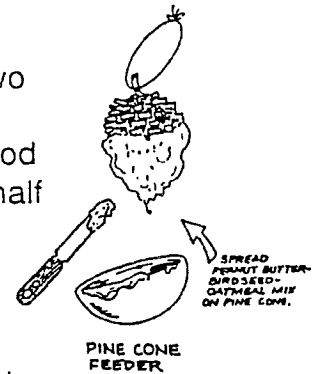
The mesh bag of oranges you buy at the grocery store makes an ideal bird feeder. Just fill the empty bag half full with bird seed and tie a knot at the top of the bag. Use the point of a scissors to poke a hole through the bag underneath the knot. Put string through the hole, tie both ends at the top, and it's ready to hang!



### Pine Cone Feeder

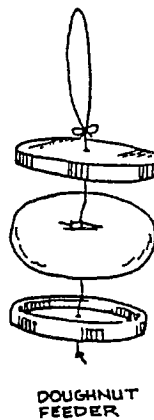
Pick up a pine cone or two next time you're walking through your neighborhood or a park. Mix together half a jar of peanut butter, a handful of birdseed, and a handful of uncooked oatmeal in a bowl till the mixture is gooey and sticky.

With a butter knife, smear the mixture all over the pine cone. Tie a string around the top for hanging. **GREAT FOR TIGERS!**



### Doughnut Feeder

You only need a doughnut, 2 jar lids, some string, and a hammer and nail to make this fun feeder! Use the hammer and nail to make a small hole in the center of each lid. Cut a 12" piece of string. Thread the string through one lid, then through the doughnut hole, then through the other lid. Tie a knot under the bottom lid. Tie the other end of the string onto a tree branch and let it hang (the



lids and the doughnut will touch each other). Watch the birds flock to your new feeder!



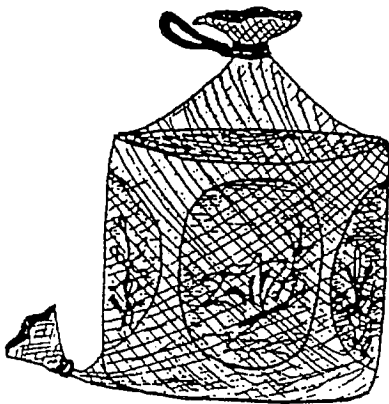
# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



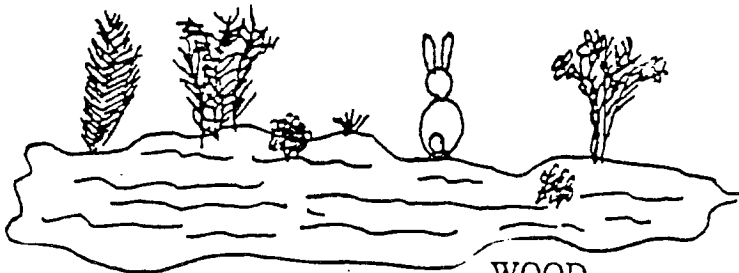
### Bug Keeper Webelos Naturalist #1.

How to use it: Child finds insects and puts insect, plants and food in container. (After a day or two, let the insect free.) Child might be encouraged to find out more about the insect, take responsibility for feeding, and with adult may discuss how insects are the same and different from other living things.



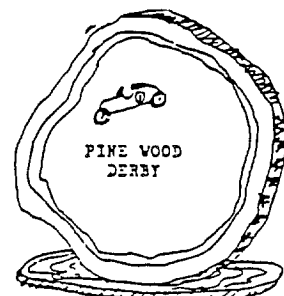
What it does: Helps child learn about and respect other living things; may help overcome fear of bugs. May encourage child to use books and/or other people to learn more about interesting things in their environment.

Get a board or a piece of wood the size you want and a piece of bark. Glue bark on the board for the base of the picture. Add pine cones, dried flowers, rice, macaroni and beans for foliage and decorations. Stain or paint the board before gluing on the bark and the other decorations. Use a ring pull on the back for the hanger (this needs to be out on first before gluing the other things).



#### WOOD

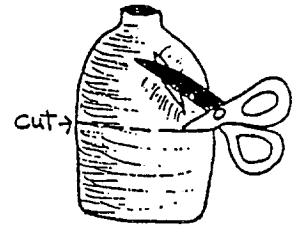
Cut a log into narrow pieces. Sand and vanish. Use a decal or other decorations, like rock critters. Use a ring pull for a hanger or another piece of log for a base, nail or glue on.



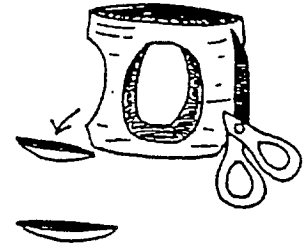
What you need to make it: bleach bottle, washed well, scissors, clean old stocking or panty hose, 2 sturdy rubber bands, OR plastic ice cream tub or plastic pail, cardboard oatmeal box with or without lid, elastic or "twistem", etc.

#### How to make it:

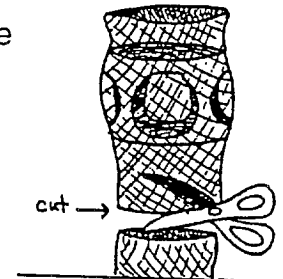
1. Cut around the bleach bottle just below the handle, (Save the top for other toy projects!)



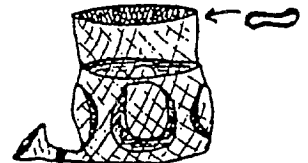
2. Cut out 4 "windows" in the sides.



3. Slip the bottle inside the stocking. Cut off the feet of the stocking so both ends are open, leaving at least 6" at each end.



4. Gather the stocking to one side at the bottom, and fasten it securely shut with a rubber band. Fasten the top with a rubber band when a bug is found.





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Scoop Catch

BEAR'S Games - D.



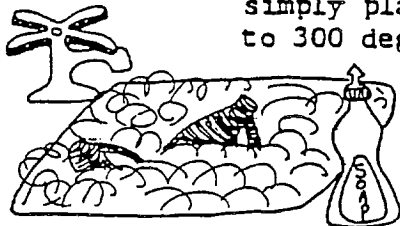
How to use it: Two children stand apart from each other, then toss and catch the ball back and forth using the scoops. Younger children may roll it back and forth with the scoops. Foam or pom-pom ball can be used indoors, tennis ball outdoors.

What it does: Tossing and catching uses arm muscles, grasping skills, and eye-hand skills. Also encourages children to play together.

What you need to make it: 2 bleach bottles with or without caps, scissors, tennis ball, colored contact paper, water, soap, OR any soft ball, pom-pom ball, colored material and glue, etc.

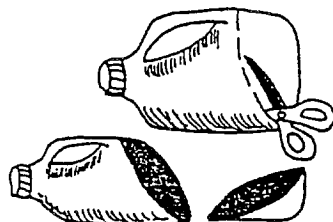
#### How to make it:

1. Wash the bleach bottles well with soap and water.



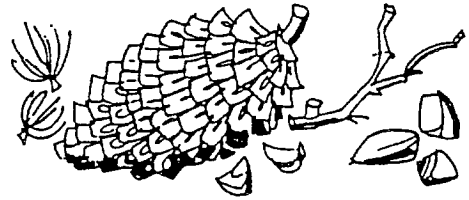
**PINE CONES** - To open pine cones all the way and remove the sap on them, simply place them on a foil covered cookie sheet and put them in a 250 to 300 degree oven for a while.

2. Carefully cut each bleach bottle to make a scoop. (Save the bottom for other toy projects!)



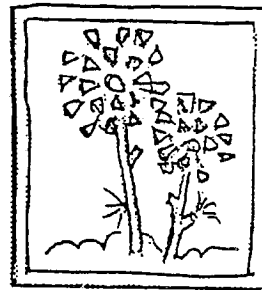
### Pine Cone Pictures

Materials: pine cones, twigs, small stones, heavy cardboard approx. 6"x8", brightly colored construction paper or paints.



#### Procedure.

1. Collect with your den, pine cones, small twigs, and small stones. Place the collected items in a large den bin or box.
2. Cover the cardboard with construction paper or paint.
3. Create free-style animals, floral arrangements, or fruit designs with the pine cone petals.



**Using Sandpaper**—Make a sander by cutting a piece of 2X2 about 3"-4" long; wrap a piece of sandpaper around it and secure overlapped edges with thumbtacks.

**Making Candles**—Use crayon stubs for coloring wax for candles.

**Protection**—Use a plastic table cloth or drop cloth on the floor when doing messy projects. Boys can wear one of dad's old shirts as a paint smock to protect their uniforms.

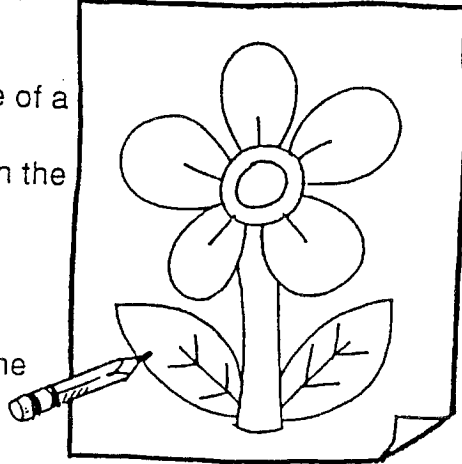


## Magazine Mosaics

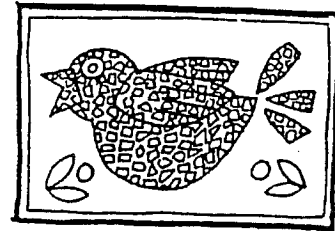
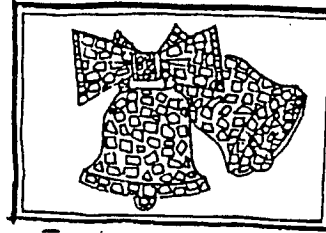
Materials: 9"x12" white construction paper, colorful magazine pictures, margarine tub containers, straight pin.

Procedure:

1. Draw an outline of a large figure or simple scene on the white paper.
2. Cut or tear very small pieces of colorful magazine pictures.
3. Separate and store the pieces according to color in the containers.



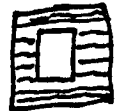
2. Use various colors and tones to define different areas of the picture.
3. Vary the background paper. Try newspaper or black paper.



Bear

### Magazine Rolled Picture Frame

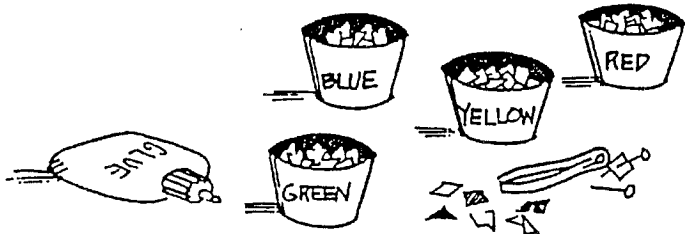
SAVE Magazine Pages (the more color is best -not so much with wording Advert. Roll on a pencil -as tight AS you CAN and glue edge down. ONCE you HAVE ABOUT 20 approx-depends on size of frame just glue together around CARD BOARD FRAME



### Puzzling Photo Frame



Wolf #9a  
'Make a gift'



4. Cover a small area of the picture with thinned glue (one half glue, one half water).
5. Using a straight pin to pick up the magazine pieces, place them, one at a time, on the glued outline. Leave a small space between each piece. Continue until the outline is filled.

Suggestions:

1. This is a time-consuming project and should be done in several sittings.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997

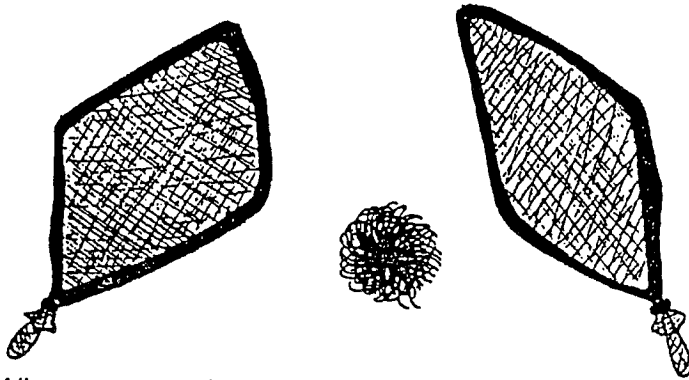


### Paddle Ball

**GREAT GAME .. EASY TO MAKE**

How to use it: Two children hit the fuzz ball back and forth with the paddles. A badminton birdie or foam ball may be used instead of a fuzz ball (or with older children a balloon). Counting games may be played while hitting the ball.

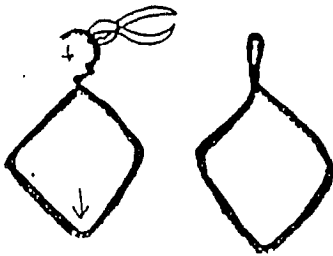
What it does: Encourages play with other children. Helps eye-hand skills. May help understanding of number concepts.



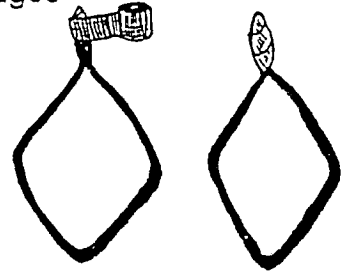
What you need to make it: 2 wire hangers 1 pr. old clean stockings, adhesive tape, scissors, 2 rubber bands, pliers, yarn.

How to make it:

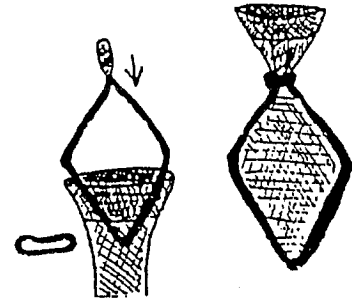
1. Bend the hangers into a roundish or diamond shape. Bend in the handle



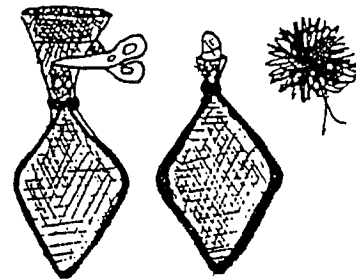
2. Cover the handle with adhesive tape so there are no sharp edges



3. Slip a stocking over each hanger and tightly wrap a rubber band around the handles.

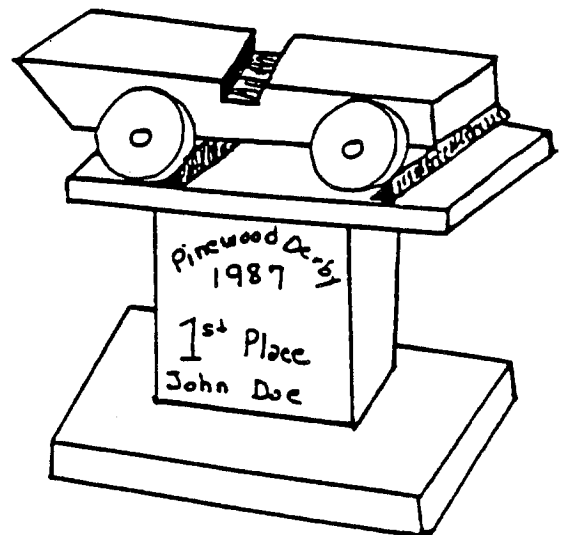


4. Cut off the extra stocking around the handle. Make a fuzz ball.



Using scrap lumber build a stand for winners to rest their winning cars on. Be sure to place small retaining strip for the cars wheels to rest against. It will serve as a trophy and display. Wood burn information on the face of the trophy. Adding winners name at the Pack Pinewood Derby.

*WEBELO CRAFTSMAN ... Make a Stand.*




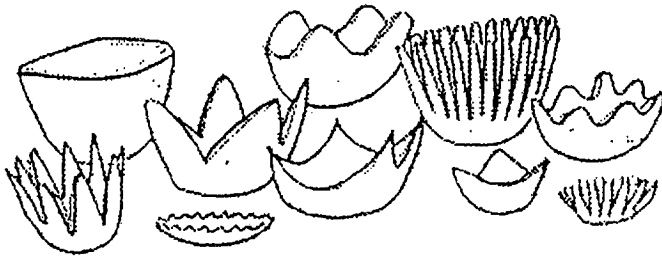


## Egg Carton Flowers

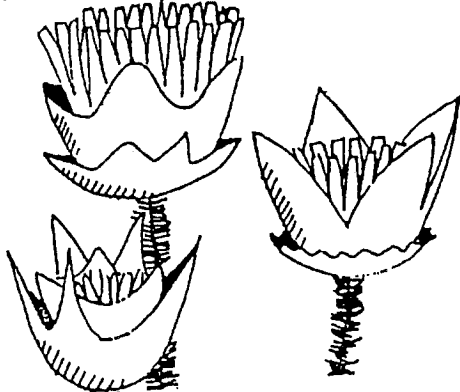
Materials: different colored plastic egg cartons, pipe cleaners

Procedure:

1. Cut the egg carton apart into single egg cups. 
2. Cut out shapes from the egg cups to make petal designs.



3. Trim some of the egg cups to make smaller flowers. Design as above.
4. Make a hole in the center of each flower cup with a pipe cleaner.
5. Layer two or three egg cups together, the largest one on the bottom.
6. Poke a pipe cleaner through the holes for a stem.
7. **MAKE** or display in a vase.



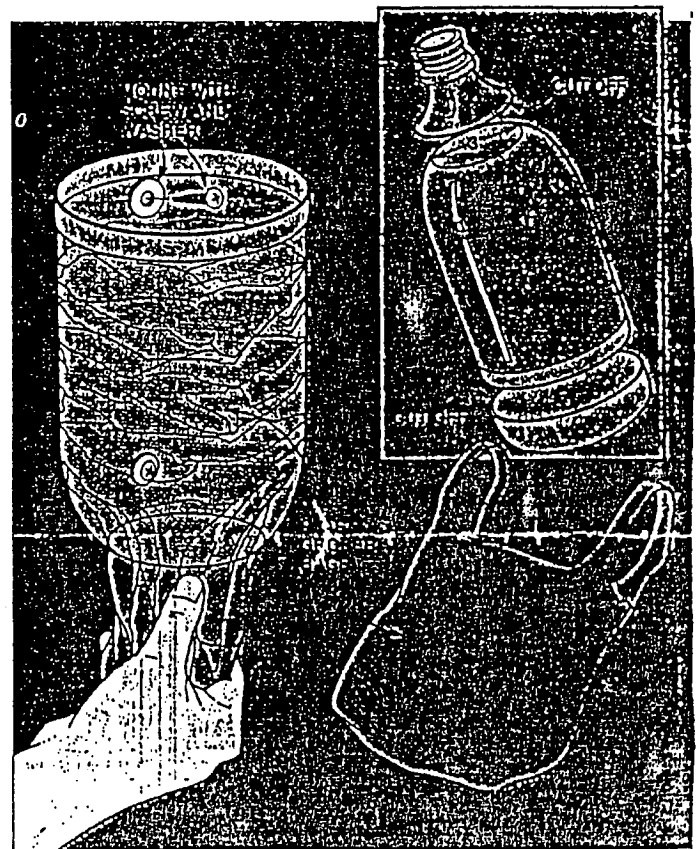
Wolf 9<sup>th</sup>. Make A gift.

## Bag Dispenser

Plastic grocery bags seem to be everywhere these days, so you might as well reuse them.

Here's a quick and easy way to store and dispense them for reuse: Using a utility knife or snips, cut the top and bottom off a two-liter plastic soft-drink bottle, leaving a 3-in. opening at the top. Mount the bottle, with the opening down, in an out-of-the-way place like a closet or the back of a cabinet door. Use small screws with washers, driven through the bottle diagonally. Stuff the bags down into the bottle, and pull them out as needed.

Wolf 3A "Make Something Useful"





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Totem Poles

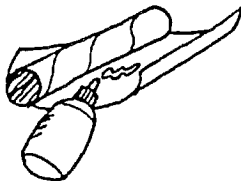
Materials: 9"x12" construction paper, paper towel tube, colored markers, patterns from next page, odds and ends (paper scraps, yarn, buttons, feathers, etc.).

Procedure:

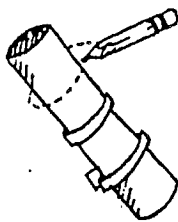
1. Cut the construction paper the length of the tube.



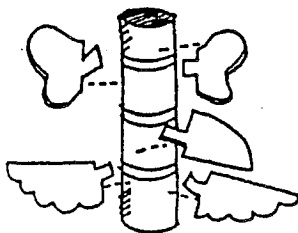
2. Glue the paper to the tube.



3. With markers or strips of construction paper, divide the tube into several sections as shown.



4. Using a variety of colors and materials, cut out tabbed ears, noses, hands, wings, and hair to be glued to the tube. See the following page for sample patterns to use.

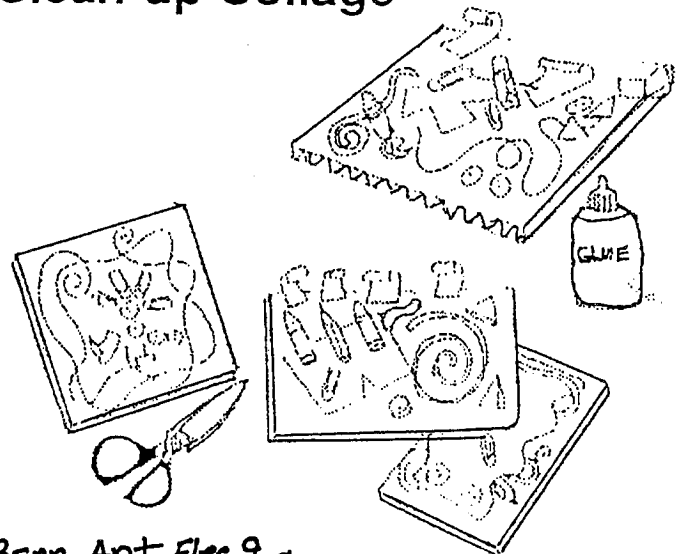


5. Make a different face in each section using markers, buttons, rolled paper, or other available material.

Suggestions:

1. Use a different colored paper for each section of the totem pole.
2. For a striking display, have each child bring in an oatmeal box, decorate it as one section of the totem pole, and build a life size totem pole replica in the den.

### Clean-up Collage



### BEAR ART. Elec. 9 a.

Materials: broken crayons and pencils, old papers and notices, rubber bands, paper clips, and other things no longer needed that are lying in the den craft box, heavy cardboard.

Procedure:

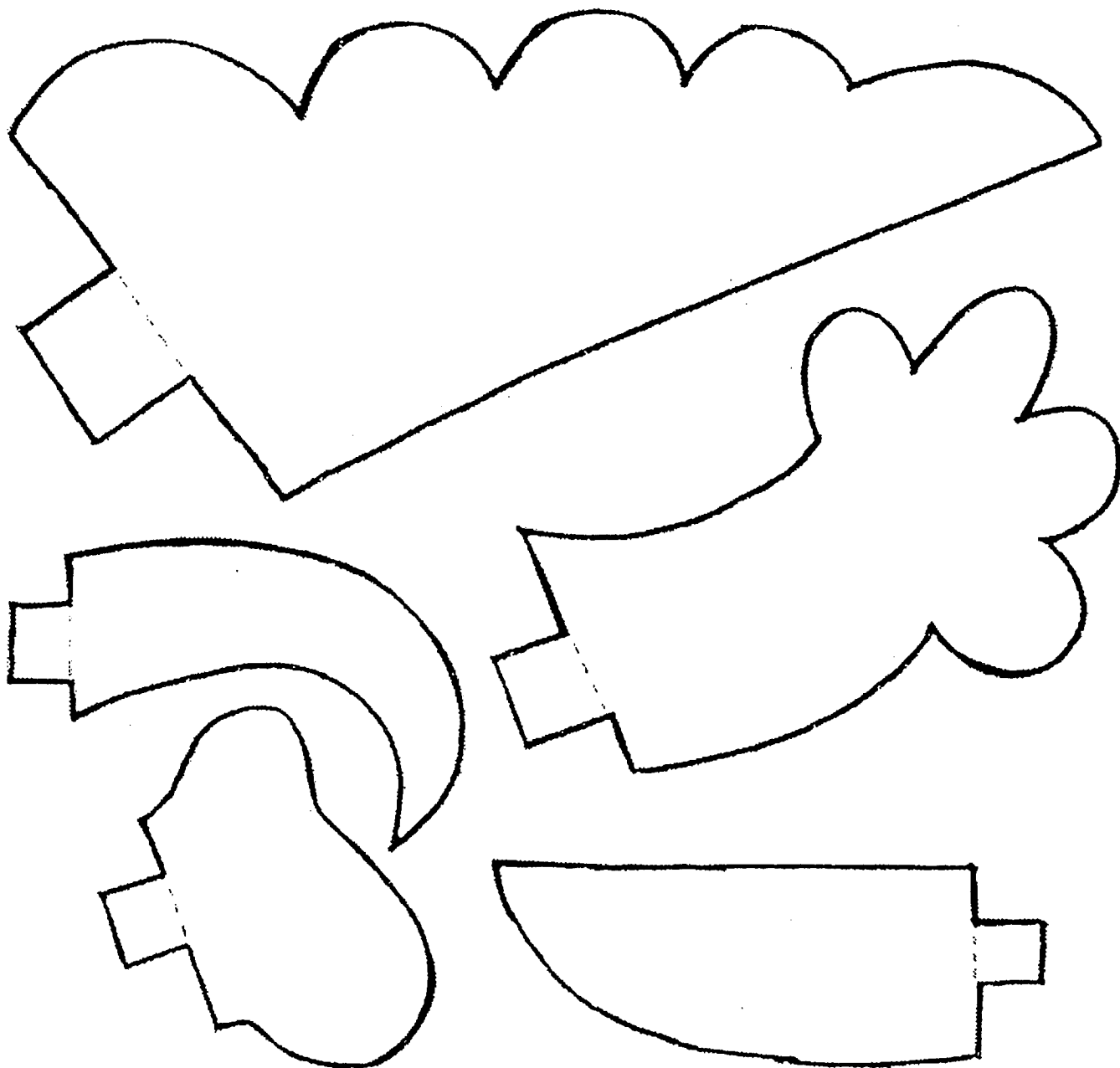
1. Have Cub Scouts clean out den craft box.
2. Arrange the odds and ends on the cardboard.
3. Trim some of the materials to create interesting shapes.
4. When an attractive design has been created, glue the materials in place.





## Totem Pole Patterns

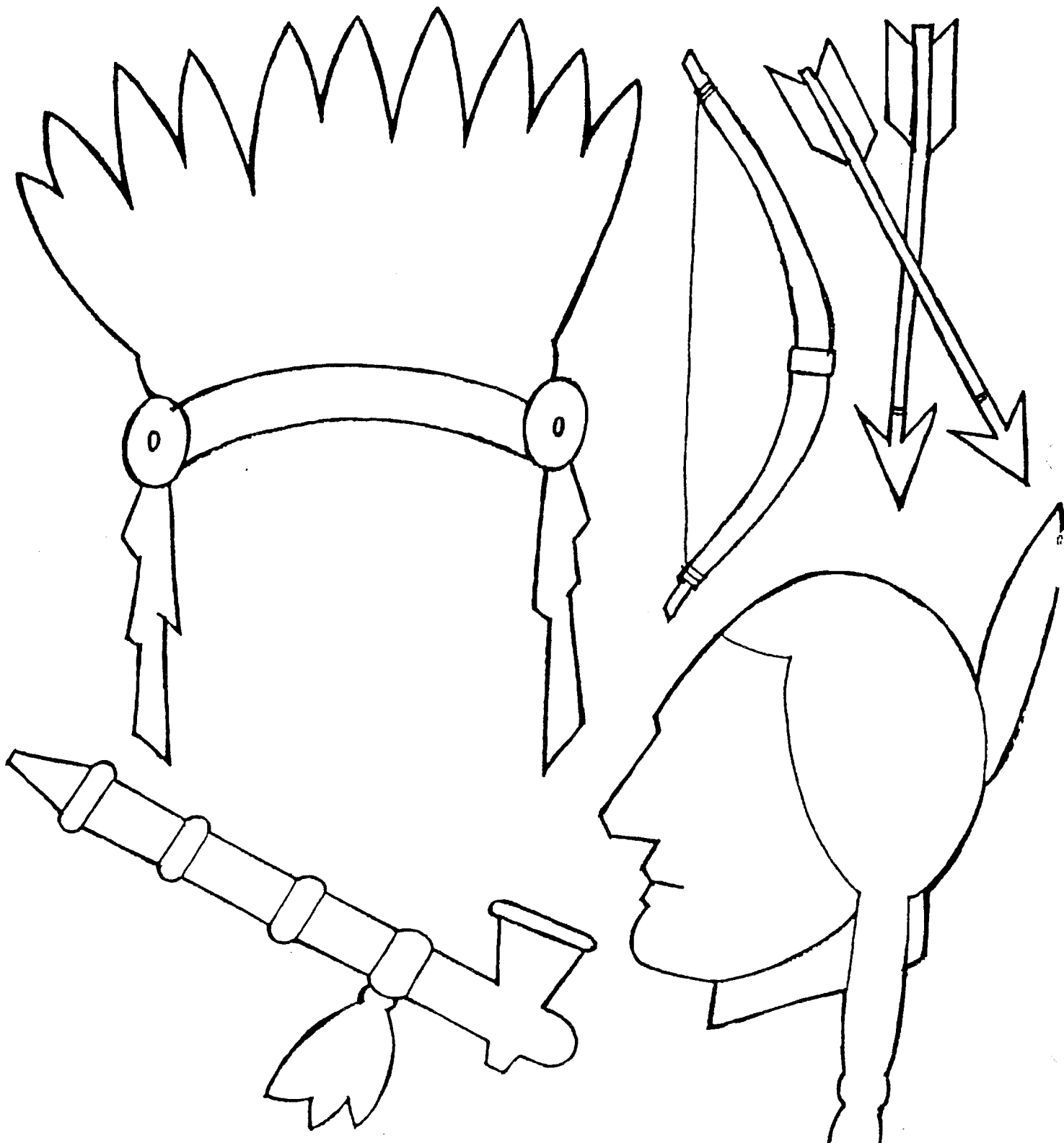
Cut out two copies of each pattern, one for each side of the totem pole





## Indian Symbol Patterns

Below are some patterns of Indian symbols that may be used for the Sand Painting project. The Totem Poles project, the Indian Leather Painting project, and the Indian Applique project.





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997

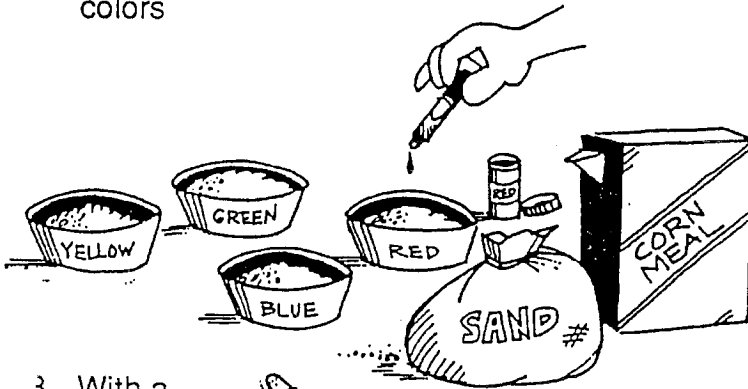


### Sand Painting

Materials: cornmeal or sand, food coloring, 4 small containers (margarine tubs, pie tins), 2 paper plates, spoon, yarn.

Procedure:

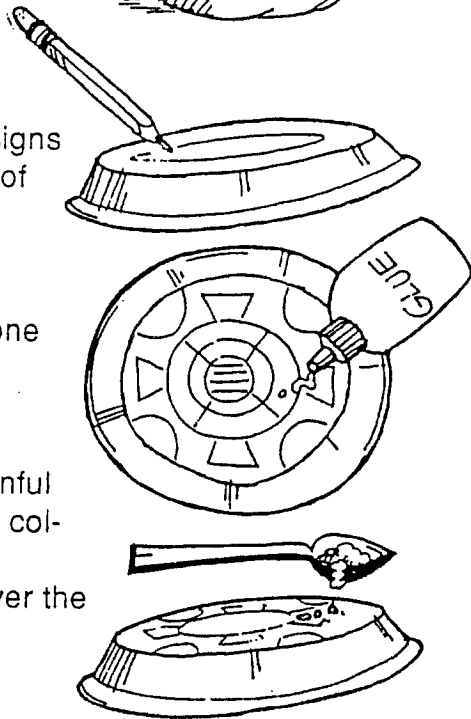
1. Pour 1/2 cup of cornmeal or sand into each container.
2. Add a few drops of different food coloring to each container to make four different colors



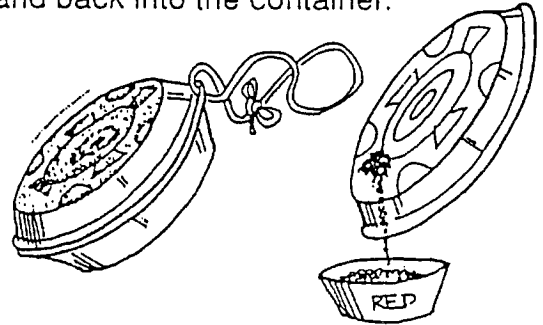
3. With a pencil, lightly draw different designs on the back of the paper plates.

4. Trace over one design with glue.

5. Take a spoonful of one of the colored sands. Sprinkle it over the glue design.



6. Pour the excess sand back into the container.



7. Continue to glue and place sand on each design, using one color at a time.
8. When dry, staple the two plates together.
9. Poke a hole in the top of the plates. Thread with yarn, and hang.

BEAR..Indian Life Elec.24 b.

### My Favorite Playdough Recipe ☺

2 1/2 cups Flour

1/2 cup salt

2pkts. unsweetened Koolaid  
(cherry, strawberry, wildberry)

3 T oil

2 cup Boiling Water

Mix dry ingredients, add water, oil. Stir quickly, mix well- when COOL mix with hands - Store Air tight - Ziplocks OK.

**Dyeing Macaroni And Rice** - Mix 1 tablespoon food coloring with 2 tablespoons alcohol. Stir in macaroni or rice and spread on newspaper to dry. This can be used to make Indian beads, mosaic, or plaques.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997

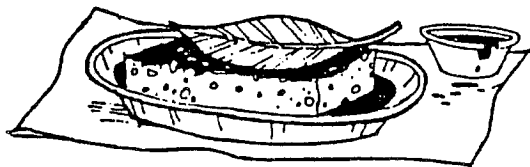


### Leaf Printing

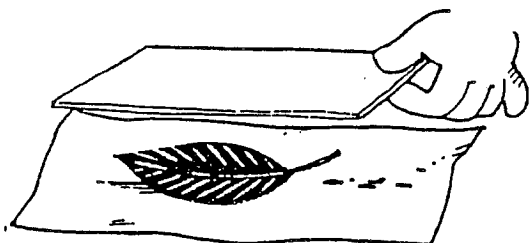
Materials: newspaper, sponge, aluminum pie tin or tray, fresh leaves with large veins, 12"x18" white paper.

#### Procedure:

1. Cover your work area with newspaper.
2. Place the sponge in the aluminum tin or tray.
3. Pour a thin paint solution (half paint, half water) over the sponge.



4. Place the leaf, vein side down, on the sponge. Press gently.
5. Carefully pick up the leaf and place it, paint side up, on the newspaper.



6. Place the white printing paper on the leaf and rub gently.
7. Remove the white paper. Turn it over to dry.
8. Repeat as often as desired.



### Indian Leather Painting

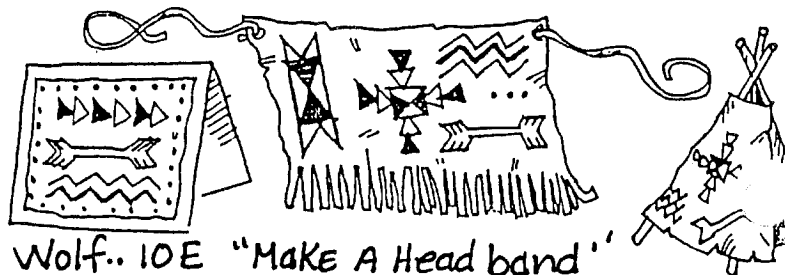
Materials: brown paper lunch bag, newspaper.

Optional materials: brown paint, paint brush

#### Procedure:

1. Soak the paper bag in water.
2. Carefully open it into one piece.
3. Crush the bag into a tight ball to wring out the water.
4. Carefully smooth out the bag and let it dry on newspaper.
5. Color figure and geometric designs on the bag.
6. Rip fringe on the sides of the picture.
7. If desired, paint over the crayoned picture with thinned brown paint (one half paint, one half water).

Suggestion: Cut out leather paintings to create various Indian forms, such as tepees, headbands, etc.



Wolf.. IOE "MAKE A Head band"



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### TOTEM POLE TIE SLIDE

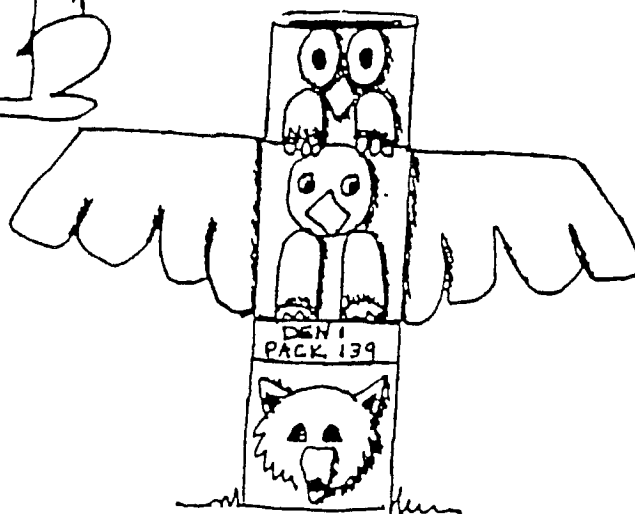
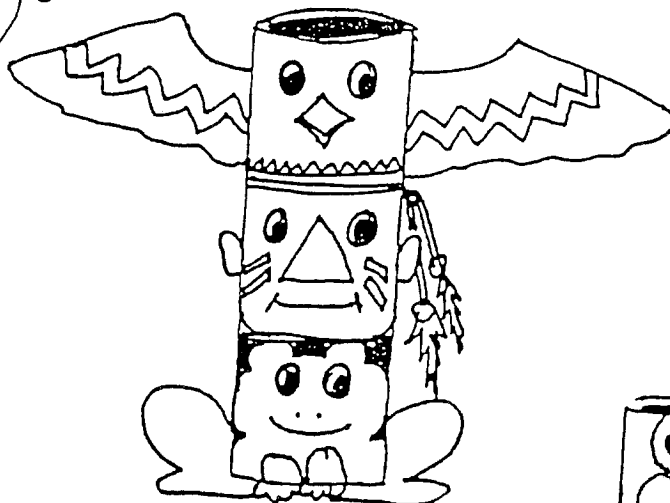
*Materials:* PVC pipe cut into 3" lengths

*Suggested trims:*  
 Assorted colors felt  
 Markers  
 Colored paper  
 Poster board  
 Poster paints  
 Wiggle eyes



*Directions:*

- 1) Cut PVC pipe to 3" lengths. Sand edges smooth.
- 2) With pencil, divide pipe into "sections".
- 3) Use any suggested trims to decorate each "section" of the totem pole.





# Following Akela's Trail

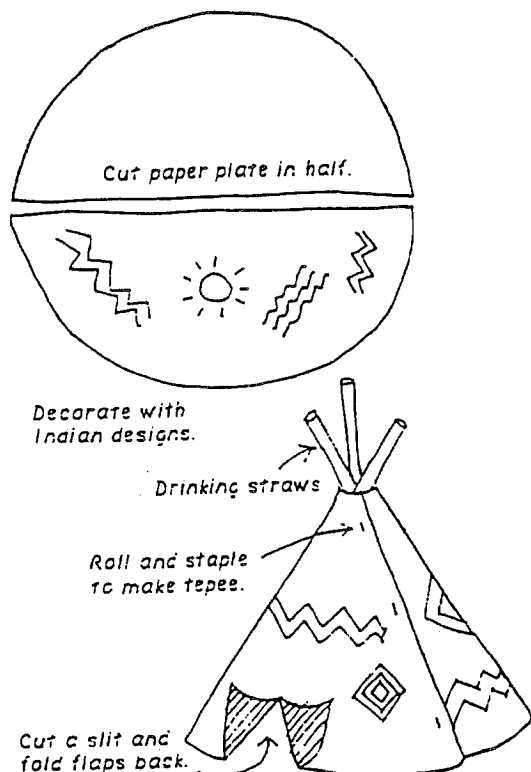
## Cub Scout Leader Pow Wow 1997



### Tepees

Materials: paper plate, 3 drinking straws, marking pens or tempera paints, staples, scissors

Cut the paper plate in half. One half will make one tepee. Decorate the plate with Indian designs using colorful markers or paints. Roll the cut ends together to create a cone and staple. Trim a bit of the point away to insert drinking straws so the stick out of the top, to look like the lodge poles the Indians used to keep their houses upright. Cut a slit from the bottom and fold the edges back towards the tepee to create a door.



BEAR Indian Life Elec. 24 d.

### Simple Awards

#### Recognition and Awards

In the "Spirit of Scouting" we give recognition and awards throughout the year to deserving Cub Scouts, leaders, parents, and guests. The award/recognition needs to be in accord with the event and the personality of the recipient. It should be "presented" and not just shoved at the person.

#### Puns

These are usually "found" or "concocted" and are often the most common and the most fun to present. Some examples are;

1. Nose Cone—Cardboard cone (silver foil covered). To be worn upon "Re-Entry into our Atmosphere."
2. Golf Club—For those difficult "Moon Shots."
3. Roll of Caps—For that difficult "blast-off."

#### These could be used for Rain gutter Regatta Night:

1. Inner tube—To help keep "afloat" in the giant wave.
2. Snorkel and Fins—For those "difficult maneuvers."
3. Mop and Bucket or Sponges—For those "unexpected leaks" that slowed you down.

#### For Referees or Timers for races:

1. Egg-Timers—For those "close times."
2. Magnifying glass (or jumbo glasses)—For those "close finishes."



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



3. Pair of neckties—For those "neck and neck" ties.

### For the Tiger Cub organizer:

1. Toy tiger cub in pieces, to be organized by our fearless leader.

For that special person that is always a super cleaner-upper

1. A tattered washcloth and bar of soap (Scout decal painted on with acrylic paint).

2. Monogramed broom (Blue and Gold, of course!)

### For that super-eater:

1. A kid's sand shovel with the words "Super-Eater" written on it.

### For that person that always gets us into (out of) those "sticky situations":

1. Cactus plant in a blue and gold pot.

2. Package of bubble gum.

### For that super flower arranger :

1. Arrange this "sack of flour" with bow on top.

### For den leader coach:

1. A "Bull Horn" to help get the attention of the other leaders.

### For den leaders:

1. "Dime-on-de-rough"—a dime in middle of a pot of sod.

Rope—to round up all the Cub Scouts (and/or parents) for meetings, also for "tying up all those loose ends."

### For Cubmaster:

1. Hula "Hoop to Jump through" in those trying situations.
2. Fisherman—a can of sardines "Packed in" for the next pack meeting.

### For a bad photographer:

1. Some already "Exposed Film"—we wanted to save you the trouble.

### For the super scrounger:

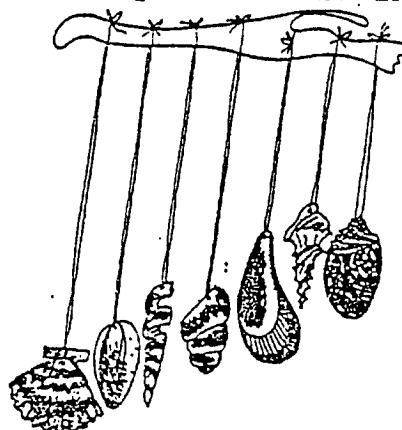
1. The person who can always come up with supplies—a yard sale box of odds and ends!

### For the person who may need it:

1. "Order of the Spare Marble" (marbles in bag or mounted)
2. "Order of the Level" for the person who is half a bubble "Off" (small level).

### SHELL CHIMES

You can make a wind chime by stringing shells onto a piece of driftwood. Many shells come with tiny holes to hand by. If you need to make a hole in a shell, heat a small nail and gently hammer it into the shell.



BEAR #22b.  
Collection.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



Top Award—For the person who is "tops" (use small toy tops).

Pear Award—For a great "pair". (Mount a plastic pear on base and give to best husband and wife team.)

Raise-In-Pay—For the person who deserves a "Raisin" pay (small box of raisins).

First Aid Award—For the person giving you aid when you needed it (band-aid mounted or given in sleeve).

Bug Award—For the person who "bugs" you to do your best (make with chenille sticks and moveable eyes, or buy one).

Heads Award—For the person who is "heads" above the rest (mount small wooden heads or lollipops on base).

Crutch Award—For the person on whom you can always lean on (mount small crutch on base).

Heart Award—For the person who is all "heart" (give large plastic heart, wooden, or cardboard cutout - check gift shops).

Cubby (like an Emmy)—Cut out a Cub Scout's head or wolf decal on a plaque for outstanding performance.

Tiger Tail—Issue each tiger a bolo of lacing and award an orange bead for a group or pack activity.

Key to Successful Scouting—Cut out a giant key and give to leaders who are the key to success of a program.

Measure Up—give a 6" ruler to the leader whose performance set the standard.

Lollipop Award—for the person who can't be licked (mount small sucker on base or give giant all-day sucker) - "ain't" been licked yet."

Order of the Nut—For the person who is a little nuts (mount metal nuts on base, or edible nuts).

Apple Award—For the person with great "appeal" (real or plastic).

YDG Award—"Ya Done Good" (cut out letters from vinyl or leather)

Fire Hat Award—For the person who came to your rescue (small fire hat on base).

Woolly Mitten—For the person who participated in a winter activity (cut mitten shape from fur and attach together with thong).

Cone Award—for the person who can lick any job (mount ice cream cone on base).

Broom Award—For the person who sweeps all mistakes away (small broom on base).

Top Hat Award—For the person we must tip our hats off to (mount top hat on base).

Heart and Soul Award—For the person who put their heart and "sole" into their work (mount a small wooden heart on leather cut in the shape of a sole of a shoe).

Genuine Diamond Stick Pin—the special award for a group activity. Give to each participant (mount a dime on a stick pin on base).

Write on Award—For the person who is on the "right trail" (pencil with ribbon pennant put on top).

Our Eyes Are On You—Wiggly eyes are glued to ribbon for the leader who sets the example.





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



Pedro Salutes—Glue 4 clothes pins together, add twine for a tail and wiggly eyes for outstanding job or leader who carried the heaviest load (use felt for ears).

Order of the Bear—Any type of bear - give to the leader who did a "beary good job" or made things "bearable" or for the "beary best".

Helpful Paw—Use ink and mark paw prints on a rounder for those leaders who lent a "hand" or "paw".

Good Egg Award—Spray a L'egg's egg with gold paint or make one from salt dough for a leader who comes through or the person who doesn't crack under pressure.

Nuts About . . . Award—Attach nuts to a plaque adding movable eyes and smiles, for the leader who had to be "nuts" to take on a hard task.

Bonafide Award—Spray gold or cover with varnish a dog bone for the leader deserving an "award".

Hop To it Award—Mount a plastic, macrame or frog sticker for a "hopping good job" or for someone who "hopped to it and got it done."

Whale Award—For the person who does "a whale of a good job" (can be a toy or cut out the shape of a whale - giant!!).

Puzzle Award—For the person who makes the pieces fall into place (puzzle shape cardboard - minus one? - taped on the back).

Telephone Award—For the person who reaches out to help (small telephone on base).

Spark Plug Award—For the person who is the "main " spark (spark plug, either painted or plain, on a base).

Bright Idea Award—for the person who come up with a great idea (glue a light bulb onto a base of wood).

### Other Ideas for Awards

Rocky Road Candy Bar—Without you it would be a "rocky road".

Nutty Candy Bar—The (Wolf, Bear, Webelos) would go "nuts" without you.

1000 Grand Candy Bar—You are worth "1000 grand" in our pack.

Toy Dog—You did a "dog" gone good job.

Toy Milking Cow—You are "udderly" wonderful.

Toy or Gummy Fish—No "fishing" around. You did a great job!

Gummy Bears—You did a "beary" good job, Our Cub Scouts would be "unbearable" without you.

Mint Candy—Your were "mint" to be thanked, or we "mint "to tell you thanks for the job well done.

Toy Lion—No "lion"—you did a Gr-r-reat job.

Bag of Peanuts—

Knock, knock.

Who's there?

Nuts.

Nuts Who?

"Nuts, we forgot to tell you thanks."

Duster Award—for the person who always does the dirty work (small wooden dowel with felt used as duster part with pom pom on top).

Candle Award—For the person who really lights up (mount small candle on base).



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Theme Crafts

Welcome to the world of Theme Crafts! Crafts are an easy and fun way to present the monthly themes to the boys. Boys love making things and theme crafts are a good way to keep the boy's interest as well as teach them new skills.

George and I have two very different approaches to making crafts. I find a craft I want to make and then I gather the materials I need. George likes to gather and save everything. He then looks at what he has and tries to figure out what he can make. Whichever method you use, keep in mind that famous Cub Scout saying "KISMIF - KEEP IT SIMPLE, MAKE IT FUN". If you don't, the boys will be quick to let you know you have goofed!

Do not judge the boy's finished projects by how good they look. If they have done their best, then praise them for it. The next time they will be willing to try again and may even do better.

If possible, always have a model for the boys to look at. Don't worry if yours isn't perfect; the boys will think it's great and they can get an idea of what theirs should look like.

Making crafts need not be expensive. George and I scrounge most of our materials. We have included a list of places where you may find many items at little or no cost in this section. Don't be afraid to ask for something. You will be surprised at how many people are willing to help. Also, start saving all those little items you once threw out (medicine bottles, bottle caps, small jars, etc.); you may never know when you might need them.

When doing crafts with your boys, teach them to share, help each other, and to clean up when finished. Establish some craft rules, explain them to the boys, stick to them, and your craft sessions will be enjoyed by all.

There are many resources available in which to find craft items. Some of these are Cub Scout Fun Book, Cub Scout Leader HOW-TO BOOK, Crafts For Cub Scouts, Program Helps, Wolf and Bear books, Pow Wow Books, and Pack-O-Fun. Craft books from the library and other Den Leaders are also good sources.

Now that you know why you should have the boys make crafts, where you can find ideas and materials to make them, how to establish a semi-orderly craft session, and how to keep your projects fun, it is now time for you to run right out and get started before you lose all this wonderful enthusiasm you have gained from coming to Pow Wow, 1991. Good luck and remember...

"KEEP IT SIMPLE, MAKE IT FUN"



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997

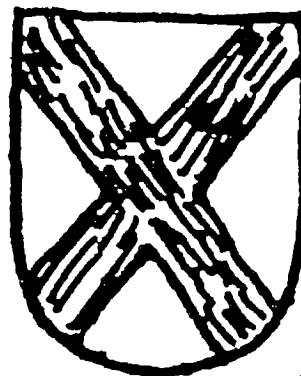
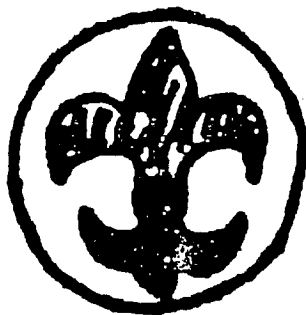
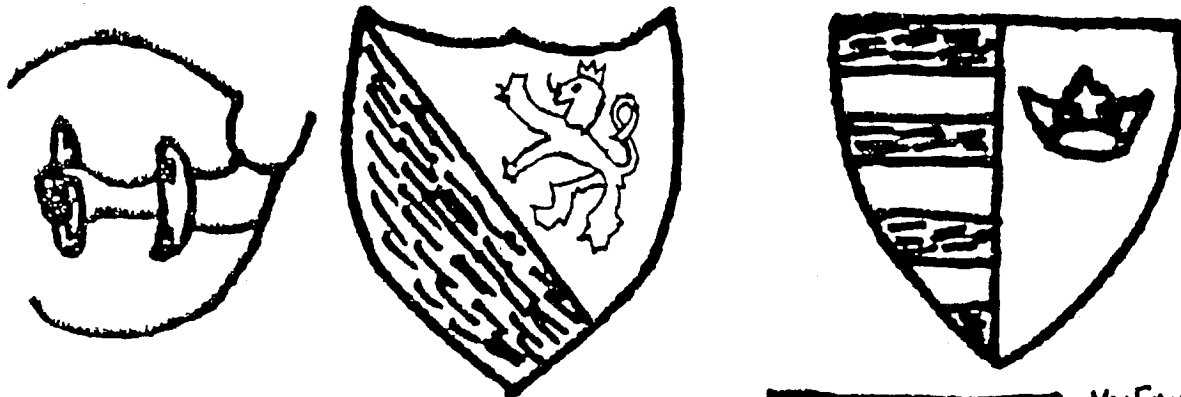


### Shields

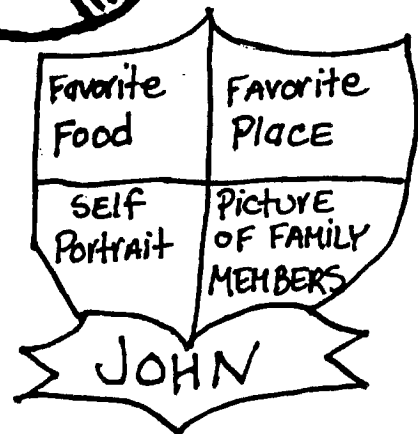
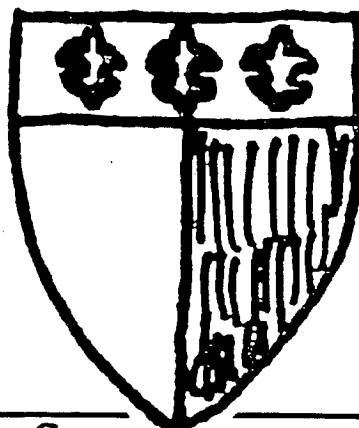
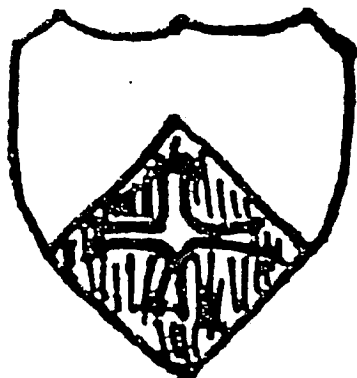
Materials: Cardboard box, paper plates, cardboard cake bases, lightweight cardboard for handles, decorating materials as desired.

Cut shapes from cardboard boxes or use paper plates or cake bases for round shields. Cut handles and glue to the back of the shield. If a shiny look is desired, cover the shield with tin foil. Decorate as desired.

In the days of knighthood, shields were decorated with designs which would identify them during battle. The coat of arms is known as a "blazon". The shield is a "field". Everything on the field is a "charge". A diamond shape is a "lozenge". A star is a "mullet". Only seven colors were used; gold, silver, red, blue, green, black, and purple. Some ideas for designs are below.



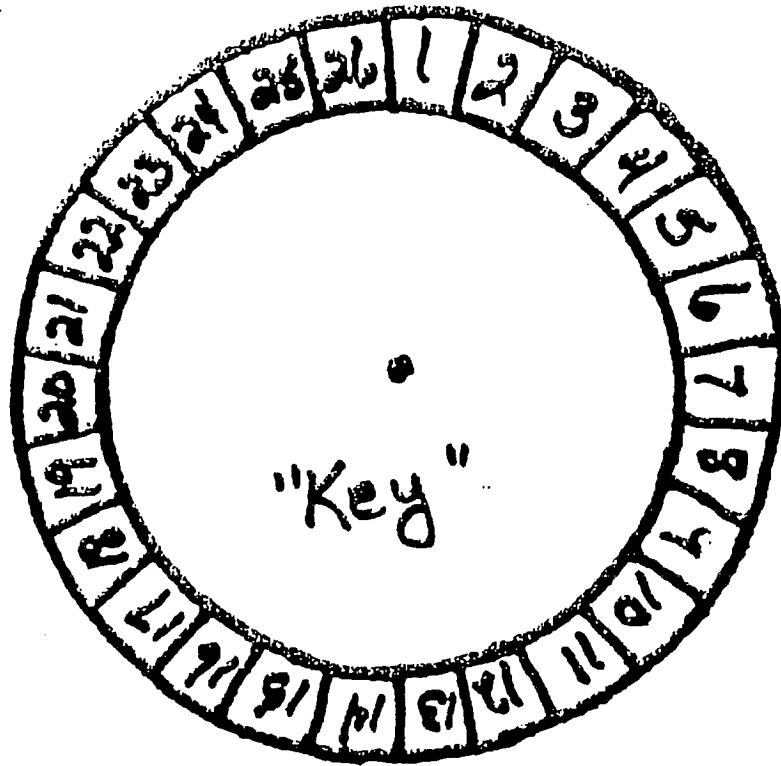
My Favorite Shield. Personal Any age can do this. Suggestion: Make it on a placemat laminate...great for Blue+Gold.





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Jigsaw Puzzles

Materials: Magazine pictures, paper, markers, crayons, scissors, glue, lightweight cardboard, sandwich bags.

Have the boys look in magazines for pictures or have them make some themselves. Glue the pictures to the cardboard and place under a heavy book until dry. Cut the pictures up into pieces. Store in sandwich bags.

Puzzles can also be made by taking geometric shapes and cutting them into pieces. Let the boys use their imaginations!

### Scrap Bags

The materials for this craft are as varied as the objects you can find to use. Fix a scrap bag of objects for each of the boys. Each sack **MUST** have identical objects in it. Give each boy a bag at the end of the meeting. Explain that each boy is to make something from the objects in the bags. They can use only what is in the sack, but they must use all of it. They can put it together anyway they wish, as long as they only use some kind of glue to hold it together. Tell the boys to bring their creation to the next meeting. When they bring back their creation, have the boy explain what it is or what it does. I guarantee you will be amazed at what the boys come up with.



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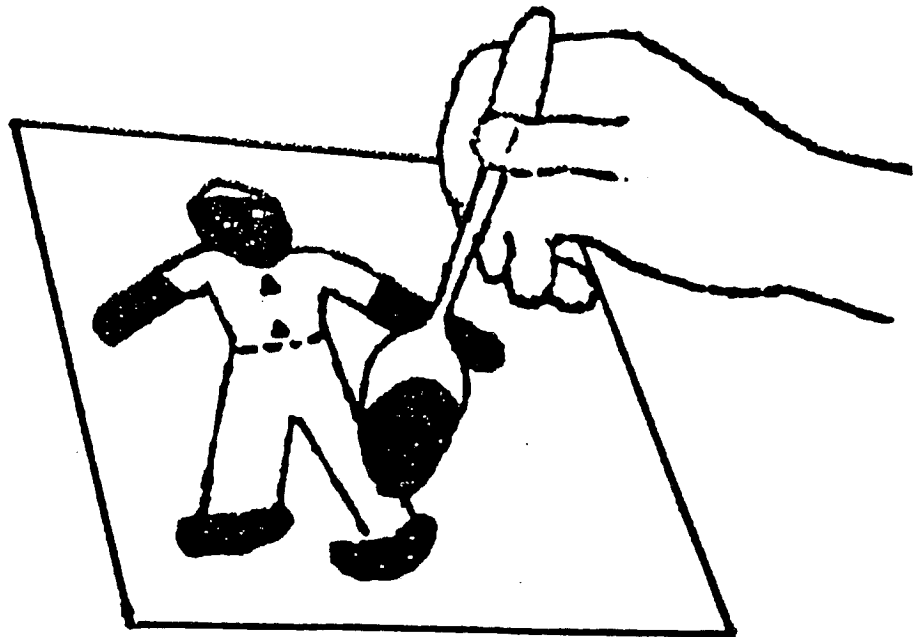
## Cub Scout Leader Pow Wow 1997



### Sand painting

**Materials:** Fine sand of various colors, jars or bowls for mixing and storing the sand, heavy cardboard or piece of wood, paper cone or spoon, varnish, shellac, glue or paste, watercolor paint, brush.

1. Sketch a design lightly with a pencil on the cardboard or wood.
2. Brush in the background colors in which sand is not desired.
3. Choose the areas to be done in a particular color sand and paint a thin coat of shellac, varnish, glue (thin with water), or paste on these parts (paint a small area at a time).
4. Trickle or sprinkle the colored sand from a paper cone or spoon onto the areas that have been covered with paste, varnish, or shellac.
5. Allow the work to dry for a few minutes, then lift the work and tap it lightly so excess sand is removed.
6. Repeat this process for all additional colors.



Bear. Indian Life Elec. 24 b.



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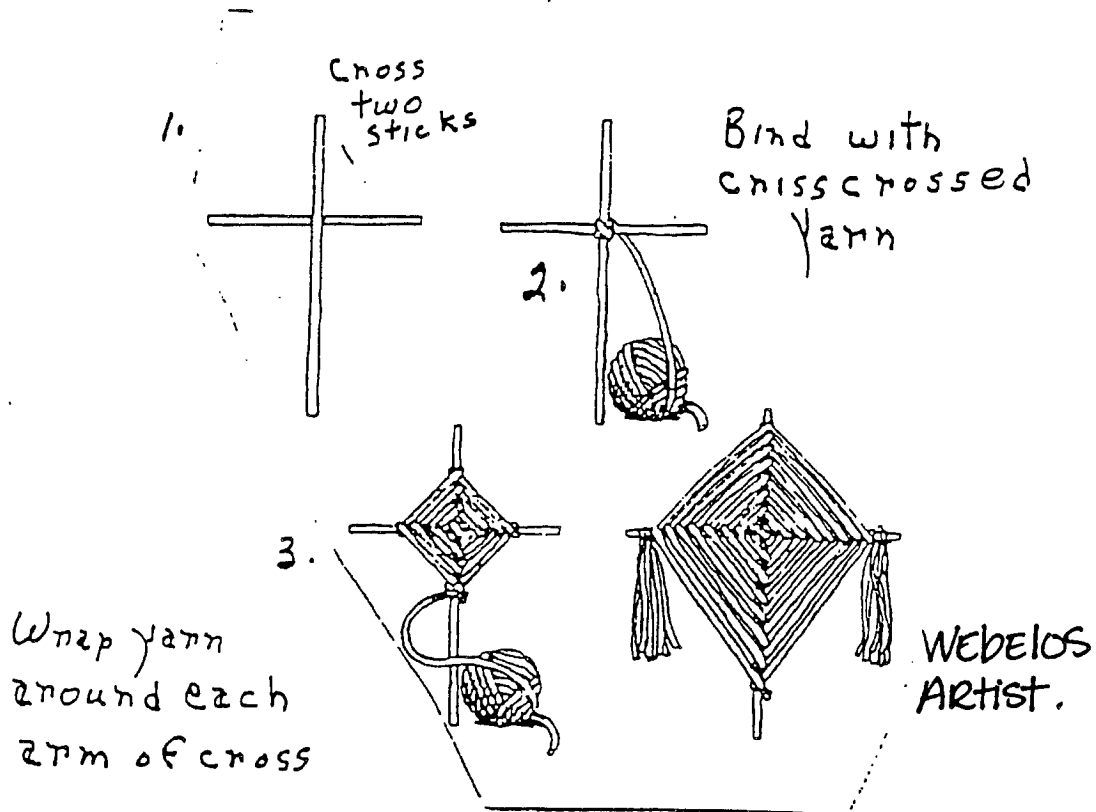


### OJOS de DIOS

These are Spanish words for "eyes of God,". They are colorful diamonds of yarn wound on crossed sticks.

Cross two sticks (popsicle sticks, chopsticks, dowels, or branches). Bind them with crisscrossed yarn, wrapped several times over. Form the diamond by wrapping the yarn once around each arm of the cross. Vary the colors as you go, so you work up a nice pattern. When you decide the diamond is big enough, tie off the end of the yarn.

Tie tassles to the ends of the stick. For more elaborate ojos de Dios, use your imagination or tie small crossed sticks to each point of the cross and wind miniature yarn diamonds on them.





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### CUB SCOUT PROMISE PLAQUE

CUB SCOUT PROMISE

I (name) PROIMISE

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

DATE

#### MATERIALS:

13 wooden popsicle sticks

glue

blue enamel paint

alphabet macaroni *OR print with sharpe marker, or print from typewriter or computer.*

Lay 2 sticks vertically. Glue 10 sticks horizontally, touching. Let partially dry. Lay 2 sticks as holder on top on the back of the first 2 sticks. Glue at back and on top where they meet. Let dry completely. Next meeting start placing the letters. First spread glue for each word--boy must find each word first--then glue and go on to the next word.



Let the boys do most of their won work at the first meeting. Have them separate the letters in individual containers. Some of the boys could spray paint the sticks on paper or better yet, use foil as the wet sticks won't stick to the foil.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Using Wood

#### Rules:

1. No one opens paint or stain until he can name the solvent in which he will clean the brush, and has available a supply of the solvent.
2. All solvents are poured outdoors under Den Leader's supervision. Never use flammable solvents in the garage!
3. All sawdust and sand dust are swept up before the boys leave.
4. All tools are clean and put away before leaving.
5. Use only the tools provided for you. If you need something you don't have, ask the Den Leader. Some tools are off limits for the boys.
6. All projects are to be marked on the underside with the owner's name or initials. Do this in the beginning.

#### Tips for Den Leaders:

1. Don't let the boys see any material or tools you don't want them to use.
2. Have the scrap wood handy. The scraps should be free of knots; these can be dangerous sometimes.
3. Have a sample of the craft already made and in view. Have the measurements written down; also step-by-step instructions if you need them.
4. Know the type of sandpaper that would be most suitable for a particular project, or what type nails, or length brads.

#### Safety Rules for Tools:

1. Use each tool for the job it was intended and the way it was intended to be used.
2. Most accidents occur to the hands, face or feet. Protect your eyes; keep fingers and hands away from cutting edges of tools; secure clamps or clamp down the wood on which you are working.
3. Be patient and never use force. Don't work with tools when you are tired; you need to be alert.
4. Don't wear loose clothing or jewelry which can get caught in moving parts.
5. Never use electrical tools in damp or wet locations.
6. If extension cords are used, be sure they are heavy duty. Don't use the ones for small appliances.
7. Unplug all electrical tools when you are finished and put them out of reach of children. Don't leave any tools unattended.
8. Keep tools sharp, clean, and oiled.





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### CRAFTS FROM WOOD

Before starting to build something out of wood there are a few things you need to think about.

Wood by itself can be beautiful but it has to have something else, nailed on, glued on, screwed on, or painted on to show it off.

You have to use tools to work with wood. The tools can be a lot of fun to use or very dangerous misused. You are trying to cut the wood with the tool one way or the other. This makes that tool like a knife, and knives can cut. With a hammer it doesn't have a cutting edge but it can give a nasty gash in some ones head or a broken finger. Power tools are a lot of fun and more interesting to most boys. Many can use a jug saw fairly well but not without adult supervision.

#### 4 STEPS IN MAKING A CRAFT

1. Finding the idea.
2. Finding the materials.
3. Putting it together.
4. Putting a finish touch on it.

Sometimes you have a material on hand and this leads to an idea so use it either way. An idea can come from many places. Craft stores, hardware stores, 5 & 10 cent stores, lumber yard, family shopping center, and one of the best places is in your monthly roundtable meetings. Another place is to make them up with your own ideas using some scraps that you have. Many crafts that are fantastic are also fantastically simple or can be adjusted to be made by a 8 to 11 year old boy.

Another place to get ideas from are reliable books sold through the Boy Scouts of America, such as the How-To Book, the Cub Scout Fun Book, Webelos Den Activities Book, Program Helps, and the basic book of all, the Wolf, the Bear, and the Webelos hand books. Many people are always looking for some thing different and new and have never looked inside of these books.

Finding material can be a lot easier than you think. This involves one thing on your part. **GET INVOLVED IN SCOUTING.** Go have a cup of coffee and talk with other Scouters. This is where it all starts. While you are there ask them what you want or need and believe me this is where you will find what you need or how to find hat you need.

There are many people who would be glad to give you a garage full of their left overs and let you turn it into treasure chest of crafts.

Putting it together requires some planning on your part as some of the boys can not saw or nail very well. Sometimes you have to make a hole in the wood with a drill to help them. The point of a nail or screw rubbed across a bar of soap makes it work a lot easier. Use soft wood like white pine to work with. If the wood is light in weight it is usually easy to work with, heavy it is hard. Nail through the grain of the wood and the nail won't come out side ways. nailing with the grain of the wood, the nail follows the grain and can come out on the side or sometimes split the wood.

Glue is fine but you have to hold and wait and this is bad for active boys. Elmers is fine if you can lay it down. Another good glue is Silicone Glue but this is flexible when dry. This good for some projects. It will hold glass, plastics, metal, leather, and many other materials.

Painting - the better the finish the more coats of paint and sanding between each coat of paint. Thick coats of paint are not as good as a lot of thin ones. Staining - oil stain dries fast in new or fresh cut wood. Varnish - stain, like paint, takes longer to dry. Acrylic artist colors can be used for stain.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



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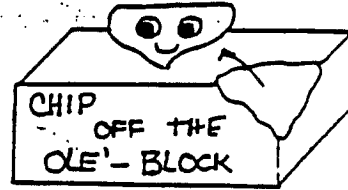
## Cub Scout Leader Pow Wow 1997



### CHIP-OFF-THE-OLD-BLOCK

**Materials needed:**

- Scrap lumber
- Glue
- Felt tip markers
- Varnish-paint brush
- Saw or sharp knife

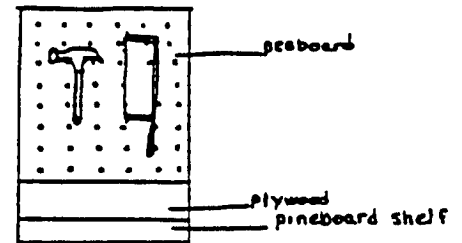


**Directions:**

Any size piece of wood can be used. Stain wood desired color. Then cut a rather large chip off the corner. Glue this chip to the center of the block of wood. Draw a face on chip of wood and write on block of wood. Good ideas for Father's day gift.

### TOOL BOARD

Screw a 15" x 16" pegboard to a 16" x 19" piece of 1/2" plywood using 3/8" spacers between to allow space for the hooks. Glue a pine board 1/2" x 16" to base plywood and nail through the back.



### WHIMMY DIDDLE

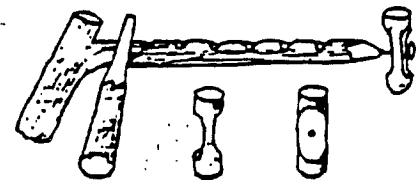
You've probably heard how two sticks rubbed together can start a fire. They can also set a propeller in motion. This is what happens when you operate a whimmy diddle.

Cut a 7 to 9 inch section of green hardwood branch for the body. Cut another 4 inches for the rubbing stick and 1 1/2 inches for the propeller blade.

The sketches will show you how to shape the three pieces. Whittle one end of the body and rubbing stick to taper them slightly. Carve six evenly spaced V-shaped notches along the length of the body about 1/8 inch deep.

Carve the propeller blade so that its weight is concentrated equally at both ends.

Drill a hole through the center of the blade. Drive a 1-inch box nail through the center of this hole and into the tip of the body. The blade should spin freely on this nail. Try out the whimmy diddle. If the blade doesn't spin when you rub briskly, carve the body a little narrower and the notches a little deeper. Keep testing it. Stop carving as soon as the propeller spins.





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### WIND VANE

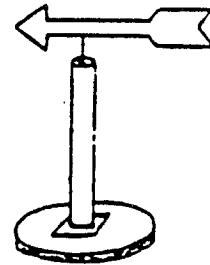
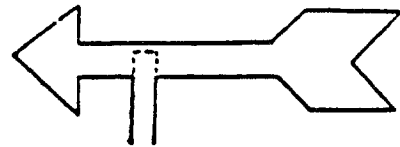
To make a wind vane, take a piece of thin plywood and cut an arrow with the feather part longer and lighter than the arrowhead part. (Clay or washer may be used as counter weights at the tip of the arrow.)

Remove and discard the spent cartridge of a ball point pen. Insert the remaining shell of the pen into the balance point of the arrow. Remove shell, fill vacant hole with glue and re-insert pen.

Then cut a desired length of 1.9 cm doweling and drive a finishing nail into one end. Slip a washer over the nail.

Insert the nail into ball point shell so the wind vane can turn easily. Cut a base of triple-wall to support the vane. Make a square hole the size of a wooden nut in the base, glue a wooden nut in place, and screw doweling into the nut. Test the effectiveness of the wind vane by using an electrical fan.

For outdoor use, the edges of the wind vane should be taped with cloth duct tape to prevent from entering the flutes of the wood. The wind vane should also be painted with latex enamel paint or sprayed with adhesive to protect it from natural elements.

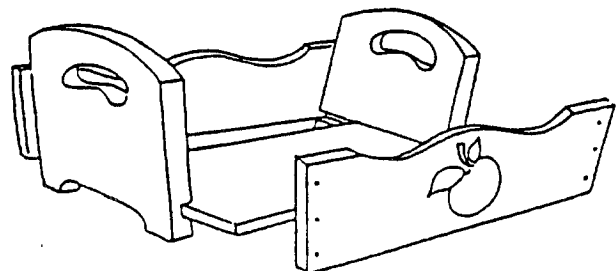
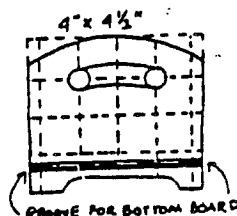
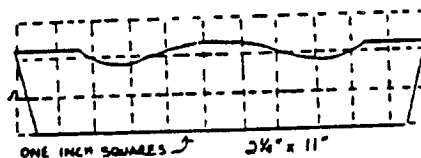


### BREAD TRAY

Use heavy paper to make a pattern from the drawing below, then mark out the sides and the ends on pieces of wood. The ends of the tray should be about 1/2 inch thick and the sides and the bottom should be about 3/16 inches thick.

The handles in the end pieces are made by boring two 1/2 inch holes (as shown) and sawing across the dotted lines. The bottom board which measures 4 1/2 inches by 9 inches slips into the end piece grooves and the sides are nailed on with cooper or brass plated nails. Apply some glue to the sides before they are nailed to strengthen the tray.

Sandpaper all edges and corners with finishing sandpaper. Then apply clear lacquer in its natural or stained color before applying the lacquer. Add a decal to the side if you wish.





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



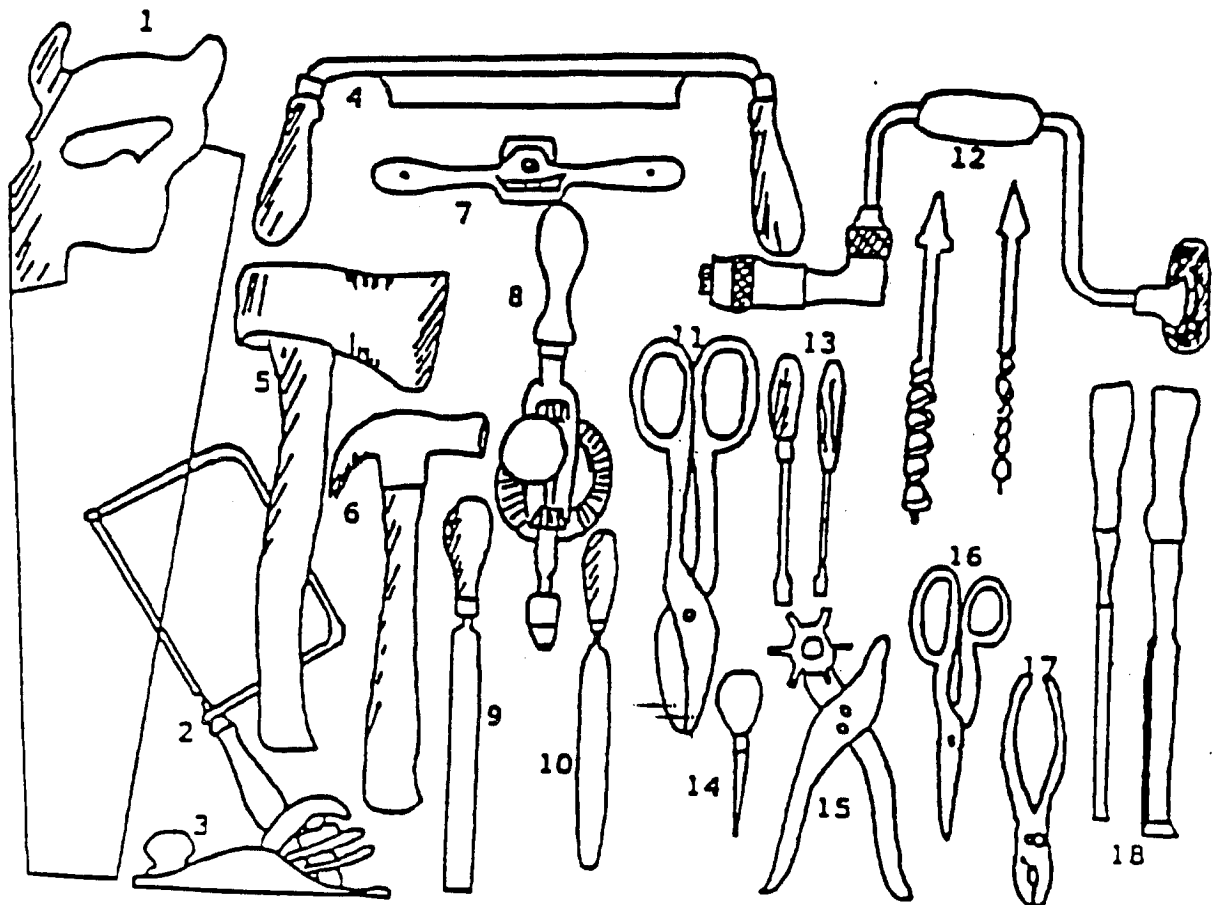
### GATHERING ACTIVITIES

Name the tool:

Cut different silhouettes of tools from construction paper and glue them on lightweight cardboard. Use these as flashcards to help the boys learn the names of the tools. As they grow proficient, have them name the tool and tell what it is used for.

Pictured below are some of the basic tools Webelos Scouts may use when working with wood, leather or tin. See how many they can name.

- |                |                         |
|----------------|-------------------------|
| 1. Saw         | 10. Half-round File     |
| 2. Coping Saw  | 11. Tin Snips           |
| 3. Plane       | 12. Brace and Bits      |
| 4. Drawknife   | 13. Screwdrivers        |
| 5. Hand Ax     | 14. Awl                 |
| 6. Claw Hammer | 15. Leather Punch       |
| 7. Spokeshave  | 16. Shears              |
| 8. Hand Drill  | 17. Pliers (slip-joint) |
| 9. File        | 18. Chisels             |





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### NAIL DRIVING CONTEST

Give each boy a hammer and five nails. On the word go, they are to nail all five nails completely into a round log 4 inches in diameter. First one finished is the winner.

### BOARD SAWING CONTEST

This is the same as the nail driving contest. Give each boy a small hand saw and a 2" by 4" board. On the word go, each boy is to saw his board in half.

### NAME THE TOOLS

Cut different silhouettes of tools from construction paper, such as a hammer, plane, brace, bit, wrench, screw driver, etc. Glue these on lightweight cardboard, and use as flat cars.

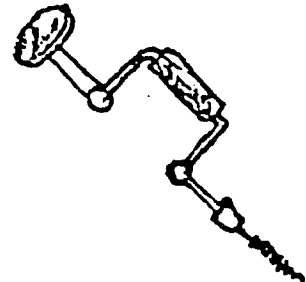
### UPSET TOOL CHEST

The tool chest has been upset, and we must get it back in order. The following is a group of tools with the letters scrambles. Can you straighten them out?

1. UREL
2. AWS
3. LNAI
4. MEMHAR
5. ELRWOT
6. ALNEP
7. CAREB
8. ITB
9. RCSEW VIRDER
10. VELEL
11. CENHRW



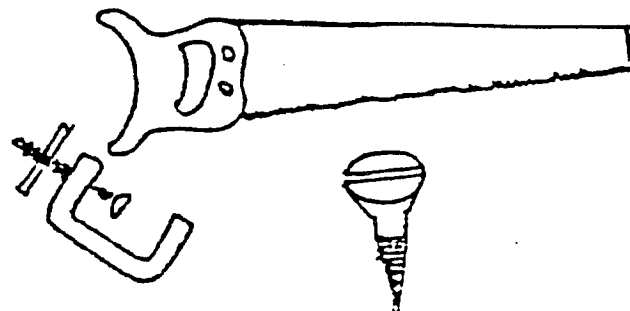
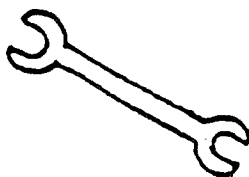
1. RULE
2. SAW
3. NAIL
4. HAMMER
5. TROWEL
6. PLANE
7. BRACE
8. BIT
9. SCREW DRIVER
10. LEVEL
11. WRENCH

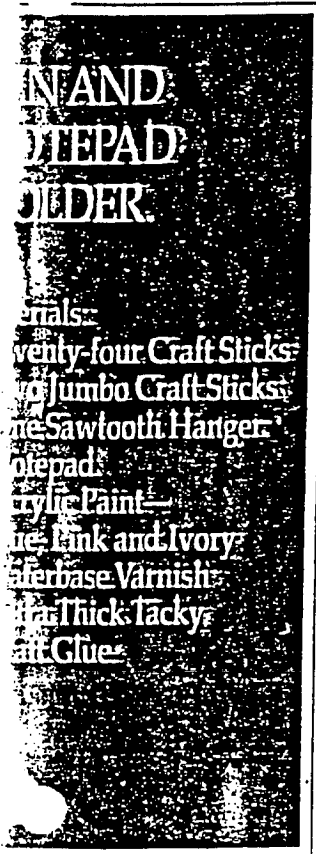


### COLLECTING

The boys will enjoy collecting and identifying different types of wood and making a display board at the pack meeting.

1. Teach the boys knife safety.
2. Have them whittle something.
3. Let them make wood carvings.
4. Let them make suggestions to use on their Pinewood derby cars.
5. Have the boy's father *HELP THEM WORK ON THEIR CARS.*





## Webelo CRAFTSMAN

INSTRUCTIONS ... *Craft Sticks Count AS Wood Projects too!*

**1** Lay out sixteen craft sticks as shown (Fig. A). Leave a 1/2" space between the third and fourth sticks. The cardboard on the notepad will slide through this space.

**2** Glue four sticks in place as shown (Fig. B). Be sure the notepad will fit between these sticks. Glue a craft stick across the holder at the two stars (\*) (Fig. B). Glue the sawtooth hanger onto this stick (Fig. C).

**3** To make the pen holder, cut 1/2" off one end of a jumbo craft stick and 1 3/4" off one end of the other jumbo craft stick. Trim 1/2" off one end of two jumbo craft sticks and cut a 3/4" length from the last craft stick (Fig. D). These pieces make up the back, front, sides and bottom of the pen holder. Glue these pieces together.

**4** Glue the pen holder to the note holder.

**5** Paint the holder ivory. Transfer the designs and paint them blue and pink. Let paint dry and varnish. Slide notepad cardboard through the holder opening.

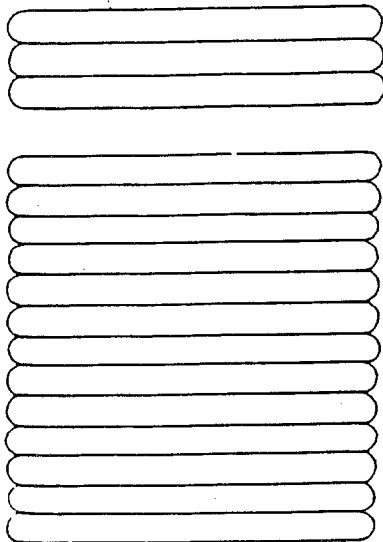


Figure A

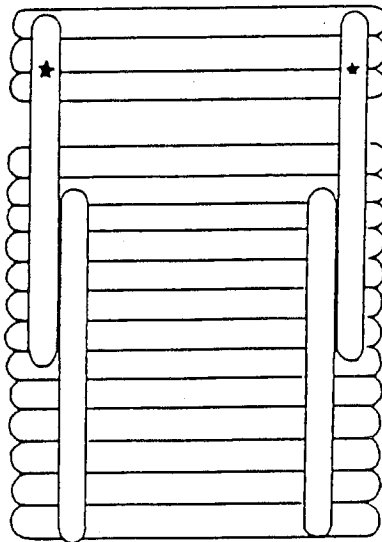


Figure B

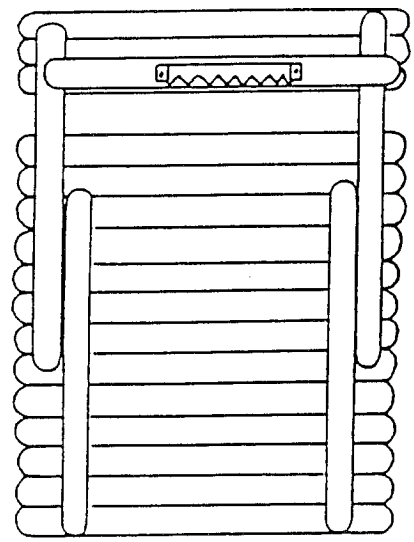


Figure C



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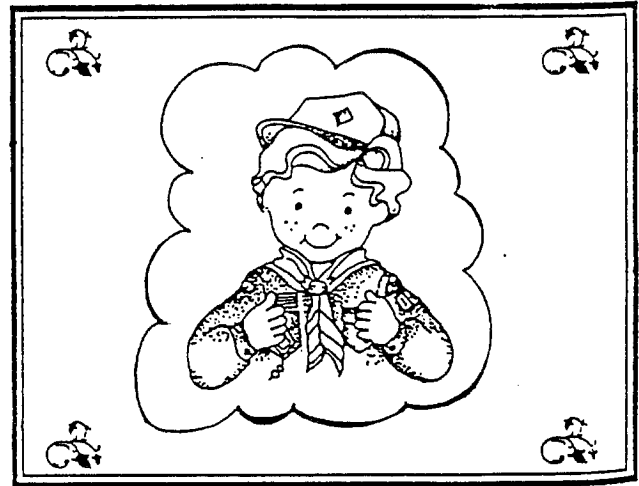


**GREAT PROJECT FOR ANY AGE LEVEL EVEN TIGERS**  
**LAMINATED PLACEMAT**

### SUPPLIES

- Craft Paper
- Crayons, Markers, etc.
- Plastic lamination found at craft stores

Decorate craft paper, front and back.  
Some ideas would be a picture of the boy  
in the center and decorate around it.  
Laminate using directions on package.



### GUIDELINES FOR TEACHING CRAFTS

1. **KEEP CRAFTS SIMPLE AND INEXPENSIVE.** Costly kits or materials are rarely appreciated by the boys. Simple projects made from scrap materials work just as well and since Den Leaders are on a limited budget, cost is an important factor.
2. **CRAFTS SHOULD HAVE A PURPOSE.** Learning is fun, but learning to braid a belt is even better. Crafts should have a practical or decorative function and if possible, fit the monthly theme.
3. **CRAFTS SHOULD TEACH A Skill,** such as carving, sawing, weaving, measuring, etc. Cub Scouts like boy-type crafts involving these. Simply gluing pieces together is not enough.

### FAKE A FOSSIL

A fossil is created when a plant or animal gets trapped during the rock making process. Even though this process usually takes years and years, you can experiment to find out how it happens.

You will need some damp clay or play dough, a small sturdy box or an aluminum foil tart pan, some plaster of paris and the item you wish to "fossilize". Some good items to use are seedpods, shells, nuts, pieces of bark, feathers or bones. Here's what you do...

1. Spread the damp clay or playdough in the bottom of the box or pan.
2. Press the item into the clay or playdough with your hand be sure it is pressed all the way in.
3. Mix the plaster of paris with water to form a paste. (If you don't have plaster of paris, you can use the kind of plaster used to patch plaster walls.)
4. Pour the plaster of paris into the mold to completely cover the item.
5. Let the plaster dry over night. Then, peel away the box or pan to reveal your own fossil creation.





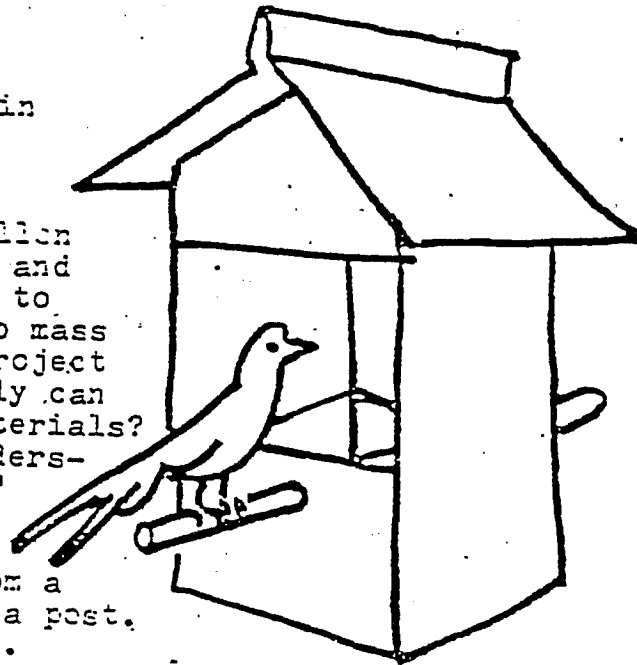
# Following Akela's Trail

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4. CRAFTS SHOULD BE PROGRESSIVELY MORE CHALLENGING. Try to avoid repeating craft projects unless it is something the boys really want to do. Avoid simple cut-and -paste type projects.
5. A VARIETY OF MATERIALS AND METHODS SHOULD BE INTRODUCED. Pouring plaster is fun but not every week.
6. CRAFTS SHOULD SELDOM TAKE MORE THAN TWO WEEKS TO COMPLETE. craft project that drags out for a whole month is too difficult and boring for the boys. Start a craft in the den meeting and let the boys take it home to finish.
7. CRAFTS MUST BE THE BOY'S WORK, NOT THE LEADER'S. A boy needs to be able to say "I made it."

These bird feeders aren't very fancy, but the birds wintering in your neighborhood won't care. They're looking for food and these feeders will keep them in good supply. Made from half gallon plastic-coated milk cartons cut and stapled together, they are easy to make and will lend themselves to mass production for a conservation project for winter. Cutting and assembly can be done in four easy steps. Materials? Three cartons will make two feeders—two bodies and two roofs. An 8" length of 3/16 inch wood dowel is required for each perch. Finished feeders may be hung from a tree limb or fastened on top of a post. Fill feeders with wild bird seed.



WOLF #5E BEAR #5 Build A BIRD HOUSE

### SALT PAINTING

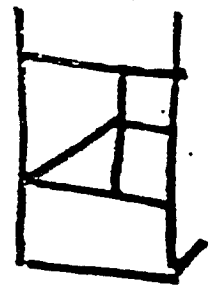
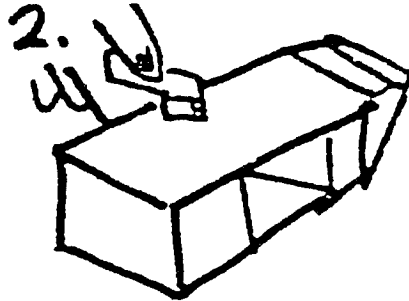
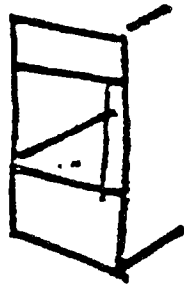
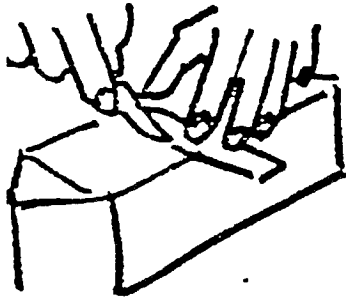
This craft technique can be used for making pictures, maps or for covering objects. Use either regular table salt or epsom salts. The epsom salts make a coarser medium and they are very attractive. To color salt, put it in a small jar with a lid. Sprinkle a few drops of food coloring on the salt, put on the lid and shake the jar vigorously. The more color used the deeper the shade that salt will be. When the salt is evenly colored, spread it on waxed paper to dry. This normally doesn't take too long. To paint a picture, draw the pattern on paper, cardboard or wood. Outline it with crayon or marking pen. Brush glue on one area at a time and sprinkle on the colored salt, shake off the excess salt. It is best to work with one color at a time, letting this color dry before applying another. When the picture is completed, let it dry before applying another. When the picture is completed, let it dry thoroughly and then again shake off the excess salt. Spray several coats of clear varnish, letting it dry between coats.

This is a much cheaper version to sandpainting. THE BOYS have as much fun making the colored salt! They really love this project. This works great in a baby food jar, layered and a decorated lid.



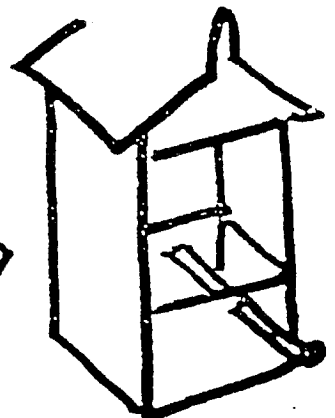
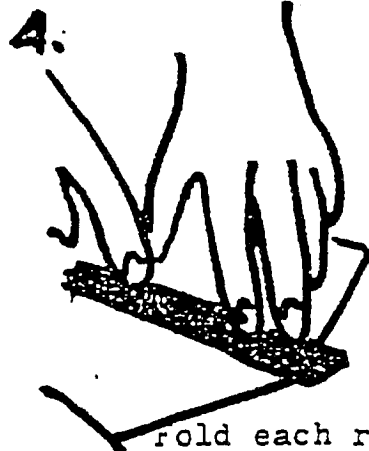
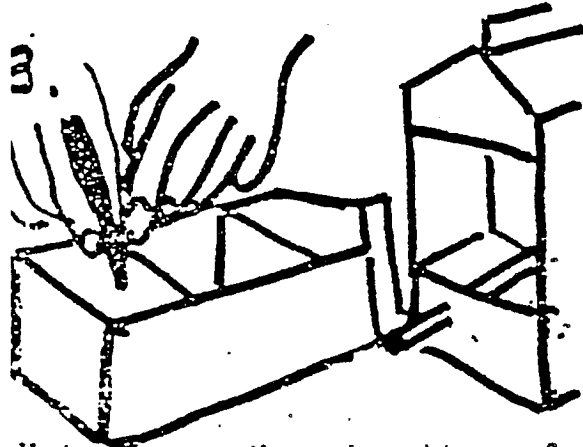
# Following Akela's Trail

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Using a steel square, cut cardboard on opposite sides with sharp blade. Cut  $2\frac{1}{4}$ " from bottom,  $1\frac{1}{2}$ " from top.

Cut opposite corners to form flaps; fold them in; staple to side panels. Fold and staple spout shut.



Using a cardboard pattern for a guide, mark center of hole on each side for the perch. Holes may be punched first, then enlarged to correct size with sharp pencil. Remove top and bottom from a third carton, cut apart on opposite corners to make roofs.

Fold each roof section and cut ends to size. Now, working from center fold, use a  $1\frac{1}{2}$ " wide strip of wood as guide and score ridge (folds with blunt point. Attach roof to body with staples, then put  $1/8$ " hole in ridge center so feeder can hang on limb.

## THIS IS GOOD FOR A LEATHER POUCH OR A MARBLE BAG.

### LEATHER POUCH

Supplies: Brown cloth, leather or vinyl,  $15" \times 4\frac{1}{2}"$ , leather or vinyl lacing (two pieces approximately 2 feet long, 1 piece for strap, about 3 feet long, leather punch or ice pick. **WE USED SCRAPS OF DENIM**

1. Use scissors to cut fringe to a depth of  $1\frac{1}{2}"$  on one short side of the material. Fold over 6" of material from the end opposite to the fringed end. This will form a front and a back to the pouch with the bottom of the pouch being the crease made when the material was folded.
2. Hold the front and back tightly together and punch holes through both at  $1/2"$  intervals. Do not punch holes above the top of the front piece. Use one of the 2-foot lacings to lace each side.
3. Two slits can be made in the back of the pouch to allow it to be hung from a belt or the 3-foot lacing can be attached to hand pouch crosswise over shoulder.
4. Pouch can be decorated by sewing or gluing beads to make a design on the front.



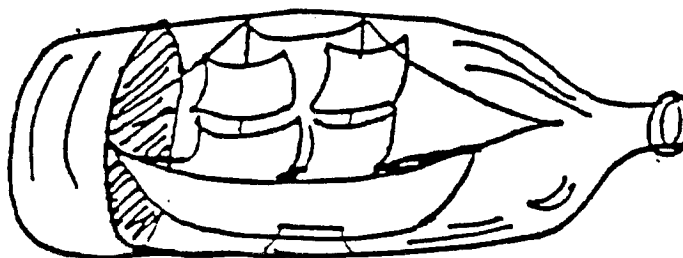
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### SHIP IN A BOTTLE

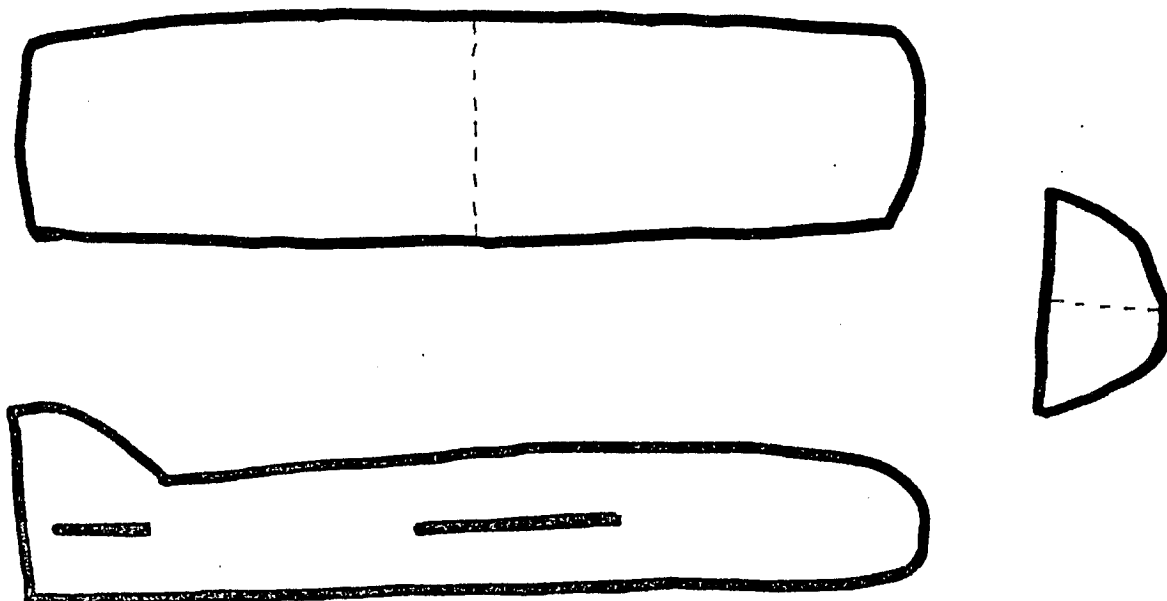
Remove the outer casing from a plastic 2 liter soft drink bottle. Cut the bottom of the bottle. Insert a model boat that will fit inside. Replace the outer casing. If desired, plaster can be poured in the bottom of the bottle to simulate the sea. Mix dry tempera into the dry plaster before adding water.



### AIRPLANE

Styrofoam or pulp meat trays. Paper clips. Felt tip permanent pens and/or stickers. Scissors. Pattern.

Use pattern to cut out the tail, body, and wings from the meat tray. Make sure to place the wing pattern near the edge of the tray so that the bend of the tray is on the dotted line of the pattern. Assemble the parts and fasten paper clip to the nose. Fly the plane by throwing it gently.





# Following Akela's Trail

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**Working With Tin**—When working on tin projects, rub the edges with steel wool and you will be less likely to cut yourself on sharp edges.

## SOMETHING ABOUT TIN PUNCH

Tin Punch goes back to Colonial days, where it is often seen being used to decorate simple tin objects. Candle reflectors, plates, bread boxes and front sections of pie safes were decorated with tin punch. This craft was easily accomplished with hammer and nail.

Tin Punching is a very easy craft to learn. Pie tins are found in any number of stores, and craft shops are a good source for sheets of metals in various weights.

Keep in mind that Tin Punch is purely decorative, since containers would not be functional after holes are punched.

## SUPPLIES

Hammer  
Punching Tool  
Nails  
Sturdy scissors or tin snips  
Masking Tape  
Linoleum or plywood

Piece of Metal  
Tracing Paper  
Screwdriver (for making lines)  
Steel Wool  
\*Matte Finish Spray  
\*Disposable Gloves

\*These items are optional

## SELECTING METAL

Any ready-made metal object which has a flat area can be used to Tin Punch a design. Tin, Aluminum, Copper and Brass can be purchased in sheets or rolls in different thicknesses.

## TRACING THE PATTERN

We recommend that you use tracing paper which is not too thin so that the pattern will not tear as you are punching. Be sure to cut your tracing paper a little larger than the pattern, enabling you to fold the pattern over the edge of the metal and tape down.

Disposable gloves can be very useful for three reasons: they will help to protect your hands from sharp edges, they will keep fingerprints off the metal, and protect your hands when you apply antiquing solution.

*Boys love this Project, because it involves hammering + nails!*



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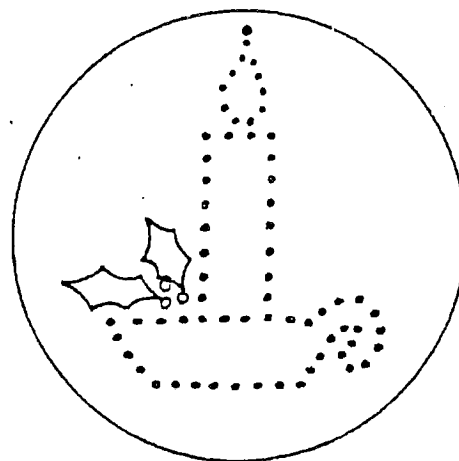
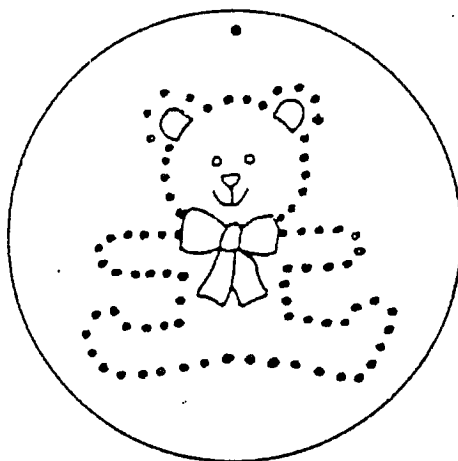
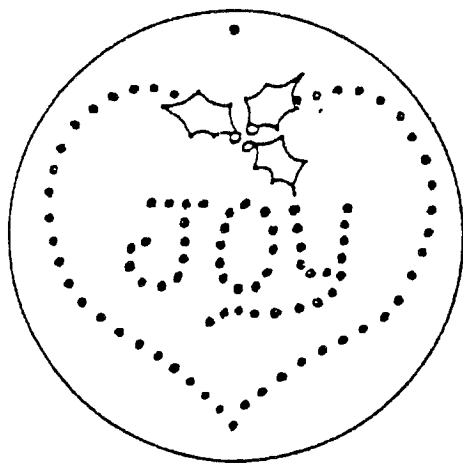
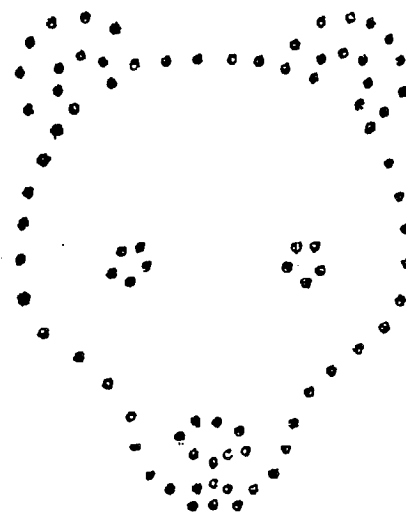
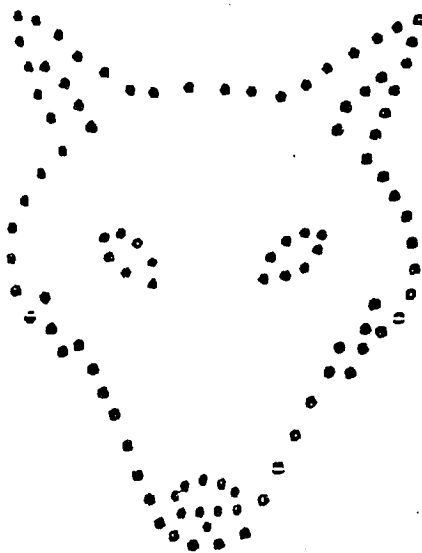
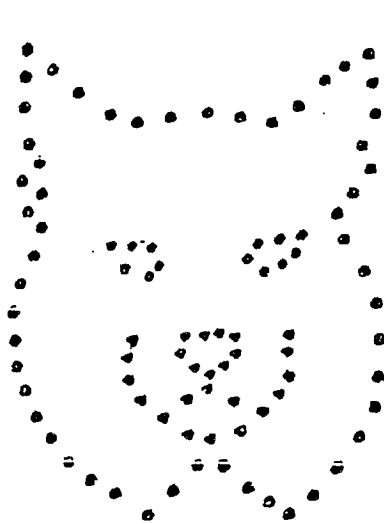
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### TIN PIERCING

Tin piercing or copper punching is done by making holes in a piece of metal with a nail. Tin and copper pieces may be purchased at craft supply stores or scrounged from the home. Various kinds of container lids may be used; for example, lids from the frozen juice cans are a good size for Christmas ornaments.

Enlarge these patterns to use as you wish. For more help and ideas on this craft, see Chapter 3 of the Cub Scout Leader How-To Book.





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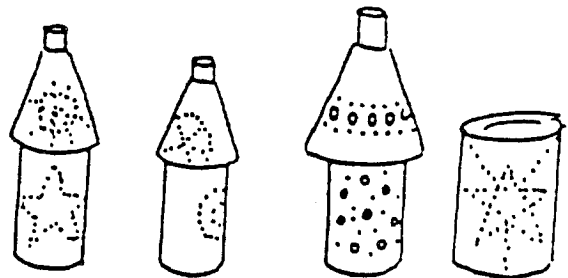


### TIN CAN LANTERNS

In Mexico people often light their houses at Christmas with simple tin lanterns. They're decorated with lacy patterns of punched holes. Candlelight glowing through the holes creates dozens of flickering stars.

Use tin cans or aluminum funnels. The tin is easily pierced with a hammer and nail if you first freeze water in it. The funnels are sturdier and won't need frozen water.

Make a paper pattern which will fit around the can. Draw designs on the paper to follow as you punch the holes in the can.



Lay the can of frozen water on a towel. Wrap pattern around can and tape it down. Hammer evenly spaced nail holes through the lines of the pattern.

In each punched can place a small candle and holder. Votive candles in glass jars work well. Place the funnel upside down, over the top.

### CRAFT "CLAY"

All "clay" recipes can be used for modeling objects just like real clay. They will dry to a hard finish from setting in the air. The length of time for drying depends on the thickness of the object. Punch pin holes in object to speed up drying. All recipes can be stored indefinitely in plastic bag in refrigerator and can be colored with food coloring or tempera, or painted after drying is completed.

#### SALT-CORNSTARCH CLAY

Mix 2 cups table salt and 2/3 cup water in pan. Simmer over medium heat, stirring constantly until mixture is well heated. Remove from heat. Add mixture of 1 cup cornstarch and 1/2 cup cold water. Mix hard. This will make a thick dough. Add food coloring if desired (or it can be left white and painted later). Store in plastic bag in refrigerator.

#### SALT-FLOUR CLAY

Combine 1/2 cup salt and 1 cup flour. With your hands and knead in enough water to make stiff dough. Tint with food coloring or tempera paint. Store in plastic bag in refrigerator. Flour hands and work surface to prevent sticking. To join pieces of dough, moisten both edges with water and press together. May be air-dried (48 hours) or cooked in 325-350 degree oven for 1/2 hour per 1/4 inch of dough. If sculpture puffs in oven, reduce temperature.

#### FLOUR CLAY

Mix 1 cup flour, 1/2 cup salt, 3 teaspoons powdered alum, food coloring and a few drops of water. Add a little water at a time until mixture is stiff and holds its shape.



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### CRAFTS WITH A PURPOSE

In the near future, more than any other time, America will need men with vision and imagination. Cub Scouting can help produce such men by offering boys encouragement and opportunities to dream and create.

There is a definite purpose and plan for crafts in Cub Scouting. In addition to training boys to use their hands, crafts stimulate self-expression, imagination and creativity. Properly directed, they develop initiative and resourcefulness. Crafts are used to develop and present the theme of the month in den and pack meetings. They provide opportunities for a boy to complete achievement requirements which lead to advancement in rank.

Cub Scouting craft projects best accomplish their purpose when they are started in the den meeting and completed at home with help of parents and displayed for all to see at the monthly pack meeting. Whenever possible, projects should result from the natural interest and desires of the boys. Good themes provide opportunities for many kinds of craft activity but... Crafts With A Purpose!!!! Help your boys select interesting and useful projects. Try to keep them "BOYISH" and "SIMPLE". KISKIF Avoid those deadly "KEEP THEM BUSY" projects. Remember that crafts are only one phase of Cub Scouting. Be sure it doesn't take more than its share of time. Some months you may not have time for crafts, or the theme is not right for a craft. Remember crafts are a fun way to learn, so at all times try to make it a fun time.

Boys love to make things, even those molded plastic toys or models put together with glue. The challenge for Cub Scout Leaders is to find a craft suited tot the monthly theme, a holiday or special activity, which is within the abilities and interests of Cub Scout age boys, and is fun for them to make. Finding craft ideas is not a problem. Cub Scout literature is full of them. The challenge is finding the right one.

### SECRETS OF CRAFT SUCCESS

1. ORGANIZATION 0 Set a specific day or time for craft research. This should include making a sample, which will give you an idea of how long it will take, if any changes are needed, and what materials need to be gathered for each Cub. Set a time to shape or scrounge for supplies.
2. PREPARATION - Don't take it for granted that every craft you find is going to be easy for the boys to make.
3. EXCITEMENT - Boy will do anything if it seems like fun.
4. COMMUNICATE - Talk with other leaders to find successful ides.
5. INVESTIGATE - Check out your local library. Also, "Program Helps", "Cub Scout Leader How-To Book". Pow Wow Books (past and present), Roundtable handouts, and the Cub Scout Handbooks are full of ideas. Don't forget to browse through book stores and craft shops.

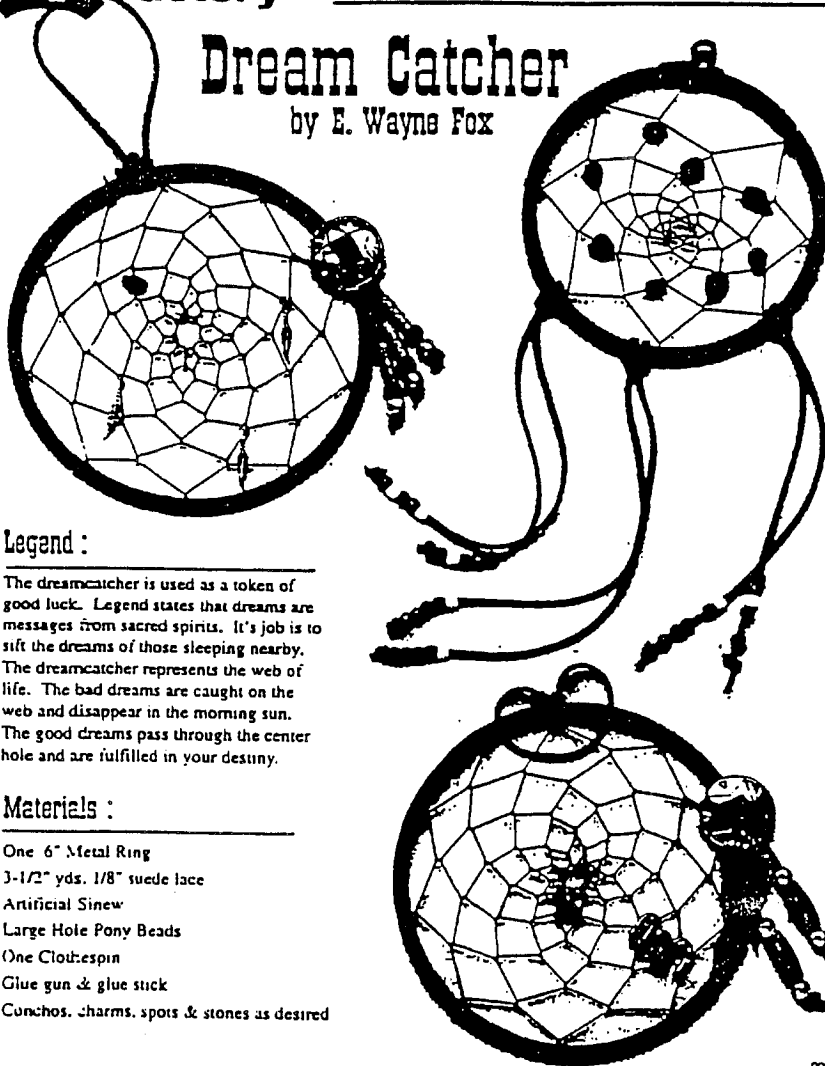


The  
Leather  
Factory

## IDEA SHEET

### Dream Catcher

by E. Wayne Fox



#### Legend :

The dreamcatcher is used as a token of good luck. Legend states that dreams are messages from sacred spirits. It's job is to sift the dreams of those sleeping nearby. The dreamcatcher represents the web of life. The bad dreams are caught on the web and disappear in the morning sun. The good dreams pass through the center hole and are fulfilled in your destiny.

#### Materials :

One 6" Metal Ring  
3-1/2" yds. 1/8" suede lace  
Artificial Sinew  
Large Hole Pony Beads  
One Clothespin  
Glue gun & glue stick  
Conchos, charms, spots & stones as desired

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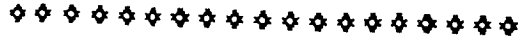
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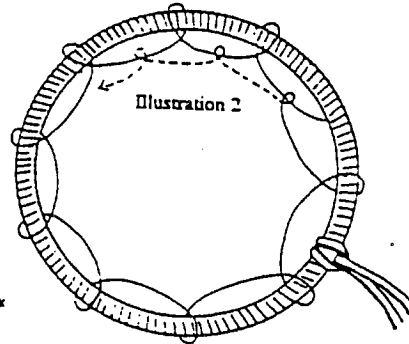
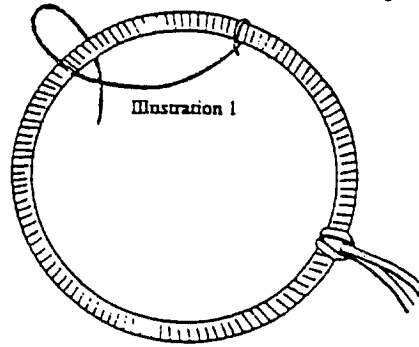
# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Instructions For A Basic Dreamcatcher:

1. Using clothespin to hold end, wrap suede lace around metal ring. When completely wrapped, tie ends together.
2. Tie the sinew to the inside top of the ring. Anchor the sinew about two inches to the left of the starting point, as shown in illustration 1. Pull each anchor until snug. Continue anchoring every two inches until nearing the starting point. The next anchor is made on and at the center of the "bridge" of the sinew, between the starting point and the first anchor, as shown in illustration 2. Thread the turquoise nugget onto the sinew with the knot on the ring on the right side. The turquoise nugget should be left on one of the "bridges," as the web is made. Continue making rounds until the center opening is 1/4" to 1/2" and tie off on the back.
3. Cut 1" and two 5" strands of suede lace. Hold the three together as one, weave through the concho and glue on the back to secure. The 1" strand of suede lace will not be seen. However, the 5" strand could be used instead, if you wish.
4. Glue the concho to the ring on top of the knot. Add beads to the suede lace strands and knot the ends.
5. Cut an 8" strand of suede lace and tie to the top for hanging.



### Variations For The Dreamcatchers Shown:

1. The black dreamcatcher has turquoise chips strung on sinew with a feather tied onto the end and attached to the concho. A snake critter spot is clamped onto the web with its prong back.
2. The red dreamcatcher has three feathers attached to the web with jump rings.
3. The rust dreamcatcher was made on a smaller metal ring. This requires less suede lace and sinew. Twelve 18" suede lace strands were tied to the bottom of the ring with a Turk's head knot and strung with beads.



3847 E. LOOP 820 SOUTH  
P.O. BOX 50429  
FORT WORTH, TX 76105

*Suggestions For A Cheaper Version...*  
*USE imitation suede cloth (buy AT Fabric store)*  
*USE ARTIFICIAL sinew (Tandy Leather or Michaels CRAFT STORE)*



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### CRACKED ICE CANDLES

#### MATERIALS:

a half-gallon milk carton, a 10" candle, 1½ lb. paraffin and 3 trays of ice cubes.

Cut the top from the carton and rinse out any milk or juice carton that is left.

Crack ice cubes into large pieces. Drain off any water and return to freezer.

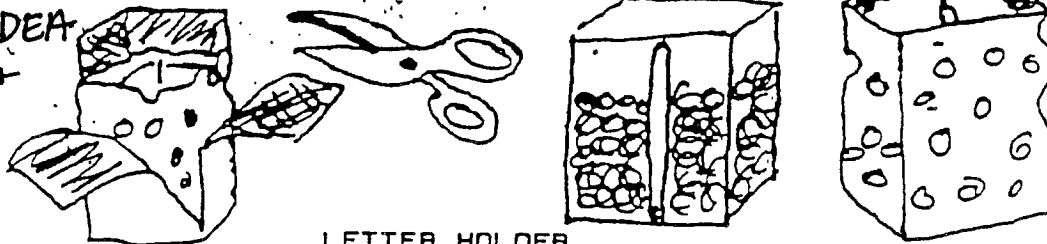
Melt the paraffin in a double boiler. For color, add crayon bits. While paraffin is melting, center candle in carton and surround with cracked ice.

When wax is melted, quickly pour all the hot wax over the ice. Let it cool for half an hour, then cut off carton.

NOTE: Always melt paraffin in double boiler over a low heat. Do not melt wax over direct flame.

NOTE: You may wish to place leaves in candle. To do this - Place a thin layer of wax on already made candle. Then place leaves on candle. Drip wax over leaves to seal.

GREAT IDEA  
FOR BLUE +  
GOLD.

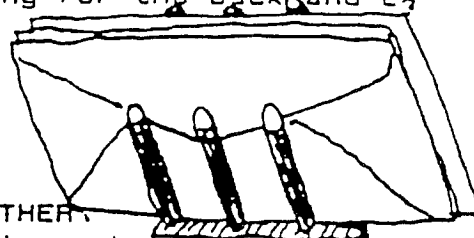


LETTER HOLDER

#### MATERIALS:

6 pencils - used are great! Piece of wood 2x4", paint or stain, glue.

For the base of the letter holder, cut a piece of wood, 2"x4", and paint or stain it. For the uprights, glue on pencil stubs with the eraser end up, 4" long for the back and 2½" long for the front.



SIMULATED LEATHER

With this process, you can make ordinary brown wrapping paper resemble leather. Wet both sides of a piece of brown paper. Crumple it thoroughly in your hand, squeezing out excess moisture. Spread the paper out carefully and tint the surface with diluted water colors in shades of brown, orange or yellow. Try to avoid harsh blots of color. Let dry thoroughly. When pasting onto a surface for a covering, make sure the back of the paper is well coated with paste, so that all the wrinkles can be pressed down firmly to avoid air pockets. Cover with two coats of shellac. This paper is very versatile.



# Following Akela's Trail

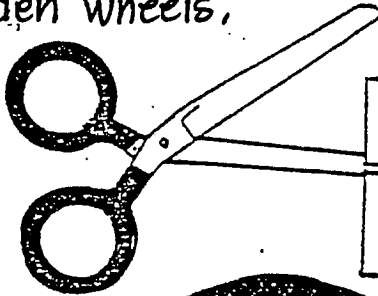
## Cub Scout Leader Pow Wow 1997



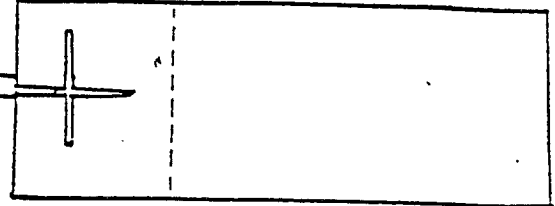
### JET-PROPELLED RACING CAR

1 **MAKE A CAR FROM FOAMBOARD OR heavy cardboard, TAPE STRAWS TO Bottom, Slide dowels through STRAWS AS Axles and add wooden wheels.**

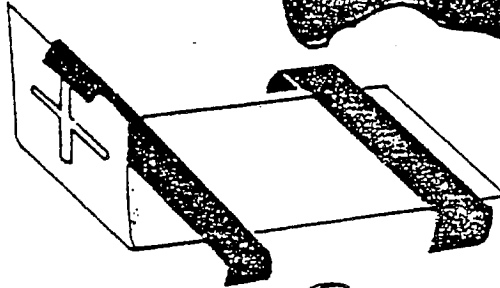
- 2 Cut an X, as shown. Fold up the poster board along the dotted line. Then place a small piece of tape over the top of the cut.



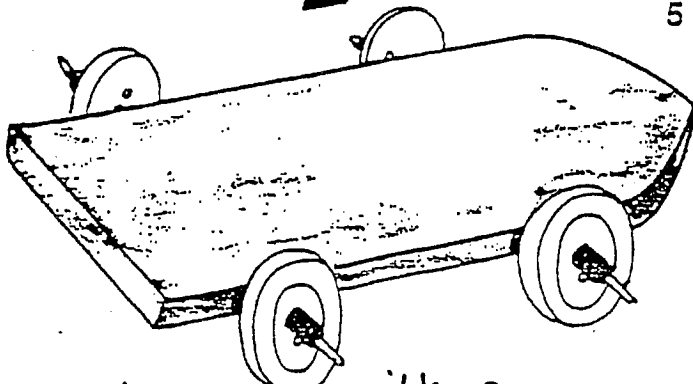
- 1 Cut a rectangle of this size out of poster board.



- 3 Slip the open end of the balloon through the slit.

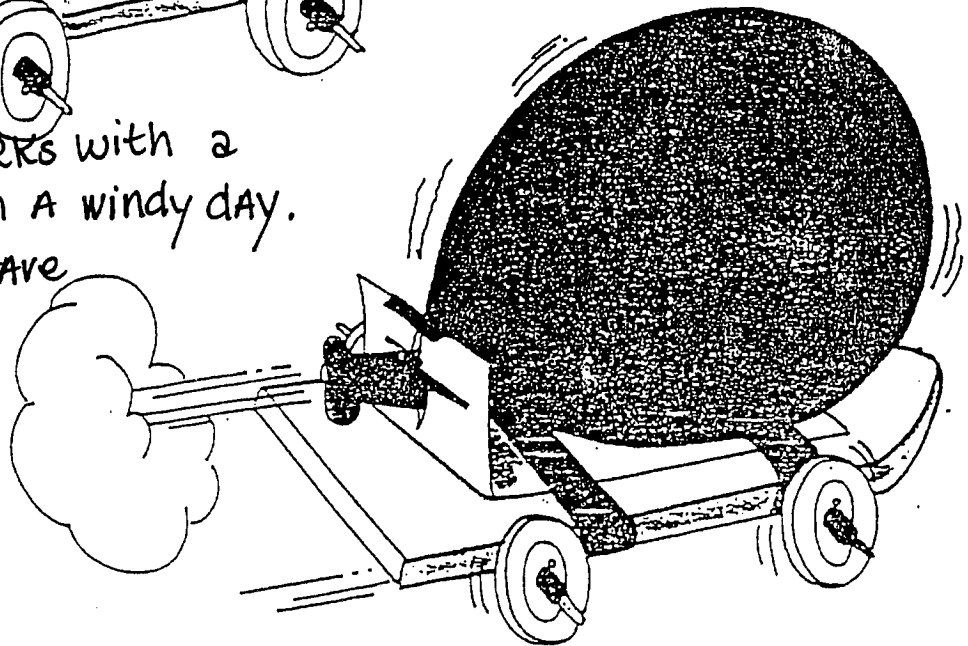


- 4 Add two strips of colored tape across the poster board, and tape it to the body of the racer.



- 5 Blow up the balloon. Then hold the air in the balloon by pinching it closed with your fingers. Place the racer on a flat surface and release the balloon. Watch the racer zoom!

This Also Works with a PAPER SAIL on A windy day. Be Creative Have A RACE.





# Following Akela's Trail

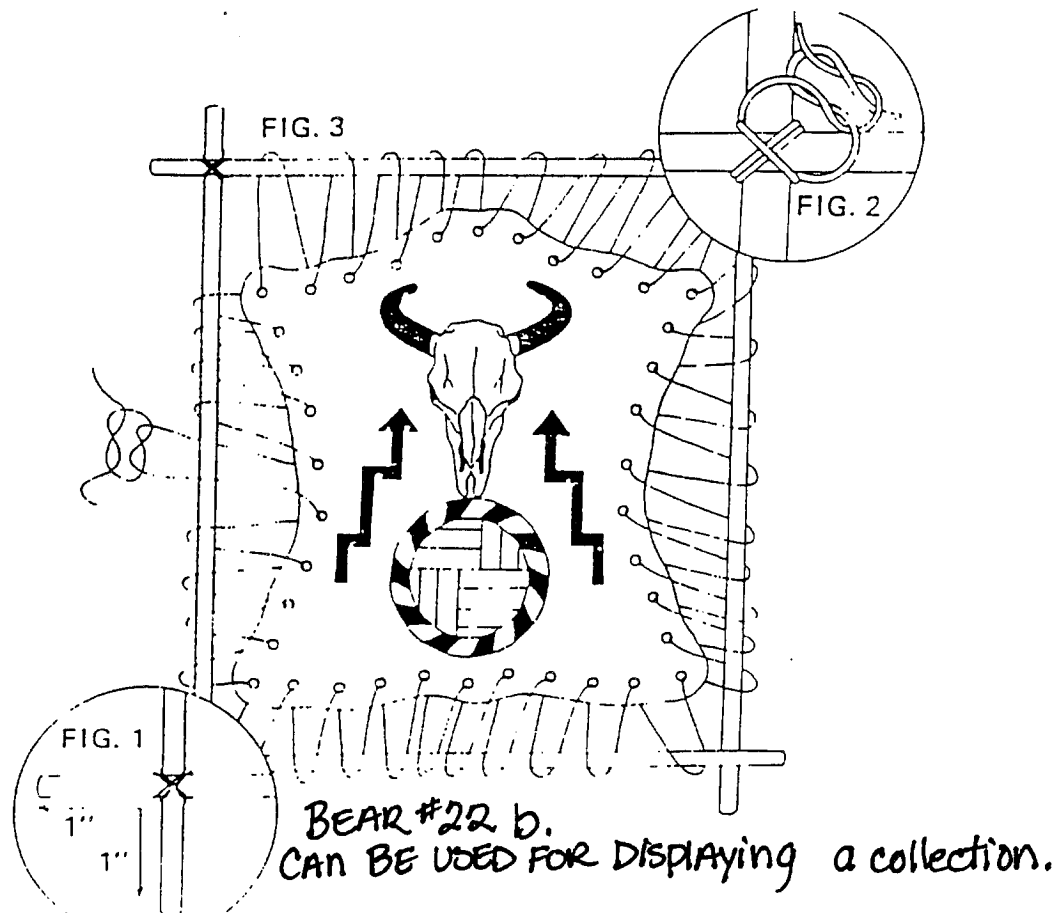
## Cub Scout Leader Pow Wow 1997



### SKIN PLAQUE

NOTE: DO ALL DECORATING AND PAINTING BEFORE YOU ASSEMBLE THE PLAQUE

1. Mark 1" from each end of all four wooden dowels. Align marks on one end of two dowels at right angles to each other as shown in Fig. 1.
2. Using 18" of sinew, lash dowels together as in Fig. 2, forming a corner. Repeat on other dowels forming a square frame.
3. Using remaining sinew, loosely whipstitch skin to inside of wooden frame. Do not pull sinew tight at this time. See Fig. 3.
4. Keeping skin in center of the frame, carefully begin to tighten the sinew around the frame. Work around until sinew is tight on all sides. Tie off ends and trim excess sinew.





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### CRAFTSMAN BADGE

### WEBELOS COUPSTICK

(coo stick)

The coupstick is a wooden scorecard for a Webelos Scout.

It is cut from 1/4" pine and measures 1 1/2" wide by 12" long.

When the boy first comes into the Webelos den, he is given the blank piece of wood and directions on how to complete it.

As the boy earns activity badges, they are notched by the Webelos den leader. The Arrow of Light award requirements are also notched when they are completed.

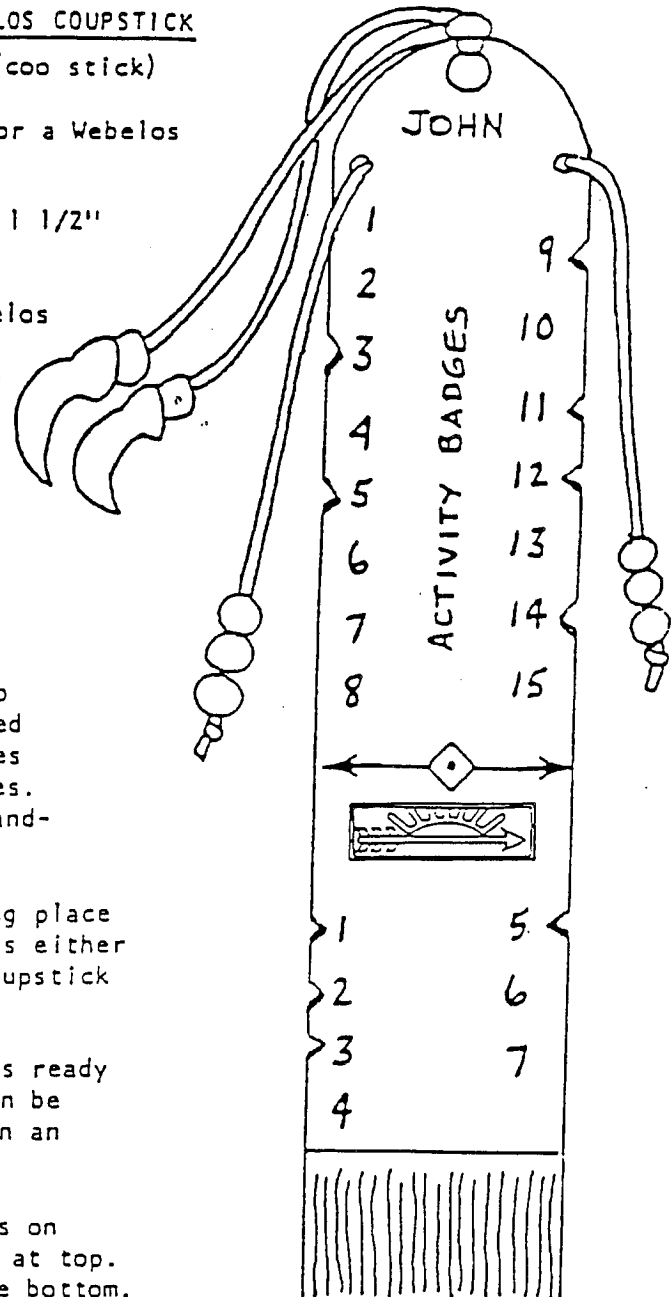
The decoration of the coupstick can be decided by the den leader or left up to each individual boy. Beads may be added as the boys take part in pack activities or in joint Webelos den/troop activities. They could also receive beads for dad-and-son overnight campouts.

The coupstick is kept at the den meeting place except on pack meeting nights when it is either carried by the boy or displayed on a coupstick display board.

When the stick is notched and the boy is ready to graduate into the troop the stick can be presented to the boy by the Cubmaster in an appropriate ceremony.

Leather thongs can be used to hang beads on the stick and for Eagle claw decoration at top. Leather is also used for a fringe at the bottom. The numbered can be burned into the wood with a woodburning pen or painted on.

These coupsticks make an attractive record of the boy's advancement in the Webelos den.





## "Box" Braid Lanyard Instructions

For a keychain use your lanyard clip to hold your keys or simply attach the clip to your key ring. Your lanyard can also be clipped to a gym bag, a bike, a purse, a notebook or more!

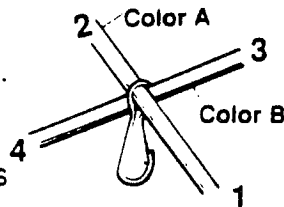
### Materials

- 1 Metal Lanyard Clip
- 1 yd. Plastic Lacing (color A)
- 1 yd. Plastic Lacing (color B)

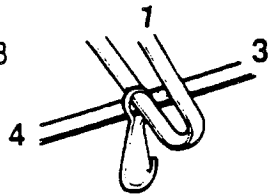
**Hints:** Keep Plastic Lacing flat - Don't let it twist while working. Pull each Braid tight as you work.

### Directions

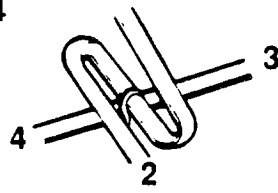
1. Pull both strands of plastic lacing through the metal clip. The center of each strand should be at the clip. (We have numbered each end as a guide to follow the directions.)



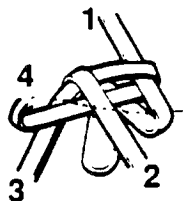
2. Bring strand 1 over strand 3 forming a loop.



3. Bring strand 2 over strand 4 forming another loop.

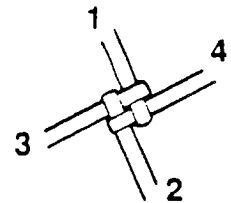
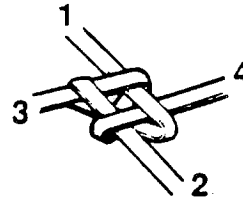


4. Bring strand 3 over strand 1 and through the loop in strand 2. Bring strand 4 over strand 2 and through the loop in strand 3.



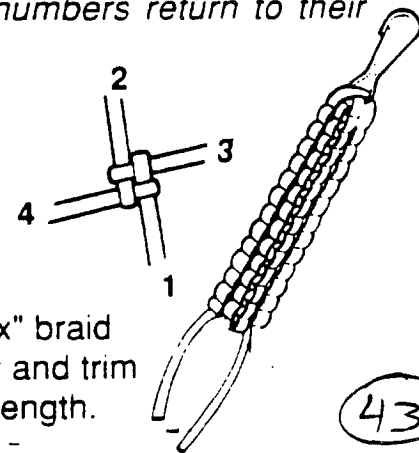
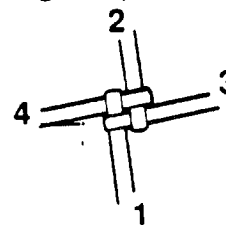
5. Pull the ends tightly to form the first "box" braid stitch (To help tighten, place one end of each strand color in each hand and pull)

*\*The first 3 to 4 box braid stitches are the most difficult. Once these stitches are completed, the box braid shape is formed and the braiding technique becomes easier.*



6. Repeat the box braiding technique until the lanyard is the desired length.

*\* When you begin each new "box" braid stitch the strand numbers return to their original positions.*



7. Pull the last "box" braid stitch very tightly and trim ends to desired length.



### CRAFTS FOR THE HOLIDAYS

Every Cub Scout loves the holiday. From Valentine's Day to Christmas the following crafts are suggestions to help you.

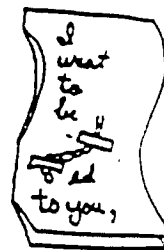
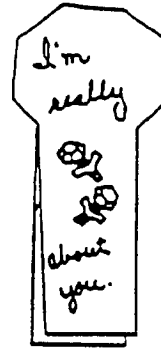
#### ZANY VALENTINES

Materials needed:

Red construction paper

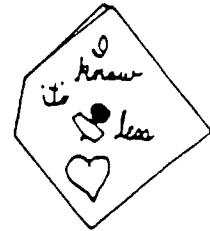
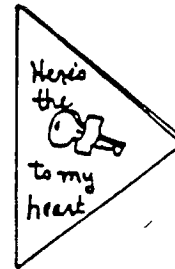
Assorted pieces of small hardware

Glue or tape



Directions: Fold the paper and cut to the size and shape desired. Tape or glue small hardware pieces to the front of the card and write in the message. Complete the message on the inside:

- "I'm really NUTS about you---won't you be mine?"
- "I know it's TACK-less---But I have to say I LOVE YOU!"
- "Every day is "SPRING" with you!---You make my days sunny all year around? Be my valentine!"
- "I want to be CHAIN-ed to you,---Please be my valentine!"
- "My happiness HINGE-s on you---Please say you'll be mine!"
- "Here's the KEY to my heart---Won't you try it?"



#### SWEET VALENTINES

Materials needed:

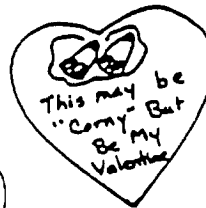
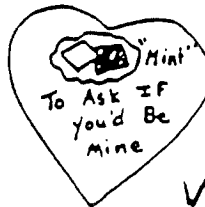
Red poster board

Assorted candies and favors

Saran Wrap

Glue

Scissors



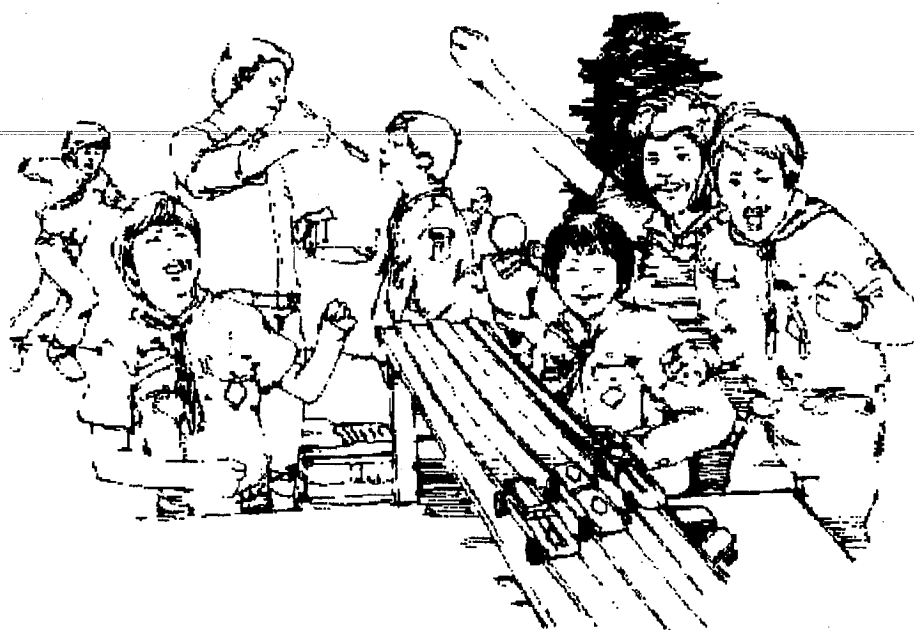
Wolf... #9a. "Make A Gift"

Cut out heart shapes from the red poster board. Use black felt tip pen to write message. Glue assorted candies to heart to correspond to the message. Wrap candy in Saran wrap before gluing and candy can be eaten.



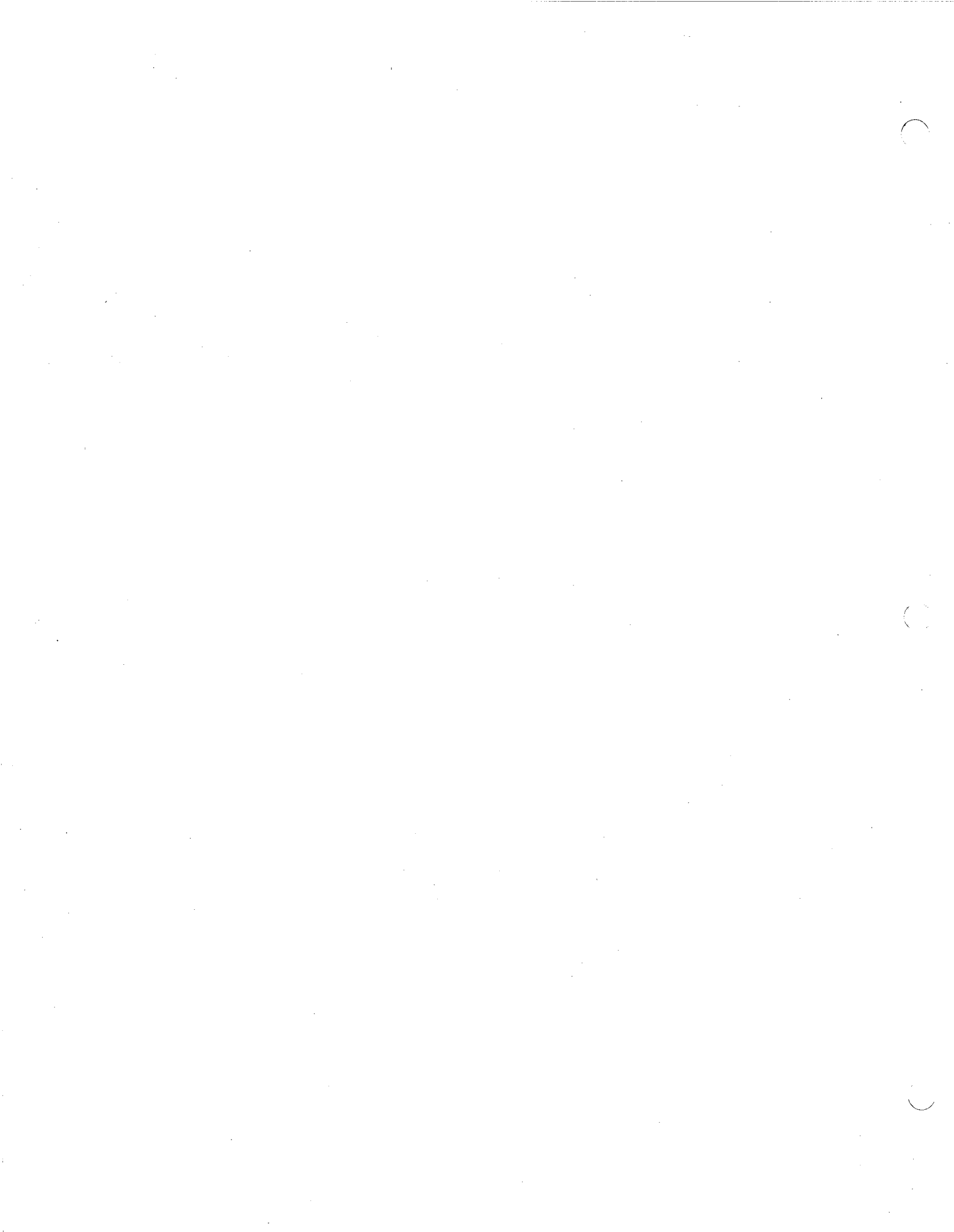


# ***DERBIES***



**The past is behind; Learn from it  
The future is ahead; prepare for it  
The present is here; live in it!**

**Thomas S. Monson**



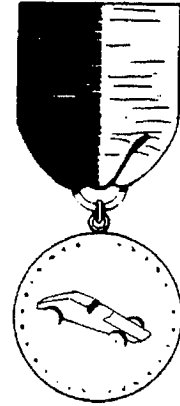


## DERBIES

### PINEWOOD DERBY

The Pinewood Derby is probably the most universally popular and successful family project in Cub Scouting. Like all success stories, the Pinewood Derby requires planning and work by the Pack Committee and other parents, but its value in fun and close family relationships has been proved over many years.

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



#### RACE METHODS

There are several methods that can be used to determine your winner. Some include:

1. General Elimination - Divide and Conquer Winners move on, losers are out. This is your basic method, but can be discouraging for early round losers
2. Ladder Elimination - Such as Double elimination (See charts at the end of this section for samples of double elimination ladders). This allows a bad race without eliminating the car.
3. Round Robin - This method allows for cars to race in many different lanes against many opponents. One such example of this is the Stearns Method. You can download a program that will schedule your races on the internet at the following location: "<ftp://members.aol.com/houraweek/pack339/pinewood.zip>". There is a sample of this schedule at the end of this section.

No matter which method you choose, you need to plan the event well, and make sure you have plenty of volunteers to ensure a smooth event.

#### DERBY ORGANIZATION

Appoint a Committee to be in charge. The committee sets rules and informs each boy and his parents prior to the event.

**Stick to the rules** to avoid controversy. Make the rules simple, yet cover all situations that might come up, always keeping the boy foremost in mind. Make sure its boy, not parent, competition.

At least one weight in and practice time is set up before the Derby.

This is where the weights of the cars can be adjusted. This will save many headaches. There is nothing worse than seeing a boys Pride and Joy ruined by last minute alterations to make it run better or qualify.





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Weighing and Inspection

Assign parents to each inspection table to do the following:

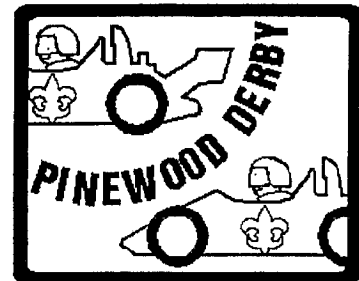
1. Weigh cars - 5 oz. or 140 grams is the limit - use a small scale. All cars must be weighed on the same scale to be fair.
2. Mark numbers on bottom of cars.

### Registration

1. Enter car numbers and names of entries on a preliminary heat sheet. You may want to separate entrants according to rank.
2. Enter names of heat Winners on semifinal sheets.
3. Get winning car and take to semifinal table.

### Track Operations

1. Starters - two to place cars on track.
2. Judges - two to verify winners.
3. Gatekeepers - two to line up boys.



### RUNNING THE DERBY

ANNOUNCE all rules the preceding months before the Pinewood Derby and then **STICK TO THE RULES!!!**

1. Each Cub Scout enters at the inspection weighing table to have his car checked and numbered.
2. He checks to see which heat he is entered.
3. Contestants report to gatekeeper when their heat is called.
4. Gives his car to the starter to place on the track when instructed to do so.
5. Watches race to see the winner of the heat.
6. To make the Derby as fair as possible, each car must lose twice before being eliminated.
7. The registration team should have a chart to place the names of the heat winners on to indicate their advancing to the next heat. The second and third place cars will also have another heat to run before they are eliminated.

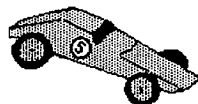
The heats continue until the first, second and third place winners have been determined. As stated earlier, this may be done for each rank or just once for the whole Pack. If each rank has its own winners, the Pack may want to determine one overall winner for the Pack from the first place winners of each rank.

### AWARDS

There are several types of awards possible. These can be given for a variety of 'Victories':

Trophies	Medals
Certificates	Patches
Ribbons.	???

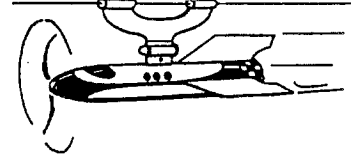
You also can award prizes for appearance. You need to select the categories in advance, and be sure that you have plenty of judges to pick the winners.





## SPACE DERBY

The Space Derby is almost as popular as the Pinewood Derby in some areas of the country. The Space Derby is similar to the Pinewood Derby except that the models are miniature rockets that are propeller driven and powered by rubber bands and travel along a heavy line.



Parents and sons work together to design and make the rocket from a standard kit that is available from the Scout distributor or Scout Shop Catalog. The rocket assemblies can be purchased individually or in packages of eight. Plans for carving and assembling the ship are in the kit. The kit also includes plans for construction and setting up of the rocket launcher. Also see "Cub Scout Activities Book" for materials list and dimensions of the rocket launcher.

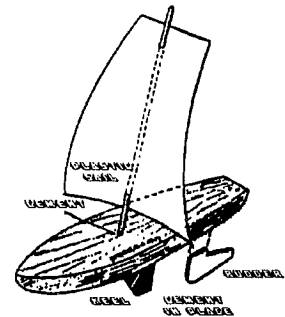
Call on the "second team" for activities like this. The "second team" is that group of parents who are willing to help the Pack but, for various reasons, can't help on a regular basis like the Cubmaster and Den Leaders do.

The Space Derby may be held indoors or outdoors, and it is a great summertime activity.

## RAINGUTTER REGATTA

### Materials for Double Raceway

- 2 10 ft. lengths of 5" diameter half round gutter
- 4 end caps for gutter and rivets or bolts to attached end caps
- 2 trough supports (1" x 4" x 36") cut so gutter will fit snug
- 2 end braces (1" x 4" x 23")
- 2 diagonal braces (1" x 2" x 72")
- 4 legs (2" x 2" x 34")
- 1 1/2" #10 flat-head screws for all fastenings



This makes a simple frame that will support two 10 ft. lengths of rain gutter filled with 8 gallons of water. The frame is designed so that it can be easily assembled and disassembled.

### Boats Specifications:

- Hull - No longer than 7" nor shorter than 6 1/2"
- Mast -- 6 1/2" from deck to top
- Keel -- Supplied in kit -- no alterations
- Rudder -- Supplied in kit -- no alterations
- Sail -- No larger than material supplied in kit



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Building Instructions

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

Give entire model two coats of colored lacquer in desired color and design. Add official number at top of sail.

### Racing Course

Course will be determined by the facilities available. A portable wading pool, regular swimming pool, pond, lake, or even a good size puddle after a rainstorm, can be used for racing the boats. If racing on a calm day or indoors, an electric fan will keep the boats moving.

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

### Racing Procedure

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

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

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

### CUBMOBILE DERBY

This event is very similar to the Soapbox Derby. Each Den should be a Cubmobile (see Cub Scout Leader How To Book Pg 9-38 for Specs). You need to select a hilly location with a smooth surface that isn't too long or too steep. If this is public property, you need to acquire permits, and if private, the owners permission. There is usually a ramp at the starting line to get the cars started, and the cars are strictly gravity driven. Proper safety equipment needs to be worn by **all** participants. For more information, see the Cub Scout Leader Book.

### OTHER DERBIES

Other derby ideas include:

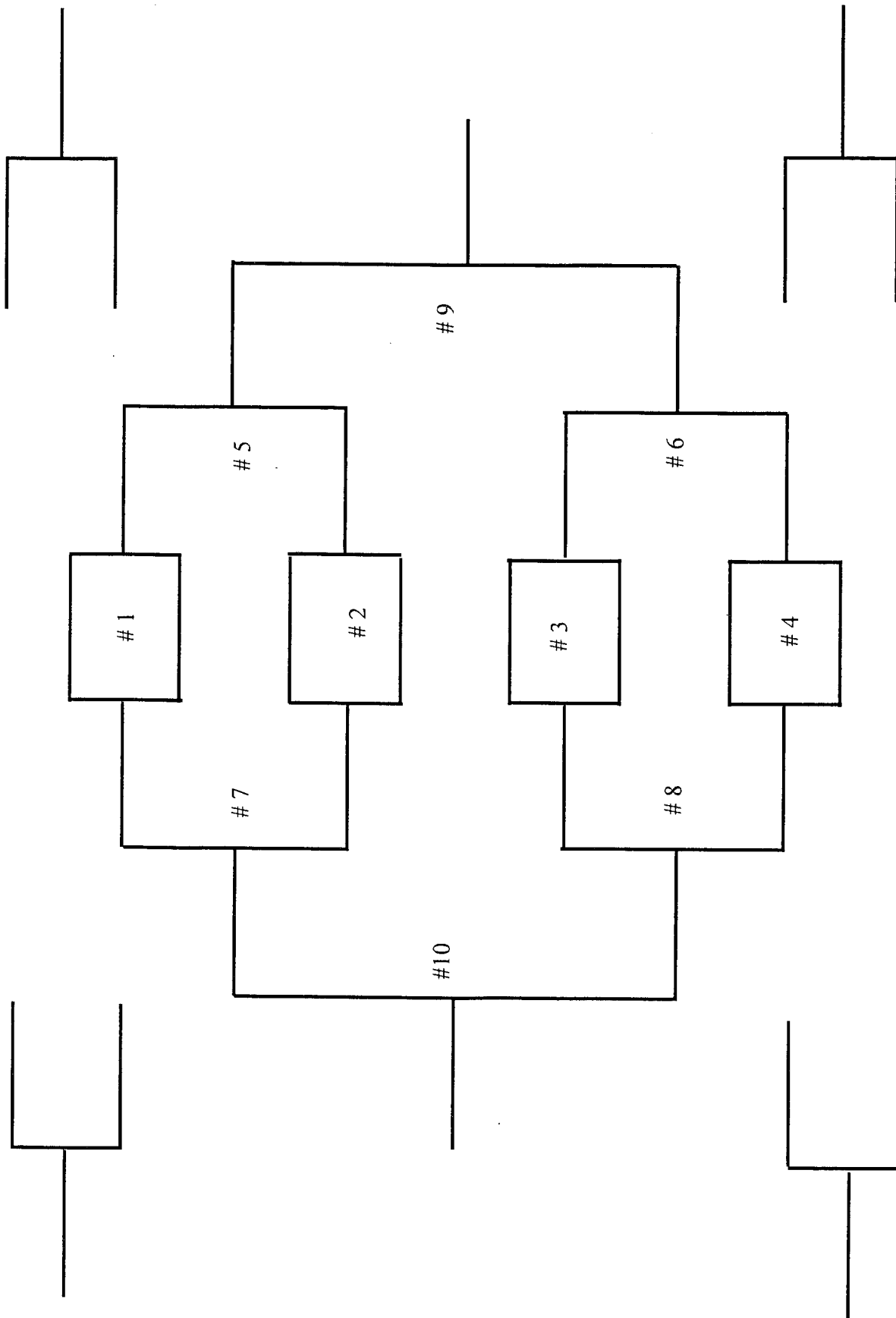
Kite Derby  
Bike Derby

Glider or Airplane Derby  
Fishing Derby



# Following Akela's Trail

Cub Scout Leader Pow Wow 1997

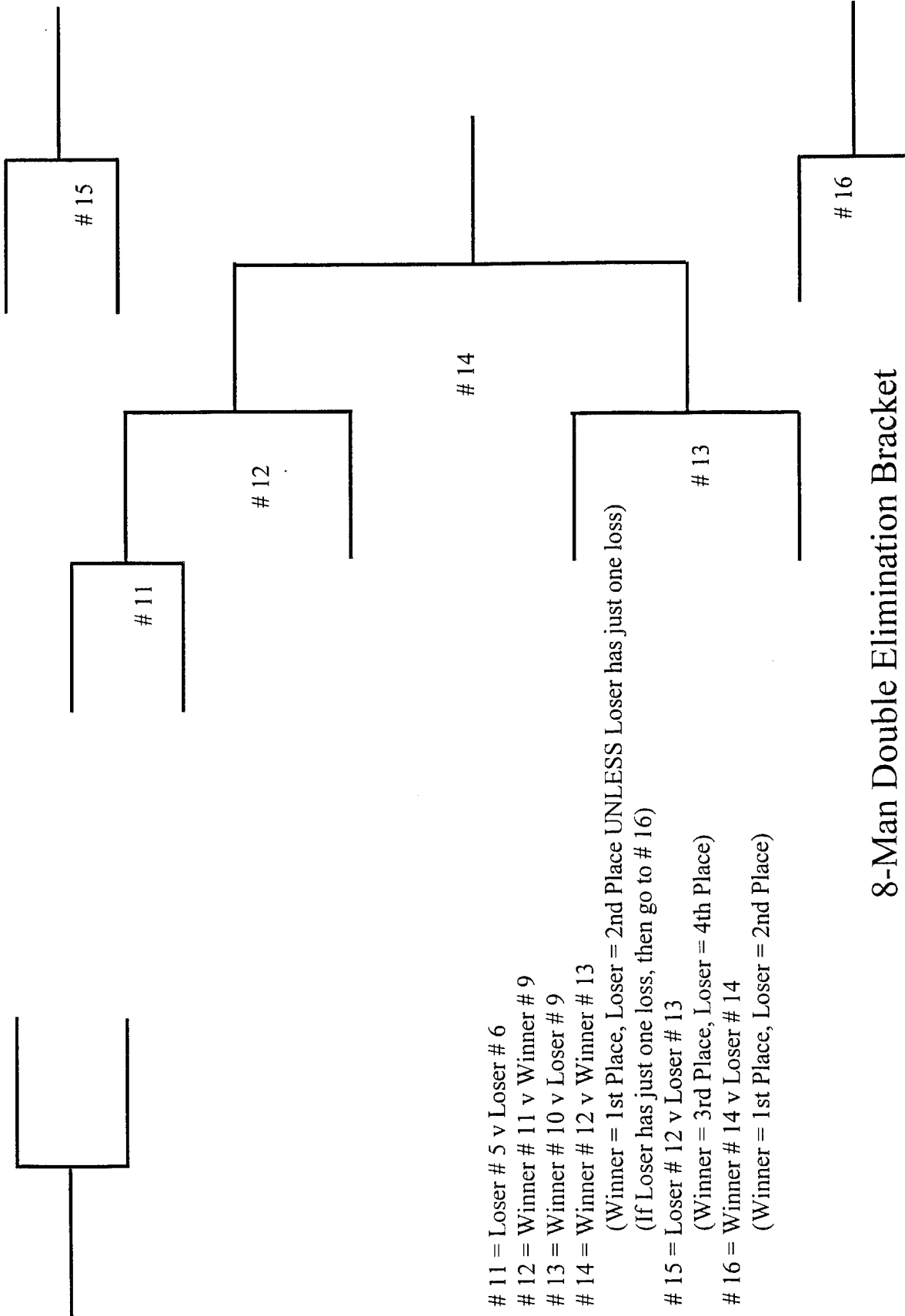


8-Man Double Elimination Bracket  
Page 1



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



- # 11 = Loser # 5 v Loser # 6
- # 12 = Winner # 11 v Winner # 9
- # 13 = Winner # 10 v Loser # 9
- # 14 = Winner # 12 v Winner # 13  
(Winner = 1st Place, Loser = 2nd Place UNLESS Loser has just one loss)  
(If Loser has just one loss, then go to # 16)
- # 15 = Loser # 12 v Loser # 13
- # 16 = Winner # 3rd Place, Loser = 4th Place  
(Winner = 1st Place, Loser = 2nd Place)

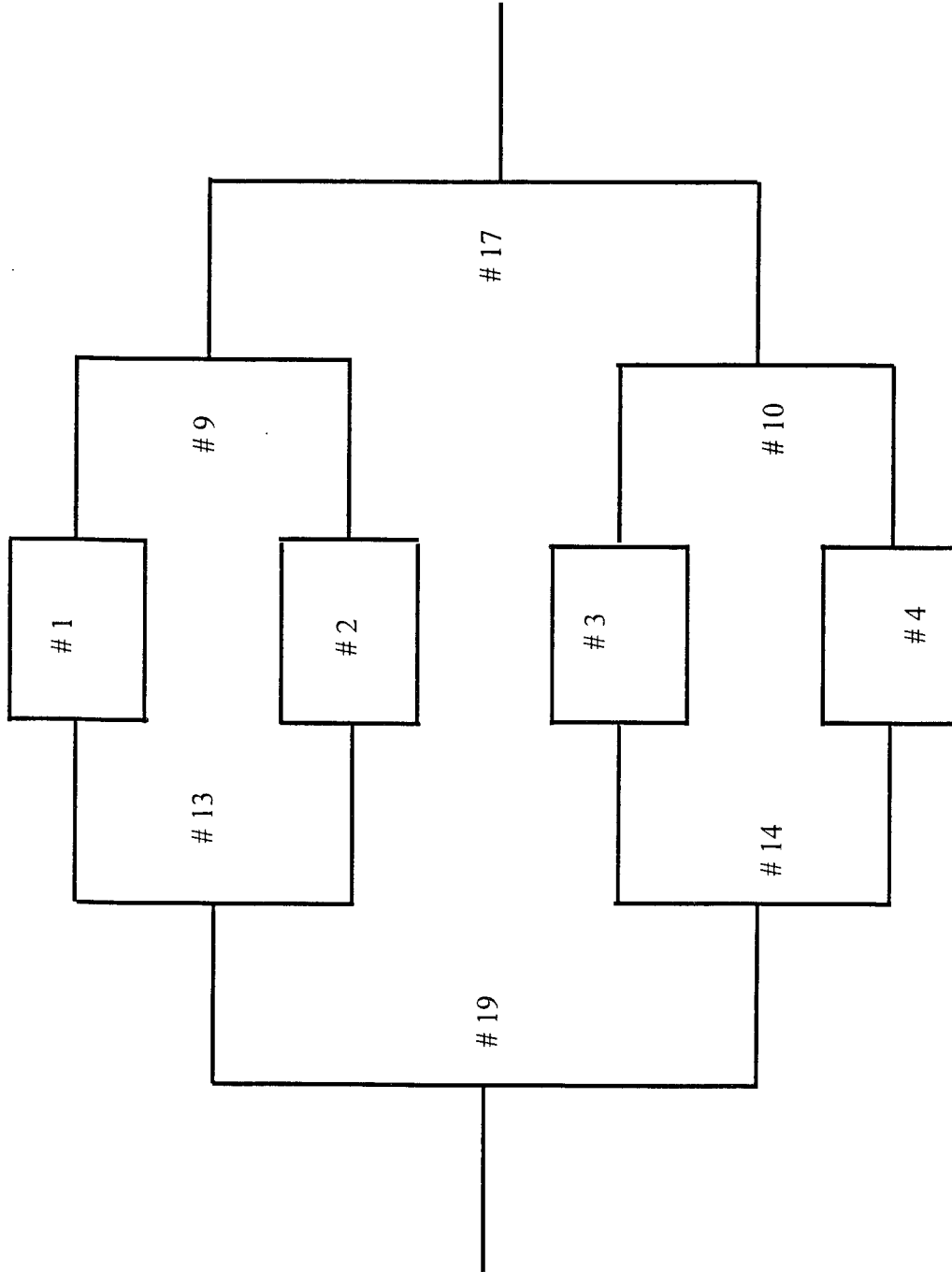
8-Man Double Elimination Bracket  
Page 2





# Following Akela's Trail

Cub Scout Leader Pow Wow 1997

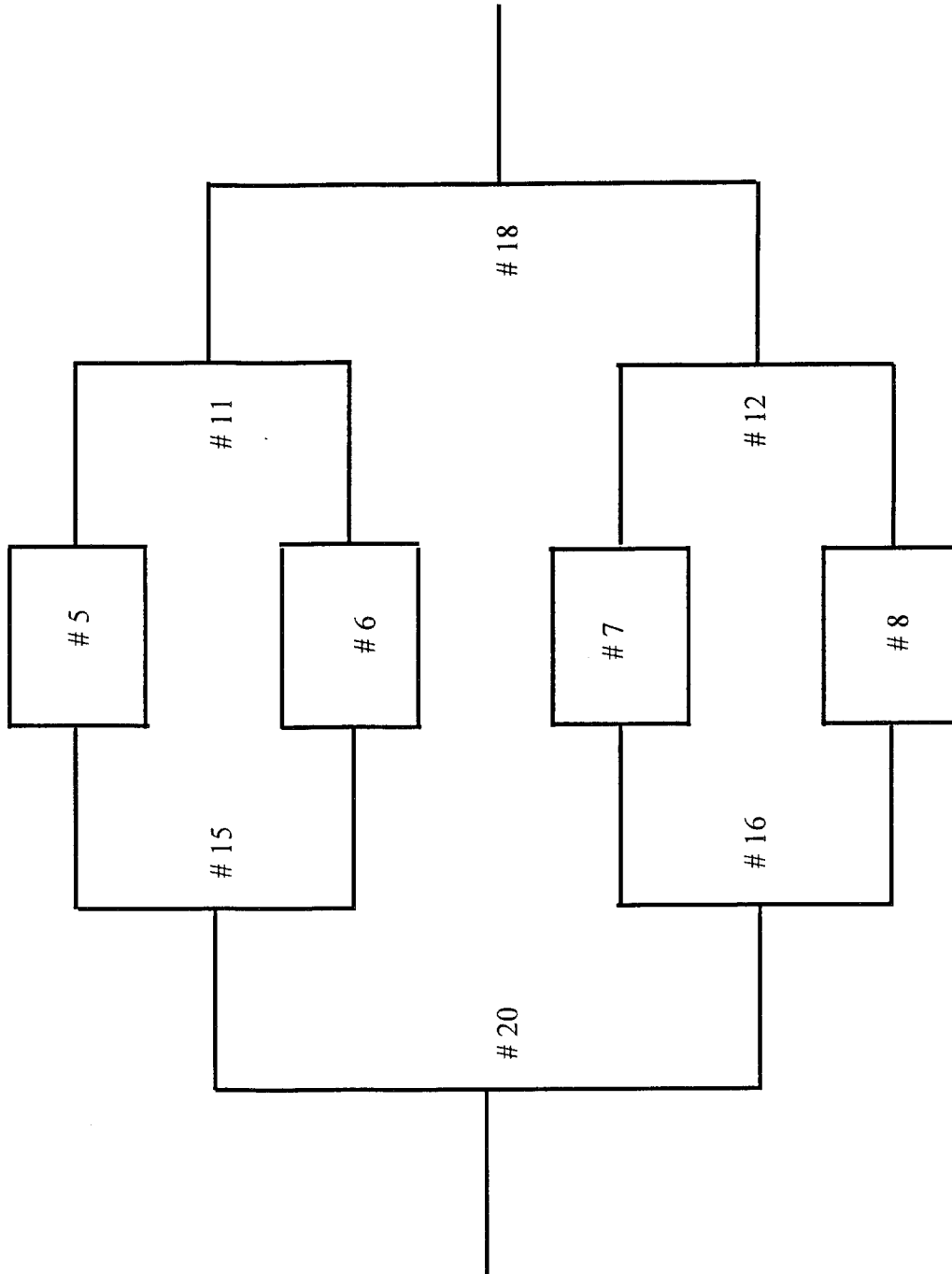


16-Man Double Elimination Bracket  
Page 1



# Following Akela's Trail

Cub Scout Leader Pow Wow 1997

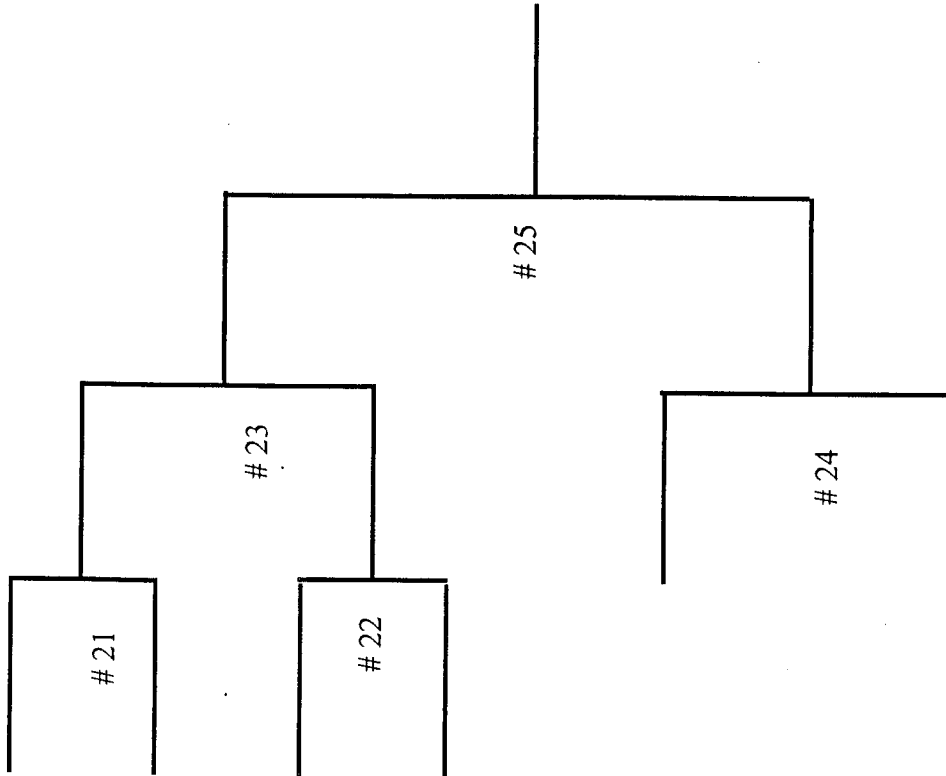


16-Man Double Elimination Bracket  
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# Following Akela's Trail

Cub Scout Leader Pow Wow 1997



- # 21 = Loser # 9 v Loser # 10
- # 22 = Loser # 11 v Loser # 12
- # 23 = Winner # 21 v Winner # 22
- # 24 = Loser # 17 v Loser # 18

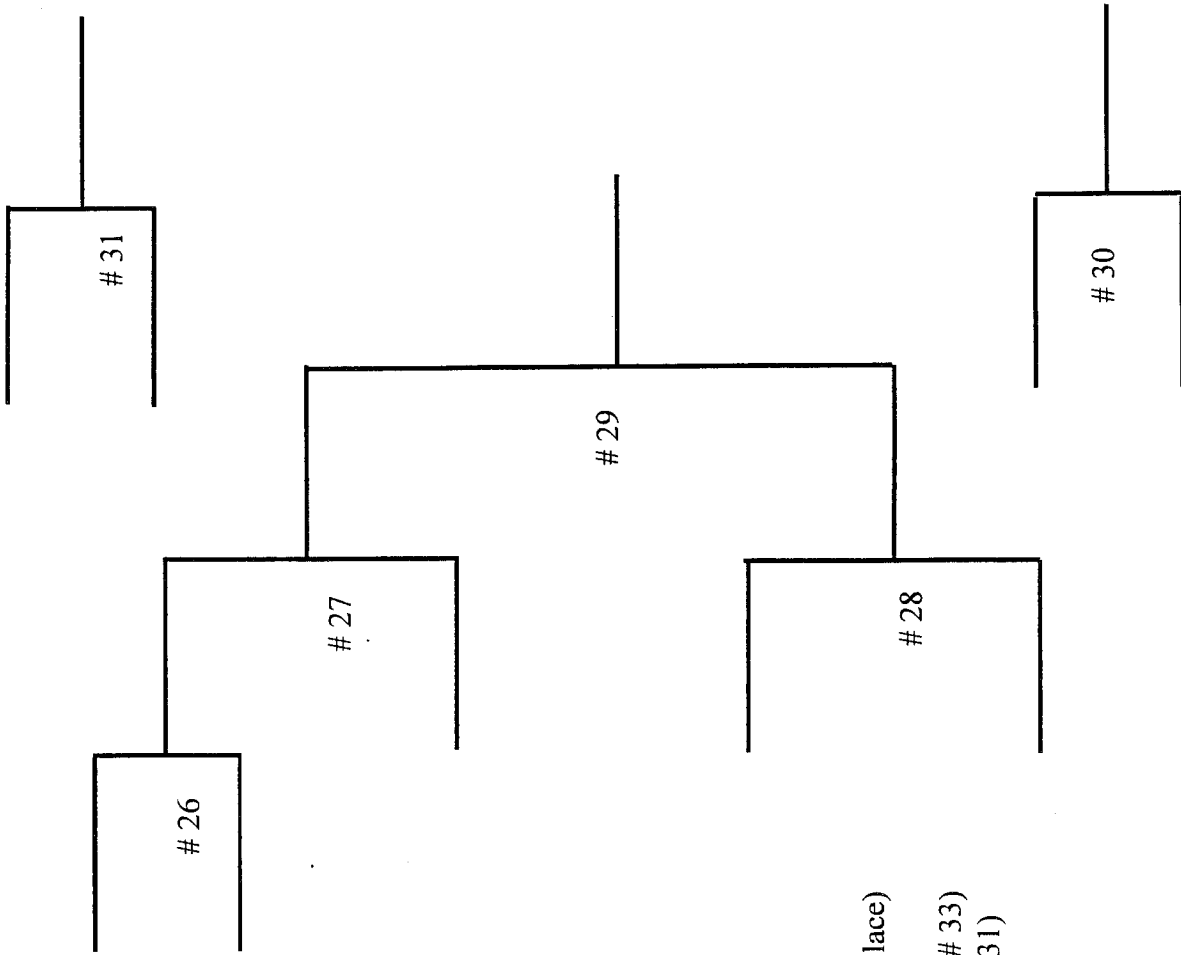
16-Man Double Elimination Bracket

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# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



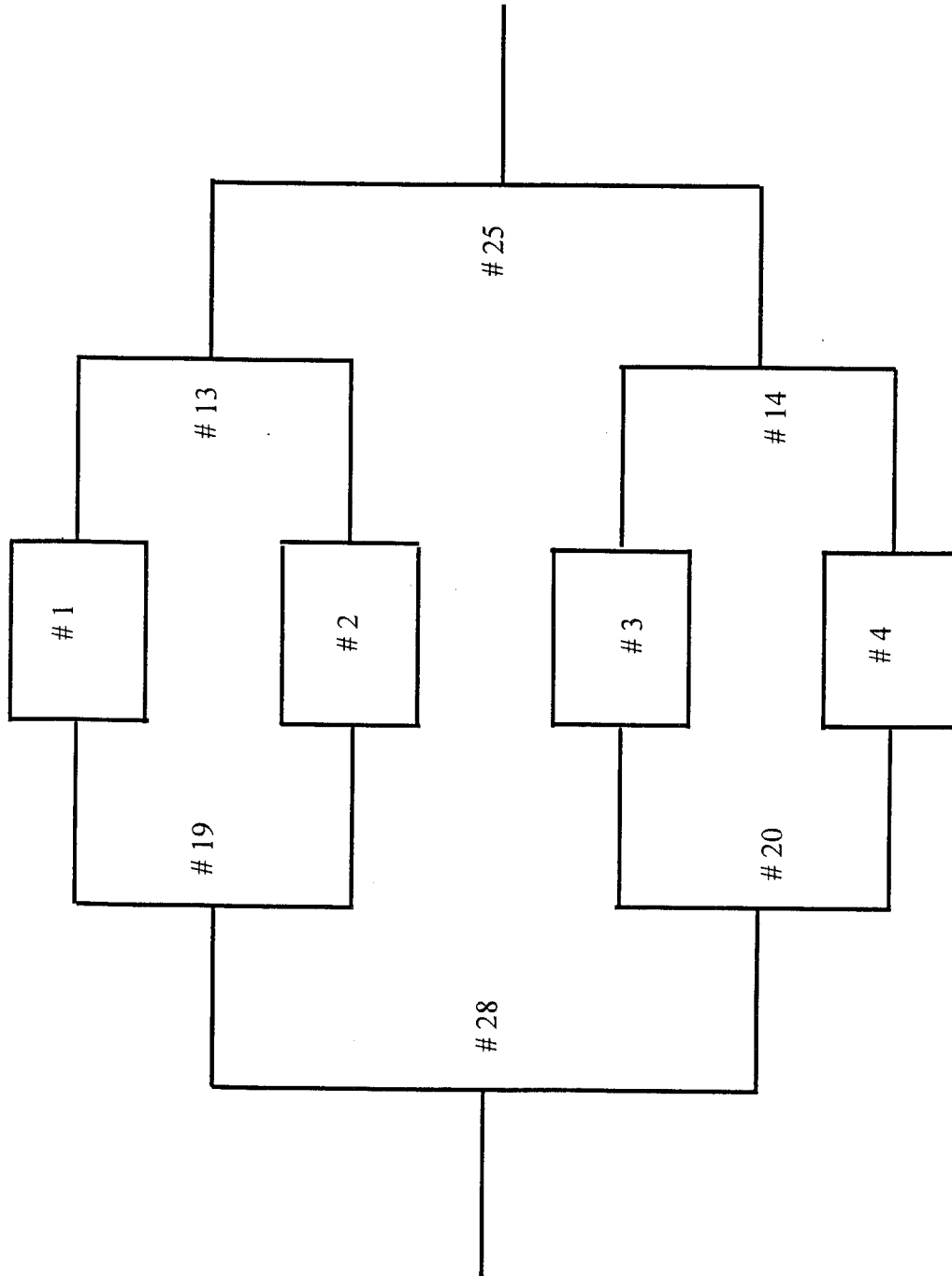
- # 26 = Winner # 19 v Winner # 20
- # 27 = Winner # 26 v Winner # 25  
(Loser = 4th Place)
- # 28 = Winner # 17 v Winner # 18
- # 29 = Winner # 27 v Winner # 28  
(if Winner # 27 wins, go to # 30)  
(if Winner # 28 wins, go to # 32; Loser # 29 = 3rd Place)
- # 30 = Winner # 29 v Loser # 28  
(if Winner # 29 wins, Loser # 30 = 3rd Place; go to # 33)  
(if Loser # 28 wins, Loser # 30 = 3rd Place; go to # 31)
- # 31 = Loser # 29 v Loser # 28  
(Winner = 1st Place, Loser = 2nd Place)
- # 32 = Winner # 29 v Loser # 28  
(Winner = 1st Place, Loser = 2nd Place)
- # 33 = Winner # 30 v Loser # 29  
(Winner = 1st Place, Loser = 2nd Place)

### 16-Man Double Elimination Bracket



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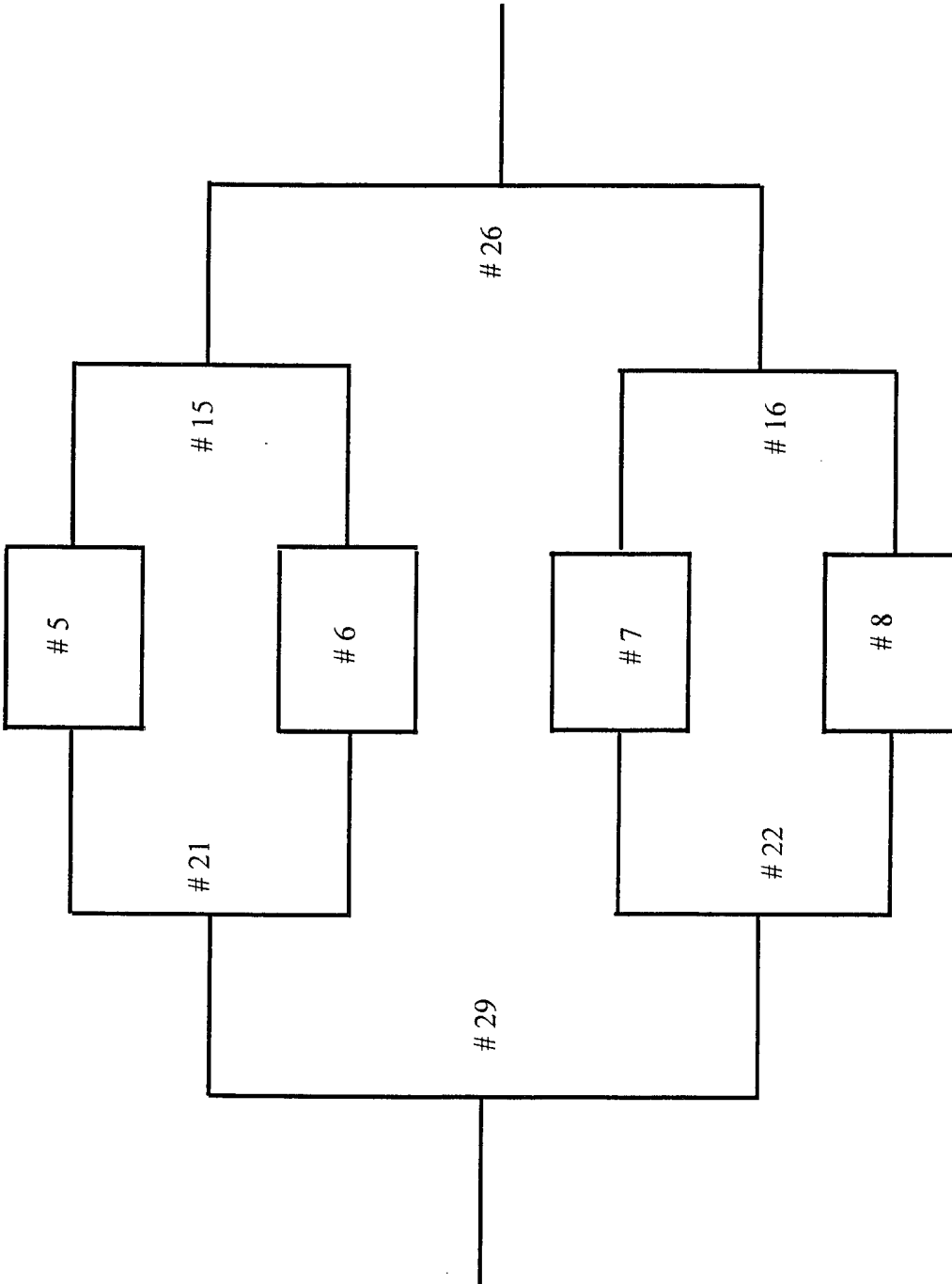
24-Man Double Elimination Bracket

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# Following Akela's Trail

Cub Scout Leader Pow Wow 1997

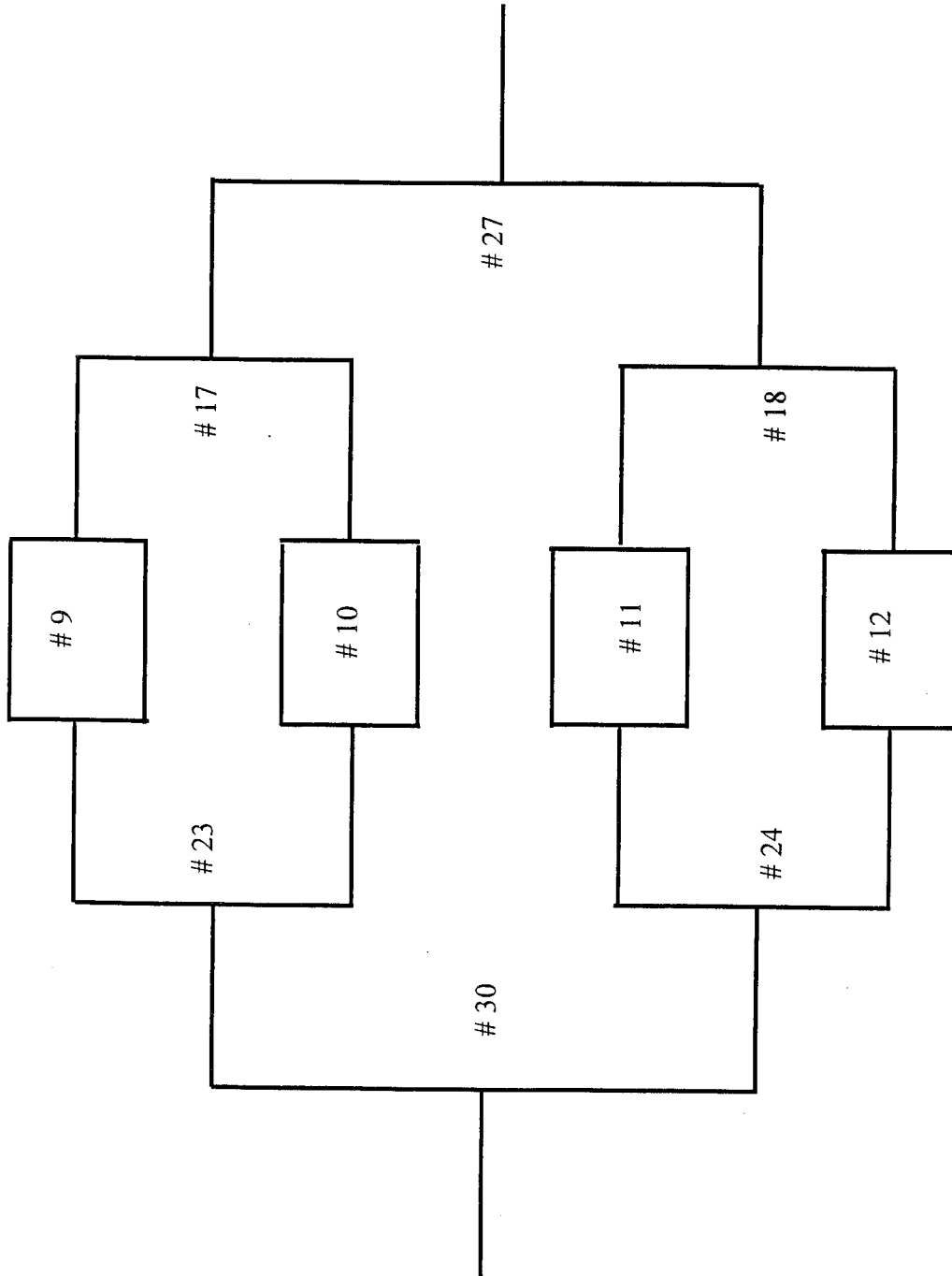


24-Man Double Elimination Bracket  
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# Following Akela's Trail

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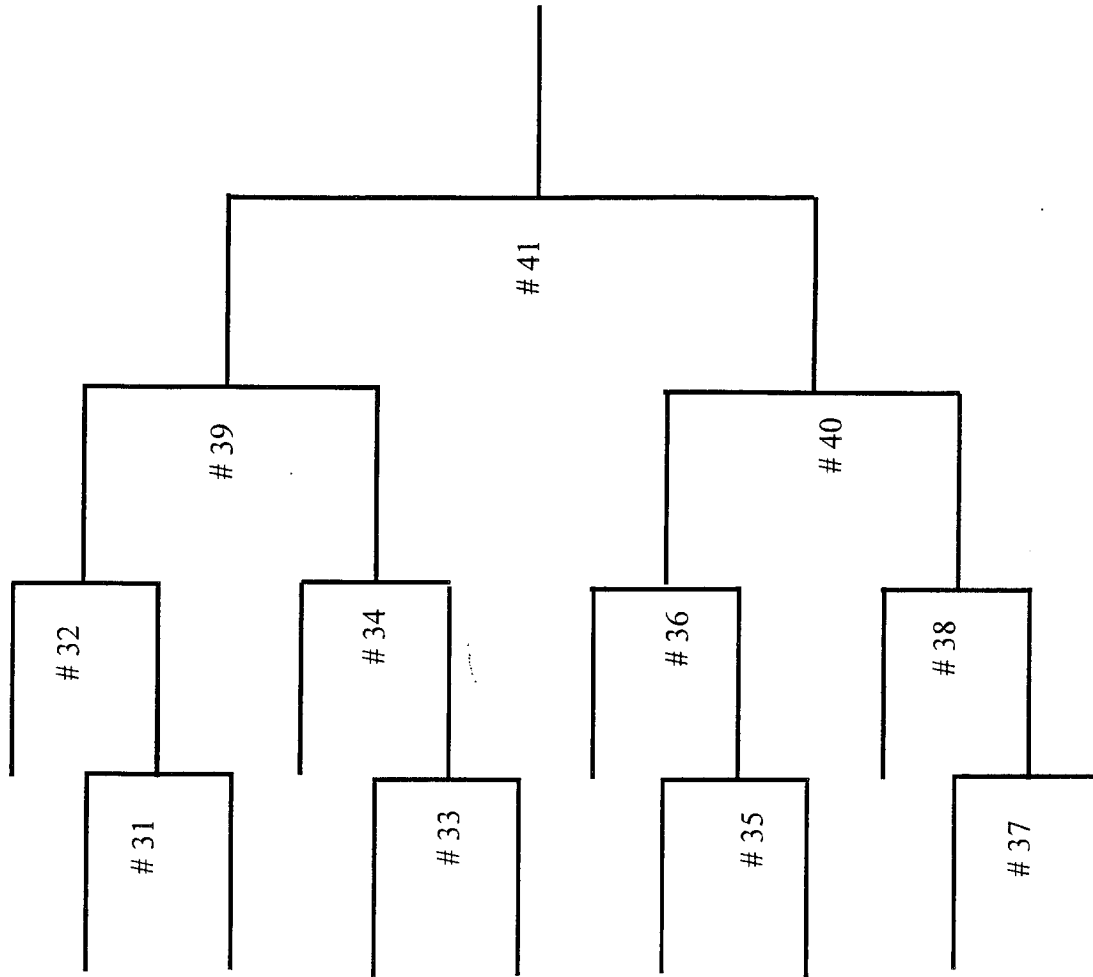


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# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



- # 31 = Loser # 17 v Loser # 18
- # 32 = Winner # 31 v Loser # 25
- # 33 = Loser # 15 v Loser # 16
- # 34 = Winner # 33 v Winner # 28
- # 35 = Loser # 26 v Loser # 27
- # 36 = Winner # 29 v Winner # 35
- # 37 = Loser # 13 v Loser # 14
- # 38 = Winner # 30 v Winner # 37

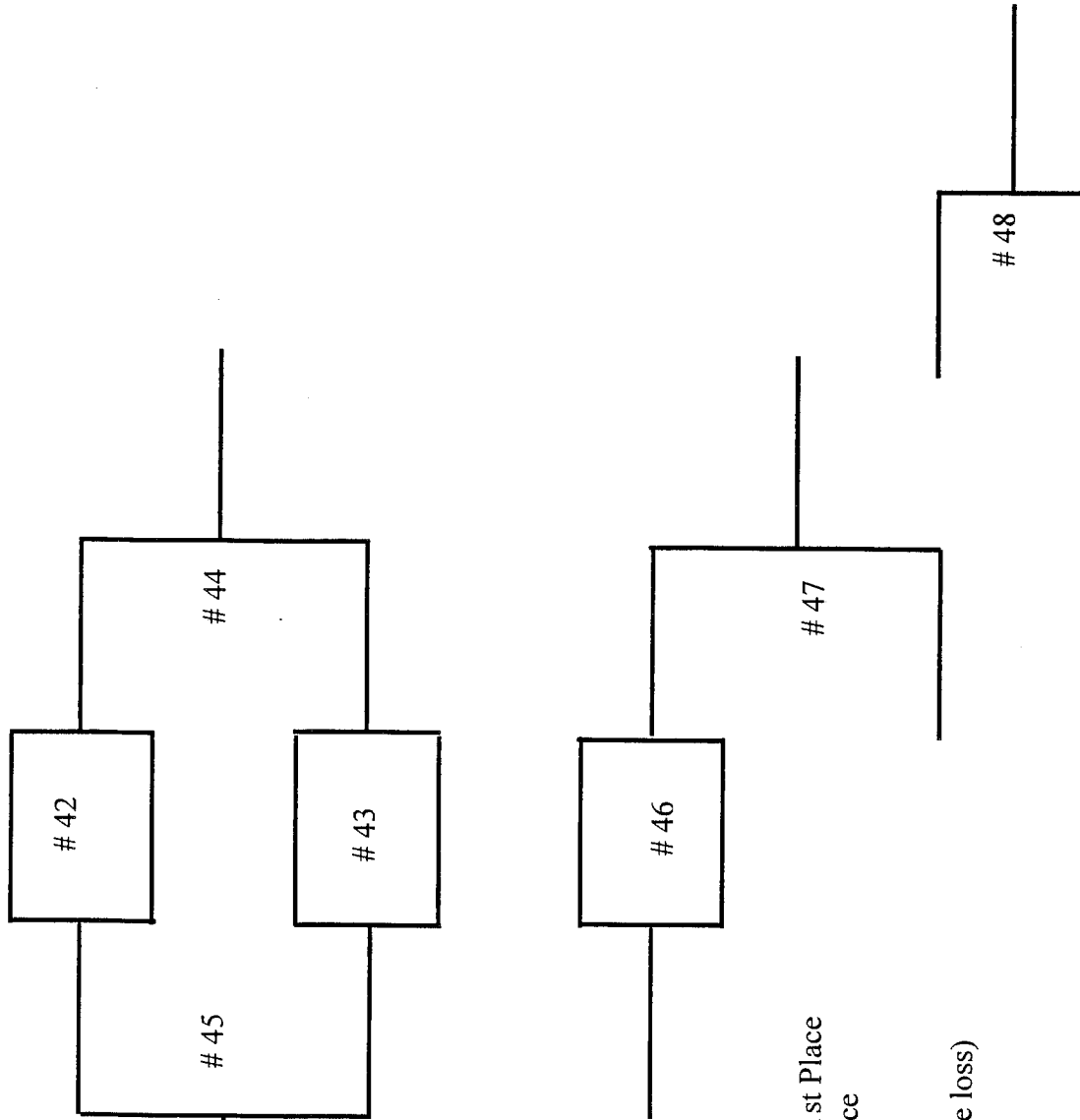
24-Man Double Elimination Bracket  
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# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



# 42 = Winner # 25 v Winner # 26  
 # 43 = Winner # 27 v Winner # 41

# 45 Loser = 4th Place

# 46 = Winner # 45 v Loser # 44  
 # 46 Loser = 3rd Place

# 47 = Winner # 46 v Winner # 44  
 If Winner # 44 wins, Winner # 44 is 1st Place  
 If Winner # 44 wins, Loser is 2nd Place  
 If Winner # 46 wins, go to # 48

# 48 = Repeat # 47 (Winner # 44 has only one loss)  
 Winner # 48 = 1st Place  
 Loser # 48 = 2nd Place

### 24-Man Double Elimination Bracket



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### STEARNS 36-CAR PINEWOOD DERBY SCHEDULE

Generated by Pat Peronto using GFA BASIC

Number of lanes= 4 Estimated time= 2 hours

Lane #	Lane #	Lane #
1 2 3 4	1 2 3 4	1 2 3 4
Round 1	Round 2	Round 3
Race 1 27 29 24 7	14 26 11 3	23 33 7 21
Race 2 30 2 26 9	34 32 27 23	3 31 20 36
Race 3 35 3 10 6	22 18 5 33	13 9 30 29
Race 4 25 34 36 4	2 1 13 25	18 4 6 32
Race 5 17 11 23 28	7 20 21 10	28 27 35 5
Race 6 33 21 18 20	24 30 4 31	1 24 22 2
Race 7 5 14 12 1	9 35 28 15	10 12 34 8
Race 8 8 13 32 22	36 6 29 19	19 16 25 11
Race 9 31 19 15 16	12 8 16 17	15 17 14 26

Lane #	Lane #	Lane #
1 2 3 4	1 2 3 4	1 2 3 4
Round 4	Round 5	Round 6
Race 1 32 22 2 24	9 1 34 31	26 10 1 29
Race 2 21 7 33 12	35 13 11 12	11 24 34 20
Race 3 20 36 19 35	23 30 18 15	3 5 13 7
Race 4 16 23 9 13	17 3 22 19	32 12 36 15
Race 5 29 25 3 18	10 5 36 24	31 8 23 35
Race 6 11 5 1 30	32 29 28 21	4 19 2 28
Race 7 6 10 17 34	8 6 20 25	6 14 30 16
Race 8 4 15 31 27	4 7 16 26	33 25 17 9
Race 9 26 28 8 14	2 14 27 33	27 21 22 18

Round 7	Round 8	Round 9
Race 1 1 15 7 8	31 29 5 2	30 20 22 12
Race 2 17 5 4 20	7 35 32 25	18 26 31 21
Race 3 11 6 33 31	26 24 12 6	13 6 15 2
Race 4 16 28 3 12	14 34 22 15	11 36 32 28
Race 5 9 32 13 29	9 21 4 8	34 5 27 17
Race 6 34 18 35 2	28 13 18 10	4 23 10 25
Race 7 25 24 21 14	33 30 36 17	14 19 9 7
Race 8 36 22 26 23	27 11 20 1	16 29 35 1
Race 9 10 27 19 30	3 23 19 16	24 3 33 8

Round 10	Round 11	Round 12
Race 1 7 36 2 17	2 16 20 23	33 13 19 21
Race 2 11 9 10 22	4 29 22 14	3 34 16 32
Race 3 31 14 32 20	15 33 10 32	31 22 7 25
Race 4 26 27 13 34	26 35 30 21	28 6 23 24
Race 5 21 16 5 15	25 12 1 13	14 35 17 10
Race 6 8 29 12 23	28 24 31 17	27 15 29 30
Race 7 30 28 25 3	27 3 9 6	26 20 5 8
Race 8 33 4 35 1	7 34 19 5	2 11 12 4
Race 9 6 19 18 24	11 18 8 36	36 1 18 9

Round 13	Round 14	Round 15
Race 1 22 35 24 16	1 23 28 7	29 17 21 34
Race 2 33 28 34 29	12 31 19 8	3 2 15 11
Race 3 19 32 26 30	10 16 18 33	30 7 8 27
Race 4 2 8 10 31	15 24 27 25	16 36 18 14
Race 5 25 15 5 23	2 22 35 34	10 12 4 23
Race 6 17 11 7 4	21 11 29 36	26 33 25 35
Race 7 6 21 1 3	3 4 13 17	28 22 6 20
Race 8 12 9 18 27	14 26 32 30	32 5 1 19
Race 9 14 36 13 20	6 5 9 20	13 24 31 9

Round 16	Round 17	Round 18
Race 1 14 23 17 18	10 33 29 20	18 35 14 28
Race 2 21 2 34 30	34 16 27 36	7 2 29 26
Race 3 22 3 32 16	28 2 22 11	34 1 33 27
Race 4 10 25 12 29	23 14 26 15	6 16 5 24
Race 5 35 5 26 36	24 35 13 4	23 10 36 9
Race 6 28 1 24 19	25 17 1 5	30 13 8 31
Race 7 13 4 20 15	9 6 3 32	11 3 12 15
Race 8 31 11 33 27	30 31 18 7	25 32 17 19
Race 9 8 9 6 7	21 12 8 19	4 22 20 21

Round 19	Round 20	Round 21
Race 1 36 3 18 26	30 14 13 25	20 9 18 13
Race 2 34 2 13 24	17 22 9 3	32 11 34 7
Race 3 7 1 28 10	2 35 36 5	35 15 5 29
Race 4 6 11 12 19	15 19 21 29	10 16 1 24
Race 5 35 25 29 30	18 28 32 1	23 30 27 26
Race 6 17 27 14 9	11 34 8 10	17 4 19 25
Race 7 31 32 15 8	16 4 7 24	12 31 3 14
Race 8 21 5 23 22	23 20 27 26	8 28 6 22
Race 9 33 16 4 20	33 31 6 12	36 21 2 33

All cars have raced all other cars at least once!

# ***GAMES***



***It's not whether you win or lose, it's how you play the game***





# Games, Games, Games

Adjectives .....	6	Hop, Skip & Jump .....	4
All Aboard .....	3	Human Pinball .....	12
Art Relay .....	14	I Have It .....	10
Balance or Else! .....	8	Juggler Toss .....	12
Balloon Bursting .....	12	Kangaroo Hop Relay .....	10
Balloon Crab Race .....	10	Let's Fly! .....	7
Balloon Kangaroo Race .....	10	Lincoln's Race .....	9
Bear Race .....	3	Lion Taming .....	12
Bird Puzzle Relay .....	14	Medicine Lodge .....	4
Birds Fly .....	13	Moonball .....	2
Blind Balloon Bust .....	9	A Nose for Art .....	7
Blind Height Alignment .....	3	Pass the Cup, Please! .....	8
Blind Man's Candy .....	6	People to People .....	2
Blind Square .....	3	Pigeons and Squirrels .....	13
Bombs Away! .....	7	Pine Cone Hoop Toss .....	7
Bottle Target .....	13	Poison Circle .....	10
Bowl Toss .....	4	Potato Golf .....	14
Can Crash .....	5	Rope Throwing Contest .....	12
Circle Race .....	10	Rowing Race .....	14
Clothespin Target .....	11	Santa's Bag .....	6
Cooperative Musical Hoops .....	2	Scooter Ball .....	13
Cotton Spoon Game .....	11	Sparrow Battle Royal .....	4
Countdown .....	11	The Spinning Stick .....	7
Crossing the Quicksand .....	11	Stepping Stones .....	5
Crab Relay Race .....	10	Three-legged Balloon Race .....	11
Don't Tickle a Trout .....	10	Tie and Jump .....	13
Dua! .....	6	Tightrope Walk .....	10
Feed the Guest .....	14	Toe Fencing .....	12
Fireman's Drop .....	8	Toilet Roll .....	14
Fly Catcher Tag .....	9	Track Memory .....	13
Freeze Dance .....	3	Train Relay .....	11
Golf Ball Balance .....	5	Trapper's Delight .....	8
Green Balls .....	6	Turtle Tag .....	11
Group Juggling .....	2	Unicorn .....	9
Hand Slapping Pioneer .....	4	What Pioneer am I? .....	3
Hip Shots .....	5	Whirlwind .....	9
Hoop Circle .....	2	Zoom .....	2





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Cooperative Musical Hoops

This has the same basic rules as the traditional game of musical chairs except no one is ever out. Spread hula-hoops on the floor and play lively, fun music. As you remove the hoops, let the group know that no one is out. Let them figure out that they may share the hoops in order to remain playing. It's fun to see how many people can share a hoop.

### People to People

Everyone has a partner except for the leader. The leader chants body parts for partners to touch. For example: "head to head" or "elbow to elbow." After doing a few of these the leader calls out "people to people," at which time everyone, including the leader, must find a new partner (thus there's a new leader). The game continues in this fashion.

### Group Juggling

Players form a circle. The leader gives each member a number. Consecutively numbered people should not be near each other, but across the circle from each other. The players must then toss a ball starting with person #1 up to the last numbered person who returns the ball to person #1. As the players get used to the pattern with one ball, add another, and another, etc. For smaller children, whose coordination is still developing, use stuffed animals to toss. Lower elementary children can use medium to large nerf balls, while junior high and above can use tennis balls.

### Hoop Circle

Have players form a circle and join hands. The leader has a hula-hoop resting on his arm (and is holding hands with those beside him/her). Without breaking hands, the leader must pass the hoop to the next person and it continues around the circle with each player stepping into the hoop and then over his/her head and on to the next person. Once this concept is learned, see if you can get two players through the hoop together, then three and so on. Some little kids have actually gotten five in at a time!

### Moonball

Players begin by forming a circle. Toss a beach ball or balloon ball (balloon with cloth cover) into the circle and see how long the group can keep the ball in the air (count number of hits). If the ball hits the ground, start again and try to improve your record. Help teach problem solving: When the ball hits the ground, ask the group what they think will help them do better. Then try their suggestions.

### Zoom

Have players form a circle. Players must get in the zoom position (leaning into the circle, one foot in front of the other, both hands on the front knee) - "assume the zoom." Begin by passing the word "zoom" around the circle (verbally). You can't "pass" the "zoom" until you've received "it." Record the time it takes to get the word all the way around the circle. Ask for suggestions on how to improve your time. Try to beat your previous time. Incorporate any reasonable suggestions.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### All Aboard

The goal is to get a group of twelve to sixteen people on a two-foot square platform without anyone touching the ground. Rules:

- 1) Each person must have both feet off the ground.
- 2) Everyone in the group must remain on the platform for at least 10 seconds.
- 3) Participants can not dog pile on top of each other, as a solution to this activity.

Variation: use hula-hoops instead of platforms.

### Blind Height Alignment

Blindfold each member of the group, and instruct them to align themselves according to height. The group is not allowed to talk to each other, and blindfolds must remain in place throughout this activity.

### Blind Square

The object of this game is to have a group of at least eight participants form a perfect square while blindfolded. After participants have put on blindfolds, place a rope that is tied in a circle, in each person's hands. Participants must then form the rope into the shape of a square. When they believe the square has been formed, the participants place the rope carefully on the ground and remove their blindfolds. All participants must have at least one hand on the rope at all times. Variation: after successfully forming a square, try a triangle, or another shape.

### Freeze Dance

Need: Drum, tom-tom or hardwood plank (2' square, 1/2" - 1" thick); two drumsticks. When the drummer begins to beat the drum, the dancers move around in a circle trying to keep time to the music, but must stop stepping (freeze) instantly when the drum beat stops. Any player who stops too soon is tagged out by the chief. The chief or drummer say "Dance!" and the dancers resume the dance.

### Bear Race

In this race the Indian youngsters imitated the loose, shuffling gait of a bear while they raced between two points. Often the chief who acted as judge awarded coup to the player who imitated the shuffling run of the bear best, instead of the player who came in first. This was not only to reward the player's nature knowledge, but also to teach the players that the correct play-way was even more important than speed. All players take place just behind one line and face another line about 60' away. The chief calls "Go!" and the players put their hands on the ground and advance to the finish line as quickly as possible by moving the left hand and right foot forward at the same time, then the right hand and left foot. The players may move their heads from side to side to further imitate a bear.

### What Pioneer am I?

Pin the name of a famous pioneer (Daniel Boone, Davy Crocket, Johnny Appleseed, Kit Carson, etc.) on the back of each player. A player takes his turn trying to guess the name on his back. The other players, one at a time, give him hints until he guesses the name.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### **Bowl Toss**

Need: Two matching bowls, 6 disks (stones, fruit pits, pieces of pottery, or cardboard) decorated and marked with points (1 - 6 on one side; 2, 4, 6 on the other side of three; and 0 on the remaining three).

Two players sit opposite each other, 4' apart. Each player has a wooden bowl about 8" across and 4" deep. The first player has numbered disks in the bowl, calls "Ready!", and immediately tosses the disks up and forward to the other player. The second player tries to catch as many of the disks as possible without changing sitting position. Points are tallied for the side facing up, but only for disks that remain in the bowl. The turn continues when the second player tosses all the disks back to the first player. Both scores are totaled for the team and the team with the highest score wins. As skill improves, players may move further apart.

### **Medicine Lodge**

Need: Six sticks

A 12' square is marked on the ground. This is the Medicine Lodge. The challenger, the medicine man, stands in the center of the lodge. He guards six sticks (10" long x 1.5" diameter). They are laid in a circle around the medicine man, each about 2' away from him. 4 - 6 players surround the lodge. When a chief gives the "Attack" signal, each player tries to secure a stick without being touched by the medicine man. Only one stick at a time may be taken, and the contestant taking it is not safe until he has escaped the lodge. The player with the most sticks counts coup and wins. Optional addition to the game: If three players succeed in touching the medicine man at the same time before he can touch any one of them, the medicine man becomes the prisoner of the attackers and the count coup and win.

### **Hop, Skip & Jump**

This is an athlete test which was popular among the boys in the pioneer days. In turn each boy takes a running hop (lands on same foot) then a long step, and a final jump (leading off with one foot and landing on both feet). His score is the total distance covered in the three moves which must be done correctly.

### **Hand Slapping Pioneer**

Pioneers had to be alert at all times because of many dangers. This is an alertness game. Boys stand in a circle and hold with both hands a circle of strong cord. The one in the center is called the pioneer. He endeavors to slap the hands of one of those holding the cord before they can be withdrawn. Whoever is not sufficiently alert and allows his hands to be slapped must take the place of the pioneer.

### **Sparrow Battle Royal**

Establish a 10 foot circle on the ground. Each boy gets in circle and grasps his ankles with both hands. On signal, the sparrows try to upset or force each other out of the ring. Last sparrow in the ring and still on his feet is the winner.





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Golf Ball Balance

**Need:** 2 ropes 20 feet long, 1 ½ inches by 15 inches long wooden stick, 1 golf ball  
Carve an indentation in one end of the stick so that the golf ball sits firmly on the end of the stick. Attach the ropes to the stick by a clove hitch at the center of the stick and extend in 4 directions. Divide the group into teams of 4 with one child named leader, who will give all instructions. The other three members of the team are to remain silent and follow the direction of the leader. The object of game is to move the rope apparatus from point A to point B without disturbing the golf ball and causing it to fall. Players **MUST** remain at least six feet away from the stick in all directions.

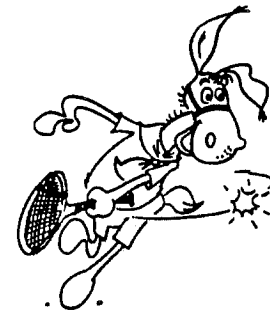
### Stepping Stones

**Need:** one paper plate per player plus one extra  
Mark a start line and a finish line 30 feet apart. Divide the group into teams of about 5 or 6 people giving each person a paper plate. The purpose of the game is to move from the start to the finish line stepping only on the paper plates. The team that crosses the finish line first is the winner! The best way to move the team forward is to move in a single line with each person standing on their plate. The last person in line passes up the extra plate to the first who places it on the ground and then steps forward on the empty plate. Repeat quickly to reach the finish line. Players **MUST** stay on the plates.

### Hip Shots

**Need:** One pair of old pantyhose/player, one balloon and one orange or ball/two players.

Divide into teams of two. Have each member of the team tie one leg of a pantyhose around their waist and let the second leg hang at their side. One member of each team then drops an orange (or ball of that size) into the leg hanging at their side. The other member of that team ties his hanging leg above the orange (or ball) so that it hangs between them. It should be long enough to hang between the knee and ankle. Inflate the balloons and place on the starting line in front of the oranges. Mark the finish line 10 to 15 feet away. At the "GO" signal each team swings their hips in unison to make their orange swing and hit the balloon. They continue this motion until they reach the finish line. The first team to hit the balloon across the finish line wins. It is best to play this game away from air currents.



### Can Crash

**Need:** 4 # 10 cans

Everyone forms a circle, holding hands. Stack the four cans in the center of the circle. Everyone tries to pull the others into the stack of cans. If anyone is pulled into the stack, or touches it in any manner he is "out" of the circle. The cans are re-stacked and the game continues until only one player (the winner) is left.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Dua!

**Need:** (2) 3' - 4' cords w/knots spaced 1"

The Omaha were especially fond of this breath-holding game. The object of this contest was to see which player could hold his/her breath for the longest period. Stretch the cord(s) between two points to keep it taut. In turn, each player continuously repeats the word "Dua!" each time a knot is touched as he/she moves along the length of the cord (back and forth as needed). The player who touches the greatest number of knots, while saying Dua! at every knot touched, without taking the slightest breath, counts coup and wins. A wise chief will have counted the number of knots in the cord before the game begins. If two cords are used, two players may compete simultaneously.

### Blind Man's Candy

**Need:** Old hat, necktie or scarf, gloves, butter knife, fork, pair of dice & assorted candy bars.

Four or more players sit on the floor in a circle. One person must dress up in the clothing named above. The person on his left has the dice. Upon "GO" the "dressed up player" tries to quickly open one of the gift wrapped candy bars with the butter knife and fork, while the player on his left begins to roll the dice. Each player gets 3 tries to roll doubles. If he is unsuccessful the play passes to the next player on his left. As soon as someone rolls doubles, the clothes, knife and fork pass to that player who rolled doubles. Then he puts on the clothes and tries to unwrap the candy while the others try to roll doubles. Play continues until all candy is removed from its wrapping. Be careful not to throw knife and fork!



### Adjectives

Teams of equal numbers sit in circle about the room. The Leader chooses a letter of the alphabet and asks one of the circles to state an adjective beginning with the letter, before the count of 10, which would describe a Cub or Scout. The same problem is given to the next circle, and so on until one circle is stumped by the letter. The unfortunate team scores a minus point, and the Leader starts a new letter. Once it has been accepted, no adjective can be given again. Team with least amounts of minus points wins.

### Santa's Bag

Number ten brown bags from 1 to 10. Put a familiar article in each bag (preferably an article related to Christmas) and staple it shut. Each boy is given a pencil and paper on which he lists numbers 10 through 1. He tries to guess what is in the bag. Most correct answers wins.

### Green Balls

Give each boy five green paper balls as they arrive at the den meeting. During the meeting, if anyone makes you say "yes" or "no" to a question, you must give that person a ball. The object of the game is to get possession of as many balls as possible. Alert boys will find a way to answer questions without using the forbidden words. (Give a prize.)



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Let's Fly!

**Need:** One sheet of white paper per person, hula hoops, pencils  
Decide how many airplanes each person is allowed. Have them fold each their own airplanes and write their own name on it. Go to your local sports stadium and placing hula hoops on the ground as the targeted landing area go into the stadium seats and "aim for the landing area". The closest plane wins the prize.



### Pine Cone Hoop Toss

**Need:** 12" - 18" hoop made from long grasses, supple reeds, or willow branches; pine cones

The hoop is placed on the ground 12' away from the throwing line. Each player stands behind the line, is given three pine cones and allowed to make three underhand tosses in attempts to drop each cone inside the hoop. One point is allowed for cones falling inside the ring and then bouncing out, and three points for each cone which remains inside the circle. The hoop is gradually moved farther away as skill increases. Try tossing with other hand or between legs while back is facing the hoop. Grand finale: suspend hoop above the ground.

### Bombs Away!

**Needed:** Chair, ice cream scoop, ice cream cone, ice cream, ground cover (for easiest cleanup), towels, shower caps are optional!

Divide into teams of two people. One member of each team is to lie on the ground cover with his head toward the chair. An ice cream cone is placed in his mouth. Hands may NOT be used to hold the cone! The other member of the team stands on the chair and gets a scoop of ice cream. At the signal of "GO" the person on the chair tries to drop the ice cream in his partners cone. Each team has 60 seconds to try and catch the ice cream. The team with the most ice cream on the cone at the end of the time period wins -- an ice cream cone!

### The Spinning Stick

**Need:** Stick, 4 feet long

Each player in his turn holds the stick straight over his head with both hands and while watching the stick, turns around 10 times counting aloud. He then drops the stick, jumps over it and salutes! Hard to do when you are dizzy!

### A Nose for Art

**Need:** Art pads or butcher paper, finger paints in assorted colors, old shirts to protect clothing

The inside of the garage is a good place for this activity. Tape the paper to the wall or a door. Place the paints in shallow containers. The boys then dip their nose into the paints and apply it to the paper. NO HANDS ALLOWED! They may wish to draw shapes, write their names or ?????



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Trapper's Delight

**Need:** Dice, yarn, large button for each player, 8 to 10 inch pan lid, large bag of candy (Tootsie Rolls, mints etc) and a towel

**Preparation:** Thread a button on a 15" piece of yarn. Pull to the middle and tie the ends together. Give a button to each player except one. Divide the bag of candy among the players so that each has 10 - 15 pieces of candy to start the game.

Players are seated around a table. Fold the towel in half and place in the middle of the table. Each player places his button on the towel and holds the other end of the yarn in his hand. The player without the button holds the pan lid in one hand and with the other rolls the die. He rolls 3 times. If he rolls a 1 or a 6 he tries to trap the buttons on the towel with his lid. If a player's button is caught, the owner of the button must give the trapper a piece of his candy. If a 1 or a 6 is not rolled and the trapper puts the lid down by mistake he must give each player trapped in error a piece of candy. After 3 rolls the trapper position passes to the left. When a person loses all his candy he is eliminated from the game. Play continues until one player has won all the candy. Having one the game the winner (hopefully) will divide his winnings with the others. NOTE: The Trapper may fake a trap but must not touch down or he loses!

### Balance or Else!

**Need:** Towels, paper cups, small paper plates, water  
Each team has 3 members. One is the balancer and the other two are stackers. The balancer lies on the ground with his face up. The stackers put about 1 inch of water in the first cup and gently place the cup on the forehead of the balancer. On top of that is placed a paper plate, then another cup of water and so on. The team with the highest tower wins.



### Fireman's Drop

**Need:** Water balloons, 1 tarp, sheet or blanket  
Players hold the tarp at the edges. Three water balloons are placed in the center of the tarp. By quickly snapping the edges of the tarp the balloons are tossed into the air. A point is counted (by the referee) for each time the balloons are safely tossed and caught. Balloons must go up at least 8 feet in order to score. The game ends when a balloon breaks or is dropped. The team making the most successful tosses wins. OR two teams each with their own tarp may toss a balloon back and forth between teams until one team or the other breaks or drops a balloon.

### Pass the Cup, Please!

Divide the players into relay teams, paired according to height. Each team of players is given a paper cup. The object of the game is to hold the cup with their heads (no hands allowed) and go to the goal line. The game continues until all teams have crossed the goal line. When a cup is dropped or falls the team must return and begin again.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Lincoln's Race

**Need:** A penny for each relay team

Divide the players into teams of an equal number. Goals are 15 feet apart. Half of each team is at each goal line facing the others on their team. A penny is placed on a line for each team. When the signal to begin is given the first player on each team must spin around 3 times then drop to his hands and knees and with his nose, push the penny to his waiting teammates on the other side, who must spin around 3 times, drop to his hands and knees and push the penny back to the finish line.

### Whirlwind

**Need:** 2 ping pong balls, 6 banquet tables, good lungs

Arrange the tables in 2 rows of 3 tables each. Divide the group into 2 equal teams. Place the players evenly around the table, along both sides and the ends. Working as a team, the players blow the ball along the table, starting at one end and going to the other and back again. If the group is small they may need to accompany the ball on its trip down the table to the next player. The first team to complete the round trip wins.

### Blind Balloon Bust

**Need:** Balloons, masking tape, blindfolds

Each player has a partner. Inflate balloons and tape to the floor approximately 30 feet from the starting line (may vary length according to area and strength of players). One partner is the "wheelbarrow" and the other the driver. The driver is blindfolded and holds the feet of the wheelbarrow. The wheelbarrow must direct the driver to the balloons which are popped by squeezing, sitting on, etc. NO pins or other sharp objects allowed.

### Unicorn

**Need:** 2 baseball hats, 2 dowels 10 inches long, tape, string, paper clips, canning jar rings, 2 pair safety goggles, rope, 2 brooms

Tie the rope overhead across the room. Tie string in different lengths to the rope, adding an open paper clip to the suspended end. Hang a canning ring on the paper clip. To the bill of the baseball cap tape a dowel. Each player dons safety goggles and the "unicorn cap". Then riding a broom he is a unicorn and must spear as many rings as he can with the dowel stick. The most rings captured wins.

### Fly Catcher Tag

**Need:** A ribbon streamer 12 to 20 inches long  
"It" holds the streamer and is the "Frog" while the other players are "Flies". It is played like tag with the "Frog" being it. Flies may avoid capture by squatting frog position but they may do this only one time while a frog is it. When the frog catches his fly the one caught is then the Frog and the game continues.





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### **I Have It**

This is reverse tag. The player who is IT runs away from all the others and tries to stay IT as long as possible. When he is tagged, the tagger becomes it.

### **Don't Tickle a Trout**

Draw a big fish shape on cardboard. Put the fish on the floor and place a shoelace or piece of rope on each side of the fish. Players jump across the rope "brook" without falling in. Each time a player jumps, the ropes are moved farther apart. The last one to make a good jump is the winner.

### **Poison Circle**

Place "poison" carton in the center of a small circle. Boys join hands, move back and forth around the circle and try to force others onto the poison circle.

### **Tightrope Walk**

For the "rope" set a long 2 x 4 on edge, supported at either end with a pair of sandbags. Mark off distances on the "rope". Record distance walked by each player.

### **Circle Race**

Runners at arms length form a circle then face right. Race in the circle trying to pass the racer in front. Passing must be done on the outside. When a runner is passed, he drops out of the center of the circle. Surviving runner wins.

### **Crab Relay Race**

Dens line up for relay. First boy in each Den crawls crab-style to a line 15 feet away, stands up and returns to tag the next boy who continues.

### **Balloon Crab Race**

Players assume a sitting position along an even line and move forward by walking on hands and feet. An inflated balloon (with 1/2" metal washers over the neck as ballast) is placed in front of each player, who must kick it 50 feet to the finish line. Any player touching the balloon with his hands is disqualified.

### **Kangaroo Hop Relay**

Cub Scouts assume semi-squat position. Keeping their feet together, they spring forward to cover a set distance. First Den done wins.

### **Balloon Kangaroo Race**

Cubs stand in an even line, each with a 6" inflated balloon held between the knees. On signal they move along by hopping with both feet together, hands on hips, for a distance of 40 feet. If the balloon breaks, the player is disqualified. If he loses it, he can pick it up, run back to the starting line and start again.



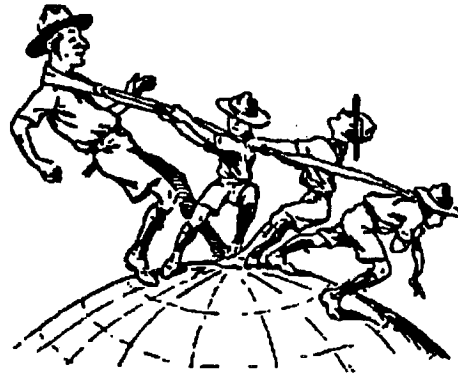
# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Three-legged Balloon Race

Tie a left and a right ankle of each pair of Cubs together. Attach a balloon to a string about a foot long, and then tie it to the tied ankles of the pair. At the signal, the team will race toward a finish line. Any team breaking its balloon will be disqualified.



### Train Relay

Dens line up for relay. First Cub Scout WALKS to the finish line, comes back and touches the next Cub Scout, who hitches on. Then both go to the finish line and return. Third boy hitches on, etc. The last Cub Scout is the caboose. He must hitch on backwards. The first team finished wins.

### Turtle Tag

One Cub is "IT", the others are "TURTLES". "IT" may not tag a turtle who is on his back, with all four feet in the air. But, "TURTLE" must hop up and run at least 10 steps by the time "IT" counts to 10. Then they can again assume the safe position or continue moving.

### Clothespin Target

Stand a row of clothespins (about ten) on their heads. Each boy is to shoot five marbles at the row of clothespins. The boy who knocks down the most pins wins.

### Cotton Spoon Game

Fill a bowl with cotton balls. One at a time, blindfold a Cub and hand him a tablespoon. The object is to see how many balls he can spoon out of the bowl while the leader counts to ten.

### Countdown

Astronauts remove shoes and lie in a close circle in the center of the floor, feet toward the center with shoes piled in the center. When all are ready, leader covers the bodies with rugs or blankets and stands near the light switch. Leader counts down from ten. On "zero" he switches off the lights and the astronauts search out their shoes and put them on in the dark.



### Crossing the Quicksand

Place small pieces of masking tape on the floor to form a twisting line of stepping stones, some close together, others far apart. Each Cub, in turn, tires the course while balancing a tennis ball on a flat board.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Lion Taming

Try to tame the lions by knocking them off their pedestals. For pedestals use inverted round gallon ice cream cartons. Set them up in several rows. For animals, round up stuffed animals (they don't all need to be lions) or make the animals out of cardboard at least 12" tall. Glue a cardboard support strip to the back of your cardboard animals. Give a player a ball or bean bag and see how many lines he can tame.

### Toe Fencing

To play, we face each other, holding hands. Then we try to tap the tops of each other's toes with our own. When one of us scores three hits, it's time to switch to a new partner. The frenzy generated by Toe Fencing places a premium on honest self-refereeing - the name of the game is NOT Toe Stomping. Players should be equally armed - bare feet to bare feet, sneakers to sneakers. We do not advise playing in steel-toed boots unless everyone is equipped with shin guards.

### Balloon Bursting

Each player has a balloon tied to his ankle. Any tactics except unnecessary roughness are allowed. The winner is the one who, while protecting his own balloon, bursts the other balloons.

### Human Pinball

All players except one stand in a circle, facing outward. Spread your legs as wide as comfortable until your feet are touching your neighbors on either side. Everyone bend down and swing your arms between your legs. The one non flipper enters the circle as the movable target. The flippers try to hit him by knocking a rubber playground ball back and forth across the circle. Whoever hits the target gets one point and also gets to be the new target. Every time the ball goes out of the circle, the target scores a point. The target's only job is to avoid the ball. Only flippers can flip it.



### Juggler Toss

Need: Tennis ball for each Scout.

Boys pair off and, standing about 5 feet apart, they toss their balls simultaneously. Score one point when both boys catch the ball. After each catch, step back one pace and throw again.

### Rope Throwing Contest

Get a long piece of rope or join short pieces to make a single line. Show how to coil the rope. Make a target by drawing three circles - one within the other, 1 - 2 - 3 feet in diameter - on the floor or ground. Let each player have three tries at coiling and throwing the rope at the target. If any part of the rope is touching the small circle, score three points, score two points for the second circle and one for the outer circle.





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Scooter Ball

Players stand in a circle with legs spread apart. ROLL a ball across the circle trying to get it through another player's legs. You may bat the ball away with your hands. The ball must stay on the floor and be rolled - not thrown. Player is out if the ball rolls between his legs. Last person in the game is the winner.

### Tie and Jump

Begin by teaching a simple knot. Make sure every player can tie it. Practice the long jump. Line up the players side by side. At the word "GO" they all start tying the knot. On "DROP ROPE" everyone drops his rope in front of him. Have every player who correctly ties his knot pick up his rope and stand with his toes on the broad jump starting line. Then conduct a standing long jump. Using the jumping area as the new starting point, repeat the game two, three or more times, depending upon the space you have for jumping. The one who jumps the greatest distance is the winner. (You can add to this by having the boys tie the knot with eyes open, eyes closed and behind their backs.)

### Bottle Target

The boys take turns seeing how many toothpicks they can land in an empty bottle, which is placed on the floor an arm's length away. Players drop the toothpicks one at a time into the bottle. They can lean, but cannot move their feet. Most in wins.

### Pigeons and Squirrels

Using chalk or string, mark a 6 ft. circle on the floor. Mark a smaller circle about 6 inches in the middle of the larger circle. The smaller circle is the nest. Put two tennis balls (eggs) in the smaller circle (nest). Two Cubs are the pigeons, the rest are the squirrels who try to remove the eggs from the nest without getting "pecked" (touched) by the pigeons before they get outside the 6 ft. circle. Any squirrel pecked by the pigeons are out. The pigeons win if they still have at least one egg left after a certain time limit.

### Track Memory

A group sits with their feet up and other groups study them. After 3 minutes one of the members makes some foot marks in a good bit of soil. The second group has their back to the first group while footprints are being made. Then the second group studies the footprints that were made, and tries to guess which party of the first group made the prints.

### Birds Fly

The Leader tells the boys to flop their arms up and down when he names something that flies. When he mentions something that doesn't fly, they must hold still. Those who make a mistake must drop out. To confuse things, the Leader flaps his/her arms at every command. The command should be given in a quick succession (ducks fly, geese fly, pigs fly).





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Bird Puzzle Relay

Mount pictures of birds on cardboard. Cut each into pieces so that the legs, body, head and beak are separated. Place heads in one group, bodies in another, etc. Divide group into 2 teams. First team player runs to table and selects a pair of feet and runs back to team mate. Second player takes the feet and runs back to table and tries to find a body for his bird's feet. He runs back to team, and next player finds the head, the next player finds the beak. Put the finished puzzle on the floor. Continue until a team has 5 birds. Remember, this is a relay race. First team done gets 5 points and 5 points for each bird correctly put together.

### Potato Golf

Draw circles on the floor. From a distance of 6 feet, players put a potato with a cane or a stick with a curved handle. Score accordingly, to number of circles. No score is made if the potato stops on a line. Each boy gets ten tries.

### Rowing Race

Divide into 2 teams. Have 2 large cardboard boxes with two holes cut, one on each side of the box. Also need 2 lengths of broomsticks about 3 or 4 feet long. Relay race: each boy in turn sits in a box and tries to propel himself to the finish line a short distance away. Can be quite amusing to watch.

### Feed the Guest

Need: Large cloth napkins, gumdrops, toothpicks. Line boys on each side of a table; one side plays against the other side.

Place a napkin, bowl or gumdrops, and a package of toothpicks at the end of the table. On signal, the first person ties the napkin around the neck of the next person, picks up a toothpick and spears a gumdrop, and feeds the person. That person then unties his napkin and ties it onto the next person. First side done wins. (Everyone gets a snack.)

### Toilet Roll

Take a roll of toilet paper and have each boy tear off "how much he thinks he will need." That is all you tell them. Then have each boy tear them in to squares and place them in front of him. Then he must tell, for each sheet of paper, what he could do for someone else. He must give one idea for each square of paper. As he tells the good deed he puts the sheet of paper down in another pile. First to through the first stack is winner.

### Art Relay

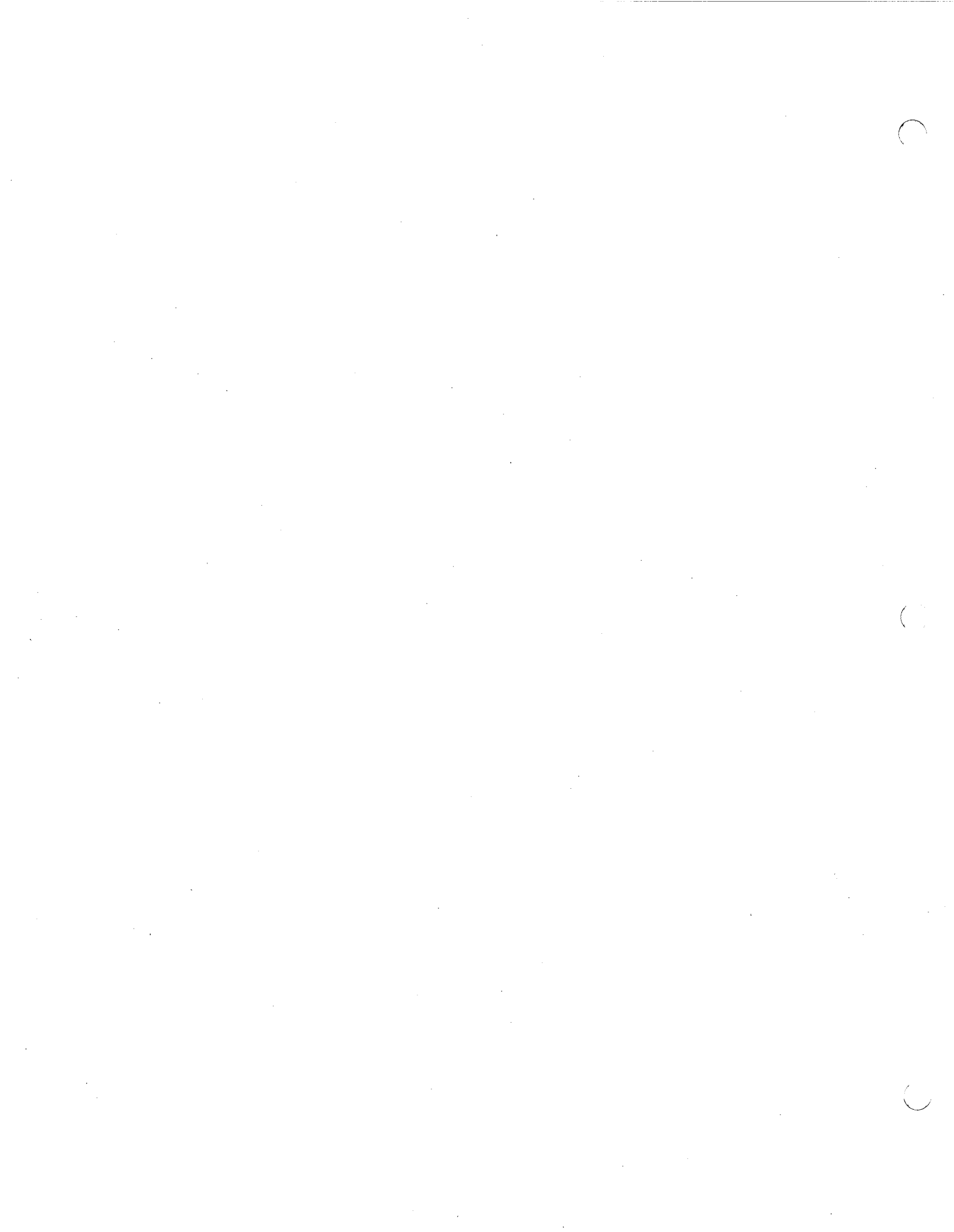
Equipment needed: 3 or 4 felt-tipped pens for each team, masking tape, large sheet of paper. Divide the boys into 6-8 man teams. In front of each team is a large sheet of paper placed on the wall or on a table, with the colored pens on a chair. Line up about 10 ft. away. They are told to draw a well-known story from TV, Christmas or on any subject. On signal, first player in each teams runs up and draws a specific part of the picture. He then runs back and tags the next person, who draws another specific part of the drawing. First team to finish wins recognition for speed, but special recognition is given for picture that is best team effort.

# HIKING



"How green are the meadows and cool and deep the streams, and how boundless the wealth of the woods..." –

*John Muir*





# Hiking

Ask a parent with a 6-year old son what they think Scouting is about and you'll probably get an answer combining "camping" with "helping little old ladies across the street." Parents and Scouts alike definitely *expect* the Scouting program to include outdoor experiences. Hiking is an ideal Cub Scout activity ... that is experienced by too few Scouts & Scouters. Why?

In almost every case, 3 reasons come out when you talk about why *not* go hiking?

1. "I don't want to get hurt (or, "I'm out of shape and hiking will hurt me")."
2. "I don't know how ("I don't want to get lost." "I don't have equipment.")." "
3. "I don't have time."



All 3 reasons are valid ... and often result from bad assumptions or not knowing how/where/when to hike. The good news, though, is that hiking is easy. With a little basic knowledge, any Scouter is well-equipped to go out tromping on a trail in the wilderness. Let's take each of the 3 objections separately.

## "I don't want to get hurt."

That's true! No one wants to get hurt, and hiking can be a potentially dangerous activity. However, please remember that Cub Scouts won't go on the extreme trails. Cub Scouts do not go backpacking. Cub Scouts do not do mountain climbing or repelling. Cub Scouts travel relatively easy trails at a leisurely pace. Cubs travel easily-accessible trails that are generally not dangerous at all. No cliffs to fall off. No great uncharted wilderness that Scouts wander off into all the time.



Cub Scouts take a daypack (remember the bookpack they wear to school every day?) and go out for a little walk. And, if you stay in Los Angeles County, you'll be travelling well-established trails that are travelled by other hikers every day. Any Tiger or Wolf can easily walk 2 miles in under an hour. Importantly, most parents of any Tiger or Wolf can walk along beside them for the whole 2 miles. No problem ... if they have the desire to see a little bit of God's great earth up close.





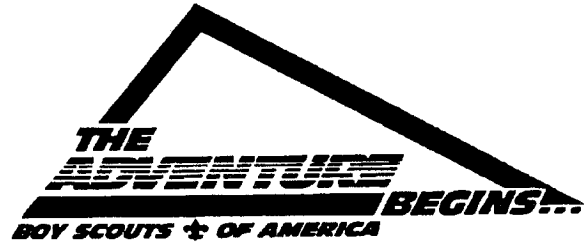
# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



As the hike leader, you need to set a nice, moderate pace that can be walked by your entire group. You'll need to slow down the enthusiastic Bears, and probably speed up some of the out-of-shape parents. Take frequent breaks — but set a pace, stay on it, and encourage your group to stay with you. Walk for 15 minutes ... on your watch ... and then stop for a water break when you come to a shady spot. Walk another 15, and take a snack break. And, if you're climbing a mountain, stop after every couple of switchbacks.

Monitor your group closely. Keep the pace appropriate to keep the group together. Because hiking is a physical activity, it's true that sore muscles may result. However, if you keep an easy pace, your group should start together and end together.



Select your hike carefully. A new hiking group shouldn't tackle a 7-mile hike their first time out. Start with a 2- or 3-miler, and work your way up to the difficult hikes. And, if you're doing a really difficult hike such as Mt Baden Powell, you should require that Scouts and parents complete a good, strong training hike or two in the weeks leading up to the big hike.

Now, there are a few dangers that can hurt you. Let's talk about them:

Weather. Yes, even in Southern California, you can get wet when it rains. Our dependable, daily 70 degree temperature can turn into 100+ ... or not quite hit 55 degrees on an extreme day. Be



prepared with a poncho or jacket, and you'll be fine. Take sun block when the sun is bright ... and use it. A day in the sun in December can still result in a sunburn if you're exposed for a long time. And, finally, carry enough water. If you do these simple things, weather won't hurt you.

Snakes. Rattlesnakes are common in the foothills, and you'll see them if you hike enough in Southern California.

However, rattlesnake bites aren't nearly as common — *nor as dangerous* — as many people think. In fact, far more people die every year from bee stings than they do from snakebites. Keep in mind that a coiled snake can only strike about half its length. Since most rattlesnakes in this area are under 4' in length, you only have to keep watch at least 2' in front of you to stay safe.

Make no mistake, you want to avoid any snake you see on the trail. Most snakebites occur because the victim was trying to tease or touch the snake. If you keep your distance, the snake will go its own way and you can then go yours. And, if someone does get a snake bite, simply seek help in a calm manner. Bites on the extremities are rarely fatal — in fact, in most cases, rattlesnakes don't inject any venom at all. So, please, be careful out there ... but you'll be able to enjoy hiking without constant fear of snakes. They don't want to be any nearer a gaggle of Cub Scouts than most older sisters.





# Following Akela's Trail

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**Poison Oak.** This poisonous plant is relatively common in Southern California (unlike poison ivy, which isn't native to California). It's often found near trails, and should be avoided. Remember it can be found in a variety of colors, and can vine above a trail, hanging down from overhead branches (such as on the Los Pinetos Trail).

"Leaflets three, let it be" remains the watchword of a careful hiker. The plant, sometimes appearing with white berries, secretes an oil that causes an irritating rash. Clothing that brushes the plant can soak up the oil, later spreading it to skin coming into contact. If, in spite of your best efforts, you develop a rash shortly after a hike, take a hot shower with soap immediately.

Wash your clothing before wearing them again. There isn't much you can do beyond that, except waiting for the rash to go away. A hot shower followed by an application of hydro-cortisone cream can relieve the itching.

**Ticks.** Yes, ticks are out in the wild. Yes, a very few of them do carry Lyme disease. However, only the black-legged ticks (a small part of the local population) carry Lyme disease, and they can only transmit it if they are embedded in your skin for several hours. Ticks bites are a concern, but they are relatively uncommon. You'll probably see more snakes than ticks ... now, isn't *that* a relief??!

To avoid tick bites, all you really have to do is avoid brush as much as possible. If you feel itching, check your skin just to make sure that a little pinhead-sized brown or black bug isn't trying to attach itself to you. After the hike, take a shower and examine your body ... including those nasty crevices such as behind your ear and your crotch ... and make sure you haven't brought an unwelcome guest home. If you have, just follow first aid procedures to remove the tick quickly and easily.



**Wildlife.** Although it is possible to come across a dangerous wild animal on a Southern California trail, it's not a common experience. Mountain lions have been sighted on suburban streets, as are coyotes and a very rare bear. If they are in the streets, they're in the mountains as well. If you do see one, walk away cautiously. Don't run, and don't turn your back. Do avert your gaze; don't "challenge" them with a stare.

You are much more likely to see a deer on the trail. And, of course, you'll see a lot of rabbits, squirrels, birds, butterflies, lizards and other "fun" critters. A "wild life" is more dangerous to most people that "wildlife" is to a Southern California hiker!





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997

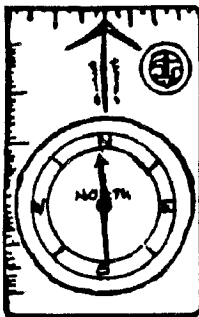


### "I don't know how"

Most people's fears about hiking really come down to the idea that they haven't done it, don't really know what to do and definitely don't know who to ask. They don't have hundreds of dollars of hiking equipment in the closet, and they don't have a Thomas Brothers map to take them there.

John Muir, California's great naturalist on the late 19<sup>th</sup> and early 20<sup>th</sup> centuries, often went hiking in California with only a jacket, a pocket knife and a loaf of bread. Cub Scouts aren't ready for that; hiking with Cubs requires just a few more simple basic pieces of equipment:

1. A tour permit (of course!).
2. Emergency medical consent forms for all hikers (a copy with photo; see page 12).
3. A first aid kit -- include large bandages for scraped knees and moleskin for blisters.
4. 2-deep adult leadership.
5. A map and directions for completing the hike.
6. Flashlight (just in case!)
7. Compass



8. Knife
9. Matches (just in case!)  
Easy stuff, right? If the leaders can provide the first 9 items, then your Scouts and Scouters should provide the rest:

10. A daypack or backpack.
11. Scout uniform of the day (a Scouting t-shirt & hat may be most appropriate; a neckerchief probably isn't).
12. Plenty of water (at least 1 quart per person, 2 quarts if you're going over 5 miles. Adults drink more, and if you are hiking in heat, you may need still more.)
13. Snacks & food for the trail. Here's good news: a full day of strenuous hiking can burn thousands of calories. Don't come on a big hike with a "light salad" kind of lunch.
14. Poncho/jacket, as needed for the season
15. Good shoes. Cubs & Scouters don't need expensive hiking boots for every hike. However, a sturdy shoe providing more support than a pair of tennis shoes is a good idea, especially if the trail is rocky. Hiking boots for kids are available at children's shoe stores for about the same price as other shoes ... and cheaper than many of the athletic shoes!







# Following Akela's Trail

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16. Good socks. Buy your shoes with the same socks you'll be wearing on the trail. Wearing 2 pair of socks may be a good idea to help fight blisters ... but only if your shoes are sized for wearing 2 pair of socks. And, honestly, if you're doing a fairly small hike, wearing 2 pair of socks may be an unnecessary caution. Avoiding a blister is always a good idea; they really take the fun out of a hike!
17. Sunblock
18. Insect repellent.
19. Paper & pencil for taking notes ... required for some High Adventure awards!
20. Optional: camera, sketchpad, hiking staff, sunglasses.

Not getting lost. It's always possible to get lost, but here a few tips to help make sure that doesn't happen:

Get books & maps of the area. See the Books chapter in this Pow Wow book for a complete description of great local hiking books and where to get them ... but 2 of the key books are Trails of the Angeles covering the San Gabriel Mountains and Hiking Trails of the Santa Monica Mountains. Both books have excellent trail descriptions and maps. You may also want to buy topographical maps showing the local region where you're hiking, but those are often not as useful on the well-established trails as the books.



A leader should hike the trail with a small group before tackling the trail with the whole Den or Pack. A couple of weeks before the "real" hike, take one or two adults and the same number of Scouts out to explore the trail and make sure you know the way. It's better being disoriented and confused about the trail with a group of 5 than it is with a dozen fidgety Scouts and even more impatient parents! If possible, invite an experience hiker along to show you the trail ... they'll probably enjoy the teaching opportunity.

On the day of the hike, make sure you give copies of the map & trail description to all of the adults.

Make sure that you have a "leader" and a "sweeper." The leader must be first ... no anxious Webelos can run ahead of the Pack. The sweeper must be last ... no slow-moving parent or Scout can get distracted behind the group and become separated.

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# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



**"I don't have time."**

This is the trickiest objection for every Scout & Outing leader to deal with. The best way to deal with this problem is to make sure that you're promoting the hike well in advance. Most people can make room on their calendar if you promote the event 90 days in advance. Further, schedule the event on a day when many people have time ... doing a hike on the Friday after Christmas is often a time that parents are off work, Scouts are out of school, and all welcome an outdoor experience.

Since you've begun promoting the event 90 days in advance, use those 90 days to train all Scouts — *and parents* — on what equipment they will need, how you'll keep them safe on the trail, and what FUN they will have while hiking. Throw in an explanation of the patches & pins that the boys — *and parents* — will earn, and you'll have much better participation on your hike. Everyone has time for things they want to do. Make sure your Scouts — *and parents* — understand the neat stuff you're going to do on the hike!

By the way, most Scouts are interested in Scouting and will want to follow Akela to their Scouting activities. When you're doing a higher adventure outing, like hiking, make sure that you interest the parents as well as the Scouts. If the parents are interested, you'll have a successful, well-attended hike. If the parents stay away, you'll have poor attendance and be a frustrated, lonely leader.

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**Don't Miss the  
SCOUTING  
ADVENTURE!**  
**Boy Scouts of America**



# 9 Great Hikes

1. **Mt Pinos McGill Trail** 7.5 miles Difficulty: Moderate

Great hike near Frazier Park! Take I-5 North to the Frazier Park exit, a little over an hour north of the 118 Freeway on I-5. The exit is approximately 35 miles north of the Magic Mountain Parkway on-ramp. Take the road west for about 12.5 miles, through Frazier Park, and follow the signs to Mt Pinos. You'll see the McGill Trailhead on the right side of the road. There's a small parking area. If you pass the first bright yellow metal gate that closes the road when it snows, you've gone too far!. The hike is rated moderate because you're climbing a mountain, but 5-year old siblings can complete this hike with a minimum of fuss. Do it as a Pack hike with lunch in 5 hours, or move quicker with Webelos and complete it in under 3 hours.

You can do the trail 3 ways: bottom to top (recommended), top to bottom (where's the fun in that?) or take the trail up and down (7 1/2 miles roundtrip). The roundtrip will take about 5 hours. If you elect to take the bottom to top route only, then you need to ferry a car to the top so drivers can retrieve the cars at the bottom after you're done with the hike. There is parking near the front of the McGill campsite to leave the cars at the top.

2. **Chantry Flats to Sturtevant Falls** 3 miles Difficulty: Easy

One of the most popular hikes in Los Angeles County. As a popular hikes, expect parking difficulties and a relatively crowded trail if you're hiking on a popular day in May. Fully described in Trails of the Angeles, #41. The trailhead is the Chantry Flats Ranger station.





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



The hike is fine for the whole family, but it can be hot in the summer. The first 1/2 mile or so of this hike is on pavement, so the hike can be very hot!

You will ford a stream a couple of times, and you'll go through some tall, overgrown scrub brush ... so be prepared! Insect repellent is a must on this hike. Take a camera; the falls can make a pretty picture if you're there in the wet season.

**3. Henninger Flats** 5 miles Difficulty: Moderate

Fully described in Trails of the Angeles, #26 -- but the trailhead has changed. You will want to park in the Eaton Canyon Nature Center and walk west and across the wash to the trailhead. The first half of the hike is all uphill, but the hike back out is all downhill....

Call ahead to the LA County Fire Department Forestry Division nursery based there, 818/794-0675. They have many conservation projects and enjoy helping Webelos complete the Forestry Activity Pin, as time permits.



**4. Los Pinetos Trail** 5 miles Difficulty: Moderate

Take I-5 North to the 14 Freeway, and continue north. Exit Placerita Canyon Road. Drive 1.6 miles east on Placerita Canyon to the Nature Center. Stop there, and you can get a trail map and see the displays of live and stuffed animals.

Go back to Placerita Canyon Road and keep going another 1.6 miles east to a turnout with a sign that says "Walker Ranch." Park there, walk through the gate and down the road, cross the arroyo and climb the small hill to the campsite. On the south side of the campsite, near the bulletin board, you'll find the trailhead for the Los Pinetos Trail.

The trail is a consistent climber -- you'll gain 1,050 feet in elevation as you climb the mountain. Be wary of the persistent growths of poison oak. It does vine up on some of the overhanging branches. Be careful!

At the top of the trail, you'll find a gate separating the trail from the fire road. Keep going up another 50 yards, cross the fire road, and you'll find a gap in the mountains that overlooks Sylmar!

**5. Placerita Canyon/Waterfall Trail** 4 miles Difficulty: Easy

From the Placerita Canyon Nature Center (see the directions with the Los Pinetos hike), take the Canyon Trail along the creek and head east. You'll cross the stream many times, eventually coming to the Walker Ranch Campsite. At the south-eastern end of the campsite -- past the bulletin board directing you to the Los Pinetos trail -- you'll find the trailhead for the Waterfall Trail.

Continue on about another 1/3 of a mile, and you'll see an idyllic little waterfall that's a great find.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### 6. Sycamore Canyon Moderate

9 miles Difficulty:

Various trails of varying difficulty are described in Trails of the Santa Monica Mountains. A favorite is # 3. You start at the La Jolla Campground's Ray Miller Trailhead, about 1 mile north of the Big Sycamore Canyon camping & beach area. You'll probably want to ferry a car down to that parking area, or you can take the trail that's cut through from above the campground back to your cars. Your choice; parking is cheaper at La Jolla.

From the Ray Miller Trailhead, you'll climb the mountain and gain about 1400' in elevation. At the crest, you'll have a choice at a 4-path crossroads. The left fork goes north to the border of the park; don't go that way. The right fork goes south and then climbs down the face of the mountain. This is a relatively exposed trail, hot in the summer, but you'll get to see the sights from on high. The final option at the crossroads is to go straight ahead, descending quickly on a fire road that then turns right and follows the bottom of the canyon to the ocean. This is the trail that is the most shaded ... you'll get to see why it's called the Big Sycamore Canyon!

After the hike, plan on spending an hour or two with the Scouts playing on the beach. Have beach towels in the car, and cool off! This is, potentially, a 4-season hike. It's a great hike to brag to your friends & family that live back east ... on this hike, you get to walk from the mountains to the ocean in one day!

Note that there is a great High Adventure patch for Scouts that complete this hike, give a report and hike with a High Adventure-trained leader that's filed the application in advance.

### 7. Vasquez Rocks

2 miles

Difficulty: Easy

A noteworthy geologic formation is a great centerpiece to this hike. It's easy to see why the Flintstone movie was shot here! Wander around the formation, or walk the Pacific Crest Trail that goes through this area.

If you take Webelos on the hike, discuss geology at all of the rest stops, make a hardness scale from rocks picked up as you hike. Earn a Cub Adventure patch and the Geologist Activity Pin at the same time!



### 8. Vincent Gap to Mt Baden Powell

8 miles

Difficulty: Hard

This is the ultimate Webelos hike in Los Angeles County. The hike is completely described in Trails of the Angeles, # 81. This hike gains 2800' while making 41 switchbacks — the most of any trail in this mountain range. Make no mistake, this trail is not for the faint of heart. This climb is work. Make sure all Webelos and parents are prepared for this hike. Insist on some good training hikes ... such as Sycamore Canyon.



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At the top, you'll find a monument to Scouting, maintained by Southern California Scouts. You'll also find a red can at the monument's base; bring a pencil to write your name and unit number on the pad that's kept there.

What could be more natural than a Scout climbing Mt Baden Powell? Make this the 3<sup>rd</sup> or 4<sup>th</sup> hike in a series over the summer and you'll get yourself in shape and enjoy climbing one of the best mountain trails in Southern California.

### 9. The Congress Trail

2 miles

Difficulty: Easy

This trail is located near one of WLACC's camps: Camp Wolverton, located in the Sequoia National Park. Located about a 5-hour drive north of Los Angeles, this trail is a must for every Scout. Camp Wolverton is located about 2 miles up the road; call the Council office to reserve the campsite for your Pack. This outing makes a great summer Pack event. Not all will want to make the long drive, but they will thank you afterwards.

Go to the General Sherman Tree, which is the world's largest living thing. #1. There's a branch 100' in the air that you could park a VW on. This tree is BIG. The Congress Trail begins on the northern edge of the parking lot. There's a self-guided tour map available at a bulletin board between the General Sherman Tree and the trailhead. As an alternative, you can take a Ranger-guided tour on the trail. As you enter the Park, you'll need to pay the National Park entrance fee (going up in '97!). At that time, you'll get a schedule of events for the Park, including when the Rangers will be leading this hike.

Either way, your Scouts will get to see the world's largest living thing as well as the largest grove of sequoia trees in the world. See a living tree with a burned center that 50 people can fit inside. See the #1 cause of death for these living giants (simply, they are in danger of losing their balance and falling over). And, if you take the first hike of the day, you're likely to see deer on the trail ... one Pack saw 5 deer in '95.

After you take this hike, there are many other great activities possible, from spelunking (that's cave exploring) to other great hikes in the neighborhood. Two good ones are Big Stump Meadows and Morro Rock (for those that like climbing stairs).

# **CUB SCOUTING IN THE LDS CHURCH**



Simple and tremendously challenging are the words of the Scout Oath:

**"On my honor I will do my best." If everyone of us would make that effort, the world would be much better, and we would be much happier. It is so often the very small and singularly inconsequential acts of our lives that eventually make so great a difference.**

**Gordon B. Hinckley (Conference Report Oct 1994)**







## Cub Scouting in the LDS Church

Why does the LDS Church support the program of the Boy Scouts of America? The Church of Jesus Christ of Latter-Day Saints adopted the program of the Boy Scouts of America in 1913 to be the activity program for the young men in the Church. "The ideals of Scouting -- to foster good citizenship, physical fitness, and moral integrity, all based upon a firm belief in God -- are in harmony with the objectives of the Church."

(Scouting Handbook, The Church of Jesus Christ of Latter-Day Saints, 1985, page 2)

"Cub Scouting is a program of the Boy Scouts of America for Church leaders and parents to use with boys eight, nine, and ten years of age. If carried out properly, it is a happy, fun-filled, home-centered activity program. "Cub Scouting develops habits and attitudes of good citizenship. It helps the boys develop good character and grow spiritually. It lays the foundation which prepares a boy to keep his baptismal covenants, better understand his family and receive the priesthood."

(Scouting Handbook, The Church of Jesus Christ of Latter-Day Saints, 1985, page 5)

"Cub Scouting is a potent and effective part of the youth program of the Church and must have the enthusiastic support of the Priesthood and Primary Workers

David O McKay

J. Reuben Clark, Jr. 19 December 1960

Henry D. Moyle

The program of the Boy Scouts of America provides a framework upon which the LDS church can build strong and faithful Priesthood holders and leaders for the future. It will also help to develop testimonies of the Gospel of Jesus Christ, and help the boys to develop a sense of brotherhood and fellowship with their Den and Primary Classes, Patrol and Troop and their priesthood quorum. "Scouting promotes the objectives of Church programs in the lives of boys and young men in the following ways:

- Strengthening their relationships with their families.
- Keeping the active boys involved in the Church and activating the inactive.
- Helping the boys develop leadership skills which allow them to serve the Church.
- Helping them extend their service to the whole community.
- Emphasizing the two great commandments -- duty to God and service to fellowmen.
- Teaching the boys self-reliance by giving them the responsibility to learn and develop.
- Complimenting the purposes of Primary and the Aaronic Priesthood.
- Allowing nonmember boys and families to have contact with the Church."

(See: "Scouting and the Priesthood -- Spiritual Foundations", Scouting Handbook, page 28)



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### **How does Cub Scouting fit into the Ward Organization?**

Scouting is part of the activity program of the Church and functions under the direction of the Priesthood and the Primary.

The Bishop is the Charter Organization head. A member of the Bishopric is assigned to be the Charter Organization Representative.

The member of the Bishopric assigned to be the advisor to the Primary is responsible for overseeing the Cub Scout program in the Ward. (Invite the bishopric advisor to attend Pack Committee meetings on occasion.)

The Bishopric calls at least three capable adults to be Pack committee members. The second counselor\*\* in the Primary Presidency is one of these members of the committee. Larger packs will need more committee members. (\*\*As of 1997, any member of the Primary Presidency can act as the Cub Scout Liaison, as designated by the Primary President)

The Bishopric designates one member of the pack committee to be the pack committee chairman. The committee makes recommendations for Cubmaster and Den leaders, and the Bishopric extends callings for these positions.

The Bishopric's responsibility is to ensure that leaders who will be committed to the boys and to Scouting are called, registered, and trained. It is recommended that *all*\* scout leaders are registered, and receive both the BSA Fast Start Training and Basic Training for their respective position. In addition, the Committee Chairman, Cubmaster and all Den Leaders should all attend Roundtable regularly.

### **How is Cub Scouting in the LDS Church different from packs not affiliated with the LDS Church?**

Tiger Cub dens are not included in LDS Packs.

A boy may enter an LDS Cub Scout Den upon reaching his eighth birthday or upon the completion of the second grade.

When a boy is eight years old, he works on the Wolf achievements and electives.

When he is nine years old, he works on the Bear achievements and electives.

When he is ten, he works on Webelos Activity Pins, and works toward his Arrow of Light. The LDS Webelos program is a one year program.

A boy advances in Cub Scouting according to his birthday in order to enter the Scouting program when he reaches eleven years of age. (See: "The Boy", Scouting Handbook, page 5) Boys that reach their tenth birthday should be advanced to the Webelos den, regardless of the rank they have achieved. Boys advance to the Scout patrol for Eleven year old scouts on their 11th birthday. (See: "The Den", Scouting Handbook, page 5)

Latter-Day Saint Cub Scouts may go on a day hike or on a fathers and sons overnight camp to meet Cub Scouting requirements. The day hike is recommended. No other camping is approved for Latter-day Saint boys of Cub Scout age, regardless of national Scouting organization policies. (Primary Scouting Bulletin, March 1984)



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All Den and Pack meeting begin and end with a Prayer. Usually this will be given by a boy, as selected by the Denner (in the Den meeting) or the Cubmaster (in the Pack Meeting).

For safety reasons no open flames, such as candles, are to be used in any Church Building. For ceremonies, it is recommended that electric lights, such as small Christmas Lights, be substituted.

### Other things that are "Unique" to LDS Packs and Dens

Financing the Ward Cub Scout Pack and Dens. Monies for Cub Scout Activities should come from the Ward budget. Any fees that are required for participation in Cub Scout activities should be paid for out of the Ward budget allowance. This includes:

Awards (Rank advancement patches, arrow points, Webelos activity pins, Faith in God Awards, etc.),

Den Materials (Craft materials and kits, Literature, etc.)

Pack Materials (Craft materials and kits, Pine wood derby kits, etc.) Fees for activities

Just about anything else you can think of that is required for Den or Pack operation

### Fundraising

There is no specified limit on the numbers of fund raisers a unit may have unless the ward's bishop (or branch president) establishes a limit himself. (*LDS Budget Allocation -Official Policy Letter 12 December 1994*)

### The boys and their families should pay for:

Uniforms and insignia

Wolf, Bear, and Webelos Books

Other personal equipment

Boy's Life Subscriptions

One Yearly Week long activity (such as a Council or District Sponsored Day Camp)

Boys should NOT be assessed dues for participating in Cub Scouts.

### The Stake pays for:

Yearly registration fees (both boys' and adults' fees)

The purpose behind this financing plan is to remove the burden from parents and boys of fund raising for many different Church related activities, as well as ensure that all boys can afford to participate, regardless of their financial situation.

### Registration Fees

Cub Scout registrations is a year round "event" (boys join Cub Scouts when they turn 8). These registration fees are paid by the Stake.

### Uniforms

"The uniform indicates affiliation with the Boy Scouts of America and creates for the boy an instant sense of belonging. No boy should be excluded from Scouting if he is unable to purchase a uniform. Where parents are not able to provide uniforms, the pack committee may provide ways in which a boy could earn the money to buy his uniform. A uniform bank can provide used uniforms for new boys in Scouting or boys who have outgrown theirs." (See: "Uniforms and Insignia", Scouting Handbook, page 32)



# Following Akela's Trail

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Each boy or family is responsible for purchasing or in some other way obtaining a uniform. You might set up an "Experienced Uniform" closet for your Ward. There will always be some used uniforms available from another family with older boys. Catch them before they go to Deseret Industries or Goodwill.

### **Finding and Recruiting Adult Leaders**

How do you work with Bishops and Bishoprics to get the right people involved with the Cub Scout program in your Ward? Work closely with your Bishopric advisor to help them understand the needs of the Cub Scout program. Strongly encourage the entire Bishopric to go through Fast Start Training, and invite them to go to Basic Training, Pow-Wows and any other Cub Scout training that they have time to participate in.

Be sure your Bishop understands the importance of **two-deep leadership**. Staffing all the positions in a Ward is difficult, but if you will be having boys in your home for Den meetings (and you most certainly will), you **NEED** to have an assistant for your protection and for the boys' protection.

Get to know the members of your ward that are interested in Scouting, and suggest to the Bishop that they be given an opportunity to help with the program. Even if they have another calling, they may be interested in helping with Scouts in addition to their other calling. Use a Scout Resource Survey with the members of your ward to find out who is interested and has experience with Scouting.

There may be members of the community that are not members of the Church that would be interested in helping with your Cub Scout dens or pack. Just because they are not members of the Church does not exclude them from participating in LDS Cub Scout den and pack leadership positions. This is an outstanding missionary opportunity for us as LDS Scout Leaders. Be sure that your Bishop is aware of all individuals that are working with the Cub Scout program in your Ward.

Help your Priesthood leaders to understand that Scouting is not a "typical" Church calling. In many cases it is something very new to members of the Church, and it takes some extra commitment and time to learn how the program works. Encourage your Priesthood leaders to allow Cub Scout leaders to serve for a minimum of one year, preferably longer.

Find out how your Bishop would like you to handle finding volunteers for special Cub Scout activities and events such as Blue and Gold dinners and Pinewood Derbies. They may want to approve or suggest specific individuals to help with your activities. The Bishop may know of someone with a specific skill that may be of use to you. Take advantage of his knowledge and understanding of all the ward members.

It is time for us all together to become motivated so we can bless the lives of our good young men. Very few people wash their rental cars: we don't take ownership of rental cars. We need to take ownership of this program and provide this to our youth. Every adult should achieve the **On My Honor** award. Show the youth that you're leading out by getting this award. The adult leaders need to faithfully attend scout meetings and activities, and wear the appropriate attire (uniform). If we take our calling seriously, the young men will notice and respond accordingly.



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### *Things that matter most 4T's: essential for anyone involved in scouting.*

**TESTIMONY** We really need to have a testimony of this gospel. We need to know all the things scouting does for us. Scouting achievement should be a family activity. Above and ahead of that, and above all else, it is essential that we have a testimony of scouting. . Don't walk on the message. Invite the Spirit into your Scout unit. Use the scriptures whenever appropriate. Make sure our allegiance is to God and to the church.

**TRAINING** We have the attitude that once we're called we don't have to get involved with the professionals. They have firm standards Everyone of us should take full advantage of training. Amazing the things you can learn in BSA training. Take Scouting magazine. Church pays for registration, but won't pay for Boys Life, but recommends that boys read Boys Life. Take a special project in the wards: subscribe to it for the boys. \$7.80 per year. We ought to be trained if we're responsible for any scouting in the ward. Get all scout leaders trained. Pres. McKay: most important responsibility is the training of a young soul.

**TIME:** We've got to have time to do the job. If you call a man who doesn't have the time, its a mistake. Some don't have the time, some won't give the time. It is critical that the leaders are there for the boys. If you plan an event, do it. Nothing is more heartbreaking for a young man than to have a fun activity canceled. That trip to the Zoo may just be "another visit" for you, but it may be the first for him, and something he is very excited about.

**TENURE** We have a reputation in the boy scouts: we don't last very long. A good SM, pretty soon he is the E.Q. pres or bishop. Leave him in 3-5 years if he's good. Long tenure for leaders who will put in time and effort will yield a great program. Everyone leader should be a registered leader. BSA offers great protection for leaders, and this is very important in our litigious society.

### **Working with Parents and Boys that are not Interested in Cub Scouts**

What if my boy doesn't like scouting? He might not like all of it, but there will be something that will appeal to him.:

- 27% of baptized young men don't receive Aaronic Priesthood
- 36% don't become Teachers
- 44% don't become Priests
- 57% don't become Elders.

Cub Scouting is the "official" Activity for boys in the Church. However there will be boys (and parents) that are active members of the Church that are not interested in the Scouting program. How do you approach these situations? All packs have problems with parents who do not or cannot help with running the organization. Don't let the boy miss out on a great program because of the parents. The best thing you can do to help the boy become active in Scouting is to have a great program. Then never fail to invite them to participate. Remember, after Primary and Cub Scouts, they become Priesthood holders and Boy Scouts. A good foundation in Cub Scouting will help the boys to transition into the Boy Scouts, which is the activity arm of the young men's program. The teen-age years are where they will need a strong bond with the young men in the Scouting program in the Church as they are building character and preparing to serve missions throughout the world.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



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### Glossary

<b>Bishop</b>	The leader of the Ward. He and his two counselors make up the Bishopric.
<b>Bishopric</b>	The Bishop and his two counselors
<b>Blazers</b>	A class in the Primary for 10 and 11 year-old Boys. (No longer used)
<b>Year old Scouts</b>	The first year Scout Patrol. (Formerly Blazers)
<b>Calling</b>	An Assignment from the Ward leadership to a position of responsibility
<b>Deacon</b>	The office of the priesthood for 12 and 13 year old boys.
<b>Faith in God</b>	The religious award for Cub Scouts in the LDS Church
<b>LDS</b>	Latter-Day Saints, a shortened version of the official name of the Church, which is The Church of Jesus Christ of Latter-Day Saints
<b>Mormon</b>	A nickname for The Church of Jesus Christ of Latter-Day Saints. It comes from the name for a book of Scripture that is a companion to the Holy Bible, The Book of Mormon.
<b>On My Honor</b>	The religious award for Boy Scouts in the LDS Church
<b>Adult On My Honor</b>	The religious award for Adult Scouters in the LDS Church
<b>Priesthood Quorum</b>	A group of priesthood holders of the same office in the priesthood, IE deacons quorum.
<b>Priesthood</b>	Authority to act in the name of God. Worthy young men from age 12 and older receive the Aaronic Priesthood.
<b>Primary</b>	The Church organization for Children 3 to 11 years old
<b>Primary President</b>	The president of the Primary organization. She and her counselors organize and coordinate the primary organization in the Ward
<b>Stake President</b>	The leader of the Stake. He and his two counselors make up the Stake Presidency.
<b>Stake</b>	A collection of several wards in a geographical area
<b>Stake Center</b>	The Church building / meeting house that the Stake uses for general stake meetings. (Not a place where stakes are served)
<b>Ward</b>	A local congregation defined by geographic location. Usually 200 to 600 members, 50 to 200 families.



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### LDS Scouting Awards

FAITH IN GOD



#### Faith in God:

The Faith in God Award is the Religious Award for LDS boys registered in Cub Scouting. A Cub Scout may begin working on this award after he has been active in the pack for 3 months, and may receive it after his 9th birthday. A non-member boy can earn the award, with parental approval, but he should be encouraged to earn the religious emblem of his own faith. This award should be presented at a pack meeting by a member of the bishopric. It should not be presented at a sacrament meeting. To earn this award, the boy should:

1. Attend Primary and Sacrament meetings regularly. To achieve this requirement, he should talk with his parents and set goals for at least three months.
2. Share a faith-promoting story with his family or den leader.
3. Give an opening and closing prayer in a den or pack meeting. Discuss with his parents the importance of prayer.
4. During family home evening, or at another time, tell his family a favorite bible or Book of Mormon story, and explain why this is a favorite story.
5. Prepare a pedigree chart including the names of himself, his parents, and his grandparents, listing as many of these and other family names as he can.
6. List at least three good deeds he has done during the last month for neighbors, friends, elderly persons, or members of his family.
7. With the help of his parents, Primary teacher, or Den Leader, plan and give a well prepared talk at Primary or at a den or pack meeting.
8. Serve in a leadership position in his den.
9. Write, using fifty words or more, on the subject, "What it Means to Me to Do My Duty to God."

After completing these requirements he needs to have a conference with his Cubmaster, and his Bishop.

#### Adult On My Honor

The On My Honor Award for adults provides recognition for Scouting leaders who serve in Church-sponsored units. Men and Women serving in the Primary, or Aaronic Priesthood Scouting program may fulfil the requirements and earn this award. As with the Faith in God Award, this award should be presented at a Scout Meeting, and not in a Sacrament Meeting. To earn this award, the Scouter should:

1. Be registered and participate in a Church-sponsored Scouting unit.
2. Be at least twenty-one years of age.
3. Have served a minimum of three years in the Aaronic Priesthood Program, or in Scouting in the Primary.
4. Be thoroughly familiar with the Aaronic Priesthood Program or the Primary Scouting program as shown in an interview with the bishop.
5. Be worthy as shown in an interview with the bishop.
6. Complete the appropriate BSA basic training for Scouting Leaders.



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### LDS Leader Quotes on Scouting

"Every boy blessed by Scouting learns in his youth far more than that envisioned by Sir Tom of Warwick. He adopts the motto, 'Be prepared.' He subscribes to the code, 'Do a good turn daily.' Scouting provides proficiency badges to encourage skill and personal endeavor. Scouting teaches boys how to live, not merely how to make a living. How pleased I am that The Church of Jesus Christ of Latter-day Saints in 1913 became the first partner to sponsor Scouting in the United States. "The Church affirms the continued support of Scouting and will seek to provide leadership which will help boys keep close to their families and close to the Church as they develop the qualities of citizenship and character and fitness which Scouting represents. We have remained strong and firm in our support of this great movement for boys and the Oath and the Law which are at its center."

Elder Thomas S. Monson, October 1982

Simple and tremendously challenging are the words of the Scout Oath: "On my honor I will do my best." If every one of us would make that effort, the world would be much better, and we would be much happier. It is so often the very small and singularly inconsequential acts of our lives that eventually make so great a difference.

Gordon B. Hinckley CR Oct 1994

"If a ward does not have a good, active Scouting program that attracts and helps to hold boys close to the Church, it does not have the total Church program."

President N. Eldon Tanner

"The Cub Scout program is doing so much more than leading a group of boys. It is leading families to work together, to worship together in spite of the complexities of today's living."

LaVern W. Parmley, 1971

"Someone has asked -- 'What is a boy worth?' My answer would be: He is worth all that it takes to make of him a good man. *No one is too busy -- no one is too good -- no one is too important -- no one is too rich or too poor.* There is no such thing as 'It takes too much time' or 'some other time.' Nothing is as important as the time we give our boys and girls -- our young men and young women --- especially so if he or she happens to be our own. If we fail them now, we stand to lose all else that we hold near and dear to us. Someone has said, 'when a boy goes bad, a good man dies.'"

President David O. McKay

What a wonderful thing it is to plant in the heart of a boy the compelling axiom--'Be prepared.' Be prepared for what? For tying knots, yes. Knot tying is Tenderfoot duty, but it is important. In one sense this whole business of living and doing is one of tying knots, the kind of knots that will hold and not give under stress and strain. We see all around us the evidence of failure, of knots that slipped when they should have held. They are evident in career failures, in business failures, in professional failures, in marriage failures. To be able to tie the right knot for the right reason, for the right occasion, and to have it hold against every stress is a part of the process of being prepared.

Gordon B. Hinckley Boy Scouts Program, 10 Feb. 1985

"Where I have seen weak Scouting, it was a result of weak leadership, not a weak program."

Elder Robert L. Simpson





# Following Akela's Trail

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"Where Scouting is available, please understand that this is not an optional program. Make certain priesthood leaders in your regions understand this. It is an inspired program for a demanding time. This is that time."

Ezra Taft Benson Regional Representative Seminar, SLC, UT 13 March 1978

"We are concerned, brethren, with our need to provide continually significant opportunities for our young men to stretch their souls in service. "The Boy Scouts of America have found sponsorship in the Church of Jesus Christ of Latter-day Saints since 1913, when we became the first partner to sponsor Scouting in the United States. We've remained strong and firm in our support of this great movement for boys and of the Oath and Law which are its center. "I hope that you will teach righteousness, pure and undefiled. I hope that if any of God's children are out in spiritual darkness, you will come to them with a lamp and light their way; if they are out in the cold of spiritual bleakness with its frigidty penetrating their bones, you will come to them with your coat and your cloak also; and you will walk miles and miles with them, lifting them, strengthening them, encouraging them and inspiring them."

President Spencer W. Kimball

"I would to God that every boy of Boy Scout age in America could have the benefits and the blessings of the great Boy Scout program. It is truly a noble program. It is a builder of character not only in the boys but also in the men [and women] who provide the leadership. "Scouting is an inspired program. I believe Lord Baden-Powell was inspired. ... I stand before you ... grateful to the Lord for the great blessing of Scouting in the lives of my own children, in the lives of thousands upon thousands of others."

President Ezra Taft Benson

"I hope you will realize, brethren, that in doing Scout work you are doing Church work. It is just as important Church work as if you were in some other division of the Church program.

Elder Mark E. Petersen

I am sure that it must be a thrill to all of you who are Primary leaders to know . . . the number of boys now receiving the benefit of Cub Scouting . . . It takes devoted leadership. There are many causes for discouragement in the program, but there is no room for discouragement when we are engaged in the business of building boys. The success of the program is in direct relation to the enthusiasm of leaders."

Elder Howard W. Hunter Primary Conference, April 1960

"The values and ideals of Scouting are very compatible with some of our basic goals for boys that age. That is why Scouting has become such an integral part of our program. Besides the skills the boys learn, one of the great values is the building of self-esteem. Each boy has the opportunity to build self-esteem as he is recognized for his personal achievements, what he does individually. Cub and Blazer Scouting help each boy to do his best, and then to do better than before. "Another reason Scouting is so valuable to Primary boys is that it helps bring families closer together."

President Dwan J. Young Church News, Feb. 9, 1986

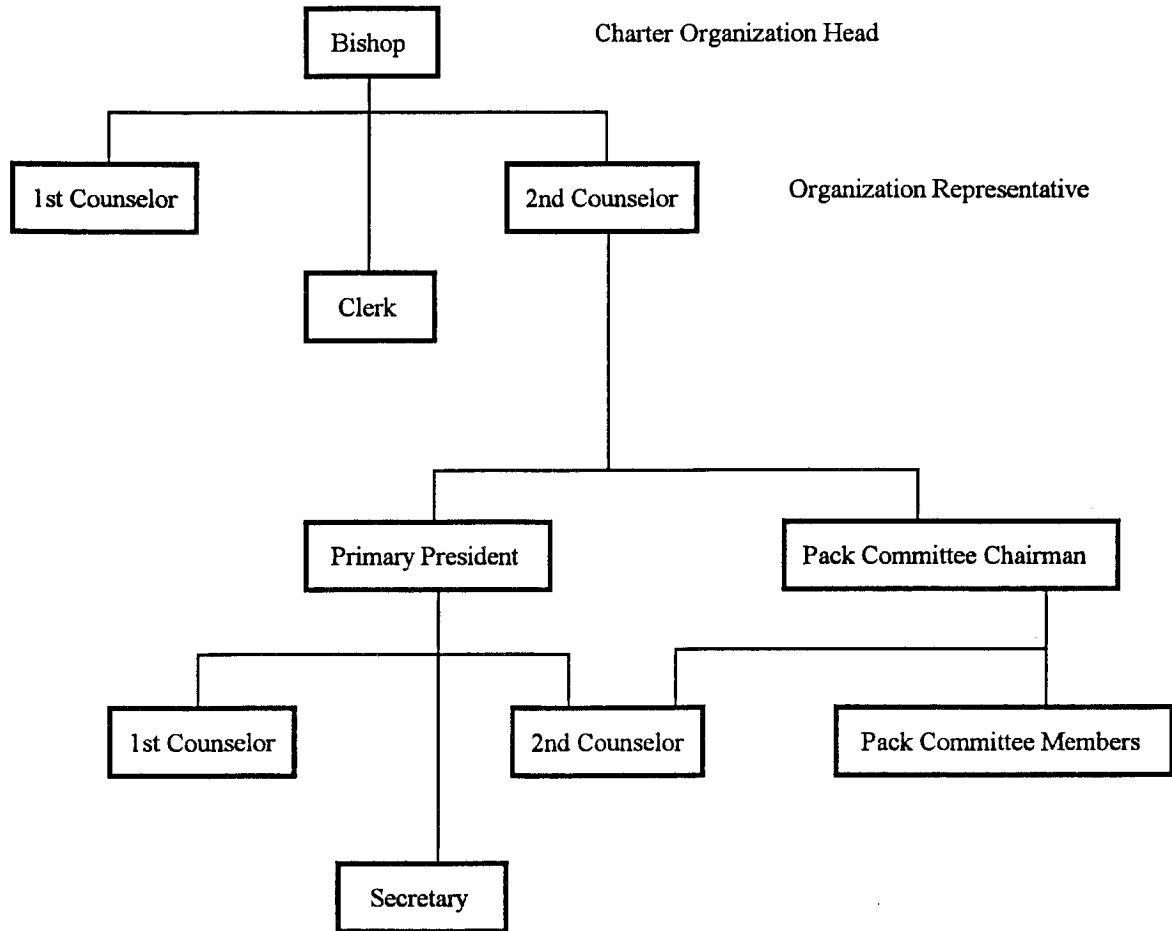


# Following Akela's Trail

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## Typical Ward Organization as it Relates to the Pack Committee



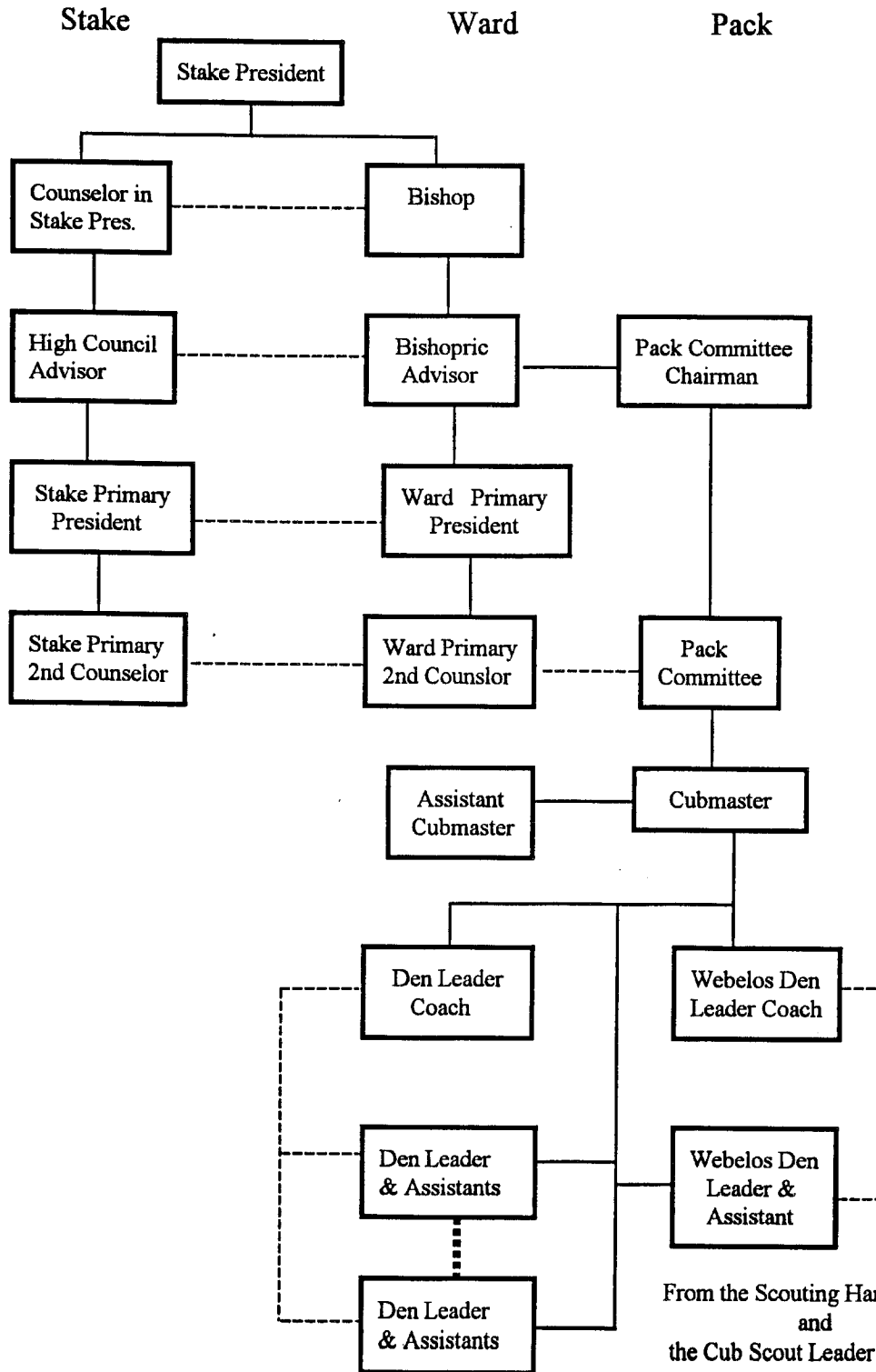


# Following Akela's Trail

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## Complete Stake, Ward, and Pack Organization as it relates to Cub Scouting



From the Scouting Handbook, Page 7  
and  
the Cub Scout Leader Book, Page 11



# Following Akela's Trail

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### References:

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# ***NO FUSS COOKING***



**By Drucie and Gary Yerkes**





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### INTRODUCTION

So you are getting ready to do your first camp out with your Cub Scouts. You want to give your young scouts a chance to cook but all your resources are for older boys. Besides, you don't want to lug around heavy Dutch ovens. Not yet anyway. So what do you do?



Cooking can be more fun than a barrel of monkeys if you plan properly.

This material was put together with the Cub Scout in mind. Ideas and recipes found in the following pages have been retrieved from many scouting resources. Each is Cub Scout proven (or so the sources say), which means that your Cub Scouts should be able to do and have fun doing each of the following recipes and methods of cooking.

### SIMPLE COOKING IDEAS

**Apple Delight** -- Core an apple just over half-way. Fill the hollow with cinnamon and marshmallows. Skewer it on a forked stick and hold over the coals until the marshmallow melts and the apple is easy to puncture.

**Banana Hot Boat** -- Cut a v-shaped wedge from the top of an unpeeled banana. Fill wedge with pieces of chocolate and marshmallow. Wrap in foil and place on coals for 8-10 minutes.

**Chili Bag** -- Cook up a pot of chili (homemade or canned). Buy individual size bags of Doritos or something similar. Cut an X on front of bag and open. Put chili on top of the chips, and shredded cheese. And you have portable lunch time nachos/tacos.

**Corn** -- Remove silk and soak ears in water. Lay on hot coals for about 8 minutes per side.

**Dog in a blanket**--Wrap a wiener in biscuit dough, skewer on a stick and bake over hot coals. Or slit the wiener and insert a piece of cheese before you wrap and cook it.

**Egg in orange peel** -- Scoop out the orange pulp and eat it, then grease the inside of the peel, crack an egg into it, and set on coals to cook.

**Egg on skewer** -- Prick a tiny hole in both ends of an egg and skewer it, but be careful not to go through the yolk. Place on a forked stick and hold over coals. Or, coat the egg with a stiff mud paste and cook covered in coals for 20 minutes.

**Eggs in Paper Cup** -- Fill a cup with water and drop in an egg, with or without the shell. Set the cup into the coals.

**Eggs and Bacon in a Paper Bag** -- Put strips of bacon on the bottom of the bag, crack an egg or two on top of the bacon, fold over the top of the bag and hang it on a stick over hot coals.

**Hang-um High Chicken** -- Hang a whole chicken on a string from a tripod over a bed of hot coals. Fashion an aluminum foil umbrella over the chicken to reflect the heat.

**Hot Rock Cooking** -- Lay a flat, hot rock on coals and use it as a griddle to cook hamburger, eggs, steak, fish, bacon, or bread.



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**Kabob** — Skewer meat, potatoes and another vegetable (tomato, zucchini, mushrooms) on a stick. Cook over hot coals.

**No Cook Fudge** — Try this one at a campfire while you tell a story, sing songs, etc. Have the boys pass it around to kneed so everyone gets a chance.

½ gallon ziplock bag	1 pound powdered sugar
½ cups cocoa	3 tablespoons butter
3 ounces cream cheese	1 teaspoon vanilla

Place all ingredients in the ziplock bag. Work out the air. Knead 25-30 min. Nuts or peanut butter may be added at the end.

**Onion Oven**— Cut an onion in half and scoop out all but the two outside layers. Crack an egg into each half, or fill with chopped, seasoned meat, cap, and place directly on hot coals.

**Potato1** — Cut out the center of a potato. Fill with hamburger and diced onion, or with butter and cheese. Plug the hole with some of the pieces you removed. Coat potato with 2 inches of thick mud and place in coals. Cook for about an hour.

**Potato2** — Slice off the top of a spud, hollow out a tunnel, and crack an egg into the hollow. Rub a bit of the egg white around the cut top, then put the “lid” back on the potato. Wrap in foil and bake in coals.

**Stick Bread** — Press a wad of dough onto the end of a stick and bake over hot coals. Try cinnamon twists. Pat dough into a rectangle, spread with butter, cinnamon and brown sugar, and cut into 2” strips. Wrap strip around a green stick and toast over the coals.

## FOIL COOKING

There are many ways to make a foil dinner. The short paragraph tells you how to make the foil package with cooking times. This is followed by many ideas on what to put into the foil packages.

Use two layers of light-weight, or one layer of heavy duty aluminum foil. Foil should be large enough to go around food and allow for crimping the edges in a tight seal. This will keep the juices and steam in. A good place to find heavy duty foil is a restaurant supply service. This wrap is know as the “drugstore” wrap.

### Drugstore Wrap

Use heavy foil three times the width of the food. Fold over and roll up the leading edges. Then roll sides for a steam-proof seal. Dinners can be mark with a sharpie marker with the person's name or have them fold edges in a certain way to help identify dinners.

You will need a shallow bed of glowing coals that will last the length of cooking time. A good brand of charcoal works well. Make sure the bed of coals is big enough so all the boys and adults can put their dinners on at the same time. You may want to have two beds based on the number of people. This will help prevent a few headaches.





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### Cooking Times:

Hamburger:	8-12 minutes,	Carrots:	15-20 minutes
Chicken pieces:	20-30 minutes	Whole Apples:	20-30 minutes
Hot dogs:	5-10 minutes	Sliced potatoes:	10-15 minutes

### FOIL RECIPES

#### Aluminum Eggs (Foil Breakfast)

Sausage	Hash brown potatoes
Egg	Salt, pepper and spices to taste

Place potatoes, scrambled egg (doesn't need to be cooked) sausage patty and spices in foil. Wrap securely. Place on coals for 15 minutes.

#### Campfire Sandwich

Chipped Beef  
Cheese, sliced  
Hamburger Buns

Place chipped beef and cheese on a bun. Wrap in aluminum foil. Place on coals about 5 minutes per side. Variations: a. You may use any type of meat. b. Add a slice of cheese, onions, relish or other favorite topping.

#### Standard Foil Dinner

Lay slices of potatoes, onion, and carrots on a sheet of heavy-duty foil then place hamburger patty on top. Cover with slices of potato, onion, and carrots. Season with butter, salt and pepper. Cook 20-30 minutes over hot coals, turning twice during cooking.

#### Variations on the Hamburger Foil Dinner

This a collection of ideas to make foil dinners more interesting. They came from the Internet. None are mine but they all sound great.

Just a touch of garlic salt makes a lot of difference. If you look at the labels in the stores, you will see that onion and garlic are part of almost everything! It doesn't take much to make it great.

Use cabbage leaves to wrap it all in before wrapping in foil. A little catsup helps for some boys. So can a few slices of onion.

Add Cream of Mushroom soup to our "hobos." It adds taste as well as additional moisture. A couple of tablespoons will do just fine. Yum-yum.

How about adding BBQ sauce, Worcestershire sauce, or even Italian dressing?

A measuring teaspoon of Italian seasoning or of curry powder or of chili powder wouldn't hurt.



# Following Akela's Trail

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Try combining BBQ and chili powder; or Italian dressing and Italian seasoning; Don't mix Worcestershire and curry powder though.

Spiced up your "hunters pack" aluminum foil dinners by adding Heinz 57 sauce. It really makes a big difference.

Instead of hamburger, try Pork Loin, or Boneless Chicken Breast!

Also vary the vegetable ingredients to include slices of tomato, and/or bell peppers.

If you use chicken, try pineapple slices with mild BBQ sauce.

Ground turkey can be used instead of ground beef, and is "more healthy".

Substitute Mrs. Dash, garlic pepper, Montreal seasoning, or any other favorite general-purpose seasoning for the pretty dull salt and pepper usually found in a foil dinner.

Consider replacing the hamburger with stew meat, cubed steak, or chicken or turkey breasts cut into stew meat sized cubes.

As to spices, consider adding a part of a clove of fresh garlic. Smash it first.

You might also consider adding soy sauce, teriyaki, or plain old steak sauce.

Try adding small dough balls of biscuit mix for dumplings.

Try a dash (maybe a big dash) of Wyler's bouillon granules. These add significantly to the flavor.

At home, parboil (3 minutes) a Cornish hen. oil it up, salt and pepper and wrap in foil. Cook as you would a foil pack (15 minutes per side). Do another pack of just thin sliced potatoes and onion, salt/pepper with a bit of olive oil. Makes an OUTSTANDING meal.

Try a pizza pocket dinner, made with those packages of 'flat' dough (those tubes from The Dough Boy). Take the flat dough, and fill the center with pizza sauce, pepperoni, cheese, with optional mushroom, olives etc. Fold it over to enclose the 'goodies' and wrap in 2 layers of foil. 'BAKE' 10 minutes on each side, and you might have a pizza pocket.

Use chunks of ham, sweet potatoes (par boiled), pineapple. As soon as it comes out of fire, add a few mini marshmallows on top.

Ham pieces or steak, Pineapple slices (or tidbits) dash of teriyaki sauce (or marinade) and mixed vegetables to taste.

Cubed Ham, chopped potato, onions, grated cheese of your choice.

Take a whole chicken. Brush with melted butter. Take a whole lemon, slice, squeeze juice over chicken. Sprinkle generously with Lemon & Herb spice. Put leftover lemon peel & pulp inside chicken with slices of onion. Wrap in foil. Cook until done. 40-60 minutes.

You can also cook potatoes & onions in other foil packs.

Chicken with instant rice and cream of celery soup (undiluted).

Marinated Fajita Meat (Beef or Chicken), Onions, Green Peppers. Serve on tortillas with cheese, salsa, etc.



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Core small to medium potato, insert a small pre-cooked sausage or wiener. Wrap in foil, set in hot ashes to bake. Takes 45-90 minutes to cook. Remove and slice top and add cheese, chili or fixing of your choice.

How about some Pop Corn. In center of 18" x 18" square of heavy or doubled foil, place one teaspoon of oil and one tablespoon of popcorn. Bring foil corners together to make a pouch. Seal the edges by folding, but allow room for the popcorn to pop. Tie each pouch to a long stick with a string and hold the pouch over the hot coals. Shake constantly until all the corn has popped. Season with salt and margarine. Or soy sauce, or melted chocolate, or melted peanut butter, or melted caramels or use as a base for chili.

### HELPFUL HINTS

**DO NOT, REPEAT NOT** use cheese in your recipes, unless put on after cooking. The cheese will warm and separate and the oil will catch fire or cook the food faster than expected. We had a few very unhappy Cubs expecting Cheeseburgers, but receiving, well something else if you can imagine.

It may cost a bit more too, but try to keep your meats lean and let the veggies add the moisture necessary.

Also, have some extra bread and cheese slices available as there will inevitably be an accident or two (broken foil-food in fire), and a few boys who will not be to happy with the final product.

Don't forget extra utensils as you'll be moving a lot of packages around.





# MAKING A BOX OVEN

(Simple Model)

I have heard of many ways to make a box oven. This one is a simple, easy method which gives you a good basic oven for starters. As you become more confident with your box oven skills, you can then build your own, custom oven.

First, select a good sturdy box. A good starting box is about the size of a printing paper box or lid to a banana box. Heavy moving boxes about the same size work great. Do not start with a large box. If your box has holes in it, I like to plug with pieces of cardboard cut from another box. Tape the cardboard cutout in place with duct tape. **DO NOT USE PLASTIC PACKING TAPE.** Plastic tapes will melt. Plugging holes will help prevent you from putting your finger through the aluminum foil once the box is wrapped.

Using a heavy duty role of foil (I like the wide stuff) start covering the box, shiny side out. I usually start from the middle of the top of the box with foil about ½ inch over the edge and work width wise first (see Figure 1) and hold foil down with tape. Work down the side and into box. Make sure that your foil lays flat and you do not puncture the foil. Mold the foil into the side and corner seams as you go. Continue wrapping until you have reached the edge of the foil. Overlap foil edge by about ½ inch and tape.

(NOTE: Some people only foil the inside of the box. This will work but covering the entire box makes it less likely to get burnt by hot ashes or coals.)

Start your next piece of foil by overlapping the first piece by 2 inches or more based on the size foil being used. Repeat until the width of the box is completely covered.. Repeat this step running the foil the length of the box, making sure every exposed piece of cardboard is covered. If there is any cardboard exposed on the inside of the oven, it will burn. Do not use any tape on the inside of the box. Tape can be used to hold foil in place on the outside only.

Your box oven is now ready. You may want to add handles or a rack to your next box oven. But that's for another day.

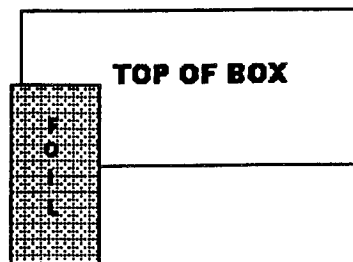


Figure 1



# BOX OVEN OPERATION

So, you want to work a box oven and you don't know how. Well, sit back and read on cause by the time I'm done, you'll be cooking up a storm.

Once you have your box oven made, you will also need the following items.

1. four empty soda cans
2. stainless steel cookie sheet (you can use Teflon or non stick but it could get scratched because of outdoor handling).
3. charcoal (get a good brand as it burns better)
4. brick or foil wrapped block of wood about the same size
5. tongs to lift and place coals
6. hot pad mittens to lift box
7. ingredients and utensils to make whatever it is you are making

Now that you have all your stuff, let's get cooking.

**Step 1** Determine how many coals are going to be needed. The average rule of thumb is that each coal will give off about 20 degrees F of heat each. Having taken higher math in college, this tells me that if I need to bake at 350 degrees F, I need to divide 350 by 20. The answer, 17½ is the number of coals that will be needed (be brave, use 18 coals, cutting a coal in ½ gets messy). On really hot days and cooking in the sunlight, you may want to use one or two less, on cold days, use one or two more. It also makes sense that the larger the box, the more coals are needed. I bought one of those sit in the oven temperature gages and put it in the oven as checked the temp. this gave me a good idea on number of coals needed.

**Step 2** Get coals going. Remember, BSA regulations say that **NO** liquid starters may be used. I like to use a charcoal chimney. Count out the number of coals needed and add a few extra. Coals need to be completely white for proper cooking. This will take about 20 minutes to happen using a charcoal chimney. While coals are starting, fill the four empty soda cans ¾ full with water, sand or pebbles. These will be used as legs for your cookie sheet.

**Step 3** Before the coals are ready, you should prepare whatever it is you are going to bake. So get busy.

**Step 4** In the fire ring, place the four filled soda cans so that they fully support the cookie sheet at the four corners. If you want, you can add two cans on each side in the middle for more support. (NOTE: If you are baking in a casserole dish, place the casserole dish on the cans. Coals can be spread out. Coals do not have to be under the dish for the oven to bake properly).

**Step 5** Once coals are ready, place coals, using tongs, in the middle of the cans. Spread the coals out so they are just touching each other.



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**Step 6** Place cookie sheet with whatever on top of cans. Place box oven over cookie sheet. Place brick (or foil covered block) under the front lip of the box oven. This allows air to get it for the coals.

**Congratulations**, you are now baking in your box oven. Wasn't that easy. Here are some helpful hints.

**Hint 1** When you lift the box to check to see how things are cooking, use your glove mittens. The box will be hot.

**Hint 2** Don't lift your box too often. This allows the heat to escape.

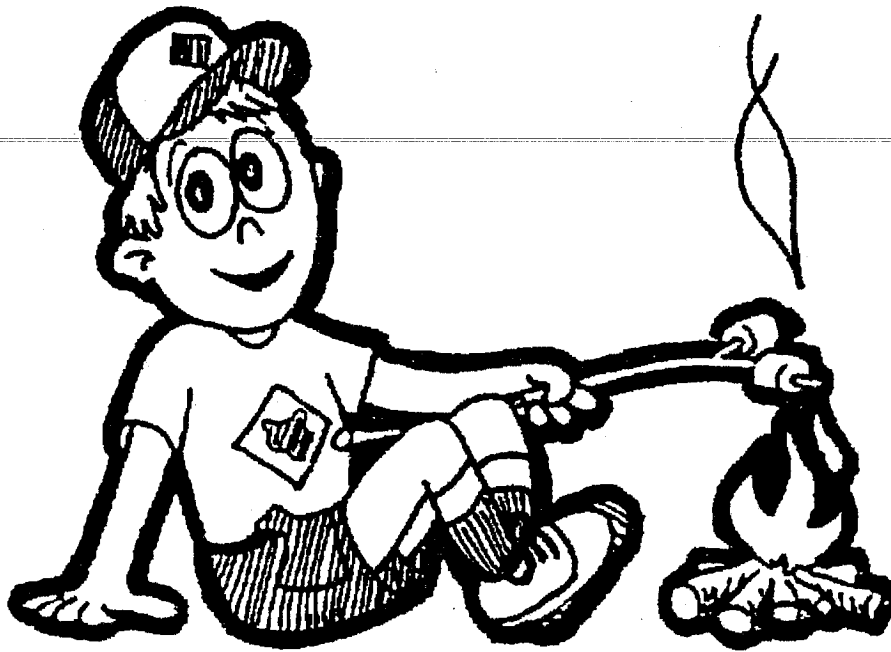
**Hint 3** If you are going to be cooking over an extended period of time, you may need to add coals. Coals are usually good for about 1 hour of cooking. If your dish will take longer or you are doing several dishes, you should start another set of coals prior to running out so they will be ready about 45 minutes into your cook cycle. Add new coals as required. (NOTE: This is a trial and error process so the more you cook with your box oven, the better you will get at judging.)

**Hint 4** If it is windy, be careful when installing and removing your box oven. Ashes may fly when hit by high winds which can be a fire hazard. The ashes may also get on your food. Try to set up your cooking area in a non windy place or try to set up a wind block so the wind does not hit the coals.

**Hint 5** When selecting a cookie sheet to use, make sure that there is at least 2" between each side of the cookie sheet and the box. This will allow for proper air flow.

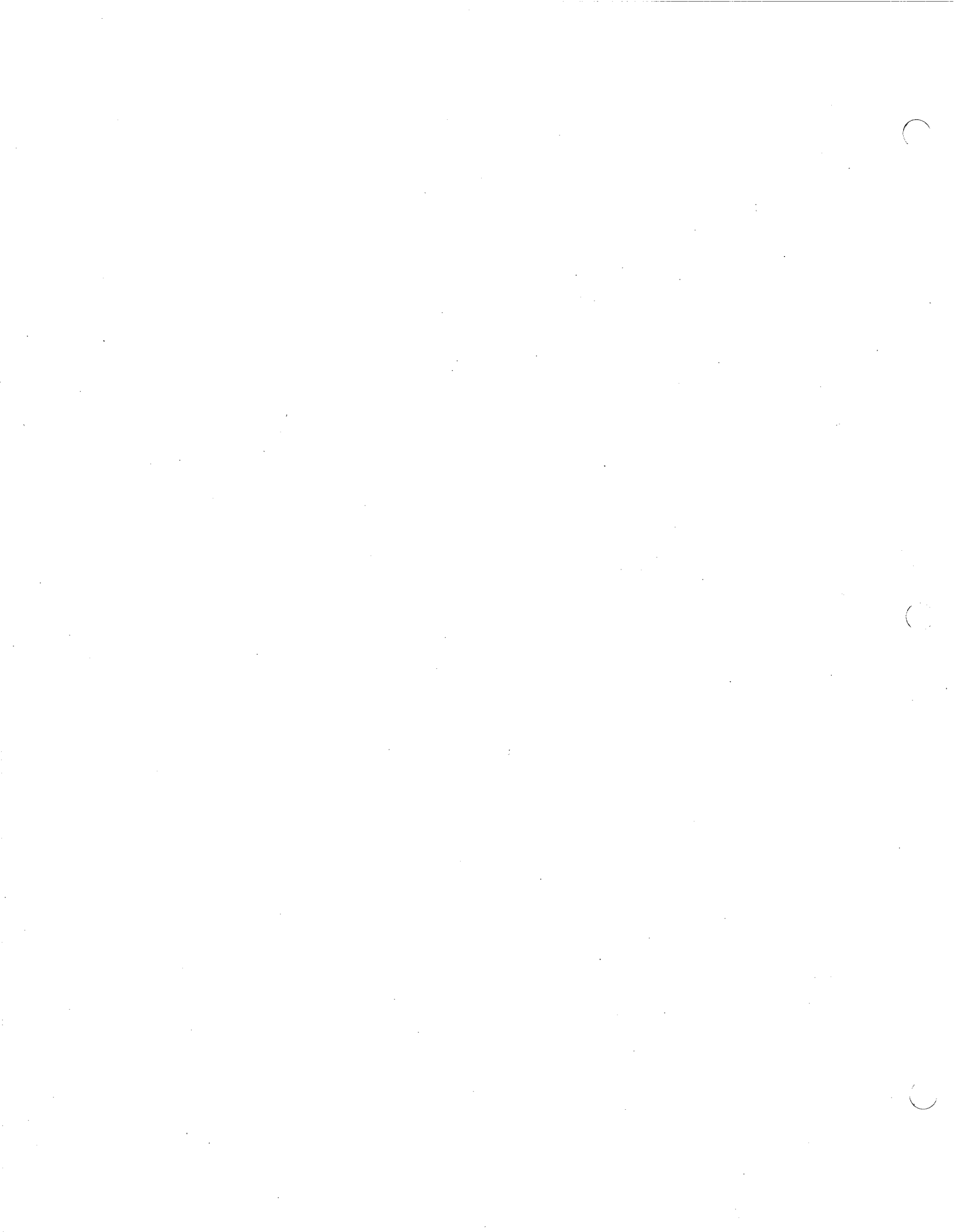
## Good Cooking.

# OUTINGS



I wandered lonely as a cloud  
That floats on high, o'er vales and hills,  
When all at once I saw a crowd  
A host, of golden daffodils.

William Wordsworth







# CUB SCOUT OUTINGS

FUN AND EXCITEMENT ARE THE NAMES OF THE GAMES !  
KEEP IT FUN AND THEY'LL  
ALWAYS COME BACK FOR MORE

## I. IMPORTANT THINGS TO REMEMBER:

- 1 Always file a Local Tour Permit if you're going anywhere other than your usual meeting place.
- 2 Contact someone from the HAT Approval Roster prior to taking a trip involving a High Adventure Award
- 3 File a HAT application prior to your outing if you are seeking a High Adventure Award
- 4 Plan, Plan, Plan. Make reservations, or you could be out of luck and the boys will be disappointed. Without proper planning, you could lose boys and adults from your program!
- 5 Keep it very Simple, and make it loads of Fun (KIS MIF). The more complicated your plans, the more that can, and will, go wrong.
- 6 Encourage participation by all in your Den and Pack.
- 7 Allow ample time for delivery of patches and other awards.
- 8 Recognize those members of your unit who help.
- 9 Be sure that you can cover the expense of the outing or activity, and awards.
- 10 Make use of all available Resources and references:
  - o How to books: Bike Rodeo, Pinewood Derby, Space Derby , Raingutter Regatta, Local reference guides, etc
  - o Local Newspapers: Sources of special events, Circuses, County Fairs, Concerts, etc.
  - o Program Helps: The Cub Scout Bible for Planning

## II. OUTING LEADER TRAINING....BE PREPARED

The best way to ensure fun, educational, problem free, and above all, safe outings is to be trained as on Outing Leader by the council High Adventure Team. While this may, a first, seem to be a little bit of overkill for some short outings, the HAT course will teach you all of the skills necessary to plan and execute your outing in a manner which will provide the maximum amount of fun and education with the least amount of problems and dangers.



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Where is the nearest hospital to your outing? Are there any boys with special needs or health problems which may require attention during your trip? What do you do if one of your vehicles breaks down? Where do you go if the weather changes or other natural phenomena occur which could drastically change your plans?

These are just a few of the questions you will learn to ask yourself during the planning stages of your outing if you take the HAT course. Additionally, the Outing Leader Course is a Prerequisite for the other HAT course, and is required of a leader before his/her unit can receive HAT awards.

Also at least one leader on the outing must have the minimum of a Basic First Aid training. If aquatic activities are planned, the Safety Afloat and Safe Swim Defense are also required of at least one leader. It is highly recommended that all trained leaders receive this additional training as well. This will enable your unit to have the minimum requirement of Two Deep Leadership at every outing.

You'll be surprised to learn all that you have forgotten after becoming an adult. The courses are fun, educational, and geared toward Scouting, and will enable you to provide a better Scouting experience for the members of your unit, and their families. Safety first is the key to a great outing. Plan, plan, and then plan some more. It works.

### III. THE CUB SCOUT DEN

In planning a program for a Den, it is important to read through their book, whether it be Wolf, Bear, or Webelos. Below are some ideas for outings that can help with achievements and electives for your Cub and Webelos Scouts. If you're going to any place other than your usual meeting place, you **must file a Local Tour Permit** with the Council Office. This will ensure that you as a leader are covered, as well as the boys and registered adults who come along.

#### 1 WOLF

- **Public Library:** (elective 6). Have your boys get their library card. Great for school too.
- **US Postal Service:** (achievement 6..Start a collection)
- **Fishing:** (elective 19) This can be as easy as going to Reseda or Balboa Park for the afternoon and can also earn the boys their fishing Belt Loop, and eventually the Sports Pin, in addition to a possible HAT Award.
- **Bowling:** (elective 20g) This can earn a belt loop, Sports pin, and can possibly be used as a fundraiser.
- **Kite Derby:** (elective 5)
- **Roller Skating/Blading:** (elective 20f) Fun, fun, fun for the entire family. Belt loops, Sports pin, and fundraising possibly
- **Ice Skating:** (elective 20e) See Roller Skating above
- **Miniature Golf:** (elective 20) Belt Loops\*, Pins.
- **Picnic:** (elective 18a)



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### 2 BEAR

- **Places of Historical Interest:** (achievement 3d) Please see the section on Historical Sites that follows.
- **Old Houses near where you live:** (achievement 3c)
- **Visit a Zoo, Nature Center, or a Wildlife or Game Preserve:** (achievement 5d)
  - a. LA Zoo
  - b. San Diego Zoo
  - c. Santa Barbara Zoo
  - d. Wildlife Way Station
  - e. Sepulveda Dam
  - f. Magrath State Beach (Bird Sanctuary)
  - g. Audubon Center of Southern California
  - h. El Dorado Nature Center
- **Visit A Power Company** (achievement 6f)
- **Visit a Public Library** (achievement 8a)
- **Attend a Sporting Event** (achievement 23e)
- **Visit a Planetarium** (elective 2) Griffith Park
- **Visit a Local Police or Sheriff's Station** (achievement 7d)
- **Visit a Fire Station** (achievement 11)
- **Visit a Newspaper Office** (achievement 8a, 17b, & 17d)
- **Bank Tours** (achievement 13b)
- **Visit an Art Museum** (elective 9b)

Always look at the book for the rank of your Scouts. There are a multitude of places where your Den or Pack can go and do wonderful, educational, and fun things. All of your Unit's outings don't have to revolve around, or result in advancement or awards. However, advancement and awards are initially a good way to foster participation in your outings and events. Your boys' book will help to give you ideas of places to go and things to see. You can visit a weather station, or Military Base. Go to an air show, or the County Fair.

**IF YOU MAKE THE SCOUTING EXPERIENCE FUN AND EXCITING FOR YOUR BOYS, THEY'LL GET MORE OUT OF THEIR SCOUTING EXPERIENCE, AND WILL REMAIN IN SCOUTING LONGER.**

Additionally, outings are a good way to determine which of your adults may make good leaders for the future, and which of your boys have strong, inborn, basic leadership qualities. Which should be fostered, and which boys require additional help in these areas.



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### IV. HISTORIC SITES

Visiting historical sites can be educational, entertaining, and fun. Some offer guided tours, special 're-enactments', and hands on participation. There may be an admission charge at some, while others seek donations to maintain their facilities. Always call ahead and see if they offer a 'Scout discount'. Most have picnic facilities, and some may offer hiking trails, camping, and other activities for children. High Adventure Awards are available for the Historic Bike Ride, Big Sycamore Hike, and the El Camino Real award can be earned by visiting some historic sites. Visiting Historic Sites can also fulfil Bear Achievement 3d.

The following are some historic sites which may be of interest to your unit:  
(See the Places to Go section following for address and descriptions)

Adamson House & Malibu Lagoon Museum	Heritage Hill Historic Park
Andreas Pico Adobe	Heritage Square
Banning Park & Residence Museum	Leonis Adobe
El Pueblo de Los Angeles Historic Park	Lopez Adobe
Fort Tejon State Park	

The following are some local museums which may be of interest to your units:  
(See the Places to Go section following for address and descriptions)

Cabrillo Beach Marine Museum	William S Hart Museum
California Museum of Science & Industry	J Paul Getty Museum
George C. Page Museum	Southwest Museum

The foregoing Historical Sites and Museums are just a few of the many great places to go and see in your area. Your local library, telephone book, Thomas Guide, tour books, local newspapers, friend and neighbors are all great sources of places to go. Many of the places listed above have their own 'patch' and award programs available for your Scouts to take advantage of, in addition to the HAT Award program.

Outings are a great way to promote Scouting and to keep your Scouts interested. Use them wisely and to your advantage. Above all, be safe, smart, and have lots of good clean fun! With proper planning and common sense, you'll have a better program for your boys and you'll keep them interested in Scouting for years to come.

**HAVE A GREAT TIME**



## PLACES TO GO

**Adamson House & Malibu Lagoon Museum**  
23200 Pacific Coast Hwy  
Malibu, CA

**(310) 456-8432**

Wed - Sun 11:00 AM - 3:00 PM  
(Closed Sun during the winter) This house, built in 1929 is a state landmark. The museum documents the history of Malibu. Located only 1/4 mile from the Malibu Pier, there is no license required to fish. There is a \$4.00 parking fee per vehicle.

**Air Force Flight Test Center Museum**  
6500 SW/CCM  
Edwards Air Force Base

**(805) 277-8050**

**Andreas Pico Adobe**  
10940 Sepulveda Blvd  
Mission Hills

**(818) 365-7810**

Open Sat & Sun 1:00 - 4:00 PM, or by appt. This is the second oldest house in Los Angeles

**Autry Museum of Western Heritage**  
Located across from LA Zoo

**(213) 667-2000**

Tue - Sun, 10:00am - 5:00pm

**Banning Residence Museum**  
401 E. M Street  
Wilmington

**(310) 548-7777**

Tues - Thur, Sat & Sun  
Docent Tours hourly 12:30 to 3:30.  
A 23 room 1864 Greek Revival house. Built by the Banning family, pioneers in the development of the Wilmington-San Pedro area. This was the home of General Phineas Banning -- "Father of LA Harbor" A \$2.00 donation is requested.

**Brand Library & Art Center**  
1601 W Mountain  
Brand Park, @ Grandview  
Glendale

**(818) 548-2051**

The Library is open Tue-Sat afternoons. Other attractions include the El Miradero Museum, housing one of the largest art & music collections in Southern California. Other attractions, hiking trails and picnic areas are in the Park.



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### **Calico Ghost Town**

36600 Ghost Town Rd..  
Yermo, CA 92368

**(909) 254-2122**

Open Daily, 9:00 am - 5:00 pm  
Once a rollicking silver mining town of the 1880s, the park is nestled in the Calico Mountains 10 miles north of Barstow. The park is open from 7 a.m. to dusk daily, except Christmas. Shops are open from 9 a.m. to 5 p.m. daily. Entry fees are \$5 a person for those age 13 and older; \$2 for those ages 4 to 12. Special events are extra.

### **Cabrillo Marine Museum**

3720 Stephen White Drive  
San Pedro, CA

**(310) 548-7562**

Produces Grunion Run educational event during the Run, April - July. Museum has 1000's of specimens from the Pacific Ocean, and shoreline. Groups need to make reservations. \$4.00 for parking.

### **California Inland Empire Council, BSA**

**(909) 825-8844**

### **California Museum of Science and Industry**

700 State Drive  
Exposition Park  
Los Angeles, CA

### **California Oil Museum**

1003 Main St  
Santa Paula, CA

**(805) 525-6672**

### **Camp Josepho (WLACC)**

Santa Monica Mountains

**(818) 785-8700, x130**

### **Camp Jubilee (WLACC)**

Palmdale

**(818) 785-8700, x130**

### **Camp Three Falls (Ventura County Council)**

Frazier Park

Features year-round weekend camping and Webelos Resident Camp during the summer.

### **Camp Verdugo Oaks (Verdugo Hills Council)**

Located near the Templin Highway exit from I-5, this is a great camp for year-round weekend camping.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



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<b>Canyon Theatre Guild</b> 13660 Sierra Highway Canyon Country, CA 91351	<b>(805) 298-0058</b>
<b>Charmlee County Park &amp; Nature Center</b>	<b>(310) 457-7247</b>
<b>CHP - Woodland Hills</b>	<b>(818) 888-0980</b>
<b>Circle X Campground</b> Santa Monica Mountains National Park	<b>(818) 597-9192</b> (Webelos Camping)
<b>County of Los Angeles Fire Department</b>	These Fire Department Units will help your Webelos work on Forester. Great resource for conservation projects — and free trees for planting, as well.
<b>Henninger Flats Forestry Unit</b> 2260 Pinecrest Dr Altadena, CA 91001-2123	<b>(818) 794-0675</b>
<b>Lake Hughes Forestry Unit</b> 42150 Lake Hughes Rd Lake Hughes, CA 93532-9706	<b>(805) 724-1810</b>
<b>Malibu Forestry Unit</b> 942 N Las Virgenes Rd Calabasas, CA 91302-2137	<b>(818) 222-1108</b>
<b>Saugus Forestry Unit</b> 28760 N Bouquet Cyn Rd Saugus, CA 91350-1220	<b>(805) 296-8558</b>
<b>Daily News</b>	<b>(818) 713-3031</b> Tours available
<b>Decker Canyon Campgrounds</b> Decker Canyon, City of LA	<b>(310) 457-3267</b> Group Camping only (Webelos Camping)
<b>Descanso Gardens</b> 1418 Descanso Dr, near Verdugo Blvd La Canada	<b>(818) 952-4400</b> Open daily, 9:00am-4:30pm. A 165-acre garden featuring 35 acres of camelias, a California Oak forest and a 5-acre rosarium with roses from around the world. Great for picnics.



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<b>Desert Pacific Council, BSA</b>	<b>(619) 298-6121</b>
<b>El Pueblo de Los Angeles (Olvera St)</b> 100 Calle Plaza North Main @ Los Angeles St	<b>(213) 628-1274</b> Mon -Fri 10:00 - 3:00 Sat - Sun 10:00 - 4:30
<b>Fillmore &amp; Western Railway Company</b>	<b>(805) 524-2546</b> Scenic train rides through Ventura Co.
<b>Fire Stations</b>	See "Fire Dept" listing in "Government" pages of telephone directory.
<b>Fish Hatchery (Dept of Fish &amp; Game)</b> 612 E Telegraph Rd Fillmore, CA	<b>(805) 524-0962</b> Call for hours. Bring nickels and dimes for the Cubs to feed the fish while a leader reads the self-guided tour signs. Nice event for nature requirements or to begin Fishing Beltloop.
<b>Fort Tejon State Historical Park</b> 4201 Fort Tejon Rd Lebec, CA 93243	<b>(805) 248-6692</b> Civil War re-enactments Staged every 3rd Sun, Jun-Sep, 2x/day Museum Open Daily, 10:00am - 4:30pm
<b>Franklin Canyon Nature Center</b> Coldwater Cyn & Beverly Dr	<b>(818) 597-9192</b>
<b>Griffith Park Observatory/Planetarium</b>	<b>(213) 664-1191</b>
<b>Heritage Hill Historic Park</b> 25151 Serrano Rd. El Toro	<b>(714) 855-2028</b> Wed-Sun 10:00 - 5:00 \$1.00 per person. Groups need to give at least 15 days notice.
<b>Heritage Junction Historic Park</b> 24101 San Fernando Rd Newhall, CA 91321	<b>(805) 254-1275</b> Open Weekends, 1:00pm - 4:00pm (Note: adjacent to William S Hart Park)
<b>Heritage Square</b> 3800 Homer St Los Angeles, 90031	<b>(818) 449-0193</b> Sat-Sun 12:00 - 4:00 Sat and Sun By Appointment Fee Adults \$4.50 Juniors (12-17) \$3.50
<b>IMAX Theatre</b> Exposition Park, LA	<b>(213) 744-2019</b> Combine an IMAX showing with a visit to the Museum of Natural History.





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| <b>J Paul Getty Museum</b><br>17985 PCH<br>Malibu, 90265                                     | <b>(310) 458-2033</b><br>Tues - Sun 10:00 - 4:00<br>Free  |
| <b>Kidspace Museum</b><br>390 S El Molino Ave<br>(between Del Mar & California)<br>Pasadena  | <b>(818) 449-9143</b><br>Open weekends 12:30pm-5:00pm<br>Open Tue-Fri, 1:00pm-5:00pm summer<br>Open Wed, 2:00pm-5:00pm year-round<br>An educational museum full of hands-on exhibits. |
| <b>La Brea Tar Pits</b><br><b>George C. Page Museum</b><br>5801 Wilshire Blvd<br>Los Angeles | <b>(213) 936-2230</b>   |
| <b>Lechler Museum</b><br>Piru  | <b>(805) 521-1595</b><br>Private museum, tour given by owner.<br>Collection includes an old school bell<br>from Castaic Elementary. Best for small<br>groups.                         |
| <b>Leo Carillo State Park Campground</b><br>Off PCH. about 8 mi N of Zuma Beach              | <b>(800) 444-7275 (Destinet)</b><br>(Webelos Camping)   |
| <b>Leonis Adobe</b><br>23537 Calabasas Road<br>Calabasas. 91302                              | <b>(818) 712-0734</b><br>Wed- Sun 1:00 - 4:00<br>The Plummer house, the first house built<br>in Hollywood has been relocated here.  |
| <b>Long Beach Area Council, BSA</b>  | <b>(310) 427-0911</b>   |
| <b>Lopez Adobe</b><br>1100 Pico Street<br>San Fernando, CA                                   | <b>(818) 365-2541</b>   |
| <b>Los Angeles Area Council, BSA</b>   | <b>(213) 413-4400</b>   |
| <b>Los Angeles International Airport</b><br>1 World Way<br>Los Angeles                       | <b>(310) 646-5740</b><br>Tours available  |
| <b>LAPD - Devonshire Division</b><br>10250 Etiwanda Ave, Northridge                          | <b>(818) 898-8285</b>   |
| <b>LAPD - West Valley Division</b><br>19020 Van Owen St, Reseda                              | <b>(818) 756-8543</b>   |



# Following Akela's Trail

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<b>Los Angeles Times — Chatsworth</b>	<b>(818) 772-3113</b>
<b>Los Angeles Times — Los Angeles</b>	<b>(213) 327-5757</b> Tours available; minimum age = 10
<b>Los Angeles Zoo</b> 5533 Zoo Drive Los Angeles, CA 90027	<b>(213) 666-4090</b> Open Daily, 10:00am - 6:00pm
<b>Los Padres Council, BSA</b>	<b>(805) 967-0105</b>
<b>Lost Hills Sheriff's Station - Calabasas</b>	<b>(818) 878-1808</b>
<b>Malibu Creek State Park</b> Las Virgenes Canyon Road between Calabasas and Malibu	<b>(800) 444-7275 (Destinet)</b> (Webelos Camping)
<b>Museum of Flying, Santa Monica Airport</b>	<b>(310) 392-8822</b> Wed - Sun, 10:00am - 5:00pm Adults \$7, children \$3
<b>Richard Nixon Library and Birthplace</b> 18001 Yorba Linda Blvd Yorba Linda, CA	<b>(714) 993-3393</b>
<b>Old Baldy Council, BSA</b>	<b>(909) 983-4534</b>
<b>Orange County Council, BSA</b>	<b>(714) 546-4990</b>
<b>Peterson Auto Museum</b> 6060 Wilshire Blvd	<b>(213) 964-6346, 930-CARS</b> Tue - Sun, 10:00am - 6:00pm Huge display of cars from all eras.
<b>Placerita Canyon Nature Center</b> 19152 Placerita Canyon Rd Newhall, CA 91321	<b>(805) 259-7721</b> 9:00am - 5:00pm daily \$3/vehicle parking fee Camping & Campfire location available
<b>Ronald Reagan Presidential Library</b> 40 Presidential Dr. Simi Valley, CA 93065-0666	<b>(805) 522-8444</b> E-MAIL: <a href="mailto:library@reagan.nara.gov">library@reagan.nara.gov</a> Museum Admission: \$4
<b>San Fernando Valley Audobon Society</b>	<b>(818) 783-4293</b> Regularly host bird watching hikes in area parks.
<b>San Gabriel Valley Council, BSA</b>	<b>(818) 351-8815</b>



# Following Akela's Trail

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**Santa Anita Canyon Nature Center**

(818) 790-1151

**Santa Monica Mountains National Recreation Area**

National Park Service  
22900 Ventura Blvd, #140  
Woodland Hills, CA 91364

Write to request to be put on their mailing list; brochure of hikes & tours is mailed seasonally.

**Seabee Museum**

United States Naval Training Base  
Port Hueneme, CA 90343

(805) 982-4364

Museum features naval battle scenes, equipment, art, and Seabee History

**Sea World**

1720 S Shores Rd  
San Diego, CA 92109-7995

(800) 325-3150

Special patch program available during parts of the year.

**Skipper's 22<sup>nd</sup> Street Landing**

141 W 22<sup>nd</sup> St  
San Pedro, CA 90731

(310) 832-8304

Whale Watching excursions, Jan - Mar  
Prices vary, \$6 - \$12 each

**Southwest Museum**

234 Museum Dr  
Highland Park

(213) 221-2160

Tues - Sat 11:00 - 5:00  
Adults \$2.50, Age 7-18 \$.75  
American Indian art and artifacts.

**Sycamore Cove State Park Campground**

Off PCH about 12 mi N of Zuma Beach

(800) 444-7275 (Destinet)

(Webelos Camping)

**Thornhill Broom Beach**

Off PCH about 14 mi N of Zuma Beach

(800) 444-7275 (Destinet)

(Webelos Camping)

**Topanga Canyon State Park**

Entrada Dr, off Topanga Cyn Blvd

(310) 457-7247

**US Forest Service - Saugus Ranger District**

(805) 296-9710

**Ventura County Council, BSA**

(805) 482-8938

**Will Rogers State Park**

Pacific Palisades

(310) 454-8212

**William S Hart County Regional Park & Museum**

24151 San Fernando Rd  
Newhall, CA 91321

(805) 259-0855

Museum Open W-S, 11:00am - 3:30pm  
Park Open Daily, 7:00am - sunset  
Camping & Campfire location available



# Following Akela's Trail

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We are always looking for new and exciting places to take our Cub Scouts. If you have found that perfect Outing, or even not so perfect Outing, we would like to know. That way we can keep this section full of fresh and new ideas. Also, if you find that one of our resources is out of date, we need to know that also, so that we can update this file. Please send any submissions, or corrections to:

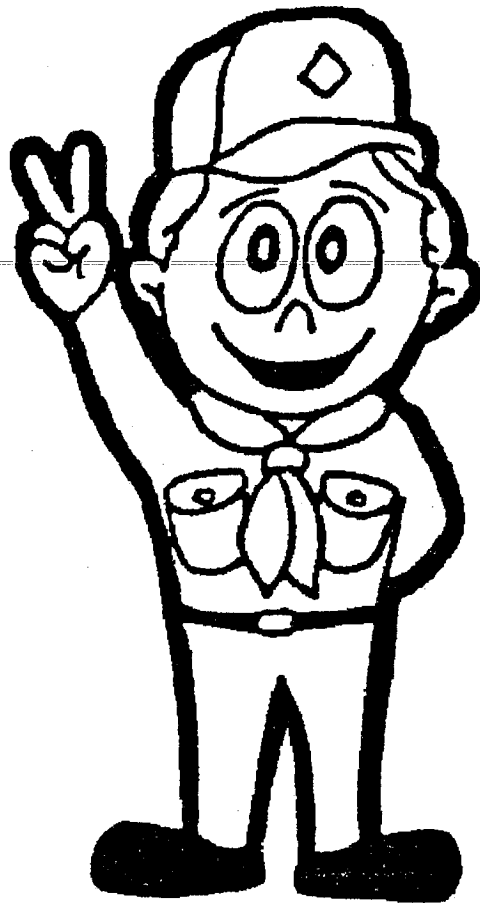
Henry Mowry  
27959 Palmetto Ridge Dr  
Valencia, CA 91355  
805/296-6882  
hmowry@scv.net  
hmowry@rronline.com

We are also interested in updating the Resources Section of this book. If you have a book or magazine you find useful, let us know.

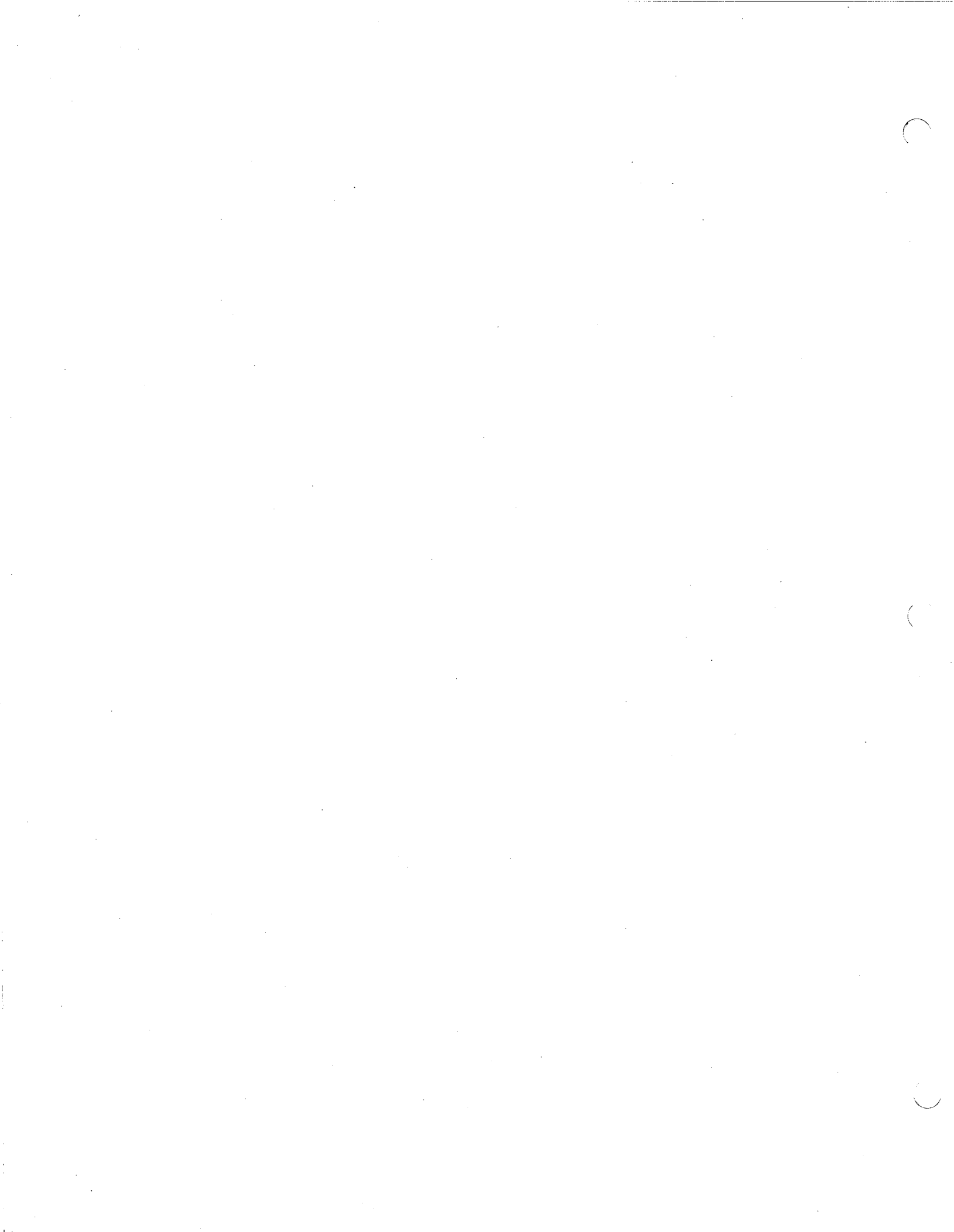
If you have found the absolute best source for those Cub Crafts, share it. We all are in need of inspiration and help, as well as being able to offer it, so let's make these resources interactive. We will compile your contributions, and we will make it available as needed. We will see that new items are available to all Training Chairs, and Roundtable Commissioners, so that it will be available to you.

Thank you for your assistance in helping to make this the great resource that it should be.

# **RESOURCES**



**Sow a seed and you reap an action;  
sow an action and you reap a habit;  
sow a habit and you reap a character;  
sow a character and reap a destiny.**





## Books

**A Scout's Duty to God and Country** by Michael F Bowman and James Bryant, self-published, 1994 revised edition. The latest edition (4<sup>th</sup> edition) is available for \$20 from the author; e-mail [mfbowman@CapAccess.org](mailto:mfbowman@CapAccess.org). The 106-page booklet is a complete guide to religious awards for Cub and Boy Scouts. Information includes an explanation of how an award comes to be recognized by the BSA once a religious body petitions for its acceptance.

**Afoot and Afield in Los Angeles County** by Jerry Schad, Wilderness Press, 1995. This great hiking resource chronicles 175+ hikes in LA County. Hikes are divided into the Coastline, Basin and Foothills, Santa Monica Mountains, Angeles Forest and Santa Catalina Islands. Book is available direct from Wilderness Press (see Vendors section) as well as Sports Chalet and other local hiking shops.

**All the Applauses We Could Find** by John L Van Da Walker III & Friends, available for \$5.95+ \$1.50 P&H from JLV Books, POB 27522, Las Vegas, NV 89126-1522. This is a great collection of more applauses than you can believe. If you're tired of the "Round of Applause," then you need this book today!

**Brother Eagle, Sister Sky, A message from Chief Seattle**, Dial Books, 1991. Chief Seattle was a chief of the Suquamish and Duwamish Indians and was present at the treaty negotiations with the dominant white settlers of the Pacific Northwest region in the 1850s. He delivered an eloquent speech that illustrates the principals of ecology in simple, clear and moving terms. This book (illustrated by Susan Jeffers) can help you make a great ceremony & teaching event for your Pack.

**California Hiking, Featuring the best 1,000 hikes in the Golden State**, by Tom Stienstra & Michael Hodgson, Foghorn Press, 1995-6 Edition. The book definitely can lead you in several directions. A good secondary local hiking resource when you want to find something different.

**Coyote Cowboy Poetry and Croutons on a Cow Pie** by Baxter Black, published by Coyote Cowboy Company, PO Box 190, Brighton CO 80601, 1986. Baxter Black, "Cowboy Poet and former large animal veterinarian," writes some very entertaining poems and stories that can be great accents for Pack and Den meetings.



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**Day Hiking Sequoia**, by Steve Sorensen, Manzanita Press, 1991 When your Pack is ready to go on an ultimate outdoor adventure, plan a major summer outing to Camp Wolverton in the Sequoia National Park. The 5-hour drive is rewarded richly with the wondrous beauty of the our world's living giants. After you've camped, this book is the definitive resource to plan hikes of varying difficulties for your Pack. Send your younger families on the Muir Grove or Tokopah Falls Trail; challenge your Webelos with the 9 mile High Sierra Trail to Panther Creek. Take everyone on the Ranger-guided tour of the Congress Trail and see the General Sherman Tree, the largest in the world.

**Expanding Horizons, Visits to Places of Interest**, compiled by Claudia Spelman and Sharon Russell, available from Conejo Valley Unified School District, Instructional Services Division, Office of Gifted and Talented Education, 1400 East Janss Road, Thousand Oaks, CA 91362, for \$12.50 + \$1.00 postage. This book summarizes outing activities to hundreds of Southern California places of interest, from Agoura to Yucaipa. Activities are indexed by location and category.

**Fly Fishing with Children** by Philip Brunquell, M. D. Countryman Press P. O. Box 175, Woodstock, Vermont 05091 Shows how to introduce children to fly-fishing without taxing their - or their parents - patience. Emphasis on safety, the environment and parenting.

**Handbook of American Indian Games**, by Allan and Paulette MacFarlan. Dover Publications, 31 E 2<sup>nd</sup> St, Mineola, NY 11501. This book, available from The Derita Reporter (see address in the Vendors section) and often for sale in state park gift shops, includes illustrations to help make game equipment as well as explanations of why Indians used specific types of games.

**Hiking in Topanga State Park** by Milt McAuley. Canyon Publishing Company 8561 Eatough Ave. Conoga Park, CA 91304. Detailed guide of the hiking trails (with history, flora and fauna) of the 9100+ acre Topanga State Park. Includes maps.

**Hopscotch, Hangman, Hot Potato & Ha Ha Ha** by Jack Maguire. Prentice Hall Press, 1990. A rulebook of children's games. More than 250 games. All the games you'll need, explained in a way you can teach your Scouts.

**ICS Books, Inc.** P. O. Box 10767, Merrillville, IN 46411, 800-541-7323. Titles for Outdoor Lifestyles, Narratives, Instructional, Medical Care and Humor. Many fine titles, call for their catalog. Titles include **Compass and Map Navigator** by Michael Hodgson, **Campfire Stories Vol. 1, 2 and 3** by William W. Forgey, MD, **The Basic Essentials Series** (Backpacking, Camping, Cooking in Outdoors, First-Aid, and many more), **Day Hikes in Los Angeles** by Robert Stone, and many many more great titles





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**Keepers of the Animals and Keepers of the Earth**, by Michael J Caduto and Joseph Bruchac, Fulcrum Publishing, 1991 and 1988. These collections of American Indian lore and legends provide excellent learning experiences for Cub Scouts. A wide spectrum of suggested lesson plans are included if you want to go further than reading the excellent collections of Indian stories.

**McManus, Patrick F.** He is a best selling author of humorous books on growing up, hunting, fishing, and the outdoors. He also writes for *Outdoor Life Magazine*. His books are published in paperback by Owl Books, a division of Henry Holt Company. Titles include **A Fine and Pleasant Misery, Never Sniff a Gift Fish, Real Ponies Don't Go Oink! And The Good Samaritan Strikes Again.** His books are "roll on the floor" funny.

**Nature Crafts for Kids**, by Gwen Diehn & Terry Krautwurst, Sterling Publishing Co., Inc. A wonderful book written for kids — with clear explanations for when an adult's help is necessary. Great projects include a pocket sundial, homemade barometer, decorated candles, sand candles and many more. Patterns included.

**101 Quick & Easy Woodworking Projects** by Charles R. Self, Sterling Publishing Company, 1992. The title says it all; many of these projects are appropriate for Webelos woodcrafts.

**Secrets of the Night Sky** by Bob Berman Published by HarperPerennial. The most amazing things in the universe you can see with the naked eye. A practical guide to stargazing. Shows how to locate many objects readily viewed from North America.

**Self-Working Card Tricks** by Karl Fulves, Dover Books, 1976. 72 foolproof card miracles for amateur magicians.

**Simply Grand Scout Games & Activities** by Sabina H Bigelow and Sabina Susan Bytheway, available from Bright Impressions, Inc., 950 Silica Drive, Sandy, UT 84094, as well as from some Scouts Shops across the country.

**Skits for Children** by Sheila Kitchens, Rutledge Books, 1996. Send \$11.95 plus \$3.50 for S&H to Rutledge Books, Inc., 8 FJ Clarke Circle, Bethel, CT 06801. Sheila is a dedicated Scouter from Houston; this book is a good collection of 50+ skits and 40+ run-ons, as well as information on building & designing scenery, props, make-up and costumes.

**Trails of the Angeles, 100 Hikes in the San Gabriels**, by John W Robinson, Wilderness Press, 1990. This is the best hiking resource book for a Cub hike leader in northern Los Angeles County. Many great Cub & Webelos hikes fairly close to home are here -- like # 26, Altadena to Henninger Flats, or # 41, Chantry Flat to Sturtevant Falls. Advanced backcountry backpacking trails are also outlined ... save those for the Boy Scouts. Each hike is carefully described in some detail, and rated on an easy/moderate/strenuous scale. Topographical maps are cited, and the book comes with a handy map that covers the entire region ... from San Fernando to Wrightwood, from Acton to Glendora.



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**Trails of the Santa Monica Mountains**, by Milt McAuley, Canyon Publishing Company, 1991  
This is a great resource for Malibu/Topanga/Calabasas area hikes. 75 hikes are described; each has a thumbnail sketch. Most hike descriptions include interesting information about native plantlife, geologic formations and other interesting facts and "things to look for." Some plants are sketched to aid in identification. After you've exhausted the nearby mountains, these hikes to the beach are a great change of pace. Several Sycamore Canyon hikes are described (# 3 - 7); you'll also get tips on a hike near Griffith Observatory, Leo Carillo State Beach, Mulholland Drive and more.

**Webelos Resource Book**, published by Utah National Parks Council, 1994. This is a wonderful book for every Webelos Den Leader. It gives tips, games, one sheets and ideas to help any WL complete all 20 of the Webelos Activity Pins. This is not an official BSA publication and is not available in the WLACC Scout Shop, but it is generally available at the front desk of the WLACC office.

**Where Should we Take the Kids? California** By Clark Norton Published by Fodor's Travel Publications Inc. This books helps you pick the right destination for your outing. In-depth looks at places of interest by subject including - Historic Sites, Museums, Zoos & Wildlife Parks, Natural Wonders, etc. etc.

**Woodworking for Kids**, by Kevin McGuire, Altamont Press, Inc., 1993 40 great projects for Scouts. They can build a pair of stilts, a baseball hold-all shelf or a magazine rack. Some of the projects are advanced for Cubs; some will probably be too advanced for most Webelos. The book is a great resource, though, and offers many projects not commonly thought of and shown in Scouting literature.

## *Additional Sources & Vendors*

### **American Scouting Traders Association**

PO Box 210013

San Francisco, CA 94121-0013

One of the 2 large groups of traders of Scouting memorabilia. Write for membership information; annual dues are \$12 which includes a subscription to their quarterly magazine.



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### **Astro Awards & Apparel**

**805 255-2631**

21515 Soledad Canyon Rd  
Canyon Country, CA 91351

A good source for Trophies and Plaques. They also custom imprinted t-shirts, and almost any other kind of imprinted merchandise you want, from hats to duffle bags.

### **Ben Franklin Crafts**

**805 252-3553**

19339 Soledad Canyon Rd (Next door to Hobbytown)  
Canyon Country, CA 91351

A large selection of craft kits and craft supplies.

### **Boy Scouts of America**

**(800) 323-0732**

Order any book, pamphlet, poster or other printed material from BSA's national order number. Call the number to request *Scouting's Library of Literature*, the catalog for all BSA publications.

### **Camp Thunder Virtual Country Store**

**BSAstore@aol.com**

Thunder Scout Reservation  
Rte 1, Box 518 Thundering Springs Road  
Molena, GA 30258

Camp Thunder is a large Scout Camp in Georgia; they've opened an internet-based store to sell some of the more unusual patches, books and neat stuff they sell in their store. Visit their web site at <http://members.aol.com/thunderoom/virt.html> or write for a current list of the products they're offering. If you need a "Klingon" interpreter strip....

### **Carson-Dellosa**

**(800) 321-0943**

Educational resources mail-order. Craft ideas, display materials, stickers -- everything that a modern elementary teacher (and Den Leader!) would want.

### **Cub Resources**

**(801) 969-5566 (Phone/Fax)**

3676 W Bawden Ave  
Salt Lake City, UT 84120

Sells different unique resources for Scouters, including "Super Cub Scout Songs!" and "Dynamic Den Meetings."

### **The Derita Reporter**

**704 596 4770**

2600 Allen Road S  
Charlotte, NC 28269

Sells a wide variety of unique, unusual books, pins, videos and more. Books are divided into many different area of interest to Scouters: Program & Campfires, Cooking/Dutch Oven Skills, Crafts & Projects, Games, and more. A great alternative resource for Scouters that want a lot more info than they're getting through traditional Scouting resources.



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### **Hobbytown USA**

**805 251-8555**

19347 Soledad Canyon Rd  
Canyon Country, CA 91351

A great place to get Pinewood Derby accessories. They carry car kits, decals, and many other Pine Car supplies.

### **Hodges Hobby House**

**(415) 654-0447**

717 Cordilleras Ave  
San Carlos, CA 94070-7383

Fax (415) 654-0458

A great resource for everything you need to stage a great Pinewood Derby. Sells everything from decals to special kits to "advanced" supplies. Follow their tips book and your car will be competitive every year. Honest!

### **Jake's Wood Craft**

**(503) 266-9509**

PO Box 74  
Canby, OR 97013

Sells an interesting collection of tie slide blanks for carving. Projects include a square knot, shield, eagle and more.

### **National Scouting Collectors Society**

PO Box 222  
Downey, CA 90241

The other large group of Scouting memorabilia collectors. Write for a membership application; annual dues are \$12 which includes a subscription to the quarterly magazine.

### **Oriental Trading Company, Inc**

**(800) 228-2269**

Great source for party supplies, educational supplies, cheap prizes, and LOTS of other things made in the Far East.

### **Pack-O-Fun**

**(800) 444-0441**

PO Box 5034  
Des Plaines, IL 60017-5034

Not a Scouting magazine, but full of crafts, games & fun ideas for Den & Pack meetings. Some ideas are specifically for Scouters: Blue & Gold crafts, campfire songs, etc.

### **Pack-O-Fun Scouting Club**

2400 Devon, #375  
Des Plaines, IL 60018  
Attn: Scouting Program, Dept 227

Receive free project ideas, booklets and manufacturer samples. Send proof of your leadership position in Scouting with your Pack number, the number of Scouts in your Pack, how often you meet, your name, address and phone.



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**The Patch Place****(909) 947-3023**

PO Box 2648

Chino, CA 91708

A great place for patches for all occasions**Pine Pro Competition Components****(908) 842-5215**

62 White Street

Red Bank, NJ 07701

We manufacture a full line of high quality Pinewood Derby Car kits and accessories to help make your car a winner!!!! Send \$2.50 Cash, Check, or Money Order for your 1996-1997 Pine-Pro Catalog, or ask your local hobby dealer.

**S&S Worldwide****(800) 243-9232**

Great resource for crafts, decorations and more.

**Tandy Leather Company**

POB 791

Fort Worth, TX 76101

Local Stores:

**(818) 890-2473**

12114 Sylvan

N Hollywood, CA 91606.

The definitive source for all leather kits, tools, teaching tools, leather, etc.

**S&W Crafts Mfg.****(818) 793-2443**

PO Box 5501

**FAX (818) 793-5216**

Pasadena, CA 91117-0501

A retired shop teacher sells a wide variety of pre-cut wood craft kits for your Cubs to finish. Bird feeders, Pinewood Derby cars, models, decals and more. Prices are good, selection is outstanding.

**The Scouter's Journal****1-800-SCOUTER**

PO Box 4100

Shawnee Mission, KS 66204-9874

Monthly magazine by Scouters for Scouters. Not a BSA publication, but chock-full of great stories, tips, information and more.

**Troopmaster Software, Inc****(804) 589-6788**

PO Box 416

Palmyra, VA 22963-0416

PackMaster 2.0 is their current MS-DOS software to help manage your Pack. Tracks Tigers, Wolves, Bears, Webelos, Leaders, Advancement, Leader Training and more. Dens can track information and then upload to the Pack computer. Windows version will be released in early '97.



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**Unique Marketing Concepts**

(805) 296-3966

27617 N Cypress Ridge Circle  
Valencia, CA 91354

They sell custom imprinted t-shirts, embroidered jackets — any kind of imprinted merchandise you want, from hats to duffle bags. Perfect for youth-sized patch jackets and Pack t-shirts.

**The Wandering Bull, Inc.**

(800) 430-BULL or (508) 226-6074

247 S Main St, Rt 152  
PO Box 1075  
Attleboro, MA 02703

FAX (508) 226-4878

American Indian crafts & supplies. Very wide selection.

**Wilderness Press**

(800) 443-7227 or (510) 843-8080

2440 Bancroft Way  
Berkeley, CA 94704

FAX (510) 548-1355

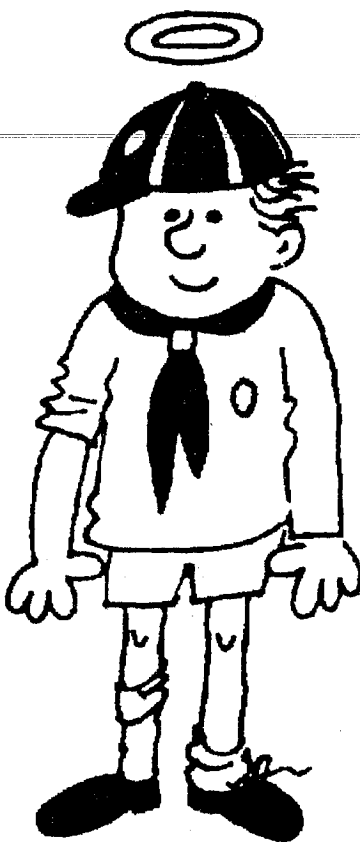
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**"A SCOUT  
IS  
REVERENT"**



**"The Scouting program fosters development in youth  
and helps them become good citizens of their communities  
and loyal adherents to their religious heritage."**

**Rabbi Binyamin Walfish,**







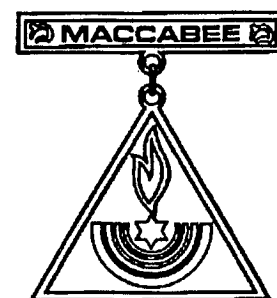
## A Scout is Reverent

When we conduct Scouting activities, it is important that we call attention to a Scout's "Duty to God" through the saying of a grace at meal times, a prayer at appropriate time; e.g. the start of a banquet or awards meeting; or in the songs and closings that we use. However, it is equally important that we as leaders act with extreme sensitivity to the content of the grace, prayer or song. The grace, prayer or song should be selected because it expresses a powerful, universal expression of thanks, blessing, praise, joy or other value without reference to a single religion, its customs or the name of the deity.

We are concerned that we do not place a single Scout in the position of doubting the values of his own faith or feeling singled out and isolated because of his own faith. We should never create a climate where a Scout feels compelled to choose between Scouting and his religious beliefs.

Frequently, it is best if the prayers acknowledge a common maker, such as the Maker of All Things, God, The Great Scoutmaster of all Scouts, or the Great Spirit, because each Scout can relate the words to his own faith. A grace, prayer or song that singles out for adoration Jesus Christ, the Prophet Elias, the Prophet Mohammed, the teacher Sidhartha (Lord Buddha) or any other name sends conflicting messages to a Scout with a different faith. He may think that he is in the wrong place or he may get the idea he is not wanted. This can be prevented by reviewing all prayers, graces and songs in advance to make sure that they do not indicate a preference for a particular faith or set of beliefs.

— *A Scout's Duty to God and Country*, by Michael F Bowman and James Bryant,  
1994 Revised Edition





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Religious Emblem Programs

<u>Church</u>	<u>Name of Award</u>	<u>Tigers</u>	<u>Cubs</u>	<u>Webelos</u>
Association of Unity Churches	<i>God in Me</i>	-	-	Y
Baha'I	<i>Unity of Mankind</i>	-	Y	Y
Baptist	<i>God and Me</i>	Y	Y	-
	<i>God and Family</i>	-	-	Y
Buddhist	<i>Metta</i>	-	-	Y
Christian Church (Disciples of Christ)	<i>God and Me</i>	Y	Y	-
	<i>God and Family</i>	-	-	Y
Churches of Christ	<i>Joyful Servant</i>	-	Y	Y
Church of Jesus Christ of Latter Day Saints (LDS)	<i>Faith in God</i>	-	-	Y
Eastern Orthodox	<i>Chi Rho</i>	-	-	Y
Eastern Rite Catholic	<i>Light of Christ</i>	Y	Y	-
	<i>Parvuli Dei</i>	-	-	Y
Episcopal	<i>God and Me</i>	Y	Y	-
	<i>God and Family</i>	-	-	Y
First Church of Christ, Scientist	<i>God and Country</i>	-	-	Y
Hindu	<i>Dharma</i>	-	-	Y
Islamic	<i>Bismillah</i>	-	-	Y
Jewish	<i>Maccabee</i>	Y	-	-
	<i>Aleph</i>	-	Y	Y
Lutheran	<i>God and Me</i>	Y	Y	-
	<i>God and Family</i>	-	-	Y
Polish National Catholic	<i>Love of God</i>	-	-	Y
Presbyterian Church (USA)	<i>God and Me</i>	Y	Y	-
	<i>God and Family</i>	-	-	Y
Protestant (General)	<i>God and Me</i>	Y	Y	-
	<i>God and Family</i>	-	-	Y
Religious Society of Friends (Quakers)	<i>That of God</i>	-	-	Y
Reorganized Church of Jesus Christ of LDS	<i>God and Me</i>	Y	Y	-
	<i>Light of the World</i>	-	-	Y
Roman Catholic	<i>Light of Christ</i>	Y	Y	-
	<i>Parvuli Dei</i>	-	Y	Y
Salvation Army	<i>God and Me</i>	Y	Y	-
	<i>Silver Crest</i>	-	-	Y
	<i>God and Family</i>	-	-	Y
Unitarian Universalists	<i>Love and Help</i>	-	-	Y
United Church of Christ	<i>God and Me</i>	Y	Y	-
	<i>God and Family</i>	-	-	Y
United Methodist	<i>God and Me</i>	Y	Y	-
	<i>God and Family</i>	-	-	Y

— *A Scout's Duty to God and Country*, by Michael F Bowman & James Bryant,  
'94 Revised Edition



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Cub Scout Graces

This happy meal will happier be,  
If we, O Lord, remember You. Amen.

We thank you Lord for happy hearts,  
For fine and sunny weather,  
We thank you Lord for this our food,  
And that we are together. Amen.

As we enjoy this earthly food  
At this table you have spread,  
We'll not forget to thank you, Lord,  
For all our daily bread.  
For every cup and plateful,  
God make us truly grateful. Amen.

For these and all the things we hold dear,  
And most of all for Your loving care,  
We thank You, Oh God. Amen.

For these gifts we thank You,  
Lord, and we pray  
That our deeds may praise You,  
Not merely what we say. Amen.

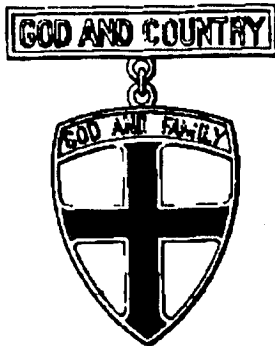
Oh God, who gives all things good,  
We pray You now to bless our food. Amen.

Oh, the Lord is good to me, and  
So I thank the Lord,  
For giving me the things I need,  
The sun and the rain and the apple seed,  
Oh, the Lord is good to me. Amen.

God is great and God is good;  
And we thank Him for this food.  
By his hand we are fed;  
Grant us, Lord, our daily bread. Amen.

#### An Invocation for a Blue & Gold Banquet

Scouts, family members and friends, let us take this moment to offer a prayer.

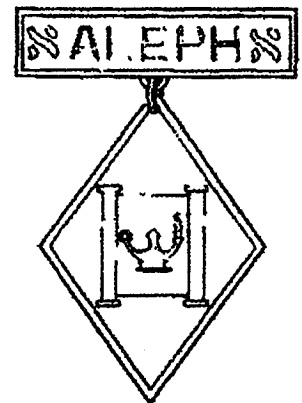


Here in Your presence many friends and families are gathered to celebrate in fellowship the achievements and accomplishments of these young Cub Scouts.

We thank You for this fellowship and for helping these families to give their sons the opportunity to grow and learn to do their best at all they try. Open the heart of each Scout to realize his duty to You and his promise to help others and give his parents joy and patience as he learns and tries new things.

For these gifts and the blessing of abundant food to nourish us in spirit and in body we give You thanks.

Amen.





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



## Prayers for Scout Meetings

### A SCOUTER'S PRAYER

"Build me a Scout, O Lord, who will be strong enough to know when he is weak and brave enough to face himself when he is afraid; one who will be proud and unbending in honest defeat, and humble and gentle in victory... Build me a Scout whose wishes will not take the place of deeds; a Scout who himself is the foundation stone of knowledge...

Lead him, I pray, not in the path of ease and comfort, but under the stress and spur of difficulties and challenge. Here let him learn to stand up in the storm; here let him learn compassion for those who fail...

Build me a Scout whose heart will be clear, whose goals will be high. A Scout who will master himself before he seeks to master others, one who will march into the future, yet never forget the past...

And after all these things are his, add, I pray, enough of a sense of humor so that he may always be serious, yet never take himself too seriously. Give him humility, so that he may always remember the simplicity of true wisdom, and the meekness of true strength...

Then I, a Scouter who knew him, will dare to whisper, "I have not lived in vain." Amen.

### Prayer composed by Chief Yellow Lark, a Blackfoot Indian--

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

Oh God, the giver of all good things,  
Grant that we may be good Cub Scouts this day;  
Not only to be good, but also to do good by helping other people.  
Help us to do our best to live up to the Cub Scout Promise.  
We pray these things in Your holy name.  
Amen.





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Indian Prayer

Morning star wake us, filled with joy, To new days of growing to man from boy.  
Sun, with your power, give us light, That we can tell wrong and do what's right.  
South wind, we ask, in your gentle way, Blow us the willingness to obey.  
North wind, we ask, live up to thy name, Send us the strength to always be game.  
East wind, we ask, with your breath so snappy, Fill us with knowledge of how to be happy.  
West wind, we ask, blow all that is fair, To us, that we may always be square.  
Moon, that fills the night with red light, guard us well while we sleep in the night.  
Akela, please guide us in every way, We'll follow your trail in work or play.

### Solemn Prayer

O Lord, this solemn prayer comes from deep desire, May my life be as pure as candle fire.  
Let my every breath dispel the world's gloom, Let my spirit glow so brightly that darkness meets  
its doom. May my life enhance my country's glory. As the flower enhances the garden's splendid  
revelry. May I be as faithfully drawn to learning As the moth is drawn to the candle's burning.  
May my life be devoted to serving the needy And to loving a sorrowful, ever suffering humanity.  
Lead me away from the path of temptation. O Lord, let truth alone be my destination.

### A Indian Version of the Lords Prayer (Use with caution)

"Great Spirit, whose tepee is the sky and whose hunting ground is the earth, Mighty and fearful  
are you called. Ruler over storms, over men and birds and beasts, Have your way over all --  
Over earthways as over skyways. Find us this day our meat and corn, That we may be strong and  
brave. And put aside from us our wicked ways as we put aside the bad works of them who do us  
wrong. And let us not have such troubles as lead us into crooked roads, But keep us from all evil,  
For yours is all that Is --the earth and the sky; the streams, the hills and the valleys, the stars, the  
moon, and the sun, and all that live and breathe. Wonderful, shining, mighty Spirit."

Dear God,  
You know how hard it is for us to do right.  
Help us to fight against wrong.  
Help us to be brave when we are afraid;  
To be cheerful when we are disappointed;  
To be pleasant when we feel angry.  
Help us always to tell the truth,  
Even when it may be hard for us.  
Oh God, You are strong and You are loving.  
Help us, we pray. Amen.





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



We thank you Lord for all you've done,  
To help us through the year  
For food and friends and fellowship,  
The reasons we are here.

Please take our hands as we go on  
And make us strong and true.  
So as we follow Scouting's trail,  
We'll always walk with you.

Thank you for the fun we have had tonight,  
For the new things that we have learned,  
And for the friends we have made. Amen.

.May you walk in Peace,  
Live with Love, Work with Joy,  
And May Your God go with you.

Lord, help me to remember  
That nothing is going to happen to me today  
That You and I TOGETHER can't handle.  
Amen.

We thank You, God, for the loveliness of nature, which is Your special handiwork.  
Everything is wonderfully made with such care. Help us understand our world,  
So we can help take care of the things You have made,  
And keep them beautiful as You meant them to be.  
Amen.

Dear God,  
Give us thankful hearts. Keep us from complaining. Help us get along with each other.  
Keep us cheerful when things go wrong and our plans are upset.  
We pray that we may grow in love and understanding of one another.  
Amen.

Dear God,  
You know how hard it is for us to do right.  
Help us to fight against wrong. Help us to be brave when we are afraid;  
To be cheerful when we are disappointed; To be pleasant when we feel angry.  
Help us always to tell the truth, Even when it may be hard for us.  
Oh God, You are strong and You are loving. Help us, we pray.  
Amen.

Help me at all times  
To remember to do my very best.  
Open my mind to learn new things  
That I may become wise,  
Help me to learn  
That helping others brings me joy,  
Teach me how to be strong, and  
Help me to be a better Scout. Amen.

Dear Heavenly Father,  
Thank you for letting me be a Cub Scout,  
Thank you for helping me to make new friends,  
Thank you for my parents who help me,  
Thank you for all the fun I have had,  
And most of all,  
Thank you for helping me when  
Things were hard. Amen.

We pray that we will remember  
What is right and what is wrong at all times,  
And we promise that we will do our best  
And keep our Cub Scout Promise and Law.  
Amen



## Calls to Worship

1. Come let us sing unto the Lord: Let us make a joyful noise to the Lord, all the lands. Let us serve the Lord with gladness and come into his presence with singing. --Psalm 100
2. Blessed is the spot, and the house, and the place, and the city, and the heart, and the mountain, and the refuge, and the cave, and the valley, and the land, and the sea, and the island, and the meadow where mention of God hath been made and His praise glorified. -- from the Baha'i Writings
3. O Great Spirit! Watch over us as we begin this day. Protect us as we live in you care. Give us bounty and hold us from harm. We are your children and wish only to please you. We hold our Mother Earth close to our hearts and wish her goodness. We thank You for your love. --American Indian

## Invocations

1. (From the Jewish Service of the Heart)  
May the time be not too distant, O God, when all your children will understand that they are brothers and sisters, so that, one in spirit and one in fellowship, they may be forever united before you. Then shall your kingdom be established on earth, and the word of your prophet shall be fulfilled: " The Lord will reign forever and ever."
2. Lord, stay with us as we come together; let all the earth keep silence in your presence.
3. Dear Lord, bless all those everywhere who contribute to shape the hearts, minds, and bodies of young people. Let us remember what they have taught and apply it daily. When facing deceit and dishonesty, let us be Trustworthy. If we see hypocrisy and faithlessness, let us be Loyal. Where disregard of others and mere materialism prevail, let us be Helpful. In an atmosphere of ill manner, let us be Courteous. Where some measure manliness in brutality and crudeness, let us be Kind. Though lawbreaking and rule-scoffing are common, let us be Obedient. While others grumble and grouch, let us be Cheerful. In an environment blighted by waste and extravagance, let us be Thrifty. When confronted with danger and temptation, let us be Brave. As we see filth and pollution everywhere, let us be Clean. While witnessing impiety, let us remember to be Reverent. In short, in a world that has for generation after generation lamented the lack of good examples, let us, as Scouts, stand out, grow up, and be real adults. Amen



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Prayers

1. The lone, wild fowl in lofty flight is still with Thee, nor leaves Thy sight. The ends of earth are in Thy hand, the sea's dark deep and no man's land. And I am Thine, I rest in Thee. Great Spirit, come and rest in me. Amen.
2. I have awakened in Thy shelter, O my God, and it becometh him who awakeneth in That shelter to abide within the sanctuary of Thy protection and the stronghold of Thy defense. Illumine my inner being, O my Lord, even as Thou hast illumined my outer being with the morning light of Thy Favor. (From the Baha'i Writings)
3. Morning star wake us, filled with joy, To new days of growing to man from boy. Sun, with your power, give us light That we can tell wrong and do what's right. South wind, we ask, in your gentle way Blow us the willingness to obey. North wind, we ask, live up to thy name, Send us the strength to always be game. East wind, we ask, with your breath so snappy, Fill us with knowledge of how to be happy. West wind, we ask, blow all that is fair To us, that we may always be square. Moon, that fills the night with red light, guard us well while we sleep in the night. Akela, please guide us in every way, We'll follow your trail in work or play.
4. O Lord, this solemn prayer comes from deep desire, May my life be as pure as candle fire. Let my every breath dispel the world's gloom, Let my spirit glow so brightly that darkness meets its doom. May my life enhance my country's glory As the flower enhances the garden's splendid revelry. May I be as faithfully drawn to learning As the moth is drawn to the candle's burning. May my life be devoted to serving the needy And to loving a sorrowful, ever suffering humanity. Lead me away from the path of temptation. O Lord, let truth alone be my destination.
5. Master of the universe Grant me the ability to be alone; May it be my custom to go outdoors each day Among the trees and grass, among all living things. And there may I be alone, and enter into prayer, To talk with the One to whom I belong. May I express there everything in my heart, And may all the foliage of the field, All grasses, tree, and plants, May they all awake at my coming, To send the powers of their life into the words of my prayer So that my prayer and speech are made whole Through the life and the spirit of all growing things, Which are made as one by their Transcendent Source. --Rabbi Nachman of Bratslav (1772-1811)
6. Oh Great Spirit, whose voice I hear in the winds, and whose breath gives life to all the world, hear me! I am small and weak, I need Your strength and wisdom. Let me walk in beauty, and make my eyes ever behold 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 understand the things You have taught my people. Let me learn the lessons You have hidden in every leaf and rock. I seek strength, not to be greater than my brother, but to fight my greatest enemy - myself. Make me always ready to come to You with clean hands and straight eyes. So when life fades, as the fading sunset, my spirit may come to You without shame.

— From Pat Skelley, Troop 520, Grand Canyon Council, ScoutLdr@AOL.com





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### The Scout Beatitudes

Blessed are the Scouts who are taught to see beauty in all things around them...for their world will be a place of grace and wonder.

Blessed are the Scouts who are led with patience and understanding... for they will learn the strength of endurance and the gift of tolerance.

Blessed are the Scouts who are provided a home where family members dwell in harmony and close communion...for they shall become the peacemakers of the world.

Blessed are the Scouts who are taught the value and power of truth...for they shall search for knowledge and use it with wisdom and discernment.

Blessed are the Scouts who are guided by those with faith in a loving God...for they will find Him early and will walk with Him through life.

Blessed are the Scouts who are loved and know that they are loved...for they shall sow seeds of love in the world and reap joy for themselves and others.

## Benedictions

1. **Traditional**  
The Lord bless you and keep you, The Lord make His face to shine upon you, And give you peace.
2. **(From the Baha'i Writings)**  
May we all remain fast and firm in faith, that the glory of glories may rest upon us. Thou art the Gracious, the Bountiful, the Merciful, the Compassionate.
3. **May the Lord watch between me and thee, While we are absent from one another.**
4. **"The Scoutmaster's Benediction"**  
May the great Scoutmaster of all true Scouts Be with us until we meet again.
5. **"An Old Irish Blessing"**  
May the road rise to meet you,  
May the wind always be at your back,  
May the sun shine warm upon your face,  
The rain fall soft upon your friends,  
And until we meet again,  
May God hold you in the palm of His hand.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Prayer of an Outdoorsman

With the leafy branches of the forest trees I lift my arms to pray; with the babbling brooks and singing birds I raise my voice in praise;

I thank thee for the out-of-doors

I thank thee for old clothes, rough work, and the right to let my beard "grow"; I thank thee for the curling smoke of my campfire in the early morning;

I thank thee for the steaming coffee, sizzling bacon, and an outdoor appetite;

I thank thee for the swish of my paddle and the joy of watching fleecy clouds roll by;

I thank thee for the silvery moonbeams on rippling water; I thank thee for the call of the whippoorwill at dusk; across a silent lake;

I thank thee for the singing of my reel and the bending of my rod as the "big one" strikes; I thank thee for the contentment that comes with the patter of the rain on my tent at night;

I thank thee for the blackberries along an old stump fence; I thank thee for my dogs, my gun, and the flaming colors of the autumn woods; I thank thee for the wild ducks flying south against a dull grey sky;

I thank thee for the glory and majesty of the stars;

I thank thee for the strong winds pulling at my hair roots and for the spray from the lakes on my cheek; I thank thee for the old trails, for rocks, for raging rapids, and for a glimpse of deer drinking in a secluded pool;

I thank thee for the drum of the partridge, for the squirrels, for trailing arbutus, the aroma of pine needles, sunshine through the leaves, and all the other miracles of the out-of-doors.

— by Wilferd A. Peterson, courtesy of BSA Northern Tier, Ely, MN.

**You Should  
Always Give  
Thanks For  
All Your  
Blessings**

## Songs & Hymns

### "This is my Father's World"

This is my Father's world,  
And to my listening ears,  
All nature sings and 'round me rings  
The music of the spheres  
This is my Father's world.  
I rest me in the thought  
of rocks and trees, of skies and seas,  
His hand the wonders wrought.

This is my Father's world.  
The birds their carols raise;  
The morning light, the lily white,  
Declare their Maker's praise.  
This is my Father's world.  
He shines in all that's fair;  
In the rustling grass I hear Him pass,  
He speaks to me everywhere.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### "Michael Row the Boat Ashore"

Michael row the boat ashore, Alleluia,  
Michael row the boat ashore, Alleluia.  
Jordan's river is chilly and cold, Alleluia,  
Chills the body but not the soul, Alleluia.  
Jordan's river is deep and wide, Alleluia,  
Meet my mother on the other side,  
Alleluia.  
Gabriel blow the trumpet horn, Alleluia,  
Blow the trumpet loud and long,  
Alleluia.  
Brother lend a helping hand, Alleluia,  
Brother lend a helping hand, Alleluia.  
Michael row the boat ashore, Alleluia,  
Michael row the boat ashore, Alleluia.



### "Scout Vespers"

Softly falls the light of day,  
As our campfire fades away.  
Silently, each Scout should ask,  
"Have I done my daily task?"

"Have I cared and have I tried,  
Can I guiltless sleep tonight?  
Have I done and have I dared,  
Every thing to be prepared?"

### "Amazing Grace"

Amazing grace, how sweet the sound  
That saved a wretch like me.  
I once was lost, but now I'm found;  
Was blind, but now I see.

'Twas grace that taught my heart to fear.  
And grace my fear relieved.  
How precious did that grace appear  
The hour I first believed.

Through many dangers, toils and snares  
We have already come.  
'Twas grace that brought us safe this far,  
And grace will bring us home

Amazing grace, how sweet the sound  
That saved a wretch like me.  
I once was lost, but now I'm found;  
Was blind, but now I see.

### "Kum Ba Ya"

Kum ba ya, My Lord, Kum ba ya.  
Kum ba ya, My Lord, Kum ba ya.  
Kum ba ya, My Lord, Kum ba ya.  
Oh Lord, Kum ba ya.  
Some one's crying Lord, Kum ba ya.  
Some one's laughing Lord, Kum ba ya.  
Some one's shouting Lord, Kum ba ya.  
Some one's praying Lord, Kum ba ya.  
Kum ba ya, My Lord Kum ba ya.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### "Let There Be Peace on Earth"

Let there be peace on earth,  
and let it begin with me.  
Let there be peace on earth,  
the peace that was meant to be.  
With God as our Father,  
brothers all are we.  
Let me walk with my brother  
in perfect harmony.  
Let peace begin with me  
let this be the moment now.  
With every step I take  
let this be my solemn vow:  
To take each moment  
and live each moment  
in peace eternally!  
Let there be peace on earth  
and let it begin with me.

### "For the Beauty of the Earth"

For the Beauty of the Earth,  
For the Beauty of the skies  
For the love which from our birth,  
over and around us lies  
Lord of all, to Thee we raise,  
This our hymn of grateful praise.  
For the wonder of each hour,  
of the day and of the night  
Hill and vale, tree and flower,  
sun and moon and stars of light  
Lord of all, to Thee we raise,  
This our hymn of grateful praise.  
For the joy of ear and eye,  
For the heart and mind's delight  
For the mystic harmony  
linking sense to sound and sight  
Lord of all to Thee we raise,  
This our hymn of grateful praise

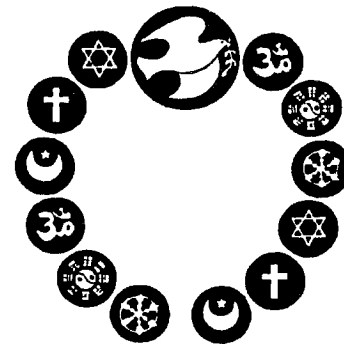
### "America the Beautiful"

O beautiful for spacious skies  
For amber waves of grain,  
For purple mountain majesties  
Above the fruited plain  
America! America!  
God shed his grace on thee,  
And crown thy good with brotherhood  
from sea to shining sea!

O beautiful for patriot dream  
That sees beyond the years  
Thine alabaster cities gleam,  
Undimmed by human tears!  
America! America!  
God shed His grace on thee,  
And crown thy good with brotherhood  
from sea to shining sea!

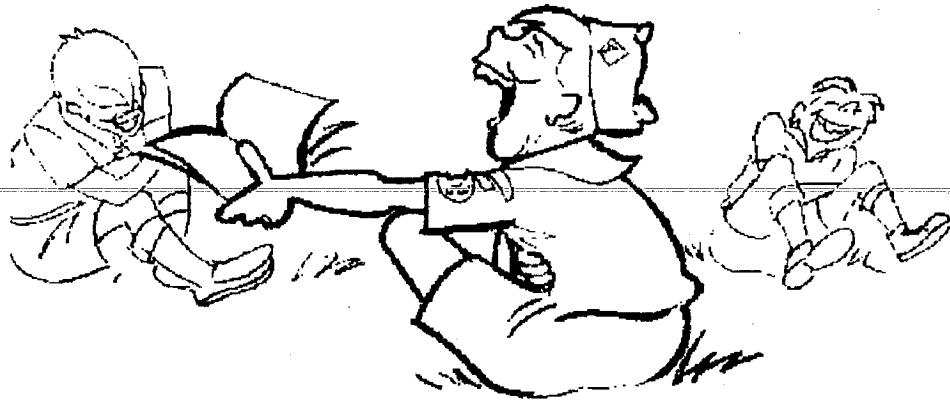
### "God Bless America"

God Bless America, land that I love  
Stand beside her, and guide her,  
Through the night with the light from  
above,  
From the mountains, to the prairies,  
To the ocean, white with foam,  
God bless America, my home sweet home.  
God bless America, my home sweet home.



— Jon Lyksett, Santa Paula, Wood Badge Ticket, 1993

# ***RUN-ONS***



**YOU**

**You can do as much as you think you can,  
But you'll never accomplish more;  
If you're afraid of yourself, young man,  
There's little for you in store.**

**For failure comes from the inside first;  
It's there if you only knew it.  
And you can win, though you face the worst,  
If you feel you're going to do it!**

**Edgar A. Guest**





## Run-ons

- #1: The squirrels are after me! The squirrels are after me!  
#2: Why on earth would squirrels be after you?  
#1: They think I'm nuts!
- #1: (walks in, throwing a small object up in the air and catching it)  
#2: What are you doing?  
#1: I'm throwing up!
- #1: (Runs up to the leader on stage, starts grabbing at his own clothes, as though he has bugs on him) They're on me, they're on me!  
#2: What's on you?  
#1: My clothes!
- #1: (Walks on with a briefcase)  
#2: What are you doing?  
#1: I'm taking my case to court.
- #2: (Enters with case held above their head)  
#1: What are you doing?  
#2: Taking my case to a higher court.
- #2: (Enters carrying a pair of boxer shorts)  
#1: What now?  
#2: I'm preparing my brief.
- #1: (Enters again with a step ladder)  
#2: What are you doing?  
#1: I'm taking my case to an even higher court
- #2: (wanders in peeling a banana)  
#1: What are you doing?  
#2: I lost my case, so I'm a-PEEL-ing!
- #2: (places the hands of #1 in front of him, and puts his case on them.) I rest my case.
- #2: (Enters again without a case, very dejected)  
#1: What's wrong with you.  
#2: I lost my case.
- #1: It's all around me, it's all around me!  
#2: What? What's all around you?  
#1: My belt!





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



- #1: Whatcha doing ?  
#2: Writing a letter to my little brother.  
#1: Why are you writing so slowly?  
#2: Because my little brother can't read very fast!
- #1: Ask me if I'm a rabbit.  
#2: Okay Are you a rabbit?  
#1: Yes. Now ask me if I'm a beaver.  
#2: Are you a beaver?  
#1: No, stupid. I already told you I was a rabbit!
- #1: What has five fingers and can be made of leather?  
#2: Eh... I don't know.  
#1: One glove! Now, what has 10 fingers and can he made of leather?  
#2: Eh... I don't know.  
#1: Two gloves! Now, who is the Governor of North Dakota?  
#2: Eh... Three gloves?
- #1: (Hysterical) It's all a lie! It's all a lie!  
#2: What's all a lie?  
#1: Humpty Dumpty didn't fall ... he was pushed!
- #2 (wanders through, reading a book)  
#1: What are you doing?  
#2: Reading a book.  
#1: It's kinda dark out.  
#2: That's all right. I went to night school.
- # 1: The infantry are coming! The infantry are coming!  
(After a few more skits, # 1 carries a small branch through)  
# 2: AHH! The infant tree is here!
- #1: Which is faster, hot or cold?  
#2: Hot is, you can catch a cold!
- #1: Where do sick boats go?  
#2: To the dock!
- #1: When is a boat like a store?  
#2: When it has sales!
- #1: Did you eat all the cookies?  
#2: I didn't touch one.  
#1: That is strange because there is only one left.  
#2: That's the one I didn't touch!





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



- #1: What did one ear say to the other?  
#2: I didn't know we lived on the same block!
- #1: What kind of first aid do frogs use?  
#2: Oh, that is easy, they rub it, rub it, rub it.
- #1: What do frogs do when they get stuck in the mud?  
#2: I don't know.  
#1: They get toad!
- #1: What kind of rocks do you find in the Columbia River?  
#2: Wet ones!
- #1: What is the best way to catch a fish?  
#2: Have someone throw it to you!
- #1: Doctor, the invisible man is in the waiting room.  
#2: Tell him I can not see him today!
- #1: I understand you like to do magic tricks. What's your favorite?  
#2: Sawing people in half.  
#1: Interesting, And are there any other people in your family?  
#2: Yes, I have two half brothers and two half sisters.
- #1: What are serial numbers?  
#2: Numbers you eat with milk in the morning!
- #1: What do you get when you cross a rabbit with a lawn sprinkler?  
#2: Hare Spray
- #1: What did the old magician say when he looked in the hat?  
#2: OH NO, Not another Gray hair!!!!
- #1: We interrupt this program for a spot announcement.  
#2: (off stage) Arf- arf  
#1: Thank you Spot
- #1: (hysterical) They're coming! They're coming!  
#2: Who's coming?  
#1: The mosquitoes!  
#2: The mosquitoes are coming?  
#1: Of course. They think I'm lunch!
- #1: We interrupt this program with a hot news flash!  
#2: (runs on stage, lights a match, then runs off)



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



- #1: A girl rolled her eyes at me the other day.  
#2: What did you do?  
#1: I rolled them back.
- #1: Can you hear it? Can you hear it?  
#2: Hear what?  
#1: I don't know, I can't hear it either.
- #1: It just won't wait. It just won't wait.  
#2: What won't wait?  
#1: Time.
- #1: It's hard! It's hard!  
#2: What's hard?  
#1: My head!
- #1: When you look up in the sky at night, do you ever wonder why there is a big dipper and a little dipper?  
#2: No, why?  
#1: I don't know, that's why I'm asking you!
- #1: (hysterical) They're after me! They're after me!  
#2: Who's after you?  
#1: The squirrels! They think I'm nuts!
- #1: It's all around me! It's all around me!  
#2: What's all around you?  
#1: My belt!
- #1 Soap, soap, soap!  
#2: What are you doing?  
#1: Oh, I'm just singing a few bars!
- #1: (offstage) Hey, \_\_\_\_\_. I'm up in a 10,000 foot hemlock tree!  
#2: But \_\_\_\_\_, we don't have any 10,000 foot hemlock trees in (camp, city, etc.)  
#1: Are you sure?  
#2: Of course!  
#1: Aieeee! (Falling from tree)
- #1: I'm seeing spots before my eyes!  
#2: Have you seen a doctor?  
#1: No, just spots!
- #1: (pointing to the sky) Is that the sun or the moon up there?  
#2: I don't know; I'm a stranger here too!



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



- #1: (into telephone) You don't say. You don't say. You don't say.  
#2: Who was that?  
#1: I don't know. He didn't say!
- #1: What kind of stories do baldheaded men enjoy best?  
#2: I don't know. What kind?  
#1: Hair-raising stories, of course!
- #1: My doctor said I should exercise with dumbbells.  
#2: So what? Why tell me?  
#1: Do you want to go for a jog with me?
- #1: (Enters, dragging a rope)  
#2: Why are you dragging that rope?  
#1: Have you ever tried pushing one?
- #1: (Enters, pushing a rope that's stiffened with a wire, or a stick)  
#2: What on earth are you doing now?  
#1: Why, pushing a rope, of course.
- #1: What are these holes in this wood?  
#2: They're knotholes.  
#1: Well, if they are not holes, what are they?
- #1: I had a terrible nightmare last night. I dreamed I was a salad.  
#2: What's so bad about that?  
#1: I tossed all night.
- #1: If you have 180 rabbits standing in a row and they all take a step back, what do you have?  
#2: I don't know, what?  
#1: A receding hare line.
- #1: (Carrying a stick, thrusting it up in the air)  
#2: What are you doing?  
#1: Just sticking around.
- #1: (Walks in with the word "round" on a piece of cardboard with tape on the back. Hang it from the wall).  
#2: What are you doing?  
#1: Oh, just hanging a round.
- #1: Did you know it was impossible to send mail to Washington now?  
#2: No. Why?  
#1: Because he's dead. But you can send mail to Lincoln.  
#2: How come? He's dead, too.  
#1: Yes, but he left his Gettysburg Address.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



- #1: (Enters with a big roll of tape next to their ear.)  
#2: What are you doing?  
#1: Listening to a tape.
- #1: How does a jogger clean up?  
#2: In running water, of course.
- #1: I was going to get you a pocket calculator for your birthday.  
#2: How thoughtful of you.  
#1: But I changed my mind. I thought you already knew how many pockets you had.
- #1: Say, waiter, is this a fly in my soup?  
#2: Don't ask me, I can't tell one insect from another.
- #1: What do you call a mallard that steals from bandits?  
#2: A safe quacker.
- #1: I just saw a moth crying.  
#2: That's impossible.  
#1: Haven't you ever heard of a mothball.
- #1: Why are you feeding your cat birdseed?  
#2: Because that is where my bird is.
- #1: (a fortuneteller) That will be \$20 for 2 questions.  
#2: Isn't that a lot of money for 2 questions.  
#1: Yes it is. Now, what is your second question?
- #1: I had an operation last month, but I really enjoyed it.  
#2: Why?  
#1: The doctor really had me in stitches.
- #1: (Running out to #2) Boy! You ought to see the fish I caught! It weighed 103 lbs!  
#2: And I caught a thousand year old lantern! And the candle was still burning in it!  
#1: Boy! That's really hard to believe!  
#2: Well, I'll knock off a hundred pounds if he'll blow out the candle!
- #1: I sing like a bird.  
#2: No, you sing like a pirate.  
#1: A pirate?  
#2: Yeah, you're murder on the high seas.
- #1: Why do golfers wear 2 pair of pants?  
#2: I don't know, why?  
#1: Because they may get a hole in one.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997

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- #1: Why did the man get fired from the orange juice factory?  
#2: I don't know, why?  
#1: Because he couldn't concentrate.
- #1: What do you call two spiders who just got married?  
#2: I don't know. What?  
#1: Newly webs.
- #1: Why does electricity shock people?  
#2: I don't know. Why?  
#1: Because it doesn't know how to conduct itself.
- #1: You never had an accident in your life?  
#2: No, but a rattler bit me once.  
#1: And you don't call that an accident?  
#2: No, he bit me on purpose.
- #1: How come rivers are so rich?  
#2: I don't know, why?  
#1: Because they have so many banks.
- #1: Where did the dog go when he lost his tail?  
#2: I don't know, where?  
#1: The retail store!
- #1: Why does a cow wear a bell?  
#2: I don't know, why?  
#1: Because the horns don't work!
- #1: It's hard to keep a secret in a bank.  
#2: Why?  
#1: Because they have so many tellers in there.
- #1: How did the man break his leg raking leaves?  
#2: I don't know. How?  
#1: He fell out of the tree!
- #1: Why didn't the skeleton go to the dance?  
#2: I don't know. Why?  
#1: Because he had no body to dance with.
- #1: Did you hear about the guy who accidentally cut off his left side?  
#2: No, I didn't. How is he?  
#1: He's all right now.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



- #1: Have you heard the joke about the bed?  
#2: No.  
#1: No wonder. It hasn't been made up yet.
- #1: What's the kindest animal in the forest?  
#2: I don't know.  
#1: A skunk. He'll give his last scent to his worst enemy.
- #1: Why did Jerry keep his bicycle in his bedroom?  
#2: I give up. Why?  
#1: He was tired of walking in his sleep.
- #1: (comes on stage with a stick in his hand. He puts point of the stick down on the floor, picks it up, puts it down in another place etc)  
#2: What are you doing?  
#1: Oh, I'm just sticking around.
- #1: (Comes on stage and has a large leaf, puts it down on the ground, turns it over, picks it up, puts it down etc)  
#2: What in the world are you doing?  
#1: I'm turning over a new leaf
- #1: (Comes on stage with a folded towel or blanket, puts it down, picks it up, repeats action)  
#2: What are you doing?  
#1: I'm just covering ground
- #1: (Comes out swinging a loaf of bread)  
#2: What's going on? What are you doing?  
#1: I'm just loafing around
- #1: (Comes on stage swinging a wire coat hanger around and around)  
#2: What are you doing with that?  
#1: I'm just hanging around
- #1: (Comes on stage with a stick or a toy gun and a play watch or a large cardboard one. Lays watch down and starts hitting or shooting it)  
#2: Hey! What do you think you are doing?  
#1: Oh, just killing time
- #1: (Comes out with a clock painted on a frisbee, cardboard or plastic circle. Throws it repeatedly back and forth to a friend)  
#2: What's going on here?  
#1: I'm watching time fly!
- #1: What do I do about a short circuit?  
#2: Lengthen it!



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



- #1: (Staggers out with hands in front of him, eyes closed)  
#2: What's wrong?  
#1: I have my eyes closed
- \$1: (Comes out looking at ground, circles around # 2 looking down all the time)  
#2: Are you looking for something?  
#1: Yes  
#2: What is it? Maybe I can help  
#1: I'm looking for marbles  
#2: Why are you looking for marbles? There aren't any here  
#1: Well, I overheard someone say you were losing yours and I was going to help you find them
- #1: (Comes out crying Boo Hoo Boo Hoo)  
#2: What's the matter?  
#1: I lost my dog last week  
#2: Well did you try putting an ad in the paper?  
#1: Boo Hoo! That won't work  
#2: Why not?  
#1: My dog doesn't know how to read
- #1: (Comes out searching the ground)  
#2: Did you lose something?  
#1: Yes, I lost my Scout knife  
#2: Over by the swimming pool  
#1: Then why are you looking here?  
#2: The light is better here!
- #1: (Comes out with a fishing pole with a picture of a mouse or rubber mouse attached for bait)  
#2: Going fishing?  
#1: Sure am  
#2: What are you going to catch with bait like that?  
#1: Cat fish -- what else?
- #1: (Comes out hollering and wiping arms, legs, etc) Help! It's all over me!  
#2: What's all over you?  
#1: My skin!
- #1: (Walks out with exaggerated steps) Ugh! OOH! Ick! I stepped in it!  
#2: What?  
#1: My shoe!
- #1: Did you hear about the scientist who crossed a potato with a sponge?  
#2: No. What happened?  
#3: Well, it tastes terrible, but it holds a lot of gravy!



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



- #1: How do you cut a telescope in half?  
#2: You use a see saw!
- #1: I've invented an alarm clock that doesn't ring.  
#2: Well, what good is that?  
#1: It's for people who want to sleep late!
- #1: What conducts electricity?  
#2: Why ... er...  
#1: That's right, wire conducts electricity. No, what is a unit of electrical power.  
#2: The what?  
#1: That's right, the watt is a unit of electrical power.
- #1: My teacher says I should be an oceanographer.  
#2: Why is that?  
#1: She says all my grades are below C level.
- #1: Dad, will you do my science homework for me?  
#2: It wouldn't be right.  
#1: Well, at least you could try.
- #1: Which of the heavenly bodies has the most change in its pockets?  
#2: The moon, because it's always changing quarters
- #1: What is it that passes in front of the sun yet casts no shadow?  
#2: The wind
- #1: What can be felt and touched, yet has neither size nor shape?  
#2: The air
- #1: What colors would you paint the sun and the wind?  
#2: The sun rose and the wind blue
- #1: Why is astronomy an enjoyable science?  
#2: Because it is heavenly
- #1: Which of the heavenly bodies is the angriest?  
#2: A shooting star
- #1: Which is heavier, a half or a full moon?  
#2: A half moon, because a full moon is lighter.
- #1: Why is it easy for robbers to enter a house of a bald man?  
#2: He has no locks





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



- #1: Why are clocks so shy?  
#2: They always hold their hand in front of their faces
- #1: Why should you never put a clock upstairs?  
#2: It might run down and strike one
- #1: What gets wetter and wetter the more it dries?  
#2: A towel
- #1: Six girls walked to school under one umbrella and none of them got wet. Why?  
#2: It wasn't raining
- #1: Why are fish so educated?  
#2: They are usually found in schools
- #1: What has panes but doesn't ache?  
#2: A window
- #1: What has teeth but never eats?  
#2: A comb
- #1: What has two legs but can't walk?  
#2: A pair of pants
- #1: What's the last thing you take off when you go to bed?  
#2: Your feet off the floor
- #1: What has a big head, but no brains?  
#2: A cabbage
- #1: What's the difference between a cat and a match?  
#2: A match always lights on its head and a cat always lights on its feet
- #1: What did the big toe say to the little toe?  
#2: Look out! There's a heel following us.
- #1: What belongs to you, but is most often used by other people?  
#2: Your name
- #1: When is a piece of wood like a queen?  
#2: When its a ruler
- #1: What falls but never gets hurt?  
#2: Snow.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997

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- #1: Why are elephants such unwelcome guests?  
#2: Because they always bring their trunks.
- #1: What dog has no hair?  
#2: A hot dog
- #1: What animals comes from the clouds?  
#2: The reindeer
- #1: Why are the prairies so flat?  
#2: Because the sun sets on them every night
- #1: Why is an egg like a colt?  
#2: Because it is not used until broken
- #1: Which side of the cat has the most fur?  
#2: The outside
- #1: What part of the fish weighs the most?  
#2: The scales
- #1: Why is a watch like a river?  
#2: Neither runs long without winding
- #1: Why is a horse like a stick of candy?  
#2: The faster you lick it the faster it goes
- #1: When does a man cease to be a man?  
#2: When he turns into an alley
- #1: When are your eyes not eyes?  
#2: When the wind makes them water.
- #1: What is the largest jewel in the world?  
#2: A baseball diamond
- #1: Why is the little strawberry sad?  
#2: Her mother and father are in a jam
- #1: What asks no questions yet requires answers?  
#2: A doorbell
- #1: What is of no use to you, yet you can't go any place without it?  
#2: Your shadow

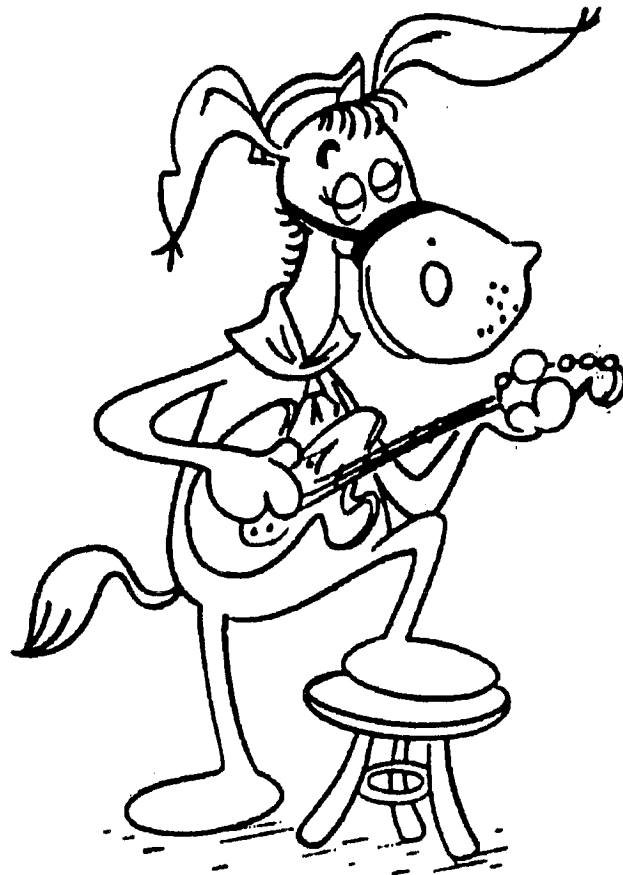
# SONGS



*Music has charms to soothe the savage breast*

*William Congreve*





# Songs

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Many thanks to Gary Hendra's  
"The MacScouter"  
(<http://www.macscouter.com/~hendra>)  
- the source for many of the songs in this section



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### He Jumped from 40,000 Feet (Battle Hymn of the Republic)

He jumped from 40,000 feet  
and forgot to pull the cord,  
He jumped from 40,000 feet  
and forgot to pull the cord,  
He jumped from 40,000 feet  
and forgot to pull the cord,  
And he ain't gonna fly no more.

#### Chorus

Gory, gory, what a terrible way to die  
Gory, gory, what a terrible way to die  
Gory, gory, what a terrible way to die  
And he ain't gonna fly no more.

He was last to leave the cockpit  
and the first to hit the ground..  
He was last to leave the cockpit  
and the first to hit the ground..  
He was last to leave the cockpit  
and the first to hit the ground..  
And he ain't gonna fly no more.

#### Chorus

He landed on the runway  
like a blob of strawberry jam.  
He landed on the runway  
like a blob of strawberry jam.  
He landed on the runway  
like a blob of strawberry jam.  
And he ain't gonna fly no more.

#### Chorus

They scraped him off the runway  
with a little silver spoon.  
They scraped him off the runway  
with a little silver spoon.  
They scraped him off the runway  
with a little silver spoon.  
And he ain't gonna fly no more.

#### Chorus

They sent him home to mother  
in a little wooden box.  
They sent him home to mother

in a little wooden box.  
They sent him home to mother  
in a little wooden box.  
And he ain't gonna fly no more.

#### Chorus

His mother didn't want him  
so she sent him back to us.  
His mother didn't want him  
so she sent him back to us.  
His mother didn't want him  
so she sent him back to us.  
And he ain't gonna fly no more.

#### Chorus

#### Suggested hand motions

...last to leave (flap arms like bird) the cockpit..  
...first to (slap hands) hit the..  
...He (slap hands) landed on..  
...They (make scooping motion) scraped him..  
...in a little (make small box with hands) box.  
...so she sent (throwing motion) him back to us.

-- Thanks to Jim Speirs, jim.speirs@canrem.com

### Jaws

#### (Do Re Mi)

JAWS A mouth , a great big mouth  
TEETH The things that kinda crunch  
BITE The friendly sharks "hello"  
US His favorite juicy lunch  
BLOOD That turns the ocean red  
CHOMP That means the sharks been fed  
GULP That will bring us back to

JAWS! JAWS! JAWS! JAWS!

-- Thanks to Randy Woo, RandyWoo@aol.com

### The Little Green Frog

UM AH went the little green frog one day,  
UM AH went the little green frog.  
UM AH went the little green frog one day,  
UM AH went the little green frog.

All the other frogs went spin EE OH DI OH,  
Spin EE OH DI OH, spin EE OH DI OH,  
All the other frogs went spin EE OH DI OH  
The little green frog UM AH  
UM AH UM AH UM AH  
(repeat, louder & faster)



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### It Ain't Gonna Rain no More

#### *Chorus*

Oh, it ain't gonna rain no more, no more  
It ain't gonna rain no more  
How in heck can I wash my neck  
if it ain't gonna rain no more

A bum sat by the sewer  
And by the sewer he died  
And at the coroners inquest  
They call it sewer side

#### *Chorus*

A peanut sat on the railroad track  
It's heart was all a-flutter  
Along came the 4:15  
Toot toot, peanut butter

#### *Chorus*

My father is a butcher  
My mother is a cook  
And I'm the little hot-dog  
That runs around the brook

#### *Chorus*

My father built a chimney  
He built it up so high  
He had to take it down each night  
To let the moon go by

#### *Chorus*

My daddy is a doctor,  
My mommy is a nurse,  
And I'm the little needle  
That gets you where it hurts...

#### *Chorus*

Mary had a little lamb,  
Her father shot it dead  
And now she takes it to school  
Between two slices of bread...

### My Leader

*(My Bonnie Lies Over the Ocean)*

My leader fell into a pothole  
In a glacier while climbing an Alp.  
He's still there after 50 long winters,  
And all you can see is his scalp.

#### *Chorus*

Bring back, bring back,  
O bring back my leader to me, to me.  
Bring back, bring back,  
O bring back my leader to me, to me.

My leader was proud of his whiskers,  
To shave them would give him the blues.  
They hung all the way to his ankles,  
And he used them for shining his shoes.

#### *Chorus*

My leader had faith in a sailboat  
He had built from an old hollow tree.  
My leader set sail for Australia,  
Now my leader lies under the sea.

#### *Chorus*

My leader made friends with hyenas,  
He gave them a ride on his raft.  
When a crocodile reached up and grabbed him,  
The hyenas just sat there and laughed.

#### *Chorus*

My leader annoyed his dear parents  
They tossed him right out of the bus.  
And if we don't mend our behavior,  
Why that's what will happen to us.

#### *Chorus*



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Do Your Ears Hang Low

Do your ears hang low?  
Do they wobble to and fro?  
Can you tie them in a knot?  
Can you tie them in a bow?  
Can you throw them over your shoulder  
Like a continental soldier?  
Do your ears hang low?

Do your ears flip-flop?  
Can you use them for a mop?  
Are they stringy at the bottom?  
Are they curly at the top?  
Can you use them for a swatter?  
Can you use them for a blotter?  
Do your ears flip-flop?

Do your ears hang high?  
Do they reach up to the sky?  
Do they droop when they're wet?  
Do they stiffen when they're dry?  
Can you semaphore your neighbor  
With a minimum of labor?  
Do your ears hang high?

Do your ears hang wide?  
Do they flap from side to side?  
Do they wave in the breeze  
From the slightest little sneeze?  
Can you soar above the nation  
With a feeling of elation?  
Do your ears hang wide?

Do your ears fall off  
When you give a great big cough?  
Do they lie there on the ground  
Or bounce around at every sound?  
Can you stick them in your pocket,  
Just like little Davey Crocket?  
Do your ears fall off

### Gopher Guts

Great green globs of greasy grimy gopher guts,  
Mutilated monkey meat,  
Little birdies dirty feet,  
Great green globs of greasy grimy gopher guts,  
And I forgot my spoon!

Great green gobs of greasy grimy gopher guts,  
Mutilated monkey meat,  
Itsy bitsy birdie feet,  
French fried eye-balls,  
Rolling down a muddy street,  
And I forgot my spoon. *(pause)*  
But I got my straw!

Great green gobs of greasy grimey gopher guts,  
Mutilated monkey meat, Saturated birdy feet,  
All wrapped up in all purpose porpoise pus.  
And me without a spoon!  
Gee whiz! (but I've got a straw)

### The Twelve Days of Summer Camp *(The Twelve Days of Christmas)*

On the first day of summer camp,  
My mommy sent to me  
A box of oatmeal cookies.

Second Day	Two T-shirts
Third Day	Three pairs of sox
Fourth Day	Four woolen caps
Fifth Day	Five underpants
Sixth Day	Six postage stamps
Seventh Day	Seven nose warmers
Eighth Day	Eight Batman comic books
Ninth Day	Nine bars of soap
Tenth Day	Ten Band-Aids
Eleventh Day	Eleven shoestrings
Twelfth Day	Twelve bottles of blood-sucking helicopter repellent

—Thanks to Chuck Bramlet, ASM Troop 323,  
Grand Canyon Council





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Turkey Day

*(Bring Back My Bonnie to Me)*

My turkey went walking one morning  
The November weather to see.  
A man with a hatchet approached her.  
Oh, bring back my turkey to me.

#### Chorus

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

I went down the sidewalk a shoppin'  
The sights in shop windows to see.  
And everywhere hung great fat gobblers.  
Oh, bring back my turkey to me.

#### Chorus

I went out to dinner and ordered  
The best things they had I could see.  
They brought it all roasted and sizzling;  
They brought back my turkey to me.

Brought back, brought back,  
They brought back my turkey to me, to me.  
Brought back, brought back,  
They brought back my turkey to me.

*-- Thanks to Randy Woo, RandyWoo@aol.com*

### Calamine Lotion

*(My Bonnie Lies Over the Ocean)*

My body needs calamine lotion.  
My body's all red, you can see.  
The flowers I picked for my mommie,  
Turned out to be Poison Ivy.

Don't touch! Don't touch!  
Because it's Poison Ivy, ivy,  
Don't touch! Don't touch!  
Because it's Poison Ivy, ivy.

### Worms

Nobody likes me,  
Everybody hates me!  
I'm gonna eat some worms.

#### Chorus

Long, slim slimey ones,  
Short, fat juicy ones,  
Itsy, bitsy, fuzzy, wuzzy worms.

First you get a bucket,  
Then you get a shovel,  
Oh how they wiggle and squirm.

#### Chorus

First you pull the heads off,  
Then you suck the guts out.  
Oh how they wiggle and squirm.

#### Chorus

Down goes the first one,  
Down goes the second one,  
Oh how they wiggle and squirm.

#### Chorus

Up comes the first one,  
Up comes the second one,  
Oh how they wiggle and squirm.

#### Chorus

Everybody likes me,  
Nobody hates me!  
Why did I eat those worms?

#### Chorus

Chop up their heads and  
Squeeze out their juice,  
And throw their tails away.  
Nobody knows how I survive  
On worms three times a day!

*-- Thanks to Randy Woo, RandyWoo@aol.com*



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Mama's Soup Surprise (*Supercalifragilisticexpialidocious*)

Oh, when I was a little kid, I never liked to eat.  
 Mom would put things on my plate,  
 I'd dump them at her feet.  
 Then one day she made this soup,  
 I ate it till I burst.  
 I asked her what was in it,  
 then I knew it was the worst!

#### Chorus

O, chicken lips and lizard hips and alligator eyes.  
 Monkey legs and buzzard eggs and salamander thighs,  
 Rabbit ears and camel tears and tasty toenail pies.  
 Stir them all together,  
 you've got Mama's Soup Surprise!

I went into the bathroom and I stood before the sink.  
 I said, "I'm feeling mighty ill, my stomach's in a kink."  
 Mama said, "I got the cure to make you feel just great!"  
 She said it was so good for me and this is what I ate,

#### Chorus

And now that I've grown older,  
 I decide what's on my plate.  
 I won't settle for second best,  
 just something that's first rate.  
 I won't eat crab or lobster, escargot, shrimp or steak.  
 I'll only eat what Mama made that I'll regurgitate.

#### Chorus

### Mom, Wash My Underwear (*God Bless America*)

Mom, wash my underwear, my only pair.  
 We can find them, and move them,  
 From the heap by the side of the chair.  
 To the washer, to the clothesline,  
 To my backpack, to my rear.  
 Mom, wash my underwear, my only pair.  
 Mom, wash my underwear, my only pair.

-- Thanks to Chuck Bramlet,  
 ASM Troop 323, Grand Canyon Council

### Everywhere We Go

Everywhere we go (echo)  
 People want to know  
 Where we come from  
 Where we're going  
 So we stop & tell them  
 We're from \_\_\_\_\_  
 If they can't hear us  
 We tell them a little louder!

(repeat several times, louder)

If they can't hear us  
 They must be deaf!

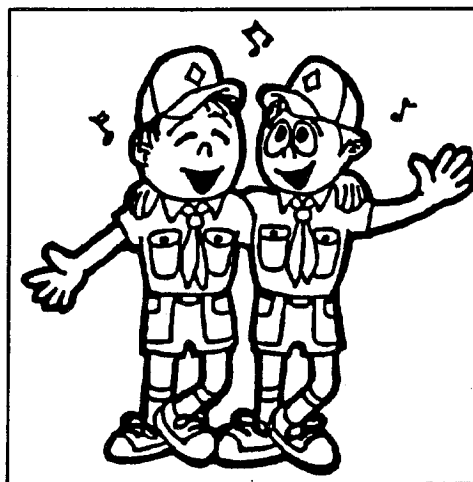
### Skating, Skating (*Sailing, Sailing*)

Skating, Skating  
 On the frozen lake.

Whey days are cold  
 and days are colder  
 on the frozen lake.

Slide left, slide right  
 Fancy falling, too.

Don't you wish you never had  
 Anything else to do, but ...  
 (repeat, louder & faster)





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### The Little Green Frog II

Gaaloomph went the little green frog one day  
Gaaloomph went the little green frog  
Gaaloomph went the little green frog one day  
And the frog went gloomph gloomph gloomph

But we all know frogs go [clap] laa dee daa dee daa  
[clap] laa dee daa dee daa [clap] laa dee daa dee daa  
We all know frogs go [clap] laa dee daa dee daa  
They don't go gloomph gloomph gloomph

And we all know frogs go  
SQUELCH when you step on them  
SQUELCH when you step on them  
SQUELCH when you step on them  
We all know frogs go  
SQUELCH when you step on them  
They don't go gloomph gloomph gloomph

And we all know frogs go POP in the microwave  
POP in the microwave POP in the microwave  
We all know frogs go POP in the microwave  
They don't go gloomph gloomph gloomph

And well know frogs go WHZZZ in the blender  
WHZZZ in the blender WHZZZ in the blender  
We all know frogs go WHZZZ in the blender  
They don't go gloomph gloomph gloomph

And we all know frogs go SPLAT in the ceiling fan  
SPLAT in the ceiling fan SPLAT in the ceiling fan  
We all know frogs go SPLAT in the ceiling fan  
They don't go gloomph gloomph gloomph

-- Thanks to Jason B. Standing Esq.,  
Adelaide, South Australia,  
standing@ist.flinders.edu.au

### The Annoying Song (Battle Hymn of the Republic)

I know a little song that gets on everybody's nerves  
I know a little song that gets on everybody's nerves  
I know a little song that gets on everybody's nerves  
And this is how it goes:

*Repeat Indefinitely!*

### Pink Pajamas

*(Battle Hymn of the Republic)*

Oh, I wear my pink pajamas  
in the summer when it's hot,  
And I wear my flannel nighties  
in the winter when it's not,  
And sometimes in the springtime,  
And sometimes in the fall,  
I jump right in between the sheets  
with nothing on at all.

Glory, glory, hallelujah!  
Glory, glory, what's it to ya?  
Balmy breezes blowin' through ya  
With nothing on at all!

### I'm A Snowflake by Karen Rogers (Clementine)

I'm a snowflake, I'm a snowflake,  
I'm a snowflake yes I am.  
And I'm falling, yes I'm falling,  
Right upon your little head.

Oh, I'm melting, Oh, I'm melting  
Oh, I'm melting yes I am.  
Aren't you glad that I'm not yellow,  
But white like I am.

--Thanks to Chuck Bramlet,  
ASM Troop 323,  
Grand Canyon Council





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### The Twelve Days of Halloween (The Twelve Days of Christmas)

On the first day of Halloween,  
My true love sent to me,  
An owl in an old dead tree.

Two Trick or Treaters.  
Three Black Cats.  
Four Skeletons.  
Five Scary Spooks.  
Six Goblins Gobbling.  
Seven Pumpkins Glowing.  
Eight Monsters Shrieking.  
Nine Ghosts a Boogie.  
Ten Ghouls a Groaning.  
Eleven Masks a Leering.  
Twelve Bats a Flying.

### The Twelve Scouting Days of Christmas (The Twelve Days of Christmas)

On the first day of Scouting, Akela gave to me.....  
A Den Leader swinging from a tree!

On the second day of Scouting, Akela gave to me.....

Two Screaming Bobcats,  
And a Den Leader swinging from a tree!

Third Day	Three Skinny Wolves
Fourth Day	Four Hungry Bears
Fifth Day	Five We be los
Sixth Day	Six Arrow points
Seventh Day	Seven Silly Den Chiefs
Eighth Day	Eight Shouting Scouts
Ninth Day	Nine Warring Eagles
Tenth Day	Ten Derby Cars
Eleventh Day	Eleven Funny Den Skits
Twelfth Day	Twelve Wacky Cheers

-- Thanks to Jack W. Weinmann,  
aa855@cleveland.freenet.edu

### Randall (Rudolph the Red-Nosed Reindeer)

Randall, the red-cheeked Cub Scout  
Had a very cold, cold nose.  
And if you ever noticed,  
You could even say it flows.

All of the other Cubbies,  
Used to laugh and point it out.  
That Randall, the red-cheeked Cub Scout  
Had a very runny snout.

Then one day the Den Leader  
Took Randall out of sight  
And told him that it's time he knew  
How to wipe his nose just right.

Now all the other Cubbies  
Think Randall is a "Class-A" Scout.  
Cause Randall, the red-cheeked Cub Scout  
Finally learned to blow his snout.

--Thanks to Chuck Bramlet, ASM Troop 323,  
Grand Canyon Council

### Underwear (Over There)

Underwear, Underwear,  
How I itch in my woolen underwear.  
How I wish I'd gotten a pair of cotton,  
So I wouldn't itch everywhere.

BVDs make me sneeze.  
When the breeze from the trees  
Hits my knees.  
Coming over, I'm coming over,  
In my gosh darned, itchy, woolen  
underwear.

-- Thanks to Chuck Bramlet, ASM Troop 323,  
Grand Canyon Council



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Flea

*In this chant, the leader sings (says) a line and the audience repeats the line. Keep the beat by alternately slapping thighs and clapping hands:*

Flea!  
 Flea Fly!  
 Flea Fly Mosquito!  
 Oh no no no no Mosquito!  
 Get that big bad bug with the bug spray!  
 PSSSSSSSSSH (spray can sound)

*Repeat at Cub Scout Speed! Other versions:*

Flea!  
 Flea Fly!  
 Flea Fly Flo!  
 Eenie, meenie, decimeenie, oo wall a wall a meenie!  
 Ex a meenie, zoll a meenie, oo wall a wall!  
 Beep billy ott in dotten oh bo ba beaten dotten shh!

Flea!  
 Flea fly!  
 Flea fly flow!  
 Kumalata kumalata kumalata veeslay!  
 Oh, no no no, not the veeslay.  
 Ich a mini, satch a mini, oo walla walla mini.  
 Des a mini, satch a mini, oo walla wall.  
 A beat billy oaten bobin obo a boatin bobin obo a  
 boatin bobin boatin bobin boatin bobin boatin  
 bobin sssshh...

Fleas (audience repeats)  
 Fleas Flies (audience repeats)  
 Fleas Flies Mosquitos (audience repeats)  
 Calimine, calimine, calimine lotion  
 Oh no, no more calimine lotion  
 Itsy bitsy, teeny weeny, itty bitty  
 Nasty bitey mosquito -- SQUASH  
 (squash is yelled at top of lungs)

### My Dead Dog Rover

*(I'm Looking Over a Four-leaf Clover)*

I'm looking over my dead dog Rover,  
 That I over-ran with the mower.  
 One leg is missing the other is gone.  
 The third one is scattered all over the lawn.  
 No need explaining the one remaining  
 It's splattered on the kitchen door.  
 I'm looking over my dead dog rover,  
 That I over-ran with the mower.

I'm looking over my dead dog Rover  
 That I overlooked before  
 One leg is broken, the other is maimed,  
 The third I ran over  
 With my CoCo Puff train.  
 No use explaining, the parts remaining,  
 They're mangled beyond repair.  
 I'm looking over my dead dog Rover  
 That I overlooked, (*Big finish*)  
 That I overlooked,  
 That I overlooked before.

### On Top of My Pizza

*(On Top of Old Smokey)*

On top of my pizza  
 All covered with sauce  
 Could not find the mushrooms  
 I think they got lost

I looked in the closet  
 I looked in the sink  
 I looked in the cup that  
 Holds my Coca Cola Drink

I looked in the sauce pan  
 Right under the lid  
 No matter where I looked  
 Those mushrooms stayed hid

Next time you make pizza  
 I'm begging you please  
 Do not give me mushrooms  
 But just plain old cheese



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### My Bonnie

*(My Bonnie Lies Over the Ocean)*

My Bonnie leaned over the gas tank,  
The height of its contents to see.  
I lit up a match to assist her,  
Oh bring back my Bonnie to me.

#### Chorus

Bring back, bring back,  
Bring back my Bonnie to me, to me  
Bring back, bring back,  
Bring back my Bonnie to me.

Last night as I lay on my pillow,  
Last night as I lay on my bed,  
I stuck my feet out of the window,  
Next morning my neighbors were dead.

#### Chorus

*-- with "bring back my neighbors to me"*

My Bonnie has tuberculosis,  
My Bonnie has only one lung,  
My Bonnie can cough up raw oysters'  
And roll them around on her tongue.

#### Chorus

Roll them, roll them,  
Roll them around on her tongue, her tongue.  
Roll them, roll them,  
Roll them around on her tongue.

Who knows what I had for breakfast?  
Who knows what I had for tea?  
Who knows what I had for supper?  
Just look out the window and see!

#### Chorus

*-- with "bring back my breakfast to me."*

### Baby Bumble Bee

I'm bringing home a baby bumble bee  
Won't my Mommie\* be so proud of me?  
I'm bringing home a baby bumble bee...  
Ouch! It stung me!

I'm squashing up my baby bumble bee  
Won't my Mommie be so proud of me?  
I'm squashing up my baby bumble bee...  
Ew! What a mess!

I'm licking up my baby bumble bee  
Won't my Mommie be so proud of me?  
I'm licking up my baby bumble bee...  
Ugh! I feel sick!

I'm barfing up my baby bumble bee  
Won't my Mommie be so proud of me?  
I'm barfing up my baby bumble bee...  
Oh! Another mess!

I'm mopping up my baby bumble bee  
Won't my Mommie be so proud of me?  
I'm mopping up my baby bumble bee...  
Mommie, aren't you proud of me?

*Motions: Usually it is sung in a circle, so you can see everyone doing the motions - a big part of the fun!*

*Verse 1: Hands are cupped together as if carrying a captured bee.*

*Verse 2: Hands are mashed together.*

*Verse 3: While singing (tricky!) hands are pretended to be licked.*

*Verse 4: While still holding stomachs, "bob" up and down from the waist, in time to the music, to simulate barfing. (Oooo, this is fun!)*

*Verse 5: With "mops" in hand, scrub the floor in time to the music.*

# *STUNTS*



**"It is not because things are difficult that we do not dare.  
It is because we do not dare that things are difficult."**

**Seneca**







# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Audience Participation Stunts

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The Brutal Miner	13
But There Was Jaws....	4
The Cake Auction	31
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Clancy to the Rescue	13
Computer Pals	2
The Confused Couple	3
A Cub Scout's Uniform	15
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Why Bear is Stumpy-Tailed	24





# Following Akela's Trail

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### Computer Pals

Divide the audience into 8 groups. Each group says the indicated phrase when they hear "their" key word or words. If your gathering isn't large enough to sustain 9 groups, then one group could handle two different key words; one group could handle Jeff & Orlando, Vaughn & Nome, etc. All should do Scout/Scouting!

JEFF . . . . .	Whew, it's hot!	MOUSE . . . . .	Squeak, Squeak
VAUGHN . . . . .	Burr, it's cold!	NOME, AK . . . . .	Watch out for the moose!
E-MAIL . . . . .	Zoom, Bing!	ORLANDO, FL . . . . .	Mickey Mouse
SEND . . . . .	Click, Swish!		
KEYBOARD . . . . .	Typety, typety	SCOUT or SCOUTING . . . . .	Do Your Best!

VAUGHN had just attended School Night for SCOUTING in his home town of NOME, ALASKA. He wanted to SEND E-MAIL to his computer pal JEFF, in ORLANDO, FLORIDA to tell him that he joined SCOUTS. He knew that JEFF had been in SCOUTING for a while and wanted to find out what he was getting into.

So, VAUGHN sat down at the computer KEYBOARD and reached for his MOUSE. He typed in the message, hit SEND with the MOUSE and eagerly awaited JEFF's reply.

While doing homework at the KEYBOARD, JEFF received VAUGHN's E-MAIL. He was really excited to get VAUGHN's news. JEFF immediately sent E-MAIL back to VAUGHN in NOME, ALASKA with all the fun SCOUTING stuff they do in ORLANDO, FLORIDA. He talked about such things as the Pinewood Derby, Day Camp, the Blue & Gold, the Raingutter Regatta, Orama, plus all of the great hikes, field trips and more! When JEFF finished listing all the things they do in SCOUTS, he hit the SEND key on his KEYBOARD. After VAUGHN finished reading JEFF's E-MAIL, he began to think he had made a smart decision by joining SCOUTS.

A couple of weeks later, after VAUGHN had attended his first Pack meeting, where he received his Bobcat badge, he decided to SEND JEFF an E-MAIL to tell him the good news. So he sat down at the KEYBOARD and reached for his MOUSE to SEND the message.

JEFF drew a card with his mouse to congratulate VAUGHN for earning his first SCOUTING badge.

After each of their meetings, JEFF from ORLANDO, FLORIDA and VAUGHN from NOME, ALASKA would SEND E-MAIL to each other telling everything they had done in their meetings. They both agreed SCOUTING is a lot of fun. They also became life-long buddies and pen pals!

*-- Denver Area Council '95 PowWow Book*



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### The Confused Couple

If an audience member ....	When they hear ....	Then they ....
has BLUE eyes	BLUE	pat the top of their head.
has eyes not BLUE	BROWN	pat the top of their head
is LEFT-handed	LEFT	clap
is RIGHT-handed	RIGHT	clap
is under age 40	NEW	stomp their feet
is over age 40	OLD	stomp their feet
is a male	MAN	stand up
is a female	WOMAN	stand up

One day a MAN and a WOMAN went to the store looking for a NEW car. Their OLD one, which was a muddy BROWN, was not running well. It LEFT much to be desired in the way of speed and safety, and they wanted another one RIGHT away. The wanted a bright BLUE one.

As they walked into the car dealership, the WOMAN noticed a BLUE sports car on the showroom floor. "Darling," she said, "Look at that lovely NEW car RIGHT over there. Wouldn't it be perfect for us?"

"You may be RIGHT. It's a lot better looking than our OLD BROWN buggy. Unfortunately, there's one problem. I've LEFT all my money at home," said the MAN. "You LEFT is at home," said the WOMAN. "Yes. It's RIGHT in the pocket of my NEW BROWN suit," said the MAN. "Your NEW BROWN suit. Why, I took that suit to the cleaners just this morning, and I didn't notice any money in the pockets," said the WOMAN. "But I'm certain I LEFT my money in the inside RIGHT pocket of my NEW suit," said the MAN.

"Now, wait a minute. Are you saying I'm not RIGHT? Are you saying that I'm lying about this?" "MAN, oh MAN, oh MAN," said the WOMAN. "Let's not argue," said the MAN. "We are here to look at cars, and that BLUE one in the corner is a RIGHT nice model. If we buy the NEW car, we'll never have to worry about our OLD BROWN one again."

After looking at the price of the NEW BLUE car, and figuring out what they could get as a trade in on their OLD BROWN car, the MAN and the WOMAN decided buying a NEW car would be the RIGHT move for them. But before they LEFT the store, they started questioning their decision. Would they be better off with their OLD BROWN car if the NEW BLUE car didn't run RIGHT? Or what about a NEW BROWN one? How long before they thought of the NEW car as an OLD car? And would they ever feel BLUE about trading in their BROWN auto? BLUE or BROWN, OLD or NEW, what was RIGHT and which car did they want to be LEFT with? The MAN and the WOMAN were so confused, that they decided to sell their car and buy themselves bicycles. And that's just what they did. And they knew it was RIGHT ... LEFT ... RIGHT ... LEFT .... RIGHT .... LEFT ....

(continue, faster, with the audience applause ending the story)



# Following Akela's Trail

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### But There Was Jaws....

Hey everyone, as I'm sure you know our Lake \_\_\_\_ has some mighty special fish in it. To be more precise, there are SHARKS. This is a REPEAT AFTER ME song about these special fish.

There was Jaws, do-do, do do, (macho voice, chomping hand motion)  
And Mama Jaws, do-do, do do, (high voice, hand clasping motion)  
And Baby Jaws, do-do, do do, (squeaky voice, finger chopping motion)  
There was a woman, do-do, do do, (trace female silhouette with fingers)  
She was a blonde, do-do, do do, (play with hair)  
She went swimming, do-do, do do, (swimming motion)  
But there was Jaws, do-do, do do, (loud & large, chomping hand motion)  
There was a man, do-do, do do, (low voice)  
A manly man, do-do, do do, (manly pose)  
But there was Jaws, do-do, do do,  
So what happened? do-do, do do, (shrug shoulders)  
Find out! do-do, do do, (subtle)  
In Jaws II (hold up 2 fingers)

Sequels follow from the same formula. Add funny/timely events that the whole Pack shares in. Continue the saga with the same man and woman, or start a new plot ... just remember BUT THERE WAS JAWS, do-do, do do. There were 4 Jaws movies ... and Jaws 3 was in 3D!

### Ending the Wiggles!

Tonight we've been trying to be real quiet and still.  
It's hard to be so patient when it goes against our will.  
So let us all stand up right now, and move yourself awhile.  
Shake hands with someone close by, and give them a smile!

Stretch your arms way up high  
And shake your legs a bit.  
Now everyone turn once around  
And please let's all now sit.

Now that we've all stretched  
And the blood's again circulating  
We'll get on with the program,  
For more fun for us is waiting!

-- '93 Sam Houston Area Council Pow Wow Book



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Peg Leg Pete's Predicament

PIRATES	Yo-ho-ho	TREASURE	Gold! Gold!
PEG LEG PETE	Clomp, Clomp	MAP	It's that-a-way!

Back in the swashbukling days of PIRATES bold, there lived a certain one named PEG LEG PETE. His only goal in life was to find a hidden TREASURE of a pot of gold which could be found by following a MAP. Only one copy of the MAP existed among all the PIRATES, and it happened that PEG LEG PETE had possession of the MAP.

One fine day he and his PIRATES set sail to find the TREASURE. After all of the PIRATES carefully studied the MAP, they began their journey. Each one dreamed of all the riches he would find when they finally located the TREASURE. PEG LEG PETE followed the MAP day by day, using his spyglass as they came closer and closer to the spot the the TREASURE was buried. Finally they spotted land and eagerly went ashore. As they approached the spot where the MAP showed the TREASURE buried, PEG LEG PETE suddenly threw the MAP down in a mad rage while the other PIRATES rushed to pick it up and see what had enraged their leader. PEG LEG PETE explained that he had discovered that in their haste to get to the TREASURE, the PIRATES had been reading the MAP upside down! The TREASURE was really buried right in the spot where they began their journey.

In a rage the PIRATES took out their swords and killed PEG LEG PETE, tore the MAP into shreds fighting over it, and then fought until they all were killed. So, today, the TREASURE is still buried right where it has always been ... at the end of the rainbow!

### A Frontier Thanksgiving

SETTLER	Davey Crockett (Stand & salute)	CABIN	Shut the door! (Clap)
GUN	Bang! Bang! (Point gun)	FRONTIER	Way out West! (Point)
DOG	Man's best friend! (Wag arm)	INDIAN	Geronimo! (Shoot arrow)
TURKEY	Yum, Yum. (Flap arms)	THANKSGIVING	(Everyone pats tummy)

Early on a THANKSGIVING morning, many years ago on the old FRONTIER, a SETTLER stood before his lonely CABIN with his trusty GUN and faithful DOG ready to hunt the TURKEY he needed for dinner, hoping no INDIANS would spoil his feast. Whistling to his DOG, the SETTLER shouldered his GUN and started down the forest trail. Meantime, the INDIAN, also with a DOG, came down the forest trail from the other direction.

Just at that moment a fat TURKEY flew between them. Out flew an arrow, off went the GUN, down fell the TURKEY, in bounded the DOGS, up rushed the INDIAN and the SETTLER. "It's mine!" claimed the SETTLER. "Ugh -- him mine!" said the INDIAN. "Grrr," snarled the DOGS. The noise of the argument shook the CABIN and awoke the whole FRONTIER. But the TURKEY, which was only stunned, took off unsteadily and flew in the open door of the CABIN, where it was promptly captured by the INDIAN and the SETTLER and the DOGS. And thus, THANKSGIVING came to a lonely CABIN on the old FRONTIER.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### The Spark Watcher

LITTLE FIRE ENGINE	Ding, ding	BIG FIRE CHIEF	(Siren)
FIRE ENGINE	Clang, clang	THE FIRE	Crackle, Crackle
PUMPER	Pump, pump	TOYS	Ha-ha-ho-ho

Once there was a LITTLE FIRE ENGINE who lived in a toy shop. "I'd like to go to a real FIRE — just once," said the LITTLE FIRE ENGINE to the TOYS. "I would watch the fire, the big FIRE ENGINE and the PUMPERs shoot streams of water all over, and maybe they would let me help put out the FIRE!

"Pooh," said the TOYS, "you're only a LITTLE FIRE ENGINE, a TOY, you wouldn't be any help at a big FIRE." And the TOYS laughed at him. "You'd only be in the way." The LITTLE FIRE ENGINE rumbled off to a corner by himself. He thought that he might be in the way, but he might be good at fighting FIRES. "I'll never know until I try," he thought. "I'll have to go to a FIRE and see." So the LITTLE FIRE ENGINE decided to go to a FIRE.

That very afternoon he heard the fire siren blow. Out the open toy shop door he dashed and stood at the curb panting. The big red FIRE ENGINE, the PUMPER, the big FIRE CHIEF went tearing by. "Wow!" said the LITTLE FIRE ENGINE, "I didn't know real FIRE ENGINES were so big!" But he hurried down the street anyway. He did his best to keep up, but the big FIRE ENGINE got to the FIRE first. When the LITTLE FIRE ENGINE got there, the big FIRE ENGINE were already at work. The long hoses were twisting and winding all around. The LITTLE FIRE ENGINE could hardly get through. He puffed and panted over one hose and then another. At last he was close to the FIRE and he looked around for a job to do.

"I'll shoot water," thought the little fire engine, but his hose was too short. In spite of all he did, the FIRE burned brighter. I wish someone would tell me what to do," the LITTLE FIRE ENGINE said. The PUMPER was busy shooting water and the big FIRE ENGINES were running up ladders for the firemen, while the FIRE CHIEF's car ran around giving orders. They had plenty to do and didn't even notice the LITTLE FIRE ENGINE was there. They pushed him to one side, out of the way. He had to be very careful that he wasn't run over!

"I guess I don't belong here," the LITTLE FIRE ENGINE thought sadly. I'm too little for such a big FIRE. I better go back with the rest of the TOYS." But just as he started home, he saw a spark fly from the burning building. It landed right beside him, and started to burn. "Here," said the LITTLE FIRE ENGINE, "this will never do." He turned his hose on the little FIRE — his hose was just the right size. In an instant the FIRE was out. He had an idea. He'd be a spark watcher. So he raced around looking for flying sparks. Whenever the LITTLE FIRE ENGINE saw one, he hurried to put it out. He got all hot and smokey, just like the big FIRE ENGINE. He was so successful that the FIRE CHIEF's car, the PUMPER, and the big FIRE ENGINE called to him, "Why don't you stay with us in the fire house, LITTLE FIRE ENGINE? We could use you." He was delighted. And so the LITTLE FIRE ENGINE lived always with the big FIRE ENGINES, and he became the best spark watcher in town.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Blackbeard and the Pirates

BLACKBEARD	I'll slit your gullet!	FAIR YOUNG MAIDENS	Woe is me!
PARROT	Blow me down!	HANDSOME HERO	(Sigh) My hero!
CREW	Walk the plank!	GOOD GUYS	Get those rats!
SEVEN SEAS	Land Ho!	JOLLY ROGER	Save us!

The terror of the SEVEN SEAS was BLACKBEARD the pirate. BLACKBEARD and his evil CREW preyed on peaceful ships and often captures FAIR YOUNG MAIDENS. The evil BLACKBEARD had a pet PARROT who would taunt the prisoners while the CREW tortured them. Throughout the SEVEN SEAS, the evil BLACKBEARD and his murderous CREW were hunted by GOOD GUYS.

One day, a peaceful ship was sailing the SEVEN SEAS. Suddenly, there appeared the JOLLY ROGER on the horizon. They knew that this horrible JOLLY ROGER meant that they were to be set upon by the terrible CREW of the vicious BLACKBEARD. The GOOD GUYS took battle stations and the FAIR YOUNG MAIDENS shuddered with fear. "All is lost," cried the GOOD GUYS. "The pirates are too tough for us." The evil PARROT shrieked with glee.

BLACKBEARD howled, "Har, har, we have them, my evil CREW. Kill the GOOD GUYS and capture the FAIR YOUNG MAIDENS. We will take them to our secret island and have a party. The FAIR YOUNG MAIDENS can wash dishes for us! The CREW slew the GOOD GUYS and the JOLLY ROGER set sail for the secret island.

A HANDSOME HERO was waiting for his sweetheart when he heard the terrible news. The ship had been scuttled and the GOOD GUYS slain. The FAIR YOUNG MAIDENS were taken prisoners. HANDSOME HERO gathered a posse (a sea posse) of GOOD GUYS and took off in their rocket ship. They would scan the SEVEN SEAS until they found the secret island of the evil crew of BLACKBEARD the Pirate.

"Hark!" shouted the HANDSOME HERO, "at one o'clock is the secret island!" The GOOD GUYS were armed to the teeth. This would be the show-down. The good ship Rocket landed in the wet water and HANDSOME HERO and the GOOD GUYS attacked the evil CREW whilst they were having their party. BLACKBEARD was slain and the CREW was routed. The evil PARROT flew away.

The SEVEN SEAS were free of the evil BLACKBEARD and his treacherous CREW. Ships were again free to sail and no JOLLY ROGER would beset them again. The FAIR YOUNG MAIDENS could see their loved ones again. One of the FAIR YOUNG MAIDENS said to the HANDSOME HERO, "By the way, HANDSOME HERO, what is your real name?" He replied, "Who else could steer the Rocket Ship but Buck Rogers?"



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Mr. Fixit's Workshop

CLOCK	Tick-tock, tick-tock	HAMMER	Bang, bang
SAW	Buzz, buzz	SPRING	Boing!

Den 3 wanted to do something special for their Den Leader. They thought and thought of something they could do that would really be nice, but which wouldn't cost much because they didn't have much money. Finally the Den Chief said, "Hold it! Do you remember what's in Mrs. Smith's living room?" They all remembered the tall Grandfather CLOCK that had stood there for uncounted ages. Why, it had even been there when the Den Chief had been a Cub in Den 3! But it had never made a sound, had never ticked a single tock.

They consulted with Mr. Smith, and then one evening when Mrs. Smith was at the monthly Pack planning meeting, he let them in to take the Grandfather CLOCK next door to the workshop of Mr. Fixit. Mr. Fixit has a wonderful workshop, full of all sorts of tools and he could fix anything! He had SAWS, he had sandpaper, he had screwdrivers, nails and HAMMERS. He had varnish, paint and a drawer he had to be careful about opening too quickly because it contained SPRINGS! Yes, Mr. Fixit has just about everything you need in a workshop.

The Cubs in Den 3 carefully laid the Grandfather CLOCK on the worktable, and Mr. Fixit went to work. He carefully opened up the front of the case. One Cub asked, "Do you need a HAMMER?" Another asked, "Would you like a SAW?" One suggested, "Take a look at the main SPRING." "Quiet!" exclaimed Mr. Fixit, and continued on with his work.

It soon became apparent that the Grandfather CLOCK had a big problem. He selected the proper tool, and asked one of the Cubs to bring him a screwdriver. The Cub who had been holding the SAW was crestfallen, so Mr. Fixit apologized to him, saying, "I'm sorry, but I don't need a SAW right now. I will need a HAMMER, however." The Cub who had been holding the HAMMER beamed. Using the screwdriver and HAMMER, Mr. Fixit took the back off so that he could look more closely at the mechanism and especially at the main SPRING. "No doubt about it," he said, "that SAW will have to be replaced."

All the Cubs ran joyfully to the corner of the room and quickly jerked open the drawer marked "SPRINGS." "Boing!" went the SPRINGS, all over the room. One SPRING knocked the SAW off the counter, slapping it flat across the back of the Den Chief. Another SPRING knocked the HAMMER off the table, and it landed on the foot of Mr. Fixit. Mr. Fixit and the Den Chief ran to take cover behind the Grandfather CLOCK.

"Ah, excellent," he exclaimed, when he saw that, lying beside the Grandfather CLOCK on the table was the exact SPRING needed to fix the Grandfather CLOCK. He picked up the SAW and HAMMER from the floor and then carefully replaced the SPRING. Then the Cubs took the Grandfather CLOCK back to the Smith's house just a moment before their Den Leader walked in the door. They gently set it upright, and for the first time in many years, Mrs. Smith could hear the voice of the Grandfather CLOCK.

— '93 Alamo Area Council Pow Wow Book





# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### The Helpful Christmas Mouse

MOUSE      Squeek, Squeek!  
NIGHT      Ho-hum!  
SANTA      Ho-ho-ho!

'Twas the NIGHT before Christmas, and fast asleep in the house,  
Was, wonders of wonders, a little fat MOUSE.  
A MOUSE sleeping at NIGHT: Oh, what a riot!  
But the reason it happened -- he was on a diet!  
How the MOUSE's stomach began to hurt and growl,  
But since he was dieting, at NIGHT he shouldn't prowl.  
Mom was so thoughtful before she retired that NIGHT,  
And for dear old SANTA, she had left a bite,  
That night in his dreams, the MOUSE's nose did twitch,  
As the smell of the food made him dream of a sandwich.  
The more the MOUSE lay there and quietly slept,  
The more the smell of food into his nostrils crept!  
Soon the poor little MOUSE began to claw at his nose,  
And he began to quiver from his head right down to his toes.  
Though he was trying to sleep with all of his might,  
His sleep had been ruined for the rest of the NIGHT.  
So up the MOUSE got, and with a great big yawn,  
He peeked out the window and there on the lawn,  
He saw something there ... indeed a strange sight.  
For there sat old SANTA in the cold, dark NIGHT.  
He was holding his bag, as if ready to leave,  
But great salty tears were bounding off his sleeve!  
The MOUSE just stood there, as if in fright,  
Trying to imagine what was wrong that NIGHT.  
Then he crept to the door, and threw it open wide,  
And motioned SANTA to come and join him inside.  
So SANTA came in and sat down with the MOUSE,  
And confessed that night he felt like a louse.  
He had eaten so much during the holiday season  
That he couldn't go down the chimney -- that was the reason.  
So SANTA and the MOUSE made a contract that NIGHT.  
That he would help SANTA make Christmas come out right.  
Off they went together, Old SANTA and that MOUSE,  
To pay the yearly visit to each and every house.  
The fat little MOUSE, so filled with delight,  
Ate for old SANTA all the snacks left that NIGHT.  
He had helped SANTA a Merry CHRISTMAS to give,  
He'd just sacrifice ... a fat MOUSE would live.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Santa Decorates the Tree

SANTA	Ho-ho-ho!	STAR	Twinkle, Twinkle
ICICLES	Drip, drip	ELVES	Tee hee hee!
SNOW	Flakey, flakey	REINDEER	Clip, clop
WHITE	As SNOW (...and SNOW responds!)		

Once up a time, long long ago, SANTA was decorating his first Christmas tree. SANTA hung ICICLES on some branches and SNOW balls on others. In between, he hung SNOW flakes. On top, SANTA placed a STAR.

SANTA stood back to admire his TREE. Something was missing! The STAR twinkled and SNOW flakes glistened. The SNOW balls and ICICLES hung beautifully. The problem was that everything was WHITE!

SANTA called his reindeer and asked them what to do. The REINDEER thought and thought. REINDEER are very good at flying but Christmas trees were too hard. They just couldn't figure out how to fix SANTA's WHITE tree.

SANTA called his head ELVES. "What can I do whit this WHITE tree?" he asked. The ELVES thought and thought. Even though the head ELVES were the very smartest ELVES in the workshop, they just couldn't figure out what to do with SANTA's WHITE tree.

SANTA, the REINDEER and the head ELVES stood looking at the WHITE tree with the STAR on top, the ICICLES, the SNOW balls and the SNOW flakes. They thought and thought. While they were thinking a very young ELF came in carrying several buckets of paint from the store room. This young ELF had never seen a tree with a STAR on top and decorated with SNOW balls, ICICLES and SNOW flakes. The young ELF thought it was the most beautiful thing he had ever seen! The young ELF was fascinated by the STAR, the SNOW balls, the SNOW flakes and the ICICLES. Just then, he tripped over his paint buckets!

The paint buckets went flying though the air and spilled all over the tree. The head ELVES were embarrassed by the clumsy young ELF and began to scold him. The REINDEER were frightened by the clatter and hid in the corner. The young ELF began to cry because he ruined SANTA's beautiful tree.

SANTA looked at the tree. It wasn't WHITE anymore! The ICICLES were silver, the SNOW flakes and SNOW balls were red, blue and green, and the STAR on top glistened with gold. SANTA was delighted with the beautiful colors on the tree. He picked up the young ELF, gave him a big hug and made him head ELF in charge of Christmas trees!

— '93 Alamo Area Council Pow Wow Book



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Discovery of the Jolly Green Giant

JOLLY GREEN GIANT	Ho-ho-ho	WATER	Sprinkle, Sprinkle
VEGETABLES	Crunch, crunch	GREEN THUMB	Dig & plant, dig & plant

Many, many years ago -- in fact, so many years ago that nobody can remember when it was, the expression GREEN THUMB was started to describe those rare people who could plant and care for growing things and WATER them just enough so they would grow up into healthy plants. Now it seems there was a curious little boy named Johnny who lived near a big VEGETABLES farm from which the finest crops were cared for and raised to take to market for all to see.

It seems that the finest VEGETABLES were raised on this farm. Certainly the farmer who owned it must have a GREEN THUMB -- at least that's what Johnny heard everybody say. The mystery, though, was that nobody every saw the farmer WATER his fine crop of VEGETABLES. Despite that, this farmer's VEGETABLES thrived and were some of the finest in the land. So, one day, little Johnny decided that he must solve the mystery of how this farmer's plants got WATERED and grew so well.

Thus, one night when there was a full bright moon, little Johnny slipped out of bed and quietly made his way over to the big VEGETABLE farm which was not far away. As he approached the farm, he thought he could hear the sound of running WATER. He was breathless! Was little Johnny about to solve the mystery of how the farmer had gained his GREEN THUMB with little or no care to his VEGETABLES?

As he peeked around a large corn stalk, Johnny could hardly believe his eyes! There, right before him, was the biggest JOLLY GREEN GIANT that anyone could imagine! There he was, sticking his enormous GREEN THUMB into the damp earth, dropping his seeds into the hole, and then WATERING them.

So now little Johnny knew where the expression "GREEN THUMB" had come from. Suddenly he realized that the fine VEGETABLES from the farms were truly cared for by the JOLLY GREEN GIANT who would reach up into the sky and pull the rain clouds down to WATER his VEGETABLES plants. The JOLLY GREEN GIANT used his giant GREEN THUMB to plant seeds and pull the weeds from among the plants.

That night little Johnny felt 10 feet tall. In fact, he felt almost as tall as the JOLLY GREEN GIANT as he hurried home with his newly-discovered secret. He was just bursting to spread the news to all the world about how the VEGETABLES are WATERED and cared for by someone who really and truly has a GREEN THUMB -- the JOLLY GREEN GIANT!

So, to this day, those people who can grow things successfully are said to have a GREEN THUMB and little Johnny is proud of the fact that he was the one who discovered the JOLLY GREEN GIANT.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Chopin Jones and the Music Man

CHOPIN JONES	Do-Re-Mi-Fa-So-La-Ti-Do
THE EYES OF TEXAS	(Stand, hand over heart) HmMMMMMM
MUSIC MAN	I've Got Rhythm!
BAD, BAD LEROY BROWN	Boo! Hiss!
CROWD OF CRITICS	Down with Beautiful Music!
SOUR NOTES	(Sing off-key) Bad, Bad, Bad

In a small but quaint studio room near the orchestra of Tonhous, Texas lived a mild-mannered piano teacher named CHOPIN JONES. CHOPIN JONES was lying in bed reading "Sheet Music Magazine." "Boy," he said, "I'd like to hear THE EYES OF TEXAS." Suddenly there was a drum roll, and where a moment ago CHOPIN JONES had been, now there was a grand guy, MUSIC MAN, enemy of SOUR NOTES, champion of Jazz, Defender of Harmony, Rhythm and the Pursuit of bm. CHOPIN JONES had mistakenly uttered the secret words, THE EYES OF TEXAS, which transforms him from a mild-mannered piano teacher to the grand guy MUSIC MAN. "Foey," said MUSIC MAN. "I never get to hear THE EYES OF TEXAS, my favorite song, because if I were to play, song or say THE EYES OF TEXAS I would give away my secret identity. At least I get to fight lots of SOUR NOTES." "THE EYES OF TEXAS," said MUSIC MAN, and once again he was the mild-mannered CHOPIN JONES.

Just then there was a ringing in CHOPIN JONES's shoe. It was the Conductor calling him on his shoe horn. He was in a panic. "MUSIC MAN," he cried, "BAD, BAD LEROY BROWN, your arch enemy and his CROWD OF CRITICS Murderous Mack the Knife, Dreadful Old Dan Tucker, Cunning Cotton-Eye Joe and Wild Harry have broken out of jail and are playing a lot of SOUR NOTES. They are out for revenge against you and the orchestra of Tonhous. They said you like beautiful music. You prevented them from plugging up the holes in our clarinets and saxophones, kept them from throwing our beautiful music away, and just won't let them play SOUR NOTES. That CROWD OF CRITICS mean a lot of bad notes."

"THE EYES OF TEXAS," shouted CHOPIN JONES and MUSIC MAN was in business once again. "BAD, BAD LEROY BROWN and his CROWD OF CRITICS have been a tear in my drum top, and this time I will take care of BAD, BAD LEROY BROWN and his CROWD OF CRITICS." MUSIC MAN blew around the city, but made a wrong turn on the freeway and soon was on his way to Dallas. Could BAD, BAD LEROY BROWN and his CROWD OF CRITICS be in that little car? He blew down, and sure enough the whole crowd was there and on their way to play SOUR NOTES.

There was a great rumble. "Rat-tat-tat," went the snare drums. "Boom boom," went the bass drum. "Blast, blast," went the coronets, and "toot-toot" went the flute. Nothing could hurt MUSIC MAN and soon the CROWD OF CRITICS and their SOUR NOTES' leader, BAD, BAD LEROY BROWN were behind bars again.

The Conductor said, "Want to hear the latest song, MUSIC MAN? MUSIC MAN said, I'd rather hear THE EYES OF TEXAS. Ooops!



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Clancy to the Rescue

CLANCY	(flex your muscles & feel them)	BELL	(Swing arm) Clang, clang, clang
HORSES	(slap thighs, make galloping noise)	HOSE	Shhh-shhh-shhh
YELL	(Indian whoop)	STEAM	S-s-s-s-s-s
FIRE ENGINE	(siren)		

If you like HORSES, you would have enjoyed living back in the 1800's when they had old-fashioned steam-type FIRE ENGINE, pulled by HORSES. One of these FIRE ENGINE was pulled by the greatest hero ever, CLANCY! Yes, sir! CLANCY was a real hero! Every day when there was no fire, he would hake the HORSES out for exercise, trotting them gently up and down the streets. If there were children along the way, CLANCY would always stop and let them pet the HORSES.

Sometimes the alarms were in the daytime, but sometimes they were at night. When the alarm sounded at night, one man would YELL up to the firemen above, and the men would get up, stretch and slide down the pole. Then they would run to the FIRE ENGINE where the STEAM was up, and away they would go to the fire, clanging the BELL with CLANCY driving the HORSES.

One night most of the men were in bed and the others were playing checkers when the alarm sounded. Where was the fire? At the mayor's two-story house! Quick as a flash they were there. CLANCY stopped the HORSES and YELLED, "Keep the STEAM up men!" They started the fire HOSE and began to squirt water on the fire.

CLANCY strained to see upstairs where the mayor's wife was trapped. Flames were everywhere! CLANCY YELLED, "You'll have to jump!" The mayor's wife was afraid, so CLANCY threw her a rope and she came right down into the middle of the net.

The firemen kept fighting the fire. They put the HOSE on it and kept up the STEAM in the FIRE ENGINE. Before long, the fire was out, so they turned off the HOSE, got back on the FIRE ENGINE and went back to the firehouse, clanging the BELL. To CLANCY and the other firemen, it was all in a day's work. The sleep firemen went back upstairs and soon were sound asleep.

### The Brutal Miner

BRUTAL MINER	Grrrr	HANDSOME HARRY	Ah ha!
TIRED WIFE	Oh, dear	AUTO	Honk, honk
YOUNG DAUGHTER	Tee hee	CAT	Meow
BEAUTIFUL DAUGHTER	Ah		

Once upon a time in the far West there lived a BRUTAL MINER who had a TIRED WIFE, a giggling YOUNG DAUGHTER, and a BEAUTIFUL DAUGHTER. On the other side of the mountain lived HANDSOME HARRY. This young man drove his aaa over the mountains and carried the mail to the BRUTAL MINER.



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



One day the **TIRED WIFE** was cleaning the house, and the **BEAUTIFUL DAUGHTER** was helping her. The **YOUNG DAUGHTER** was playing with the **CAT** on the steps. The **BRUTAL MINER** came out and kicked the **CAT**. The **TIRED WIFE** and the **BEAUTIFUL DAUGHTER** rushed out with brooms and hit the **BRUTAL MINER**, but this did not bother him. He grabbed the **TIRED WIFE** by one arm and the **BEAUTIFUL DAUGHTER** by the other and shoved them into the house. The **YOUNG DAUGHTER** ran away with the cat.

Just then, **HANDSOME HARRY** drove up in his **AUTO** and saw the **BRUTAL MINER** abusing the **TIRED WIFE** and the **BEAUTIFUL DAUGHTER**. **HANDSOME HARRY** rushed to the rescue and grabbed the **BRUTAL MINER** and threw him down the mine shaft. The **BEAUTIFUL DAUGHTER** flew into the waiting arms of **HANDSOME HARRY** while the **TIRED WIFE** and the **YOUNG DAUGHTER** watched with enthusiasm.

**HANDSOME HARRY** took the **BEAUTIFUL DAUGHTER** in his **AUTO** to the little church in the wildwood, and they lived happily ever after. Thus ends the story of the **BRUTAL MINER**, who met his fate at the hands of **HANDSOME HARRY**, who married the **BEAUTIFUL DAUGHTER**. The **BRUTAL MINER**'s insurance cared nicely for the **TIRED WIFE**, the **YOUNG DAUGHTER** and the **CAT**.

### The Thing

<b>CRICKET</b>	Krick, krick	<b>FROG</b>	Croak-it, Croak-it
<b>DUCK</b>	Quack, quack	<b>BROOK</b>	Babble, babble
<b>SNAKE</b>	Hissssss	<b>THING</b>	(Stomp feet 3 times)

Once upon a time, a Cub Scout went walking along the shore. The first one he met was Johnny **CRICKET**. "Good morning, Mr. **CRICKET**," said the Cub Scout. "What are you doing here?" "Ho," said the **CRICKET**, I'm singing so the **THING** won't catch me!" "Where is the **THING**?" asked the Cub Scout. "Ho, he's around," said the **CRICKET** mysteriously.

Soon the Cub Scout met a **DUCK**. "Good morning, Mrs. **DUCK**," he said. "What are you doing?" "Oh, I'm swimming so the **THING** won't catch me." "Where is the thing?" asked the Cub Scout. "He's under the blue," answered the **DUCK**.

The Cub Scout wondered if that meant under the sky. He walked along a little further and soon met a **SNAKE** slithering along the shore. "Good morning, Mr. **SNAKE**," said the Cub Scout. "What are you doing here?" "I'm sneaking away so the **THING** won't catch me," replied the **SNAKE**. "Where is the **THING**?" asked the Cub Scout. "Under the gold," replied the **SNAKE**.

And the Cub Scout thought he meant under the sun. Soon he met the **FROG** sitting on a lily pad. "Good morning, Mr. **FROG**," said the Cub Scout. "What are you doing here?" "I'm sitting on the lily pad to keep the **THING** from catching me," answered the **FROG**. "Where is the **THING**?" asked the Cub Scout, who was beginning to be a little afraid. "In the blue," answered the **FROG**. The Cub Scout walked on and said, "I wish somebody could show me the **THING**." "Good morning, Cub Scout," said the **BROOK**. "I can show you the **THING**. Just look in my face." The Cub Scout looked into the **BROOK**, and he saw ... the Cub Scout!



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### A Cub Scout's Uniform

HOUSE	(Hands over head, form a roof)
BEDROOM	(Hands in front form "V")
CLOSET	(Show length & width with hands)
UNIFORM	(Hands start at head and go to toes)
CUB SCOUT	(Cubs stand & salute)
BADGE	(Make a circle with thumb & finger)
SERVICE STAR	(Make "X" with 2 fingers)
ARROW POINT	(Make a triangle, point down)
ARROW OF LIGHT	(Make a triangle, point to the right)



Tonight we're going to show what we know about the CUB SCOUT UNIFORM and the different BADGES. Now that you've learned the actions, just follow along with me.

This is the HOUSE where CUB SCOUT lives. This is the BEDROOM that's in the HOUSE where a CUB SCOUT lives. This is the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives. This is the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the CUB SCOUT who wears the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives. This is the Bobcat BADGE that when a boy joins, is worn on the left pocket of the UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the Wolf BADGE which a CUB SCOUT earns to wear on the left pocket of his UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives. This is the Bear BADGE which a CUB SCOUT earns to wear on the left pocket of his UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

This is the Webelos BADGE which a CUB SCOUT earns to wear on the left pocket of his UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives. This is the SERVICE STAR that he earns every year and wears above the pocket where he wears his Bobcat, Wolf, Bear and Webelos BADGES on his UNIFORM. And this is the AOL which is the highest award a CUB SCOUT can earn, and is worn centered on the pocket flap of the same pocket where he wears his other BADGES on his UNIFORM that hangs in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

Now look. You're all wearing your UNIFORM. It's not hanging in the CLOSET that's in the BEDROOM that's in the HOUSE where the CUB SCOUT lives.

— '95 Circle Ten Council Pow Wow Book



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



### Presidential Assignment

PRESIDENT	Our Leader	ABRAHAM LINCOLN	Honest Abe
CONGRESS	The Government	GEORGE WASHINGTON	Our Father
LAW	Uphold the Right		

Mrs. Green, the 5th grade English teacher, gathered up the papers her students were turning in. She was anxious to see how they had handled the subject she had given them: What PRESIDENT have we studied that impressed you the most, and why? And, what would you do if you were PRESIDENT?

Later on that evening, she began to read. The first one said, "GEORGE WASHINGTON was the greatest because he was the Father of Our Country." The second one named ABRAHAM LINCOLN because he was in office during the Civil War. The next one also chose GEORGE WASHINGTON, a choice Mrs. Green felt would be popular. But there was an interesting comment to go along with it: "GEORGE WASHINGTON must have been a great man, but I don't believe he never told a lie. Nobody is that perfect. And, who would be so stupid to admit to chopping down a cherry tree. Besides that, who'd want to chop down a cherry tree -- that would be work!

Mrs. Green picked up another paper. "Since the problems were different and each one had to work with a different CONGRESS," this one said, "all PRESIDENT were good and it's a\very hard to choose the best." Another said, "ABRAHAM LINCOLN impressed me the most because he made the LAW that freed the slaves.

Mrs. Green read on down through her stack of papers. She was at times impressed and at times amused by the choices that the children had made. There were some Thomas Jefferson's and Roosevelt's and Kennedy's, but mostly it was GEORGE WASHINGTON and ABRAHAM LINCOLN.

The other part of the question brought a variety of answers, some very amusing while others were thought-provoking. For instance, one of the more serious-minded students had written, "So many people in the world are starving. It seems that CONGRESS could easily pass a LAW that would feed them. But it must not be that easy or they would have done it."

The class clown had responded as expected. "If I were PRESIDENT there would be no school!" Another said, "As head of CONGRESS I would try to stop all of the arguing so things would be more peaceful." One bright boy said, "You've heard of a chicken in every pot? Well, I'd put candy in every cabinet!"

The children's comments varied from subjects like drugs and peace to LAW for more holidays. When Mrs. Green finished grading her papers, she thought a minute about GEORGE WASHINGTON and ABRAHAM LINCOLN and wondered what they would think about the CONGRESS, LAW and country as it is today. And she wondered if any of the papers she had read were written by a future PRESIDENT.





# Following Akela's Trail

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### The Den Picnic

PAUL  
CUB SCOUTS  
DEN LEADER

I love summer!  
We'll do our best!  
Sign's up!

CAT  
PICNIC

Meow!  
Yum, yum, let's eat.

PAUL was really excited. This was the day that the CUB SCOUTS were coming to PAUL's house for the Den PICNIC. True, PAUL's mother was the DEN LEADER and the CUB SCOUTS came to his house every week for their Den meetings, but today was extra special. PAUL had never had a PICNIC in his backyard before and to have the CUB SCOUTS there, too, made it even more special.



PAUL went into his backyard to be sure everything was ready for the PICNIC. There he saw his CAT sleeping under the swing set. "Come on, CAT," said PAUL, "you can help me get ready for the CUB SCOUTS." CAT rolled over and purred. She liked helping PAUL and she liked the CUB SCOUTS. They always played with her until the DEN LEADER put CAT outside so the meeting could begin.

PAUL and CAT walked around the yard. All the leaves had been swept out of the yard; all the outside toys had been put away; there was plenty of room to play the games and the PICNIC table was ready for the food. CAT jumped out of PAUL's arms and started walking on the PICNIC table. "No, CAT," said PAUL, "the CUB SCOUTS don't want to eat where you have been walking. And you know what the DEN LEADER will do." CAT jumped down and went back to the swing set to sleep some more. She wanted to be wide awake and ready when the CUB SCOUTS arrived. PAUL went back inside to help with the food.

Soon it was time for the CUB SCOUTS to arrive. PAUL and the DEN LEADER had the food ready for the PICNIC. Just then, PAUL heard CAT meowing loudly at the door. "What's the matter, CAT?" he asked as he opened the door. But he didn't even have to wait for CAT's answer. He could see the darkened skies outside and feel the strong wind that had sprung up so suddenly. Soon great big drops of rain were splashing all over the PICNIC table. The door bell was ringing as the CUB SCOUTS arrived for the Den PICNIC. PAUL was horrified. How could the CUB SCOUTS have a PICNIC out in that rainstorm?

But the DEN LEADER knew what to do. She had been to Basic Training and learned that you must always have Plan "B." Soon the PICNIC was spread on the kitchen table and PAUL, the CUB SCOUTS and the DEN LEADER were eating happily. Even CAT was happy as she rubbed the CUB SCOUTS' legs under the table.

— '93 Alamo Area Council Pow Wow Book

### Automatic Laughs

Blue            All those with blue eyes pat the top of their head  
Brown         All those with brown eyes pat the top of their head



# Following Akela's Trail

## Cub Scout Leader Pow Wow 1997



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Left	All those that are left-handed clap their hands
Right	All those that are right-handed clap their hands
New	All those that are under 20 years of age stomp their feet
Old	All those that are over 20 years of age stomp their feet
Man	All males stand up
Woman	All females stand up

One day a MAN and a WOMAN went shopping for a NEW car. Their OLD one, which was a muddy BROWN, was not running well. It LEFT much to be desired in the way of speed and safety, and they wanted another one RIGHT away. They wanted a bright BLUE one.

As they walked into the dealership, the WOMAN noticed a BLUE sports car on the showroom floor. "Darling," said she, "look at that lovely NEW car. RIGHT over there. Wouldn't it be perfect for us?" "You may be RIGHT. It's a lot better than our OLD BROWN buggy. Unfortunately, there's one problem. I've LEFT all my money at home," said the MAN.

"You LEFT it at home?" asked the WOMAN. "Yes, it's RIGHT in the pocket of my NEW BROWN suit," said the MAN. "Your NEW BROWN suit! Why I took that suit to the cleaners just this morning, and I didn't notice any money in any of the pockets," said the WOMAN. "But I'm certain I LEFT my money in the inside RIGHT pocket of my NEW BROWN suit," the MAN said, as he scratched his head in wonder.

"Now wait a minute! Are you saying I'm not RIGHT? Are you saying I'm lying about this? MAN, oh MAN, oh MAN! You have a lot of nerve!" shrieked the WOMAN. "Let's not argue. We're here to look at cars, and that BLUE one in the corner is a RIGHT nice model. And just think, if we buy the NEW BLUE car, we'll never have to worry about our OLD BROWN one again," said the MAN.

After looking at the price of the NEW BLUE car, and figuring out what they could get for their trade-in of their OLD BROWN one, the MAN and the WOMAN decided buying a NEW car would be the RIGHT move for them. But, before they LEFT the dealership, they started questioning their decision. Would they be better off with the OLD BROWN car if the NEW BLUE one didn't run RIGHT? Or what about a NEW BROWN one? How long before they thought of the NEW car as an OLD car? And would they ever feel BLUE about trading in their BROWN car? BLUE or BROWN, OLD or NEW? What was RIGHT? And, which car did they want to be LEFT with? The MAN and the WOMAN were so confused that they decided to sell their car and buy themselves bicycles. And that's just what they did. And they knew it was RIGHT. LEFT. RIGHT. LEFT. RIGHT. LEFT. RIGHT. LEFT. (applause ends the story)

— '91 New Orleans Area Council Pow Wow Book, from Pack-O-Fun Magazine



# Following Akela's Trail

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### Merlin and His Magic Machine

MERLIN	That's me!	MACHINE	Buzz, buzz
MAGIC	Hokus Pokus	LIGHTS	Blink, blink

This is a story about MERLIN, the great magician and his wonderful MACHINE that could go MAGIC for him. You see, MERLIN was a fine magician and had performed for many years with his name up in LIGHTS from coast to coast. He was indeed famous, and well loved by all his many audiences, for MERLIN really knew his MAGIC.

However, after many years of performing and seeing his name splashed across the country in bright LIGHTS, he became very old and weary. So his friends suggested he make himself a MACHINE that could help him perform his MAGIC tricks. Now MERLIN thought this was a terrific idea and he set about working day and night to create a fantastic MACHINE with many LIGHTS, bells and switches with which he could dazzle his audiences while performing his MAGIC tricks. Yes, this was the age of computers, MACHINE and time and energy saving devices. In no time at all, MERLIN had his MACHINE completed, with all its fancy LIGHTS and bells and switches. It was indeed a work of art, and now he was most anxious to try it out in his MAGIC act.

Finally, the big night that he had been waiting for arrived, and he put his beautiful work of art to work performing MAGIC tricks like crazy, and thrilling the audience with its big display of LIGHTS and bells and switches. The audience was especially delighted when MERLIN used his MACHINE to cause one thing after another to disappear. But, alas! The sad ending of this happy story is that MERLIN, in his haste, had left out one very important thing in building his MACHINE. He had forgotten to install the "off" switch for the disappearing act function of the MACHINE! The result was that after the MACHINE had made all of the props in the act disappear, then it made MERLIN disappear, then all the LIGHTS, bells and switches, and finally, the MACHINE itself disappeared.

Thus ended the MAGIC career of poor MERLIN and his MACHINE with all the LIGHTS, fancy bells and switches. It just proves that humans and MACHINE can make mistakes. If you don't believe me, just ask MERLIN — if you can find him.

— '95 Circle Ten Council Pow Wow Book

### Viking Warriors

VIKING	The Norsemen	SHIP	Land, ho!
WARRIOR	Kill, plunder, burn		

VIKINGs were fierce, daring pirates and mighty WARRIORs from Scandinavia. The VIKINGs were bold explorers and adventurers. In their superb SHIPs, they explored the North Atlantic Ocean. They were among the best SHIP builders of their time. Their swift, light warSHIPs (also known as "long boats") sailed well in both rough and calm seas. These SHIPs were light enough to enter shallow rivers, or to be drug ashore when the VIKINGs landed. These SHIPs made



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possible the VIKINGs' swift surprise attacks and quick retreats.

VIKINGs farmed the land and crafted tools with their hands. But often VIKING men would leave home and hearth and go off to sail the seas in their SHIP in search of villages to raid, plundering and pillaging for goods and wealth. The VIKINGs created such terror in the hearts of their European neighbors that a special prayer for protection was offered in the churches: "God, deliver us from the fury of the Norsemen."

VIKING WARRIORs enjoyed fighting. They were bold and adventurous, but they were also brutal and fearsome. The VIKING WARRIOR fought mainly with axes, bows and arrows, spears and swords. The VIKING WARRIOR used two hands to powerfully swing his great broad axe at his opponent. He wielded skillfully his two-edged VIKING sword, with hacking blows to his enemy's body. Most VIKINGs carried a round wooden shield for protection and wore a sort of armor made of thick animal skins with bones sewn into them. VIKING leaders wore helmets of leather, often adorned with animal horns. The cruelest and most fearsome VIKING WARRIORs were called berserkers or berserk. The term berserk is still used today to describe a person who acts wildly.

— '95 Circle Ten Council Pow Wow Book

### Matuk, The Eskimo Boy

SPEAR	Swish!	ICE	Br-r-r-r-r-r-r!
DOGS	(Stand & howl)	SEALS	(Like a seal, clap & bark 3 times)

Carrying the SPEAR he had just made and an empty bag, Matuk went with his DOGS, Kunik and Tupak through the snow. The young DOGS raced, tumbling and nipping at each other's heels. Suddenly, Matuk saw two black objects moving far out on the sea ICE. He was sure that the two SEALS had just dove back into the clear, deep water.

Matuk thought of how proud he would be to tell such good news to the village. He worried, though, that he might not be able to find the place again. He decided that a good hunter would first put up a marker. Matuk placed the marker, ran to get his SPEAR and empty bag and hurried across the slippery stones of ICE along the shore. Matuk's DOGS Kunik and Tupak followed at his heels as he ran toward the spot where he had seen the SEALS disappear.

Soon Matuk came to a wide crack in the ICE. When he peered over the edge, he could see that the ICE sloped downward into the water. It would be easy for the SEALS to climb up here to sun themselves. Matuk walked a few steps and saw the marks where the SEALS had been resting. Both DOGS, however, seemed to think it was a game. The DOGS began to bark and bounce and run around as though it were great fun. Then a terrible thing happened. Tupak jumped back too far and disappeared. Matuk ran to the edge and looked down and saw Tupak digging his toenails into the rough ICE and crying with fright.

Matuk shouted for help, but the village was too far away. Matuk didn't feel grown up now. He had to do something. At the spot Tupak had fallen over, Matuk drove the SPEAR into the ICE



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with all his strength. He lowered himself, feet first, over the edge of the hole and with his free arm Matuk grabbed Tupak. Matuk shoved Tupak up over the edge to safety.

Matuk began to wonder if he had enough strength to pull himself out. At that moment, both DOGS began to bark and all of a sudden he heard a shout. Matuk could see his father running towards him. His father lifted Matuk out of the hole. Matuk was too tired to open his eyes or speak. He just lay there stomach-down on the ICE. After Matuk's father heard the story, he said, "You remember that a hunter thinks of others first and does his best when there is any danger." He looked down at the DOGS, "They are young and foolish yet. Take them home. Then come back. You and I will wait for these SEALS together." Matuk did not need to be told twice. "There will be a big feast in the village today," Matuk said proudly.

— '93 Alamo Area Council Pow Wow Book

### The Pow Wow

CHIEF	Uggh!	PEACE PIPE	Puff, puff
WHITE MAN	Keep your eyes open!	BRAVES	Scalp 'em!

Now way back when the Indian BRAVES were the only people who lived here and the land was peaceful and serene. Then the WHITE MAN came to America. At first the two groups lived side by side, but soon the WHITE MAN wanted more of the Indian BRAVES' land and the wars began. There was no more smoking of PEACE PIPE, but instead the muskets roared and the arrows flew. After many years of fighting, the CHIEF decided it was doing his tribe no good to fight and the time had come to have a pow wow with the WHITE MAN. So the CHIEF invited them to a council fire.

They came and all of the BRAVES looked on as their CHIEF sat down to "parley." With much sign language, both sides told their story. The PEACE PIPE sat ready in front of the CHIEF. Now, the PEACE PIPE had not been smoked for many years, so the medicine man prepared a special tobacco for this great occasion. The WHITE MAN talked of his need for the land to plow and raise crops to feed his family. The CHIEF told how the buffalo were disappearing and how his BRAVES must go great distances for food.

Finally, an agreement was reached and it was time to smoke the PEACE PIPE and seal the treaty. Each one in the party of the WHITE MAN took their turn at the pipe. The tobacco was especially harsh, but they were afraid to show any discomfort for fear the BRAVES would see their weakness and rise up to scalp them.

The PEACE PIPE came back down the line to the CHIEF. He took a mighty puff to show his pleasure in sealing the treaty. Oh, indeed the tobacco was strong and his face became quite red! He wanted desperately to cough, but that would be weak and a bad start for the new treaty. He carefully took another breath. He knew he must say something, but all the CHIEF could manage was "Uuugggggg!" Now the WHITE MAN, not knowing much about the Indian BRAVES' language, took this "Uuugggggg!" to mean that everything was agreed and finished. That's how the PEACE PIPE added a new word to the Indian lore.



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### Flying

<u>Group:</u>	<u>Trigger Word:</u>	<u>Action:</u>
Dads with hair	AIRPLANE	Stand, applaud, sit
Dads going bald	FLY	Stand, turn in circle, sit
Moms under 35	UP	Stand, wave arms, sit
Sons	WALKED	Stand, march in place, sit
Daughters	EXCITE	Stand, yell "Oh my," sit
Grandparents, aunts, uncles	THRILL	Stand, yell "Good grief," sit

NOTE: There is no category for moms over 35 ... who would acknowledge that? Also, Dads & Moms are also Sons & Daughters! Yes, everyone will be confused ... that's the fun!

There was a young man who want to learn to FLY. He didn't want to be a bird. He wanted to soar through the skies in a n AIRPLANE. He loved the idea of going UP in the clouds. But, he didn't know how. So he WALKED to the nearest airport and told them of his EXCITING wish. When they told him he could begin lessons the next day, he was THRILLED! Home he walked. That night he dreamed about FLYING in an AIRPLANE, going UP, UP, UP, UP, UP (Note: have fun with this. Make the audience think every "UP" is the last.)

The idea of FLYING was EXCITING and THRILLING to the young man. FLYING in an AIRPLANE! He was WALKING on air just thinking about it!

Morning finally came. He woke UP. He ran UP the stairs to the kitchen (He lived in a two-story basement apartment.) He poured himself a big glass of Seven-UP, and he threw UP. Too much EXCITEMENT! He WALKED to the airport, sat inside the AIRPLANE with the instructor next to him and he began to FLY. He was EXCITED! He was THRILLED! He was UP, UP, UP in the air. When he finished his first flight, he WALKED out of the AIRPLANE, knowing he had never been as EXCITED or THRILLED before because he could now FLY. Proudly he marched off the field, UP, UP, UP, UP, UP, UP.

### Those Crazy Bird Watchers

BIRDS                      Chirp, chirp      BINOCULARS    Look! See! (point off in distance)  
 BIRD WATCHERS      Let's go!

Several years ago, I became interested in the study of BIRDS. I put out feeders and nesting materials, and even had the fanciest worm garden, complete with bath, on the block. Still, I couldn't seem to attract enough BIRDS to my yard. I wanted to see many different kinds of birds, so I decided to join the local chapter of BIRD WATCHERS.

I bought the best BINOCULARS to be had, and a new pair of hiking boots. I was ready for the hunt! My first BIRD WATCHER trip was to leave at 5:30 in the morning. Ugh! I guess the early BIRD catches the worm! I went to bed extra early so I would be bright-eyed, I hoped, and sure enough I hopped out of bed and was raring to go! I grabbed my BINOCULARS and we set out on the trail.



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Our group numbered about 15. Now, I thought BIRD WATCHERS were supposed to be quiet so they wouldn't scare off all the BIRDS. But our leader immediately organized a marching song. At that rate, we'd need our BINOCULARS to see anything! Fortunately, some other members of the party quieted him down and we continued on with a distinct stomping. Our target for the day was a nest of the yellow-bellied sapsucker, a BIRD of some rarity. Rumors had been circulating among the BIRD WATCHERS about this special nest.

Well, we walked and we stomped and we giggled and we walked some more, and even with my high-powered BINOCULARS I wasn't seeing any more BIRDS that I did in my own backyard. Finally, we came to the last part of the trail. Every BIRD WATCHERS went up on their tippy-toes, and with all BINOCULARS ready, we crept up to the next and zoomed in.

Imagine our surprise when we found a quickly painted sign tacked there which read "MOVED TO OREGON." That's the last time I ever saw the BIRD WATCHERS and my BINOCULARS work just fine for the BIRDS in my backyard.

### How to Build a Thingamajig

DOODADS	Clickety clack, clickety clack	HYGORICKY	Snap, crackle, pop
DINGFORD	Whiz, bang, boom	SCATUHREEKUS	(All sounds)
FREEDISTANT	Shoosh, shoosh		

Very few families these days can get along without a thingamajig. While you can purchase them assembled, in a wide range of sizes and colors, they are relatively easy to put together using one of the kits available. Just follow these simple instructions and you'll have yours 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 FREEDISTANT or FREEDISTANT to assemble the DOODADS. Carefully remove the plastic gizmo of DOODADS from the FREEDISTANT and lay out the DOODADS on a clean aska-ma-rackus. Learn the name of each DOODADS by comparing with the assembly DINGFORD and assemble the DOODADS in the order listed. You will need a dealy with a 3/16" gizflunky for the HYGORICKY and a pair of shirilloracks.

Using a witchafiggle, carefully punch 1/8" whatnots through the assembly DINGFORD and FREEDISTANT where each HYGORICKY used to framemis the DOODADS together. Now framemis the chingus to the FREEDISTANT, being careful to place as shown on the DINGFORD. If the chingus is reverse, changadera for schenahaws, the thingamajig will not function properly.

Tighten two flatareous valves underneath the FREEDISTANT using your dealy. The flatareous valves are used to widget the thingamajig hickeys from one by the whatshamacallits. Put a dingus on each HYGORICKY and tighten to 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 doohinky.

Now you're done and should have a smoothly operating thingamajig when you turn the SCATUHREEKUS.



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### Why Bear is Stumpy-Tailed

FOX  
BEAR

Yee, hee, hee, hee  
GRROWWWL!!

FISH  
FOREST

Yum, yum!  
(all sounds)

Once upon a time, many years ago, a very big BEAR lived in the FOREST. This BEAR had a beautiful tail, the most beautiful tail in the FOREST. He was always bragging about his beautiful tail. All the other animals in the FOREST decided something had to be done to teach BEAR a lesson. FOX came forward and said he had a plan.

So, one winter afternoon, BEAR met FOX coming through the FOREST. FOX had a string of FISH. "My," said BEAR, admiring the FISH. "Where did you get such beautiful FISH?" "In the river by the FOREST," replied FOX. Then FOX asked why didn't BEAR go down through the FOREST to the river and catch some FISH for dinner?



BEAR was hungry and he wanted some fish. "What's the best way to catch the FISH?" BEAR asked FOX. "Go down through the FOREST to the river and cut a hole in the ice," said FOX. "Then put your tail in the hole and wait for the FISH to bite. The more beautiful the tail, the more FISH you will catch. When the FISH bite, it may sting and hurt a bit but you must sit there as long as you can. The longer you sit, the more FISH you will catch," FOX told BEAR. "When you think you have caught enough, pull out your tail. Just give a hard and strong pull. Now, remember all I've told you," said FOX to BEAR.

Now BEAR knew he had the most beautiful tail in the FOREST and it wouldn't take long to catch those FISH. BEAR went through the FOREST to the river and cut the hole and sat so his tail hung down in the water. It got colder and colder, and after awhile his tail began to sting and hurt, but BEAR remembered what FOX said. It kept on stinging and hurting, but BEAR didn't get up because he believed the FISH were biting, just as FOX had told him.



Late afternoon, as the sun started down in the FOREST, BEAR thought he had enough FISH. BEAR tried to stand up and pull out the FISH he had caught, but he couldn't stand up straight. The water in the hole had turned to ice and frozen solid. The part of his tail in the river by the FOREST was stuck. The BEAR was getting angry, but he remembered what FOX had told him. So, he pulled and pulled and pulled. All of a sudden, BEAR's tail came out of the ice ... but only part of it. His beautiful tail was gone. And to this day, BEAR has a stumpy tail!





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### The Gripping Episode of Gory Gulch

COWBOY	Yee-haw!	RIFLES	(Aim) Bang, bang!
INDIANS	Yi-yi-yi-yi	STAGECOACH	(Stand & turn around)
HORSES	(Make galloping sound)	WOMEN	(Scream)
BOWS & ARROWS	(Aim)		
Zing!			

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 End, they were aboard as were two WOMEN, Salty Sal and the doll-faced blonde. The STAGECOACH was drawn by four handsome HORSES and it left Dead End exactly on time.

The most dangerous part of the journey was the Gory Gulch Pass. As the STAGECOACH neared this spot, it could be noticed that the WOMEN were a big nervous and the COWBOYs were alert, fingers on their RIFLES, ready for any emergency. Even the HORSES seemed to sense danger.



Sure enough, just as the STAGECOACH entered the Gulch, there sounded the blood-curdling cry of the INDIANS. Mounted on HORSES, they came riding wildly toward the STAGECOACH, aiming their BOWS & ARROWS. The COWBOYs took aim with their RIFLES and fired. The WOMEN screamed. The HORSES pranced nervously. The INDIANS shot their BOWS & 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 & ARROWS behind. The WOMEN fainted. The COWBOYs shot one more volley from their RIFLES, just for luck. The STAGECOACH driver urged the HORSES on, and the STAGECOACH sped down the trail.

Thus ends the story of the COWBOYs with their RIFLES, the STAGECOACH haling the two WOMEN, and the INDIANS on their HORSES with their BOWS & ARROWS in the gripping episode of Gory Gulch.

— '91 New Orleans Area Council Pow Wow Book

### Getting in Shape

BOBCAT BILLY	Meow (like a wildcat)	JUMP	Bounce, bounce!
WALTER WOLF	(Howl like a wolf)	THROW	(Make throwing motion) Whiz!
RUN	Huff, puff, huff, puff		

It was two weeks before the Cub Challenge. BOBCAT BILLY thought he should start getting in shape for the big event. BOBCAT BILLY knew it was more fun exercising with a friend so he got his best friend WALTER WOLF to workout with him.



# Following Akela's Trail

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First they did stretching exercises -- 20 toe touches and 20 jumping jacks. Next, they each got a JUMP rope and they JUMPed rope for 10 minutes. Next, WALTER WOLF said, "Now that we're warmed up, let's run a race." BOBCAT BILLY marked off 50 yards and WALTER WOLF said, "On your mark, get set, go!" Off they ran. WALTER WOLF could RUN very fast and he finished 3 seconds ahead of BOBCAT BILLY. BOBCAT BILLY chose the next event. His favorite one was the softball THROW. WALTER WOLF threw first. His THROW only made it next door to the mail box. BOBCAT BILLY ran to fetch the ball, then took his turn. His THROW went down the street three house lengths.

BOBCAT BILLY looked at WALTER WOLF and said, "You can RUN fast and I can THROW far. We'd better practice the long JUMP now." They both practiced the long JUMP until they could both JUMP at least 5 feet. When they were both exhausted, BOBCAT BILLY said, "WALTER WOLF, if we practice everyday, we might win a ribbon in the softball THROW or the long JUMP. Or even by RUNning the 50 yard dash. But even if we don't, we will know that we did our best."

-- '93 Alamo Area Council Pow Wow Book

### The Walking Casket

CASKET	Eeek! Eeek! Eeek!	MONSTER	Thump. Thump. Thump.
VICTIM	Help! Help! Help!	CANDLE	Flicker, flicker.
MUMMIES	Oo-ah. Oo-ah.	MIDNIGHT	(Bong 12 times)
LEPRECHAUN	Ho, ha. Ho, ha. Ho, he	EVERYONE	(All sounds)

Once upon a time, there was a walking CASKET. It was at least a trillion years old. The CASKET walked by day, and the CASKET walked by night. Whenever it came upon an unsuspecting VICTIM, the door sprang open and out popped a Frankenstein-like MONSTER. The MONSTER was horrible. So horrible, in fact, that the MONSTER spread goose bumps up and down and all over his VICTIM. And you know how that feels.

The MONSTER was a towering creature -- at least 100 feet tall. He always carried a flickering CANDLE. A CANDLE that burned on and on. Upon spotting a likely VICTIM the MONSTER would wail and shriek something awful, paralyzing his VICTIM into a MUMMY. Little sister and brother MUMMIES. Big papa and mama MUMMIES.

This terror went on for years and years. Would it ever stop? It seemed doubtful. The one night a strange thing happened. The CASKET was making its regular rounds through the cemetery (the CASKET always paid a special visit to the cemetery at the stroke of MIDNIGHT) when the CASKET came upon still another VICTIM -- a LEPRECHAUN of all things. Well, thought the MONSTER peering from his CASKET, here's a LEPRECHAUN I can take care of in short order. It's MUMMY time! Out popped the MONSTER from his CASKET. He carried on something fierce.





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Was the tricky little LEPRECHAUN frightened? You bet his boots he was! But the determined little LEPRECHAUN wasn't about to be scared off by this ghostly MONSTER. Not on your life! The LEPRECHAUN was going to outsmart the MONSTER. The LEPRECHAUN raised himself up to his full two foot, seven inch height (the LEPRECHAUN was a real tall LEPRECHAUN) and with one mighty blow -- the LEPRECHAUN blew out the MONSTER's CANDLE. That did it! Without his CANDLE, the MONSTER couldn't find VICTIMS. The MONSTER vanished in a puff of smoke. From that MIDNIGHT on, no one ever saw the walking CASKET again. EVERYONE was happy.

— '95 Circle Ten Council Pow Wow Book

### Mountains & Molehills

MOLEHILL	I'm so tiny	CANYON	It's deep down here!
MOUNTAIN	I'm sooo BIG	GORGE	I'm a gorgeous gorge!
HILL	I'm just right	DALE	Where's Chip?

There was once a very small MOLEHILL. He always wanted to be a MOUNTAIN but he did not quite know how. He went to talk to the HILL next door. The HILL told the MOLEHILL that being a MOUNTAIN was big stuff. Just then, the GORGE spoke up. "MOLEHILL," she said, "I once was a DALE. But I wanted to be a CANYON. I talked to the MOUNTAIN and he just laughed. But I, when I was a DALE, begged and begged. So when it rained, the MOUNTAIN drained the water over the HILL and made me a CANYON. Lots of my pretty plants were washed away."

The MOLEHILL was getting bored by how the DALE became a GORGE by becoming a CANYON. MOLEHILL just yawned. A HILL I will be, he thought, maybe later a MOUNTAIN. Just then, there was a big explosion. The MOLEHILL puffed up and became a HILL.

"What was that?" shouted the CANYON. A small DALE next door said, "Don't you remember, they are digging a mine?" The CANYON said, "Yes, I feel it." But the MOLEHILL didn't care, because he was growing. Just then the miners came out of the side of the GORGE and fell to the bottom. They had tunneled from the DALE, through the HILL, under the CANYON, around the MOUNTAIN and fell out the side of the GORGE, who said, "What a shallow tunnel!" With all of the excitement, the MOLEHILL that was now a HILL forgot about becoming a MOUNTAIN. And the DALE, valley and GORGE were just as happy not to hear about it again.



The moral of this story is that if you ever think you are making a MOUNTAIN out of a MOLEHILL, running from HILL to DALE, remember what the GORGE said to the CANYON: "I'm a deep subject for such a shallow mine."



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### Inflation: A Classic

What if words inflated like the economy did? What if everytime a word had a number in it, it grew to the next one? That way, if you said gr-eight, it would be gr-nine. Of-ten would be Of-eleven and be-fore would be-five. Here's what it would sound like:

Twice upon a time, there lived in Southern Cali-five-nia a young man named Bob. He was a Leu-eleven-ant in the Air Fives. Bob had been very fond of Anna, his one and a half sister, ever since she saw the light of day for the second time. They were proud of the fact that their fathers were among the cre-nine-tors of the US Consti-three-tion.

Now, they were dining on the terrace. "Anna," said Bob over mari-nine-d herring, "You look two-derful three-night. You never looked so lovely be-five." Anna really looked twoderful in spite of the illness from which she had not yet recuper-nine-d. "Yes," repeated Bob, "You look two-derful, but you have three of the saddest eyes I have ever seen."

The table was tastefully decor-nined with Anna's favorite flowers: three-lips. They were talking about Anna's assi-ten husband from whom she was separ-nined, while on the radio an Irish singer was singing, "Tea Five Three."

It was midnight. A clock in the distance struck thirteen. Suddenly, there in the moonlight stood her husband, Don Two, obviously intoxi-nine-ted, having had just two three many.

"Anna," he blurted, "You are no longer my two and only." Bob jumped to his feet. "Get out of here you three-faced triple-crosser." Anna warned, "Be careful Bob. You're talking to an officer." "Ah ha," said Bob. "Is he two? I'm two three!"

"All right," said Don Two, as he wiped his five-head. "Farewell. Three-daloo, three-daloo."

— by *Victor Borge*

### The Big Turkey Hunt

PILGRIM	Mayflower	FISH	Bubble, bubble
TURKEY	Gobble, gobble	BEAR	(Growl)
DUCK	Quack, quack	BEE	(Buzz)
SQUIRREL	Chatter, chatter	HUNT	(All Sounds)

Once upon a time, there was a PILGRIM who decided to go out to HUNT for a TURKEY for his Thanksgiving dinner. As he walked along through the forest, all of a sudden he met a DUCK. "Hello, DUCK," he said. "Have you seen the TURKEY? I'm on a big HUNT for him." "No," said the DUCK, with a sly wink. So the PILGRIM marched along till all of a sudden he spied a SQUIRREL playing in the treetops. "Good day, SQUIRREL," said the PILGRIM. "Have you seen the TURKEY? I'm on a big hunt for him." "No, no!" said the SQUIRREL, smiling behind his paw.



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As the PILGRIM crossed the brook, he bent down from the bridge when he saw a FISH swimming near the surface. "Oh, FISH," said he, "has the TURKEY been down to the water for a drink today?" "No, not for a long time," said the FISH, diving deep to hide his laughter. The poor PILGRIM continued down the shady path and suddenly came face to face with a big brown BEAR. "Hello, B-BEAR," he said, "H-have you seen the T-TURKEY? I'm on a big HUNT for him." "No!" said the BEAR, "I don't even know what a T-TURKEY is." But he gave a rumbling laugh.

The PILGRIM was feeling quite depressed by now, for he thought that he would never find the TURKEY. Finally he saw a bee buzzing by. "Stop a minute, BEE," he said. "You fly just about everywhere; is the TURKEY near? I'm on a big HUNT for him." "No," buzzed the BEE, "nowhere around here." And he flew away, buzzing hard to hide his chuckles.

Soon the PILGRIM saw ahead of him a clump of bushes and small trees. As he neared it, there suddenly rang out the most deafening noise you ever heard. It was the most ferocious growl of the BEAR, the loudest buzz of the BEE, the biggest bubbles of the FISH, the most irritating chatter of the SQUIRREL, the squawkiest quack of the DUCK and the deepest gobble of the TURKEY. Mr. TURKEY had hidden himself in the midst of the thicket, and all of his animal friends had gathered together to try to scare the pilgrim out of his boots and away from the TURKEY.

But guess what, the joke was on him! All the PILGRIM had wanted to do was to invite the TURKEY to help him eat his bountiful harvest Thanksgiving dinner! As the poor misunderstood PILGRIM let out a very loud yell and took off for home, all hear him exclaim, 'ere he dove out of sight, "That's the last HUNT I'll go on so good night, good night!"

### Family Day in the Woods

SPARROW	Chirp, chirp	RABBIT	Hoppity, hoppity
CUB SCOUT	Boys are boys	SQUIRREL	Chatter, chatter
SNAKE	S-s-s-s-s-s-s	TREE	Leafy, leafy

A flock of SPARROWS swooped into the woods and settled on the branch of a TREE. Their chirping quickly caught the attention of the animals of the forest, and they gathered around to hear the news. "Hurry up," said the RABBIT, his ears wriggling with impatience. The SQUIRREL leaned in to listen, and the SNAKE pretended she didn't care.

"It's terrible news!" said Kristy SPARROW. "That Pack of CUB SCOUTS is coming to spend the day again." "Oh, no!" a terrible sigh came from all the TREE. "Last time we lost branches and twigs. Kites and Frisbees tangled our leaves and limbs and Daniel TREE almost caught fire." Jerry RABBIT's ears had positively frozen in place when he hear the words, CUB SCOUT. Jimmy SQUIRREL almost fell off the branch he was sitting on, and Beverly SNAKE forgot that she was pretending not to hear. "CUB SCOUTS," she hissed. "Why do they have to come here? Last time, I barely escaped with my life."

"They are coming tomorrow," chirped the SPARROWS. "Tomorrow," sputtered Jimmy



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**SQUIRREL.** "I've got to gather acorns before they come and crush them all." Jerry **RABBIT** hopped off muttering about how he could reinforce his home. Beverly **SNAKE** just lay there trying to think of hiding places.

The next day dawned clear and pretty, and the **CUB SCOUTS**, their parents and their leaders arrived. They spend the day playing games, climbing the trees and searching for animals and their tracks. At the end of the day, they went home a little disappointed because they had not seen a single animal.

That evening, the **SPARROWS** returned to see how the day had gone. "It was very boring to sit in my hole all day," said Jerry **RABBIT**. Jimmy **SQUIRREL** said that he had spied on the **CUB SCOUT** all day. "They were different from last year," said the **TREES**. "We did get a few bruises from the climbing, but they were pretty careful this time." Beverly **SNAKE** agreed. "Maybe someone taught them the Outdoor Code!"

### How The Indians Got Light

**CHIEF** (Stand, fold arms) Ugh!  
**SUN** (cover eyes with hands)

**MOON** (frame face with hands and smile)  
**STARS** (blink rapidly)

Long, long ago the Indians had no fire and no light. They suffered much during the cold of winter and they had to eat their food uncooked. They also had to live in darkness because there was no light. There was no **SUN**, no **MOON** and no **STARS** in the sky. A great **CHIEF** kept them locked up, each in their own box. He took great pride in the thought that he alone had light. This great **CHIEF** also had a beautiful daughter of whom he was very proud. She was much beloved by all the Indians of the tribe.

In those days the raven had the powers of magic. He was a great friend of the Indians and of the Indian **CHIEF**. He wondered how he might make life more comfortable for them. One day he saw the daughter of the **CHIEF** come down to the brook for a drink. He had an idea. He would put a magic spell on her. In time, a son was born to the daughter of the **CHIEF**. The old **CHIEF** was delighted and as the boy grew, his grandfather became devoted to him. Anything he wanted, he could have.

One day the boy asked the old **CHIEF** for the box containing the **STARS**. Reluctantly, the old **CHIEF** gave it to him. The boy played for a while, rolling the box around. Then he released the **STARS** and flung them into the sky. The Indians were delighted! It was great to have some light, but it was not quite enough.

After a few days, the child asked for the box containing the **MOON**. Again the old **CHIEF** hesitated but finally the boy got what he wanted. Again, after playing a while with the box, the boy released the moon and threw it into the sky. The tribesmen were overjoyed. But still there was not light enough, and the **MOON** disappeared for long periods.

Finally, the boy asked for the box with the **SUN**. "No," said the old **CHIEF**, "I cannot give you that." But the boy wept and pleaded. The old **CHIEF** could not stand the tears, so he gave the



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box to him. As soon as he had a chance, the child released the SUN, and cast it into the sky.

The joy of the Indians knew no bounds. Here was light enough and heat as well. They ordered a feast of the SUN and all of the Indians celebrated with great jubilation. And the old CHIEF was happy. He had not known that the SUN, the MOON and the STARS could mean so much for the comfort and happiness of this people. And for the first time, he, too, enjoyed himself.

### The Cake Auction

COLD AND SHIVERING	chili	SOUR, ILL TEMPERED	crab
PULSATION OF THE HEART	beets	PREDICAMENT	pickle

One COLD AND SHIVERING night in September, one particular Cub Scout Pack seemed to be in a real PREDICAMENT. There seemed to have been a great deal of trouble with the communications for this Pack Meeting. The Den leaders were having a PULSATION OF THE HEART while running here and there because they had forgotten to remind their Cubs about this Pack meeting! The Cubmaster couldn't remember if he told the cake auctioneer the correct address, and so was becoming a SOUR, ILL-TEMPERED person. The Den Leader Coach was realizing what a PREDICAMENT this would be if all the moms and dads did not remember to bring their cakes. Now who was supposed to remind her to remind them? She couldn't remember! What a PREDICAMENT.

Suddenly, the SOUR, ILL-TEMPERED Cubmaster looked up and saw the auctioneer coming in the door. With a big toothy grin, he was no longer a SOUR, ILL-TEMPERED person. His communication had been made. A moment later, the moms and dads, with their Cubs began arriving on this COLD AND SHIVERING night. They were carrying large, lovely decorated cakes for the auction. The Den Leaders no longer had PULSATION OF THE HEART because they knew the parents had not forgotten! The moms had remembered their first communication! The Den Leader Coach, realizing things were not going to be such a PREDICAMENT after all, heaved a big sigh.

On that COLD AND SHIVERING night, because someone remembered their first communication assignment, a SOUR, ILL-TEMPERED Cubmaster was happy, Den Leaders no longer worried about the PULSATION OF THE HEARTs and a near PREDICAMENT turned into a popular Pack meeting! The moral of this story is: don't serve chile, crab, beets and pickles at your Pack meeting!

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### Out Where Men Are Men

<b>COWBOY</b>	(Raise right fist) Yippee!	<b>HORSE</b>	(galloping sound on knees)
<b>MULE</b>	Hee-haw	<b>DEPUTY</b>	He went that a-way (point in 2 directions)
<b>RATTLESNAKE</b>	rattle, rattle, rattle	<b>CHIEF RED JACKET</b>	(Puts hand over brow, looks, and yells) Ki Yi
<b>TIMBER WOLF</b>	(wolf whistle)		
<b>SHERIFF</b>	Bang, bang, bang		

Once upon a time there was a COWBOY who went out on the Mojave Desert riding his HORSE. Far off in the distance he could hear the TIMBER WOLF. The COWBOY made camp and went fast asleep, first making sure that his HORSE was secure.

Now creeping along throughout the sandy desert came CHIEF RED JACKET riding his MULE, Sitting Bull. He was pursued by the SHERIFF and his DEPUTY. In his pocket CHIEF RED JACKET had a trained RATTLESNAKE whose name was Emma. This RATTLESNAKE, Emma, was trained to creep up and bite the COWBOY. While CHIEF RED JACKET crept up, the HORSE was afraid, the TIMBER WOLF howled, the COWBOY snored and Sitting Bull, the MULE was eating cactus.



In the meantime, the SHERIFF and his DEPUTY were almost ready to capture old CHIEF RED JACKET. Just as Emma the RATTLESNAKE was about to bite the COWBOY and his HORSE, the SHERIFF and the DEPUTY sprang their trap. "Halt, you are my prisoner", shouted the SHERIFF and the DEPUTY.

The COWBOY woke up and mounted his HORSE. This frightened the TIMBER WOLF and also the RATTLESNAKE. Away went old CHIEF RED JACKET on his MULE and away went, in pursuit, the SHERIFF, his DEPUTY, the COWBOY and his HORSE. CHIEF RED JACKET led them into a blind canyon, so that was the last that anybody ever saw of the COWBOY, his HORSE, the RATTLESNAKE, the TIMBER WOLF, the MULE, the SHERIFF or the DEPUTY.

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### Oscar and His Dream Trip

Distribute one of these phrases to everyone in your audience. As you read the story and come to a blank, each member in turn reads his card aloud.

light bulb  
baby chick  
bar of soap  
pink mouse  
bunch of bananas

harmonica  
golf club  
bottle of ink  
bicycle  
sour pickle

black snake  
elephant  
glass of milk  
broom  
coffee pot

pillow  
rubber band  
motorcycle  
wet dog  
bird cage

Oscar followed the little creek to where it passed by the stone wall and sand cliffs. The spring air was full of \_\_\_\_\_ and the gentle whisper of the wind. He was getting tired from such a long walk and sat down to rest on a \_\_\_\_\_. It was then that he noticed a yellow door in the side of a sandy cliff.

"This is very strange," Oscar thought, "I've been here often and never noticed that door before." He got up with true Cub Scout curiosity and went to the door. He was surprised to find that it opened easily. Inside he was surprised to see a huge \_\_\_\_\_ and a \_\_\_\_\_.

Just then a \_\_\_\_\_ jumped out at him and said, "Will you say for dinner?" A \_\_\_\_\_ told Oscar to shut the door while a \_\_\_\_\_ stared fearfully at him with big eyes. At the sound of the door closing, a \_\_\_\_\_ got up and ran around in circles at Oscar's feet.

Oscar sat down at the table. he sat beside a \_\_\_\_\_ which was always poking a \_\_\_\_\_ with a \_\_\_\_\_. Then a \_\_\_\_\_ brought in a big silver platter on which Oscar saw a scrumptious looking \_\_\_\_\_. Everyone began to eat. When the waiter brought in a big bowl of fried \_\_\_\_\_, Oscar decided he really wasn't hungry.

He excused himself and nearly tripped over a \_\_\_\_\_ as he left the table. He saw a \_\_\_\_\_ which he thought would make a nice pet, but he knew his mother wouldn't let him keep it. Oscar also saw a \_\_\_\_\_ which he would have liked to take home to put in his room. But when he went to pick it up, a \_\_\_\_\_ slapped him on the hand and told him to leave it alone.

Oscar thought that some of the things in this house were very rude, especially a \_\_\_\_\_ which kept interrupting when everyone else was talking. With a loud noise, a \_\_\_\_\_ came running through the door, followed by a \_\_\_\_\_ and a \_\_\_\_\_. That was when Oscar knew it was time to leave.

As he tried to get to the door, a \_\_\_\_\_ caught him around the neck and held on tightly. Oscar got away and rushed out the door. He was very frightened. He took one last look at a \_\_\_\_\_ which was right behind him. Breathlessly, he banged the door shut and ran. He sat down to catch his breath. When he next looked at the cliff, he saw that the door was gone and he felt very sleepy.

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### The Itsy Bitsy Spider

SPIDER	Eeek!	SPOUT	Woosh!
RAIN	(Drum fingers like rain)	WASH	Glub, glub
JUMPING JACKS	(Do arm motion) Puff, puff	SUN	Whew!
CLIMB	(Make climbing motion) Ugh, ugh!		

You've all the song about the Itsy Bitsy SPIDER going up the water SPOUT, right? Well, tonight we are going to hear the Itsy Bitsy SPIDER's side of the story.

The Itsy Bitsy SPIDER was sitting at the bottom of the water SPOUT again. The SPIDER was thinking, "One more time. I, the Itsy Bitsy SPIDER, will climb up this water SPOUT and if the RAIN comes down and WASHes me out again, this Itsy Bitsy SPIDER is out of here! How does it look? A SPIDER of my reputation watersliding down water SPOUTs! Why the last SPIDER they caught doing this is now wearing an eight-armed straight jacket!"

He thought a little more, "Actually, I don't really know why any self-respecting SPIDER would CLIMB up that SPOUT anyway. The view isn't really that good. And it's not for the exercise. I get enough of a work out just doing my daily JUMPING JACKS. Of course, every third JUMPING JACKS I have to stop and untangle my arms!"

Now the Itsy Bitsy SPIDER didn't give up. I guess I'd have to say that this Itsy Bitsy SPIDER wanted to CLIMB up that water SPOUT just for the mere challenge of it. "I'll give it one more try, he said, "You see, I know I'm going to be the first Itsy Bitsy SPIDER to CLIMB this water SPOUT someday!"

The SUN came out and it dried up all the RAIN. "All I need is a little perseverance, a little determination and lot more dependable weather reports," thought the Itsy Bitsy SPIDER. Then, he took off, CLIMBing up the SPOUT again. One small step for SPIDERS, one giant leap for arachnids. Drats, is that another RAIN cloud again? Oh, NO! The Itsy Bitsy SPIDER is down the SPOUT again!

Is this Itsy Bitsy SPIDER a quitter? No! The SUN is out again. This SPIDER is making his big move. The SPIDER is CLIMBing to victory! This SPIDER is reaching for new heights, and not looking back! Just then, another RAIN storm came along and WASHed the SPIDER out! This SPIDER should move to a drier climate!

Now our SPIDER didn't give up. He picked himself up and said, "All right! This is it! NO MORE MR. NICE GUY! This time I'm going all the way to the top of this water SPOUT! The RAIN won't WASH me out. I don't care if the SUN is blazing! This time there'll be no stopping me! This time ... I'm taking an ELEVATOR!"

— '93 Alamo Area Council Pow Wow Book,  
based on a monologue from *Humorous Monologues* by Martha Bolton



