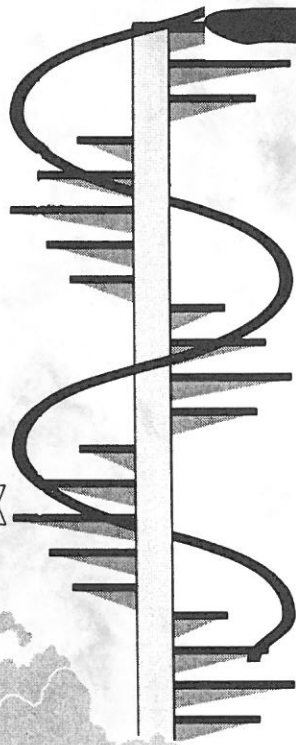


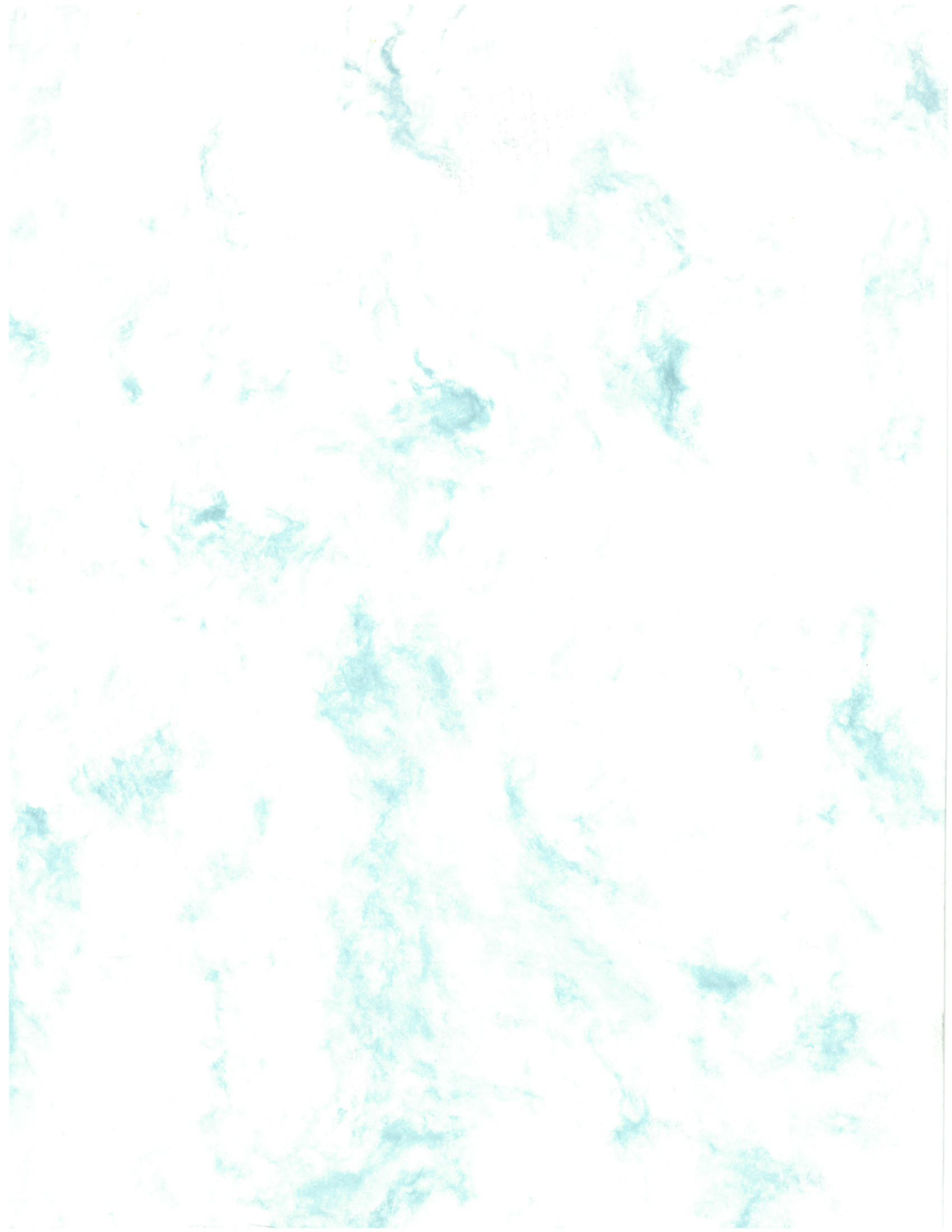
# KEY TO YOUR IMAGINATION



mid-iowa council

POW WOW ★

★ 1997 ★



November 8, 1997

Dear Fellow Scouter:

Pow Wow Book 1997 has been a lot of fun to put together. The Mid-Iowa Council theme, KEY TO YOUR IMAGINATION, has certainly offered many roads and avenues for our minds to travel. The greatest fun when we were done was the chance to work as mother and son, on yet another Scouting adventure.

We would like to thank, Diane Meyer, Linda DeDecker, Jeff Westendorf, and a special thanks to Arnold Lewis for their vast wealth of resources and input. We would also like to thank Jennifer Lee for her help and inspiration, Thanks Jen! And a special thanks goes out to Grandma & Grandpa VoPava, Thank You for allowing us to take over your house and your refrigerator. It's too bad that your house is the only house in the family with a computer.

We have opened our minds and come up with what we feel is a Pow Wow Book that you should be able to use to do all the ground work for your den and pack meetings for the coming year. We hope this will take the difficulty out of finding ceremonies based on themes, or maybe a game that you can play that sounds like fun...NO research necessary.

Our intent was to free up more of your time to spend with family and friends, a commodity that is getting harder to find. Please use your imagination as you skim through the pages and don't stop with the written word. After all, you have many unwritten words just waiting to come out...in the land behind the door to your imagination. Only you have the key...use it!

Sincerely,

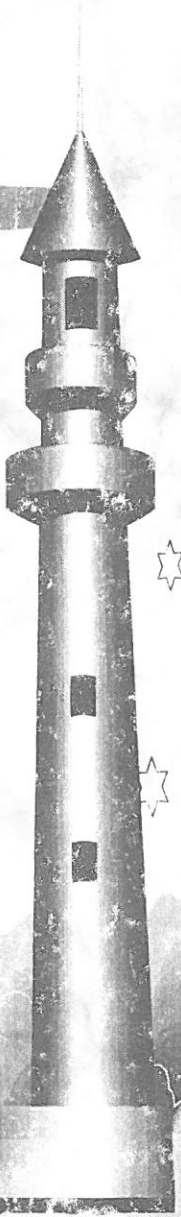
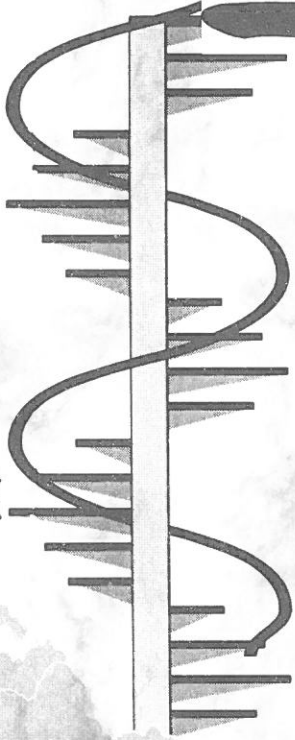
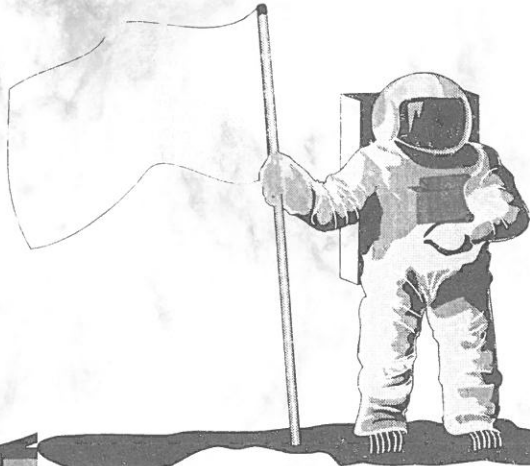
  
Sam Hawk

1997 Pow Wow Book Chair

  
Theresa Hawk

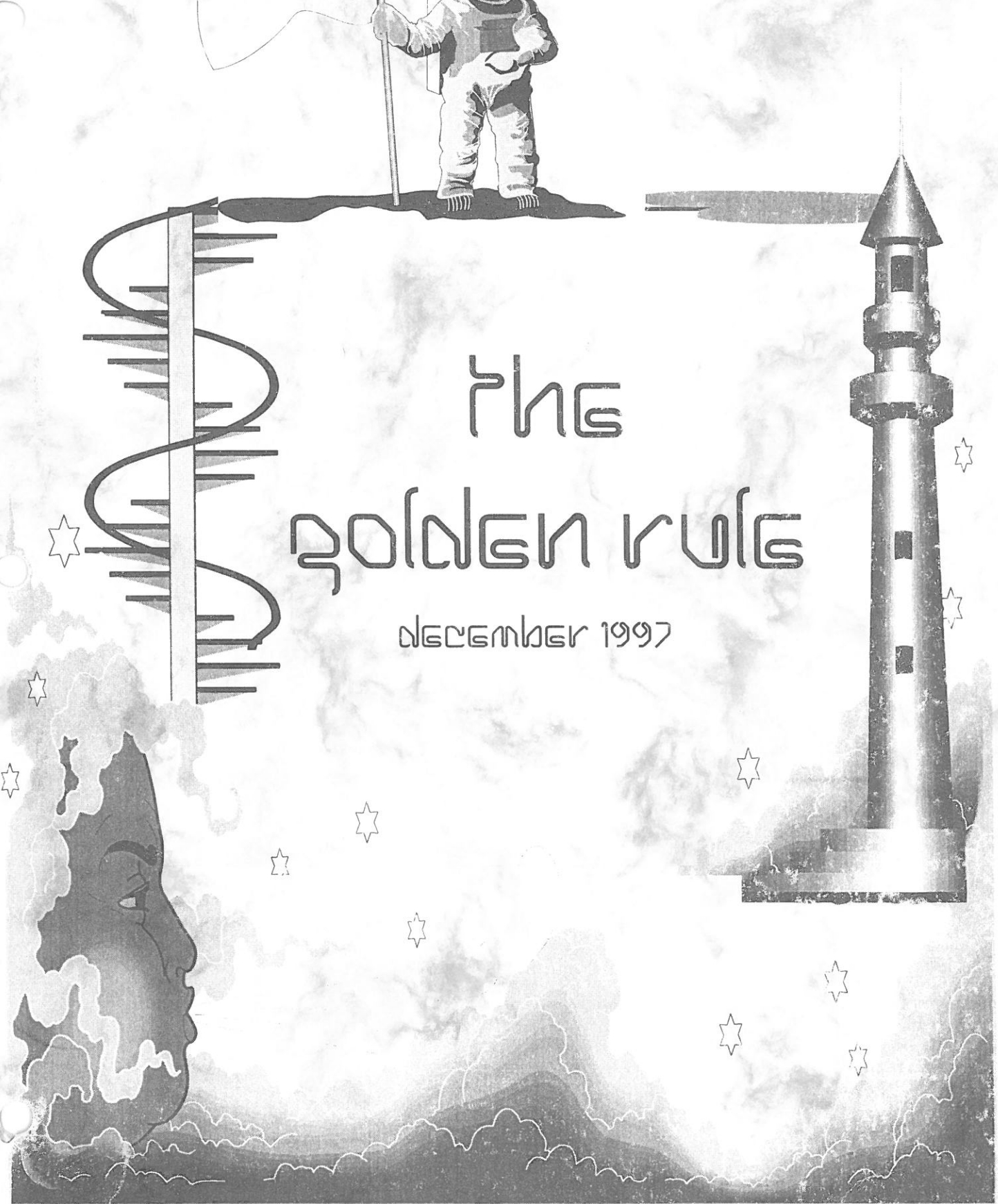
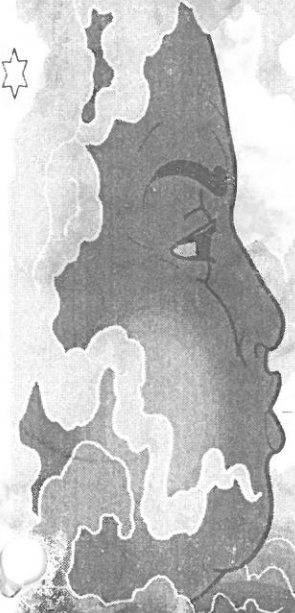
1997 Pow Wow Chair





# The Golden Rule

December 1997





# THE GOLDEN RULE

*December 1997*

This is the perfect time of year to instill the Golden Rule upon our boys. This theme is designed to strengthen the development of character and strengthen the ability to get along with other boys and respect other people.

The Christmas and Hanukkah holiday season is upon us. What a good time to help our Scouts learn the customs of other people and their cultures. The possibilities of projects to work on and things to do is endless. You will be limited only by your imagination and the imagination of your Scouts. So take out the key to your imagination and get ready for a month of fun...be careful, you may find yourself having more fun than your Scouts!

## IDEAS FOR DEN ACTIVITIES...

- Make gifts for the handicapped.
- Make games or puzzles for a day care center.
- Learn about holiday customs of families in your den.
- Make decorations for a nursing home Christmas tree.
- Shovel snow for the elderly.
- Select a country & find out about it's custom.
- Adopt a family in need.
- Adopt a shut-in , run errands & visit with them.

## IDEAS FOR PACK ACTIVITIES...

- Go caroling at a nursing home.
- Have the Cubs make & bring decorations of different countries to trim a tree and then donate the tree to a hospital lobby or nursing home.
- Have a money making project as a "holiday cookie auction" to collect money for the World Friendship Fund..
- Do a good turn for your sponsoring organization.
- Invite senior citizens to your pack meeting.
- Collect & repair toys for the local Toys For Tots drive.

## **WORLD BROTHERHOOD OPENING CEREMONY**

**Personnel:** Cubmaster, Webelos Scout nearest graduation to the troop.

**Equipment:** Can of sterno wrapped in aluminum foil and placed in a metal bowl on a tripod.

**CUBMASTER:** It has become a tradition at jamborees to have a small flame of world brotherhood burning throughout the jamboree. The flame reminds us of Cub Scouting's ideals and how they bind us in brotherhood with Scouts all over the world.

Our flame will be guarded by Webelos Scouts. Each of them will be on guard for 15 minutes during the course of our Pack meeting.

I have asked \_\_\_\_\_, Webelos Scout, to light the flame of world brotherhood for us this evening. (Webelos Scout comes forward and lights the flame. As Scout lights the flame, he recites the following...)

**SCOUT:** O Divine Father, we have kindled the flame as a symbol of brotherhood among men of all nations. We pray that the flame of brotherhood will light the minds and souls of all mankind, that peace and harmony will prevail, and Your will be done, on earth as it is in heaven, Amen. Now will all Cub Scouts please stand, make the Cub Scout sign and join me in the Cub Scout Promise. (Lead the promise).

## **GOLDEN RULE CLOSING CEREMONY**

**CUBMASTER:** The Golden Rule states "Do unto others as you would have them do unto you". Tonight each of us has a chance to do unto others all over the world. We can each be a part of a good turn with a long reach. As you leave her tonight let's keep in mind how fortunate we really are and drop a coin or two into the World Friendship bank.

(Everyone files past the Friendship Bank in silence and deposits their coins. Return to their seats and remain standing. Retire the colors and dismiss the Pack.)



## SANTA'S PACK ADVANCEMENT CEREMONY

PERSONNEL: Cubmaster, one of Santa's elves with a sack of awards.

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

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

ELF: Is this a Cub Scout Pack meeting?

CUBMASTER: Yes it is.

ELF: Is it Pack \_\_\_\_\_?

CUBMASTER: Yes it is. Who are you???

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

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

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

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

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

CUBMASTER: This evening we welcome a world traveler who lives at the North Pole. Tonight, Mr. Elf, you have put forth extra effort so the boys would not have to wait for the awards they earned. This is truly an act of World Brotherhood. Will you please join us for the rest of our meeting and for refreshments afterwards?

ELF: I would love to. Thank you very much!

## THE GIFT OF GOOD WILL

This skit will help promote the holiday season and the Golden Rule. It uses many boys and can be adapted with real names of moms, dads, grandparents, sisters and brothers who are in the audience.

As the curtain opens, a group of eight Cub Scouts are gathered around, wrapping Christmas gifts. Each Cub Scout is wrapping a gift. A Den Leader enters...

DEN LEADER: Hey guys, let me see what you are wrapping.

1<sup>ST</sup> CUB: Gloves for my dad.

2<sup>ND</sup> CUB: An oven mitt for my mom.

3<sup>RD</sup> CUB: Oreo cookies for my little brother, so he will stop eating mine!

4<sup>TH</sup> CUB: A doll for my sister.

5<sup>TH</sup> CUB: Wind chimes for my big sister.

6<sup>TH</sup> CUB: Ink pen for my big brother. Then mine will quit disappearing.

7<sup>TH</sup> CUB: A lamp for my aunt.

8<sup>TH</sup> CUB: Luggage for my Grandpa so he will come to visit me.

DEN LEADER: Hey, you guys are really giving GOOD WILL. (laughs)

ALL CUBS: We hope so. We're suppose to do that year around!

DEN LEADER: Yes, but let me show you something about your gifts. (Den leader takes out a large piece of poster board and a marker. He calls on each Cub, in order, to name the gift he is wrapping. As they tell him he writes the first letter on the board...."G" for gloves, etc. The result spells out "GOOD WILL", which he holds up for the audience to see.)

1<sup>ST</sup> CUB: Hey, that's all right! We are giving GOOD WILL separately and together!

## **SANTA'S COMING ROUND THE WORLD**

*Tune: Are You Sleeping?*

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

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

Santa's coming, Santa's coming,  
Round the world, round the world,  
In Hungary Kris Kringle  
Brings gifts to make tots tingle,  
Santa Claus, Santa Claus.

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

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

## **CUB SCOUT HARMONY**

*Tune: I'd Like To Teach The World To Sing*

I'd like to teach the world to sing,  
In Cub Scout harmony,  
The Blue & Gold would be the thing  
That everyone would see.

Each Wolf and Bear and Webelos,  
Is doing all he can  
To do his best with all the rest,  
Of Cub Scouts in the land.

We're the real thing...  
Cub Scouts are we,  
Part of a great, Scouting family.

## **CHRISTMAS UP & DOWN SONG**

*Tune: A Hunting We Will Go*

(Begin this song sitting down, but stand up when the word "UP" is sung, and sit down when the word "DOWN" is sung. When you hear the word "HALFWAY", stand halfway up!)

At Christmas time we try - to always bring good cheer - We'll keep it UP and do our best - To not let DOWN next year. So we will keep it UP- And try not to let DOWN - But if HALFWAY we keep it up - Will we be UP or DOWN? We'll try to wear a smile- And keep it UP you see - For when we're DOWN, we wear a frown - And a grump's not fun to be!

# GAMES

## WINTER NATURE HUNT

Things to see:

- |                             |                                     |
|-----------------------------|-------------------------------------|
| 1. Red bird                 | 9. Cattail                          |
| 2. Old bird nest            | 10. Moss                            |
| 3. Squirrel Tracks          | 11. Frozen water                    |
| 4. Mouse tunnel in the snow | 12. Next years leaf                 |
| 5. Squirrel nest            | 13. Plant that stays green all year |
| 6. Cocoon                   | 14. Fir tree                        |
| 7. Brown leaf               | 15. Rabbit tracks                   |
| 8. Dead tree                | 16. Black bird                      |

The main thing about a backyard nature program is to get the boys involved, interested, and curious about what is going on around them. Have them start scrapbooks, collections, and keep records. An example of keeping records could be something like this:

### *Autobiography of a Tree*

1. My name is \_\_\_\_\_.
2. I am about \_\_\_\_\_ feet tall.
3. I measure \_\_\_\_\_ feet, \_\_\_\_\_ inches around my trunk at a point about four feet above the ground.
4. This is a kind of leaf I wear: (Make a leaf print)
5. The autumn colors appeared in my leaves about \_\_\_\_\_. (date)
6. These are the colors that appeared in my leaves:  
Principle color \_\_\_\_\_ Other colors present \_\_\_\_\_.
7. The first dry leaves began falling from my crown on \_\_\_\_\_ (date).
8. The very last leaf fell on \_\_\_\_\_ (date).
9. The new leaves appeared from my buds on \_\_\_\_\_ (date); and my crown was fully leafed out by \_\_\_\_\_ (date).

Learning & playing games from different countries will help boys realize that different people aren't so different when it comes to having fun and playing games. Above all they need to learn sportsmanship which is the root lesson when learning the Golden Rule.

#### PETEC - Latin America

Use a badminton shuttlecock. It is tossed into the air and each boy, in turn hits it with the palm of his hand to keep it aloft. If it hits the ground, the game starts over. Often the players say the letters of the alphabet as the shuttlecock is hit, trying to get to the end before it falls.

#### BIVOE EBUMA - Africa

Draw a line on the floor and divide den into two teams. The teams line up parallel to the center line and about six feet from it. A small rubber ball is tossed back and forth between the teams. After each catch, the catcher claps his hands once and stamps a foot once. Keep the ball moving fast.

#### PALITO VERDE - Greece

"IT" is given a green stick or other object, the others make a large circle facing in and place their hands behind their backs. "IT" walks around behind the circle and at some point puts the stick in a player's hand. That player chases "IT" around the circle, trying to tag him before he can get to the vacated place. If the chaser succeeds, "IT" continues as before. If "IT" gets to the vacated spot safely before being caught, the chaser becomes the new "IT".

#### HA'AVRAT KADUR - Israel

Divide the den into two teams and give each a ball of volleyball size. The teams are seated on benches facing each other, with their feet extended and touching at the toes. The first player in each line puts the volleyball on his shins and tries to pass it along to the next member without touching it with his hands. If it falls, it must be replaced on the shins of the player who dropped it. The team which first relays the ball to the last man in line wins the game.

#### SWAGGIE'S BAG - Australia

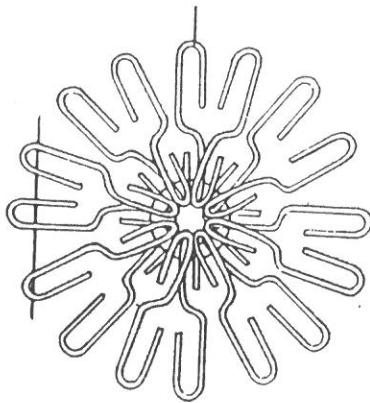
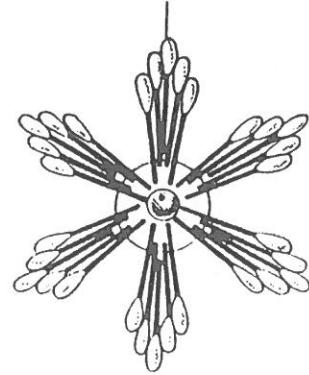
In Australia swaggies were hobos. For this game, wrap old pieces of clothing in newspaper. Put the newspaper bundles in a bag. Have Scouts sit in a circle. Begin playing music. Pass the bag around the circle. When the music stops, the Scout holding the bag must unwrap one of the packages and put on whatever clothing he finds.

## CRAFTS

### COTTON SWAB ORNAMENTS

Use the small, 3-1/4" swabs, with cotton at both ends. Lay the swabs on wax paper when you are gluing the swabs together or to the cardboard.

1. Cut 15 swabs in half. Cut out and paint a 1-1/2 " circle of light weight cardboard for a center. To make each petal, glue five halves together, as shown, gluing at both the top and the bottom edges, where sides touch. Make six petals, and glue them to the cardboard circle. Glue a small ornament in the center. Add glitter and a string for hanging.



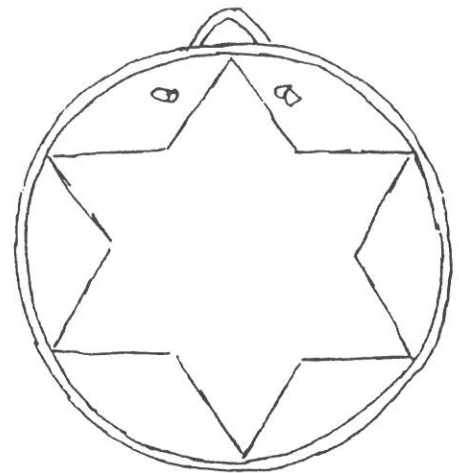
### PAPER CLIP ORNAMENTS

Café curtain rings are the center of these shiny decorations. Open out 16 paper clips as shown. Glue eight of the opened clips around the center of a curtain ring, all facing the same direction. Now glue on the other eight opened in the opposite direction. Add a hanger and that's all there is to it!

### STAR OF DAVID PLAQUE

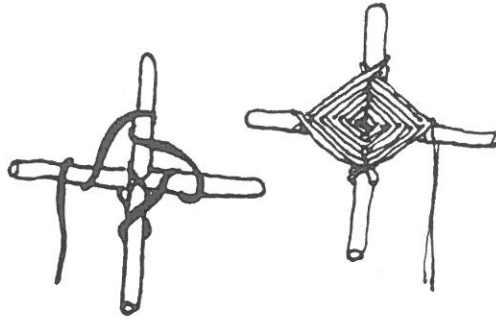
*Materials: Large clear plastic lid, paper, pencil, marker, glue, colored aquarium gravel or dyed rice, and string.*

Trace around the lid on a piece of paper. Divide circle as shown. Place lid on top of design and trace pattern to lid with a marker. Punch two small holes in top of lid. Thread string through the back and knot in front for hanger. Coat star with glue & cover with gravel or rice. Let dry 7 repeat for background.



## GOD'S EYES

*Materials: 2 straws or sticks  
colored yarn*

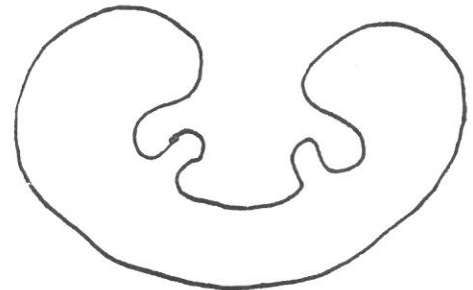
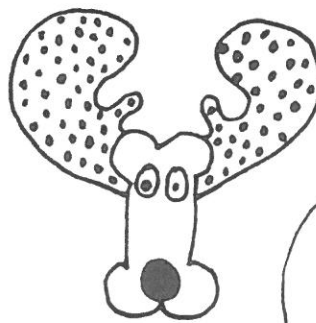


**Directions:**

1. For the base you can use the two straws or sticks. Tie them together at the center with colored yarn.
2. Working from the center, loop the yarn around one arm of the cross and then keep going in the same direction and loop the yarn around each arm in turn.
3. Keep the yarn tight. As each row is completed, push the yarn down toward the center and just keep going.
4. If you want to change the color, tie the two yarns together, making sure that the know goes to the back so it won't be seen in front of the design.
5. To finish, tie the end of the yarn to one of the sticks.

## RUDOLPH MILKBONE TIE SLIDE

*Materials: 1 dog biscuit  
2 small wiggle eyes  
1 small red pompom  
Piece of green or red polka dot fabric  
Pop top pull ring*



Prepare your dog milk bone by giving it a light coat of clear finish to protect it. With craft glue, glue fabric smoothly to the lightweight cardboard. On the fabric/cardboard, trace around antler pattern & cut out. Hot glue dog bone to the antlers as shown.

Glue two wiggle eyes and a red pompom nose and finish by adding a pull ring slide to the backside of the antlers.

## A BOY'S EYES

"I'd like to be a Cub Scout"  
(his eyes were deepest blue)  
"I'd like to learn, and play, and build,  
like Bob and Andy do."

"I know how to use a hammer,  
I can drive a nail if I try.  
I'm eight years old, I'm big & strong,  
And hardly ever cry."

I gave him the application  
and parent participation sheet.  
(His eyes were filled with sunshine  
as he left on dancing feet.)

Next day, my friend was back again,  
A dejected little lad.  
"I guess I'll skip the Cub Scouts."  
(His eyes were dark and sad.)

"My mom is awful busy,  
She has lots of friends you see,  
She'd never have time for a den,  
She hardly has time for me."

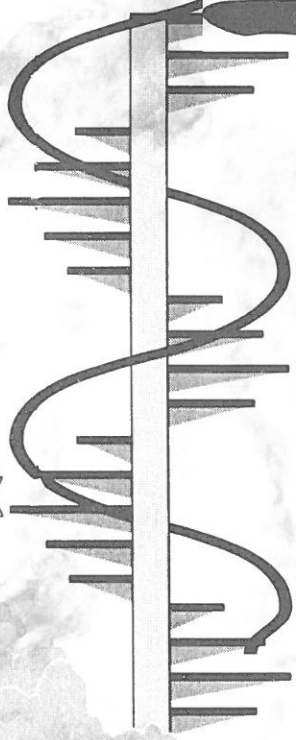
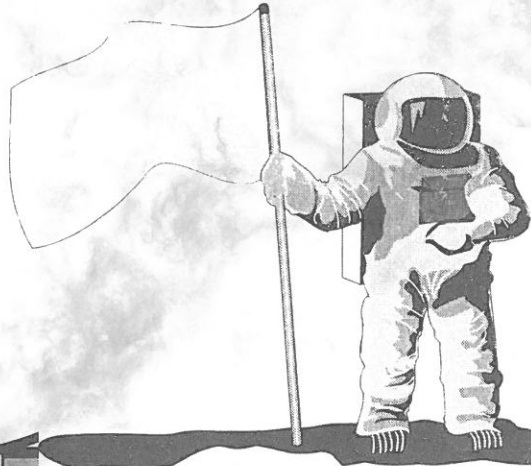
"And dad is always working  
He's hardly ever there.  
To give him any more to do  
Just wouldn't quite be fair."

He handed back the papers  
With the dignity of eight years,  
And bravely left me  
(His eyes were filled with tears.)

Do you see your own boy's eyes  
As other people may?  
How he looks when you're too busy  
or "just haven't time today?"

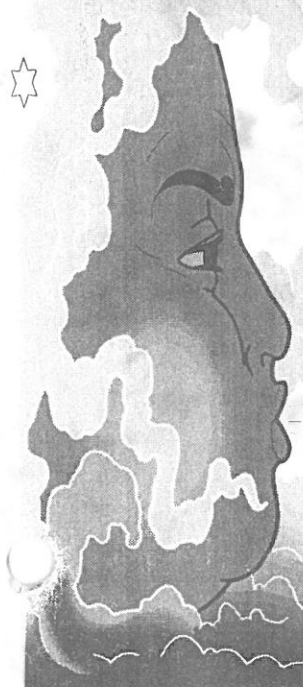
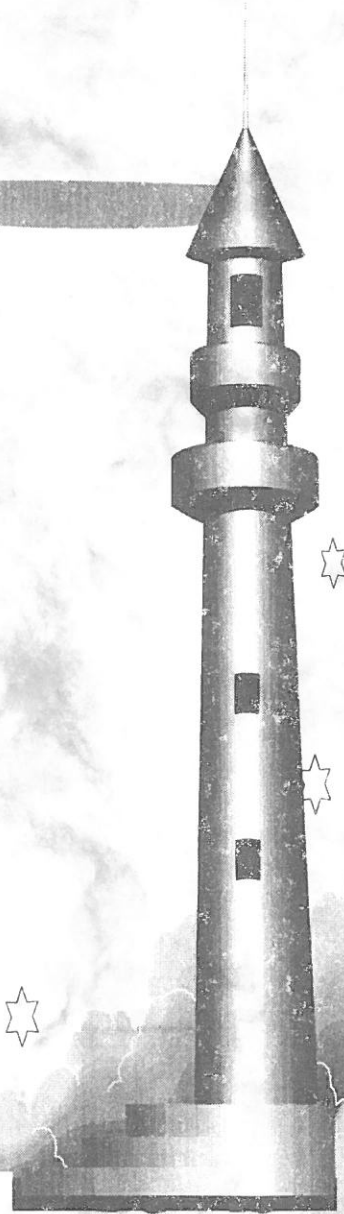
A boy is such a special gift  
Why don't you realize,  
It only takes a little time,  
To put sunshine in his eyes.





# GENIUS night

january 1998





# GENIUS NIGHT

## *January 1998*

From the beginning of time, our past has been filled with geniuses. Some have become household words, while other have been simple geniuses, names you will not remember but none the less, a genius in their time. The theme for January gives us a chance to bring out the best in each of us. To show that each of us has what it takes to be someone special...a real genius. After all, it doesn't take a genius to know that Scouting is among the smartest organizations a boy can join. Now is your chance to prove it!

### **GENIUSES IN HISTORY OPENING CEREMONY**

Arrangement: Seven boys - one acts as narrator, the other six hold cards with the letters: G-E-N-I-U-S

NARRATOR: This month the theme is Genius Night, of which there are quite a few. Here are some we've learned about and what they've done for you.

1<sup>ST</sup> CUB: (Holds up G card) Gutenberg invented movable types for the printing presses so that more people could have books to read.

2<sup>nd</sup> CUB: (Holds up E card) Edison gave us the light bulb, the phonograph, storage batteries, and many other things we regard as necessities today.

3<sup>rd</sup> CUB: (Holds up N card) Newton's studies of gravity and light started many other geniuses on their way.

4<sup>th</sup> CUB: (Holds up I card) Irving's stories have enchanted young and old for years.

5<sup>th</sup> CUB: (Holds up U card) Urey's discoveries in chemistry and nuclear power will be used for generations to come.

6<sup>th</sup> CUB: (Holds up S card) Scouting's founder, Lord Baden-Powell developed a plan for using the genius of every boy.

## **BOY GENIUS - CLOSING CEREMONY**

**SETTING:** Five uniformed Cub Scouts line up in front of the room and speak the following lines. They hold posters with representative pictures on them.

- CUB #1: Everyone cannot be brilliant, everyone cannot be smart,  
I may not be a genius, but I can build a neat go-cart.
- CUB #2: I can dam a stream with boulders, I can climb trees to the top,  
I can run for blocks, and block, and blocks, and never even stop.
- CUB #3: I can't solve a chemical equation or explain Newton's rule,  
But I can make a peanut butter sandwich that will really make you  
drool.
- CUB #4: I don't know much about flowers, but smelling them is a joy,  
I don't think I'm a failure, I'm a genius at being a boy!!!
- Cub#5: Thank you & have a good night!

## **NO GENIUS NEEDED ADVANCEMENT CEREMONY**

**EQUIPMENT:** 12" X 12" badge attached to poster board or cardboard. Cut badge like a puzzle. Badge will be attached to a flannel board with velcro or with magnets if a magnet board is used.

**NARRATOR::** Look around the room. Everything that you see has been invented. It does not take a genius to invent something. It takes someone with the desire and initiative. Cub Scouts can be compared to inventions because a Cub Scout must have the desire and initiative to complete the requirements in order to advance in rank.

Tonight we have \_\_\_\_\_ Cub Scouts who have demonstrated their desire and initiative by completing the requirements to earn the (Bobcat or Wolf or Bear or Webelos) badge. Call Scouts and their parents forward and comment about their accomplishments. Show the puzzle pieces to the Scout and tell him that an inventor puts something together and tonight he is going to invent something by putting the pieces together. Upon completion, comment about the puzzle and present the badge to his parents to present to the Scout. (If several boys are going to receive the same rank, have a helper put the puzzle together as the narrator comments about the accomplishments of the boys.)

## **PROFESSOR PLOP OPENING**

**CHARACTERS:** Cubmaster and another adult dressed as Professor Plop

**PROPS:** Professor Plop's Special Invention

**CUBMASTER:** We have called in a ceremony specialist to help us tonight. I would like you to meet Professor Plop from M.I.T. (Mighty Ingenious Tech).

**PROFESSOR:** I'm still working on my special invention. It's not quite perfected yet, but I'm close.

**CUBMASTER:** That looks like quite a gadget!

**PROFESSOR:** It is! It is!

**CUBMASTER:** Well, we'll get on with our Pack meeting and let you continue your work. Den \_\_\_\_\_ has our opening flag ceremony this evening.

(Periodically during the Pack meeting, the Cubmaster calls attention to Professor Plop and checks to see how his invention is coming along)

## **PROFESSOR PLOP CLOSING**

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

**PROFESSOR:** I sure did. I made it!

**CUBMASTER:** We can hardly wait to see how it works.

**PROFESSOR:** I will demonstrate this wonderful invention for you.

*Professor cranks his reel, drops the plunger into a tub of water and it goes "plop". He then reaches into the tub, pulls out a piece of cloth, wrings it out, shakes it open. It reads....THE END!*

## JUST NOT TOO BRIGHT

Divide the audience into five groups and have each group provide the following sound effects:

JOE: "Loudmouth"

BILLY: "Goodie, goodie"

DEN LEADER: "Ever fair"

FATHER: "Volunteer"

WEBELOS DEN: "Good Scouts"

JOE---was a member of the WEBELOS DEN---. HE was mostly a good boy with lots of energy. But when JOE--- was turned loose without his FATHER---, he had a very foul mouth. Some of the boys in the WEBELOS DEN--- laughed at JOE---, but not BILLY---. BILLY--- didn't appreciate hearing that kind of language at all! He knew that if the DEN LEADER--- or JOE'S--- FATHER--- heard JOE--- talk like that, they would be very upset. After all, no one in Scouting uses language like that.

The DEN LEADER--- was planning an outing for his WEBELOS DEN---. When he asked the boys if they would be going, JOE--- immediately said he would. BILLY--- said that if JOE--- was going, he wasn't! This shook DEN LEADER---. He said, "Now BILLY---, we'll have none of that in our WEBELOS DEN---. Why do you feel that way? I thought you liked JOE---." BILLY--- said, "I do, but I sure don't like his bad mouth. I couldn't put up with it overnight." JOE--- fumed, "BILLY'S--- just jealous because I'm so blankety blank much more grown up than he is."

The DEN LEADER--- came straight off his seat! "JOE---!Where did you learn language like that?" "I don't know," stammered JOE---. "Well" said the DEN LEADER---, "even though you may hear that kind of language , you shouldn't use it. Some kids think that using foul language makes them big, but instead it shows your ignorance. It shows that you have a very small vocabulary and can't think of the proper words to say." JOE--- looked embarrassed. The DEN LEADER--- continued, "Everyone will think more of you if you use correct words, rather than a bad one."

Well JOE--- got the message. He and his FATHER---, along with BILLY---, the DEN LEADER--- and the rest of the WEBELOS DEN went on the outing and had a great time. And from that time on, JOE--- was a good Webelos Scout because he remembered what his DEN LEADER--- had told him. All the boys in the WEBELOS DEN--- liked him a lot more when he wasn't using bad language.

## THE GREATEST INVENTION

**PROPS:** Large picture of a lightbulb, telephone, car & television.

**CAST:** Game host, Contestant, and Four Inventions

**GAME HOST:** Mr. Contestant, you will win one million dollars if you can tell me which of these is the greatest invention.

**1<sup>st</sup> INVENTION:** I am the greatest. I brighten up everyone's life. I am the lightbulb.

**2<sup>nd</sup> INVENTION:** I am the greatest invention. I help you to communicate with other people. I am the telephone.

**3<sup>rd</sup> INVENTION:** I am the greatest invention. I help you get from one place to another. I am the car!

**4<sup>th</sup> INVENTION:** I am the greatest invention. I entertain you. I am the television.

**GAME HOST:** Mr. Contestant would you please tell us. Which one is the greatest invention?

**CONTESTANT:** (Thinks for a minute) None of them!!!

**GAME HOST:** None of them? Then what is the greatest invention of all time???

**CONTESTANT:** I am! (Points to self) I'm bright like the lightbulb, I can talk like the telephone, I can get from one place to another like a car, and I'm quite entertaining like a television. I am a BOY, the greatest invention in the world!!!

## GENIUS BRAIN TEASERS

**HOW MANY COWS...** A boy driving some cows was asked how many cows he had. He said: "When they are in line there are 2 cows ahead of a cow, 2 cows behind a cow, and 1 cow in the middle." How many cows were there? (three)

**WATER UPHILL...** Can water ever run uphill? (Yes, into a sponge)

**HIGGS PIG FARM...** Farmer Higgs owns 3 pink pigs, 4 brown pigs, and 2 black pigs. How many of Higgs' pigs can say they are the same color as another pig on Higgs' pig farm? (None, pigs can't talk)

## GAMES

GENIUS INVENTIONS - Each of the following inventions has played an important part in our lives. Match the invention with the genius that invented them.

- |                      |                                 |
|----------------------|---------------------------------|
| 1. Telephone         | a. Edmund Cartwright (5)        |
| 2. Phonograph        | b. The Dupont Co. (9)           |
| 3. Telegraph         | c. Robert Fulton (6)            |
| 4. Dynamite          | d. Alexander Graham Bell (1)    |
| 5. Power loom        | e. Samuel F. B. Morse (3)       |
| 6. Steamboat         | f. Alfred Nobel (4)             |
| 7. Reaper            | g. Wilbur & Orville Wright (12) |
| 8. Vulcanized Rubber | h. Thomas Edison (2)            |
| 9. Nylon             | i. Sir Alexander Flemming (11)  |
| 10. Thermometer      | j. Galileo (10)                 |
| 11. Penicillin       | k. Charles Goodyear (8)         |
| 12. Airplane         | l. Cyrus McCormick (7)          |

### GENIUS SCRAMBLE RELAY

Divide the den into 2 equal teams. In front of each team place six pieces of paper, each with one letter of the word "GENIUS" written on it. On signal, first player on each team runs to his pile and writes on one of the sheets a word beginning with the letter on that sheet. (Example: G - Goat) He then runs back and touches off the next player. If a player cannot think of a word for a letter on one of the sheets not yet used, he may write on one of the sheets already used, but he cannot touch off the next player until he has written a word on one of the sheets. First team to have at least one word on all six sheets wins.

### GENIUS UNSCRAMBLE RELAY

This is based on a secret code from the telephone dial. Write a message using telephone numbers as in the example. It's tricky because a digit may represent any one of three letters. First boy to decode the message is the Genius!

282	CUB
726887	SCOUTS
36	DO
84347	THEIR
2378	BEST



## SONGS

### CUB SCOUT GENIUS

*Tune: Whistle While You Work*

Cub Scouts whistle while they work  
(whistle)  
They pitch right in and laugh and grin  
And they whistle while they work.

Cub Scouts hum a merry tune  
(hum)  
They hum all day at work and play,  
They hum a merry tune.

Now take these genius kits  
A sack of scraps and gunk,  
With pint and glue and nails, a few,  
Turn them into priceless junk..

Cub Scouts whistle while they work  
(whistle)  
They do their bit, they never quit,  
Cub Scouts whistle while they work.

### WHIZ KID

*Tune: Hey Look Me Over*

Hey look me over,  
I'm a whiz kid.  
I am a genius  
From my toes to the top of my lid.  
I've got an answer  
For every question you've got.  
Who cares if it's wrong  
It's just a bunch of rot!

So, Hey look me over.  
Lend me your ear.  
Geniuses like me are  
Few and rarely appear.  
So if it's brains you want  
It's brain I got!  
But not between my ears.  
It's what I sit on I truly fear!

### THE GENIUS INVENTION

*Tune: Farmer In The Dell*

I had a genius kit,  
Thought lots about it,  
I laid the pieces side by side  
And examined them bit by bit.

A cord, a bolt, a screw,  
A piece of wood, too,  
A leather scrap, some furry nap,  
And a little bottle of glue.

A needle and some thread,  
A nail without a head,  
A piece of tire, a bit of wire,  
And this is what I said:

"I don't see how this mess  
Can really quite express  
My urge for building something grand."  
But now I must confess:

I sewed and nailed and glued,  
Until the thing I viewed,  
Was something grand, you understand,  
A mechanical dog that moored!

### THREE BLIND MICE

*Tune: Same tune, genius edition*

Three myopic rodents,  
Three myopic rodents,  
Observe how they perambulate  
Observe how they perambulate  
They all circumnavigated the  
agriculturist's spouse,  
She excised their extremities  
with a carving utensil,  
Did you ever regard such an  
occurrence in your whole  
existence,  
As three myopic rodents.

# GENIUS NIGHT

After each verse is read by a boy, everyone sings the following chorus to the tune of "The More We Get Together"...

CHORUS: He wants to be a genius, a genius, a genius,  
He wants to be a genius - but not right now!

I'll build a rocket in a minute  
Ten thousand people will fit in it  
We'll circle the moon on a 2 hour  
cruise  
But first I have to clean my shoes.

CHORUS

I'd draw you designs for unbreakable  
eggs  
For biteless dogs and unscratchable  
legs  
For unspillable milk & fire without  
smoke  
But I can't get going 'cuz my pencil  
lead broke.

CHORUS

I'll dive to the bottom of the sea  
In a special boat designed by me  
All the sunken treasures I'll discover  
But first I have to ask my mother.

CHORUS

I will cure the common cold  
And fix you so you don't grow old  
Each virus I will kill quite dead  
But first I have to make my bed.

CHORUS

I'm going to build a peace machine  
It will shut people up when they get  
mean  
I'd have it finished but I can't see  
How to fix it so it won't catch me.

CHORUS

I'll build a giant TV set  
To show the monsters I will get  
When I safari up in space  
But first I have to wash my face.

CHORUS

I'll build a giant pogo stick  
To cross the oceans mighty quick  
Just one jump and there you are  
But first I have to wash the car.

CHORUS

I'd make a handy homework doer  
So my mistakes would be much fewer  
I'd make the other kids look like fools  
But dad won't let me use his tools.

CHORUS

# CRAFTS

## GENIUS KITS

Sometime during the month of December, each Cub Scout is given a "Genius Kit" which is a sack of odds & ends just waiting for the boys' minds and hands to go to work on it. The results are up to the boys' imaginations. They can build something useful or decorative, silly or solemn. No matter how they turn out, the boys' creations will be full of fun.

Collect sufficient quantities of the needed items and package them in heavy paper bags, along with a copy of the rules. The contents of all kits must be identical.

### SUGGESTED ITEMS:

1 piece of cloth, 12" X18"	1 #2 can
12" piece of 1/4" wooden dowel	1 wire coat hanger
1 board, 1" X 6" X 10"	6 pipe cleaners
8 nails, 1" long	2 spools
1 small tube of glue	4 corks
4 feet of string	12 tacks
4 ice cream sticks	1 golf tee

### RULES:

1. Use only the materials found in the bag. You don't have to use everything, but you should not add anything.
2. You may cut up the board, cloth, wire, spools, or dowel as needed, into as many pieces as you like.
3. You may use a saw, hammer, pocket knife, sandpaper, drill or any other tool.
4. Use your imagination and have fun.
5. Bring your creation to the January Pack Meeting to be judged.

The boys bring their creations to the January Pack Meeting for judging. Each boy who participates should receive some type of recognition, and outstanding creations receive special recognition. You may award prizes for the best animal, best contraption, etc. Be sure to have plenty of prizes and ribbons on hand so that everyone can receive something for doing their best.

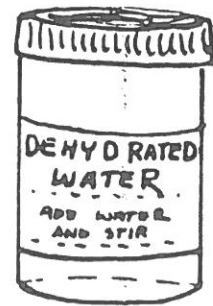
## I'M A GENIUS TIE SLIDE

**MATERIALS:** film can, markers, self-stick labels (1-1/2" X 4"), PVC loop and epoxy glue.

### DIRECTIONS:

1. Make up a can label with title as shown:

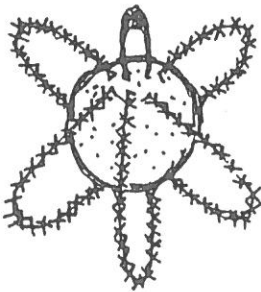
DEHYDRATED WATER  
DIRECTIONS:  
JUST ADD H<sub>2</sub>O  
Stir until clear!



2. Put label around can.
3. Glue the PVC loop to back of can.

## ATOM TIE SLIDE

**MATERIALS:** 1" styrofoam ball, pop top ring, 3 - 6" sparkly chenille stems, paint, brushes, glue.

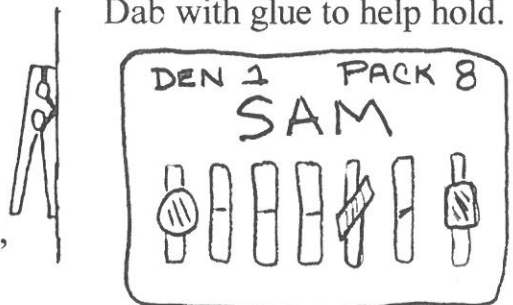


Push ring part way into the ball and glue.  
Holding ring, paint the ball and let dry.  
Bend end of chenille stems 1/4".

Bend around ball and insert in back by the ring.  
Dab with glue to help hold.

## NECKERCHIEF TIE SLIDE HOLDER

**MATERIALS:** 12 X 12 X 1/4" plywood piece, sandpaper, stain or paint & brushes, black markers, glue, picture hanger, wooden clip clothes pins.



Cut wood, sand the edges and paint and stain. When dry, write name and den and pack number across the top with black marker. Turn over and attach picture holder. Glue clothes pins to front as shown.

## WHAT IS A BOY?

Between the innocence of babyhood and the dignity of manhood we find a delightful creature called a boy. Boys come in assorted sizes, weights, and colors, but all boys have the same creed: To enjoy every second of every minute of every hour of every day and to protest with noise (their only weapon) when their last minute is finished and the adults send them off to bed at night.

Boys are found everywhere...on top of, underneath, inside of, climbing on, swinging from, running around, or jumping to. Mothers love them, little girls hate them, older brothers and sisters tolerate them, adults ignore them, and Heaven protects them. A boy is Truth with dirt on it's face, Beauty with a cut on it's finger, Wisdom with bubble gum stuck in it's hair, and Hope of the future with a frog in it's pocket.

When you are busy, a boy is inconsiderate, bothersome, an intruding jangle of noise. When you want to make a good impression, his brain turns to jelly or else he becomes a savage, jungle creature bent on destroying the world and himself in it.

A boy is a composite...he has the appetite of a horse, the digestion of a sword swallower, the energy of a small pocket-sized bomb, the curiosity of a cat, the lungs of a dictator, the imagination of Paul Bunyon, the shyness of a violet, the audacity of a steel trap, the enthusiasm of a fire cracker, and when he makes something, he has five thumbs on each hand.

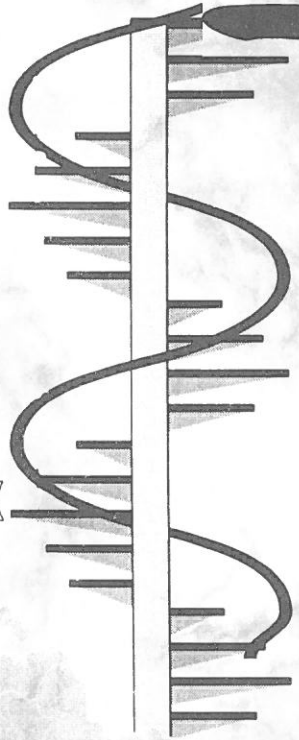
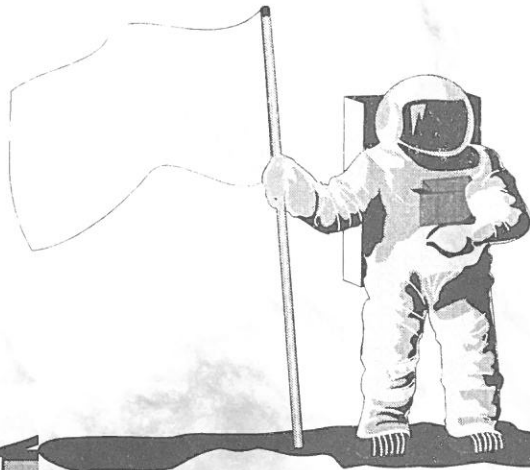
He like ice cream, knives, saws, Christmas, comic books, the boy across the street, woods, water (in it's natural habitat), large animals, big trains, Saturday mornings, and fire engines. He is not much for Sunday school, company, schools, books without picture, music lessons, neckties, barbers, girls, overcoats, adults & bedtime.

Nobody else is so early to rise or so late to supper. Nobody else can cram into one pocket a rusty knife, a half eaten apple, 3 feet of string, and empty Bull Durham sack, 2 gum drops, 6 cents, a sling shot, a chunk of unknown substance, and a genuine supersonic secret decoder ring with a secret compartment.

A boy is a magical creature...you can lock him out of your workshop, but you can't lock him out of your heart. You can get him out of your study, but you can't get him out of your mind. Might as well give up...he is your captor, your jailer, your boss, and your master...a freckled face, pint sizes, cat-chasing, bundle of noise. But when you come home at night with only shattered pieces of your hopes and dreams, he can mend them like new with two magic words....

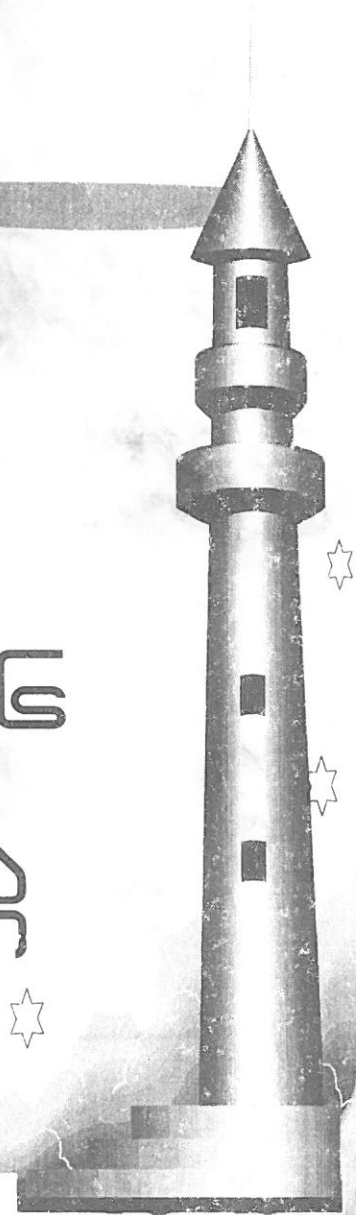
“Hi Dad!”





Let's  
celebrate  
scouting

February 1998







# LET'S CELEBRATE SCOUTING

*FEBRUARY, 1998*

It's our birthday! Time to celebrate!!

Every February we celebrate the anniversary of Cub Scouting in the United States with a birthday party that is called the Blue & Gold Banquet. This year, 1998, we are 68 years old! In most Packs, the annual Blue & Gold Banquet is the main social event of the year and is the pack meeting for February. The Blue & Gold Banquet is as formal an occasion as there is in the Cub Scouting program. It brings families together for a meal and an evening of fun and inspiration.

The purpose of the banquet is celebration, recognition and inspiration; the Cub Scouts, pack leaders and other adults interested in Scouting are recognized at this event by the presentation of advancement awards earned, certificates of recognition for service to the pack or just a hearty round of applause.

The dinner may be served in a variety of ways. Your pack might choose to have the dinner in a restaurant or have it catered. Most packs, however, choose the potluck or buffet style of serving, while another pack prefers buying the food and having it prepared by a parents committee and then prorating the cost among those attending.

Surprising as it may seem, the type of dinner style isn't the most important part of the event. It is the Cub Scouting that happens in making the event a reality that counts. Dens sit together with their families, strengthening the den spirit and family relationships.

## FACTS TO KNOW...

Boy Scouts of America was incorporated February 8, 1910, and Cub Scouting was organized in 1930 - 20 years later - after extensive study of the needs of younger boys.

The Blue & Gold Banquet gets its name from the Cub Scout colors.

February is the birth month of Scouting's founder, Lord Baden-Powell, February 22<sup>nd</sup>, a birth date he shares with his wife and George Washington.

Do refer to national publications: *Cub Scout Leader Book* and *Cub Scout How-To Book* in regard to planning a successful Blue & Gold Banquet.

## BLUE AND GOLD BANQUET

The Blue and Gold banquet is probably the most exciting event of the whole year because it is a birthday party for Cub Scouting in which all pack families can take part. The banquet is held in February, the anniversary month of the Boy Scouts of America. The pack's big celebration gets its name from the Cub Scout colors, blue and gold.

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

The plan of feeding isn't important. It is the Cub Scouting that happens in making the program come true that counts. Dens sit together with their families so that den spirit and family relationships are strengthened. Guests may be invited and are seated either at a head table, or with the dens. Banquet arrangements must be made and planning done well in advance. Decorations may be as elaborate or as simple as you wish. Attractive menu cards or dinner programs can be made; place cards; centerpieces; place mats; nut cups; and favors are all suggestions of things which might be used. The dinner program should include entertainment from within the pack, rather than outside entertainment. Also don't forget the importance of recognizing advancement of the boys. This is the secret of a successful Blue and Gold Banquet.

There are three important things to remember:

1. Be sure that pack leaders, boys and parents know that the Blue and Gold banquet is Cub Scouting's birthday celebration.
2. Begin by planning at least two months ahead. Some packs begin earlier.
3. KISMIF - (to borrow an oldie but goodie) - "Keep It Simple, Make It Fun".
  - A. Involve leaders and parents. Sharing responsibilities makes it easier and more fun for everyone.
  - B. Let the boys help plan and make decorations, but keep the cutting and pasting to a minimum. DO let them help make EACH ITEM.

## **BANQUET PLANNING**

To be successful, the banquet must be well planned in advance. A banquet chairman is selected by the pack committee. That person recruits helpers to carry out the responsibilities listed on the following pages. This general outline will help make your planning easier. Try to involve as many people as possible, and avoid giving den leaders too many additional responsibilities.

### **STEPS TO PLANNING A BLUE AND GOLD BANQUET**

- I. Select date, time and place:
  - A. The banquet often takes the place of the February pack meetings, although it is not necessarily held on the regular meeting night.
  - B. In selecting the place, consider the following:
    1. Adequate space for seating and displays.
    2. Availability of parking space, restrooms, coat racks.
    3. Program needs, such as microphone, stage, etc.
    4. Convenience for food preparation and / or serving.
    5. Reserving the meeting place well in advance.
- II. Dinner
  - A. Select meal plan - catered or potluck.
  - B. Determine serving needs - kitchen and utensils.
  - C. Select menu and estimate cost.
  - D. Assign serving and clean-up jobs.
- III. Program
  - A. Entertainment
  - B. Props for skits and ceremonies
  - C. Recognition for boys and leaders
  - D. Make assignments for various parts of the program
    1. Invocation
    2. Welcome and Introduction of Guests
    3. Ceremonies
    4. Recognitions
    5. Entertainment

#### IV. Decorations

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

#### V. Publicity

- A. Inform all pack families of date, time, place and cost.
- B. Invitations. - Consider inviting guests such as the Head of the Sponsoring Institution, School Principal, Institutional Representative, Scoutmaster, and District Commissioner.

The following adult committees may be helpful in arranging and putting on a Blue and Gold Banquet:

#### PHYSICAL ARRANGEMENT COMMITTEE

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

#### INVITATIONS COMMITTEE

1. Makes arrangements for invitations to be sent to each family through the dens. (Every family should know the date, time, place, cost - if any, and what food they are to bring - if any.)
2. Sends written invitations to honored guests. You may wish to include such people as the PTA President, District Executives, Unit Commissioner, etc. Don't forget the Den Chiefs.
  - A. Follow-up to see how many guests plan to attend and notify the physical arrangements committee so seating can be planned.
  - B. On banquet night, meet guests at the door, furnish them with a name tag, and help them find their seats.

## PROGRAM COMMITTEE

1. Determine whether guests will be seated at the head table or with the dens.  
Notifies physical arrangements committee so seating can be planned.
2. Selects Master of Ceremonies.
3. Make assignments for various parts of the program:
  - A. Invocation
  - B. Welcome and introduction of guests
  - C. Ceremonies (opening, closing recognition)
  - D. Recognition of leaders
  - E. Entertainment (Den entertainment preferred)
4. Plans room decorations - exhibits, displays, (table decorations can be handled by each den.)
5. Makes copies of program for people participating (or you may wish to have a printed program for everyone attending.)
6. The Cubmaster should be a member of this committee.
7. Avoid speeches on the program.
8. Include a planned activity for small children so they won't run wild. The Den Chiefs could be asked to help control them.

## DINNER COMMITTEE

1. Decides serving method - catered, potluck or committee prepared.
2. If catered:
  - A. Contact caterer - agree on menu and cost.
  - B. Take reservations and estimate cost.
  - C. Check with caterer on time of delivery, finding out if he provides plates, silverware. Are drinks and dessert included?
  - D. Plan two serving lines, if more than 150 people attending.
  - E. Collect money prior to banquet.
3. If potluck:
  - A. Decide if dens will plan their own menus - or if each den family will bring food to contribute to an over-all menu.
  - B. If dens plan their own menus, each Den Leader should act as coordinator.

4. If committee prepared:
  - A. Select menu.
  - B. Recruit committee to prepare food.
  - C. Take reservations and estimates of attendance.
  - D. A few days before banquet, purchase food and deliver it to members of the committee who will be preparing it. (It is easiest to purchase food from the pack funds then replace it when money is collected from everyone.)
  - E. Collect money prior to the banquet.
5. Decide if the pack will provide such things as salt, pepper, sugar, napkins, drinks, etc. If so, make arrangements to buy or have these items donated. Inform dens of your plans.
6. Each family can bring their own plates and silverware.
7. Plan to have cake or cupcakes. This is Scouting's birthday!

## TYPES OF BANQUETS

1. Potluck; 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 breads. No charge is made for the meal.
2. 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.
3. Family Style Potluck; As is #1, except food is only on the tables assigned to that den and is passed family style. The den may provide breads and beverages or the pack may provide them. No charge is made for the meal.
4. Cook Your Own; The pack decides on the menu, purchases the food, and distributes it to the dens for cooking and preparing. A charge is made for the cost of the food.
5. Box Supper #1; Each family is asked to bring one box supper for each family member. All boxes are collected at the door and are auctioned off for a pack money-making project. The family members may eat together, sharing the boxes that they purchased.
6. Box Supper #2; Each female member of a family brings a box supper for three people. These suppers are auctioned off as in #5, but the person who buys the meal must eat with the person who prepared it, plus one child.

7. Box Supper #3; Use either of the two box supper methods, except no charge is made for the meals and no auction is held.
8. Sponsor Dinner; The sponsoring organization provides all food, beverages, and condiments. No charge is made for the meal.
9. Catered Meal; The pack arranges with a local caterer to provide all or a portion of the meal. Costs determine the prices of tickets. Usually children five and under are free.
10. Cafeteria; Sometimes the banquet is held in a school cafeteria and the school provides the meal, charging each person going through the line.
11. Cafeteria #2; The pack purchases the food which is prepared by the cafeteria staff. Charge is based on cost of food and charges for the staff, if not donated. Pack members can substitute for or assist the cafeteria staff to cut costs.
12. Restaurant; A local restaurant is selected as the banquet site and a menu is chosen. Charges are based on the charge. Be sure to secure the cost of the meal, plus tax and tip.
13. Dessert Specials; a) Dessert provided by sponsor b) Father-son cake bake c) Build a sundae; Ice cream in commercial containers, toppings, syrups, nuts and whipped cream.
1. Birthday Party; No food, but instead have cake and ice cream to celebrate Scouting's Birthday.

## **THE PROGRAM**

### Contents of Typical Program:

- Agenda for the evening.
- List of Pack Leaders.
- List of Den Leaders.
- List of Den Chiefs.
- Scouting Coordinator.
- Sponsoring Organization.
- Principal of School.
- Pastor of the Church.
- Poems.
- Prayers.

## INVITATION

### *What is a Blue and Gold Invitation?*

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

### *What should an Invitation look like?*

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

### *What information should be included on the invitation?*

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

### *Who makes the invitations?*

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

### *Who do they invite?*

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

### *When should the invitations be delivered?*

Three weeks before your celebration.



## **BLUE AND GOLD ENTERTAINMENT**

To create a successful Blue and Gold Banquet there must be preplanning. Entertainment is one of the most important parts. Whether this be pack participation or outside entertainment. Plans should be considered at least two months ahead of time.

Outside entertainment may cost very little and sometimes nothing. Some ask to be included in the meal or whatever is being served, so be sure there is extra food. Be sure and check for special arrangements that may be needed.

Listed below are some ideas for pack participation and outside entertainment.

### **ENTERTAINMENT IDEAS:**

#### **A. Pack Developed Entertainment**

1. Each den prepare a skit, song, stunt, or puppet show.
2. Parent and Child Talent Show.
3. Cubmaster and Den Leaders or Committee persons prepare a skit using adults at the banquet.
4. Scout Demonstrations (camp cooking, monkey bridge, etc.)

#### **B. Outside Entertainment**

1. Animal Demonstrations
  - a) County Park Associations
  - b) Zoo
  - c) Police Canine Departments
  - d) Dog Obedience Schools
2. Bicycle Clubs
3. Clowns
4. Dance Demonstrations
  - a) Dance schools in your area
  - b) Square dancers
  - c) Indian dancers (local Scout Troops or Order of the Arrow)
5. Karate Demonstrations
6. Magic Acts
  - a) Magicians
  - b) Instructors from local high schools, colleges with Physics displays

- 7. Music
  - a) Cub Scouts from the pack
  - b) Fiddlers and other musical instruments
  - c) School and church choirs
  - d) Singing groups, adults and children
- 8. Sports (Pro and Amateurs)
  - a) Iowa Cubs
  - b) Buccaneers
  - c) High School Departments
  - d) Gymnastic Schools
- 9. Miscellaneous Ideas
  - a) Short play (local theater group)
  - b) Entertaining films (no home movies or films)
  - c) Cartoon Artist
  - d) Police or Fire Departments

**SUGGESTED PLANNING CALENDAR FOR BLUE & GOLD BANQUET**

Summer Pack Planning Session.....	Set a date
September.....	Appoint committee
September/October.....	Secure facility
September/October.....	Secure entertainment
November.....	Notify den leaders of theme & decorations
November/December.....	Select menu/confirm costs
December.....	Check on physical needs for entertainment
January.....	Announce banquet in pack meeting/newsletter
January.....	Check on progress of committee
3 Weeks Ahead.....	Deliver/Mail invitations
2 Weeks Ahead.....	Notify area news media for free announcements
2 Weeks Ahead.....	Notify den leader when they may decorate
1 Week Ahead (depending on meal).....	Collect meal ticket money
Day of Banquet.....	Decorations and other preparations
Banquet Time.....	Relax & Have Fun!!!!!!!!!!!!

## THIS IS CUB SCOUTING

**PERSONNEL:** Cubmaster and six parents

**EQUIPMENT:** Candleholder for 6 candles

**ARRANGEMENT:** Lights out. Candleholder with 6 candles, three blue & three yellow, is on a table. The six parents each light a candle and give their part of the ceremony..

**PARENT #1:** Some people think Cub Scouting is only for boys, but it isn't. Cub Scouting is for the family.

**PARENT #2:** Mothers and dads, as they work in Cub Scouting with their boys, are able to maintain their natural relationship with them, yet they come to see their boy's play and leisure in a new light. The Cub Scout advancement program ensures a closer boy-parent relationship.

**PARENT #3:** Cub Scouts are considerate of others. They promise "to help other people" and "to do their best". When parents sign their boys membership application, which is also a family contract, they take their motto, "We will help our son do his best".

**PARENT #4:** Cub Scouting is the basic part of the three-phased Scout program that reaches, through Scouting, to the Exploring program for boys and girls of high school age. Each part is packed with challenges most appropriate to the age involved and leads to the next phase. Thus, when our Cub Scouts join the Webelos den and earn the Arrow of Light Award they are prepared to enter Scouting with their joining requirements.

**PARENT #5:** Cub Scouting in all its phases operates to strengthen the home - not weaken it. You and your family will strengthen your home only by living, playing, and growing in it together.

**PARENT #6:** Today your boy is 8. He has only a few more years of boyhood left before he looks away from home for his principal interests. What you do together today is important. Tomorrow may be too late.

**CUBMASTER:** Will all parents pledge their support to Cub Scouting? Now join with the Cub Scouts in the Cub Scout sign and repeat the Cub Scout Promise with me. 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 SCOUTING IS MANY THINGS

PERSONNEL: 12 Cub Scouts

EQUIPMENT: 12 candles

ARRANGEMENT: Each Scout lights his candle as he reads his message. Lights are dimmed.

CUB SCOUT 1: Cub Scouting Is A Boy. He is somewhere between the ages of 7 and 11 years old. He is just an average boy - energetic, inquisitive, noisy and eager to explore the world around him.

CUB SCOUT 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.

CUB SCOUT 3: Cub Scouting Is A Den Leader who opens their home and heart to this boy and five or six or seven more just like him so they might learn to do things in a group rather than individually and learn to share the limelight.

CUB SCOUT 4: Cub Scouting Is A Den Chief - a Boy Scout or Explorer who works into his busy schedule time for the younger boy so he may encourage him to stay on the Scouting trail for many years.

CUB SCOUT 5: Cub Scouting Is A Cubmaster who gives of his time and talents to provide a program that will bring Cub Scouting to this boy.

CUB SCOUT 6: Cub Scouting Is A Committee made up of interested parents who back up the Cubmaster and who serve willingly to carry out pack goals.

CUB SCOUT 7: Cub Scouting Is Fun for the boy, his family and his leaders.

CUB SCOUT 8: Cub Scouting Is Fellowship with the boy in your class at school, your neighbor, and other people you might never have met except through Cub Scouting.

CUB SCOUT 9: Cub Scouting Is Citizenship - teaching the young boy respect to God and country. He learns his moral obligation to himself and his fellow men.

**CUB SCOUT 10:** 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. 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.

**CUB SCOUT 11:** Cub Scouting Is Achieving by boys and parents as they work together on advancement in the boy's book. Leaders achieve as they carry out the den and pack programs successful.

**CUB SCOUT 12:** 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.

### **CUB SCOUT PLEDGE TO HIMSELF**

**PERSONNEL:** Ten Cub Scouts

**ARRANGEMENT:** Pack flag is placed on the center of stage. Scouts stand near the Pack flag and recite one of the statements below. Upon finishing, each Cub salutes the Pack flag and retires to the rear of the stage, where a horseshoe is formed.

**CUB 1:** May I grow in character and ability as I grow in size.

**CUB 2:** May I be honest with myself and others in what I do and say.

**CUB 3:** May I learn and practice my religion.

**CUB 4:** May I always honor by parents, my elders, and my leaders.

**CUB 5:** May I develop high moral principles and the courage to live by them.

**CUB 6:** May I strive for health in body, mind and spirit.

**CUB 7:** May I always respect the rights of others.

**CUB 8:** May I set a good example so that others may enjoy and profit from my company.

**CUB 9:** May I give honest effort to my work.

**CUB 10:** May I regard my education as preparation for the future.

(When the last Cub finishes his lines and completes the horseshoe formation behind the Pack flag, all 10 boys join hands for the Living Circle and repeat the Cub Scout Promise. )

## **BLUE & GOLD OPENING**

1<sup>ST</sup> CUB: Tonight the birthday of Cub Scouting  
We are here to celebrate  
This great movement's been going,  
Sixty-eight years to date.

2<sup>ND</sup> CUB: So let us all now join together  
And pledge ourselves anew  
To always strive for the things  
Signified by the Gold & Blue

3<sup>RD</sup> CUB: May you strive for truth & spirituality  
In the warm sunlight under the sky above,  
As you bring good cheer and happiness,  
With steadfast loyalty brought through love.

4<sup>TH</sup> CUB: Please join us in the Pledge of Allegiance:

## **BLUE AND GOLD CEREMONY**

Print in large bold letters on 8" X 10" sheets of white cardboard, the word "BLUE" in blue; "AND" in black; "GOLD" in red.

B is for boys - Tigers, Bobcats, Wolves, Bears and Webelos.  
L is for leader - the Cubmaster who guides us.  
U is for understanding - we learn to help others.  
E is for excellence - we try to Do Our Best.

A is for anniversary - Cubbing's 68<sup>th</sup>.  
N is for neighborhood - Where Cub dens meet each week.  
D is for Den Chiefs - Scouts who help us in many ways.

G is for goals - for which Cubbing stands.  
O is for opportunity - for boys to learn and do.  
L is for liberty - in the years to come.  
D is for Den Leaders - who love us and help us.

(Note: Print the verse on the back of the card, to help the boys!)

## **BADEN POWELL CLOSING**

Baden-Powell had a vision which he made come true  
So that we enjoy Scouting and have fun while we do.  
He wasn't an American, but he's famous to us;  
He has earned in America our admiration & trust.

May the spirit of Scouting be with young and old,  
As you never forget the blue and the gold.  
May you strive for truth & spirituality in the warm sunlight from above  
May you bring good cheer & happiness to others with loyalty and love.

## **A CUB SCOUT GOOD NIGHT**

**PERSONNEL:** Cubmaster and nine Scouts

**EQUIPMENT:** 9 cards with the letters CUB SCOUTS

- C** Choosing right ways.
- U** Understanding ways to do better.
- B** Boys are Leaders of tomorrow.
  
- S** Strengthen yourselves through study.
- C** Change your life each day for good.
- O** Open your minds to learn to be leaders.
- U** Use your free time for the good of others.
- T** Time is our most important resource. Use it wisely.
- S** Strength comes in working with wood, with people, with our time and our energy. To do your best. For that is our Cub Scout motto.

Please stand with us as we retrieve our flag this evening.

Color guard, retrieve the colors.

# GATHERING ACTIVITIES

## CUB SCOUT INTELLIGENCE TEST

The correct answer will complete the message below.

1. If you ever saw a cow jump over the moon, write V in spaces 14 & 18. If not, write a C in these spaces.
2. If X comes before G in the alphabet, write a Z in spaces 1 & 10. If it comes after G, write and H in these spaces.
3. If 31,467 is more than 4 dozen, write an I in spaces 7 & 22. If not, do nothing.
4. If you like candy better than mosquitoes, write A in spaces 2 & 12. If not, you had better see a doctor.
5. If elephants are pink, write the fourth letter of the alphabet in spaces 6 and 16. If not, write the second letter in these spaces.
6. If Shakespeare wrote "Twinkle, Twinkle Little Star" put a Q in spaces 15 & 20. If not, write a U in those spaces.
7. If back and white are opposites, write Y in spaces 5 & 13. If not, write nothing.
8. If 8 quarts make a pint, draw a star in spaces 9 & 21. If not, write a T in those spaces.
9. If Blue 7 Gold are the Cub Scout colors, write an S in space 17 and a P in spaces 3 & 4.
10. If summer is warmer than winter, put a D in space 11 and an R in space 8.
11. If Cub Scouting comes after Boy Scouting, put a Y in space 19. Otherwise put an O in that space.
12. If October comes after November, put a B in space 23 and an F in space 24. If not, put an N in space 23 and a G in space 24.
13. If you think this is foolish, read the message you have written.

1 2 3 4 5    6 7 8 9 10 11 12 13    14 15 16    17 18 19 20 21 22 23 24



## BANQUET QUIZ

How much do you know about Cub Scouting?

Can you answer the following questions?

1. Cub Scouting is \_\_\_\_\_ years old this month.  
(Cub Scouts started in 1930)
2. Boy Scouting is \_\_\_\_\_ years old this month.  
(Boy Scouts started in 1910)
3. \_\_\_\_\_ - \_\_\_\_\_ is the founder of Scouting. (Lord Baden-Powell)
4. \_\_\_\_\_ started the Boy scouts in America.  
(William D. Boyce)
5. \_\_\_\_\_ is the first rank in Cub Scouting. (Bobcat)
6. \_\_\_\_\_ achievements are required to earn the Wolf badge. (12)
7. \_\_\_\_\_ electives are required to earn a gold arrow point. (10)
8. There are \_\_\_\_\_ Webelos activity pins which can be earned. (20)
9. The \_\_\_\_\_ is the highest award in Cub Scouting. (Arrow of Light)
10. We belong to Pack # \_\_\_\_\_.
11. We belong to Den # \_\_\_\_\_.
12. We are part of the \_\_\_\_\_ - \_\_\_\_\_ Council. (Mid-Iowa)
13. \_\_\_\_\_ is our Cubmaster.
14. The Cub Scout motto is “ \_\_\_\_\_ ”.

## INVOCATIONS

We thank Thee for our days so bright.  
We thank Thee for our restful nights.  
We thank Thee for health and friends  
We thank Thee for love without end.

- Amen

We thank Thee for the morning light,  
For rest and shelter for the night.  
For health and food, for love and  
friends

For everything Thy goodness sends.

- Amen

Gracious Giver of all good,  
We thank Thee for rest & food.  
Grant that all we do or say  
In Thy service be.

- Amen

Tireless guardian on our way,  
Thou hast kept us well this day.  
While we thank Thee, these we  
request:

Care, continued pardons, rest.

- Amen

## CUB SCOUT PRAYER

O, Lord that I will do my best  
I come to Thee in prayer.  
Help me to help others every day  
And teach me to be fair.  
To honor my mother and father  
And to obey the Cub Scout Law, too.  
This I ask that I may be a loyal  
Cub Scout true. - Amen

## SCOUTING FAMILY GRACE

*TUNE: Addams Family TV Theme  
Song*

CHORUS:

Da da da dum (snap snap)\*

Da da da dum (snap snap)\*

Da da da dum

Da da da dum

Da da da dum (snap snap)\*

We thank you Lord for giving  
The things we need for living  
The food, the fun, the friendship  
The Scouting Fam-i-ly.

We thank you for the food Lord  
For mom and dad and you Lord  
We thank you for the food Lord  
The Scouting Fam-I-ly.

We thank you Lord for giving  
The food we need for living  
Be with us while we eat it  
Because we really need it.

We thank you for this day Lord  
For friends and family, Lord  
We thank you for this food Lord  
For friends and family.

Ah-ah-amen (snap snap)\*

Ah-ah-amen (snap snap)\*

Ah-ah-amen

Ah-ah-amen

Ah-ah-amen (snap snap)\*

\*NOTE: Cross arms when snapping  
fingers

## SONGS

### **BANQUET BIRTHDAY SONG**

*TUNE: On Top Of Old Smokey*

We were all at the banquet,  
On Blue & Gold Day,  
The whole family came there,  
To eat & to play,  
Then somebody told me  
We were 68 years old  
I could not believe what  
I had been told.

They brought out the cake  
with candles on top  
I counted the candles,  
but I didn't stop.  
Now how could a Cub scout  
Be that many years old  
If I live that long  
I'll be starting to mold!

Then somebody told me  
an astonishing fact  
That even the Boy Scouts  
are older than that!  
My den leader told me  
That I shouldn't fret  
That's the age of Scouting  
I'm not that old yet!!

### **CUB PLEDGE**

*TUNE: America*

Cub friendships, pure & deep  
We promise we will keep  
Our pledge to thee  
We'll honor & obey  
Akela all the way,  
And when we graduate,  
Good Scouts we will be.

### **FINEST PACK OF CUB SCOUTS**

*TUNE: Yellow Rose Of Texas*

We're the finest Pack of Cub Scouts  
That you have ever seen  
We're loyal and we're honest  
We're never rude or mean.

We're proud to wear our uniform  
We like the gold and blue  
You know that you can count on us  
To live our Promise true.

We follow our Akela  
We always do our best  
We work on our advancement  
We rarely stop to rest.

We learn while earning badges  
Cub Scouts know more than most  
We learn to be good citizens  
About that we can boast.

### **O BLUE & GOLD**

*TUNE: O Tannenbaum*

O Blue and Gold, O Blue and Gold  
You know it stands for  
Truth untold  
O Blue and Gold, O Blue and Gold  
The youth that wear it  
Aren't so old.

So carry on  
Your colors bright  
Until the whole world  
You will light  
O Blue and Gold, O Blue and Gold  
The memories live  
Although we grow old.

## **THINK BLUE**

*Tune: My Bonnie Lies Over The Ocean*

Think Blue when you're thinking  
of Cub Scouts  
Think Blue, & you're thinking of boys,  
Think Blue & you're thinking  
of families  
Of outings & picnics & joys.

### **CHORUS:**

Think Blue, Think Blue,  
Think Blue of our Bobcats &  
Wolves & Bears,  
Think Blue, Think Blue,  
First Webelos Then Scout badge  
you'll wear.

Think Blue & you're thinking  
of friendship,  
Think Blue & you're thinking of fun,  
Think Blue & you're thinking  
of good times,  
For mother & father & son.

## **TEN LITTLE TIGERS**

*TUNE: Ten Little Indians*

One little, two little, three little Tigers  
Four little, five little, six little Tigers,  
Seven little, eight little, nine little Tigers,  
Ten little Tiger Cub boys.  
Ten little, nine little, eight little Tigers,  
Seven little, six little, five little Tigers,  
Four little, three little, two little Tigers  
One little Tiger Cub boy...ROAR!!!!

## **CUB SCOUT PACK**

*TUNE: You're A Grand Old Flag*

We're a Cub Scout Pack,  
We're a high flying Pack,  
Down the trail of Akela we go.

From Wolf to Bear to Webelos  
As into good Cub Scouts we grow.  
Every Cub is true to the gold & blue  
And he never forgets the fact.

That all the fun a boy could want,  
He can find in a Cub Scout pack!

## **CUB SCOUT HARMONY**

*TUNE: I'd Like To Teach The World  
To Sing*

I'd like to teach the world to sing  
In Cub Scout harmony  
The Blue & Gold would be the thing  
That everyone would see.

Each Wolf & Bear & Webelos  
Is doing all he can  
To do his best, with all the rest  
Of Cub Scouts in the land.

We're the real thing...Cub Scouts are we  
Part of a great....Scouting family!

## RECOGNITIONS

### **SUPER CLEANER AWARD**

For the person who always sticks around to clean up - a tattered washcloth and a bar of soap with a Scout decal painted on it or a monogrammed broom painted blue & gold.

### **STICKY AWARD**

For the person that always gets you out of sticky situations - a cactus plant in blue & gold pot or a package of bubble gum.

### **KEY TO SUCCESSFUL SCOUTING**

For the people who are the key to success of a program - cut out of a giant key or a real key mounted.

### **ORDER OF THE SPARE MARBLE**

For the leaders who may be losing their marbles - a jar of marbles or marbles mounted on a plaque.

### **HEART & SOUL AWARD**

For the person who put their heart and "sole" into their work - mount a small wooden heart on leather cut into the shape of a sole of a shoe.

### **WET SPONGE AWARD**

A piece of sponge mounted on cardboard. This is for the newest leaders who need help in soaking up all there is to know about the Cub Scout Program.

### **BANQUET AWARD**

Use a large wooden spoon and paint it blue & gold. Attach a ribbon & present it to the Blue & Gold Banquet Chairman.

### **GOLDEN KNOT AWARD**

This is a good award for the Cubmaster. Use rope and spray paint it gold. Attach it to a plaque. This award is for the person who has tied us all together this year.

## **GAMES**

### **BALLOON RELAY**

Place a chair at one end of the room. Put a balloon for each Cub Scout on the chair. Form den into relay teams. Each boy must run to the chair, Blow up a balloon, tie it and then sit on it until it pops. He then races to tag the next team player. The team that finishes first wins.

### **UPSIDE DOWN CHAIRS**

Place one chair upside down on another chair. Number cards 1 thru 5. Place the #1 card on the seat of the upside down chair, tie the other cards on each of the legs. Throw mason jar rings. Score by value on the cards. Throw from a distance of 5 to 6 feet. Keep score.

### **CARAMEL CHEW RELAY**

Divide the group into two relay teams. Place caramels on a plate in front of each team. The first boy runs up to the plate, chews a caramel, and when he is finished returns to his team so the next boy can do the same.

### **AFTER YOU**

Divide the den into pairs. Each pair sits with a small table or lap board between them., Give each pair two spoons tied together with a length of string so that spoons are only six inches apart. Place a large piece of birthday cake or a bowl of ice cream in front of each boy. On signal, everyone starts to eat. Each boy must eat only from his own dish and must not lift the dish off the table. The pair who finishes their dishes first wins.

### **FEED THE GUEST**

This is a great game to play at Blue & Gold Banquets. Place a napkin (large dishtowel works best), bowl of gum drops and package of toothpicks at the end of the table for each team. At a given signal, the first person on each side of the table ties the napkin around the neck of the person sitting next to him; picks up a toothpick, spears a gum drop and feeds it to the person next to him. This person then unties the napkin from around their neck, and ties it around the neck of the person next to them & repeats the procedure. This continues until one side of the table finishes.

# **BOB WANTS TO BE A CUB SCOUT**

*An Audience Participation Skit*

TIGER- GRRRRRRRRR

BOBCAT - Meeeeeoowww

WOLF - Ahhhhhoooouuuuuu

BEAR - groooowwwllll

WEBELOS - We're The Best!!

ARROW OF LIGHT - Everyone claps

NARRATOR: Bob was out for a walk one day in the woods near his home. As he walked along he met a TIGER. The TIGER appeared to be reading a book. Bob asked the TIGER what he was doing. The TIGER said that he was trying to become a BOBCAT.

Bob laughed, who ever heard of a TIGER changing into a BOBCAT? He continued along the way. Soon he met a BOBCAT. The BOBCAT was working on a wood project. What are you trying to become?, laughed Bob. I am going to be a WOLF, said the BOBCAT. How strange thought Bob. A TIGER who wants to be a BOBCAT, and a BOBCAT that wants to be a WOLF. Next he met a WOLF who was studying some birds. What are you trying to become Bob asked? A BEAR replied the WOLF. Bob wondered if he would find a BEAR who wanted to be something else like the TIGER, BOBCAT and WOLF. Sure enough, he soon met a BEAR who was carving a tie slide. And what are you trying to become big BEAR, Bob asked. The BEAR said, I am going to be a WEBELOS. WEBELOS, What's a WEBELOS?

The BEAR explained to Bob, how he could join Cub Scouts. First he could be a TIGER, then a BOBCAT, then a WOLF, then a BEAR, then a WEBELOS. He might even earn the ARROW OF LIGHT Award. The ARROW OF LIGHT is the highest award in Cub Scouting. Then Bob ran past the BEAR, WOLF, BOBCAT, and TIGER all the way home. He wanted to tell his parents about Cub Scouting, so he could join and become a TIGER, BOBCAT, WOLF, BEAR, WEBELOS, and try to earn the ARROW OF LIGHT.

## A SCOUTING STORY

Divide the audience into three groups to respond with words and hand signs. Each time they hear one of these words they should respond by saying the following phrase and giving the hand sign.

**HISTORY:** Say “way back when” Hold up both index fingers pointing them different ways.

**SCOUTS:** Say “Be prepared” and give the Scout sign.

**CUB SCOUTS:** Say “Do your best” and give the Cub Scout sign.

This is a story that you won't find in a HISTORY book, but no doubt it will bring back memories to many of you who have had a similar experience. The story is about a CUB SCOUT named Johnny, and his first experience with hiking and camping. Here is how it all started.

It was approaching the birthday of SCOUTING which is celebrated in February every year, and Johnny's CUB SCOUT Den Leader had read to the boys a story about the HISTORY of SCOUTING and how it all got started. Johnny could hardly wait until he was old enough to be a SCOUT so he asked his mother if he could plan a day of hiking around the neighborhood and park, and a night of camping in their backyard with some of his friends. Mom consented, so Johnny CUB SCOUT called his friends and they planned it for the next weekend.

When the day arrived, Johnny was so proud of himself. He thought he would someday be a SCOUT who would go down in HISTORY, because he was so well prepared. At least, he thought he was prepared when the day began. The lunches had all been packed and put in the backyard tent. When Johnny CUB SCOUT went out to the tent to get the lunches, he was shocked to find the paper bags and torn paper scattered all over the backyard. Looking around the yard, Johnny saw his dog, Scampy, munching on the last bit of the sandwiches, and looking very contented. “Oh boy,” thought Johnny, “I thought I would make a well prepared SCOUT, but I wasn't prepared for this!”

After new lunches were made, the boys took their hike. It was a great success and Johnny CUB SCOUT felt sure that HISTORY had been made by the record time in which they had accomplished everything that day. But alas! When bedtime arrived, one tent slumped down in a heap because it had not been put up right, and the sleeping bags were muddy from Scamp's dirty feet and the batteries in the flashlight were dead. Johnny CUB SCOUT hung his head and said, “Boy, have I got a lot to learn about the SCOUTS. Gosh, I sure hope today's events aren't recorded in HISTORY.”

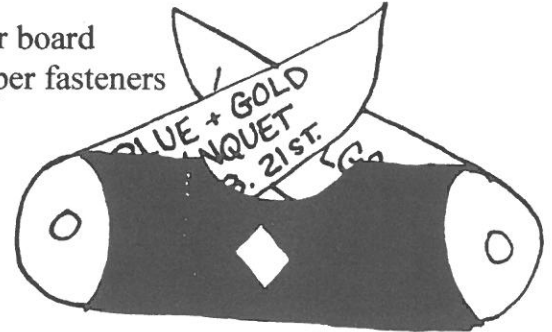
So Johnny learned in one day that he still needed to learn about being a SCOUT before he could perform in a manner which would make him proud to go down in HISTORY. Later his Den Leader told him that is what CUB SCOUTING is for - to teach boys to Do Their Best and to prepare them to become SCOUTS.



## CRAFTS

### SCOUT KNIFE INVITATION (Pattern on next page)

Materials: Yellow construction paper Dark blue poster board  
Hole punch, glue stick Brass paper fasteners



On yellow construction paper, trace around knife blade and cut out TWO. Next, on same yellow paper, trace around and cut out FOUR of the knife hinge plates. On the blue poster board, trace around and cut out TWO knife bodies.

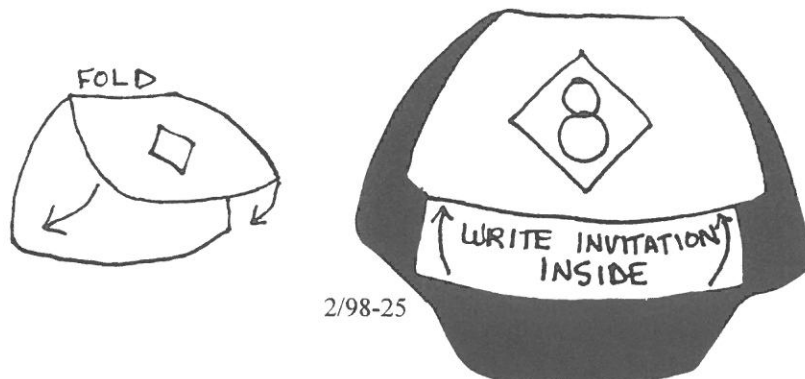
TO ASSEMBLE: Glue a hinge plate onto both ends of each knife body. Put a knife blade into each end, sandwiched between the knife body halves.

Line up the ends, then using a paper punch, put a hole in the spots indicated. Insert a brass paper brad into each end. Finish by opening the blades of your knife and writing down your invitation/banquet info on them. Close and slip into an envelope.

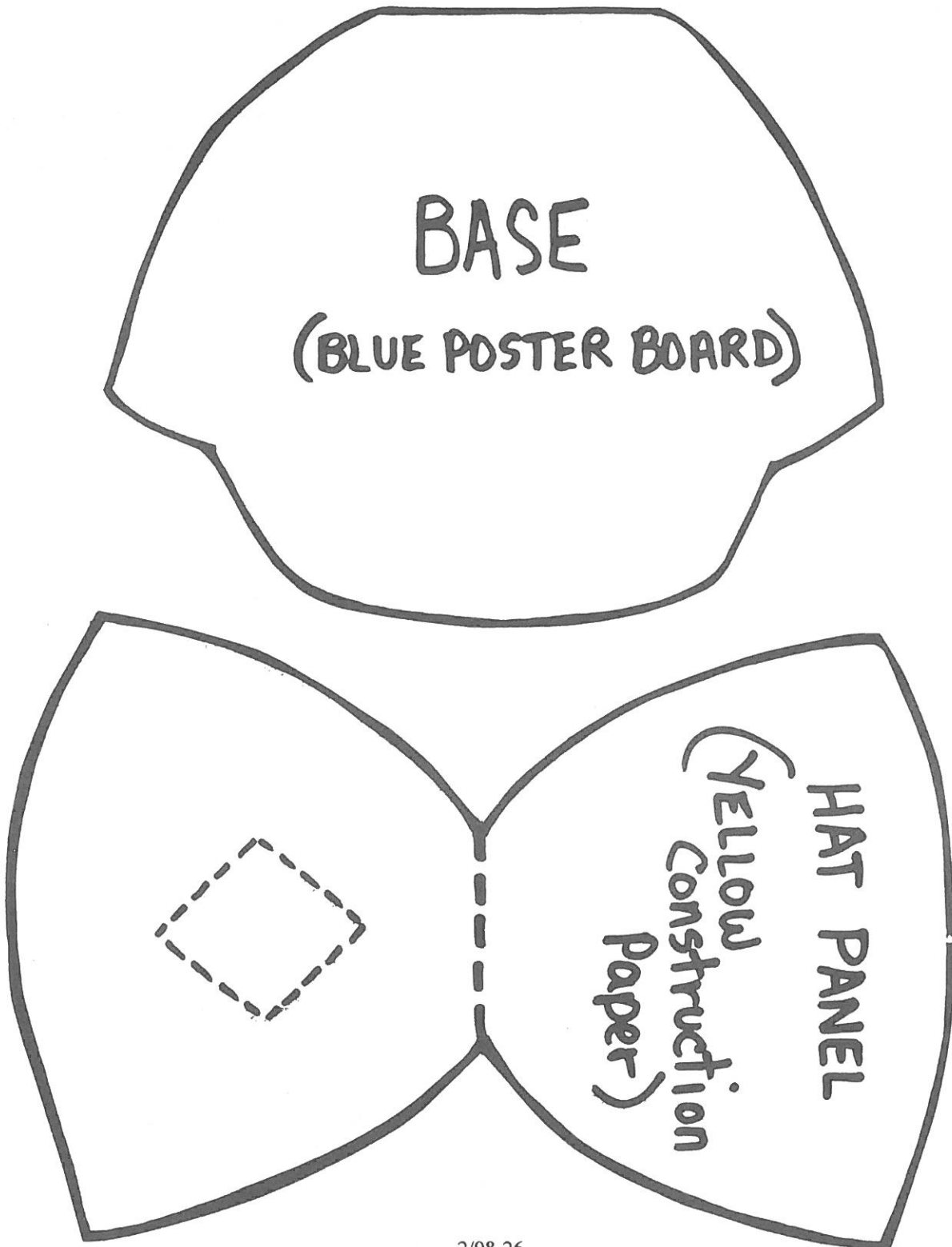
### CUB CAP INVITATION (Pattern on later page)

Materials: Yellow construction paper Dark blue poster board  
Glue stick

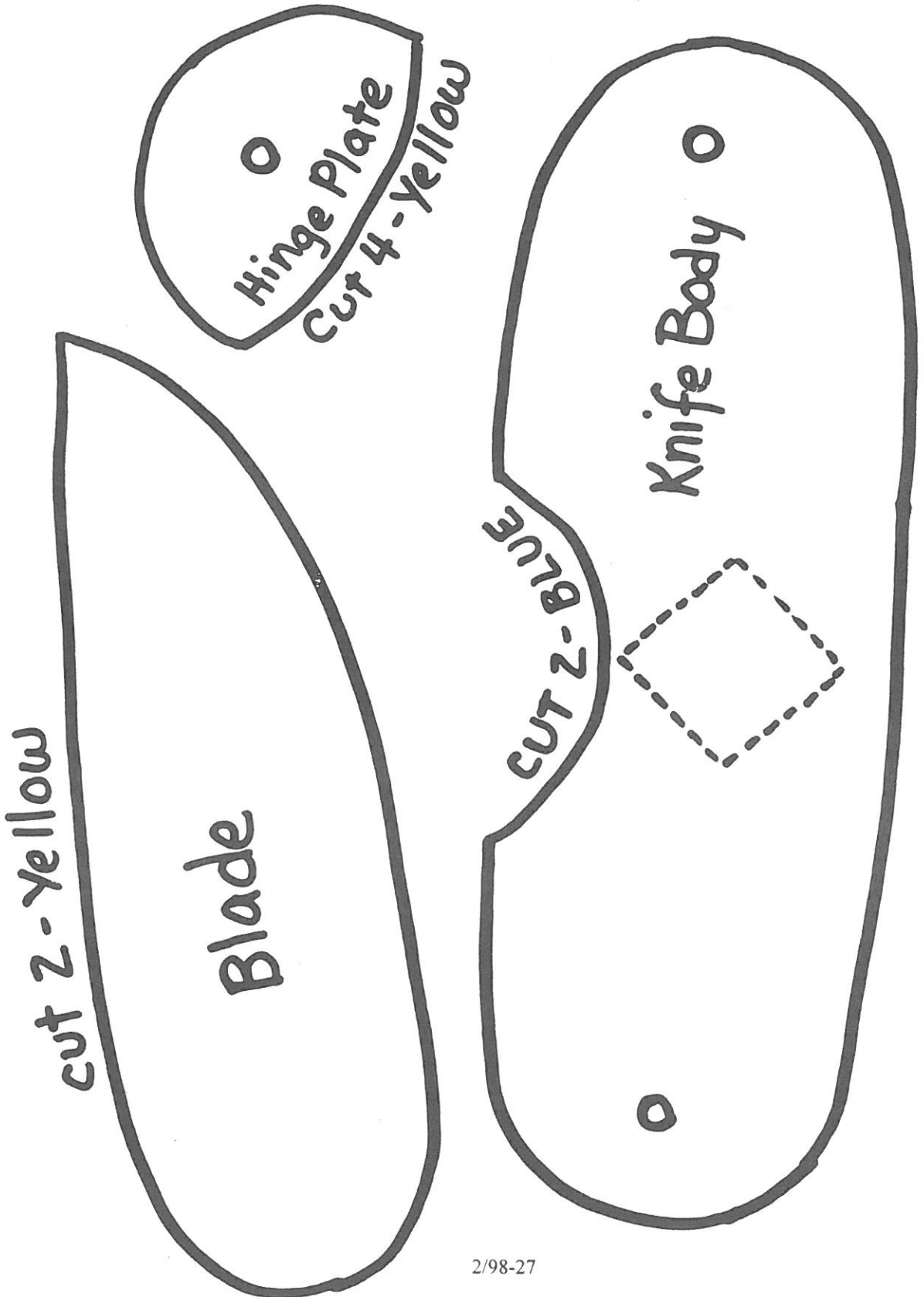
On the blue poster board, trace around the base pattern. Cut out. On the yellow construction paper, trace around hat panel pattern. Cut out. Fold this piece across the middle as indicated by dotted line. Glue backside of folded hat panel to the center of the blue hat base. Let dry. Open yellow hat panel and write your invitation, banquet information inside. Be sure to write your unit # on the outside center of the hat.



**PATTERN FOR CUB SCOUT CAP INVITATION** (Instructions on previous page)



PATTERN FOR SCOUT KNIFE INVITATION (Instructions on previous page)



## BANQUET TABLE DECORATIONS

**PLACE MATS** - Hat: Cut from dark blue mat paper or construction paper, approx. 12" x 16". Glue on yellow cord and yellow emblem.

Kerchief: Cut from yellow mat paper or construction paper, approx. 16" wide and 12" tall. Cut emblem and strips from blue construction paper and glue on.

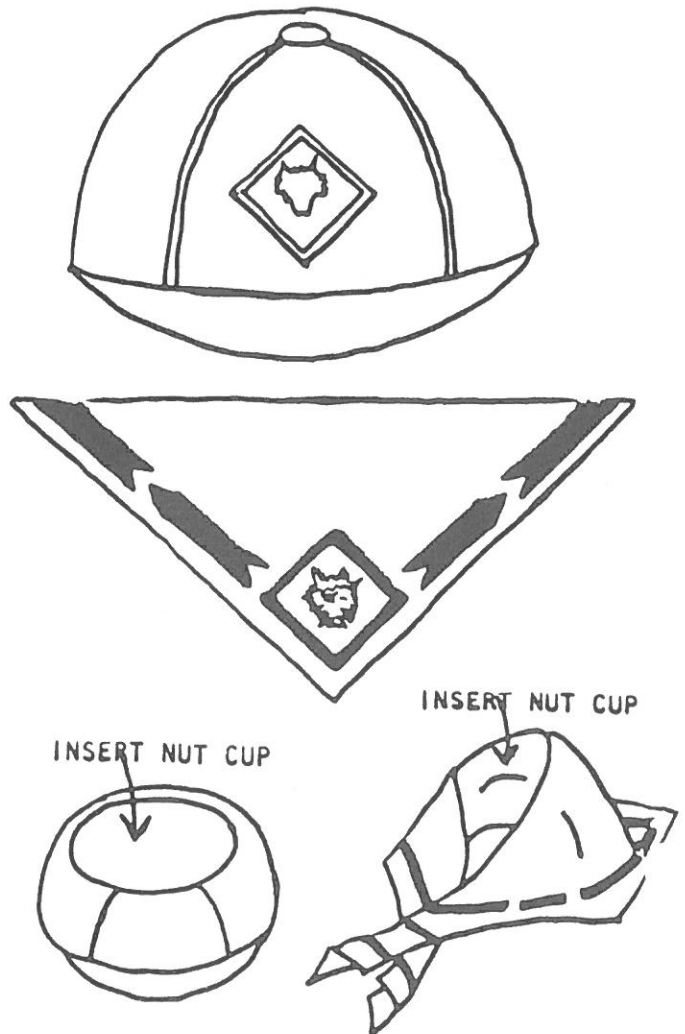
**NUT CUPS** - Hat: Cut a 2" styrofoam ball in half. Glue on cardboard brim. Paint blue. Scoop out top of styrofoam ball so a regular nut cup will set inside.

Kerchief: Cut a triangle from yellow construction paper, with base 8 1/2" across and sides 6" long. Add detail with felt-tip marker or paint. Roll over 1/4" on long edge, as you roll a real neckerchief. Bring two ends together at point where tie slide usually goes. Staple here. Bend up points and back so neckerchief will stand up. Set a regular nut cup inside.

**PARTY POPPER** - Fill a 5"- 6" length of cardboard roll with wrapped candy. Cover with piece of royal blue crepe paper approx. 8" long and 6" wide. Tape or glue crepe paper around roll. Tie ends with yellow narrow paper ribbon. Add a decoration or den number.

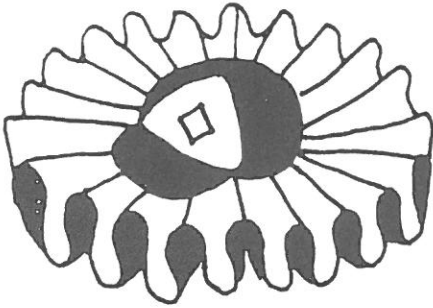
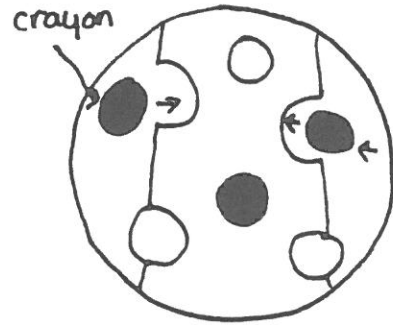
**CUB FAVOR** - Make from egg carton cups, painted blue. Head is either another egg carton cup or small styrofoam ball. Glue on blue construction paper arms. Glue to a round cardboard base. Hat is made by cutting up top of styrofoam ball and adding brim.

**BLUE & GOLD MINTS** - These are edible and very tasty! Cream 6 tbsp butter, 2 tsp peppermint or spearmint, dash of salt and 7 tbs water (color with food coloring). Add 2 lb. powdered sugar. Blend with mixer and knead with an additional lb. of powdered sugar. Cut or shape mints.



## MAGIC CANDLE

Use tall white candles. Drill small holes down sides of candles. Fill holes with chunks of blue and gold crayon, as shown. Melt paraffin and whip with egg beater. Cover candle with whipped paraffin, using a fork to give it a rough finish. As the candle burns, the blue and gold wax will drip down the sides, making a very attractive table decoration.



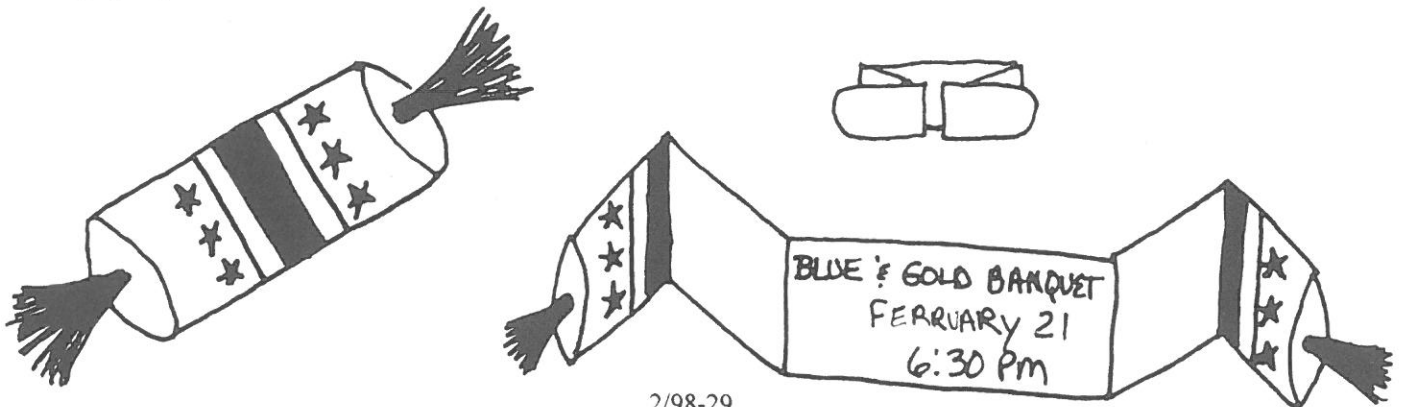
## BANQUET CORSAGE FOR MOM

Make Cub Scout cap by using a section of a styrofoam egg carton. Paint cap blue and gold and glue on a paper brim. Make ruffle of gold net, or crepe paper, 1 1/2 " wide and glue it to a circle of yellow posterboard (3" diameter). Glue Cub Scout cap to center of ruffle. Add pin to the back to complete.

## PARTY POPPER INVITATIONS

From yellow construction paper, cut out a strip 2 1/2" x 16 1/2". Fold as shown in the illustration below. You will have a center panel 5 1/4" long. Use this area to write in your banquet invitation / information.

Trim the ends of your party popper in a curve. To decorate, cut out blue paper and paste on. Add stars, and red ribbons to the ends. When the ends of the party popper are pulled, out pops your invitation.



## ONE SMALL BOY

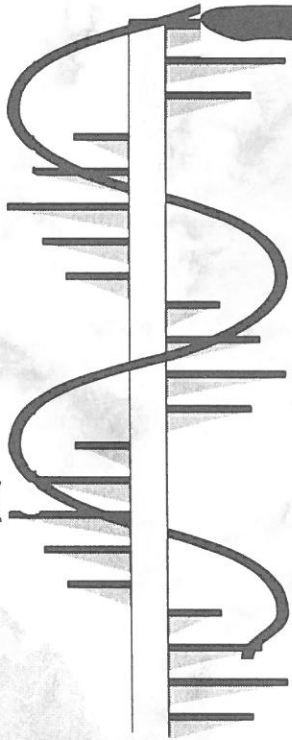
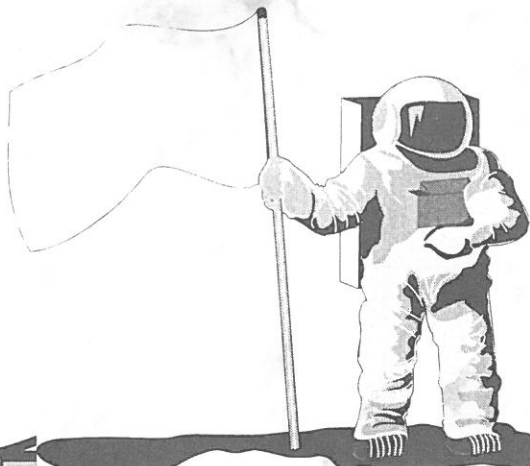
From the sky we take some blue,  
Sprinkle with sunlight's golden hue,  
Gently stir with loving care,  
Add one boy with tousled hair.

Dress him in our blue and gold,  
A better citizen we will mold,  
With a law, and a promise, and a Bobcat pin,  
His adventure in Scouting will begin.

The trail is long, but filled with fun,  
To be enjoyed by everyone,  
Let his motto guide us well,  
"Do your best" for who can tell?

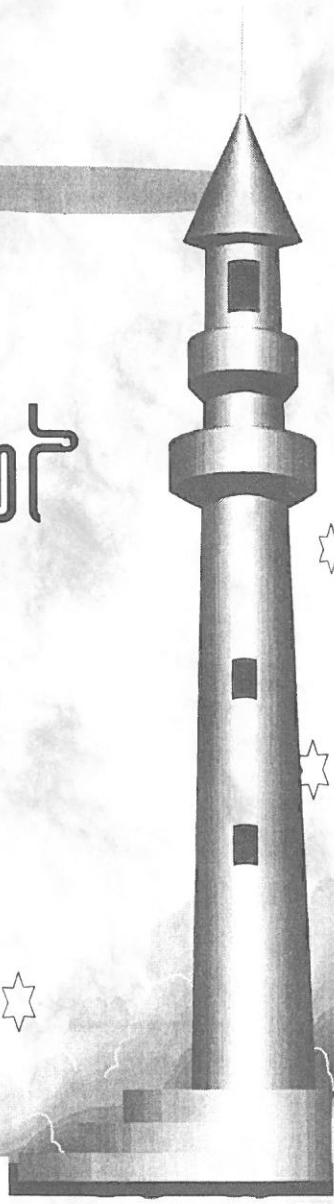
This boy we've dressed in blue and gold,  
May lead our nation when we're old,  
So guide him wisely, so he'll believe  
It's right to build, to serve, achieve!

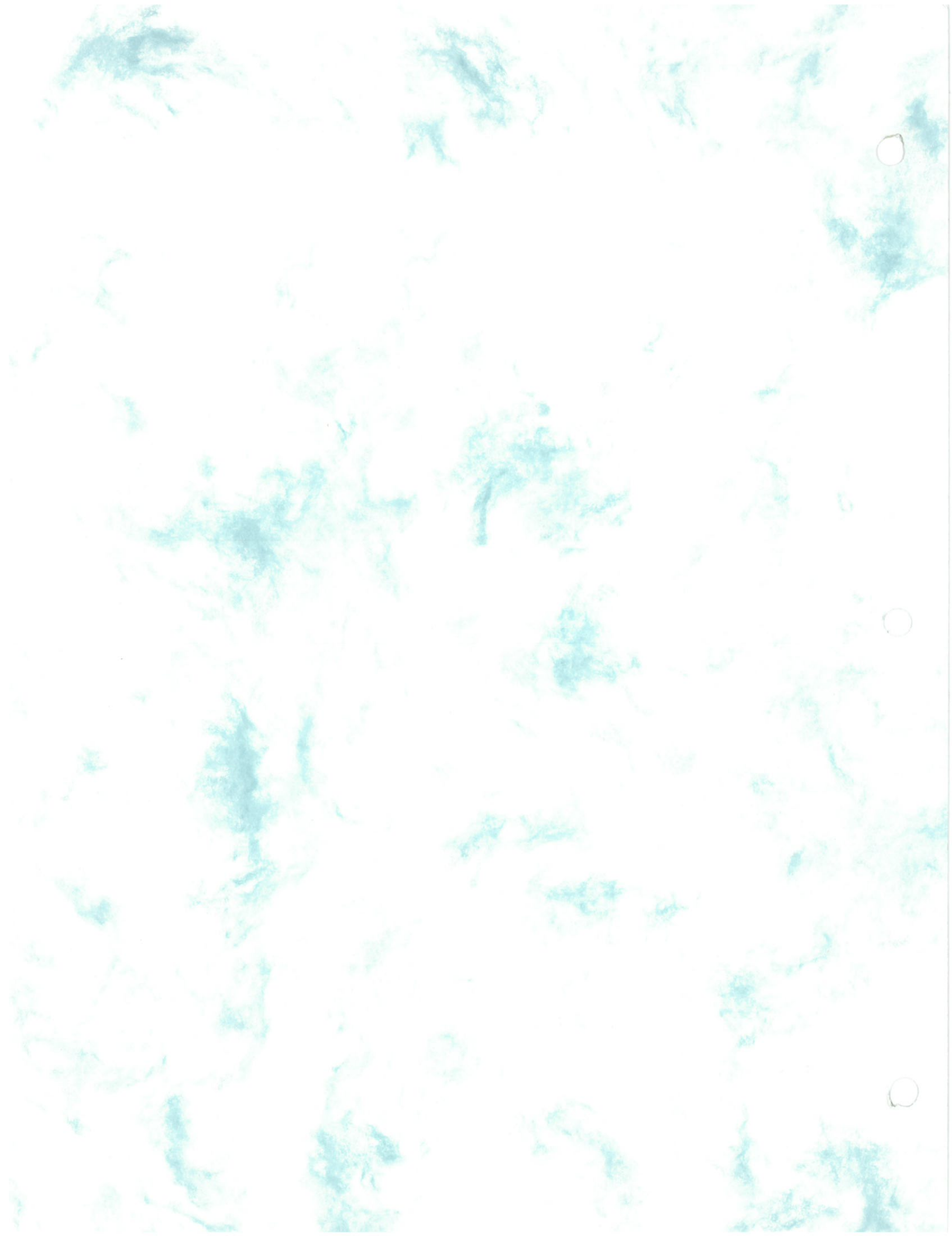
Author Unknown



# evh seovr sarari

march 1998







# **CUB SCOUT SAFARI**

*March, 1998*

As we enter the month of March, the cold winds of winter may still be stirring and yet the hope of spring is upon us. The theme for march, Cub Scout Safari, gives us a chance to get our imaginations running through the jungles of life, with an adventure around every corner.

Have a good time with this theme, especially when your Tigers, Wolfs & Bears have been stuck in the dens all winter. Let them get outside & start a safari all their own...but be careful...It's a JUNGLE OUT THERE!

## **SAFARI OPENING CEREMONY**

**CUBMASTER:** Tonight we will take you on a Safari. You will see things you've never seen before and hear things that may scare you! There is a tribe among us tonight. Some adults may even see them as pygmies. But this tribe is special. So hold on to your hats, you never know what you might see on your Cub Scout Safari!

## **ZULU CHIEF CLOSING**

(The peace pipe used in this ceremony is wooden, painted in bright colors and decorated with feathers. It is not smoked. Zulu Chief may wear African headdress.)

**ZULU CHIEF (Cubmaster):** (Steps forward, holding peace pipe in both hands, arms straight in front of him.)

**TO OUR FATHER,** The great Spirit, (Holds pipe aloft) who has given us so many blessings. (pretends to smoke pipe)

**TO OUR MOTHER,** the earth (extends arms downward) who has given us rich harvests. (pretends to smoke)

**TO THE NORTH WIND,** (gestures toward the North) with its cold breath of winter that gives us endurance. (pretends to smoke)

**TO THE EAST WIND,** (gestures toward the East) from the land of the rising sun, sending the morning light across the plains. (pretends to smoke)

**TO THE SOUTH WIND** (gestures toward the South) and the warm sunshine. (pretends to smoke pipe)

**TO THE WEST WIND** (gestures toward the West) from the land of the tall mountains. (pretends to smoke)

I now declare this Pack Meeting closed.

# SKITS

## THE LION HUNT (Audience Participation)

The leader takes a seated position in front of audience so all can see him and instructs everyone to make signs and gestures as indicated.

Leader: Would you like to go on a lion hunt? O.K. let's go.

Way, way down in the deep dark jungles of Africa, there lives a tribe of Pygmies.

One morning the chief got up, yawned, stretched, and looked at the sky.

(All go through motions.) He called all the Pygmy braves from the huts. (Sound one "whoop" by cupping hand over mouth.)

The braves all come out, stretch, and answer their chief with two whoops. (All give two whoops.) The warriors go to the chief's hut to talk over the plans. (Sound effect: All repeat "Soda water bottle, soda water bottle.")

The Pygmies say good-bye to their wives. (Make sound, "Low wo-wo-wo," by cupping hands over mouths.) Here we go down the trail.. (Everyone produces sound of marching Pygmies by striking knees with palms of hands, alternating.)

We're getting out in the tall grasses now. (Rubbing palms of hands back and forth against each other.) Up ahead there's a big river with a bridge. Here we go across the bridge. (Hit chest with fists, alternating.) We're across. (Regular marching resumed.)

We're starting up a mountain (tempo slows). This is hard work. (Slower and slower.) We're getting close to the top now. (Tempo quite slow, then back to normal.) We're on top now; here we go down the other side. (Speed marching up to a run tempo, then back to normal.) O.K., we're back on level ground.

Oh! Oh! Narrow river. No bridge. Better jump. Run! (Slap knees fast, long pause, then one smart slap.) Made it. More tall grass. (Rub palms together.) Sh-h! (All repeat Sh-h!) Sure looks like lion country. Yep, there's a lion ahead. We have to sneak up on him. (Walk fingers of right hand across palm of left hand.) Suddenly the lion charges with a roar.

R O A R ! The Pygmies turn and run (Running tempo against knees. Now repeat all actions and gestures in reverse): We're back to the mountain...jump the creek...cross the bridge...run through the grass...through the gate...slam the gate shut...bit sigh of relief. And then the wives start asking questions all at once. You know how women talk. (All say rhubarb, rhubarb" in a high pitch to imitate old women.)

O.K. We've been on a Pygmy lion hunt.

## A TEXAS BULL GOES TO AFRICA

Divide the audience into five groups. Assign each group a sound effect to be given on cue.

BULL: "Moo-oooo"

SHIP: "Toot-toot"

AFRICA: "Boom, boom, boom, boom"

HUNTER: "Bang, bang"

LION: "Grrrrrrrr"

Once upon a time there was a Texas BULL \_\_\_\_\_. The BULL \_\_\_\_\_ decided to take a trip to AFRICA \_\_\_\_\_. So the BULL \_\_\_\_\_ boarded a SHIP \_\_\_\_\_ bound for AFRICA \_\_\_\_\_. As the SHIP \_\_\_\_\_ neared land, it made ready to dock in AFRICA \_\_\_\_\_. The BULL \_\_\_\_\_ hurried down the gangplank of the SHIP \_\_\_\_\_ and went away into the jungle. The BULL \_\_\_\_\_ met a HUNTER \_\_\_\_\_ who warned the BULL \_\_\_\_\_ about a dangerous LION \_\_\_\_\_ roaming the jungles of AFRICA \_\_\_\_\_. The BULL \_\_\_\_\_ paid little attention to the HUNTER \_\_\_\_\_ and went merrily on his way.

Then one day the LION \_\_\_\_\_ spotted the BULL \_\_\_\_\_ and began to chase him. The HUNTER \_\_\_\_\_ was following the LION \_\_\_\_\_ and as the BULL \_\_\_\_\_ grew tired, the LION \_\_\_\_\_ caught up with him and ate the BULL \_\_\_\_\_. The LION \_\_\_\_\_ climbed to the top of a hill and let out a roar. As the HUNTER \_\_\_\_\_ boarded the SHIP \_\_\_\_\_ on his way home, the HUNTER \_\_\_\_\_ looked back and said, "The moral of this story is: If you are full of BULL \_\_\_\_\_, you'd better keep your mouth shut."

# GAMES

## ELEPHANT HUNT

- Colored wool to match up with six colors
- 1 tin of talcum powder
- Plastic plant identification labels

Tell a story to the pack about the elephants who have escaped from the game preserve. Ask for the cubs' help in getting the elephants back. The circus tells us that each elephant is wearing a colored mat on its back, each mat matches one of six colors. So each group can look for the elephant wearing their color on its back.

The cubs then follow a trail of wool, picking up their color as they go. They must not pick up any other colors. You could tell them how many pieces they should find. The trail divides and finally the colored wool disappears. All that can be seen is large (talcum powder) elephant footprints on the ground. These all lead to one place where the elephants can clearly be seen, wearing tatty mats on their backs, (parents or leaders). But the elephants have been caught by a gang of poachers who will sell them back to the cubs for 200.00. No more, no less.

The cubs are then told that they can gather this money from around a certain bush. This money is the plastic tabs, stuck into the ground around the bush. Each label is marked with an amount of money. Each group must only take labels to exactly 200.00 and pay the poachers for their elephant. They then take their elephant back to the circus where there is sure to be a reward!

## **GAME OF LIFE**

All the scouts except for one or two start outside of the “grasslands”. They are considered the prey of the African plain (tigers, lions, giraffes, etc.) In the “grasslands” you place a large number of objects (hats, clips, scarves, etc.) which represent food. The prey must go into the “grasslands” and gather three items of food (and return them to the safety zone) or risk starvation. The one scout who is not prey is considered a predator. The predators job is to capture the prey. He does this by simply touching the prey. The prey has three methods of defense.

**RUN** - be careful if you allow running at your camp

**FREEZE** - A prey that is totally immobile is considered to be camouflaged and cannot be touched until he moves (looks around, etc.)

**HIDE** - Lay down to symbolize hiding in the tall grass.

Each prey carries one object to symbolize themselves. If they are “captured” by the predator, they must give their chip to the predator that got them. They then become a predator for the next year. If the predator doesn’t get three prey, he starves. Any predator that starves becomes prey for the next year. Note, you should start with only a small number of food in the “grasslands” the first year (maybe twice the number of prey - remember they need three to survive.)

The game is fun and shows how there must be a balance between the prey and the predators. I’m sure you can adapt this game to many environments and change the rules where needed to make it more fun and /or educational.

## **HUNT AND CHASE**

Divide into five teams. All the members on each team have personal flags of the same color they tuck into their belts. Each team can catch team members of one other team, and can be caught by the team members on a different team. When you are caught, you surrender your flag and are given the flag of the capturing team. There is no natural ending unless one team catches everyone else. We usually play it for an hour or so, and then see which team is the largest. For “flags” we use things like pieces of twine, clothesline, manila rope, green garbage bags and brown garbage bags. Then the “twines” chase the “clotheslines”, the “clotheslines” chase the “manila ropes”, etc. Some teams usually try to get other teams to help them. For example, the manila ropes could conspire with the twines to entrap the clotheslines. It is much more fun in that respect if you have 5 teams rather than 4 or fewer.

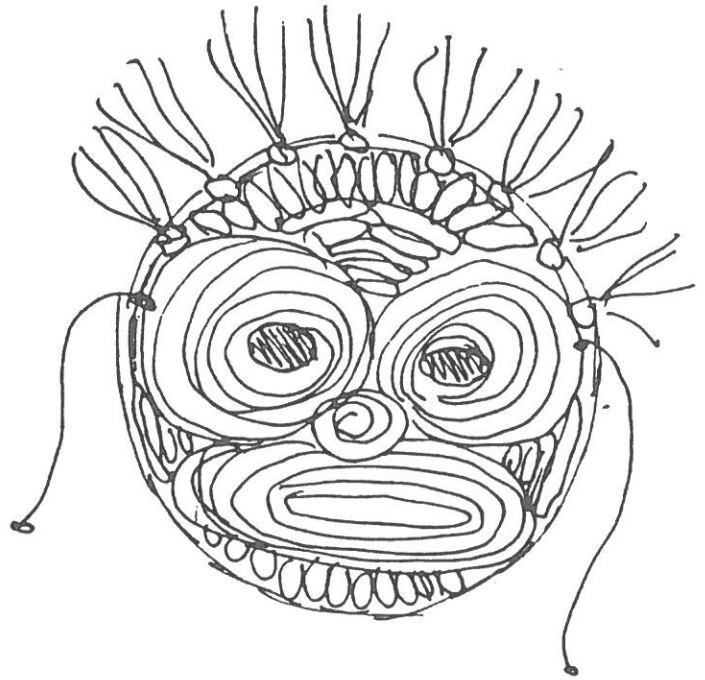
## CRAFTS

### SHRUNKEN HEAD

#### Materials:

Medium Baked Potato  
Black Marker  
2 Beads  
Needle and Black Thread  
Broken Macaroni  
Glue  
Knife  
Dowel

Cut openings for eyes, nostrils, and mouth. Darken with marker. Glue beads into eye holes. Insert needle and thread into one nostril and out the other leaving thread strung through nose as shown. Glue broken macaroni into mouth as shown. Add hanging threads to chin. Glue pieces of thread to top for hair and push onto dowel. Let dry and shrivel up.



### JUNGLE MASK

#### Materials:

Paper Plate  
String  
Scissors  
Heavy Jute  
Glue

Place plate on face, locate eye holes, and cut out. Attach string to sides for ties. Apply glue in circles around eyes. Make an oval coil for mouth. Make a small round coil where mouth and eyes meet for the nose. Cut several 6" pieces of jute, knot at one end and unravel. Stiffen with thinned glue. When dry, attach to edge of plate as shown. Cover any open areas of plate with pieces of jute.

## SONGS

### THE LION SLEEPS TONIGHT

Simultaneous 4 parts:

a wemaweh awemaweh a wemaweh  
awemaweh a wemaweh  
awemawehawemahwoho  
ooooo-oooohuuuu -  
oooo huuu uu um um um a weh  
ah - haha - ahaha- ahaha - ahaha  
Way up ho a wemaway

Hush my darling, don't fear my darling  
The lion sleeps tonight  
Hush my darling, don't fear my darling  
The lion sleeps tonight

Chorus

In the jungle the mighty jungle  
The lion sleeps tonight  
In the jungle the mighty jungle  
The lion sleeps tonight

Chorus

Near the village, the peaceful village  
The lion sleeps tonight  
Near the village, the peaceful village  
The lion sleeps tonight

Hush my darling, don't fear my darling  
The lion sleeps tonight  
Hush my darling, don't fear my darling  
The lion sleeps tonight

### TARZAN OF THE APES

(Tune - "Battle Hymn of the Republic")

I like bananas, monkey nuts and grapes  
(Repeat twice more)  
And that's why they call me the  
TARZAN OF THE APES (shout)

### I ZICKA ZIMBA (Hold Him Down)

Hold him down, you Zulu Warrior  
Hold him down, you Zulu Chief,  
Chief, Chief, Chief (repeat)

I zicka zimba, zimba, zimba  
I zicka zimba, zimba, hey  
I zicka zimba, zimba, zimba  
I zicka zimba, zimba, hey

To begin, song leader shuffles/dances in circle around fire, pretending to wave spear. After singing "chief, chief, chief, chief" turn and dance back in the other direction. During "I zicka zimba" do the same, but with more vigorous actions; on "hey" jump up and turn in opposite direction. When this chorus ends, select a member of audience to join in dance; after each further chorus, each person dancing selects another audience member to join the dance.

## ONNI WONNI WAKKI

Onni wonni wakki Wah wah,  
Onni wonni wakki Wah wah,  
Aye yi yi yippi yi yi yi.  
Aye yi, aye yi, aye yi, aye yi

The key thing with this song is not the words, but the actions! Repeat the song three times, doing the actions in rhythm with the music:

During the first verse, put both hands on the knees of the person to your right, then on your own knees, then on the knees of the person to your left, then back on your own knees.

During the second verse, start with arms folded (not tucked in!) in front of your chest; put right hand out, put left hand on top of it, put left hand back in "folded" position, put right hand in "folded" position and then repeat by putting left hand out first.

During the last verse, put both hands on knees, then put left hand on nose while crossing right arm over to touch left ear with right hand; then put hands on knees again and this time touch nose with right hand while touching right ear with left hand...

## THE CROCODILE

She sailed away, on a lovely summer's day,  
On the back of a crocodile.  
"You see," said she,  
"He's tame as tame can be,  
I'll ride him down the Nile."  
The croc winked his eye,  
And the lady waved goodbye,  
Wearing a happy smile.  
At the end of the ride,  
the lady was inside,  
And the smile on the crocodile!

Actions:

back - slap back of one hand with the other  
crocodile - hold arms in front and move  
apart and together like a  
crocodile mouth

tame as tame can be - stroking back  
of hand

ride him down the Nile - actions as if  
holding reins and riding  
a horse

winked his eye - hold hand next to eye  
and close fingers together  
for a big "wink"

waved goodbye - wave goodbye

happy smile - draw a big smile in air  
next to mouth with fingers

lady was inside - rub stomach

crocodile - as before...



## UNTITLED

YOUR CHILDREN ARE NOT YOUR CHILDREN.

THEY ARE THE SONS AND DAUGHTERS OF LIFE'S LONGING FOR ITSELF.

THEY COME THROUGH YOU BUT NOT FROM YOU.

AND THOUGH THEY ARE WITH YOU, BUT NOT YOUR THOUGHTS.

FOR THEY HAVE THEIR OWN THOUGHTS.

YOU MAY HOUSE THEIR BODIES, BUT NOT THEIR SOULS.

FOR THEIR SOULS DWELL IN THE HOUSE OF TOMORROW,

WHICH YOU CAN NOT VISIT, NOT EVEN IN YOUR DREAMS.

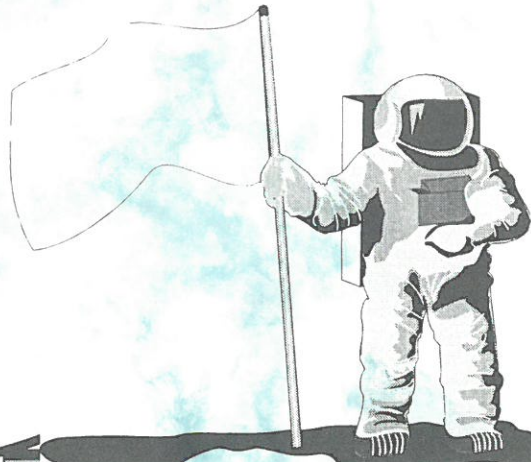
YOU MAY STRIVE TO BE LIKE THEM,

BUT SEEK NOT TO MAKE THEM LIKE YOU.

FOR LIFE GOES NOT BACKWARD,

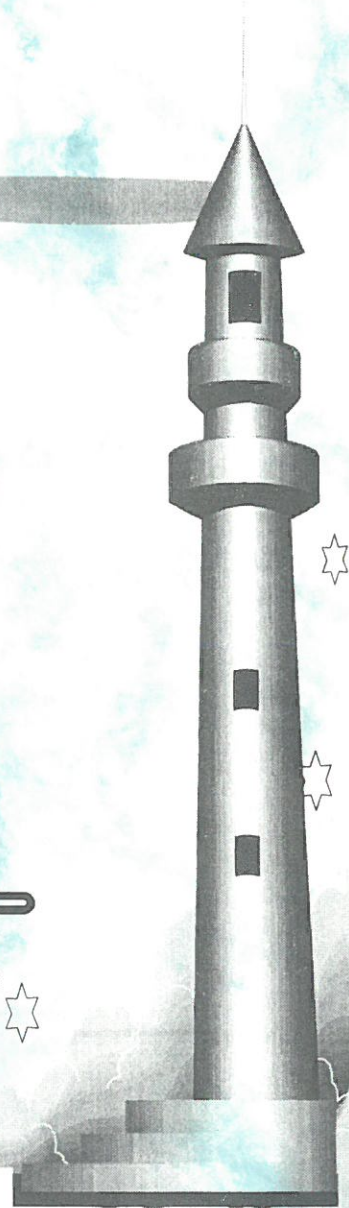
NOT TARRIES WITH YESTERDAY.....

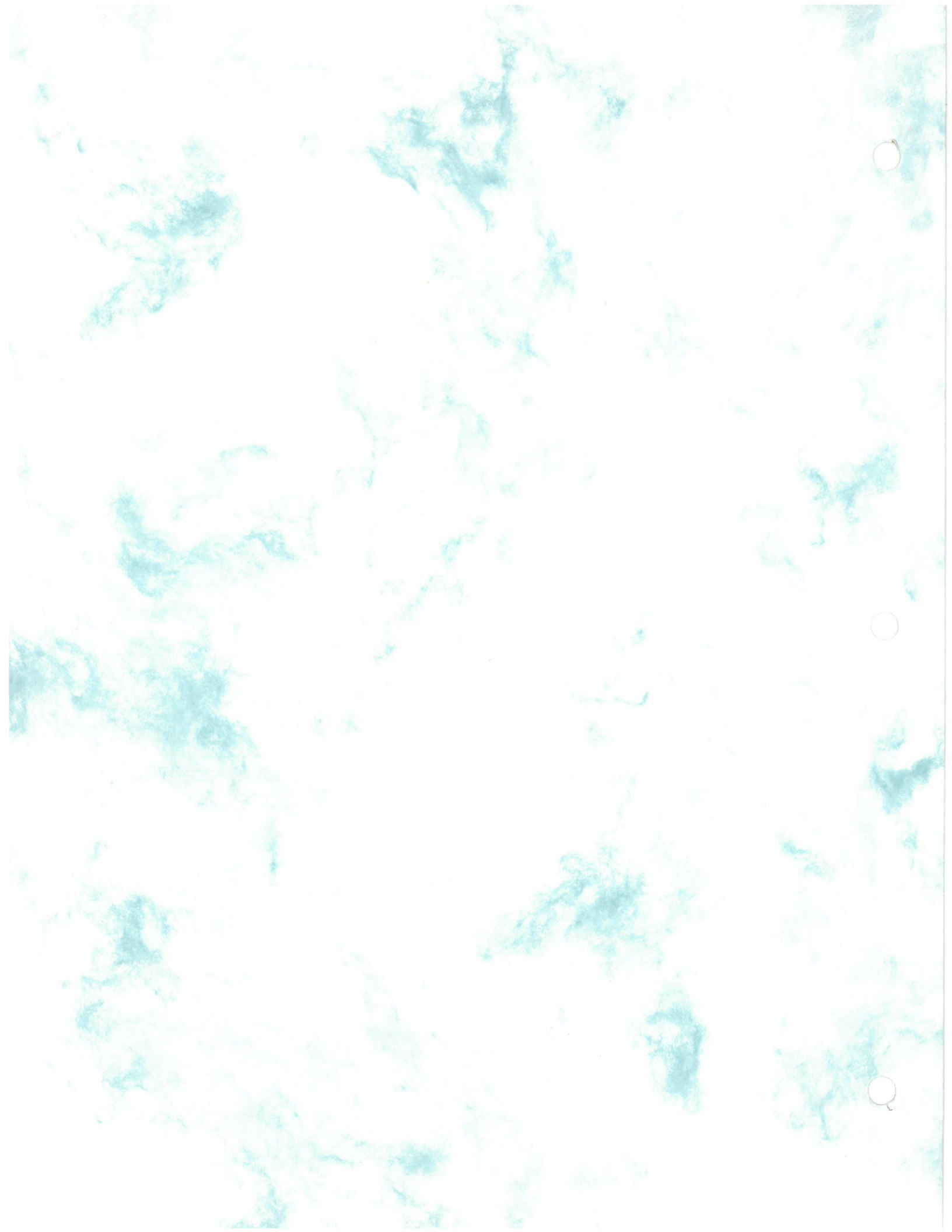




cliff  
dwellers  
of the  
southwest

april 1998





# CLIFF DWELLERS OF THE SOUTHWEST

## *APRIL 1998*

### **OPENING CEREMONY**

Cubmaster is dressed as Indian Chief. He stands before a campfire. Four Cub Scouts, dressed as Indians, carry artificial torches (flashlights with red and orange cellophane or construction paper.)

Cubmaster: Let the North Wind enter.

1<sup>st</sup> Indian (carries his torch to the fire): The North Wind brings the cold and builds endurance.

Cubmaster: Let the South Wind enter.

2<sup>nd</sup> Indian (carries his torch to the fire): The South Wind brings the warmth of friendship.

Cubmaster: Let the East Wind enter.

3<sup>rd</sup> Indian (carries his torch to the fire): The East Wind brings the light of day.

Cubmaster: Let the West Wind enter.

4<sup>th</sup> Indian (carries his torch to the fire): The West Wind comes from where the sun sinks  
and brings night and stars.

Cubmaster: The Four Winds will light our council fire.

The Four Winds touch their torches to the firelay, and at that moment, the campfire is lit.

- From the Greater Cleveland Council 1990 Pow Wow Book

### **ICEBREAKER**

Ask Fathers in each den to huddle briefly and choose one of their number to take part in a War Whoop Contest. In turn, dads give their rendition of an Indian war cry. Afterwards, perform the Kiowa Indian Yell from Group Meeting Sparklers in their honor.

## THOUGHTS FROM THE AMERICAN INDIAN OPENING AND CLOSING FOR YOUR MEETINGS:

The American Indian is a very important part of our heritage and national pride. The Scouting organization has adopted the American Indian as its inspiration and symbol to follow. A few Indian idealogic thoughts that Scouting follows can be used to open or close a ceremony or meeting, or to make a special and important point are:

1. "May the warm winds of heaven blow softly on this house." (-Comanche)
2. "To realize your home is earth and mother, the life of man depends upon earth and the Great Spirit works through it."
3. An Indian verse to show the wisdom of elders: "I perform the beauty way. I am over eighty years. I have been learning since I was young. I want someone to learn what I have lived."
4. Achieving goals: "Happiness is a butterfly, which, when pursued is always just out of reach, but which, if you sit down quietly may alight upon you."
5. Criticizing others: "Do not judge other's deeds until you have walked three days in his moccasins."
6. Closing a meeting: "Until we meet again, may the Great Spirit make sunrise in your heart and may your moccasins make tracks in many snows to come."

## CLOSING

The Chief (Cubmaster) asks all braves to stand. They join him in speaking and using sign language as follows:

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

## **SIOUX SIGN LANGUAGE CLOSING**

<u>Words</u>	<u>Sign Language</u>
AND NOW	Made with forefinger of right hand sharply downward, as if hitting something.
MAY AKELA	Middle and forefinger of right hand extended downward, pointing to fire. Circle twice upward and finally above head, representing curling smoke from fire.
OF ALL	Right arm sweeping from right side of body to chest in an all-encompassing motion with palm of hand open.
GOOD	Thumb of right hand flat over heart, palm downward. Extend arm from this position straight ahead of body. (Anything good came from an Indian's heart.)
CUBS	Middle and forefinger of right hand apart with arm outstretched above head. (Indicates hunter or scout.)
BE WITH US	Right forefinger against open palm of left hand. (Meaning 'with us' or 'alongside of'.)
UNTIL WE MEET AGAIN	Forefinger of each hand brought from arm's length position on either side of body to crossed position in front. (Indicates 'until our trails cross again'.)

## **INDIAN PRAYER CLOSING**

(This could be read by Cubmaster, dressed in Indian costume)

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

## AN INDIAN CLOSING CEREMONY

Have everyone stand. Have an adult leader give the words and demonstrate the signs used in the ceremony and then have everyone join in and do it together.

Scout sign.....May the Spirit of Scouting  
Cub Scout sign.....and the light of Akela  
Point Finger.....be with you and me  
Both arms out.....until our paths  
Arms crossed.....cross  
Cub Scout sign (on wrist, then elbow, and then shoulder).....again.

## SMOKE SIGNALS

- 1<sup>ST</sup> Scout: Hey, look over there, smoke signals.
- 2<sup>nd</sup> Scout: Wow, What do they say?
- 1<sup>st</sup> Scout: (Pretending to look through binoculars) says very slowly,  
“HELP...My...Blanket’s...On...Fire.”
- 2<sup>nd</sup> Scout: (Turns to 2<sup>nd</sup> scout and says)  
“Help my blanket’s on fire.”



## ARROW . . . GRADUATION INTO BOY SCOUTS

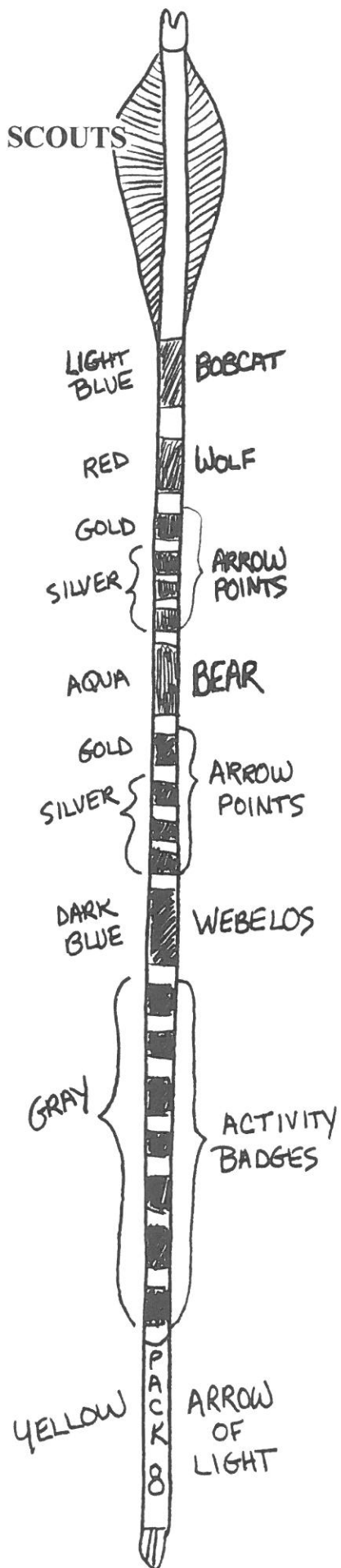
Select an arrow at least 23 inches long.

Paint according to illustration and boys awards during his tenure in the pack.

This symbolic arrow and its presentation may be incorporated in the ceremony in a number of ways. The "Twin Archers" ceremony in the "Staging Den and Pack Ceremonies" book is the most fitting.

Following is an outline of an Arrow of Light and graduation ceremony.

- WEBELOS LEADER:** Talks to parent and Pack. Tells them something about each boy and thanks them.
- AKELA:** Introduces the medicine man.
- MEDICINE MAN:** Asks Webelos Scouts and parents to come forward.
- AKELA:** Calls the archer forward to shoot each boy's arrow into a target as his name is announced. (Arrows could be placed in a target beforehand, if an archer is not available.)
- MEDICINE MAN:** Retrieves arrows (if arrows are shot) and stands near Akela.
- AKELA:** Presents arrows, Arrow of Light awards and certificates to boys and parents.
- DEN CHIEF:** Leads Webelos and parents across bridge (or to Scoutmaster)
- SCOUTMASTER:** Welcomes his new scouts. The various troop policies will dictate what the Scoutmaster presents or says to the Scouts.



# GAMES

## COIN ON THE PLATE

(Penny for Lincoln, Quarter for Washington) Each player is provided with five coins and in turn stands about six feet away from an aluminum plate. The player who manages to throw the most coins so that they land on the plate...and don't bounce off...is the winner. An extra bonus might be given each time the face of a president lands face up.

## CORNCOB DARTS

Corncoobs can become colorful, harmless darts for games and contests. Take a 3 or 4 inch section of corncob and bore a hole through one end. Cut different colored crepe paper ribbons and put them through the hole in the side of the cob so they trail 12 to 15 inches on each side. The darts are ready to be thrown at a target.

## TURKEY FEATHER RELAY

Divide group into teams, relay style. First player in each team holds a long turkey feather. At signal, he throws his feather, javelin style, toward the finish line. As soon as it comes to earth, he picks it up and throws it again. When it finally crosses the finish line, he picks it up and runs back, hands the feather to his next teammate. Each team uses different colored feathers. First team to finish flaps arms and gobbles like triumphant turkeys.

## CHURNING BUTTER

Put a small amount of half-and half or cream into a jar and screw the lid on tightly. Boys shake jars until butter is formed. (Try this in advance to determine how long it will take). Boy who finishes first is the winner.

## SKIN THE SNAKE RELAY

Divide players into who equal teams and line up behind each leader. Each player extends his left hand backward between his legs and at the same time grasps, with his left hand backward between his legs and at the same time grasps, with his right hand, the left hand of the player in front of him. On signal, players start moving backward. The rear player lies down on his back, still holding hands with the player in front of him. The second to rear player, after moving backward by straddling the last player, lies down, still holding on with both hands. The backward movement continues until all players are lying on their backs. Then leader arises, and straddling the prone players, moves forward, pulling the second player from the rear to his feet. This player pulls the third player. Action continues until all players are on their feet again. Winning team is the one whose leader first returns all players to a standing position, provided no hand clasps are broken. Practice in slow motion before using as a race.

# SKITS

## INDIAN SKIT

Scene: White man on stage; Indians enter, beating drums and line up in half-circle.

White Man: White man glad to see red man. White man hope big chief feel tip top.

Indian: (calling to friend) Hey Joe, come here and listen to this guy talk.

ALL DANCE

Indian: Long, long ago an old Indian chief was about to die, so he called for Geronimo and Falling Rocks, the two bravest warriors in his tribe. The chief instructed each to go out and get buffalo skins. Whoever returns with the most skins would be chief. About a month later Geronimo came back with one hundred pelts, but Falling Rock never returned. Even today as you drive through the West, you can see signs saying: "Watch out for Falling Rocks."

ALL DANCE

White man: Why were the Indians the first people in North America?

Indian: Because we had reservations.

ALL DANCE

Indian: There once was an Indian chief whose name was Shortcake. He lived in the mountains with his wife, Squaw. One day Shortcake died, and a sympathetic Indian asked Squaw what she would do with him. She answered sadly, "Squaw bury Shortcake".

ALL DANCE

Indian 1: I hear your name is Sitting Bull.

Indian 2: Yes, that's right.

Indian 1: Then, why aren't you sitting?

Indian 2: I'm on vacation

ALL DANCE

Indian 1: Hey, why are you wearing so many feathers?

Indian 2: To keep my wigwam, of course.

ALL DANCE

White man: What is that you're wearing around your neck?

Indian: These are bear claws.

White man: Oh, I suppose that they hold the same meaning for you as pearls do for us?

Indian: Well, not quite. Anybody can open an oyster!

## THE COUNCIL FIRE

Characters: Any number of Indians including one Big Chief

Setting: Indians grouped around a campfire. All are very sad.

1<sup>st</sup> Indian: I fear big trouble in making. (all grunt)

2<sup>nd</sup> Indian: Must do big magic to stop many wars.

3<sup>rd</sup> Indian: How?

4<sup>th</sup> Indian: Big worry makes head ache with thinking. (all grunt)

Big Chief: Great Spirit give me wisdom to treat problem. I must go to White Man. (Rises from campfire and goes to center of stage. He addresses the audience.) We all wish for peaceful moons and plentiful corn. Maybe we need know word from each other. Please help me and repeat after me the words I say.

Big Chief: Oh Wa

Audience: Oh Wa

Big Chief: Ta Goo

Audience: Ta Goo

Big Chief: Si Am

Audience: Si Am

Big Chief: Very good, I think we are learning. (All Indians nod in agreement) Please one more time to go faster into land of knowledge. (Repeat chant as before only faster and faster until it is fast enough so they combine syllables and come up with the meaning: "Oh, What A Goose I Am")

## THE HISTORY OF THE GOD'S EYE

God's Eyes come from the HUICHOL INDIANS of Mexico's Sierra Madre. They bring flowers, arrows, feathers, prayer bowls, God's eye (tsikuri), and other symbolic gifts to deities in sacred caves in the hope of the return of favor and protection.

For instructions and diagrams on how to make God's Eyes, see Chapter 12/97 page 9.

## INDIAN SKIT - HIGH LOW BRAVES

(Assign a few lines of this story to each of a group of youngsters. They can memorize them or read them from a card. Let all join in the verse at the end. The group can wear Indian costumes, if desired.)

Chief High and his braves lived down in the valley and Chief Low and his braves lived up on the mountain.

Every morning Chief High would go out and look up at Chief Low's camps and call out "Lo, Low." Then Chief Low would look down at Chief High's camp and answer, "Hi, High."

This went on for many moons and everyone was happy. Then one day Chief High's braves began to wonder how come High was low and Low was high, and they became confused and unhappy too.

When Chief High and Low heard about their braves, they laughed at them and said, "We can soon fix that!"

The next morning Chief High called up the mountain, "Hi, Low" and Chief Low called down, "Lo, High!"

But the braves were still unhappy and more confused than ever. So the chiefs talked it over and decided to exchange camps.

Chief High and his braves moved up the mountain while Chief Low and his braves moved down in the valley.

Now every morning Chief High calls down, "Hi, Low" and Chief Low calls up, "Lo, High." And the braves are beginning to wonder why they were ever unhappy in the first place.

ALL: So whether you're high or whether you're low,  
You can be happy wherever you go.  
Whether you're up or whether you're down,  
It's as easy to smile as it is to frown.

## HOW THE SUN, MOON, & STARS GOT INTO THE SKY

CHIEF: Stand with arms folded across chest & say “Ugh!” O

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...MOON...and STARS...in the sky. A great CHIEF...kept them locked in a box. He took great pride in the thought that he alone had light. This great CHIEF...had a beautiful daughter of whom he was also proud. She was much beloved by all the Indians in the tribe.

In those days, the raven had the powers of magic. He was a great friend of the Indians & 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 he asked the old CHIEF...for the box containing the STARS...Reluctantly the old CHIEF...gave it to him. The child played for awhile by rolling the box around. Then he released the STARS...and flung them into the sky. The Indians were delighted. This was some light, though 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 awhile with the box the boy released the MOON...and flung it into the sky. The tribesmen were overjoyed. But still there was not light enough, and the MOON...disappeared for long periods. Finally the child 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 box to him. As soon as he had a chance, the child released the SUN...and cast it into the sky.

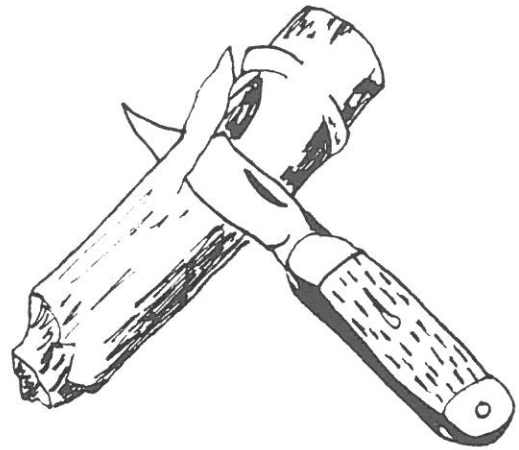
The joy of the Indians knew no bounds. Here was light enough and heat as well. They ordered a feast of the SUN...and all the Indians celebrated it with great jubilation. And the old CHIEF...was happy. He had not known the SUN..., the MOON..., and the STARS...could mean so much for the comfort & happiness of his people. And for the first time, he too enjoyed himself.

## CRAFTS

### CORNSTALK INDIAN & CANOE

Materials: cornstalk (cut while it is still green)  
thread

Equipment: pocket knife

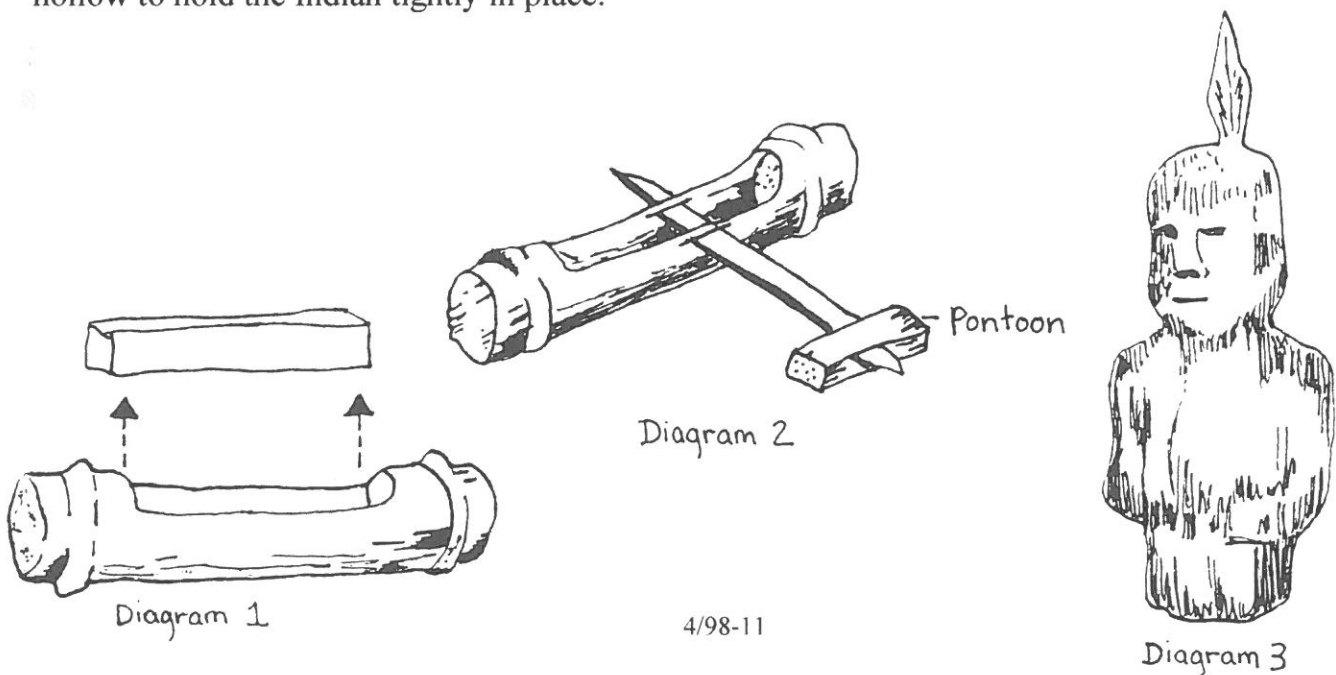


From an undamaged part of the green cornstalk, cut a piece that includes a joint at each end. Cut a section out of one side of the stalk and remove the soft center pulp of this section just as if you were digging out a log canoe. Make the first cuts so that you can remove the pulp in one piece for use as a pontoon. (Diagram 1) If the section of pulp is longer than 3", cut into a 3" length.

Make two small slits, one in each side of the hollow canoe, positioning the slits so that they will support a horizontal pontoon. From the tough outside bark of a scrap piece of cornstalk, shave a thin straight bar 1/8" X 4" to 6". Slide one end of this bar through the slits and push the opposite end into the soft pontoon float. (Diagram 2)

From the scrap piece of stalk, carve a feather, bows and arrows, and an oar out of the harder, outside bark. Notch the ends of the bow and tie thread, tightly stretched, to each end.

The soft interior of a length of cornstalk is easy to carve into an Indian figure. Before carving, mark the placement for the eyes, shoulders, and hands. (Diagram 3) Then shape with shallow cuts. Cut another piece of soft pulp about 2" long and just wider than the hollow of the canoe. Wedge the Indian in place at one end of the canoe; then push the extra piece of pulp into the hollow to hold the Indian tightly in place.



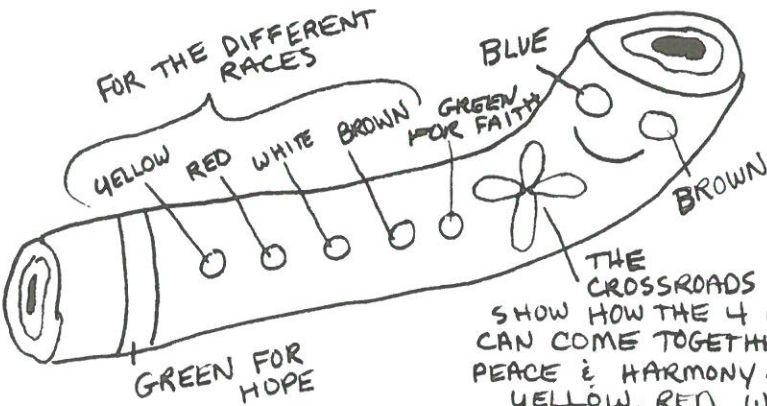
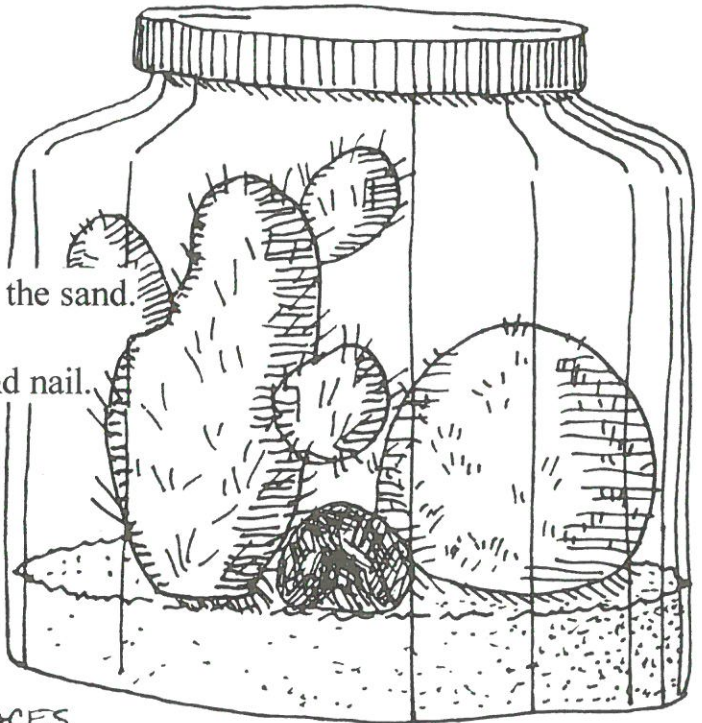
## CACTUS TERRARIUM

A terrarium is a closed container in which small plants or animals live in a controlled atmosphere. You won't be using small animals for this project, just cactus plants. Have Mom or Dad buy one or more cacti, then find a jar large enough to contain them. Add a rock or rocks to this glass-enclosed, desert. Add some water when you cannot see moisture beads on the inside of the glass jar. Your cactus terrarium will be a treasure that will seem to draw you into its miniature environment.

Materials: Large jar with lid                      Small cactus plants                      Sand  
                    Tiny rocks    Hammer and a nail

### Directions:

1. Wash and remove the label from the jar.
2. Add sand to the jar.
3. Plant small cactus plants in the sand.
4. Add some pretty rocks.
5. Sprinkle just enough water into the jar to wet the sand.
6. Screw on the lid.
7. Make small holes in the lid with a hammer and nail.



THE CROSSROADS  
SHOW HOW THE 4 RACES  
CAN COME TOGETHER & WORK IN  
PEACE & HARMONY - PAINT SECTIONS  
YELLOW, RED, WHITE, BROWN

### A FRIENDSHIP STICK

This little stick means "Friendship" of a very special kind  
A "Friend", you know, is really great and very hard to find.

It is made of green wood - a living symbol of "friendship". It is curved to fit the curve of the earth.



## EGG CARTON TOTEM POLES

Materials: Cardboard egg cartons  
Markers or tempera paints  
Glue and scissors

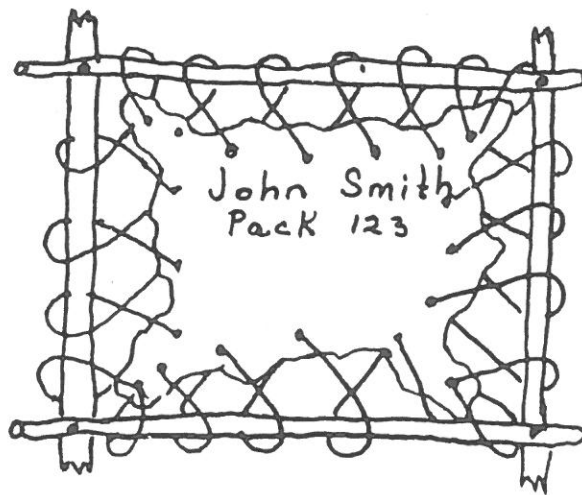
### Directions:

1. Cut out the egg sections. They will be glued together as in the illustration.
2. Before gluing, decide how you want each face to look. It will be easier to design and decorate the totem pole before the whole thing is glued together.
3. Glue the heads in place.
4. Use the lid of the egg carton to cut up for a flat base or wings, horns hands or ears if desired.
5. Allow the totem pole to dry thoroughly.
6. Decorate.



## TROPHY SKIN

1. Cut scrap leather into the shape of an animal pelt. (An old boot may be large enough.)
2. Cut tree branches to correct size for frame.
3. Nail or lash together.
4. Dampen leather and punch. Because of irregular shape, you may need to add additional holes before finishing.
5. Stamp, dye and finish.
6. Lace skin to frame.  
(Trophy can make a nice "Thank You" for that special leader.)



## SONGS

### THE BEAR

*Tune: Sippin' Cider*

The other day, (group repeats)  
I met a bear, (group repeats)  
In tennis shoes, (group repeats)  
A dandy pair. (group repeats)  
The other day, I met a bear  
In tennis shoes, a dandy pair.

(Continue in a similar manner with...)

He said to me, why don't you run  
Because you ain't got any gun.

And so I ran, away from there  
and right behind, me was that bear!

Ahead of me, I saw a tree  
A great big tree, Oh, Glory Be!

The nearest branch, was ten feet up  
I'd have to jump, and trust my luck.

And so I jumped, into the air  
But I missed that branch, away up there.

Now don't you fret, now don't you frown,  
"Cause I caught that branch, on the way  
back down.

That's all there is, there ain't no more,  
So what the heck, are we singing for?

### THIS LAND IS MY LAND

This land is your land  
This land is my land  
From California  
To the New York Island  
From the red wood forest  
To the gulf stream waters  
This land was made for you and me.

As I went walking  
That ribbon of highway  
I saw above me  
That endless skyway  
I saw below me  
That golden valley  
This land was made for you & me.

I roamed & rambled  
And I followed my footsteps  
To the sparkling sands of  
Her diamond deserts  
All around me  
A voice was sounding  
This land was made for you and me.

When the sun came shining  
Then I was strolling  
And the wheat fields waving  
And the dust clouds rolling  
A voice was chanting  
As the fog was lifting  
This land was made for you and me.

REMEMBER THIS...

THOSE WHOM WE SEEK TO SERVE  
COME OUR WAY BUT ONLY ONCE...

AS BOYS.

NEGLECT NONE OF THEM...

FOR SOMEWHERE AMONG THEM  
MAY BE THE MAN  
WHO WILL LEAD THE WORLD  
TO

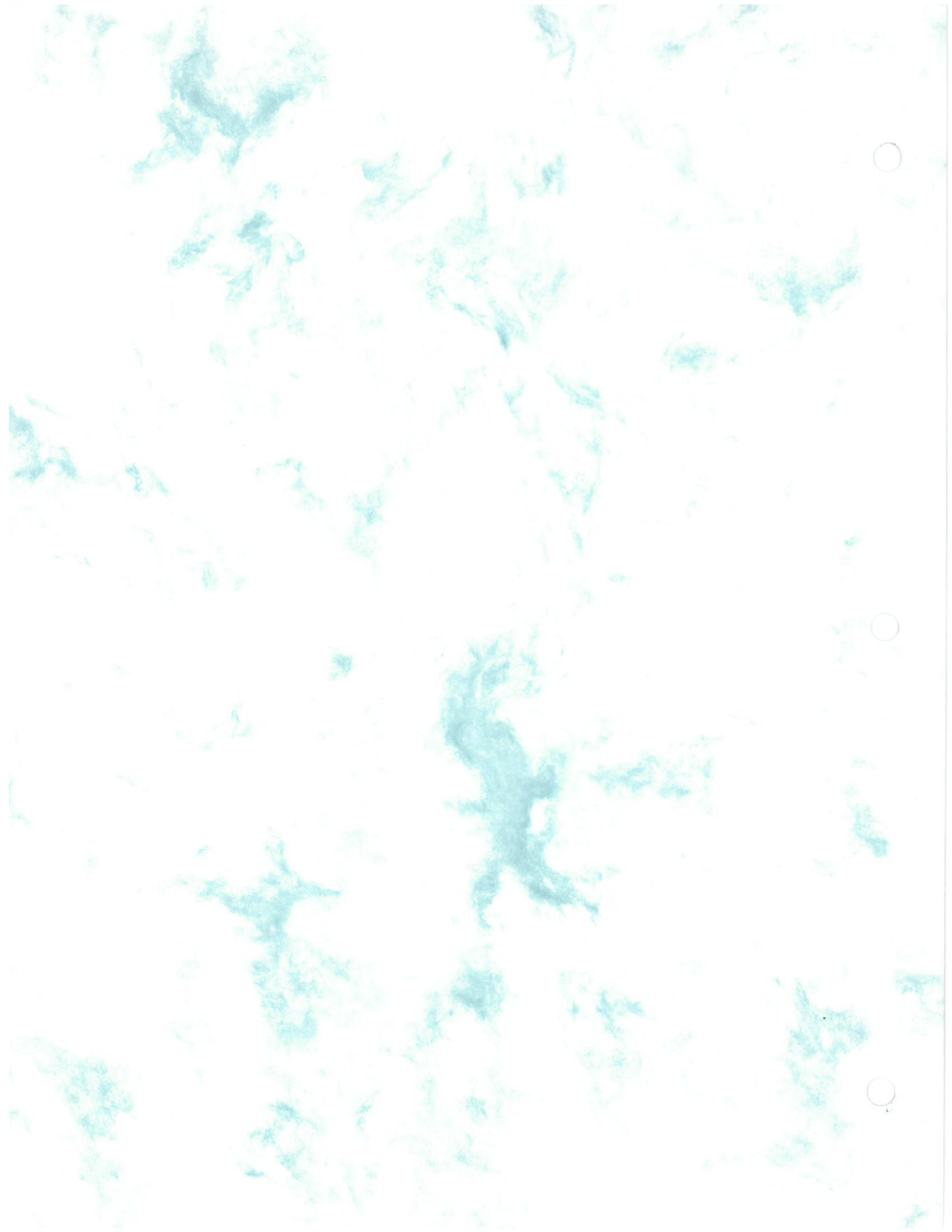
EVERLASTING PEACE





# kit chen chemistry

may 1998



# KITCHEN CHEMISTRY

*May, 1998*

May's theme offers you the chance to let the boys cook up a month full of fun. The craft section for this month gives you recipes for ideas, but not the ideas. Make a batch of dough or paint and let the boys cook up their ideas. This month also gives you some experiments that can be done in the kitchen to help them in the study of science. And who thought chemistry was not fun...just experiment this month and you will be surprised at the results!

## **FREEDOM FORMULA OPENING CEREMONY**

Prepare ahead and have sitting in front of the group a container, basket, etc. that is large enough to hold a folded American Flag, so it cannot be seen by the audience. Cubs come in carrying containers with red strips, white stripes, blue strips, and stars as indicated by the dialogue.

CUB #1: We kitchen chemists have been working on a Freedom Formula. I brought red for courage. (Cub pours red strips into container with flag.)

CUB #2: I bring white for purity. (Pours white strips in)

CUB #3: I bring blue for loyalty. (Pours in blue.)

CUB #4: I add the stars from the heaven for in God we trust. (Pours in stars.)

CUB #5: I mix it all together with the staff of hard work and sacrifice. (Mixes using stick, wooden spoon, etc.)

CUB #6: Now the formula is complete and we have the symbol of our freedom - our flag. (Takes flag from the container being careful not to dump strips out. He and a couple of the others hold the flag open.)

CUB #7: Please follow me in the Pledge of Allegiance. (Leads pledge)

## CHEMICAL REACTION CLOSING

Prepare ahead two glasses, one containing baking soda and one containing vinegar. Compare one glass to the boys, just sitting around with nothing to do. Compare the other glass to the Cub Scout Program - lots of potential, but with nothing to act on, also just sitting there doing nothing. Add the two together and liken the reaction to boys in the Cub Scout Program. Lots of action going on. Thank the parents for offering their sons the recipe for a great experience.

## RECIPE FOR A WONDERFUL DAY ADVANCEMENT CEREMONY

Use this recipe as a basis for an advancement ceremony.

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

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

Tonight we have mixed up a great recipe for a wonderful day. Once the recipe has been mixed up, it can be used to accomplish anything you try in life. Tonight we award some great cooks who have learned that this recipe has helped them to earn badges and have a good time while doing it. Although all the boys have used the same recipe, each one has accomplished a different finished product.

Will the following boys come forward (call names of boys earning wolf). These boys have used the recipe to complete their Wolf Badge.

Will the following boys come forward (call names of boys earning bear). These boys have used the recipe to complete their Bear Badge.

Will the following boys come forward (call names of boys earning Webelos). These boys have used the recipe to complete their Webelos Badge.



# SKITS

## CUB SCOUT UPSIDE DOWN STEW

There are 9 parts. You might cut down by combining ingredients such as humor and pleasing. Or use a Cub Scout to read the recipe and have 10 parts.

STAGE: Boy stirring in huge pot which can be painted on cardboard and propped up. Or let the boys use their imaginations and pretend there's a pot. Boys getting into pot pile on top of each other, face down.

1<sup>st</sup> COOK: (Could be in an oversized apron and chef's hat - stirs, tastes, and says):  
Hmmm! Tastes like a well rounded den to me!

2<sup>nd</sup> COOK: (same costume) What did you put in it?

DEN LEADER OR CUB SCOUT:

(Reads from oversized recipe card with names of dish printed on back of card which is held up so audience can see) \_\_\_ Scouts that "Do Their Best" (the number of uniformed Cub Scouts you need get into the pot) - a sense of HUMOR (grinning Cub Scout climbs into the pot - he has a sign around his neck that reads HUMOR).

A pinch of wanting to PLEASE (Cub Scout climbs in 0 sign around his neck reads I WANT TO PLEASE).

A dash of MISCHIEF (Cub Scout with sign MISCHIEF).

A bit of OBEDIENCE (Cub Scout with sign OBEDIENCE).

A bundle of SUNSHINE (Cub Scout with sign SUNSHINE).

And 1 ton of ENERGY (Cub Scout with sign ENERGY scampers into the pot).

Stir well and you have Cub Scout Upside Down Stew.

2<sup>nd</sup> COOK: (Pretends to taste and says): Tastes like dirty blue jeans to me!

## IT'S ALL WHAT GOES INTO IT

CHARACTERS: Head baker, uniformed Cub Scout, rest of den dressed as bakers with towels tied around their waists and paper chefs hats.

PROPS: A large appliance carton, two stepladders, a lot of detergent boxes and a large wooden spoon made from cardboard. Print "mixing bowl" on appliance carton and place stepladder on each side. Uniformed boy is inside carton, hidden from view. Label a detergent box for each ingredient, large enough to see well. Gurgling sounds, scraping, etc. are heard throughout the mixing process - coming from the bowl. As the curtain rises, the bakers are all standing around in little groups talking to each other. The head baker enters...

HEAD BAKER: Attention men (the bakers form a line and snap to attention). We have just received an order from Mrs. Smith for the outstanding boy. (The bakers fall out of line and slump dejectedly).

HEAD BAKER: I know, I know, men. It is a hard order to fill, but we have never, never failed...we will not fail now! (All bakers stand tall again, proud and straight. They whip off their hats and place them over their hearts). (dramatically) Remember our Motto..."If at first we don't succeed, we fry, fry again...(After this dramatic declaration, he becomes all business again). Well now men, Let's get to work. First, is everyone here? (He reads names of the men. As each name is read, the baker holds up a sign that says PRESENT - except for one who can do nothing right, his sign says HERE).

HEAD BAKER: All right men, to your places. (The bakers pile their signs at the back of the stage. Two bakers stand on the ladders 0 one adds the ingredients as the other mixes with the spoon. The other bakers form a line to pass the ingredients, bucket-brigade fashion, to the baker that adds them).

HEAD BAKER: (Pacing back & forth in deep concentration) Now let me see...an outstanding boy...what will that take? (brightens and stops pacing). But of course, I know what we need. First a lot of honor. (As he mentions each ingredient, a large, labeled detergent box is handed to the 1<sup>st</sup> baker in line, who passes it on down the line. After it is mixed in well, the Head Baker names the next one). Now some integrity...and good will...cooperation...understanding...love...put a lot of love in there boys...respect...loyalty...courtesy...(rubs hands together). Well, how are we doing boys? (The bakers taste the mixture & shake their heads).

HEAD BAKER: Well we still haven't added Obedience. And truth...Now let me taste it. (they carefully pass a spoonful to him). Mmmm. No, it's not quite right - there's something missing....(snaps his fingers). Of course, of course, we forgot the spices. A good sense of humor...a lot of laughter...a twinkle in the eye...Now let's try it (takes a taste) Mmmmm! It needs something else. What could it be? (All bakers are thinking and frowning when one holds up his finger to the others to wait, and goes off stage. He returns, smiling proudly, with a box labeled MISCHIEF).

HEAD BAKER: (delighted) But of course. A dash of mischief. Now mix it real good. Now let me taste it (The baker passes the spoon and the head baker is very excited). Mmmmmmm! It's just right. It's just right! We've done it! We've made a truly outstanding boy! (they lift the carton and out from it steps the uniformed boy. He stands proud and tall as the bakers salute and cheer him...the curtain falls).

## EXPERIMENTS

### MAKE YOUR OWN CLOUD

#### MATERIALS:

Very large glass jar

Sheet of rubber from large balloon

Chalk

Blackboard or rough rock

Eraser or clean cloth

Rubber band

#### PROCEDURE:

Wash the jar and pour about an inch of water in the bottom. Place the sheet of rubber over the mouth of the jar, hold in place with a book. Scribble the chalk on the blackboard or rock and wipe off the chalk dust with eraser or rag, collecting the chalk dust in one place.

After the jar has been covered for ten minutes, remove the rubber. Spoon the chalk dust into the jar and quickly replace the rubber sheet securing it with a rubber band. Now push your fist against the rubber until it is actually inside the jar. This will compress and warm the air in the jar, enabling the air to hold more water vapor. After about ten seconds, quickly remove your fist. This will suddenly cool the air in the jar and cause it to condense around the particles of chalk dust. As a result, a cloud will form inside the jar.

### GREEN EGGS AND HAM

Have you ever peeled a hard-boiled egg only to find an unappealing gray-green yolk? It's usually OK to eat, but something less than appetizing. You can perform a simple (and edible) experiment to see what conditions cause this.

You'll need 2 fresh eggs and 2 pans. Let the eggs sit at room temperature for an hour before boiling. Hard boil the first egg (bring to boil then simmer for 12-13 minutes). Call this egg "A". Immediately take it out and cool it in cool or cold water. Hard boil the second egg "B" in exactly the same manner, but instead of cooling it in cool water, just remove the pan from the heat and let the egg cool very slowly in the pan. In a few hours peel both eggs and check the yolks.

When heated, some of the proteins in egg whites produce hydrogen sulphide. This is the gas that gives rotten eggs their bad smell. As the eggs heat up, the hydrogen sulphide moves away from the heat. The only place it can go is toward the center of the egg-the yolk. Iron in the yolk reacts with the hydrogen sulphide to produce iron sulphide - the ugly green color. It takes a while to do this, so if you cool the egg quickly in cold water, the green color won't likely form..

## **BROWN APPLES**

You know that many fruits turn brown as they get old. Much of the aging process is hastened by the action of oxygen in the air. Fruit, such as apples, can be kept longer by refrigeration, which slows down the process, or by covering them to prevent oxygen from acting on the fruit.

Cut 3 slices of new, fresh apple. Put the rest away in the fridge or eat it as a snack. Have the Cubs cover one piece tightly with plastic food wrap. Dip or coat the second piece with lemon juice. Don't do anything to the third piece.

Put each on a cutting board in the kitchen or some convenient place out of the sun. Check them out after an hour or so. How did each piece fare? The plastic-wrapped piece likely will be in pretty good shape, while the completely uncovered piece probably will be turning brown. What about the piece coated in lemon juice? What about other fruits such as pears (which are closely related to apples) and bananas? Encourage your child to experiment. Lemon juice contains vitamin C (ascorbic acid), which happens to be an antioxidant. In other words, it prevents or slows down the action of oxygen on the fruit. Consequently, lemon juice or ascorbic acid can be used as a preservative.

## **CO<sub>2</sub> TO THE RESCUE**

If you do not already have a fire extinguisher and smoke detector in your house, now is the time to get them. Discuss fire dangers and procedures with your Scouts, and don't let them do this project unsupervised. Fire extinguishers typically work by smothering the fire. They cut off the oxygen a fire needs to burn. Some old fire extinguishers contained sodium bicarbonate (baking soda) and sulfuric acid. When mixed, this concoction formed carbon dioxide (CO<sub>2</sub>) which sprayed out the nozzle and smothered the flames. Many modern fire extinguishers spray a powdered chemical that cuts off the oxygen as it coats. It also forms carbon dioxide at high temperature, which puts out the flames.

You can use carbon dioxide to put out a flame. All you need is a deep bowl, a candle, baking soda and vinegar. Short votive candles work well. Put the candle in a bowl that is considerably deeper than the candle is tall. Light the candle. Then put in about two teaspoons of baking soda into a glass and pour in a couple ounces of vinegar. Quickly pour the foaming mass into the bowl, being careful not to douse the flame directly with the foam. If the candle doesn't go out immediately, add a little more vinegar and soda to the bowl. The chemical reaction between the soda (a base) and the vinegar (weak acetic acid) forms a carbon dioxide gas. Being heavier than air, the carbon dioxide fills the bowl, pushing the oxygen (and the rest of the air) out. Without oxygen, the flame dies.

## WATER ROCKET

A rocket is propelled by the action and reaction between the rocket body and the burning fuel, not the fuel itself. This water rocket works on the same basis; it is propelled by the reaction between the water and the air you pump into the bottle. It would just about work without water, but the water provides the mass to give the rocket a mighty thrust.

**YOU WILL NEED:** \*bicycle pump and connector, \* needle adaptor for inflating basketballs, \*drill & bit, \* plastic soft drink bottle, \*Strong glue, such as epoxy, \* balsa wood cut into fin shapes, and \* cork.

1. Carefully drill a hole in the cork, wide enough for the needle inflator to make a good, tight fit. Push in the needle from the wide end. Watch your fingers.
2. Cut the fins from balsa wood, glue them to the rocket and allow to dry. The fins hold up the base while you pump and help the rocket fly straight.
3. Quarter fill the bottle with water, push the cork in firmly, and connect the pump. Take the rocket to an open space such as a playing field, well away from buildings and overhead wires. Stand the bottle upside down. Keeping your distance, pump air in. The pressure will build up inside until the cork pops out, then...BLAST OFF!

## GASES & VOLUME

This experiment shows how, because molecules in a gas are farther apart, gases take up more space than equivalent amounts of solids and liquids. Mixing bicarbonate of soda with vinegar causes a chemical reaction that releases the gas carbon dioxide.

**YOU WILL NEED:** \* Vinegar, \* Bicarbonate of soda, \* Balloon, \* spoon, and \* narrow-necked bottle.

1. Take a small narrow-necked bottle, and carefully pour in vinegar until it is about one-quarter full. Warming the vinegar will speed up the reaction.
2. Pour bicarbonate of soda into the neck of the balloon through a funnel. Tap the funnel occasionally if it clogs up. Fill the balloon with the soda.
3. Keeping the balloon hanging down, stretch the neck over the bottle neck. Once it is secure, lift the balloon quickly so that the bicarbonate falls into the bottle - shake it if necessary.

**BLOW-UP** - As soon as the bicarbonate meets the vinegar, it begins to fizz as carbon dioxide gas is released, slowly inflating the balloon.

## RAINBOW FIRE

This is a great way to put pizzazz into your campfires! You can make your campfire burn in rainbow colors by throwing various chemicals into the fire in crystal form. For a rainbow fire, you may use any of the following chemicals in powdered form, which can be purchased from pharmaceutical suppliers or drug stores in small quantities.

BORAX	Which burns green
BARIUM NITRATE	Which burns apple green
LITHIUM CHLORIDE	Which burns purple
POTASSIUM PERMANGANATE	Which burns purple
COPPER SULPHATE	Which burns blue
SODIUM CHLORIDE (common salt)	Which burns yellow
CALCIUM CHLORIDE	Which burns orange
STRONTIUM NITRATE	Which burns red

## PINE CONE FIRE

### YOU WILL NEED:

A bushel of pine cones  
1 pound of copper sulphate  
Mesh bags that oranges or potatoes come in  
½ pound of boric acid  
2 large containers

Stir the copper sulphate into a gallon of water and the boric acid into another gallon of water.

Fill the bags with pine cones and soak them for several days in one or the other of the solutions. Remove and spread the cones out to dry. When they are thoroughly dry, pack some of each kind in mesh, tartan, or cellophane bags to be used as gifts for a Yule fire. They will burn with a beautiful blue and green flame.

When pine cones are not available, small twigs, corncobs or tightly twisted newspaper may be treated in the same way. Wrap them in bundles of twelve in colored cellophane and tie with a ribbon.

## CRAFTS PAINTS & INKS

**STENCIL OR POSTER PAINTS:** Combine  $\frac{1}{2}$  cup cornstarch with  $\frac{3}{4}$  cup cold water. Soak envelope of unflavored gelatine in  $\frac{1}{4}$  cup cold water. Stir 2 cups of hot water into cornstarch mixture. Cook over medium heat until mixture boils clear. Remove from heat and stir in gelatine mixture and  $\frac{1}{2}$  cup soap flakes or detergent. Cool. Put in jars for different colors. Add color by using either food coloring, tempera paint or all purpose dye. This can be thinned with water later if necessary.

**FINGER PAINT:** Mix  $\frac{1}{2}$  cup liquid starch to 1 quart boiling water. Stir over heat until thick. Add  $\frac{1}{2}$  cup liquid detergent. Stir well. Divide into small jars. Color with tempera or food coloring. Keeps in refrigerator indefinitely.

**INK MARK REMOVER:** Hair spray removes magic marker and ball point pen ink marks from fabric.

**CARVING COMPOUND:** Mix together 4 parts vermiculite, 1 part plaster and 1 part sand. Add enough water to make a heavy paste. Pour into a mold (an aluminum pan or plastic container). Blocks can then be cut and carved with a pocket knife.

**ALTERNATE VERMICULITE RECIPE:** Sand may be eliminated by mixing 5 or 6 parts vermiculite with 1 part cement. Or try about 4 parts vermiculite to 1 part plaster. The elimination of sand weakens the mixture but will keep tools sharper.

**GENIUS GEL:** Measure seven parts cornstarch and four parts water. Mix this together with your hands. After the cornstarch is totally dissolved in the water, explore all the unusual and unique things you can do with this mixture. If you make a fist and pound in the cornstarch mixture, it's hard. But if you relax your hand in top of the mixture, your hand will sink like it's in quicksand. If you want a chunk of genius gel, you can break off a piece, just like you do with other hard materials. But if you place some of the mixture in your hand, it begins to drip off - just like liquid. You can pour it like liquid, and as it's pouring you can crack off one of the drips - like a solid! What an ingenious mixture!

**PINE CONES:** To open pine cones all the way and remove the sap from them, simply place them on a foil-covered cookie sheet and put in a 250 to 300 degree oven for awhile.

# CRAFTS

## Modeling Dough

### CINNAMON DOUGH

#### Materials:

2 cups flour	$\frac{3}{4}$ to 1 cup warm water	bread board
1 cup salt	bowl	plastic wrap
5 t. cinnamon	cookie sheets	

#### Process:

1. Mix flour, salt and cinnamon in bowl
2. Make a well in center
3. Pour in water
4. Mix with hands until dough forms a ball  
hint: more flour or water may be added so dough is neither crumbly nor sticky
5. Knead on lightly floured board until smooth and satiny, about 5 minutes
6. Wrap in plastic and refrigerate 20 minutes before using
7. Use as any clay  
note: excellent for cookie cutter ornaments rolled  $\frac{3}{4}$ " thick
8. Bake 350 degrees 1 hour, until hard

#### Variations:

1. Sandpaper and varnish when cool
2. When working, pieces may be added by dipping them in water or brushing piece with water and pressing on work
3. Work on a cookie sheet for easy clean-up
4. Other ideas:
  - Use garlic press for hair
  - Thread ribbon through to hang
  - Trace patterns and cut
  - Make candy cane shapes, peppermint balls, or chocolate kisses
  - Use dough candies to decorate wreaths



All of the following recipes mentioned can be used for modeling objects just like clay. They will dry to a hard finish from setting in air. To speed drying, punch object with tiny pin holes. All of these types of clay can be colored with either food coloring or tempera paint, or painted after model is dry.

### HOMEMADE MODELING CLAY

Mix 2 cups table salt and 2/3 cup water in saucepan. Simmer over medium heat, stirring constantly until mixture is well heated (approx. 3-4 minutes). Remove from heat. Add mixture of 1 cup cornstarch and 1/2 cup cold water.

Mix hard. This will make a thick, stiff dough. Add food coloring if desired. Store in plastic bag in refrigerator.

### SALT-FLOUR MODELING DOUGH

Combine 1/2 cup salt and 1 cup flour. With your hands, mix and knead enough water to make a stiff dough. Tint with food coloring or tempera paint. Store in plastic bag in refrigerator.

### CORNSTARCH-BAKING SODA DOUGH

Mix 1 cup cornstarch, 2 cups baking soda. Add 1 1/4 cups water and mix. Bring to a boil over medium heat, stirring constantly. This will thicken to the consistency of slightly mashed potatoes. Store in refrigerator up to two weeks. Recipes may be cut in half.

### BREAD MODELING DOUGH

Remove crusts from several slices of white bread. Break up bread into small pieces and mix with white glue. Add a few drops of lemon juice. Mix until it is the consistency of clay. Color with tempera paint. Store in plastic bag in refrigerator.

### SAWDUST MODELING DOUGH

Mix 4 cups sifted sawdust, 1/4 cup plaster and 1 1/2 cups wheat paste (wallpaper paste) together. Add water until it is the consistency of clay, moist enough to mold and stick together. Store in refrigerator.

## SONGS

### BATTLE HYMN OF A LEADER

(Tune: Battle Hymn of the Republic)

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

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

I tried to resist their pleas, their reasons  
to ignore.

I said, "I'm not equipped." They said,  
"Oh yes, you are. What's more,  
We'll train you in the basics and outfit  
you for the corps."

And they shoved me out the door!

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

They taught me how to sing a song and  
how to tie a knot.

They taught me how to do a skit, make  
puppets on the spot.

They taught me all I'd need to know,  
At least that's what I thought.

"Til a Cub came in with a snake that  
he'd caught!

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

We went out hiking, my Webelos den  
and me.

They say the woods are full of sights for  
you to see.

I know we sure were sights when we  
were found....eventually.

And I do this all for FREE!!!!

Glory, glory, I'm a leader.  
How'd I get to be a leader?  
All I wanted was to have a son.  
Cub Scouting should be fun!

But even though I mumble and I grumble  
and I pout.

And many times I wonder, what's the  
best way to get out?

When all is said and done, there really  
isn't any doubt.

Glory, glory, I'm a leader.  
I'm so glad to be a leader.  
And when they lay me to my rest,  
They'll say I did my best!

### GRANNY'S IN THE CELLAR

Granny's in the cellar, Lordy can't  
you smell her

Making biscuits on that darned old  
dirty stove

In her eye, there is some matter  
that keeps dripping in the batter

And she whistles as the (SNIFF) runs  
down her nose

Down her nose, down her nose  
She keeps whistling as the (SNIFF)  
runs down her nose.

## AN ODE[R] TO HIS SHOES

### CHORUS:

Rotten Reeboks, dirty sweat socks  
Generating toxic fumes.  
I've seen flies died, stuck in mid-air,  
Fatal venture to his room.

In my brother's bedroom closet  
Stinkarooing like refuse,  
Dwelt a size 10 pair of sneakers,  
With a smell you couldn't lose!

### CHORUS

Aging tennies, in a corner,  
Turning air a bluish green.  
Hope the County doesn't visit,  
They'd condemn us, sight unseen!

### CHORUS

I've tried bug balm, lemon air scent,  
Even spray that smell like pine.  
Must be something that can cut it,  
Something strong like turpentine!

### CHORUS

Even Weirdo, crazy mutt dog,  
Who has breath you can't adore,  
Makes a wide turn, 'cuz his eyes burn,  
Every time he nears the door!

### CHORUS

## I WANT SOME APPLE PIE

(Tune: My Bonnie Lies Over the Ocean)

My mother's an apple pie baker,  
My father, he tastes them you see,  
My sister eats them while helping,  
Then there's none at all left for me!

### Chorus

I want, I want, I want some of my  
mom's apple pie.  
I want, I want, I want some so bad I  
could die!

My mother she fills up the whole house,  
With the aroma of fresh apple pie.  
But a smell is all that I do get,  
Can't they see without some I'll die!

### Chorus

Won't someone please tell my dear  
mother,  
That boys must have pie to survive.  
Without it I'm sure I won't make it,  
To live till I'm a hundred and five.

### Chorus

# GAMES

## PREDICAMENTS AND REMEDIES

Divide the group into 2 teams. Seat them on opposite sides of the room. One team will be “predicaments.” They must make up a predicament (What would you do if the bomb was dropped)? The other team will be the “remedies.” They must try to come up with a remedy for each predicament. (Take it to a service station). Another example: What would you do if you fell off a horse? Remedy: Take it to a vet.

## MOTHER’S PIE PLATE CONTEST

At pack meeting, have mothers balance a pie plate on their heads, while their sons place 3 marbles in it. The first mother and son to do so wins a small lunch pie.

## BEAN GAME

Give each player five dried beans, a paper clip and a saucer. See who will be the first to pick up all his beans, one at a time, with his paper clip and deposit them in his saucer.

## PENCIL AND LEMON RELAY

On signal, first player in each team pushes a lemon across the floor with a pencil until the lemon touches the opposite wall. He then picks up the lemon and brings it back to the next player on the team.

## MUFFIN PAN BOUNCE BALL

Obtain an ordinary muffin pan which contains a dozen cups. With small pieces of adhesive tape mark different values in each cup. Players stand 8 feet away and attempt to bounce ping pong balls so that they will stop in the cups. Total the score to see who wins.

## FRUIT RACE

You need a piece of fruit and a pencil for each player. At the starting signals the racers start from the same line and roll an orange, lemon or apple to a line across the playing area and back using a pencil to push it along. The first player to finish is the winner.

## THE MOLD

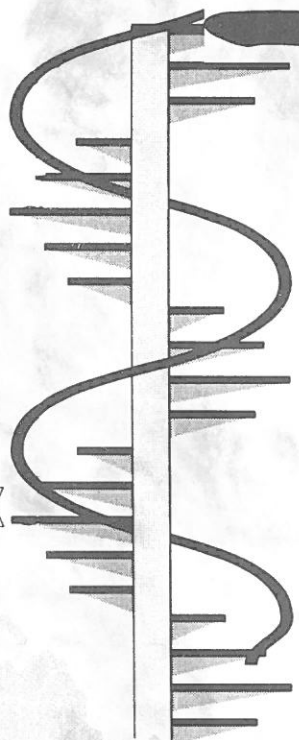
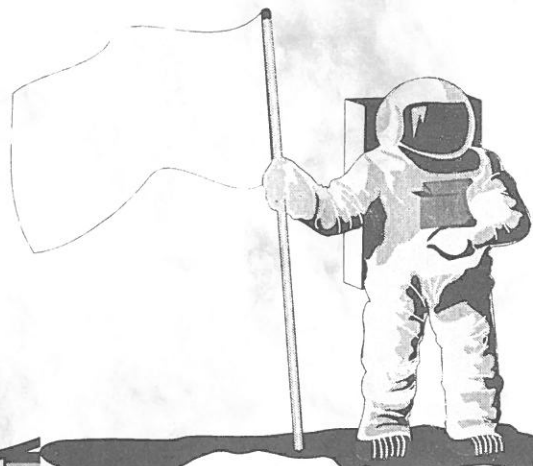
I took a piece of plastic clay  
And idly fashioned it one day.  
And as my fingers pressed it, still  
It bent and yielded to my will.

I came again when days were pst,  
The bit of clay was hard at last.  
The form I gave it still it bore,  
But I could change that form no more.

I took a piece of living clay  
And gently formed it day by day,  
And molded it with power and art,  
A young child's yielding heart.

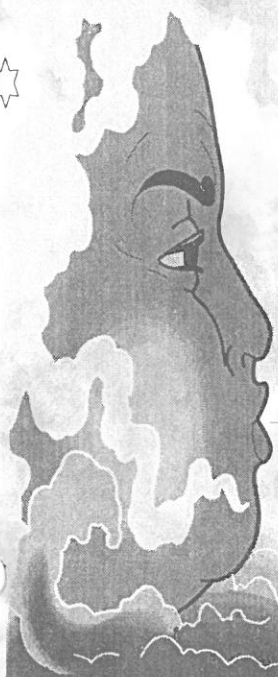
I came again when years were gone,  
He was a man I looked upon.  
The early imprint still he bore,  
But I could change him nevermore.





adventures  
in the  
sky

JUNE 1998







# ADVENTURES IN THE SKY

*June, 1998*

Adventures in the sky is a theme that can be taken in many directions. Whether it be astronauts, planes, birds, clouds or even the good old American Flag - the best adventure that flies every day in the skies over the United States of America. The ideas we are giving you here are just samples of thousands of things you can do and hundreds of directions you can go. So...take this theme and FLY WITH IT!

## WEATHER SYMBOLS OPENING CEREMONY

PERSONNEL: Four Scouts and Cubmaster

EQUIPMENT: Four signs - RAIN...SUNNY...SNOW...CLOUDY

CUB #1: RAIN...The rain keeps us indoors, most of the time, but the rain makes the crops grow and the flowers bloom. Rain is good for the earth.

CUB #2: SNOW...The snow and cold causes trees to go into a winter sleep. This makes the tree rest, so that when the sun comes out and the seasons change again, the trees grow again, refreshed.

CUB #3: SUNNY...The sun brings us warmth, the sun along with the rain makes the grass and flowers grow. With the proper rain and sun, the fields are green with fruits and vegetables, and grains. Farmers depend on these crops for their livelihood.

CUB #4: Clouds, when the conditions are right, will turn into rain. Clouds will block out the rays of the hot sun during the summer heat to cool things off a little.

CUBMASTER: Cub Scouting is a program for all seasons and all weather conditions. Tonight, you will see many other adventures in the sky. And Cub Scouting is a part of all of them. Our Cubs fly high in enthusiasm! Just watch and see!!!

## HELLO ... REMEMBER ME? CLOSING CEREMONY

Some people call me Old Glory, others call me the Star g Banner, but whatever they call e, I am YOUR flag, the Flag of the United States of America...something has been bothering me though, so I thought I might talk it over with you...because it's about you and me...I remember when people would line up on both sides of the street to watch a parade, and naturally I was leading it, proudly waving in the breeze.

When your daddy saw me coming, he immediately removed his hat and placed it over his heart, up against his left shoulder, remember? And you, I remember you. Standing there as straight as a soldier. You didn't have a hat but you were giving the right salute...and remember little sister? Not to be out done, she was saluting the same as you with her right hand over her heart...remember?

What happened? I'm still the same old Flag! Oh, I have a few more stars since you were a boy. A lot more blood has been shed since those parades of long ago. But now, I don't feel as proud as I used to... When I come down your street, you just stand there with your hands in your pockets, and I may get a small glance and then; you look away. Then I see the little children running around and shouting...they don't seem to know who I am...I saw one man take his hat off, then look around, and when he didn't see anybody with theirs off, he quickly put his at back on...

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

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

Thank you and good night!

## BUTTERFLY ADVANCEMENT CEREMONY

**PROPS:** Pictures of: Caterpillar - Wolf, Cocoon - Bear, Butterfly - Webelos  
(The awards can be put inside a cocoon, which can be a bottle of balloon, toilet tissue tube or use your imagination!)

**CUBMASTER:** In the spring of the year, many things are unfolding. One of these great events is the caterpillar that wants to grow up and be something beautiful. To be part of an adventure in the sky. He seals himself up in a cocoon and awaits the changing into a beautiful butterfly. Tonight we want to remember that like the caterpillar, our Cubs are also changing and growing. And they too want to be part of a great adventure when they grow up some day.

**AWARDS CHAIRMAN:** Will these Cubs please come forward and stand behind the den chief holding the proper picture? Will the following Cubs stand behind the caterpillar? (Call the Cubs receiving their Wolf badge forward). Will the following Cubs stand behind the Cocoon? (Call the Cubs receiving their Bear badge forward). Will the following Cubs stand behind the butterfly? (Call the Cubs forward receiving their Webelos badge). *Note: If you don't have an awards chairperson, you can substitute with Committee Chair or Advancement Chair).*

**CUBMASTER:** These Cubs have shown that by working on their projects they have grown in their own skills and stature. We would like to present the awards representing their part in their own life's drama. And whether they realize it or not, they are already living a great adventure, one that will last them their lifetime.

(Present Awards)

# SKITS

## SKY DIVING

PROPS: Plane out of cardboard or three chairs. Signs saying 3000 ft., 2000 ft., 1000 ft., 500 ft., two backpacks for parachutes. Boys in cock pit flying the plane. Instructor and pupil with parachutes in back seats. 1<sup>st</sup> Cub walks by with sign saying 3000 ft.

INSTRUCTOR: Pull your ripcord when I say.  
(They jump out of plane and act like they are free falling)

PUPIL: Now Sir?  
  
(2<sup>nd</sup> Cub enters carrying a sign that says 2000 ft.)

INSTRUCTOR: Not yet!  
  
(3<sup>rd</sup> Cub enters with a sign saying 1000 ft.)

PUPIL: Now Sir?

INSTRUCTOR: Wait!  
  
(4<sup>th</sup> Cub enters carrying a 500 ft. sign)

INSTRUCTOR: (pulls his ripcord) NOW- PULL THE RIPCORD NOW!

PUPIL: (Shrugs shoulders) No need to now. I can jump from here!  
(Pupil makes a jump motion & walks off stage)

////////////////////////////////////

When does fruit fall from the sky?  
*When the BERRYMETRIC pressure drops!*

Knock, knock...*Who's there?*  
High Pressure...*High pressure, Who?*  
High pressure doorbell...I think it's broken!

## WHAT DID YOU SAY YOUR NAME WAS?

CHARACTERS: Boy in a Cub Scout uniform and a group of boys in street wear.

PROPS: Toy airplane, a ball for the group of boys to bounce, sign on easel saying "Small Town in 1939"

SCENE: Open with boys bouncing ball to each other when Cub Scout enters.  
Easel is set up with a sign on far left side of stage.

CUB SCOUT: Hi fellas! (holding airplane)

BOY #1: Hi! You're new here aren't you?

CUB SCOUT: Yes, we just moved here from Ohio. I'm on my way to my first den meeting. Are you guys in Scouts?

BOY #2: Heck no! What kind of airplane do you have there?

CUB SCOUT: We're building rockets in our den and I made this airplane at my last meeting in Ohio. I just thought I'd bring it to show the guys in the den. It will really fly.

BOY #3: You say you're building rockets?

CUB SCOUT: Yes, when they are finished we are going to shoot them off after our pack meeting so everyone in the pack can see how they work. I'm glad to get the chance to build one. You know I'm going to fly one someday for real. Maybe I'll even walk on the moon!

BOY #4: Wouldn't that be something! What else do you do in the den meeting?

CUB SCOUT: We do a lot of different things. Of course I'm really interested mostly in aviation. I'm going to have my pilot's license by the time I'm 16.

BOY #5: Sure, sure...Do you guys ever camp out?

CUB SCOUT: Sure, when you become a Webelos they have great dad and son camp outs. You know, I'm going to test new aircraft when I'm grown...maybe even rocket powered planes. I've got to go now. I don't want to be late. Bye!

BOY #6: Boy those Cub Scouts think they can do anything. He sure has big ideas...What did he say his name was anyway?

BOY #1: Neil Armstrong! What a dreamer. He really thinks he's going places!

# THE MAGIC KITE

CHARACTERS: 6 boys

PROPS: Outside scene, ball of string & kite tail

SETTING: Boy holding a ball of string with a kite tail tied on one end.  
Five other boys gathered around.

1<sup>st</sup> BOY: What's That?

2<sup>nd</sup> BOY: Don't you know what a kite looks like?

1<sup>st</sup> BOY: Sure I do. But if that's a kite then it sure won't fly!

2<sup>nd</sup> BOY: It'll fly. It's magic!

3<sup>rd</sup> BOY: Kites can't be magic.

2<sup>nd</sup> BOY: This one is. All I have to do is say "Dad, look at the kite I've made."

4<sup>th</sup> BOY: Then what?

2<sup>nd</sup> BOY: He shows me how to make one.

5<sup>th</sup> BOY: That kite still won't be magic!

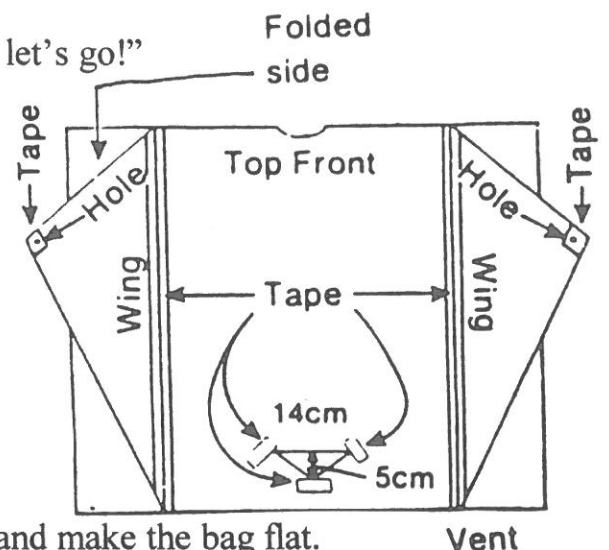
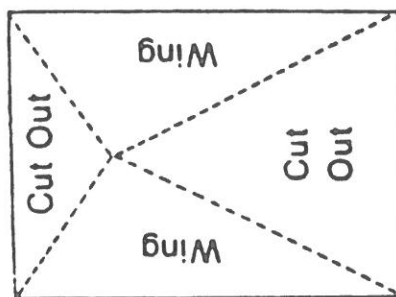
2<sup>nd</sup> BOY: Uh huh! Then he shows me how to fly it.

6<sup>th</sup> BOY: Wow! It's magic if it can do all that. Come on guys, let's make one!

ALL boys go off stage saying, "Yeah, wow, it is magic, let's go!"

## KITES

Materials:  
Paper Bag  
Masking tape  
String  
Flag design



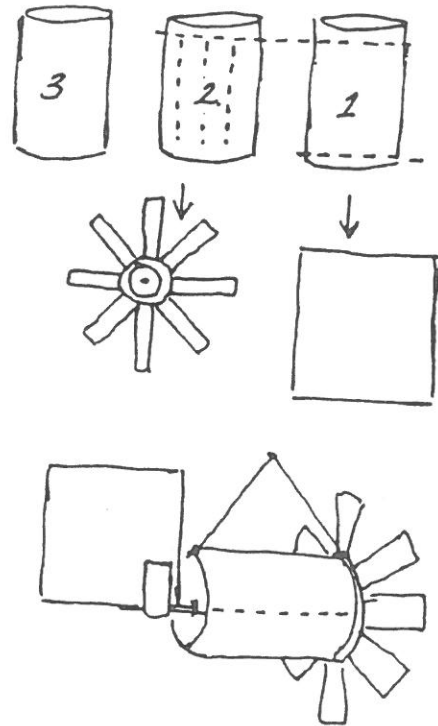
1. Cut out the bottom of the bag. Fold down the sides and make the bag flat.
2. Turn the bag over. Make a mark in the center of the bag a third of the way down. Draw lines to the corners and cut out the pieces on the side.
3. Turn the bag over and tape the wings and folded sides to the front. Tape the ends of the wings. Punch a hole in each wing through the tape for the strings. Cut out a vent near the bottom.

## WINDMILL AIRPLANE

### Materials:

Coat hanger wire  
Thin hanger wire  
Pliers  
Metal shears  
3 pop cans  
Tape

Cut top and bottom off one can and flatten out.  
Cut top off second can. Cut down sides in 1" strips and flatten out. Punch hole on bottom of 3<sup>rd</sup> can and center of propellers as shown. Cur heavy wire 2" longer than the can. Put through can bottom and propeller. Bend  $\frac{1}{4}$ " in at propeller. Place flat can at other end of wire and tape in place. Hang with thin wire.

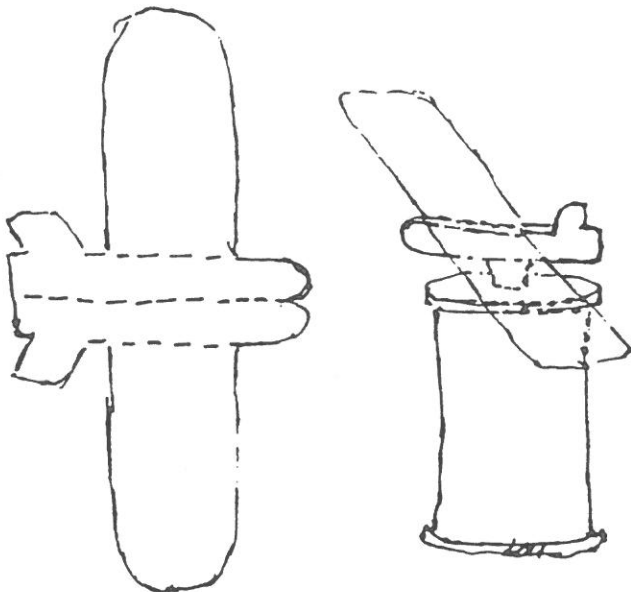


## HIGH FLYER

### MATERIALS:

Large Spool  
Small Cork  
Construction paper  
Scissors  
Glue

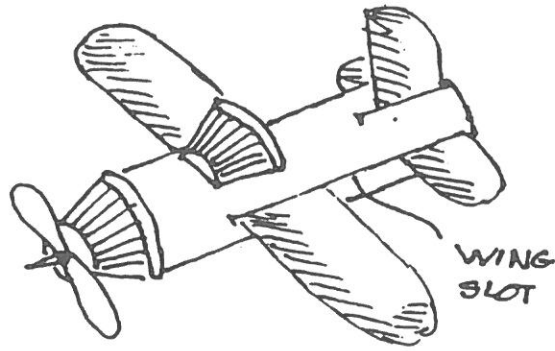
Draw a small airplane on paper, cut out and glue body together. Fold wing out. Shape bottom of cork to just fit into hole of spool. Glue airplane to top of cork. Place cork in top of spool and blow through bottom of spool.



## WORLD WAR I FLYING ACE

### MATERIALS:

Cardboard roll  
Scissors  
Glue  
Nut Cups  
Cardboard  
Toothpick

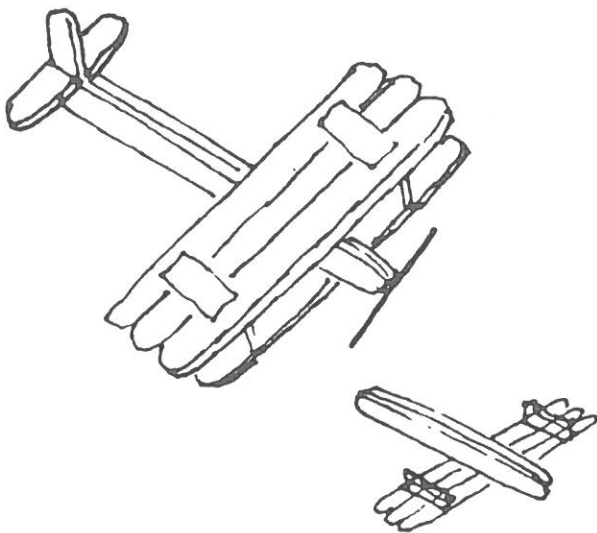


Cut roll to desired length. Cut slots for wings and tail rudder as shown. Cut propeller, wings, and rudder from cardboard. Cut one nut cup in half and glue to top front of plane for cockpit. Insert wings and rudder and glue. Glue 2<sup>nd</sup> nut cup to front of plane. Put toothpick through propeller and front of nut cup.

## WOODEN WONDER PLANE

### MATERIALS:

11 craft sticks  
Toothpick  
Glue  
Knife



Cut ends off 2 craft sticks  $\frac{3}{4}$ " long and save. Glue 3 sticks together for body as shown and 2 sets of 3 craft sticks together for wings as shown. Cut endless sticks into thirds. Glue 2 across wings. Glue wings to body. Glue in wing supports. Glue tail in place as shown and toothpick to front for propeller.



## FLYING CRITTERS

These critters are made from the trays used in packaging meats & produce. You may use either the plastic foam or pulp trays. Foam trays work the best because they are lighter in weight. Because of the large tail sections, use foam trays to make the crocodile and dog.

Actual size patterns are given for the fuselage or body and the tail elevator on the next page. One fuselage pattern is for the bird and man. The other is for the crocodile and the dog. The elevator and wing patterns are the same for all.

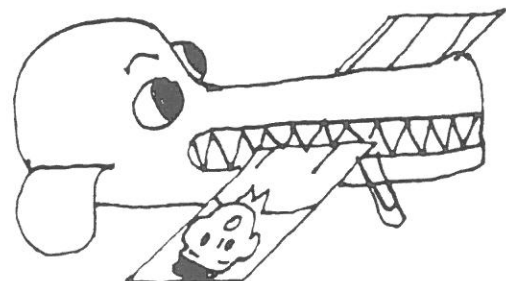
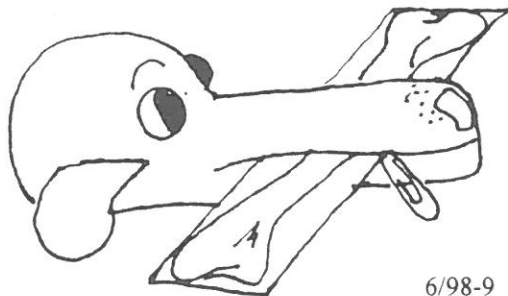
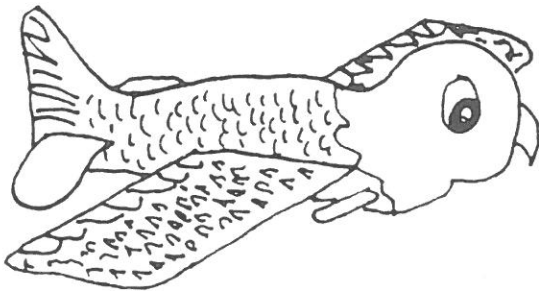
Trace & cut out the critter you want, with his particular features.

Cut wings, 2" X 7-1/2" from a tray. Cut out the elevator. Color your critter with felt tip pens, crayons, or pencils. The brighter, the better.

Carefully cut snug fitting slots in the fuselage to insert the wings and elevator.

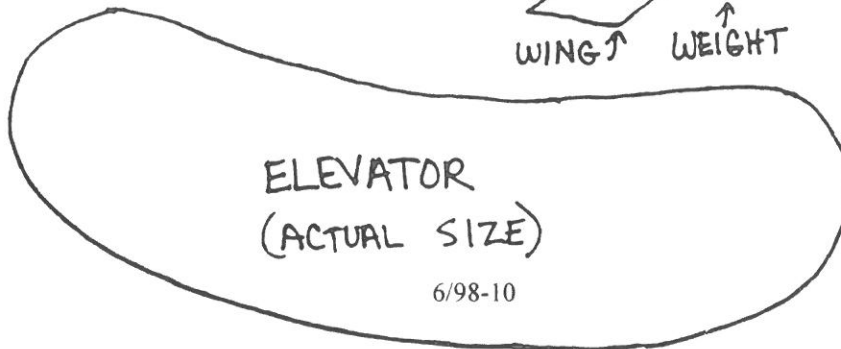
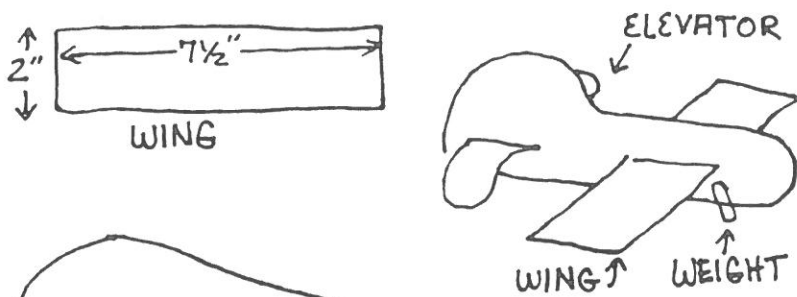
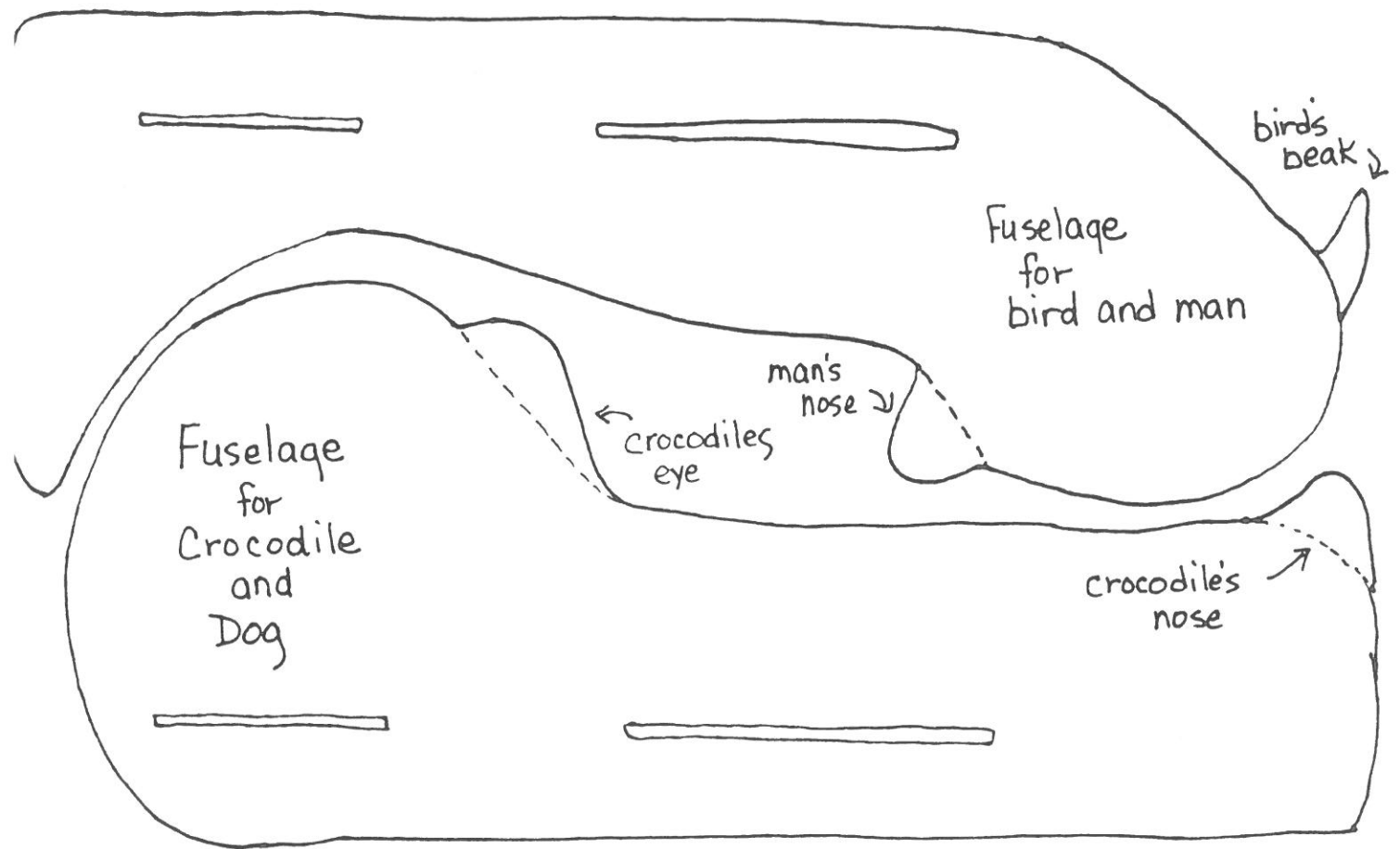
To weight the critter for smooth flying, attach a hair clip or two or three paper clips near the bottom front. Adjust the weight until you are satisfied with your critters flight.

Now, you're all set for takeoff!



# PATTERNS FOR FLYING CRITTERS

Actual Size



# GAMES

## **AIRPLANE TOSS**

Each Cub Scout folds his own paper airplane from a sheet of paper. Let the boys have a few minutes to fly their planes to get used to their own. Then have contests, such as: Greatest Distance Flight, Most Accurate Flight To Airport (box), Flight Through Hoops The Greatest Distance, Staying Airborne The Longest, etc.

## **BLAST OFF**

Cub Scouts sit in chairs scattered around the room. Each is given the name of a planet - Earth, Jupiter, Venus, Saturn, Mars, Uranus, Neptune, Pluto, Mercury...One boy is selected to be Mission Control. He stands and says "Countdown...10, 9, 8, 7, 6, 5, 4, 3, 2, 1" as he walks around the room. Then he calls out the names of various planets. When a boy hears the name of his planet, he gets up and walks behind Mission Control. When most of the boys are out of their seats, Mission Control shouts "BLAST OFF". AT this time, all boys - those seated and those following Mission Control must find new seats. The last Cub Scout to find a seat is the new Mission Control.

## **ASTRONAUT TRAINING**

This is a good physical fitness relay. Two beanbags, two jump ropes and two rubber balls are needed. Divide the players into two teams. They stand behind the starting line. At a turning line 15 feet away are a jump rope, bean bag, and ball. On signal, first player runs to turning line, takes jump rope, jumps ten times, tosses bean bag in the air ten times and bounces ball on the floor ten times. He runs back to his team, touches next player who repeats the action. First team to finish is the winner.

## **WALK ON THE MOON**

Astronauts line up behind a starting line about 15 feet away from a turning line. Each boy has two pieces of cardboard. On signal, each boy places his cardboard pieces on the floor, one in front of the other, and puts one foot on each. To move toward the moon, he picks up the rear cardboard, moves it in front of the other piece and then steps forward. In this way, players continue to move until one - the winner - reaches the moon (turning line) and returns to earth (starting line). This race can be performed by teams or individuals. Astronauts can wear space helmets for effect.

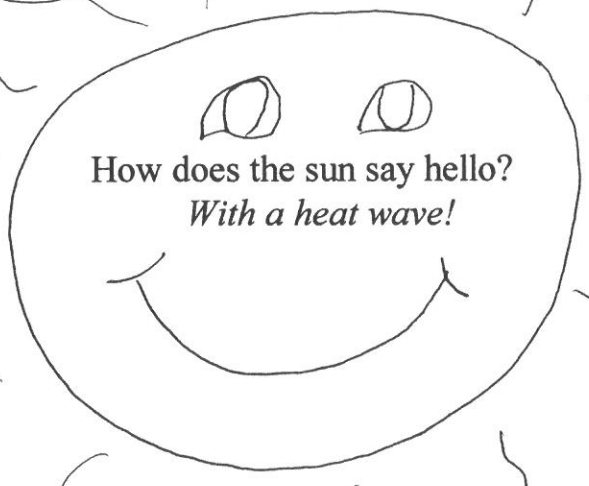
## **MOON ROCKS**

This is a good den game. Each boy is given 10 dried beans or small pebbles and is told to ask other players questions about space or astronauts. Any player who answers with a "yes" or "no" must pay the questioner with a pebble. The game continues 5 minutes as boys try to win "Moon Rocks" from each other. Boy with the most pebbles at the end of the game is the winner.

**ADVENTURE IN THE SKY  
JOKE PAGE**

What do you use  
to make  
twister  
cookies?

*Torna  
d  
o  
u  
g  
h*



How does the sun say hello?  
*With a heat wave!*

Why did the storm cloud aim at the taxi?  
*He wanted to hail a cab!*

What do you clean clouds with?  
*A Skyscraper*

Why don't clouds bump into each other?  
*Because there's not a clod in the sky!*

Why did the little cloud leave home?  
*He ran away to join the cirrus!*

Why did the winter cloud go to bed early?  
*He wanted to get a good night's sleet!*

Why did the giant reach down below the clouds?  
*He was feeling under the weather!*

## SONGS

### THE WEEKEND

*TUNE: Battle Hymn of the Republic*

I have seen the skies in darkness,  
I have seen the skies in sun,  
I have felt the rain upon me,  
I've enjoyed the snowy fun,  
When the weather isn't cloudy,  
And the wind it doesn't blow,  
It isn't only raining...  
It's the weekend too, you know!!!

### THE ASTRONAUT'S PLEA

*TUNE: My Bonnie Lies Over the Ocean*

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

#### CHORUS:

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

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

#### CHORUS

I went for a walk in my space suit,  
The ship was controlled from the ground,  
And someone in charge down at NASA,  
Forgot I was walking around.

#### CHORUS

### OH RAINBOW

*TUNE: Oh, Christmas Tree*

Oh rainbow, oh rainbow,  
How lovely are your colors.  
Oh rainbow, oh rainbow,  
How lovely are your colors.  
Purple, red and orange, too,  
Yellow, green, and blue so true.  
Oh rainbow, oh rainbow,  
How lovely are your colors.

### THE DARING SPACEMAN

*TUNE: When Johnny Comes Marching*

I am a daring astronaut, hurrah, hurrah,  
I'm getting ready to blast off, hurrah,  
hurrah,  
The rocket takes me high in space,  
My capsule is a most comfortable place,  
To a space adventure, I am on my way.

I'm orbiting now around the moon,  
hurrah, hurrah,  
I think I'll land there very soon, hurrah,  
hurrah,  
I pith and yaw and roll through space,  
I've not seen these sights any place,  
I'm a daring spaceman, won't you come  
with me?

Let's fly to other planets now, hurrah,  
hurrah,  
Come fly with me I'll show you how,  
hurrah, hurrah,  
We'll stop at Mercury, Venus, Mars,  
At Neptune we'll take a look at the stars,  
What a lovely sight, the wonderful world  
of space.

## WHY I'M A LEADER

I'm not a Cub Scout leader for the easy hours,  
high pay, parents gratitude, power or prestige.

I'm a leader because I want the world for your son and mine...  
a world he can share and help shape;  
A world of love and laughter, where he can show compassion.

I want him to look at the stars, a sunrise, a sunset,  
the work and world of man...  
And feel it's beauty inside himself.

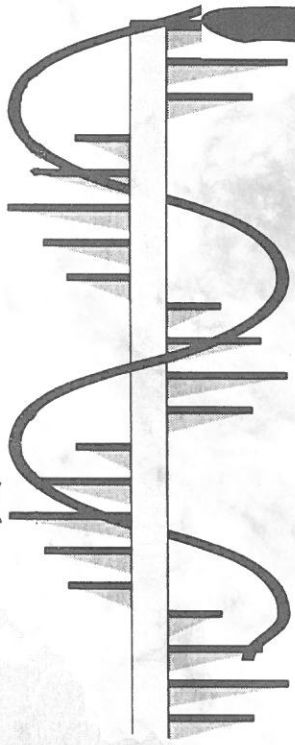
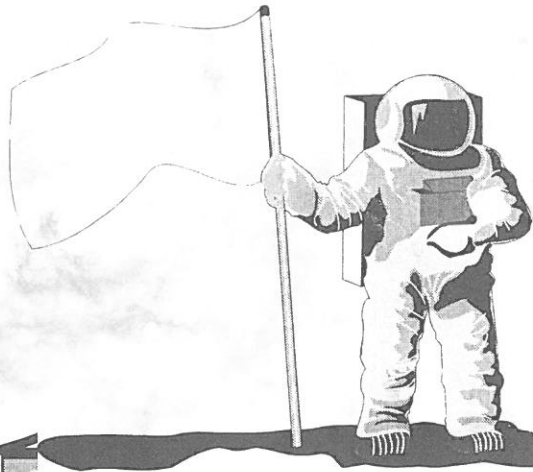
I want to help him learn to finish  
everything he starts and do it well,  
and guide him to know his worth  
with a deeper understanding of himself.

I want to help shape men  
who have strength of character  
and are sensitive to the needs of others.

I want them to be the best they can be.

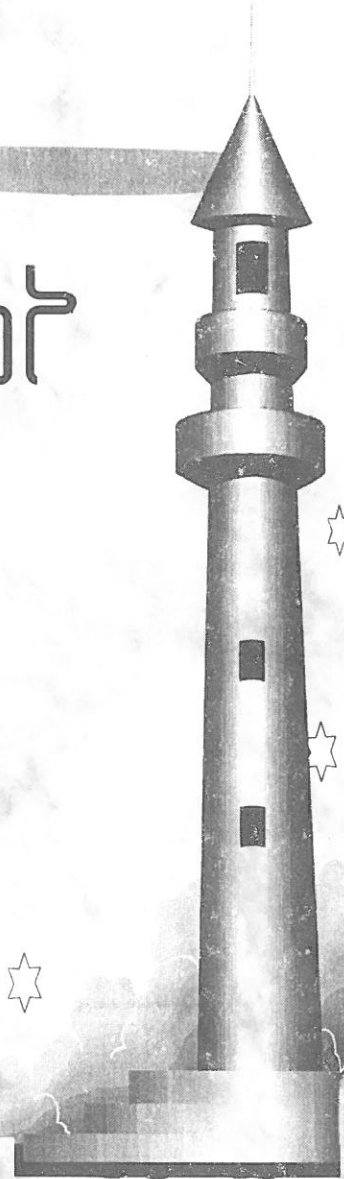
I'm giving of myself and my time.  
I reap rewards far beyond what I give.  
I receive for my children and future generations  
a better world.

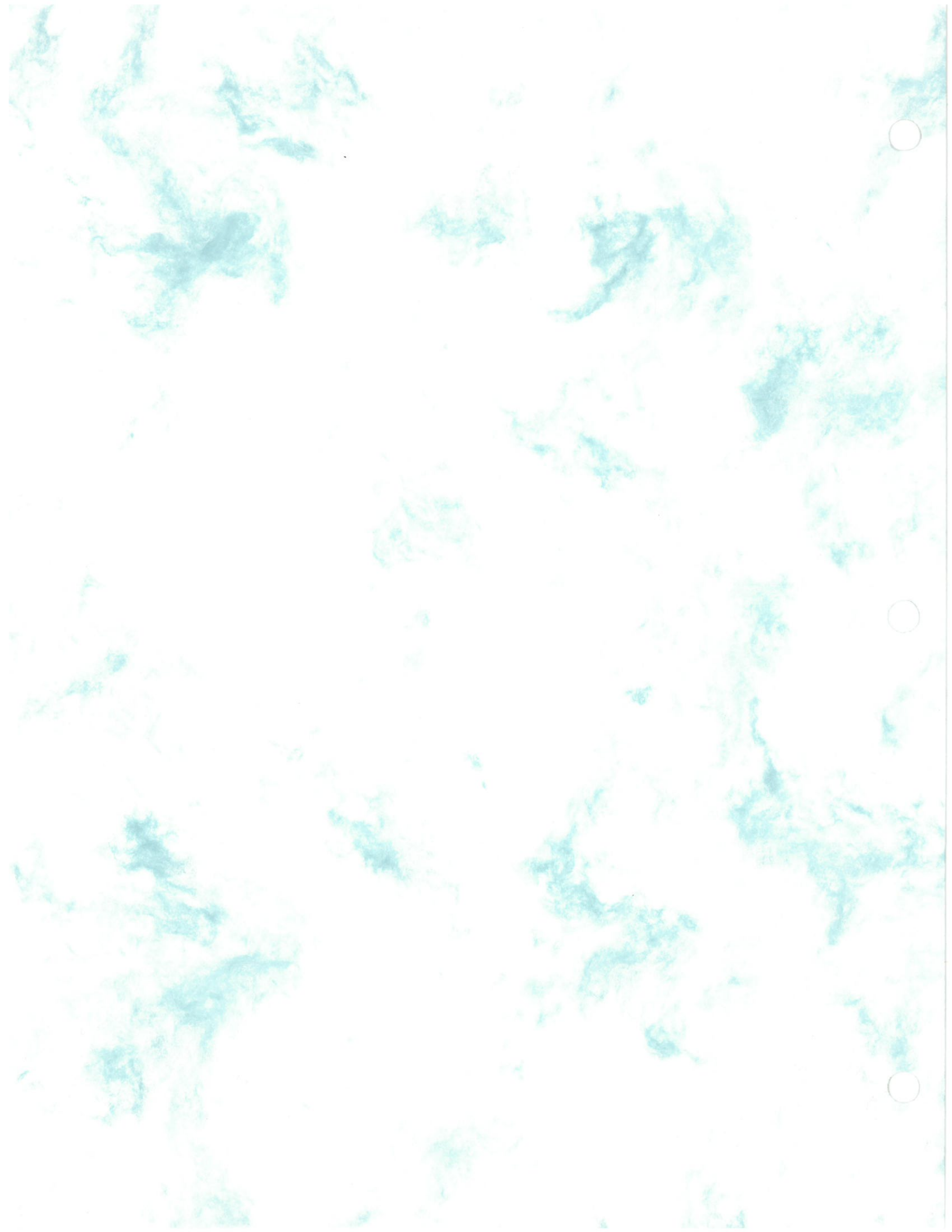
I'm a Scout Leader...  
because I care!



SEE what  
you  
can SEE

July 1998







# SEE WHAT YOU CAN SEA

*July, 1998*

Take this month “a stroke at a time”. Anything you can imagine taking place in the water is up for grabs as you develop a monthly theme to include aquatics. Pirates, ships, deep sea diving, swimming, octopus....a great month to “dive” into Scouting head first!

## **SIX SHIPS OF SCOUTING OPENING CEREMONY**

ARRANGEMENT: Six Cub Scouts holding large cardboard cutouts of ships (as described below) on which have been printed the following words: SCHOLAR-SHIP, FELLOWSHIP, FRIEND-SHIP, SPORTSMAN-SHIP, WORKMAN-SHIP, and STATESMAN-SHIP.

CUBMASTER: Tonight Den \_\_\_\_ would like to tell us about the six ships of Scouting.

CUB #1: “SCHOLAR-SHIP”. This ship is very important on the Sea of Education. On her deck stands such officers as Ambition, Determination, and Intelligence. Her flag bears the symbols of an A+.

CUB #2: “FELLOW-SHIP”. This ship stands for good spirit, fine cooperation, and never failing unity. Its flag flies high - the flag of Scouting.

CUB #3: “FRIEND-SHIP”. This is the most handsome ship of them all. It is true blue and its flag is golden - since friendship is golden.

CUB #4: “SPORTSMAN-SHIP”. This the ship that’s fair and square. It never veers from its course. Its flag is never at half mast.

CUB #5: “WORKMAN-SHIP”. This ship’s every line, every peak, every mast, represents the best that a person can give. Its flag bears a laurel wreath.

CUB #6: “STATESMAN-SHIP”. This ship represents wise guidance, constant counsel, unselfish interest and sincere endeavor. Its flag is white for purity.

CUBMASTER: And there you have six strong sturdy ships to brave the sea. Three cheers for Scouting ships.

## ADVANCEMENT

Equipment: Cubmaster is dressed as a pirate (in pirate hat, etc.) A 2 x 10 foot plank is placed on the floor. Cubmaster stands at one end of the plank and explains to the boys the meaning of “Walking the plank” in pirate days.

Cubmaster: “Tonight we have another meaning of the term for “walking the plank”. Cub Scouts who have earned their next rank will be asked to receive their award and then jump off into working on a new rank with new and different activities as well as exciting fun and adventure.”

“Parents of these rank advancing pirates, please come forward with your son as I call their name. You will accompany your son in walking the plank just as you have assisted him in earning this rank.”

(Advancement Chairman stands at one end of the plank and assists the boy and parents to walk to the other end of the plank where the Cubmaster is standing to present the award.)

## CLOSING

### *Sailor*

To the sailor, three things were essential - a compass, a sextant, and a flag to tell which way the wind blew. To Cub Scouts, these three things are important – (show) a wolf badge, a handbook, and a candle. The badge tells who you are and where you are going; the handbook tells how to get where you are going, and the candle is a symbol of the light of Scouting which penetrates the darkness of hate, distrust, and prejudice. It is a light that must be kept burning in the heart of every Scout.

### *Colonial Navy*

CUBMASTER: The Colonial Navy was born in 1632 when the English colonists of Massachusetts built the first American warship, the Blessing of the Bay. They used it to fight pirates off the Atlantic coast. By the late 1700’s, the colonists had built hundreds of ships, including privately owned war vessels. On board these vessels, the flag of the original colonies and now in recent times, the flag of the U.S. waves proudly in the sea breezes. Long may she wave. This evening, Den \_\_\_\_ will retire the colors for us.

The boys form a large circle with the Captain in the center. Turn out the lights and light a single candle for the “Captain”. He says, “Boys, this candle represents the spirit of Cub Scouting, which we talk about in the Cub Scout Promise and Law of the Pack. Sailors have their “rules of the road” for sailing on the sea – and we have the Promise and Law – our rules of the road for living. Let’s remind ourselves of those rules by representing the Cub Scout Promise. (Lead promise.)

## SEASIDE SILLIES

What do you say to a forty-ton shark that has the volume of its headphones turned all the way up?  
- *Anything you want.*

What is a fish's favorite TV show? - *Name That Tuna*

What kind of fish has knees? - *A two-knee fish*

Which part of a fish weighs the most? - *The scales*

How do you stop a stinking fish from smelling? - *Hold its nose*

If a psychiatrist charged \$100 a visit, how much would she charge a whale for three visits?  
- *She'd charge \$1300 - \$300 for three visits and \$1000 for a new couch*

What goes "clop, clop, clop, clop, clop, clop, splish?"  
- *An octopus with one shoe missing*

First Shark: Why didn't you gobble up that millionaire who fell of the big boat?  
Second Shark: I'm on a diet and I can't eat rich foods.

Sal: I have 200 goldfish.

Al: Where do you keep them?

Sal: In the bathtub.

Al: How do you take a bath?

Sal: I blindfold them first.

What do you get when you cross a math teacher with a shark?  
- *Snappy answers*

Ben: Do you know of any animals that cry?

Jen: Well, I've seen whales' blubber.

What would a seal say its favorite subject in school is?  
- *Art, art!*

Why do fish like to eat worms so much?  
- *Who know? They're just hooked on them.*

What do you get if you cross a shark with a Boy Scout?  
- *A fish who helps old ladies across the ocean*

# SKITS

## PLIGHT OF THE OCTOPUSES

Characters: Six Webelos Scouts dressed in Octopus costumes or using large Octopus hand puppets.

- OCTOPUS 1: In tying knots, I am a champ,  
With the bowline or clove hitch;  
But when my eight arms get in the way,  
I can't tell which is which.
- OCTOPUS 2: Being an octopus, I like to hike  
Over underwater hills;  
But when I "left" and "right" with two legs,  
The six others give me spills.
- OCTOPUS 3: I'm patriotic and salute the flag  
Of America, that I'll fight for;  
but since we must salute with our right hand,  
I can't tell which are my "right" four.
- OCTOPUS 4: Now in rowing a boat, I'm a speedy one,  
With eight arms to move me fast;  
for no matter how hard the others use their oars,  
They'll row into shore, tired and last!
- OCTOPUS 5: I have two arms to gather firewood;  
Two arms to start the fire's flame;  
Two arms to cook my tasty meal,  
With two left to shoot fresh game.
- OCTOPUS 6: I can pass all swimming tests;  
The dog-paddle, breast stroke or crawl;  
Cause when we octopuses get in water,  
We really have a ball!
- ALL: We may be Webelos Octopuses now,  
But soon we'll have a treat,  
We'll be "special" new Boy Scouts  
Because we have Eight Tender Feet!

## A SHIP LIKE US

Characters: 3 boys

Scene: Aboard an ocean liner. A small table with a chair on each side. Mr. Niffy, who is very unhappy, sits in the right hand chair. He picks up a book, signs, puts down the book. Looks around. Taps the table with his finger tips. Tries to read again. Mr. Tiffany enters left.

Mr. Tiffany: Good Morning, Mr. Niffy. How are you today?

Mr. Niffy: Oh, oh, I just don't know.

Mr. Tiffany: May I sit down?

Mr. Niffy: Of course! Of course! Do whatever you wish. Anything you do is alright with me.

Mr. Tiffany: Did you sleep well last night?

Mr. Niffy: No, not a wink.

Mr. Tiffany: Were you sea sick?

Mr. Niffy: No, no I wasn't sea sick.

Mr. Tiffany: Well, what's your problem?

Mr. Niffy: I'm afraid.

Mr. Tiffany: Afraid of what?

Mr. Niffy: I'm afraid this ship will sink.

Mr. Tiffany: Oh come on! That's a silly fear. A ship this size doesn't sink!

Mr. Niffy: Oh, I read about a ship that sank.

Mr. Tiffany: Here comes the Steward. Let's talk to him.

Mr. Niffy: Alright!

Mr. Tiffany: Pardon me, Steward.

Steward: Good morning, gentlemen. May I help you?

Mr. Tiffany: I hope so. We have a question, maybe you can answer it and put our minds to rest.

Steward: I'll answer if I can.

Mr. Tiffany: Does a ship like this sink very often?

Steward: Oh, no! (Men smile happily.) A ship like this sinks only once!

## CRAFTS

### OCTOPUS TIE SLIDE

Material for one slide:

Pop-top ring, old style (or a circle of heavy wire)

1 walnut shell half

Art plaster or Hydracal plaster (available at Craft Shops)

Black pipe cleaners, cut into eight short pieces

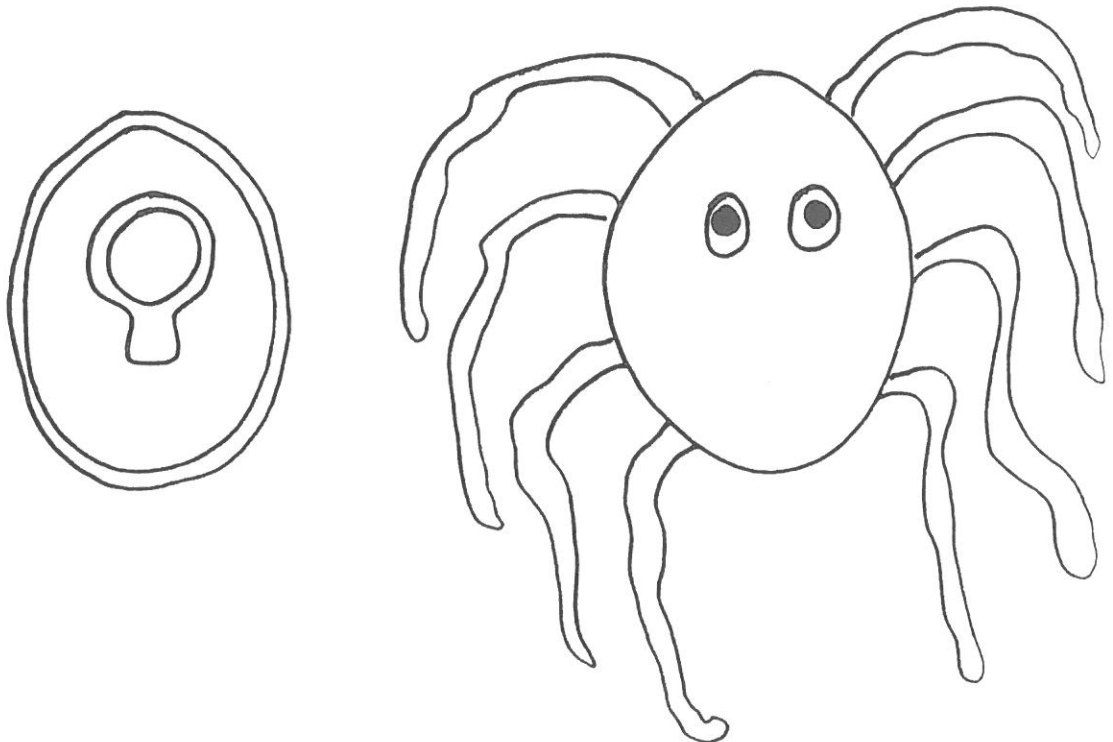
Wiggly eyes

Sand

Cereal bowl

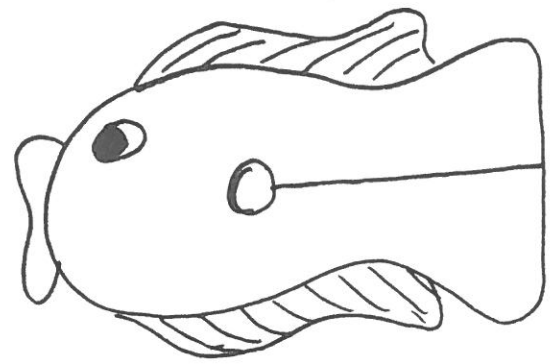
Paint (if desired)

Fill bowl half full of sand. Place walnut shell in sand, hollow up. Do not clean out shell inside, the membranes help hold the plaster. Prepare plaster according to directions, pour into shell. While plaster is still quite wet, insert pop-top ring in center of plaster, and the eight short pieces of pipe cleaner along edges. (Figure A) Let dry. (Hydracal plaster will dry in 15-20 minutes, making it an ideal medium for one meeting projects.) Shell can then be painted if desired, and glue on wiggly eyes. (Figure B)

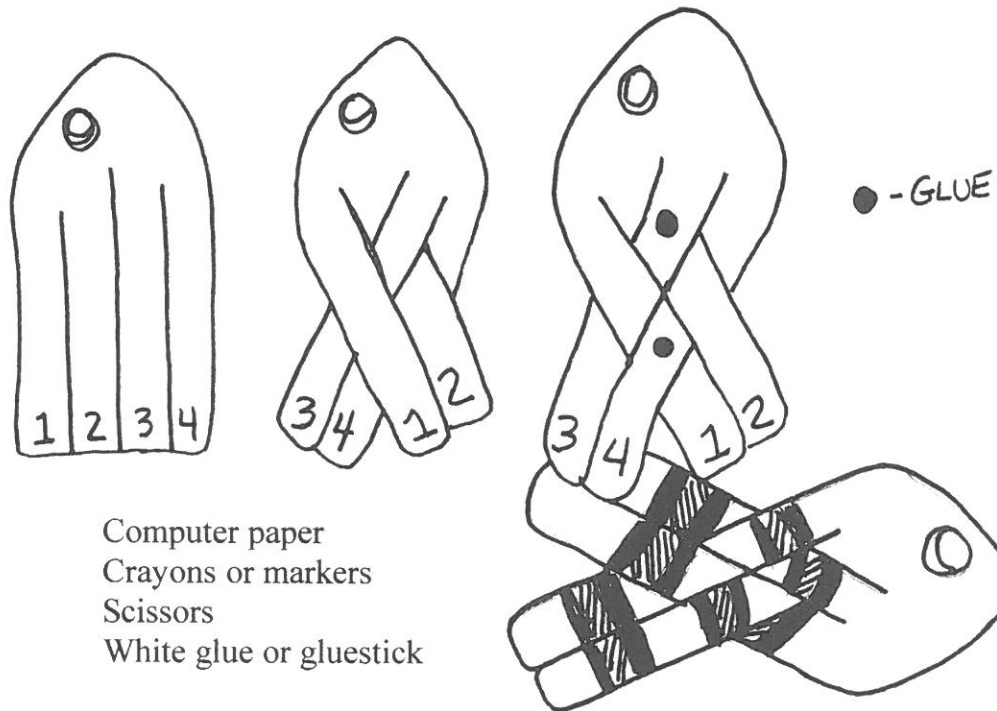


## SWIMMING PAPER FISH

Material for one fish:      Stiff paper (notepaper type)  
    Scissors  
    Few drops of oil



Draw and cut out a paper fish such as our patterns. Make a small round hole in the center of the fish and cut a narrow slit leading from the center hole to the tail. Dip the lower half of the fish in water. Lay the fish gently on the surface of the water in a large bowl or tub. To make him swim, drop a little oil (1 or 2 drops) into the little hole in the fish's body. Oil will start to spread and will spread through the slit leading to the tail. The fish will then be propelled forward. Try cutting a frog, turtle or ship.



## PAPER FISH

Materials:                      Computer paper  
    Crayons or markers  
    Scissors  
    White glue or gluestick

Cut out the fish pattern. Color the fish with stripes of colors going sideways across the body. Try swirls or curlicues going across in various colors. The head can also be colored either a solid color or more stripes. Cut into the body lengthwise on the three solid lines. Lay the fish with the strips pointing downwards. Take strip number 3 (from the left) and bring it over strip number 2 and under strip number 1. The body will poke outwards just at the top of the strips. Next, take strip number 4 and bring it up over strip number 1. Shift the strips slightly as necessary to make them lie neatly beside one another. Put one drop of glue in between strips 2 and 3, and in between strips 1 and 4. Press together and make sure strips are still lined up nicely.

# GAMES

## BENDING WATER

Combing your hair with a plastic comb produces a strong charge of static electricity on the comb. Charge a comb, then hold it close to a small stream of water trickling out of a faucet. The stream will bend toward the comb. Can the boys guess how you do this magic feat?

## SUBMARINES & MINDFIELDS

Blindfolds for each member of the minefield.

You split into two teams, one forms a line across the playing field. They are blindfolded and standing close enough together to touch hands. Each hand is a mine that will destroy a ship (a member of the other team). That team quietly tries to sneak along the line weaving in and out of the mines, (i.e. between their feet, or between two Scouts). After a minefield team member uses one hand and hits a ship, that hand is out of play for the round. Thus later ships may go through an unprotected area. Smaller Scouts usually win this one. When the whole team has gone through or not as the case may be, change over. At the end of the game, the winning team is the one that managed to get the most ships through the minefields.

## TADPOLES

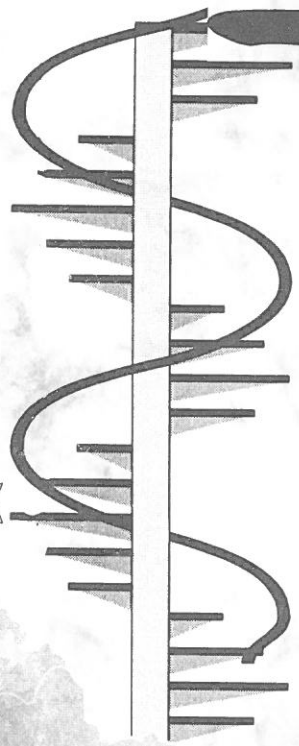
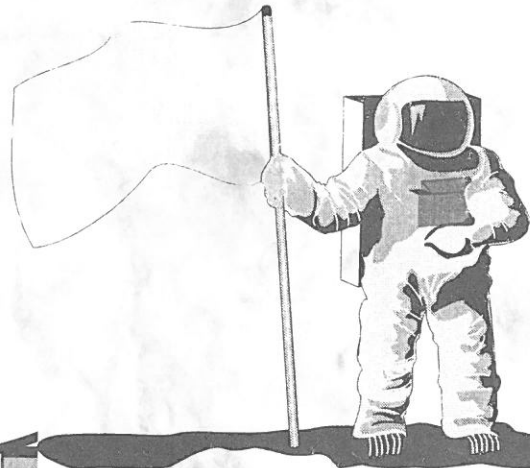
1 Ball

Split the pack evenly in two and assemble one team in a circle and the other team in a line. A leader positioned in the middle of the circle throws a ball to each boy in turn and counts the number of consecutive catches made. If anyone drops the ball, counting starts again at zero. Meanwhile, the team in a line runs relay fashion around the circle and back to the line to tag the next player. This acts as a timer. Once all the Cubs have run the team swaps over. The team with the highest number of consecutive catches wins.

## SARDINES

The opposite of "Hide & Seek". A few players go and hide in separate locations. After a delay, everyone else sets off to find the hidden Scouts. When one Scout finds another he must hide in the same place, until all the players are hidden.





# rondeo r trail

август 1998





# RODEO TRAIL

*August 1998*

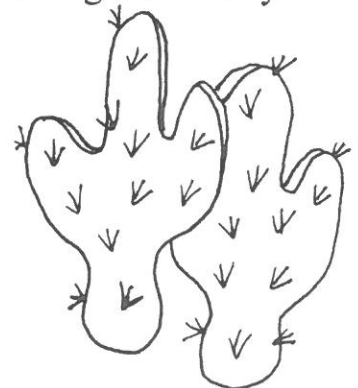
Round up the horses, and get ready for an exciting month on the Rodeo Trail. What a theme to build excitement and get the Cubs on an adventure of a lifetime. The following pages will help you complete the dream with ponies to make & ride, cowboy costumes, and songs that you can sing by an outdoor campfire. Get the coffee brewin' and get ready to win this rodeo...hands down!!

## WESTERN THEME OPENING CEREMONY

Cubmaster: Good evening rodeo fans. Welcome to the Cub Scout Wild West Rodeo. Like any rodeo, we have thrills and chills, feats of daring, and best of all, we have a grand entrance. (Dens of Cub Scouts dressed in western costume have been waiting outside the room. They now enter and parade around the arena while recorded western music is played.) That's one of the best parts of a rodeo, will all the riders carrying their own flags. But the greatest flag of all is our own Old Glory. Let's show our respect now by rising to salute the flag of our country. (Boys in uniform advance colors and lead Pledge of Allegiance.)

## WESTERN THEME CLOSING CEREMONY

Cubmaster: Rodeos started with cowboys competing in their every-day work to see who was the best at a particular job. Later, purses were gathered to make it more interesting. It has now grown into a huge national sport, and some of the contestants are still working as cowboys. They work together and help one another grow. It is the same with cub Scouting. We must help each other cheerfully, if we expect our pack to grow. Will you all please stand and repeat with me the Cub Scout Promise.



## WILD WEST RODEO ADVANCEMENT CEREMONY

Arrangement: Boys who are able to receive awards are held in cardboard corrals or chutes until time to receive their awards. At that time, a pack committee member escorts the boy and his parents to the front.

Cubmaster: Cowboys must practice and work to become the best in the rodeo world. Cub Scouts must work and learn to advance up the Scouting trail. Tonight we will honor some boys who have worked hard to reach a higher level on that trail.

We have some new cowboy Cub Scouts here tonight who have never ridden in the Cub Scouting arena before. They are brave and ready to try. They will prove themselves now. (Call names of Bobcat candidates and ask that they come forward with their parents.) Please repeat the Cub Scout Promise with me. (Present Bobcat badges and cards to parents who present them to their sons.) Congratulations! You may now ride with our pack and earn your spurs by climbing the Cub Scouting ladder.

The following boys have worked hard and lassoed the 12 achievements required to become Wolf Cub Scouts (read names). We congratulate you Cub cowboys for your fine work. (Present badges and cards to parents who present them to their sons.)

These boys rode herd and rounded up 12 more achievements and corralled the Bear rank. (read names) I congratulate you Cub cowboys and your parents. (Present badges and cards to parents who present them to their sons.) I challenge you to ride even harder and earn arrow points as you prepare to become Webelos Scouts.

The Webelos Scouts who have bulldogged the requirements for activity badges are (read names). You have bulldogged, roped and tied your way through the Cub Scouting ranks. Now may you have easy riding towards the Arrow of Light and Scouting beyond. (Present activity badges and cards to parents who present them to their sons.)

Congratulations to all of our Cub Scouts and Webelos Scout cowboys!!

## BOBCAT BRANDING CEREMONY

Props: An artificial fire, (logs, arranged like fire with an electric bulb in. Red tissue paper to look like a burning fire placed in logs, so it won't burn paper. An inked stamp pad and a stamp with B or the Pack Number on. Plug in fire before ceremony starts and place stamp pad so it looks like it's in the fire. (A pen light with red cloth or tissue paper over end, and attached to the stamp.)

Cubmaster or Awards Chairman: Mavericks, You are about to carry the Bobcat Brand which represents the lowest rank of the greatest youth organization of the world. I am going to place this brand on your left hand. You will wear it visibly for 24 hours. Tomorrow night, when you wash it off, I want you to repeat the Cub Scout Promise to yourself, so that you may carry in your heart the ideals that this brand represents.

Will you boys please stand and repeat after me, The Cub Scout Promise - “ \_\_\_\_\_ 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.” As you are branded you may join your parents, standing in front of them.

Parents, we welcome you to Pack \_\_\_\_\_. Cubbing is a family affair, and as parents you also must have certain responsibilities in cubbing. We expect you to attend Pack Meetings and work with your son on his achievements, approving them only when they are completed. When called upon, we expect you to assist, along with other parents in various leadership roles, to cooperate with Den Leaders, Cubmaster and Pack Committeemen. Be active – Will you accept this responsibility?

As I call your name, come forward for you Bobcat card and badge, with your parent. Mom / Dad will you pin the badge on your son's shirt pocket upside down --- yes, I said upside down. This is to remain so, until your son does one good deed to your satisfaction, then you may sew it on his shirt right side up.

Cubs give salute and they all return to their seats.



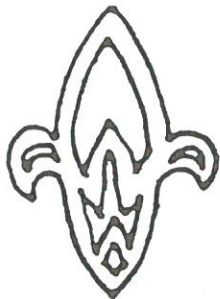
# ERASER BRANDS



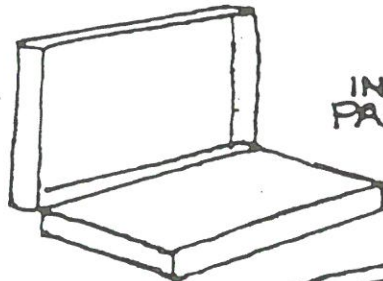
WOLF



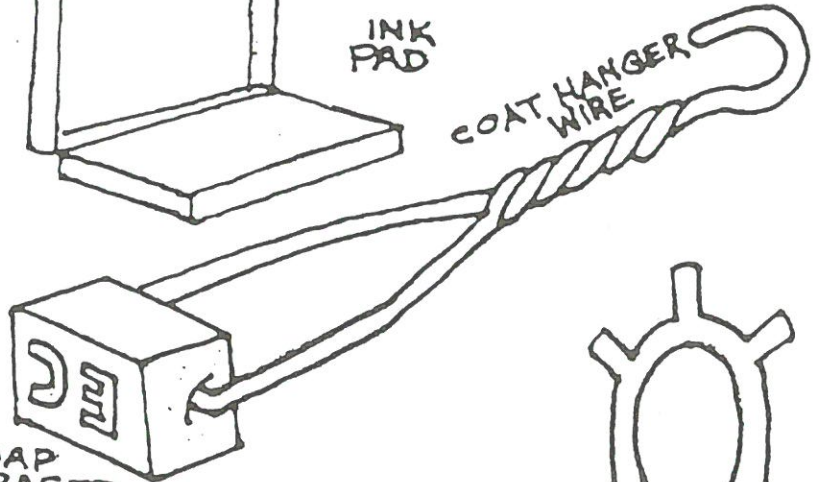
BEAR



WEBELOS

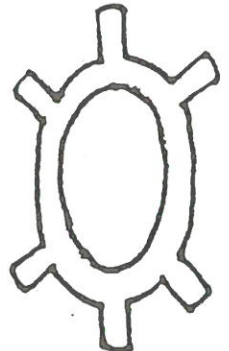


INK PAD

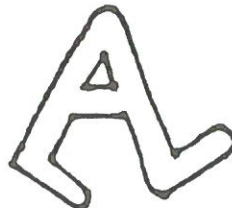


SOAP ERASER

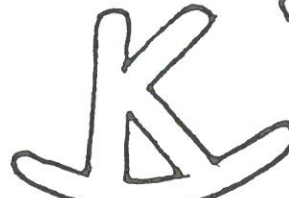
COAT HANGER WIRE



TERRAPIN



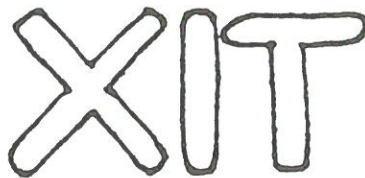
WALKING A



ROCKING K



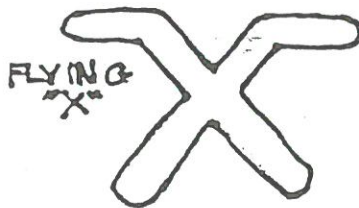
MATADOR'S FLYING V



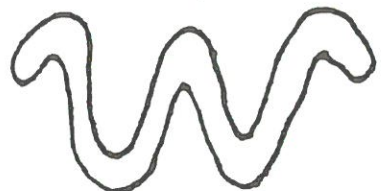
XIT



CRAZY K



FLYING X



RUNNING "W" KING RANCH

## SKITS

### SONG TITLE STRANGER

(As the scene opens, three cowboys, Rusty, Bill and Pete, are sitting dejectedly on the corral fence. Fence details can be painted on cartons.)

RUSTY: Look at that old sun goin' down - gives you a lonesome feelin'.  
I like mornin's better.

BILL: Boy, you're all mixed up! This is the best time of day when our work is all done and we're waitin' for supper.

PETE: Yup, Bill, I'm glad our work is done, but you have to admit evenin's aren't very exciting around here.

RUSTY: (shading his eyes and looking into the distance) Say, wait a minute, look off there across the prairie. See that cloud of dust? Someone's comin' and I'd say he's in a big hurry. (All shade their eyes and look off into the distance.)  
Look's like we might have some excitement tonight after all.

(Sound of a horse galloping is heard off stage and a loud "Whoa". An old, old cowboy enters carrying a guitar.)

ALL 3 COWBOYS: Howdy, stranger, who are you and where are you headin' in such a hurry?

STRANGER: "I'm an Old Cowhand from the Rio Grande."

RUSTY: Oh I've heard fellow singin' about you!

BILL: And did you ride all the way from the Rio Grande?

STRANGER: Yup, from "The Streets of Laredo."

PETE: You still haven't said where you're headin'.

STRANGER: I'm ridin' to my "Home on the Range."

BILL: (in aside to Rusty and Pete) Say, this guy talks funny - seems I've heard folks singin' about everything he says.

RUSTY: (turning to stranger) Looks like you're awful anxious to get to your home on the range. What's the big rush?

STRANGER: So they'll "Bury Me Not on the Lone Prairie."

PETE: Gee, you're a cheerful guy to have around!

(The sound of the dinner gong is heard off stage and a voice calling, "Come'n get your beans and franks.")

BILL: (to stranger) C'mon in and have some chow.

STRANGER: (shaking head sadly) No thanks, no indoor eatin' for me. "Don't Fence Me In." So long to you, "I'm Headin' for the Last Roundup."

(He exits slowly as he begins singing "The Last Roundup" in a mournful voice and stumming his guitar.)

## **COWBOY PANTOMIME**

(As the scene opens, several cowboys are seated around a campfire, singing the following lines to the tune of “Don’t Fence Me In.”)

Oh the life of a cowboy is the life for me, yippie-i-o-ki-a,  
Riding my horse cross the wild prai-rie, yippie-i-o-ki-a.  
Busy all day a herdin’, brandin’, ropin’,  
Dead-tired at night, a sleepin’ in the open,  
The pay is low, the chow is poor, but I’m a cowboy,  
Yipee-i-o-ki-a!

(As they sing, other cowboys saunter across the stage, some roping imaginary steers, other riding horses, still others lying down to sleep near the fire. As the song ends, all stand up and join in singing the last four lines of the song again.)

## **BLACKOUT SKITS**

A group of cowboys are standing around, looking anxiously about them, and one says: “What can we do? We’re surrounded! There are Indians in front of us, Indians to the right of us, Indians to the left of us, and in back of us, a might river! What can we do?”

The voice sings: “Row, row, row your boat, gently down the stream.”

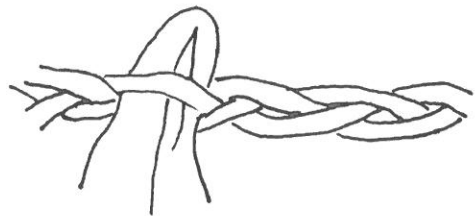
For another blackout, you might have a group of cowboys standing around n’ talking about expansion of the country westward. One says, “Yeah. We should head West and take all that land that’s waiting for us! After all, what’s to stop us?”

The voice sings: “One little, two little, three little Indians.”

## **CLOTHESLINE WITHOUT CLOTHESPINS**

You Need: 2 or 3 ropes, one longer than the others.

1. Lay ropes together as in picture.
2. Hold the ropes as if they were one rope and tie one end together with an overhand knot.
3. Now braid the ropes if you have 3 ropes. Twist them if you have 2.
4. Finish with an overhand knot.
5. Attach clothesline to trees or posts with clove hitches or bowlines.
6. Hang things on the line by catching them between the twisted or braided ropes.





## DEEP IN THE HEART OF TEXAS

COWPUNCHERS: Whoopie!  
TIMID LADIES: Scream (falsetto)  
BUCKING BRONCOS: Gallop (slap on knees)  
SIX SHOOTER: Bang Bang!  
BANDITS: Steeck Em Up!  
RATTLESNAKES: Hiss ominously  
CATTLE: Moo  
RIDE EM COWBOY: (all shout) RIDE EM COWBOY!

Are you listless, tired, out of sorts? Do you need excitement and new thrills? Then go to Texas! There you will find COWPUNCHERS, BUCKING BRONCOS, RATTLESNAKES, SIX SHOOTERS and just enough TIMID LADIES.

How well I remember that night on the Bar B Q ranch. The CATTLE were in the corral and the RATTLESNAKES were rattling their babies to sleep. The COWPUNCHERS were telling tall tales to the TIMID LADIES when all of a sudden, the BUCKING BRONCOS began cutting up and you could hear the CATTLE for a mile. Like a flash, the COWPUNCHERS pulled out their SIX SHOOTERS and made for the corral. The RATTLESNAKES slithered for cover and the TIMID LADIES collapsed in a cactus bush.

Stealthily from around the corner of the ranch house crept the BANDITS. "Aha, just as I thought. Much better than CATTLE, huh Pancho? So your young friends have deserted you. We could be very good friends." The TIMID LADIES shrank further into the cactus. "aha Pancho, See, they are such TIMID LADIES, we will have to teach them a few things."

The BANDITS quickly carries the TIMID LADIES to Gory Gulch, where their horses were waiting. The TIMID LADIES screamed but to no avail; the CATTLE were making too much noise. The TIMID LADIES screamed, "Where are you taking us?" "Down Mexico way, my leetle tortilla," said the BANDITS.

At this moment, the TIMID LADIES sank their teeth into the BANDITS arms. The BANDITS let out a terrified yell that rang out over the range above the noise of the CATTLE and the stamping of the BUCKING BRONCOS. In an instant, the COWPUNCHERS were on their BUCKING BRONCOS, SIX SHOOTERS in hand, riding hard and fast in the direction of the BANDITS. They could hear the cries of the TIMID LADIES.

The BANDITS spurred their horses on; the COWPUNCHERS were gaining...fifty yards, now thirty yards. Now the BUCKING BRONCOS were at the foot of the hill. The noise of the SIX SHOOTERS was terrific. The BANDITS gave up, the RATTLESNAKES trapped them into a corner, the COWPUNCHERS saved the TIMID LADIES. The COWPUNCHERS picked up the TIMID LADIES, lifting them on to their BUCKING BRONCOS and yelling RIDE EM COWBOY, as they rode off into the sunset.

## THE BALLAD OF PISTOL PETE

CHARACTERS:    Bronco Bill                                  Pistol Pete  
                          Maverick Mike                                  Two Gun Tom  
                          Shotgun Sam                                  The Okie From Muskogee

SOUND EFFECTS: Dinner bell, hoof beats as Okie arrives and exits

SETTING: Backdrop can be corral fence or western street. Okie needs a stick horse to ride.  
All actors dress is traditional western attire.

BRONCO BILL:    Shore is quiet here since THE GUNFIGHT AT THE O.K. CORRAL.

PISTOL PETE:    Yeah, THE RED RIVER VALLEY just ain't the same no more.

MAVERICK MIKE: Say, what's that off in the distance, A MULE TRAIN?

TWO GUN TOM:    You mean there at the top of THE BIG ROCK CANDY MOUNTAIN?  
                          Looks like MY DARLIN CLEMENTINE to me.

BRONCO BILL:    Naw, That ain't Clem. Looks more like BUFFALO GAL to me.

SHOTGUN SAM:    Well, SHE'LL BE COMIN' ROUND THE MOUNTAIN WHEN SHE  
                          COMES.

PISTOL PETE:    Naw, that ain't Clem.  
                          (Enter Okie on a stick horse. Hoof beats offstage)  
                          Howdy stranger. What's your handle?

OKIE:                Jest call me THE OKIE FROM MUSKOGEE.

MAVERICK MIKE: Care to rest you BOOTS & SADDLE, Okie?

OKIE:                Thanks partner. I could use a little rest, here on THE STREETS OF  
                          LAREDO. (He leans on fence)

TWO GUN SAM:    Where ya headed Okie? EL PASO?

OKIE:                No partner. I'm going back to THOSE OKLAHOMA HILLS WHERE I  
                          WAS BORN, to see MY SAN ANTONIO ROSE.

BRONCO BILL:    Ya seem to be in a mite of a hurry, Okie. Ain't running from a  
                          HANGING TREE ere ya?

OKIE:                Wal, ever since I had a run-in with BIG BADJOHN, I'll admit that I'VE  
                          GOT SPURS THAT JINGLE, JANGLE, JINGLE! It's gettin' on  
                          towards HIGH NOON. Guess we'd better be gettin' DOWN IN THE  
                          VALLEY.

(He mounts his horse, rides off stage, to sound of hoof beats)

PISTOL PETE:    (As dinner bell sounds off stage) Heard we're havin' hot dogs for supper  
                          fellas. Guess we'd better GET A LONG LITTLE DOGGIE. (Others look  
                          at him with disgust) Now fellas remember, BURY ME NOT ON THE  
                          LONE PRAIRIE.

MAVERICK MIKE: Then you'd better be BACK IN THE SADDLE AGAIN!

(Pete runs offstage, with others chasing him)

## CAMPFIRE TALES

### THE CREMATION OF SAM MCGEE

There are stranger things done 'neath the midnight sun by the men who toil for gold.  
The arctic trails have their secret tales that would make your blood run cold.  
The northern lights have seen queer sights but the queerest they ever did see,  
Was that night on the marge of Lake LaBarge when I cremated Sam McGee.

Now Sam McGee was from Tennessee where the cotton blooms and grows.  
Why he left his home in the south to roam 'round the poles, God only knows.  
He was always cold, but the land of gold seemed to hold him like a spell.  
Though he'd often say in his homely way that he'd sooner live in Hell.

On a Christmas day we were mushing our way over the Dawson trail.  
Talk of your cold, through the parka's fold it stabbed like a driven nail.  
If our eyes we'd close, then the lashes froze 'til sometimes we couldn't see.  
It wasn't much fun, but the only one to whimper was Sam McGee.

And that very night while we packed tight in our robes beneath the snow.  
And the dogs were fed, and the stars overhead were dancing heel and toe.  
He turns to me, and "Cap" says he "I'll cash in this trip, I guess.  
And if I do, I'm asking that you won't refuse my last request."

Well, he looked so low that I couldn't say no, then he says with a sort of a moan,  
"It's the cursed cold, it's got right hold 'til I'm chilled clean through to the bone.  
Yet taint being dead, it's my awful dread of an icy grave that pains.  
So I want you to swear that foul or fair, you'll cremate my last remains."

Well, a friend's last need is a thing to heed, so I swore I would not fail.  
We started on at the streak of dawn, but, God, he looked ghastly pale!  
He crouched on the sleigh, and he raved all day of his home in Tennessee.  
And before nightfall, a corpse was all that was left of Sam McGee.

There wasn't a breath in that land of death and I hurried on, horror stricken.  
With a corpse half hid, that I couldn't get rid, because of a promise I'd given.  
It was lashed to the sleigh and it seemed to say, "You may tax your brawn & your brains,  
But you promised true, and it's up to you to cremate these last remains."

And very day that quiet clay seemed to heavy and heavier grow.  
But on I went, though the dogs were spent and the grub was getting low.  
The trail was bad and I felt half mad but I swore I would not give in.  
And I'd often sing to the hateful thing and it harkened with a grin!

Then I came to the marge of Lake LeBarge and a derelict there lay.  
It was choked with ice, but I say in a thrice it was named the "Alice May".  
I looked at it, and thought a bit, then I turned to my frozen chum,  
And "This" said I with a sudden cry "is my crematorium!"

Some planks I tore from the cabin floor and lit the boiler fire  
Some coal I found that was lying around and heaped the fuel higher.  
The furnace roared and the flames they soared such a blaze you seldom see.  
Then I burrowed a hole in the glowing coal and I stuffed in Sam McGee.

Then I made a hike, for I didn't like to hear him sizzle so.  
And the heavens scowled and the huskies howled and the wind began to blow.  
It was icy cold, but the hot sweat rolled down my cheeks, I don't know why.  
And the greasy smoke in an inky cloak went streaking down the sky.

I do not know how long in the snow I wrestled with grizzly fear.  
But the stars were out and they danced about 'ere again I ventured near.  
I was sick with dread, but I bravely said "I'll just take a peek inside.  
He's probably cooked, it's time I looked" Then the door I opened wide.

And there sat Sam, looking cold and calm in the heart of the furnace roar.  
He wore a smile you could see a mile, and he said "Please shut that door!  
It's warm in here, but I greatly fear you'll let in the cold and storm.  
Since I left Plumtree, down in Tennessee, it's the first time I've been warm."

There are strange things done 'neath the midnight sun by the men who toil for gold.  
The artic trails have their secret tales that would make your blood run cold.  
The northern lights have seen strange sights, but the queerest they ever did see,  
Was the night on the marge of Lake LaBarge when I cremated Sam McGee.

## **BUFFALO STORIES**

How can you tell if a buffalo is under your bedroll? The ceiling of your tent is very close!

What do you find between the hooves of buffaloes? Slow buffalo hunters!

# GAMES

## CROSSING THE RIVER

With stones or stakes, mark out a "river" 10 ft. wide. Divide the den into two teams and have both teams on one side of the river. The den leader or den chief puts the ball in play by throwing it high into the air. Whoever catches it before it touches the ground shares it's magic properties and is able to walk across the river. From the other side he throws the ball over to one of his own team while the other team tries to intercept the ball and gain passage across the river. Anyone stepping into the river in the excitement of the game loses a life. When he has lost 3 lives, he is considered drowned and is out of the game. The team that gets it's members safely across first is the winning team.

## PONT EXPRESS RELAY

Each den is given a paper bag full of crumpled newspaper and is divided into 2 groups. The groups should be separated as far as possible. On signal, the first "rider" in each den grabs the bag from the floor, races to the other group and puts the bag down. The first rider in the other line picks it up and races back to the start. This continues until all riders in the den have finished. First den through wins.

## CHUCK WAGON CONTEST

Each den has one wagon (Use a piece of material or cardboard). Two den members are the horses. Behind each wagon at the starting line is an equal number of old tin cans, pots & pans, and silverware - the more the better. On signal, all den members, except the "horses, load their wagon as fast as they can. When they're finished, they yell, "Wagon ho!" and the horses dash off, pulling the wagon twice around the "trail". If any implement falls out, the horses must stop and wait for other den members to put it back in. First wagon making the circuit twice wins.

## STAGECOACH

The players are seated in a circle. Each player is given the name of some part of a stagecoach - wheel, hub, axle, seat, door, harness, horses, brake, driver, passenger, baggage, spokes, steps, etc. the den chief begins telling a story about a stagecoach, bringing in all the different parts. As each thing is mentioned, the player representing it gets up and runs around his chair. When the den chief shouts STAGECOACH, all must find a new seat. But the den chief has quickly removed one chair so one boy is out of the game. This continues until only one is left.

## PONY EXPRESS MAIL

One player is blindfolded and stands in the center of the area as the Pony Express Rider. Another is selected to be Station Agent and has a list of cities or towns. Other players have been given names of towns. The Station Agent calls out names such as: "I have a letter from Deadwood to Tombstone". Immediately the players with these names must rise and exchange seats. The Pony Express Rider tries to catch one of them or sit in his seat. If a player is caught or his chair is taken, he must become the Pony Express Rider. Players may crawl, run, walk, dive or dodge to get by the Pony Express Rider, but they are not allowed to step outside the circle of chairs. If the rider has difficulty catching anyone, the Station Agent may call out several town names at once. Keep the game moving rapidly. The announcement of General Delivery causes a mad scramble because all players must change chairs.

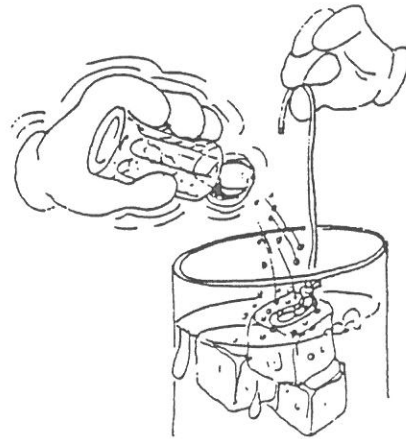
## LASSO AN ICECUBE

**YOU WILL NEED:** Glass of water  
Ice Cubes  
Cotton Thread  
Salt Shaker on Table

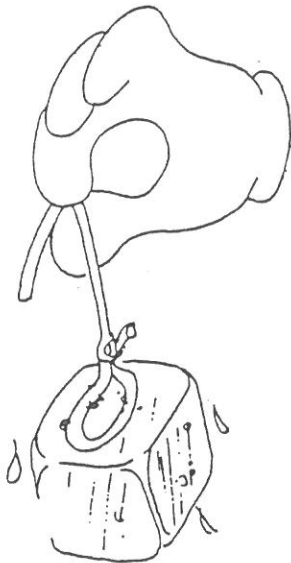


1. Tie a 1 or 2 inch loop in the end of a piece of thread. Ask the boys if they can lasso an ice cube & remove it from the glass (without using any fingers). Let them try it for a while. After they have all tried unsuccessfully, step in & show them how.

2. Simply lower the loop onto the exposed surface of an ice cube. Try to get it as flat as you can. Then, sprinkle salt on top of the cube & string. Wait a few seconds.



3. The salt on the ice will freeze the string to the cube. All you do now is carefully pull the string up and the cube will come up with it.



# CRAFTS

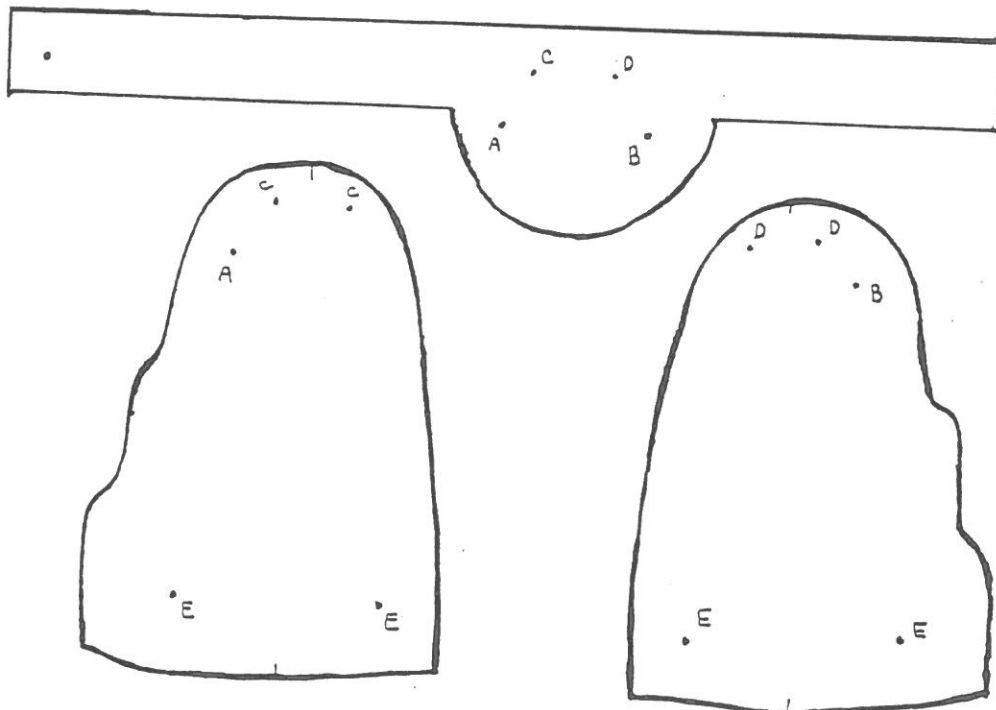
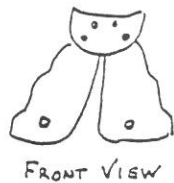
## WESTERN NECKERCHIEF SLIDE

Have your Cubs capture the spirit of the Rodeo Trail by making and wearing these Cowboy Chaps neckerchief slides.

**MATERIALS:** Scrap leather or vinyl 2" X 4" long  
Brass paper fasteners

**TOOLS:** Leather Punch

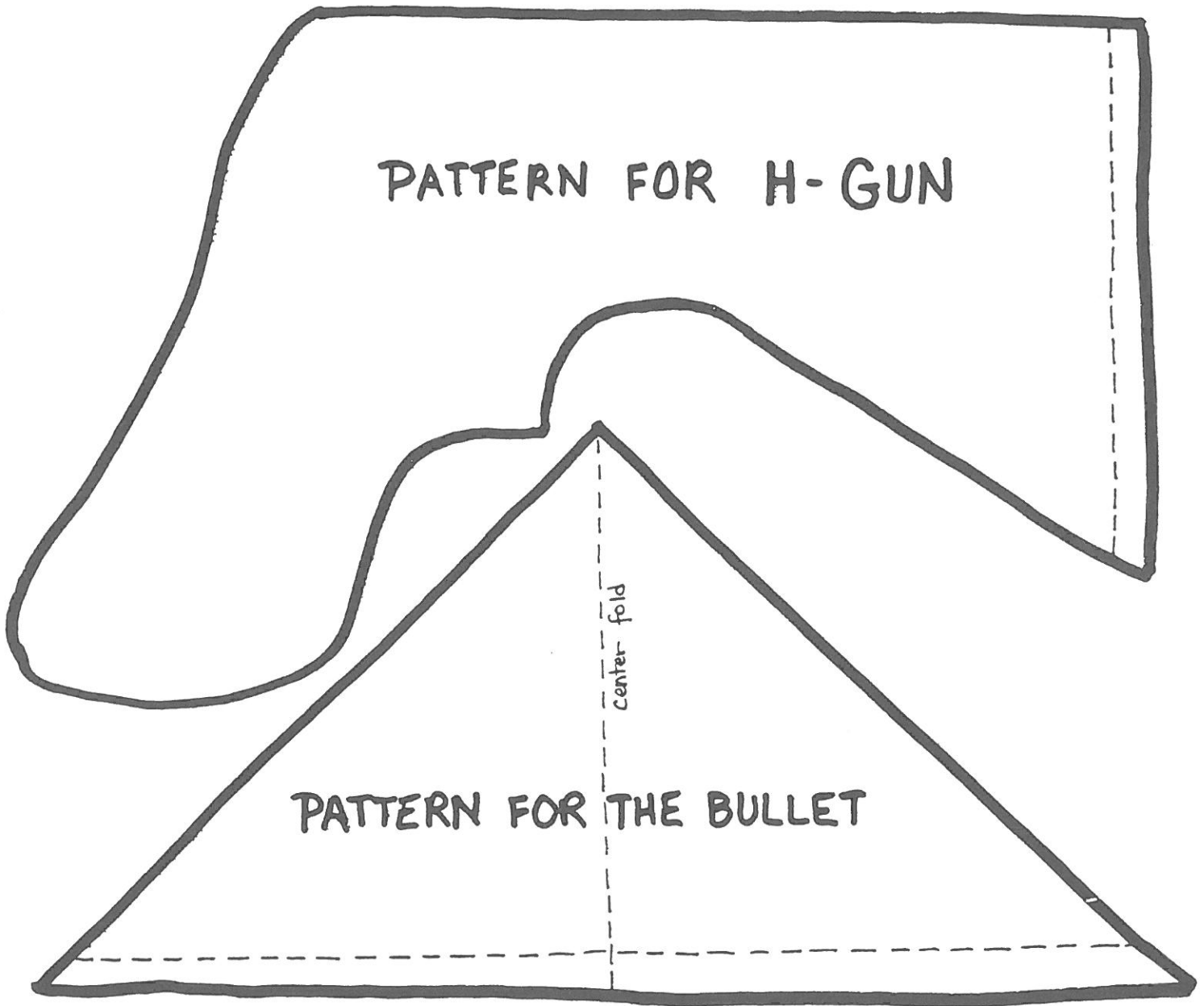
**DIRECTIONS:** Cut material to shape of patterns below. Assemble as shown..  
Add more metal fasteners if desired for decoration.



# POPGUN FUN

- MATERIALS:** A piece of light cardboard 8-1/2 " X 10"  
A piece of thin paper (paper sack)  
Pencil, scissors, ruler, paste or glue

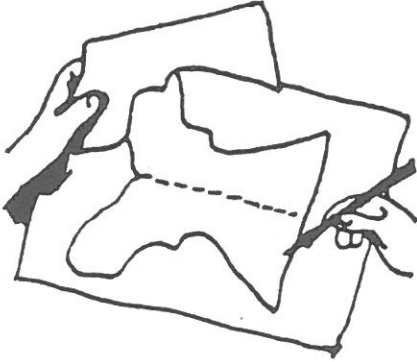
Trace patterns on another sheet of paper. Use your tracings for cutout patterns.



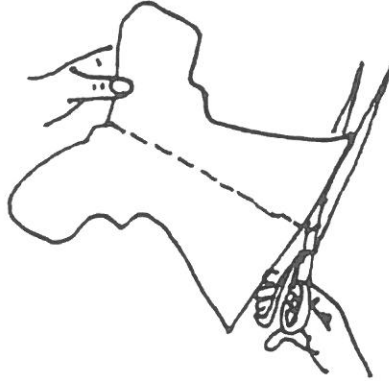


## POPGUN - Continued

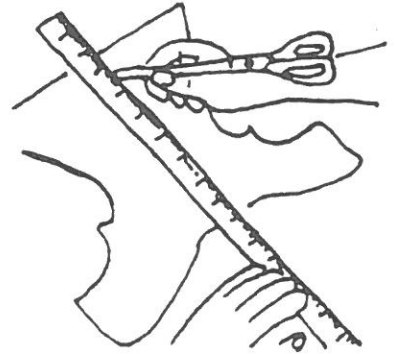
1. Draw a double pattern of the gun on a piece of cardboard.



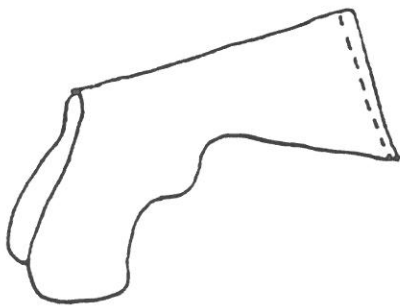
2. Cut it out.



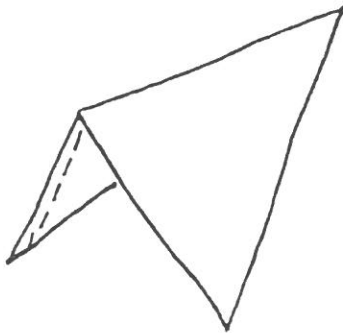
3. With a ruler and the tip of the scissors, crease along the center dotted line.



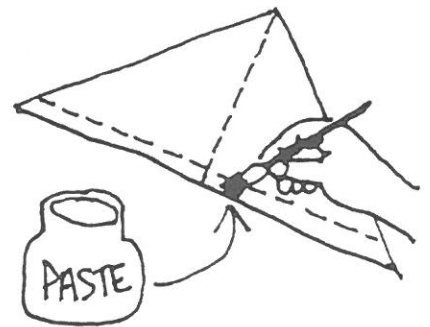
4. Fold the gun in the dotted lines to the outside.



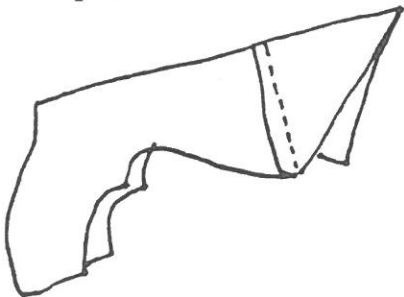
5. Cut a triangular "bullet" pattern from a sheet of thin paper.



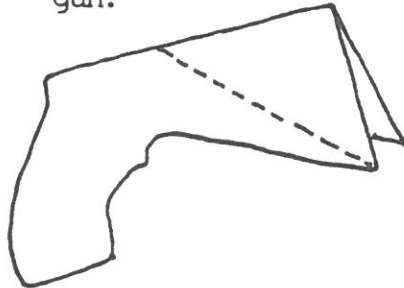
6. Paste along dotted line on "bullet".



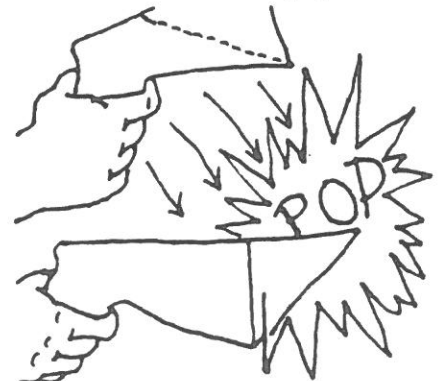
7. Paste "bullet" to gun.



8. When dry, fold the triangle into the gun.



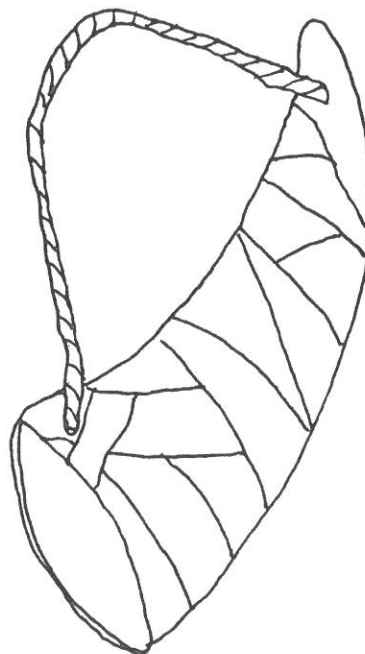
9. Grasp the gun easily and swing downward to make it pop.



## POWDER HORN

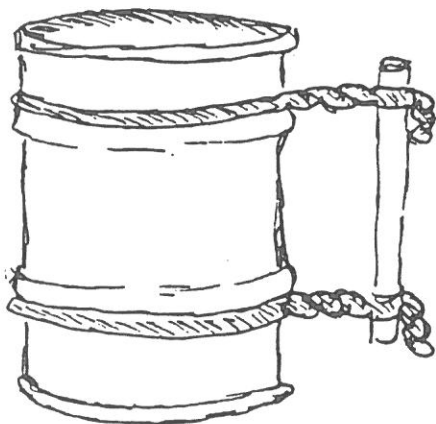
**MATERIALS:** Styrofoam Cup  
Scissors  
Tape  
Thin coat hanger wire  
Newspaper  
Wallpaper paste and large bowl  
Paint & brushes  
String

Cut bottom from cup. Cut wire 12" long. Attach 6 wires to cup as shown with tape. Gather ends of wire and tape together. Rip paper into strips, dip in paste and cover horn with 4-5 layers. Let dry & paint. Punch holes and attach string.



## TIN CUP

**MATERIALS:** Soup Can  
1" dowel - 4" long (or a stick)  
2 - 15" pieces of medium wire  
Pliers

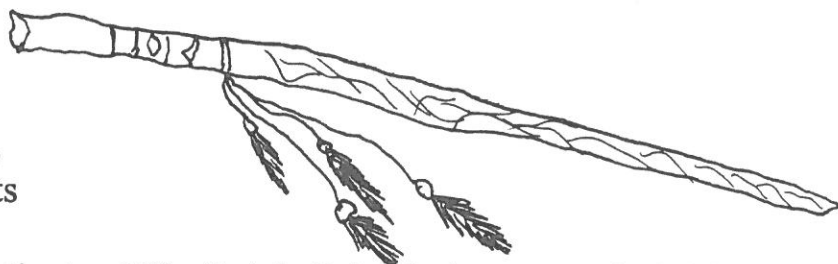


Clean out can. Be sure opening has no ragged edges. Place middle of one wire near bottom of can, wrap around can and finger twist. Grasp wires with pliers and continue to twist for 1". Place bottom of dowel here and twist wire around dowel. Fold down ends. Repeat for 2<sup>nd</sup> wire near top of can and top of dowel as shown..

## WALKING STICK

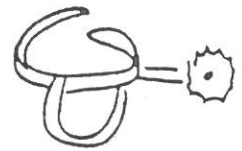
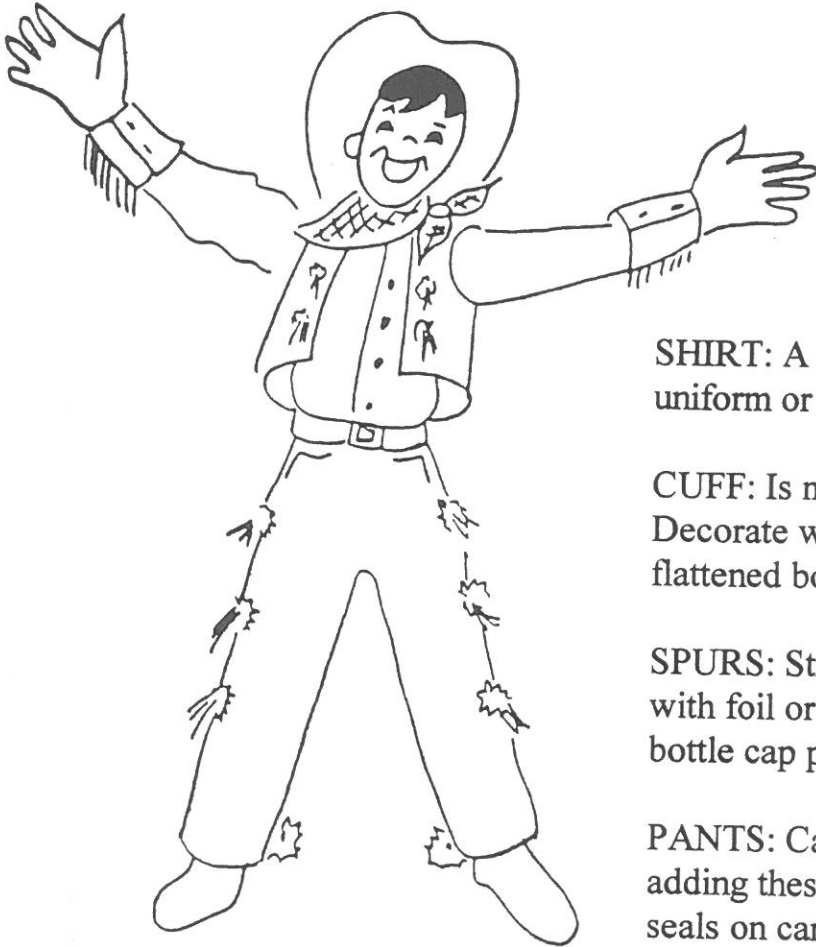
**MATERIALS:** Sturdy stick 3-4' long,  
yarn, feathers, beads, jack knife, paints

Use the knife and clean the bark from the top 12" of stick. Paint designs around stick in the area cleaned off. Be sure to leave a blank spot for holding the stick. Attach beads and feathers to pieces of yarn and tie to the stick for additional decoration.



## COWBOY COSTUME

By adding a cowboy hat, vest, cuffs, spurs and conchas, the regular Cub Scout uniform can be turned into a good-looking cowboy outfit.



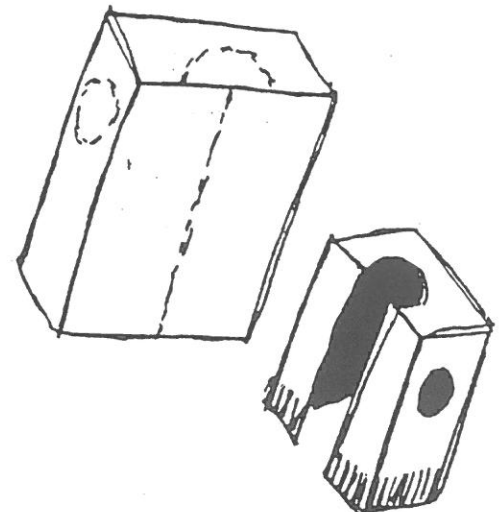
**SHIRT:** A regular cowboy shirt, Cub Scout uniform or any plain shirt.

**CUFF:** Is made from cardboard stapled together. Decorate with fringe or add conchas made from flattened bottle caps.

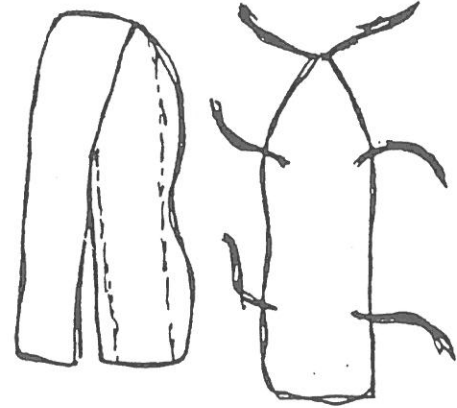
**SPURS:** Straps from old skates work fine. Cover with foil or paint silver. Wheel is a flattened bottle cap painted silver.

**PANTS:** Can be decorated to resemble chaps by adding these conchas, made from gold notary seals on cardboard with rawhide laced through center. Tape safety pin to back of each for easy removal. Use these conchas on vests too, if you wish.

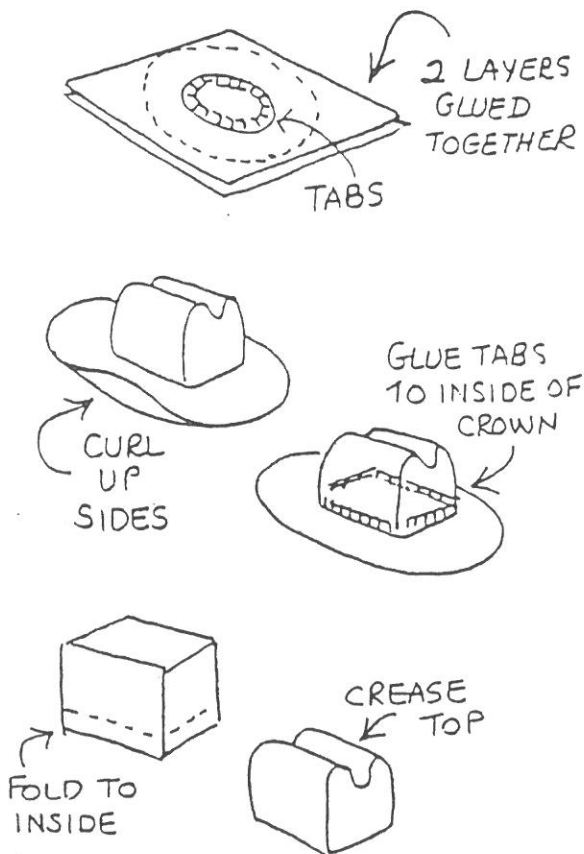
**VEST:** Use a large grocery bag for each vest. With the bottom of the bag at top for shoulders, slit the grocery bag up the front; then cut openings for the neck and arms as shown by dotted lines. Now crush the bag between the hands until it is softened and wrinkled as much as possible. Spread out the paper and iron with a lukewarm iron. Cur fringe around the bottom of the vest and glue on paper circles with a bit of fringe added at the center. Cover circles with foil for silver conchas, or add cattle brands to vest with brown felt-tip marker.



**CHAPS:** Cut each leg of the chaps from brown paper, tapering it at the top as shown. Be sure to make chaps wide enough at the thigh so they are  $\frac{3}{4}$  the distance around the leg. Crush and iron the paper as on the vest. Staple bias tape or ribbon ties as the waist and attach to the belt. Add ties as shown, to go around thighs and below knees. Add paper circles with fringe attached as for vest.



**HAT:** You will need 2 brown paper bags for the hat. Use a bag that fits loosely over the boys head for crown of hat and a 10" X 16" bag for the brim.



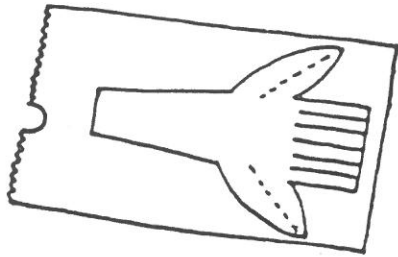
Fold in top edge of smaller bag to get the crown height desired. Invert bag & push bottom to give you creased crown as shown. Next, cut off bottom of large bag. Flatten bag, so you have two layers of paper about 16" square with seam running down center of underside. Brush glue between layers, press together, let dry.

Place crown in center; trace an oval around it. Draw a second oval about 5" from the first. Cut out large oval, then cut out center, cutting tabs all around as shown. Fold tabs and glue inside the crown. Add a knotted cord for hat band. Roll up brim over pencil to curl sides.

## PAPER BAG HOBBY HORSE

### Materials:

Two large paper bags,  
Newspaper or more paper bags  
(for use as stuffing),  
Several cardboard rolls,  
String.

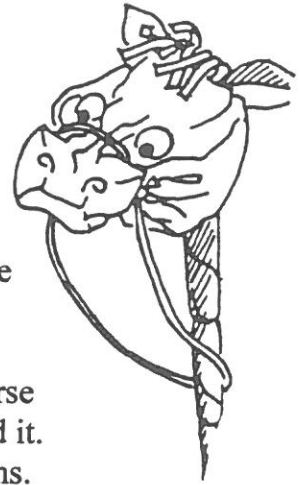


Stuff another bag loosely with wadded paper and twist shut.

Hold ears and mane in the position shown and push twisted end of bag into the end of a cardboard roll.

Shape the nose of the horse by tying string tightly around it. Use more string to make the reins.

Draw a face with crayons. Make a long stick by first denting one end of a cardboard tube and forcing it into another until it's as long as desired. (It's sturdy but won't hurt if the child falls on it.)



To make ears and mane:

Cut out one panel of a large bag and copy the drawing of the ears and mane shown above. Then cut out and crease ears along the dotted lines.



## A PAPER-BAG HORSE

A long paper bag makes a very good horse face. Paint on a large mouth, nostrils and eyes, and add long pointed ears. Tie the mask on in back of your neck. To complete the costume for a party stunt, you might tie four paper bags onto your hands and feet and make a tail out of long strips of paper. The horse might be used as the key figure in a game of seeing who can keep from laughing at his antics for the longest time.



## SONGS

### 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 globs of greasy grimy  
gopher guts,  
Mutilated monkey feet,  
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 globs of greasy  
grimy gopher guts,  
Mutilated monkey feet,  
Saturated birdy feet,  
All wrapped up in  
All purpose porpoise pus.  
And me without a spoon!

Gee whiz! (but I've got a straw)

### I'M A WORN OUT COVERED WAGON (Tune: Clementine)

I'm a worn out covered wagon  
Many time my shape you've seen,  
Rolling westward, ever westward,  
On your television screen.

I'm the bad guy you've heard tell of,  
Cattle rustler, robber bold,  
And the good guy always gets me,  
that's the way the story's told.

I'm a cowboy on my pony,  
On an endless cattle drive,  
Swallowing dust and crossing rivers,  
It's a wonder I'm alive!

I'm a ghost town, long abandoned,  
Everybody's gone away,  
But I once was full of people,  
Happy miners, rich and gay!

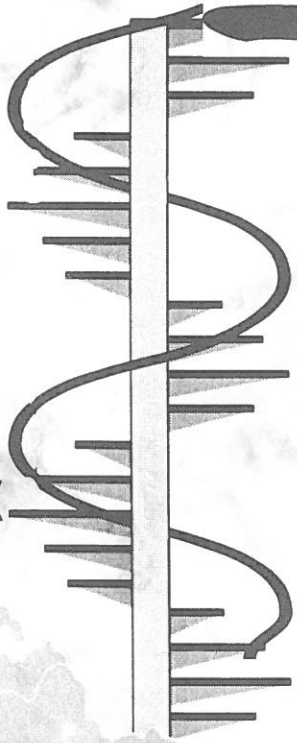
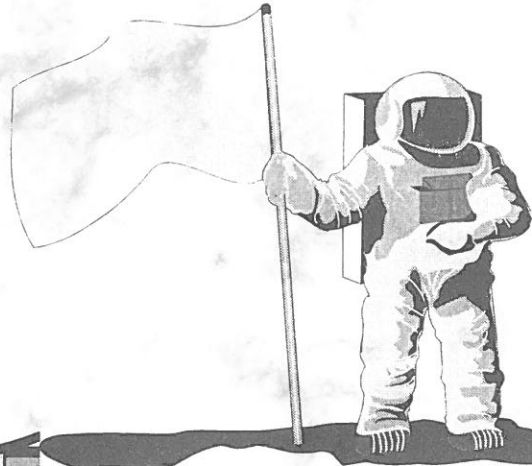
I'm the sheriff of the county,  
With a star upon my chest.  
Oh I never shirk my duty  
I'm the best shot in the west.

I'm a campfire and you'll see me  
When the eve'n shadows fall.  
Her the cowboys cook their supper  
Ad a song's enjoyed by all.

I'm the television writer  
Who concocts the western play,  
But now something seems to tell me  
I had best be on my way!

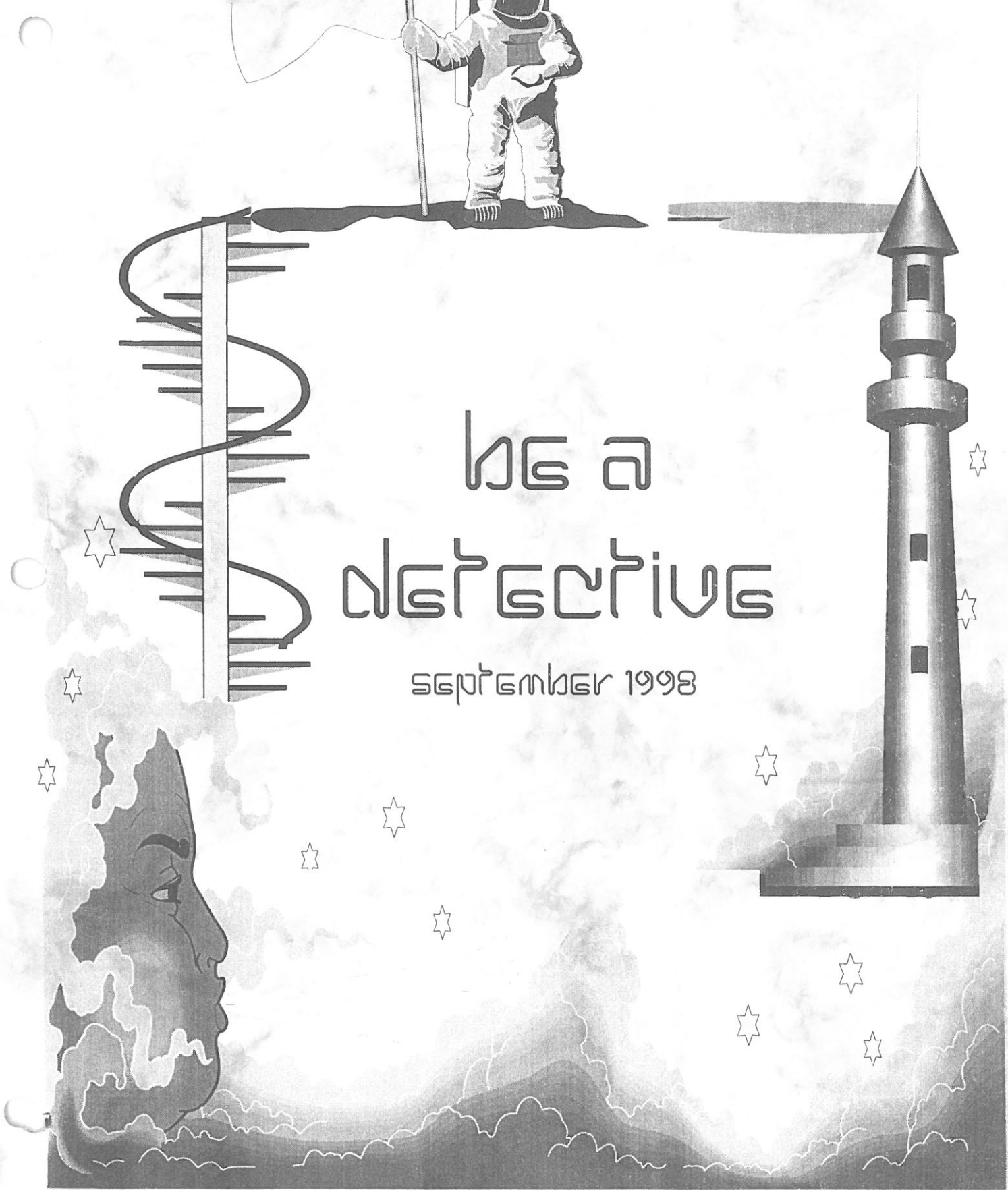
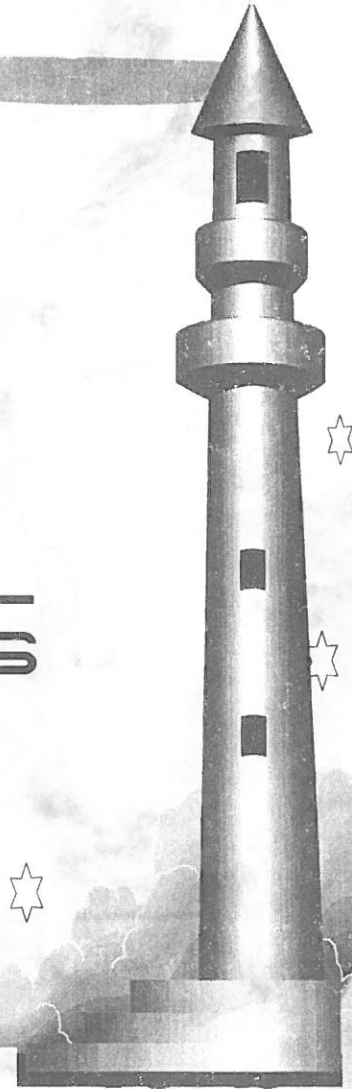
Now the people all weren't handsome  
I am sorry to relate,  
But they had the will and vision  
That have made America great.

I can tell deeds of bravery  
Sacrifice and sorrow, too,  
As the wagon trains moved  
westward.  
Best of all – my tales are true.



# BE A DETECTIVE

SEPTEMBER 1998







# **BE A DETECTIVE**

## *September, 1998*

It doesn't take a great detective to see that a boy will stay with Scouting if he enjoys everything he does in Scouting. Give each boy a chance to be a detective and discover things about himself and the world around him. And you may discover that you will enjoy your many devoted hours in Scouting too!

### **DETECT THE NEEDS OF A BOY OPENING CEREMONY**

Tonight we have come together to solve one of the great mysteries of life. We are all a part of a great mystery that was not written by Stephen King, but just as bizarre as a Stephen King novel. No one has been murdered, although these creatures slay me!!! The mystery we are about to unravel is the Life of A Boy...

We have discovered 10 most important clues...

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

### **DETECTIVE CLOSING CEREMONY**

**ARRANGEMENTS:** A uniformed Cub Scout stands blindfolded, gagged, and bound before the audience. The Cubmaster stands by dressed as a detective (Sherlock Holmes - magnifying glass, pipe/Kojak - tootsie roll pop, raincoat).

**CUBMASTER:** Tonight we have made a brilliant discovery. A discovery that was right here before us all the time, but maybe we never noticed until we became detectives. This is an American boy. The American Revolution won him freedom (Cubmaster unbinds him). The Constitution guarantees him free speech (remove gag). A free education gives him the ability to see & understand (removes blindfold). Let us help Cub Scouting teach him to preserve and enjoy his glorious heritage and to become a good citizen. Thank you - Good Night!

## SOLVING THE MYSTERY OF ADVANCEMENT CEREMONY

Badges are an important part of the Cub Scouting story. And it is sometimes a maze to get through in order to accomplish all the requirements for badges and electives for arrow points. As good detectives, we must discover what is true and what is not, to find the answer to advancing.

Tonight we have many Cub Scouts who have solved the mystery and are being awarded the badges they have earned. Each one of them should be recognized for not giving up on the maze, for sticking to the hardships involved and tonight they reap the rewards.

Would the following boys and their parents come forward to receive their badges...

### SKITS

#### THE LOST QUARTER

This skit can be performed by as many boys as you have.

SCOUT #1: Hi! Why are you crying?

SCOUT #2: (Sobbing) I lost my quarter! WAAAAAAAAAHHHHHHHHH!

SCOUT #1: (Sympathetic) Don't cry, I'll help you find it.  
(Gets on his hands & knees & starts looking)

SCOUT #3-9: (Repeat Scout #1's lines with Scout #2 replying)

SCOUT #2: (sobbing very loud) We'll never find it!

LAST SCOUT: Don't worry, we'll look under every rock and weed! (All boys search on hands and knees for several seconds and someone shouts as he finds the quarter) I found it!!! (Hands the quarter to Scout #2)

SCOUT #2: (Wiping eyes) Thanks!! I' really surprised that you found it in all these rocks and weeds.

SCOUT #9: Why are you so surprised?

SCOUT #2: (Shrugs and shouts happily while running off the stage) Because I lost it at home!

## CHAN'S TEAKS

One upon a time there was a famous Chinese dealer in fine woods by the name of Doc Song Chan. His woods were highly prized because they could be fashioned into beautiful objects. He handled many types of wood (hard, soft, fine and coarse-grained-ash, birch, fir, pine, walnut, cherry, oak, and many more), but he was most famous for his teak.

For some time though, someone had been stealing Chan's teaks, and no matter how hard he tried, he hadn't been able to catch the thief or to stop the stealing; so he hired a private detective named Balaby Beck. Wasting no time, Beck immediately searched the storage area of Chan's wood shop for clues. Finding none, he set a trap. The next morning more teak wood was missing and so was the thief. The trap hadn't worked. "Durn!" said Beck. "I'll be durned. This time I'll have to set a better trap." The next morning more teak wood was gone and again the trap hadn't worked. "Durn!" said Beck. "Durn!" So Beck set another trap and again caught nothing. And again Beck said "Durn!". This went on for a long time, but bit by bit Beck built up clues to the thief's identity. He smelled like a bear, had coarse brown hair, and left footprints like a little boy. Meanwhile, Chan was unhappy. He was still losing wood and he was paying this detective each day, and all he was getting in return was "Durn!" each time something went wrong. Finally, Chan told Beck he had only one day to catch the thief or a new detective would be brought in.

Tat night, Beck set up a net which would fall over the thief when he touched the teak wood pile, and would then scoop the thief up. Beck stayed in the storage area all night and naturally, fell asleep. Just before dawn, he was awakened by a noise and went up to investigate. Seeing nothing, he checked the wood pile. Unfortunately, he touched the net and it scooped him up. But the rope broke and he ended up in a tangled heap on the floor. "Durn! Durn! Durn!" was all he could say, as the thief walked over him and started taking the teak wood. Just then, Mr. Chan rushed in and fired a shotgun blast at the thief who ran off and never bothered him again. But to this day, Chan has to laugh each time he remembers when he opened the door and saw that

THERE UPON THE DURNING BECK STOOD A BOY-FOOT BEAR WITH TEAKS OF CHAN!

# TRICKS

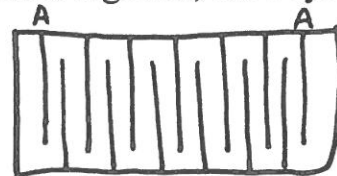
## EZ DOES IT!

Can U read these? Some R very EZ and some RR craZ!

1. IV, LC, LN, KT, and RT 8 canD B4 dinner. *Ivy, Elsie, Ellen, Katy, & Artie ate candy before dinner.*
2. LC wants 2 B N avE8R. *Elsie wants to be an aviator.*
3. Cats N K99 R NMEE. *Cats & canines are enemies.*
4. R U N OT boy? *Are you a naughty boy?*
5. F U R MT, eat N apL. *If you are empty, eat an apple.*
6. POT8000000 grow big N IOA *Potatoes grow big in Iowa.*
7. Who is this and where does he live?  
Hill  
John  
Me *John Underhill Andover, ME*
8. The restaurant owner said:  
"I C U O O 4 U 8 0" *I see you owe nothing for you ate nothing.*
9. XQQ me \$ Tsing U. *Excuse me for teasing you!*

## CRAWL THROUGH A PLAYING CARD!

This extraordinary trick has been handed down from parents to children for centuries. Take a playing card that you don't want to use again or an index card. Fold it lengthwise and make a series of cuts as shown below. Then cut the folded side from A to A. When you unfold the card, you get a structure which spreads apart to form a large ring and if the cuts are close together, the boys should be able to slip through it!



# CRAFTS

## PLASTER CASTING

Using plaster of paris from any craft store, take your little detectives outdoors for this craft project.

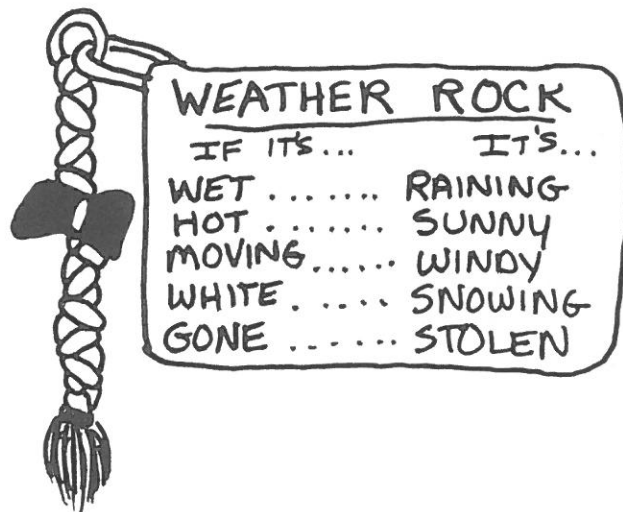
Give each boy a paper cup of plaster of paris powder. Take along a jug of water.

Head for any area where animals have been recently, a beach, the woods, a farm field. Have each boy find a print in the soil. When they have found one, add water to their powder and let them pour it over the print. Watch for it to dry & then lift the plaster off the ground. This will give you a raised print. Each boy should use his detective skills to identify the print he has made.

## WEATHER ROCK

### MATERIALS:

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



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

# GAMES

## WINK MURDER

This is a nice quiet game. All the players sit in a circle except one, the detective, who must leave the room to allow a “murderer” to be nominated. The detective must find and reveal the correct identity of the murderer. The murderer can kill by winking at any of the other players in a circle who must then collapse - hopefully not making too much sound. He may “win” the game by murdering all the other players or by the detective incorrectly guessing the identity of the murderer. Once a round has been played, the murderer becomes the detective and a new murderer is nominated.

VARIATION #1: Everyone closes their eye, and the leader picks one or more boys to be the killers. When everyone opens their eyes, the killers try to kill the other boys by winking at them. The non-killers try to expose the killers before everyone is dead. If a non-killer announces that someone is a killer, then 1) if they are right, the killer is “dead”, or 2) if they are wrong, the guesser is dead. Killers can kill other killers. Keep going until all the killers are dead (or until only one killer is left, but this is pretty rare).

VARIATION #2: This is the same as the last variation except 1) everyone in the circle holds hands, and 2) the method of “killing” other players is different. The killer will lightly squeeze the hand of one of the players next to him 3 times. That player will squeeze the hand of the player on the other side 1 time. That player will squeeze the hand of the player on the other side of them 2 times, and so on. When the player on one side squeezes your hand 3 times, you squeeze the hand of the next player 1 times. If someone squeezes your hand once you are dead.

## THE STALKER

EQUIPMENT: blindfolds, stones

FORMATION: Scatter

Half the group is given blindfolds to wear. These players are placed in scatter formation within the boundaries of the playing area. A stone is placed between their feet, but not touching them. The other half of the group (the ones that can see) begin to stalk the blindfolded players in an effort to obtain the stone from between their feet. In an attempt to pinpoint a stalker, the blindfolded players may point to a sound. If a stalker is there, the two players switch positions. VARIATION: This is a terrific evening version of the same game. The players protecting the stone between their feet are given flashlights. When they think they know the location of a stalker, instead of pointing to him, they flash the light in the direction from where they hear the noise. Each player is given three separate flashes of light before losing his stone to the nearest stalker.

## SECRET ORDERS

Divide players into two teams. In turn, each player runs from the starting point to the chair, where he picks up a card, reads the “order” and then fills the order (e.g. shake hands with every member of your team, act like a monkey and eat a banana). The second team member then runs to read his order.

The first team to fill all of it’s orders wins. The fun is in the “orders”. Be creative and the game will be fun and challenging.

## SMUGGLERS & SPIES

**MATERIALS:** Pieces of paper with the following smuggled items with point values written on each:

- 10 @ Chocolate (50 points)
- 8 @ sugar (75 points)
- 8 @ animal pelts (100 points)
- 6 @ Gunpowder (150 points)
- 3 @ designs for new secret weapon (300 points)
- 1 @ Map to buried treasure (500 points)

Divide the group into two teams. Have each team put on it’s armbands. One team becomes the smugglers - the other the spies. After the rules of the game are given, each team retreats to separate ends of the playing area (3-20 acres with open woods is ideal for the game). The smugglers each receive the tiny pieces of paper, which they are going to try to carry into enemy (spy) headquarters. The spies set up their headquarters inside a 10’ X 10’ square area that has it’s definite boundaries. The scorekeeper sits inside spy headquarters. After each team has been given the opportunity to devise a strategy, play begins. The spies fan out away from their headquarters and try to intercept smugglers as they attempt to take their goods inside. When a smuggler gets caught (tagged), he must stand still and permit a one minute search of this person by the spy who caught him. If the spy cannot find the piece of paper within one minute (paper has to be hidden in external clothes layers), the smuggler is free to try to advance again into the headquarters. If a spy does find the loot, he takes the piece of paper into spy headquarters and gives it to the scorekeeper, while the smuggler returns to his headquarters to receive another piece of paper. If a smuggler penetrates inside the spy headquarters, he gives his goods to the scorekeeper, and is escorted back to his own headquarters by a staff person or leader supervising the game. The game continues for a set period of time. When it ends, goods (points) are totaled and a winner is declared.

## GUESS WHAT GAME

Use 5" X 7" cards or slips of paper. On each, print a letter of the alphabet. On the back side, print a question or statement whose answer begins with the letter printed on the front of the card. Hold up the card so the boys can see the letter, then ask the question.

- A. Give the name of an important Cub Scout leader. (Akela)
- B. Something Cub Scouts want to be when they get older. (Boy Scout)
- C. Name of the leader of the pack. (Cubmaster)
- D. An elected officer of the den. (Denner)
- E. A Cub Scout elective. (Electricity)
- F. Something every Cub Scout and adult should respect. (Flag)
- G. We all want to belong to one of these, (Gang)
- H. Something that boys like to do. (Hike)
- I. We use this to write with. (Ink)
- J. We like to see how high we can do this. (Jump)
- K. We do this to a football. (Kick)
- L. Something we do when we are happy. (Laugh)
- M. What we can make with a guitar or singing. (Music)
- N. These can be saved for recycling. (Newspapers)
- O. At this Cub Scout event, boys compete in skills. (Olympics)
- P. These are fun to make and use in skits. (Puppets or Props)
- Q. What everyone is when the Cub Scout sign is given. (Quiet)
- R. Something we do in relays. (Run)
- S. We like to do this at den meetings. (Sing)
- T. What we don't do when the Cub Scout sign is given. (Talk)
- U. What we wear to show that we are Cub Scouts. (Uniforms)
- V. What we take in the summertime. (Vacation)
- W. What a 10 year old Cub Scout is called. (Webelos Scout)
- X. A musical instrument. (Xylophone)
- Y. A noise Cub Scouts like to make. (Yell)
- Z. A place where lots of animals live. (Zoo)



## SONGS

### DO YOUR BEST

*TUNE: Que Sera*

When I was just a boy in 1<sup>st</sup> grade  
I asked my parents what will I be  
You'll be a Tiger Cub, learn about Scouts  
And share in good times with me.

#### CHORUS:

Do your best my son. Join Scouts and have  
lots of fun  
Your future has just begun. Do your best my  
son.

When I was just a boy in 2<sup>nd</sup> grade  
I asked my parents, What will I be?  
You'll be a Bobcat, then earn your Wolf,  
And learn what Webelos mean.

#### CHORUS

When I was just a boy in 3<sup>rd</sup> grade  
I asked my parents what will I be?  
You'll be a Bear Scout, earn Arrow Points  
And work at doing good deeds.

#### CHORUS

When I was just a boy in 4<sup>th</sup> grade  
I asked my parents what will I be?  
You'll be a Webelo, go on camp outs  
And know how much Scouting can mean.

#### CHORUS

When I have a young son of my own  
Someday he'll ask me, what will I be?  
I'll tell him about Cub Scouts, the good times,  
the friends,  
What it all meant to me.

#### CHORUS

### OH DEAR WHAT CAN THE MATTER BE

#### CHORUS:

Oh dear what can the matter be  
Seven den leaders locked in the lavatory  
They were there from Sunday to Saturday  
Nobody knew they were there.

*Say this part like a poem being read:*

Now the first to go in was old Mr. Tuck  
But when he sat down his tushie got stuck  
He tried to get out but he just had no luck  
(SING): And nobody knew he was there.

#### CHORUS

Now the second to go was Den 1's Mr. Draving  
Who soon found himself a ranting and raving  
He got covered with foam from the guy who was  
shaving  
(SING): And nobody knew he was there.

#### CHORUS

The third to go in was Mr. Appel  
Who really had trouble abiding the smell  
So whilst holding his nose he backed right down  
a well  
(SING): And nobody knew he was there.

#### CHORUS

The fourth to go in was Mr. McClure  
Who seemed to not notice the stuff on the floor  
So he slipped on a wet spot - of what we're quite  
sure  
(SING): And nobody knew he was there.

#### CHORUS

Now Mr. Gamble was the next to go in  
He prided himself on being so thin  
But when he sat down, well he fell right on in  
(SING): And nobody knew he was there.  
9/98-9

## **DOORWAY TO ADVENTURE**

*TUNE: My Bonnie Lies Over The Ocean*

Let's follow the trail to adventure  
The trail every good Cub Scout tries  
With all of God's beauty around us  
The trees, and the streams, and the skies.

Let's open the door to adventure  
With achievements, electives, and fun  
Cub Scouting is such an adventure  
It's exciting for everyone.

And after we've had fun in Cubbing  
Another door lies straight ahead  
We're prepared for the Scouting adventure  
And so we have nothing to dread.

### **CHORUS:**

Cub Scouts, Cub Scouts,  
Adventure is part of Cub Scouting fun  
Cub Scouts, Cub Scouts,  
Oh won't you come have fun with us?

## **BACKYARD TREASURES**

*TUNE: Clementine*

In the backyard, there are treasures,  
There are treasures all around  
If I look hard in my backyard  
All the treasures can be found.

Found some pine cones and an ant hill  
And a frog all squashed and dead  
I can hide them in my pocket  
And I'll keep them under my bed.

Momma found them in my pocket  
So she yelled and screamed and cried  
You can keep those rotten pine cones  
But can't keep the frog that died!

So I took them to the backyard  
To her flower bed to rest  
I'm so glad she didn't find that  
Beetle hidden in her desk.

## **HOW TO GET IDEAS**

*TUNE: Row, Row, Row Your Boat*

Use, use, use your brain  
Put your mind in gear  
Bright ideas aren't a strain  
You'll have some, never fear.

Think, think, think so hard  
Service you can give  
Help some other people and  
Your life's more fun to live.

Do, do, do your best  
Do a good deed now  
It will make you happy and  
Cub Scouting shows you how!

## **A BOY IN THE CITY**

*TUNE: The Streets of Laredo*

As I walk down the streets of this city  
As I walk down through this city one day  
I spied a young boy all  
dressed in his blue jeans  
All dressed in his blue jeans and no where to  
go.

And so I told him a very short story  
A very short story 'bout Scouting today  
Of fun and adventure  
& games that we play there  
Of working together to make Scouting go.

So come now and join us  
and bring your parents  
For Scouting can grow only  
when they're involved  
His eyes full of tear  
Told a very sad story  
Of parents too busy  
doing things of their own.

So play the band lowly  
And beat the drums slowly  
For he's a young boy who'll  
miss out on the Scouts.

## DON'T FORGET HE'S JUST A BOY

Get to understand the lad  
He's not eager to be bad.  
If the right he always knew  
He would be as old as you.  
Were he now exceedingly wise  
He'd be just about your size.  
When he does things that annoy  
Don't forget he's just a boy.

Could he know and understand  
He would not need a guiding hand.  
But he's not you and hasn't learned  
How life's corners must be turned.  
Doesn't know from day to day  
There is more to life than play.  
More to face than selfish joy,  
Don't forget - he's just a boy.

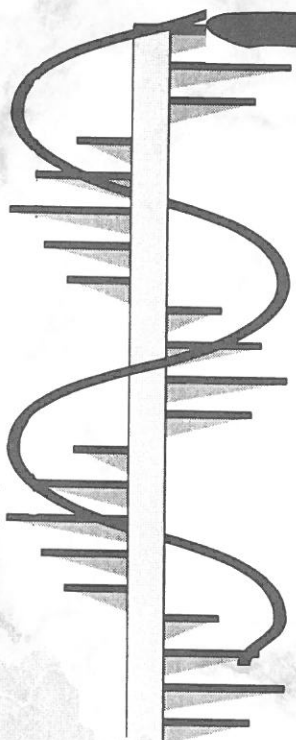
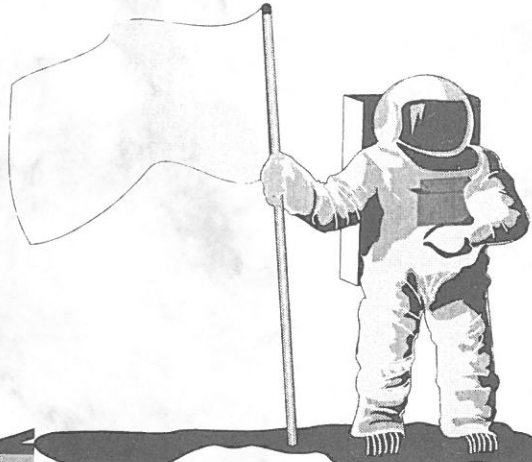
Being just a boy, he'll do  
Much you will not want him to.  
He'll be careless of his ways,  
Have his disobedient days.  
Willful, wild and head strong too.  
Things of value, he'll destroy,  
But reflect, he's just a boy.

Just a boy who needs a friend-  
Patient, kindly, to the end.  
Needs a father who will show  
Him the things he wants to know.  
Take him with you when you walk  
Listen when he wants to talk.  
His companionship enjoy  
Don't forget he's just a boy.

- *Author Unknown*

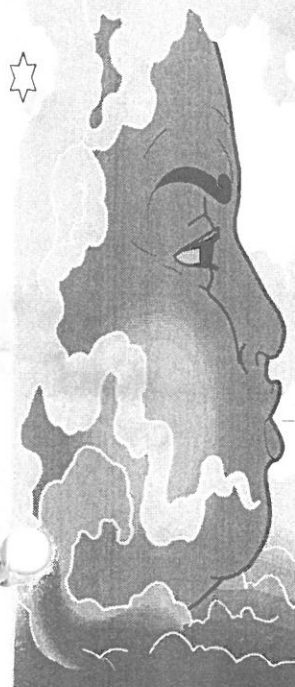
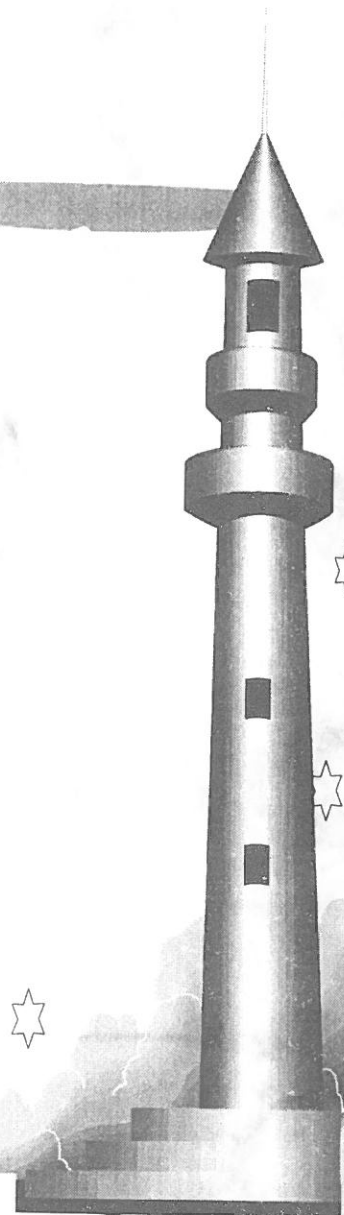
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# imagine that

october 1998





# IMAGINE THAT!

## *October, 1998*

The October theme, "Imagine That" leaves a lot of room for the imagination. The theme of this year's Pow Wow "Key to Your Imagination" is self evident once you start the fun that this month brings. When you gaze through the next few pages, let your mind wander. Let your imagination run. And if you happen to catch up with it...let it go!

### **THE BUS TO CUB SCOUT OPENING CEREMONY**

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

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

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

3<sup>rd</sup> Cub: You'll find games and songs.

4<sup>th</sup> Cub: Cub Land has great treats such as weekly den meeting and tours.

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

6<sup>th</sup> Cub: Webelos Scouts in Cub Land work on exciting activity badges and go on father and son camp outs.

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

### **CLOSING**

**Cubmaster:** A hitchhiker, signaling with his thumb, is saying in effect, "You furnish the car, buy the gas, attend to repairs and upkeep, supply the insurance and I will ride with you. However, if you have an accident, I will bring suit against you for damages." It sounds like a pretty one-sided affair doesn't it?

## GOBLINS AND GHOST OPENING

Cubmaster: We are gathered here tonight for a hair raising event. As you probably noticed, we have as our guests some Goblins and Ghosts. For our opening tonight we would like them to parade around and everyone then write on your paper who you think has the (funniest, most original, or whatever you choose to use) then drop it in the pumpkin. At the end of our pack meeting we will announce the winners. Now lets get on with our haunting program.

## ADVANCEMENT

Personnel: Cubmaster (Mr. Halloween) Den Leader (Madam Witch)  
Den Chief (dressed scary) and narrator

Equipment: Caldron, spiders and etc. to decorate table. Put badges in the caldron.

Arrangement: Have cubs gather around tombstones with Den Chief inspecting them as narrator reads.

Down by the grave yard at the bewitching hour of midnight, the ghosts and goblins are all moaning and groaning because they know that they must pass inspection before they are given their badges of haunting and scares. Once they have done their best and passed all the test's; they come before Mr. Halloween, the scariest of all.

(Den Chief brings Cub before Mr. Halloween.)

They shivered and shook as Mr. Halloween stared at them.

Cubmaster: Madam witch have the Ghost and Goblins passed all requirements?

Madam Witch: Yes they have done all that's required and are ready.

Mr. Halloween: Will (boys or boys name) come forward and receive his rank of (give rank earned). All the Ghosts and Goblins have done well this Halloween and I am pleased with all of you. Congratulations!

## CLOSING

As we close tonight we would like to remind you to watch our for trick or treaters and to dress them in something bright so cars can see them. All you Cub Scouts should also look out for little ones and help them when you can. Good night and have a safe and Happy Halloween.



# SKITS

## HALLOWEEN AUDIENCE PARTICIPATION

This should produce lots of action and hilarity. One player stands in the center of a circle of chairs and is the narrator. The other are seated in a circle, and each one is assigned one of the sound words listed below. More than one player can be given the same sound. The narrator reads the story. As each player hears his word mentioned, he stands up quickly, makes the appropriate sound, turns around in a circle and sits down. When the word "House" is mentioned, all players must change places. The narrator also scrambles for a chair and the player left without a seat becomes the narrator.

### THE SOUNDS:

- WHISTLED:** (Blow out with whistling sound)  
**CREAKED:** ("creak, creak")  
**CLATTERED:** (clap hands sharply 3 times)  
**MOAN:** (low, long moan)  
**BOING:** ("boing, boing")  
**SQUEAKED:** (high squeak)  
**WHIRRED:** (blow out, making lips vibrate)  
**GHOST:** (high, falsetto moan)

## THE DESERTED HOUSE

This is the story of a poor, deserted **HOUSE**. It was a sad **HOUSE** indeed. Its windows were broken, the floors sagged and part of the roof had fallen in. When the wind **WHISTLED** around the eaves, all its timbers **CREAKED**, the shutters **CLATTERED** against the walls, and the chimney gave out a low **MOAN**. Down in the cellar, the mice **SQUEAKED** and on old, rust piece of sheet metal trembled with a loud **BOING**. Up in the attic, the bat's wings **WHIRRED** as they flew around in shadowy circles.

One Halloween, a **GHOST** visited the **HOUSE**, thinking it might be a suitable place to live. He floated in through one of the broken windows. It **CREAKED**, the shutters **CLATTERED**, the chimney **MOANED**, the metal **BOINGED**, the mice **SQUEAKED** and the bat's **WHIRRED**.

This is too much, even for a **GHOST**. "I'm getting out of here," he said firmly. So the **GHOST** left the **HOUSE** and never came back.

And to this day, when the wind **WHISTLES** around the eaves, you can hear the sounds of **MOAN, BOING, CREAK, WHIR, CLATTER** and **SQUEAK** coming from that poor deserted **HOUSE**.

## THE HUNCHBACK

Props: Coat with football or wadded clothing under it for the Hunchback, hat or nightstick for Gendarme.

Announcer: The Hunchback of Notre Dame has decided to retire, and has placed an ad in the Paris Times for someone to come and learn how to ring the bells.

Effects: (Knock, knock, knock)

Hunchback: (Gravely voice) Oh, somebody must be here about my job. I'll go down and see. (Goes 'round and 'round the campfire, as if going down the bell tower, bent over due to hunch.)

Effects: (Knock, knock, knock)

Hunchback: (Angrily) I'm coming, I'm coming. There's a lot of stairs here. (Arrives at end and opens the door.)

Hunchback: Yeah! What do you want?

Applicant: I'm here about the bell ringer's job.

Hunchback: All right! Come on up and I'll see if you can do the job. (Begins to go up [the other way around] followed by the applicant.)

Applicant: Boy, the ceiling is not very high here, is it?

Hunchback: Listen, you go up and down these stairs 20 times a day for 45 years and you just learn to stay bent over. Hey, you closed that door, didn't you?

Applicant: I don't know. I don't remember.

Hunchback: Well, we gotta go down and keep it locked, can't run up the church's fuel bill. (Both turn around and go back.)

Hunchback: That's the first thing you gotta learn. Keep the door closed. Up and down these stairs, that's the hard part. (Arriving at door) O.K., so now you're here, close the door.

Applicant: (Closes door) How are the benefits in this job?

Hunchback: (Both going back up) Well, it has it's ups and downs. The Church board will buy you ear plugs every six months and a new bottle of bell polish once a year. (Finally arriving at the bell.) All right, now you stand over there and I'll show you how it's done. First you grab the bell here and push it out very hard (steps back and follows path of bell out and back) then the bell comes back on it's own. That's all there is to it. Do you think you can do that?

Applicant: Sure! (Does the action with the bell, but does not step back, is hit by the bell and falls back to the ground.)

Hunchback: Oh my gosh! He's fallen 15 stories to the sidewalk. I'd better get down there. (Goes 'round and 'round until he reaches the ground.) (Crowd enters mumbling, stops astonished at the body.)

Gendarme: (Entering, calls to Hunchback.) Hey you! Do you know this guy? (Rolls body over with foot.)

Hunchback: No, but his face sure rings a bell!

## CRAFTS

### RAIN - SPATTER PAINTING

Here's a project that will make you wish for a rainy day. Are you surprised? Rain-Spatter Painting is so much fun you will do a rain dance every night until nature rings out her cloudy sponge over your home. All you do is spread paint on a sheet of paper and let the rain create the painting for you.

This project can be done by the front door or with mom and dad's permission, by an open window. If you have to go outside, take your raincoat, umbrella and boots so that you won't catch a cold. You don't want to spend any of those cloudless days inside in bed!

#### Materials:

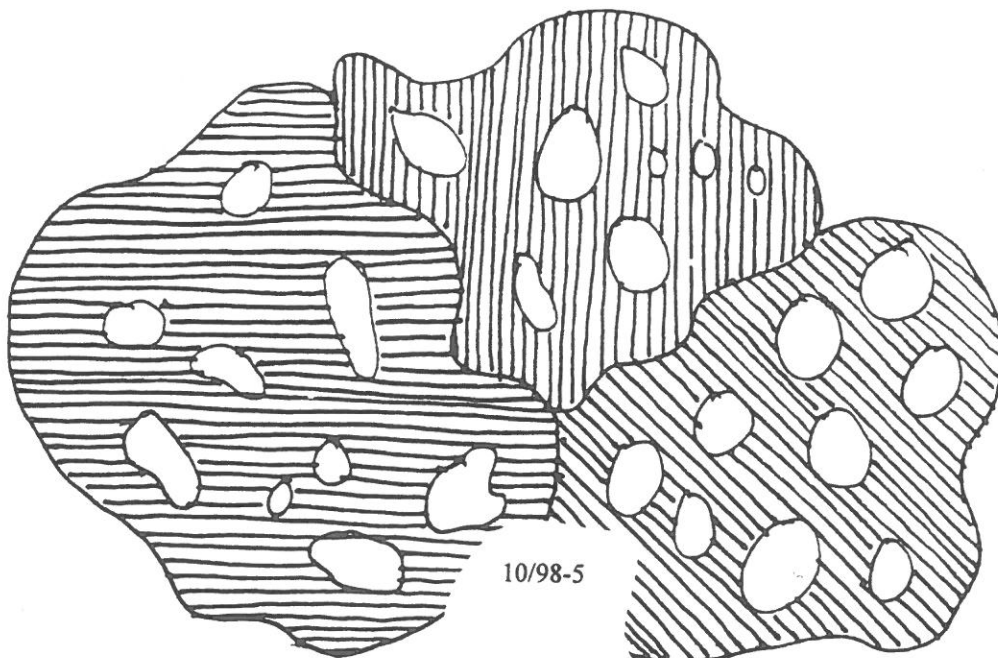
Poster paints

Paintbrush

White drawing paper

Rain!

1. Paint different colored shapes on a sheet of white drawing paper.
2. When it rains, put the painting outside for just a moment. You might want to wear a raincoat so your arm won't get wet.
3. Take the painting inside. Hold the paper flat so that the drops on the paint won't run.
4. Place the paper on a flat surface, such as a table or the floor.
5. Let the rain dry and see the different patterns it has created.



## STAINED GLASS

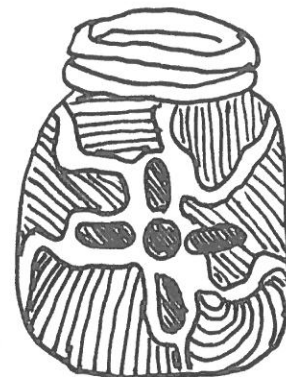
Stained glass windows are found in many churches and are made from lead-encased glass. Cub Scouts can make their own stained glass that is beautiful and inexpensive. Glue and food coloring mixed together and applied to glass will give the appearance of expensive stained glass.

### Helpful Hints:

1. Glue mixture is made from Elmer's white glue with food coloring added to achieve the desired color.
2. Baby food jars are excellent for storing mixed glue. If stored glue mixture becomes too thick, add a few drops of water until the desired consistency is reached.
3. Glue mixture colors will dry darker than they appear when wet.
4. When applying glue mixture, brush as smoothly as possible. Two light, thin coats are better than a heavy coat.
5. If two colors touch, allow the first color to dry before applying the second.
6. To brighten or darken a color, add additional coats of the mixture.
7. When applying the glue mixture to plastic, metal tabs, mirror, foil pans or tinfoil, a plain coat of Elmer's glue must be applied over the design and allowed to dry before using the colored glue mixture.
8. To transfer patterns to mirror, cover the back of the pattern with white crayon. Place the pattern on top of the mirror and trace around the pattern with a ball-point pen. When pattern is removed, a wax tracing will remain.
9. Metal tabs must be flattened before applying any glue. The glue tends to puddle in middle if the tab is still curved.
10. The colored glue mixture may be used as paint on styrofoam.

## STAINED GLASS CANDLE

Materials: Baby food jar  
Colored glue mixture, pattern  
Food warmer candle  
Tape, brush

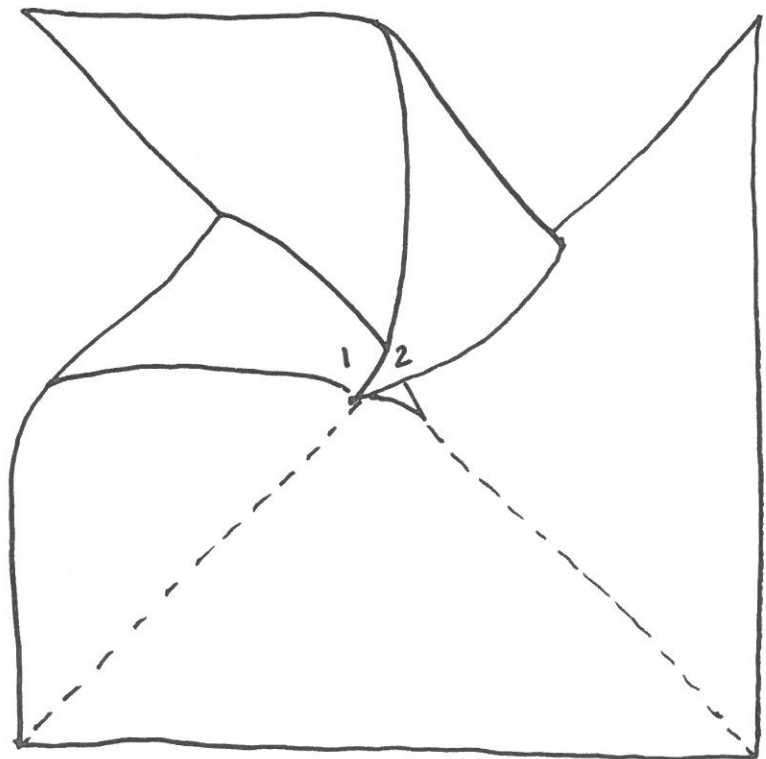
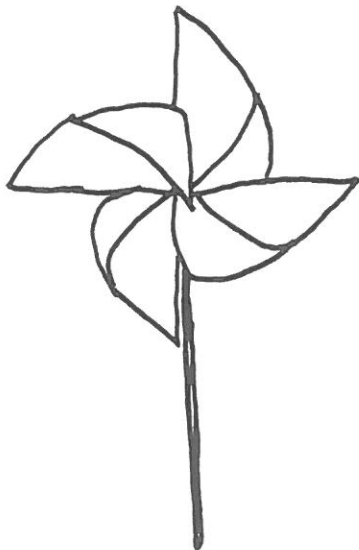


1. Tape pattern to inside of baby food jar
2. Paint over pattern on outside of jar with desired glue mixture. Brush on as evenly as possible.
3. If two colors in pattern touch, let the first dry before applying the second color.
4. After glue mixture has dried, place a food warmer candle in jar and light.

## PINWHEELS

Materials: Heavy construction paper or lightweight tag board  
Scissors  
A penny  
A straight pin  
Crayons, markers or paint for decorating  
A pencil with an eraser or stick or a straw

1. Cut a piece of paper into a square.
2. Trace around the penny right in the center.
3. Decorate both the front and back of the pinwheel. Try some strip designs or crazy pictures!
4. Cut from each corner to the edge of the circle. Cut on the dotted lines.
5. Mark the corners 1, 2, 3, 4 as you see in this picture.
6. Bend each numbered corner into the center.
7. Stick the pin through all four corners into the center.
8. Then put the pin into the eraser of the pencil or into the end of your straw or stick.
9. Now...blow on it or run in the wind and watch the pinwheel spin.



## ALL ABOUT ME CUBE

Materials: Box (medium or large)  
Paint  
Colored paper or old fabric (enough to cover the box)  
Magazines or photographs  
Pencil and paper  
Crayons  
Glue

### What to do:

1. Paint the outside of the box (or cover it with fabric or paper)  
You can do each side differently!
2. Collect some things that tell about your den. Attach them to all 6 sides of the box. You can use anything:
  - Pictures or words from magazines
  - Photographs or drawings
  - Stories

You might even want the boys to write about the den on one side.



## TONGUE TWISTERS AND TRICKS

Have your Cubs try saying each of these tongue twisters three times very fast:

- \* Red leather, Yellow Leather
- \* Good blood, bad blood
- \* Shy Soldier
- \* Kick six sticks quick
- \* Seashore, seashore

If your Cubs master those, have them try these longer ones:

- \* Two treetoads tied together tried to trot to town
- \* A big black bug bit a big black bear
- \* Fred fetches fresh fish each Friday
- \* A cup of proper coffee in a copper coffee pot
- \* Six slippery snakes slide slowly South
- \* Susie's shirt shop sells pre-shrunk shirts.

Or try this one:

Betty Botter bought some butter  
"But", she said, "this butter's bitter  
If I put it in my batter,  
It will bake my batter bitter!

### JOKE

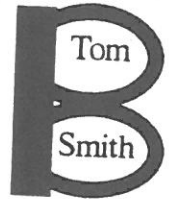
Ask someone to spell the word "joke". Then ask him to spell "folk". Next, ask him to spell "poke". Finally ask him to spell the white of an egg. He will probably spell "y-o-l-k" but the yolk is the yellow part of an egg. The white part is called albumin.

### THE REMARKABLE LETTER

1<sup>st</sup> Cub: "I can write my whole name in just one letter."

2<sup>nd</sup> Cub: "How?"

3<sup>rd</sup> Cub: "Like this!"



### COWS IN THE CORN

A man missed his two cows and went to look for them. He found them in his cornfield - one was facing north and the other was facing south. How were they able to see each other without turning their heads around?

- \* They were facing each other!

### IS THAT RIGHT?

*Jimmy:* "I'll bet you can't answer four questions in a row and answer them all wrong."

*Timmy:* "I'll bet I can."

*Jimmy:* "Well, let's see. Are you an elephant?"

*Timmy:* "Yes."

*Jimmy:* "Do you eat hay?"

*Timmy:* "Yes."

*Jimmy:* "Let me see. That's only the fourth question, isn't it?"

*Timmy:* "No, that's only three." (If he says this, he has answered a question correctly and you have won.)

## GAMES

### FOLLOW ME

Cubs are arranged roughly in a circle, each standing with one foot on his marker (a square of cardboard or plywood.) An extra player is the 'guide'. He moves about the circle pointing at different players and asking them to 'follow me'. Each player, as chosen, falls in behind the 'guide'. The 'guide' now takes his group on a tour performing just as the 'guide' does. As the 'guide' skips and hops, so do his followers. The followers must move just as the 'guide' does. At the signal 'Home' all run for places at the markers. One cub will be without a marker and he will become the 'guide'.

### DRESS UP RELAY

Here is an active game that is really more fun to watch than to play. Have boys line up for a relay race. Choose one representative from each team for a 'mannequin'. Have one jacket, one shirt, one necktie, one hat and one pair of trousers for each team. At one end of the room have the 'dress-up clothes'. Have the boys race down to the 'mannequin' one at a time to place a single item of the clothing on the boy. The mannequin does not help.

### YANKEE DOODLE HANDICAP

Line up the den in relay formation. Each boy runs up to a judge, eats a cookie provided by him, sings one verse of "Yankee Doodle," and then races back to touch off the next boy. The first team to finish wins. The losing team must serenade the winners with "Yankee Doodle."

### PUMPKIN ROLL

Make two straight chalk lines the length of the floor. Place a pumpkin on each of the floor. Place a pumpkin on each line at the starting point. Give each of two contestants a stick. The one who succeeds in rolling his pumpkin the length of the line, without letting it leave the line or touching it with his hands, wins. This could also be worked as a relay for a group.

### BLACK CAT

Paste a black cat cut out on an aluminum pie plate. One player spins the pie plate straight up in the air, calling out the name of another player. The one called tries to catch the black cat before it falls to the ground. If he fails to catch the plate, he is eliminated from the game. If he is successful, he takes his turn tossing the plate in the air.



## SONGS

### LEADERS

*TUNE: Barges*

Out of my tent flap looking in the night  
I can see the leaders, boy what a sight!  
Curlers in their hair & cold cream on their  
face  
They look like they're from outer space.

Leaders I would like to be like you  
I would like to have some privileges too.  
Leaders, have you cookies that you hold?  
Do you share with Scouts  
brave and bold.

Out of my tent flap looking in the night  
I can see those leaders having a fight  
Silently goes a pillow through the air  
And here comes someone's underwear.

Leaders, I don't want to be with you.  
I would probably end up black and blue.  
Leaders, have you cookies that you hold?  
Do you share with Scouts  
good as gold.

### ROAD KILL STEW

*TUNE: Three Blind Mice*

Road kill stew  
Road kill stew  
Tastes so good  
Just like it should.

First you go down the interstate  
You wait for the critter to meet it's fate  
You take it home and you make it great!  
Road kill stew  
Road kill stew

### MUFF THE TRAGIC WAGON

*TUNE: Puff the Magic Dragon*

Muff the tragic wagon,  
lived by the street  
And rolled along the boulevard,  
through rain and snow and sleet.  
Little Tommy Pumpkin  
loved that wagon Muff  
And rolled him home and filled him up  
With toys and other stuff.

Together they would travel  
along the avenue  
Tommy hanging out his leg  
Would scuff his Sunday shoe.  
Taxi cabs and buses  
would honk as they went past,  
Tragic wagons never seem  
to need to stop for gas.  
CHORUS

Children live forever,  
but not so children's toys,  
Wagons can't forever  
be a friend to little boys.  
One gray day it happened  
While Tommy took his nap,  
A garbage truck ran over Muff  
and turned him into scrap.  
CHORUS

Little Tommy Pumpkin  
said just off the cuff,  
There will never be  
another tragic wagon Muff.

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## MYSELF

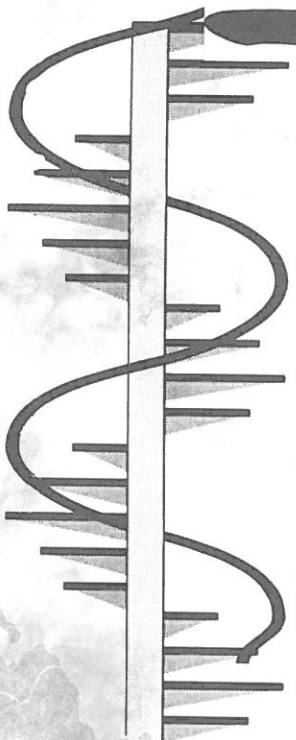
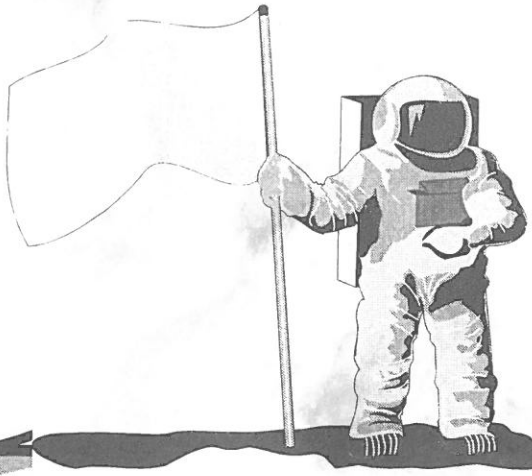
I have to live with myself and so  
I want myself to be fit to know.  
I want to be able, as days go by,  
Always to look myself in the eye.

I don't want to stand with the setting sun  
And hate myself for the things I've done.  
I want to stand with my head erect,  
I want to deserve all men's respect.

In this world's struggle for fame and wealth,  
I want to be able to like myself.  
I don't want to look at myself and know  
That I'm bluster, bluff, and mainly show.

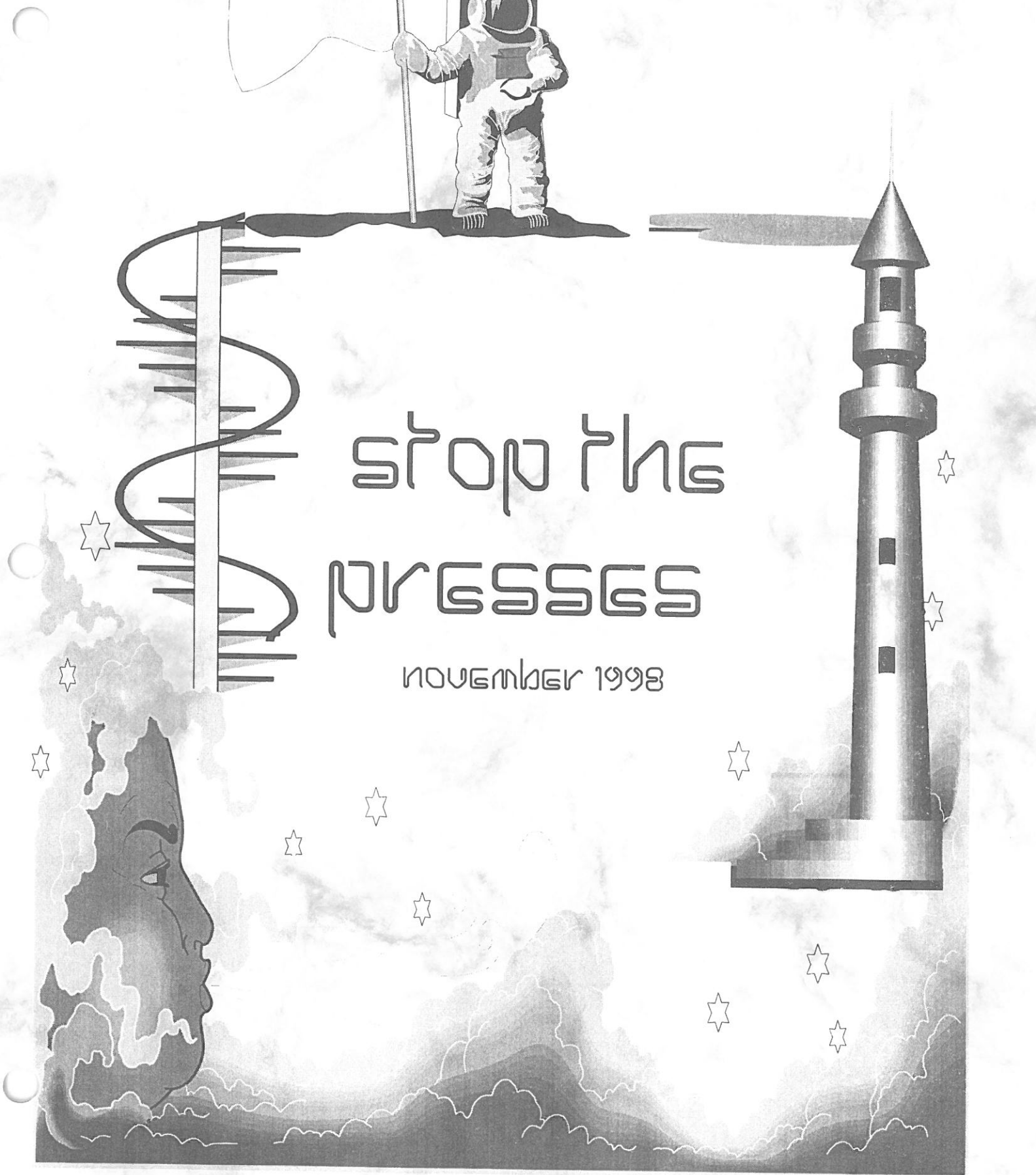
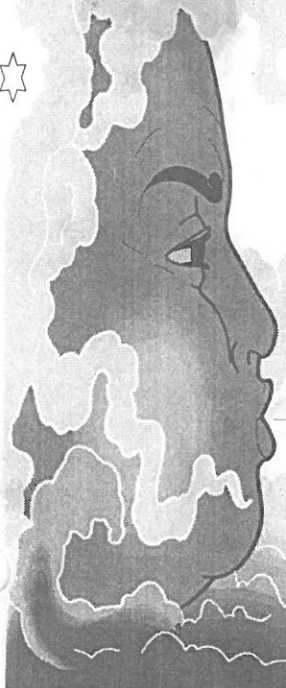
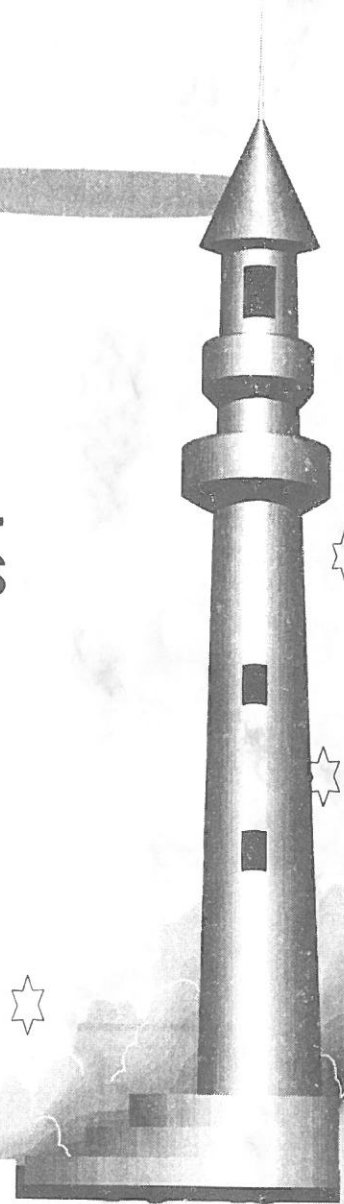
I can never hide myself from me;  
I see what others may never see,  
I know what others may never know,  
I can never fool myself, and so,

Whatever happens I want to be  
Self respecting and proud of me!



# stop the PRESSES

NOVEMBER 1998





# STOP THE PRESSES

*November, 1998*

The month of November gives us a chance to write a chapter of our lives in the format we choose. We can edit it, and we have the freedom to give it any ending we choose. Give your boys a chance to begin a novel, not an editorial...but make sure you have an eraser at hand...very few of life's chapters have been written without one!

## MASS MEDIA OPENING CEREMONY

- 1<sup>ST</sup> CUB: In 1340 A.D., the first printed newspaper in the world and the oldest daily journal, the Peking Gazette, was issued.
- 2<sup>ND</sup> CUB: The first newspaper printed in English was printed in Holland in 1620.
- 3<sup>RD</sup> CUB: The first colonial newspaper appeared in 1690. It was called "Publick Occurrences Both Foreign and Denmostick".
- 4<sup>TH</sup> CUB: The first commercial message by radio telegraph was transmitted in 1898.
- 5<sup>TH</sup> CUB: The first regular radio broadcast was in 1920 from station KDKA, in Pittsburgh, Pennsylvania. It told of the election of Warren Harding as President.
- 6<sup>TH</sup> CUB: In 1957 there were 528 television stations in the United States. In 1990 there were about 750. TV now reaches over 75 million households in the United States.

## FREEDOM OF THE PRESS CLOSING THOUGHT

In America we have freedom of choice. People are free to choose their radio and television programs, books, magazines, and newspapers. Mass media provides important information so the public can make wise decisions and choices.

Enjoy your freedom of speech. It's your right!

## THE TWENTY-FIVE CENT QUESTION ADVANCEMENT CEREMONY

SCENE: For this ceremony, you will want to coach the boys who will be receiving awards so that they properly react to the questions when asked. Some questions they will purposely miss. Cubmaster or Advancement Chairman should use a quiz show host manner in delivering this ceremony. This can be lots of fun for all if you make it that way.

CUBMASTER: Welcome folks to the twenty-five Cent Question Show, brought to you live tonight right from \_\_\_\_\_ School were we are attending Pack \_\_\_\_\_'s meeting. I want to thank this nice pack for allowing us to test their Cub Scouts on our show, and we want to thank our sponsor, Handy Dandy Cream, the everything cream. Use it to keep your hands soft, brush your teeth, set your hair, get rid of athlete's foot and squirt it right on you favorite pudding. Yes sir, Handy Dandy Cream, you'll want to rush right out and get some. Now back to our show. We have a team of boys here who are ready to challenge our show in the category of Cub Scouting. Will the following boys on the first team come forward with their parents? *(Call names of Bobcat recipients)*. Now boys, for the first plateau, you may confer if you like and then give us your answer. Now boys, what is the Cub Scout motto?

BOBCATS: *(Bobcats can act like they are conferring and then shout together)* DO YOUR BEST!

CUBMASTER: You're absolutely right! Congratulations, you have just arrived at the first plateau and you have won the Bobcat Badge, the first rank in Cub Scouting. We will present this to your parents to be presented to you. *(present badges)* Now, on to the second plateau. Our second question for the Wolf Badge. Can you tell me how many achievements must you pass to earn the Wolf Badge?  
*(Bobcats confer but give up without answering)*

CUBMASTER: Sorry, boys the time is up. You may sit down and let's bring up our second team who, on a previous show won the Bobcat Badge and are now ready to try the second plateau of Wolf. *(Call names of boys who have earned the Wolf Badge, ask parents to come forward also.)* Now boys, can you answer the second plateau question for your Wolf Badge? How many achievements must you pass to qualify for your Wolf Badge?

WOLVES: *(Wolves confer and shout)* 12

CUBMASTER: Congratulations! You have just won your Wolf Badge. *(present to parents to pin on the boys)*.

*(Go on in this manner until you have awarded all of your advancements for the month, making the Arrow of Light the "Twenty-five Cent" question and you may even give those boys a quarter.)*

# SKITS

## CITY EDITOR

There may be a sign made up like a desk nameplate for the city editor's desk. It should be spelled wrong. There should be something to make a loud crashing sound. The city editor is sitting at his desk, pounding it and loudly admonishes reporters that he needs news, big news.

The reporters retire and soon one of them returns shouting, "Stop the presses, I have some big news, some BIG news!" The city editor asks just what the big new is.

The reporter answers about something that happened somewhere near there. The city editor asks when this happened and is answered, "About an hour ago!". The reporter is told that this is too old and is again admonished to go get some "BIG NEWS!"

The second reporter does as the first reporter, except he tells that his news event happened thirty minutes ago. He is also told that this is too old and is told to go get BIG NEWS!

The third reporter comes in just as the first two did. His news story is about a big plane crash and that many people died. When he is asked when this happened he answers...

Right Now! And the loud crashing noise is made at the back of the room at the same time.

## THE BURNING SCHOOLHOUSE

CHARACTERS: An old man and six boys (more or less)

The old man (using a can) is slowly making his way across the stage when a boy comes running from one side yelling, "Fire, fire! The school is burning down!" The first boy runs off the opposite side of the stage followed by other boys as they arrive on the stage all yelling and excited. The first boy reappears before all the other boys have run off. He is carrying a filled paper cup which he takes back across the stage in the direction from which he originally came. A second boy also appears with a paper cup, follows him, and then a third. About the time the fourth boy crosses with a cup, the first boy is running back with an empty cup, saying "Hurry, hurry! It's burning faster!"

This continues so that one or two boys are crossing the stage in each direction, urging each other to greater speed, spilling some of the contents of their cups, and cautioning each other to be more careful ...like, steady now, make it faster, she's really burning now and hurry! The old man tries to keep out of the way of the hurrying boys, watching the whole business with growing astonishment. Finally he stops the first boy who is making his third trip.

OLD MAN: Look sonny. You boys will never put out that fire with those little cups of water.

BOY: Water??? Are you crazy??? This is kerosene!!!!

## THE LATE NEWS

SCENE 1: Cub Scout is seated on stage, turning the dial of a radio. The other den members are offstage voices. As the boy on stage turns the dial we hear:

VOICE #1: Prepackaged pale purple pain pills will stop that ache in your big toenail. A small bottle of 10 pills costs only a little more than...

VOICE #2: ...a new Chevy Citation which was the only car still running after 200 miles. All other cars in the race had run out of...

VOICE #3:...elephants, which were the only source of power available to lift the giant logs. The elephant trainer would sit with his legs locked around...

VOICE #4...the rocket, which will be launched from Cape Kennedy next week, will be the first rocket to carry...

VOICE #5:...100 fat cattle and 200 hogs reported on the way to the stockyards. The animals will be fed...

VOICE#6:dynamite or TNT, which should open the passage to allow the boats to operate in the...

VOICE #7: ...bathtub, when the water level is at least six inches deep and warm enough for...

VOICE#8...the giant logs, which will be used in the construction of...

VOICE #1...drug stores. Ask your friendly pharmacist for...

VOICE #2...a thunderbird, which maintained a speed greater than any other.



# CRAFTS

## HANDMADE PAPER FROM RECYCLED SCRAPS

In this project you will learn how to make paper by and from recycled scraps of paper. Regardless of the equipment or techniques there are three basic steps in paper making:

- \* Prepare material (pulp)
- \* Mold pulp into a sheet
- \* Dry sheet

The resulting paper can be used as writing paper, for making elegant greeting cards, to make or line envelopes, to wrap gifts, to make gift bags, in collages and paper cuts, or in any craft that this wonderfully textured paper will enhance.

### HERE'S WHAT YOU WILL NEED:

- \* Scraps of computer paper, envelopes, junk mail, magazines, old gift wrap, etc.
- \* Lots of water
- \* Bowl for soaking paper scraps
- \* A blender or food processor
- \* A large plastic dish tub or roasting pan, at least 11" X 13"
- \* Felt or old wool blankets cut into 12" X 14" pieces
- \* Large spoon for stirring
- \* Two boards for pressing, rigid and water resistant, about 13" X 15'
- \* A mold and deckle
- \* Formica boards for sheet drying (Optional)

STEP 1: Before you start making paper, you will need to prepare your equipment and work area. Review the list above and make sure you have everything.

STEP 2: Paper is made from a slurry of pulp paper. We will use the blender to break down the scrap paper into pulp fibers. Longer fibers will make stronger paper, so it is the best to pre-soak the paper and blend as little as possible. Children must be supervised when using the blender.

- Tear your scraps of paper into 2" or smaller squares and soak in water until they are very mushy. You can do this while you are setting up or overnight.
- Fill the blender 2/3 full of warm water and add a handful of paper. To make colored paper, add scraps of colored paper. Blend in short bursts to make a fairly uniform slurry. If the blender strains, remove some paper or add a bit more water.

- Pour the pulp slurry into a clean tub, and continue making pulp slurry until the tub is about half full.
- Add additional water to a depth of about  $\frac{3}{4}$  full or 90% water and 10% pulp. The greater the pulp percentage the heavier the paper.

STEP 3: The sheet of paper will be formed on the paper mold and c by dripping them into the pulp slurry. It is important to develop a smooth motion in order to make sheets with a uniform thickness.

- Stir the pulp slurry with the spoon until the mixture is uniform.
- Place the deckle on top of the mold, screen side up. Hold them firmly together with your hands in the center on opposite sides.
- Stand in front of the tub, reach out your arms towards the back of the tub with the mold and deckle in a nearly vertical position. Dip the mold and deckle into the pulp slurry in a smooth motion, quickly changing the position to horizontal.
- Slowly lift the mold and deckle out of the slurry, letting the water drain. When most of the water has drained, tip to one corner to finish the process.
- Set the mold and deckle on a corner of the tub, and remove the deckle without disturbing the newly formed sheet. Set the deckle aside.

STEP 4: Now we will transfer the wet sheet from the mold onto the felt (or paper towel). This is known as couching.

- Place a felt on top of one of the pressing boards. (For beginners use a paper towel on top of a stack of newspapers).
- Working quickly, place the long edge of the mold on the felt and flip over. (Beginners using paper towels, sponge the back of the mold several times to remove any excess water).
- Carefully lift one edge of the mold and lift away the mold. The newly formed sheet is now on the felt.
- To make more sheets, simply place another felt on top and repeat the process. Top off your pile with a final felt and the other pressing board. (Beginners using paper towels should set the newly formed sheet on the paper towel aside, and not make a pile of sheets).
- Place the pile and pressing boards on a floor with a drain or concrete outside. Stand on top of the pile to press out as much water as possible. Move around to all areas of the board.

STEP 5: The paper can be board dried or air dried. Board drying produces a flatter sheet of paper and drying is quicker.

- Board dry on a formica covered board (kitchen sink cut-outs work well). Place a felt, paper side down, on the board, and go over the back of the felt with your hand or a large paint brush. Carefully peel the felt off the paper, leaving it on the board. Leave the paper on the board until it is completely dry. Drying will take 4 or more hours depending on the humidity.
- Air dry by simply spreading the felts (or paper towels) on a flat surface to dry. Gently remove the paper from the felts when dry. It is best to leave the felts and paper to dry overnight.

#### PAPERMAKING TIPS:

- Unused pulp can be saved for a few days. Strain the slurry and squeeze excess water from the pulp. Store the pulp in a plastic bag in the refrigerator. The addition of a preservative like oil of cloves or freezing will extend the shelf life.
- **DO NOT POUR UNUSED PULP DOWN THE DRAIN!** It will cause a blockage. Strain pulp from slurry, then discard in wastebasket.
- Give your paper texture and interest by adding snips of thread, bits of ribbon, parsley or chili-pepper flakes, or flower petals to the pulp slurry in the tub.

#### SEAL GUM FOR STICKERS

##### Seal Gum Recipe

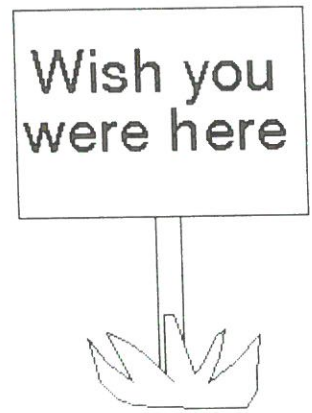
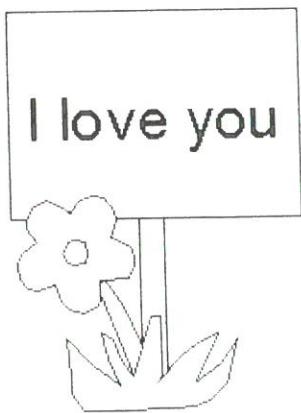
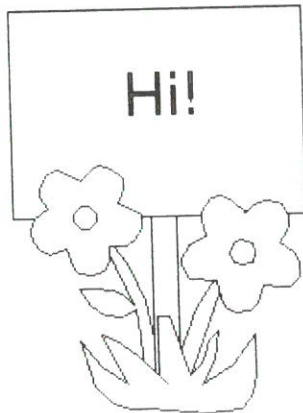
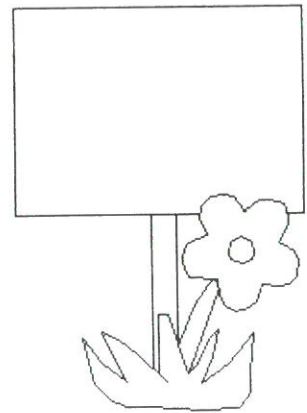
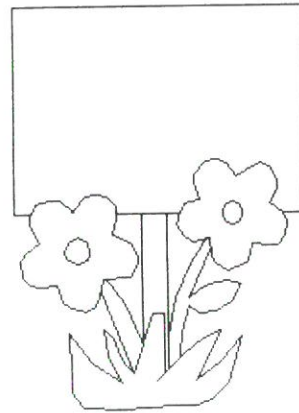
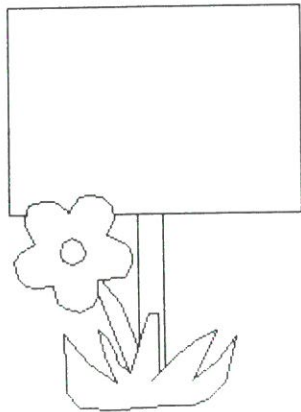
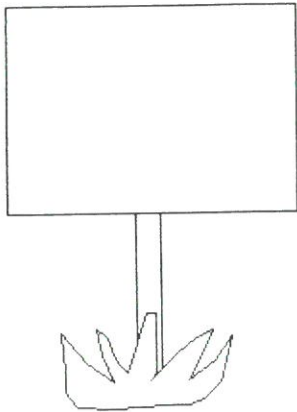
**CAUTION:** Recipe uses boiling water. Adult supervision is required!

- 1 packet (1/4 ounce) unflavored gelatin
- 1 tablespoon cold water
- 3 tablespoons boiling water
- ½ teaspoon white corn syrup
- ½ teaspoon lemon extract

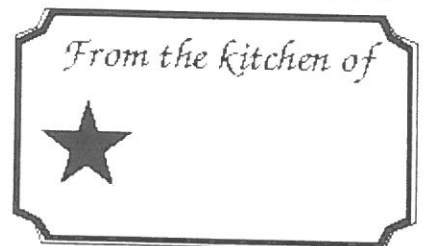
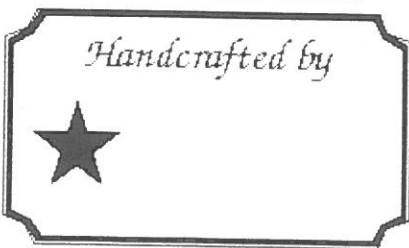
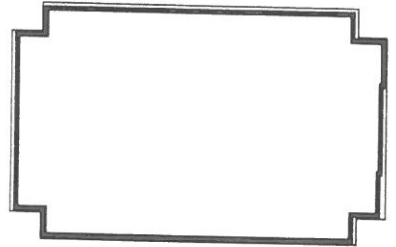
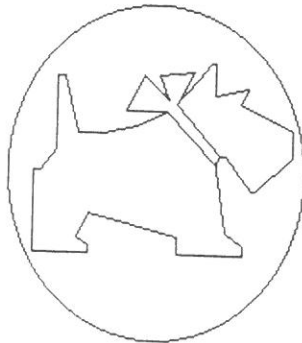
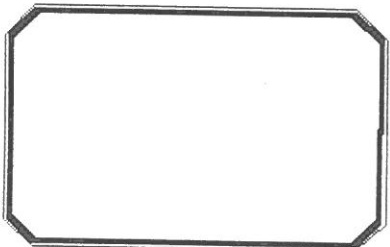
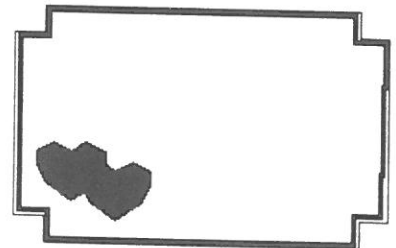
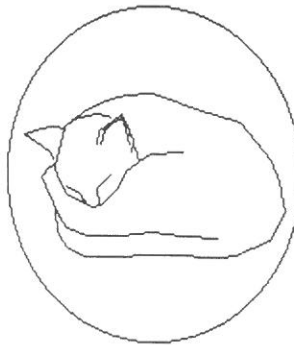
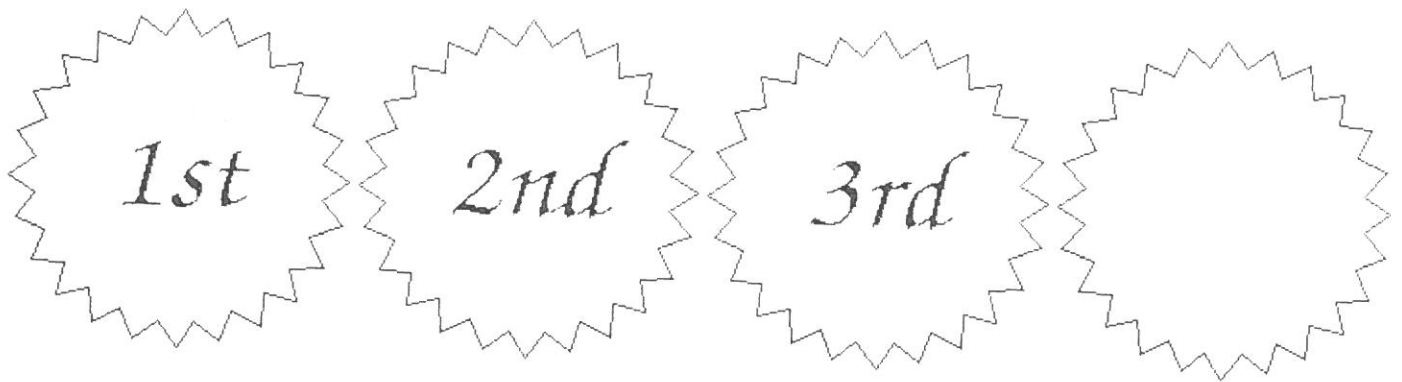
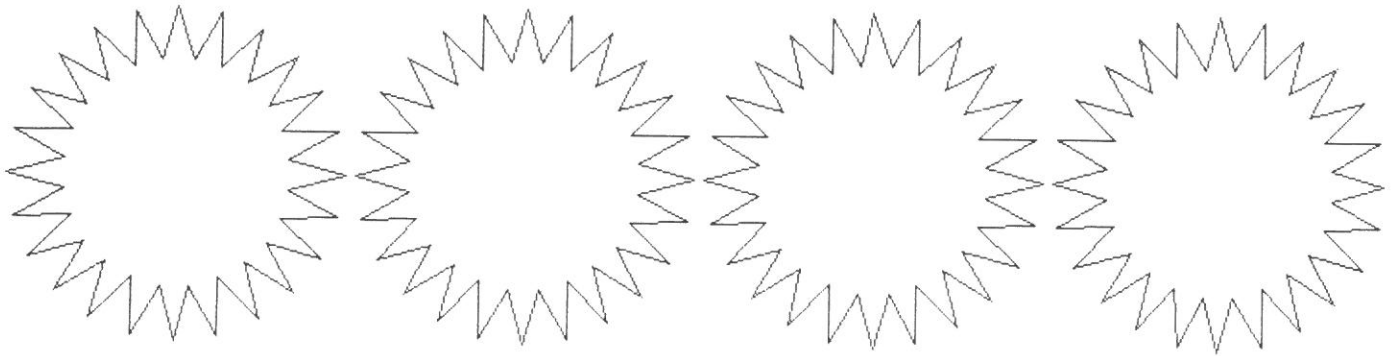
In a very small bowl (custard works well), sprinkle gelatin into cold water. Let soften for 5 minutes. Pour boiling water into softened gelatin and stir until dissolved. (If you have trouble getting it to dissolve, bring it to a boil in the microwave for just a few seconds.) Add corn syrup and lemon extract. Mix well. (The corn syrup and lemon extract are for taste and can be replaced with sugar and vanilla to taste, or just omit.)

**TO USE IT:** Brush gum thinly on the back of the sticker. The stickers will curl as they dry. This is okay. When dry, moisten sticker and apply it to paper. The gum will gel overnight. Return it to a liquid state by placing the container of seal gum in a pan of hot water. Storing in a baby food jar works well and it keeps for months in the refrigerator.

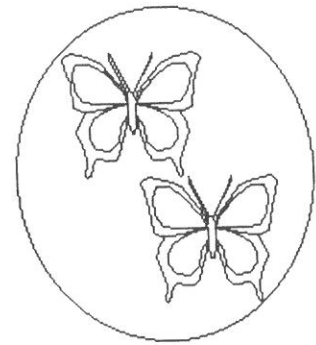
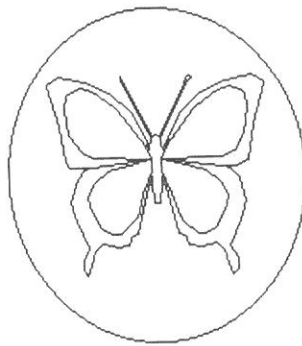
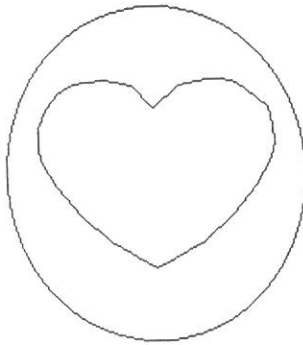
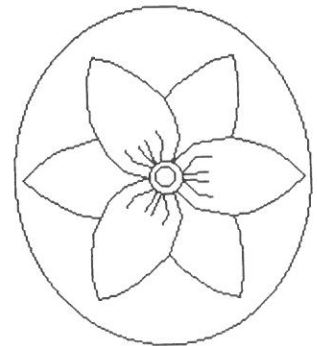
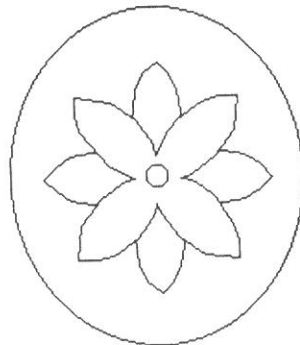
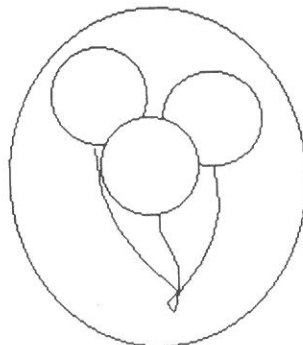
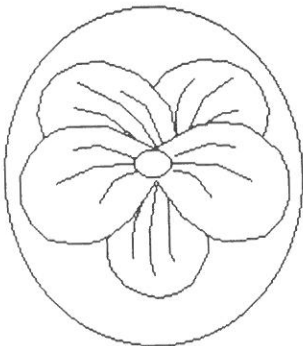
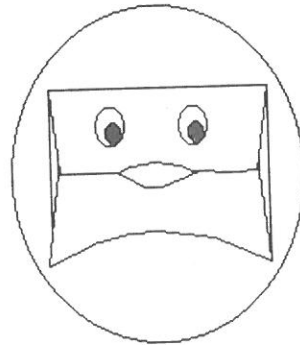
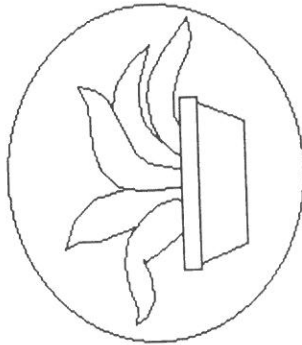
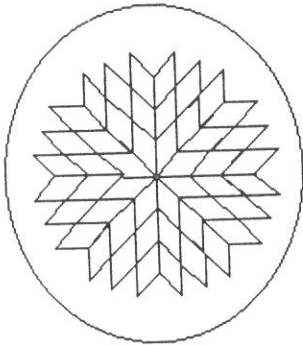
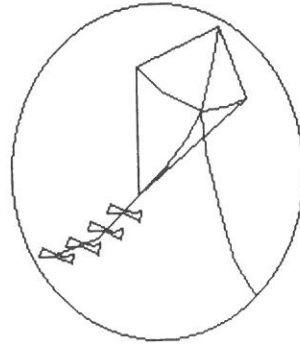
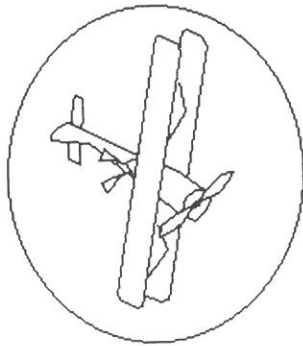
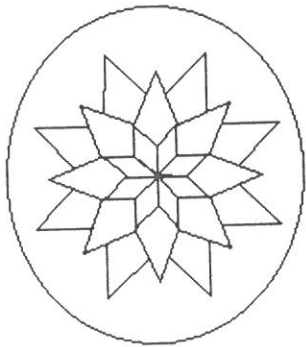
# STICKER PATTERNS



# MORE STICKER PATTERNS



# STILL MORE STICKER PATTERNS



# GAMES

## HOW MUCH DO YOU NEED

Take a roll of toilet paper and have each boy tear off "how much he thinks he will need". (This is all you tell them). After each boy has his amount of paper, have him tear the squares off and put them in a stack 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. Get the boys thinking and talking about giving of themselves to others.

## HELPING HANDS

Sit down with the boys and come up with ways they can help around the house. Example: setting the table, feeding the animals, picking up the living room, clearing the table, washing the car, helping with yard work, playing a game with a younger sibling, vacuum their room, etc. Using card stock paper, have the boys trace their hands onto it. On each finger and thumb, write one of the ideas. This is given to mom or dad to keep track of. As the boy has helped around the house, that chore can be marked off. Give them until the next den meeting to be "helping hands" at home.

## TUGS OF PEACE

Using at least a 10 foot piece of rope, tie the ends together to make a circle. Have the boys sit in a circle on the floor and have the rope in front of their feet. On signal, have the boys pick up the rope and working as a team, the entire group should be able to come to a standing position. The Tug of Peace can also be played by stretching the rope out straight and having boys sit on either side of it, facing each other in tow line. If both sides pull on the rope evenly, they can help each other up.

## BUYING A GIFT

Put a good stash of coins into a closed paper bag. The leader needs to make up some simple cards stating a toy and price on it. Boys sit in a large circle and pass the bag around the circle until the leader signals stop. The boy holding the bag pulls a card from a pile held by the leader and reads what's on it. EXAMPLE: A toy car for brother costs \$1.25. Then, without looking in the bag, the boy must stick his hand in and pull out the correct change to buy the gift. His hand may not come out until he is sure he has the correct change. When he does, count it and note how much he is over or under. After all the boys have had a chance, the boy coming closest to getting it right, whether he is over or under, is the winner.

# SONGS

## COMMERCIAL MIX-UP

*TUNE: Farmer In The Dell*

Last night I watched TV,  
I saw my favorite show,  
I heard this strange commercial,  
I can't believe it's so.

Feed your dog Chiffon,  
Comet cures a cold,  
Use SOS pads on your face  
To keep from looking old.

Mop your floor with Crest,  
Use Crisco on your tile,  
Clean your teeth with Borateem,  
It leaves a shining smile.

For headaches take dome Certs,  
Use Tide to clean your face,  
And do shampoo with Elmer's glue,  
It holds your hair in place.

Perhaps I am confused,  
I might not have it right;  
To make sure that I understand,  
I'll watch TV tonight.

## DO WAH DIDDY DIDDY

*TUNE: Do Wah Diddy Diddy*

There we were, we were hiking up a hill  
Singing Do Wah Diddy Diddy Dum Diddy Do  
Our clothes wet & filthy & I think they are still  
Singin Do Wah Diddy Diddy Dum Diddy Do  
But we hiked (hiked on) we sang songs (sang songs)  
We hiked on we sang songs... Whooaooaoaoa -  
Mosquitos...  
It's been two days of this now & I want my own bed  
Singin Do Wah Diddy Diddy Dum Diddy Do  
The rain isn't stopping & I've got pains in my head  
Singin Do Wah Diddy Diddy Dum Diddy Do  
But we hiked (hiked on) we sang songs (sang songs)  
Before we knew it, it was time to go home singing...  
Do Wah Diddy Diddy Dum Diddy Do

## TURKEY SONG

*TUNE: Bring Back My Bonnie*

My turkey went walking one morning  
h November weather to see,  
A man with a hatchet approached her  
Oh bring back my turkey to me.

CHORUS: Bring back, bring back,  
Bring back my turkey to me, to me,  
Bring back, bring back,  
Bring back my turkey to me.

I went down the sidewalks a shopping  
The sights in shop windows to see  
And everywhere hung great fat gobblers  
Oh bring back my turkey to me.

CHORUS (as above)

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.

CHORUS: Brought back, brought back,  
Brought back my turkey to me, to me,  
Brought back, brought back,  
They brought back my turkey to me, to me.

## THE MORE WE GET TOGETHER

The more we get together, together, together,  
The more we get together, the happier we'll be.  
For your friends are my friends  
And my friends are your friends,  
The more we get together, the happier we'll be.

The more we get together, together, together,  
The more we get together, the happier we'll be.  
For you know that I know,  
And I know that you know,  
The more we get together, the happier we'll be.



## WHO MAKES A CUB SCOUT PROGRAM

EVERN THOUGH MY TYPewriter IS  
AN OLD MODEL, IT WORKS QUITE  
WELL EXCEPT FOR ONE OF THE KEYS.

I WISH MANY TIMES THAT IT  
WOULD PERFECTLY. IT IS TRUE  
THAT THERE ARE FORTY-SIX KEYS  
THAT FUNCTION WELL THOUGH, BUT  
JUST ONE KEY NOT WORKING MAKES  
THE DIFFERENCE.

SOMETIMES IT SEEMS TO ME THAT  
OUR CUB SCOUT PROGRAM IS  
SOMEWHAT LIKE MY  
TYPewriter...NOT ALL THE KEYS  
PEOPLE ARE WORKING PROPERLY.

YOU MAY SAY TO YOURSELF, "WELL, I  
AM ONLY ONE PERSON. I WON'T  
MAKE OR BREAK A PROGRAM." BUT  
IT DOES MAKE A DIFFERENCE;  
BECAUSE A CUB SCOUT PROGRAM,  
TO BE EFFECTIVE, NEEDS THE ACTIVE  
PARTICIPATION OF EVERYONE.

SO THE NEXT TIME YOU THINK YOU  
ARE ONLY ONE PERSON AND THAT  
YOUR EFFORTS ARE NOT NEARLY  
REMEMBER MY TYPewriter AND  
SAY TO YOURSELF, "I AM A KEY  
PERSON IN OUR CUB SCOUT  
PROGRAM, AND I AM NEARLY  
MUCH.!"

