

Helps for New Leaders

WHAT HAVE I DONE NOW?

Congratulations! You're a Cub Scout Leader! Welcome to the Wonderful World of Cub Scouting! You have just entered a wonderful adventure in the life of a little boy.

You may be wondering, "What have I done now? Where do I go from here?" Well, Scouting has provided us with over 75 years of resources to guide us on our adventures. This book along with The Cub Scout Leader Book, The How To Book and Basic Training will serve as our guide along our journey.

Don't forget to consult experienced Scouters along the way. Trained leaders are great sources of ideas and wisdom. You are not alone on this journey and lots of people have been where you are and will be glad to help you along your way. **JUST ASK!!!**

This section will serve as an introduction and overview of the Cub Scout program. First, a little history...

How Cub Scouting Began

The Scout Movement was started by Robert Baden-Powell. He was often known as B-P and was born on February 22, 1857. At school he was not very good at his lessons but he did enjoy drawing, acting and rifle shooting. He often went



hiking and sailing with his brothers. When B-P left school he joined the army.

He was a very good soldier and was promoted

quickly. He trained his men with competitions and games. In 1889, B-P and his men were surrounded by the enemy in a town called Mafeking in South Africa. By using clever tricks and by allowing the boys of the town to carry messages and take on responsible jobs, they survived the siege, which lasted seven months. When B-P came back to England, he found he was a national hero.



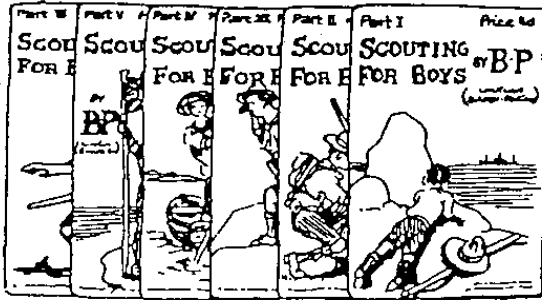
B-P wrote a book called *Aids to Scouting* about training the army. Many people were interested in his book and B-P began to think that the same ideas might be used to train boys as well as soldiers. To try out these ideas, he held a camp for 20 boys on Brownsea Island, Dorset, in 1907. They swam, signaled, hiked and played games. Scouting had begun.



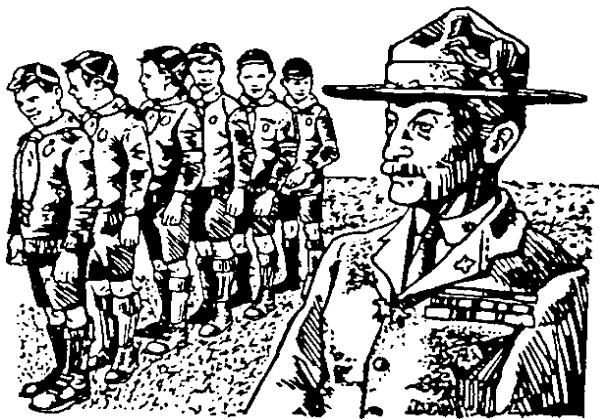
Baden-Powell wrote down his ideas in a book called *Scouting for Boys*, which came out as a magazine in six parts. All over the country, boys formed themselves into Patrols of Scouts and asked

Helps for New Leaders

adults to lead them. Scouting began to grow. In 1909, 11,000 Scouts met at the Crystal Palace to display their Scouting skills. B-P became known as Chief Scout.



Scouting was seen to be so much fun that before long younger boys were asking to become Scouts. So in 1916 B-P started the Wolf Cubs to provide fun and adventure for boys aged between eight and eleven. Wolf Cubs learned to light fires, use a compass, give first aid, and keep themselves fit and healthy as well as many other things. They played games and went on outings. Cubbing had begun and soon it began to grow and grow.



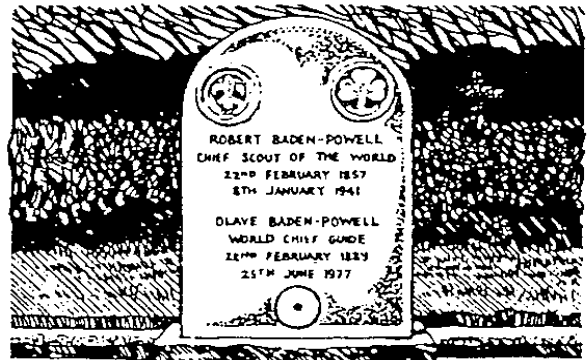
By 1920, Scout Troops had been formed in many countries, including Australia, Canada, France, South Africa and the United States of America. A huge meeting of Scouts, 8,000 from 34 different countries, was held in London in 1920 - the first World Jamboree. At the closing ceremony, Baden-Powell was acclaimed Chief Scout of the World.

In 1929, B-P became Lord Baden-Powell of

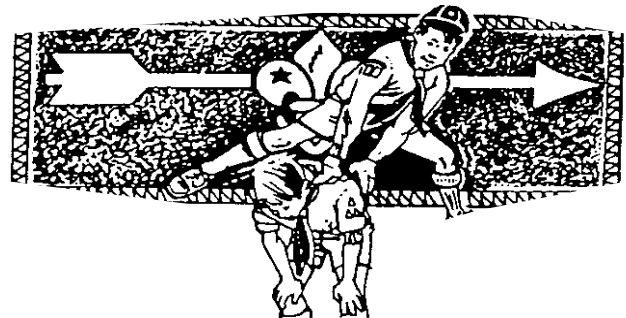
Gilwell. He traveled all over the world visiting Scouts but when he was eighty years old he went



to live quietly in Kenya, where he died in 1941. The Movement he started went on from strength, the strength providing adventure for boys of all ages.



In 1967, Wolf Cubs had their name changed to Cub Scouts, and the Silver and Gold Arrows were introduced. In 1982, the Tiger Cub program was introduced so that first graders could prepare to join the Cub Scout Pack. Cub Scouting is now over seventy years old and is as popular as ever.



CUB SCOUT DICTIONARY

If Scouting terminology is Greek to you, this dictionary is for you!



Achievement - The name given to a major requirement in the Cub Scout program. There are 12 achievements for each of the Wolf and Bear ranks.

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

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

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

Arrow of Light Award - Highest rank in Cub Scouting.

Arrow Point - An award given to a Cub Scout who has completed 10 elective projects beyond the rank for his grade. A Gold Arrow Point is given for the first 10 projects and a Silver Arrow Point is given for each additional 0 projects thereafter. He may earn any number of silver Arrow Points for his rank.

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

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

Assistant District Commissioner (ADC) - A volunteer Scouter who helps the District Commissioner. An ADC is in charge of all Unit Commissioners in an assigned area of the District.



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

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

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

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

Bobcat - The first rank for all Cub Scouts.

Boy's Life - The magazine published by the Boy Scouts of America to help boys broaden their horizons in Scouting.

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



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

Council - Headquarters for Scouting in a specific geographic area. The country is divided into more than 400 local councils. We are part of the Denver Area Council.

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

Chartered Organization - The sponsoring organization of the pack. This organization may be



CUB SCOUT DICTIONARY

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a religious, civic, fraternal, educational or other community-based group. Monthly pack meetings are usually held in a building owned by that organization.

Cub Scout - A boy who is registered with a Cub Scout pack. Also, **THE REASON WHY WE'RE ALL HERE!!!**

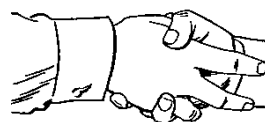
Chartered Organization Representative - Adult who serves as liaison between the pack and the chartered organization and between the chartered organization and the council and who is a member of the local council and district committees.

Cub Scouter - A registered adult leader of a Cub Scout pack.

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

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

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



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

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

Cub Scout Motto - "Do Your Best."

Cub Scout Promise -
*I, (name), promise to do my best
To do my duty to God and my country,
To help other people, and
To obey the Law of the Pack*

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

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

Cubmaster Award - Special recognition award given to Cubmasters who have served for two years as a Cubmaster (one may be as Assistant Cubmaster), completed training, and fulfilled all requirements for the award. (Complete details are in the Cub Scout Leader Recognition plan, found in the yearly program helps.)



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



CUB SCOUT DICTIONARY

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of Akela, and when held up, the group should become silent.



Day Camp - Summertime fun for all registered Cub Scouts.

This daytime program allows boys to interact with boys from other packs and keeps boys and adults active in the Cub Scout movement.

Den - Small group of Cub Scouts who meet once a week with a den leader to work on projects, learn games, songs, tricks and skits to be presented at monthly pack meetings.

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

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

Den Leader (DL) - The adult on-the-scene supervisor of a Cub Scout den. A registered member of the pack who has attended basic training.

Den Leader Award Special recognition award given to den leaders who have served for two years (one year may be as assistant leader), completed training, and fulfilled all other requirements for the award. (Complete details are in the Cub Scout Leader Recognition plan, found in the yearly program helps.)

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

Den Leader Coach Award - Special recognition award given to den leader coaches who have served for two years in the position,

completed training, and fulfilled all requirements for the award. (complete details are in the Cub Scout Leader Recognition plan, found in the yearly program helps.)

Denner - Cub Scout who helps the den leader with den and pack meetings. This is generally a rotating position so each Cub Scout may serve and learn a little about helping and leadership.

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

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

District Commissioner (DC) - A volunteer Scouter who is in charge of all Commissioners within the District.

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

District Executive (DE) - A professional paid Scouter who works with the volunteers under the direction of the Scout executive.

"Do Your Best" - The Cub Scout motto.



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



CUB SCOUT DICTIONARY

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



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



Good-Ol' Days - A term used in Scouting to define activities or events that took place at least two years ago.

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

Good Turn - A

distinctive feature of Scouting is its emphasis upon service to

others. The Good Turn habit is one that all Scouts endeavor to acquire.



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

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



In-School Scouting - Cub Scouting or Boy Scouting taking place during school hours or as part of the school curriculum. Usually takes place in inner-city areas.



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

Instant Recognition Patch/Progress

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

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



Low-Impact Camping - Using camping techniques that minimize impact on the environment and other people. This can also be applied to Cub Scout hiking.

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

Lost Valley - Scout camp near Warner Springs.

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



CUB SCOUT DICTIONARY

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placement information.

Pinewood Derby - A pack activity that involves making and racing model cars on a track

Pow Wow - All-day learning experience for Cub Scout leaders covering a wide variety of subjects with some hands-on experiences.

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

where den and pack leaders learn new ideas on monthly themes, receive information on district and council activities and a general exchange of ideas.



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



Quality Unit Award - Recognition given each charter year to units that commit to and meet six of eight national standards (three are required) pertaining to leadership training, service, advancement, camping and membership growth. Requirements can be found at the Scout Service Center or from your Unit Commissioner.

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

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

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



Region - One of six large geographical administrative units of the BSA. The Denver Area Council is located in the North Central Region.

Scout Executive - The professional staff leader of a Council

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

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

Service Center - Scouting Headquarters contains the professionals' offices and the Scout Shop (where you can buy uniforms and all of your Scouting needs). Orange County Council's Service Center is located at 3590 Harbor Gateway North, Costa Mesa, CA 92626. Phone number is (714)730-4990.

Religious Awards - An award presented by individual faiths to Cub and Boy Scouts for completion of rigorous requirements within their respective faiths. Adults may receive a religious award for service to youth within their own faith. Details can be found in the God & Country section of this book.

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

Roundtable - A monthly district level meeting

Silver Beaver - A recognition given by the National Court of Honor for distinguished service to youth within the local council. The similar regional award is the Silver Antelope and



CUB SCOUT DICTIONARY

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the national award is the Silver Buffalo.

Sustaining Membership Enrollment (SME) - An annual campaign in which Scouters, and other interested people in the community, can provide financial support to the local council to assist it in meeting its objectives.



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

Tiger Cub Motto - "Search, Discover, Share."

Tiger Cub Organizer - An adult who assists in planning the first gathering, coordinates Tiger Cubs' participation in the pack's blue and gold banquet and makes arrangements for the Tiger Cub's graduation into Cub Scouting.

Tiger Cub Program - A one year introduction to Scouting for first grade boys. Adult partner must join with boy, uniform is a T-shirt and hat and meetings are round-robin in parents' homes.

Tiger Cub Promise - "I promise to love God, my family, and my country and learn about the world."

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

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



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

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

Unit - A term used to designate any one of the following: pack, troop, team, post, or ship.

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



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

Volunteer Service - The work of a great body of men and women who make Scouting available to youth by their leadership of units - all done without pay.



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

Webelos Den - A group of Webelos Scouts who meet weekly under the supervision of a Webelos den leader.

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

Webelos Den Leader - The adult on-the-scene supervisor of a Webelos Scout den. A registered member of the pack who has attended basic training to learn how to fulfill the job of a Webelos den leader.



CUB SCOUT DICTIONARY

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World Friendship Fund - A fund to which Scouts and Scouters in the United States of America may contribute to provide material help to Scouts and Scouting around the world. Association of Scouting. A portion from the of sale of this patch goes to support this association.



HOW MANY, HOW MUCH

*How many slams in an old screen door?
Depends how loud you shut it.
How many slices in a bread?
Depends how thin you cut it.
How much good inside a day?
Depends how good you live 'em.
How much love inside a friend?
Depends how much you give 'em.*

-Shel Silverstein

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

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

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

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

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

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

World Crest - A badge worn by Scouts and Scouters as a symbol of commitment to the World



SCOUTING - a lifetime pursuit

Crafts & Games

Everyone likes to have fun! The playing of games is an extremely easy and fulfilling way to have fun.

Cub Scouting is fun. It is one endless game where the Cub Scout learns new skills, enlarges on known skills, and can see more clearly his place in the world around him. Games can accomplish a large scale of activities and convey more than skill improvement. They can encourage thought, promote team spirit, build citizenship, develop one's own mind and body, and be an outlet for excess energy.

GAMES ARE:

- ☺ Lessons without teachers
- ☺ Body builders
- ☺ Mind stretchers
- ☺ Friend makers
- ☺ Building blocks
- ☺ Most of all games are fun

THROUGH GAMES, A CUB SCOUT:

- ☺ Learns new skills
- ☺ Develops new interests
- ☺ Learns to follow the rules
- ☺ Learns fair play
- ☺ Learns to wait his turn
- ☺ Is taught respect for the rights of others

Cubs like games in which there is a sizeable element of luck. They do not require prizes, nor do they seem to worry if the game is not finished. They like games which restart almost automatically, so that everyone is given a new chance. Cubs like games whereby they gain the reassurance that comes with repetition.

Remember, the success of a game period depends greatly upon leadership. A leader can challenge and persuade the shy Cub Scout and channel the energy of the "showoff", making den and pack meetings fun for all.



CHOOSING A GAME:

- ☺ Know and understand the game.
- ☺ Be prepared to teach the game.
- ☺ Take into consideration:
 - Physical arrangements
 - Equipment needs
 - Number involved
 - Abilities of the participants
- ☺ **KISMIF - Keep it simple make it fun.** Give it full attention; practice to make it work; then evaluate to make sure it is right.

SUGGESTIONS FOR CONDUCTING GAMES:

- ☺ Know the game well and the area needed before teaching it. Have all the necessary equipment on hand.
- ☺ Remove all possible hazards from the game area.
- ☺ Have the full attention of the group before trying to explain the rules of the game.
- ☺ To introduce the game, name it, demonstrate it, ask for questions, then start it.
- ☺ Always insist on fair play.
- ☺ If a game is going badly, stop it, explain it again, then try the game once more.
- ☺ Play, but don't overplay a game. A successful game will be more in demand if it is stopped while it is still being enjoyed.
- ☺ Be alert to overexertion.

PACK GAMES



Crafts & Games

The games picked for a pack meeting should be fun to play and fun to watch. They should promote good sportsmanship, and hopefully tie into the monthly theme.

A multi-station relay can easily accomplish all of these. For instance, if the theme were space, the stations could be... spin around Saturn... drink Tang from a big dipper... eat a cracker and whistle "When You Wish Upon A Star"... shoot the moon, etc. In between stations, the participants could walk as if weightless. This type of relay can easily be adapted to any theme. Ride a broom horse between cowboy and Indian stations, or walk like Frankenstein between Halloween stations.

Games that are fun to play and fun for the pack to watch can be designed with just a little bit of innovation. Everyone should be able to participate. Don't just pick one or two boys from each den. Be sure to get parents involved. The Cubs will love watching their parents playing a game.

One of the most important aspects of keeping a pack healthy is to make the new families feel welcome. This is true in all packs, but it is especially true in large active packs. Often it is intimidating for new people to come into a group where everyone knows each other. There are many ways to make new families feel welcome and playing an icebreaker game is an especially good way. Icebreaker games are fun and a good way to get people to meet each other. Icebreakers can be found in "Group Meeting Sparklers" and the "How To Book" available at the Scout Shop; however, designing an icebreaker for a theme is easy. For example, if the theme were patriotic, choose four patriotic songs. Have a slip of paper with the name of one of the written on it for each person attending the pack meeting. Hand these slips of paper to each person as they walk in the door and have them find the others that have their matching song. As an opening, each group could sing their song. One person from each group could also introduce a person they didn't know before.

DEN GAMES

Den games are designed with a small group of boys in mind. Quiet games are helpful when weather prohibits outdoor activities. Den games can be relays or can be played by individual boys.

An active den game is a helpful start at den meeting to "get the kinks out". This is especially true for Den meetings that are held immediately after school. The boys have been cooped up for several hours and starting with an active den game can provide an outlet for letting off steam and may make the group easier to handle for the quieter activities later in the meeting.

Choosing up sides among the boys is not always easy. If there is a problem boy who is not well liked by all members, drawing straws, going in alphabetical order, or selecting two captains to chose alternately may be fair ways to select teams.

Remember...games can be used to teach fair play, promote good sportsmanship and build character..., but most of all, they should be fun.

TYPES OF GAMES

There are many types of games. Games can be quiet or they can be active. They can depend on chance or they can take skill, speed or strength. There are games for one or two persons, and games for groups of any size. Some games provide for relaxation and amusement and some stimulation through physical or mental exercise.

Play is unrestricted but games have rules. In each game there is a contest.

Here are several types of games with examples of each:

ACTIVE GAMES

Hand Baseball



Crafts & Games

Materials: Basketball, volleyball or sport ball
Something to mark bases

You can have a den ball game even if the meeting place is a small backyard or a tiny area of a park. Hand baseball can be played in an area as small as 50' x 75'. Play it like baseball except that:

Bases are about 35' apart
Pitching distance is about 15'
A basketball, volleyball or sport ball is used, and the batter hits it with fist or open hand
The pitcher pitches underhand
A base runner may be put out by hitting him with the ball

Lame Chicken

Divide the boys into two teams and give each team 10 sticks about 10 inches long. The sticks are placed about 10 inches apart like the rungs of a ladder. On signal the first boy in each team hops on one foot over all 10 sticks. He then reaches down and picks up the 10th stick and hops back over the other 9 to his team. The second boy then begins, hopping over the 9 sticks, picking up the 9th and returning. Continue until all have raced. The last boy in line hops over all remaining sticks and then picks up all of them as he hops back to the finish line. If a player steps on any stick, he must start over from the starting line. First team through wins.

Pioneer went to Sleep

Everyone stands in a circle. The first player begins by saying "Pioneer went to sleep." The rest of the group answers "How did Pioneer get to sleep?" The leader then says "Pioneer went to sleep like this, like this," repeating a small gesture such as nodding the head or twisting the wrist. The rest of the group mimics the gesture and answers "like this, like this." The entire group continues to repeat the gesture as the next boy in line says "Pioneer went to sleep," and others respond as before. The second boy adds another gesture to the first, so that now there are two movements to keep going. The game continues around the circle, each player adding a gesture. By the end of the game, the entire group should be a foot-wiggling, eye-blinking, head-shaking, nose-twitching mess. Try to add as many gestures as possible before the game totally falls apart. Since it is difficult to do more than ten gestures at once, you may not get everyone in the group, but the challenge is to see how far you do get. Start off slowly with small things, such as toes and fingers, and work up to the bigger things, such as arms and legs.

QUIET GAMES

Logomachy

Materials: Cardboard letters

This game is played with cardboard letters printed on one side. Boxes containing such letters can be bought, but it is easy to print them, and cut them out. There should be cards for each letter of the alphabet, about six for the letters most commonly used, like A, B, C, D, E, M, P, R, S and T, and only one for such letters as J, X, Y and Z.

These cards are placed, letters down, on the table. Each boy draws one. The one who draws the letter nearest to A plays first. Putting all the letters back, the first player draws a letter and lays it down, face up, on the table. The player to his left does the same. As soon as any player can make a word out of one of his own letters, and the letters laid down by the others, he picks up all these cards and places them on the table before him. For example, the first player lays down the letter O, and the second player draws the letter S, the second makes the word "so". Any word may be taken from any player by another player who draws a letter which will make a longer word out of it. If the third player draws the letter B, he can make "sob" out of "so", and should take these letters to make this word. The one who can make ten words first, wins.

Sentry Post



Crafts & Games

The prize goes to the quietest team in this game. Set up two chairs about seven feet apart. These are the sentry posts and two blindfolded players are seated in them, facing each other. The other players divide into two teams. At signal from the leader, the first player in each line sneaks forward on tiptoe and tries to pass between the two sentries without a sound. If either sentry hears anything, he calls out and points in the direction from which the sound came. If he's right, the player is "captured" and out of the game. If he points in the wrong direction, the player sneaks ahead. Each team goes through just once. The winner is the team that gets the most players past the sentries.

Bug

Each player receives paper and pencil. One die is used. Players in turn throw the die. Each side of the die represents one part of the bug. Players draw parts of the body as they roll die.

Directions for play:

- 1 One makes the body. Player must throw a 1 before he can make other parts of his "bug."
- 2 Two is the head.
- 3 Feelers are 3's. Bug has 2.
- 4 Legs are 4's. Bug has 6 legs.
- 5 Eyes and mouth are 5's. Bug has 2 eyes, 1 mouth.
- 6 Tail is 6.

Winner is player who finishes bug first.

TARGET GAMES

Pan Toss

Materials: 3 pans of different sizes
6 ping pong balls

Find three pans of different sizes which will fit one inside the other and still allow some space between the rims. Label each pan some value from 5 to 25.

Bounce the ping pong balls so they will hop into the pans. Score according to points allotted to each pan.

Bombing

Drop three clothespins into a bottle from an erect kneeling position on a chair seat. Pin must be held at eye level. Score one point for each pin dropped in the bottle.

Calendar Toss

Toss bottle tops onto a large numbered calendar page, laid flat 5 feet from the player. Score by adding the dates on which the bottle tops come to rest.

GOAL GAMES

Count to Ten

All players stand on one line except one player who is it. "It" stands with his back to the other players on a goal line about 30 to 35 feet from the starting line. "It" counts to ten as fast and as clearly as he can. While he is counting, the other players advance as fast as they can by putting one foot directly in front of the other (heel, toe, heel, toe). At the count of ten, "It" turns around. Everyone freezes. If someone moves he starts all over again. The first player across the goal line wins and becomes the next "it".

The Wolf



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The boys stand in a circle with the "Wolf" in the center. Boys call "Wolf, Wolf, are you ready?" Wolf answers "No, I'm putting on my shoe" and pantomimes putting on his shoes. The other imitate him. Again they ask "Wolf, Wolf, are you ready" and he replies that he is putting on his coat, tie, hat, etc. each time pantomiming putting on the item, while all follow suit. Whenever he wishes, the Wolf answers with "Yes, I'm ready, and here I come". The players rush to a goal line and the Wolf tries to tag them. If any player is tagged, he becomes the Wolf.

Fish in the Sea

All players but one stand behind a line. "IT" stands midway between the line and a goal line thirty feet away. He shouts "Fish in the ocean, fish in the sea; don't get the notion you'll get by me." The fish leave their line and try to cross the goal line without being tagged. Players who are tagged join "IT" and help catch others.

RELAY GAMES

Fumble Fingers Relay

Materials: 2 jars with screw lids
 10 toothpicks
 2 pair large mittens

Each team has a pair of large mittens. At a goal line is a jar, one for each team, containing five toothpicks. On signal, the first person from each team races to the goal line, puts on the gloves, removes the lid, empties the jar, picks up the toothpicks and puts them back in the jar and screws on the lid. He takes off the mittens and races back to hand them to the next player, who repeats the action.

Candle Carry

The object of this game is to carry a lit candle through an obstacle course. Make sure the base of the candle has a holder so the hot wax won't drip on the boys' hands. The candle must be passed from boy to boy through the course. Each boy will have a section of the course to cover, with an assigned method to cross their section. One might have to be riding a bicycle, another on a skateboard, another might have to jot, or walk backwards, or on a tricycle, etc. Too swift a pace might put out the candle. Completing the course with the candle lit is the object of the game.

Birds on a Telephone Line

Divide the group into two relay teams. String a clothesline from one side to the other at shoulder height of the average person. Clip 20 or more round topped clothespins onto the clothesline. (*The pins are the birds and the clothesline is the telephone line*) On signal, the first person in each team runs to the line, removes a pin with his teeth (*no hands!*), brings it back to his team and drops it into a sack. The first team finished wins.

BALLOON GAMES

Balloon Basketball

Materials: Cardboard strip 1" x 38"
 Tape or staples
 String
 2 round balloons of different colors

Make a basketball hoop out of a cardboard strip about 1" wide and 38" long. Attach the ends together by tape or staples. Tie the hoop to the ceiling by two strings about six feet from the floor. Divide the boys into teams, each having a different color balloon. Have them start about 6 or 8 feet back from the basket. On the signal "Go", the first two players bat their balloons into the air and try to make a basket. Whoever makes a basket first catches his balloon and gives it to his team mate, who does the same. Each basket counts as two points. The balloon may not touch the ground or the player starts again. Let the game go for a certain amount of time. Highest score wins.

Static Electricity



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Give each boy a balloon and at the given signal the boy blows the balloon up, ties it and rubs it on his hair to make static electricity, then he sticks it on the wall. The balloon that sticks the longest is the winner.

The Biggest Balloon

Advance preparation is needed for this game. You will need a pop bottle and balloon for each player. Into each bottle put 3 tablespoons of vinegar, and into each balloon put 2 tablespoons baking soda. At the word go, have each boy put his balloon on his pop bottle. When the soda mixes with the vinegar the balloon will expand, thus the more you shake it the bigger it will expand. Have the boys tie off the balloons to see which is the largest.

TAG GAMES

Paired Prey

Materials: 1 bell
 1 blindfold for each player

One person is chosen as the predator. The predator is blindfolded and a bell is attached to his clothing. The others pair up and decide on what animal each pair would like to be and what sound they will use. All participants are blindfolded and the group is spread out with the predator placed in the middle of the play area. The animal pairs are to find each other by the sounds they make before the predator touches them. The predator should try to keep his bell as silent as possible by walking silently. Once a pair has found each other they take the blindfolds off and walk off the field. If the predator touches an "animal" before they find their mate, the animal must take it's blindfold off and walk off the play area. All animals walk, don't run.

The game ends when the animals pair up or the predator finds the animals and is left alone on the play area. Sometimes a time limit of 10-15 minutes is helpful. Discussion can follow about how animals in the wild might feel as they are threatened and look for safety.

Turtle Tag

To insure safety, a player must be on his back with all four feet in the air. The boy who is "it" counts to ten and all turtles (*other boys*) must hop up and run at least ten steps before again assuming the turtle position. If "it" can tag a player before he is "safe" they exchange places and the other boy becomes "it".

Guard the Treasurer

One boy is chosen to be "IT", the keeper of the treasure, who stands guard over the "jewels" (*beanbag or whatever*). Everyone else forms a circle around "IT". The group standing around "IT" must try to steal the treasure without being tagged. Those touched by "IT" are frozen in place and can no longer try for the treasure. Play ends when the "jewels" are captured.

BALL GAMES

Straddle Ball

Materials: Kickball or playground ball

All players form a circle and spread apart their legs just far enough to be comfortable. One player is it. He stands in the middle of the circle with the ball. The object of the game is for the player in the middle to get the ball outside the circle through the other players legs. The other players in the circle can use their hands, but cannot touch the ground or lose their balance. If they do, they change places with the player in the middle. If the player in the middle gets the ball through one players legs, he changes places with that player.

Bucketball

Place two bushel baskets or large metal buckets 50 to 60 feet apart. Establish sidelines 30 to 40 feet apart. Use a basketball or similar ball. Play regular basketball rules, but with any number of players on a side. No score is made if the ball bounces out of the bucket or knocks it over.



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Circle Ball

A player with a tennis ball is in the center of a circle of other boys. The circle players also have a tennis ball, which they pass around from one to another. The boy in the middle tries to toss his ball to one of the circle players and have him drop it. (*He usually throws to the boy who is receiving the second ball.*) If a player drops either ball, he goes into the center.

**REMEMBER IN ANY GAME YOU PLAY, KEEP IT SIMPLE, MAKE IT FUN
AND MAKE IT SAFE.**



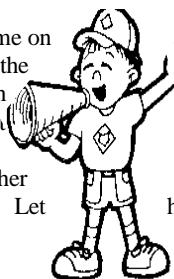
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PACK MEETING GAMES

CHRISTMAS HANDSHAKE - Give each boy five Christmas cards or seals. On signal each boy introduces himself to five parents other than his own. Each time he must leave a card or seal with them. (*Parents should not accept the card or seal until the introduction is complete and the boy can repeat their name.*) The first den to finish, assembles as a den and raises their hands in the Cub Scout sign or gives their den yell.

FOUR CLOWNS IN A ROW - Give each person present a sheet of paper marked off in twenty squares. In each square they must get someone present to write his or her name. That will mean that each person will get the signatures of twenty people, one for each square. Provide each player with fifteen or twenty small stickers. If the committee could get white stickers and paint clown faces on them it would help.

Each one is now asked to write his or her own name on draws the names from the hat, one at a time. As the "Here," and raises the right hand. This serves as an his paper puts a sticker in the square where it



a small piece of paper. These are placed in a hat. The leader name is called, the person bearing it responds with a lusty introduction to the group. Each person who has that name on appears.

When any player gets four stickers in a row, either Some suitable award may be made to that player. Let

across, down, or diagonally, he shouts: "Four clowns in a row!" him read the names of the four.

TYPEWRITER - This is truly an old fashioned

manual typewriter with each player in a key role.

1. Gather everyone in a circle. Each player represents a letter in the alphabet, A through Z. If there are more players than there are letters, one can become a number, another a period, and another an eraser for correcting mistakes.
2. Find or create a sentence that uses all the letters in the alphabet. For example, "The quick brown fox jumps over the lazy dog". In the case of extra people, it can be two dogs.
3. Finally, create a typewriter rhythm for everyone to follow. Everyone claps hands, stamps a foot once, and punches the key by raising a hand in the air. Clap-stamp-punch, clap-stamp-punch - alternating right and left hands and feet.
4. Write the sentence on the chalkboard or large piece of butcher paper. Make sure everyone can see during the game. The object is to type out the entire sentence using the proper keys without missing a beat. When the typewriter rhythm begins and everyone punches the air, the person with the first letter call out "T"! On the next punch, the player calls out "E"! When a space between words is reached, everyone calls out together "Space"! If a mistake is made, just keep going, unless there is a person who is the eraser to call out "Correction"!

WORD GAMES

Rhyme / Reason

- | | |
|-----------------------------|--------------|
| 1. A skinny young horse | bony/pony |
| 2. A seafood platter | fish/dish |
| 3. A comic rabbit | funny/bunny |
| 4. A foul in a prize fight | low/blow |
| 5. A hobo in the rain | damp/tramp |
| 6. Well behaved rodents | nice/mice |
| 7. Flower asleep in a field | lazy/daisy |
| 8. Two pretty girls | fair/pair |
| 9. Timid insect | shy/fly |
| 10. A bee's home | live/hive |
| 11. A jittery fowl | jerky/turkey |
| 12. An unhappy boy | sad/lad |
| 13. Small frankfurter | teeny/weeny |
| 14. An angry employer | cross/boss |



Crafts & Games

15. A fresh vegetable green bean

Same But Different

- | | | |
|-----|-----------------------------|------------|
| 1. | Sweetheart | Dear/Deer |
| 2. | No clothes at all | Bare/Bear |
| 3. | What you play baseball with | Bat/Bat |
| 4. | Part of a chain | Links/Lynx |
| 5. | To paste a letter closed | Seal/Seal |
| 6. | To travel through the air | Fly/Fly |
| 7. | To nag persistently | Bug/Bug |
| 8. | What you have on your head | Hair/Hare |
| 9. | Bend down to avoid to hit | Duck/Duck |
| 10. | Uncle's wife | Aunt/Ant |

NATURE DID IT FIRST - For most modern inventions, there already exists a counterpart in nature. Here is a list of animals and of the invention they utilize. Try matching the animal with the invention.

- | | | | |
|-----|-----------------|----|-------------------|
| 1. | Bat | A. | Parachute |
| 2. | Armadillo | B. | Snowshoes |
| 3. | Chameleon | C. | Anesthetic |
| 4. | Fish | D. | Helicopter |
| 5. | Flying Squirrel | E. | Suction Cup |
| 6. | Squid | F. | Hypodermic Needle |
| 7. | Hummingbird | G. | Radar |
| 8. | Scorpion | H. | Camouflage |
| 9. | Snake | I. | Electricity |
| 10. | Abalone | J. | Tank |
| 11. | Caribou | K. | Jet Propulsion |

Answers: 1-G, 2-J, 3-H, 4-I, 5-A, 6-K, 7-D, 8-F, 9-C, 10-E, 11-B



Crafts & Games



Den & Pack Resources

CUB SCOUT ACADEMICS THE SMART WAY!!

Cub Scouting is FUN. The word "scholarship" sounds stuffy, not fun. Through the Cub Scout Academics Program, Cubs learn that scholarship is just another way of having adventures. Learning how to read, expressing themselves through writing, and learning how our world is put together are all adventures.

Television gives examples of what adventure is. The actors on television meet challenges and face the unknown. Just when all seems to be lost, the hero saves the day and all is well. How did the hero know what to do? Was he or she stronger, braver, or smarter? It was probably a combination of all three, but the most important was being smarter. The hero knew how to solve the problems.

The more that is learned now, the smarter our youth will be. Not only will they be able to solve problems and challenges, but they will enjoy life more, because they will know more about it.

Cub Scout Academics is a way the Cub Scout program can supplement the learning our young people do. Emphasis is on learning about four "techniques" (subjects), participating in a chosen subject, and on "doing your best." Cub Scout Academics is not an advancement program; guidelines are simple, requirements are few. Cub Scout Academics is flexible, easy to do, varied, and FUN!


The Scout should receive recognition for activities completed (1) in his den or pack, (2) in a community group (school, church, etc.), or (3) as an individual Scout.

RECOGNITION ITEMS

BELT LOOP--is received by a Scout for doing his best to learn in the Cub Scout Academics booklet for the chosen subject and he learns into practice in one of the three places listed. It is worn only on his uniform belt.



about the things for putting what by the Scout

ACADEMICS PIN--is received by a Scout or an adult for earning points doing the activities listed in the booklet in the  chosen subject. One point is earned for thirty (30) minutes of activity. Sixty (60) points are required for the pin. The sixty points should be earned in a ninety (90) day period; no more than five (5) points should be earned in one day except in Music where points are earned per activity. The pin is worn by the Scout on the patch vest or on the Academics Letter.

ACADEMICS LETTER--is received by a Scout who has received any one belt loop and any one Academics Pin and has an adult Academics Pin. It is worn on a patch vest



or appropriate non-uniform apparel.

ADULT PARTNER--is an adult/parent who receives an Academics Pin for following the same guidelines as the Scout. Adults may wear the Academics Pin on non-uniform apparel. Adults may



Den & Pack Resources

not receive the belt loop or Academics Letter.

GETTING STARTED is easy!!

There are four simple steps:

- (1) Select one of the academic subjects offered in Cub Scout Academics.
- (2) Gather the resources (the booklet on the chosen subject).
- (3) Learn about the chosen subject (read the booklet).
- (4) **Do it!!!**

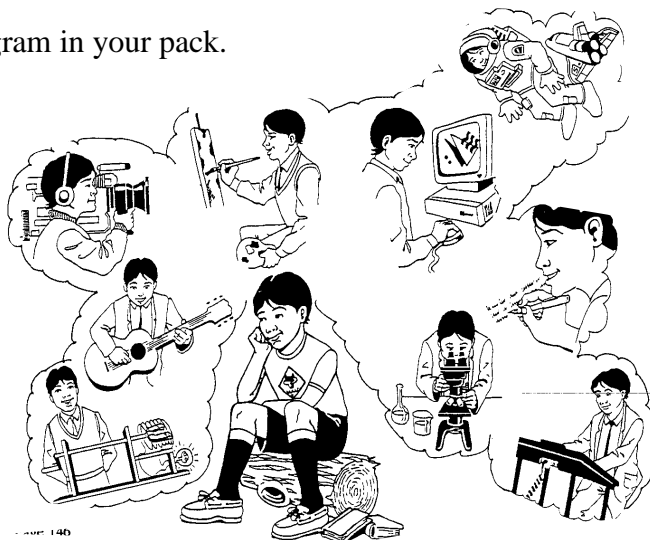
RESOURCES--are available at the Anaheim or Costa Mesa Scout Shops:

There are individual booklets available for Communicating, Music, Art, and Science. Each booklet contains information to introduce the subject, to help plan projects and carry them out, other resources that can be used, and instructions on how to earn the points for the Academic pin in each chosen subject.

REMEMBER:

- Emphasize learning, scholarship, and "**doing** his best."
- Do NOT emphasize **being** the best.
- Recognize the Scout for time spent in activities with his den or pack, in his community groups, or as an individual Cub.
- With the variety of activities available in each area, there is something for every boy. Encourage each boy to choose one subject to learn about and participate in each year of Cub Scouts.

Good luck with the academics program in your pack.



Den & Pack Resources

CUB SCOUT SPORTS THE EASY WAY!!

Cub Scout Sports are simple - and FUN! You, the Cub Scout leader, will find Cub Scout Sports and exciting supplement to the rest of the Cub Scout program.

Emphasis in Cub Scout Sports is on introduction to a sport, learning about it, taking part in it, and on "doing your best". Sportsmanship is emphasized; winning is not. Cub Scout Sports is not an advancement program; guidelines are simple, requirements are few. There is an opportunity for every registered Cub Scout or Webelos to participate and be recognized for participation. There are summer and winter sports, indoor and outdoor sports, active and less active sports, and team and individual sports. Cub Scout Sports are flexible, easy to organize - and fun !!

The Scout should receive recognition for practice or play in any of three places: (1) in his den or pack, (2) in an organized sport in his community, or (3) as an individual Scout.

RECOGNITION ITEMS

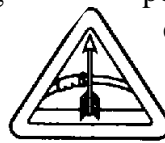
SPORTS PATCH--is an optional recognition item available for purchase through your Council Service Center and is used to identify a Scout who is participating in Cub Scout sports in any of the three places listed above. It maybe worn as a temporary patch on the right pocket of the uniform shirt, on a patch vest, or on appropriate non-uniform apparel.



BELT LOOP--is received by a Scout for doing his best to learn about the Cub Scout Sports booklet for his sport, and for taking part in the practice or play, in any one of the three places listed above. It is worn by the Scout only on his uniform belt.



SPORTS PIN--is received by a Scout for earning points in practice or at play in one of the three places listed above. One point is earned for each thirty (30) minutes of practice or play; (60) points are required for the pin. The sixty points should be earned in a ninety (90) day period; no more than five (5) points should be earned in one day. It's easy: remember, "30-60-90." The pin is worn by a Scout on the patch vest, on the Sports Patch, or on the Sports Letter.



SPORTS LETTER--is received by a Scout who has received any one belt loop and any one Sports Pin and has an adult "partner" who has received any one Sports Pin. It is worn on a patch vest or appropriate non-uniform apparel.



ADULT PARTNER--is an adult who receives a Sports Pin for following the same "30-60-90" guidelines as the Scout. Adults may wear the Sports Pin on non-uniform apparel. Adults may not receive the belt loop or Sports Letter.

GETTING STARTED is easy!! There are four simple steps:



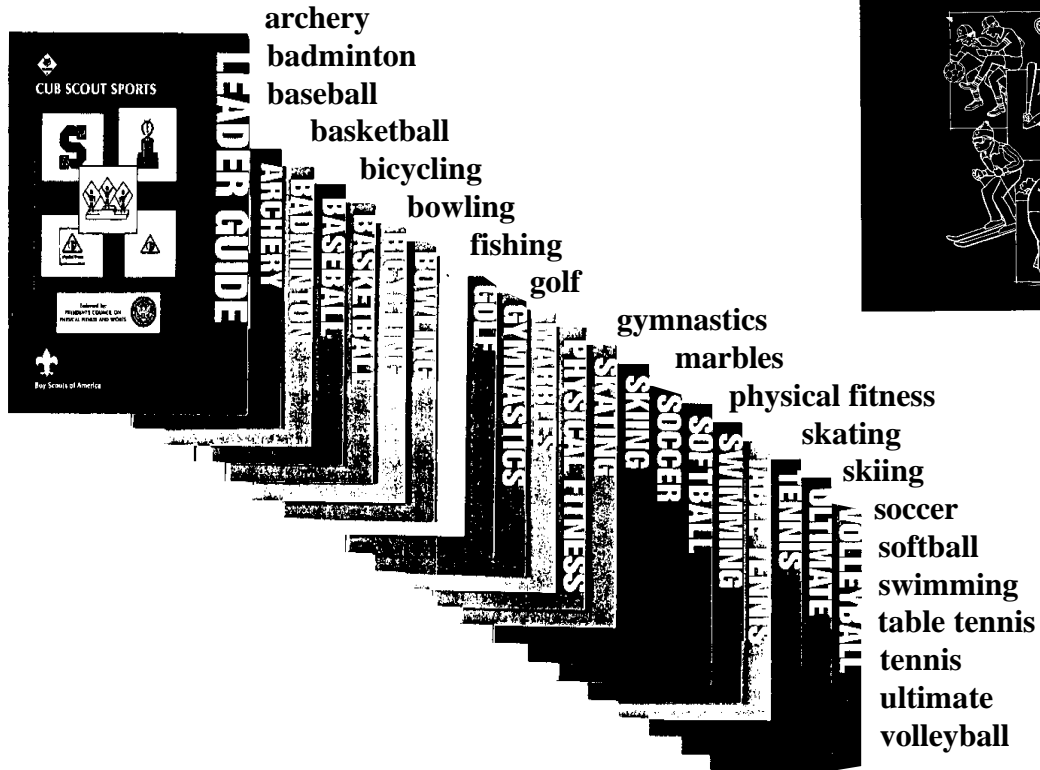
Den & Pack Resources

- (1) Select one of the sports offered in Cub Scout Sports.
- (2) Gather the resources.
- (3) Learn about the sport, sportsmanship, and the physical techniques.
- (4) **Do it!!!**

RESOURCES--are available at the Anaheim and Costa Mesa Scout Shop:

The Cub Scout Sports Leader Guide is designed to help organize the Sports program in the pack. You'll find sections on resources, safety, the role of parents, facilities, recognition, equipment, and more. Supporting the Leader Guide are individual booklets for the boys.

Recognized sports for the Cub Scout Program are:



REMEMBER:

- Emphasize learning about the sport, sportsmanship, reasonable physical involvement, and "doing his best."
- Do **NOT** emphasize winning.
- Recognize the Scout for time spent in practice or at play in his den or pack, in his community, or as an individual Scout.
- With the variety of sports to choose from, a pack can try two different sports each year. Over a period of a boy's four years in Cub Scouting, he can learn to play eight different sports.

Good luck with the sports program in your pack.



Den & Pack Resources

Boy Behavior

How can you take 5-10 boys, between 1st and 4th grades, for one hour a week, teach them something, have them create something, express themselves, enjoy themselves, and still maintain your own sanity? That's a question den leaders have often asked themselves.

This section hopes to offer some suggestions to help make it all possible. Trying to maintain control of a group of active cubs isn't easy--but it's not impossible either.

BE PREPARED

The first and most important thing you can do to maintain order in your den is to prepare yourself. Take advantage of all the resources available to you -- the Cub Scout Leader Book, the Den Leader How to Book and any other Scout literature you can get your hands on. Attend Basic Training, Roundtables, Pow Wow, and Workshops. Scouting has more than 75 years of resource to draw upon--take advantage of them! These sources will provide valuable information about what to expect from Cub Scout aged boys. The more you know and understand the Cub Scout program, the more confidence will be communicated to the boys. They will know that you are really in charge.

Be prepared for your den meetings, too. Plan your meetings in advance and make sure you have all the materials ready and waiting for the boys. They will find something to do while you are off looking for the scissors, and it may not be what you had in mind! Have an extra song or game planned, just in case things move along faster than you expected. Spare time can be a disaster! If you have something for the boys to do every minute they will be less likely to get into trouble.

Don't forget to make use of your Assistant Den Leader and/or Den Chief. They are valuable resources. They can occupy the boys with a game or a song while you record dues and advancement. An extra pair of helping hands are always welcome at the craft table, too.

EMOTIONAL NEEDS OF BOYS

The emotional needs of boys between 1st and 4th grades are basically the same. All boys (in fact, all people) have:

- The need to be loved.
- The need to be accepted.
- The need to be noticed.
- The need to belong.
- The need to be praised and encouraged.
- The need to be safe and secure.
- The need to let off steam.
- The need to express themselves.
- The need to experiment (and make some mistakes in the process)
- The need to have fun.

How each boy tries to fulfill these needs is what really makes him unique. One boy may be very timid and quiet and another loud and rowdy, but both are afraid they won't be loved. We usually notice the rowdy one, but both need our care and attention.

If a boy wants to be noticed and receives a lot of attention from you when he misbehaves, his need to be noticed is fulfilled. He will probably continue his inappropriate behavior because it best fulfills his need.

Well then, what's a den leader to do? Boys will be boys and will probably get into trouble. How can you deal with misbehavior, build up their self-esteem and still maintain some kind of order in your den? You need a plan of discipline.

DISCIPLINE

Discipline is not punishment. Discipline is setting boundaries and sticking to them. Discipline is making the child responsible for his own behavior - - telling him that if he chooses a certain course of action, what the specific consequences of that action will be. Discipline is training given to a child to mold or correct his behavior.



Den & Pack Resources

Children need to realize they have choices. If they act one way, this will be the result. If they choose a different action, the result may be different, too. They can choose how things will go for them.

As a den leader, you need to spell out for the boys what is acceptable behavior and what is not. Also, let them know the consequences for acceptable and unacceptable behavior.

DEN CODE OF CONDUCT

At your first den meeting sit down with the boys and discuss what a den meeting will be like and what you hope to accomplish. Introduce the cubs to the Cub Scout sign. Let them know that you have no intention of wasting your time screaming or hollering at them (the boys will appreciate that too!) and you will only be using the sign to get their attention. (A whistle is nice to use for rowdy outdoor games)

Have the boys tell you what rules they think would be appropriate for den meetings. You'll be surprised, the boys will be harder on themselves than you would be. They'll be delighted when you decide to throw a rule or two out. **Here's a sample Den Code of Conduct written by boys:**

- Don't interrupt
- No nasty jokes
- No punching or kicking
- Listen to Akela and don't talk back
- No cussing
- Don't stick your tongue out or spit
- No talking ugly about other people

You might add a few things, like:

- Wipe your feet at the door.
- No running or yelling in the house.

Write all the rules on a poster board and display them at every meeting. You might find you need to add something later. You may also wish to review them from time to time.

Once you have your den rules established, you need to find a system to enforce it that will work for you. One system that works well is "**THREE STRIKES - YOU'RE OUT**". The first time a boy breaks a rule, he gets a warning. The second time, the boy spends 5 minutes in Time Out. (Time Out is an interruption of a child's unacceptable behavior, by removing him from the scene of the action.) A chair off to the side, out of the activity of the den meeting, can serve as the Time Out area. After 5 minutes the boy is asked if he is ready to return to the group. If a boy doesn't control himself in Time Out, he moves on to his third strike. When a Cub commits his third infraction of the Code of Conduct, he is excused from the meeting and must call a parent to come and get him. Have a conference with the boy and at least one parent before he can return to the next den meeting. Be sure to explain the Den's Code of Conduct and the consequences of breaking the rules to the parents of boys in your den at each of our den parents meetings.

There are a variety of ways to keep track of each boy's conduct. The best are the ones which will accentuate the boy's positive behavior instead of the negative.

TICKETS - Use carnival tickets or homemade ones. Give each boy three tickets when he arrives and have him sign his name on each ticket. When he breaks a rule, he has to give you a ticket. For each ticket lost, follow the procedure in the "Three Strikes--You're Out" format. The tickets he has left at the end of the meeting can be placed in a bank. At the end of each month, count how many tickets each boy has in the bank. Reward the boy with the best behavior (most tickets) with a special treat.

MARBLES JAR - Give each boy 3 marbles at the beginning of each meeting. Take marbles away for unacceptable behavior. At the meeting's end, the boys put their remaining marbles in a jar. When the jar is full, take a den field trip as a reward. Don't make the jar too big. The goal will be too hard and the boys will lose interest. A month is about the right amount of time to work toward a field trip. Adjust the size of the jar accordingly.

CARD PUNCHES - Give each boy an index card at the beginning of the den meeting. Have him sign it. If he breaks a rule, ask to see his card and punch a hole in it with a paper punch. If he has no punches at the end of the meeting, give him a special treat.



Den & Pack Resources

DEN CANDLE - Light a candle at the beginning of the den meeting. The goal is to keep the candle burning. If a boy misbehaves, the candle is blown out. When the candle has completely burned down, you can celebrate with a field trip or a special treat. The disadvantage with this method is that one boy's misbehavior can spoil it for the whole den. Also, it's hard to keep the candle lit if you are meeting outdoors.

COUP AND BEADS - An Indian coup and beads can be used in conjunction with any of the above methods. The boys can make their own coups out of leather or vinyl. They could be worn on their belts or around their necks. The boys can earn beads for:

- Attending a den meeting
- Coming in uniform with their books.
- Advancement
- Pack meeting attendance
- Participation in pack events (Pinewood Derby, fund raisers)
- Participation in district or council events
- Having no "strikes" at the end of a den meeting

DEN METHODS

Here are some proven methods that you may want to try with your den:

Use the Cub Scout sign. Don't raise your voice! If you use the sign consistently, the boys will respond to it. If they seem to be becoming lax in their response, make a contest out of it. See who will respond to the sign first by becoming quiet and holding up their own sign. You could give a special treat at the end of the meeting to the boy who was first the most times.

Make den awards really special. Have a ceremony for Instant Recognition, Passing of the Denner Cord, etc. Just because these awards are made at a den meeting doesn't mean they aren't special and important.

Have a special opening and closing ceremony for each den meeting. This can set the tone for the meeting as well as signal the boys that the meeting has started.

Know your boys! Knowing them will help you understand him better. **REMEMBER**, every boy is different.

LET BOYS BE BOYS! Let them be rowdy when appropriate. Be sure to give them a chance to let off some steam through songs and games (especially if you meet right after school).

Use a **TALKING FEATHER** (or stick). A talking feather is a large feather that the boys can pass around. Only the person with the feather may speak. The boys really respect this because they all want a turn.

Make sure your projects are suited to the age and ability of the boys in your den. Don't make it so easy that they could become bored. On the other hand, don't make it too hard.

Supervise ALL activities. Don't just send the boys outside to play. Utilize your assistant den leader and or den chief.

Deal calmly and reasonably with any problems that may arise. Give the boys a chance to tell their side of the story. Your example of fairness will carry over into other aspects of their lives.

Explain the reasons for your rules. Let the boys know there are choices that are made by the leaders and choices made by the boys.

Be aware of your limitation. As a leader you may never know what an impact you could have in a boy's life. However, some things are beyond your control. Do whatever you can do to help a boy but realize that you can't do everything. He will be aware of and remember your kindness and caring.

POSITIVE STATEMENTS

I like you!
I'm glad you're here today!

I can tell you really worked on this.
Way to go!



Den & Pack Resources

I'm glad you're in my den!
I thought of you during the week.
I think you're neat!
Nice job!
I knew you could do it!
Super!
I'm proud of you!
Fantastic!
I like the way you did that.
Thank you for helping.
WOW!
You must have been practicing.

That was the best ever!
Sensational!!
That's right!
You figured that out fast.
Now you've got the hang of it.
Great!
You're really sharp today!
Outstanding!
Good thinking!
I'm glad you thought of that.
You're on the right track now.
You are a good listener.



Den & Pack Resources

CEREMONIES

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

So it is in Scouting....the highlights are marked by ceremonies. Joining the pack, receiving badges, graduating from Cub Scouting into Scouting....all of these are marked by ceremonies.

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

What a Ceremony means to a Boy

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

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

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

TYPES OF CEREMONIES

Three basic ceremonies should occur in every pack meeting....indoors or outdoors. They are as follows:

- **OPENING** - The opening ceremony gets your meeting off on the right track. use the American flag! It sometimes seems like our organization is the only link boys have to patriotism and citizenship and flag ceremonies can provide an important reminder of our heritage and our future.
- **ADVANCEMENT** - The main goal of Cub Scouting is advancement. What is advancement? Just another word for growth....but growth is a positive direction. The advancement ceremony is important to the younger boys in the pack. A good ceremony can create incentive to progress.
- **CLOSING** - A sometimes overlooked (particularly on outings), but very important part of your meeting. The last part of a pack meeting is frequently the longest remembered. An effective way to leave boys and parents with a good attitude and spirit, is to immediately precede your closing with a "Cubmaster's Minute"....a few words to inspire enthusiasm and dedication.

Always remember....it is easy to develop a ceremony that is meaningful for adults. It is a little more difficult (but more fun) to develop something meaningful to 7, 8, 9, and 10 year-old boys. Keep it simple, make it fun, and , above all, have FUN.



Den & Pack Resources

HINTS FOR CEREMONIES

Here are some points to remember when developing your ceremonies:

- Base your ceremony on Cub Scout ideals....the Promise, Law of the Pack, Motto.
- Plan the ceremony to build Cub Scout spirit.
- It should inspire and have color, but should be sincere.
- It should be well planned and staged to avoid delays and mix-ups.
- It should instill high regard for patriotism and citizenship.
- Use candles, campfire, flag or Cub emblem as a focal point.
- If specific speaking parts are required, have them read from a script with the speaker out of sight of the audience. Be sure he can be heard. Ceremonies are lifeless if the speaker can't be understood.
- A good ceremony can be measured by the Cub Scout yardstick...FUN!
- Each person involved should have a copy of the script. Have extra copies in case you need someone to pinch-hit at the last minute.
- Homemade costumes enhance the ceremony and mean much to parents and boys.
- Ceremonies mean more to Cub Scouts who help make the "props".
- Careful consideration must be given to the place where the ceremony will take place. Ceremonies can be changed, but often you location cannot.
- Make your ceremonies dignified. Rule out horseplay. Avoid situations which will create laughs or yawns. Never sacrifice dignity for fun.
- Every sound, action, and prop has meaning. This is symbolism. When you put it all together, you have a ceremony.
- Avoid mass ceremonies for presentation of awards. Each boy is an individual, and should be recognized as such!
- Always give immediate recognition.



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INGREDIENTS FOR CEREMONIES

- ACTION** Use as many people as possible. Force them to move about by having them use ceremonial props.
- ADVENTURE** Relate the ceremony to the theme of the month, if possible. Have the participants identified with the theme through action, narration, and costume.
- COORDINATION** Plan ahead, anticipating each step in the ceremony. Anticipate the props which will be needed and start work on them as soon as possible. Take nothing for granted. Explain the WHO, WHAT, and WHEN of the ceremony.
- DELEGATION OF AUTHORITY** Don't try to do everything yourself. Rely on others to help, but be sure to have a handle on the entire planning.
- DIGNITY** Do not permit any horseplay or other action which will detract from the dignity of the occasion if you want to hold the attention of your audience.
- IMAGINATION** Get showmanship into the act. If the Cubmaster doesn't have a dramatic flair, rely on someone else to produce the ceremonies.
- IMPROVISATION** Use materials easily found, low-cost materials, Recycle some would-be trash items for props.
- INSPIRATION & IDEALS** Help the participants and audience understand the spirit of Cub Scouting and the theme by your preparation of the ceremony.
- MOOD** Set the stage. Use lighting, make an announcement, music or a prop. Don't string it on the audience cold.
- PARTICIPATION** Get the parents involved with their son; the Den Leaders with their den; outside persons to compliment the theme. Get as many people as appropriate to participate in the ceremony. It is through participation that boys develop poise, self-reliance and confidence.
- SIMPLICITY** KISMIF. Keep it simple, make it fun.
- SYMBOLISM** The proper use of props can provide symbols of deeper meanings and values you want to instill. A lighted candle can represent the ideal, an individual, etc. A paper chain can represent unity, strength.
- PROPER STAGING** Always face the audience. Elevate so everyone can see. Make sure everyone can hear.
- VARIETY** Avoid repeating the same ceremony meeting after meeting, either in the den or pack. No matter how well it is received the first time, it may be a bore the second time.



Den & Pack Resources

CEREMONIAL PROPS

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

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

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

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

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

Campfire - A log cabin or tepee type fire can be nailed to a plywood base and lined with yellow, orange or red cellophane. Use a small string of individual blinking Christmas lights underneath. Take care in using flameproof materials.

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

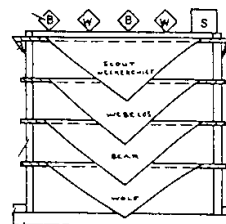
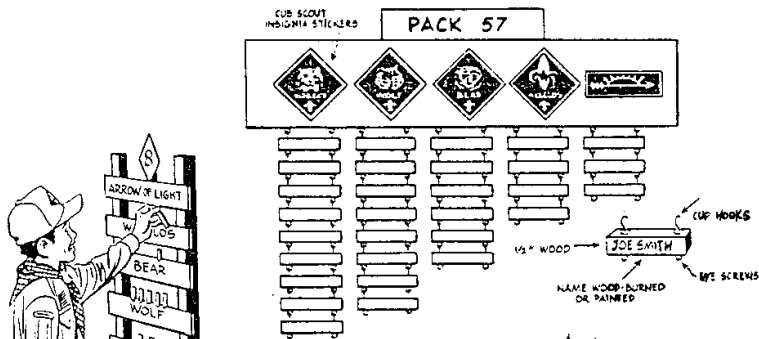
Arrow of Light - Cut from scrap plywood, paint yellow, and mount atop another piece of plywood for the base. Holes can be drilled to hold candles.

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

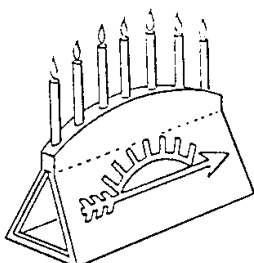
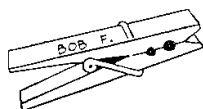
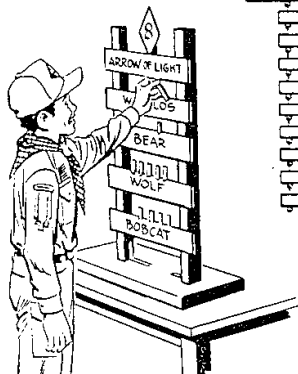


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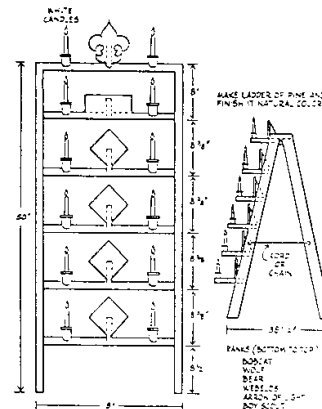
PACK ADVANCEMENT BOARDS



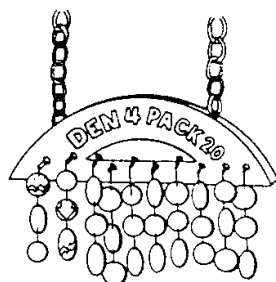
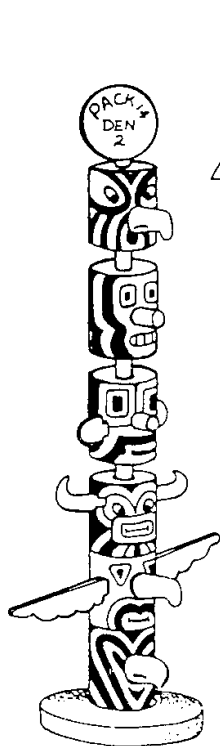
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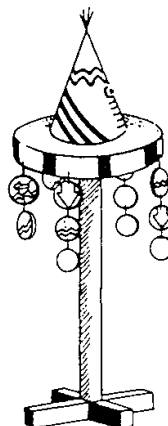
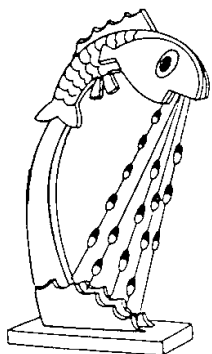
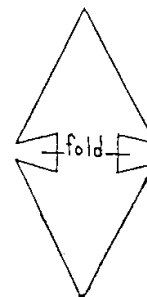
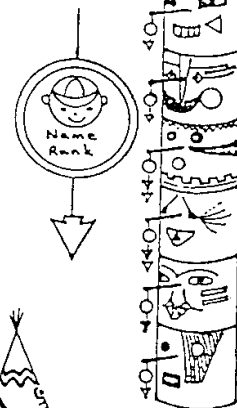
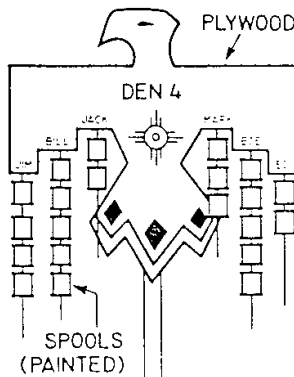
DEN DOODLES



CEREMONY LADDER



Den doodles can be hung from the ceiling.



Den & Pack Resources

CEREMONIES WE CAN USE

BOBCAT INDUCTION CEREMONY #1

Equipment: Bobcat investiture board with candles.

Personnel: Cubmaster, Bobcat candidate, Parents.

Cubmaster: The top three candles on our ceremony board represent the Cub Scout Promise. This is a promise which binds all Cub Scouts together in a common goal. It is through this promise that we are guided and directed.

I light the white candle which stands for "I promise to do my best". This is not always easy to do. Cub Scouts should do the best they possibly can. They do their duty to God, which means they accept their religious responsibilities, and they do their duty to their country, which means they are good citizens.

I light the red candle which stands for the second part of the promise "To help other people". Helping others not only makes them happy, but it makes the Cub Scout happy too. You help other people by doing a good turn each day.

I light the blue candle which stands for loyalty and obedience. The third part of the promise "Obey the Law of the Pack" means that you will follow Akela, who is any respected leader such as your Cub Scout leaders, your parents, your teachers, your minister. You will be loyal to our pack and help make it the best pack in the country. You give good will, which means that your attitude of helpfulness and friendship can benefit other people as well as yourself.

Together these three candles represent the Cub Scout Promise. (*point to white candle*) I promise to do my best to do my duty to God and my country, (*point to red candle*) to help other people, (*point to blue candle*) and to obey the Law of the Pack.

In the center of the board are three white candles representing the Law of the Pack. (*light the first candle*) The Cub Scout follows Akela. (*light the second candle*) The Cub Scout helps the Pack go; the Pack helps the Cub Scout grow. (*light the third candle*) The Cub Scout gives good will.

So, briefly, the Law of the Pack means that a Cub Scout follows, helps and gives.

These same three white candles represent the Cub Scout's loyalty to God, Home and Country....when you give the Cub Scout salute, three of your fingers are hidden (*show salute*) and those three fingers stand for God, Home and Country. Please give the Cub Scout salute (*they do*) and remember the hidden meaning.

(*Presents Bobcat pins to parents, who pin them on their sons. Handshakes and congratulations all around. Bobcats and parents return to seats. Cubmaster continues with other awards.*)



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BOBCAT INDUCTION CEREMONY #2

Personnel: Cubmaster, Den Leader, new Bobcat and parents.

Cubmaster: Do we have any boys who desire to join our pack?

Den Leader: *(Comes forward)* Akela, I have a boy who has shown his desire to join our pack.

Cubmaster: How has he shown his desire?

Den Leader: He has studied the Bobcat requirements and understands the purposes of Cub Scouting.

Cubmaster: Does he come alone?

Den Leader: No, his parents wish to join the pack also.

Cubmaster: Fine, bring him up.
(Den Chief escorts new Bobcat and his parents to front)

What is your name?

I understand you wish to become a member of our pack.

Do you know the Law of the Pack?

Are you prepared to try to follow the Cub Scout ideals and obey the law?

Are you prepared to work hard and to advance in rank? Are you willing to do your best?

Good. You are about to start on the Cub Scout trail. Please repeat with me the Law of the Pack.

(addressing parents) Cub Scouting is a family program. Parents have certain responsibilities too. They are expected to help their son advance in rank. They are expected to attend pack meetings with their son, and help at other times when called upon. Are you willing to do these things to help your son achieve the goals and fun that will be his in Cub Scouting?

(to boy and parents) You are all starting the Cub Scouting trail which leads to the great game of Scouting. May each of you be happy in our pack.

(pinning on Bobcat pin) I am pinning on this Bobcat pin upside down. After you have done your first good turn which is approved by your parents, you may turn it right. Welcome to our pack.



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BOBCAT INDUCTION CEREMONY #3

Personnel : Bobcat candidate, parents, Cubmaster

Equipment: 1x6 board, 2 nails, 2 strings 18" long, 2 metal washers

1. Drive a nail into each end of the board, slightly off center.
With 1/4" left protruding. Print ACHIEVEMENT on one side of board and PARENT COOPERATION on the other. Tie a washer to one end of each of the strings.
2. Ask the Bobcat candidate to take the string and washer and lift the board from the floor by hooking the washer over the nail. It will slip off.
3. Ask the Bobcat's parents to try the same thing with the same string.
4. When they have tried and failed, pull the second string from your pocket and give it to the boy. Tell him and his parents to put a washer on each nail and together pull the board up. Together, they should succeed. The board should slip so the words can be seen.
5. Explain that achievements in Cub Scouting will always depend on the Cub Scout and his parents working together, just as they have done tonight.

PATRIOTIC OPENING #1

Equipment: American flag. One red, one white and one blue candle in holders.

Personnel: 4 Cub Scouts, Den Chief.

Staging: After flags are advanced in usual manner, and before they are posted, the 4 Cub Scouts recite these lines:

Den Chief: Practically from the beginning of time, man has used symbols to express hope, ideals and love in his own nation. Our flag represents the ideals and traditions of our people, their progress in art and science, commerce and agriculture. It symbolizes the sacrifices made by men and women for the future of America. It stands for your home, and everything and everyone you hold dear.

1st Cub: I light the red candle which is the symbol of the red in our flag. It stands for hardiness and valor, and symbolizes the life blood of brave men and women.

2nd Cub: I light the white candle which is the symbol of purity and innocence and symbolizes the white of our flag.

3rd Cub: I light the blue candle which is the symbol of perseverance and justice, and symbolizes the eternal blue of the heavens.

4th Cub: The stars in our flag represent states. The indicated that the heights of achievement for our nation are limitless as the heavens above us.

Please join us in the Pledge of allegiance to our flag.

(Audience stands, salutes and repeats pledge of allegiance. Flags are posted. Color guard retires.)

PATRIOTIC OPENING #2

Personnel: Narrator and 6 or more Cub Scouts.

Equipment: American flag, tape player, recording (*such as America the Beautiful or This is My Country*), Pack flag.

Arrangement: The color guards advance the flags in the normal manner while the patriotic tape is playing.



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They come to the front and stand at attention, facing audience while narrator reads the ceremony. The tape player volume should be turned down to provide background music during narration.

Narrator: The heritage of freedom that is ours today was won on the battlefields of yesterday by men who pledged that future generations of Americans might live unshackled by the bonds of the past; that they might walk, head erect, in a new world...with new ideas...new remedies for ancient ills...and in a climate free from fear.

"We hold these truths to be self-evident" wrote Thomas Jefferson "that all men are created equal..." Those words destined to ring down the corridors of time...words which would stir the conscience of mankind.

Life, liberty and the pursuit of happiness...now other charter or treaty has ever before included that last word...happiness. It was like a fresh breeze blowing from Philadelphia that hot day in July 1776...brushing away the cobwebs of intolerance and servitude.

But somewhere along the way that "fresh breeze" became an ill wind...for a document, however noble, is only a scrap of paper if the people for whom it was written, abandon the principles it promises, or turn away from the obligations of good citizenship and ultimately reject reason and embrace hate.

It is for us, therefore, as Americans, young and old, to rediscover the time-tested values which have made this country great...to rededicate ourselves to preserving this heritage of freedom...to make the great dream work. We must never abandon our faith in America.

Join me in pledging our allegiance to our flag.

PATRIOTIC OPENING #3

"THE FLAG SPEAKS"

Arrangements : The flag stands alone, lights are dimmed with a spotlight on the flag, speakers are offstage.

Voices of the Flag : Cub Scouts

Scout #1 : I am your flag. I have a special meaning to the Boy Scouts of America because the Scout Promise emphasizes duty to God and country and I am your country.

Scout #2 : I am a symbol of America. I suppose you might say I am America. I am great cornfields in the midwest, throbbing industries in the great cities, orchards and vineyards in the great valleys of the west. I am mountains, rivers and lakes.

Scout #3 : I am the citadel of democracy and the vanguard of freedom in the world, we both are being threatened with annihilation.

Scout #4 : I am the opportunity for any boy to become most anything if he has the skill and the will to scale the heights. I am most things to everyone, and everything to most people. As a matter of fact, I guess that's what I am most...people...free people.. YOU!

Scout #5 : Let us rededicate ourselves to our duty to keep American people and our country great and free. Please rise and join in the Pledge of Allegiance.

OPENING CEREMONY

SPOTLIGHT THE BOY

The US Flag and a pack flag are carried to the front by the color guards. They face the audience. The lights are turned down and a Cub Scout stands in between the flags. A spotlight is turned on the setting. A good reader, reads the verse below.



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He's just eight years old
He's made of the following ingredients:
Noise, energy, imagination, curiosity and hunger.
He's the "cute little boy down the street",
That "spoiled imp next door", or
"My Son,"...depending on who you are.
He's something to be kept fed, clothed, healthy, happy and out of trouble.
But.....
He's something else, too.....
He's tomorrow.
He's the future we've been fighting for.
He's part of the world's most important generation.
Our generation must also win the peace.

CLOSING THOUGHT

PACK MEETING

A narrator hides behind the stage to do all the speaking. One Cub Scout dials a play phone or a large cardboard cutout phone and hold the receiver up as if for audience to hear. Seven other Cub Scouts hold up large traffic signs at appropriate times as the narrator mentions them.

The first boy comes on stage with the telephone and dials a number. He holds up receiver toward the audience.

Narrator:

You have just dialed a THOUGHT FOR THE DAY, brought to you courtesy of DEN ____, PACK ____.

Sometimes you may have trouble in communicating with those you meet, and you may feel you have come upon a DEAD END STREET. (*Cub Scout comes out and holds up sign*)

But when that happens, you'd better take CAUTION you see. (*Next boy comes out holding cardboard traffic signal which has colored tissue paper glued in proper place over the three lights. He holds a flashlight behind the yellow.*)

Then STOP (*Next boys comes out, takes traffic signal and holds flashlight behind red*) and think a while. Is the trouble with him or me?

Do you always GO (*Next boy shines light on green*) on and on about the things that interest only you?

Or do you YIELD (*Next boy comes out carrying 'Yield' sign*) some time to him, so you can hear his thoughts too?

So let's not go through life, not communicating because we're going the WRONG WAY (*boy comes out with 'Wrong Way' sign*)

Just remember to say U-TURN O.K.? (*Next boy carries 'U TURN' sign*) When you're talking instead of listening to what he has to say.

CLOSING

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

CLOSING

Ask everyone to stand. Cubmaster gives the words and demonstrated the signs used in the ceremony. Then everyone joins in.

Boy 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 sign (*on wrist, then
elbow, then shoulder*again.



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DEN CEREMONIES

Den ceremonies are to pack ceremonies what stunts are to skits; short, informal, fun and designed for presentation and participation with a small group of boys gathered about the leader. They may stand or sit in a circle or some other formation to indicate this is a special time.

CUBBY THOUGHT

Den ceremonies are easy to skip, but don't be tempted to omit them from your den meeting. They promote a feeling of group togetherness and make each Cub take away that special warmth that keeps him coming back.

TYPES OF DEN CEREMONIES

Opening and closing a meeting
Immediate recognition awards
Thanking boys, parents, leaders or guests
Welcoming new members or visitors
Good-byes to transfers or graduates
Denner or Den Chief installation
Celebrating birthdays

Patriotic and Cub Scout ideals should be used often, but not exclusively. Base some ceremonies on monthly themes, holidays, religious, local or historical events, or use closing words on a general inspirational theme. Songs, den yells, applause, cadences, theme-related roll calls, or a short parade can all be den ceremonies.

CUBBY THOUGHT

If you den has the job of a ceremony for a pack meeting, use this ceremony several times in your den meeting. Rehearsals are accomplished without using up too much craft, game or outing time.

KEEP THEM SIMPLE: Important in den ceremonies, don't compete with the pack meeting ceremonies. Occasionally give the boys an opportunity to plan and lead ceremonies, but have them tell you a week in advance what is planned - this is not the time for surprises.

KEEP THEM SHORT: Build around everyday den experiences of the boy and the den.

DON'T GET IN A RUT: Vary the ceremonies so that boys don't tire of them. Don't open the den meeting and close it in the same way each week. Boys like something new.

By keeping many possibilities in mind, a den leader can have simple, yet varied and fun ceremonies.

OPENINGS:

1st week: Say Law of the Pack in a Friendship Circle.
2nd week: Use a theme-related ceremony from the pow wow book.
3rd week: Flag ceremony and Pledge of Allegiance.
4th week: Use Grand Howl, Den Yell, or an applause stunt tapped out on oatmeal box drums (or clapped).
5th week: Sing a song about a holiday or one from the pow wow book or Cub Scout Song book.

CLOSINGS:

1st week: Make a Living Circle and say the Cub Scout motto.
2nd week: Use a theme-related ceremony from the pow wow book.
3rd week: Retire the flag and hum Taps.
4th week: Have Cub repeat the Cub Scout Prayer as you say each line.
5th week: Close with a brief den leader's thought.

ROUND OF APPLAUSE:

Clap moving hands in a circle. *(This is good to use when recognizing a boys achievement outside of cubbing.)*



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Example: Let's give Robbie a round of applause for winning the Spelling Bee this week.

FLAG CEREMONY:

The following words printed on a small index card will help the boys for the pack's opening flag ceremony:

Will the audience please rise.
Color guard advance. (*flags come forward*)
Present the colors.
Salute
Please join me in the Pledge of Allegiance.
Two! (*Drop salute*)
Post the colors.
Color guards retreat
You may be seated.

RECEIVING NEW MEMBERS:

Here is one occasion that the boys may prefer to have each new boy welcomed into the den in the same way. One way of doing this is to reserve one song for welcoming. Here are two welcoming songs that can be used:

WE'RE GLAD TO SEE YOU HERE (*Tune: Farmer in the Dell*)

We're glad to see you here.
It gives us joy and cheer.
Sure, it's true, we say to you.
We're glad to see you here.

CUB SCOUT WELCOME SONG (*Tune: Auld Lang Syne*)

We welcome you to our Cub Den.
We're mighty glad you're here.
We'll start the air shaking.
With a mighty cheer.

We'll sing you in; we'll sing you out.
For you we'll raise a shout!

BIRTHDAY CEREMONIES

Early in the year, have boys answer roll call with their birth dates. Use the following ideas to celebrate during the opening ceremony:

Sing "Happy Birthday".
Present a card signed by the den.
Have each boy light a candle and wish him Happy Birthday.
Light candles on a birthday cake and let him make a wish.
Give him a Bear book if he is 9.

DENNER INSTALLATION

Select a denner by drawing straws, alphabetically, or by whatever arrangement is customary in your den. If you have both Wolves and Bears, you may want to let the Bears be first so they can earn the section on being a leader. Install the denner and his assistant immediately.

The den leader or den chief leads the new denner to a table with a large candle.

Den Chief: (*Name of boy*) has been selected Denner of Den (*number*). It is your job to call roll, bring refreshments, and help clean up after meetings this month. (*adjust to fit duties and time period in your den.*) Will you accept this responsibility?



Den & Pack Resources

Denner: I will do my best.

Den Chief: I will light this candle to symbolize the on-going Spirit of Scouting. Cubs, let us join together in saying the Cub Scout Promise to show our support for Cub Scouting and our new Denner.

IMMEDIATE RECOGNITION

Advancement ceremonies happen in pack meetings, so den ceremonies must be simple and different. Your den achievement chart can be marked with great ceremony and a special marker. The proper emblem can be hung by the boy on your Den Doodle.

One advancement ceremony is special for the den. Using the Cub Scout Immediate Recognition Kit, a cub is awarded a bead for each three achievements toward his Wolf or Bear badge.

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

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

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

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

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

(ask den to form Living circle and repeat the Law of the Pack)

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

GRAND HOWL:

The grand howl is a ceremony that combines showing respect for a leader with a chance to use up energy. It serves equally well as an opening or closing for a den or pack.

The cubs stand in a circle. When a person is being honored, he or she stands in the center. Starting from a crouching position, the boys make the two-finger Cub Scout sign; but instead of putting their right arms over their heads, they touch the ground between their feet with the two fingers of both hands. Then, wolf-like, the Cub Scouts raise their heads and howl, "AH--H--KAY--Y--LA! WE--E--E'LL DO-O-O-O OU-U-R BEST!" The last word "best" is yelled in unison. As it is yelled, the Cub Scouts jump to their feet, with both hands high above their heads in the Cub Scout sign.

The hands are held high while the denner or den chief call to the cubs at the top of his voice. "DYB-DYB-DYB-DYB," meaning "do your best." On the fourth 'DYB' each cub drops his left hand smartly to his side, makes the Cub Scout salute with his right, and shouts, "WE-E-E'LL DOB-DOB-DOB," meaning "We'll do our best." After the fourth 'DOB,' each Cub drops his right hand smartly to his side and comes to attention.

THE LIVING CIRCLE

The living circle may be used alone as a ceremony, or it may be used as a part of one. It reminds a Cub Scout of the fine friendships he is making in Cub Scouting.



Den & Pack Resources

It is made by a den and its leaders in a close circle facing inward. They turn slightly to the right in the circle, and each extends his left hand into the circle, palm downward and left thumb pointing to the right.

Each person grasps the left thumb of the one to this left - making a complete living circle handclasp. The right hand is held up in the Cub Scout sign.

Pump left hands up and down while saying "Ah-h--kay-y--la, we-e-ll do-o ou-u-r BEST!"

PATRIOTIC

The den forms a circle around the United States flag or den flag. Salute and sing "God Bless America" or "America"

CUB SCOUT IDEALS

The den stands in the Living Circle and says the Law of the Pack, the Promise, or Cub Scout Motto.

FRIENDSHIP CIRCLE

Each Cub has a 3 foot section of rope joined with a square knot to that of the boy on his left. The boys hold the rope with their left hands and pull back to form a taut circle. The leader says: "You are now a part of a group of close friends, held together by a square knot, a symbol of friendship. Let us give our Cub Scout Promise."

DEN LEADER'S MINUTE

This is an important inspirational thought for the day, a brief story concerning the Cub Scout Promise, the Law of the Pack, the motto, or a patriotic item-- told without moralizing.

WEBELOS GRADUATION CEREMONY

Staging: Darkened room with red light on bridge which is centered between American flag and pack flag.

Assembled on stage, to the left of the bridge are the parents and Webelos Den Leader; on the opposite end of the bridge is the Scoutmaster.

Cubmaster: Tonight we mark a great occasion...the graduation of Webelos Scout(*name*) from our pack. We are sad to see him leave because he has been a great help to our pack....but we are happy for him because he is going on to the great adventure of Scouting. He has worked hard for this night and has advanced well. Please escort Webelos Scout(*name*) to the front.

(Boy, who has been standing on opposite side or room is escorted to front by another Webelos Scout, who carries the Webelos den flag. They stop at front; the graduating Webelos Scout salutes and joins his den leader on stage. The other Webelos Scout returns to his place.)

Cubmaster: *(Recaps information such as date boy joined pack, ranks he earned, awards he received, date joined Webelos den, etc.)*

Den Leader: *(Recaps activities in Webelos den, highlighting activity badges he has earned)* Webelos Scout (*name*) it is with a great sense of pride that I now ask you for your Webelos neckerchief.*(After removing neckerchief, den leader escorts him to end of bridge where Cubmaster is waiting.)*

Cubmaster: I am pleased to see that you are wearing the Arrow of Light, the highest award in Cub Scouting. This is the only Cub Scouting badge which you will be permitted to wear on your Scout uniform. And now you may take the final steps. *(Webelos Scout crosses bridge. He stops in center, turns to salute Cubmaster with Cub Scout salute. He proceeds across bridge to where the Scoutmaster is waiting. He gives the Scout salute.)*

Scoutmaster: (*name*), we are happy to welcome you to our troop. I can see by the Arrow of Light that you are prepared to join the great fellowship of Scouting. *(short statement on what is expected of Scout)* Please repeat after me the Scout Oath. *(Scoutmaster and Scout exchange salutes and shake hands)* As a token



Den & Pack Resources

of this important occasion, I would like to present you with the troop neckerchief.

(Scoutmaster and parents meet in front of bridge)

Mr. and Mrs. *(name)*, welcome to our troop. I congratulate you on the fine work that you have done with your son in Cub Scouting. I am sure you will find new adventures in our troop.

(Red light is turned off. House light on. Participants leave stage.)

CUB INTO WEBELOS DEN

- Equipment: Webelos neckerchief for each boy going into Webelos.
- DL: Mr. Cubmaster, a member of my den has reached the age of ten and is now ready to enter the webelos den.
- CM: Bring him forward.
- DL: This is Cub Scout _____ and his parents, _____ has reached the bear rank and has _____ arrow points.
- CM: _____, you have reached an important point on the scouting trail. As a webelos scout, you will be doing many new things and learning new skills that will not only be fun, but also rewarding. Now I want you to meet your new den leader.
- WDL: _____, Mr and Mrs. _____, welcome to the Webelos den. As you enter webelos, some things will be done differently than they were in your last den. Your achievements will require a little more effort, you will be investigating areas that may help you decide what you would like to do in later life.
- You will be camping out overnight. I will be the one to approve your achievements instead of your parents, although they will still help you with some of them.
- And your uniform will be different.
- (The Webelos leader then removes the Cub Scout neckerchief and places the Webelos neckerchief around his neck.)*
- WDL: This is the neckerchief you will wear. *(He then pins on the colors)* These are your colors, the activity badges you earn will be placed on them.
- Now lets meet your new den.

ATTENDANCE RECOGNITION BOLO AWARD REQUIREMENTS

- BOLO AWARD
- Attendance at 3 consecutive den meetings. Attendance includes wearing uniform and bringing book.
- BLUE BEAD
- Attendance at two consecutive den meetings.
- YELLOW BEAD
- Attendance at pack meetings.
- SILVER BEAD
- Attendance at pack meetings and parents present.
- GOLD BEAD
- Participation in special pack events such as popcorn sales, pinewood derby, or blue and gold banquet.
- RED BEAD
- Participation on webelos campout or special activity such as day hike or trip to Woolaroc.
- GREEN BEAD
- Participation in joint activity between webelos den and boy scout troop such as campout or visit troop meeting.
- BOLOS
- Ties may be worn with webelos neckerchief or alone on activities where neckerchief is not required by webelos leader. The first bolo will be awarded at no cost. Additional bolos will be available at cost, so take care of your bolo and don't misplace it.



Den & Pack Resources

ARROW OF LIGHT CEREMONY

- Personal: Webelos Leader or Cubmaster, Webelos Scout, parents.
- Equipment: Arrow of Light ceremony board.
- Arrangement: Room is in darkness. Leader introduces Webelos Scout(s) who are receiving Arrow of Light, and explains they have met the requirements to receive the highest award in Cub Scouting.
- Leader: The purpose of Cub Scouting is to light the way to Scouting. The first rank in Cub Scouting is Bobcat. (*Turn on first light*) . Before becoming a Bobcat he learns the Cub Scout Promise, the Law of the Pack, knows the Cub Scout sign, handshake, motto and salute. The rank for eight year old Cub Scouts is Wolf. (*Turn on second light*) . Twelve achievements are required to earn the Wolf badge. Then he works on Arrow Points until he is nine years old. He can earn as many Arrow Points as time and ambition will allow. Twelve achievements are also required for the Bear badge. (*Turn on third light*) . You can see that as a boy progresses in Cub Scouting, his way becomes lighter. After receiving his Bear badge, he works on Arrow Points until he is ten years old.
- Now he is ten and becomes a Webelos Scout. (*Turn on fourth light*) . Webelos Scouts do not earn cloth badges. They wear the Webelos tri-colors on their sleeve and work on Activity Badges which are metal pins. Webelos is the secret name for "We'll Be Loyal Scouts" and it is the name of the Indian tribe of which Akela is Chief. The Webelos Scout is older....he can do more for himself. His parents no longer sign for his advancement....his Webelos Leader does this. He works on the Arrow of Light Award. (*Turn on fifth light*) To receive this award, he must earn the Citizen Activity Badge and at least two more of four specific badges. (*Turn sixth light*)

RECOGNITIONS AND AWARDS

RIBBONS

Certain kinds of ribbons are not practical to use as awards if you intend to write on them. Satin ribbons tend to allow inks and markers to run or easily wipe off. Be sure to try writing on your ribbon before using it for awards. You can use ribbon alone to make awards or combine it with disks and felt in many different ways. Black felt tip markers usually work well for lettering. To make special awards you can use glue and glitter sprinkled on for interesting lettering. Use your imagination! Ribbons cut out of construction paper or cardboard can make impressive awards too.

TROPHIES

Trophies are very easy to make and can be made from a wide variety of materials. Impressive ones can be made from old trophies and their parts. Most bowling or sports trophies are pieced together, and they can be disassembled and their various parts reused. Most consist of a base, pedestal, and decorative figure, and the top section can be replaced with any number of items. Miniature cars painted gold, small action figures, carved items and much more can be substituted for those pre-made figures, and can make very nice trophies. Old trophies can often be found at swap meets and garage sales. If you do not have access to old trophies, you can assemble your own simply by using the same basic three parts. A plaque or base holds the pedestal or supporting piece, and decoration usually tops it off. Sometimes a trophy will consist merely of a base and a figurine. Adding the lettering to personalize it finishes it off.

Bases can be made of the same materials as plaques. The pedestals can be anything from a box, can, or block of wood or the top decoration can stand by itself, eliminating the pedestal altogether. The decorative figures can be made of paper mache, salt dough, tinker toys, miniatures of any kind. The list is endless.....

The most important thing to remember when making your own trophies is to glue them securely and let them dry adequately, especially when working with heavy materials. Also, be sure that the glue you select is the appropriate one for the job. Remember that your trophies are unique so they don't have to fit any one's standards by your own. You can be as creative as you wish. Here are a few ideas to get you started.

Using scrap lumber, build a stand for winners to rest their winning cars on. Be sure to place a small retaining strip for the



Den & Pack Resources

cars' wheels to rest against. It will serve as a trophy and display. Wood burn information on the face of the trophy. Add winners name at the Pack Pinewood Derby.

PLAQUES

A plaque is a neat way to display pictures, patches, and lettering for recognition. Plaques can be made out of practically anything. Paneling, hardboard, lumber, tree trunk slices, sheet metal, plastic sheets, linoleum pieces, etc., are all good candidates for plaques. Plaques are versatile and can be used in many ways. Lettering can be done by carving, wood burning, painting, stenciling, using stickers or lettering tape, etc. They can be stained, decoupage, painted, left natural, etc.

With a label maker and the plaster of paris molds for pinewood, space and model rocket derbies, which are available from you Scout distributor, you can make excellent award plaques. For a change, cut the shield from pine or plywood and paint or stain with brown shoe polish. Attach plaster car or rocket. Use label maker for the winner's name or letter with a black felt pen. Miniature plaques can be made from smaller plaques using alphabet soup letters.

MEDALS

A medal is anything that can be hung on a string or ribbon and placed around a boy's neck. A variety of small objects can be used.

Party favors, tiny toys, a leather round, a wooden circle with wood-burned letters on it or a piece of cardboard cut into an interesting shape work well.

a unique idea for medals is to use "shrinking plastic". Commercially sold as Shrinky-Dinks, this plastic material can be purchased at most hobby shops. A design can be drawn on and colored in, depicting anything you like. After the design is traced onto the plastic and cut out, the material is placed into an oven at low heat. There it shrinks in an attractive small picture suitable for hanging on a string and being used as a small medal. The shrunken design is very detailed and makes an attractive medal.

Leather rounds are inexpensive and can be stamped with a variety of designs or can be written on with markers to resemble a real medallion. Wooden circles can be cut from thin wood, such as paneling, and decorated by using a wood burning set or markers.

Use a frozen juice can lid, covering the face with the largest circle and use hot glue to secure edges in back. Next glue ruffle in place, attach ribbon and glue in place. Cover all rough edges with smaller circle and glue into place applying pressure until secure. Remember, hot glue can burn so use a craft stick or something similar to prevent burns.

PARENT ATTENDANCE AWARD

Each pack has its own way of building family attendance at the pack meetings. Some have a simple trophy of a homemade "Cubby" which is presented to the den having the best adult attendance at each pack meeting. The winning den keeps the trophy in its meeting place until the next pack meeting, where it is passed on. "Cubby" is a homemade attendance trophy, made from tin cans and any scrap material. Challenge a creative parent to design and make your attendance trophy.

Some packs present a family attendance ribbon to the den or dens with the best parent attendance. The den or dens are presented with a ribbon to be attached to the den flag. If attendance of families at pack meetings is not what you would it to be, perhaps the pack committee can come up with a plan for increasing attendance.

PRESENTING THE AWARDS

Trained leaders have the knowledge and self confidence needed to provide young people with a quality program. It is important to the recognition plan that all awards be presented in a dignified manner at an occasion befitting the achievement.

Immediate recognition of achievement should be given by presentation of the award in the presence of the unit membership and representatives of the chartered organization. Announcement in the council newsletter and in other news media is also recommended. In addition, announcements at a major event in the district or council are desirable.



Den & Pack Resources

REMEMBER: Adult Scouters are volunteers. Ask, don't order. Their only payment is the personal satisfaction and recognition received for their efforts. Give them a job and let them do it. Recognize and reward results. How long would you work without a paycheck?

Keep in mind that an important objective is to encourage other leaders to strive to be fully trained. Properly handled, the awards presentation can serve to prompt others to seek training and recognition.

EXAMPLES OF RECOGNITION FOR OTHER OCCASIONS

Apple Award - For the person with great appeal (real or plastic apple).

Arrow of Light - Graduation and Arrow of Light. Cover the board with vinyl then use a large Arrow of Light pin and letter.

Basket Award - For the person who carried more than their share of the load (small basket glued to ribbon)

Blue & Gold - Thanks for serving as Blue and Gold chairman, glue wooden spoon, and a Cub Scout sticker.

Bonafide Award - Spray gold or cover with varnish a dog bone for the leader deserving an "Award".

Bud Award - For the person who 'bugs' you to do your best (make with chenille sticks and movable eyes, or buy).

Candle Award - For the person who really lights up (mount small candle on base).

Class A or Flying A - Cut out the letter A (can add wings), spray gold for the first class effort, (use wood or heavy cardboard).

Cone Award - For the person who can lick any job (mount ice cream cone on base).

Broom Award - For the person who sweeps all the mistakes away (small broom)

Crutch Award - For the person whom you can always lean (mount small crutch on base).

Cubby - Cut out a Cub Scout's head or Wolf decal on a plaque for outstanding performance.

Duster Award - For the person who always does the dirty work (small wooden dowel with felt used as a duster part with pompom on top).

Genuine Diamond Stick Pin - The special award for a group activity. Give to each participant (mount a dime and a stick pin on base).

Good Egg Award - Spray a Leggs' Egg with gold paint or make one from salt dough for a leader who comes through or the person who doesn't crack under pressure.

Heads Award - For the person who is 'heads' above the rest (mount small wooden heads on base).

Heart Award #1 - For the person who is all heart (give large plastic heart, wooden or cardboard cut-out)

Helping Hand Award - Picture of a hand tracing with your specific award written within the tracing.

Kiss Award - For the person who deserves a big 'kiss' (mount kiss on base).

Life Saver Award - For the person who saved you (mount Life Saver on base).

Lollipop Award - For the person who can't be licked (mount small lollipop on base).

Match Award - For the leader who may be getting burnout (2 matches, one lit, the other not covered so they stay together and mount saying "stick with it, don't get burned out of Scouting").

Measure Up - Give a 6" ruler to the leader whose performance set the standard.

Nuts about " _____ " Award - Attach nuts to a plaque adding movable eyes and smiles, for the leader who had to be "nut" to take on a hard task.



Den & Pack Resources

Order of the Bear - Any type of bear given to the leader who did a "Berry Good Job" made thing "Bearable" or for the "Beary Best".

Order of the Level - For the person who is half a bubble off (small level).

Order of the Nut - For the person who is a little nuts (mount metal nuts on base, or use edible nuts).

Order of the Spare Marble - For the person who may need it (marble in a bag or mounted).

Our Eyes Are on You - Wiggly eyes glued to ribbon for the leader who sets the example.

Pear Award - For the great "pair (mount a plastic pear on base and give to husband and wife team).

Pedro Salutes - Glue 3 clothes pins together, add twine for a tail and wiggly eyes for outstanding job for leader who carried the heaviest load.

Plaque - (cut to resemble a shoe) Hole is cut in wood for the "o" in whole.

Raise in Pay - For the person who deserves a "raisin" pay (mount a small box of raisins).

Silver Spoon or Gold - For the person who really digs in to help (spray paint plastic spoon).

SOR Ticket Chairman - Use a Scout-O-Rama patch and make a plaque. Thanks for your help. Glue pennies around the border of a plaque.

Successful Scouting - Cut out a key to leaders who are the key to success of a program.

Summer Time Activities Chairman - A plaster sunshine glued to a plaque.

Thank You For The Clean Up - Film canister of dish washer soap, container is used for trash bin with paper, tissue, string, foil, etc., to resemble trash.

Thanks a Bundle - Thank you for fund raiser of newspaper drive chairman or most contribution from member (newspaper cut in small squares, tied to look like bundle).

Thank to Leaders - Thank you leaders for the service the have given. Use the emblem of leadership for the center.

Top Hat Award - For the person we must take our hats off to (top hat glued on ribbon).

Whisk Award - For the person who is un'beat'able at 'whisking' away our troubles (small whisk).

Wooly Mitten - For the person who participated in a winter activity (cut mitten shape from fur and attach thong).

Write on Award - For the person who is on the 'right trail' (pencil with ribbon pennant put on top).

YDG Award - "YA DONE GOOD" (cut out letters form vinyl or leather).



Den & Pack Resources



Den & Pack Resources



Den & Pack Resources



Den & Pack Resources

ETHICS IN ACTION

Ethics in Action is an activities program for Cub Scouts designed to reinforce the character-building goals that have always been part of the Scout program. These activities encourage Cub Scouts and their leaders to "think a little deeper" about values and about some of the decisions and consequences of decisions that are a normal part of growing up. The activities also try to enhance boys' respect and concern for others by having them see things from different points of view. But above all, Ethics in Action activities are FUN. They are part of the 'game with a purpose' that is Scouting.

Today's Cub Scouts are growing up in a very complicated world. They are faced with conflicting messages that are often hard to sort out. Some influences peer pressure, for example, may provide boys with the positive support they need to help them do the right thing. Or peer pressure may work the other way and urge boys to act in ways that sharply contradict the positive values that their parents are trying to encourage.

This program was created to answer parents' requests for help. Ethics in Action activities enhance character formation; that is, the development and reinforcement of the worthwhile qualities that are part of the Cub Scout Promise and Law of the Pack.

Each Ethics in Action activity is introduced in an easy-to-follow format so that leaders may fit them into the regular den schedule. Many of the activities require little preparation, and all can be managed by first-time as well as experienced leaders. Councils will provide leader training to introduce and explain the new materials. Various activities will be discussed in greater detail at roundtables throughout the year.

THE ETHICS IN ACTION PROGRAM

There are 14 activity modules in the Ethics in Action program. Each is built around a single theme. The themes are:

BE A FRIEND. Promotes discussion of what friendship means, and how friends act toward each other.

BE AWARE AND CARE-1. Discusses physical handicaps with an emphasis on blindness.

BE AWARE AND CARE-2. Discusses other physical handicaps, suggests ways to prepare for getting to know elderly people.

CARING AND SHARING. A mock court scenario is used to deal with the issues of taking care of one's own things and showing respect for the property of others.

CONSUMER ALERT. Helps boys analyze commercial messages on television and in printed advertisement.

DIFFERENCES. Explores attitudes towards differences in people.

FIRE! FIRE! Explores the responsible use of fire and deals with the kinds of decisions regarding fire that Cub Scouts and Webelos are likely to face.

HARD LESSONS. Show boys what it is like to have learning disabilities and underscores the need for understanding problems faced by children and adults with learning disabilities.

KINDNESS COUNTS. Stresses responsibility to animals, both at home and in the wild.

PEACE IS... Discusses ways to introduce the positive aspects of peace and suggests ways boys can contribute to worldwide understanding and peace.

SAYING HELLO. SAYING GOODBYE. Provides ways to help boys who are joining or leaving the group.

SAYING NO! Helps reinforce information that boys already know about personal safety, drug use, et., through production of a public service announcement.

SHOPLIFTING IS JUST PLAIN WRONG. This activity involves a field trip to see a store security system and provides information that boys should know about the consequences of shoplifting.



Den & Pack Resources

WHAT WE SAY. Deals with name-calling and tale-bearing that, though typical behavior for boys of this age, can be disruptive and painful.

WHEN BAD THINGS HAPPEN. provides help for leaders in discussing special problems of an individual Scout of the group.

The above information was taken from BSA Publication No. 3015 and is available at your local Scout Service Center.



Den & Pack Resources

SKITS AND PUPPETS

Cub Scout dens and Webelos dens will be called upon to present skits at the pack meeting. This can be a pantomime, a sketch, or a short play. The main purpose of skits is fun for the boys and the audience. Skits help build self-confidence and poise and allow the boy to use his imagination.

Skits are usually based on a monthly theme. A Webelos den skit might focus around the monthly activity badge area. There will be a chance for planning, rehearsing, and making props and costumes in den meetings, with the final presentation at the pack meeting.

A shy boy, who would rather just observe than take part in the skit, can be asked to handle the lights, offstage sound effects, or watch the time. Sometimes being a character who wears a mask or uses puppets helps eliminate self-consciousness in a shy boy.

Things to Remember

Skits should be fun. Whether the theme is serious or humorous, skits should be fun for the boys and for the audience.

- Keep it simple.
- Keep it short. (3-5 minutes at the most)
- Avoid long memorized dialogue. Pantomimes are great for Cubs.
- Use simple scenery, props, costumes.
- Let every boy take part.
- Use stage directions liberally - tell who goes where and does what.
- Be sure the audience can hear. Boys should be coached to speak slowly, clearly, loudly. If the audience laughs or applauds, actors should pause before continuing their lines.

Things to Avoid

- Dramatization of undesirable characters.
- Asking a boy to attempt to portray a character that is too difficult for him. Fit each boy to his part.
- The tendency to let the more capable boys do all the work.

How to write a Skit

Sometimes it's hard to find a skit that fits the monthly theme and your den of boys. The thing to do then is to write your own or adapt one so it will fit.

Follow these simple steps:

- Boy wants something....friendship, a gold mine, a prize, etc.
- Boy starts to get it....by canoe, plane, horseback, foot, etc.
- Obstacles stop boy....crocodile, enemy, false friend, weather, etc.
- Boy achieves goal....through kindness, bravery, wisdom, magic, etc.



Den & Pack Resources

Outline of a Skit

Month: _____

Theme: _____

Plot: _____

Title: _____

Type of characters: (puppets or boys in costume)

Length of time: _____

Staging: (lighting, special effects, scenery)

Characters: _____

Location or setting of skit: _____

Problems to overcome: _____

Obstacles: _____

Crisis: _____

Ending: _____

Does skit fit audience? _____



COSTUMES

The actor's job is to make the audience believe he is someone far different from his everyday self. He does this first of all by playing a part...by his acting. But his costume, his hair style, the make-up, the way he walks, and even his shape help give his character dimension.

Costumes can help set the theme or the mood of the whole skit. Costumes can be as simple or as elaborate as you and the boys would like for them to be. It is important to find the right costumes. But this isn't as hard as you might think. There are enough everyday things around your house to clothe most any number of actors. A nimble imagination helps even more than nimble fingers. You can find some real costuming treasures if you know what to look for.

Costume Materials

Old Clothing - add feathers, sparkly trim, bright material, etc. One costume can be made over in different ways and can be used again and again in a variety of skits.

Small Pillows - are just right for that extra bit of padding which some costumes and some characters need.

Paper Sacks - for a leather like appearance, crush and recrush the paper sack with your hands until it is soft and wrinkled. Then spread out and press with a lukewarm iron. Decorate with crayons, felt markers, or paint.

Crepe paper - inexpensive, stretchy, can be glued, stapled, folded, sewn, draped, etc. Good for tunics, vests, hats, etc.

Cardboard Boxes - are good for animal costumes, and can be used for other unusual costumes such as vegetables, cars, trains, insects, etc.

Remember to keep your costumes and props at the Cub Scout age level. The boys will give their best performance if they are made to feel that the skit is theirs, including the costume making. Don't forget that a simple sign to identify your characters can be as effective as a costume. Props such as a mustache, eye patch, bandanna, cardboard sword for a pirate, can do a great deal.

HAVE FUN AND USE YOUR IMAGINATION...

STAGE MAKE-UP

The skit is written, the parts are assigned, and the boys have been busy making costumes. What's left? Make-up, of course! Here are a few simple tricks for using make-up to its best advantage with the boys.

Why use make-up? It helps tell the audience what the character is like. It makes the characters seem more real to the other actors, and as a result, everyone plays their part better. It hides an actor's own features, changes his form, and makes him appear larger or smaller, older or younger, and can alter his character completely.

Theatrical make-up is expensive, and since most Cub Scout leaders work on a limited budget, the information which follows tells of inexpensive substitutes.

Make-up base - Combine equal parts of liquid cleansing cream and powdered sugar, first sifting the sugar to remove lumps. Mix well, and the result is a simple white base which can be used for Clown White. Tint with a few drops of green food coloring or tempera paint for Monster make-up. Tint with mixture of red and blue for a Purple Martian. Or, mix red, yellow, and blue separately for Indian war paint. This make-up is non-toxic and wipes off easily.

Crisco Make-up - Mix together 2 teaspoons white vegetable shorting, 5 teaspoons cornstarch, 1 teaspoon white flour, a few drops of glycerin, and any food color desired. For brown color, add 2 teaspoons unsweetened cocoa. This make-up gives a soft skin-like texture and is easily removed.

Tempera Paint - Can be painted directly on the face. This can be used without fear of allergy problems. It can be washed off.

Lipstick - Can be used for both lip and cheek color.



Den & Pack Resources

Eyebrow Pencil - Can be used to darken or change the shape of eyebrows, to line the eyes, to make freckles, mustaches, sideburns, and wrinkles.

Cornstarch - Powdered into the hair helps make characters look older. The hair usually begins to gray at the temples first, and in streaks.

Talcum Powder - Can be patted into the hair to make the character appear to be graying.

Black Crayon - Can be used to simulate missing teeth.

Remember:

The more light used on stage, the more make-up necessary.

Apply make-up after the character is in costume, using a make-up cape or towel to protect the costume.

Tips on Creating a Character

To make a wig of white hair - use an old stocking. Pull the stocking down over the hair and ears. Tie it off at the top and cut off what's left. Use scotch tape to fasten white cotton balls all over the stocking.

To make curls - Cut strips of paper. Curl each strip by holding one end between your left thumb and a long pencil. Press lightly with your thumb and pull the strip over the pencil with your other hand. Do this several times for a stiff curl. Sew or tape the curls to the stocking wig.

To make braids - Stretch about 3 strips of crepe paper, 3/4" wide. Twist each strip around the others. Now braid the three strips together.

Using nose putty - You can make a big nose or cover your own eyebrows. It can also be used to form a raised scar or bump or change the shape of your face. All other make-up goes over it.

New-looking wounds - Can be drawn with lipstick or fingernail polish. Old scars can be drawn with eyebrow pencil and powdered over.

Bald head - Use an old bathing cap (white or flesh color) for the base. Paint or glue yarn around edges.

To highlight features - Use rouge on cheeks and eyebrow pencil on eyes. Powder over this make-up to "set".

To make a wig - Use an old mop head and dye to desired color, wear as is or add a hat.

SCENERY

Simple scenery is fun for boys to make. It is a good den project. It adds to the mood of the skit and makes the skit more believable. Keep these things in mind when building your scenery.

Scenery should be simple. It should provide an idea or suggestion of what is to come.

Most scenery can be made of corrugated cardboard. It is easy to find and to work with.

Wood boards can be nailed to the back of the scenery to make it more sturdy or to help it stand up and keep painted cardboard from curling.

Let the boys do the painting. Guidelines can be drawn with heavy pencil to show what colors go where. Latex or tempera paint are the best on cardboard, and it washes off the boys as well.



Den & Pack Resources

Felt tip markers can be used on cardboard that has been painted a light color, to but in detail work or the whole design, if you wish.

When using latex to cover large areas, apply it with a roller. Latex paint is inexpensive. Sometimes the boys can bring left-over paint from home.

Tempera can also be used to tint latex when the desired shade is not available.

Always keep in mind that the audience will see scenery from a distance. Be sure it is distinctive enough.

Create a mood with scenery. Paint in grays if skit is spooky or sad, bright colors if skit is happy or funny.

Boys should use old clothes or Dad's old shirt for paint smocks.

REMEMBER TO LET THE BOYS DO THE WORK...

PUPPETS

Puppeteering appeals to boys of all ages. It allows them to be creative and provides an outlet for their active imagination. Puppets can help overcome stuttering, strengthen weak muscles, relieve tensions, develop coordination, overcome inhibitions in a shy boy, teach a noisy boy patience, and encourage the less imaginative boy.

Puppets are magical in their powers. They can come alive and can do things faster and better than people. They can exaggerate their moods and actions. Sometimes a boy is too shy to perform in a skit with live actors, but by using puppets, he can express himself in a more comfortable way.

Puppet-making can be an inexpensive venture in which paper bags, old socks, left-over scrap materials, or wooden spoons are used. There are many ideas for puppet-making available at the library and in many craft books.

Many of the techniques learned in skits can be used in puppeteering.

Types of Puppets

The best known types of puppets are operated in one of the following ways:

Marionettes - operated by manipulation strings.

Hand of Glove Puppets - operated by the hand of fingers.

Shadow Puppets - shown as silhouettes back lighted against a screen.

Pointers for Puppeteers

The most important part of the puppet is the head. This gives it character.

Next in importance is the costume. It helps distinguish on puppet from another and helps to give character to your creation.

The presence and style of hair, brows, mustaches, and beards contribute to the personality.

To learn the possibilities and limitations of your little friends practice in front of a mirror.



Den & Pack Resources

Puppets can be more appealing if given a definite personality and character. This can be done by costume, mannerisms, method of walking, or style of talking. Each puppet in the play should act and speak according to the kind of person he represents.

When presenting a puppet show, keep the actions clear, simple and exaggerated.

Make sure there is plenty of room for all puppeteers backstage. Crowding will inhibit spontaneity.

Any skit can be adapted to a puppet play and vice versa.

Facial features of your puppet will help make him outstanding in appearance. Give your puppet a face that will attract attention.

Make sure the audience can tell which puppet is doing the talking. Jiggle the talking puppet somewhat as he talks, nod his head or move slightly forward. The other puppets on stage should remain motionless until their turn to speak.

Be sure to speak clearly. It is harder to understand a person's voice when you can't watch his face and lips while he talks.

Do not hide one puppet behind another.

Let the puppet exaggerate both feelings and actions that go with the feelings. An excited puppet should be wildly excited, while a tired puppet should groan and sag so wearily that the audience knows instantly how tired he is.

In some cases, it is a good idea to have the puppet speak to himself as he goes about his act. For example, he might say while looking "I'll look under this tree for a rock".

Special Effects

Musical sounds and sound effects make a puppet production more lively and vivid. Usual and comical sounds can result from the use of bells, drums, gongs, cymbals, castanets, triangles, whistles, horns, rattles, and natural objects such as pots and pans.

Thunder	Shake a piece of galvanized tin or iron.
Lightning	Flash white light on and off. A photo flash can also be used.
Breaking glass	Use an old piece of window glass in a sack and drop on floor.
Crashes	Fill a wooden box with glass and a few stones, then nail the top shut. Drop or tip on end for various types of crashes.
Horses	Two half coconut shells clapped on a wooden board gives the sound of horses walking or galloping on a hard surface. For hoofbeats on a soft road or turf, use wallboard.
Running Water	A small box with tin on bottom. Place a small amount to lead in the box and tilt box to produce sounds of running water.
Trains	Sandpaper or wire brushes on metal when done in the right rhythm.
Rain	Fill a tin biscuit or cookie tin on third full of dry peas or bean and rotate slowly.
Gun Shot	Slap yardstick or thin board on a hard flat surface.
Smoke, Fog, Etc.	Incense, melting dry ice, baby powder.
Snow	Small pieces of white paper fanned off a flat box. Moth flakes or Christmas snow can be dropped from above. Soap flakes can also be used.



Den & Pack Resources

Sawing Wood

Rub a piece of sandpaper across the rim of a large foil pan.

Fire

Crumble cellophane into a ball. When released in front of a microphone, it will crackle like a fire.

Cricket Chirp

Run finger over a small piece of fine tooth comb.



Den & Pack Resources

Puppet Stages

You may want to make your theater a simple, one time thing, or an elaborate, permanent structure for future use. The materials you need will be determined by the type of theater you desire. The main purpose for a puppet stage is to mask the puppeteer. However, the stage should enhance the production too. The stage should be sturdy, but it is not necessary to use heavy material. The only weight directly on the stage should be the curtain. Lights, sound equipment, and other materials should not be supported by this type of staging.

Types of Stages

Makeshift - suitable for simple productions. An example might be a cereal box, or small cardboard box.

Temporary - are a little more sturdy and should be used if the stage is used for an extended period. An example might be a large cardboard box or a sheet of cardboard.

Permanent - are used if durability is needed or if the stage is to be used over and over. An example might be a piece of plywood or similar structure.

Whatever type of stage is used, be sure that the curtains or any other masking materials are securely fastened. A puppet production will be brought to an abrupt conclusion if the curtain or other structural element collapses.

Background

A good background is pretty crucial to the success of a production. The background determines how well the puppets are visually defined for the audience. Usually bright, warm colors are used for the puppets. So it is wiser to use darker colors for your background. The best is black, browns, or even dark blues. Make sure that when you construct your puppet that you are aware of your background colors, so the puppet is not the same color.

Height of the Stage

The stage's height is determined by the height to the puppeteers and whether they will perform standing up or sitting down. The stage should be just above the top of the puppeteer's hair. Measure from the floor to the top of your tallest Cub Scout's hair, then add about 2 feet, 3 inches. That gives you the height of the puppet theater.



Campfire Information At The Back Of The Book



Tiger Cub Information At The Back Of The Book



Tiger Cubs BSA

Den & Pack Resources

DEN DOINGS

Den doings are the nucleus of a successful pack program. If a den is not doing or inactive then the boy loses interest. If a den is not doing then a pack has trouble happening; adults and family lose interest too. The following pages are for you the den leader. They have ideas and special activities to help you keep the den doing.

SURVIVAL HINTS FOR DEN LEADERS

You can be a den leader and enjoy it. You've taken care of your own son for seven or eight years and you're still fairly normal, so adding seven or eight more boys to the roost isn't all that hard.

- The first rule is - clothe yourself in optimism - grin a lot and be prepared at least an hour before they are due to arrive, with everything you need in your meeting room. One enthusiast in the group always comes early.
- Don't feel you're copping out if you use the Cub Scout program helps for games to play and projects to make. Scout Headquarters has a lot of experience with this sort of thing, and you need all the help you can get.
- As soon as the meeting opens, collect the dues, make announcements, and explain the day's activities. You're not likely to get their undivided attention again.
- Cub Scouts have little enthusiasm for the more worthless things in life and may refuse to waste their time on such stuff as table centerpieces that can't be played with later, and artificial flowers or crepe paper things.
- Good den leaders know where to look for supplies - they scour their garages, attics and trash barrels. Keep your projects simple. If you don't; you know who will be putting the finishing touches on 10 projects the night before your pack meeting. Learn enough carpentry so that you know how to build a bird feeder or a wooden bank.
- Cub Scouts love to hammer, but you or another adult should do most of the sawing in advance. Remember to be patient; keep 1-inch bandages on hand; decide what you'll do about unsavory words that might follow after the boys bang their fingers with a hammer a few times. Even if it's a birdhouse they have to paint, have them use a washable paint. And **NEVER leave a room full of Cub Scouts all alone with paint buckets.**
- Cub Scouts love to wait their turn to use supplies or materials or tools, it gives them time to explore your closets, to test each other's endurance to punches and pokes and leaves time for races and shouting contests. There are ways to avoid this; one is to get together with the other parents and make up a den box. It should contain all those things that nobody cares to own ten of.
- Remember how the kindergarten teacher pinned notes to your son's shirt? He's too old for that now, so put the notes for home inside each Cub's pocket and let a corner show so his mother finds it before his shirt goes in the washer.
- Always make it clear that everyone left in your house after the meeting must take a hot bath and clean out your garage. This spurs the Cubs to have their parents pick them up right after the meetings and saves you from driving them home.

DEN GAME CHEST

Have you ever wondered what to do with those odds and ends around the house. Start putting them in a Den game chest. The chest can be a cardboard box, or something more sturdy, if desired. Games instructions can be kept on 3 x 5 cards for easy reference and stored in the box. The following is some suggestions for items to store in the box:

Small paper sacks	Foil pie pans
Clothespins	Clotheslines
Feathers	Rubber jar rings



Den & Pack Resources

Bottle Caps	Toothpicks
Playing cards	Plastic Spoons
String	Yarn
Rope	Metal Washers
Old Work Gloves	Assorted Tin Cans
Paper Cups	Wide-mouth Jar
Marbles	Tennis Balls
Balloons	Straws
Bean Bags	Checkers
Curtain Rod Rings	Muffin Tin
Golf Tees	Ping-Pong Balls

DEN CEREMONIES

Simple ceremonies should be used to open and close den meetings and to mark important events in the lives of the boys and the den. They should be short, no longer than 2 or 3 minutes. Give the boys an opportunity to plan and lead opening and closing ceremonies.

The following is a list of Ceremonies used in Den meetings:

- Opening:** To the signal the beginning of the den meeting. Is usually a patriotic theme. The opening sets the tone for the whole meeting and can add dignity and importance.
- Progress Toward Ranks:** Recognizes boys who have completed requirements toward the current rank they are working on. This motivates and encourages the other boys to progress.
- Denner Installation:** Recognize boy leaders and place importance on this position.
- Special Recognition:** Recognize birthdays, special achievements, and activities both in and out of Cub Scouting.
- Closing:** A quiet end to the den meeting. Sometimes a den leader will present a special thought.

DEN YELLS

Yells are aimed at letting off steam at den and pack meetings. They also help develop and maintain den spirit. In making up a den yell, remember to make it simple and rhythmic. Yells should end in a word or phrase that the boys can shout. Many high school and college cheers can be adapted to den yells. Let the boys help make up the den yell.

DEN DOODLES

Den Doodles are an excellent way to stimulate advancement. They also make the den meeting and pack meeting places more eye-appealing.

There are many types and ways to make Den Doodles. Let your imagination be your guide.

Den doodles can be either floor or table models. The floor models are usually fastened to some type of pole, such as a broomstick or dowel rod. The base can be a bucket or large can filled with plaster. If you wrap the stick with foil or grease it with petroleum jelly and insert it when the plaster is soft, then you can remove the stick after the plaster is hard making it easier to handle and transport from place to place.

Any number of things can be used to recognize advancements on the doodle. Examples: Colored beads, spools, wood cutouts, peanuts, walnut shells, etc.

When additions are made to the doodle, it is nice to use a short ceremony in the den. You may wish to give each boy the opportunity to color or paint or add his own addition to the doodle. Be sure to take your den doodle to pack meetings



Den & Pack Resources

for display, this will give the parents an idea of where their son stands advancement-wise in the den and pack.

In addition to advancement, include any special accomplishment such as the Environmental Award, Oxley Nature Center patch recipient, etc. Don't forget to display den awards like the Summertime Award.

ETHICS IN ACTION

Teaching values has always been a part of the mission of the Boy Scouts of America, but parents of Cub Scouts told us they wanted even greater emphasis on values education.

Cub Scouts and Webelos Scouts are growing up in a complicated world. Ideas -- good and bad -- come at them from all directions. Many of these are in conflict with what their parents want them to learn, yet parents are not always around to help them choose.

Ethics in Action provides a series of activities and experiences designed to help boys learn to make good choices. The activities are designed to help boys understand such Scouting values as honesty, fairness and respect for themselves and others. Then, they learn to use these values to make choices in their daily lives.

Ethics in Action activities may be scheduled into the yearly plan for den meetings, or they may be used when a specific situation arises. One set of activities, for example, deals with "name calling." This can cause bad feelings in a den at any time and needs to be dealt with when it happens.

There are 14 sets of activities, each built around a single theme. They are:

BE A FRIEND. Discusses what friendship means, and how friends act toward each other.

BE AWARE AND CARE #1. Discusses physical handicaps with an emphasis on blindness.

BE AWARE AND CARE #2. Discusses other physical handicaps; suggests ways to prepare for getting to know elderly people.

CARING AND SHARING. Uses a mock court to deal with taking care of one's own things and showing respect for the property of others.

CONSUMER ALERT. Helps boys analyze TV commercial messages and print advertisements.

DIFFERENCES. Explores attitudes towards differences in people.

FIRE! FIRE! Explores the responsible use of fire; deals with the kinds of decisions regarding fire that Cub Scouts and Webelos Scouts are likely to face.

HARD LESSONS. Shows boys what it is like to have learning disabilities and underscores the need for understanding problems faced by those with such conditions.

KINDNESS COUNTS. Stresses responsibility to animals, both at home and in the wild.

PEACE IS. . . Explores ways to introduce the positive aspects of peace; suggests how boys can contribute to world-wide understanding.

SAYING HELLO, SAYING GOODBYE. Provides ways to help boys who are joining or who are leaving the group.

SAYING NO. Helps reinforce what boys already know about personal safety, drug use, etc., through the making of a "public service announcement."

SHOPLIFTING IS JUST PLAIN WRONG. Includes a field trip to a store security system; suggests information boys should know about the consequences.

WHAT WE SAY. Deals with name-calling and tale-bearing that although typical for boys of Cub Scout and Webelos Scout age can be disruptive and painful.



Den & Pack Resources

Detailed instructions for each activity and how to lead discussions are found in the *Cub Scout Leader How-to-Book*, No. 3831.

CUB SCOUT WORLD CONSERVATION AWARD

Cub Scouts and Webelos Scouts who have participated in either a den or pack conservation project and have completed certain requirements can earn the World Conservation Award. This is an international award which also can be earned by Boy Scouts and Explorers who complete different requirements. The patch is a temporary patch and is worn centered on the right shirt pocket of the uniform.

Wolf Cub Scouts do the Wolf Conservation achievement and complete all the projects in two of the following electives: No. 13 (Birds), No. 15 (Grow Something), No. 19 (Fishing); and take part in a den or pack conservation project.

Bear Cub Scouts do the Bear achievement No. 5 (Sharing Your World With Wildlife) and complete all projects in the following electives: No. 2 (Weather), elective (Nature Crafts) or No. 15 (Water and Soil Conservation), and take part in a den or pack conservation project.

Webelos Scouts earn the Forester, Naturalist, and Outdoorsman activity badges in addition to taking part in a den or pack conservation project.

Applications may be picked up at the Scout Service Center.

HIKING

Hiking is simply a long walk. It is an enjoyable den and family activity. The object is for the boys to get a closer look at what they see outdoors everyday and discover things they have never seen.

Boys should be properly clothed, depending on the season. In winter, clothing should provide warmth; in summer, protection from the sun. Suitable footwear is important. Use the buddy system when hiking, with an adult leader at the front and end of the line. Some suggestions for different types of hikes are:

GET-TOGETHER HIKE. Two or more dens hike to a location for games, songs, and fun.

ABC HIKE. Write the letters of the alphabet vertically on a piece of paper. On the hike, find an object, sound or smell in nature for each letter.

PENNY HIKE. Flip a coin to see which direction you will go. Flip the coin at each intersection or fork in the road.

STOP, LOOK AND LISTEN HIKE. Hike for a specified time then stop and write down all you see and hear. Make several stops.

FIELD TRIPS

Den trips are a welcome change from the routine of pack and den meetings during the school year and are good summertime activities. Both boys and leaders should be prepared. There are certain guidelines which should be followed.

- Short in-town den trips during den meeting hours do not require tour permits. However it is recommended that permission slips be obtained.
- The pack committee and Cubmaster should be informed about den trips.
- Den families should be notified anytime the den is away from the regular meeting place.



Den & Pack Resources

- File a Tour Permit Application for longer den trips.
- Check with the Council Service Center for policy on trips.
- Secure adequate, responsible and safe transportation. More accidents occur within a few miles of home than anywhere else.
- Use passenger cars or vans, making certain that there is a safety belt for each boy and adult and that everyone is buckled up.
- Boys should not ride in the back of station wagons.
- Transporting passengers in the back of trucks is not permitted.
- Drivers of motor vehicles must be licensed, be at least 21 years of age and be adequately insured.

Things to remember while on den trips:

- Cub Scouts and leaders should be in proper uniform.
- Good behavior is important so that other Scout groups will be welcome later.
- Provide plenty of adult supervision. Enlist the help of family members.
- Consider distance - how much travel time is involved. Do arrangements need to be made for extending meeting time.
- Make arrangements in advance with the place you plan to visit. Be on time.
- Tell the boys in advance the highlights of what they expect to see and do. Check on this information ahead of time.
- Coach the boys so they are attentive, courteous, and observe all necessary rules.
- Establish the buddy system before starting the trip. Explain that the boys remain together at all times.
- Locate restrooms immediately upon your arrival.
- Decide on rendezvous points, gathering times and plans for eating.
- Know where emergency care can be obtained.
- See that each boy has enough money for an emergency phone call.
- Carry a den roster with you and be sure it has emergency phone numbers.
- Be sure the boys write a thank you note to your hosts at the next den meeting.

TOUR PERMIT

Tour permits are required before taking any trips. They ensure a safer, better planned trip and furnish the Scout Service Center with important information in case an emergency should arise.

The local tour permit (*Form #4426*) is used for trips of 250 miles or less. This permit should be applied for at least 2 weeks prior to the trip and filed with the Scout Service Center.

Packs should file tour permits for any pack trips. Webelos dens should file tour permits for dad and son overnight campouts. Short in town den trips for a few hours do not require a tour permit.

Tour permits provide information about insurance and vehicle requirements, and minimum age of drivers. They also list



Den & Pack Resources

national requirements for minimum liability insurance. The signature of a pack official is required to show these requirements have been met.

**Leaders should carefully read
"OUR PLEDGE OF PERFORMANCE"
on the back of the local tour permit.**

STORYTELLING

Storytelling is a good way for den leaders to introduce the theme for the next month. Depending on the theme, this could be done with a true story from nature or an incident from the life of a famous person, a myth or an Indian legend.

A story can set the scene for a special outing or trip. It can meet a special need such as a behavior problem, allowing you to get the point across without actually pointing out one particular boy or incident. One of the best reasons for telling stories is because they are fun and boys enjoy them.

Here are a few tips to help you become a good storyteller:

1. TELL the story, DON'T READ IT if possible.
2. Try to imagine yourself in the story so you can really feel it.
3. Decide on a catchy line for a beginning to create interest.
4. Practice telling the story.
5. Don't make the story too long. Having it short and to the point will keep the boys interest.
6. Keep eye contact while telling your story.
7. Speak clearly. Use simple language. Don't be afraid to use different voices for the characters or to make sounds.
8. When you've finished, its time for you to start listening. Discuss the story with the boys. A few simple questions will help get them going.

KNOTS

Why is it important to learn to tie knots? There are a few people in each generation that just get a kick out of seeing how many of the approximately 4,000 different knots they can learn to tie. For most people knots keep your shoes from falling off, tie up bundles of limbs and twigs for trash pickup, fly a kite or tie a fly on a fishing line and all those other things that involve string, cord, line or rope.

Each of the 4,000 or so knots has an application for which it is best but we really don't expect Cub Leaders to teach all 4,000 knots to the Cubs. The Boy Scouts have selected five knots that will fill most of the Cub's needs. These knots are Square Knot, Sheet Bend, Bowline, Two Half Hitches and Slipknot. Instructions for tying these knots are in the Bear Cub Scout book, The Scouting Book of Knots and the Boy Scout handbook as well as numerous non Boy Scout publications. The uses of these basic knots are:

Square Knot - tie two ropes of the same size and material together.

Sheet Bend - tie two ropes of different sizes and/or materials together.

Bowline - tie a fixed non slipping loop in a rope.



Den & Pack Resources

Two Half Hitches - all purpose hitch for attaching rope to an uneven shape.

Slip Knot - can be used in place of two half hitches where it can be slipped over the end of an object to which it is to be attached.

TEACHING KNOTS

Try to teach Cub Scout's basic knots over an extended period. Do not try to teach them more than two knots in any given session.

Most boys will start to get confused after the second knot.

Repetition is the key to teaching knots. Once you have introduced them, keep including the skills in various games and other activities. Using rope of two different colors helps some boys see more clearly how knots are correctly tied and lessens confusion. Boys will need your individual attention in learning and demonstrating these knots, so try to get some help in watching them tie them. Your Den Chief would be good at this.

You might ask him to bring a fellow Boy Scout along who has earned the Pioneering merit badge to help out when you are teaching the boys knots.

ROPE CARE

The ends of a rope should be whipped or taped to hold the fibers in place. Instructions for this are in the Bear book. The rope should be stored dry. A natural fiber rope will rot if put away wet and manufactured fiber will mildew. The rope should be clean. Dirt in the rope will damage the fibers and weaken the rope. Remove all knots and kinks. Knots or kinks in a rope for a long period of time will damage the fibers and weaken the rope.

Coil the rope as described in the Bear book.

GAMES AND PROJECTS

KNOT BOARD

As a den project, you could have each boy make a small knotboard. Cut a board from plywood about 18 inches square. Staple knots to the board. Use dowel rods for hitches over bars.

As the boy completes and passes each knot requirement, have him tie the knot on the board. When he is finished, you can have him hang his board where you meet as a den or he can take it home. The knot board will serve as a token of accomplishment as well as a reminder to the boy of how these knots are tied.

FRIENDSHIP CIRCLE CLOSING

Each den member is given a three-foot length of rope which he ties to his neighbor's with a square knot so that a circle is made. Boys pull back on the line with their left hands and make the Cub Scout sign with their right. Den leader says, *"This circle shows the bond of friendship we have in Cub Scouting. Now please join me in the Cub Scout Promise."*

SAVE MY CHILD

Divide the den into two teams. One boy on each team is the child. He sits down on several sheets of newspaper about 15 feet from his teammates. Each of the others has a three-foot length of rope. On signal, the first boy on each team ties a bowline with a small loop in his rope and hands the other end to the next boy. He ties on his rope with a square knot. In turn, all others attach their ropes with square knots. When all knots are tied, the team leader casts the rope to the child, who grasps it by the bowline loop. Then the child holds the newspapers with his free hand and is pulled in by his team. First team finished wins, provided that all knots are correct.

KNOT STEP CONTEST



Den & Pack Resources

Line up Cubs at one end of the room. Each is given a 6 foot length of rope. Call out the name of a knot. Each Cub ties the knot. Judges quickly check the knots. Each Cub who tied the knot correctly can take one step forward. The process is repeated until the first Cub (winner) reaches a predetermined mark.

KNIFE SAFETY

TO OPEN AND CLOSE A POCKET KNIFE:

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

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

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

To close pocket knife, hold handle with left hand with fingers safely on the sides. Push against back of blade with fingers of right hand, swinging handle up to meet blade.

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

Ways to Use a Knife:

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

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

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

POCKET KNIFE SAFETY CIRCLE:

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

TO PASS AN OPEN KNIFE:

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

WHITTILING CHIP CARD

After completing Shavings and Chips Achievement #19 in the Bear Cub Scout Book and demonstrating knowledge of and skill in the use of a personal pocket knife, a Cub Scout earns a Whittling Chip Card which states he has earned the right to carry a pocketknife at Cub Scout functions.

CARE OF YOUR KNIFE:

All Cub Scouts should learn that knives are valuable tools and how to take care of them.

- Knives should be kept clean, dry and sharp at all times.
- Never use it on things that will dull or break it.
- Keep it off the ground. Moisture and dirt will ruin it.
- Keep it out of fire. The heat draws the temper of the steel. The edge of the blade becomes soft and useless.
- Wipe the blade clean after using it. Then close it carefully.



Den & Pack Resources

KNIFE SHARPENING:

A dull knife won't do its work. And what is more, it is dangerous. **More fingers are cut by dull knives than by sharp knives.** A sharp knife bites into the wood while a dull one tends to slip off. A camper should always carry a little sharpening stone in his pocket along with his knife. The knife and the stone are partners and where one is the other should be also.

Such stones are called whetstones or carborundum stones. One measuring 3/4 of an inch by 3 inches is large enough and is a handy size to carry. A whetstone using water is more practical in camp than one requiring oil, for water is always at hand, but there never seems to be any oil when it is needed. Whetstones are made to provide a grinding surface, and come in varying degrees of coarseness. Coarse stones are used for heavy tools, like axes; fine stones for knives or for finishing the edge.

Rules for sharpening a knife:

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

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

CUB SCOUT CHEFS

Eating is fun and so is fixing food to eat! Cub Scouts love to do both. This section will focus on cooking inside, instead of cooking outdoors. For tips and ideas on cooking outdoors see the Webelos section of this book.

Cooking in a den meeting can be a real treat for Cubs. Its provides a fun change of pace and a great avenue for teaching many important lessons that Cubs don't associate with having fun. Cleanliness, nutrition, safety, how to follow directions, planning, etc., are easily demonstrated in the kitchen; and you're likely to have their attention when food is involved. Always involve the boys as much as possible.

It is highly recommended that you first establish some rules in regards to cooking and eating. Further it is important to remember that not all of your Cubs may have had any experience in the kitchen. Some suggested rules are:

1. Wash your hands and keep them clean at all times. *(It might be a good idea to have a nail brush handy for some of the Cubs.)*
2. Read all of the recipe before starting.
3. Be safe.
4. Nobody eats until the mess is cleaned up.

You, of course, should elaborate on these rules to fit your situation and add any others you or the Cubs might think of. Assign everyone a task. If you run out of tasks, double up and have the boys waiting their turn start cleaning or look for safety violations. One of the skills we hope you don't have teach with cooking is First Aid. Just in case, know where your first aid kit is and how to use it. You should have at least one other adult present when cooking with Cub Scouts. Your



Den & Pack Resources

full attention should be on a boy using a knife, mixer, blender or other potentially dangerous utensil.

Do simple things to start with and then progress as the skills become sharper. The first venture into food preparation will probably be an after school snack or a sack lunch for an outing. You will find recipes for all kinds of food in cookbooks and on mix boxes. While cooking from a recipe, help the Cub Scout measure out the ingredients himself. It's a lot more fun, but it does take more time and skill.

COOKING WORDS

BAKE: Cook food in the oven.

FRY: Cook food in hot oil.

BEAT: To combine ingredients, or add air by using a brisk whipping or stirring motion.

KNEAD: Work and press dough with palms of hands. Turn a little after each push.

BLEND: Stir several ingredients together until smooth.

MIX: Stir ingredients together.

BOIL: Cook in hot liquid that bubbles and steams.

SIMMER: Cook in liquid over very low heat. Bubbles are small and slow.

BROIL: Cook in direct heat. Use the broiler or cook outside over coals.

CREAM: Beat with spoon or mixer until mixture is soft and fluffy.

RECIPES

CHEESE DOG ROLL-UPS

Preheat oven to 375°

1 can refrigerator crescent dinner rolls
8 hot dogs
8 strips cheddar cheese

Directions: Separate rolls into 8 triangles of dough. Cut narrow slit lengthwise in each hot dog and put in strip of cheese. Place hot dog on wide end of dough triangle and roll up. Cook on ungreased cooking sheet, cheese side up for 10-15 minutes or until brown.

CINNAMON TOAST

1 slice of bread
Soft margarine
1 tsp. sugar
1/4 tsp. cinnamon

Directions: Toast bread in toaster. Spread at once with butter. Sprinkle on sugar and cinnamon. (Or mix 1/4 cup sugar, 1 T. cinnamon and use shaker.)

GRILLED CHEESE SANDWICHES

2 slices bread
1 slice American Cheese



Den & Pack Resources

1 T. butter or margarine

Directions: Put the cheese between bread slices. Melt butter in skillet. Toast the sandwich over low heat. Flip the sandwich over with a turner. When both sides are toasted, eat and enjoy.

FRUIT SPARKLE

1 can of frozen juice concentrate - any flavor
Ginger Ale

Directions: Follow the directions on the can, but use ginger ale instead of water to dilute the concentrate.

FRENCH TOAST

2 eggs
1 cup milk
1/4 teaspoon salt
3 tablespoons oil
4 or 5 slices of bread

Directions: Break eggs into bowl. Beat until smooth and blended. Mix in milk, salt. Pour in shallow pan. Dip bread into mixture and cook in hot oil. Serve with sifted confectioners sugar or with jelly.

CUB SCOUT PIZZA

Preheat oven to 300°

English muffins
Pizza sauce
Grated cheese (any kind)
Meat of your choice, pre-cooked
Toppings of your choice i.e. mushrooms, onions

Directions: Split English muffins into halves to use as the crust. Spread pizza sauce on the muffin half, add the meat and topping of your choice, and top off with grated cheese. Bake for about 10-12 minutes, or until cheese is melted. (For a crispier crust, toast the muffins before adding sauce)

HOT CHEESE PRETZELS

Preheat oven to 425°

1 package dry yeast
1 1/2 cups warm water (105 to 115 degrees)
3 1/2 cups flour
1 cup grated cheddar cheese
1 egg

Dissolve yeast in water. Stir in flour and cheese. Knead dough until smooth. Add more flour 1 teaspoon at a time if dough is too sticky. Break off walnut size pieces and roll into 12" long rope. Twist into pretzel shapes or whatever shape the boys think is pretzel shape. Place on ungreased cookie sheet and brush with beaten egg. Bake at 425° for 15-20 minutes. Warm pretzels are great dipped in melted cheese or soft cheese spread.

CUB SCOUT MONKEY BREAD

Preheat oven to 350°

2 cans biscuits
3/4 cup sugar
1/4 cup cinnamon
4-6 oz. margarine (squeeze margarine works great)



Den & Pack Resources

Remove biscuits from can and cut into quarters. Spread one layer of biscuit pieces in bottom of round cake pan (8-10" pan). Spread 1/4th of the margarine over the layer of biscuits and sprinkle with 1/4th of the sugar and cinnamon. Repeat layers, spreading margarine, sugar and cinnamon on each layer. Bake in oven for 350° for 12-15 minutes, or until browned.

CREAMY AMBROSIA

1 big can fruit cocktail, drained
1 cup shredded coconut
1 cup miniature marshmallows
12 ounces of Cool Whip
1 cup pecans, chopped

Mix all the ingredients together and refrigerate for several hours before serving.

LEMONADE

1/2 lemon
2 teaspoons sugar
1/2 cup cold water

Roll lemon to soften. Cut in half and squeeze out the juice. Add sugar and water and stir well. For pink lemonade add 2 to 3 drops of red food coloring.

TING A LING NOODLE CLUSTERS

Melt 2 (6 ounce) packages semi-sweet chocolate pieces in a double broiler over hot water. Cool to room temperature. Add 1 cut spanish peanuts and 1 to 2 cups of chow mein noodles. Stir well. Drop by teaspoon full on waxed paper. Makes 2 dozen.

BBQ WIENERS

Take 1 package of wieners and cut into bite sizes. Place in pan and let brown, but not dark. Add 1 1/2 cups of your favorite BBQ Sauce. Let simmer for 15 minutes.

HIKER'S BIRD SEED

Mix the following ingredients together and divide into small plastic bags for easy carrying.

Semi-sweet chocolate bits
M&M's or Hersheyettes
Raisins
Unsalted Nuts
Dried fruit bars
Sugared breakfast cereal

MARSHMALLOW PUFFS

Preheat oven to 375°

2 tablespoons sugar
1/2 teaspoon cinnamon
1 can refrigerated crescent rolls
2 tablespoons butter or margarine
8 large marshmallows

Combine sugar and cinnamon. Melt butter over low heat. Dip marshmallows in the butter then in sugar and cinnamon.



Den & Pack Resources

Stretch the crescent roll just a little then wrap the marshmallow making sure that no holes are showing. Bake at 375° in a greased muffin tin for 12-15 minutes.

GOOBER APPLES

Wash 2 apples. Carefully cut each apple into 4 pieces. Take out the core and seeds. Put apples slices into a dish. Place 3 tablespoonfuls of peanut butter in the dish. Dip the apples into the peanut butter then eat.

BREAKFAST PIZZA

Preheat oven to 375°

1 pound pork sausage or bacon
1 package (8) refrigerated crescent rolls
1 cup frozen loose packed hash browns, thawed
1 cup shredded sharp cheese
5 eggs
2 tablespoons parmesan cheese
1/4 cup milk
Salt and pepper to taste

In a skillet cook sausage till brown, drain or cook bacon until crisp, drain then break into pieces. Separate crescent rolls into 8 pieces. Place in ungreased 12" pizza pan with points toward center. Press over bottom and sides to form crust; seal perforations. Spoon meat over crust. Sprinkle with thawed hash browns. Top with cheese. In bowl beat together eggs, milk, salt and pepper. Pour over cheese. Sprinkle on parmesan cheese. Bake 25-30 minutes.

CARAMEL CORN

1/2 cup packed brown sugar	1/4 cup butter or margarine
2 tablespoon dark corn syrup	1/4 teaspoon salt
1/2 teaspoon vanilla	8 cups unsalted popcorn (<i>measured after popping</i>)

1. Make the popcorn in your popcorn popper. Depending on the brand of popcorn you use, you will need 1/2 cup or more of unpopped corn.
2. Place the popped corn in a deep glass 4 quart casserole.
3. Mix together brown sugar, butter, corn syrup, and salt in a 1 1/2 quart glass bowl.
4. Cook, uncovered, 2 minutes, stir after 1 minute.
5. Stir. Cook, 1 minute, 30 seconds, stir after 45 seconds. THIS IS HOT!
6. Stir in vanilla.
7. Pour the hot brown sugar mixture over the corn. Stir to coat.
8. Cook 2 minutes, stirring after 1 minute.
9. Pour out on a tray lined with waxed paper to cool.

GRILLED CHEESE TORTILLA

Tortilla's
Grated Cheese (*any kind*)

Bake or grill a sandwich using tortillas in place of the bread. Slice like a pie and serve.

CINNAMON TORTILLA TREAT

Small to medium flour tortillas
Sugar and cinnamon (*mix 50/50*)
Cooking oil

Spread a very light coat of oil on both sides of flour tortilla. Place under broiler, on cookie sheet, until golden brown; turn and brown other side. (won't take long). Remove from oven and sprinkle with cinnamon and sugar mixture.



Den & Pack Resources

TOOTSIE ROLLS

2 tablespoons margarine (room temperature)
1/2 cup corn syrup
2 squares of chocolate melted
1 tsp vanilla
3 cups powdered sugar
3/4 cup dry powdered milk

Put all ingredients in zip lock bag, knead until well mixed. Roll into ball or log shapes.

DUMP CAKE

1/2 cup brown sugar
1 egg
1 can cherries
1 cake mix
1 stick margarine

Spray pan with non stick cooking aerosol. Spread brown sugar evenly on bottom of pan. Cut margarine into thin pats and distribute evenly in pan. Add cherries in juice. Mix beaten egg with cake mix and spread over cherries. Bake at 400 degrees for 25 minutes or until brown.

PUDDING CONES

1 pkg **INSTANT** pudding
ice cream cones

Mix instant pudding as directed on package. Serve in ice cream cones. Can top with whip cream or any topping.

PUDDINWICH

1 cup plain yogurt
1/2 cup peanut butter
Graham crackers, chocolate wafers or oatmeal cookies

Combine yogurt and peanut butter. Spread on crackers or cookies. Top with another cracker or cookie. Wrap in plastic wrap and freeze.

This is a great snack for warm weather. Make this snack when the boys first get there, let them freeze during your meeting then serve at the end and they should be frozen.

RED HOT GUMMY APPLES

Cut out core of an apple.
Fill with red hots candy.
Microwave 3-4 minutes turning halfway through.
Stick some gummy worms in it for fun.

BANANA WRAPS

1 8 inch flour tortilla
2-3 tablespoons peanut butter
2-3 tablespoons jelly
1 small banana, peeled

Place tortilla on a paper towel. Microwave 10-20 seconds on high or until tortilla is soft and warm. Spread with peanut butter and top with jelly. Place banana near the right edge of the tortilla. fold up the bottom fourth of tortilla, bring right edge over the banana and roll up.



Den & Pack Resources



Den & Pack Resources



Den & Pack Resources



Leadership

SUCCESSFUL PACK OPERATION

The following guidelines have been followed successfully by many packs. You may want to use this as a check sheet to see where your pack operation can be improved.

- Enthusiastic parent participation
- Good attendance at pack meetings and activities
- Pack administered by committee
- Work shared by all leaders
- Treasurer handles finances, keeps accurate records and operates pack on a budget plan
- Advancement records are maintained
- Cubmaster is executive officer of pack and responsible for program
- Adult leaders are correctly uniformed and trained
- Adult leaders attend monthly roundtables regularly
- All dens meet weekly and have two deep leadership
- Trained Den Chiefs in all dens.
- Den leaders meet regularly with den chiefs
- Pack has a least one Webelos den
- Regular monthly pack leaders meetings
- Regular monthly den leader/den leader coach meetings
- Pack holds annual pack planning conference to plan year-round program
- Pack has a plan to transfer Cubs into Webelos
- Pack holds impressive graduation ceremonies into Boy Scouting
- Pack conducts at least one service project
- Impressive ceremonies are used for induction of new families and advancement
- Pack has an effective membership recruiting plan
- Pack has close working relationship with a Boy Scout Troop
- Badges and awards are presented at the monthly pack meeting immediately following when the boys earned them
- Pack reregisters on time with at least 50% of its members
- At least 50% of registered boys advance in rank each year
- Pack earns Honor Unit Award
- Leadership and performance of adults is recognized regularly.

SAMPLE PACK COMMITTEE MEETING AGENDA

Opening:

Greeting and introduction of new members or guests - *Chairman*

Minutes:

Reports from previous meeting - *Secretary*

Planning:

Next pack meeting - *Cubmaster or Chairman*

Pre-opening activity
Opening
Game
Song
Skit
Advancement
Announcements
Closing

Other activities: *All*

Den Activities/Reports: *Den Leaders*

Future Planning: *Chairman*



Leadership

Financial Report: *Treasure*

Assignment of Responsibilities: *Chairman or Cubmaster*

RESOURCES

Where can leaders obtain the materials that are needed for den and pack activities? Who can help provide these materials? How do leaders use what has been obtained? Resources are everywhere! The creative use of resources can strengthen the Cub Scout Program in the den and pack.

The Boy Scouts of America publishes a wide variety of material to help the leaders plan the Cub Scout program. Resources are the answer to the cry of "help" from leaders. Page 161 of the Cub Scout Leaders Book is a good place to start.

Each leader should establish his or her own resource list or file. It is a good idea to write things down, keep them in a specific place in an orderly fashion. One means of keeping resources well organized is 3 x 5 cards filed in a recipe-type box. Individual leaders may make their own files or the pack committee may make a large, combined file to be available to all leaders and committee members. The den leader coach needs a well-organized resource file to help the den leaders plan and execute the program.

In dealing with specific resources it is more manageable to split them into categories... people, places, and things. These categories do overlap but a pack or individual resource file should contain some information on most of the following suggestions:

SOURCES OF MATERIAL AND EQUIPMENT

1. **DONATIONS OF MATERIALS:**
 - a. Parents, grandparents, other relatives, neighbors, friends of Scouting (these are responsive resources).
 - b. Local businesses.

2. **SCOUT SERVICE CENTER:**
 - a. Literature
 - b. Insignia
 - c. Badges of office
 - d. Special recognitions
 - Woolaroc Walk Patch, Zoo Train Patch, etc.
 - National Summertime Pack Award, Honor Unit Award, Training Awards
 - Recognition plaques, trophies, certificates, etc.

3. **LOCAL SCOUT DISTRIBUTOR:**
 - a. Literature
 - b. Insignia
 - c. Uniforms
 - d. Equipment

4. **BOY SCOUT TROOP:**
 - a. Loan of equipment and props for special recognition ceremonies.
 - b. Loan of camping equipment for Webelos outings.

5. **OTHER SOURCES:**
 - a. Local craft stores.
 - b. Army/Navy Surplus stores.
 - c. Garage sales.



Leadership

- d. Catalogs
- e. Close-out sales.

SOURCES OF PROGRAM INFORMATION AND IDEAS

- | | |
|---------------------------------------|-------------------------------|
| All Boy Scout literature | Roundtables |
| Pow Wows | District/Council Committees |
| Professional Scouters | Commissioner staff |
| Council Newsletter (Smoke Signals) | Philmont Training Conferences |
| Den Leader Coach | Leaders from other packs |
| Workshops (including out of Scouting) | Libraries |

SOURCES OF SUPPORT

FAMILIES:

- a. Transportation
- b. Telephoning
- c. Refreshment/parties
- d. Instruction
- e. Leadership of activities

COMMISSIONERS' STAFF:

- a. Uniform inspections
- b. Charter renewal
- c. Program assistance
- d. Special recognition ceremonies
- e. Help on recruiting

SCOUT SERVICE CENTER:

- a. Information
- b. Professional assistance
- c. Camping facilities
- d. Training schedules
- e. Material/equipment

DISTRICT COMMITTEE:

- a. Basic leader training
- b. Information
- c. Special assistance
- d. Leadership for special events
- e. Monthly Roundtables
- f. Rally training/recruiting

PACK LEADERS:

- a. Past experience
- b. Assistance/planning
- c. Special talents/skills
- d. Help in recruiting
- e. Leadership of activities

BOY SCOUT TROOP:

- a. Leadership assistance on Webelos campouts
- b. Den Chiefs
- c. Webelos graduation
- d. Other special recognition ceremonies

CHARTERED ORGANIZATION:

- a. Assistance from chartered partners
- b. Charter renewal
- c. Participation in pack activities
- d. Facilities/Information

ARMED SERVICES:

- a. Uniform inspections
- b. Instruction/flag courtesy
- c. Guided tours (National Guards)

SOURCES OF FINANCIAL SUPPORT FOR PACKS

- a. Pack Budget (den dues)
- b. Pack money-raising projects (require council approval)
- c. Scout-O-Rama ticket sales

Good luck in building your resource library!!!

SUGGESTED TAX DEDUCTIONS

A considerable amount of money is spent each year by Scouters in carrying out their volunteer service to Scouting. Certain allowable deductions are authorized for volunteers under the Internal Revenue Service Code, Section 170:



Leadership

1. Annual registration fees.
2. Transportation expenses to and from Scouting events and meetings.
3. Purchase price of adult uniforms, emblems, and insignia.
4. Maintenance and cleaning of uniforms and equipment which are required for use in the performance of volunteer services.
5. Actual unreimbursed expenses incurred by attending Scouting meetings and conferences, in or out of the council territory. This includes out-of-pocket expenses and reasonable expenditures for meals and lodging necessarily incurred while away from home in rendering such volunteer service.
6. Contributions, stationery, mailing and telephone expenses, serving refreshments at meeting, cost of training material, literature, equipment, and memorial contributions.

Naturally, each deductible item must be substantiated by adequate records. More details are explained in the IRS booklet *Charitable Contributions* available at your Internal Revenue office.

TURNING PARENTS INTO LEADERS RECRUITING - RALLY TIME

Usually, we have no problems recruiting boys into Cub Scouts. They are ready to join, eager to wear the uniform, enthusiastic about the badges. The group we really need to convince is the parents to be leaders.

Rallying is a group sales technique that you can use to recruit the parents as leaders. First, you must expose family needs, then show them a solution..the **Scouting solution**.

Recruiting has some important parts that must be done in order. There are four necessary steps:

- **OPENING:** States it is time to start thinking about what you are doing there, as well as the audience.
- **INTRODUCTION:** Tells the group who you are, and most importantly, what gives you the authority to be up front. (experience, position in Scouting, etc.) Introduce yourself and give background and credentials and why you are the authority.
- **SALES PRESENTATION:** tells what it is you have, and how they can use it, why they need it, and how they can get it. The most important part of this step is why they need it. You must be sure they understand this or you are not going to get a commitment.
 - Tell the motivational story about Baden-Powell and how Scouting all got started. Wind up with his concerns, purposes, and ideals.
 - Scouting today is the same as it was then..it addresses the same concerns. It offers the same solutions to things I worry about..things most parents worry about for their children.
 - What are some things you are concerned about for your son?
 - I want to teach skills that will give my son an advantage when he reaches the adulthood - LEADERSHIP SKILLS. How do I do that as a parent?
 - I'm concerned that my son is a good CITIZEN. Respects the rights of other,their property.
 - I want my son in a good environment with friends who don't turn to vandalism, drugs or other things that will harm him.
 - I want my son to learn how to have successful relationships with others. To understand the need for truth,



Leadership

honesty and fair play. I want him to practice it now so he know how important it really is to be an adult of GOOD CHARACTER.

This is what Scouting is all about! We teach leadership skills, values, citizenship. We teach, we practice, we learn, we experience.

- **CLOSE:** Asking them to do what you want them to do.

- Scouting is a family oriented program.. operated by families. We are a volunteer program. Those who conduct the Scouting program are moms, dads, aunts, uncles, friends and neighbors, just like you and me. We are unique in a way, though..In most groups, when you agree to participate, you are given the books and a fond farewell by the outgoing volunteers.

- Here's where our strength really is...Why are we the largest, most consistent youth organization in the world today? Because our purpose is sound, because we care enough to train you, share with you, help you, comfort you, laugh with you. You don't ever have to be the "Lone Den Ranger."

- There are a number of ways you can help insure your son gets the most of his experience in Scouting. You pick the time you can spend and we'll show you how you can help your son. All our families participate in some way. Once a month, right here in this room, all the Cub Scouts come together for an hour and show all the things they have done during the past month...and get recognition for doing it. Is there anyone here who can't spend one hour with his son each month?

- Some of you will not be able to take more than that hour a month to help and that's fine. We don't want to embarrass you. There are others of you who will be able to give more time. Some of you will take a direct role in guidance with you son and spend 3 hours a week just to make sure he gets the benefit of all those things we're concerned about. That's called a den leader.

- First of all, I imagine all you boys came here tonight to join Cub Scouts and start doing all the neat stuff we do in Scouting, like Pinewood Derby and Sports, etc. I'm going to hand out some application forms for you to complete. Walk through the form, explaining the cost, including Boy's Life.

- I didn't ask, and I'd be remiss if I didn't, did anybody come with the intention of being a den leader? How about if it didn't require a Doctorate in Child Psychology, years of training and a tendency toward self punishment? How about if I told you step-by-step, everything to do, would yo take 3 hours a week to spend helping your son get the most of our great program? That 3 hours is one hour of planning, one hour of meeting, and one hour of worrying. After the first few meetings, you will be able to eliminate the one hour of worrying. We really need your help. Discuss job descriptions, preparation of den meetings, resources, roundtable and training opportunities.

- Perhaps the best way for you to make certain you're not getting in over your head is this:

Next _____ (*find out a convenient time*) we'll spend one hour..I'll tell you all the things that need to be done and how much time it takes. You decide if you want to do anything then, and if so, what. If nothing appeals to you, we won't embarrass you by trying to pressure you into taking some job. Is that fair?

- **COLLECT REGISTRATION FEES.**

PARENT INVOLVEMENT

What is parent participation? It might be a mother helping her son make an Indian vest for his den stunt, or a dad hauling home some old scrap wood to assemble a den game chest for his son's den. It could be these and many other helpful things parents do. But wait... this is participation not cooperation... to many times we simply send our children to someone away from home to let others worry about them. In the Cub Scout Program, the whole family participates.



Leadership

It's important to the success of a pack. Leaders must always remember that the Cub Scout program was designed for parents to use with their sons. Parents simply do not let their son join Cub Scouting - they join with them.

- It starts with the Cubmaster, den leader and committee members. Be prepared with a few simple rules and procedures that your pack has agreed on. If you want parents to participate and cooperate, tell them exactly what they're in for, what you want them to do, and what they can expect from the program.
- Every parent and new leader should be encouraged to attend a Cub Scout Parent/Leader orientation.
- Be proud of being a Cub Scouter - BRAG about it! Tell how rewarding it is. Parent participation must begin either before or during the joining period. Don't make it too easy to join your pack. Make sure your information on parent participation is explicit.
- Parents have ideas and talents, too. Use them. Families can help with refreshments, transportation, den projects or by providing leadership for special projects. They can help by attending pack meetings, serving on pack committees and help support money earning projects.

THE PACK MEETING

There are several elements of a successful pack meeting. The most important thing to remember is that the pack meeting is for the BOYS. Cub Scouting is THEIR program... not the adults.

Elements of a good pack meeting include:

- ☺ Planning
- ☺ Timing
- ☺ Participation
- ☺ Fellowship
- ☺ Recognition
- ☺ Spirit
- ☺ FUN, FUN, FUN

The meetings should be planned with goals in mind. Themes, current fads, or events that Cub Scouts are interested in can help keep things on track. Pack meetings should be kept under 90 minutes in length. The interest of the Cub is limited. So is that of an adult, especially if there is a good show or football game on TV at the same time as the meeting.

The Cubmaster should not be the only adult involved in the program. Parents, leaders, and the boys should be involved. Individual den participation is essential. If boys and their parents are involved, they are more likely to enjoy the program and keep coming in the future.

Fellowship is a must before any pack meeting. A gathering time activity such as a game before the meeting, gets people together and acquainted. Fellowship after the meeting is just as important. Refreshments are a good way to get people to mix and visit. This is a great time to recruit adult volunteers.

Prepare a written agenda for the pack meeting and be sure to use it! See that all leaders have copies before the meeting starts. Stay with the written game plan unless something drastic makes you change. The use of the written game plan will make the meeting move smoothly, permit it to end on time, and prevent leaving something important out.

FUN...the most important element, should not be overlooked. If people have fun, they will return and remain enthusiastic about the Cub Scout program. The spirit of Scouting should prevail throughout the pack meeting. Show enthusiasm for the program...**enthusiasm is contagious. Pass it around!**

PACK COMMUNICATION

Most packs have a lot of people involved - a lot of people who need to know what is going on, where, and



Leadership

when. Some information needs only to go to parents, other information goes to den leaders, member of the committee, the boys, or the district.

Lines of communication need to be established between:

- The council and pack.
- The district and pack.
- The cubmaster and den leaders.
- The chartered organization and pack leaders.
- The pack and the community.
- The leaders and the Cubs.
- The leaders and the parents.
- The parent and Cubs.

Many things occur from poor communication. The pack may miss an important event, the boy may not receive his next advancement, the parents may miss out on an outing. There are many ways to improve communication and let everyone know what is happening.

Some things that can be done are:

- Take notes
- Listen
- Plan
- Review notes
- Encourage ideas
- Don't make communication to parents entirely the den leaders responsibility
- Understand that others may interpret the information differently

HOW TO KEEP COMMUNICATION GOING

YEARLY CALENDAR:

Each year at the annual planning meeting the pack should set monthly themes for the program for the next 12 months. Along with the themes the pack meeting, dates, times, and places should be set. This information is vital and should be shared with every family in the pack as soon as it is available.

SURVEY SHEETS:

Survey sheets provide information. If a survey sheet is completed by each family, valuable information is in the hands of the pack leaders. This will help the leaders know and understand the boys' families and help in accessing available resources and talents. The Parent Talent Survey Sheet is an excellent form to use and is available at the Council Office.

NEWSLETTERS:

A pack newsletter can provide everyone with important dates and events. It can help to inform everyone on what has happened. Newsletters may include den doings, fund raising information and welcoming new Cubs and leaders. Don't forget to thank everyone who has helped. If newsletters are mailed they are more likely to be seen by parents than if sent home with the boys.

POSTERS:

Posters help tell what is going to happen or what has occurred. A den can use a poster to tell about its activities. Be sure to use lots of pictures!

SKITS:

Skits may be used to promote an upcoming event. A skit could provide entertainment as well as sharing information within the pack meeting.

NOTES:

A note given to each boy as he leaves a meeting can be very useful in communicating with parents.

TELEPHONE:

While not the most effective method, it has the advantage of communicating immediate information and messages.



Leadership

PERSON to PERSON:

A leader can get and receive information by talking to parents and boys one on one. Discuss things that are going to happen and get feedback. Invite parents to visit the den meetings. Parent participation may increase and so will communication.

The Scout Uniform

The Boy Scouts of America has always been a uniformed body. There are many reasons for this. One reason stands out above all the rest.

We wear the uniform because it is a means of identifying ourselves openly with the principles to which we are committed - character development, citizenship training, physical and mental fitness.

The fact that youth and adult members of Scouting wear a uniform doesn't mean that we're all alike. We come from different ethnic and racial backgrounds. We have our own religious beliefs and political views. We are each individuals with our own family traditions and loyalties. So the uniform is not intended to hide our individuality. But it is a way we give each other strength and support. It is a bond which ties us together in spite of our differences. It is a way of making visible our commitment to a belief in God, loyalty to country, and to helping other people.

Uniform Policy

The official uniforms are intended primarily for use in connection with activities of the Scouting movement. They should be worn to all den and pack events. They may also be worn to school, church, or at any family function. The uniform may also be worn while participating in a local council approved pack money-earning project which does not involve the sale of a commercial product or service. It may be worn when selling tickets to such events as Scouting shows which are approved by the council.

The uniform may not be worn by either Cub Scouts or adults leaders when:

- Soliciting funds or engaging in any selling campaign or commercial operation.
- Involved in any distinctly political endeavor.
- Appearing on the stage professionally without special approval from the national Executive Board.
- Taking part in parades, except when rendering service as a Cub Scout or leader.
- Participating in demonstrations not authorized by the Boy Scouts of America.

See Rules and Regulations of the Boy Scouts of America and Insignia Control Guide for additional information on uniform rules and regulations.

Adult Field Uniform

The field uniform should be worn when the focus of the program is directed at young people. This would be Scouting Shows, camporees, unit events, camp, unit meetings, roundtables, leader training, commissioner functions and similar events or activities. The field uniform for men and women is described in the Cub Scout Leaders Book, Chapter 14, and the Insignia Control Guide.

Adult Dress Uniform

The dress uniform is worn when the volunteer or professional is involved with non-uniformed Scouters, such as District committee, council executive board, and council committees, or with non-scouter groups such as service clubs, PTAs, or at formal Scouting functions such as annual dinners, or annual meetings.

How to Wear the Neckerchief

The scout neckerchief is an important part of the uniform and must be worn properly. The following information is a guideline to wearing the neckerchief.



Leadership

- Fold the long edge over several flat folds to about 6 inches from the tip of the neckerchief. A tight fold prevents gathering around the neck and is neater than rolling.
- Place the neckerchief around the neck of a shirt, either with the collar turned under, or with the neckerchief worn under the collar.
- Draw neckerchief slide over ends and adjust to fit snugly.
- The portion of the neckerchief which shows below the back of the neck should measure no more than 6 inches.

The following neckerchiefs are approved for wear in Cub Scouting:

FOR BOYS :

- Gold Wolf neckerchief
- Light blue Bear neckerchief
- Plaid Webelos Scout neckerchief

FOR ADULTS :

- Cub Scout leader neckerchief (dark blue with gold trim)
 - Webelos Den Leader neckerchief (plaid, similar to boys')
 - Dark blue Cub Scout Trainers' Woodbadge training neckerchief (if earned)
 - Mauve Woodbadge neckerchief (if earned)
 - District or Roundtable neckerchiefs (if approved by Council)



Insignia for Red Jackets

The proper universal emblem for the appropriate Scouting branch is worn on the left pocket. The Philmont bull emblem is designed for the red wool jac-shirt (black for men, white for women) and is worn on the left shoulder above the pocket. Boy Scouts may wear their leadership corps patch centered on the right pocket. On all jacket, the Philmont or other high-adventure base emblems may be worn centered on the right pocket or in the same relative position if there is no pocket.

Members of the National Eagle Scout Association or Order of the Arrow may wear their six-inch emblem on the back of the jacket, as may those who have participated in international activities such as the World Jamboree. Only one such emblem may be worn. No other badges or insignia are approved for the red jackets.

The Red Vest

The red patch vest No. 537 (boys) or No. 539 (leaders) may be worn with the official uniform on all but formal occasions. These exceptions would be Blue and Gold Banquets, uniform inspections, etc.

This vest was designed for your extra patches such as Day Camp, Scouting Show, Pow Wow, Pinewood Derby, etc. since only one temporary patch can be worn on the uniform at a time.

This vest is available through the Scouting distributors. **Badges of Rank** do not belong on the red vest.

Summertime Uniform



Leadership

BOYS :

Official shorts and Cub Scout T-Shirts are recommended for all outside summer activities. This gives the boys a feeling of being in uniform without wearing the uniform with all the badges, which would be restrictive.

ADULTS :

For both men and women, official shorts and knee socks. Men can wear official T-Shirts.

The Webelos Uniform

The Webelos Scout has the option of wearing either the blue uniform of Cub Scouting or the khaki/tan uniform they will wear as Boy Scouts. Insignia placement is the same on both uniforms. The placement of insignia on the Webelos uniform differs from the Cub Scout uniform as follows:

Flag - Moves from above the right breast pocket to the right shoulder.

Den Number - May or may not be worn. Patrol emblems may be worn to designate different Webelos Dens in the same pack. Other than these differences, the placement of permanent insignia on the two uniforms will remain the same.

The Webelos visor cap is where the Webelos Scout wears their Webelos Activity Badges as hat pins. Pins may also be worn on the Webelos "colors", which is pinned to the top of the right sleeve.

Looking your Best

Are you encouraging the boys in your pack to wear a complete Cub Scout uniform? If they are allowed to attend the meetings in blue jeans, they are missing an important part of Cub Scouting, the thrill of wearing a uniform.

The Cub Scout Handbooks and the Cub Scout Leaders Book are clear on the subject of proper uniforming, so don't tell your boys or parents that jeans are acceptable when they are not.

It is the leader's responsibility as a registered adult of the Boy Scouts of America to encourage boys to obtain the official uniform. Cub Scout pants are not only more appropriate, but, they are equal or better in quality and wearability to jeans of the same price.

What would you think of a policeman who wears plaid trousers with his uniform? How about a hospital intern wearing, while on duty, a sport coat with his white trousers? Or what would you think of a bus driver wearing a fireman's hat, or even more absurd an airline pilot wearing the silks of a jockey as he boards the plane? They'd all be "out of uniform" wouldn't they?

Something wonderful happens to a boy when he wears his Cub Scout uniform. As if magic, it seems to lift them out of just plain belonging into active and spirited participation.

Look at a uniformed pack and you will see a unit with high spirit, a unit that gets things done, and a unit that attracts other boys. Many of these new boys join so they may wear the uniform too.

Uniformed leaders are the key to good uniform in your pack. Cub Scouts respect leadership and will follow the example. Let our Cub Scouts know how you feel about the official uniform, they'll do the rest.

Remember to set the example....

Uniform Insignia



Leadership

Advancement

Advancement is one of the methods we use to achieve Scouting's aims of character development, citizenship training, and personal fitness. Everything a Cub Scout does to advance is designed to achieve these aims and aid in his personal growth. Advancement is a process by which a boy progresses from badge to badge, learning new skills as he goes. We should remember that badges are simply a means to an end and not an end in themselves.

Cub Scout advancement is not competition among boys. Each Cub Scout is encouraged to do his "personal best" by advancing steadily and purposefully, setting his own goals with guidance from his family and leaders. The ranks and badges are outward recognition. The real benefit to the boy comes from doing and learning.

Parents should be aware of their duties as parents in the pack, with emphasis on working with their son's advancement. Most parents want their son to do well, and would help if they knew just what was expected of them. In the front of each of the handbooks is a parent's supplement. This explains what Cub Scouting is all about and what they (the parents) must do to make it happen.

RANKS

BOBCAT - The new Cub Scout, regardless of this age, earns the Bobcat badge soon after registering. This rank involves learning the Cub Scout Promise, the Law of the Pack, and some signs and symbols of Cub Scouting. After receiving the Bobcat badge, the boy works on the requirements based on his grade.

WOLF - A second grade Cub Scout works on the requirements for the Wolf badge. When he has completed all of these he receives his Wolf badge at the pack meeting. Then he works on elective projects in 20 different interest areas until he goes into the third grade.

BEAR - A third grade Cub Scout works on the requirements for the Bear badge. He works from a field of 24 achievements, when he completes 12 then he receives his Bear badge at the pack meeting. Upon completing these, he works on elective projects, in the Bear book.

WEBELOS - When a boy enters the fourth grade he transfers to a Webelos den. While working toward the Webelos rank and the Arrow of Light Award, the boy earns any or all of 20 activity badges that range from Aquanaut and Sportsman to Geologist and Forester. The Webelos den leader approves the boy's work or assigns someone else to approve it.

ARROW OF LIGHT - The Arrow of Light is the highest award in Cub Scouting and helps prepare the boy for transition into a Boy Scout troop. This badge is the only Cub Scout badge that may be worn on the Boy Scout uniform.

IMMEDIATE RECOGNITION

As a Cub Scout completes his achievement for the Wolf or Bear rank, the den leader should make sure he is recognized at a simple ceremony in the den meeting, using the Cub Scout immediate recognition kit.

When he completes three of the 12 Wolf achievements, present him with the Progress Towards Ranks patch with a thong and yellow bead attached to it. Each time he completes three more achievements, present another yellow bead. When he completes all 12 achievements and earned four beads he is eligible to receive the Wolf badge at the pack meeting. This step-by-step recognition is an incentive for boys to earn their badges.

The same procedure is followed for recognizing Bear achievements, except the red beads are used. They are



Leadership

attached to the second thong on the Progress Towards Ranks patch. This patch may be worn along with the Wolf and Bear badges.

IT IS IMPORTANT THAT ALL RANKS ARE EARNED, NOT GIVEN.



Leadership



Leadership



Webelos

WEBELOS PROGRAM

Although Webelos Scouts are still an integral part of Cub Scouting, with the same purposes, it is a transitional program. It is moving the boys from a family based program in which the parents approve work, to a unit leader led program where the Webelos den leader must approve advancement. It is a transition from the simpler Cub Scouting program and ideals to the more challenging program of Boy Scouting and the more complex ideals of the Scout Oath and Law. It is a transition from the home and neighborhood based Cub Scouting to the wider world of Boy Scout camping, hiking and the wilderness.

Webelos Den Leaders have two objectives:

Provide every Webelos Scout the opportunity to earn his Arrow of Light.

Lead and successfully coach the boys to the threshold of a positive Boy Scouting experience.

WEBELOS DEN LEADERSHIP

Webelos Den Leader - Should be interested and enjoy working with 4th and 5th grade boys and serve as a role model. This person leads the Webelos den in a year-round program of activities and helps ensure that the boys graduate into Boy Scouting. The Webelos Den Leader also provides regular coaching to the Den Chief related to the den's program activities.

Assistant Webelos Den Leader - Assists the Webelos Den Leader in planning and carrying out a program of activities for the Webelos den.

Webelos Den Chief - A registered Boy Scout, active in the troop and selected by the Scoutmaster to serve as a program assistant to the Webelos den leader.

Activity Badge Counselor - Various adults, often parents, who have knowledge of one or more activity badge areas. They are recruited by the Webelos Den Leader and help Webelos Scouts gain self confidence in dealing with adults.

Other key leaders who will help the Webelos leader to provide a quality program are:

Webelos Den Leader Coach - In packs having more than one Webelos den, this Scouter is the coordinator between dens in planning activities, use of resources, contacts with Scoutmasters, participation of Webelos dens at pack meetings and is the person to keep the Cubmaster informed.

Troop Webelos Resource Person - A registered adult in the troop, usually the assistant Scoutmaster for new Scouts. May have personal knowledge in teaching Boy Scout skills, but equally important, should know where to secure resource people to assist in Webelos activity badges and other projects. Is appointed by the Boy Scout troop to serve as the liaison between the troop and Webelos den(s).

KEEP IN MIND YOU DO NOT HAVE TO DO IT ALL YOURSELF. There are plenty of Scouters who are willing to help. In addition, there is a wealth of community resources, publications and teaching aides to help you cope both with your limited time and lack of background in some areas. Using these people and materials will not only enrich the program for the boys, but increase your enjoyment of it as well.

UNDERSTANDING WEBELOS SCOUTS

As a Webelos leader this may be your first exposure to dealing with several boys in this age group. You may feel intimidated or even frightened. If you are in either of these groups you are not alone. Many new leaders feel the same way. As nine and ten year old's a group of boys can be a challenge, but they are also a lot of fun. They Webelos program, as designed, allows the boys of this age group to stretch themselves, be challenged and have fun.

Nine year old boys are very inquisitive by nature and want to be challenged. The program you provide should fill their needs, yet not be so difficult as to discourage them. Exposure to skills does not necessarily mean mastery of skills, just



Webelos

a challenge, a learning experience and fun. Some boys this age have a terrible time with skills. The desire is there, but ability may not be. Remember, any real attempt on their part is the challenge and even the reward. Never compare one boy's accomplishment to another's. At this age a boy needs a compliment for a job done to his ability. Nine year olds also need learning to be fun. Along the theme of the particular activity use games, both mental and/or physical, where possible. The challenge to this age boy comes in many forms, and when fun is involved the learning can become easier.

At nine the boys can be unpredictable. One week he loves the current activity. The next week the continuance of the same activity bores him. The key here is to keep them busy, and to keep all the boys involved. Have the bored boy show the others or you how he is doing his project or skill. Two deep leadership is an important factor here. Two helping and guiding works well.

First year Webelos also like to tease, poke, verbalize or antagonize the other boys, but hate it when the same is done to them. Two will "gang up" on one, then just as fast one of the pair will be best friends with the boy being teased. As the group gets older though it generally gels into a unit and although everyone isn't "best friends" they look out for one another.

As the first year progresses you will begin to see a change in the boys overall maturity level. At first it may not be readily apparent. Then after a particular meeting you will be aware the boys were more attentive, or quieter, or more on task. After a little thought you will realize they have been this way over the last few meetings, or maybe at the last pack meeting. At this point you begin to hand over more responsibility to the boys.

The ten year old Webelos is generally more mature than he was in his first year in your den. His self control is greater. His willingness and ability to lead is better. His strength and self-confidence are higher. The poking and teasing and silliness generally decreases. The unit becomes stronger as a result. As this happens you as their leader should hand over more of the den responsibilities to the boys. Taking roll, collecting dues, deciding on activity pins to work on, den activities planning, etc. goes to the boys, and your job becomes easier.

As second year Webelos the boys are now most likely mature enough to understand the need for being quiet at pack meetings and often begin to attempt to keep the younger boys in the pack quiet at the appropriate times. However, remember these ten year olds are still boys, so don't expect too much from them.

In summary, when you reflect back on your first few meetings with nine year olds and compare them to your last meeting with them as ten year olds you will see a greater change than you ever imagined possible.

TRAINING AVAILABLE

Webelos den leaders and assistants should complete their district's Cub Scout Leader Basic Training and a Webelos leader outdoor experience. They should also attend their district's monthly roundtables and council pow wow.

Fifth grade Webelos leaders and assistants are encouraged to attend the Boy Scout Scoutmastership Fundamentals before they start the second year. In this way, the leaders will better understand the Boy Scout program and will be able to adapt their meeting and activities in the final stages of this transitional period.

PROGRAM PLANNING

The Webelos den does not operate with the recommended monthly themes. Instead, it uses a monthly activity badge focus. Part of each month's activity badge program should include something to do at the pack meeting. This could be a fitness demonstration or a display of projects. The point is that the Webelos den should remain an integral part of the pack, and should have a part in each pack meeting.

The mission of the Webelos program is to provide activities which are fun for boys and meet their needs, interests, desires and contribute to their growth. The goal of the Webelos den is to hold a boy in the Cub Scout pack and graduate him into a troop. That's why a quality program is of such importance.

Annual Planning - A Webelos/Troop annual planning meeting should be held during the summer before the pack's annual planning meeting. A tentative calendar of activities is set, including joint quarterly activities with the troop. Resources are identified and activity badge counselors are recruited. This plan is incorporated in the pack's annual plan.



Webelos

Monthly Planning - At least once each month the Webelos den leader, assistant, Webelos den chief and troop Webelos resource person meet to work out details of activities for the next month. The key to successful planning is the monthly activity badge.

Involve the boys in program planning. They need to learn leadership, and they will surprise you with their ideas. Get them involved in setting a code of discipline for the group.

Leadership is learned and developed. You can become an effective Webelos Leader if you will prepare yourself and take the time to learn. Remember to be flexible in your planning. There are no "pat answers" to handling boys. Don't be afraid to experiment. Be thankful for the opportunity which has come your way to work with and influence the lives of boys. There is a great deal of satisfaction in helping boys along the way to manhood.

THE TWO YEAR WEBELOS PROGRAM

The Webelos program is structured as a two year program for 4th and 5th grade boys. While the two year program is not optional, the way it is administered can be varied to accommodate the circumstances for each pack. There will be two main ways of running the program. The first is having separate first and second year dens. The second is to run one den with a mixture of first and second year boys.

SEPARATE DENS

This scheme works well for packs with a fairly large number of first and second year Webelos. Coordination of the program between the first and second year dens is essential. In general, the dens' programs should be planned so that the first year den (*or dens*) concentrate on the Webelos rank and the activity badges necessary to achieve it, while the second year den (*or dens*) concentrate on the Arrow of Light and moving into Boy Scouting. One way to accomplish this is by designating half of the activity badges as first year badges, and the other half as second year badges. Keeping in mind, that Fitness is required for the Webelos rank, and Citizen and Readyman for the Arrow of Light.

Possible activity badge arrangement:

First Year	Second Year
Aquonaut	Artist
Communicator	Athlete
Craftsman	Citizen
Family Member	Engineer
Fitness	Geologist
Forester	Outdoorsman
Handyman	Readyman
Naturalist	Scholar
Showman	Scientist
Traveler	Sportsman

Other arrangements are, of course, possible.

Combined Dens

For small packs with limited membership and leadership, the above program may be undesirable or impossible. In this case, there are a couple of ways of dealing with the 2 year program. One way, is to run a combined first and second year program, alternating working on first and second year badges.

Another option is to use a modified patrol method. Webelos dens can name their dens and use the Boy Scout patrol medallions as identifying insignia. During activity badge time, the groups could split, with the first year patrol working on Webelos rank and first year activity badges, and the second year patrol working on the Arrow of Light and second year



Webelos

badges.

Regardless of how your pack decides to run the two year Webelos program, the adults of the den can set the tone of the den by dedicated program planning and evaluation.

PARENT INVOLVEMENT

Getting parents involved is an essential part but not an easy part of your job as Webelos leader. However, some parents like to camp, some are good at woodworking, some are familiar with nature, or maybe they are engineers or geologists. All of these are important activities within the Webelos program. Ask a parent for some help other than transportation or snacks.

Communication may be the key to getting the boys' parents involved and keeping them there. Greet them as they drop off their boys or pick them up. Phone them once a month to inform them of upcoming field trips or events. Talk with them at pack meetings. Send out a monthly calendar. Your taking the time to communicate means you care about their boys. And that is very important to all parents.

Schedule and conduct a Webelos Den organizational meeting with parents.

1. Explain the Webelos program to the parents.
 - A. Webelos to Boy Scout transition
2. Decide on meeting day.
3. Decide on meeting starting time and length.
4. Decide on meeting location(s).
5. Decide on dues structure, if any.
6. Plan program for the year.
 - A. Den meeting structure
 - B. Campouts
 - C. Field trips
 - D. Pack meeting participation
 - E. Other den activities
8. Prepare parent talent survey.
9. Secure parent participation in activity badge program presentations.
10. Be flexible -- always have plan "B" and plan "C" ready.

Remember to use your Resources and KISMIF

WEBELOS TO SCOUT TRANSITION



Webelos

HOW THE TRANSITION PLAN HELPS THE BOY

Webelos to Boy Scout Transition is one of the most, if not the most important job you have as a Webelos leader. It is your job to guide the boys through the Webelos requirements, their Arrow of Light ceremony, and on to Boy Scouts. Transition to Boy Scouting is not that difficult a task if you plan ahead. Planning is the key.

Many Webelos Scouts will go on into Scouting with no help at all. But at least half of them need to know more about their opportunities for fun and adventure in the Scout troop. That is really the purpose of the Webelos-to-Scout transition plan, to give the Webelos Scout a sampling of the troop program, troop leadership, personal advancement, a training and learning experience and an appreciation of troop organization and relationships.

You, as a Webelos leader, are the means for the boys transition to Boy Scouting. As a leader you supply the road which the boys must travel for successful transition to a Boy Scout Troop. If the road you provide is not well marked the boys will be fearful of what is around the next turn and they may never complete the journey. The boys' transition involves knowledge, understanding, and communication. Through your leadership and teamwork with other pack leaders, and with the Boy Scout Troops in your area you can supply the necessary road map for your Webelos to follow.

Preparing your Webelos to become Boy Scouts actually begins early in the first year of the Webelos program. As Webelos the boys learn about outdoor skills, about more challenging tasks through activity badge requirements, through greater independence and leadership. As second year Webelos your boys should be exposed to Boy Scout Troops in your area. In their second year they should be learning the Boy Scout Oath, Motto, Slogan, Sign, Salute and Handshake. They have been camping as a den and might have gone to a Webelos Long Term Summer Camp. If all this has been done then the transition has begun and the Webelos you lead are ready to visit troop meetings and camp with the Boy Scouts as guests.

The boy's Webelos badge and Arrow of Light Award reach into the requirements bordering on Scouting skills, giving him a view of Scouting advancement. He sees boy leadership at work and senses his own potential as a junior leader.

In short, the boy's desire for troop membership is the result of this gradual change in appetite for troop oriented activities.

YOU AND THE TROOP LEADERS WORK TOGETHER

When the Webelos-to-Scout transition program is used, Webelos Scouts want to join Boy Scout troops. As a part of this program, Boy Scout leaders give you help and support, participate in the joint meetings and campouts with you, supply a den chief and a troop Webelos resource person, and establish a pack-troop relationship of a permanent basis.

Your unit commissioner can help you make a list of nearby troops, with leaders' names and phone numbers. If a unit commissioner is not available, either the Cubmaster or the Webelos den leader will need to take the initiative to get things going.

If available, the unit commissioner can help bring together the Webelos den leader, Cubmaster and Scoutmaster for their first meeting. If commissioner is not available, call the Scoutmaster and arrange for all to sit down together and to share your mutual needs. It will be a time to get acquainted, define responsibilities, discuss leadership needs and make plans to recruit any needed leaders. Set up a plan for regular communications between key leaders to keep every one interested and informed.

YOU AND THE PACK LEADERS WORK TOGETHER

The following are responsibilities that should be done by den and pack leaders to ensure Webelos-to-Scout transition.

Webelos Den Leader

- Use the parent-talent survey sheets to identify potential activity badge counselors.
- Train the Webelos den chief and help him to register for and attend den chief's training.
- Recognize the Webelos den chief in front of the pack or Webelos den.
- Complete Webelos den leader training as soon as possible.



Webelos

- Work with the Webelos resource person and Cubmaster to conduct effective graduation ceremonies at the pack meeting.
- Attend roundtables on a regular basis, especially any joint Webelos and Scout leaders' roundtables.

Webelos Den Chief

- Receive training from the Webelos den leader and attend den chief training. Secure a Den Chief Handbook.
- Participate in the yearly Webelos program planning meeting.
- Be familiar with the Webelos badge and Arrow of Light Award requirements in order to assist Webelos Scouts in their advancement.
- Attend all Webelos den meetings and participate in district "Webelos Woods" activities.
- Assist with all pack (or den)/troop activities and participate at pack meetings with Webelos Scouts in skits, stunts, songs, demonstrations, etc.
- Assist with Webelos overnight campouts, showing Webelos Scouts the proper use of troop equipment.
- Secure help from troop junior leaders.
- Assist activity badge counselors at Webelos den meetings as needed.
- Represent the Webelos den to the troop and the Scouts to the Webelos den. Explain the "patrol method" enthusiastically.
- Participate with the pack, Webelos den and troop in joint service projects.

Cubmaster

- Sit down with your unit commissioner, Scoutmaster and Webelos den leader to determine what needs to be done to improve Webelos graduations.
- Assist in planning and conducting stimulating graduation ceremonies, involving parents, the Scoutmaster, the den chief, the Webelos den leader and boy leaders from the troop.
- Conduct Webelos den induction ceremonies and Arrow of Light Award ceremonies.
- Support the Webelos den leader in pack/troop activities.
- Help establish and maintain strong pack/troop relationships.
- Encourage high advancement standards for the Webelos Scouts.
- Include Webelos den participation in pack meeting activities.
- Attend roundtables on a regular basis. Attend any Webelos and Scout leader's roundtables with the Webelos den leader.
- Recognize the den chiefs at the pack meetings.
- Support the year-round Webelos den program.
- Help to recruit activity badge counselors from the pack.

Pack Committee



Webelos

- Help recruit and support the Webelos den leader(s) and provide resources for the Webelos den.
- Promote Webelos-to-Scout transition through the chartered organizations.
- At each monthly meeting, keep informed of Webelos den progress and needs.
- Help bring families together at joint pack(or den)/troop activities.
- Promote and support strong pack/troop relationships, sharing with the troop committee the need for graduations into the troop.
- Work closely with the unit commissioner in effecting a smooth flow of boys into the troop.

Activity Badge Counselor

- Provide activity badge instruction at the Webelos den meeting.
- Be familiar with the Webelos Scout book in presenting activity badge information and certifying advancement.
- Help recruit other activity badge counselors.
- Lead field trips related to activity badges.
- Provide resources and instruction on selected activity badge.
- Hold to the time schedule for activity badge instruction.

Webelos Den Leader Coach

- Coordinate activities between Webelos dens in the pack.
- Coordinate Webelos overnight campouts between Webelos dens in the pack.
- Work closely with the troop Webelos resource person.
- Plan for pack meeting participation by the different Webelos dens.
- Help recruit activity badge counselors.
- Aid in training Webelos den leaders and den chiefs.

SUGGESTIONS FOR A SUCCESSFUL TRANSITION

Sign up for and attend your district's next Scoutmastership Fundamentals Training. The course is not only for Scoutmasters. Parents, committee members and anyone interested is welcome to attend. This is a great way to get firsthand knowledge of how a troop works. You can then take your knowledge back to your Webelos and get them excited.

At every opportunity talk about Boy Scouting.

Take your Webelos camping. Teach them the basics about fire building, knots, camp tasks, cooking, site selection and camp rules.

Introduce them to service projects.

Show pride in your uniform.

Gradually hand over den leadership to the boys. Let them learn what it is like to have the added responsibility.

In their second year expose the boys to as many Boy Scout Troops as you have time for.



Webelos

Create games as a form of learning the Scout oath, law, motto, and slogan. There is nothing like a little competition to spark boys this age.

If you were a Boy Scout, talk about your adventures and apprehensions. Show the boys some of your old gear or pictures.

Let the boys talk about their ideas of what Boy Scouting is, their anticipation and their fears.

OVERVIEW OF THE BOY SCOUT PROGRAM

Like Cub Scouts, a Boy Scout Troop is structured with a chartering organization, a charter representative, a committee, and adult leaders, in the case a Scoutmaster and Assistant Scoutmasters. The boys are divided into patrols, rather than dens, and are boy led. The Senior Patrol Leader fills the position of the troop's boy leader.

The chartering organization provides a meeting place and helps the troop in any way it can. The representative acts as liaison between the troop and the sponsor. The committee insures the troop is following BSA policy, helps conduct boards of review for rank advancement, and considers the troop's means of finance.

The Scoutmaster and his/her assistants carry out the program with the boys and have the closest exposure to the troop as a whole.

The Senior Patrol Leader (**SPL**) not the Scoutmaster, conducts the troop meetings. The SPL is an elected position, determined by regularly scheduled elections and voted on by the boys in the troop. The SPL is not picked by the Scoutmaster or the committee. Patrol leaders are also elected by the boys within each patrol. The SPL, his assistants, and the patrol leaders comprise the Patrol Leaders' Council (**PLC**). The PLC meets generally once a month to plan and review the troop's progress. With the assistance of the Scoutmaster the PLC determines the troop's program.

The Patrol Leader conducts the individual patrol meetings with the assistance of an adult Assistant Scoutmaster. The Patrol Leader leads the patrol in planning for campouts, other activities, Scouting skills, games, advancement, etc.

As members of a patrol the boys work as a unit, and individually. As a unit they camp, work on patrol service projects, and carry out troop assignments together. As individuals they work on merit badges, rank advancement and self-improvement.

THE OUTDOOR ADVENTURE

The outdoor program is an integral part of the Webelos adventure. To many boys it is **THE** adventure. Without the outdoor experience your program cannot be a success. After all, what do most people think of when Cub Scouting and Boy Scouting are mentioned? Camping, hiking, nature, forestry, etc. And what was one of the first questions your Webelos asked you? When can we go camping?

The outdoor program for Webelos is not just camping though. It is the end product of the program, and comes after gradual exposure of the boys to the outdoor environment through use of field trips, outdoor games, outdoor meetings, neighborhood hikes and day hikes. Yes, the boys are very anxious to go camping, and yes many Webelos leaders want to expose their dens to camping right away, but waiting until the den is late in it's first year is the right thing to do.

Although many new Webelos leaders seem reluctant to take the boys outdoors to do anything more adventuresome than a field trip, a few others, who at one time were Boy Scouts or who are seasoned campers, go to the other extreme. They want to take their boys camping Boy Scout style the first year. There are several reasons why this practice should be avoided. **FIRST**, many times the boys are not mature enough physically, socially or intellectually to fully grasp the concepts and skills more properly left to older boys. Such practices could jeopardize a young boy's safety. **SECOND**, by introducing these skills too early, the overzealous Webelos leader can spoil a younger boy's future Boy Scout program. Learning to work together as a patrol and depend on themselves is a cornerstone of the Boy Scout program. The most important method used to achieve this goal is learning to provide the basics of food, water, shelter, clothing,



Webelos

warmth, and personal hygiene and safety in the outdoors away from the dependent environment of the home. If you expose the boys too early to some of these skills, they may get bored with them in Boy Scouting before they have learned the art of working together as a social unit and depending on one another for specific outcomes. Thus, you will be cheating them out of exploring the roles of leadership and committed followers which is one of the core benefits of the entire Boy Scout program.

Webelos camping is basically car camping. In general, it is an introduction to the fun and skills of camping. In Boy Scouting boys ideally master those skills and move out of car camp to the frontier of true wilderness travel. If they go on to Explorers, they may join a post where they will become expert outdoorsman and wilderness travelers capable of coping with any environment for which they have been trained on earth. Your Webelos outdoor program could be the beginning of one of your boy's long, long journey to eventually realize this exciting reality. Please realize that the process of getting there will take years. Skills must be learned gradually and safely. The pages that follow should help define the policies, scope, dos and don'ts of the Webelos program.

OUTDOOR PROGRAM POLICES

As in the rest of the Cub Scout program, the Webelos program is centered around the home, neighborhood and family. This policy is very important in the outdoor program. In reference to the outdoor program parental involvement is mandatory. Parents must be involved not only to help provide proper transportation, but to also aid in control of the boys when your meeting is away from your home or the normal meeting place. The BSA national office has guidelines for parental involvement, transportation, field trips, and Webelos camping. A brief summary of BSA national regulations for Webelos outing are as follows:

- Tour permits should be filed at the local Scout office before your outing occurs if travel by motor vehicle is involved.
- If traveling by motor vehicle all drivers must be 21 years of age or older, be properly licensed and insured, and be approved by the pack committee.
- If a truck is used, boys are permitted to ride in the cab only, using proper seat belts. No riding in the truck bed is permitted.
- All passengers should be provided with and use a seat belt. Set the example.
- Proper medical forms should be in your possession whenever you and your boys are together.
- There should be no camping in route to the destination. Stay in hotels, motels or private homes.
- Cub Scout groups are permitted to visit military installations, but overnight stays are not permitted.
- If camping, no adult except parent or legal guardian may under any circumstance share a tent with a boy other than the boy under his/her guardianship.

TOUR PERMITS

A tour permit is a form that officially registers your outing with the local council office. It helps assure that national guidelines are met concerning the ratio of adult leaders to boys and the legal age, licensing, and insurance of drivers. The local council also uses these permits to compile statistics on local unit activities. Many Boy Scout camps will not allow your visit without having one. For all these reasons, the tour permit should be considered necessary whenever you are going on any trip.

The forms are available from your local Scout service center. If you file them by mail, allow two weeks. If you file them in person, they can be stamped by the council office the same day. You must fill out both the top and bottom. The office will stamp the form and give the bottom part back to you. Keep this part of the form and take it with you on the outing. You may be asked to present it, especially if you are going to a Boy Scout camp. You will need to know the number of boys that are going and the number of leaders including yourself. You will also need to know the names and addresses of the other leaders (*adult drivers*) and some idea of the amount of insurance they carry on their vehicles. There are minimum requirements (*see back of form*). Each boy should have a seat belt. These precautions not only help you to stay within the national guidelines and state law, but protect the boys as well. Please note that you must have the signature of a member of the pack committee sign the permit in addition to yourself.



FIELD TRIPS

Field trips are a welcome and exciting diversion to the den meeting. Ideally, they should enhance and expand the particular activity badge that is currently being worked on. Thus, they should be planned several weeks in advance. The boys will generally enjoy the change in setting and speaker. If you work out the agenda in advance, often the boys can earn several requirements towards the badge without realizing it.

Like any other den meeting, a successful field trip demands adequate preparation. Although some may be spontaneous, brought on by an unexpected event or natural occurrence, most should fit neatly into your program. They often can serve to bring a particular aspect of an activity pin to life that may otherwise seem dull and boring. Also, an experienced practitioner may more easily handle the questions and teaching than you can. But in so far as you can, be careful of who you select as the speaker. Ask for someone who is personable and good with children. Lecture should be alternated with some activity to get the kids involved. If this is not possible, suggest that the setting be changed every few minutes. A walking tour often achieves this. Review in advance with the person handling the tour the requirements you feel the tour might cover. It will help the speaker prepare what he is going to say as well as gear the talk to the age group.

Advise the parents weeks in advance of when and where you are going. Ask for volunteers to help drive. Invite them to go along. It may be best to meet together first where your den meeting takes place and then go to the field trip site. This seems to eliminate confusion. Tell the parents both the departure time and when you believe you will be back. Try to be punctual. Everyone concerned will appreciate this. Make sure you have signed permission slips and a tour permit, if appropriate. Finally, prepare the boys for the field trip. Review with them what they are going to do and see. Remind them that they are Scouts and how they behave will reflect on all Scouts. Ask them to think of questions for the person conducting the tour. You might suggest some that follow the guidelines of a particular requirement. You should prepare a game or two to play with them in case there is an unexpected delay or some wait. When the tour is over, have the boys write a thank you note, either individually or as a den, to the person who gave the tour. Small courtesies, such as this, are a valuable habit for the boys to get into and are many times deeply appreciated by the person providing the tour.

DEN HIKES

Den hikes are an excellent way of exposing boys to the outdoors. Other than in the confines of a building, such as a shopping mall or a school, it is amazing how little people walk outside anywhere anymore. So even a brief urban hike can present new opportunities for discovery. Always have an objective for the hike. It may be to the local Braums for ice cream. Or it may be to a starting point for a treasure hunt. Allow the boys to have some input into the objective.

Not only should there be an objective, but think of some things to do along the way (*if you don't, the boys will*). Boys like to collect things. Use this natural instinct to help them earn their activity badges. For example, keep an eye out while passing construction sites for different types of wood used in the building of a home. This will help them earn Forester. Note the shape of leaves or clouds. If you don't know much about it, make your library an objective. Or bring books to your home for after the hike, if the library is too far away. You can then share in the excitement of discovery of identifying what you have seen and indirectly teach the boys valuable skills, habit, and resources. For Naturalist, challenge them to collect as many different kinds of insects as they can find on the sidewalk. Limit the physical space of the activity or they will run all over the place.

Hiking is great time to learn songs, especially songs with a cadence or a response. The natural rhythm of walking makes this activity irresistible even for boys who may be too embarrassed to participate in songs in a den meeting. Songs pull them together as a group, banish boredom, and make hiking a real joy. The tradition of trail songs is at least centuries old. The voyagers that helped to open up the Northwest part of our country west of the Mississippi in the late 1700's and early 1800's hired on new employees not only based on their physical capability and skills with a canoe, but their ability to sing. Songs helped to ease the fatigue brought on by 14 hour days of paddling and carrying 200 pound loads over swampy uneven harbors.

If the hike is about a mile or so in an area with no facilities, encourage the boys to carry a day pack with such things as snacks, a rain poncho, a canteen or plastic bottle of water, and their Webelos Scout Book. Day packs can comfortably hold up to about ten pounds. Boys should generally carry no more than about five. They may protest that they can carry more, but once on the trail, they may begin to complain of aching shoulders. Unlike a backpack day packs have no hip belt to help redistribute weight from their shoulders to their hips. Do not encourage boys to wear a backpack. In any case they are too young for true backpacking. This is an activity and a skill that they will later learn in Boy Scouting.



Webelos

WEBELOS OVERNIGHT CAMPOUT

Of all the outdoor activities you lead as a Webelos Den Leader the Webelos overnight campout is probably the most ambitious. It is the one event that your boys in general are the most excited about and may remember the longest. Some of your boys may have camped before with their families. Some of them will have never camped before. But even if they have, camping overnight with friends their own age has a tremendous appeal to nine and ten year old boys. It is your job as a Webelos leader to first of all provide the opportunity for the experience to happen and then make sure that you plan quality activities to help ensure the campout's success. A Webelos program without at least one or two campouts cannot be considered complete, nor totally successful. Campouts will both help hold the interest of the boys in the program and prepare them for new adventures in the Boy Scout troop they join.

TWO ADULTS ARE REQUIRED TO BE PRESENT AT ALL TIMES AT ANY SCOUT MEETING, OUTING OR FUNCTION. THIS IS BSA POLICY AND MUST BE STRICTLY FOLLOWED.

Because of the extra measure of freedom that a campout affords they boys and the virtual impossibility of a single leader to keep his eye on all of the boys all of the time, policy requires that at minimum one adult should be present for every three boys. Who this person must be is not specified beyond the fact that he must be 21 years or older. **AT LEAST AT FIRST, TRY TO MAKE THE RATIO ONE TO ONE.** This presents a problem for some families with single parents or whose fathers must travel for a living and, therefore, seldom are able to make the campouts. If you are camping with a Boy Scout troop, an Assistant Scoutmaster could serve in this capacity but this should be planned for in advanced. A neighbor, a grandparent, an uncle, even an Eagle Scout no longer in Scouting could serve in this capacity.

Given the importance of the outdoor program, the national office encourages several overnight campouts during the year. It is best to consider only spring, summer and fall as seldom are they boys equipped in either gear or skills to cope with a winter campout. Campouts may be conducted on a den, pack, district, or council basis. The Boy Scout program can lend you an invaluable hand in putting on these campouts. Webelos Woods is an excellent way to introduce the boys to camping. If you are camping with a sponsoring troop, they can help you plan the campout and provide much of the gear which you may not have. In addition, Webelos Woods provides the boys a day long program geared to their interests and abilities. Occasionally, your Den may be invited, again by a sponsoring troop, to a council camporee. These too are excellent programs although the activities tend to be geared to the Boy Scouts' interests and abilities. Finally, a troop may invite you to go with them on their own campout. Do not assume that the troop will provide you with a program. You may have to plan your own activities for your boys with interaction with the troop at specified times during the weekend. All of these encounters with the Boy Scouts not only serve to help you with your needs for camping equipment and know-how, but also expose the boys to the activities and fun of Boy Scouting. It is a much more complete picture of what a troop is and does to see them in an outdoor setting learning and participating as patrols in challenging outdoor programs. Visits to a meeting at night at a church can only give them a hint of the real fun and excitement of Boy Scouting.

In planning and preparing for your own Webelos overnight campout, use the scope of the Webelos program as a guide. The Webelos program is the last step in Cub Scouting. Cub Scouting is a family oriented program that attempts to expose boys to many new and exciting concepts and skills within the context of the family's community and own religious beliefs. These ideas and skills are presented to them through crafts, activities, and games that emphasize fun. In particular, the Webelos program continues this tradition, but begins to stretch the limits. In the earlier Cub Scout years, the Den Leader's home is the focus of activity. In Webelos, because of the crafts and new skills involved, the boy may spend part of the den meeting in the leader's garage working on basic repairs or wood working skills. Another part may be spent in the back yard rigging a tarp tent. The focus of the meeting has expanded from the kitchen table to include the back yard and the garage on a fairly regular basis. The outdoors is more an integral part of the Webelos Scout program than it is in either the Wolf or Bear programs. Whereas before, many times the moms lead the younger Cubs in the den meetings, now in the Webelos program dads are encouraged to go with their sons on campouts.

But even as the scope of the Webelos program is larger than the rest of Cub Scouting, it does have its limits. Keep in mind that one of the goals of Webelos is exposure to new ideas and skills, not mastery. The same thing is true of camping. Campouts are basically car camping where the boys are introduced to the basics of site selection, tent raising, bedding, fire building and simple cooking. They will complete, finesse, and expand these skills as Boys Scouts, not as Webelos. But early exposure will help make that eventual mastery easier.

WEBELOS LEADER OUTDOOR QUIZ

1. How many Webelos father-son over night campouts are permitted in a year?
2. Who is responsible for the Webelos Scouts on the overnight?



Webelos

3. Who is responsible for the planning, organizing and leading the overnight?
4. What do you do if all dads can't go?
5. How do you get tentage and equipment?
6. Who cooks the meals?
7. What kind of meals should be planned?
8. What should be done with empty bottles before leaving the camp grounds?
9. What about empty cans?
10. What do you do with garbage? With trash?
11. What is the easiest way of handling dish washing?
12. What is a slit trench latrine?
13. What do you do if drinking water isn't available at the campsite?
14. How can transportation best be handled?
15. List some good Webelos camp activities?
16. The first step to a successful Webelos den overnight is a meeting of _____.
17. Webelos den overnight away from home can use a good guide to safe practices by securing a _____ from the local council.
18. If your overnight camp is located where swimming and boating are possible, you should use the _____ for help in conducting your swim program.
19. All overnights should be conducted with the _____ and _____ of the boys in mind.
20. What things should be avoided on hikes?

ANSWERS

1. There is no limit.
2. Their dads or guardians.
3. The Webelos den leader, with the help of the assistant den leader, Webelos den chief and the dads.
4. The family should get some other dad or adult family member, neighbor or friend to take the boy.
5. Dads can be asked to furnish it or borrow it from the local Scout troop.
6. Fathers and sons from buddy teams.
7. Simple, such as heat and serve.
8. They should be washed and taken home.
9. They should be burned out in the fire and when burned, flattened then taken home.
10. Webelos garbage should be dried beside the fire and burned with the trash. Nothing should be buried.
11. Suggest that paper plates and cups and plastic utensils be used. Cooking utensils can be washed in hot water and detergent.
12. A sanitary facility. A slit trench is dug away from the cam and screened for privacy. The dirt is piled to one side with a paddle stuck in the dirt pile. After each use of the latrine, the paddle is used to spread a layer of dirt in trench.
13. Have each father and son bring water from home in plastic jugs or other closed-top containers. About 3 gallons per team.
14. Use private cars with dads driving. Don't overcrowd cars. Remember, one seat belt per passenger.
15. Flag raising, lowering, campfire program, games and Sunday morning service, fishing, swimming or conservation projects.
16. The Webelos den leader with the dads.
17. Local Tour Permit
18. Safe Swim Defense Folder.
19. Health and Safety.
20. Heavily traveled highways, private property, railroad tracks, natural hazards such as fast-moving streams, steep cliffs and loose rocks.

PREPARING FOR THE WEBELOS OVERNIGHT

Preparing the Boys

Preparing the boys goes beyond informing them that a campout has been planned. This period of preparation for the campout offers many opportunities to introduce materials which will be helpful to the boys in their Webelos training.

The den meetings leading up to your first Webelos overnight campout should provide instruction in the activities for the campout. Hold the meeting outdoors and invite the other adults who will accompany the boys. For suggestions to incorporate in these meetings see the Outdoorsman activity badge in this section.



Webelos

Prepare the Adults

Preparing the adults is equally as important as preparing the boys. The end result of this operation is a smoothly-run campout with everyone knowing what is expected. Properly informed adults will reduce the load of responsibility on the Webelos leader to a minimum and will make the campout more enjoyable for everyone.

Meeting with the Adults:

Held about two or three weeks prior to campout. This should give a fairly good estimate of how many adults will be going and is close enough to the actual date that last minute changes can be avoided. Probably, 100% of the adults will not attend, so be sure that those who don't are contacted soon after the meeting and informed of its content.

This is a planning meeting for adults. More will be accomplished if the Webelos do not attend.

Cover these items at your meeting:

- Date of campout
- Location - cover in detail how to get there. Give the adults a map.
- Time and place of rendezvous and estimated time of arrival back home.
- Schedule of events of campout. Plan activities you feel the boys would like to participate in. For example a nature walk, hikes, swimming, fishing, campfire program.
- Menu for Webelos Scouts and adults.
- **NO ALCOHOL ALLOWED ON CAMPOUTS.**

This meeting with the adults can be an excellent time to get to know each other better. Don't overlook the leadership potential within this group. Give the adults an opportunity to participate in leading the activities.

Aside from the fun you Webelos Scouts will experience on this campout, they should have satisfied the requirements for the Outdoorsman Activity Badge by the time they return home. In addition to this badge, certain requirements for Geologist, Naturalist and Forester could also be satisfied.

Plan your camp schedule to take into account the religious duties of the boys. If your camp extends into Sunday morning, be sure that they have an opportunity to attend services at their own church back home, a church in a nearby town or at camp, or you might schedule a brief service at camp for your own group.

A planned program is necessary so that your Webelos Scouts do and learn as well as live in a camp setting. Your schedule should be flexible. If you have allotted 1 hour for a nature hike and the boys are enjoying it and learning, don't hesitate to extend the time. Cut short any period which isn't working out as planned.

When you arrive home do evaluate the experience. Then at the next den meeting find out from the boys what they like and didn't like. This will enable you to plan for next time.

SUGGESTED AGENDA FOR A 1-NIGHT CAMPOUT

Saturday A.M.

- Arrive at campsite. Set up tents and bedding. Gather fuel supply if needed and permitted.
- Raise U.S. flag with ceremony.
- Have nature hike. Do activity badge work.
- Go fishing.
- Boy-adult teams prepare and eat sack lunch. Clean up.
- Free time.
- Have activity badge work or swimming.
- Boy-adult teams build cooking fires and prepare dinner. Den eats as a group.
- Wash dishes and clean up.
- Free time.
- Lower U.S. Flag with ceremony.
- Have Campfire program.
- Lights out.



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Sunday A.M.

- Reveille.
- Air Bedding. Clean up campsite.
- Boy-adult teams prepare and eat breakfast.
- Wash dishes and clean up
- Hold religious service. Boy-adult teams may go to a nearby church or a nondenominational service may be held at the campsite.
- Strike camp. Leave site in better condition than you found it.

CAMPOUT CHECKLIST

■ Departure and arrival

- From what point do we leave? When?
- How long will it take to travel to campsite?
- When will we return?

■ Campsite

- Have you filed a Local Tour Permit?
- Are reservations or other permits required?
- Does the campsite lend itself to conservation projects?
- Is firewood available or do we need to bring it from home?
- Is the water supply safe or do we need to bring our own?

■ Transportation

- Do we have enough cars and qualified drivers to carry boys, adults and equipment?
- What about car pooling?
- What about public transportation?

■ Participation

- Is there an adult to accompany every boy?
- Are any substitute adults needed?
- Is the den chief coming? Was he involved in the planning?
- Will anyone from a troop be there?

■ Equipment

- Do the boys and adults know what to bring?
- Who will bring bow saws or axes for cutting wood?
- Who will bring the first aid kit?

■ Meal Preparation

- Have we planned simple fare? Hearty ingredients?



Webelos

- How many meals? Which ones? Snacks?
- Are there utensils to match the menus?
- What about eating utensils? Paper plates and cups for easy disposal?

■ Activities

- Games? What kind? Who will lead them?
- Campfire? Who is responsible for what?
- Hikes? Fishing? Swimming? Who?

OUTDOOR COOKING

Cooking and eating are an adventure. Eating is fun and so is fixing food to eat. There are so many activities that offer an opportunity to cook and eat. There is just something about camp cooking that is special. Cooking outdoors requires a different set of rules and equipment. Take time to plan some activities that will include food preparation, whether it is brought in a paper sack or food that will be prepared by the boys. Even cooking a hot dog or marshmallow can be a real challenge - having it cook just right and not burnt. Cooking is a skill and cooking outdoors with charcoal, wood or a buddy burner will take some skill. Take time to talk about what you plan to cook, discuss safety and practice fire building.

It is fun to beat eggs, mix pancakes, make a milkshake or cherry cobbler. It can be lots of fun as long as you know what you are doing. Don't be too ambitious to start with, remember the age of boys you are working with. Do simple recipes and progress as their skills develop. Outdoor food does not have to be cooked. A good lunch can be part of the day without having to take time out to cook. Maybe the first venture could be an after school snack.

SAFETY AND GOOD COOKING HABITS

Start out by getting yourself ready to cook.

- Protect your clothes from spills by putting on an apron; then wash your hands.
- Read the entire recipe carefully.
- Organize the bowls, spoons, pans and other equipment that you will need.
- Read and know about making fires and fire safety.
- Have all the ingredients for the recipe. Measure ingredients accurately. Follow the recipe mixing the ingredients.
- While the product is cooking, put things away and clean up your work area.
- Stay near your food. If you forget them, they will cook too long and burn.
- Turn pot handles away from the edge so no one will bump the handle and cause pot to spill.
- Always use potholders when handling hot pans. Keep all towels, pot holders, clothes and hair away from the flames.
- Learn how to use a knife.

OUTDOOR COOKING HINTS

- Pack charcoal in a paper egg carton and tie shut. When ready to use, just light the carton.
- For a wood fire, use candle pieces wrapped (*like candy*) in wax paper. Light the paper and the wax will keep it going long enough to ignite your kindling.



Webelos

- Handy fire starters (*never-fail*) can be made by placing one charcoal briquette in each section of an egg carton (*paper kind*). Cover with melted wax. Tear apart and use.
- Handy fire starter. Save lint out of lint filter in clothes dryer. Place lint under kindling and use as tinder.
- Put a burger fresh from the grill into the bun and place in a plastic bag for about a minute. The bun will be steamed warm.
- Let a pan or bucket of water heat on the fire while you eat and your dish water will be ready when you are.
- Melted paraffin, applied inside and outside a cooler leak will seal it.
- A bar of soap will stay clean on a cookout if kept in the end of an old stocking and hung in a tree.
- For safety, always keep a bucket of water nearby when cooking outside.
- When camping, choose foods that keep well with little or no refrigeration. Check out instant and dehydrated foods.
- Cool the ice chest before you fill it. The ice will last much longer.
- Cans of frozen juice can help keep other foods cold when packing your ice chest.
- Freeze fresh meat before putting in cooler. It will last longer and also help keep other foods cold. Even make hamburger patties and freeze with double paper between each.
- Give yourself plenty of time to start a fire and wait for wood or briquettes to be ready.
- Brush grates of a grill with oil to prevent meat from sticking.
- Don't forget to rub the outside of metal pans with liquid detergent - it sure helps when it comes time to clean up.

COOKING TRICKS

You won't want to spend your whole day cooking while in camp. In the beginning, cooking will take up a lot of your time, but soon you'll learn a number of tricks that will get you out of the "kitchen" quickly.

One of the most important tricks in camp cookery is to have exactly the right kind of fire ready for the job on hand when you start cooking -- quick flames if you have boiling to do, low flames for stewing, a bed of glowing coals for frying and broiling.

In the kitchen at home, your oven can be set for the exact temperature called for in a recipe. When camping, you can come close to determining correct temperature by learning the trick of counting seconds while holding your palm in at place where food will go.

A cookbook will call for specific measurements by the teaspoon, tablespoon, or cup. In camp, your fingers and palm will do. The measurements on the next page are for the average hand. Find out how they fit your hand by testing them at home against a measuring spoon and cup.

As you pick up other cooking tricks, make a note of them. You will find that they will come in handy sooner or later.

BUILDING A FIRE

Before you cook outdoors you must have a fire. Remember that the fire makes the success of the cooking. Learn when to have a quick hot fire, when to have good coals, when to plan for a fire that burns for a long while. Firebuilding and cooking go hand in hand.

Building a fire is a big responsibility. Build a fire only where and if you have permission. You need a grown up around when building a fire. Care of the fire and fire prevention becomes the responsibilities of the person who lights the match.



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A good camper knows not only how to light a fire, but also how to put it out. When he is finished, he makes sure every ember is out and cleans up the fire site.

WOOD FIRES

Have a safe and suitable place for your fire. It could be built in a park, a campsite or a driveway. Clear away anything that can burn - leaves, grass, paper, etc.

Have a bucket of water ready to put out the fire.

Collect your equipment before you start.

For a fire to burn three things are required:

FUEL - material that will burn.

HEAT - enough heat to bring fuel to ignition.

AIR - to provide oxygen for burning process.

When one of the three things is removed, the fire stops burning. Water cools fuel below ignition point, dirt cuts off the oxygen supply.

A fire needs three different kinds of fire material - tinder, kindling and fuel. The match lights the tender, the tender lights the kindling, and the kindling starts the fuel burning.

TINDER - should start to burn as soon as it is touched with a lighted match. Use thin twigs, tops of dried weeds, wood shavings, dryer lint, etc.

KINDLING - is little sticks and can be as small as a pencil or as thick as your thumb.

FUEL - is the larger wood that keeps your fire going. Do not use green or freshly cut wood, it does not burn well.

Stack the wood in three separate piles far enough away from the fire, so that no sparks can fly into stacks.

BUILDING YOUR FIRE

Using larger pieces of wood, form an "A" on the ground. Get your tinder and kindling. You will need two handfuls of kindling. Put the tinder on the "A" instead of the ground. This way the tinder has air underneath it and there is space for your match.

Light the match. Kneel near the fire and strike the match away from you. Tip the match down so that the flame catches on the match stick. On a windy day, kneel with your back to the wind and cup your hands around the match.



Webelos

Now light the tinder. Carefully add more tinder. You may need to blow at the base of the fire.

Add kindling. When the tinder has started to burn, add kindling. Start with small pieces. Remember to keep close together but allow space for air.

TYPES OF FIRE

TEPEE FIRE: This a good fire for quick cooking since the heat is concentrated on one spot. It looks like a tepee. Stack the fuel over the foundation fire. The foundation fire will start the fuel burning. Add fuel as you need it.

CRISSCROSS FIRE: This type is long lasting and makes good coals. It is good for a campfire. To make this, lay fuel over the foundation fire in a crisscross pattern. Be sure to leave room for air. Add fuel as needed.

REFLECTOR BAKING: This type of fire is built against a high back of rocks or logs; a wire screening over coals is good for roasting corn.

After you are finished with your fire make sure it is out by:

- Scattering ashes or embers
- Sprinkling with water
- Drenching charred logs
- Covering with dirt or sand

When you can hold your hand on the spot where the fire was and not feel any warmth, your fire is out.

COOKING WITH CHARCOAL

To start charcoal fires make and use fire starters or a starter can. Charcoal starts slowly. Allow at least 30 minutes before fire is ready to use. To start charcoal use one of the following methods:

- Place small twigs or fire starters close together as a base. Leave an air space beneath starters. Place charcoal on top of this. Light the fire starters, and gradually add a few more briquets, one at a time.
- Use a starter can.

Charcoal will be grey-white in the daylight and red at night when ready.

STARTER CAN

Cut both ends from a one gallon can, or large juice can. Make vent holes with a pop can opener around one end of the



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large can. To use, place can inside grill or on a pan or tray, crumple three full size sheets of newspaper into balls. Place newspaper in bottom of starter can or fill it half way with twigs. Cover with charcoal. Light the newspaper through the vent holes. When charcoal is glowing, remove can with a pair of pliers. One charcoal briquette equals 40 degrees of temperature.

CHARCOAL STOVE

You need: Tin can (#10 or larger)
 Roll-type can opener
 Punch opener
 Wire for handle
 Three pieces sturdy wire screen

1. Remove top of can with roll-type can opener. Punch airholes with punch opener around top and bottom of can.
2. Stick ends of wire through two of the holes at top and twist to make a handle.
3. Push wire screen half way down into can to make a grate. This holds charcoal near top for cooking and keeps air under charcoal. To keep screen from slipping, curl second piece of screen into a coil, and put between grate screen and bottom of stove.
4. Make a stove top out of the third piece of wire screen. This supports your hamburger or the cook pot.

TO USE CHARCOAL STOVE:

Set the stove on cleared ground and put tinder on the grate. When tinder is burning briskly, drop charcoal into fire. Swing the stove by the handle now and then to keep the charcoal burning.

VAGABOND STOVE

You need: #10 tin can
 Pair of tin snips
 Gloves
 Roll-type can opener
 Punch opener
 Hammer

1. Remove lid from tin can using roll-type can opener. This open end will be the bottom of your stove.
2. Cut door in stove. Wearing gloves, take the tin snips and cut from the open end two slits three inches apart and three inches long. Bend this piece of tin back into can and hammer it flat.
3. Punch with the punch opener two or three small holes at the top of the can on the side opposite the door. These are your air holes and serve as a chimney.

TO USE VAGABOND STOVE:

Find a level spot for the stove so food will not run over the side. If stove is not level, put a twig under the low edge.

Press the stove in the dirt so that it makes a ring. Then put it aside. Make a small fire of twigs in the ring. Keep fire small but steady. You can also use a Buddy Burner. (See directions for making.)

Put the stove over the twig fire or Buddy Burner. The stove will get very hot so do not touch it.



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The first time you use your stove you will have to wipe the finish off the tin can after the stove has heated up. Hold stove with a pot holder and wipe off with a paper towel.

BUDDY BURNER

A Buddy burner is fuel and can be used with a vagabond stove. It is also good emergency fuel to have on hand if your stove at home should not work. You can use it in a driveway or an inside fireplace or when you cannot have an open fire. The smoke is very black so do not use it in a room.

You need: A shallow tin can (*tuna or cat/dog food*)
 Corrugated cardboard, cut in strips just a little
 narrower than depth of can
 Paraffin, in a tin can
 Lid from a larger can
 Pot of water on stove

1. Roll cardboard into a coil that fits loosely into the can.
2. Melt the paraffin. Paraffin should always be melted in a tin can set in a pot of water on the stove. Use low heat. Melt small amounts at a time. The vapor given off by the melting paraffin might start to burn, so have a lid from a larger tin can on hand to smother any fire.
3. Fill shallow can almost to the top with melted paraffin.
4. Let the paraffin harden. Now you have made a Buddy burner.

You can make a Buddy burner using sawdust instead of cardboard. Fill the tin can with sawdust and pour in paraffin. You may have to use "wicks" in this to start the burning easier.

TO USE A BUDDY BURNER:

Light the top of the Buddy burner with a match. Now you can cook on your vagabond stove. Never cook directly on the Buddy burner because the smoke is black and sooty.

Place the vagabond stove over the Buddy burner.

Put the fire out by lifting the stove off and smothering the flame with a No. 10 tin can lid or any flat surface larger than the Buddy burner. Use a pot holder to lift the stove, or knock the stove over with a stick. The paraffin will be hot and liquid, so wait until it hardens and cools before you pick it up.

FOIL COOKERY

Foil Cooking Hints

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

Drugstore Wrap

Use heavy foil three times the width of the food. Fold over and roll up the leading edges. Then roll sides for a steamproof seal.



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

Cooking Times:

Hamburger	8-12 minutes	Carrots	15-20 minutes
Chicken pieces	20-30 minutes	Whole apples	20-30 minutes
Hotdogs	5-10 minutes	Sliced potatoes	10-15 minutes

FOIL DINNER

Lay slices of potatoes, onion, and carrots on a sheet of heavy-duty foil then place hamburger patty on top. Cover with slices of potato, onion, and carrots. Season with butter, salt and pepper. Cook 20-30 minutes over hot coals, turning twice during cooking.

CARDBOARD BOX OVEN

A cardboard box will make an oven. Cut off the flaps so that the box has four straight sides and bottom. The bottom of the box will be the top of the oven.

Cover the box inside and out **COMPLETELY** with foil, placing shiny side out.

To use the oven, place the pan with food to be baked on a footed grill over the lit charcoal briquets. The grill should be raised about ten inches above the charcoal. Set the cardboard oven over the food and charcoal. Prop up one end of the oven with a pebble to provide the air charcoal needs to burn - or cut air vents along the lower edge of the oven. Control the baking temperature of the oven by the number of charcoal briquets used. Each briquette supplies 40 degrees of heat (*a 360 degree temperature will take 9 briquets*).

Experiment! Build an oven to fit your pans - or your menu: Bake bread, brownies, roast chicken, pizza or a coffee cake. Construct a removable oven top or oven door. Punch holes on opposite sides of the oven and run coat hanger wire through to make a grill to hold baking pans. Try the oven over the coals of a campfire.

RECIPES

ALUMINUM EGGS (FOIL BREAKFAST)

Sausage
Egg
Hash brown potatoes
Salt, pepper and spices to taste

Place potatoes, scrambled egg (*doesn't need to be cooked*) sausage patty and spices in foil. Wrap securely. Place on coals for 15 minutes.

EGG ON A RAFT (VAGABOND STOVE)



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Bread
Egg
Salt and pepper

Grease the cooking surface of the stove. Cut two inch hole in a slice of bread. Place bread on burner and break egg into the hole. Season and turn over once while cooking.

AZTEC TOOTHPICKS

Heat a white flour tortilla in skillet or top of vagabond stove. Spread cream cheese on tortilla; sprinkle on brown sugar and cinnamon. Roll up tortilla and pig out. Great breakfast, sweet roll or night time snack.

FRENCH TOAST (VAGABOND STOVE)

3 eggs
1/2 cup milk
1 tablespoon sugar
4 slices bread
Butter, syrup, jam or powdered sugar

Beat eggs, milk and sugar together with a fork. Grease the top of a hot vagabond stove with margarine. Dip both sides of a piece of bread in egg mixture, and lay it on the stove. Be careful that the fire is not too hot. When bottom browns, turn the toast over with a fork or turner. You may need more margarine. When the second side is brown, remove the toast to a plate.

VIENNA TOAST

Make a jelly sandwich. Beat two eggs per person (*4 pieces of toast*). Add a little sugar, cinnamon and milk or water. Dip sandwich in egg mixture, fry the sandwich like french toast. Dip fried sandwich in (*or sprinkle on*) powdered sugar instead of syrup. Tastes like a giant jelly donut.

PUNCH DONUTS

Canned biscuits
Cooking oil
Cocoa
Jello
Sugar (*white, brown, powdered, w/wo cinnamon*)

Take a biscuit, punch hole through it with finger. Shape into donut shape. Drop into hot oil. Flip over when brown. Remove from oil, dip into sugar, cocoa or jello. Eat slowly, they are really hot.

SAUSAGE BALLS

1 lb sausage
3 cups bisquick
1 8 oz jar Cheese Whiz or shredded cheese

Combine sausage (*cooked*), bisquick and cheese; shape into balls. Bake in preheated 300 degree oven for 25 minutes or until lightly browned.

NELSON'S STEW

Box of macaroni and cheese
1 can of chunky ham



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Heat water to boiling. Add macaroni and cook until soft. Follow directions on box. Crumble can of chunky ham into mixture, mix thoroughly. This is very easy. Feeds 2 scouts per box of macaroni and cheese, 1 can of ham can be mixed with each 2 boxes of macaroni.

CAMP STROGANOFF

1-1/2 to 2 pounds ground beef
Onion soup mix
2-3 tablespoons of ketchup
1 cup sour cream
1 can cream of mushroom soup
Noodles

Bring pot of water to a rolling boil and cook noodles until done. Brown meat and drain off grease. Add remaining ingredients and simmer until meat is tender. If necessary, thin sauce with a little milk. Serve over cooked noodles.

TACO CASSEROLE

2 pounds hamburger
6 tortillas
cheese grated
2 cloves garlic, minced
2 cans enchilada sauce
1 small can tomato sauce

Brown meat and garlic. Add enchilada sauce and tomato sauce. Simmer for 30 minutes. Tear tortillas and layer pan with tortillas, meat, cheese. Repeat with cheese on top. Bake at 350 degrees for 45 minutes.

DON'S HAWAIIAN DELIGHT

In a square piece of heavy duty aluminum foil place enough of each of the following to make one serving:

Sliced ham
Sweet potatoes
Carrots
Pineapple

Surround the ham slices with the other ingredients on the foil then add 1 tablespoon of syrup or honey. Fold using "drugstore" wrap to hold in the juice. Cook package on hot coals for approximately 15 minutes on each side.

PASTA ITALIANO BAKE

1 lb ground beef
1/4 cup chopped onion
1/4 cup chopped green pepper
1 garlic clove, minced
1 6 oz can tomato paste
1/2 cup water
1 teaspoon salt
1/2 teaspoon oregano leaves
2 cups (4 oz) noodles, cooked, drained
1/4 cup chopped parsley
1/2 cup Miracle Whip salad dressing
3/4 cup Kraft grated parmesan cheese
2 eggs, beaten

Brown meat, drain. Add onion, green pepper and garlic; cook until tender. Stir in tomato paste, water and seasonings. Cover; simmer 15 minutes. Combine noodles and parsley; toss lightly. Combine salad dressing, 1/2 cup cheese and



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eggs; mix well. Layer noodles and meat mixture in Dutch Oven; top with remaining cheese. Bake for approximately 40 minutes. 6 servings.

CORN CASSEROLE

1 can whole corn with juice
1 can cream style corn
1/2 cup melted butter
1 package Jiffy corn bread mix
1 cup sour cream
2 eggs
1 cup cheddar cheese

Mix all ingredients together, except cheese. Bake at 350 degrees for 25-30 minutes. Add cheese on top and bake for 8-10 minutes more.

CHICKEN BREASTS

8 chicken breasts
1 jar or package dried beef slices
8 slices bacon
Salt and pepper to taste
1 can Cream of Mushroom soup
1 small carton sour cream

Bone the chicken breasts and roll one slice bacon around each. Place dried beef slices in bottom of Dutch oven and lay bacon-wrapped chicken breasts on top. Salt and pepper to taste. Pour mushroom soup and sour cream over breasts. Bake for approximately 50-65 minutes until chicken is tender.

SAUSAGE-RICE OVEN DISH

2 1/2 lbs. ground sausage
1 medium green pepper, chopped
1 medium onion, chopped
1 cup celery, chopped
2 cups rice, cooked as to directions on box
3 packages dry chicken noodle soup mix
1 small can pimentos, chopped
1 can cream of chicken soup
1 package almonds, slivered

Brown sausage and drain. Add green pepper, onion and celery and simmer in open Dutch Oven for 15 minutes. Add cooked rice and dry soup mix. Add pimentos, cream of chicken soup and almonds and bake. *(You can also use Wild Rice)*

BBQ PORK CHOPS DUTCH OVEN

6 Pork chops *(You can also use chicken)*
1 tablespoon cooking oil
Salt and pepper to taste
3/4 cup catsup
1 8 oz cola drink

Brown meat with cooking oil in Dutch Oven. Mix catsup and cola with salt and pepper and pour into oven over meat. Bake until done. *(Should be gooey)*

EASY MEAT LOAF



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- 2 pounds ground beef
- 1 small can evaporated milk or 1/2 cup milk
- 2 packages dried onion soup mix

Mix all ingredients together and form loaf in Dutch oven. Bake approximately 50 to 60 minutes.

TASTY BEEF ROAST

- 1 3 lb to 5 lb beef roast
- 1 can cream of mushroom soup
- 1 package dry onion soup mix

Brown roast. Pour 1/2 can mushroom soup around meat. Pour onion soup mix over meat, then the remaining mushroom soup over all. Let bake to desired doneness. Approximately 30 to 45 minutes to pound.

DUTCH OVEN ENCHILADA CASSEROLE

- 2 lbs ground beef
- 1 teaspoon salt
- 1 large onion, chopped
- 1 can tomato soup (10 3/4 ozs)
- 2 cans enchilada mild sauce (10 ozs)
- 1 can water (10 ozs)
- 1 package of corn tortillas
- 1/2 lb grated or sliced cheese

Brown together beef, salt and onion. Add tomato soup, enchilada sauce and water to beef mixture and simmer together. Place 3 or 4 corn tortillas on bottom of Dutch Oven. Remove 3/4's of the meat mixture from pan, and place over top of tortillas. Add another layer of tortillas. Add a 1/4 lb of cheese on top. Add another layer of meat mixture. Place another layer of meat mixture. Place another layer of tortillas. Sprinkle with remaining cheese. Place like over Dutch Oven and let simmer until it appears to be done. Approximately 30-40 minutes.

FRESH TOMATO SAUCE PICANTE

- 1 medium size tomato, finely chopped
- 1 small onion, finely chopped (1/4 cup)
- 6 springs cilantro or Italian parsley (leaves only), finely chopped (1 tablespoon)
- 3 serrano chilies, seeded and finely chopped; or 1 can green chili, finely chopped
- 1/2 teaspoon salt
- 1/2 cup water

Combine tomato, onion, cilantro, chilies, salt and water in a bowl. Cover; let stand about 30 minutes before serving. This sauce is best eaten the same day, as it soon loses it crispness and flavor.

TAMALE PIE

- 1 1/2 lbs. ground beef
- 1 clove garlic, minced
- 1 onion, coarsely chopped
- 1 green pepper, cut in 1 inch squares
- 1 can (1 pound) tomatoes, cut up
- 1/2 cup stuffed green olives (or black olives), coarsely chopped
- 1 to 2 teaspoons chili powder
- 1 teaspoon salt
- Freshly ground pepper to taste
- 1 package (11 ounces) corn muffin mix
- 1 can (8 oz) cream corn
- 1/3 cup milk



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1/2 cup shredded cheddar cheese

Brown ground beef in Dutch Oven, drain excess fat off. Add garlic, onion and green pepper and saute' 5 minutes or until tender. Add tomatoes, olives, chili powder, salt and pepper and simmer 10 minutes. In a bowl stir together muffin mix, corn and milk until evenly moistened. Spoon over ground beef mixture and sprinkle with cheese. Bake at 400 degrees for approximately 20 minutes, or until browned.

EASY SAUSAGE PIZZA BAKE

1 lb pork sausage
3/4 cup chopped onion
3 cups Bisquick baking mix
1 1/2 cups water
1 jar (15 1/2 oz) thick spaghetti sauce
1 can (4 oz) mushroom stems and pieces, drained (*if desired*)
1 can (2 1/4 oz) sliced ripe olives, drained
1 green pepper, cut into thin rings
2 cups shredded cheddar cheese

Grease the inside of the Dutch Oven. Cook and stir sausage and onion in skillet until sausage is brown; drain. Mix baking mix and water until thoroughly moistened; spread batter in oven. Spread spaghetti sauce carefully over batter; top with sausage mixture and the remaining ingredients. Bake until crust is golden brown. Approximately 25-30 minutes.

BAKED SPAGHETTI

1 large onion, chopped
1 clove garlic, minced
4 tablespoons shortening
1/2 lb ground beef
2 cups water
2 cans tomato soup
2 teaspoons chili powder
1/2 lb uncooked spaghetti
1 cup sharp cheese (*grated*)

Cook onion and garlic in shortening in Dutch Oven. Add beef and cook, stirring occasionally, to keep meat particles separated. Drain excess grease off. Mix in the soup, water and chili powder and cook a few minutes longer. Break spaghetti into inch pieces and stir into sauce until all covered. Bake for about 1 hour, but stir approximately every 15 minutes. Then add cheese to top. Bake another 15 minutes.

HANOVER BRISKET

4 or 5 lb brisket
1 can of consomme
1 (10 oz) bottle (*lite*) soy sauce
1/4 cup lemon juice
Garlic to taste
1 tablespoon liquid smoke

Combine last 5 ingredients, pour over meat and marinate overnight. Place meat and marinade in a covered pan and bake at 300 degrees for 3 hours for 3 & 4 lbs and 4 hours for 5 lbs. Baste occasionally during baking. Take out and slice. Then replace it in the pan and pour some of the marinade over brisket. Increase the temperature to 350 degrees and continue baking for another hour.

CINNAMON-RAISIN ROLL-UPS

2 cups Bisquick baking mix
1/2 cup raisins (*can omit*)
1/2 cup dairy sour cream
3 tablespoons milk



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2 tablespoons margarine, softened
1/4 cup packed brown sugar
1/4 cup finely chopped nuts
1/2 teaspoon ground cinnamon
2 tablespoons margarine, melted
Granulated sugar

Spray Pam on the inside of Dutch Oven. Mix baking mix, raisins, sour cream and milk; beat 20 strokes. Smooth into ball on floured aluminum foil or wax paper. Knead 10 times. Roll into rectangle, approximately 12 x 10 inches. Spread with softened margarine (can use squeeze margarine also). Mix brown sugar, nuts and cinnamon; sprinkle over dough. Roll up tightly, beginning at 12" side. Pinch edge into roll. Cut into 12 slices. Place slices, cut sides down, in the bottom of Dutch Oven. Brush melted margarine over the tops, sprinkle with granulated sugar. Bake until golden, about 13 minutes. Top with margarine if desired.

HERB BUBBLE RING

1/2 cup grated Parmesan cheese
1 tablespoon parsley flakes
1/2 cup dried basil leaves
1/2 teaspoon garlic powder
1/2 teaspoon paprika
3 cups Bisquick mix
3/4 cup dairy sour cream
1/4 cup milk
1/4 cup margarine, melted

Spray Dutch Oven with Pam, or line with aluminum foil. Mix cheese, parsley, basil, garlic powder and paprika; reserve. Mix baking mix, sour cream and milk until soft dough forms; beat vigorously 30 seconds. Gently smooth dough in ball on floured aluminum foil or wax paper. Knead 10 times. Shape into 1 inch balls. Dip each ball into melted margarine, then roll in cheese mixture to coat. Arrange balls about 1/4 inch apart in layers in oven. Sprinkle any remaining cheese mixture over top. Bake until golden brown, about 20 minutes.

SOUR CREAM ONION SQUARES

1 large onion, sliced
2 tablespoons margarine
1 egg
3/4 cup dairy sour cream
1/4 teaspoon seasoned salt
1 cup milk
3 cups Bisquick baking mix

Saute' onion in margarine until soft. Beat egg in a small bowl; stir in sour cream until blended; add onions and seasoned salt. Stir milk into baking mix to form a soft dough; turn into a lightly sprayed (*with Pam*) or aluminum lined Dutch Oven. Bake for approximately 20 minutes or until top is set.

BISCUITS

4 cups flour
2 tablespoons baking powder
1 teaspoon salt
1/2 cup shortening
1 1/2 cups milk or water

Combine dry ingredients. Work in shortening with a knife or fingers until evenly distributed. Add milk gradually, mixing lightly and quickly until there is no dry flour in dish. Pinch off desired amount for each biscuit and bake.

SOPAPILLAS

4 cups sifted all-purpose flour
3 teaspoons baking powder



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1 teaspoon salt
2 tablespoons sugar
2 tablespoons vegetable shortening
1 cup milk
Vegetable oil for frying

Mix flour, baking powder, salt and sugar into a large bowl. Cut in shortening until mixture resembles cornmeal. Stir in milk until mixture forms a firm dough. Knead dough on lightly floured aluminum foil or waxed paper just until smooth. Cover; let rest 20 minutes. Roll out to 1/4 inch thickness; cut into squares or diamonds. Heat oil in a Dutch Oven until hot. Fry sopapillas, a few at a time, turning often so they fry evenly until golden brown. Remove from oil with slotted spoon to paper towels to drain. Serve hot with butter & honey or sprinkled with cinnamon sugar.

IMPOSSIBLE PECAN PIE

1 1/2 cups chopped pecans
3/4 cup packed brown sugar
3/4 cup milk
3/4 cup light or dark corn syrup
1/2 cup Bisquick baking mix
1/4 cup margarine or butter, softened
4 eggs
1 1/2 teaspoon vanilla

Grease pie plate. Sprinkle pecans in plate. Beat remaining ingredients until smooth. Pour into pie plate. Put into Dutch Oven and bake until knife, when inserted into center, comes out clean. Approximately 50-60 minutes.

PINEAPPLE UPSIDE DOWN CAKE

1 can pineapple (6 oz)
1/2 cup pecans
1/2 cup brown sugar
1 square margarine
2 yellow cake mixes, or 3 golden pound cake mixes

Mix cake mixes according to directions.

Line the Dutch Oven with aluminum foil, place oven onto the heat, level it and melt the margarine in the oven. When melted, add the brown sugar, then the pineapple slices, then the pecans. This will be the glaze.

Pour cake on top of glaze. This dessert doesn't require much heat on the bottom, just enough to brown the glaze - about 8 briquets should be plenty. Bake for approximately 25 minutes. Check it every 15 minutes and when golden brown, test it to see if it is done. If it is, take off the heat and lift the cake out of the oven by the aluminum foil. Put a pan or board on it and then turn it over quickly so that the glaze is on top. Remove the foil.

WHEN BAKING IN A DUTCH OVEN WITH A CAKE PAN OR PIE PAN. PUT 1 INCH DIAMETER FOIL BALLS IN THE BOTTOM OF THE OVEN TO LIFT THE PAN OFF THE BOTTOM TO KEEP THE FOOD FROM BURNING AND DISTRIBUTE THE HEAT MORE EVENLY.

IMPOSSIBLE PUMPKIN PIE

3/4 cup sugar
1/2 cup Bisquick baking mix
2 tablespoons margarine
1 can (13 oz) evaporated milk
2 eggs
1 can (16 oz) pumpkin
2 1/2 teaspoons pumpkin pie spice
1 teaspoon vanilla

Grease pie plate. Beat all ingredients until smooth. Pour into pie plate. Put into Dutch Oven and bake until knife inserted in center comes out clean. Approximately 50-60 minutes.



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EASY ICE CREAM

- 1 (14 oz) can Eagle Brand Sweetened Condensed Milk
- 2/3 cup chocolate flavored syrup
- 2 cups (1 pint) whipping cream

Put into small cleaned coffee can, put lid on. Put down inside a 3 lb coffee can. Put ice and rock salt around it. Put lid on large can. Roll can, stop and drain water out, and put more ice and rock salt in. Continue until firm.

ADVANCEMENT

The Webelos Scout advancement plan has three parts: The Webelos badge, the 20 activity badges, and the Arrow of Light Award.

As soon as a boy joins the Webelos den he begins working immediately on the Webelos activity badges and the requirements for the Webelos rank. After he has earned the Webelos badge, he begins work on the requirements for the Arrow of Light award.

As he is earning these he is required to earn eight of the 20 available activity badges. Certain activity badges are required for earning the Webelos badge and the Arrow of Light Award, while others may be selected by the boy. The 20 activity badges are hobby and career fields ranging from science to sports.

After completing the Webelos badge, the Webelos Scout may receive compass points for earning additional activity badges. The Compass Points emblem is presented to the boy who has earned four activity badges in addition to those required for the Webelos badge (*a total of seven*). A metal compass point is awarded for each additional four activity badges earned.

The Arrow of Light Award is the highest award a boy can earn in Cub Scouting and is the only Cub Scout badge that he can wear on his Boy Scout uniform.

Meaningful advancement ceremonies are important. Troop representatives should be involved in pack graduation ceremonies.

WEBELOS BADGE REQUIREMENTS

1. Have an adult member of your family read and sign the Parent Guide in the Webelos book.
2. Be an active member of your Webelos den for 3 months (*attendance, dues, den projects*).
3. Know and explain the meaning of the Webelos badge.
4. Point out and explain the parts of the Webelos Scout uniform. Tell when to and when not to wear it.
5. Earn Fitness and two other activity badges - one from each of two different activity badge groups.
6. Plan and lead a flag ceremony in your den.
7. Show that you know and understand the requirements to be a Boy Scout.

Understand and intend to live by the:
Scout Oath or Promise
Scout Law
Scout motto
Scout slogan

Know the following and when to use them:
Scout salute



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Scout sign
Scout handclasp

Understand and agree to follow the Outdoor Code.

8. Earn the religious emblem of your faith.

OR

Do two of these:

Attend the church, synagogue, mosque, or other religious organization of your choice, talk with your religious leader about your beliefs, and Tell your family and Webelos den leader what you learned.

Tell how your religious beliefs fit in with the Scout Oath and Scout Law, and discuss with your family and Webelos leader what character-building traits your beliefs and the Scout Oath and Scout Law have in common.

With your religious leader, list and do two things you think will help you draw nearer to God.

Pray to God daily as taught by your family, church, synagogue, or other religious brotherhood. Do this for at least 1 month.

Under the direction of your religious leader, do an act of service for someone else. Talk about your service with your family and Webelos leader. Tell them how it made you feel.

List at least two ways in which you believe you have been a good example and lived in accordance with your religious beliefs.

ARROW OF LIGHT AWARD REQUIREMENTS

1. Be active in your Webelos den for at least 6 months since completing the fourth grade (*or for at least six months since becoming 10 years old*), and earn the Webelos badge.
2. Show your knowledge of the requirements to become a Boy Scout by doing all of these:
 - Repeat from memory and explain in your own words the Scout Oath or Promise and the 12 points of the Scout Law. Tell how you have practiced them in your everyday life.
 - Give and explain the Scout motto, slogan, sign, salute, and handclasp.
 - Understand the significance of the Scout badge. Know its parts and tell what each stands for.
 - Tell how a Boy Scout uniform is different from a Webelos Scout uniform.
3. Earn five more activity badges for a total of eight. (*Three have already been earned for the Webelos badge. The total of eight must include Citizen, Fitness, Readyman, and at least one from the outdoor group, one from the mental skills group, and one from the technology group.*)
4. With you Webelos den, visit at least one Boy Scout troop meeting, and one Boy Scout oriented outdoor activity.
5. Participate in a Webelos overnight campout or day hike.
6. After you have completed all five of the above requirements and after a talk with your Webelos leader, arrange to visit, with your parent or guardian, a meeting of a Boy Scout troop you think you might like to join. Talk to the Scoutmaster. Then get an "Application to Become a Boy Scout", fill it out, and have your parent or guardian sign it. Show it to your Webelos leader and talk about your interest in becoming a Boy Scout.

THE SCOUT OATH



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ON MY HONOR - How do we define "honor"?

- a. Honor is the thing that makes you act the same when no one is watching as you do when you know you're being watched.
- b. Honor is the quality of doing what you know is right and not what others do or bid that you do, acting according to your own honor and not according to that of someone else.
- c. Honor is of the heart and mind of a person - something not easily seen. It is called integrity.
- d. Honor is showing regard for others, and having the quality of being able to accept and pay when due any bill you receive in life; to admit you are wrong and accept the consequences when they arise.

I WILL DO MY BEST - What do we mean by "Do My Best"?

- a. I am the judge of what is **MY** best.
- b. I should always do any task set before me to the utmost of my ability, even though I might not like it.
- c. I should never use the excuse "I didn't do so well, but neither did so-and-so" - knowing full well I should have done better.
- d. Do just well enough to get by.
- e. This phrase is best explained by items a, b, and c, above.

TO DO MY DUTY TO GOD AND MY COUNTRY - What's meant by "Duty to God"?

- a. Living according to the teachings of our religions every day.
- b. Living according to the teachings of our religions just on Sunday.
- c. Living according to the teachings of our religions once a month, whether we need to or not.
- d. Living according to the teachings of our religions only when we want to.
- e. None of the items apply because religion isn't that important.

We explain "Duty to my country" best as:

- a. Obeying those laws of the land we think are important and necessary and ignoring or deliberately breaking those that are not.
- b. Being a good citizen and living by the laws and customs of our nation and working to solve our country's problems.
- c. Letting other people do what must be done to govern our country, as our vote doesn't count that much anyway.
- d. Dodging a draft call and fighting the local law enforcement people to see how much we can get away with.
- e. Shoplifting for the fun of it.

TO OBEY THE SCOUT LAW - What does, "to obey the Scout Law" mean?

- a. Playing the rule of the game of Scouting.
- b. Obeying the twelve points of the Scout Law and using them as signals for guidance when it is hard to decide what to do in everyday life.
- c. By doing a good turn daily to prove you are a good Scout.
- d. Doing your part to make this a happier world.
- e. Taking an active part in the activities listed in items a, b, c, and d.

TO HELP OTHER PEOPLE AT ALL TIMES - What does "to help other people" mean to a Scout?

- a. The help you give someone is important to that person. But it is even more important to you. You become a better person when you help others.
- b. The help you give another person is important to you because you may get a medal for it.
- c. It is just another rule to follow in the club.
- d. It is an easy way to get people to support your troop.
- e. None of the above items apply to the question.

TO KEEP MYSELF PHYSICALLY STRONG - What does this phrase mean to a Scout?

- a. It means having big muscles.



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- b. it means being able to bully others.
- c. It means keeping your body healthy, able to stand up to a disease and carry on when the going gets tough.
- d. It means being able to impress the girls with your physique.
- e. None of the above items apply to the question.

MENTALLY AWAKE - Define mentally awake.

- a. Words describing this are sharp, alert, and bright.
- b. When you are mentally awake you see, hear, smell, and even feel things others don't.
- c. You remember things better when you are mentally awake.
- d. Developing your brain by striving to increase your knowledge and by making the best use of your abilities.
- e. All of the qualities mentioned in items a, b, c, and d apply to the definition.

MORALLY STRAIGHT - What does morally straight mean to a Scout?

- a. Use of coarse and profane language is a must to impress people.
- b. Knowing what is right, but doing something else instead, or knowing that you shouldn't do something but doing it anyway because nobody will find out.
- c. Showing little or no respect for laws or other people.
- d. Living, acting and speaking in a way that marks you as a boy who will grow up to be a man of good character. You are honest, clean in speech and actions, thoughtful of the rights of others, and faithful to your religious beliefs.
- e. None of the items above apply to the question.

THE SCOUT MOTTO

BE PREPARED - What does the Scout Motto mean?

- a. The Scout Motto means that you are always in a state of readiness in mind and body to do your duty and to face danger, if necessary, to help others.
- b. You are ready at all times to meet at any given place in a minute's notice with all your camping gear and backpack for a troop campout.
- c. Ready to assist in a community emergency.
- d. Ready to stand a uniform inspection without prior notice.
- e. Items a, b, c and d all apply. Lord Baden-Powell said "A Scout should be prepared for any old thing."

THE SCOUT LAW

A SCOUT IS TRUSTWORTHY - Define trustworthy in relation to what a Scout is.

- a. A Scout tells the truth.
- b. A Scout keeps his promises.
- c. Honesty is a part of a Scout's code of conduct.
- d. A Scout is dependable.
- e. Items a, b, c and d are all correct because a Scout's honor is to be trusted. If he were to violate his honor by telling a lie or by cheating or by not doing a given task trusted to him, he may be directed to hand over his badge.

A SCOUT IS LOYAL - To whom is a Scout loyal?

- a. A Scout is loyal to his parents.
- b. A Scout is loyal to his Scout leader.
- c. A Scout is loyal to his country.
- d. A Scout is loyal to his friends.



Webelos

- e. All the answers above are correct because a Scout is loyal to all to whom loyalty is due.

A SCOUT IS HELPFUL - How is a Scout helpful?

- a. A Scout is prepared at any time to save life or help injured persons.
- b. A Scout is prepared to share the home duties.
- c. A Scout does things willingly for others, without pay or reward.
- d. A Scout may work for pay, but he does not take money for being helpful.
- e. All answers above are correct. The spirit of being helpful is spelled out in the Scout Slogan "Do a good turn daily" and in the Scout Motto "Be Prepared."

A SCOUT IS FRIENDLY - How is a Scout friendly?

- a. A Scout recognizes that people are different and he accepts a person as he is.
- b. A Scout respects a person's differences.
- c. A Scout is a friend to all and a brother to other Scouts.
- d. A Scout seeks to understand others.
- e. All answers above are correct because to be a true friend you must respect the other person's differences and be interested in other people.

A SCOUT IS COURTEOUS - Define courteous.

- a. Making it easier to get along with other people by using good manners and being polite to everyone.
- b. Being rude and short tempered.
- c. Being argumentative when another person doesn't agree with you.
- d. Having the attitude that using words like "please, thank you," or "excuse me" is a sign of weakness.

A SCOUT IS KIND - Which of the sentences below best illustrates that a Scout is kind.

- a. A Scout understands there is a strength in being gentle.
- b. A Scout treats others as he wants to be treated.
- c. A Scout will not hurt or kill harmless things without reason.
- d. Kindness is more than just a way to treat others. A big part of it has to do with treatment of birds and animals.
- e. Each of the statements above are a part of kindness. Live with nature and you'll learn to respect and love animals. With kindness comes understanding and that applies to human beings as well as animals.

A SCOUT IS OBEDIENT - Define obedient in relation to a Scout.

- a. A Scout follows only those rules or laws he believes are fair and necessary.
- b. A Scout will intentionally break those rules or laws he thinks are unfair.
- c. A Scout will follow the rules laid down in his family, school and troop only when they are to his advantage.
- d. If a Scout believes a law is unfair, he tries to have it changed in an orderly manner rather than disobey it.
- e. A Scout obeys his parents, Scoutmaster, patrol leader and all other duly constituted authorities and laws. He treats those regulations he doesn't agree with as in item d.

A SCOUT IS CHEERFUL - Why should a Scout be cheerful?

- a. People who can do things with a smile get things done because they think they can.
- b. Everyone at one time or another is faced with a task they do not like. A cheerful spirit and a smile will make the job easier.
- c. You might as well smile and be cheerful when you have something to do that you don't like or don't want to do. It's a cinch that griping and complaining won't help.

A SCOUT IS THRIFTY - What is thrifty?

- a. Thrift is working, wise spending and saving.
- b. Thrift is a Scout working to pay his own way.
- c. Thrift is protecting and conserving natural resources.



Webelos

- d. Thrift is saving for unforeseen needs and carefully using time and property.
- e. All of the above.

A SCOUT IS BRAVE - How is a Scout brave?

- a. He can face danger even when he is afraid.
- b. A Scout has the courage to stand up for what he thinks is right, even if others threaten or laugh at him.
- c. A Scout is able to face danger even when he is afraid, because he is prepared. Only a fool is never afraid.
- d. Have the courage to say "no" when others call you a coward or chicken for doing it.
- e. All the above statements apply because a Scout has the courage to face danger in spite of fear and to stand up for what he thinks is right against the coaxing of friends or jeers or threats of enemies, and defeat does not get him down.

A SCOUT IS CLEAN - What is meant by the statement, "A Scout is clean"?

- a. Personal cleanliness is an important part of being accepted by your fellow man.
- b. A Scout is judged in part by the friends he has.
- c. A Scout does his part in keeping a clean America.
- d. A Scout helps keep his home and community clean.
- e. All of the above statements apply.

A SCOUT IS REVERENT - Explain what is meant by "A Scout is reverent".

- a. A Scout is faithful in his religious duties.
- b. A Scout respects the convictions of others in matters of custom and religion.
- c. A Scout lives by the moral code and worships God in the way taught by his own religion.
- d. A Scout treats others the same way he wants to be treated.
- e. all of the above statements apply.

SCOUT SLOGAN

What does the Scout sign signify?

- a. That you are a Scout and it is recognized anywhere in the world.
- b. The World Brotherhood of Scouting.
- c. The three fingers represent the three parts of the Scout Oath.
- d. The thumb and the little finger represent the ties of friendship in Scouting.
- e. All of the above.

THE SCOUT SALUTE

Why is there a Scout Salute?

- a. The Scout Salute signifies courtesy and respect.
- b. Used to salute the flag of the United States of America.
- c. Three fingers signify the three parts of the Scout Oath.
- d. the thumb and little finger signifies the ties of friendship in Scouting.
- e. all of the above are correct and apply.



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QUICK REFERENCE TO ACTIVITY BADGE REQUIREMENTS:

PHYSICAL SKILLS GROUP

AQUANAUT

Swim 100 feet
Float 1 minute

Do 3

Surface dive
Mask, fins, snorkel
Water rescue
Small boat safety

ATHLETE

Explain physical health
Physical fitness pin

Do 5

30 sit-ups
2 pull ups
8 push ups
5 foot standing long jump
9 inch jump
8.2 second 50 yard dash
600 yard walk/run

FITNESS

Tobacco evils
Drugs effects
Diet
Alcohol
6 exercises 30 days

SPORTSMAN

Official signal
Good sportsman
2 individual awards
2 group awards

MENTAL SKILLS GROUP

ARTIST

Do 5

Draw/frame picture
Primary colors
Make 6 designs
Family member profile
Sculpt
Mobile construction

SCHOLAR

Good school record
School activity
Education value
School teaching

Do 3

School history
School system
Grownup questions
Education jobs
Help student

SHOWMAN

Puppetry
Music
Drama

TRAVELER

Do 5

Map/timetable
Plan a trip
Cost per mile
Take a trip
List 4 trips
Pack a suitcase
First aid kit



Webelos

COMMUNITY GROUP

CITIZEN

Know President, V.P, Governor
Flag history
Flag respect
Pledge/allegiance
National Anthem
Citizen rights
2 law enforcement helps
Visit community leader
President essay
Tell good citizens
List 5 citizens
Why have laws
Why have government
6 ways country helps/works
with other nations
2 organizations help people

COMMUNICATOR

Do 4

Play body language
Tell den experience
Invent sign language
Word signal code
Telephone use
Invent secret code
Tell story 2 ways

Do 2

Visit library
Visit news person
Handicap communication
PC database communication

FAMILY MEMBER

What is family
Family jobs
Home hazards
Money
Trash disposal

Do 2

Energy saving
Family fun
Clean home
Clothes care
Meal Planning
Family meetings

READYMAN

First aid
Get help
Hurry cases
Shock
First aid

TECHNOLOGY

CRAFTSMAN

Make 2 home items
Cut 4 wood items
Tool safety

Do 1

4 leather items
4 plastic items
Frame/display
4 clay projects
4 misc. projects

ENGINEER

Do 5

List 10 engineering jobs
Visit construction
Property line
Electric to house
Draw 3 bridges
Block & tackle
Catapult
Floor plan house

HANDYMAN

Do 6

Wash a car
Change a tire
Change an auto bulb
Oil/tires
Fix bicycle
Lube bike chain
Bike tires
Change light bulb
Chemical safety
Sawhorse/stool
Mow lawn
Tool storage
Clean/store tools
Mark ID on tools

SCIENTIST

Bernoulli Principle
Pascal's law
Inertia

Do 6

Atmosphere pressure
Air pressure effect
Air/water pressure
Fog

Crystals
Balance

Eyes
Optical illusion

Eye care



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Swimming safety

Do 2

Bike safety
Home fire escape
First aid kit
Home accident areas
6 car safety rules
First aid demo

OUTDOOR GROUP

FORESTER

Do 5

Identify 6 trees
Identify 6 plants
Tree poster
Tree growth
3 kinds of wood
Plant 20 seedlings
Wildfire
Forest map of U.S.

GEOLOGIST

Do 5

Rock mineral use
5 geologic specimens
Hardness scale
Geologic home materials
Geyser, volcano, quake
Mountains formed

NATURALIST

Do 4

Insect zoo
Aquarium/terrarium
Museum
Identify birds
Bird flyways
Poison plant/reptiles
6 wild animals

OUTDOORSMAN

Do 5

Knots
Pitch/sleep tent
Webelos overnight
2 nights camping
Campfire
Cook/cleanup
Fire safety
Visit Scout camp



Webelos

CITIZEN

What does citizenship mean to you? The right to go where you want without government interference; the right to free speech; the right to choose our own religion or many other things.

You as Webelos leader will be more fully able to answer this question as you help your boys towards earning this activity badge which is required for the highest award a Cub Scout may earn before entering Boy Scouts, the Arrow of Light.

During this time you will gain invaluable insight into the way the boys of today view their citizenship as well as, hopefully, reinforce your own views.

Citizenship actually means taking part in your national government as well as your state and local governments by using the power of the vote and keeping actively informed about what is going on.

Working on the Citizenship badge can be as interesting or as dull as **YOU** the leader makes it. Adult Americans have long seen "Law" as a synonym for "Justice". Youth sees justice as being fair play. At least, that's the way many of them see police, courts and other symbols of law. Our Webelos Scouts have been exposed to terms such as "pig", "fuzz" and other uncomplimentary words describing law and order. We have an opportunity through the Citizen Activity Badge to teach them respect for law and authority.

Objectives

- To foster citizenship in Webelos
- To teach boys to recognize the qualities of a good citizen
- To introduce boys to the structure of the U.S. government
- To familiarize boys with the basics of American history
- To convince boys that laws are beneficial
- To encourage Webelos to become community volunteers

DEN ACTIVITIES

- Invite a guest speaker from a local board to explain his duties and to tell the Scouts why he volunteers his time.
- Obtain a pack of U.S. commemorative stamps. Pass out several to each Webelos and challenge them to discover the story behind the stamp.
- Plan and carry out a citizenship project or litter campaign, complete with posters, etc.
- Visit a city council meeting, police station, fire station, etc.
- Tour city hall or your county court house.
- Fly a flag at home, particularly on appropriate occasions.
- Deliver "Meals-on-Wheels" over school vacations.
- Write and mail a letter to Senator or Congressman.
- Have a "Get-out-and-vote" poster contest.
- Make a logbook for each boy to keep record of work on the Citizen Activity Badge.
- Invite a "new citizen" to talk to boys and tell what becoming an American means to them.



Webelos

YOUR DUTIES AS A CITIZEN

If you are going to have rights as a citizen and you want to keep them, then you also have certain duties to uphold. You duties as a citizen are:

- Obey the laws.
- Respect the rights of others.
- Keep informed on issues of National and local government
- To vote in elections.
- To assist the agencies of law enforcement.
- To practice and teach good citizenship in your home.

SOME QUALITIES OF A GOOD CITIZEN

- Obeys the laws where ever he is.
- Respects the rights of others.
- Is fair and honest.
- Tries to make community a better place to live.
- Learns as much as possible about leaders of Nation, state, community.
- Practices rules of health and safety.
- Is honest and dependable.
- Is patriotic and loyal.
- Practices thrift.
- Respects authority.

GAMES

HEADS OF GOVERNMENT GAME

Materials: Pictures of government officials.

Directions: Have boys match up the correct name with the correct official.

NEWSPAPER STUDY

Materials: One current newspaper per team.

Directions: Divide boys into teams. On signal, each team starts a search for news items that definitely illustrate the Scout Law. Team with the most clippings in a given time is the winner.

BUILD A FLAG

Materials: Cardboard flags - 1 each of 5 U.S. flags shown in Citizen section of the Webelos book. 1 set for each team, divided into stripes, background, field of stars, name of flag and year of flag.
Corkboard
Push pins

Directions: Divide Scouts into two teams. First Scout from each team runs to his pile of pieces, grabs a stripe background and a push pin and pins it to the corkboard. First Scout runs back and touches off the second Scout who pins up a starfield piece which matches the stripe background. Next team member matches appropriate flag name and four pins up the year of the flag. Continue to rotate until all five flags have been properly constructed, named and dated.

AMERICA'S SYMBOLS QUIZ

1. The right hand of the Statue of Liberty hold a torch.
2. Which is taller - the Statue of Liberty or the Washington Monument?
3. What words are inscribed on the ribbon held in the mouth on the eagle on the Great Seal of the United States?
4. In the Great Seal, what is the eagle carrying in its talons?



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5. What denomination of currency has the Great Seal printed on it?
6. How many people can fit inside the head of the Statue of Liberty?
7. What is the official U.S. Motto.
8. Francis Scott Key was inspired to write the "Star-Spangled Banner" when he saw the flag still flying over what fort.
9. Name the four U.S. Presidents carved in the Mt. Rushmore memorial in South Dakota.
10. The Declaration of Independence says that all men are created?

Answers:

1. Book
2. The Washington Monument
3. E pluribus unum (*one out of many*)
4. Arrow symbolizing war and an olive branch of peace
5. The \$1.00 bill
6. 40
7. In God We Trust
8. Ft. McHenry
9. George Washington, Thomas Jefferson, Abraham Lincoln and Theodore Roosevelt
10. Equal

WEBELOS CITIZEN

1. Name the state tree: _____
2. Name the state flower: _____
3. Name the state stone: _____
4. Name the state fish: _____
5. Name the Governor: _____
6. Name the state capitol: _____

CITIZENSHIP TEST

Materials: None

Directions: Two teams face each other with a wide space between them. The leader asks each player a question about the Declaration of Independence, the Star-Spangled Banner, the President, Vice-President, Governor, or other fitting subject. A correct answer entitles that team to move one step forward. An incorrect answer passes the question to the other team. The first team to cross the other team's starting line is the winner.

GOOD TURN IDEAS

1. Give some of the toys Cub Scouts may have made as part of the Craftsman badge to a children's home, hospital or institution for handicapped children. Use Craftsman skills to repair or refurbish toys for the same purpose.
2. Give a holiday party for children in a home or hospital. Plan games, songs, small gifts and treats.
3. Collect canned foods or good used clothing for distribution to the needy by Salvation Army, Goodwill Industries, churches or other organizations.
4. Collect good used books and magazines for the library of a children's home or institution for the elderly.

KNOWING YOUR COMMUNITY

As a project, your den might like to check out the following list to see which of the things listed can be found in their community, who operates them and how they are paid for:

Health - hospitals, clinics, doctors, dentist, ambulance service, water filtration plant, sewage disposal, garbage collection.

Protection - storm sewers, fire and police protection.



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Education - public schools, high schools, colleges, night schools, vocational schools, libraries.

Recreation - theaters, pools, parks, playgrounds, golf courses, lakes.

Transportation - roads, highways, bus terminal, train station, airport, parking lots, garages, service stations, car lots.

Stores - shopping centers, supermarkets, corner stores, appliance stores, markets.

Business - what major companies are there in you community?

Industrial - what items are manufactured?

Agriculture - what products are produced locally?

Voluntary Agencies - what agencies are there? What do they do in the community? Organizations and Clubs - service? fraternal? hobby?

Religion - churches, synagogues, temples, halls, seminaries.



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Outdoor Adventures

NATURE AWARENESS

Learn to be a nature detective, an explorer or scientist! There are exciting things outside! A bug hidden under a leaf, footprints in the mud, or a pile of fur and bones. Learn to explore the world around you, looking for clues and signs to solve the mysteries of Nature. Nature mysteries can be found anywhere; in your yard, the woods, or a pond, puddle or stream. Some of the clues can only be found during a certain time of the year, while other signs can be found all year.

Good nature detectives and explorers have a sense of adventure. They also remember to leave only footprints as clues to the wildlife that they have been in an area.

PRIMARY TOOLS

- Eyes** - To closely inspect any find, and to search an area.
Ears - To listen for any sounds of animals moving or communicating.
Nose - To sniff out suspects, use your nose to smell a flower or an animal.
Hands - To feel all the parts of a clue, to turn over logs and leaves or to feel the shapes and textures of things.

RULES FOR NATURE LOVERS

- Never take all the leaves and flowers from a plant. Take just what you need.
- When you pick a flower, break or cut the stem. Don't pull the plant up by the roots.
- Don't taste or eat any plants, berries or seeds you find outdoors. Some plants are very poisonous. Check with an adult.
- Don't pick a flower from anyone's garden or backyard without asking permission. Remember that in many public parks and gardens, flowers must not be picked.
- Don't pick a wildflower if there are only a few of its kind growing where you find it. Greedy picking might mean this kind of flower will not grow in that spot anymore. Then no one else will ever be able to enjoy it again.
- Never touch poison ivy, poison oak, or poison sumac. Touching these plants creates an itchy rash on the skin.
REMEMBER: "LEAVES OF THREE, LET IT BE"
- Dress according to the seasons, and keep in mind that a good nature detective checks out all clues and sometimes this means lying down on your belly, crawling on your hands and knees and even stepping into water. So wear old clothes and sneakers.

BUGS

Did you ever see a bug creature up close? Most grown-ups would much rather do their looking from a distance, but kids like to catch the bug and confine him temporarily for a closer look. That's okay, but too often the confinement takes place inside a mayonnaise jar with a perforated lid. The bug may be safe inside, but a kid chasing after a butterfly while clutching the glass jar might not be. And maybe the bug is safe, but is he really happy? It gets pretty hot and damp inside a jar, and sometimes it's difficult to climb glass walls.

So what do you do?

Make a CREATURE CAGE:



Outdoor Adventures

MATERIALS:

2 empty (*washed*) tuna cans
Wire Screen
Scissors

Remove lids and labels from tuna cans. Make sure there are no sharp edges, then wash the cans thoroughly. Wire screen cuts easily with scissors. Cut a length of wire screen about 6 inches wide and long enough to go around the inside of the can, plus an inch. Ben the screen into a tube to fit the inside size of the cans. Fasten the screen in that shape by first stripping a few wire strands from the outside overlap edge and bending the exposed row of wire prongs inward. Then fit the prongs through the inside screen, bending the prongs over and shut. Fit the cans over each end of the screen tube to complete the bug proof CREATURE CAGE.

WORMY EXPERIMENT

Try this experiment to show your den how worms work. Put four to five inches of rich soil in a large glass jar with about 6 earthworms. On top of the soil, put an inch of light sand. Sprinkle corn meal on the sand. Wrap black paper around the jar to shut out light. At your next den meeting, take off the paper and see what has happened. The worms will have moved dark soil up into the sand the sand down into the soil. You will see tunnels along the glass marking their travels. Explain that the worms tunnels bring oxygen and nitrogen to nurture life and that the tunnels help the soil hold water.

WEB (*PRINTING*) PAINTING

Take a walk in the woods with a can of spray paint and a piece of white paper. Find a spider web. Webs are usually found between branches of bushes or between two growing things, such as weeds or garden flowers.

Hold the can of spray paint at arm's length away from the web. Spray quickly with a back and forth motion. Be sure the wind is blowing away from you when you spray paint so you won't breathe in any of it. Cover the web with a thin coating of paint. The paint will look like tiny beads on the fine strands.

Quickly place a piece of paper on the web. It is better if you curve the paper first in the center of the web and straighten it out very carefully along the sides.

Let the web dry on the paper. Your finished print will contain some of the web.

NIGHT CREATURES

Your backyard is part of your environment. You share it with all sorts of busy little creatures. There are some you usually don't see because they're nocturnal. That means they're active at night. Here's how to have a look at them without staying up all night.

Things you will need include:

- A wide-mouthed glass jar
- A garden trowel
- A small, flat piece of wood
- A few small stones or small wooden blocks

1. You're going to set up a trap for night creatures. It won't hurt them; it will just hold onto them until you get a look at them. You need to dig a hole in the ground for this. Ask permission before you dig.

2. Make a hole in the ground big enough to hold your jar. It should be deep enough that the mouth of the jar is level with the ground.

3. Cover the jar with a flat piece of wood. Use stones or blocks to hold it about half an inch above the jar. Your cover will keep the rain out. If rain got into your jar overnight, it could drown your captives.

4. Check the jar the next day. See what is there. Be sure to let the creature go!

CATERPILLARS AND BUTTERFLIES



Outdoor Adventures

Look for cocoons attached to stems and leaves of grasses. Look for caterpillars inching along stems. They often do great damage to plants. Look for partly eaten leaves and flowers which are clues to caterpillars. This picture shows the life cycle of a butterfly.

BASIC FOODCHAIN OR ECOSYSTEM

Animals and plants live together in communities called ecosystems. All the living things in an ecosystem are linked together in food chains. Here's an example of a food chain.

HIKES

LEADING A NATURE HIKE

Don't be afraid to say "I don't know" to the boys. After all, none of us has all the answers. You will command more respect in the eyes of the boys if you admit it. However as a leader you have the duty to find the answer. Therefore you should say "I don't know but I will find out and let you know".

As you start the hike have one of the boys pick up two small sticks, each about 1 foot in length. Push the first stick in the ground. Locate the end of the shadow cast by that stick and place the other stick in the ground at the end of the shadow. Ask the boys if they think the shadow will be in a different position at the end of your hike. If they think the shadow will move, ask them which way. At the end of the hike stop back and check the sticks.

Remind boys to be as quiet as possible since animals are easily frightened and can hear sounds from long distances. During the hike if you wish to take a rest break, have the boys sit in an open area and ask them to be quiet for about 15 minutes. At the end of the time, ask them what sounds they heard.

The use of all five senses should be emphasized. It is not enough to merely look and listen..but they should taste, feel and smell, too. A frog and toad look pretty much alike, but how do they feel? The frog has a smooth skin and the toad has a rough skin. Crumble a handful of dry sycamore leaves and you'll find they smell like cinnamon. Let them feel the velvet softness of the fuzzy branches of the staghorn sumac. Even if the boys don't remember the name of this shrub the next time they see it, chances are they'll remember how it feels. That is more important. Take care in what the boys taste. Some berries are poisonous - others are edible.

After a cool night, look for spiders in the warming sun rays. Often they are found on goldenrods at the edge of the woods or in the field. Take a strand of web between your fingers and show how the spider will go up and down the web strand like a yo-yo. If a breeze comes along, the spider might 'fly'. Actually, this is known as ballooning. Often the wind will carry a spider and his web strand several hundred feet into the atmosphere.

Try a night hike in the woods. Have the boys identify objects in the dark. What can they tell about it? Is the tree's bark smooth or rough? Is there any particular odor connected with it? Get to know plants and trees without the use of your eyes.

At the end of the hike, get each boy to describe what he liked the most. You'll find they usually remember the simple things. **Don't worry about your knowledge. Get out in the fascinating world of nature and enjoy it with your boys.**

TYPES OF HIKES

- | | |
|---------------------------|---|
| NATURE HIKES - | For observation, for listening. |
| TREASURE HIKES - | A trail laid out with treasure at the end. |
| HISTORICAL HIKES - | To historical landmarks. |
| SNOOP HIKE - | Explore, be aware, notice oddities, be snoop. |
| CRAFT HIKE - | Gather nature items for a craft project. |
| BABY HIKE - | Look only for 'babies'. Make a list. Birds, fern, leaf. |
| DETECTIVE HIKE - | Spot and list all evidence of man in nature ,even litter, which can be picked up and put in the litter bag you have with you. |
| HEADS-TALES HIKE - | Toss a coin each time you reach a crossroads. Turn left if the coin says heads, turn right if tails. |



Outdoor Adventures

BREAKFAST HIKE -	Reach the destination in time to see the sunrise, then cook breakfast.
RAIN HIKE -	Go dressed in raincoats and boots to observe nature in the rain.
COLLECTING HIKE -	Collect whatever your family show an interest in: rocks, leaves, shells, seeds, fossils, insects, oddly shaped sticks.

TRACKS OF ALL KINDS

HOW TO CAST ANIMAL TRACKS

Materials:

- Plaster of Paris
- A measuring cup
- A tin can (*2 lb coffee can*)
- Paper cups
- Strips of light cardboard (*2" wide, 12-24 inches long*)
- An old toothbrush
- Water
- Paper Clips

A mud bank near a stream is a good place to look for tracks. After a rain, look around sandbars, ditches and gullies. When you find a good, sharp imprint, clear the ground around it. Be careful not to disturb the print.

Encircle the print with light cardboard strip. Secure with paper clips. Press the paper collar into the ground, so the poured plaster doesn't seep out. If the ground is too hard, build up dirt around the outside of the collar. If the print is in loose sand, spray it with a cheap hair spray to prevent its crumbling. If the ground is very muddy, sprinkle some dry plaster on the print and the area around it to soak up excess moisture before proceeding.

Mix plaster of paris in the tin can. Use about 1 2/3 cups plaster to one cup water. You need a consistency like pancake batter - neither too thick or too thin. Stir until it's smooth and creamy. Let stand in can two or three minutes, then pour slowly and gently into track. Let set about 30 minutes, then pick up cast gently, brush off dirt.

Note: The first cast of the animal's track is the negative. The second cast or positive shows the track as it actually looked on the ground. This can be painted to emphasize the track.

To make the positive cast, smear the 'negative' with a coat of vaseline. Mix plaster as before. Set collar around negative. Pour in plaster. When nearly dry, scrape date, location, animal's name, etc. on back of cast for a record. When hard, remove the 'positive'.

TREE TRACKS

Other places to look for tracks are on leaves and tree trunks. Have you ever wondered about those lace-like trails on leaves or fancy carvings on the surface of wood? They're footprints! Leaf miners are the larvae of insects that live within leaves and feed on the leaf's internal tissues.

Bark beetles also leave tunnel tracks. Adult beetles carve out a tunnel under the bark of trees then they lay their eggs.

If you find bark in the area, look for tiny holes. This is where the beetle emerges when it becomes an adult. It bores a hole to get out of the tree where it hatched and flies to a new tree.

LEAF CASTS

You can make permanent copies of your favorite leaves using plaster of paris.



Outdoor Adventures

Materials you will need:

A leaf
Plaster of Paris
Shallow dish that is bigger than the leaf
Vaseline
Water
A jar
An old spoon

Lay the leaf on the dish with the underside (*the veined side*) facing upwards. Rub a little vaseline on the leaf. Put a little water in the jar. Carefully spoon plaster of Paris into the jar. Stir the mixture with a spoon. Keep adding plaster little by little until the mixture is like toothpaste. Carefully spread the plaster over the leaf so that it is evenly covered. Then fill the dish with the rest of the plaster. Work quickly. Leave plaster to dry. This will take about half an hour. When dried, you can lift it out of the dish. Carefully peel off the leaf. There in the plaster is a cast of your leaf!!

BARK

Trees are living things. They are growing wood for our use. There are two kinds of trees...

- **DECIDUOUS** trees which drop their leaves in winter.
- **EVERGREEN** trees which keep their leaves all year round.

When trees get old and big, they are ready to be used. Foresters cut these trees before they get sick. This gives little trees more room to grow.

HOW TALL IS A TREE?

Here is a useful trick you can use to measure trees and other tall things too.

Materials you will need:

A partner
A pencil
A tape measure or ruler

- Find a tall tree that is standing on fairly flat ground.
- Back up from the tree. Stop when you are farther away from the tree than the base of the tree is from its top.
- Ask your partner to stand right at the tree.
- Hold a pencil straight up and down. Grasp it near its end. Close one eye and hold the pencil so that it lines up with the tree.
- Move forward or backward until the part of the pencil above your thumb looks like it is as tall as the tree.
- Carefully turn the pencil sideways keeping your thumb lined up with the tree trunk. Your pencil should now look like it is lying along the ground.
- As your partner to walk away from the tree. It will seem as if he is walking along the pencil. Tell him to stop when he is lined up with the end of the pencil.
- Measure the distance from the base of the tree to the place where he is standing. This is about the height of the tree.

STUMPS TELL A STORY

If you come upon a dry tree stump, you can take a rubbing that will tell you the tree's life story.

Materials you will need:

Paper big enough to stretch across tree trunk



Outdoor Adventures

Thumb tacks
Charcoal

1. Stretch the paper across the stump, tack it down.
2. Rub the charcoal across the paper. Rub in just ONE direction.
3. Soon the tree rings and other marks will show through. When done, take the paper off the tree.
4. While you are still at the stump, mark the center of the tree on your rubbing. Count off the rings and mark every tenth year.

Here's what to look for to reveal your tree's story:

1. The number of rings tells you how old the tree was when it was cut down.
2. Look at the growth rings. Are some wider? These probably show years when there was lots of rain. Are some narrower? These may have been dry years.
3. Was the tree growing evenly in all directions? If it grew more on one side than the other, can you see any reasons for it? For example, was it crowded on one side?

BARK RUBBING

Materials:

Thin sheets of white paper
Crayons
Masking tape

Find a tree with interesting marking on its bark. Use masking tape to tape the paper to the tree. Rub the side of the crayon over the paper until the markings on the bark show up clearly on the paper.

NEW PAPER FROM NEWSPAPER

Recycle some paper and do your part to save trees.

Materials you will need:

8 pages of newspaper
Extra newspaper
A plastic bucket
A medium size saucepan
Liquid dishwashing detergent
A colander
An electric blender
A large mixing bowl and stirring spoon
A square of fine wire mesh, about 8x8
10 to 12 clean absorbent cloths
A heavy book or other weight

- Tear the newspaper into long, thin strips. Put the strips in the bucket and cover them with tap water. Leave them to soak overnight.
- Next morning, pour off any water that has not soaked into the paper. Put the paper into the saucepan. Add 1 tablespoon of liquid detergent to the saucepan. Cover the paper with water again.
- Put the saucepan on the stove, and heat it on low heat for 2 hours. Every once in awhile, check to make sure the paper is still covered with water. Add a little water if you need to.
- Over the sink, carefully pour the mixture of water and paper mush from the saucepan into the colander. The water will pass through, and the paper mush will stay in the colander.
- Run cold water over the paper mush in the colander. Stir the paper a bit to help the water strain through.
- The next step uses the electric blender. Don't use the blender without permission from a grownup. Take a handful of soggy paper and put it into the blender. Add water until 3/4 full. Turn blender on for a few seconds then turn off. Continue switching for about 1 minute.
- Pour the blended mush - called pulp - into a large plastic mixing bowl.



Outdoor Adventures

- A handful at a time, blend the rest of the pulp. Always add water to the blender as necessary. Put all the pulp in the bowl.
- Add water to the bowl of pulp until half full. Use a large stirring spoon to stir the water into the pulp.
- Lay an absorbent piece of cloth on a flat surface. Slide the wire mesh into the bowl. You want to get a thin, even coating of pulp on the mesh. If the first dipping doesn't work well, try again.
- Bring the coated wire mesh to the cloth. Quickly and smoothly lay the mesh on the cloth, pulp side down.
- Press the mesh hard against the cloth. Now lift the mesh, leaving the pulp behind on the cloth. Put another piece of cloth over the pulp. Press hard again.
- Repeat until all pulp is gone. Layer the pulp like a sandwich with many layers of cloth and pulp. Put a heavy weight on top of the stack to keep it pressed for 24 hours.
- Carefully peel off the pieces of damp paper and put them on newspaper to dry. Now you can make your own recycled cards or decorated notepaper. And you can print on the back: recycled by...to save a tree!

TERRARIUMS

USING A ZIP LOCK BAGGIE

Bag a terrarium on your next nature walk or outing. It's quick, easy and shows the boys that nature doesn't require a lot of fancy equipment to work.

Materials you will need:

- Zip lock baggies
- Small rocks
- Charcoal
- Soil
- Plant cuttings

Layer baggie with several rocks, crushed charcoal and soil. Gently plant cutting into soil. Before sealing zip lock bag completely, blow carefully into bag and then seal. This will fill the terrarium with carbon dioxide and moisture. Plant should require no other care except occasionally blowing into baggie to replenish moisture.

USING A BOTTLE OR JAR

Materials you will need:

- A large clear glass bottle or jar with a lid
- Small pebbles
- Some charcoal briquettes
- A bag
- A hammer
- A strainer
- Potting soil
- A piece of stiff paper
- Newspaper
- A few small green plants, such as maidenhair, ferns, miniature ivy and mosses.

1. Wash and rinse your jar. Spread out some newspapers to make a work surface. Wash any dirt off the pebbles.
2. Put pebbles in the bottom of the jar about 1 inch deep.
3. Break up charcoal into small pieces. (*Put charcoal into a bag and break it with a hammer*) Then pour the broken charcoal into a strainer and wash it with water.
4. Put one layer of charcoal into the jar on top of the pebbles, about 1/2 inch deep.
5. Make a funnel by rolling a piece of stiff paper. Put the funnel into the bottle and pour the potting soil through it. The funnel keeps the sides of your bottle from getting dirty. You will need about 2 inches of soil.
6. To plant your plants, don't plant them too close, remember that the plants will grow and fill up the space. Make holes in the soil for the plants. Gently lower the plants into the jar and set them into their holes. Pat the soil down firmly around the base of each plant.
7. Add a small decoration to your jar, such as a shell or piece of driftwood.
8. Water the garden. It should be moist but not soaked. Put on the lid. As long as the lid is on your garden will need only a little water every month or so.
9. Water your garden LIGHTLY. If the glass fogs up with water, your bottle garden has been watered too much. If this



Outdoor Adventures

happens, take the lid off for a couple of days to let it dry out.
10. Put your garden where it gets light, but don't set it in direct sunlight. **ENJOY!**

HOW PLANTS GROW

Nature has given plants a powerful will to grow, and all you have to do is assist her by supplying their basic needs -moisture, light, air, food and space. Here are some growing experiments to help you understand the growing process more clearly.

GERMINATION:

Seeds need moisture and warmth to germinate. To watch them grow, line the inside of a glass jar with a piece of wet blotting paper. Between the blotter and the glass, place birdseed, radish or grass seed that has been soaked overnight in warm water. Put an inch of water in the bottom of the jar so the blotter will stay moist. Watch for the seeds to develop roots and tiny leaves in a few days. To show the effect of warmth, prepare two identical glasses and set one in the refrigerator.

ROOT GROWTH:

To show how strong is the instinct of plants to grow with their roots downward seeking a supply of moisture, put a cover on the jar with the sprouted seedlings and turn it upside down. In a day or so the roots will turn downward toward the supply of water.

STEM GROWTH:

Stems grow upwards with equal force, seeking air and light. To observe a plant as it twists its way toward the light, make an obstacle box from a one-pound cracker box or shoe box. Cut a window about 2" x 3" near the top. Cut two pieces of cardboard as wide as the box and tape them to the sides. Bend them down, leaving a small space. At the bottom, set a small pot with a bean seedling growing in it.

NEED OF WATER:

To trace water through plant tissues, make a fresh cut at the bottom of a carrot and piece of celery. Soak for a while in water then place in a fairly concentrated solution of red ink or dye. After a few hours, cut the carrot from top to bottom and cut across the celery stalks.

In the celery, you will find color even in the veins of the leaves. Bi-colored carnations, sometimes seen at the florists, are made by splitting the stem partway and putting each half in a different color. Try this with other white flowers, if available.

To see for yourself the way plants drink water through their stalks, and where the water goes, tint a white flower. Fill glasses halfway with water and enough food coloring to tint the water a bright color. Add a white carnation or a white daisy. Watch the flower turn green, yellow, red, or blue over the next few hours.

GO ON A SOCK WALK

Lots of plants need animals to spread their seeds. Some seeds are inside fruit. Animals and birds eat the food. Then the seeds pass right through their digestive systems and end up on the ground again, somewhere else. Some seeds catch in animals fur. They get spread around as the animals move from place to place.

Put on some woolly socks and see how many seeds you can pick up.

You will need; fuzzy socks, a magnifying glass, a place to walk and a day when weeds have ripe seeds in the fall or spring.

Pull the socks on OVER your shoes. Go for a walk through the weeds in a field or park. Take off the socks and see what



Outdoor Adventures

seeds you've picked up. Are some seeds hard to pry off? Take a look at them through a magnifying glass to see what kind of 'hooks' they have. You might try planting the seeds to see what kinds of plants come up. Egg cartons make good planters..you can put a different kind of seed in each place.

RUN-AWAY SEEDS IN YOUR FRONT LAWN

Lawns are often covered with white, ball-shaped dandelion heads. Blow one into the air. Catch some heads and inspect them closely. Attached to the hairs are brown specks. Inside these hard coats are the dandelions seeds. The silky hairs act like parachutes that carry the seeds far away from their starting place to spread the seeds.

Each dandelion flower releases hundreds of tiny, light seeds to the wind. For a seed to grow, it needs to land in an area with right soil, enough moisture, and plenty of sunlight. How many seeds from one dandelion plant are likely to land in a spot that's good for growth? Very few.

KITCHEN LEFTOVER PLANTS

Did you know you could raise a lacy, fernlike plant from a carrot top - or a fast growing vine from a sweet potato? You can grow a whole garden from the seeds and cutting of fruits and vegetables. For your plant, cut 2 inches off the top of a carrot (including the leaves). Set the carrot, cut side down, in a dish with 1/2 in of water in it. Change the water often. When roots appear, plant our carrot in a pot of moist sand. Set it in a sunny window and keep it wet.

To start a sweet potato vine, stick three toothpicks in the sides of an old sweet potato. Set it in a glass of water with the toothpicks resting on the rim. The water should just cover the top of the sweet potato. Put the glass in a place where the vine will get filtered sunlight. Pin up some strings so it can climb.

BIRDS

BANQUETS FOR BIRDS

It's easy to feed the birds. You can just scatter food for them on the ground or on a window sill. Or you can make simple birdfeeders out of old containers. That way, you can do some recycling at the same time.

WINDOWSILL BIRD FEEDING

Jays, nuthatches, and cardinals are bold, curious birds. They will fly right onto a window ledge for a meal. Start by putting bread crumbs on a windowsill. Birds can spot them quickly. When the birds are used to coming to your house to eat, you can switch to sunflower seeds or wild birdseed.

Here's a quick windowsill treat:

Roll 1 cup of peanut butter in birdseed or sunflower seeds to make a ball. Squeeze it in your hands until it holds together well. Put the ball on your windowsill. *(If you have a backyard, you can put it out on a fencepost).*

SCATTERED FOOD

The easiest way to feed backyard birds is to scatter breadcrumbs or seed on an open patch of ground. Another treat some birds like is crushed dog biscuits. Put several biscuits in a bag and close it tightly with a twist tie. Break up the biscuits until they're fine crumbs. Scatter them outside.



Outdoor Adventures

If you have a fireplace, here's something else you can do to help the birds in winter. Put cold ashes from the fireplace near the bird food. Or crush eggshells into fine grit and put them out. Birds need to swallow bits of grit to help them digest their food. Once the ground is covered in snow, it's hard for them to find this grit.

The best thing about feeding the birds in winter is that not only are you helping the birds make it through the season, you are decorating your outdoor surroundings with living ornaments filled with song and color. You should start feeding the birds early in the winter so they will get used to coming to your food supply.

Different birds prefer different foods and feeding locations. Some are tabletop feeders, some are ground feeders, some like to perch on window sills or high posts.

DETERGENT BOTTLE FEEDER

Use the upper part of a coat hanger to hang. Trace around a jar lid for the entrance and cut out. Be sure to do both sides. Punch a hole and insert a dowel for a perch. Be sure to do both sides.

Drill very small holes in bottom for drainage.

PEANUT BUTTER STICK

Material needed:

Coat hanger hook, screw eye.
Branch 2"-3" thick, about 16 inches long.
Bottle caps --nailed on.

Mix peanut butter and bird seed. Fill bottle caps.

MARGARINE TUB FEEDER

Material needed:

2 empty plastic margarine tubs one about 1 pound size and 1 about 1/2 pound size
A plastic straw
Nylon string
A nail to poke holes

Use the nail to poke a hole in the middle of the bottom of each container. Poke a hole in the middle of the big container's lid. Thread nylon string through all the pieces as shown. The big container, turned upside down, makes the roof. The straw threaded on the string, helps to hold up the roof. The small container is the dish of food. The lid of the big container is a tray at the bottom. When all parts are threaded, tie a knot in the string to keep them all together. Then tie the string to a tree branch and fill the dish with birdseed.

BIRD FEEDING TIPS

If you can, set up two or three bird feeding stations. Some birds are bullies. Once they find an eating spot, they will drive other birds away. If there are several eating places, all the birds have a better chance to get their share. Once you start feeding the birds, DON'T STOP. They will come to depend on you for food. If you stop suddenly in the winter, they may starve.

WHO LIKES WHAT

Sunflower Seeds: Jays, cardinals, chickadees, goldfinches, nuthatches, sparrows
Millet: Juncos, sparrows, goldfinches
Peanuts: Jays, chickadees, goldfinches
Suet and bacon fat: Woodpeckers, chickadees, starlings



Outdoor Adventures

PUDDLES PONDS AND STREAMS

Approach a pond quietly. Walk slowly and keep your body low. When you get to the edge of the pond, sit quietly. Any animal you may have disturbed will resume its normal activities when it feels no more movements. Close your eyes and listen for the different sounds, then open your eyes and look for ripples on the water's surface. Before long you may see turtles and bugs that need oxygen. They come to the surface, take a gulp of air, then dive back under.

To make exploring along the waters edge **FUN**, take along a strainer (*like a fish net*), a magnifying glass, some jars with lids, plastic cartons and a pond viewer (*water scope*) to use as you look down in the water.

To make a POND VIEWER

Cut a big hole in the bottom of a plastic carton. Cover the top with clear plastic wrap and hold it in place with a rubber band. You lower this end into the water and look through the other end.

Instead of a plastic carton, take a large can and use a can opener to remove the top and bottom. Tape the cut edges and use a rubber band to hold a piece of clear plastic over one end.

Use your pond viewer for a clearer view of underwater life. Go on a pond safari. Watch the surface for movement. Many creatures are able to use the surface film to support their bodies. Look for water striders skimming along and tiny springtails bouncing on the surface. Whirligig beetles spin around like dodgems on the water as they search for food. All these creatures dart away the moment the surface of the water is disturbed. Look for free-swimming pond creatures like water boatmen, backswimmers and red water mites. Daphnia and Cyclops swim rapidly in bursts to 'jump' through the water, which is why they are often called 'water fleas'. These are the skimmers. Diving beetles and backswimmers come regularly to the surface to replenish the bubble of air they carry on their bodies. They do this because they cannot get enough oxygen to breathe from the water, although their larvae have gills and live entirely in the water.

Different animals keep to particular areas of the pond. If you dip with your net half in the water, you will collect those animals which live on or hang just below the surface. Sweep your net through the water and empty the contents into the large container of water. Sort out your 'catch' by transferring the bugs to a jar. Pond creatures like to hide, so don't put any weeds, dead leaves, sticks or stones into the containers. Now the bugs are easier to view, take closer look using a magnifying glass.

Other insects like dragonflies, damselflies and mayflies also lay their eggs in the water. On hatching these become nymphs which have gills to absorb oxygen dissolved in the water.

Snails lay eggs all spring and summer. Frogs lay eggs only in early spring. You can find them close to the shore in big clumps with thousands of eggs in them. Each egg is coated with jelly. At first the eggs are round and black. Then they change in shape and look like commas. The commas twitch - they are tiny tadpoles. Within ten days, they will wiggle out of the jelly.

Use a strainer to scoop up some frog's eggs. Put them in a big jar with pond water and cover the jar. Then take it home and watch the eggs develop.

It takes two to three months for a tadpole to become a frog. Hind legs grow first, then front legs. As the tail gets shorter, the tadpole stops breathing under water like a fish. It starts breathing air, like a land animal and soon becomes a grown up frog.

Catch a frog, if you can, and watch it breathe. Its throat goes up and down while it takes in air through its nose.

When you have finished looking at the animals and bugs always return them to the pond by floating them on to a spoon. Do not pick them up with your fingers.

POND PLANTS can be just as fascinating as animals once you know what to look for. Living in water they have to cope with some rather special conditions.



Outdoor Adventures

The commonest pond plants are rushes and sedges. Clumps of these plants are always found in damp places. Rushes have round, spiky stems filled with white fluffy pith. They are smooth, with no leaves and bear bunches of brown flowers. Sedges have similar flower spikes and tough pointed leaves which grow out in three directions from a triangular stem. These plants form a dense band along the edge of the pond. Among them you may see the violet blue flag.

A STREAM is water on the move. As it rushes across the countryside it cuts or erodes a notch or valley for itself. To see the effect of water erosion, look for a bend in the stream. The bank on the outside of the bend is being cut away. Debris is deposited on the inside bank creating a beach.

Find out how fast the water is flowing by marking a 5 yard length of the stream. Note the time taken for a small piece of wood to float this distance. Divide the time by five to give the rate of flow in seconds per yard.

Animals that live in streams have to be able to survive the current. They are either strong swimmers like freshwater shrimps and fish or clingers like leeches and flatworms.

Flowing water is better at taking oxygen from the air than still water. Animals must have oxygen to breathe and many stream creatures need lots of it.

The plants are firmly rooted in the stream bed or securely attached to stones. They have long stems and like water milfoil finely divided leaves which do not obstruct the water's flow. Some plants like broad-leaved pondweed have fine submerged leaves and broad floating leaves.

Fish like sticklebacks and young eels weave their way among the weeds. Mayfly and stonefly nymphs dart around while snails and flatworms glide over the stones.

INVESTIGATING FISH

Everyone who dips in a pond or stream hopes to catch a fish, but they are not always easy to find. Fish are sensitive to movement and vibrations. They can feel you walking along the bank and see your shadow if it falls on the water. Attract the fish by baiting with small pieces of bread or worms. Some fish always rise to take insects which land accidentally on the surface and become trapped. Insects struggling to escape attract these fish. This is imitated in fly-fishing. Other fish stay near the bottom of the pond, feeding on insects and snails.

Find a bridge over a clear fast-flowing stream. Watch how the fish swim against the current. They are well camouflaged to avoid predators and have more streamlined shapes than fish in ponds.

If you want to catch fish and then release them unharmed remove the barb on your hook as shown in picture.

WIND

How far can you throw a ball?

The answer depends on how strong you are and how you get the power in your arms transferred to the ball. It depends on the air. If the wind is blowing from behind the ball, it will go farther. If you throw the ball into the wind, then the wind will slow the ball down and it will fall quickly to the ground.

As you can see, the distance that you can throw depends on many factors.

Go outside and practice throwing a ball. See how the wind affects your throw. What happens if you spin the ball?

Some experiments with wind:

Cut a stiff piece of paper into a rectangle. Fold down each side to make a bridge. Place paper bridge on a flat surface. Blow steadily under the bridge. What happens to the top of the bridge? What happens to the sides of the bridge?



Outdoor Adventures

Punch a hole in the bottom of two equal size cans. Thread string through each hole and knot it. Suspend the cans at the same height but only 1 inch apart. Blow gently between the cans. Which way do the cans move?

Hold a sheet of paper close to your mouth. Hold it so that the paper hangs down in a curve. Blow gently across the top of the paper. What happens to the paper?

Take a sheet of paper and fold it in half. Crease the fold firmly. Curve the top sheet and glue it in place. You have made a wing. Make a small hole in the top and bottom of your wing. Cut a short length from a straw to prop up your wing and stop it collapsing. Thread string through holes and the straw. Pull the string vertical. Now, while pulling the string, blow from the crease. What happens to the wing?

BOYS

NATURE TRAIL PACK ACTIVITY

This is a den competition - not a race - to test nature skills. The trail should have 5 to 10 stations at which each den is asked to find something, identify something or otherwise have knowledge of nature lore.

Dens start at intervals of about five minutes. At each checkpoint, they find a message under a rock which tells them what they must do. They have a scorecard on which they write their findings; then they go on to the next station. At each station, a mom or dad acts as judge to provide minimum help and to make sure the message is replaced under the rock.

The following is a sample nature trail that might be suitable for a small park.

- STATION 1 -** "Look for the biggest tree you can see from here. What direction is it? Write the direction on your scorecard. Go northeast to a picnic table and look under it."
- STATION 2 -** "Within 15 paces of this spot, there are five different kinds of trees. Write the names of two of them. Go south 50 paces and find a small mound of pebbles."
- STATION 3 -** "Within 20 feet of here, there is a clump of wildflowers. Write down its name. Go east until you come to a tree with a split trunk. Look around its base."
- STATION 4 -** "Somewhere in this tree there is a nest with young birds. Spot it but do not disturb the nest or birds. Watch for adult birds feeding the young or guess the name of the birds from the shape of the nest. Write down what kind of birds you think they are. Go north toward the highway entrance to the park. Near the road, look for two rocks, one on top of the other."
- STATION 5 -** "Within 5 paces of this spot there is an insect's home. Find it and write down the name of the insect." *(Could be an anthill, beehive, wasps nest, etc)* "Go southeast until you come to a seesaw. Look under one of the seats."
- STATION 6 -** "Ten paces due east of this spot is an animal track. What is the animal?" *(If there is no real animal track, use plaster cast of a cat's track)* "Go due east until you come to a weedy patch. Look along it edge."



Outdoor Adventures

Return to station one and turn in your scorecard.

Have judges ready at Station 1 to check scorecards and post each den's ranking. Give an inexpensive prize such as a pennant for the winning den's den flag.

EXPLORING FIELDS AND LOTS

Just beyond the door is a world of living things. A field, a vacant lot or even a small grassy spot is home to many kinds of plants and animals. Even the smallest field or lot has many kinds of animals and plants. How do these plants and animals live and survive in their surroundings? Have your boys become 'explorers and scientists'. Spend a meeting or two finding what is out there.

Climates:

We all know that Alaska's climate is different from Florida's. But few of us realize that one small grassy lot has a number of different climates. For example, the south slope of a hill gets more sunshine than the slope that faces north. An open area gets more sunshine and is windier than a sheltered spot. Because water is being given off from the soil, the air right above the ground is usually damper than the air near your face.

These little climates help to explain why certain animals and plants live in one spot rather than another. For example, centipedes, slugs, worms, moss and mushrooms need dampness. They are close to the ground. They need shade and avoid the sunlight by living under plants, rocks, and rotting trees. Many spiders, ladybugs, dandelions and ragweed live higher up. You'll find them among the stems of grasses and other plants. They do very well in sunny or windy spots.

PROJECT: Finding temperatures in different climates.

YOU WILL NEED: An outdoor thermometer.

Find a bare place in a field. Lay the thermometer on it, making sure the bulb is touching the soil. Leave it there for a minute or two. Now find the temperature of the air at knee level. Compare the two temperatures. There may be a 10 - 20 degree difference. Repeat this exercise under a tree or in damp places, on different sides of a hill or a tree. What did you discover happens?

POLLUTION AND LITTER

TESTING FOR POLLUTED AIR

Ozone and other gases in polluted air destroy rubber. Find out how good the air is where you live.

Materials you will need:

- 6 - 8 rubber bands (*all same size*)
- A coat hanger
- A glass jar with a lid
- A magnifying glass

1. Bend the coat hanger as shown in the drawing. You want it to hold the rubber bands straight without stretching them.
2. Slide 3 or 4 rubber bands onto the hanger. Hang the hanger outside in a SHADY place. (Sun also changes rubber, but you want to see what the air will do to the rubber bands without sunlight)
3. Put 3 or 4 rubber bands into the glass jar. Close the lid tightly. Keep this jar indoors in a drawer or cupboard.
4. Wait a week. Check the rubber bands that have been outdoors. Use the magnifying glass to look at them more closely. Do they have cracks or breaks? Have any of them snapped? How do they look compared with the rubber bands that were kept indoors in a jar.
5. If the outdoor rubber bands are still in good shape, put them back outside. Check them again in another week. Where the air is really polluted, rubber bands will snap in a week or two.

SNARE DIRT FROM THE AIR



Outdoor Adventures

Air may have tiny grains of sand, dust, ash and other things floating around in it. What kinds of solid stuff can you find in your air?

Materials you will need:

A white plate
Petroleum jelly (*vaseline*)
A magnifying glass

1. Cover the white plate with petroleum jelly.
2. Put the plate outside on a windowsill. Leave it there for a week.
3. Bring the plate in. Use the magnifying glass to see what has stuck to the plate. These are the solid bits and pieces that the air is carrying.

THINGS YOU AND YOUR FAMILY CAN DO TO SAVE THE ENVIRONMENT

1. Before throwing letter-size paper into the trash, check the backs of sheets to see if they are blank. If so, use them for drawing. Or cut them into squares and use them as notepaper.
2. Reuse big envelopes that arrive in the mail. Just put a new address label on - any square of paper will do.
3. Send back junk mail you don't want - at mailers expense. Tell them you don't want anymore. These are a great waste of paper.
4. If possible, take showers instead of baths. Showers use less water than baths. Soap up and then turn the shower on.
5. Don't throw out those last little bits of soap. Stick them to the next bar.
6. Don't pour anything from a container marked "poisonous" or "dangerous" into the sink or onto the ground.
7. Buy pump spray containers, which work just as well as aerosol cans, and don't harm the atmosphere.
8. Compost your kitchen leftovers, such as apple cores and potato peelings. You'll be amazed at how much less garbage you have. And your garden will be grateful.
9. Buy eggs in cardboard cartons not styrofoam ones.
10. For foods that don't spoil quickly, buy the biggest size you can afford. First, the biggest size is usually the best buy. Second, there's less packaging for the amount of stuff you get.
11. Write letters complaining to companies that use lots of wasteful, polluting packaging on their products. (*This includes many toy companies and fast-food restaurants*) Support companies that try to put their products in simple packages that can be recycled.
12. Find out if your community has depots to recycle bottles, cans, and paper. Then make sure your family recycles these things.

To start a recycling program:

Write to the mayor and urge him to begin a recycling program.
Ask your teacher if your school can be a recycling depot.

13. You'll probably have to buy some things in plastic containers, because that's the only way they are sold. If they go into the garbage, they'll be polluting the environment for a long time. What else can you do with them? Find ways to reuse them, make a flower container or crayon container. Find out how crafty you can be.
14. Become a saver. Giftwrap paper can be smoothed out and used again. So can ribbon and string. Make gift tags from the fronts of old greeting cards.
15. Use rags, worn out clothes, sheets and old diapers for housecleaning instead of paper towels and throwaway cleaning clothes.
16. Don't throw away outgrown clothes. Maybe there is someone else in your family or neighborhood that the clothes could be passed on to.
17. Don't throw litter onto the ground or into creeks and ponds.
18. Turn off: the TV when nobody's watching it; the light when you leave a room.
19. If you can, walk or ride your bike instead of taking the car. It's better for you, saves energy, and cuts down on pollution.
20. Talk to your parents, other relatives and friends about the environment and how we can protect it. Share ideas for saving energy and recycling things.
21. Your family probably makes some donations to charities and other groups every year. Is your family supporting a group that works to clean up the environment.



Outdoor Adventures



Outdoor Adventures

SANTA ANA MOUNTAINS - CUB TREKKER

This award was established to: (1) promote the outdoor program of the Pack; (2) provide an avenue for completion of specific outdoor Wolf/Bear achievement and arrow point requirements and; (3) introduce Cub Scouts and Scouters to hiking in the Santa Ana Mountains and Cleveland National Forest. This award was developed and sponsored by Pack 633 of Rancho Santa Margarita/Trabuco Canyon.

1. Comply with all applicable GENERAL REQUIREMENTS.
2. File a LOCAL TOUR PERMIT prior to the hike.
3. Registered Cub scouts (second and third graders; Wolves and Bears) WEBELOS scouts and Scouters may earn this award by completing the requirements.
4. The hike should take a minimum of two hours to complete and be less than 4 miles round trip. Recommended hikes in the Santa Ana Mountains include (but are not limited to) the following: (1) Ladd Canyon Spring; (2) Holy Jim Falls; (3) Trabuco Canyon; (4) El Cariso Nature Trail- (5) San Juan Loop Trail; (6) Chiquito Basin and; (7) Upper Hot Spring Canyon. Highly recommended reference is Schad, J.: Afoot and A-field in Orange County, Wilderness Press, Berkeley, CA, 1988.
5. The leader must be knowledgeable about local regulations and wilderness permit requirements of the local land manager (United States Forest Service, Cleveland National Forest). Some trailhead are accessed by dirt roads that may require sturdy or high clearance vehicles, and may be impassable during or after heavy rains. Information can be obtained by writing or calling Trabuco Ranger District, USFS, 1147 E. Sixth St., Corona, CA, 91720; (909) 736181 1. Leaders may also consult the reference listed in requirement 5.
6. Prior to the hike, the boys and leaders should discuss the OUTDOOR CODE at a regularly scheduled Den meeting. At the trailhead, the adult trek leader and "sweeper" are designated, and trail safety rules and trail courtesy are discussed. The hike should be completed as a Den. Leader to Cub scout ratio must be at least two adult leaders for eight boys, and not less than two adults for any hike. Each Cub scout/Scouter should be in uniform and should carry their own personal equipment, lunch, drinking water and daypack. One adult leader must be qualified in first aid (and carry a first-aid kit) as specified in the GENIERAL REQUIREMENTS. It is recommended that the trek leader have completed the Backpack Awareness Course.
7. Leader must carry a parent release (emergency consent) for each Cub scout which specifies the outing date. The form is available at the Council Service Center.
8. The award may be displayed on the uniform right pocket, pack, red vest, or "brag sheet".
9. These SPECIFIC REQUIREMENTS shall supersede the GENERAL REQUIREMENTS if there is an area of conflict.



Outdoor Adventures

SANTA ANA MOUNTAINS - WEBELOS TREKKER

This award was established to: (1) promote the outdoor program of the Pack- (2) provide an avenue for completion of specific outdoor WEBELOS activity badge requirements (Geologist, Naturalist, Forester, Outdoorsman) and; (3) introduce WEBELOS scouts and Scouters to hiking in the Santa Ana Mountains and Cleveland National Forest. This award was developed and sponsored by Pack 693 of Rancho Santa Margarita/Trabuco Canyon.

Requirements:

1. Comply with all applicable GENERAL REQUIREMENTS.
2. File a LOCAL TOUR PERMIT prior to the hike.
3. Registered WEBELOS scouts and Scouters may earn this award by completing the requirements.
4. The hike should be at least 3.5 miles round trip and preferably less than 8 miles. Prior to earning this award, WEBELOS hikers must have previously earned either the SANTA ANA MOUNTAINS-CUB TREKKER AWARD, or any other CUB ADVENTURE AWARD that involves hiking, or taken a day training hike of at least 2.5 miles. Recommended hikes include (but are not limited to) the following: (1) Black Star Canyon Falls; (2) Silverado Motorway to Bedford Peak; (3) Bedford Road-, (4) Trabuco Canyon; (5) Viejo Tie Loop; and (6) Morgan Trail. Highly recommended reference is Schad, J.: Afoot and Afield in Orange County, Wilderness Press, Berkeley, CA, 1988.
5. The leader must be knowledgeable about local regulations and wilderness permit requirements of the local land manager (United States Forest Service, Cleveland National Forest). Some trailheads are accessed by dirt roads that may require sturdy or high clearance vehicles, and may be impassable during or after heavy rains. Information can be obtained by writing or calling Trabuco Ranger District, USFS, 1147 E. Sixth St., Corona, CA, 91720; (909) 736-1811. Leaders may also consult the reference listed in requirement 5.
6. Prior to the hike, the boys and leaders should discuss the OUTDOOR CODE at a regularly scheduled Den meeting. At the trailhead, the adult trek leader and "sweeper" are designated, and trail safety rules and trail courtesy are discussed. The hike should be completed as a Den. Leader to Cub scout ratio must be at least two adult leaders for eight boys, and not less than two adults for any hike. Each Cub scout/Scouter should be in uniform and should carry their own personal equipment, lunch, drinking water and daypack. One adult leader must be qualified in first aid (and carry a first aid kit) as specified in the GENERAL REQUIREMENTS. It is recommended that the trek leader have completed the Backpack Awareness Course.
7. Leader must carry a parent release (emergency consent) for each Cub scout which specifies the outing date. The form is available at the Council Service Center.
8. The award may be displayed on the uniform right pocket, pack, red vest, or "brag sheet".
9. These SPECIFIC REQUIREMENTS shall supersede the GENERAL REQUIREMENTS if there is an area of conflict.



Outdoor Adventures

WEBELOS MODEL ROCKETEER

1. Comply with all applicable GENERAL REQUIREMENTS.
2. File a LOCAL TOUR PERMIT **prior** to the scheduled model rocket launch.
3. To comply with age recommendations of model rocket manufacturers, all registered WEBELOS scouts age **10 and older**, and Scouters may earn this award.
4. This award is designed to be completed over a series of Den meetings, culminating in a Den model rocket launch, Active parent/leader supervision and help is required. As an alternative, the den may participate in a model rocketry class conducted by the Southern California Rocket Association.
5. REQUIREMENTS FOR WEBELOS SCOUTS:
 - A. With your Den, talk about the National Association of Model Rocketry Safety Code. Tell why it is important to practice safety while launching model rockets.
 - B. Point out the parts of a basic model rocket.
 - C. Describe six types of model rocket recovery (featherweight, streamer, tumble, Parachute, helicopter and glide).
 - D. Know how a model rocket motor works. Explain what the three-part classification code for model rocket motors means.
 - E. Show how to prepare a model rocket for launch.
 - F. Build a Skill Level I model rocket from a kit that uses a mini "T", ½ A, A, B or C motor. (Beginning model rocketeers should not use D, E, F or reloadable motors.)
 - G. Successfully launch and recover the model rocket at a Den model rocket launch.
6. As of this writing, two established model rocket launch sites are available to WEBELOS Scouts/Scouters in the Southern California area: Mile Square Regional Park and Lucerne Dry Lake.



The Southern California Rocket Association (SCRA) conducts controlled and supervised launches for the general public in the "hobby area" at Mile Square Regional Park in Fountain Valley a minimum of three days per month (two Sundays and one Saturday) from 9:30 a.m. to 12:30 p.m. In addition, SCRA can accommodate adult supervised scout groups on additional weekend days if scheduled with enough advance notice. For detailed information (including the current launch schedule, or to arrange a special launch date, or to sign up for a model rocketry class) the Den leader should call or write the Southern California Rocket Association, P.O. Box 5165, Fullerton, CA 92635-0165, (714) 529-1598.

Lucerne Dry Lake is open to the general public for model rocket launching. Lucerne Dry Lake is located off Highway 247, just north of the city of Lucerne Valley near Victorville. At least one week prior to the scheduled model rocket launch, the Den leader must call the Lucerne Valley Fire Department (San Bernardino County Fire Agency) at (619) 248-7322, and tell them who you are and when you will be utilizing Lucerne Dry Lake to launch model rockets. A written permit is not required. To reach Lucerne Dry Lake, go north from Lucerne Valley on Highway 247 approximately 5 miles, turn left (west) off the paved road onto any of several dirt access roads, and drive out onto the lake bed. Head for the northwest corner of Lucerne Dry Lake, and set-up a launch site at least 2500 feet from Highway 247. Model rocketry at Lucerne Dry Lake is best conducted in the early morning hours, as the Santa Ana winds whip up by late morning. For



Outdoor Adventures

further information about Lucerne Dry Lake, call Dennis Crockett at (714) 858-2880.

Model rocket launching is possible at other sites throughout the Southern California area; however, strict rules and regulations are in effect in most cities and counties. As per the California State Fire Marshall, minimum requirements include: (1) written permission from the property owner where the model rocket launch is to take place, and (2) a written permit issued by the local city or county fire department, depending on which agency has fire prevention Jurisdiction. Under no circumstances should Webelos scouts/Scouters launch model rockets without satisfying all applicable rules, regulations and laws in effect in their respective city and/or county. Orange County Webelos scouts/Scouters who wish to launch model rockets in the cities of Buena Park, Cypress, Dana Point, Irvine, Laguna Hills, Laguna Niguel, Lake Forest, La Palma, Los Alamitos, Mission Viejo, Placentia, San Clemente, San Juan Capistrano, Seal Beach, Stanton, Tustin, Villa Park, Yorba Linda, as well as



All unincorporated areas of the county, should call or write Dennis Hirschberg, Fire Safety Specialist/Code Enforcement, Orange County Fire Department, 180 South Water Street, Orange, CA 92666, (714) 744-0400 and request a copy of the latest rules and regulations governing model rocketry in Orange County ("OCFD Model Rocket Requirements and Permit Information"). Model rocket launching in all other Orange County cities is under the jurisdiction of the local city fire department. Webelos scout leaders in other Southern California counties should contact the Fire Prevention Bureau of their local city or county fire department.

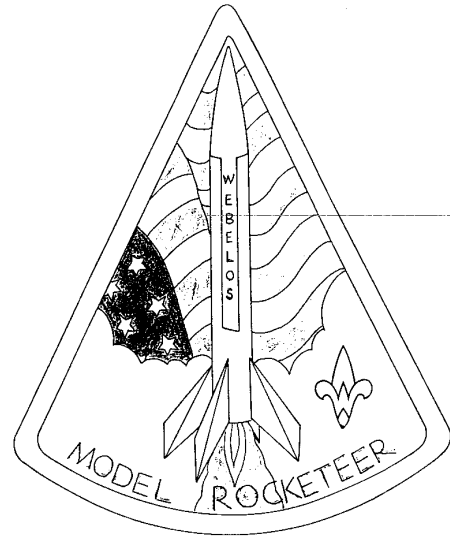
7. Leader must carry a parent release (emergency consent) for each, WEBELOS Scout which specifies the outing date. The form is available at the Council Service Center.
8. The award may be displayed on the uniform right pocket, pack, red vest, or "brag sheet".
9. These SPECIFIC REQUIREMENTS shall supersede the GENERAL REQUIREMENTS if there is an area of conflict.



Outdoor Adventures

SUPPLEMENT TO THE CUB ADVENTURE AWARDS FOR CUBS AND WEBELOS - 1995 BOY SCOUTS OF AMERICA - WESTERN REGION ORANGE COUNTY COUNCIL

The purpose of this supplement is to provide Orange County Council Cub Scout leaders with references and appropriate sources in the Orange County and vicinity to aid in completion of the award requirements. The information presented herein does not include resource materials available through the National Scout Shop or Orange County Council Service Center. Leaders should seek out and be familiar with these resources. Lastly, no additional information is provided for awards that are self-explanatory, or involve hiking/camping in local Council Camps not in Orange County. Please send additions, deletions, corrections and/or recommendations to Dennis Crockett, 32780 Coppercrest Drive, Trabuco Canyon, CA 92679.



CHAPTER 1 CALIFORNIA INLAND EMPIRE

A. Mt. Baden-Powell (for Webelos only: consult High Adventure Awards for Scouts and Explorers - 1995.)

1. Ref: Robinson JW: Trails of the Angeles, 100 Hikes in the San Gabriels, Wilderness Press, Berkeley, 1990 pp182-183.
2. Ref: Schad J: Afoot and Afield in Los Angeles County, Wilderness Press, Berkeley, 1991 p254.
3. Ref: McKinney J: Day Hiker's Guide to Southern California, Olympic Press, Santa Barbara, 1987 pp 129-131.

B. Webelos Under the Stars

1. Ref: Stienstra T: California Camping 1994-1995 Edition, Foghorn Press, San Francisco, 1995 (this is **the** reference for California camping).
2. Rancho Las Flores Scout Camp - located 11 miles south of San Clemente off I-5 at Las Pulgas entrance to Camp Pendleton (contact Council Service Center about specific programs such as family camping as a pack, Cub Scout partners and pals, etc.)
3. Lost Valley Scout Reservation - located near Warner Springs in San Diego County (contact Council Service Center about specific programs such as family camping as a pack, Webelos partners and pals, etc.)
4. Some favorite camps of Orange County Cub Scouts/Scouters: (1) San Clemente State Beach, (714) 492-3156; (2) El Cariso Campground, Falcon Group Camp, Blue Jay, Upper San Juan, Observatory, Crestline Group Camp in Cleveland National Forest, (619) 673-6180; (3) O'Neill Regional Park, (714) 858-9365; (4) Featherly Regional Park (909) 637-0210; (5) Black Mountain Group Camp, (909) 659-2117 and Hurkey Creek County Park, (909) 659-2050 in the San Jacinto Wilderness; (6) Indian Cove Campground and Sheep Pass Group Camp in Joshua Tree National Monument, (619) 367-7511; (7) Shady Cove



Outdoor Adventures

Group Camp, (909) 337-2444 and Oso Group Camp (909) 794-1123 in San Bernardino National Forest; (8) Silverwood Lake State Recreation Area (619) 389-2303, just north of the city of San Bernardino.

CHAPTER 2 LONG BEACH AREA

A. Cub Scout Cyclist Award

1. Ref: Brundige D and S: Bicycle Rides Orange County, B-D Enterprises, San Pedro, CA, 1990.
2. Ref: "Existing Bikeways - Orange County, California", a map available from the Orange County Environmental Management Agency (714) 834-3111.
3. Ref: Schad J: Cycling Orange County, Contra Publications, 1989.

CHAPTER 3 OLD BALDY

A. Home Town Historic Sites

1. Ref: Roberts G and J: Discover Historic California, Gem Guides Book Co., Pico Rivera, CA, 1990.
2. Ref: California Historical Landmarks, Office of Historic Preservation, California Department of Parks and Recreation, 1990.
3. Ref: The California Missions: A Sunset Pictorial, Ed. Krell, D, Sunset Publishing Corporation, Menlo Park, California, 1979.
4. Ref: Mobil Travel Guide: California and The West, Prentice Hall Travel, Simon and Schuster, Inc., New York (published yearly).
5. Contact: Orange County Historical Commission, 211 West Santa Ana Blvd., Santa Ana, CA, 92702 (714) 834-5560.
6. Contact: A great source for this award is your local city or county library.

B. Webelos Cycling

1. Please see Chapter 2, A. Cub Scout Cyclist Award.

CHAPTER 4 DESERT PACIFIC

A. El Camino Real

1. Ref: The California Missions: A Sunset Pictorial, Ed. Krell, D, Sunset Publishing Corporation, Menlo Park, California, 1979.
2. Contact: Mission San Gabriel Arcangel, 537 West Mission Drive, San Gabriel, CA, 91776 (818) 282-5191.
3. Contact: Mission San Juan Capistrano, 2 blocks West of I-5, Ortega Highway exit, San Juan Capistrano, CA 92675 (714) 248-2048.
4. Contact: Mission San Luis Rey de Francia, 4050 Mission Avenue, San Luis Rey, CA 92068, (619) 757-3250.
5. Contact: Mission Basilica San Diego de Alcalá, 10818 San Diego Mission Road, San Diego, CA 92108, (619) 281-8449.

B. Old Town Heritage



Outdoor Adventures

1. Contact: Old Town San Diego State Historic Park Visitor Center, 4002 Wallace Street, San Diego, CA 92110-2743, (619) 220-5422.

C. U.S. Mormon Battalion Trail

1. Contact: Mormon Battalion Visitors Center, 3520 Juan Street, San Diego, CA 92110, (619) 298-3317.

D. Webelos Hiker

1. Ref: Schad J: Afoot and Afield in Orange County, Wilderness Press, Berkeley 1992.*
2. Ref: Schad J: Afoot and Afield in Los Angeles County, Wilderness Press, 1991.*

* These books are tailor-made for selecting Cub and Webelos hikes. The books contain introductory chapters that discuss climatology, geology and geography, fauna and flora, as well as hiking and trekking health, safety and courtesy.

3. Ref: "Recreation Element, Advanced Planning Program, Component II", which includes descriptions and maps of regional parks and recreations trails, can be obtained from Orange County Environmental Management Agency, 12 Civic Center Plaza, Santa Ana, CA 92702, (714) 834-2626.
4. Contact (to request hiking trails info): Orange County Regional Parks

Main Office
Environmental Mgmt. Agency
Parks and Recreation
10852 Douglass Road
Anaheim, CA 92806
(714) 634-7034

Aliso and Woods Canyon Regional Park,
Contact: Laguna Niguel Regional Park
28241 La Paz Road
Laguna Niguel, CA 92677
(714) 831-2791

Carbon Canyon Regional Park
4422 Carbon Canyon Road
Brea, CA 92621
(714) 996-5252

Featherly Regional Park
24001 Santa Ana Canyon Road
Anaheim, CA 92806
(714) 637-0210

Irvine Regional Park
21501 E. Chapman Avenue
Orange, CA 92669
(714) 633-8072

O'Neill Regional Park
30892 Trabuco Canyon Road
Trabuco Canyon, CA 92678
(714) 858-9366

Peters Canyon Regional Park
c/o Santiago Oaks Regional Park
2145 N. Windes Drive
Orange, CA 92669
(714) 538-4400

Laguna Coast Wilderness Park
(near Crystal Cove State Park)
off Laguna Canyon Road
18712 University Drive
Irvine, CA 92715
(714) 854-7108

Santiago Oaks Regional Park
2145 N. Windes Drive
Orange, CA 92669
(714) 538-4400

Whiting Ranch Wilderness Park
P.O. Box 156
Trabuco Canyon, CA 92678
(714) 589-4729



Outdoor Adventures

General Thomas F. Riley Wilderness Park
in Coto de Caza/Wagon Wheel Canyon
c/o Ronald W. Caspers Regional Park
(714) 728-3420

5. Contact (to request hiking trails info): California State Parks

Chino Hills State Park
15838 Pomona-Rincon Road
P.O. Box 2163
Chino, CA 91708
(213) 620-3342

Crystal Cove State Park
c/o Orange Coast District
18331 Enterprise Lane
Huntington Beach, CA 92648
(714) 494-3539

San Clemente State Beach
225 Avenida Calafia
San Clemente, CA 92672
(714) 492-3156

San Onofre State Beach
c/o Pendleton Coast Area
3030 Avenida del Presidente
(714) 492-4872

6. Contact: Cleveland National Forest (United States Forest Service)

Trabuco Ranger District
1147 E. Sixth Street
Corona, CA 91720
736-1811

El Cariso Station
32353 Ortega Highway
Lake Elsinore, CA 92330
678-3700

7. Ref: Robinson JW: Trails of the Angeles: 100 Hikes in the San Gabriels, Wilderness Press, Berkeley, 1990.
8. Ref: Robinson, JW: San Bernardino Mountain Trails: 100 Hikes in Southern California, Wilderness Press, Berkeley, 1992.
9. Ref: McKinney J: Day Hiker's Guide to Southern California, Olympic Press, Santa Barbara, 1987.
10. Ref: McKinney J: Day Hiker's Guide to Southern California (II), Olympic Press, Santa Barbara, 1989.
11. Ref: Furbush, PA: On Foot in Joshua Tree, M.I. Adventure Publications, West Lebanon, Maine, 1992.

E. Whale Award

1. Please see Chapter 5, D. Whale Watcher.

F. Webelos Overnighter

1. Please see Chapter 1, B. Webelos Under the Stars.

CHAPTER 5 VENTURA COUNTY

A. Big Sycamore Canyon

1. Ref: Schad J: Afoot and Afield in Los Angeles County, Wilderness Press, Berkeley, 1991 pp 119-122.

B. Cub Day Hiker



Outdoor Adventures

1. Ref: McPherson A: Nature Walks in Orange County, Bear Flag Books, Arroyo Grande, CA, 1993.*

* This book has many hikes that are short, easy and satisfy the 2 hour completion requirement: ideal for Tigers, Wolves and Bears.

2. Other appropriate hikes can be found in the references and contacts listed in Chapter 4, D. Webelos Hiker.
3. Please see Appendix 1.

C. Cub Ranger

1. Ref: Outdoor Science Education in Orange County, California: A Comprehensive Directory of Facilities and Programs, Ed. Rigby, JA; available from the Acorn Group, 17300 East 17th Street, Suite J-236, Tustin, CA (714) 838-4888 FAX 838-5309.

2. Contacts (to participate in a naturalist/science/ranger program):

Bolsa Chica State Ecological Reserve
Amigos de Bolsa Chica
Adrienne Morrison, Coordinator
P.O. Box 3748
Huntington Beach, CA 92605
(714) 897-7003

Carbon Canyon Regional Park
EMA/Harbors, Beaches and Parks,
County of Orange
4442 Carbon Canyon Road
Brea, CA 92621
(714) 996-5252

Ronald W. Caspers Wilderness Park
EMA/Harbors, Beaches and Parks,
33401 Ortega Hwy., P.O. Box 395
San Juan Capistrano, CA 92675
(714) 728-0235

The Centennial Farm
Orange County Fair and Exposition Center
Jim Bailey/Michelle McKnight, Supvs.
88 Fair Drive
Costa Mesa, CA 92626
(714) 751-3247

Ralph B. Clark Regional Park
EMA/Harbors, Beaches and Parks,
County of Orange
8800 Rosecrans Avenue
Buena Park, CA 90621
Park Office (714) 670-8045

Cooperative Outdoor Program
University of California, Irvine
Peter Bowler, Associate Director
Student Activities, U.C. Irvine
Irvine, CA 92717
(714) 856-5183

Corona Del Mar Marine Life Refuge
City of Newport Beach,
Marine Department
70 Newport Pier, P.O. Box 1768
Newport Beach, CA 92658-8915
(714) 644-3047

Craig Regional Park
EMA/Harbors, Beaches and Parks,
County of Orange
3300 N. State College Blvd.
Fullerton, CA 92635
Park Office (714) 990-0271

Crystal Cove State Park
State of California, Dept. of Parks
Recreation
8471 Coast Highway

Dana Point Harbor Youth and Group Facility
EMA/Harbors, Beaches and Parks,
County of Orange



Outdoor Adventures

Laguna Beach, CA 92651
Mailing Address:
18331 Enterprise Lane
Huntington Beach, CA 92648
Park Office (714) 494-3539

Lori Rodman, Park Ranger
34451 Ensenada Place
Dana Point, CA 92629
(714) 661-7122

Discovery Museum of Orange Cty.
Nancy Robbins, Program Dir.
3101 West Harvard
Santa Ana, CA 92704
(714) 540-0404

Environmental Nature Center
Debra Clarke, Naturalist
1601 - 16th Street
Newport Beach, CA 92663
(714) 645-8489

Featherly Regional Park
EMA/Harbors, Beaches and Parks,
County of Orange
24001 Santa Ana Canyon Road
Anaheim, CA 92808
Park Office (714) 637-0210

Fullerton Arboretum/Science Adventures
Bill Gregory, Dir., Science Adventures
c/o Fullerton Arboretum
California State University, Fullerton
Fullerton, CA 92634
(714) 895-3966

Historic George Key Ranch
EMA/Harbors, Beaches and Parks,
County of Orange
625 West Bastanchury Road
Placentia, CA 92670
Park Office (714) 528-4260

Irvine Regional Park and Orange
County Zoo
EMA/Harbors, Beaches and Parks, County
of Orange Recreations/EMA
21501 East Chapman Avenue
Orange, CA 92669
Park Office (714) 633-2022

Laguna Niguel Regional Park
EMA/Harbors, Beaches and Parks,
County of Orange
28241 La Paz Road
Laguna Niguel, CA 92656
Park Office (714) 831-2791

Nursery Nature Walks
Dana Barney, Coordinator
22242 Destello
Mission Viejo, CA 92691
(714) 859-3496

Oak Canyon Nature Center
Cathy Glasgow, Director
6700 E. Walnut Canyon Road
Anaheim Hills
Mailing Address:
City of Anaheim
200 South Anaheim Blvd.
Anaheim, CA 92805
(714) 998-8380

O'Neill Regional Park
EMA/Harbors, Beaches and Parks
County of Orange
30892 Trabuco Canyon Road
Trabuco Canyon, CA 92678
Park Office (714) 858-9365

Orange County Dept. of Education
Environmental Field Study Program
Pam Johnson, Manager
P.O. Box 9050
Costa Mesa, CA 92628
(714) 662-4950

Orange County Dept. of Education
Outdoor Science School
Dan Leinbach, Principal
1833 Mentone Boulevard
Mentone, CA 92359
(714) 794-1988



Outdoor Adventures

Orange County Marine Institute
Harry Helling, Associate Director
24200 Dana Point Harbor Drive
P.O. Box 68
Dana Point, CA 92629
(714) 496-2274

San Joaquin Freshwater Marsh Reserve
Univ. of California, Irvine/Natural
Reserve System
Dr. William Bretz, Reserve Steward
University of California, Irvine
(714) 856-6031

Santa Ana Zoo
Education Department
1801 East Chestnut Avenue
Santa Ana, CA 92701
(714) 836-4000

Santiago Oaks Regional Park
EMA/Harbors, Beaches and Parks,
County of Orange
2145 Windes Drive
Orange, CA 92669
Park Office (714) 538-4400
Sherman Library and Gardens
The Sherman Foundation
Wade Roberts, Director
2647 Pacific Coast Highway
Corona del Mar, CA 92625
(714) 673-2261

Sea and Sage Chapter
National Audubon Society
John Bradley, President
P.O. Box 25
Santa Ana, CA 92702
(714) 543-7393

Shibley Nature Center
Dave Winkler, Park Ranger/
Naturalist
Central Park Dr., P.O. Box 190
Huntington Beach, CA 92648
(714) 960-8847

Southern California Botanists
Alan Romspert, Treasurer
California State Univ., Fullerton
Fullerton, CA 92634
(714) 449-7034

Tucker Wildlife Sanctuary
California State University,
Fullerton Foundation
Ray Munson, Manager
29322 Modjeska Canyon Road
Star Route Box 858
Orange, CA 92667
(714) 649-2760

Turtle Rock Nature Center
Michael McCreary, Supervisor
1 Sunyhill Drive, Irvine, CA 92715
Mailing Address:
Turtle Rock Nature Center
c/o Community Services, City of Irvine
P.O. Box 19575
Irvine, CA 92713
(714) 854-8151

Upper Newport Bay Ecological
Reserve
California Dept. of Fish and Game
John Scholl, Wildlife Naturalist
600 Shellmaker
Newport Beach, CA 92660
(714) 640-6746

Upper Newport Bay Regional Park
EMA/Harbors, Beaches and Parks,
County of Orange
Nancy Bruland, Park Ranger
600 Shellmaker
Newport Beach, CA 92660
(714) 640-6746

3. "The Choice is Natural", a quarterly publication of the County of Orange, Environmental Management Agency, Harbors, Beaches and Parks (lists dates/times for nature walks/ranger programs/conservation projects etc. in Orange County Regional Parks). To be placed on the mailing list, contact Harbors, Beaches and Parks, Promotional Services Office, 1 Irvine Park Drive, Orange, CA 92669, (714) 771-6731.
4. Please see Appendix 1.



Outdoor Adventures

CHAPTER 6 WESTERN LOS ANGELES COUNTY

A. Cub Conservation

1. Contact: Ron Slimm, Orange County Adopt-a-Park, County of Orange Harbors, Beaches and Parks Volunteer Coordinator, 1 Irvine Park Road, Orange, CA 92669 (714) 771-6731, ext. 15.
2. Contact: Jeff Seiver, Trail Boss, Orange County High Adventure Team, 24082 Gourami Bay, Dana Point, CA (714) 496-7875.
3. Contact: The Nature Conservancy, (Limestone Canyon Park and Irvine Co. Open Space Reserve, see Appendix 1), 3142 Irvine Blvd., Irvine, CA 92720 (714) 832-7478.
4. Contact: Sierra Club, Angeles Chapter, Trails Committee, Santa Ana Mountains, Ken Croker (714) 546-7016.
5. Short-term (and Long-term) conservation projects can be arranged through the cooperation of rangers at the individual California State Parks, Orange County Regional Parks and Cleveland National Forest, Trabuco Ranger District listed in Chapter 4,D.

B. Grunion Run

1. Contact: Cabrillo Marine Aquarium, 3720 Stephen White Drive, San Pedro, CA 90731 (310) 548-7562.*

* Around December of each year, the aquarium publishes the grunion run schedule for the following March thru July.

C. Cub Historic Cycling

1. Please see Chapter 2, A. and Chapter 3, A.

D. Whale Watcher

1. Ref: The Great Whales, National Geographic Video, 1978 National Geographic Society (available at Blockbuster, and may be viewed as a den to satisfy requirement 1).
2. Whale watching cruises available in Orange County:

Dana Wharf Sportfishing
3465 St. of the Golden Lantern
Dana Point (714) 496-5794

Davie's Locker-Balboa Pavilion
400 Main
Balboa (714) 673-1434

Newport Landing Sportfishing
309 Palm, Suite F
Balboa (714) 675-0550

Queens Wharf Sportfishing
(Long Beach Sportfishing)
555 Pico Avenue
Long Beach (310) 432-8993

22nd Street Landing

Belmont Pier



Outdoor Adventures

141 W. 22nd
San Pedro (310) 832-8304

39th Place and Ocean Blvd.
Long Beach (310) 434-6781

3. Contact:

Cabrillo Marine Aquarium
3720 Stephen White Drive
San Pedro, CA 90731
(310) 548-7562

Orange County Marine Institute
24200 Dana Point Harbor Drive
P.O. Box 68
Dana Point, CA 92629
(714) 496-2274

4. Ref: Fichter, GS: Whales and Other Marine Mammals: A Golden Guide, Golden Press, New York, 1990.

E. Webelos Scout Hiker

1. Please see Chapter 4, D.

F. Vasquez Rocks - Geologic Hike

1. Ref: Schad J: Afoot and Afield in Los Angeles County, Wilderness Press, Berkeley, 1991, pp 31-32.

G. Horn of Plenty Award

1. Contact: Food Distribution Center, Orange County's Private Non-profit Food Bank, 426A West Almond, Orange, CA 92666, (714) 771-1343 (this organization can provide information on where to place food collected by volunteer organizations - this is where the food goes that is collected via Orange County's Scouting for Food drive in Nov.).

H. Ghost Chasers Historic Award

1. Ref: Roberts G and J: Discover Historic California, Gem Guides Book Co., Pico Rivera, CA, 1990.
2. Ref: California Historical Landmarks, Office of Historic Preservation, California Department of Parks and Recreation, 1990.
3. Contact: Orange County Historical Commission, 211 West Santa Ana Blvd., Santa Ana, CA 92702 (714) 834-5560.
4. Ref: Varney P: Southern California's Best Ghost Towns: A Practical Guide, University of Oklahoma Press, Norman and London, 1990.
5. Ref: California Ghost Towns, Automobile Club of Southern California, 1990.

I. Webelos Trail Maintenance

1. Please see Chapter 6., A. Cub Conservation.

CHAPTER 8 ORANGE COUNTY



Outdoor Adventures

A. Orange County Historic Trek

1. Please see Chapter 3., A. Home Town Historic Sites and Chapter 4., A. El Camino Real.
2. Charles W. Bowers Museum, 2002 North Main Street, Santa Ana, CA (714) 547-8304.
3. Irvine Historical Museum, 5 San Joaquin at Sandburg (next to Rancho San Joaquin Golf Course), Irvine, CA, (714) 876-4112.
4. Costa Mesa Historical Society Museum, Anaheim and Plummer Streets, Costa Mesa, CA, (714) 631-5918

B. Santa Ana Mountains - Cub Trekker

1. Ref: Schad J: Afoot and Afield in Orange County, Wilderness Press, Berkeley, 1992 pp 60-114.

C. Santa Ana Mountains - Webelos Trekker

1. Ref: Schad J: Afoot and Afield in Orange County, Wilderness Press, Berkeley, 1992 pp 60-114.

D. Webelos Model Rocketeer

1. Ref: Pratt DR: Second Edition: Basics of Model Rocketry, Kalmbach Publishing Co., Waukesha, WI, 1993 (available at most hobby shops).
2. Ref: Simon W: Model Rocketry Technical Manual, Estes Industries, Penrose, CO, 1993 (this manual is included within Estes Industries' model rocket catalog).
3. Contact (to request a catalog): Estes Industries, Penrose, CO 81240 (719) 372-6565.
4. Contact (to request a catalog): Quest Aerospace Education, Inc., P.O. Box 42390, Phoenix, AZ 85080 (800) 858-7302.
5. Contact: National Association of Rocketry, 1311 Edgewood Drive, Altoona, WI 54720, (800) 262-4872.

APPENDIX 1

- A. Docent led hikes, as well as nature hikes, and conservation projects are available through the Nature Conservancy Preserves:

Limestone Canyon Park (near Whiting Ranch Wilderness Park) and Irvine Co.
Open Space Reserve (near Laguna Beach)
The Nature Conservancy
3142 Irvine Blvd.
Irvine, CA 92720
(714) 832-7478

Desert Tortoise Natural Area

Big Bear Valley Preserve



Outdoor Adventures

P.O. Box 453
Ridgecrest, CA 93555

Santa Rosa Plateau Preserve
22115 Tenaja Road
Murrieta, CA 92362
(714) 677-6951

(to see Bald Eagles)
P.O. Box 1418
Sugarloaf, CA 92386
(714) 866-4190

- B. Contact: Sea and Sage Chapter, National Audubon Society, P.O. Box 1779, Santa Ana, CA 92702, (714) 543-7393, (sponsors nature hikes and bird walks in Orange County's coastal wetlands and foothills).
- C. Contact: Sierra Club, Orange County Chapter, P.O. Box 5367, Fullerton, CA 92635, (714) 997-2220, (sponsors day and nature hikes in Orange County).



Outdoor Adventures



Outdoor Adventures



Outdoor Adventures



Outdoor Adventures

OUTDOOR PROGRAMS FOR CUB SCOUTS

Program Descriptions

RANCHO LAS FLORES

Tiger Cub Safari: A one-day activity camp held at Rancho Las Flores for Tiger Cubs and their adult partner. Round robin series of activities fill the day with adventure for boys at the first grade level. Check in begins at 9:00 a.m. and the program ends with the campfire at approximately 8:00 p.m. 1996 dates are March 2, June 15, and August 3.

Partner & Pals, Mom & Me: Held at Rancho Las Flores for Wolf and Bear Cub Scouts and their adult partner. Campers have a fun filled weekend that includes five meals, campfire, craft activities, archery, hikes, nature programs, and more! Participants provide their own tent, camper, or RV. Check-in begins Friday night to set up camp; activities begin Saturday and event closes at noon Sunday. 1996 dates are:

Partner & Pal: February 13-25 and September 20-22

Mom & Me: March 22-24 and May 31-June 2

The Great Escape: Held at Rancho Las Flores, for all members of the Scouting family. A deluxe, high quality camping weekend, with outstanding meals and superior program provided. Another bargain for a family vacation. Memorial Day Weekend food is provided. Labor Day Weekend, families provide their own cooking and provide their own tent, camper, or RV.

Halloween Camp: Held at Rancho Las Flores. An overnight camping experience of games and spooky adventures for Scouts of all ages and their families. Carnival type event with 25 cent booths. Packs may run booths to earn money. Event runs from 10:00 a.m. to 4:30 p.m. Saturday. Participants may spend the night providing their own tent and meals. October 25-27, 1996.

Robin & Little John Archery Tournament: Held at Rancho Las Flores for Cub Scouts. The weekend offers a mega-fun archery program and competition. Everyone has lots of opportunity to practice shooting and archery technique. Friday evening check-in, camp ends Sunday before noon. Participants bring own tent, camper, RV. Two Cubs per parent maximum please. Food is provided beginning with breakfast on Saturday. October 4-6, 1996.

LOST VALLEY SCOUT RESERVATION

Webelos Partner & Pal Weekends: A special weekend camp held at Lost Valley Scout Reservation for Webelos and their adult partner. Program includes activity badge events. Campers bring their own tents and choose which events they want to enjoy. Check-in Friday night and ends Sunday with lunch. 1996 dates are May 3-5 and October 11-13.

Holiday Family Camps: Held at Lost Valley for all members of the Scouting family. Simple and fun describes this weekend at Lost Valley. Families bring their own tents, small campers, or RV's. Camp provides the activities: archery, rifle and BB gun shooting, boating, horseback riding (for those over age 11), and swimming. No food is provided.

SEA BASE

AQUATICS FACILITY/DAY USE ONLY



Outdoor Adventures

Webelos Aquatics Camp: Held at the Sea Base in Newport Beach for Webelos Scouts. This is a day camp program held during summer vacation periods where Webelos learn basic sailing, rowing, canoeing, and other aquatic programs. Camp runs 9:30 a.m. to 3:30 p.m. Monday-Friday, June 26 through August 24.

Sea Base Sailor: Held at the Sea Base in Newport Beach the first Saturday of every month. Cub Scouts learn the basics of water safety and rowing. Reservations can be secured through the Sea Base at (714) 642-5031. Reservations are for groups of 10 and families are welcome to participate. Pre-registration is a must.

Argus Cruise: Experience the thrill of sailing on the tall ship *Argus*. Packs may register 35 participants for an all day event that generally runs from 9:00 a.m. to 4:00 p.m.

For more information about the quality camps offered by the Orange County Council, Boy Scouts of America, please contact the Camping Department at (714) 546-8558, ext. 136. or ext. 156. To register for these events, complete the general use form found in the back of the Scouternews magazine!

HOW TO REGISTER FOR CUB OUTDOOR EVENTS

Sign up for an event early. Planning ahead means everyone gets the activity scheduled on their calendar.

Sign up is by individual or by den. Packs may also register for event as a group, If your Den isn't going to an event, sign up as an individual, and you will be placed into another Den. Don't skip an event because your whole Den isn't attending.

Registration may be mailed or made in person at the Council Service Center. Payment is due at the time of reservation. Fees include meals, program supplies and activity insurance.

General information is included in the Scouter Newspaper or an event flyer. Additional information will be mailed approximately 2 weeks prior to the event outlining the event schedule and what to bring.

Refund policy for all council events- Cancellation must be received in writing 2 weeks prior to event and are subject to 15% cancellation fee.

For questions not answered in printed information, call the Camping Department at (714)546-8558, x136 or Cub Outdoor Program Director at x156.



Outdoor Adventures

What is Cub Outdoor?

What is Cub Outdoor? The Cub Outdoor Program was created to emphasize the quality, age appropriate and meaningful outdoor activities for Cub Scouts, and was formed out of the need to educate and inform volunteers about existing programs available to Cub Scouts. We are also very concerned about the number of Cub Scouts that do not stay in the Scouting program. **Why Cub Outdoor?** The Cub Outdoor Program is designed to market and promote existing programs as well as develop new and interesting activities. Our goal is to build a corps of volunteers that are "experts" on the Cub program, as well as build new Cub Scout volunteers through training and implementation of new programs. **How does it work?** Each District has recruited a Cub Outdoor Chairman. This person serves as the representative for your District and attends the monthly Council Program meeting. Their job is to promote Cub Scout events at the District level and provide information to the Pack Outdoor Coordinator. **The Pack Outdoor Coordinator** is the unit level representation, and their job is to promote outdoor activities and aid with sign-ups within their unit. This means communicating with the Cubs and parents on both Pack and Council opportunities. The coordinators will provide a constant flow of information to the unit. Pack Coordinators are identified through the recharter process by returning a reply card. **What do I need to DO?** Make sure that your Pack has recruited a Pack Outdoor Coordinator, and start publicizing Council Cub Scout outdoor activities. The Cub Outdoor Chairman should be promoting activities at Roundtable and through the District Newsletter. The goal is to provide every Cub, parent, and leader with information about available events and trainings and assist leaders in providing a quality program so that Cub Scouts stay in the Scouting program.

1996 CUB OUTDOOR COMMITTEE DISTRICT CHAIR LIST

Council Chairman: Dennis Crockett H: 714-858-2880
Staff Advisor: Chris Dudzinski B: 714-546-4990

DISTRICT	NAME	PHONE NUMBER
Ahwahnee	Ed Arnold	H: 714-991-4767
Canyons	Bill Davis & Conrad Diaz	B: 714-546-4990
El Camino Real	Larry Culbertson	H: 714-493-5561
El Capitan	Bethann Wardle	H: 714-530-9656
Los Amigos	Chuck Hand	H: 714-871-4815
Orange Frontier	Paul Downey	H: 714-826-6243
Pacifica	Jim Winklepleck	H: 714-891-4150
Portola	Phil Glover	H: 714-546-4990
Rancho Del -Mar	Brett Beck	H: 714-546-4990
Saddleback	Jana Hertz	H: 714-770-5285
Santiago	Michael Simmons	H: 714-545-11



Woodbage

CUB SCOUT TRAINER WOOD BADGE

Beckie Desmet - 261-6668

Brad Russo - 637-2835



HISTORY OF WOOD BADGE

In 1911, four years after the Scouting program began in England, Baden-Powell began training Scouters by using a series of lectures. Subsequently, the first Wood Badge training course for Scoutmasters was held at Gilwell Park eight years later. In 1936 an experimental Wood Badge course was conducted at Schiff Scout Reservation, then in 1948, the first American Wood Badge course was introduced in the United States as advanced training for trainers of Scout leaders. Later, the course was extended to include troop committee members and commissioners. In 1972, the national Cub Scout Committee responded to a need for an advanced training course for Cub Scouting. A trainer-oriented experimental course was developed and field tested at Mentone, Alabama, in 1976. Subsequent courses were held in each region. Final approval by the National Executive Board came in October 1979. This action established Cub Scout Trainer Wood Badge as the official advanced training program for trainers in Cub Scouting.

PURPOSE

The Cub Scout Training Wood Badge course develops council and district trainers so that they can provide effective administration and implementation of Cub Scout leadership training, thus ensuring a quality Cub Scout program.

WOOD BADGE CURRICULUM

The seven day Cub Scout Trainer Wood Badge course begins with an intensive review of Cub Scouting's principals and ideals, recognizing and using available resources, communication skills, and planning techniques. As the week progresses, participants are involved in implementing these skills and developing the ability to work together as a group. Participants attend daily sessions that cover training and leadership skills. Many ideas in visual aids and delivery techniques are demonstrated. The course included nature sensitivity, reverence to God, songs, recognition, games, ceremonies, enthusiasm and fun,

QUALIFICATIONS

The participants must be a registered adult with the Boy Scouts of America for a minimum of two years, active in Cub Scouting, recommended by the council, and approved by the region. He or she must have completed Fast Start and Cub Scout leader basic training and a Train-The-Trainer Conference. They also must be serving (or will serve during the next year) as a trainer for Cub Scout leader training courses, either basic and/or supplemental (i.e., Pow Wow, Roundtable staff and plan to continue in a training position. Cub Scout Trainer Wood Badge is an intensive course that can be quite demanding both physically and mentally, and participants should be in good health and capable of meeting the stresses involved.

GOALS



Woodbage

Cub Scout Trainer Wood Badge course participants learn special leadership skills, a basic understanding of Cub Scout principles, communication with people, event planning, and how to use the resources at hand. They also develop a "ticket". This "ticket" is a written agreement to apply knowledge gained during the course in specific ways while fulfilling a commitment of training service to Cub Scouting. It involves a series of personal goals the participants set for themselves for a period of from six months to two years following the course. Only after the personal goals have been met and a list of study questions are completed does the Cub Scout trainer receive the Wood Badge recognition, Application is made through the regional office.

RECOGNITION

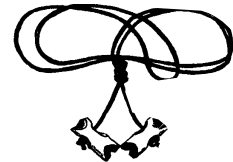
Completion of the Wood Badge requirements for any Wood Badge course entitles the recipient to a parchment certificate, the Wood Badge beads (two wooden beads on a leather thong), a mauve neckerchief with a swatch of McLaren tartan. and a leather woggle or neckerchief slide.

SUMMARY

Cub Scout Trainer Wood Badge is having fun with a purpose. That purpose is the development of knowledgeable, skilled, and enthusiastic trainers to ensure the delivery of a quality program for Cub Scouts and Webelos Scouts.

A WOOD BADGE COMMITMENT

- Is a feeling, a spirit, a commitment.
- Is people helping people realize their full potential.
- Is a course that can change lives, positively, forever.
- Is a character building, sole searching Spiritual encounter.
- Is the friendships formed and old friendships strengthened.
- Is much more than training people to be better Cub Scout trainers.
- Is a feeling that continues and grow until it reaches and touches the lives of everyone.



Religious Awards / Family

DUTY TO GOD

From its beginning the Scouting movement has encouraged its members to be faithful in the practice of their religions. The Cub Scout Promise, Scout Oath, and Explorer Code all call upon members to pledge themselves to their duty to God.

The Boy Scouts of America does not define what constitutes belief in God or the practice of religion. Rather, it provides programs and ideals that complement the aims of all religions, with the result that religious organizations are the single largest category of chartered organization for packs, troops, and posts.

Religious principles underline Scouting's philosophy of character formation and are basic to its concepts of citizenship. Duty to God and Duty to Country go hand-in-hand. The program helps boys to understand how to participate in the democratic process, to express citizenship through service, and to cherish and perfect the freedoms we enjoy as American citizens.

Think back about the early history of America. Can you describe America as it differs from other countries? Read the Declaration of Independence. Read the Constitution. Familiarize yourself with the leaders who have been vital factors in the growth of America. There you will find the basis for instructing Cub Scouts. First, reverence toward God. Second, faithfulness in their religious convictions. Third, respect for the conviction of others in matters of custom and religion. Amid today's conflicting ideologies it is more essential than ever that Cub Scouts learn what it means to be a citizen of "...one Nation under God..."

Cub Scouts should be encouraged to explore the world of nature and of man in a context of a spiritual view of life. A skilled leader using the natural environment and element of the program as a teaching medium can do much to instill in boys the concept of God in the universe. There has always been a spiritual theme running through the nature lore of Scouting. Dan Beard, our first National Scout Commissioner, emphasized that: "...it was God who made the great out-of-doors". This acceptance of the natural world as God's creation, by whatever process, is the reverent attitude that Scouting has chosen to communicate to boys through its religious principles.

The principles of the Cub Scout program are often summed up in the words "Cub Scout spirit". Like the wind, this spirit is invisible, but it has great power when harnessed. How to catch this spirit is described by the words of an old sailor who was asked by a young lad; "What is the wind?" The old sailor replied: "I don't know what the wind is, but I know how to set the sail." In Cub Scouting, a leader tries to help a boy to set the sail of his life so as to capture the spirit of the Cub Scout Promise. As he experiences the warm feeling of citizenship through service as he does a good turn, he can also be made aware that he is helping to fulfill his duty to God in the spirit of the Good Samaritan.

The one principle that can do most to give meaning and motivation to a Cub Scout's life is "Duty to God and Country".

Scouting is not a religion but it is religious. If we can help the boy to understand that there is a Supreme Being who is guiding us daily, taking care of us and loving us, we may have implanted a seed of righteousness that will grow and mature all of his life. We sincerely hope that the parents are giving their sons a religious experience through home life. Maybe we can add to it so very subtly.

We think of a "well rounded out" Cub Scout as well liked by other Cub Scouts and school friends. He obeys the code of home, school and other people, he works hard in school to make good grades and is willing and eager to learn. He attends church and Sunday School regularly with his parents and takes an active part in extracurricular church activities. Perhaps he runs for an office in his grade at school or even has outside activities such as soccer, baseball, etc. that he can show leadership abilities in. This is an example of a "well rounded out" young man. We have quite a few of these wonderful young people and thank God for them! But we have some Cub Scouts who do not have leadership abilities -- do not have the opportunity to be fully "rounded out". Cub Scouting is a wonderful opportunity to help all boys in understanding more about God and the community.

Cub Scouts are watching you whether you are a leader or a helper and they do not understand double standards. They expect you to be an ideal for them to look up to and, if you teach one thing and do another, a lot of respect for both you and your teachings is lost.

Learning to have respect for other people's property is a tough lesson to learn. Teaching can start in den meetings at your home. Have ground rules and expect them to be obeyed. Respect for other people's property is a continuing learning experience. "Property" can extend to other people's privacy, money, time and help. This is all part of learning to live in your community and being a better citizen.

Cub Scouts can work on a badge for their interest in their church and their community. They can learn more about their church -- its inner workings, etc. This is done with the pastor or a representative appointed by him. Requirements for different religions vary in time and some in depth. It is an extracurricular activity for the Cub Scout and an experience he will never forget.

The Religious Emblems Programs



Religious Awards / Family

All of the major Churches and other religious bodies in the United States have programs to recognize the Cub Scouts, Boy Scouts, and Explorers who demonstrate faith, observe their creed or principles, and give service. The religious emblems are not Scouting awards. They are presented by religious groups to boys (*and young women in Exploring*) who work with their religious leader or a counselor on a fairly demanding program of requirements.

In most cases, a youth member may start work toward a religious emblem as soon as he joins a unit. However, some religious bodies requires that he achieve a certain rank or progress award, or have been in the unit for a minimum period, before he can receive the emblem.

Requirements for each religious emblem are determined by the religious body. Student and counselor manuals are available from the Scout office or from your church headquarters.

For Boys

Boys may wear the square knot (*silver on purple*) centered above the left uniform pocket. The religious emblem medals are worn on formal occasions only.

ALEPH (*Jewish*) - For Cub Scouts and Webelos Scouts who have earned Bear rank or five activity badges and have been registered at least six months. Requirements cover knowledge of the Torah, prayer, religious holidays, the synagogue, a Bible hero, American heritage, and Israel. (*Requirements available Scout Service Center*).

PARVULI DEI (*Roman Catholic*) - For Cub Scouts and Webelos Scouts. Requirement cover understanding Christian love, knowledge of the church, and the home parish, and service (*Requirements available Scout Service Center*).

SILVER CREST (*Salvation Army*) - For Cub Scout with at least six months' service. Requirement covers Salvation Army doctrines and history, prayer, Bible reading, and service. (*Requirements available from the Salvation Army, 120 West 14th St., New York, NY 10011*).

FAITH IN GOD (*Church of Jesus Christ of Latter-Day Saints*) - For Cub Scouts who have earned Bear rank or at least five Webelos activity badges. Requirements include prayer, Bible Stories, geneological charts, leadership, and service. (*Requirements available Church Distribution Center, 1990 West 1700 South, Salt Lake City, UT 84104*)

PRO DEO ET PATRIA (*GOD AND FAMILY*) (*Lutheran*) - For 9 and 10 year old Cub Scouts and Webelos Scouts, Camp Fire Adventurers, and Junior Girl Scouts. Requirements cover projects in the child's faith, worship, witness, the church's ministry, and service (*Requirements The Lutheran Church, 360 Park Ave. South, New York, NY 10010*)

GOD AND FAMILY (*Protestant*) - For 9 and 10 year old Cub Scouts, under supervision of pastor, with parents or guardian involved in the home as counselors. Basic thrust is to help boys understand more deeply their faith as it relates to the church. (*Requirement available Scout Service Center*)

GOD AND FAMILY (*Episcopal*) - Similar to above. (*Requirement available Scout Service Center. Specify Episcopal*)

GOD AND FAMILY (*Baptist*) - Similar to above. (*Requirement available Scout Service Center. Specify Baptist*)

METTA (*Buddhist*) - Designed to help Cub Scouts of the Buddhist faith deepen their faith and further their knowledge and practice of the Buddhist religion. Earned by Cub Scouts with at least three months of Service, the Metta Provides deeper understanding of the Buddhist Shrine, Buddhist holidays, the childhood teaching of Buddha, and the search for Buddhahood. (*Requirements available Buddhist Church of America, National Headquarters, 1710 Octavia St., San Francisco, CA 94109*)

CHI RHO (*Orthodox*) - For Cub Scout and Webelos Scouts. To help a boy become more aware of God's presence in his daily life, especially through things he does in his home and church. there is close cooperation between family and church by using parents or guardians and parish priests as counselors. (*Requirements available Orthodox Scouting Commission, 1345 Fairfield Works, Fairfield, CN 06430*)

LIGHT OF THE WORLD (*Reorganized Church of Jesus Christ of Latter Day Saints*) - For boys between the ages of 8 and 11. Emphasis is on personal, family, and church relationship in activity-centered requirements.



Religious Awards / Family

(Requirements available Director of Scouting R.L.D.S., The Auditorium, P. O. Box 1059, Independence, MO 64051)

For Adults

Adults who earn an adult religious emblem may wear square knot (*purple on silver*) centered above the left uniform pocket. Adults who earned the religious emblem as a youth may wear (*silver on purple*) square knot on their uniform. Again, the medals are worn only on formal occasions.

GOOD SHEPHERD (*Baptist*) - For distinguished service by Baptist layperson and Pastors leading toward the spiritual, physical, mental and moral development of youth through service to the church and its Scouting program at all levels.

LAMB (*Lutheran*) - For recognition of laymen and Pastors who render exceptional service to boyhood through Scouting.

SALVATION ARMY SCOUTER'S AWARD - For Salvationists who give noteworthy service of exceptional character to the spiritual, moral, and physical development of boyhood through or in the Scout program in the Salvation Army.

ST. GEORGE (*Roman Catholic*) - For outstanding contributions to the spiritual development of Catholic youth in the programs of the Boy Scouts of America.

SHOFAR (*Jewish*) - To recognize outstanding service by adults in promotion of Scouting among Jewish boys.

GOD AND SERVICE AWARD (*Protestant*)

BRONZE PELICAN (*Roman Catholic*) - For outstanding service to Scouting and Catholic religious training given by the local Diocese to both men and women in the Scouting program.

WHAT YOU ARE IS GOD'S GIFT TO YOU. WHAT YOU MAKE OF YOURSELF IS YOUR GIFT TO GOD.

FAMILY

What is the Importance of the Family?

The family is the most important single factor in the molding of a human being. It either prepares him to reach for his ultimate destiny and fulfillment, or it cripples and inhibits him from attaining his original potential.

Families learn to love and understand one another by spending time together, by sharing activities. Values are passed on from generation to generation as parents take the time to build relationships with their children as individuals and within the family circle.

One thing is certain: It is not easy to find time to build the kind of family unity we have been talking about. It seems as though society in general obstructs the family as it tries to walk the way of togetherness. Think of the competition: School activities, television, fathers commuting or working out of town for extended periods of time, church and youth programs, sports, etc.

We are responsible for our own schedules and we can find time for family activities if we really want to. It depends on what we value. If we value the family then we will sacrifice less important activities. If we do not value the family then it will indeed be "impossible" to find the family time.

We are not saying that family time is a cure-all for all family problem, or that the family will be free of hassles if they spend a lot of time together. Family togetherness, however, creates a climate of closeness that makes family members think, "**We will work this out because we care. We are a family.**" This closeness lasts even after the children are grown and the family is no longer physically together. Our children will not remember all we say or do, but attitudes that are important to us will stand out.

What is a Family?

When we talk about "family" in Cub Scouting, we could be referring to several different types of groups. Many Cub Scouts do not come from traditional two-parent homes. Some boys live with a single parent, relatives, or guardians. Whoever a boy lives with is his family, as far as Cub Scouting is concerned.



Religious Awards / Family

- A family is people giving and receiving love. How often do we come right out and say something like: "Son, I'm not pleased with what you did, but I love you anyway, regardless of what you do."
- A family is people getting angry with each other but still loving one another. The important thing is whether we can let off steam without losing our love for each other.
- A family is loving the differences about each other. Each member of the family is special and unique. Do we enjoy each other's difference?
- A family is people talking and listening to each other. It sometimes takes courage to talk about a problem. When children know that their family will listen, they will discover they feel better after talking about it. Unfortunately, when children discover that we're not listening, they sometimes stop talking.
- A family is people caring about what happens to each other, and letting it show. There is a warm discovery in learning that the family cares. Encouragement goes a long way in showing that we care. As family members help boys cope within the home, they will learn to cope with similar situations outside the home. We should know and accept our own strengths and weaknesses as adults and be open with our children about our joys and anxieties.
- A family is people laughing and crying without feeling ashamed of it. The sound of laughter is beautiful, but there is a difference laughing at someone and laughing with someone. And we all feel like crying sometimes. A tear in the eye isn't something to be ashamed of, it's natural. Tears give us a chance to show our love. Every family member needs to be able to express himself.
- A family is people sharing with each other and with others. Each day has at least one or two small successes. They need sharing in a family. This is a chance to look for what is good in a day. There is pleasure to be gained in giving and receiving recognition for small victories, as family members grow closer by sharing together.
- A family is people reaching out instead of fencing in. It's reaching out to each other and to neighbors and friends.
- A family is a place for having fun, for sharing sorrows, and healing hurts. The family is probably the most effective mutual, self-help organization ever invented.

Family life has its good times and bad. But, above all it's people giving strength to each other when needed, people caring and letting it show, people leaning on each other, and people feeling loyal to each other. It's worth the effort to keep it strong.

GOOD FAMILY LIFE IS NEVER AN ACCIDENT. IT TAKES WORK, AND IS ALWAYS AN ACHIEVEMENT BY THOSE WHO SHARE IT.

THE BEAUTY OF A HOME IS HARMONY. THE SECURITY OF A HOME IS LOYALTY. THE JOY OF A HOME IS LOVE.

IF WE PAID NO MORE ATTENTION TO OUR PLANTS THAN WE HAVE TO OUR CHILDREN, WE WOULD NOW BE LIVING IN A JUNGLE OF WEEDS.

How do we teach?

We teach patience by being gentle and understanding over and over.

We teach honesty by keeping our promises to our family even when it costs.

We teach courage by living unafraid, with faith, in all circumstances.

We teach justice by being fair and dealing equally with everyone.

We teach kindness by being thoughtful and gracious even at home.



Religious Awards / Family

Communicating with Families

Good Communication between leaders and families is essential in obtaining family cooperation.

- Let them know what is expected BEFORE they join. Then keep the lines of communication open.
- Be sure they know the regular den and pack meeting dates and times. Provide reminders as needed.
- Let them know that the best way to find out what is going on is to stay actively involved.
- Don't rely entirely on boys to transmit messages to parents. The information may never get through.
- Use newsletters, telephoning, personal visits, or other means to stay in touch and inform families of any special activities, projects, needs.
- Get to know the family. Find out how the den and pack can help meet their needs.
- Hold den and pack parents' meeting to communicate information.
- Keep families up-to-date on how the den and pack are operating. Share with them the successes and needs.
- Keep them informed about activities which can be enjoyed by the family, such as family camping, trips, and tours, etc.
- Keep families up-to-date on how their son is progressing. Let them know how they can help him.

Establishing Good Family Relationships

Relating to children in the home as a parent is not only 'doing', it is also 'being'. Like a diligent spider spinning a delicate web strand by strand, a parent must give of himself to produce a strong relationship with the child. Someone said that parents can create a favorable climate for children, but on experiences reinforce the learning. These are standards for measuring a good parent/child relationship:

- **PRACTICE A SINCERE RESPECT OF THE CHILD'S WORTH AS AN INDIVIDUAL.** Does he speak to you? He speaks long as you will listen. If your child doesn't talk to you, he may have had his 'off' button pushed sometime in the past. Many children close doors and windows on the world because they have been told too often "Be Quiet", "Hush up", or "Go Away".
- **PROVIDE YOUR CHILD'S BASIC NEEDS.** Needs - not wants or your frustrated desires for him. Privacy, a place to play and study, clean clothes, ownership of his own things, time to be alone, a sensible program of eating, exercise and rest, opportunity to make his own decisions. Always tell him the truth.
- **EXPOSE CHILDREN TO REAL EXPERIENCES.** Use births, marriages, deaths, and disasters as teaching times. You will help him both to satisfy his curiosity and avoid irrational fears. Make him aware by issuing realistic warnings against danger. But don't overprotect him.
- **TEACH THE CHILD THE 'HOW-TO' OF DAILY LIFE SO HE CAN FUNCTION WITH FRUSTRATION.** Confidence grows in the soil of doing it yourself. We laugh at the boy who can't get his own breakfast or the man who is lost without his wife to pick out his socks. Seldom do we consider the fact that nobody ever took the time to teach them.
- **FENCES LEND SECURITY FOR EMOTIONAL DEVELOPMENT.** Set reasonable limits for a child's behavior. Just as surely as a backyard fence protects in a physical way, behavioral limits shield the boy from the fear of not knowing when to stop. In addition to setting limits are the warnings about traffic, fire, drugs, etc. - all the many traps of childhood. Such concern tells the boy that his parents care very much that happens to him.



Religious Awards / Family

THINGS TO NEVER, NEVER DO.

Don't threaten; you reduce your own authority.
Don't bribe; this is a clear indication of lack of control.
Don't refuse to explain; they'll go elsewhere and leave you on the outside.
Don't use sarcasm or embarrassment. This is the fastest way to demolish a relationship.
Don't dash his dreams. This is your ticket into the generation gap.

If a child lives with criticism, he doesn't learn responsibility. He learns to condemn himself and find fault with others. He learns to doubt his own judgement.

When a child lives with parents who believe in him, he instinctively holds a higher view of himself and his brothers and sisters, as well. Everybody's sense of worth is enhanced.

Ways of Reinforcing Values

Do, rather than just talk about.
Use new methods, new ideas.
Use other than your own suggestions.
Provide opportunity for discussion and participation.
Encourage communication.
Encourage expression.
Develop a more mature understanding of meaning of honor.
Show more understanding of the worth of individuals.
Learn the meaning of helping people sharing, and giving of one's self rather than just things or money.
Develop an awareness of the need for service. Accept service as a personal and group responsibility.
Show feelings of responsibility to community, state and nation.
Develop an understanding of the United States in relation to the rest of world.
Have pride in our country and its heritage.
Show an understanding of our country's basic ideals.
Recognize and appreciate the differences of all human beings.
Develop an interest in and concern for others.
Extend kindness, consideration and involvement beyond your immediate circle of family and friends.
Use an understanding of self as a basis for understanding others.

A Supportive Climate

As a child grows and communicates, he needs the assurance that he can be himself. This provides freedom for him to experience things and express his feelings without fear of rejections.

Children want to please the adults in their lives. They get their recognition from them; they are dependent on them. It is important for parents to continuously provide a supportive environment. Fear of rejection, fear of failure, fear



Religious Awards / Family

of uproar, fear of physical abuse, all are part of a defensive climate.

The Art of Family Communication

Communication is a basic part of all human life. It is one of the significant differences separating people from animals. The experts in communication point out that this art contains three basic elements: (1) talking; (2) listening; and (3) understanding. Everyone knows how to define talking, but talking does not guarantee communication. It has been said, "**Talking is easy; anyone can do it. But communication is hard work.**"

Communication requires two people, but concentrating on the same thing: that which is being said. Because talking is so much easier than listening, the hardest problem in the whole process is listening.

LOVE IS.....

- ☺ Doing something for others even when you don't have time.
- ☺ Love is making others happy when you would rather be alone.
- ☺ Not being irritable when others get in your way or interrupt you.
- ☺ It is kind and patient regardless of the circumstances.
- ☺ Looking for ways to make others happy no matter who they are.
- ☺ Love is honest and just, but also tender understanding and compassionate.
- ☺ More than a paper valentine or sentimental love note.
- ☺ It is operative all the time and lasts for a lifetime.
- ☺ Not getting upset or angry on the spur of the moment.
- ☺ It chooses to be consistent through hard experiences and finds its joy in God--not circumstances.



Religious Awards / Family



CAMPFIRES

Campfires are great fun for Cub Scouts and their families. A well-planned campfire is an exciting and inspirational way to end any day-long outdoor experience. Campfires can turn an enjoyable outing into something that will last one's lifetime as a magic memory. The fire alone doesn't create the memories - it is the program that is developed around the burning wood that lingers in our minds. A warm, glowing atmosphere is created by the bright flames and dancing orange-red coals that brings warmth to our souls. The intimacy of being around a campfire in the dark makes the vision a lasting one - the desire to experience the warm feelings of sharing together on the outdoors. The people and the shared experiences create the "magic" - lasting memories.

The fire is the seed; the program is the nourishment for growth and development for all involved.

The location and construction of the campfire are important, but most of all, it's the campfire program that counts. Through the program, important social and life skills are developed, Group cooperation in the outdoors is natural and easy; the individual can take these experiences and relate them to working and living conditions in order to build better and stronger relationships. To be truly successful, a campfire must be more than just a casual gathering around a leaping fire. It should have purpose and direction. Growth occurs when leaders seek new methods, new ideas, and new challenges.

THE FIVE PRINCIPLES OF CAMPFIRE PROGRAMMING Guidelines To Insure a Smooth Running Program

1. Preparation - Be Prepared

Site; Equipment; Suitable Program

2. Practice - Makes Perfect!

Insure a successful program

3. Participation

People have fun when they are a vital part of the program

Active involvement from the beginning sets tone and enthusiasm

Praise does wonders! Give feeling of accomplishment

4. Punctuality

Set limits, times - Stick by them.

Being on time comes with being organized.

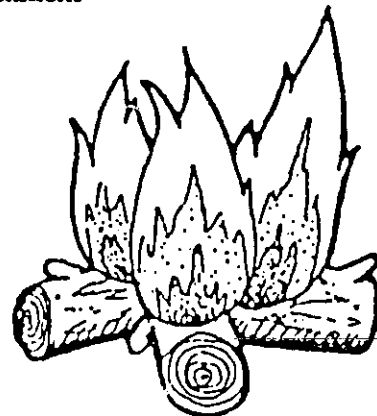
Be Prepared and Punctual!

5. Peaceful Ending

A time for reflection and appreciation

Ending should be simple, quiet, meaningful

Savor the mood and the spirit!



COMPONENTS FOR SUCCESS

The following are ingredients for a successful campfire:

OPENING - Welcome, Official Beginning. Opening ceremony sets the tone for the whole program, so it must be good! It should be attractively staged to capture and hold the attention of the audience.

SINGSONG - Immediate group involvement in song. All types may be used (Scouting, action, quiet, novelty, special occasion, spirituals or hymns)

STUNTS, SKITS - No campfire program is complete without stunts and skits (run-ons, skits and audience participation). These are primarily for fun and entertainment, but they can also include physical or mental contests and educational stunts.

GAMES - They help build enthusiasm and help boys let off steam so they will be ready for the more serious moments of the campfire.

STORY - A story can be the high point of the campfire and make it something to remember. It could be an old-timer telling of adventure in faraway places; it could be a Boy Scout telling of his jamboree experience or tales of the Philmont trails; it could be a storyteller spinning a ghostly yarn (but remember, many younger boys are easily scared by horror and care must be exercised to edit out extremely grisly tales). Use as campfire is nearing its end.

CLOSING - Closing ceremony should be peaceful and meaningful; it should be quiet, inspirational, and challenging. It could be a quiet song, poem, or prayer. Make it heart-warming. Center on feelings of warmth and friendship, and allow a quiet moment to enjoy the silence of the group and the embers of the fire.

Here are some simple steps to follow in planning a successful campfire:

- Use a Campfire Program Planner
- Decide who does what, when, and how.
- Develop a written plan, even down to song titles.
- Check all program items in advance. Songs, jokes, or skits in poor taste have no place in a Scout campfire.
- Select a scenic spot, with good drainage, so ground will be dry for seating. Provide protection from wind and insects.
- Check the location for fire safety and follow fire safety rules.

SUGGESTIONS FOR A CAMPFIRE PROGRAM

Your camping attendance will determine whether or not you conduct one large campfire program or several smaller ones. Because an amphitheater-type arrangement will most likely not be available, a group should not exceed 60 persons. This will allow everyone to see and hear what is going on.

Because this is a parent-son event, discipline might not be the challenge it can become with Boy Scout events; however, don't count too heavily on the parents if you allow the group to get too large.

Setup of the campfire program and the physical arrangements for building, lighting, and cleanup should be an "adult only" function, handled and determined in advance by the staff.

Give Cub Scout and Webelos den assignments for skits, songs, or cheers.

Storytelling can be successful with Webelos Scouts, providing the storyteller knows how to command and hold their attention.

The master of ceremonies should be a staff member selected for an ability to handle boys and a strong, clear voice.

"Cheers" and "howls" should be encouraged: "boos must not be permitted. Stop the first "boo" or "catcall," and you won't hear any more.

SAMPLE CAMPFIRE PROGRAM

Opening: A torch carrier dressed in Indian costume is one way to light your campfire; there are other ways, depending on whether you want to start on a serious or humorous note. (An arrow wrapped in gauze at the center can be dipped in isopropyl alcohol, lighted and held aloft, and with appropriate words, used to light the fire.)

Song: Open the program with a song sung by the staff. Use songs from the *Cub Scout Song Book* that are well-known, such as "I've Got That Cub Scout Spirit."

The rest of the program should alternate songs, stunts, and cheers until the fire begins to die down.

Story: As the fire begins to die down, bring out your storyteller. If relating an Indian story, have the storyteller dress in Indian costume.

Closing: Conclude with a short inspirational message by one of the staff. (See *Staging Den and Pack Ceremonies*.)

After everyone is gone, be sure the fire is out.



LEADING THE CAMPFIRE

Showmanship is the art of attractive presentation. Without it, the campfire leader and all the songs, skits, run-ons and stories may fall flat. Showmanship is the indispensable ingredient that puts sparkle and life into a campfire program. Here are some suggestions:

- Follow the fire. Think of your fire as you plan your program. When it leaps high, the program should be lively and loud. As the fire dies down, the program should become quieter and deeper.
- Have the best stunt or skit last on the program. Begin with the next-best one. Use noisy, lively skits early in the program.
- Vary the pace by scattering run-ons in between the other features on the program. The run-on (or walk-on) stunt is an attention-getter and can be used as a filler between other activities.
- Dress up the campfire area. A tom-tom, off in the distance, is an excellent pre-opening mood setter for an Indian program. Ceremony boards, candles, and other props add to the excitement.
- Crowd control with a large group is easier if you insist on silence as the group enters the campfire ring. Make sure there is adequate light in the campfire area for people to find their seats easily.
- Discipline is important. A friendly request for cooperation will usually do the trick. Encourage enthusiasm but maintain control.
- Get everyone involved. Participation by the audience is vital to the success of the campfire program. Songs and audience participation stunts will help accomplish this.
- Recognition, with awards or certificates should be part of every campfire program.
- Assign one person as the "Keeper of the Fire," and assign them no other duties.
- Assign one other person to build and maintain the campfire, seeing that it does not burn out too early or get too hot.
- Keep the program moving every second, provide lots of variety and "stage" your campfire rather than just holding it.
- Don't run the program over an hour or so (90 minutes, tops!) or you will risk losing the audience's interest and enthusiasm.
- Inspiration contributes to showmanship and is essential to a successful campfire.
- The program should be quieter as the embers die. The group may be asked to leave the campfire circle silently, to add to the mystery and inspiration.
- Program should be **Camper-Centered**. Participants want to be center of attention.
- Program should be **FUN!** It should be a "means to an end." Each participant should gain something worthwhile from the program and have a sense of accomplishment.
- Program must be geared toward the age, ability, and interests of the group.

THE FIRE

Camp'fire, n. 1. an outdoor fire used for cooking, etc. in a camp. 2. a gathering around such a fire for social purposes.

A campfire means just that; a program that takes place around a campfire. The fire serves a purpose, but it should not detract from other program features.

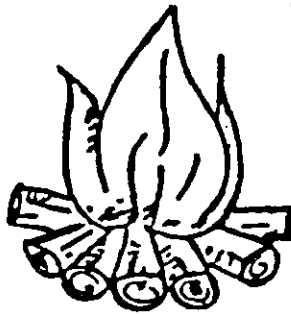
Select a safe location for building the fire. Check the firewood supply and make sure you have ample "dry" wood, kindling, and matches. Layout the area and fire in advance. Have someone to "tend" the fire. Make sure you have a plan for extinguishing the fire and an adequate supply of water. Safety should be first and foremost at all times!

The council firelay is recommended for campfire programs. The fire can be lit when people arrive at the site, or you may want to include the fire-lighting as part of the opening ceremony. You will find some special fire-lighting techniques later in this section.

*"First a curl of birch bark as dry as it kin be,
Then some twigs of soft wood, dead, but on the tree,
Last o' all some pine knots to make the kittle foam,
An' thar's a fire to make you think*

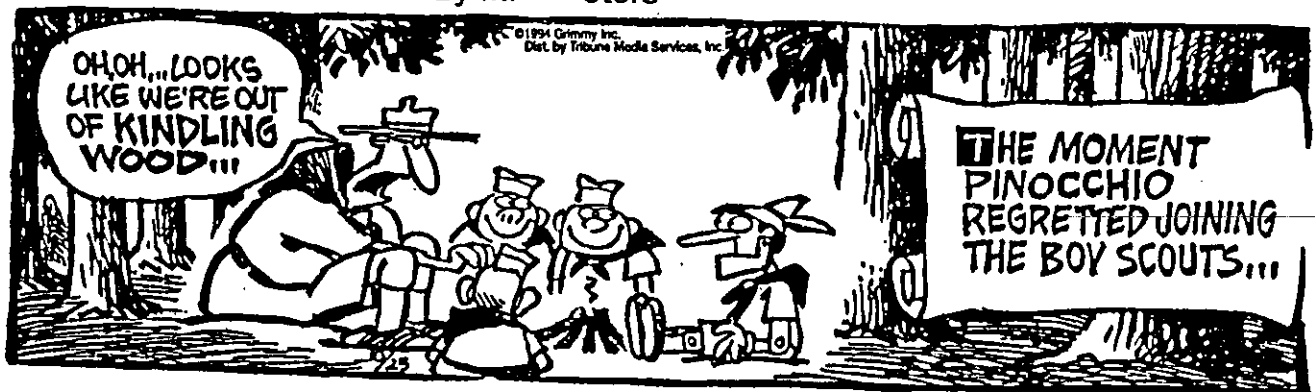
you're settin' right at home."

-Ernest Seton Thompson

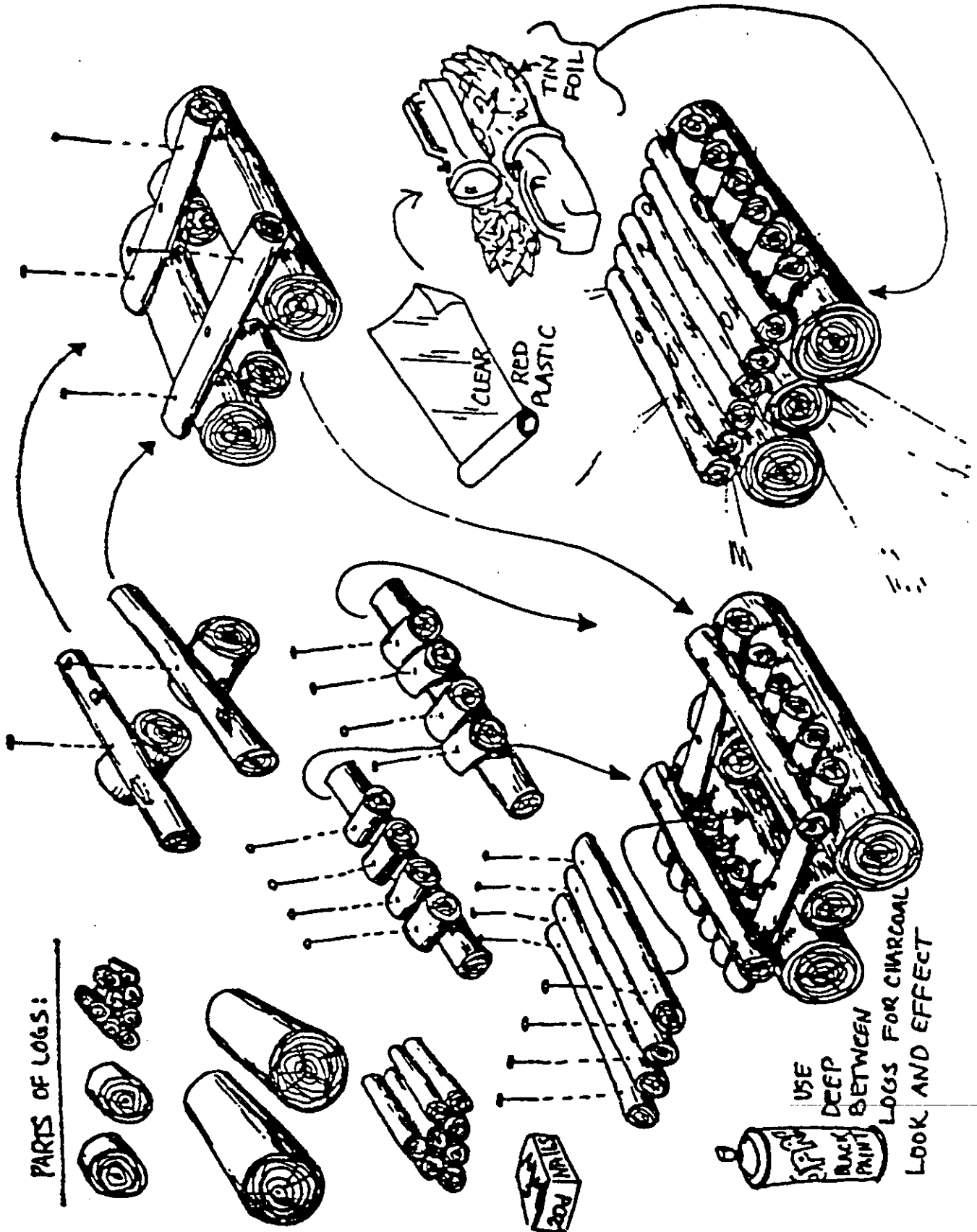


Fire safety *must* be foremost in your mind. Activities around an open fire must be adequately supervised. *Never take risks!*

MOTHER GOOSE & GRIMM By Mil Peters



NO-FIRE INDOOR CAMPFIRE



CAMPFIRE PROGRAM

Place _____

Date _____

Time _____

Camp director's approval: _____

Campers notified _____	Area set up by _____
Campfire planning meeting _____	_____
M.C. _____	Campfire built by _____
Song leader _____	Fire put out by _____
Cheerleader _____	Cleanup by _____

Spot	Title of Stunt, Song, or Story	By _____	Time
1	Opening – and firelighting		
2	Greetings – introduction	M.C.	
3	Sing – Yell –		
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
21			
22	Closing		

Introduction to the Tiger Cub Program

TIGER CUB MOTTO

SEARCH, DISCOVER, SHARE

TIGER CUB PROMISE

I PROMISE TO LOVE GOD,
MY FAMILY, AND MY COUNTRY
AND TO LEARN ABOUT THE WORLD.

WHAT IS TIGER CUBS?

Tiger Cubs is a program of the Boy Scouts of America designed specifically for the first grade boy and was launched nation-wide in 1982. It is heavily family oriented with the boy and an adult family member working together on virtually all activities.

The objective of the Tiger Cub Program is for the boy and adult to have fun, to involve the rest of the Tiger family in many of the activities, to teach the boys some of the ideals of Scouting (reverence to God, love of country, family and others), to bring the adult-boy team closer together, and finally, to give the boy and adult an introduction to the Scouting life.

The Tiger Cub team learns the Tiger Cub Promise and the Motto.

THE TIGER CUB GROUP

Successful Cub Packs maintain a Tiger Cub Group(s). Four to more boys with their adult family member make up a Tiger Cub Group.

There is a Tiger Cub Family Activity Book with 17 Big Ideas. The Tiger Group may work on any of the Big Ideas in any order with the exception of Big Idea 17. That one should be done in the last two months before graduating into the Cub Scout Pack. The Big Idea 17 gets the boy ready to go directly into the Cub Scout ranks.

"Tiger Cubs"

TIGER ORGANIZER

There should be a Tiger Cub Group Organizer available to make certain that a quality program is presented to the teams in the Group and to follow up on these boys to recruit them into Cub Scouting. The Tiger Organizer has other resources available at the Scout Service Center. The Tiger Guidebook gives the inside story of the Tiger Cub program. There is a Resource Book which gives explanations to some of the crafts in the 17 Big Ideas Book and gives other ideas to aid the Group in their program. The Tiger Organizer should also avail himself/herself to quarterly Organizer training provided at monthly Roundtables.

GRADUATION

Upon completion of the Tiger Cub program, the Tiger Cub may receive a Tiger Cub Graduation Certificate, a Tiger Cub graduate patch and a one-year pin with an orange background at a special graduation ceremony with the Pack meeting. An appropriate ceremony is printed in the Tiger Guidebook.

TAKE GOOD CARE OF
YOUR TIGER CUB GROUP
IT'S YOUR "SEED CORN"
FOR NEXT YEAR'S CUBS
AND LEADERS.



CUB SCOUTS
TIGER CUBS



1995 Grand Canyon Council Pow Wow Book

TIGER CUB - SUCCESS RECIPE

Ingredients:

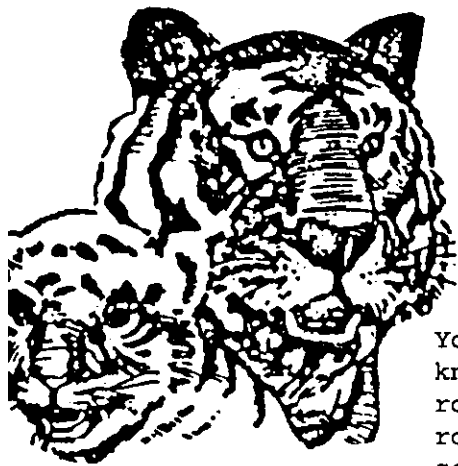
- 1 Small boy in the first grade or 7 years old
- 1 Supportive Pack
- 1 Enthusiastic trained Tiger Organizer
- 1 Caring adult at least 18 years old

Mix all ingredients well, adding a large measure of FUN! Pour into a small friendly mold. Allow time to set up - about 1 year or until form. Turn out of mold onto the Bobcat Trail. Sit back and enjoy!!!

(THANKS 1988 Orange Co. Council Pow Wow)

1995 Orange County Council Pow Wow Book

Pattern for a Tiger Cub Meeting



Tiger Cubs, BSA

Pattern for a Tiger Cub Meeting
(Grand Canyon Council Pow Wow Book 1995)

You will find the group more relaxed and comfortable if they know what to expect. Therefore, it is desirable to follow a route for each Tiger gathering. Do not confuse the term routine with the term schedule. You will want to keep a schedule so that meetings are over in not much more than an hour, but it is the sequence of events that will become an anticipated adventure for the young Tiger Cubs.

GATHERING: Tiger Cub age boys will look for something to do the moment they come in the door. Have an activity that the boys can become involved in as soon as they arrive. Happy memories begin to build every minute of his Tiger Cub meeting. He will want to make sure he doesn't arrive late to the next meeting. Such an activity can free the individual hosting the meeting to attend to any last minute details.

OPENING: Establish a Tiger Tradition by starting the meeting in a special way each time. This should be a more serious moment when you may want to discuss the motto or promise. After this quiet activity is a good time to handle business details.

SEARCH: This is the time when you plan future meetings, check on details for the next Tiger Cub outing, and this month's pack meeting.

DISCOVER: This can be the learning activity, a craft activity, or a game. Boys of the age of Tigers like simple take-home treasures to reinforce the concepts of the Tiger Program.

SHARE: Several concepts of sharing can be embraced. You might play a game, serve a small refreshment or share comments about the discovery segment of your meeting. This is also a nice time for the Tigers to tell the group about any family activities their families have done.

CLOSING: Closings should be quiet, fun, yet meaningful. Something the group will remember until the next meeting. Remember to give a reminder of the next group gathering.

Tiger Cub Ceremonies

TIGER CUB GRADUATION

Orange Co Council 1988 Pow Wow

Equipment:

8 pieces of construction paper, certificate, pin, patch & Wolf Books
7 candles: 1 tall white, 3 black and 3 orange
Rope, string, or crepe paper to make a bridge or use pack bridge
Candle holders



Arrangements:

The white candle (taller than the others) centered on ceremonial table with 3 black on one side and 3 orange on the other. Place the 8 pieces of paper on floor of bridge in such a way to make walking on them difficult. On each piece write one of the following: Sign, Handshake, Motto, Salute, Promise, Law, the symbol of the Arrow of Light and Webelos.

Characters:

Cubmaster, Den Leader, Tiger Cub Organizer, Den Chief

CUBMASTER: Tonight, we honor our Tiger Cubs. Will _____, our Tiger Cub Organizer, come to introduce them. (Tigers & adults come to the front.)

TIGER CUB ORGANIZER: (as each candle is lit) White is for the Purity of living, Black is for the Unknown, the Fear, and Doubts, Orange is for knowledge, joy and confidence. These are the colors of the Tigers. You have completed the tenure of the Tiger Cub Program. Adults, here is the patch for your Tigers. Please place it on his right pocket. Tigers, here is the pin for your adult partner who worked with you through your deeds as Tigers. Place their pin on their collar. Here, too, is the certificate for all to see. As your Organizer, I bid you farewell and show you the path of new challenge. The challenge of Cub Scouts. Each step you take tells you what you must learn, so you can earn your next rank. Walk the bridge of Cub Scouts and meet your new leaders.

(at the end, stands the Cubmaster, Den Leader and Den Chief)

CUBMASTER: Welcome to Pack _____. This is your Den Leader and Den Chief of Den _____. Your meetings are on _____, at _____pm the the location of _____.

(The Den Leader puts the Cub Scout (Wolf-yellow) neckerchief on the Tigers (This is optional, each pack or leader can decide on this. The Den Chief will hand each boy the Wolf Book and says:

DEN CHIEF: This is your next challenge. Read and do each requirement of the Bobcat. When you are done, you will earn the Bobcat Badge.

The Cubmaster takes each boy and adult team to sit with the pack. Ceremony ends with a "Round of Applause."

Calendar/Agenda

Tiger Cub Group

Big Idea Choice: _____ Date: _____

Where held: _____

Who is in Charge: _____

1. Opening:
 2. Search: (determine next month's Big Idea) group discussion.)
 3. Discover: (Big Idea group activity of the month.)
 4. Share: (boys tell about some of their family activities of the past month.)
 5. Closing: (repeat the Tiger Cub Promise)
-

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Tiger Cub Games

This is my Tiger Toe

"It" sits in the middle of a circle formed by the other players.

"It" runs around the circle and finally comes to a stop in front of one of the other players.

"It" may say something like: "This is my Tiger toe" while he grabs his elbow and holds it. The player whom he has challenged must take hold of his TOE and call : "This is my Tiger elbow" before "It" can count to 10. If the player is successful, he gets to become "It" and challenges someone else. If the player fails or becomes confused as to the names he should use, the same player remains as "It".

Tiger Tail

This game is played like the old favorite, Duck, Duck, Goose. Everyone sit in a circle for the one Tiger who is IT. It walks around the outside of the circle tapping each boy and saying: TIGER, TIGER, TIGER, TIGER, ----- TIGER TAIL! The boy tapped as the Tiger Tail must get up and race IT around the circle back to the empty spot. The person who doesn't get a seat is the next IT.

Huff Puff Tiger

Fun for small places ----- Have Tigers stand or kneel around a table so that they are all chin level with the table. Place a ping-pong ball in the center of the table. All Tigers try to keep the ball from rolling off the edge of the table by blowing hard to keep it in the middle of the table. The person closest to the spot where the ball leaves the table is out. In the end there will be only two Tigers blowing the ball back and forth. One will eventually prove to be the bigger "Blow Hard".

Griggle, Griggle, Game

A noisy game for small places---- Tigers stand in a Tiger Triangle - The leader throws a hanky in the air. As long as the hanky is in the air, everyone giggles and GRRRR. As soon as the hanky hits the floor, all noise must stop at once. Repeat over and over until uncontrollable giggles take over.

Mystery Hunt

Collect about ten small items- a button, a toothbrush, a colored pencil, and so on. Make a list of them and put the items and the list in a covered box. Everyone else leaves the room for a few minutes. When all the items have been hidden in plain sight, the players return to the room. Using the list, the boy who has hidden the objects calls out the name of the first item. Then everyone searches for just that one. The person who finds it turns it in and gets a point. Then the next item is called out and all search for that. If players see an items that has not yet been called out, they remember where it is and wait until it is called for. The boy with the most points at the end of the game wins.

Tiger Cub Tunes

Tiger With Me

(Tune: This Old Man)

My old Dad
Can't you see
Wants to be a Tiger with me
With an orange shirt and a book in his
hand
We are searching all the land.

My old Mom
Can't you see
Wants to be a Tiger with me
With an orange shirt and a book in her
purse
We are discovering this earth.

Sister and brothers
Can't you see
Want to be Tiger Cubs with me
With our go and see it
We are on the run
Tiger families are so much fun.

The Tiger

(Tune: Alice the Camel)

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

Grrr, Grrr, Grrr

Repeat inserting names of each Tiger cub.

FINAL VERSE:

All the tigers will beGreat Cubs
All the Tigers will beGreat Cubs
All the Tigers will beGreat Cubs

We want them in our pack.

T-I-G-E-R

(Tune: B-I-N-G-O)

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

CHORUS: T-i-g-e-r, T-i-g-e-r, T-i-g-e-r,
and TIGER is its name-o.

Its' made up of younger boys Seven years
of age-o.

CHORUS: T-i-g-e-r, T-i-g-e-r, T-i-g-e-r,
and TIGER is its name-o.

They joined up for lots of fun, Games and
songs and play-o. (CHORUS)

Each young boy will share his home,
Among his group of friends-o. (CHORUS)

A mom or dad will be their guide, To help
them learn things right-o. (CHORUS)

The pack will welcome them just so On
graduation night-o. (CHORUS)

(On first chorus, spell out the name T-i-g-
e-r, second time, spell four letters and
clap the "r"; third time sing three letters
and clap the "e-r", etc.)

Tiger Cub Tunes

T-I-G-E-R-S

(Tune: Mickey Mouse)

Come along and sing a song and
join our family

T-I-G-E-R-S

Tigers! They're for me!

Tiger Cubs! Tiger Cubs!

Forever let us hold our banner

High, high, high, high!

We're the ones who start it all

We're where the Scouts begin.

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

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

Tiger's, we're the one.

Tiger Cub Song

(Tune: F'rere Jacques)

Tiger Cubs have fun,

Tiger Cubs have fun,

Search and Discover,

Discover and Share,

Always on the go,

Helping us to grow,

Tiger Cubs

Tiger Cubs

Tiger Cubs, Tiger Cubs

(Tune: Jingle Bells)

Tiger Cubs, Tiger Cubs

We have lots of fun.

Big Ideas for everyone,

That's how it is done.

Learn the promise and the motto

Search, Discover, Share.

Oh what fun it is to be

A Tiger Cub like me.

Tiger Cub Clan

(Tune: Row, Row, Row your Boat)

Search, search, search each day

With your Tiger clan.

Discovering and sharing,

That's the Tiger plan.

Hail To Tigers

(Tune: On Wisconsin)

Hail to Tigers! Hail to Tigers!

Best group of them all.

We're a bunch of jolly Tiger Cubs,

Listen to our call--

Rah! Rah! Rah!

Ever onward, ever forward,

Bringing fun to all!

Here's to the group of Tiger Cubs,

Best of all!

Tiger Cub Rap

Now, we're the Tiger Cubs

And we want you to know

That the Tiger Cubs

Are the stars of the show!

We will search

And discover and share

And with our families

We'll learn to care.

We'll always wear the orange

And black, don't you know

SO we will be noticed

When we're on the go!

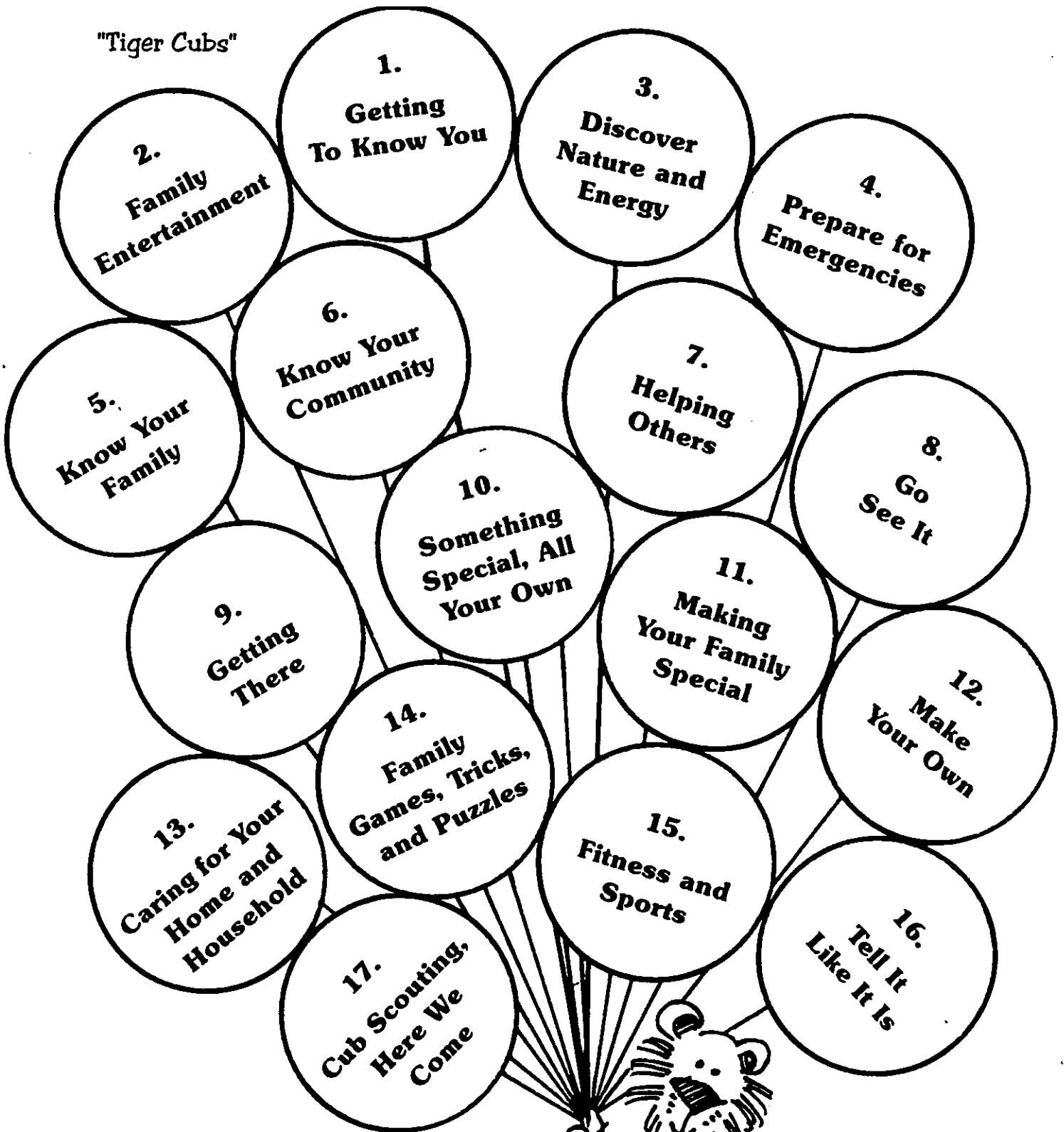
We'll work hard

But we'll have fun

And we'll always say "Thank You"

When we're done!

"Tiger Cubs"



The 17 Big Ideas

1995 Orange County Council Pow Wow Book

17 "Big Ideas" for Group Activities

Getting to Know You

A simple activity for the first meeting

My favorite color	Where I live	I like to eat
Favorite sounds	sights I enjoy	Things I enjoy
smells I like	Favorite feeling	something special to me
Name:		

"Tiger Cubs"

Family Entertainment

1. Make a miniature golf course for the whole family to play out of scrap lumber, cans etc. that you can find around the house.
2. Make home made instruments and have a family music night.

Xylophone

You need seven pop bottles, water, food coloring and tape. Pour the water into the bottles of varying depths until you have a musical scale. When you have the scale, mark the water level of each bottle with tape so you don't have to retune every time you get out the instrument.

Soda Straw Harmonica

Cut a strip of corrugated cardboard with large corrugations, 8" long and 1 1/2" wide. Cut 8 straws into the following lengths - one of each length. 8-1/2", 7-3/4", 7", 6-3/4", 6", 5-1/4", 4-1/2", and 4-1/4". Push these straws between the corrugations of the cardboard beginning about 1-1/2" from one end and leaving four empty corrugations between straws. The shorter the vibrations, the higher the pitch. To play, blow over the straws.

FLUTE

Make it from a cardboard mailing tube or the empty roll from wax paper. Cover one end of the tube with wax paper, attaching it to the sides. Punch holes down one side, not more than 1 inch apart. You can whistle, sing or blow into the flute, covering holes for a variety of tones.



HAIL TO TIGERS

Hail to Tigers! Hail to Tigers!
Best game of them all.
We're a bunch of jolly Tiger Cubs
Listen to our call,
Rah! Rah! Rah!
Ever onward, ever forward,
Bringing fun to all!
Here's to the Tiger Cubs,
The best of all!

TIGERS WHISTLE WHILE THEY WORK

Tigers whistle while they work!
(whistle)
They pitch right in, and laugh
and grin,
And Whistle while they work.
Tigers hum a merry tune
(hum)
They hum all day, at work
and play,
They hum a merry tune!
Before they join Cub Scouts,
They have to know the rule
Of being courteous and kind,
In both their home and school.
Tigers whistle while they work!
(whistle)
They do their bit,
They never quit,
Tigers whistle while they work!

"Tiger Cubs"

Discover Nature and Energy

BUG ZOO

Materials

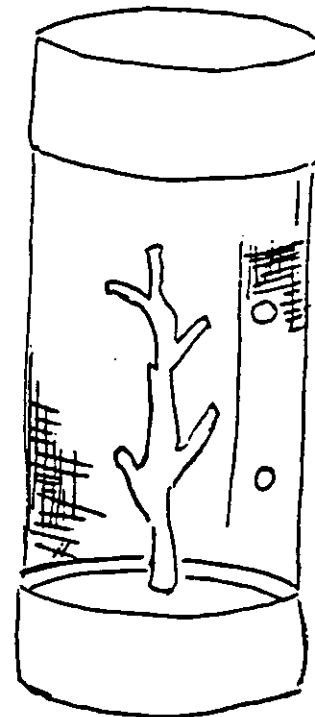
- 2 6oz. tuna or cat food cans.
- 6 x 12" metal screen wire.
- 3 round head brass paper fasteners.
- Stick or branch
- Plaster of paris
- Pop bottle cap

Roll screen wire into a tube as big around as the inside of the can. Fasten screen together with paper fasteners.

Mix enough plaster to fill the can 3/4 full, then press the screen down into the wet plaster. While the plaster is still wet press a small stick or branch and the bottle cap (open side up for water) into the plaster.

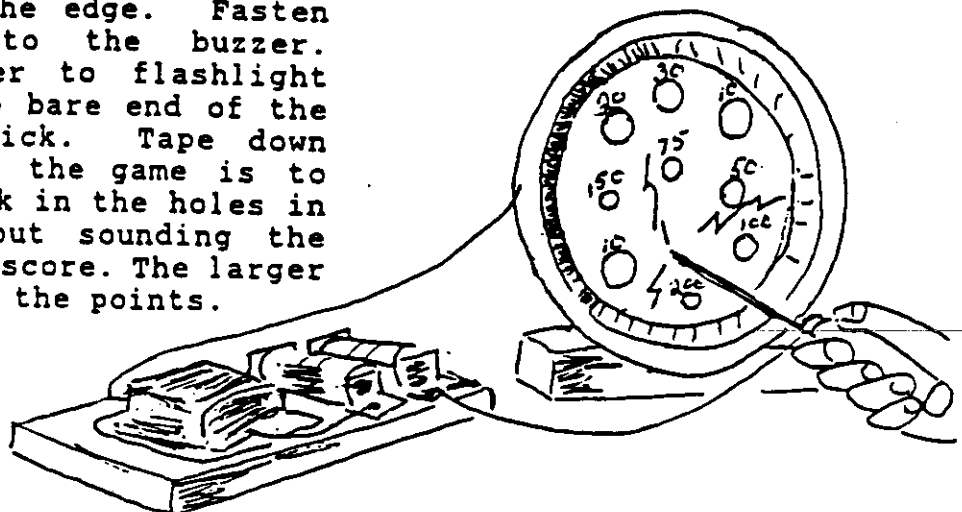
The lid sets on top so it can be easily removed and replaced for the entrance and exit of critters.

Remind the boys that when they capture an insect alive and keep it for observation, they must remember to feed and water it. After a few days the insect should be released.



BUZZER GAME

Punch hole in the edge of a pie tin, and wrap bare end of a wire through hole and around the edge. Fasten the other end to the buzzer. Connect the buzzer to flashlight batteries and wrap bare end of the wire to an ice pick. Tape down tight. Object of the game is to insert the ice pick in the holes in the pie tin without sounding the buzzer. Total the score. The larger the hole the lower the points.



Prepare for Emergencies



A. Be prepared for Fire. Have a family conference and plan two escape routes.

Learn how to remove screens and how to break out and clean off broken glass from a window frame.

If you should wake up some night and hear your smoke detector or smell smoke - What should you do?

1. DON'T PANIC - KEEP CALM
2. Wake up the family and get them out.
3. CALL "911" THE FIRE DEPARTMENT.
4. NEVER re-enter a burning building.

B. Do a bike check and have a bike-a-thon, group bike ride or a bike rodeo.

C. Have everyone bring things to make a First Aid Kit. These kits can go with you on your hikes and trips.

Make a First Aid Kit

- 1 roll 2" gauze bandage
- bandages
- alcohol swabs
- first aid cream
- sterile gauze pads
- tape
- tweezers
- small scissors

D. Make a book for notes for babysitters that includes Emergency phone numbers and escape routes.

"Tiger Cubs"



Know Your Family

(1995 Grand Canyon Council Pow Wow Book)

Make a family scrapbook for your Tiger Cub activities. Include pictures, drawings, flyers, certificates and any other handouts from your group activities.

Before the meeting starts: Have Kim's game ready to play at gathering. Have folders, papers, markers, and magazines for scrapbook.

Gathering: Play Kim's Game.

Opening: Give Cub Scout salute and say Pledge of Allegiance.

Search: Make plans to visit one of the adult partner's place of work.

Discover: Make scrapbooks.

Share: Play Knots.

Closing: Say Tiger Cub Motto.



Kim's Game - Have a tray with 8 - 10 ordinary objects, things the boys are familiar with. Keep it covered. To play, remove the cover for about a minute and allow the boys to study the tray. After a minute, cover the tray again. They are to try and remember as many objects as possible. (Tiger Cubs will probably need help with spelling.)

Scrapbooks - Use a folder with prongs. Punch holes in plain white paper and insert it in folder. Boys can decorate the cover with markers and/or pictures cut from magazines.

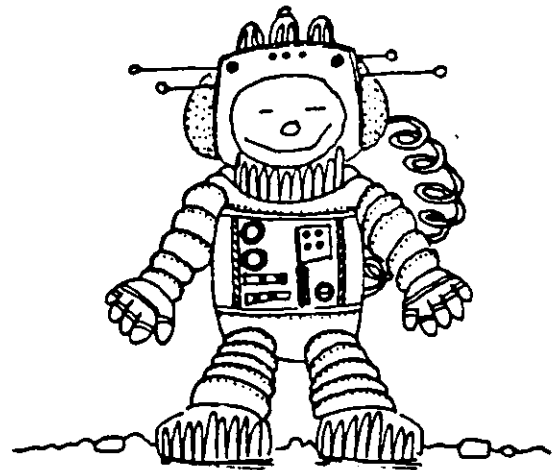
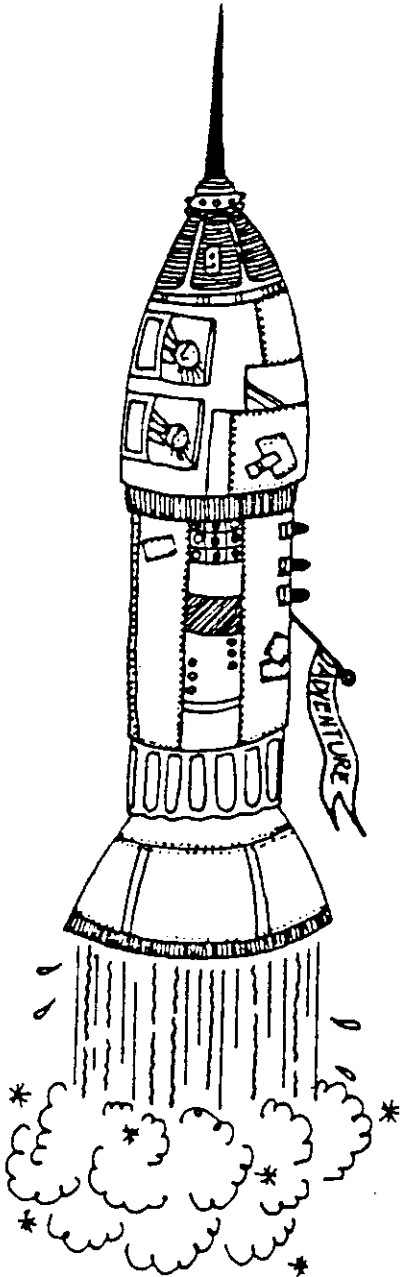
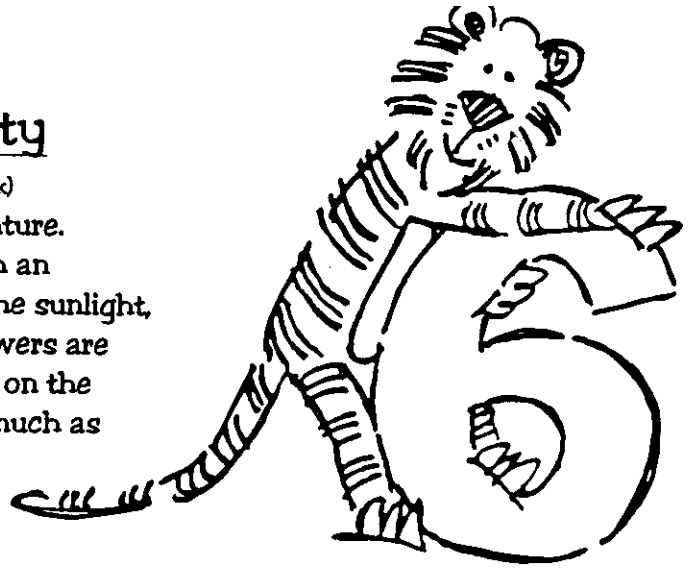
Knots - Have everyone stand in a circle and put their right hand inside circle and grasp someone else's right hand. They then put their left hand in the circle and grasp a DIFFERENT person's left hand. (EVERYONE is holding hands with 2 different people.) Now, try to get untangled without letting go of anyone's hand

"Tiger Cubs"

Know Your Community

(1995 Grand Canyon Council Pow Wow Book)

Pretend you are an alien from Planet Adventure. You are about to take an adventure through an Earth neighborhood. You cannot see out in the sunlight, but your hearing, smelling and touching powers are very great! Your robot will help to lead you on the adventure. Use your powers to find out as much as you can about the neighborhood.



What did you learn? Make a record of things you smelled, heard, and touched. The space ship's captain wants a full report. She is waiting eagerly for your answers.

"Tiger Cubs"

Helping Others

Make Christmas cards for a retirement home and visit there.

*Elderly people are very lonely around the holidays and some don't have family.

Make a "Bring-A-Toy" for a needy child at Christmas time.

*There are children homes with lots of children needing a friend or two.



Candy Cane Reindeer

Easy, fun treat to give as a gift or hang on your tree.

Materials Needed:

Large hooked candy canes

Red pom-poms

Wiggle eyes (1 pair per reindeer)

Glue or glue gun

12" pipe cleaner (1 per reindeer - gold, silver or red)



Directions:

First leave wrappers on candy canes. Then glue on pom-pom for nose and wiggle eyes. Twist pipe cleaner around head and then form antlers.

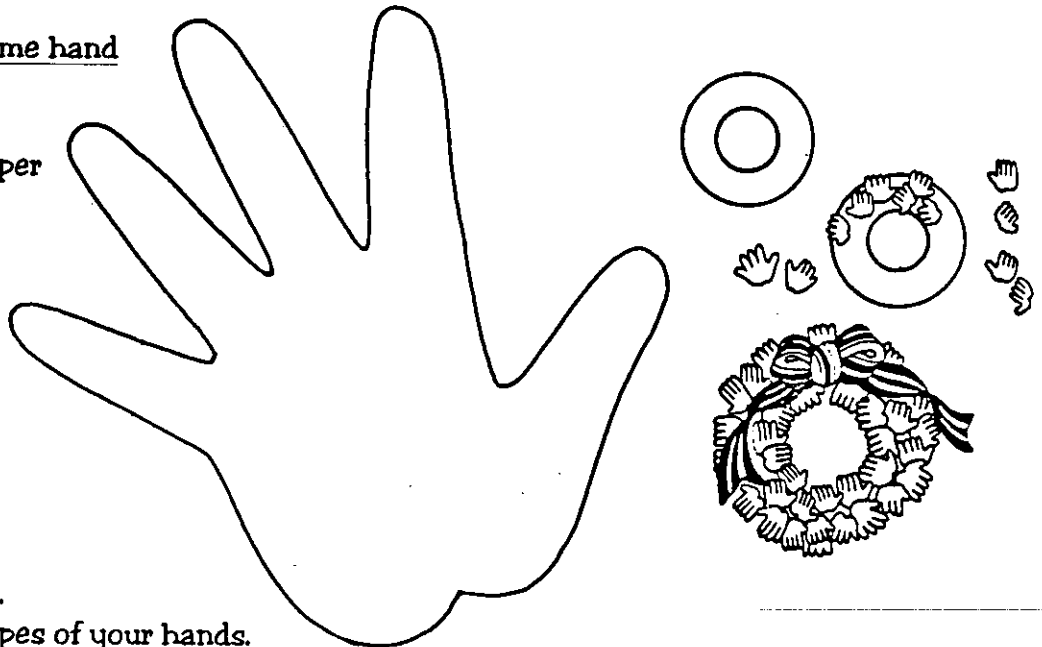
Wreath made with some hand

Materials Needed:

piece of cardboard

Green construction paper

Ribbon (Red or gold)



Directions:

1. Cut a cardboard ring.
2. Cut green paper shapes of your hands.
3. Put some hands on the ring to make a wreath.
4. Make a bow and hang it up.

"Tiger Cubs"

Go See It

There is a list of places to go and do through your county. (i.e. airfield and art shows, museums, bank, bakery, grocery store or fast food tour. Go to "Tiger Cub Safari" at Rancho Los Flores. The list is endless, ask the boys what they would really love to SEE and Go See It!



Getting There

Plan a group trip on your local transit system. (i.e. bus, commuter train, etc.)

Visit your local police station and find out how they deal with traffic troubles.

Fun Walking

Start walking in a circle and keep walking between the following exercises:

1. Start hopping
2. Make yourself as small as possible.
3. Walk stuff legged.
4. Walk two steps forward and one step backward.
5. Take giant steps
6. Make up your own kind of "fun walking"

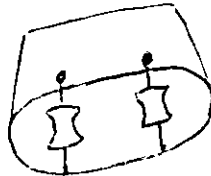


Make a Margarine Tub Racer

(1995 Grand Canyon Council Pow Wow Book)

Materials:

- small margarine tub
- 2 spools
- 2 chenille stems



Directions:

Have adult partner poke 4 holes in each tub with a hot ice pick (pair of holes should be opposite each other and spaced far enough apart for spools to turn.) Fasten wheels (spools) to car using chenille stems as shown in illustration. Decorate the car with markers and glue on any extra fun stuff.

Something Special, All Your Own

This is one is free for all your own ideas.
You might like to do some outdoor cooking.

It's
All
Up
To
You!



Make Your Family Special

Plan a meeting were you invite your family.
Play some games, make some crafts, etc.
Make it "Fun!!"
Make a raingutter Banana Split or your own
Ice cream. When done, everyone can pig out.

There's a game you can eat at the end.

Kick the Can Ice Cream

(found in "Roughing in Easy")

Ingredients:

3/4 cup Whole milk

1/2 cup cream

1/2 cup Sugar

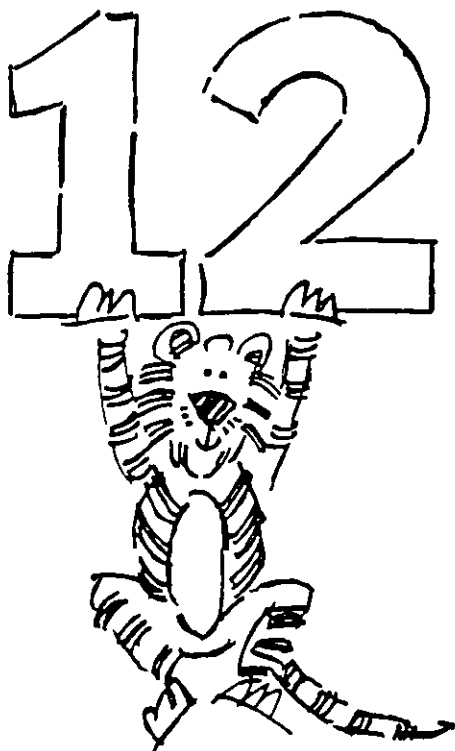
1/2 tsp. Vanilla

Any favoring (i.e. chocolate, strawberry, pineapple, etc).

Directions:

Combine ingredients in a 1 lb. coffee can, seal can. Then put can in a 3 lb. coffee can, add crushed ice and 1/3 cup rock salt (or table salt), seal well. Roll around for 10 minutes or until done. Enjoy!!

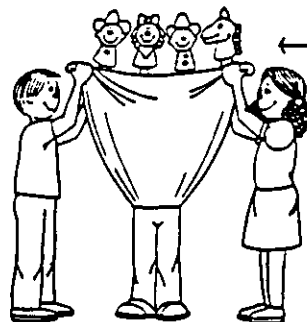




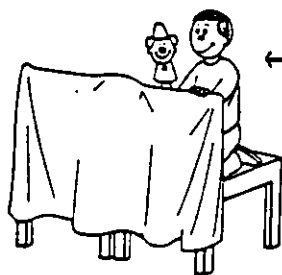
Make Your Own

Plan a field trip to a Pizza place and make your own pizza. (Dominos Pizza will give you a tour and then let you make your own pizza.) Make a small notebook and keep a dairy. Make some kind of gift (i.e. mother's day/ father's day) for someone in your family. Make hand puppets of your family or tiger group and have a puppet show.

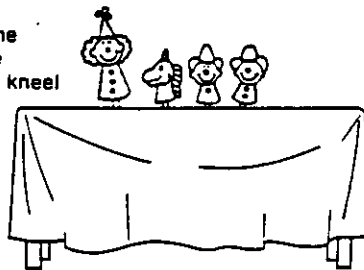
How To Make Instant Puppet Stages



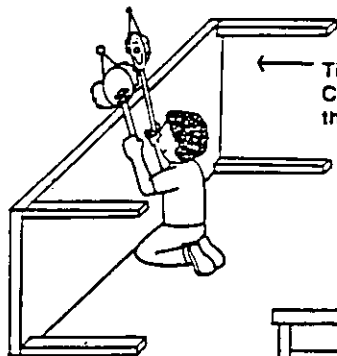
Place a child wearing a large open apron between two other children. The children on the ends can hold the edges of the apron and one puppet each. The child in the middle can hold two puppets.



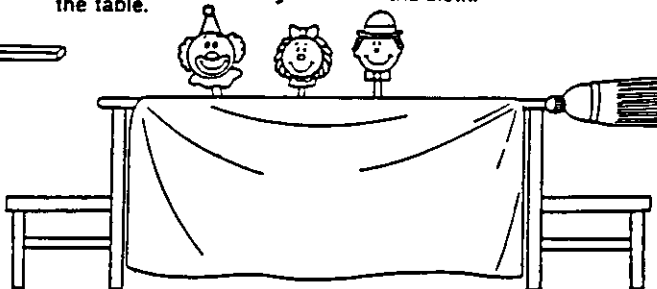
Hang a cloth over the back of one or more chairs. Children can kneel on the chair seats.



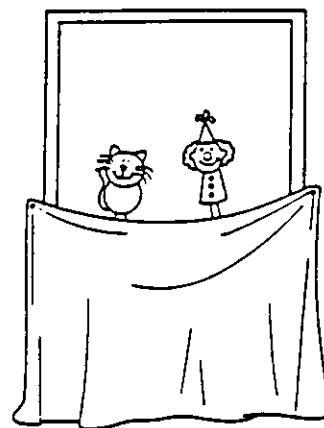
Place a cloth over a table. Children can kneel behind the cloth.



Tip a table on its side. Children can kneel behind the table.



Balance a broomstick on top of two chairs. Drape a cloth over the broomstick. Children can kneel behind the cloth.



Tack a sheet across a doorway. Place the sheet high enough for children to stand behind.

Caring for Your Home and Household

Have a child is "Boss" day.

(1993 san Gabriel Valley Council Pow Wow Book)

Choose a different member of the family each Saturday or for a special occasion to be boss for the day. That child is in charge of assigning chores to everyone, adults included. (must be within reason and No bossing around.)

Have a show off your pet meeting.

Bring a picture of your pet or a picture of a pet you would like to have to your meeting. Explain why you like this pet, how to care for it, where it came from, and how (or where) did it get his name.



Organize an aluminum can, glass, and paper recycling program. You can use the monies from this your den, pack or donate it to charity.

Family Games, Tricks, Puzzles

Hold a Halloween party, costumes required - preferably, homemade costumes. Have a pumpkin decorating concest.

Stick Game

(May 1991 Roundtable)

Materials: 3 flat sticks (craft sticks)

1 red and 1 blue marker

Make 2 sticks red on one side like this

*leave other side blank

Make 1 stick blue on one side like this

*leave other side blank

How to play and score:

Hold all three sticks in both hands. Toss them in the air.

If all the plain sides are face up4 points

If all the colored sides are face up.....4 points

2 snakes and 1 plain.....6 points

2 plain and 1 snake.....6 points

1 plain, 1 snake and 1 man.....0 points



Fitness and Sports

Make and play Catch can

Materials:

1 can (juice, vegetable, etc.)

Screws or nails

6" dowel

String

1/2" washer

Directions:

Punch hole in bottom of can and start a hole in the dowel. Screw or nail can to the dowel. Where the can joins the stick, tie a long string to it. On other end of string tie the washer. Decorate can if desired.

Have a water balloon toss game.

Attend a sports event (baseball, soccer, etc.) with your tiger group.

Go bowling.



Tell it like it is

Invite a blind person to your meeting. ask him/her how they read and get their information.

Visit a T.V., radio station or newspaper office in your area. Find out how they get their information. Talk to a reporter.

Start a pen pal relationship with other Tiger Cubs in another town or country.

Play a game of charades at your meeting. Pick teams, write ideas on paper and put in a hat. (can, etc.) for each team to chose from.

Send a secret message to a friend.

Invisible ink

Use milk or lemon juice and a tooth pick

Write message on a clean white piece of paper. When "ink" dries it becomes invisible.

To bring out the writing, hold paper over a light bulb, heat paper until message show up.



"Tiger Cubs"

Cub Scouting, Here We Come

Start this select a couple of months before graduation.

Learn the Cub Scout Bobcat requirements in the Wolf Book.



Cub Scout Promise

I, _____, promise to do my best
to do my duty, to God and my country,
to help other people, and
to obey the Law of the Pack

Law of the Pack

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

Tell what Webelos mean

We'll be loyal Scouts

Arrow of Light

(the secret of the Arrow of Light)

The arrow points the right way to go every day of the week.

Learn the Cub Scout sign, handshake and salute



THE SALUTE



THE SIGN



THE HANDSHAKE

Cub Scout Motto

"Do Your Best"

With your parent complete the exercises
(1 through 5) in the "Parents Guide"
(Parents Guide found in front of Wolf Book)

Big Idea Certificate



This is awarded to

for great work on
Tiger Cub
Big Idea #

Tiger Cubs, BSA

Big Idea Award

This certificate is awarded to

for doing great work on
Big Idea #



Tiger Cub Leader