

# 1976 POW WOW

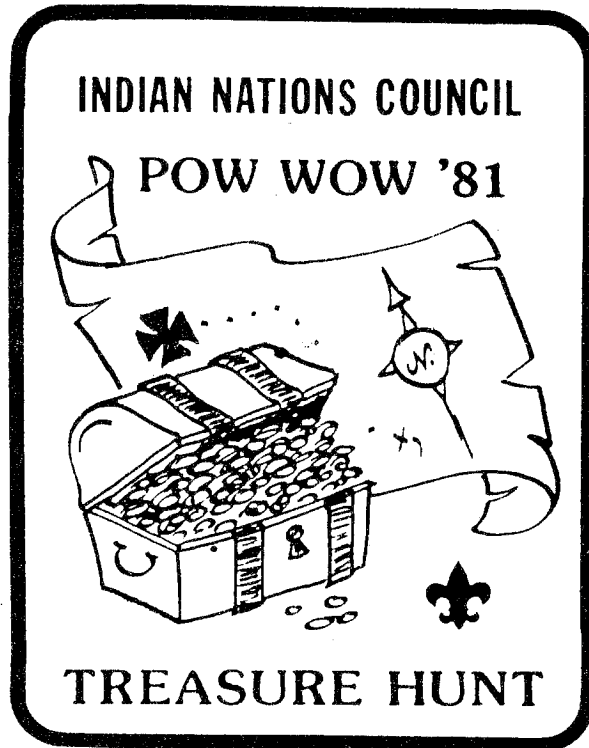


**Indian Nations Council**

Indian Nations Council

Boy Scouts of America

**“TREASURE HUNT”**

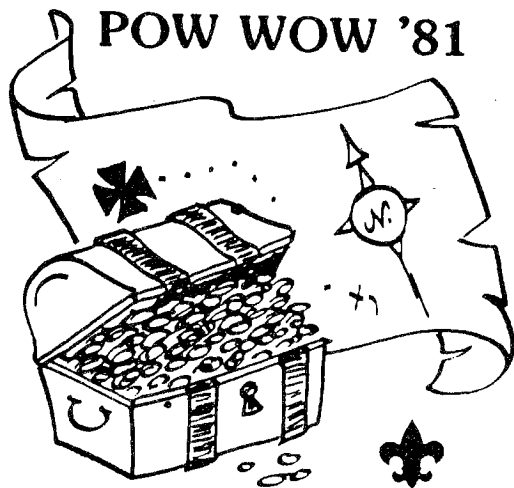


**1981  
CUB SCOUT LEADERS'  
POW WOW**

**SATURDAY - NOVEMBER 7, 1981**

**HALE HIGH SCHOOL  
6960 East 21st Street - Tulsa, Oklahoma  
8:00 a.m. - 4:15 p.m.**

# WELCOME TO THE 1981 POW WOW OF THE INDIAN NATIONS COUNCIL !!



## TREASURE HUNT

of keeping track of the distribution. If you are picking up a book for someone else, you must sign that person's name and your own as the one receiving the book. Notebook covers will be available to purchase also.

MUGS, PATCHES, AND ADDITIONAL COPIES OF THE POW WOW BOOK are for sale today. Make your purchases early, limited supply of mugs and patches are available.

1. FIRST - CHECK IN AND RECEIVE YOUR SCHEDULE CARD. Go directly to the desk with the letter of your last name. Your schedule card will be either blue, yellow, or white - the card color indicates your lunch time and you eat ONLY at the hour designated.
- Now, while you are standing in line or waiting for the opening ceremonies to begin, read on.....
2. POW WOW BOOKS are being distributed in the Midway area. You must sign and surrender the end of your schedule card marked for the book. This is our way of keeping track of the distribution. If you are picking up a book for someone else, you must sign that person's name and your own as the one receiving the book. Notebook covers will be available to purchase also.
  3. TREASURE BAGS (IDEA KITS/COURTESY BAGS) Through the generosity of a variety of companies and organizations, you will receive a carrying bag containing many leaflets, books, etc. These will be helpful to your program planning. When you write requesting additional copies in small quantities, please mention that you received the information at Pow Wow.
  4. DEN INVENTORY CARDS Den leaders should fill out a Den Inventory Card before or during the opening ceremonies. Please return to a staff member when leaving the auditorium on the way to your first class. These are important to our council records. Thanks!
  5. The OPENING CEREMONIES start PROMPTLY at 8:30 in the auditorium - please be there and ready to start the day at this time. It is tempting to pick up books, mugs, patches, check out the classrooms, etc., but don't miss the opening ceremonies and all of the last minute announcements - they could effect your whole day.
  6. The MIDWAY is full of fun and games that will be both challenging and fun. Time in the Midway area is worked into your schedule.
  7. EXHIBITS of interest will be available to you in the Midway/Exhibit area. Take some time to look them over and use the ideas to help in your program planning.
  8. LUNCH HOUR - Your lunch time is scheduled by card color. Only the correct color will be honored. Don't worry if the friends you came with have a different lunch hour, by noon you will have some new friends!!
  9. CLOSING CEREMONY - The day isn't complete until the proper farewells are said. Awards, prizes and other recognition will be part of this final session in the auditorium. Please be on time - your are expected!!!

AND PLEASE -

Smoke only is designated areas. Turn in your evaluation sheet at the close of the day. Honor the schedules set for you on the card. Come again next year. (November 6, 1982)

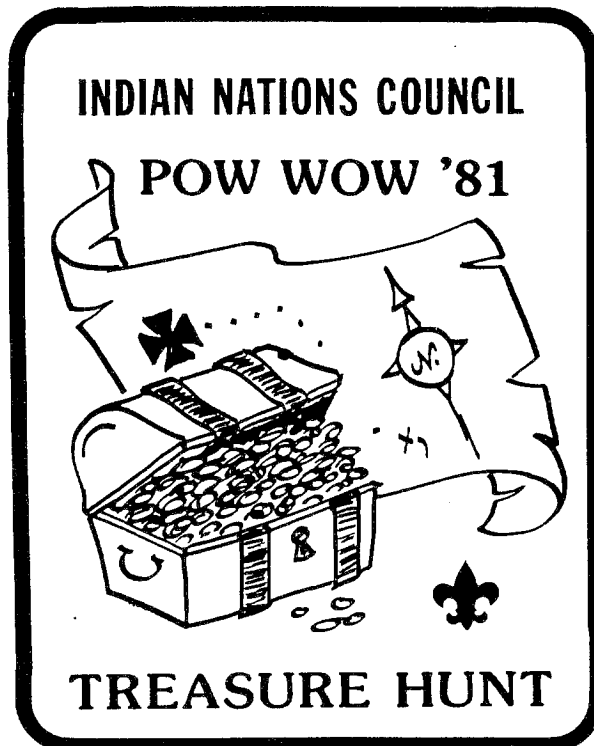
We're glad you're here - whether you came only a few blocks, a few miles or a few hundred miles - whether it's your first or fifth (or more) Pow Wow - we're glad you're here!! And you will be too as the Cub Scout spirit sweeps you along through the day.

We hope these hints will help you to have a successful day at the Pow Wow. Please read and heed.....

Indian Nations Council

Boy Scouts of America

**"TREASURE HUNT"**



**1981  
CUB SCOUT LEADERS'  
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**SATURDAY - NOVEMBER 7, 1981**

**HALE HIGH SCHOOL  
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8:00 a.m. - 4:15 p.m.**



# SESSION DESCRIPTIONS

## BLUE & GOLD

This session thoroughly covers the "mechanics" of a Blue & Gold Banquet from planning to the total evening's program. This is not a craft session, but decorations will be on display with instructions in the POW WOW Book.

## CRAFTS

**Macrame** - make useful and decorative items by learning simple knot tying.

**Plaster Craft** - Plaster can be a useful craft material. Its usefulness knows no bounds.

**Holiday Crafts** - Special attention to arts and crafts of the holidays throughout the calendar year.

**Weaving** - A variety of weaving techniques and simple skills will be presented.

**Wood Craft** - The use of wood in crafts is limitless. Cub-age projects and many useful articles.

**Modeling** - A variety of modeling mediums - clay, play dough, etc. - will be used in this craft session.

**Nature** - Mother Nature is the material source. Learn craft skills using natural materials.

**Tin Can Craft** - From your kitchen comes the material for Tin Can Craft. The lowly tin can becomes and object d'art.

## DEN LEADER DEVELOPMENT

**Den Ceremonies** - Learn the importance of den ceremonies and how to plan and conduct them.

**Boy Behavior** - This will teach you the importance of rules and how to set them up plus the why, when and how of discipline.

**Parent Involvement and Resources** - Learn how to recognize resources, where to look for them and how to use them in the den program. Learn how parents are used as a resource and how to motivate them to be involved.

**Outdoor Program** - Learn how to use the four seasons in an outdoor program for den activities.

**Uniforming** - Learn the proper uniform for boys and adults, including how to wear pins, badges, etc.

## \* HANDI - CUBS

A learning opportunity -- a new session on an old "problem." All of us, at one time or another, will have the opportunity and challenge to work with a handi-capped child -- where better to expand his abilities and interests than in the Cub Scout program. Become aware of his needs, limitations, capabilities...become aware of **your** capabilities and limitations. How can you do this? This will be an informative hour, an hour well spent. Handi-Cubs will be presented only **one time** during the day....don't miss this chance to increase your working knowledge of that special boy -- the Handi-Cub.

## DEN CHIEF TRAINING

Basic information Den Chief's need to know in dealing with 8-9-10 year old boys.

## DUTY TO GOD AND COUNTRY

Learn about the various religious awards programs available to Cub Scouts and how they are used.

## FAMILY ENRICHMENT

Learn how to develop better relationships and understanding within the family unit, including how the Cub Scout program helps to develop this.

## FLAG ETIQUETTE

Learn the courtesies and methods of showing proper respect for the flag, including proper display and ceremonies.

## GAMES

Learn how to select and lead the right games for den and pack meetings.

## PACK ACTIVITIES

Learn how to identify various pack activities and how to conduct them.

## PACK ADMINISTRATION

What committee members need to know to run a fun-filled meaningful pack program.

## PACK CEREMONIES

Learn about ceremonies to fit monthly themes and how they stimulate advancement.

## PUPPETS, SKITS

Learn how to use skits or puppets to fit the monthly themes. Learn how to make costumes and props easily and economically.

## SONGS AND STUNTS

Learn how to lead and use songs and stunts in den and pack meetings.

## WEBELOS PROGRAM

The "why" and "how" of the Webelos Den program. Everything you want and need to know about Webeloping. Part one of the two-part Webelos leader session.

## WEBELOS ACTIVITIES

A working and doing session - the in's and out's of Webelos activity badges.

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**NOTE:** In a sincere effort to maintain the registration fee at \$5.00, in the face of rising costs of paper, fasteners, food, etc., the Pow Wow book will be 3-hole punched and secured with a heavy-duty wrapper. Hardbacked notebook covers will be available for purchase at Pow Wow.

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**REGISTRATION DEADLINE - OCTOBER 23**

# INDIAN NATIONS COUNCIL

BOY SCOUTS OF AMERICA

3206 S. Peoria • Box 7130 • Tulsa, Oklahoma 74105 • (918) 743-6125

No. 488



November 6, 1976

All Cub Scouters  
Indian Nations Council  
Boy Scouts of America  
Tulsa, Oklahoma

Dear Cub Scouters:

Cub Scouting in our council is the greatest! Why? Because of you! You are the folks who care enough about the future citizens of our country to spend your time with boys, giving them training in character, citizenship and personal fitness, while having fun. You have no guarantee that these boys will grow into the kind of men you would like for them to be, but you care enough to work at it.

Welcome to the 1976 Pow Wow. Thanks to Deanne and Steve Balsters for many months of hard work, putting this one together. Thanks also to the staff of dedicated Cub Scouters who will guide you through this learning experience today. We hope that you all have an exciting day and will gain ideas and skills that you will use the rest of the year.

This is my challenge to you:

Do more than belong. Participate.  
Do more than care. Help.  
Do more than believe. Practice.  
Do more than be fair. Be kind.  
Do more than forgive. Forget  
Do more than dream. Work.  
Do more than teach. Inspire.  
Do more than live. Grow.  
Do more than be friendly. Be a friend.  
Do more than give. Serve.

God bless you for your gift of service to boys.

Sincerely,

William B. Elliott  
Vice-President, Cub Scouting  
Indian Nations Council



## ACKNOWLEDGMENTS

The Pow Wow Chairmen wish to thank Carolyn Miller and her fine staff for putting together such an excellent book.

A special thanks to each of the Section Chairmen for contributing much of the material printed in this year's book.

And thanks to all Cub Scouters everywhere who have unknowingly contributed material for this book, and as a result, have motivated Cub Scouters in Indian Nations Council.

Sincerely,

A handwritten signature in cursive script that reads "Steve and Deanne Balsters". The signature is written in black ink and is positioned above the printed names.

Steve and Deanne Balsters

1976 INDIAN NATIONS COUNCIL POW WOW

GENERAL CHAIRMEN ..... Steve & Deanne Balsters  
VICE CHAIRMEN ..... Jack & Jennifer Hanson  
ADVISORS ..... Bill & Dottie Elliott  
PROFESSIONAL ADVISOR ..... Dick Austin

SUPPORTING COMMITTEES

PROMOTION ..... Bill Elliott  
TICKET SALES & ATTENDANCE ..... Chuck Eaton  
SCHEDULING ..... Ken Shingleton  
PHYSICAL ARRANGEMENTS ..... David Garrison  
REGISTRATION ..... Marvin & Ann Staggs, Chairmen

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Theresa DeLargy  
Floyd Fuss  
Warren Gentz  
Edna Grosshans  
Rick Grosshans  
Annabel Hope  
Bud Kunze

Bill Miller  
Mona Miller  
Joan Parman  
Landy Parman  
Leon Smith  
Al Tomassi  
Jean Tomassi  
Anna Vest

EXHIBITS ..... Ethel Pruitt, Chairman  
COFFEE HOSTESS ..... Jimmie Ritz, Chairman  
BLUE & GOLD BANQUET ..... Wanda Cole, Chairman

Diana Bailey  
Art Blocker  
Nancy Blocker  
Bud Crago  
Joanie Crago  
Juanita Drye  
John Griffin

Vera Griffin  
Annabel Hope  
Larry Kindrick  
John Mark  
John Robinson  
Nelsie Tucker

SERVICE UNIT ..... Troop  
POW WOW BOOK ..... Carolyn Miller, Chairman

Jo Carlson  
Beth Dennis  
Dottie Elliott  
Paula Foster  
Sue Gabbard

Jennifer Hanson  
Elaine Meyers  
Kay Pittenger  
Una Jo Teter



1976 POW WOW FACULTY

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Sharon Adams, Vice-Chairman

Carol Harton Ruth Wilson  
Joyce Reynolds

CEREMONIES, PACK ..... Homer Barnes, Chairman  
Sue Huddleston, Vice-Chairman

CUB SCOUT ADMINISTRATION & DEVELOP. Don Ford, Chairman

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Dick Banks	Ken Hiebert
Greg Banks	Phyllis Hiebert
Norma Banks	Ann Humes
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Barbra Bingman	Kay Jordan
Jim Blaylock	Donna Kerr
David Bruce	Charley Leida
Beverly Byrne	Linda Lynde
Harry Byrne	Maurine Maroney
Joan Byrne	Elaine Meyers
Dean Cantero	Janice Moore
Jane Cantero	Linda Poole
Steve Coffey	Julie Richardson
Randy Cooper	Jeannie Rodenmayer
Thelma Cooper	Nelson Rodenmayer
Gloria Cukjati	Turner Russell
Paul Cukjati	Jean Thornton
Glenda Deatherage	Kenneth Waldie
Kenneth Deatherage	Flora Waldie
Kent Deatherage	Bob Wing
Reba Flemings	Linda Wing

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Sandra Hughes Beverly Capron

DEN LEADER DEVELOPMENT ..... Sue Harrison, Chairman  
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Vivian Carlile Jodi Pestel

DEN LEADER COACH DEVELOPMENT .... Kay Cargile, Chairman  
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FLAG ETIQUETTE ..... Bill & Jean Holland, Chairmen

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Joyce Jones

GAMES ..... Judy Fowler, Chairman

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PUPPETS ..... Una Jo Teter, Chairman

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SKITS & COSTUMES ..... Glenda Hargrove, Chairman  
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SONGS & STUNTS ..... Don & Paula Foster, Chairmen

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Harold Crago  
John Hash  
Bill Miller

Mike Snyder  
Al Tomassi  
Frederick Whitelock  
Walt Matzek

## THINGS TO TEACH BOYS

A sense of appreciation. To be grateful, not just for the material things in life, but for life itself.

Plain old-fashioned curiosity. The more curious a boy is, the more eager he will be to learn.

The glue of persistence. If you can slowly build in a boy the feeling that he can cope with any problem, within reason, then he'll be willing to stick to it longer without getting discouraged.

Live and let live. You don't have to teach a boy tolerance. It's already there. Just try not to teach him intolerance.

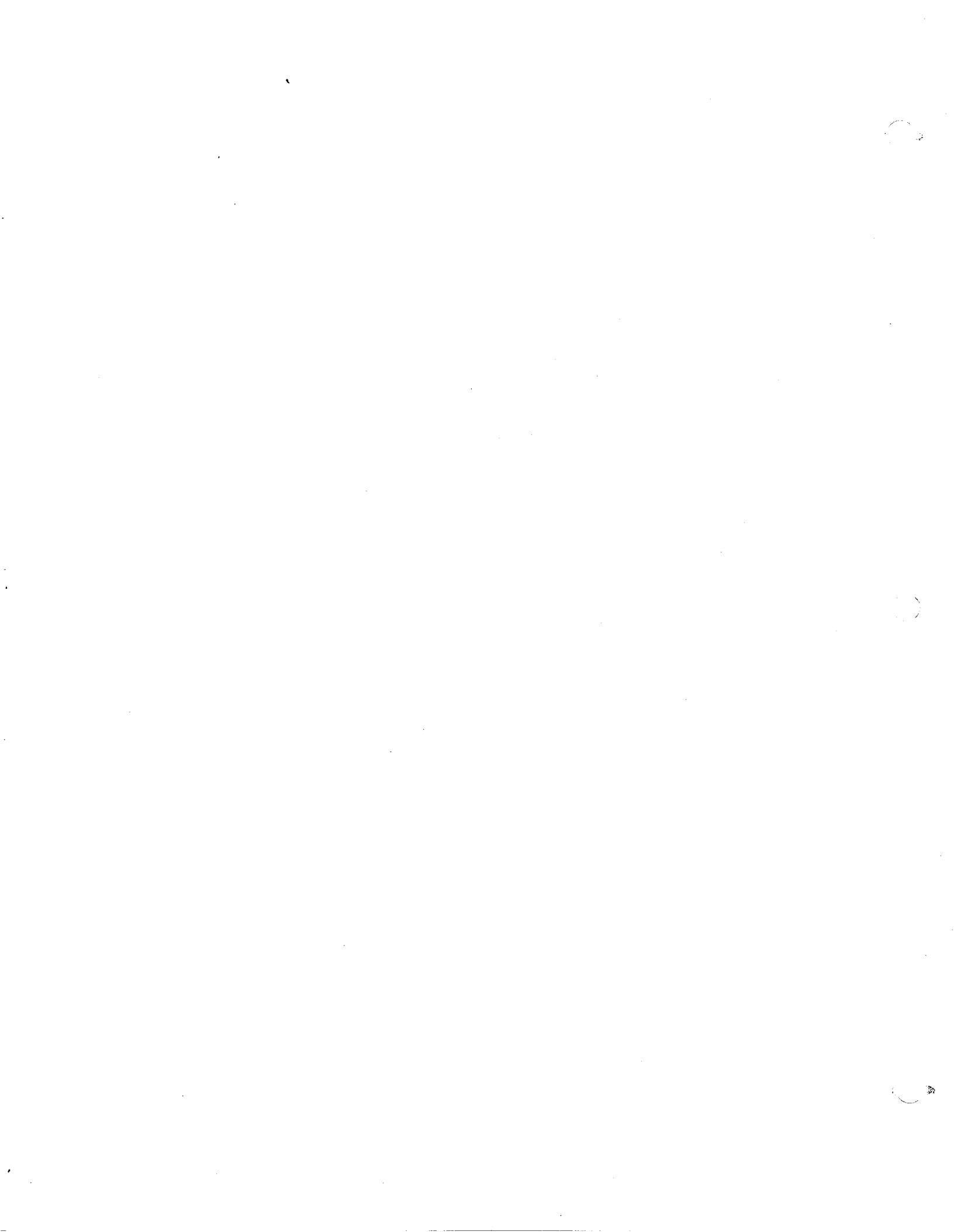
Love of country. A person can be strongly patriotic and still want to see the world more united than it is today.

A sense of humor. The Bible says: "A merry heart doeth good like a medicine." Everyone needs a dose.

Respect. Help a boy recognize that there are values outside himself that are just as important as his own ambitions, hopes and desires.

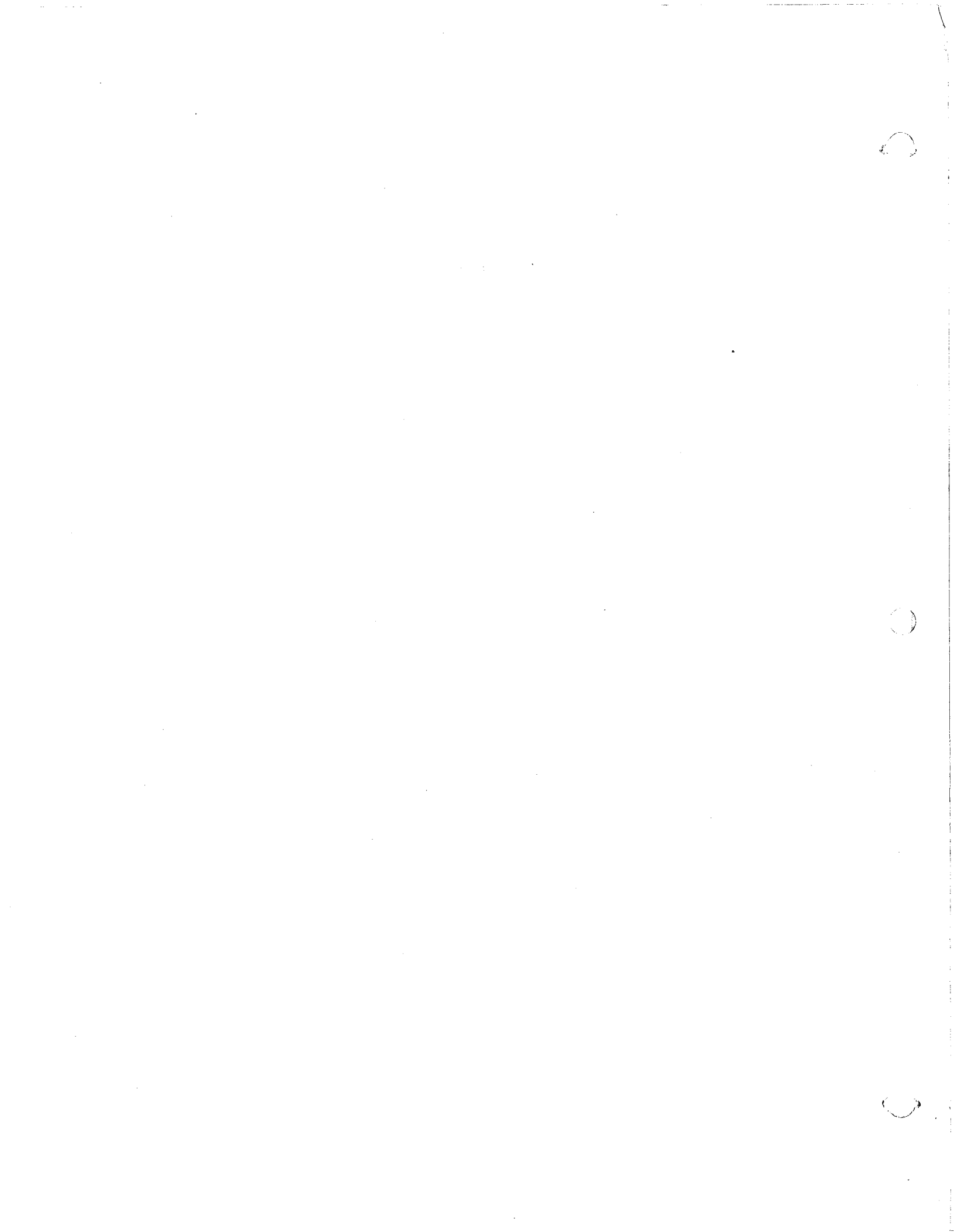
Reverence. Teach him respect for and obedience to our Creator.

If parents and leaders can get these concepts across to a boy before his personality sets like cement, then we will have done the job we were put here to do.









## CUB SCOUT LEADER DEVELOPMENT

This section of the Pow Wow book is designed to provide helpful information for all Cub Scout leaders and their packs.

Cub Scout Leader Development is a continuous learning process. There is a basic training program designed for every leadership position in Cub Scouting which provides information to help Cub Scout leaders get started in their jobs. However, there is no way that leaders can accumulate all the information and ideas they need to do an effective job in a few hours of training. For this reason, leaders should understand they have a responsibility for continuing self development as long as they are actively involved in the Cub Scout program. Those who accept this responsibility will be more successful in providing a quality program for the boys.

All Cub Scout leaders should read and understand their leader's handbooks. This is the best place to obtain information about their jobs in Cub Scouting. In addition to this, they should take part in regular monthly Cub Scout roundtables, pow wows, workshops and other training opportunities. They should make good use of all resources and read Scouting magazine, Boy's Life and Smoke Signals to keep updated on program changes.

All leaders need someone to talk to about their Cub Scouting jobs, to share their involvement and to help them see their Cub Scout positions in perspective. Sharing experiences with other adults in similar leadership positions is a means of resolving problems together, giving deeper insight to one's own performance and learning new ideas.

There are many people in your pack, district, and council who are ready and willing to help pack leaders provide the best program possible for the boys. That's because the boys are very special - the most important part of the Cub Scout program. Cub Scout leaders have an important responsibility and opportunity. It is not one that should be taken lightly.

Enthusiasm goes a long way. If you are enthusiastic about the Cub Scout program and your leadership role, it has a snowball effect on other leaders and prospective leaders. If you know where you are going, what Cub Scouting has to offer, and show this enthusiastically, others will join in that enthusiasm.

Cub Scout leaders are expected to "Do Your Best" - the same challenge that we give to the boys. Can we do less?

## WHAT IS CUB SCOUTING?

In 1930, the Boy Scouts of America designed a new program for boys younger than Scout age. It was called Cub Scouting. Since then, it has grown to be the largest of the three BSA programs (the other two being Scouting and Exploring). It is a year-round, home-centered program emphasizing involvement between boys and their parents, boys and their leaders, boys and their friends. In the multidimensional program of the Boy Scouts of America, Cub Scouting is where it all begins.

### Purpose

Cub Scouting has a number of purposes. It:

Influences a boy's character development and his spiritual growth.

Developes habits and attitudes of good citizenship.

Encourages good sportsmanship and pride in growing strong in mind and body.

Improved understanding within the family.

Strengthens a boy's ability to get along with others.

Fosters a sense of personal achievement by developing new interests and skills.

Shows a boy how to be helpful and do his best.

Provides fun and exciting new things to do.

Prepares him to be a Scout.

### Membership

Cub Scouting tries to reach and involve as many boys and parents in America as they possibly can.

665,466 Pack Leaders

1,996,570 Cub Scouts

59.230 Packs

### Who can join?

Any boy who has completed the second grade or is 8 through 10 years of age, may join a neighborhood den. A den is usually made up of boys of the same age who form a natural play group in the neighborhood. Den meetings are held once a week in the afternoon under the supervision of a volunteer den leader--usually the mother or father of one of the boys. They meet in one of the boy's homes. The BSA emphasizes the use of women for 8- and 9-year-olds; men for 10-year-olds. A den may also have a assistant den leader; a den chief, an older Scout or Explorer who helps the leader with activities; and a denner, a boy leader elected by his peers who helps the leader and den chief.

Once a month, all the dens in the neighborhood and the boys families are brought together for a pack meeting under the direction of a Cubmaster. He may be assisted by the fathers of other boys in the pack, and together they constitute a pack committee. Currently there are:

37,884 Trained Leaders

#### Who sponsors Cub Scouting?

Like other BSA programs, Cub Scouting is made available to existing groups having similar interests and goals such as professional, religious, educational, civic, fraternal, business, labor, and government bodies. These sponsors are called chartered organizations and a designed individual from the organization becomes a member of the pack committee as a Scouting Coordinator. The sponsor is responsible for leadership, the meeting place, and some program materials for the pack activities.

#### Who pays for it?

Several groups are responsible for supporting Cub Scouting: the boy and his parents; the pack; the chartered organization; the community. The boy is encouraged to pay his expenses with money he has earned when he can. Individual Cub Scout dues pay for budgeted items. Working collectively on an approved money earning project provides income for various pack programs. The community supports Cub Scouting through United Funds, sustaining membership enrollment, bequests, and special contributions to the local Scout council.

#### Advancement

The Cub Scout program includes a plan of advancement for each boy in which he learns by doing. Upon joining a pack, the boy's parents teach him his Bobcat requirements: learning the Cub Scout promise, Law of the Pack, handshake, salute, sign, and motto. After Bobcat, the boy works on requirements based on his age leading to Wolf, Bear, and Webelos Award and Arrow of Light ranks.

#### Wolf

If a boy is 8 years of age or has completed the second grade, he may begin working on his Wolf achievements. There are 12: Feats of Skill; Flag; Keeping Healthy; Your Home and Community; Tools; Collections; Conservation; Tying Things; Home and Traffic Safety; Family Fun; Religious Activities; Research and Books. Upon completion of these 12, he is awarded the Wolf badge, and until he is 9 may continue to work on Wolf electives in 20 different interest areas. When he completes 10 projects he receives a Gold Arrow Point. For each additional 10 projects he receives a Silver Arrow Point.

#### Bear

If a boy is 9 years of age, he begins working on his Bear achievements. Again, there are 12: Wildlife Conservation; Woodworking; Using Rope; Outdoor Games; Whittling; Our American Heritage; Family Get-Together; Cub Scout Fitness; Writing; American Folklore; Religious Activities; Protection. After receiving his Bear badge, there are 20 Bear elective areas in addition to the Wolf elective areas in which he may work until he reaches age 10. Gold and Silver Arrow Points are awarded for these projects as in the Wolf electives.

## Webelos

This word is code for "We'll be loyal Scouts," and is pronounced WEE buh lohs. At age 10 a Cub Scout may elect to stay in his Cub Scout den, or be transferred with ceremony into a Webelos Scout den. This is a special den for a boy who has reached 10 years of age or who has completed the fourth grade. The Webelos Scout program is more challenging to the older Cub Scout--in fact he's now called a Webelos Scout. He wears a different kind of uniform that recognizes his new status. Meetings are held in the early evening or on Saturday. His leader is a man assisted by other den fathers. The den chief is older and more advanced than those serving Cub Scouts. The Webelos Scout's advancement is recorded by his Webelos den leader rather than his parents. He works on the requirements for the Webelos award and the Arrow of Light award, which help prepare him for Scouting. The Arrow of Light is the highest award in the Cub Scout program and is the only badge which may be carried over and worn on the Scout uniform. He may also work on any of 15 activity badges in hobby and vocational areas, including Aquanaut, Artist, Athlete, Citizen, Craftsman, Engineer, Forester, Geologist, Naturalist, Outdoorsman, Scholar, Scientist, Showman, Sportsman, Traveler. Upon reaching age 11 or completion of the fifth grade, the Webelos Scout is ready for Scouting.

## Activities

At the weekly den meetings, a Cub Scout starts an activity. Perhaps it is a hand-craft project or just practicing a stunt for the next pack meeting. During the week, with mother and dad to help him, he finishes the project or perfects the stunt. If it happens to be something required for his Wolf or Bear achievements, his mother or dad may sign his Cub Scout book. In this way, Cub Scouting helps to strengthen family ties throughout the week as well as at the monthly pack meetings.

Families are encouraged to attend pack meetings with their boys. The purpose of these meetings is to allow the parents to see their boys in action. Most pack meetings are divided into two parts. The first is informal: it may be a viewing of exhibits or participating with their parents in gathering-time activities. The second part has a formal opening, den skits, games or stunts related to a monthly theme, and the awarding of badges that boys have earned since the last pack meeting.

## Outdoor Program

Cub Scouting encourages adventuresome outdoor programs for 8- and 9-year-olds. These include den picnics, outings, day camping, and backyard camping. Being home-centered, family-camping is also emphasized. Overnight camping and backpacking for younger Cub Scouts is not encouraged; however, Webelos Scouts are encouraged to go on overnight experiences with their fathers.

## Competitive Activities and Sports

Team sports and other competitive events occur within the pack and at an interpack level. Some of the standardized activities that have become favorites over the years are Cub Scout shows, pet shows, pinewood derbies (miniature car racing on tracks), regattas, kite-flying contests, Summer olympics, and father-and-son cake-baking contest.

## Publications

Volunteers are kept informed of national news and events through Scouting Magazine (circulation, 1.3 million). Boys may subscribe to Boys' Life magazine (circulation 2.1 million). Both are published by the Boy Scouts of America in North Brunswick.



Additionally, there are a number of Cub Scout and leader publications including the Wolf Cub Scout Book, Bear Cub Scout Book, Webelos Scout Book, Cubmaster's Packbook, Den Leader's Book and The Webelos Den Leader's Book.

### Philosophy

Apart from the fun and excitement of Cub Scouting activities, there are a number of ideals expressed in the day-to-day life of the young boy and his leaders. For example, the 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.

### The Law of the Pack:

The Cub Scout follows Akela (his leader).  
The Cub Scout helps the pack go.  
The pack helps the Cub Scout grow,  
The Cub Scout gives goodwill.

The Cub Scout motto is Do Your Best. The Cub Scout colors are blue and gold. Blue signifies the sky, truth, spirituality, and loyalty. Gold stands for warm sunlight, good cheer, and happiness. Together they symbolize what Cub Scouting is all about.

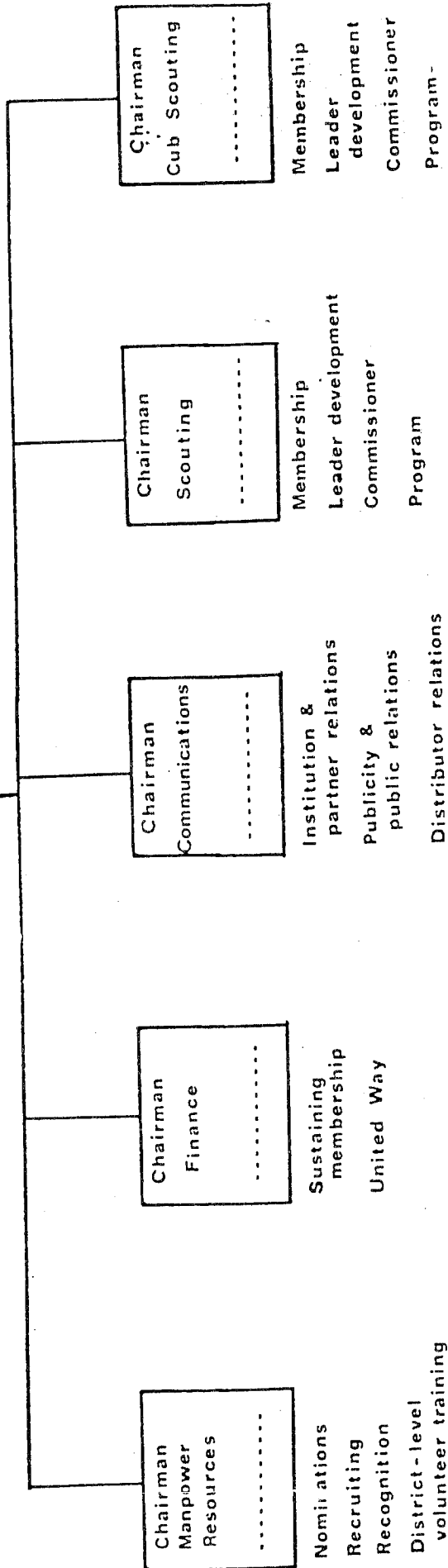
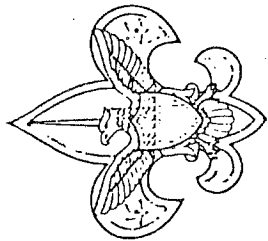


# VOLUNTEER ORGANIZATION

COUNCIL VICE-PRES.  
OPERATIONS

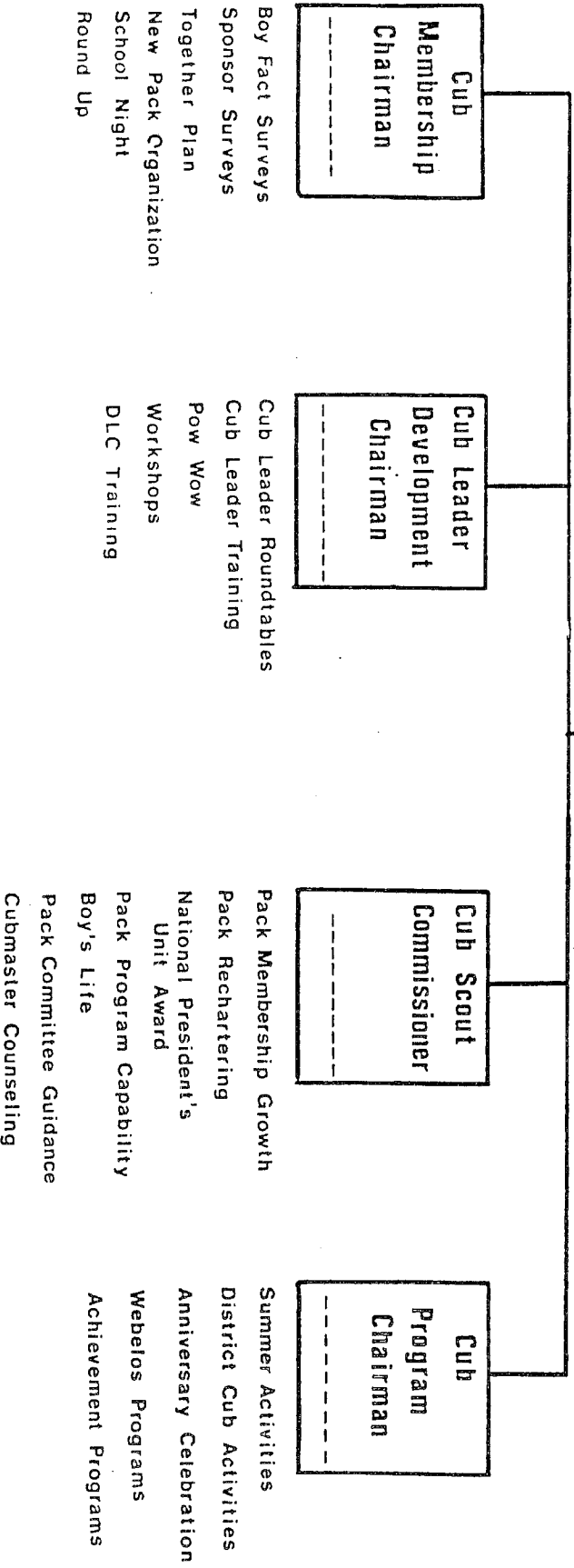
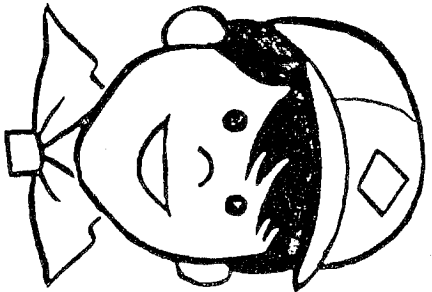
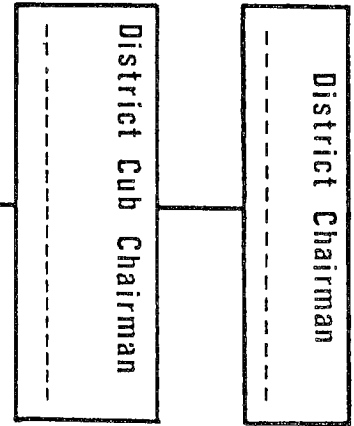


DISTRICT CHAIRMAN  
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# DISTRICT

## CUB SCOUTING COMMITTEE



## QUALITIES OF LEADERSHIP

Leadership is the activity of influencing people to cooperate toward a common goal.

An effective leader:

1. Has a basic respect for people in general and shows that he trusts them to do their best.
2. Is a person of character and integrity; one who has a sense of purpose and direction.
3. Encourages others to offer suggestions and solutions.
4. Seeks opinions of others and listens to them.
5. Is responsive to others; gives credit where it is due.
6. Communicates with others; shares information and ideas.
7. Motivates other people by an example of enthusiasm and dedication.
8. Knows the value of teamwork and cooperation.

"A leader is best when people hardly know he exists; not so good when people acclaim him; worse when they despise him. Fail to honor people, they will fail to honor you. But of a good leader who talks little, when his work is done, his aim fulfilled, they will say: "We did this ourselves".

-Loa-Tse, a Chinese philosopher

## SELF ESTEEM AND SUCCESS GO HAND-IN-HAND

How many times have you have you heard another person say: "I'm not creative", "I just knew it wouldn't work", "I never was good at that sort of thing". How many times have you said one of these things?

A person's attitude can greatly affect his success. Attitudes of confidence, encouragement, honesty, enthusiasm, respect and optimism can enhance a person's effectiveness - whereas attitudes of criticism, inferiority, pessimism, hate, fear or envy can detract from a person's effectiveness. We would all rather hear: "Sure, I can do it!", "I'd like to give it a try." or "I'd love to help."

Cub Scout Leaders can control to a great extent the success or failure of their Packs by their attitudes. Self-esteem, self-confidence, self-respect are the primary attitudes which influence all other attitudes. High self-esteem is directly related to success and good performance.

A person with a high level of self-esteem considers himself valuable and important, worthy of respect and consideration by people working with him. He has an optimistic outlook toward life because he knows that he has the capability of influencing other people and guiding his own destiny. He feels capable of expressing himself and knows that other people respect his viewpoint. He has confidence in his decisions, based on well-thought-out values, and knows they are generally sound. He enjoys new challenges and can tolerate temporary setbacks easily. He has pride in his performance and expects to do something really important.

"Wait a minute ... that sounds like conceit!" Is that what you're thinking? Don't confuse conceit with high self-esteem. There is a world of difference. A person just can't have too much self-esteem. A conceited person usually has a low self-esteem and is simply trying to cover it up by his actions and remarks.

The best way to upgrade your own self-esteem is by learning more about yourself; by building and reinforcing your image of yourself. Most of us have capabilities we haven't even uncovered yet. Ask yourself how you can be more effective in your job. Define just what you want to accomplish. Write it down, if you like. And then keep telling yourself "I think I can .. I think I can .. I know I can!" And believe it!

Every individual is basically creative, but some people have fears which obstruct the flow of creative ideas - fears such as ridicule, fear of change, fear of the unknown. In order to use your full potential of creativity, first develop self confidence and a high self esteem. Start liking yourself. Build on your strengths and work on your limitations. Search for opportunities. Find new approaches. Implement your ideas. It works!

REMEMBER .. IT ISN'T THE LOAD THAT BREAKS YOU DOWN ..IT'S THE WAY YOU CARRY IT...



## ATTITUDES OF A CUB SCOUT LEADER

- COOPERATIVE: Knows how to work with other people.
- SYMPATHETIC: Is sensitive to the difficulties of others. Not absorbed by self-interest.
- DEDICATED: Is dedicated but not demanding; determined but not dictatorial. Wholeheartedly involved in responsibilities.
- CONSIDERATE: Considers all factors involved in another person's behavior. Doesn't jump to conclusions quickly, but is inclined to give others the benefit of the doubt.
- HUMBLE. Doesn't crave the spotlight. Remembers that it's the boy who counts. Remembers "There is no end to the good we can do if we don't care who gets the credit."
- PATIENT: Corrects mistakes without losing temper and without embarrassing the person at fault. Remembers "The art of being wise is the art of knowing what to overlook".
- ENCOURAGING: Encourages and reinforces others by words of praise, commendations and thanks. Knows that an ounce of sincere praise is worth a pound of fault-finding.
- BELIEVING: Has faith in people. Believes they will respond to what is good if given sufficient opportunity. Believes they are cooperative and have capacity and ability.
- ENTHUSIASTIC: Works eagerly toward objectives. Walks with a spring in his step, works with a sparkle in his eye and speaks with a note of confidence in his voice. Knows that enthusiasm is the most contagious quality in the world.
- ADAPTABLE: Not opposed to change. Is wise enough to change course or adjust sights when necessary. Is guided by lessons of experience, but is not a slave to tradition.
- IDEALISTIC: Not content with low standards. Sets objectives that are high enough to be challenging and still within reach.
- HOPEFUL: Has a reason for every success, not an excuse for every failure. Goes out and rings the bell, never gives up and wrings his hands.
- SENSE OF HUMOR: Not upset by trifles. Can laugh with others.
- TOLERANT: Does not get angry over differences of opinion. Remembers that they may both be wrong.
- GRATEFUL: Grateful to God for the gift of life, to fellow Scouters for the blessings of friendship and to boys for the challenge and joys of leadership.

## CUBMASTER

### (Job Description)

QUALIFICATIONS - Twenty-one years of age. Work well with others. Be able to delegate responsibilities. Set a good example for boys by behavior, attitude and uniform. Preferably be a member of the chartered organization. Believe in the values and principles of the Cub Scout program.

### RESPONSIBILITIES

1. Observe the policies of the Boy Scouts of America.
2. Plan and carry out the Cub Scout program in the pack to fulfill the purposes of Cub Scouting.
3. Know and use Cub Scout literature including Boy's Life, Scouting magazine and Cub Scout Program Helps.
4. See that the pack program, leaders, and Cub Scouts reflect positively the chartered organization and its aims.
5. Work with the pack committee on (1) program ideas, (2) selecting and recruiting adult leaders, and (3) establishing a budget plan.
6. Guide and support den leaders. See that they receive the required training for their positions.
7. Recruit a den leader coach as needed.
8. Help organize Webelos den(s) as needed.
9. Maintain good relationships with parents. Seek their support and include them in activities. Involve male relatives such as grandfathers and uncles (as well as fathers) so that Cub Scouts will have male role models.
10. See that the Cub Scouts and Webelos Scouts receive a quality, year-round, fun-filled program.
11. Guide Cub Scouts in goodwill and conservation projects.
12. See that the responsibilities specified for the assistant Cubmaster are carried out.
13. Assist the pack committee chairman in conducting the monthly pack leaders' meetings.
14. Conduct the annual planning conference of the pack.
15. Take part in the annual charter review and ceremony to present new charter to the chartered organization.

(continued)

CUBMASTER (continued)

TRAINING

1. Take the required training for the position. (Orientation, The Cub Scout Program, Program Planning, Pack Administration, Pack Relationships, Webelos Den Program)
2. Participate in monthly Cub Scout roundtables.
3. Participate in the annual Cub Leader Pow Wow.
4. Participate in other training opportunities for continuing leadership development.

AWARDS

Scouter's Key

## ASSISTANT CUBMASTER

(Job Description)

QUALIFICATIONS - Twenty-one years of age. Work well with others. Be able to carry out assignments. Set a good example for boys by behavior, attitude and uniform. Believe in the values and principles of the Cub Scout program.

### RESPONSIBILITIES

1. Assist the Cubmaster as needed. Be ready to take over the leadership of the pack if such a need should arise.
2. Participate in monthly pack meetings.
3. Supervise den chiefs and see that they receive training.
4. Be a liason with neighborhood Scout troops that supply den chiefs and into which Cub Scouts will graduate.
5. See that pack leaders are informed of training opportunities and arrange for leaders to attend the sessions.
6. Help develop and promote an ongoing plan for recruiting new boys.
7. Work with the Cubmaster and the pack committee on pack reregistration.
8. Assist with special pack activities such as dinners, pinewood derby, bicycle safety program, service projects.
9. Participate in the annual planning conference and the monthly pack leaders' meetings.
10. Observe the policies of the Boy Scouts of America.

### TRAINING

1. Take the required training for the position. (Orientation, The Cub Scout Program, Program Planning, Pack Administration, Pack Relationships, Webelos Den Program)
2. Participate in the monthly Cub Scout roundtables.
3. Participate in the annual Cub Leader Pow Wow.
4. Participate in other training opportunities for continuing leadership development.

### AWARDS

Scouter's Training Award

## WEBELOS DEN LEADERS - ASSISTANT WEBELOS DEN LEADERS

### (Job Description)

QUALIFICATIONS - Male. Twenty-one years of age. (Assistants may be 18)  
Be able to relate to 10-year-old boys. Set a good example for boys by behavior, attitude and uniform. Believe in the values and principles of the Cub Scout program. Preferably be a member of the chartered organization.

### RESPONSIBILITIES

1. Plan and carry out a year-round program of activities for the Webelos den to achieve the purposes of Cub Scouting.
2. Lead the Webelos den in its participation at the monthly pack meetings.
3. Cooperate with other pack leaders.
4. Train the Webelos den chief. Guide him in working with the Webelos Scouts.
5. Use Boys' Life, Scouting magazine and Cub Scout Program Helps as sources of ideas and information.
6. Collect dues and turn them in to the pack secretary/treasurer.
7. Encourage boys to earn the advancement awards. Maintain accurate records and see that Webelos Scouts receive recognition for their achievement.
8. Instill Scouting's spirit and moral values through ceremonies and meaningful activities such as goodwill and conservation projects.
9. Establish a good working relationship with neighborhood Scout troops. Strive to graduate every Webelos Scout into a troop.
10. Ask qualified persons including adult family members of Webelos Scouts to serve as activity badge counselors.
11. Encourage fathers and other male relatives of Webelos Scouts to help plan and carry out Webelos father-son overnight campouts and other outdoor activities.
12. Observe the policies of the Boy Scouts of America.
13. Participate in the pack's annual planning conference and monthly pack leaders' meetings.

### TRAINING

1. Take the required training for the position. (Orientation, The Cub Scout Program, Program Planning, Webelos Den Program, Webelos Leader Outdoor Experience)
2. Participate in monthly Cub Scout roundtables.
3. Participate in the annual Cub Leader Pow Wow.
4. Participate in other training opportunities for continuing leadership development.

AWARDS - Den Leaders' Training Award

## CUB SCOUT DEN LEADERS - ASSISTANT DEN LEADERS

### (Job Description)

QUALIFICATIONS - Twenty-one years of age. (Assistant den leaders may be 18) Enjoy working with 8 and 9-year-old boys. Set a good example for boys by behavior, attitude and uniform. Be able to lead boys in having fun. Believe in the values and principles of the Cub Scout program. Preferably be a member of the chartered organization.

### RESPONSIBILITIES

1. Give leadership to carrying out the pack program in the den to fulfill the purposes of Cub Scouting.
2. Lead the den in its participation at the monthly pack meetings.
3. Work in harmony with other pack leaders.
4. Guide the den chief in working with the Cub Scouts. See that he receives den chief training.
5. Use Boys' Life, Scouting magazine and Cub Scout Program Helps as sources of ideas.
6. Collect dues and turn them in to the pack secretary/treasurer.
7. Encourage boys to earn the advancement awards. Keep advancement records and see that the boys receive recognition for their achievement.
8. Help the den earn the National Summertime Den Award.
9. Establish good working relationships with parents, utilizing their talents and abilities.
10. Involve the den dad, fathers, uncles and grandfathers of the boys in den activities so that the boys will have male role models.
11. Ensure leadership for all den meetings and activities.
12. Participate in the monthly den leader coach/den leader meeting (or monthly pack leaders' meeting) and the pack's annual planning conference.
13. Observe the policies of the Boy Scouts of America.

### TRAINING

1. Take the required training for the position. (Orientation, The Cub Scout Program, Program Planning, Den Activities, Den Administration)
2. Participate in monthly Cub Scout roundtables.
3. Participate in the annual Cub Leader Pow Wow.
4. Participate in other training opportunities for continuing leadership development.

AWARDS - Den Leaders' Training Award

## PACK COMMITTEE

### (Job Description)

QUALIFICATIONS - Twenty-one years of age. Affiliated with and appointed by the chartered organization. (Minimum of three members - seven or eight are preferred. The committee chairman should be a member of the chartered organization) Have a capacity to take on an assignment and see it through. Believe in the values and principles of the Cub Scout program.

### RESPONSIBILITIES

1. Fulfill the commitment of the chartered organization to:
  - a. Assure that the pack and dens have qualified leaders.
  - b. Provide adequate and safe facilities for pack meetings.
  - c. Provide a program that meets the interests and objectives of both the chartered organization and the Boy Scouts of America.
2. Maintain working relationship with the Scouting coordinator (formerly institutional representative) who keeps the chartered organization informed on the pack's program and keeps the district informed of the pack's needs.
3. Work closely with the Cubmaster on program ideas, selecting and recruiting adult leaders and establishing a budget plan.
4. Select a committee member to assume the responsibilities of the Cubmaster while the position is vacant and if there is no assistant Cubmaster.
5. Assure that the Cub Scouts have a year-round program that is balanced in fun, activities, service projects, religious observances and healthful activities, which fulfills the purposes of Cub Scouting.
6. Encourage family and parent participation.
7. See that leaders and parents know the purposes of Cub Scouting and that they are trained as recommended.
8. Encourage den and pack leaders to participate in training events including monthly Cub Scout roundtables and annual Cub Leader Pow Wows.
9. Provide substitute fathers for boys who may not have fathers for father-son activities or Webelos father-son overnight campouts.
10. Supervise the recordkeeping of advancement, finances and equipment. The committee chairman or treasurer is designated cosigner with the Cubmaster of all checks on the pack treasury.
11. Participate in pack meetings, outings and special activities.
12. Conduct monthly pack leaders' meetings.
13. Participate in the pack's annual planning conference.

(continued)

## PACK COMMITTEE (continued)

14. Take part in the pack's annual charter renewal by (a) preparing report to the chartered organization, (b) attending charter review meetings and (c) participating in the charter presentation ceremony.
15. See that the pack has an effective plan for recruiting new boys.
16. Establish liasons with troops into which Cub Scouts can graduate.
17. Observe the policies of the Boy Scouts of America.
18. See that the chartered organization, the pack, the boys, and all who are supportive of the pack, receive recognition in both the pack and the community for their participation and achievements.

## TRAINING

1. Take the required training for the position. (Orientation, The Cub Scout Program, Program Planning, Pack Administration, Pack Relationships)
2. Whenever possible, attend other training opportunities for continuing leadership development, such as monthly Cub Scout roundtables and annual Cub Leader Pow Wows.

## AWARDS

Scouters' Training Award



## DEN LEADER COACH

(Job Description)

QUALIFICATIONS - Twenty-one years of age. Interest in and ability to work with others. Imaginative and creative. Patient, and the ability to be a good listener. Set a good example for den leaders by behavior, attitude and uniform. Be an experienced den leader or be willing to be trained for this position. Preferably a member of the chartered organization.

### RESPONSIBILITIES

1. Help den leaders understand the purposes, policies and procedures of the chartered organization and the Boy Scouts of America..
2. Give immediate help to new den leaders. Help them plan and conduct their first den meetings.
3. Hold monthly meetings with den leaders to help plan and coordinate den activities and programs agreed upon at the monthly pack leaders' meeting.
4. Encourage den leaders to take training and to qualify for training awards. See that they are appropriately recognized.
5. Be thoroughly informed on the latest Cub Scout literature.
6. Give continuing support and reinforcement to den leaders.
7. Be available to attend den meetings as needed.
8. See that dens have leadership for all meetings and activities. Be ready to substitute for a den leader when necessary.
9. Help the Cubmaster in recruiting den leaders.
10. Ensure that den leaders understand the pack's budget plan.
11. Serve as communications link between the Cubmaster and the den leaders. Keep the Cubmaster informed on the successes and needs of the dens.
12. Participate in the annual pack planning conference and the monthly pack leaders' meetings.
13. Participate in monthly pack meetings.
14. Observe the policies of the Boy Scouts of America.

(continued)

DEN LEADER COACH (continued)

TRAINING

1. Take the required training for the position. (Orientation, The Cub Scout Program, Program Planning, Den Activities, Den Administration, Den Leader Coach Seminar)
2. Participate in monthly Cub Scout roundtables.
3. Participate in the annual Cub Scout Leader Pow Wow.
4. Participate in other training opportunities for continuing leadership development.

AWARDS

Den Leader Coach's Training Award

## WHY WE TRAIN LEADERS

Everyone requires training for anything that is to be done well. Think about the many different things you have been trained to do during your lifetime; everything from riding a bicycle to driving a car. Think of the ways you benefitted and the satisfaction that you gained as a result of the training. In some instances you were taught by someone else. In others, you taught yourself. But the end result was usually an ability to do something that you could not do before.

Cub Scout leaders are trained to ensure that boys get a quality program and a fun-filled experience. People gain confidence from being given the facts and from being told what is expected of them. How effectively the Boy Scouts of America influences the lives of boys depends to a large degree on leaders and their understanding of the aims and techniques of their various jobs.

Cub Scout leader training is simply collecting what we already know about boys and organizing this information toward the purposes and methods of the Cub Scout program. Cub Scout Leadership Development, then, has as one of its main purposes to inform and train leaders. Leaders who know the whys and hows of the program will be more effective in their roles and, as a result, Cub Scouts will be able to achieve the objectives of the program - training in character, citizenship, and personal fitness - while having fun.

There are many different leadership positions in the Cub Scout program. How well leaders understand the importance of their jobs and the methods of using the program to attract and benefit boys will be determined by the quality of training they receive.

Training helps leaders keep the various elements of the program in proper perspective. It helps them to understand that there is a difference between the Cub Scout program and its ultimate objectives. The final result is a citizen of good character, mentally and physically fit to meet responsibilities and capable of giving leadership. The program is an accumulation of activities designed to help build these attributes in youth. Leaders should understand that badges, crafts, games, and trips are not an end in themselves, but instead, a means used to reach the objectives of the Cub Scout program.

Training helps leaders acquire knowledge, develop good attitudes and learn skills which are necessary to make their contribution to boys worthwhile. It shows them how to use the many resources available to provide the best possible program for the boys, and it gives them confidence as they carry out the program.

## THE TRAINING PLAN

The following 4-step training plan has been designed to provide information to all Cub Scout leaders, regardless of position, to aid them in providing a quality Cub Scout program for the boys.

### 1. Orientation

Designed to acquaint families and new leaders with the total program of the Boy Scouts of America and give specific information about the Cub Scout program. It is a foundation for further training.

### 2. Basic Training

A series of training sessions to give job-related information to all Cub Scouting volunteers, regardless of position. One of the aims of basic training is to encourage leaders towards continuous self development.

### 3. Supplementary Training

This includes a variety of training courses given on a district, council, area or regional basis, designed to give additional information on specific areas of the Cub Scout program. For pack leaders, these would include monthly roundtables, Pow Wows, den leader workshops, Webelos leader Activity Badge Show & Do, etc. It also includes specialized training for leaders of handicapped Cub Scouts, Philmont conferences, Cub Scout Action Train, Commissioners' Conferences, etc.

### 4. Cub Scouters' Wood Badge

A week-long (or three weekends) course designed to prepare Cub Scouters for training responsibilities and a deeper, dedicated involvement in the Cub Scout program.

BASIC TRAINING REQUIREMENTS FOR PACK LEADERS

Pack leaders who complete the sessions indicated below are eligible to wear the Badge of Trained Leadership (mylar badge of office).

CUBMASTERS & ASSISTANTS

Orientation  
Cub Scouting  
Program Planning  
Webelos Den Program  
Pack Administration  
Pack Relationships

PACK COMMITTEE

Orientation  
Cub Scouting  
Program Planning  
Pack Administration  
Pack Relationships

DEN LEADERS & ASSISTANTS

Orientation  
Cub Scouting  
Program Planning  
Den Activities  
Den Administration

WEBELOS DEN LEADERS & ASSISTANTS

Orientation  
Cub Scouting  
Program Planning  
Webelos Den Program  
Webelos Leader Outdoor Experience

DEN LEADER COACHES

Orientation  
Cub Scouting  
Program Planning  
Den Activities  
Den Administration  
Den Leader Coach Seminar

## DEN LEADER'S TRAINING AWARD

### TRAINING (To be certified by an instructor)

<u>Cub Scout Den Leaders and Assistants</u>	
Orientation	Den Activities
Cub Scouting	Den Administration
Program Planning	Cub Leader Pow Wow

<u>Webelos Den Leaders and Assistants</u>	
Orientation	Program Planning
Cub Scouting	Webelos Den Program
Webelos Ldr. Outdoor Experience	
Cub Leader Pow Wow	

### TENURE (To be certified by Cubmaster)

Complete 2 years as a registered Cub Scout den leader or Webelos den leader; or 1 year as den leader and 1 year as assistant den leader.

### PERFORMANCE (To be certified by Cubmaster)

1. Assume leadership responsibility in the Cub Scout program for at least 3 den meetings a month, 9 months a year.
2. Earn the National Summertime Den Award.
3. Have a den chief who meets regularly with your den.
4. Plan and conduct at least once a year a successful meeting for parents of boys in your den.
5. Attend eight roundtables each year.
6. Do two of the following:
  - a. Serve on a project committee of your pack for four outdoor pack activities.
  - b. Build or assemble a den game chest. Submit list of equipment.
  - c. Supervise or counsel a den in furnishing and equipping a den meeting place.
  - d. Participate with other adult leaders in regular monthly planning meetings.

### RECOGNITION

Den Leader's Training Award #5100 (medal)  
Den Leader's Training Award Square Knot # 5046  
(Gold knot on blue background)

DEN LEADER COACH'S TRAINING AWARD

TRAINING (To be certified by an instructor)

Orientation	Den Activities
Cub Scouting	Program Planning
Den Administration	Den Leader Coach Seminar
Cub Leader Pow Wow	

TENURE (To be certified by Cubmaster or pack committee chairman)

Complete 2 consecutive years as a registered den leader coach.

PERFORMANCE (To be certified by Cubmaster or pack committee chairman)

1. Participate in at least eight roundtables each year.
2. Schedule and conduct regular monthly planning meetings for den leaders.
3. Regularly confer with and keep Cubmaster aware of conditions and needs of Cub Scout dens.
4. Attend eight monthly pack leaders' planning meetings each year.

RECOGNITION

Den Leader Coach's Training Award #5120 (medal)  
Den Leader Coach's Training Award Square Knot # 5047  
(Blue and gold knot on blue background)

SCOUTER'S KEY (CUBMASTERS)

TRAINING (To be certified by an instructor)

Orientation	Pack Administration
Cub Scouting	Pack Relationships
Program Planning	Webelos Den Program
Cub Leader Pow Wow	

TENURE (To be certified by pack committee chairman)

Complete at least 3 years of registered tenure as a Cubmaster, or 1 year as an assistant Cubmaster and 2 years as Cubmaster.

PERFORMANCE (To be certified by pack committee chairman and member of commissioners' staff)

1. Attend eight roundtables during each year.
2. At least twice during this 3-year period serve as the leader of a pack that earns the National Summertime Pack Award.
3. At least twice during this 3-year period serve as a leader of a pack that reregisters at least 50 percent of its Cub Scouts, with half of those Cub Scouts reregistering having advanced in rank during the past year.
4. Attend eight monthly pack leaders' planning meetings each year.

RECOGNITION

Scouter's Key #5103 with Cub Scouting Device #5103C  
Scouter's Key Square Knot #5831 with Cub Scouting Device #5103C  
(Green and white knot on blue background)



SCOUTER'S TRAINING AWARD  
(For Cub Scouters)

(Requirements are for pack committee members, district and council Cub Scout committee members, instructors, Cub Scout roundtable staff members, Scouting coordinators)

TRAINING (To be certified by an instructor)

Complete the basic training requirements for your job in Cub Scouting.

TENURE (To be certified by a member of the commissioners' staff or district or council Cub Scout committee)

Complete a total of 3 years as a registered Cub Scouter.

PERFORMANCE (To be certified by a member of the commissioners' staff or district or council Cub Scout committee)

Do any five of the following:

1. Serve as a leader for five outdoor Cub Scout activities.
2. Supervise or counsel a den in planning and doing five community or chartered organization service projects.
3. Assist a pack in program planning which will achieve advancement in rank for members for at least a two-year period.
4. Participate with other pack leaders in 16 pack leader planning meetings.
5. Participate in a den chief training conference.
6. Help with the district sustaining membership enrollment for two years.
7. Serve as a commissioner or Scouting coordinator for 1 year.
8. Serve as a member of the district or council Cub Scout committee or the Cub Scout roundtable staff for 1 year.
9. Attend eight Cub Scout roundtables.
10. Serve on the staff of at least 3 district or council Cub Scout leader training experiences.

RECOGNITION

Scouter's Training Award #5102 (medal)  
Scouter's Training Award Square Knot #5847 (Green knot on blue background)

## THE SQUARE

Square! Another of the good old words has gone the way of love and modesty and patriotism. Something to be snickered over, or outright laughed at. Why, it used to be that there was no higher compliment you could pay a man than to call him a 'square shooter'. The ad man's promise of a 'square deal' once was as binding as an oath on the Bible. But today, a square is a guy who volunteers when he doesn't have to. He's a guy who gets his kicks from trying to do a job better than anyone else. He's a boob who gets so lost in his work he has to be reminded to go home.

A square is a guy who doesn't want to stop off at the bar and get all juiced up because he prefers to go to his own home, his own dinner table, his own bed. He hasn't learned to cut corners or to goof off. This nut we call a square gets all choked up when he hears children singing 'My Country 'Tis of Thee'. He even believes in God, and says so, in public!

Some of the old squares were Nathan Hale, Patrick Henry, George Washington, Ben Franklin. Some of the new squares are Glenn, Shepherd, Schirra. John Glenn says he gets a funny feeling down inside when he sees the flag go by....says he's proud he belonged to the Boy Scouts of American and the Y.M.C.A. President Ford says he is proud of the fact he is an Eagle Scout. How square can you get!

A square is likely to save some of his money for a rainy day, rather than count on using yours. A square gets his books out of the library instead of the adult book store. He tells his son it's more important to play fair than to win. Imagine!

A square is a guy who reads scripture when nobody's watching and prays when nobody's listening...a guy who thinks Christmas trees should be green and Christmas gifts hand-picked. He wants to see America first in everything. He believes in honoring mother and father and 'do unto others' and that kind of stuff. He thinks he knows more than his teenager knows about car freedom and curfews.

So will all you gooney birds answering this description please stand up! You misfits in this brave, new age....you dismally disorganized, improperly apologetic ghosts of the past....stand up! Stand up and be counted! You squares who turn the wheels, and dig the fields and move mountains, and put rivets in our dreams....you squares who dignify the human race....you squares who hold this thankless world in place!

CONSIDER THE TURTLE ... HE MAKES PROGRESS ONLY WHEN HIS NECK IS OUT

## THE DEN CHIEF

The den chief is a Scout (or Explorer) selected by his unit leader in cooperation with the Cubmaster. He may be of any rank or age, but he can be of the greatest help when he has been a Cub Scout. It is desirable for him to be an older Scout since his maturity and experience will be of great value. The Scoutmaster or Explorer Advisor will know which boys are qualified and interested.

It should be understood by the den chief, and his pack and troop leaders as well, that his service as a den chief, although an important responsibility, will not be so demanding on his time and interests as to interfere with his patrol and troop activities. Den meetings are usually scheduled at such a time that they will not interfere with troop activities.

The den chief becomes a member of a leadership team which also includes the den leader, assistant den leader and den dad. He acts as an activities assistant to the den leader, and may be expected to lead games and songs, help teach crafts, or skills, and conduct ceremonies. He is helped by the denner and assistant denner. He shows by his example what leadership means.

It isn't just an accident that we use Scouts as den chiefs. Because of his close association with the den member, he can encourage them to advance in their Cub Scout achievements and live up to the Cub Scouting ideals in their everyday life. He is already what every Cub Scout would like to be....a Scout. He is the person whom the Cub Scouts would most like to follow, and that makes him a natural leader for them. By directing this natural leader and directing him wisely, we influence the den of boys under his leadership.

Fortunately, most den chiefs serve because it is fun...because they like it. We should remember to recognize their efforts. The den chief's shoulder cords are presented in front of his troop as a visible means of recognition.

There are four clues to use with den chiefs: OBTAIN, TRAIN, USE, PRAISE.

Once the den chief is obtained (through the cooperation of the Cubmaster and Scoutmaster) the next step is to see that he is properly trained. If a den chief Training Conference is not scheduled in the near future, the den leader or Cubmaster may give him temporary training. These are some of the things he needs to know.

- Relationships - how he works with the den leader and other leaders.
- Discipline - how he can help the den leader maintain discipline by leading, not pushing.
- Patience - important in dealing with Cub Scouts
- Boy Nature - how the viewpoint of an 8-year-old differs from that of an older boy.
- Skills - how to lead songs, games, yells and other activities.

The next step is to use the den chief. Let him take an active part in planning the den meetings. The den leader may meet with him monthly to make these plans, then meet briefly with him before and after each den meeting. Assign him specific responsibilities for the den and pack meetings. This boy will become a valuable aid in livening up the meetings and keeping them moving.

Finally, praise the den chief. It doesn't take much to keep him happy. A simple 'thank you' or 'you did a great job' will reinforce his enthusiasm and stimulate him to good performance. Packs often recognize their den chiefs with the Den Chief's Appreciation Certificate.

#### The Den Chief Helps at Den Meetings

- Gathering Period: Helps teach boys tricks, puzzles, games, while den leader is busy checking attendance and collecting dues.
- Opening: Helps den leader organize boys and get them ready for the more serious part of the den meeting. He could hold a uniform inspection during this time.
- Business: He will have some good ideas for theme projects, service projects, trips, etc. Give him a chance to voice his ideas.
- Activities: This is the time when the den chief can be of the most help. After all, he is your activities assistant. He can help the Cubs with craft projects, games or songs.
- Closing: Helps restore order and quiet for closing ceremony. He can help make announcements.
- Afterwards: Ask him to help evaluate the meeting just completed, and get his ideas in planning next week's meeting.

#### The Den Chief Helps at Pack Meetings

- Helps den leader set up displays. Helps get the boys seated and organized.
- Helps den leader during stunts or skits. Helps with den yell or song.
- Helps den leader maintain good behavior. Helps remove displays from pack meeting.
- Helps return meeting room to order.

IT TAKES A LITTLE COURAGE AND A LITTLE SELF-CONTROL, AND SOME GRIM DETERMINATION IF YOU WANT TO REACH A GOAL.

## BOY BEHAVIOR

To a boy, Scouting is a game....a magnificent game....full of play and full of laughter, keeping him busy, keeping him happy.

One of the first things a den leader learns is that all boys are alike...and yet each one is very different. It would take volumes and volumes to cover all the behavior situations involved with 8 and 9 year old boys...and then, probably everything wouldn't be covered.

It helps to remember that each boy in your den is an individual. Sometimes he may go along with the crowd and be perfectly happy with your plans for den meetings...but the time may come when he will rebel or lose interest in a particular activity. When this happens, don't feel that you have failed. That boy is simply showing his individuality...and that's a good sign. That's a sign of democracy...encouraging individuals to have convictions and act upon them in a manner that will not interfere with the rights of others. It is important for Cub Scouts to have the opportunity to experiment with this principle of democracy and test it in the den. It is important for den leaders to help the boys learn where to draw the line between individual and group loyalties and responsibilities.

Rebellion in a boy may simply be a sign that you are helping him grow. It may be a sign that the activities are not challenging enough for that boy. Balance is important. Knowing where to draw the line is important. For out of it all, a Cub Scout must learn that sometimes it is necessary to assert himself.... and sometimes he must give in for the welfare of his fellow Cub Scouts. We certainly don't want him to think that Cub Scouting is a place where he can never 'do his own thing'. Hard? Perhaps. But there is nothing so satisfying as finding the right balance point in your den. And that's up to you.

Generally, boys 8, 9 and 10 years of age:

- |                                     |                                    |
|-------------------------------------|------------------------------------|
| ...want recognition                 | ...rebel against authority         |
| ...like competition                 | ...are turned off by criticism     |
| ...like crafts                      | ...want acceptance of others       |
| ...want friends                     | ...like active games               |
| ...want adventure                   | ...have vivid imaginations         |
| ...want to achieve something        | ...dislike being made fun of       |
| ...want to be self-reliant          | ...want to improve their abilities |
| ...dislike nagging                  | ...believe in fair play            |
| ...are sensitive to right and wrong |                                    |

Boys need FUN, NEW SKILLS, BELONGING, RECOGNITION.

So the characteristics and needs of Cub Scout age boys are very similar. It's up to us to keep these things in mind when planning den and pack activities.

## ATTITUDES OF ADVANCEMENT

Successful is the den leader who inspires boys to welcome new challenges; for his boys will be better prepared to meet each future challenge.

Successful are the parents who encourage and help their son advance in Cub Scouting; for they shall be proud of their boy's growth in mind and body.

Successful is the Cubmaster who provides imaginative and inspirational recognition for each Cub Scout's achievements; for he has inspired other Cub Scouts and parents to move upward.

Successful is the Webelos den leader who emphasizes activity badge work by his 10-year-olds; for he will develop boys better prepared for life.

Successful is the leadership team who inspires the Cub Scout to do his best; for he shall find fulfillment of his need for achievement and recognition.

Successful is the Cub Scout who participates fully in the advancement program; for he shall find fulfillment of his need for achievement and recognition.

Successful is the Cub Leader Development team that teaches Cub leaders the importance of advancement; for they shall see Cub Scouting at its best.

Successful is the Cub Scout Advancement chairman who leads others to carry out a full advancement program; for he will be rewarded by the increasing levels of achievement.

Successful is the Scout who wears the Arrow of Light; for he is better prepared to learn from his Scouting years.

Successful is the Cub Scouting vice-president who spotlights advancement in the council's Cub Scout program; for his leadership will result in fulfillment of the goals and purposes.

Rejoice and be glad all ye advancement-oriented Cub Scout leaders; for America will have better men in the future through your efforts and foresight.

## IMMEDIATE RECOGNITION

As a Cub Scout completes achievements for Wolf or Bear, you should make sure that a simple immediate recognition ceremony is held in the den. Make use of the Cub Scout Immediate Recognition Kit, No. 1804. It is a motivation device for use by den leaders to encourage each boy to complete the rank for his age. There are enough parts for ten boys for two years.

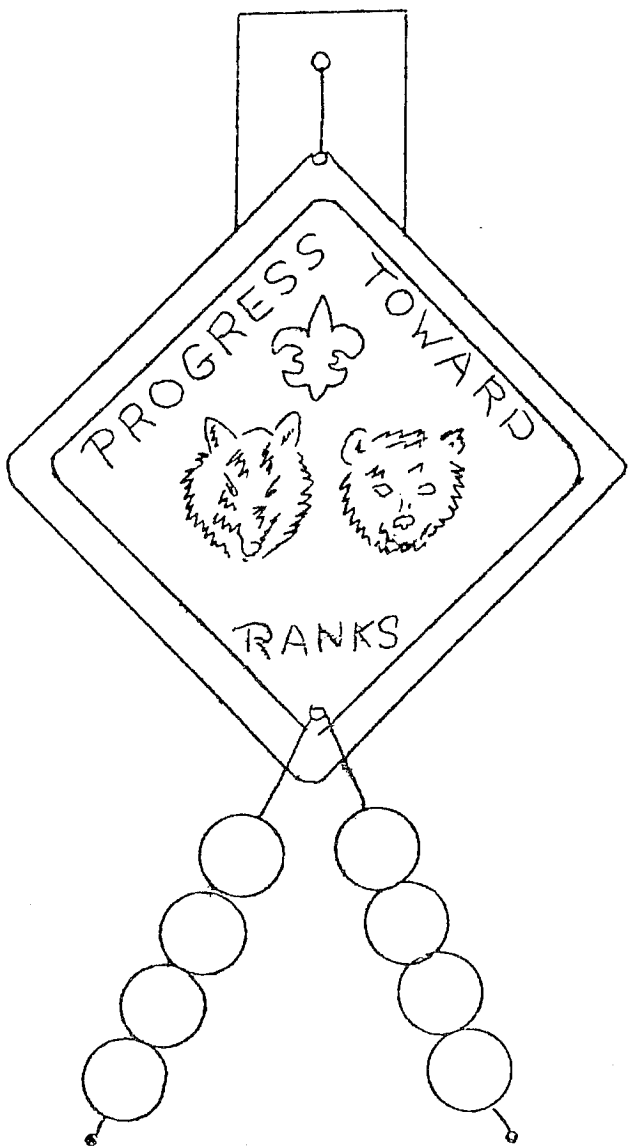
Immediate Recognition Patch is an attractive blue, white, and yellow Cub Scout diamond, titled "Progress Toward Ranks".

When a boy completes his first three achievements for Wolf, give the Progress Toward Ranks patch, a thong and a yellow bead to attach to it. Button the patch to his right shirt pocket. For the next three achievements, award a second bead. Continue this recognition until he completes all 12 achievements and earns four yellow beads. This step-by-step recognition will give your Cub Scouts the incentive to earn Wolf badges.

Follow the same procedure for Bear rank, except award the Cub Scout one red bead for each three achievements. The Bear beads are attached to the patch with a second thong.

The Progress Toward Ranks patch can be worn along with the Wolf and Bear badges.

Although the Immediate Recognition Kit helps stimulate Wolf and Bear advancement, why wait until a Cub Scout has completed three achievements? By using den doodles and/or simple ceremonies, a boy can be recognized each time he completes an achievement or does an elective requirement for arrow points. Each achievement or elective requirement can be recognized by hanging an emblem (such as a painted spool, a construction paper cut-out, large beads, etc.) on den doodles. By using short ceremonies following the theme of the month or by simply allowing the boy to come forward and hang his emblem with the den leader telling of his accomplishment, other Cub Scouts can be stimulated to advance.



## THE UNIFORM IS IMPORTANT

Although there are many reasons why the Boy Scouts of America is a uniformed movement, there is one reason which 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 all committed.

The fact that youth and adult members wear a uniform does not mean that we are all alike. We come from different ethnic and racial backgrounds. We have our own religious beliefs. We have our own political views. We have our own family traditions and loyalties. We are aware that we were each born unique individuals. So as we wear the same uniform on Scouting occasions, it is not for the purpose of hiding our individuality.

And yet, when we see another person in Scout uniform, we know we are like that person in one way. We are both committed to principles which we hold dear. It is the principles of the Cub Scout Promise and the Law of the Pack which bind Cub leaders and Cub Scouts together. By wearing the uniform we are giving each other strength and support. We all need that from each other. There is nothing more gratifying than the discovery that others care about us and share some of our beliefs. When we wear the uniform we are saying that to each other. It needs saying. It is a bond which ties us together despite our differences.

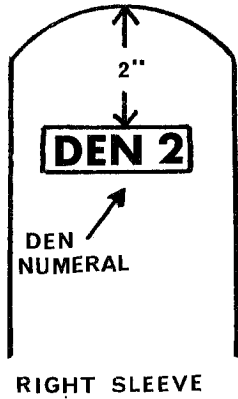
Regardless of how long you have been in Scouting, no doubt you have seen some variations in the manner in which badges, patches and insignia are worn on the uniform. Many times the information on uniforming is handed down from person to person, and unfortunately, the information is not always accurate. This may result in incorrect uniforming. Occasionally leaders and boys feel a need for placing a little more 'gingerbread' on their uniforms. This detracts from the intent of the uniforms and badges.

An Insignia and Uniform Committee, made up of volunteer Scouters from around the country, is charged with the responsibility of setting the standards for the uniform. The Bylaws of the B.S.A. sets out the requirements, and any change in the uniform or badges comes only as a direct result of approval by this national committee. There is a correct place on the uniform for each badge and insignia. For accurate information on placement, refer to:

"Official Uniforms and Insignias"	"Wolf Cub Scout Book"
"Den Leader's Book"	"Bear Cub Scout Book"
"Webelos Den Leader's Book"	"Webelos Scout Book"
"Cubmaster's Packbook"	"Uniformpower" leaflet
Official Uniform Inspection Sheets for boys and leaders	

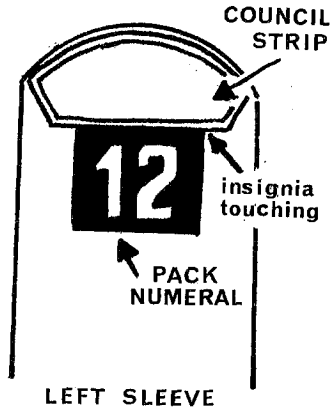
It is a human tendency to accent what is wrong with our society. But our movement is built on positive values. All of our programs are action programs, which begin with our commitment to certain principles. Nothing very useful comes from merely accepting certain values. The usefulness comes from acting upon those values and identifying them openly. So as we wear the uniform, we are standing on these principles...where everyone can see us...out in the open. We are standing with each other...not alone. We are declaring our intent to encourage others to live within those same principles. All of us should be proud to wear the Cub Scout uniform and 'do our best' to see that it is worn correctly. Let's set a good example for the boys.





Denner cord is worn on right sleeve during term of office. Tab without cord may be worn after term of office

National President's Unit Award arm strip - if earned by pack - is worn centered on right sleeve directly below den numeral.



## CUB SCOUT INSIGNIA

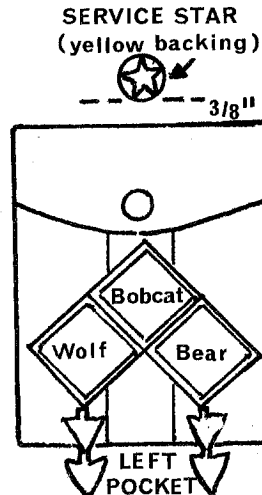
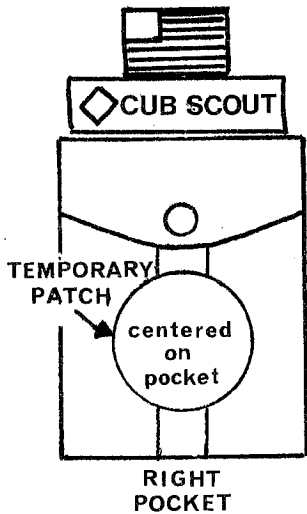
American flag patch optional to each individual

Instant recognition thong and beads worn buttoned to right pocket

Individual Summertime Award pin - if earned by pack - worn centered on right pocket flap

Contest medals and religious award medals worn immediately above left pocket, with service star above that. Medals worn on ceremonial occasions only

Attendance bar and pin - when used by pack - worn immediately above left pocket



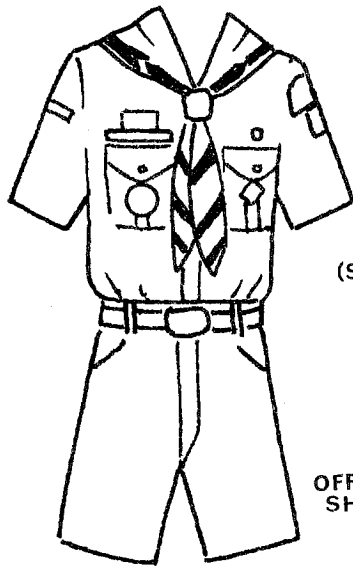
# OFFICIAL CUB SCOUT UNIFORM

## WARM WEATHER UNIFORM

## YEAR-ROUND UNIFORM



OFFICIAL  
CAP

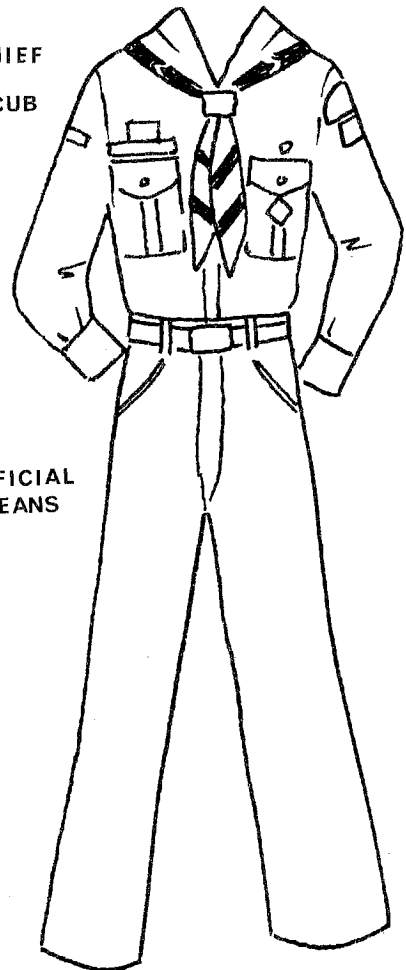


OFFICIAL  
SHORTS

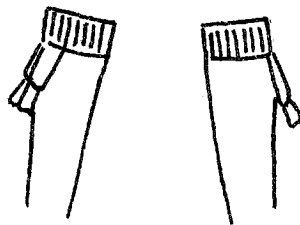
OFFICIAL NECKERCHIEF  
METAL OR BRAIDED CUB  
SLIDE OR SUITABLE  
HANDMADE SLIDE

OFFICIAL SHIRT  
(SHORT OR LONG SLEEVES)

OFFICIAL WEB BELT



OFFICIAL  
JEANS



GARTERS WITH  
YELLOW TABS

LONG BLUE  
STOCKINGS

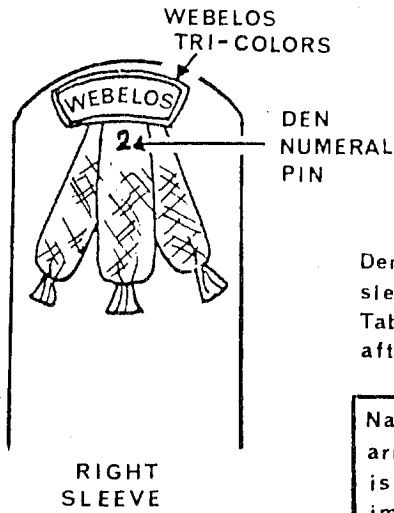
PLAIN BLACK OR BROWN OXFORDS  
OR CANVAS SHOES ARE ACCEPTABLE

OFFICIAL LEATHER OR CANVAS  
SHOES ARE RECOMMENDED

DARK BLUE  
SOX

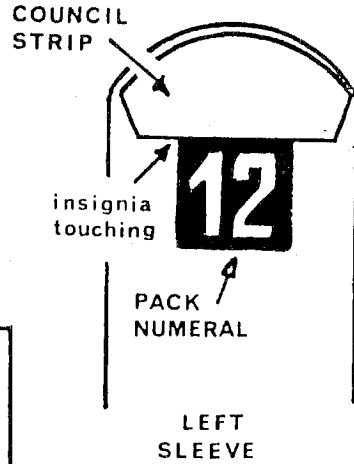
SHIRTS AND PANTS  
ARE DARK BLUE  
DURABLE PRESS

ADDITIONAL CUB SCOUT CLOTHING SUCH AS JACKETS, T SHIRTS,  
WINTER CAPS, PONCHOS, AVAILABLE AT SCOUT DISTRIBUTORS

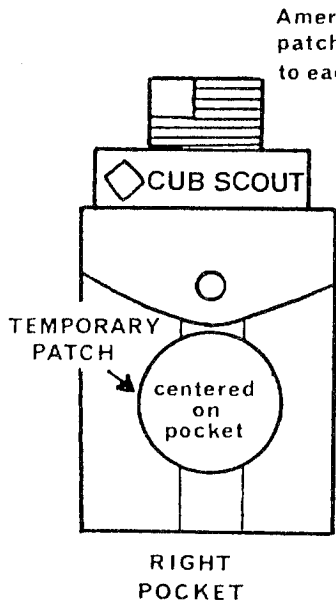


Denner cord is worn on right sleeve during term of office. Tab without cord may be worn after term of office.

National President's Unit Award arm strip - if earned by pack - is worn centered on right sleeve immediately below tri-colors



## WEBELOS SCOUT INSIGNIA

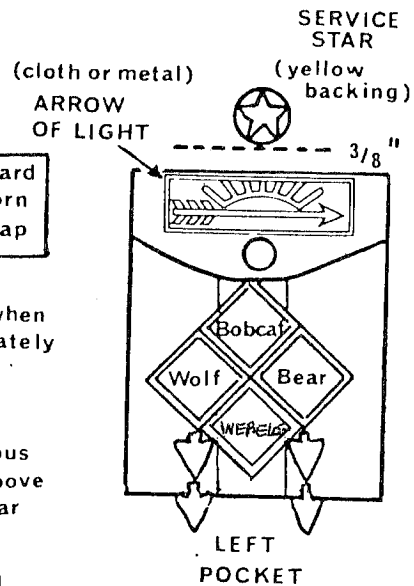


Individual Summertime Award pin - if earned by pack - worn centered on right pocket flap

Attendance bar and pin - when used by pack - worn immediately above left pocket

Contest medals and religious medals worn immediately above left pocket, with service star above.

Medals worn on ceremonial occasions only.



# OFFICIAL WEBELOS SCOUT UNIFORM

WARM WEATHER UNIFORM

YEAR-ROUND UNIFORM



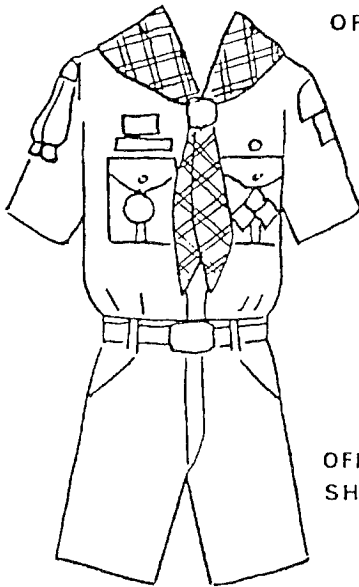
OFFICIAL  
WEBELOS  
CAP

OFFICIAL WEBELOS NECKERCHIEF

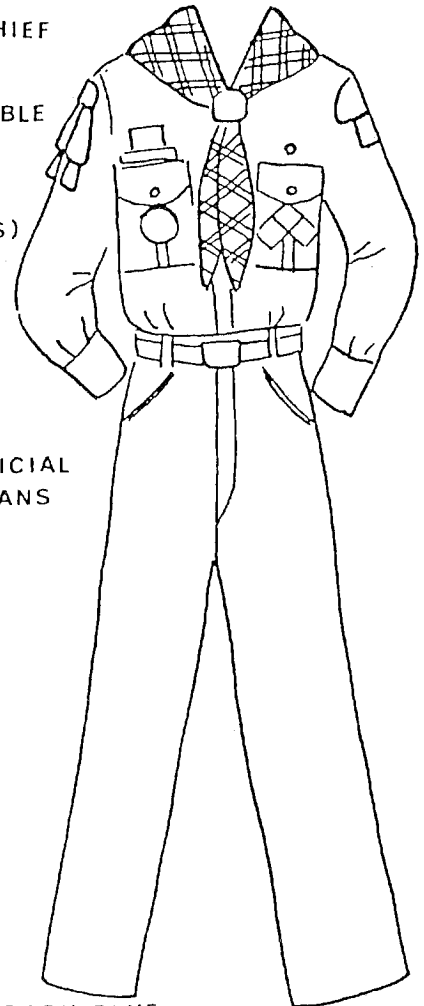
WEBELOS SLIDE OR SUITABLE  
HANDMADE SLIDE

OFFICIAL SHIRT  
(SHORT OR LONG SLEEVES)

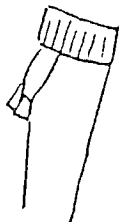
OFFICIAL WEB BELT



OFFICIAL  
SHORTS



OFFICIAL  
JEANS



GARTERS WITH  
YELLOW TABS

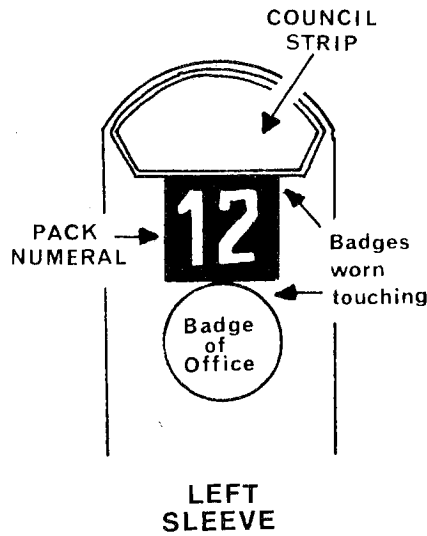
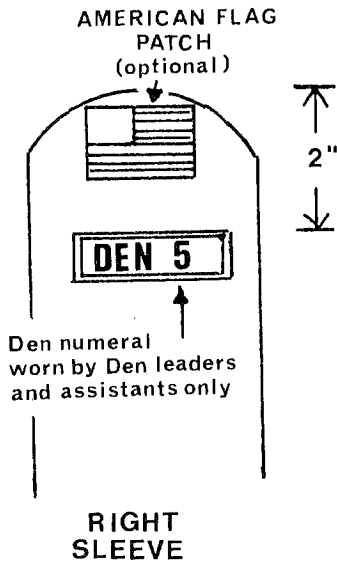
LONG BLUE  
STOCKINGS

PLAIN BLACK OR BROWN  
OXFORDS OR CANVAS SHOES  
ARE ACCEPTABLE.

DARK BLUE  
SOX

OFFICIAL LEATHER OR CANVAS  
SHOES ARE RECOMMENDED.

# LADY SCOUTER INSIGNIA



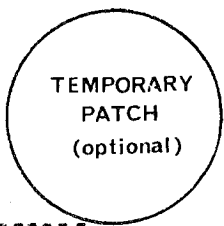
ANY LADY SCOUTER WORKING IN CUB SCOUTING BUT NOT AFFILIATED WITH A PACK, OMIT PACK NUMERAL AND WEAR BADGE OF OFFICE 4" BELOW SHOULDER SEAM

SQUARE KNOTS REPRESENTING TRAINING AWARDS, SILVER FAWN AND DISTRICT AWARD OF MERIT ARE WORN IN ROWS OF THREE - ORDER OF PRECEDENCE FROM WEARER'S RIGHT

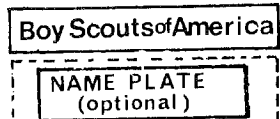
1. blue & white knot on blue background
2. green & white knot on blue background
3. green knot on blue background
4. gold knot on blue background
5. blue & gold knot on blue background
6. silver knot on purple background

1 Silver Fawn	2 Comm. Key	3 Scouter's Tr. Award
4 DL Tr. Award	5 DLC Tr. Award	6 District Aw. Merit

LEFT POCKET



BSA STRIP (blue back - gold letters does not come on uniform)



RIGHT POCKET LOCATION DRESS OR BLOUSE

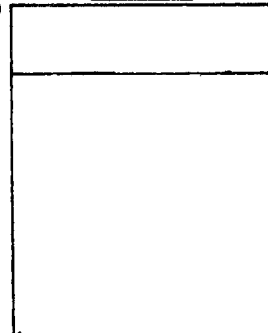
LADY SCOUTER PIN WORN BY LADIES NOT AFFILIATED WITH PACK - INSTEAD OF CUB LADY PIN SHOWN BELOW

CUB LADY PIN worn by ladies affiliated with pack



SERVICE STAR (blue backing) WORN 3/8" ABOVE POCKET

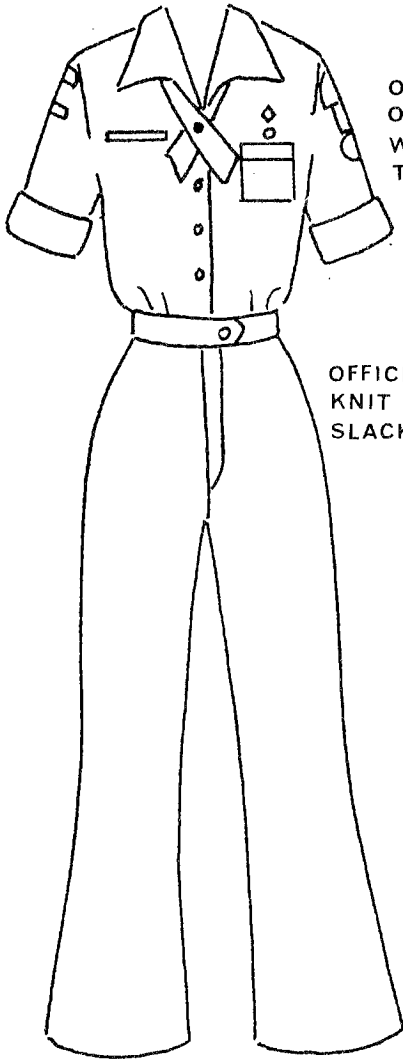
SQUARE KNOT (see above)



LEFT BLOUSE POCKET OR POCKET LOCATION ON DRESS

TRAINING AWARD MEDALS WORN ON CEREMONIAL OCCASIONS ONLY - PINNED IMMEDIATELY ABOVE LEFT POCKET

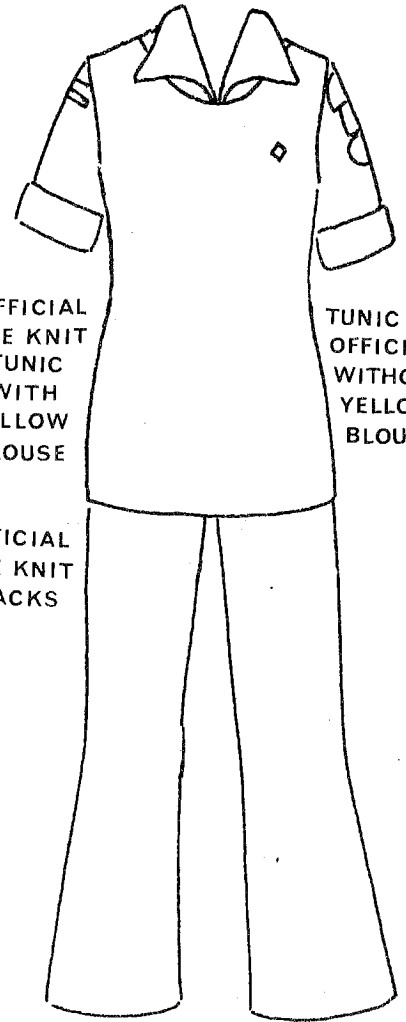
# LADY SCOUTER UNIFORM



OFFICIAL BLUE OR YELLOW BLOUSE WITH CONTRASTING TIE

OFFICIAL BLUE KNIT FLARED SLACKS

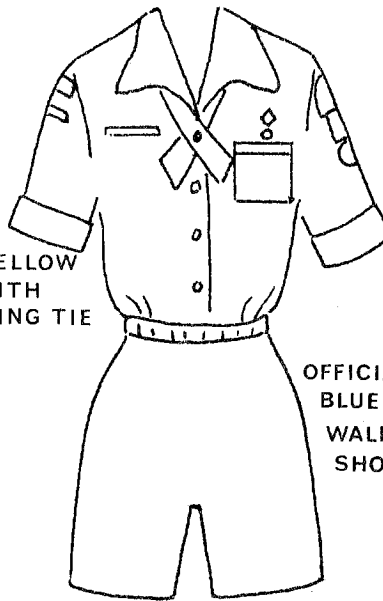
SLACKS AND SHORTS DESIGNED FOR ACTIVITY WEAR



OFFICIAL BLUE KNIT TUNIC WITH YELLOW BLOUSE

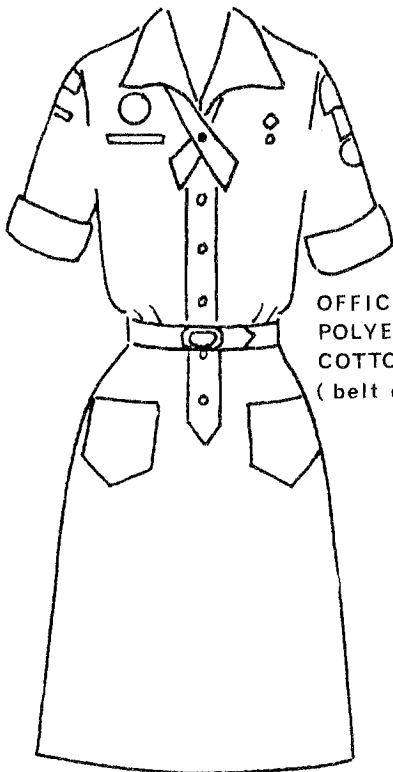
TUNIC NOT OFFICIAL WITHOUT YELLOW BLOUSE

OFFICIAL BLUE KNIT SLACKS



OFFICIAL BLUE OR YELLOW BLOUSE WITH CONTRASTING TIE

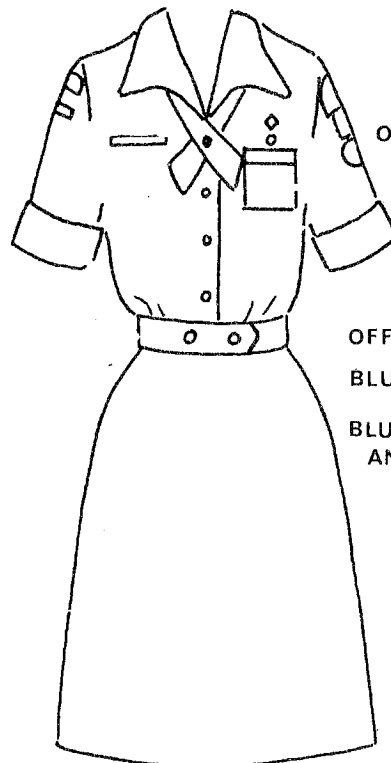
OFFICIAL BLUE WALKING SHORTS



OFFICIAL BLUE POLYESTER AND COTTON DRESS (belt optional)



HOSTESS-STYLE CAP WITH PIN



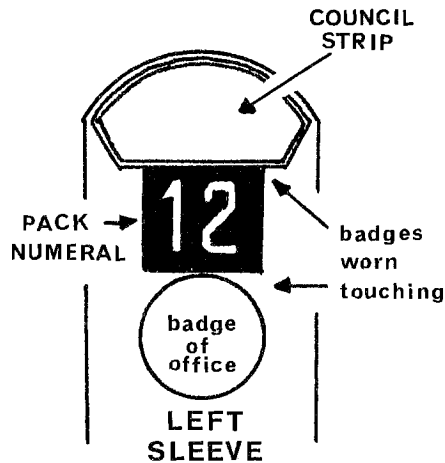
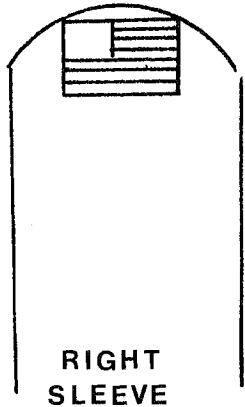
OFFICIAL BLUE OR YELLOW BLOUSE WITH CONTRASTING TIE

OFFICIAL SKIRT BLUE A-LINE KNIT OR BLUE FLARED POLYESTER AND COTTON

SHOES AND STOCKINGS PERSONAL CHOICE

# MALE CUB SCOUTER INSIGNIA

AMERICAN FLAG PATCH  
(optional)



Any Cub Scouter not affiliated with a pack omits pack numeral and wears badge of office 4" below shoulder seam

Commissioner's arrowhead award worn on left sleeve, point up, immediately below badge of office

Square knots are worn in rows of three - order of precedence from wearer's right to left; distinguishing color to wearer's right.

1. blue & white knot on khaki backing
2. red, white & blue knot on khaki backing
3. purple knot on silver backing
4. green & white knot on khaki backing
5. green knot on khaki backing
6. silver knot on purple backing

1 SILVER BEAVER	2 EAGLE AWARD	3 RELIGIOUS AWARD
4 SCOUTER'S KEY	5 SCOUTER'S TR. AWARD	6 DISTRICT AW. MERIT

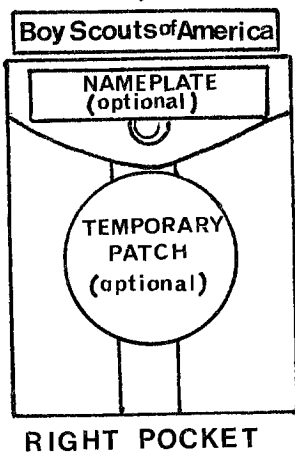
Left Pocket

One service star with blue backing showing total years of service, boy and adult

or

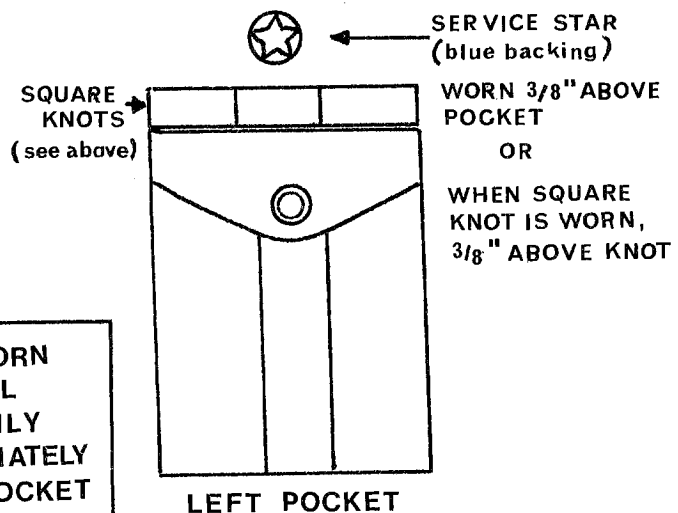
separate stars with correct color backing showing tenure in each area of Scouting

BSA STRIP comes on uniform shirt



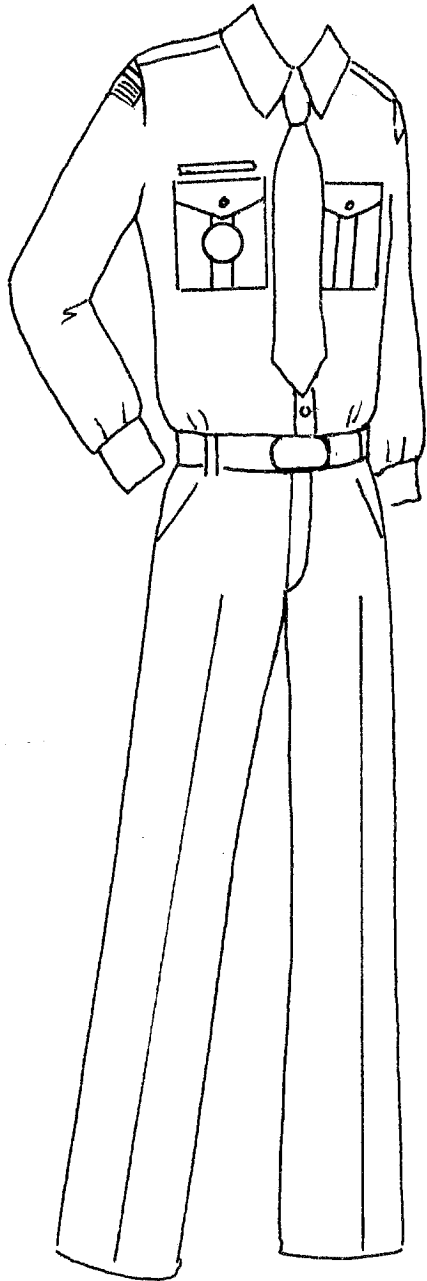
OA pocket flap patch worn on right pocket flap

MEDALS ARE WORN ON CEREMONIAL OCCASIONS ONLY PINNED IMMEDIATELY ABOVE LEFT POCKET



# MALE CUB SCOUTER OFFICIAL UNIFORM

**KHAKI FIELD CAP**  
no other hat is worn  
by male Cub Scouters



**OFFICIAL KHAKI COLOR SHIRT**  
short or long sleeves

worn with official blue necktie  
or official neckerchief (see below)  
or bolo tie

**OFFICIAL BELT**  
khaki web  
or leather

**OFFICIAL KHAKI COLOR  
TROUSERS OR SHORTS**

**TROUSERS**  
worn with  
khaki sox



**SHORTS**

worn with long khaki stockings  
and garters with yellow tabs

**SHOES**

official black or brown oxfords,  
hiking shoes or blue canvas shoes  
with gold stripes are recommended

**NECKERCHIEFS**

Webelos leader neckerchief - plaid  
with gold edging - different than boys'

Male Cub Scouter's neckerchief -  
dark blue with gold edging and  
embroidery

**TROUSERS, SHORTS AND SHIRTS  
ARE AVAILABLE IN SERGE, BROAD-  
CLOTH, POLYESTER-WOOL DURABLE  
PRESS**

SEE "UNIFORMPOWER" LEAFLET #70-415



## RECRUITMENT

Since Cub Scouting is a year-round program, recruiting should be also. Traditionally in recruiting Cub Scouts we have conducted our Fall "Back to School Night." This catches everyone at the beginning of the school year and boys are anxious to join. Don't overlook the value of a Spring recruiting drive to catch boys who are completing the second grade or becoming eight years of age. Invite them to pack meetings in April and May and then emphasize their involvement, along with the family, in your summer pack activities.

In addition to the traditional Fall and Spring recruiting effort, many Packs recruit through the year with the aid of Boy Fact Survey cards. Survey cards, available at no charge from the Scout Service Center, provide all the information you need from your school about every boy in every grade you survey. For example, when filled out properly, you know the boy's name, address, grade, birth date, phone number and parent's name. Most schools will let the boys fill them out in the classroom and give them back to the teacher. Once you've separated those that are already Cub Scouts, you're ready to act on those that aren't ... either by a meeting at the school (rally) or by visits in their homes. Don't forget the second grade! Boys turn eight during the second grade and should be invited to join as they turn eight. We need to recruit when their interest is high and they are available - not just when it is convenient for you to recruit. A member of the Pack Committee could have the specific job all year of sending a Happy Birthday Card (#3833), available at the Service Center, to each boy. Then he or she would make a follow up visit to sign him up and inform the parents of their responsibilities. The notices (flyers) for the rally mentioned above are available at no cost from the Scout Service Center.

Adult leadership recruitment should follow the same pattern. Observe the parents at pack meeting and learn something about them (the Parent Talent Survey sheet is helpful for this). Decide who the most qualified person is for the job and then personally contact that person. Look for busy people who are well organized because they have learned how to best utilize their time and will make time for Cub Scouting if they see the value in it for their son. Don't apologize for having to recruit the person. Be positive. Share why we need them and what they can do for the program. A lot of people are just waiting to be asked to help, but will not come forward unless asked. Determine what a person's strengths are and capitalize on those strengths. Forget their weaknesses since that will not help you. Recruit by choice and need, not by desperation.

## THE RELIGIOUS EMBLEMS PROGRAMS

"Duty to God" has been a foundation stone of the Scouting movement from the very beginning. But application of the idea can be confusing at times. What exactly does it mean? To help boys find out, several organized religious bodies have special programs for Cub Scouts, Scouts and Explorers of their faiths. (The three programs for Cub Scouts are described on the preceding pages.) Through these programs, boys complete requirements involving the principles and practices of their faiths under the guidance of their clergymen or religious teachers. Each faith has its own emblem in the form of a medal which is awarded to a boy who completes the requirements. These are not Scouting badges...they are religious emblems controlled and awarded by the related religious bodies.

There are four religious emblems programs for adult Scouters as described below:

### LAMB

A Lutheran emblem given for recognition of laymen and pastors who render exceptional service to boyhood through Scouting. Information available from Office of Community Youth Agency Relationships, Lutheran Council of the U.S.A., 315 Park Ave. S., New York, N.Y., 10010.

### SALVATION ARMY SCOUTERS 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. Information available from Salvation Army Conference on Scouting, Salvation Army, 120 West 14th Street, New York, N.Y., 10011.

### ST. GEORGE

Roman Catholic emblem given to outstanding contributors to the spiritual development of Catholic youth in the programs of the Boy Scouts of America. Information available from Catholic Relationships, Boy Scouts of America.

### SHOFAR

To recognize outstanding service by adults in promotion of Scouting among Jewish boys. Applications and information available from Jewish Relationships, Boy Scouts of America.

See "The Religious Programs" leaflet #4802 for additional information on all religious programs.

## THE RELIGIOUS EMBLEMS PROGRAMS

### ALEPH

Any Jewish boy who is a registered Cub Scout is eligible to earn this medal. By the time he receives the medal he should have reached Bear rank or have earned at least five Webelos activity badges. He must attend a Hebrew or religious school or receive private religious instruction.

The requirements are given in the booklet "Aleph Program for Cub Scouts" available through Cubmasters, Den Mothers, local counselors and the Scout Service Center.

Activities consist of knowledge of these seven subjects:

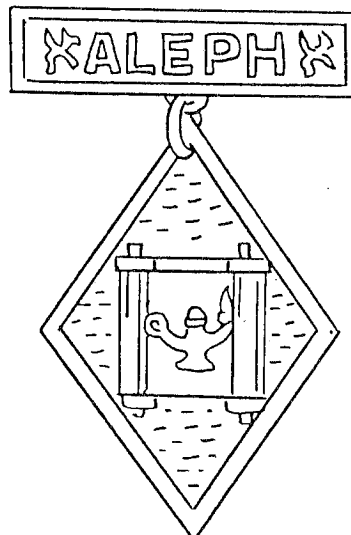
The Torah  
Religious Holidays  
American Heritage  
The Land of Israel

Prayer  
The Synagogue  
Bible Hero

The boy's parents, his Rabbi or his religious school teacher will be his guides and counselors. Each completed activity will be verified and signed by the parents.

When all seven activities are completed, the Rabbi or teacher will review them with the boy, sign his application, and send it to the National Jewish Committee on Scouting, North Brunswick, New Jersey, 08902.

The Aleph medal will be presented to the boy by his Rabbi or counselor at an appropriate occasion. The medal is worn on the Cub Scout uniform over the left pocket.

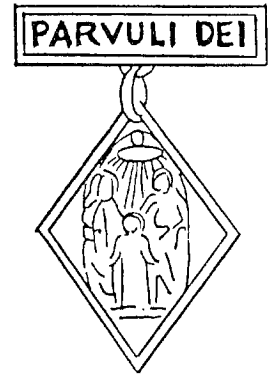


## THE RELIGIOUS EMBLEMS PROGRAMS

### PARVULI DEI

"Little Children of God"

The Parvuli Dei emblem is primarily for registered Cub Scouts of Roman Catholic faith. This emblem is a recognition the church gives Cubs for advancement in religious knowledge, spiritual formation and awareness of God's presence in their daily lives. Non-Catholic Cubs may take part in the program with parental permission.



The candidate must get:

1. A copy of the "Parvuli Dei Record Book", which lists all the requirements and contains all necessary application forms. (Can be obtained from priest or from Scout Service Center.)
2. A logbook (an ordinary notebook) for recording the work the candidate does in fulfillment of the requirements.

The candidate's parents or guardian help and guide him in his work on the requirements, and sign his record book upon completion of each of the program's four steps.

When he has completed all requirements, the Cub Scout gives his Parvuli Dei Record Book and logbook to his priest or lay counselor, who reviews his work and approves his application.



After final approval of the application by the diocesan Scout Chaplain, the pastor or pack chaplain presents the Parvuli Dei emblem to the Cub Scout at an appropriate parish ceremony.

from  
Boy's Life Magazine

## THE RELIGIOUS EMBLEMS PROGRAMS



### THE SILVER CREST

This emblem is awarded to Cub Scouts by the Salvation Army in recognition of the candidate's advancement in religious knowledge and service.

Any boy can work for the Silver Crest emblem if he is a Salvation Army junior soldier and is registered with a Cub Scout pack. However, to receive the emblem, he must have been a junior soldier and a Cub Scout for at least six months, and be at least in the fourth grade.

He also must attend Sunday School regularly and participate in both youth and senior meetings on a weekly basis.

The candidate first obtains an application blank, listing requirements, from his Corps officer or Cubmaster. Then he begins work on the requirements with guidance and help from his parents or guardians. The needed resource material can be provided by the Corps officer.

When all requirements have been met and certified, the application is processed by divisional and territorial headquarters.

The Silver Crest emblem is sent to the Corps for presentation to the candidate during Sunday Services.

### GOD AND FAMILY

The God and Family award is designed to be used with boys who are nine and ten years of age and of the Protestant faiths. God and Family is intended to teach as Jesus taught - through the ordinary experiences of life. It is divided into five parts:

- God and Me
- God, Me, and My Family
- God, Me, My Family and My Friends
- God, Me, My Family and My Community
- God, Me, My Family and My Future

A parent will generally work closely with the boy and will probably serve in the role of counselor; however, the counselor may be anyone who relates to the child in a supportive role, such as pastor, church school teacher, den leader, guardian, or an adult relative.

The God and Family workbook is to be used by the boy. The counselor discusses the workbook with the boy and helps him plan projects and determines what he has learned. From time to time the workbook is to be shared with the boy's minister or a person chosen by him to be his religious advisor. Each project in the workbook is signed by the boy, his counselor and his religious advisor.

This award is part of the God and Country program which includes the God and Church award for boys ages 11 through 14 and God and Life for boys and girls ages 15 through 20.

## PRAYERS IN CUB SCOUTING

Scouting believes that a religious foundation is important for every boy and adult. The Adult Registration Application reads in part: "The Boy Scouts of America maintains that no boy can grow into the best kind of citizen without recognizing his obligation to God...." Our attitude toward that religious training is nonsectarian, and we should take care to respect the religious beliefs of others.

### PRAYERS FOR PACK OR DEN MEETING

Dear God. Help us to remember that we are members of a world-wide brotherhood of Scouting, and that every Cub Scout and Scout has promised to do his best to his duty to You. Teach us to be worthy, we pray, of the uniform we wear, and help us to do our best for You. Amen.

We thank You, God, for Scouting, and all it means to us. We thank You for the fun and the things we learn to do; and the opportunities of helping other people, which is our way of trying to serve You. Amen.

Dear God. We thank Thee for our homes and for all who love and care for us. May we ever be grateful for the good things we enjoy, not taking them for granted, but remembering always to give thanks. Help us to be thankful in all things. Amen.

O God, our Heavenly Father, we thank Thee that Thou hast made this world so beautiful. There is so much in it for us to love and to make us happy. May we always remember that this is Thy world, and that Thou art on earth as well as in Heaven. Keep us strong and good and true, and forgive us for anything that we do wrong. Amen.

Dear God. Thou knowest how hard it is for us to do right. Help us to fight against wrong. Help us to be brave when we are afraid; to be cheerful when we are disappointed; to be pleasant when we feel angry. Help us always to tell the truth, even when it may be difficult for us. O God, Thou art strong and Thou art loving. Help us, we pray. Amen.

### PRAYER FOR SCOUTING'S BIRTHDAY

Dear God. Please bless our pack (or den) especially this day when we are celebrating our birthday. Bless all Cub Scouts everywhere. Bless all boys and men who have been Cub Scouts in the past, wherever they are now. May they always remember their Cub Scout Promise and do their best to serve You, as we are trying to do. Bless all who are members of our pack now and help us to be worthy Cub Scouts, not only of this pack, but of the world-wide brotherhood of Scouting. Amen.

### PRAYER FOR A BIRTHDAY

O God, today we ask Thy special blessing on \_\_\_\_\_ because it is his birthday. Make everyone glad that he was born \_\_\_\_\_ years ago. May we always be as proud of him as we are today. Amen.

### PRAYER FOR AN OUTING

We thank You, O God, for all the loveliness of nature, which is Your special handicraft. Everything is wonderfully made with such care. Help us to understand our world more and more and to know how we can help take care of these things which You have made and keep them beautiful as You meant for them to be. Amen.

### PRAYERS THAT BOYS CAN LEARN

Oh help me keep my Promise, God,  
And teach me to obey,  
And show me what my duty is,  
To serve Thee every day.

We thank You, God, for all the happiness You give,  
Teach us to thank You by the way we live;  
To work and play with happiness and zest,  
And all the time, to do our very best.

Help us, dear God, to love Thee day by day,  
To do our duty, and enjoy our play;  
To keep our Cub Scout Promise the best we can,  
And to do our best to help our fellow man.

### PRAYERS FOR CUB SCOUT LEADERS

Dear God, help me to train and lead my Cub Scouts so they may know Thee more clearly, love Thee more dearly, and follow Thee more nearly, day by day.

Teach us, dear God, to work together in cooperation and understanding. Open our eyes to the opportunities of our job. Inspire our thoughts, our words and deeds, that they may help our boys to know Thee better. In Your name we pray. Amen.

Give us the courage, O God, we pray, to accept without question those things that cannot be changed; give us the good sense to change those things that can and should be changed; and above all, give us the wisdom to distinguish between the two. Amen.

## FAMILY ENRICHMENT

One of the major lasting benefits of the Cub Scout program to the boy and his family is establishing a strong family relationship. Virtually all parents and guardians are searching for ways to show their love and concern for their boys.

To this end, Cub Scout packs in every part of the nation hold special parents' meetings during early November to aid parents in communicating with their boys - to strengthen family understanding. Scouting's Operation Reach program pointed out the fact that young people often turn to drugs because of a real lack of communication between themselves and their parents. This special parents' meeting helps parents learn to communicate with their boys.

To gain the most benefit from the program and to be effective in helping their boys in the advancement plan, parents should be encouraged to read and study the Parents' Supplements found in the Wolf, Bear and Webelos Scout books. This will help them understand that the Cub Scout program has specific objectives which will help the boy and help the family, and will go on to explain how parents can help meet these objectives. The better parents understand the Cub Scout program and their own responsibilities, the more benefits the whole family will receive.

Parents should be reminded from time to time that when they signed the boy's application to join Cub Scouting, they agreed to do their best to help him gain the most from this experience by:

- Helping him in his Cub Scout advancement.
- Attending monthly pack meetings and by taking part in other den and pack activities.
- Assisting den and pack leaders.

We have heard parents say that there are a lot of things in their family life that they wish they had started earlier. Many of these things are incorporated into the Cub Scout Family Book, which tells about caring, living, loving, talking, listening, coping, sharing, taking, giving, being, laughing, crying and enjoying. Encourage parents to read this book. It helps us understand that no matter what problems may exist, there is always an opportunity for a fresh start and a new approach.

Parents gain the most from the Cub Scout program when they are actively involved. Pack and den leaders can encourage this involvement by using the Parent Talent Survey form #7362. This form will identify special talents and abilities as well as available materials and equipment. By using the form, leaders can make good use of those talents, abilities, and materials. Not only will the pack program be strengthened, but parents will be more inclined to become involved in something they know they can do or enjoy doing. Parents can be one of your most valuable resources.



## TAX DEDUCTIONS

A considerable amount of money is expended each year by Scouters in carrying out their volunteer service to the youth of the Council.

Certain allowable deductions are authorized under Section 170 of the 1954 Code of the Treasury Department, Internal Revenue Service.

- annual registration fees and dues;
- transportation expenses to and from Scouting events and meetings (7¢ per mile);
- purchase price of uniforms, emblems and insignia;
- maintenance and cleaning of uniforms and equipment which are required for use in the performance of volunteer services;
- actual un-reimbursed expenses incurred by attending Scouting conventions, training conferences, regional meetings, and all such events in or out of the council territory, including out-of-pocket expenses and reasonable expenditures for meals and lodging necessarily incurred while away from home in rendering such donated services;
- campaign contributions, stationery, mailing and telephone expenses, serving refreshments at meetings, cost of training, literature, equipment, memorial contributions, paints, lumber and supplies;

Naturally, each deductible item must be substantiated by adequate records.

## 10 GUIDELINES FOR UNIT MONEY-EARNING

Whenever your pack is planning a money-earning project, this checklist can serve as your guide. It will be helpful to you as you fill out the Unit money-earning application. If your answer is 'yes' to all the questions below, it is likely that the project conforms with Scouting's standards and will be approved.

1. Have your pack committee, chartered institution, and Scout council approved your project, including the date and methods?
2. Do your plan and the dates avoid competition with money-raising programs and policies of your chartered institution, Scout council, community chest, or United Fund?
3. Is your plan in harmony with local ordinances, free from any stigma of gambling, and consistent with the ideals and purposes of the Boy Scouts of America?
4. If a commercial product is to be sold, will it be sold on its own merits and without reference to the needs of Scouting either directly or indirectly?
5. If tickets are sold for any function other than a Scout event, will they be sold by your boys as individuals without depending on the goodwill of Scouting to make this sale possible?
6. Even when sales are confined to parents and friends, will they get their money's worth from any product they purchase, function they attend, or services they receive from your pack?
7. If a project is planned for a particular area, do you respect the rights of other Scout units in the same neighborhood?
8. Is it reasonably certain that people who need work or business will not lose as a result of your unit's plan?
9. Will your plan protect the name and goodwill of the Boy Scouts of America and prevent it from being capitalized on by promoters of shows, benefits, or sales campaigns?
10. If any contracts are to be signed by your unit, will they be signed by an individual without reference to the Boy Scouts of America, and in no way appear to bind the local council or the Boy Scouts of America to any agreement of financial responsibility?

REMEMBER: "Unit Money-Earning Applications" form must be completed and submitted to council office for approval.

REMEMBER: Selling of commercial products may not be done in uniform.

REMEMBER: Money-earning projects should be pack, not den projects.

## HOW TO GET YOUR IDEAS ACROSS

"They don't listen to new ideas - they don't want to change." How often have you thought this while discussing a plan with your Den Mothers? This conflict between "I" and "they" should be solved in a constructive way. Here are 13 steps to help overcome this resistance to change:

1. A Cub leader must be accepted by his fellow leaders as an effective, responsible person before he can win confidence for his new ideas. Don't be in a hurry to throw out suggestions. Be patient.
2. The time to start preparing is well in advance of the initial suggestion. Start by establishing good relationships with the people you will be dealing with.
3. Jealousy is a good way to alienate potential supporters. Ask others to participate in the exchange of ideas. Don't be a "know-it-all".
4. Participation should be spread through several "levels" of the pack. Those who make the final decision will feel that those around them are in favor. This is a big help.
5. "What's in it for me?" This is a natural and universal attitude. Hopefully the Cub leaders you are dealing with will be thinking: "What's in it for the boys?" Consider the boys first, and then the personal interests of the leaders.
6. Rigid thinking of the "black or white", "either/or" variety should be avoided. Explore other possibilities. Be prepared to compromise. Be quick to accept small changes which create favorable conditions for bigger changes.
7. Keep an open mind for the ideas of others. Don't be so intoxicated by your own "genius" that you overlook constructive ideas of others.
8. Innovations which may create conflicts within your group should be handled carefully or avoided altogether. Plan your desired change with minimum upset to the people involved.
9. Take the suggestions one at a time. People who are resistant to change are not likely to accept a change with a glad cry. Let one idea be introduced, accepted and given working time before introducing another.
10. Timing is important. A period of relative quiet is a good time to introduce a change, or shortly after a change in leadership.
11. Organization channels should be used. Don't seek a shortcut to authority. Those involved in decision making are sometimes jealous to protect their position. They can be valuable friends and supporters.
12. Resistance to change should never be publicly criticized. Try to understand the reasons for the resistance. The person may be ill-informed, or his reasons may be sound.
13. Good ideas deserve good presentations. A good presentation is more likely to catch and hold attention than a badly presented one.

-Scouting Magazine

"OTHERS WILL FOLLOW IN YOUR FOOTSTEPS MORE EASILY THAN THEY WILL FOLLOW YOUR ADVICE."

DON'T FORGET HE'S JUST A BOY!

Get to understand the lad -  
He's not eager to be bad.  
If the right he always knew  
He would be as old as you.  
Were he now exceeding wise,  
He'd be just about your size.  
When he does things that annoy  
Don't forget he's just a boy.  
Could he know and understand,  
He would not need a guiding hand.  
But he's not you and hasn't learned  
How life's corners must be turned.  
Doesn't know from day to day  
There is more to life than play.  
More to face than selfish joy.  
Don't forget - he's just a boy.

Being just a boy, he'll do  
Much you will not want him to.  
He'll be careless of his ways,  
Have his disobedient days.  
Willful, wild and headstrong too,  
Things of value, he'll destroy,  
But reflect, he's just a boy.  
Just a boy who needs a friend -  
Patient, kindly, to the end.  
Needs a father who will show  
Him the things he wants to know.  
Take him with you when you walk  
Listen when he wants to talk.  
His companionship enjoy.  
Don't forget he's just a boy.

Author Unknown

## SURVIVAL HINTS FOR DEN MOTHERS

You can be a den mother and enjoy it. You've taken care of your own son for 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 with optimism - grin a lot. And be prepared at least an hour before they're 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 project. 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, on artificial flowers, or on crepe paper things.

...Good den mothers know where to look for supplies - they scour their basements, 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 your husband 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 the room full of Cub Scouts all alone with paint buckets.

...If you've made something out of plaster of paris and wish to paint it, spray it first with plastic spray or have the Scouts cover it with watered down liquid white glue. It will save on paint and give a more even finish coat. If you want an antique copper finish on plaster of paris, paint it with blue-green show card paint. After the paint is dry, cover it with dark brown shoe polish wax. Buff.

...Cub Scouts love to wait their turn to use supplies 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 two ways to avoid this; Get together with the other mothers and make up a den box. It should contain all those things nobody cares to own ten of. And use back dues to purchase other items.

...Remember how the kindergarten teacher pinned notes on your son's shirt? He's too old for that now, so put the notes for home inside each Cub's pocket. 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 then clean out your garage. This spurs the Cubs to have their mothers pick them up right after the meetings and saves you driving them home.

...Den mothers gain some very useful knowledge. They learn that their son is quite typical and normal. He even behaves better than some other boys.

These Cubs you've gotten to know when you were a den mother will be around your house for years as your son grows up. Believe it or not, some of your dearest memories will be of them in their Cub Scout days.

CUB SCOUT LITERATURE & PRINTED MATERIALS

(Many of the items listed below are available at the Scout Service Center. Others may be ordered through the Scout Service Center. Prices are as of March 1, 1974)

Descriptive Title	Cost	Order No.
<u>TRAINING</u>		
Training Recognition Posters: Den Leader Award.....	2.00	4500
Den Leader Coach Award.....	2.00	4512
Scouter's Training Award...	2.00	4502
Scouter's Key.....	2.00	4501
Training Progress Cards: Den Leader.....	n/c	6415
Den Leader Coach.....	n/c	6416
Cubmaster.....	n/c	4204
Commissioner.....	n/c	6515
Roundtable Commissioner....	n/c	4116
Scouter Recognition for Training & Service (pamphlet)....	.06	4807
Cub Scout Leader Kit (pamphlet).....		3814A
Training Attendance Reports.....	.05	4413
District Summary of Trained Leaders.....		4261
Coach/Counselor Guide to Cub Leader Development.....		6400S
Cub Leadership Development Kit (tapes, filmstrips, case).	125.00	6400
The Pack Committee.....	.30	3823
The Institutional Representative.....		3117
Job Description Cards: Parents in Scouting.....	.02	4294
Institutional Representative.....	.02	4255
Unit Commissioner.....	.02	4256
Cubmaster.....	.02	4276
Den Leader Coach.....	.02	4368
Den Mother.....	.02	4292
Official Uniforms & Insignia.....	1.25	3065
Coaching the New Cubmaster.....	.15	6452
Pack Library Kit.....		3202
Cubmaster Library Kit.....	6.50	6402
Den Leader Library Kit.....	6.50	6403
Webelos Den Leader Library Kit.....	4.50	6404
Guidebook to Cub Scouting.....		3822
<u>ADMINISTRATION</u>		
Pack Program Planning Chart.....	.05	7253
Cub Scout Leader's Program Notebook.....	.25	3908
National Summertime Award Planning Guide.....	.08	3748
Pack Record Book.....	.55	3820
Pack Financial Record Book.....	.55	3818
Pack Budget Plan (form).....	n/c	28-103
Local Tour Permit.....	n/c	4426
Unit Money Earning Application.....	n/c	4427
Cub Scout Uniform .....	n/c	ADV-085
Cub Scout Uniform Inspections for Dens and Packs.....	n/c	70-045
Official Uniform Inspection Sheet for Cub Scouts.....	n/c	70-005
Official Uniform Inspection Sheet for Webelos Scouts.....	n/c	70-011

ADMINISTRATION (continued)

Official Uniform Inspection Sheet for Scouters.....	n/c	70-008
Official Uniform Inspection Sheet for Lady Scouters.....	n/c	70-012
Citizenship Through Service (pamphlet).....	1.50	3707
Official Uniform & Insignia Guide.....	1.25	3065
Pack Leader Appreciation Certificate.....	.05	3755
Den Leader Appreciation Certificate.....	.05	3754
"Cub Scouts BSA" felt pennant (12" X 30").....	.69	1139
"Webelos" felt pennant (12" X 30").....	.69	1067
Parents Attendance Award Ribbon.....	.30	7723
Attendance Pennant (12" X 30").....	.69	1076
Honor Den Pennant (12" X 30").....	.79	1168
Wolf Award Certificate (card).....	n/c	4220
Bear Award Certificate (card).....	n/c	4221
Arrow Point Award Certificate (card).....	n/c	4235
Arrow of Light Certificate (card).....	n/c	4219
Webelos Activity Badge Certificate (card).....	n/c	3423
Cub Scout Den Record.....	n/c	3828
Webelos Den Record.....	n/c	3850
Webelos Scout Advancement Chart.....	.45	4187
Cub Scout Advancement Chart.....	.20	4192
Weekly Den Meeting Program.....	n/c	3826
Weekly Den Dues Envelope.....	.02	4210
Webelos Den Meeting Program.....	n/c	3852
Cubmaster's Pack Book.....	1.75	3210
Den Leader's Den Book.....	1.00	3212
Den Leader Coach's Book.....	.35	3845
Webelos Den Leader's Book.....	.85	3217
Pack Committee.....	.30	3823

RECRUITING

Boy Fact Survey Card.....	.01	3712
Welcome, Mother & Dad! (card).....	.05	3832
Happy Birthday & Invitation to Join (card).....	.04	3833
Cub Scout Prospect Sheet.....	.02	3836
Cub Scout Recruiting Flyer.....	.01	7121
Organizing a Cub Scout Pack.....	.50	3824
The Pack's First Two Months.....	.60	6410
Securing a Cubmaster.....	.06	3071
When You Need Den Mothers.....	n/c	4805
Congratulations Cub Scout Leader (pamphlet).....		ADV-708

ROUNDTABLE

Roundtable Helps.....	.75	7250-74
Program Helps.....	.40	7259-74
Literature for the Scout Program (pamphlet).....	n/c	70-002
Literature and Printed Materials Catalog.....	n/c	70-061

(Also see items listed under Program Material)

CUB SCOUT RELIGIOUS AWARDS

The Religious Awards Programs (pamphlet).....	.10	4802
The Aleph (cardboard poster).....	5.00	4530
Aleph Program (pamphlet).....	.02	3183
Parvuli Dei Program (cardboard poster).....	2.00	4521
Parvuli Dei Record Book.....	.15	3486
Parvuli Dei Pocket Certificate.....	.02	3424
Silver Crest Award (pamphlet available from Salvation Army)		

PROGRAMS FOR THE HANDICAPPED

Aids for the Handicapped.....	.50	3075
Programs for the Handicapped.....	n/c	12-180
Scouting for the Mentally Handicapped.....	1.50	3058
Scouting for the Physically Handicapped.....	1.50	3039
Scouting for the Visually Handicapped.....	1.50	3063
Scouting for the Deaf.....	1.30	3060
These Our Brothers.....	.35	3631

PROGRAM MATERIAL

Cub Scout Program Helps.....	.40	7259-74
Wolf Cub Scout Book.....	1.00	3230
Bear Cub Scout Book.....	1.00	3231
Webelos Scout Book.....	1.00	3232
Den Chief's Denbook.....	.80	3211
Crafts for Cub Scouts.....	.65	3843
Cub Scout Activities.....	.75	3837
Games for Cub Scouts.....	.65	3844
Skits and Puppets.....	.65	3842
Webelos Den Activities.....	.55	3853
Staging Den & Pack Ceremonies.....	1.50	3214
Cub Scout Songbook.....	.40	3222
Group Meeting Sparklers.....	.25	3122
Cub Scout Magic.....	2.55	3219
Circus Book.....		3513
Cub Scout Water Fun.....	.75	3220
Cub Scout Fun Book.....	1.25	3215
Whittling is Easy.....	.30	3165
The Boy's Entertainment Book.....	5.95	3552
Den Chief Training Conference.....	.90	6450
Book of Indian Crafts & Indian Lore.....	7.95	3514
Indian Bead Craft.....	.25	3297
First Aid Skill Book.....	.30	6588
Boy's Life Reprints - Fun With Tools.....	.40	26-025
Sports Tips.....	.40	26-049
Webelos Scout Helps.....	.40	26-023
Stunts and Skits.....	.40	26-026
Handicraft.....	.40	26-043
Slides of the Month.....	.40	26-081
Indian Lore.....	.40	26-084
Nature Hobbies and Activities.....	.40	26-094
Bill of Rights.....	.40	26-095
Our Heritage of Freedom.....	.40	26-097
Law & Justice.....	.40	26-099
Showman Activity Badge.....	.40	26-047



Boy's Life Reprints Continued

Outdoorsman Activity Badge.....	.40	26-048
Forester Activity Badge.....	.40	26-053
Naturalist Activity Badge.....	.40	26-054
Craftsman Activity Badge.....	.40	26-057
Traveler & Engineer Activity Badge.	.40	26-079
Geologist & Scientist Badges.....	.40	26-082
Your Flag.....	.55	3188

MISCELLANEOUS ITEMS

Charter and By-Laws, B.S.A.....	1.60	4488
Baden-Powell Story.....	.60	3532
Boy's Life Pocket Calendar.....	.25	26-136
Cub Scout Insignia Posters (paper).....	.83	4648A
Cub Scout Insignia Posters (cardboard).....	3.00	4648
Cub Scout Emblem Banner.....	.35	4602
Cub Scout Stamps (sheet of 32).....	.15	4643
Cub Scout Display Kit.....	7.25	4601
Cub Scout Napkins (package of 50).....	.50	4022
Cub Scout Place Mats (package of 25).....	.50	4021
Cub Scout Place Cards (giant size).....	.05	4020
Cub Scout Place Cards (regular size).....	.02	4014
Cub Scout Christmas Cards (12).....	1.25	9147
Scouting Through Eyes of Norman Rockwell (44 full- color, 11" x 14" prints).....	10.00	2768
Decal - Arrow of Light (2" x 6").....	.25	3479
Decal - Wolf Badge (6" x 6").....	.25	2726
Decal - Bear Badge (6" x 6").....	.25	2727
Decal - Bobcat Badge (6" x 6").....	.25	3480
Decal - Webelos Emblem (3" x 3").....	.15	3486
Decal - Webelos Emblem - four color (3" x 3").....	.25	3498
Cub Scout Insignia Stickers (sheet of 21).....	.30	4649
Cub Scout Insignia Stickers (large - sheet of 5).....	.30	4650
Decal - Gold Arrow Point (small).....	.05	3470
Decal - Gold Arrow Point (large).....	.10	3466
Decal - Silver Arrow Point (small).....	.05	3472
Decal - Silver Arrow Point (large).....	.10	3467
Cub Scout Correspondence Cards (12).....	.50	4001
Cub Scout Scrapbook.....	.85	3540

CUB SCOUT RECOGNITION & GIFT ITEMS

(Recognition of leaders' accomplishments is as important as recognizing the boys for earning badges. Here are some suggestions for recognition and gift items for both boys and adults.)

Descriptive Title	Cost	Order No.
Cub Scout Statuette, 10 1/2", bronze, self base.....	13.50	5721
Cub Scout Statuette, 10 1/2", walnut base.....	21.95	5722
Appreciation Plaque, 6 1/2" X 9 3/4", laminated.....	1.65	3787
Cub Scout Emblem Plaque, composition.....	.65	5096
Cub Scout Promise Plaque.....	.69	5099
Gavel Plaque on Walnut Shield.....	4.95	5588
Cub Emblem Plaque - Walnut Shield.....	5.75	5057
Cub Scout Promise - Tile Plaque.....	1.25	5097
Cub Lady's Charm Bracelet.....	9.00	5552
Cub Emblem Cufflinks (gold plated).....	2.50	5785
Cub Emblem Tie Tac.....	1.35	5565
Cub Emblem Tie Bar.....	1.35	5784
Cub Emblem Bolo Tie.....	1.50	820
Den Mother's Necklace (sterling).....	6.00	5560
Scout Letter Opener (stainless steel - leather case)....	4.85	5537
Cub Lady's Bow Pin.....	1.35	5559
Pack Leader Appreciation Certificate.....	.05	3755
Den Leader Appreciaiton Certificate.....	.05	3754
Den Chief Appreciation Certificate.....	.05	4223
Plastic Certificate Frame, walnut.....	1.10	3763
Plastic Certificate Frame, black.....	1.10	3763B
Cub Emblem Paper Weight - copper.....	2.75	5520
Trophy - Cub Pinewood Derby - deluxe.....	9.25	5749
Trophy - Cub Pinewood Derby - smaller.....	5.20	1687
Trophy - Space Derby - deluxe.....	9.25	5748
Trophy - Space Derby - smaller.....	4.50	5747
Trophy Cup - 4" high- gold finish on bakelite base.....	4.75	5078
Trophy Cup - plastic with stick-on name plate.....	.55	5077
Trophy Cup - 4" high - silver finish on bakelite base....	4.75	5079
Trophy Cup - 7 1/2" high, all metal.....	5.95	5093
Cub Scout Place Ribbons (3 each, 1st, 2nd, 3rd. place)...	1.59	7709
Pinewood Derby Ribbon (blue with gold lettering).....	.18	7708
Space Derby Ribbon (gold with blue lettering).....	.15	7714
Regatta Ribbon (blue with gold lettering).....	.15	7711
Contest Medals (Cub emblem - blue and gold ribbon)-gold..	1.50	5107
silver...	1.50	5106
bronze...	1.50	5105
Pinewood Derby Medals - gold.....	.79	5112
silver.....	.79	5113
bronze.....	.79	5114
Rocket Derby Medals - gold.....	.79	5115
silver.....	.79	5116
bronze.....	.79	5117







## A QUALITY DEN PROGRAM

Do you have quality Cub Scouting? Do you want quality Cub Scouting? I think we all agree that we want our Cubs to have good Scouting experiences - full of fun, but also full of Scouting Ideals of honesty, fair play, love and respect for parents, leaders, our Country, a desire to "DO OUR BEST".

We can get this by using several things in our den meetings.

1. INVOLVE THE FAMILY
2. SERVICE PROJECTS
3. VARIED PROGRAMS
4. ADVANCEMENT

INVOLVE THE FAMILY - In general there is a movement away from family unity in our Country today. But we in Scouting still feel very strongly that close, affectionate family relationships will greatly benefit us and our Country. It is incumbent upon us as the volunteer leaders to interest the disinterested, bring out the shy and reluctant, utilize the wasted talents, and channel the enthusiasm of parents and families of our Cubs. For instance,

1. Find the special interests and talents of your parents and ask them to come to a den meeting and demonstrate them.
2. Send home partially completed projects to be completed with parental help for display or demonstration at pack meeting.
3. Ask your Dads about trips to their places of business. (we have a printer, a pilot, a superintendent of a glass factory, a construction engineer, a banker, and others at places that would be of interest to Cubs.)
4. Have a Saturday meeting at the park and invite the family for a picnic or a baseball game.

SERVICE PROJECTS - They benefit the boys by teaching them concern for others, teaching them how to act in different and sometimes difficult circumstances, and making them thankful for their own families.

1. Nursing homes have a year-round need for people to visit and read or talk to the residents. Happy Cubs are always welcome.
2. Hospitals need cheerful faces or tray favors in some areas.
3. Churches, parks, and schools always need clean-ups and various small jobs done.
4. Organizations such as United Fund, Red Cross Blood Bank and the March of Dimes need help.
5. Recycling of cans, paper, and bottles is a good project for Cubs and does much to save our natural resources.
6. A neighborhood shut-in would welcome a visit from these youngsters.
7. Summer watering of new trees and plants at schools, parks, and churches is a good service project.
8. One family of Scouters - Father, Mother, Grandmother, and four sons - gave a historical flag program at a nursing home.

A VARIED PROGRAM - Each boy is a special mixture of physical, mental, and psychological skills. They are rarely all competent in the same areas. Different kinds of activities give each boy a chance to shine some of the time and challenges him at other times. A varied program includes:

Inside activities, crafts, songs, skits, ceremonies, recognition of achievements and special events

Outside activities, trips, service projects, physical and mental skills and provides a year around program Fall, Winter, Spring, AND Summer. All of these activities are used to implement or reinforce an idea, to give the boys a feeling of camaraderie, to give them a chance to use their imagination; their skills, their talents, to teach fair play, appreciation of others, themselves, and the world around them.

Teach them songs, let them make up skits, use ceremonies to say "congratulations", or "thank you" or "good job". Take them on hikes to learn appreciation of nature, play games to develop physical skills. Take them on field trips to learn about different kinds of people. Have them entertain their mothers at a tea to learn social skills (they make the cookies and serve the coffee), and on and on. Use your imagination and don't be afraid to try something new. Always keep in mind what you want your boys to learn.

ADVANCEMENT - This teaches, encourages, praises, recognizes. Those boys who "DO THEIR BEST" in the den - on games, crafts, or whatever, are usually the ones who advance. Give these boys the praise and recognition they deserve for a job well done, but be careful not to embarrass or 'put-down' those who have not done so well. Rather, encourage them all to strive toward their goal - Wolf, Bear, Arrows, Activity Badges, Arrow of Light - always "Doing Their Best".

Some of the things you do in Den Meeting will apply to a badge or arrow points. Be sure they get credit for it and it will encourage them to do more on their own.

Boys seem to be naturally competitive and keep one eye on the achievement chart to see who has done what this week. Den Doodles are an eye-catching way of subtly encouraging the slow starter. The boys will enjoy adding 'stars to their crowns'.

Instant recognition in the den meeting will also spur them on.

#### A LITTLE FELLOW FOLLOWS ME

A careful leader I want to be  
A little fellow follows me;  
I do not dare to go astray,  
For fear he'll go the selfsame way.

I cannot once escape his eyes,  
Whate'er he sees me do, he tries  
Like me, says he's going to be--  
The little chap who follows me.

I must remember as I go,  
Through summer's sun and winters snow;  
I am building for years to be,  
That little chap who follows me.

## IDEAS FOR DEN MEETINGS

Trip to Fire Station  
Safety Inspection for Bikes  
Visit Police Station or Highway Patrol  
Practice Runs With Pinewood Derbies  
Visit a Railroad Yard  
Have a Glider Flying Contest  
Visit your Council Office  
Den Bowling Tournament  
Visit the Zoo  
Swim at City Pool  
Visit the Airport  
Fishing Contest  
Visit Courthouse  
Attend College Ball Game  
Visit County Jail  
Visit Municipal Building  
Visit a Museum  
Collect Books for Schools or Hospitals  
Have a Fossil or Rock Hunt  
Have a Scavenger Hunt  
Backyard Campout  
Marble Shooting Contest  
Pet Show (everybody brings his own)  
Archery at Archery Range  
Visit Historical Spot Nearby  
Woods Hike for Leaf Collecting  
Night Meeting to Study Stars  
Visit Telephone Company  
Hazard Hunt (Safety or Fire Hazards)  
Collect Paper, Glass, Cans for Recycling  
Make Puppets and Put on a Show  
Make Puppet Theatre from Cardboard Box  
Visit Coin Collector Show  
Learn Basic First Aid  
Bake Cupcakes (and eat them)  
Make Christmas Gifts for Family  
Make Father's Day Gifts  
Have a Liar's Contest  
Paper Airplane Sailing Contest  
Build Den Equipment Box  
Service Project for School or Church  
Visit a Lapidary Shop  
Ball Game With Another Den  
Make Clay Models; Paint and Fire Them  
Do a Conservation Good Turn  
Visit a Planetarium (Okla. City)  
Make Mardi Gras Masks  
Make Halloween Masks  
Visit a Fish Hatchery  
Go Roller Skating  
Go Ice Skating  
Go Bowling  
Play Miniature Golf  
Visit a Printing Shop  
Picnic at Council Camp  
Visit a Bakery  
Have a Backyard Olympics  
Have a Neighborhood Circus  
Have an Obstacle Race  
Have a Treasure Hunt  
Take a Mystery Trip  
Do a Neighborhood Good Turn  
Have a Kite Flying Contest  
Visit a Newspaper Office  
Make Games For Shut Ins  
Visit a Dairy  
Visit Oil-Well Drilling Site  
Sample Den Meeting for Parents  
Backyard Breakfast Cookout  
Den Swap Day  
Game-Making Day for Den  
Tour State Park  
Visit Weather Station  
Take a Nature Hike  
Model Day (each boy brings his)  
Den Uniform Inspection  
Make Homemade Ice Cream  
Make Jelly  
Have a Bug Hunt  
Make Slide Holders  
Plant a Tree  
Plant Spring Bulbs in the Fall  
Bird Watching Contest  
Make Sailboats to Race  
Make Mother's Day Gifts  
Plan a Den Family Night  
Have a Ping Pong Match  
Have a Song Fest  
Make a Den Doodle  
Build Den Stools  
Have a Butterfly Hunt  
Grow Crystals  
Visit an Aquarium Supply  
Make Neckerchief Slides  
Plant a Vegetable Garden



## THEMES AND HOW THEY WORK

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

The theme idea simplifies the planning of den and pack meetings. It gives each den a focus for its work and play during the month and brings them together at the pack meeting with skits, stunts and handicrafts, all bearing on a single theme. If the dens are active during the month on a single idea, an interesting and entertaining pack meeting is the natural result because it reviews all things the dens have done.

Parents and Cub Scouts are eager to see what other dens have done with the theme. A friendly rivalry usually exists, and quite often den spirit is developed even among parents.

The Webelos dens do not use the pack's monthly themes. Instead, they work on one of the 15 Webelos Activity Badge areas. Often the Cub theme and the Activity Badge for the month are compatible....such as "Muscle Builders" and "Athlete".... or "Water Fun" and "Aquanaut".

Themes must have strong appeal for boys. They must offer variety so that each boy can do things he likes. They should instill the deeper values of Cub Scouting.

The theme is simply the framework on which the activities of your den are built. In planning, you and the other leaders must break this down into one or more activities or projects for the weekly den meetings. Obviously, these will vary from den to den. There should be plenty of room for the den mother to maneuver within the theme idea.

Follow these guidelines in selecting activities:

Each activity should have a definite objective in harmony with the aims and policies of Cub Scouting.

Each activity should contribute toward the development and maintenance of proper home relationships.

Each activity should be simple, within the capacity and interest of both Cub Scouts and their parents.

The packs themes for the year are decided at the Annual Planning Conference held in April.

IDEAS ARE FUNNY LITTLE THINGS. THEY WON'T WORK UNLESS YOU DO.

CUB SCOUT THEMES DECEMBER 1976 - APRIL 1979

<u>December 1976</u>	Winter Festival	Engineer
<u>January 1977</u>	The World of Tomorrow	Scientist
February	Blue & Gold Dinner	Showman
March	Kites/Spring	Geologist
April	Our Latest States	Scholar
May	Genius Night	Artist
June	Muscle Builders	Athlete
July	Trails, Treks, Trips	Outdoorsman
August	Water Fun	Aquanaut
September	Doorways to Adventure	Naturalist
October	Discover America	Citizen
November	The American Indian	Engineer
December	Do Your Best	Craftsman
<u>January 1978</u>	Going Places	Traveler
February	Blue & Gold Traditions	Scholar
March	Let's Go To a Circus	Showman
April	The World Around Us	Scientist
May	Growing Food	Forester
June	Physical Fitness	Sportsman
July	Come & Get It	Aquanaut
August	Cub Scout Fair	Outdoorsman
September	Advance in Rank	Citizen
October	Be Fire Safe	Artist
November	High Country U.S.A.	Geologist
December	Duty to God and Country	Craftsman
<u>January 1979</u>	2000 A.D.	Engineer
February	Happy Birthday U.S.A.	Athlete
March	Making Magic	Showman
April	Energy Savers	Naturalist

## DECEMBER 1976

### Dates to Remember

December 15	-	Bill of Rights Day
December 17	-	Hanukkah
December 21	-	1st Day of Winter
December 21	-	Pilgrims Landed - 1620
December 25	-	Christmas

Remember to attend Cub Leader Roundtable

THEME: "Winter Festival"

"Engineer" Activity Badge

### IDEAS FOR PACK ACTIVITIES

Pack Christmas Party. Decorate a tree with ornaments made by families. Donate tree to sponsoring institution, a nursing home, etc.

Contribute to World Friendship Fund - money earned by a pack money raising project. The fund is to help Scouting in other countries.

Do a good turn for your sponsoring institution.

Have Santa Claus present awards, prizes or gifts to add holiday spirit to pack meeting.

### IDEAS FOR DEN ACTIVITIES

Have an old fashioned taffy pull.

Make Christmas tree decorations.

Make Christmas gifts for family.

Go caroling or give a skit for a rest home or children's home.

Collect books and magazines in good condition for nursing homes.

Do good turns for neighbors.

Make toys for needy children.

JANUARY 1977

Dates to Remember

January 1 - New Year's Day  
January 6 - Twelfth Night

Remember to attend Cub Leader Roundtable

THEME: "The World of Tomorrow"

"Scientist" Activity Badge

IDEAS FOR PACK ACTIVITIES

Have an indoor Space Derby. (see page B-18)

Have an outdoor Rocket Derby using Akela-1 rockets. (see page B-21)

Boys wear astronauts costumes to pack meeting.

Invite someone to talk about the space program.

Display posters about space at pack meeting.

Decorate room to resemble outer space or a strange planet with spaceships, space creatures, etc.

Have a pinewood derby using futuristic cars. (see page B-23)

IDEAS FOR DEN ACTIVITIES

Have a Twelfth Night party with the traditional burning of greenery.

Visit the Planetarium in Oklahoma City.

Make astronaut costumes.

Discuss what the future will be - more pollution - or less - fewer wild animals, etc.

FEBRUARY 1977

Dates to Remember

February 5	-	Indian Nations Council Annual Recognition Dinner
February 8	-	B.S.A. Anniversary Day (1910)
February 12	-	Abraham Lincoln's Birthday
February 13	-	Scout Sunday
February 14	-	Valentine's Day
February 21	-	Washington's Birthday (legal holiday)
February 22	-	Washington's Birthday (traditional)
February 22	-	Baden Powell's Birthday
February 23	-	Ash Wednesday

Remember to attend Cub Leader Roundtable

THEME: "Blue and Gold Dinner

"Showman" Activity Badge

IDEAS FOR PACK ACTIVITIES

Have a Blue and Gold Banquet.

Plan to have a store window display on Cub Scouting.

Do a pack or den good turn for Scout month.

Arrange program on Cub Scouting for school.

Post invitation to join pack on school and church bulletin boards.

IDEAS FOR DEN ACTIVITIES

Work on table decorations for Blue and Gold Banquet.

Attend church as a group on Scout Sunday.

Wear uniforms to school during Scout week.

Learn about the history of Scouting and our founder, Baden-Powell.

Live demonstration - In some packs, dens have held den meetings in store windows or shopping centers.

REFER TO BLUE AND GOLD SECTION

MARCH 1977

Dates to Remember

March 12	-	Girl Scouts U.S.A. Anniversary (1912)
March 17	-	St. Patrick's Day
March 17	-	Camp Fire Girls Anniversary (1910)
March 11-12	-	Indian Nations Council Scout-o-rama
March 21	-	1st Day of Spring

Remember to attend Cub Leader Roundtable

THEME: "Kites/Spring"

"Geologist" Activity Badge

IDEAS FOR PACK ACTIVITIES

Have a Kite Derby. (see page B-29)

Display kites at pack meeting.

Participate in Council Scout-o-rama.

IDEAS FOR DEN ACTIVITIES

Discuss rules for Kite Derby.

Have den uniform inspection. Be sure all boys are properly uniformed for the Scout-o-rama.

Focus den activities on nature.

Make bird houses.

Work on Scout-o-rama booth preparations.

APRIL 1977

Dates to Remember

April 1	-	April Fool's Day
April 2-10	-	Passover
April 3	-	Palm Sunday
April 8	-	Good Friday
April 10	-	Easter Sunday
April 22	-	Oklahoma Day (Anniversary of Run - 1889)
April 23	-	Project SOAR Day
April 30	-	Council Den Mothers of the Year Recognition Luncheon

Remember to attend Cub Leader Roundtable

THEME: "Our Latest States"

"Scholar" Activity Badge

IDEAS FOR PACK ACTIVITIES

Plan and carry out a conservation project on SOAR Day. (see page B-30)

Decorate room with travel posters on Alaska and Hawaii.

Pack meeting might be an airplane trip to Alaska and Hawaii - hand out boarding passes as people come in room. Half of the dens might "adopt" Alaska and the other half might "adopt" Hawaii. Dens "do their thing" when the airplane lands in their State.

Recruit boys who will be completing the second grade this Spring.

IDEAS FOR DEN ACTIVITIES

Do a conservation project for SOAR DAY.

Learn about our latest States.

Work on your part in pack meeting.

Make costume for pack meeting.

Remember to distribute kits for Genius Night

MAY 1977

Dates to Remember

May 1 - Loyalty Day  
May 8 - Mother's Day  
May 30 - Memorial Day

Remember to attend Cub Leader Roundtable

THEME: "Genius Night"

"Artist" Activity Badge

IDEAS FOR PACK ACTIVITIES

Have Scouts give the opening ceremony.

Have Scouts give slide presentation to encourage Webelos to join Scouts.

Judge Genius Kits.

Have a Bike Rodeo. (see Cub Scout Activities Book)

Have a Cubmobile Derby. (see page B-31)

Have impressive Webelos graduation ceremony.

IDEAS FOR DEN ACTIVITIES

Make Mother's Day gifts.

Have a bike safety inspection. (see page B-41)

Remind boys to register for Council Day Camp.

Teach tricks and stunts.

Have a den uniform inspection.



JUNE 1977

Dates to Remember

June 13-17 - Indian Nations Council Cub Scout Day Camp  
June 14 - Flag Day  
June 15 - B.S.A. Charter Day  
June 19 - Father's Day  
June 20-24 - Indian Nations Council Cub Scout Day Camp  
June 21 - 1st Day of Summer  
June 27-July 1 - Indian Nations Council Cub Scout Day Camp

Remember to attend Cub Leader Roundtable

THEME: "Muscle Builders"

"Athlete" Activity Badge

IDEAS FOR PACK ACTIVITIES

Have an outdoor pack meeting. Set up an obstacle course for fun. End with a campfire.

Hold your Pack Cub Scout Physical Fitness Competition. (see page B-35)

Have a Muscle Builders Skill Meet.

IDEAS FOR DEN ACTIVITIES

Make Muscle Building 'equipment'.

Practice for the Physical Fitness competition.

Take your den skating.

Have a den bowling tournament.

Practice for Muscle Builders Skill Meet.

## JULY 1977

### Dates to Remember

July 4           -     Independence Day  
July 20          -     Anniversary of 1st Moon Landing

Remember to attend Cub Leader Roundtable

THEME: "Trails, Treks, Trips"

"Outdoorsman" Activity Badge

### IDEAS FOR PACK ACTIVITIES

Have a Pony Express Trail Relay. (see page B-37)

Have a Nature Trail. (see page B-40)

Have a pack picnic.

### IDEAS FOR DEN ACTIVITIES

Have a nature hike.

Take your den to the Zoo and earn the Cub Scout Zoo Trails Patch. (see page B-43)

Visit a park.

Have a backyard campout.

Have a treasure hunt.

Make plaster casts of animal tracks.

Visit Red Bud Valley and hike trail.

AUGUST 1977

Dates to Remember

August - Start planning for School Night for Scouting  
Plan for the training of your new leaders

Remember to attend Cub Leader Roundtable

THEME: "Water Fun"

"Aquanaut" Activity Badge

IDEAS FOR PACK ACTIVITIES

Hold a Raingutter Regatta. (see page B-42)

Have an ice-cream social.

Have a swim party.

Hold a fishing derby.

Have a watermelon feast.

Have a diving contest.

IDEAS FOR DEN ACTIVITIES

Make model boats for Raingutter Regatta.

Take your den swimming.

Visit a lake and fish.

Take a boat ride.

## SEPTEMBER 1977

### Dates to Remember

September 5	-	Labor Day
September 12-14	-	Jewish New Year - (Rosh Hashanah)
September 14	-	Anniversary of Star Spangled Banner - 1814
September 17	-	Citizenship Day
September 20	-	Indian Nations Council - School Night for Scouting
September 21-22	-	Yom Kippur

Remember to attend Cub Leader Roundtable

THEME: "Doorways to Adventure"

"Naturalist" Activity Badge

### IDEAS FOR PACK ACTIVITIES

Participate in School Night for Scouting.

Display den doodles, wall achievement charts, handcrafts, etc.

Do a Citizenship Day good turn.

Decorate room related to theme.

Walk plank to enter 'Adventure-land'.

### IDEAS FOR DEN ACTIVITIES

Invite a new Den Mother to observe your den in action.

Bring your den doodle and wall achievement chart up to date.

Help new boys with Bobcat requirements.

Have a den uniform inspection.

## OCTOBER 1977

### Dates to Remember

October 9-15 - Fire Prevention Week  
October 10 - Columbus Day (legal holiday)  
October 12 - Columbus Day (traditional)  
October 30 - Indian Nations Council - Pow Wow  
October 31 - Halloween

Remember to attend Cub Leader Roundtable

THEME: "Discover America"

"Citizen" Activity Badge

### IDEAS FOR PACK ACTIVITIES

Have a pack Halloween party with decorations and costumes. Include lots of spooky sounds.

Invite a Fireman to speak on Fire Prevention.

Decorate pack meeting place with replicas of old maps, posters or prints of 15th and 16th century ships, portraits of the great explorers. Rope ladders and heavy rope barriers may be set up to suggest a nautical atmosphere.

### IDEAS FOR DEN ACTIVITIES

Visit the fire station during Fire Prevention Week.

Have a den Halloween party.

Make trick or treat bags.

Go on a scavenger hunt.

Assemble models of early explorers' ships obtained from hobby shops.

Visit old landmarks in Tulsa.

Learn to do ropemaking. (see Crafts for Cub Scouts - page 52)

Make decorations or backdrops for pack meeting.

## NOVEMBER 1977

### Dates to Remember

November 8	-	Election Day
November 11	-	Veteran's Day
November 19	-	Gettysburg Address written - 1863
November 24	-	Thanksgiving

Remember to attend Cub Leader Roundtable

Theme: "The American Indian"

"Engineer" Activity Badge

### IDEAS FOR PACK ACTIVITIES

Wear costumes to pack meeting. Have an indoor campfire, using Indian ceremonies. Akela in costume.

Invite an Indian Dancer Explorer Post or Troop to entertain.

Collect food to give to a needy family for Thanksgiving.

### IDEAS FOR DEN ACTIVITIES

Make Indian costumes and accessories for pack meeting.

Teach the boys some Indian songs and chants.

Teach the boys an Indian dance.

Tell Indian stories.

Study about Oklahoma Indians.

Teach the boys some Indian Sign Language.

## SPACE DERBY

### Twin-Tower Rocket Raceway

The space derby is rapidly becoming one of Cub Scouting's most popular father-and-son projects. Why? Because Cubs get a charge out of building their rubber-band powered rockets and watching them zoom along the raceway.

It is easy to buy the official Cub Scout Space Derby Kits at your Scout distributor, and there are even ribbons and trophies available. But what about the raceway itself? Shown on the next page are plans for a new improved raceway. Light-weight, easy to make, inexpensive - it takes only a few hours to build with ordinary carpenter tools. Materials for the towers will cost approximately \$15.00.

Identical in construction, the towers consist of two legs, two feet, one cross-arm, and one bottom brace each. The launching-gate frame is made as a unit and is attached to the crossarm of one tower with small strap hinges.

Begin construction by cutting all parts to size before assembling. Clamp the legs together in pairs. Then lay out the bolt-hole centers, squaring the lines across the legs so both pieces will be matched. Drill 1/4 inch holes for all bolts.

Make the plywood feet next. Clamp them in position on the legs. Drill matching bolt holes in them, using the leg holes as guides for the bit. Label parts with numbers before disassembling the pieces so they can be reassembled again easily.

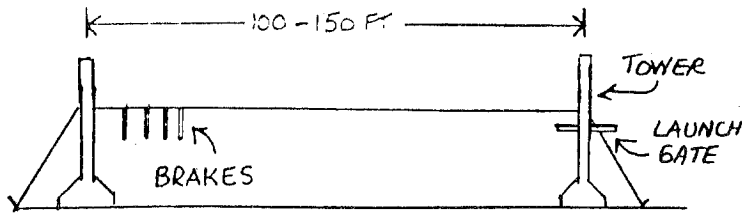
Lay out both cross arms for bolt holes and screw-eye centers, again in pairs. Do the same with the bottom braces. Now install the butt hinges at the top of the legs and the screw-eyes in the crossarms.

Then assemble the towers. Open the screw-eyes slightly before installation so the fishline (30 to 50-pound test monofilament) can be slipped into the eyes from the rear, rather than threaded through the eyes.

The launching-gate frame consists of 4 pieces of wood, 12 dowels and 2 small strap hinges. Assemble the frame with brads and glue, squaring it up before glue sets. Lay out the dowel-hole centers, then drill holes 5/8 inch deep. Press-fit the dowels into the holes instead of using glue. This makes replacement easy.

Install the strap hinges and mount the frame on one tower crossarm, centering it. The launching-gate frame requires a small counterweight to balance the frame in a horizontal position. Use a small C-clamp attached to the center of piece E.

Set up the raceway indoors or out. Locate the towers at least 100 feet apart. Use guy ropes fastened to the ends of the crossarms or at the hinges at the top of the legs to anchor the towers to suitable supports (see drawing). Then thread the fishline in one length around the screw-eyes, draw tight to equalize tension, and secure the ends. If used outdoors, the plywood feet can be omitted, substituting headless spikes or rods to act as ground anchor pins. The plywood feet merely hold the towers erect while the raceway is being set up.



**SPACE DERBY LAUNCHER**

Outdoors - attach guy ropes to stakes, trees or fences.  
 Indoors - attach ropes to wall, hooks, or columns.  
 Brakes - hang strips of cloth over guide lines near finish tower.

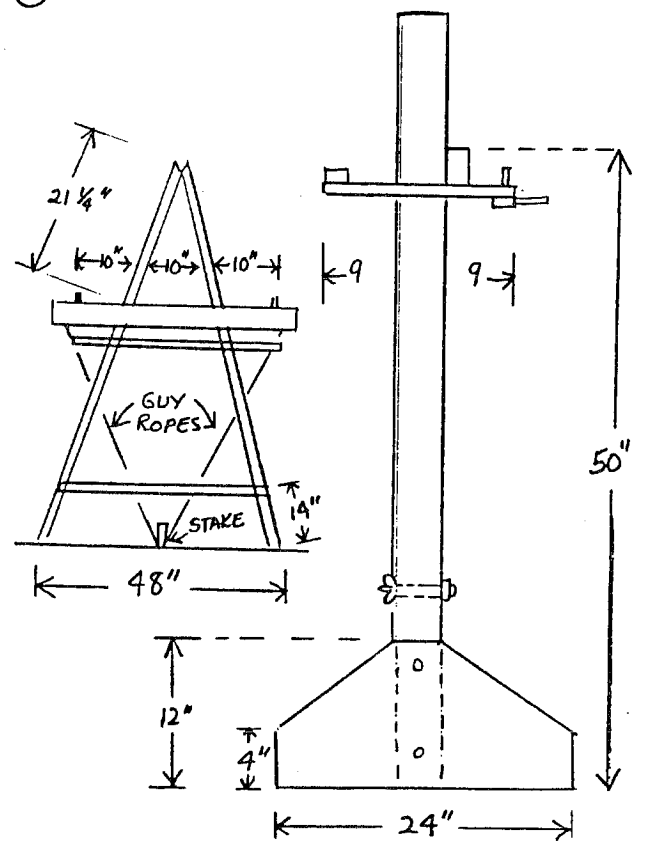
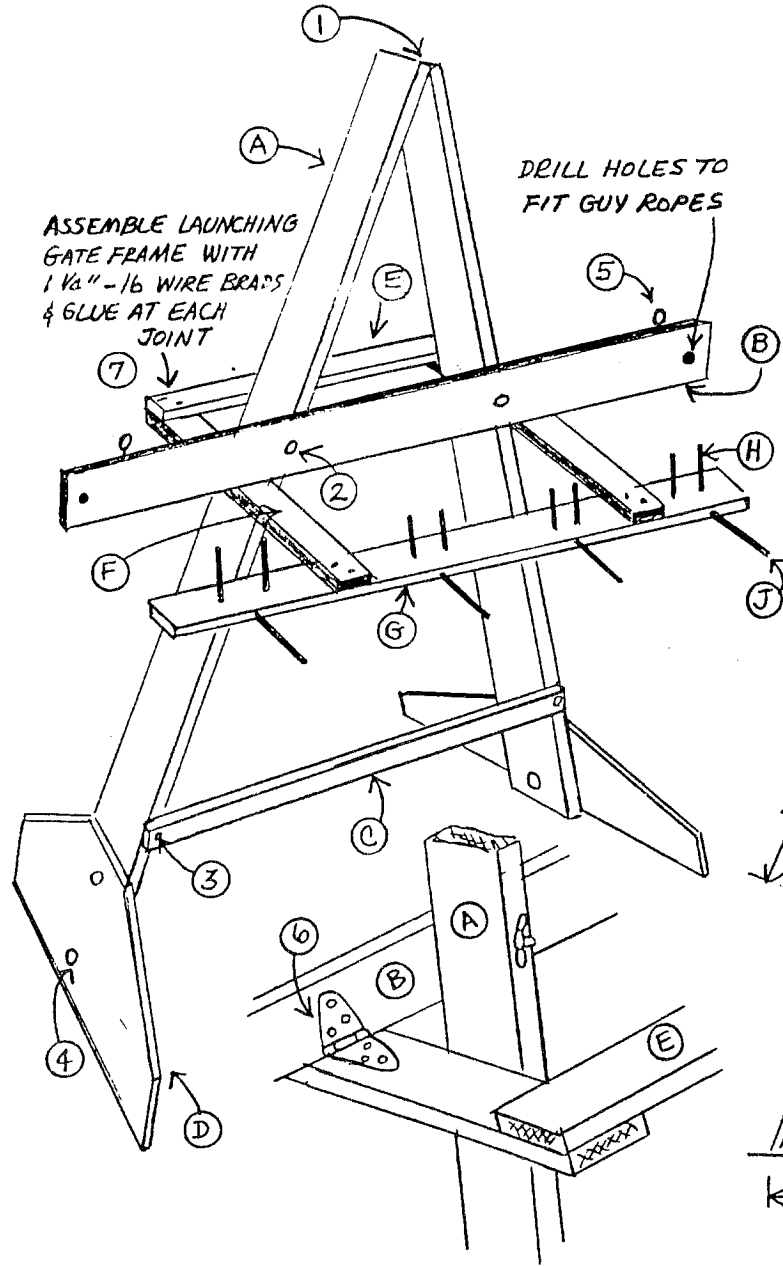
- Towers:
- A 4 3/4"x3 1/2" x 72" pine
  - B 2 3/4"x3 1/2" x 40" pine
  - C 2 3/4"x1 3/4" x 40" pine
  - D 4 1/2"x12"x24" plywood

- Fastenings:
- 1 2 2 1/2" butt hinges
  - 2 4 1/4"x5" carriage bolts
  - 3 4 1/4"x4 1/2" wing nuts &
  - 4 8 1/4"x2" washers

- Launching Gate:
- E 1 3/4"x1 3/4"x 24" pine
  - F 2 3/4"x 1 3/4"x18" pine
  - G 1 3/4"x 1 3/4"x 36" pine
  - H 8 1/4"x 3" wood dowels
  - J 4 1/4"x 5" wood dowels

- Fastenings:
- 6 2 2" strap hinges
  - 7 8 1/4" - 16 wire brads & white glue

- Miscellaneous:
- 600 ft. 50 Lb. test monofilament fishline; 3/17" or 1/4" rope -guy ropes



DETAIL OF LAUNCH GATE HINGE INSTALLATION. ADD WEIGHT TO BAR "E" TO HOLD FRAME HORIZONTAL (USE A SMALL C-CLAMP)



## SPACE DERBY

### Suggestions:

1. To stage the race, participants wind up their rubber-band rocket motors. Then they hook the rockets over the guide lines, centering the rockets between the vertical dowels and locking the propellers behind the horizontal dowels on the starting gate. Start the countdown and fire at "Zero" by lifting the rear of the starting-gate frame, thus releasing the rockets.
2. Run your race in heats, up to four contestants at a time. Cubs work hard on their rockets, so each boy gets to try at least twice instead of eliminating him from competition after the first race. For instance, in a 6-Cub den, try two heats of three boys each. The winner of each heat goes into the den finals. Then race the other four again with the winner competing with the other heat winners for the den championship and entry in pack finals.
3. Recruit dads as your flight operations team - two as starters (with green flags); two as judges (with checkered flags) and two as gatekeepers to line up the boys. Use other fathers as inspectors, scorekeepers and announcers.
4. Experienced rocket racers 'warm up' their space ships by gradually winding the rubber-band motors to full capacity. Try 50 turns first, then 100, 200 and so on. Release the propeller between each winding. Try some backyard runs on a length of monofilament line before competition.
5. Soak rubber bands in castor oil several days before the space derby. This prolongs the bands' life and power and will help eliminate breaking during the competition. Pack leaders should still have boxes of extra rubber bands and props handy for emergencies. Remember that it takes three rubber bands to fly the ship properly.
6. To save time, whenever a ship gives any trouble, pull it off the line and run it with the last heat. Allow boys to wind propellers before coming to the starting gate. Turn a spotlight briefly on each heat winner as his name is announced.

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

-Scouting Magazine

SEE "CUB SCOUT ACTIVITIES" BOOK FOR ADDITIONAL INFORMATION ON SPACE DERBY

## CUB SCOUT ROCKET DERBY

10-9-8-7-6-5-4-3-2-1-Lift Off! With these words you can launch your pack into a modern, exciting activity that is sure to become a most popular father-and-son project. The Akela 1 Rocket is fun to build, and even more fun to fly. Boys make them and launch them. Fathers and leaders plan, supervise and stage the event. So don't wait. Here's how to start:

Preparation - The pack committee approves the activity; contacts local fire and police departments so all safety requirements are met and approved; establishes the date; and selects a capable committee of fathers, representing all the dens, plus additional adults. Decide whether boys' kits are to be provided by the pack or sold to the adults from each family. Each den will need a BSA Power-Pad Launching System, No. 1657. Be sure everyone knows that model rockets are not fireworks.

Rocket Derby Committee - Publicize your rocket derby. Invite the public. Arrange for a photographer. Recruit adults to divide items in the 8-Pak Model Rocket Derby Kit, No. 1655, into individual envelopes. Select the site. Secure a written permit for the site. Arrange location and set up of launchers for each den as shown in the leader's guide in the 8-Pak kit. Recruit and instruct 2-man adult teams to supervise each pad, control motor supply, and assist boy in preparing for lift-off to avoid long waits. Team members should be trained in advance. They arrange a demonstration to the whole pack a month in advance so all understand procedure.

Registration and inspection teams set up tables so they can record each boy's name and den, and number his rocket to identify it. Prepare crowd control lines and supervisors.

Recruit a starter, timers, and judges as needed. Develop contests from the leader's guide. Keep it fun. Add competitive events later. Launching his rocket will be the main attraction for the boys. Appoint a recovery crew to help boys retrieve rockets after all have been fired. Develop rules and information sheets for each family to have at the previous month's pack meeting.

Plan and create some imaginative, meaningful awards for the boys, such as the Rocket Derby medals or trophies (available through Scout Service Center). Each boy who participates or achieves a successful launch should receive some type of recognition. Special appreciation should be shown to all helpers.

### Derby Procedure

- At den meetings introduce kit and review derby plan. Start construction. Each boy needs a box or mailing tube to protect his rocket. If possible, involve families in assembly and decoration.
- At pack meeting derby committee teams set up in advance.
- Displays and opening activities (flag ceremony, song, guests, skits)
- Rocket launching (check-in, inspection, dens line up at their pads, launching teams help boys prepare motors to avoid waiting delays, flight control team begins launching, recovery crew supervises boys in reclaiming rockets)
- Additional flights organized where time allows.
- Recognitions and awards. (be sure to include regular advancements, closing ceremony and cleanup)



OFFICIAL CUB SCOUT ACTIVITY KIT  
**MODEL  
 ROCKET  
 DERBY**

# GENERAL INFORMATION

ADULT SUPERVISION REQUIRED FOR LAUNCHING MODEL ROCKETS!

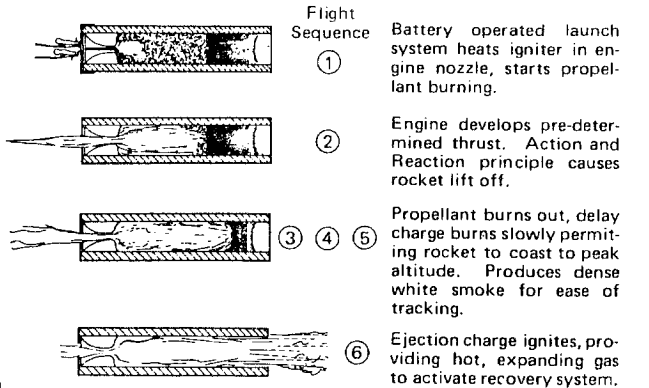
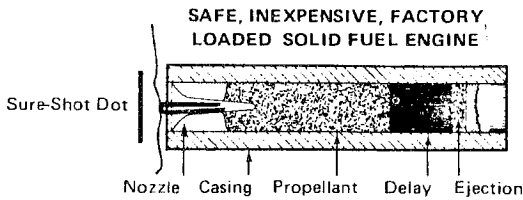
The Cub Scout Model Rocket Derby is a dynamic program that teaches valuable building skills basic scientific principles and builds character thru competition, while having fun.

Building the rockets (under the supervision of an adult who has read this general information sheet) is only the first of several rewarding projects! Cub Scouts can go on to build their own launch system using the instructions on page 4. Finally, Dens and whole Packs can have actual flying contests. The ENGINE PAK 24 is an accessory product which contains a CONTEST GUIDE and enough engines and igniters for up to 8 Cub Scouts in three separate contests.

After the fun of assembly and contests are over, many Cub Scouts will want to take their rockets home for more fun on their own.

Further model rocketry information and supplies maybe found in hobby departments of most stores. All national brands of model rocket products contain complete instructions for proper use.

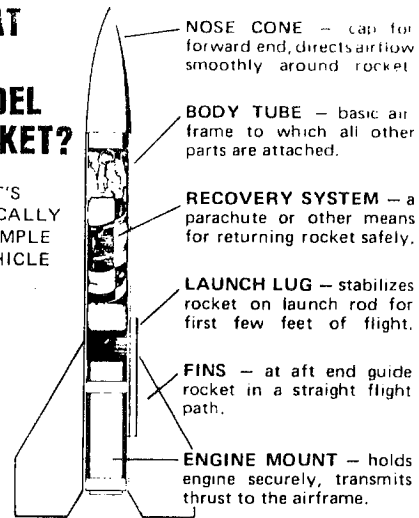
## HOW DO ENGINES WORK?



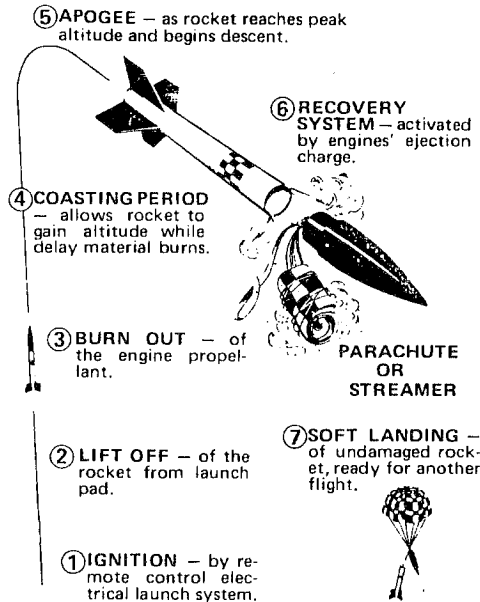
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## WHAT IS A MODEL ROCKET?

IT'S BASICALLY A SIMPLE VEHICLE



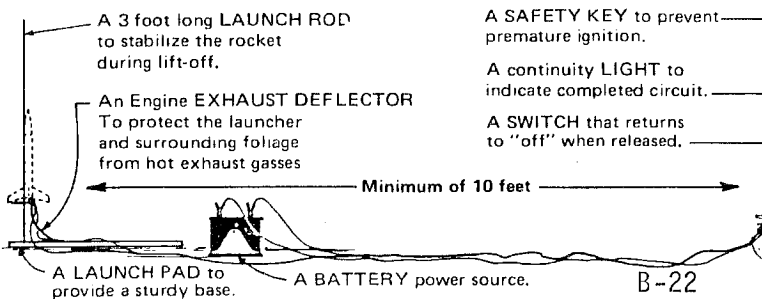
## HOW DOES IT WORK?



# MODEL ROCKET DERBY LAUNCH SYSTEM

Model rockets are launched only by remote-control electrical means. Inexpensive commercial launchers are readily available, and include all the necessary design features. However, you may wish to build your own. Here are some tips on building a safe, reliable launcher.

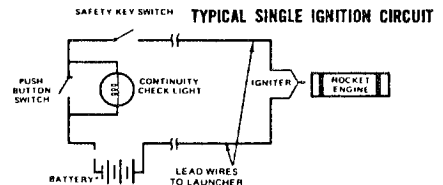
## WHAT A LAUNCH SYSTEM CONSISTS OF:



B-22

## HOW A LAUNCHER WORKS:

Model Rocket engines are specially designed so they can not be lit with a match, for obvious safety reasons. Electrical ignition works great, and is more realistic.



When the micro clips are hooked up to the engine igniter wires and the safety key switch turned "ON", the continuity light should be lit, thus informing you that the firing circuit is properly hooked up and ready to go. By pushing the button, the electric current passes through the switch instead of being "used up" by the light bulb. The full current is then routed to the igniter wire which in turn glows red hot and ignites the model rocket engine. If the engine does not ignite, read the trouble-shooting remarks that are on the instruction sheet you receive with your engines.

## PINEWOOD DERBY RULES

1. All cars must pass inspection to qualify for the race:

### Inspection Points

- a. Car must have been made this year.
  - b. Width shall not exceed 2 3/4 inches.
  - c. Length shall not exceed 7 3/8 inches.
  - d. Weight shall not exceed 5 ounces.
  - e. Axles, wheels, and body wood shall be as provided in kit.
  - f. Wheel bearings, washers, and bushing are prohibited.
  - g. The car shall not ride on any kind or type of springs.
  - h. Details added must be within length, width and weight limits.
  - i. The car must be free-wheeling with no starting devices.
  - j. No loose materials of any kind are allowed in the car (such as lead shot)
  - k. The official number must be clearly marked or visible on both sides of the car.
2. Each heat will be announced. Drivers will report to the starting line and place their cars on the track. All other persons must remain behind the barrier.
  3. The starter will make sure the cars are on the track properly and then start the race.
  4. The starter and drivers will then report to the finish line to record results.
  5. The car whose nose is first over the finish line is the winner. Place spotters will pick 1st, 2nd, 3rd, and 4th places.
  6. If a car leaves the track, runs out of its lane, interferes with another car or loses an axle, etc. the heat will be run over. If the same car gets into trouble on the second run, the contestant automatically loses that race. If, on the second run, another car is interfered with, the heat will be run a third time but without the car that was disqualified.
  7. When the results of each heat are recorded, the drivers will take their cars and return to their seats.
  8. Awards will be announced shortly after the heat for which awards are to be given. The drivers and their dads will report to the stage for the awards as their names are called.
  9. There are a total of \_\_\_\_\_ heats and \_\_\_\_\_ awards to be given. Den winners will be determined first. The first four places from each den will advance to the pack championship heats. The remaining drivers will participate in consolation heats.

MAY THE BEST CAR WIN!

(SUGGESTION: Modify these rules to fit your needs and furnish a copy to every boy participating in the race, at the same time he is issued his pinewood derby car kit)

PINEWOOD DERBY RACE PROCEDURE

1. Register cars.
2. Inspect cars or reinspect cars which previously failed inspection.
3. Race control assigns heats.
4. Race control provides Cubmaster with heat card.
5. Cubmaster announces race and passes heat card to starter.
6. Starter assembles drivers and cars and starts race.
7. Place-spotters remove appropriate car from track.
8. Starter and drivers report to finish line. Starter records race results on heat card.
9. Drivers take cars and return to seats.
10. Starter returns heat card to race control.
11. Race control posts heat results on master control sheet; places the appropriate awards with heat card; and passes heat card and awards to Cubmaster.
12. Cubmaster presents awards; initials heat card to indicate that awards have been presented; and returns heat card to race control. If no awards, Cubmaster announces race results and returns card to race control.

SAMPLE HEAT CARD

Heat Number \_\_\_\_\_

Track Number \_\_\_\_\_

Driver's Name

Car #

Place

---

---

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---

Awards for this heat \_\_\_\_\_

Awards presented (initial) \_\_\_\_\_

PINEWOOD DERBY CHECK SHEET

<u>TASK</u>	<u>ASSIGNED TO</u>
1. <u>Pinewood Derby Chairman</u>	_____
2. <u>Date, Time, Place</u> (Includes all arrangements for place to hold race, and for publicity)	_____
3. <u>Purchase &amp; Distribution of Derby Kits</u> (Equipment chairman is assigned to purchase the required number of kits for the entire pack and distribute them to the den leaders)	_____
4. <u>Collect Money for Kits</u> (Den leaders sell kits to boys. Treasurer has responsibility to collect money from the den leaders)	_____
5. <u>Pinewood Derby Track</u> (Includes all arrangements necessary to provide a track, including setting up the track at race time. Tracks can be borrowed from another pack, or you can construct one of your own.)	_____
6. <u>Race Organization</u> (Includes all activities necessary to determine race procedures, the type of race, the heat structure, how many heats, the type and number of awards. This person also serves as 'race control' at race time)	_____
7. <u>Procurement of Awards</u> (Responsible for purchasing the required awards, including arrangements for the necessary engraving)	_____
8. <u>Rules, Registration, Inspection Team</u> (Determine all rules for registration and inspection of cars at race time, as well as rules for running the race. Responsible for registration and inspection, including assignment of numbers to each car. Assist 'race-control' person.	_____
9. <u>Starter</u> (Align cars properly on track and start each heat)	_____
10. <u>Place-Spotters</u> (Work at finish line to pick winners of each heat)	_____
	1st _____
	2nd _____
	3rd _____
	4th _____
11. <u>Announcer &amp; Awards Presentation</u> (announces each heat and presents awards)	_____

## PINEWOOD DERBY SUGGESTIONS

1. A simple method of inspecting the length and width of each car is to construct a box, measuring  $2 \frac{3}{4}$ " X  $7 \frac{3}{8}$ " X  $1 \frac{1}{2}$ ". If the car fits in the box, it passes that part of the inspection. (This saves measuring each car individually) A small postage scale which measures ounces can be used for weighing the cars.
2. Have a pre-race inspection of cars about one week before the race to catch all possible problems before race time. This minimizes disqualifications and disappointments at race time.
3. Pre-establish numbers by den (i.e. Den #1 numbers 1 thru 10; Den #2 numbers 11 thru 20, etc.) Since some cars will, without fail, have a number problem or have no number at all at race time, numbers can be printed on tape and stuck on the cars as they are registered.
4. Have numbers pre-established on registration form. Register drivers opposite their assigned number on form. This will automatically eliminate duplicate numbers, and will group drivers by den.
5. Car numbers can be posted to den race sheets in advance and adjusted for actual entrants after registration. Heat numbers and their awards can also be filled out in advance on the heat cards. This will save time.
6. Have some activity planned for about 15 minutes after completion of the registration, to allow time to organize den heats.
7. Determine den heats and fill out heat cards from den race sheets and registration sheet.
8. Run den heats and determine finalists for each den. If 4 or less drivers to a den, run one heat plus a final so everyone gets to run nearly the same number of times.
9. Run the den finals at one time, one right after the other, after all den elimination heats are completed.
10. Have some activity planned for about 10 minutes after completion of the den finals to allow for organization of consolation and pack heats.
11. Run consolation heats through semi-finals. Split consolation heats up the same way as pack heats so the same cars don't race against each other as often.
12. Run pack championship heats through semi-finals.
13. Take a five-minute break or something!
14. Run consolation final.
15. Run pack championship final.

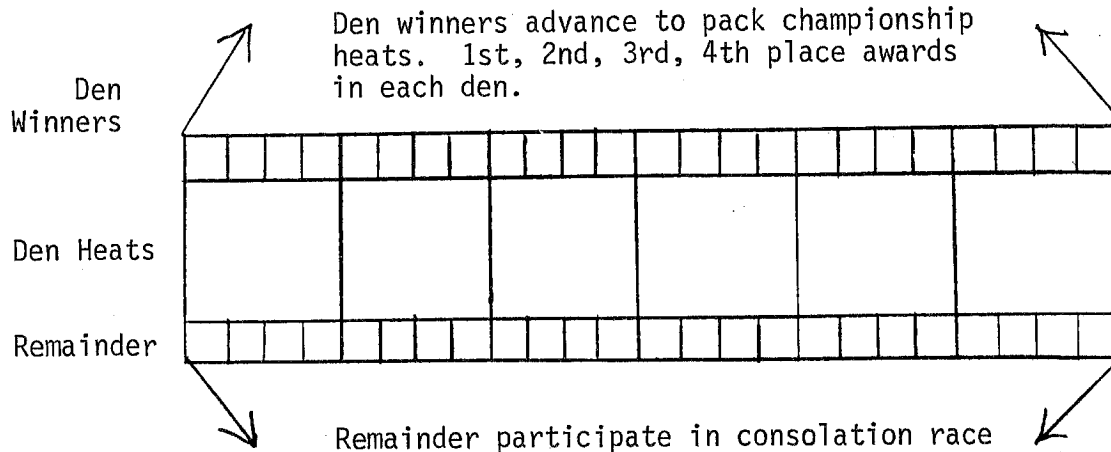
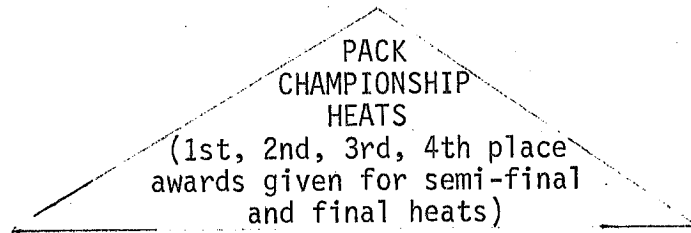
PINEWOOD DERBY SUGGESTIONS (continued)

16. Time Table: Set up track and chairs from 6:00 - 6:30  
Begin registration at 6:30  
Complete registration at 7:15  
First race at 7:30  
(Use similar timing for daytime race)
  17. Awards. Consolation drivers should not receive more awards than the first four place drivers in each den. Also, try to have consolation ribbons or prizes.  
  
Den Awards. Cup and 1st place ribbon for winner. 2nd, 3rd, and 4th place ribbons.  
  
Consolation Awards. 3rd and 4th place ribbons in each heat with 1st and 2nd place winners advancing to next tier of heats. Thus, as each driver is eliminated, he receives a ribbon.  
  
Award 1st, 2nd, 3rd and 4th place ribbons in the first tier of heats and in the final heats only. This way the 4 finalists will be the only ones receiving two ribbons.  
  
Either of these methods lets each boy in the consolation races feel like he has won an award rather than simply being given a participation ribbon after one race.  
  
Champion Awards. Large trophy for pack winner; smaller trophies for 2nd, 3rd, and 4th places. Also 1st, 2nd, 3rd and 4th place ribbons.
  18. If your trophies are to be engraved, it is more economical to buy your trophies from the establishment doing the engraving, since it may be done at no extra cost or at least at a minimum cost. Bought separately, the engraving will cost around 10¢ per letter.
  19. Consider using some sort of board to post race progress, such as with tags on hooks, to allow spectators to watch the race progress.
  20. Determine work assignments and hold special meeting a few days prior to the race to orient everyone to their job.
  21. Use a Polaroid camera to photograph finish. This simplifies picking winners in a close race, and the photo can be given to the winner.
  22. Try to arrange for judges from outside the pack to avoid parent problems when a boy doesn't win.
- NOTE: Check with your distributor for the new Pinewood Derby Grand Prix car kits with wide wheels. These cars fit the old tracks.



PINEWOOD DERBY

PINEWOOD DERBY  
RACE  
ORGANIZATION



(1st, 2nd, 3rd, 4th, place awards given for each heat in first tier of heats and for final heat)

CONSOLATION  
RACE  
HEATS

CONSOLATION  
WINNER

This organization allows a maximum number of races for each boy and each boy to win an award.

A 4-lane track is best to provide the best compromise between the time problem and the number of races per boy. The faster cars will run more races.

NOTE: See "Cub Scout Activities" book for further information on planning and running the Pinewood Derby.

## KITE DERBY

A kite derby can be a special activity, on either a den or pack basis. If you are planning one, be sure to announce it far enough ahead of time for the boys to make their kites, know the rules and the events scheduled. On the day of the derby you will need an open field, judges and an announcer.

There may be several classifications of kites; box, tailless, those with tails, etc.

### Entrance Requirements:

1. All kites are dad-and-son made.
2. Each entrant may have his dad help get the kite into the air and help catch it when it comes down.
3. A kite must fly in order to be eligible for prizes.
4. No restrictions on materials used on construction of kites except no fighting kites (glass, razor blades, etc. not permitted)
5. No wire flight lines permitted.
6. Kites in power lines are lost and not to be retrieved.
7. Kites may be adjusted and modified at any time during the derby.

### Pre-Flight Judging:

Prizes for:

Smallest kite  
Largest kite  
Funniest kite  
Prettiest kite  
Most unusual kite  
Strangest kite  
Best craftsmanship kite

### Judging While in Flight:

First kite in air  
Highest after 5 minutes  
Highest after 15 minutes  
Most stable flying  
Most graceful in air  
Fastest climbing  
Best sportsmanship (boy)  
Most persistent flyer (boy)

You might want to include events in the derby such as 100-yard dash with kites being flown at the end of a 100-yard kite string; an altitude race; etc.

SEE "CUB SCOUT ACTIVITIES" BOOK FOR MORE INFORMATION ON KITE DERBY.

SEE CRAFTS SECTION OF THIS BOOK FOR INSTRUCTIONS ON MAKING KITES.



## PACK CUBMOBILE DERBY

Planning for the pack cubmobile derby should be done well in advance. Each family should be furnished with information sheets listing rules, awards, procedures, and building specifications for the cars. This will help prevent misunderstandings.

Derby Committees: Dads will be needed for the program committee, inspection team, registration team, track operations team and as jack-of all trades.  
Program Committee: This committee plans a snappy opening (ribbon and scissors are used for the ceremony), sets up an awards platform for presenting awards, provides for crowd control, strings penants for decorations, and secures a public-address system or bull-horns.

Inspection Team: The responsibilities of this team include. (1) making a jig of cardboard or wood to check overall dimensions; (2) checking for correct attachments and safety requirements; and (3) numbering each car.

Registration Team: Men are needed to (1) enter car numbers and names of entries for each run on a tally sheet (leaving space for time for each car); (2) determine final standing of each car and present awards; and (3) announce fastest times.

Track Operations Team: Includes starters (two men with green flags); judges (two men with checkered flags); gatekeepers (two men to line up cars); times (one man for each car)

Jacks-of-all-Trades: Other dads are assigned to (1) set up signs and tables for awards: (2) set up ramp and mark lanes in street: (3) make a large sign to hang above awards platform; (4) rope off racing area where necessary; (5) provide ribbons for winners for preliminary heats.

Preparing the Track: Get a permit from the city, county or park officials to use a smooth-surfaced hill that is neither too long nor too steep. Permission should be obtained for closing the street during the derby. If possible, the lanes for each Cubmobile should be marked off with crepe paper or chalk. (for safety, Cubs should be instructed to stay in their lanes) Usually a ramp is set up to start the cars. They start from a standstill by force of gravity, running down the ramp and the slope to the finish line. No pushing or pumping with the feet is allowed. It would be wise to have a first aid kit handy.

Prizes: Each boy who participates should receive an award, The committee can determine how many placement ribbons will be given (or other prizes such as loving cups, Scout equipment, etc. ) and the remaining Cubs can be given a participation certificate.

SEE "CUB SCOUT ACTIVITIES" BOOK FOR ADDITIONAL INFORMATION ON  
CUBMOBILE DERBY

(continued on following page)

## PACK CUBMOBILE DERBY (continued)

### Building and Operating Specifications:

These are the specifications for Cubmobiles:

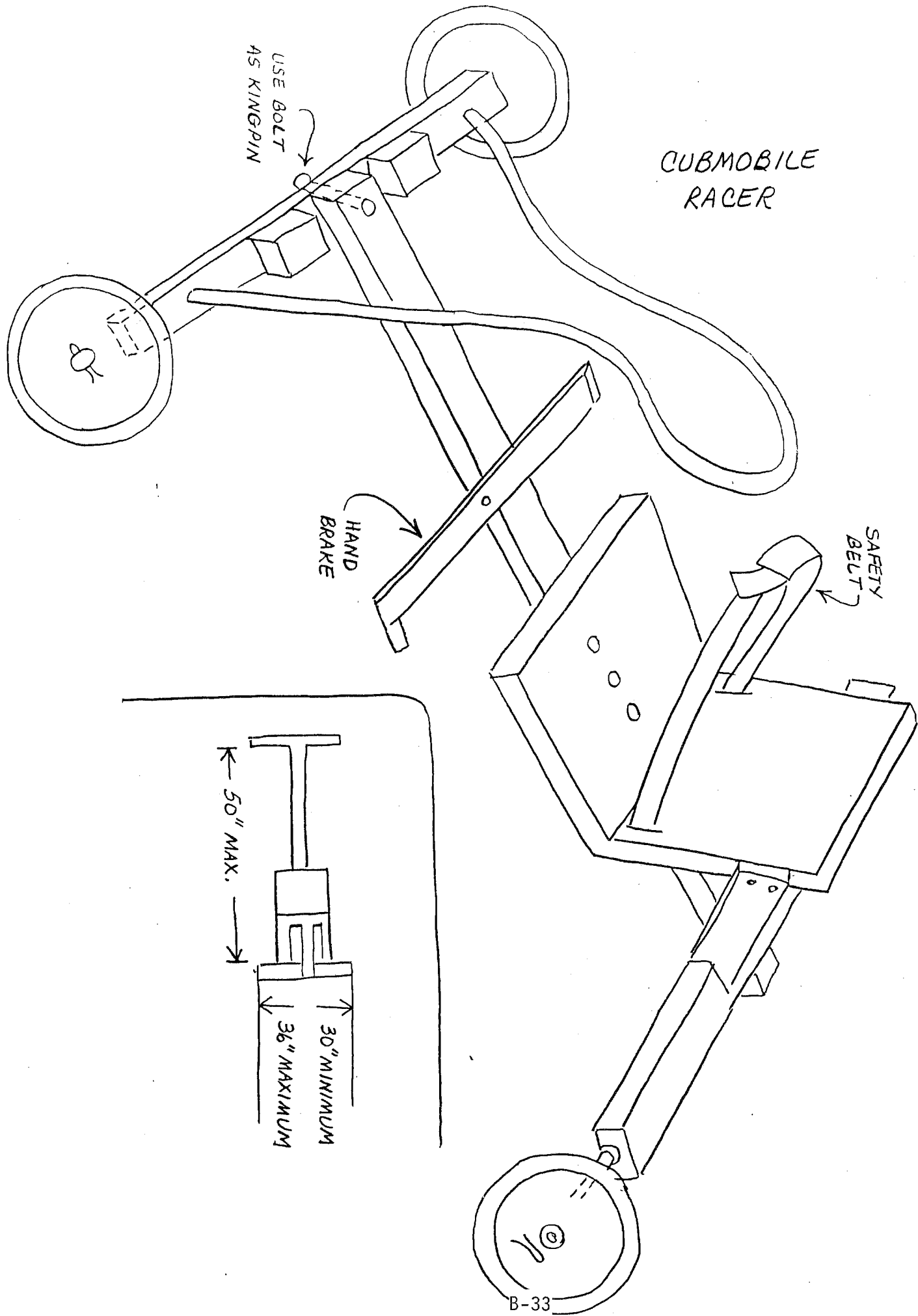
1. Wheels must not exceed 12 inches in diameter.
2. All wheels must be equipped with solid rubber tires.
3. Car frame is to be made from 2X4 construction lumber.
4. Use roundhead 1/4-inch bolts to hold frame: screws are a second choice. Nails will work loose.
5. All cars will have a seat and braced backrest, placed so a boy can steer comfortably with his feet.
6. Steering is done with the feet which are placed on the front axle: also by holding with the hands a rope fastened to the front axle.
7. If threaded axles are used, the nuts shall be secured with cotter pins or wire.
8. Cars will be equipped with an adequate safety belt securely fastened to the main backbone of the car.
9. Each Cub Scout, while participating in the race, will wear a protective head covering such as a football helmet, racing helmet or construction "hard hat".
10. The overall length of the car is to be a maximum of 5 feet: the wheel base a maximum of 4 feet. The wheel read may vary from 30 to 36 inches.
11. Cars are to be equipped with a handbrake with its rubbing surface faced with a rubber material such as a strip of old tire. This, when dragged on the ground, will stop the car.
12. During the race two 2X4 blocks fastened 1/2 inch from centerboard will limit turning radius.
13. Suggested track length is about 150 feet with additional stopping space available.
14. Equip starter with green flag and the finish-judge with checkered flag.
15. Cars start from a standstill by means of gravity. A ramp is usually used. This may be as simple or elaborate as the committee wishes. Sheets of heavy plywood are effective and usually can be rented. This eliminates need for storage. Consider safety when determining pitch of the starting ramp.

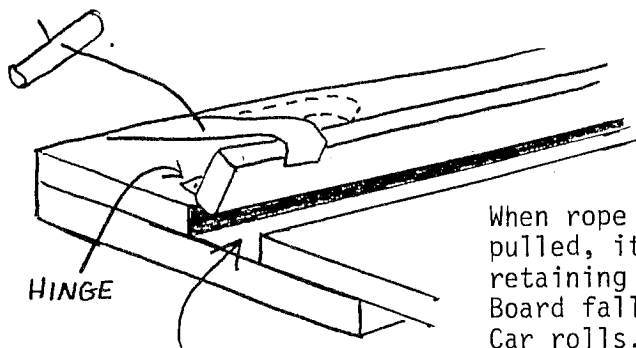
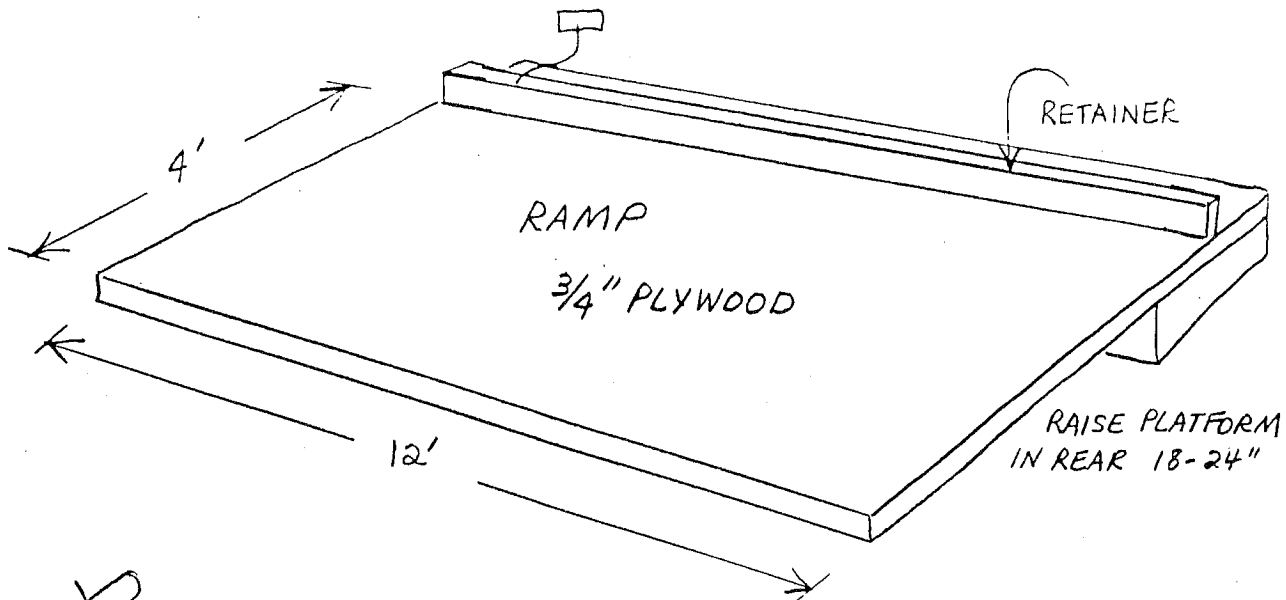
### Instructions for Contestants and Parents:

1. The derby is run in heats. Each den has one racer, and each boy in the den races the car once. The den with the best average racing time wins.
2. Cub Scouts bring car to the inspection station where it is checked and numbered.
3. Car and drivers then go to the registration table where names and car are checked on the heat schedule.
4. As his name is called by the announcer, each Cub Scout enters through the gate and is helped into his car. Seat belt is fastened.
5. After each heat, winners go to the awards platform.

-Scouting Magazine

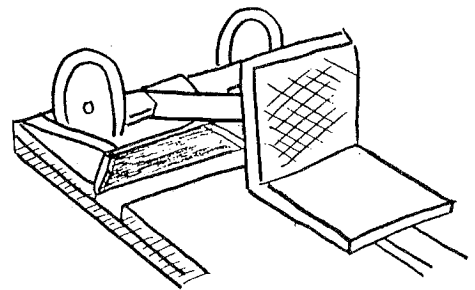
# CUBMOBILE RACER





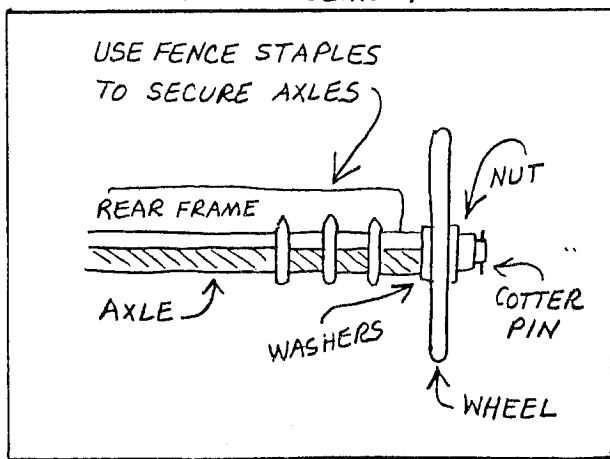
Bar falls into space allowing car to roll.

When rope is pulled, it releases retaining board. Board falls. Car rolls.

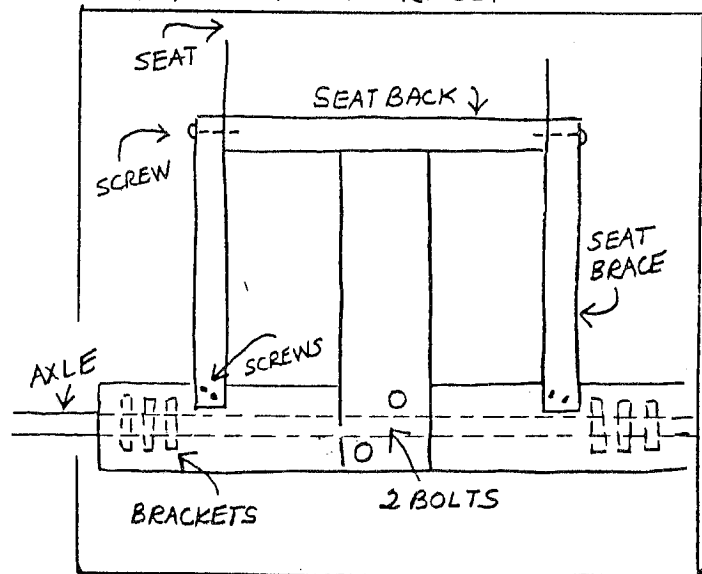


Back wheels are held by bar until released.

WHEEL ASSEMBLY



TOP VIEW OF RACER



## COUNCIL CUB SCOUT PHYSICAL FITNESS PROGRAM

Pack Physical Fitness Championships (or Pack Olympics) can be held when the Cub Scout theme is "Muscle Builders". A winning team, composed of three boys (one 8, one 9 and one 10-year old, as of Sept. 30, 1977, is determined by the total scores in all five events. This team will be your pack entry in the Council Cub Scout Physical Fitness competition later in the year.

Each Cub Scout or Webelos Scout will participate in five events. In order to be as equitable as possible, and yet kept simple, points will be given to each participant as follows;

Softball Throw - 1 point for each foot of softball throw.

Modified Push-Ups - 2 points for each push-up in one minute.

Modified Sit-Ups - 2 points for each sit-up in one minute.

Standing Broad Jump - 1 point for each inch of the broad jump.

Fifty Yard Dash - runoff on time basis - 1st place, 100 points; 2nd place, 90 points; 3rd place, 80 points; 4th place, 70 points; 5th place, 60 points.

To the winner of each event, according to his age level, ten bonus points will be added to his score. Of the 150 points available, one boy could get as much as 50 bonus points if he excelled in all five of his events. The three boys with the highest scores in their age groups will make up the pack's winning team.

Standing Broad Jump - Boy stands with his feet comfortably apart with toes just behind takeoff line. He prepares for jumping with knees flexed and arms swinging in a rhythmical motion. He jumps, swinging arms forcefully forward and upward, taking off from the balls of his feet. His jump is measured from the takeoff line to the heel or any part of body that touches the surface nearer the takeoff line. Each boy has two tries - record the better of the two (to the nearest inch)

Softball Throw - Boy may run up to line and throw overhand the regulation 12-inch inseam, rubber and leather covered softball. He may throw two times and the better distance throw is the one that counts, measuring from the line to where the ball lands. If he crosses the line, that throw is disqualified.

Modified Push-Ups - Boy lies face down, legs together, hands on floor under shoulders with fingers pointing straight ahead. His partner holds his feet to the floor while each successful push-up is counted. Body is raised from the knees by straightening the arms, and body kept straight from knees to head, the weight being supported by hands and knees. Keeping body tense and straight, elbows should then be bent and chest touched to the floor, returning to original position. Judge holds a hand on the floor beneath the boy's chest and counts each time chest touches judge's hand. How many times in one minute.

Modified Sit-Ups - Boy lies on his back, fingers laced behind neck, with knees bent and feet flat on the floor, about one foot apart. Another boy holds his partner's feet to the floor while each successful sit-up is counted. The boy sits up, turning the trunk to the left, touching the right elbow with the left knee and returns to the starting position. He then sits up reversing the previous sit-up and touching the left elbow to the right knee and returns to starting position. He then sits up reversing the previous sit-up and touching the left elbow to the right knee and returns to starting position.



Judge holds a hand on the floor beneath the boy's back and counts each time the back touched the judge's hand. Each return to starting position counts as a sit-up. How many in one minute.

Fifty Yard Dash - Boy stands behind the starting line. On signal, the judge raises his hand. "On your mark" - all boys step forward to starting line. "Get set" - all boys assume starting position. "Go" - starter brings hand down quickly hitting his thigh at the same time. Boys leave the starting line and run the fifty yards. As they cross the finish line, the time is noted and recorded. (Note; Score first 5 boys to finish)

Sample Scorecard

PACK \_\_\_\_\_ PHYSICAL FITNESS COMPETITION

(Date)

Name of Boy \_\_\_\_\_ Age \_\_\_\_\_

Events	Score	Points
1. Softball Throw (1 point for each foot)	_____ ft.	_____
2. Push Ups (2 points for each in one minute)	_____	_____
3. Sit-Ups (2 points for each in one minute)	_____	_____
4. Standing Broad Jump (1 point for each inch)	_____ in.	_____
5. 50 Yard Dash		
1st - 100 points		
2nd - 90		
3rd - 80		
4th - 70		
5th - 60		
	Bonus Points	_____
	Total Points	_____

Judges \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

NOTE: Pack winning team will compete as a team in the Council Championship, not as individual contestants.

## PONY EXPRESS TRAIL RELAY

The Pony Express - an exciting relay race for daring young men and fast horses.

The course is laid out ( in the backyard or park) between St. Joseph, Missouri and Sacramento, California. Along the way are many of the hazards encountered on cross-country travel in the year 1860. Divide the group into two teams and each team into two pairs of riders (one to start and the other to relieve at South Pass, Wyoming - the half way station). To give everybody a chance to carry the mail, you may want to change riders more often or run the race as many times as is necessary to use up all the players. Like any obstacle race or treasure hunt, (and this is a little of both), the route must be laid out in advance of the race. Lay the course over as large an area as possible.

### DIRECTIONS FOR RIDERS

Start at St. Joseph Post Office at the sound of the cannon. On the signal, blow up a paper bag. Break it. Mount horse and proceed at a trot to the ferry. Dismount. Remove vest carefully and hang it up. Hop to the next station.

Rock Creek: Dismount. Remove shoes and socks and hold them in your hand. Carry horse over your shoulder while you "ford the creek" by walking through the pans of water. Once across the creek, dry your feet on a paper towel. Throw towel in wastebasket. Put on socks and shoes. Mount horse and take giant steps to next station.

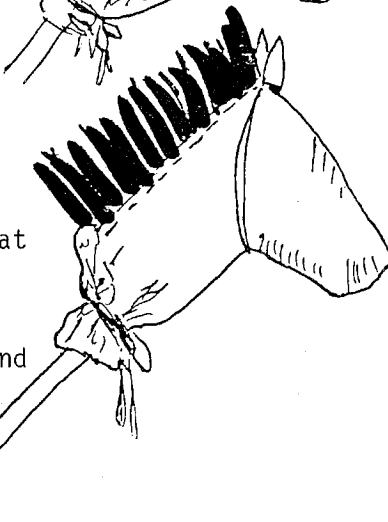
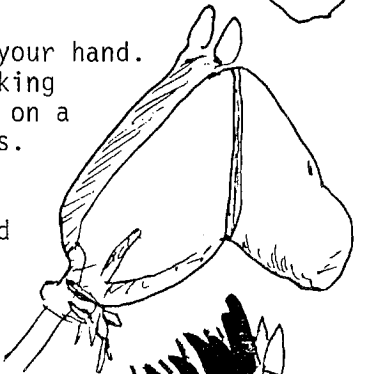
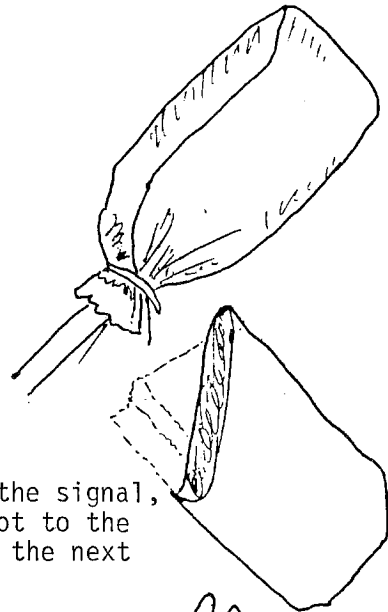
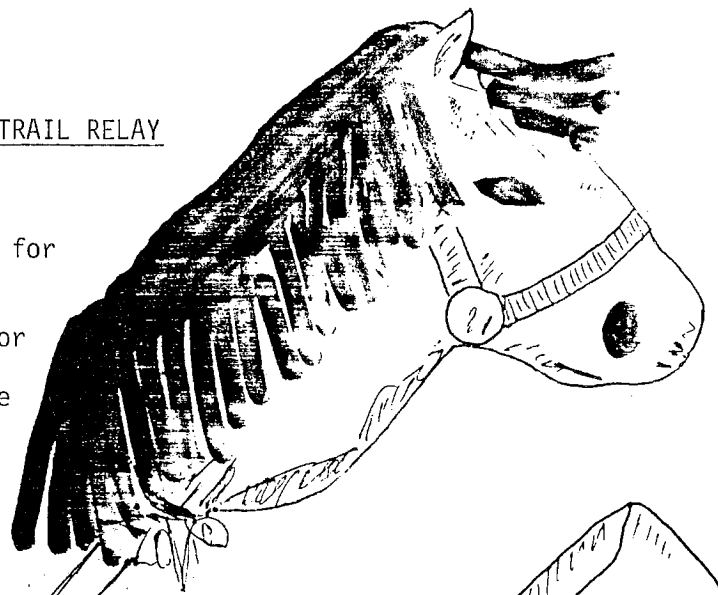
Fort Kearney: You are attacked by Indians and must circle around to avoid them. Turn around and around all the way to the next station.

Julesburg: You must follow a narrow mountain pass. Walk on the rope without falling off, all the way to the next station.

Fort Laramie: Go through narrow gorge by wriggling through the tire while on your horse. Walk to the next station.

South Pass: Change horses and riders. Proceed to next station at top speed.

Fort Bridger: Dismount. Sit down and eat a cracker. While the cracker is still in your mouth, whistle for your horse. Mount and continue at a gallop to next station.



Salt Lake City: Pick up a new saddle (pillow) and put it on horse. Continue on to the next station, skipping all the way.

Ruby: Dismount. Remove saddle (leave pillow at station) and walk horse to next station.

Cold Springs: Remount. Horse sees a rattlesnake. Rear up and buck to the next station.

Carson City: Dismount and put on vest left by other rider. Very rough terrain between this station and the next. Take 2 steps forward and 1 step back all the way.

Sacramento: (YOU MADE IT!) Dismount. Blow up your paper bag and break it to signal your safe arrival.

When the riders meet on the trail, the one who reaches the station between them first has the right of way. The other rider must wait for him to pass through the obstacles to the next station before continuing.

Each station should be marked with a sign indicating its location and name. Since the team riding west will wear red bandanas, their direction cards should be marked with a distinguishing Red Signal Dot. Mark the west-to-east team's cards with Green Signal Dots to match their bandanas. West to east the course is run in reverse with the directions changed accordingly.

#### EQUIP THE STATIONS

St. Joseph, Missouri and Sacramento, California: Have a supply of paper bags for the starting ceremonies.

Half way between the first two and the last two stations, hang a coat hanger on a bush, clothesline or whatever is handy.

Rock Creek Nebraska: Arrange several pans of water in two parallel rows with a good supply of paper towels and a wastebasket at both ends.

Between Julesburg, Colorado, and Ft. Laramie, Wyoming: Lay a rope on the ground in a straight line from one station to the other.

Ft. Laramie, Wyoming: Suspend a tire from a tree or post.

Ft. Bridger, Wyoming: Place a plate of crackers at the station.

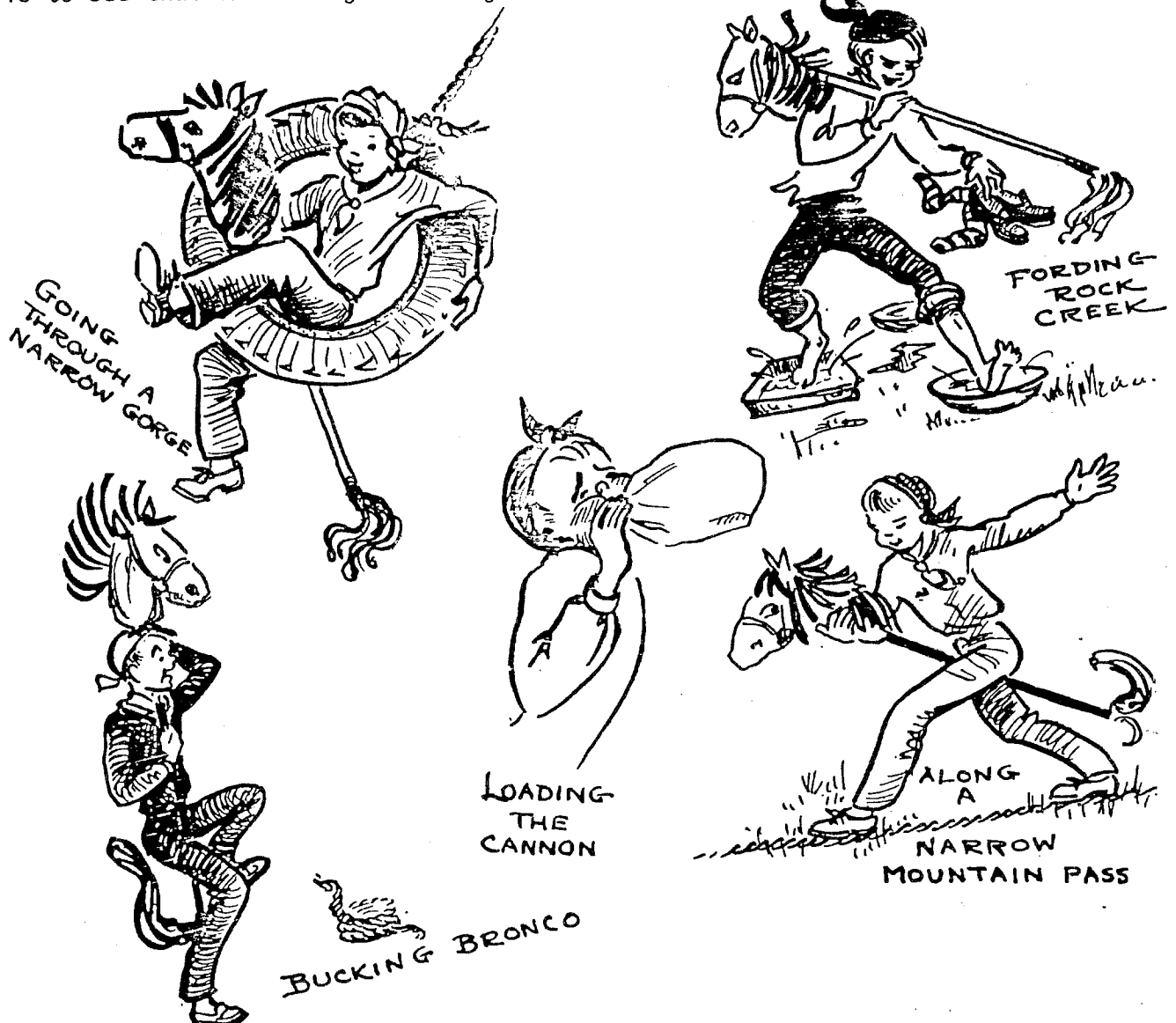
Salt Lake City, Utah: Have a supply of pillows at the station.

Ponies (2 for each team): Each team should make their own. Materials for each pony: 2 #12 paper bags, 2 rubber bands, 10" strip of Brown Crepe Paper cut across the fold, 1½yds. of Black Crepe Streamer, 2 large Gold Notarial Seals, 4" square of Pink and Black Gummed Crepe, a short piece of string, a bit of Masking Tape and access to a stapler.

Slip one of the paper bags over the "business end" of a broom and gather together at the base of the handle with short piece of string. Slit the other bag half way down one side and fold under in a curve to the top on the opposite edge to make a jaw line. Slip over the first bag at an angle to form the head. Slit

the top (uncut) side of the head bag about 6" and gather each side into an elastic band to form the ears. Staple head bag to neck bag at the base of the ears which you will of course trim to their proper shape. Push in the bottom of the head bag slightly like the blunt nose of a horse. Cut eyes from Black Gummed Crepe, nostrils from pink and stick in place. Add a bridle made of the Black Streamer folded in half lengthwise and decorate with Gold Notarial Seals. Mane: Cut off a 48" length of the Brown Crepe and fold it into thirds, lengthwise. Slash a coarse fringe along one edge. cutting with the grain to within 1" of the opposite edge. Staple the uncut edge into the pleat of the bag that forms the neck. Pull a few strands forward between the ears and staple to hold. Tail: Fold the remaining Brown Crepe to make a piece 16" long. Fold over several times to within 1" of the edge and slash a coarse fringe. Shake out the "tail" and wind it around the broom handle. Fasten with masking tape.

Rules of the Game: Measure all ponies' tails before the start of the race. Since the tails shouldn't be allowed to touch the ground, it is important that all tails be exactly the same length. If they are not, a little barbering is in order. All instruction cards should be followed exactly. Of course you can make up your own rules and vary the obstacles to suit you. The important thing is to see that the mail gets through!



## NATURE TRAIL

Pick a location in a park, a farm, camp or field and lay out your nature trail in advance. Mark each station with a number. Supply boys with maps of the nature trail showing them where they can locate each station. Also give them a score sheet such as the one below which they are to mark as they go from station to station.

Proceed to the starting point. Mark your score sheet as you go.

1. Near this spot there are several animal tracks. Identify one \_\_\_\_\_
2. Observe the effects of water erosion here. What did you see? \_\_\_\_\_  
\_\_\_\_\_
3. You are standing under a tree. Identify the tree. \_\_\_\_\_
4. Observe the large flowering bush. Smell the flowers. Look at the leaves. Can you identify the bush? \_\_\_\_\_
5. Near this spot is an insect home. Identify the insect. \_\_\_\_\_
6. Here you will find a square foot claim staked out. Write down all the things of nature you see in that area. \_\_\_\_\_  
\_\_\_\_\_
7. Pick up a leaf or a blade of grass and toss it in the air. From which direction is the wind blowing? \_\_\_\_\_
8. Did you see any wild life on your tour? What did you see? \_\_\_\_\_  
\_\_\_\_\_

## DIFFERENT KINDS OF HIKES

1. NATURE HIKES...for observation; for purposes of setting out bird feeding stations; to protect rare wild plants by killing pests; cut and clear trails; to remove dead trees; for listening.
2. GET-TOGETHER HIKES...two or more den hike to a location for games, stunts and fun.
3. TREASURE HIKES...a trail laid out with treasure at the end.
4. TRACKING AND TRAILING HIKES...one den stalks another.
5. HISTORICAL HIKES...to historical landmarks. Know the history of the spot before going.
6. PIONEER HIKES...carry no equipment. Improvise any equipment needed along the way and at the destination.
7. EXPLORING HIKES...Try a zig-zag hike. At first crossroad turn right; at second turn left, etc. Carry sack lunch and water.
8. RAIN HIKES...go dressed in raincoats for observation of nature in the rain.
9. BREAKFAST HIKES...reach the destination in time to see the sunrise, then cook breakfast.
10. HEADS-TAILS HIKE...toss a coin each time you reach a crossroads. Turn left if coin turns up heads..turn right if coin is tails.

## BICYCLE INSPECTION CHECKLIST

FRAME. Clean and not bent out of shape.

FRONT FORK. Clean and not bent out of shape.

STEERING BEARING. Well lubricated; turns freely with no binding.

PEDAL CRANK HANGER. Turns freely with no more than a barely perceptible play in the bearing.

PEDALS. Bearings well lubricated and adjusted to free movement with no more than a barely perceptible play. Pedals tightly screwed into crank. Badly worn treads replaced.

FENDERS. Clean. Tightly attached without rattling or rubbing against tires

WHEELS. Run true without wobbling. Wheel nuts tight.

WHEEL BEARINGS. Well lubricated and properly adjusted to move freely with only a barely perceptible play.

SPOKES. Tightened to a uniform tension.

TIRES. Properly inflated to recommended pressure. Good tread. Valves completely airtight.

RIMS. Free of dents or kinks.

CHAIN. Proper tension allowing 1/2 inch of play, clean oiled and wiped dry.

GEARING. Clean and oiled, with 3-speed gear adjusted to eliminate all slipping.

BRAKES. If Coaster - even braking; operates within a 20-degree back-pedaling motion.

If Hand - even braking; all nuts tight; minimum of 3/16 inch thickness of rubber on shoes. Front and rear brake each hold well without catching. Brake shoes aligned with rims and hit with a minimum movement of the hand controls.

CABLES, No frayed ends. No broken strands. All cables taut.

HANDLEBARS. Tightened securely. Grips not worn, fit snugly. Adjusted to comfort of rider.

SADDLE. Height adjusted to rider. Securely tightened.

LIGHTS. Front light visible for 500 feet. Generator or battery in good operating condition.

REAR RED REFLECTOR. Visible for 300 feet. Size meets local requirements.

ACCESSORIES. Well tightened and securely fastened.

Assign one dad to check 3 or 4 of the items. You'll need 7 or 8 dads for checking. Boy on bicycle moves from dad to dad, getting his list checked off.

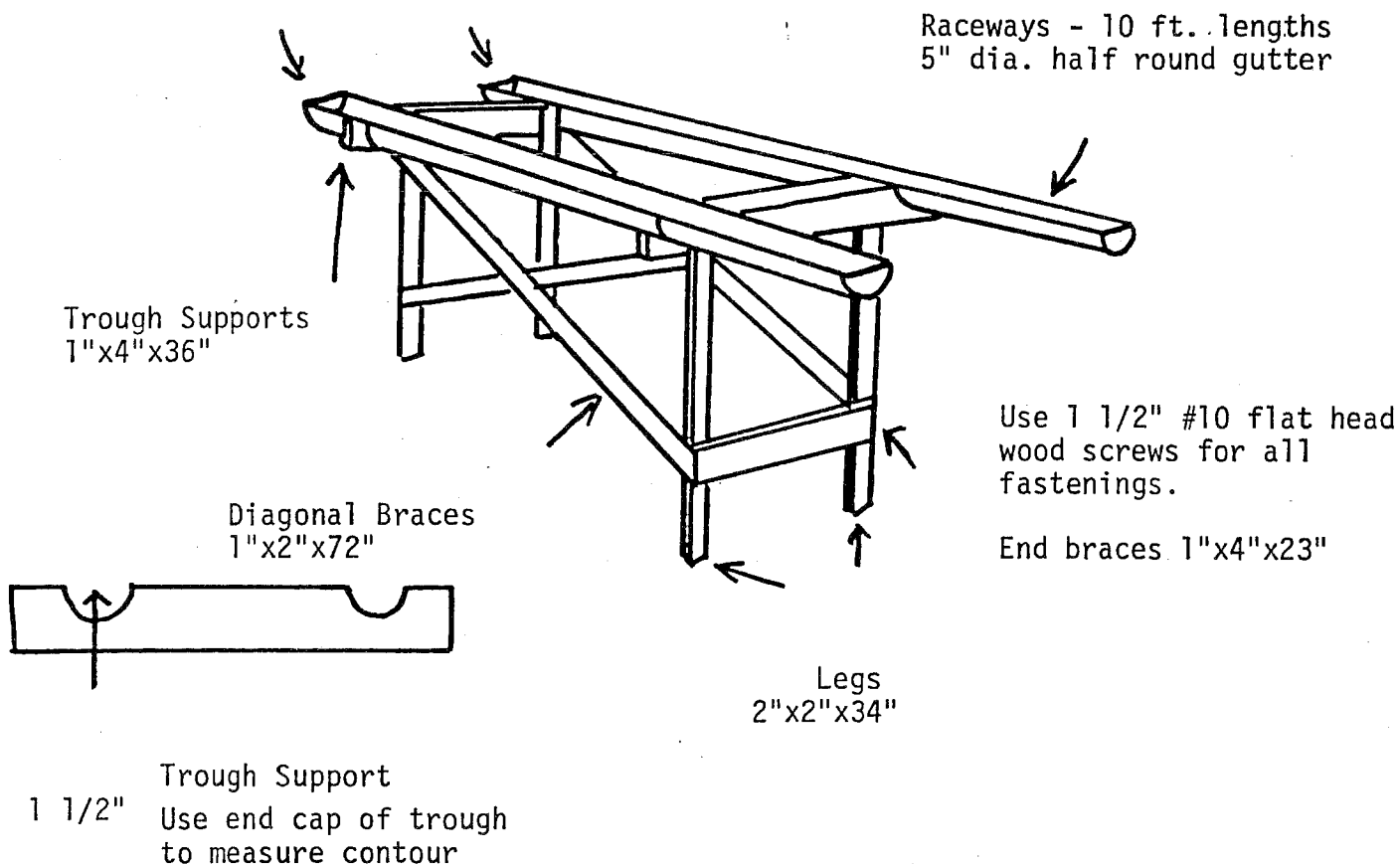
## RAINGUTTER REGATTA

(Also see Cub Scout Activities book for additional information)

Ahoy mates! You're watching the sailing regatta of the century! Although the 'seas' are only 10-foot lengths of rain trough, filled with water, and the ships are a mere six inches long, each race can be an exciting event. This is a very popular pack race. Each boy makes his own boat (with his dad's help) to enter in the race.

The raceway consists of a simple frame that supports two 10-foot lengths of rain trough filled with eight gallons of water. The frame is designed so that it can be assembled and disassembled quickly. The illustration below gives material sizes and fastening details.

Use 1/2" rivets or bolts to fasten end caps to trough - then seal joints inside with silicone bathtub sealing compound



### MATERIALS NEEDED FOR DOUBLE RACEWAY

- 2 10 ft. lengths of 5" dia. half round gutter
- 4 End caps for gutter - and rivets or bolts to attach end caps to gutter
- 2 Trough supports 1"x4"x36", cut so that gutter will fit snug
- 2 End braces - 1"x4"x23"
- 4 Diagonal braces - 1"x2"x72"
- 4 Legs - 2"x2"x34"
- 1 1/2 #10 flat head wood screws for all fastenings

CUB SCOUT OLYMPICS FOR RAINY DAYS  
(Den or Pack Activity)

Event 1 - "Shot Put"

Each Cub Scout is given 10 navy beans, which he attempts to throw into a quart jar from a chalk line on the ground.

Event 2 - "Hammer Throw"

An inflated balloon is tied to the end of a string. Each Cub Scout throws the "hammer" by the end of the string. One throwing the farthest wins.

Event 3 - "Football Game"

One team gets on each side of a table. Each side tries to blow a ping pong ball off opponent's side of table.

Event 4 - "Standing Broad Grin"

The width of the grins are measured by judges. Widest wins.

Event 5 - "Discus Throw"

A paper pie plate is thrown from a chalk line. Plate must be held flat in hand, and not sailed with thumb and fingers.

Event 6 - "Sixteen-pound put"

An inflated bag is put for distance, as though it were shot from the shoulder.

Event 7 - "Foot Race"

Each Cub Scout stands with one foot touching the other, heel and toe. The greatest aggregate length wins.

Event 8 - "Running High Whistle"

The Cub Scout who holds a whistled note the longest with one breath wins.

Event 9 - "Thirty-Inch Dash"

A piece of string 30 inches long, with a marshmallow at the end, is tacked on the wall. The Cub Scout who chews the string and reaches the marshmallow first wins.

Event 10 - "Feather Blow Relay"

Blow a feather 25 feet and return, touching off the next Cub Scout. The more the merrier for this event.

Event 11 - "Eating Race"

Give each Cub Scout two double crackers. The Cub Scout who can eat them all and whistle first, wins.

Event 12 - "Treasure Hunt Race"

Put a coin in a saucer of flour. Hands are barred. The first Cub Scout to get his coin wins.

Event 13 - "Running High Squeal"

Cub Scout who yells in a high and loud tone of voice for longest time wins.

Event 14 - "Fifty-Yard Swim"

Each Cub Scout hops on one foot, carrying a glass of water. First one over the finish line with the most water in his glass wins.



Event 15 - "Twenty-Foot Dash"

Roll lemons or hard-boiled eggs down the course and back, touching off the next man. Use a stick to roll the object.

Event 16 - "Bawl Game"

Cub Scout who makes the most noise for a given period wins.

Event 17 - "Fluff"

Carry feathers on a plate. Cub Scout must pick up any that drop.

Event 18 - "Relay of Bean"

Carry beans, one at a time, between matchsticks or toothpicks, or on a knife.

Event 19 - "Water-Drinking Relay"

One Cub Scout feeds partner water with a spoon. First team to use all of water wins.

Event 20 - "Long Glum"

See which Cub Scout can stay sober longest, while everyone else tries to make him laugh.

Event 21 - "Balloon Blowing"

Give each Cub Scout a balloon to be blown up. First balloon to break wins.



Zoo Trail

A new Council program developed by Dr. Gene Fingerlin for Cub Scouts is now available. The purpose of the program is to provide meaningful educational experiences in observing 200 animals at the Tulsa Mohawk Park Zoo, and to help Cub Scouts learn about identification of some of the zoo animals.

The attractive Zoo Trails patch pictured can be earned by Cub Scouts completing the following requirements:

1. Tour and observe most areas of the Tulsa Mohawk Zoo.
2. Pick up litter as you tour the Tulsa Mohawk Zoo.
3. Identify 20 different kinds of animals and give the main part of the world they come from to your group leader.

Names of the boys earning the patches should be submitted on the Advancement Report that is turned in to the Council Service Center.

## RECYCLING: HERE'S WHERE TO DO IT

On a Saturday eleven Cub Scouts from Pack 90 at Kerr Elementary School, joined by five second grade Bluebirds, collected trash for two hours between Mingo and Garnett Roads along 11th Street. They covered all of the north side and half of the south side.

Here is what they found:

- 186 aluminum cans.
- 188 other cans.
- 9 returnable bottles.
- 85 other bottles.
- 32 leaf bags of trash.
- a quarter of a pickup bed of loose items, including a license plate, saw blade, one sock, one glove, complete bicycle frame, complete outdoor electrical outlet box; refrigerator ice cube tray, 3x5 foot "for sale" sign, auto tire, auto battery, chrome side mount exhaust pipe.

Recycling can be a money making hobby or a medium income business depending on how you go about it. The following is a "how to" guide on recycling various products.

### ALUMINUM

Beer cans and soft drink cans are the most easily found and recyclable form of aluminum.

As long as they're all aluminum, they can be sold for 15 cents per pound. A good way to make sure they're all aluminum is to carry a small magnet with you when you go out collecting - magnets do not stick to aluminum.

It takes 23 beer cans to make a pound. They're easier to store when flattened. You can do this by foot, sledge hammer, or levered masher, and keep them until you get 20-30 pounds to make your sales trip worthwhile.

Ford Distributing Co., 1223 S. 71st St., Tulsa, buys all aluminum cans Tuesday, Thursdays and Saturdays 9 a.m. until 3 p.m.

The company also operates a mobile unit in the following locations: Monday - NeMar Shopping Center, Claremore; Tuesday - Oklahoma Fair Grounds, Collinsville; Wednesday - Fire Department parking lot, Bristow; Thursday - front of City Hall, Beggs; and Friday - Gibsons Discount Center, Sapulpa. The unit's hours are 11 a.m. until 5 p.m.

Ford Distributing also pays a penny per bottle for undamaged Coors beer bottles.

The Reynolds Aluminum Co., of Oklahoma City, operates a mobile unit in Tulsa for buying aluminum beer cans and other all aluminum products. The unit is stationed at the following shopping centers on: Fridays - Target Store, 21st and Yale, 10 a.m. until noon, and Springdale Shopping Center, Pine and Lewis, 1:30 - 4:30 p.m.; and Saturdays - Meadowood Center, 9226 Admiral Place, 10 a.m. til noon, and Country Club Plaza, 51st and Harvard, 1:30 - 4:30 p.m.

### Glass

Four companies in Oklahoma buy used glass - as long as it is separated according to color. If you collect it you'll need four containers, for clear, green, amber and blue glass.

None of the companies will buy window pane glass or auto glass because it's made from a different formula than food jar glass. The glass can be broken or in its original shape and all metal neck rings should be removed. The labels need not be removed. All four companies pay a penny per pound for glass.

The companies are listed below with their buying schedules.

Liberty Glass, 900 N. Mission St., Sapulpa, buys glass 8 a.m. to 5 p.m. weekdays and 8 a.m. until noon on Saturday.

Kerr Glass Manufacturing Co., at Main and Morrow Road, Sand Springs, buys it noon till 4:30 p.m. weekdays and 8 a.m. till noon Saturdays.

Ball Corporation, 800 S. Madison, Okmulgee, buys it Tuesdays through Fridays 8 a.m. till noon and 1-5 p.m. Saturday.

The two Brockway Glass Co. Inc. plants, Muskogee Street and Oklahoma 10, Muskogee; and 300 E. 4th St., Ada buy it Tuesdays and Thursdays 9 a.m. till 2 p.m.

#### Paper

Almost any type of paper product can be recycled, except those products with plastic or wax coatings. It is used to make building materials and new paper.

The Mid-Continent Paper Grading Co., 150 N. Lansing Ave., is the only company in Tulsa buying old newspapers and the like. The company pays 80 cents per hundred pounds of newspaper.

It also pays \$4.50 per hundred weight for used IBM cards in their original boxes and \$4.00 per hundred weight without the boxes.

Computer print-out paper (with the carbon paper removed) sells for \$1.25 per hundred pounds and the company pays 70 cents per hundred pounds for plain cardboard.

Other types of paper, in the company's "mixed paper" category (junk mail and office files) sells for ten cents per hundred pounds.

Two other companies - Muskogee Waste Paper Co. 428 N. Main St., Muskogee, and Miami Waste Paper Co., 202 D. NE, Miami, buy old newspapers for 40 cents per hundred weight and non-waxed cardboard for the same price.

- Condensed from the Tulsa World

DON'T PUT OFF TO TOMORROW WHAT YOU CAN DO TODAY, BECAUSE IF YOU ENJOY IT TODAY YOU CAN DO IT AGAIN TOMORROW.

## CUB SCOUT NATIONAL YOUTH REPRESENTATIVE

Each year, one Cub Scout who best meets the requirements listed below is selected by the national Cub Scouting Committee to be the Cub Scout Youth Representative for the Boy Scouts of America. He joins a Scout and an Explorer in traveling to the national headquarters of the B.S.A. and to Washington D.C. during B.S.A.'s anniversary celebration in February. He participates in a Congressional breakfast and assists in presenting to the President of the United States a highlights report of the B.S.A.'s performance for the previous year. The maximum age requirement is included to insure that the boy will still be active in Cub Scouting at the time he participates in the Washington D.C. ceremony the following February.

The nominee must:

- ... be a registered Cub Scout. He may be either Wolf, Bear or Webelos.
- ... be an active member of his pack.
- ... not have reached his 11th birthday by the following February 8th.
- ... have demonstrated practical citizenship in his church, school, Cub Scouting and community, i.e., participant in a communitywide service project, sports, active in his church, school, other groups, etc. The candidate must have demonstrated that he strives to live up to the ideals of Cub Scouting, to be able to express himself effectively and be personable in appearance.

Each pack has the opportunity to select a nominee for Cub Scout National Youth Representative. (Usually in spring or early summer)

One district representative is chosen from all the pack nominees.

The district representatives are interviewed by the Council Cub Scouting Committee, where one council representative is selected.

Our council representative is considered along with other council representatives in our area. The area representatives are considered in making the selection of a regional Cub Scout National Youth Representative. The regional nominees are then considered in making the national selection.

We know that you believe that all the Cub Scouts in your den or pack are outstanding young men. We believe that also. But the fact remains that only one boy in the nation can be selected to represent all other Cub Scouts in reporting to the President. We hope that this boy will belong to your pack!

THE REASON WHY MOST MEN DO NOT ACHIEVE MORE IS BECAUSE THEY DO NOT ATTEMPT MORE.

## POSITION STATEMENT

### CUB SCOUTING PROGRAM - CAMPING AND OUTDOOR ACTIVITIES POLICY BOY SCOUTS OF AMERICA

Outdoor emphasis is an integral part of the Boy Scouts of America Cub Scouting program, with the objective of keeping the outdoor activities of Cub Scout dens limited to the abilities and desires of the 8,9, and 10-year old boys. This includes family camping, Webelos dad-and-son overnights, backyard camping and Cub Scout Day Camp.

The Cub Scouting program was fully designed to meet the needs of the Cub Scout age boy. Knowing this, it is important to emphasize and use the program as designed. Premature offering of the Scouting program to Cub Scouts may result in our inability to keep boys in the program for satisfactory tenure. Progression from Cub Scouting to Scouting should present an exciting new experience rather than repeating a premature experience.

Our obligation is to maintain the stated policies and procedures of the Boy Scouts of America. Experimentation must have the approval of the National Cub Scouting Committee and the National Executive Board, in order to maintain the continuity and success of Cub Scouting throughout the United States.

OVERNIGHT CAMPING: Overnight camping on a den or pack basis is not permitted for 8 and 9 year-old Cub Scouts. (Cubmaster's Packbook, p. 245; Pack Committee Book, p. 21)

FAMILY CAMPING: Cub Scouting has for years encouraged family camping as well as backyard camping. (Cubmaster's Packbook, p.246; Pack Committee Book, p.21)

WEBELOS CAMPING: The Webelos Scouts are encouraged to have dad-and-son overnight experiences away from home. This is an important step in the transitional period from Cub Scouting to Scouting.

You must make sure that they are conducted with the health and safety of the boys in mind and that every boy is accompanied by his father. In those few cases where a boy has no father, the Webelos den leader should get some other dad to look after the boy.

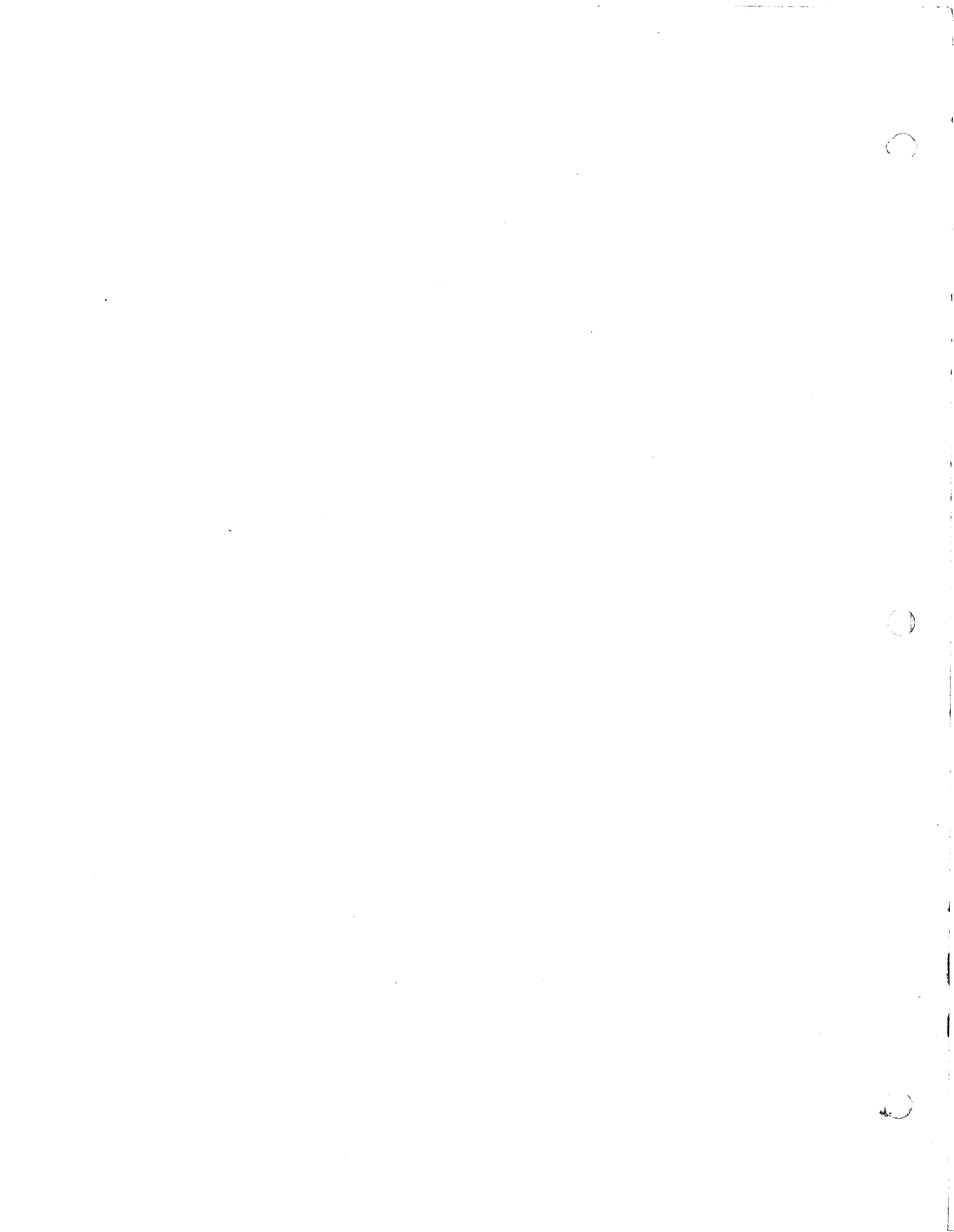
These Webelos den dad-and-son overnight experiences may be carried on with troops assisting and participating; however, district and/or council camping is not permitted for Webelos Scouts. (Cubmaster's Packbook, p. 246-7.)

BACKYARD CAMPING: Keep the outdoor activities of the Cub Scout dens limited to the abilities and desires of the 8 and 9 year old boy. Encourage the Cub Scouts to camp in their own backyards and to work on the electives related to outdooring that will prepare them for the more advanced hiking and camping they will find as 10-year olds in your Webelos den. (Cubmaster's Packbook, p. 246-7)

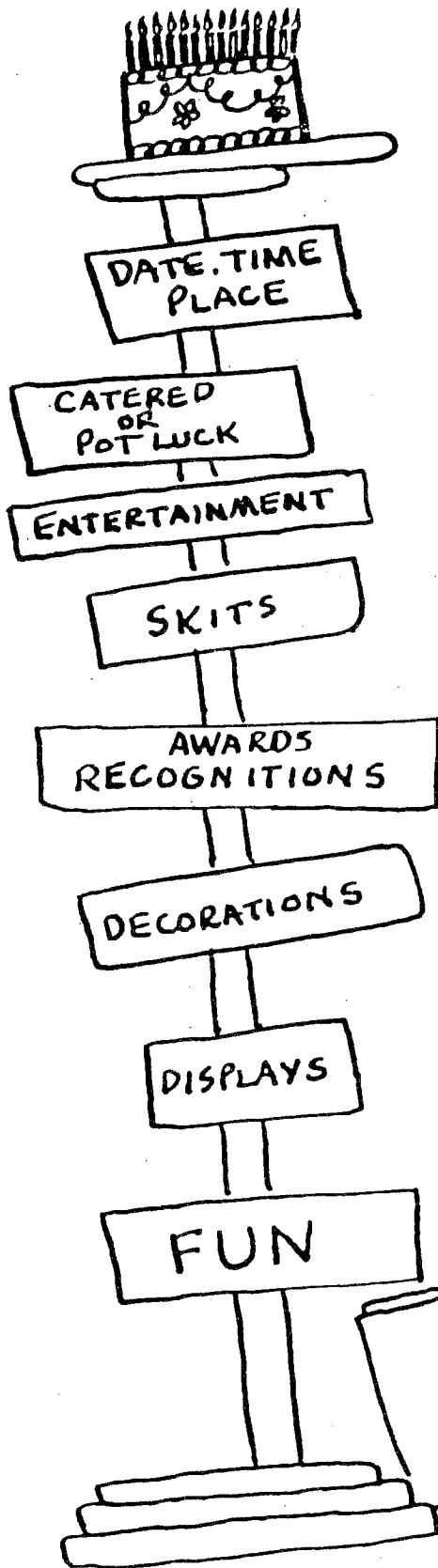
CUB SCOUT DAY CAMP: The National Cub Scouting Committee has recommended that the National Cub Scouting Division, working with Camping and Engineering Service, develop resource material to provide guidelines and helps to councils operating Cub Scout day camp programs, so they can provide and operate a more successful program to help Cub Scout packs. This recommendation has been properly approved by the National Program Committee. (Cub Scout Day Camp and Summer Activities #3815, inside cover.)



Blue and Gold



## WHAT IS A BLUE AND GOLD BANQUET?



A Blue and Gold banquet is really a birthday dinner for the whole Cub Scouting program - held during February, the anniversary month of the Boy Scouts of America. The Boy Scouts of America was organized in February 1910, and the Cub Scouts was organized 20 years later in 1930. February is also the birthmonth of Abraham Lincoln (February 12), George Washington (February 22) and Lord Baden-Powell (February 22). The pack's big celebration gets its name from the Cub Scout colors. These Blue and Gold banquets are held all during the month of February in many packs across the country.

Some packs make the dinner a potluck affair with each family bringing a covered dish, and other packs prefer buying the food, having it prepared by a mothers' committee and then prorating the cost among those attending the dinner. Still other packs choose to have their dinner catered. The plan of feeding is not important; it is the Cub Scouting that takes place during the preparation and the dinner that really counts.

Dens should sit together. Guests may be invited and are seated either at a head table, or with the dens.

Decorations may be as elaborate or as simple as you wish. Attractive menu cards or dinner programs can be made; place cards; centerpieces; place mats; nut cups and favors are all suggestions of things which might be used.

Cubs can take part in making decorations.

The dinner program should include entertainment from within the pack, rather than outside entertainment. Also don't forget the importance of recognizing advancement of the boys.



STEPS TO PLANNING A BLUE & GOLD BANQUET

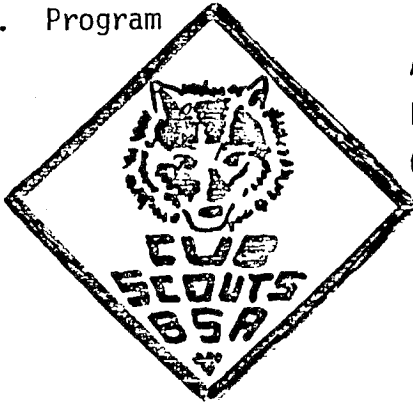
I. Select date, time, place

- A. Banquet often takes the place of the February pack meetings, although it is not necessarily held on the regular meeting night.
- B. In selecting place consider the following:
  - 1. Adequate space for seating and displays.
  - 2. Availability of parking space, restrooms, coat racks.
  - 3. Program needs, such as microphone, stage, etc.
  - 4. Convenience for food preparation and/or serving.
  - 5. Reserve meeting place well in advance.

II. Dinner Committee

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

III. Program



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

IV. Decorations

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

V. Publicity

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

**PUBLICITY**

**DECORATIONS**

**PROGRAM**

**DINNER COMMITTEE**

**DATE, TIME, PLACE**

TYPICAL BANQUET PROGRAM

Opening Ceremony  
Invocation  
Dinner  
Group Singing  
Welcome and Introduction of Guests  
Greetings from Head of Institution  
Den Skit or other Entertainment  
Review of Past Year  
Awards and Graduation Ceremonies  
Recognition of Leaders  
Announcements and Thanks  
Closing Ceremony

SUGGESTED GUEST LIST

Many packs invite guests from outside the pack to their banquets. Guests may be sent invitations by letter. Here are some people you might consider inviting as guests:

Head of Sponsoring Institution (P.T.A. President)  
School Principal  
Scoutmaster of Boy Scout Troop  
District Commissioner  
Institutional Representative

TYPICAL INVITATION

Cub Scout Pack \_\_\_\_\_  
of \_\_\_\_\_  
\_\_\_\_\_ School  
requests the pleasure of your company for our  
Blue & Gold Banquet on \_\_\_\_\_, the \_\_\_\_\_  
of February at \_\_\_\_\_ o'clock  
(School or church)  
\_\_\_\_\_  
(Address)  
\_\_\_\_\_  
Tulsa, Oklahoma

R.S.V.P.  
(Den Leader Coach or Cubmaster)  
Address  
Phone Number

### Neckerchief Place Card

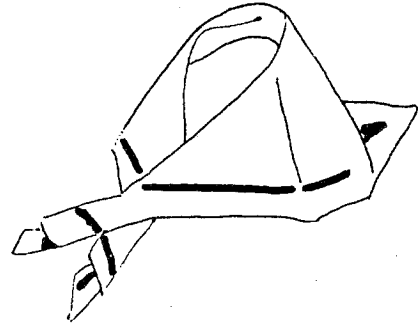
These neckerchief place cards are simple to make, and will add color to your Blue & Gold banquet table.

Cut a triangle out of yellow construction paper, with base 8 1/2" across and sides 6" long.

With a felt tip pen, crayon or paint, add neckerchief detail. Add the Scout's name on the back.

Fold over 1/4" along long side; then fold two more times, as you roll a real neckerchief. Bring two ends together and staple at the point where tie slide ordinarily goes.

Bend up the scarf ends and point at back to form tabs so neckerchief stands on table.

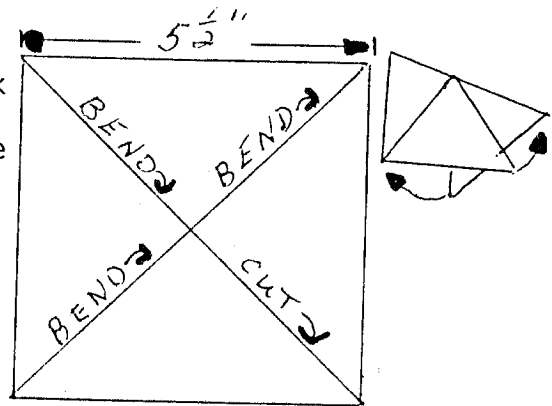
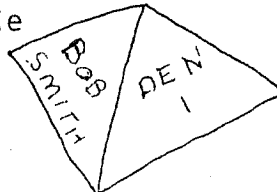


### TRIANGLE PLACE CARD

Cut square as shown from yellow construction paper.

Make a diagonal fold across one way; open paper back out flat. Make diagonal fold the other way; open paper back out. Make cut on one fold as shown (make cut only to center). Fold two sides over as shown and glue.

Put name on one side and then decorate as desired. These are very simple to make. Glitter can be added around the bottom edge.

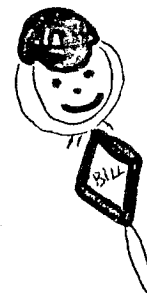


### CUB SCOUT LOLLIPOP

These Blue & Gold banquet favors will make a big hit, yet you can make them in no time at all!

Use a lollipop for the Cub Scout's head. Stick on a smile decal for a face, or draw the face on a paper circle and glue it to the wrapped lollipop.

Cut a cap from an egg carton cup, and paint it blue. Glue a tiny yellow diamond on the cap for the insignia. Print each guest's name on a larger yellow diamond. Glue the diamond to the front of the lollipop stick.



### TO MY CHILD

You are the trip I did not take;  
You are the pearls I cannot buy;  
You are my blue Italian lake;  
You are my piece of foreign sky.  
-Anne Campbell

## CUB SCOUT FIGURES

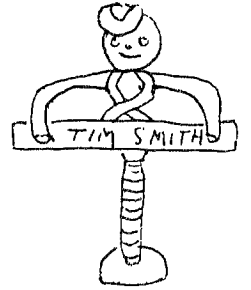
### PIPE CLEANER PLACE CARD

The Cub's body is an 1/8" dowel, about 3 1/2" long. His head is a small wooden bead, glued to top of body.

For his shirt and arms, wrap a bright blue pipe cleaner around the body, beginning a little below the head; leave two ends extended for arms. For trousers, wrap another blue pipe cleaner around the lower portion of the body.

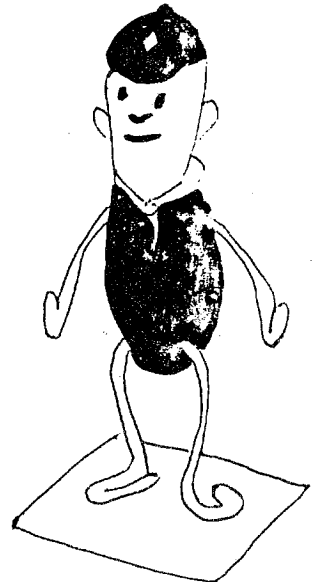
Coil a short of blue pipe cleaner for the Cub's hat; add a piece of yellow pipe cleaner for the neckerchief.

The Cub's arms hold the name card. Insert the bottom of the body in a small mound of clay on a place mat or table.



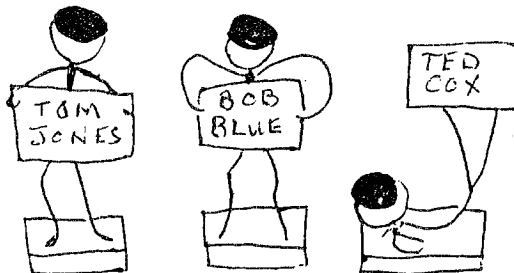
### PEANUT CUB

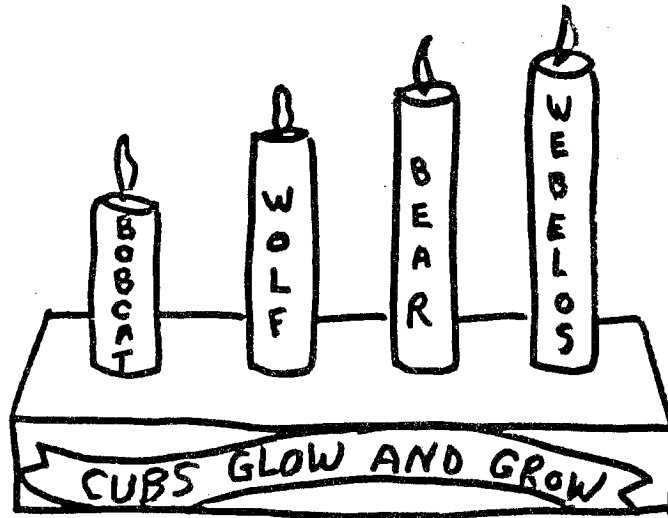
Paint hat and body blue. Use yellow crepe paper for neckerchief. Use pipe cleaners for arms and legs. Glue to a cardboard base.



### PIPE CLEANER FIGURES

Make pipe cleaner figures, using a wooden bead or a small marshmallow for head. Position as shown by gluing to a piece of cardboard.



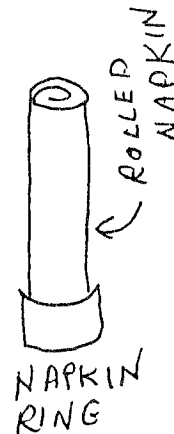


CENTERPIECE:

Cut four holes in top of large shoe box lid and cover with dark blue foil paper. Cut cardboard rolls 4 different heights for candles, and cover with gold foil paper. Label one Bobcat, Wolf, Bear, Webelos on both sides of candles. Glue a red construction paper flame to top of each candle. Insert candles into holes in box lid. Make a ribbon out of yellow construction paper for each side of base...print "Cubs Glow and Grow" on it. Glue in place.

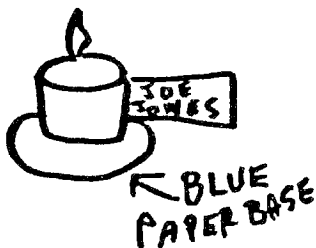
NAPKIN RINGS

Roll yellow paper napkins to form candle. Cut a strip of blue construction paper and staple together to form ring to hold candle. If desired, add red flame to top.



NUT-CUPS

Cut 1 1/2" sections of cardboard rolls (to hold paper nut cup). Cover roll with yellow construction paper allowing about 2" to extend on one side for name tag. Glue to circle of blue construction paper. Cut flame from red construction paper and glue to back of cup.



## MOCK CAKE CENTERPIECE

Use 2 hat boxes with the bottom box larger than the top to make a ledge for candles. Square or rectangular boxes may be substituted if you prefer.

Frost the cake with plaster of paris mixture, or use powdered detergent or soap flakes "frosting" made by whipping two parts detergent with one part water to the consistency of stiff whipped cream. Make frosting thick enough to hold candles; glue candles in place if necessary.

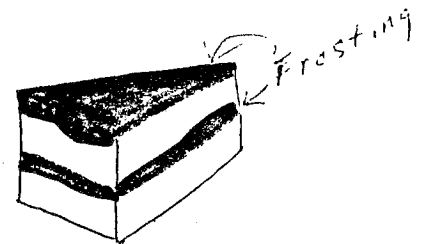
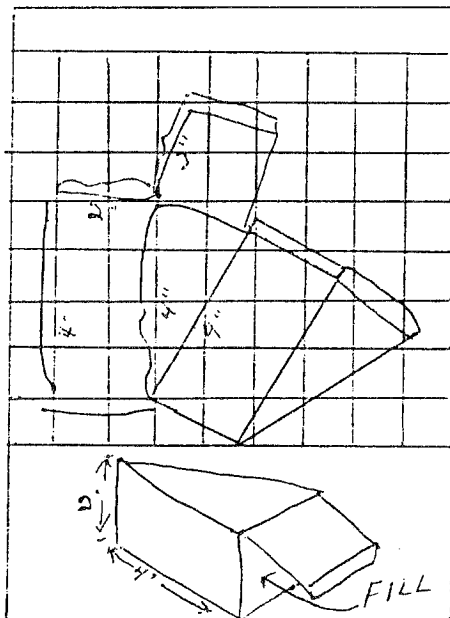
For the large candle at the top, use a cardboard roll, wrapped in construction paper or tissue paper. A twist of paper at the top makes a flame. Wrap a paper banner around the large candle with "Happy Birthday Scouting" written on it.

Place wax candles around the ledge of the bottom layer, using one for each person (if you wish) you want to honor such as Lord Baden-Powell, etc..



## PIECE OF CAKE FAVOR:

Make enlarged paper pattern from the one shown at the left. Place on fairly heavy paper and cut out. Fold on lines leaving end unglued until you have placed goodies inside the "cake". Paint frosting between layers and on top, or be sure to glue on frosting cut from paper.



## WORLD FRIENDSHIP CENTERPIECE

**BASE:** Invert a small grocery carton or stack two large detergent boxes. Remove the hook from a wire coat hanger and bend hanger into a loop. Wind loop with gold foil (or gold crepe paper) gluing where necessary. With firm tape, attach loop to sides of base. Cover base with gold (yellow) crepe paper.

**WORLD:** Blow up a large blue balloon and push neck of balloon as far down as possible into slit. Cut the continents from gold foil and make tiny slashes along edges so they can be glued flat to balloon. If you are more industrious, make a paper mache world, using the balloon as the base of your mache.

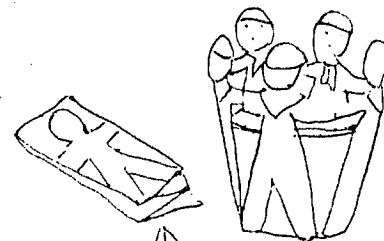
**FINISHING:** Cut a chain of Cub Scouts 4" high (see pattern) from blue construction paper. Add white oval for face and gold scarf around neck. (Scarf can be the tiny corner of a paper napkin rolled and glued in place.) Arrange the chain in a circle around the world.

Glue gold foil stars and space ship to the wire loop. Add blue numbers (47 years for Cub Scouts and 67 years for Scouting) to base.

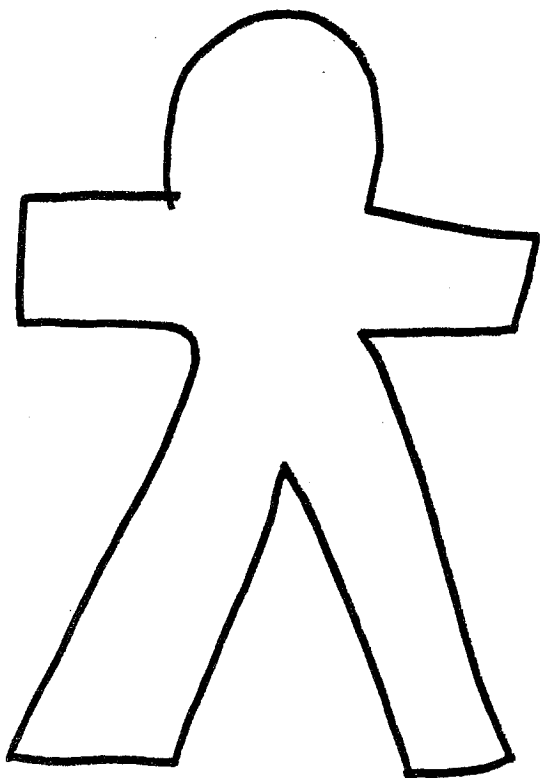


### ACCESSORIES:

**NUT CUP:** Pleat 2 1/2" strips of blue paper into 1 1/2" pleats. Cut outline of Cub Scouts leaving arms joined (See illustration). Open out; paint features on face and use napkin corners as neckerchief. Glue around a nut cup.

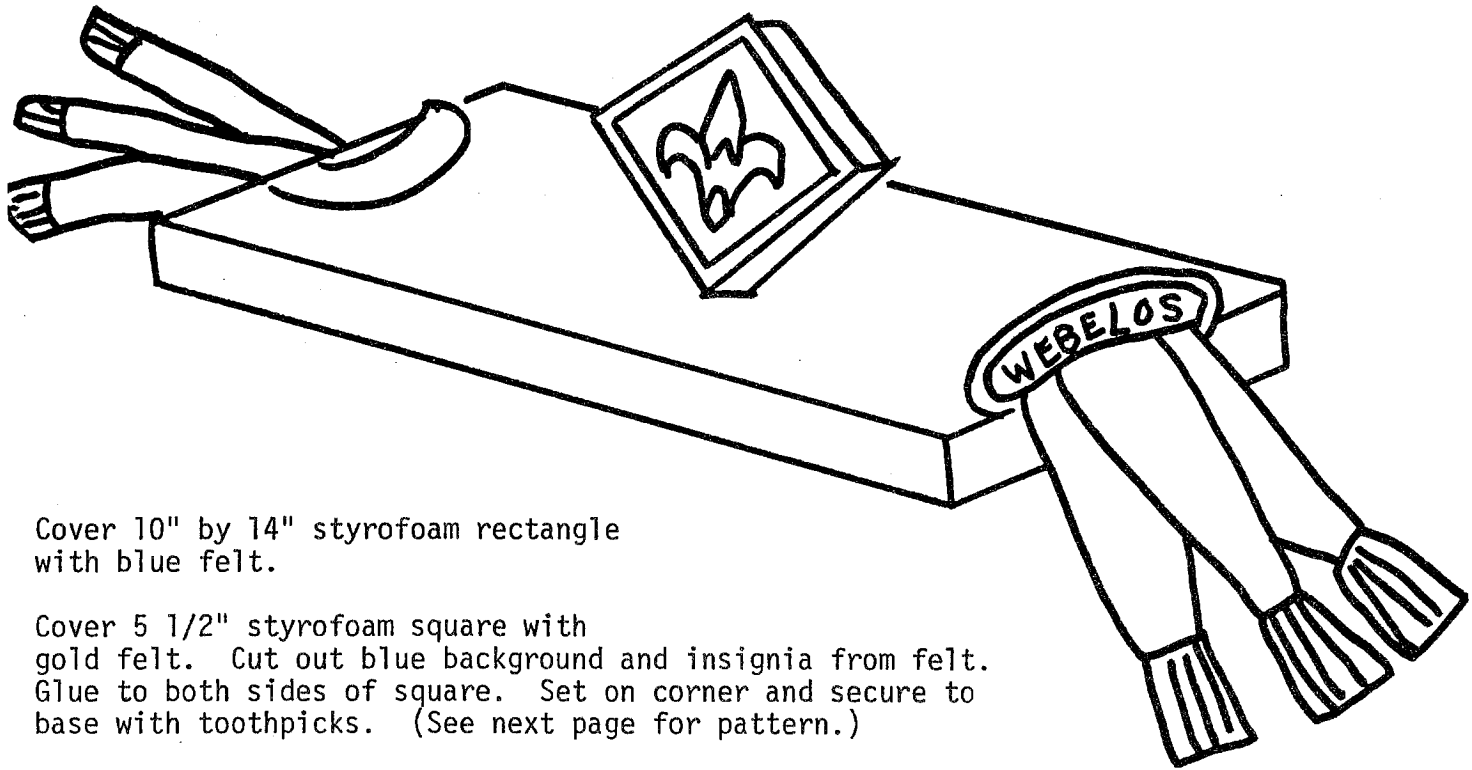


FOLD 4"  
CHAIN LIKE  
THIS



Note: This centerpiece is very effective with an entire blue and gold color scheme. Use the centerpiece and nutcups with blue and gold woven place mats. Cover the table with Dennison Color Brite Decorating Paper (yellow), which comes in 25' long rolls and is available at office supply and teacher supply stores and stores that sell party supplies. Put the place mats on top of the table covering. Use blue and gold place cards, gold (yellow) napkins, blue napkin rings and you have a stunning table. Directions for place cards are elsewhere in this book.

## WEBELOS DEN CENTERPIECE

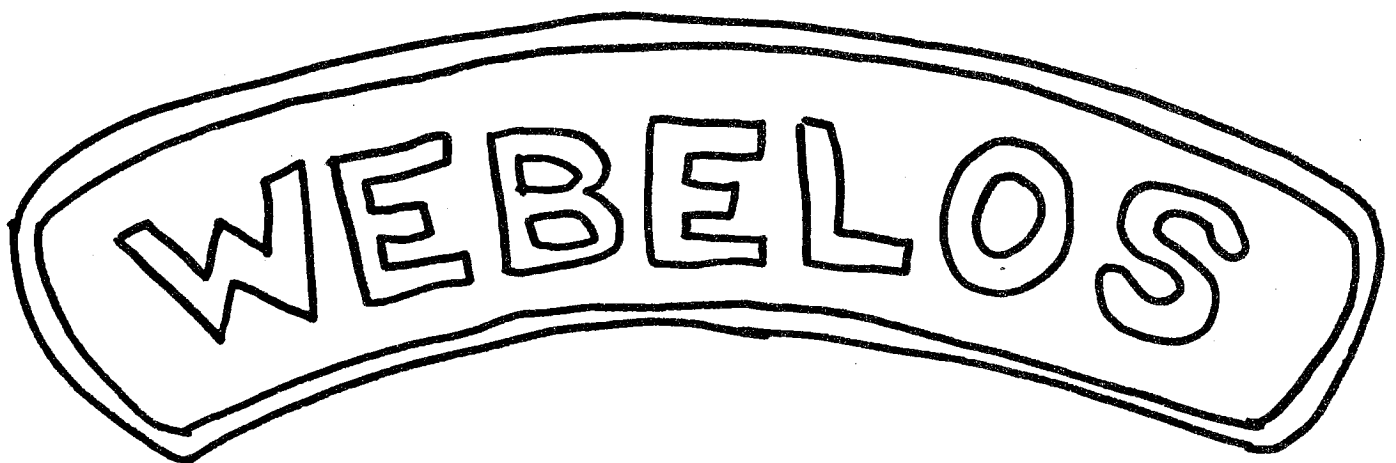


Cover 10" by 14" styrofoam rectangle with blue felt.

Cover 5 1/2" styrofoam square with gold felt. Cut out blue background and insignia from felt. Glue to both sides of square. Set on corner and secure to base with toothpicks. (See next page for pattern.)

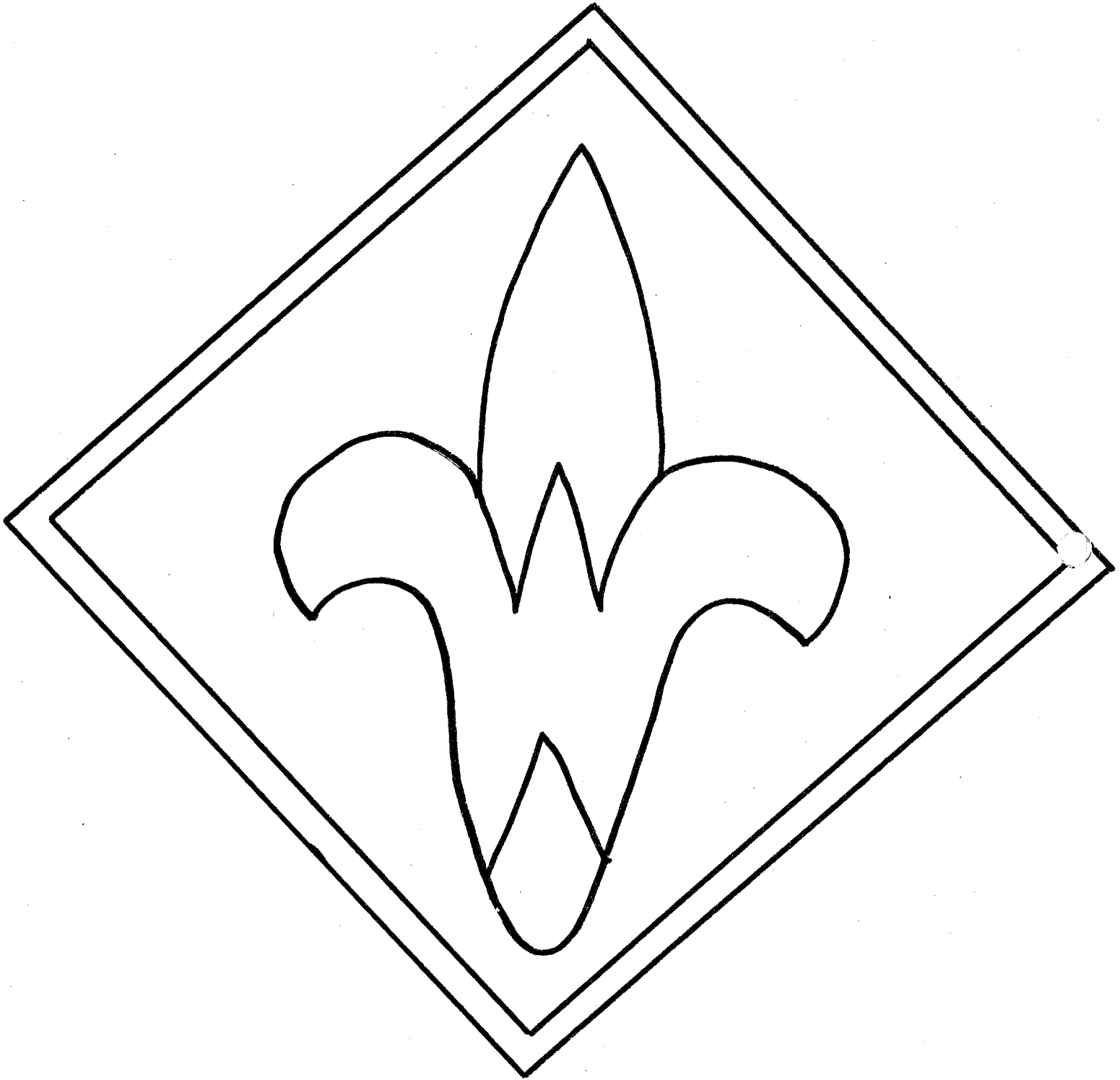
Cut outline of Webelos pin from styrofoam. Cover with blue and gold felt. Cut letters from gold felt and glue on.

Cut Tri-colors from 9" by 2 1/2" red, green and gold felt. Fringe ends. Pin to base of centerpiece at each end. Pin "Webelos" on top.

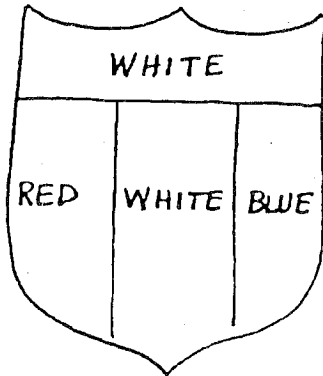




Pattern for Webelos insignia on centerpiece on preceding page

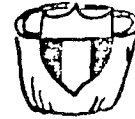


PATRIOTIC TABLE DECORATIONS



ACTUAL SIZE PATTERN

Cut from white construction paper. Glue on red and blue stripes.



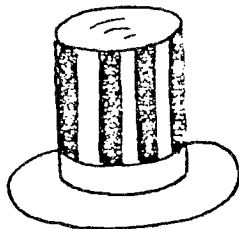
Glue shield to a nut cup.

Glue shield to a white paper ring for napkin holder.

Make shield placemat by enlarging above pattern.



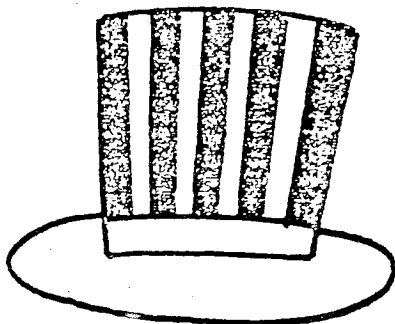
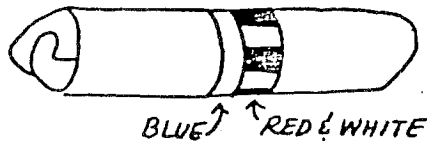
NUT CUP



Use white cardboard roll, cut 2 1/4" high. Hat band is blue paper. Glue on red paper stripes. Brim is 3" blue paper circle.

Make table centerpiece same as nut cup, using 5 1/2" diameter tube cut 9" tall. Glue on 2" red stripes and add a 2" blue band. Base is 10" cardboard circle. (Fill centerpiece hat with flowers or flags.)

Napkin ring is 1" width of cardboard roll with red stripes and blue strip glued on.



HAT PLACEMAT

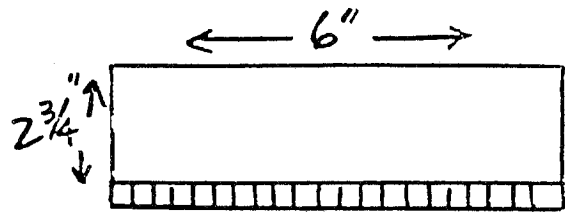
Cut placemat from 1 piece of large white construction paper. Glue on red stripes and blue hat band. If desired add gummed silver stars around blue hat band.

## NUTCUPS

### LINCOLN STOVEPIPE HAT

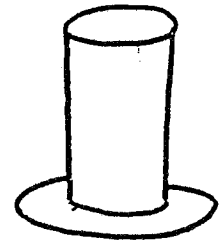
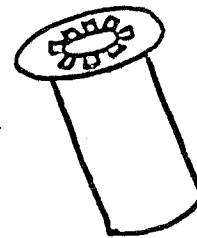
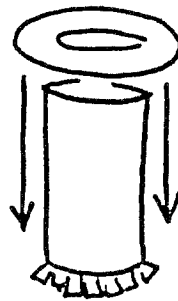
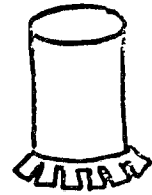
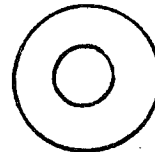
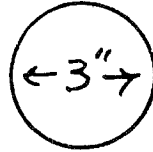
Cut from black construction paper. Use piece 6" by 2 3/4" for crown. Cut slits 1/2" deep along one long side. Cut two 3" circles - one with 1 1/2" hole in center to slide over crown.. the other circle is glued on the bottom.

Fold crown into cylinder and tape in place. Slip top of hat over crown and fold over slit edges as shown in illustration. Glue in place. Glue on bottom brim.



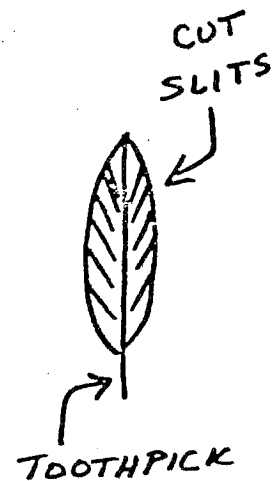
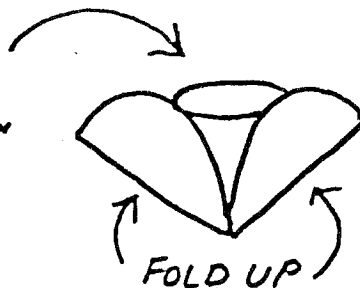
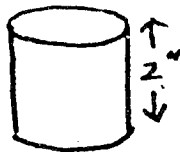
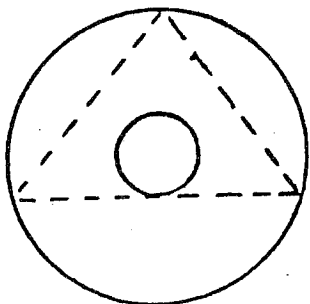
BOTTOM

TOP



### WASHINGTON TRI-CORNER HAT

Cut from blue construction paper. Crown of hat is piece of cardboard roll 2" high which has been covered with the blue paper. Cut brim as shown in illustration, folding up three sides. Glue crown to brim. Add paper feather if desired. Cut feather shape from colored construction paper - glue on toothpick and slit edges. Glue to hat.



A SCOUTING STORY  
(Audience Participation Stunt)

Divide audience into three groups to respond with words and hand signs below:

HISTORY: "Way Back Then" (hold up both index fingers pointing different ways)  
SCOUTS: "Be Prepared" (give Scout sign)  
CUB SCOUTS: "Do Your Best" (give Cub Scout sign)

This is a story that you won't find in a HISTORY book, but no doubt it will bring back memories to many of you who have had a similar experience. The story is about a CUB SCOUT named Johnny, and his first experience with hiking and camping. This is how it all started. It was approaching the birthday of SCOUTING which is celebrated in February every year, and Johnny's CUB SCOUT Den Mother had read to the boys a story about the HISTORY of SCOUTING and how it all got started.

Johnny could hardly wait until he was old enough to be a SCOUT so he asked his mother if he could plan a day of hiking around the neighborhood and park, and a night of camping in their backyard with some of his friends. Mom consented, so Johnny CUB SCOUT called his friends and they planned it for the next week end.

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

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

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

RED WHITE & BLUE

OVER

BLUE & GOLD

(A Skit)

STAGING: Flag in stand on table, under which "voice" is concealed. Or have flag posted near screen concealing "voice". Cub Scout in uniform walks by flag and stops when flag starts to "speak".

FLAG: Hey Cub Scout!

CUB: Who's that?

FLAG: Me, your flag.

CUB: What's the matter?

FLAG: Well, I'm taken lots of places, but why am I here?

CUB: But, we take you everywhere with us. We carry you proudly even in our hearts. The Scout program has taught me to respect the flag and to love my country.

FLAG: But what is all the festivity? Why would you bring me here?

CUB: This is our Blue & Gold Banquet. All the Cub Scouts get together once a year with their families to recognize another anniversary of Scouting. In doing this it gives us all a renewed sense of certainty and confidence in the future of our country.

FLAG: Scouting! Yes, there is hope after all, but why am I here?

CUB: But don't you know? Why you are the guest of honor! Without you and what you represent we couldn't have Scouting at all.

FLAG: Thank you, Scout!

CUB: (Salutes) Any time. (Walks offstage)

- adapted from Scouting Magazine

## HOW TO GROW A CUB SCOUT

- CHARACTERS:** Greenthumbs (any number of Cub Scouts), one sprout (cub scout) and a narrator.
- PROPS:** Large box or carton (big enough for one scout). Cardboard cutouts can be used for various ingredients added to soil or taken away. If a large enough carton is used, live parents, den mother and Cubmaster could be used to walk into the box at an opening at the back of the box. A table. Large cardboard garden shovel.
- COSTUMING:** Sprout (a cub with his uniform concealed under regular clothing.) Greenthumbs can wear large signs identifying them.
- SETTING:** Greenthumbs lined up behind table. Arrange ingredients on the table in the order of their use by the greenthumbs. A very large gardening book labeled "How to Grow a Cub Scout" for the narrator to hold as he reads the skit.
- NARRATOR:** We are about to instruct you in the method of planting and proper cultivation of a young sprout into a cub scout.
- The first thing to do is locate a good site for your seed bed. We have chosen (Pack #) of (Sponsor, school, etc.).
- To prepare the seed bed we add one patient Den Mother, one courageous Cubmaster and two very enthusiastic parents. These ingredients will insure a proper foundation for sturdy roots to grow. Work into soil thoroughly. (A greenthumb puts in either cardboard parents or escorts real parents into the box and gently stirs with large shovel.)
- Next you'll need one very green young sprout. Be careful to plant with lots of love. (Boy is escorted into the box and he sits on a chair inside. He can be quietly removing his outer clothing now.) Don't forget to prop your sprout up with lots of assurance until his roots are strong enough to stand alone. (Another greenthumb places a large cardboard strip behind the sprout labeled assurance.)
- As any greenthumb knows the right kinds of fertilizer is of utmost importance. Add lots of fun and good times. (Greenthumb adds large cardboard sign labeled "fun and good times".) Don't forget a heaping handful of laughter. (Greenthumb holds his hands together cupped and dumps in the imaginary laughter.) A pinch of ambition couldn't hurt at all. (Greenthumb with fingers pinched together adds a small sign labeled "ambition".) Last but not least, add some blue and a little gold to promote color and insure pride. (Greenthumb brings forth a cub scout uniform and adds it to the box after showing it to the audience.)
- As this young sprout begins to grow you'll need to cultivate to avoid any unsightly weeds that could choke out his growth. Pull out any idle hands. (Greenthumb pulls out a card labeled "idle hands" from box - cub inside could hand these cards up.) Yank up any laziness. (Greenthumb does as above.) Pull up any hate. (Greenthumb pulls up the sign) Jerk up any selfishness. (Greenthumb does same) Crumble up any clumps of unhappiness. (Greenthumb reaches
- (continued next page)

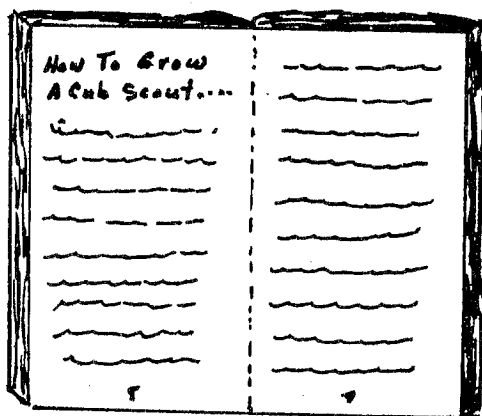
HOW TO GROW A CUB SCOUT cont.....

into box and crumbles a chocolate cookie.)

Sprinkle thoroughly with lots of cooperation (Greenthumb with empty shaker sprinkles over box.) and then just stand back and watch your sprout bloom into a healthy Cub Scout.

(Cub Scout rises up from his chair slowly and then proudly gives the cub scout sign.)

- Glenda Hargrove



## SONGS

### Birthday B.S.A.

Tune: On Top of Old Smokey

We were all at the banquet  
On Blue and Gold day  
The whole family came there  
To eat and to play.

Then somebody told me  
We're ( ) years old  
I could not believe  
What I had been told.

Then they brought out a cake  
With candles atop  
I counted the candles,  
And I didn't stop.

Now how could a Cub Scout  
Be age ( )  
When I get that old,  
I won't be alive.

Then somebody told me  
An astonishing fact,  
That the Boy Scouts of America  
Is much older than that.

My Den Mother told me  
That I shouldn't fret,  
That's the age of Cub Scouting,  
I'm not that old yet.

### Baden-Powell

Tune: Found a Peanut

Found an honest man  
Found a humble man  
Baden-Powell was his name  
Started Scouting back in England  
Which led to his fame.

First came Boy Scouts  
Then came Cub Scouts  
At first their numbers were quite small  
But they spread to other countries  
Now we're several million all.

When he died  
It was sad  
To lose such a man  
But his teachings have inspired us  
To do the very best we can.

REFER TO CUB SCOUT SONG BOOK

### Blue & Gold Marching Song

Tune: Davy Crockett

Now blue is the color of the sky above,  
The blue in the flag of the land we love,  
Remind us of God and our country free,  
Giving us a lesson in loyalty.

Loyal - Cubs are loyal - to God and country fair.

Like the warmth and the cheering of the golden sun,  
Are the smiles of a friend and a deed well done,  
This is the gold that a Cub Scout finds  
In keeping his duty to the Law that binds.

Smiling - warm and friendly - Cub Scouts will give good cheer.

Now the blue and gold show the world apart,  
That the Cub pack is Loyal and Warm of heart;  
Faithful to God and our country too,  
We'll do our best at whatever we do.

Loyal - ever cheerful - Cub Scouts are on the march.



## BLUE AND GOLD INVOCATIONS

### Scout Litany

Thou shalt love the Lord thy God with all thine heart. (Deuteronomy 6:5)

I \_\_\_\_\_ PROMISE TO DO MY BEST TO DO MY DUTY TO GOD

Blessed is the nation whose God is the Lord. (Psalm 33:12)

I \_\_\_\_\_ PROMISE TO DO MY BEST TO DO MY DUTY TO MY COUNTRY.

Thou shalt love thy neighbor as thyself. (Romans 13:9)

I \_\_\_\_\_ PROMISE TO DO MY BEST TO HELP OTHER PEOPLE AT ALL TIMES.

My son, forget not my law: but let thine heart keep my commandments. (proverbs 3:1)

I \_\_\_\_\_ PROMISE TO DO MY BEST TO OBEY THE LAW OF THE PACK.

### Cub Scout Prayer

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

### Cub Parent's Prayer

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

## BLUE AND GOLD OPENING

This flannel-board picture story is suitable for an opening ceremony using blue and gold candles to light up the board. You might also just want to use poster cards with each saying on it for the boys to hold.

- Den Chief: Back in the good old days, the waving of the school colors gave people a feeling of school pride and loyalty. Today, the blue and gold of Cub Scouting helps to build this spirit among Cubs.
- 1st Cub: (Pointing to the blue flannel) The blue reminds us of the sky above. It stands for truth, spirituality, and steadfast loyalty.
- 2nd Cub: (Placing "truth" card in upper left corner of board) Truth means we must always be honest.
- 3rd Cub: (Placing "spirituality" card in upper right corner) Spirituality means a belief and faith in God.
- 4th Cub: (Placing "steadfast loyalty" card across bottom) Steadfast loyalty means being faithful and loyal to God, Country and Fellow Men.
- 5th Cub: (Placing "sun" in center of board) The gold stands for the warm sunlight. (Places "warm sunlight" card across top of sun)
- 6th Cub: Gold also stands for good cheer and happiness. We always feel better when the sun is shining and so will those to whom we give good will. (Places "good cheer and happiness" card in sun).
- 7th Cub: As we wear our Cub Scout uniforms, may the meaning of the blue and gold colors make us more mindful of our Cub Scout ideals, the Cub Scout Promise and the Law of the Pack.

## BLUE AND GOLD OPENINGS

Narrator: We're gathered here tonight,  
To honor the Blue and Gold,  
And pay a tribute to Scouting,  
Which is sixty-seven years old.

Now, as we look all about us,  
Scouting in action we see,  
Bringing fun and adventure,  
As Baden-Powell meant it to be.

Let us all join together,  
As our program we start,  
By pledging allegiance to our Flag  
With our hand over our heart.

Actions for boys:

1st verse: Boys could hold up blue and gold cards for first 2 lines and then turn them over for last 2 lines where the #67 is printed on back.

2nd verse: As first 2 lines are read they place hands over eyes as if shading them and look from left to right. As second 2 lines are read, each one can hold up something showing Cubbing fun such as Pinewood Derby cars, sail boats, etc.

3rd verse: Boys stand at attention and turn to face the Flag and lead the Pledge.

### Magic Candle Opening

Arrangement: On head table are arranged magic candles (instructions below) which should be lighted as ceremony begins.

Narrator: Our candle stands tall, straight and white. It burns and gives forth inspiring light. As its light shines forth, you will see our colors blue and gold are regal as can be. As the blue appears, think of truth and loyalty, the sky so blue, steadfastness and spirituality. When the gold shines forth, be of good cheer and think of happiness and sunlight so clear. As our candle's flame reaches toward the sky so blue, let us ask the Lord to give us wisdom to lead each boy straight and true. Mold each of us to be like our candles, straight and tall, and be inspired to give to God and our country our all.

### How to Make Magic Candles

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

## BLUE AND GOLD ADVANCEMENT CEREMONIES

### Birthday Cake Ceremony

Make a large paper mache birthday cake. Use whipped soap suds for icing cake. Before soap suds harden, insert 47 candles. Candles can be lighted before presentation of awards and blown out after ceremony.

Individual awards could be packages wrapped in blue paper and tied with gold ribbons. Follow standard advancement ceremony (Refer to Ceremonies section) but present each boy with a package containing his award. To avoid confusion, ask boy to wait until you have given signal for them to open the packages. As all boys open packages at the same time, the rest of the pack could sing "Happy Birthday to You". Remind boys to throw paper and ribbon away.

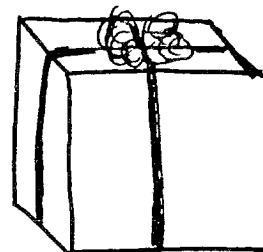
### Birthday Book Ceremony

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

### Blue and Gold Package Ceremony

Props: packages wrapped in blue and gold

Have a delivery boy present to the Cubmaster a blue and gold package containing all awards and service stars. After awards are presented have the same type of package delivered to the institutional representative, only this time the package contains some recognition of thanks of all leader, a token of appreciation.



## CLOSING CEREMONIES

### Thought

Tonight the Birthday of Scouting  
We were here to celebrate.  
This great movement's been going,  
Sixty-seven years to date.

So let us all now join together  
And pledge ourselves anew,  
To always strive for the things  
Signified by the Gold and Blue.

(If the room in which you have your banquet  
is large enough you could have everyone  
stand in a circle before you begin read-  
ing and then join hands at this point.)

May you strive for Truth and Spirituality  
In the Warm Sunlight under the Sky above,  
As you bring Good Cheer and Happiness,  
With Steadfast Loyalty brought through love.

### Closing

Did you know that millions of boys and men have been part of the Boy Scout move-  
ment since its beginning in 1910? Many of you dads were Scouts and today your  
sons are Cub Scouts. What a vast force to be crusading each day, at work or  
play for those things America holds dear! As we light the candles on our birth-  
day cake, over all is the spirit of Scouting and below this, three candles  
representing Boy Scouting, Cub Scouting and Exploring. Let us resolve that as  
someone, someplace helped us get started in Cub Scouting, so will we, together  
and as individuals, help more boys and institutions have Cub Scouting. Repeat  
with me the response to our Cub Scout motto: WE'LL DO OUR BEST. Now sing  
"Happy Birthday to You."

### Thought

As we close our meeting here tonight let's give a thought to what the Blue and  
Gold colors of Cub Scouting means. Did you know that the Blue and Gold you see  
on the Cub Scout uniform was not selected merely because it was attractive? You  
see, each color has a definite meaning. Blue stands for truth and spirituality -  
for steadfastness and loyalty, and for the sky above. Gold stands for the warm  
sunlight good cheer, and happiness. So, may the meaning of these two colors  
shine forth in our lives as we bring the Scouting program into the lives of our  
boys.

## BADEN-POWELL CLOSING

This closing can be done by having boys recite one line each, or one person can read the entire thing.

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

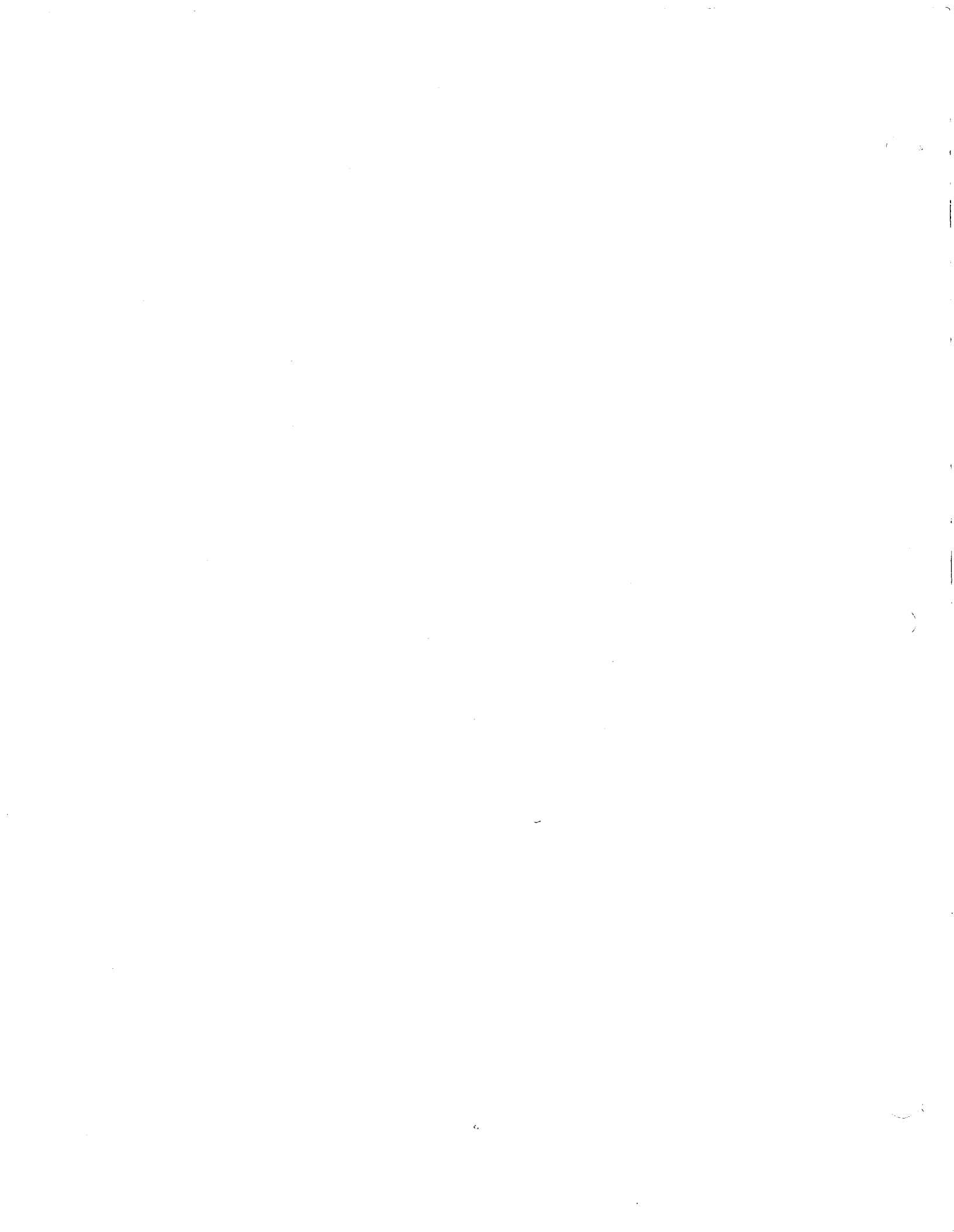
May the Spirit of Scouting  
Be with both young and old,  
As you never forget  
The Blue and the Gold.

May you strive for Truth and Spirituality in the warm  
Sunlight under the Sky above. May you bring Good Cheer  
and Happiness to others and have steadfast Loyalty and love.

### Thought

You've heard the T.V. commercial which says: "You're not growing older, you're getting better". That's the way it is with Scouting. It's getting better all the time. Scouting is improved and updated to keep pace with a changing world and to make it relevant to today's boys. So even though some of you may think that 47 sounds pretty old, just remember: "Scouting isn't getting older...it's getting better."

Good night.





Den Leader Coach





## YOU AS A CUB LEADER

When a Cub Scout makes his promise to "do his best", the Den Leader Coach says to herself: "I will do my best to see that this boy gets the best possible experience from Cub Scouting.

Each individual leader brings to Cubbing her own talents and skills; her own background and interests. Your secret of success is your ability to co-ordinate the talents and interests of several people into the best program possible for the boys. Yes, the boys...that's what it's all about. When we keep the boys foremost in our minds, the rest seems to fall into place.

An effective Den Leader Coach is an individual of character and integrity; an individual with a knack for working with other people; a person of intelligence who possesses a skill for teaching; a person who has a sense of purpose and direction; and a person with qualities such as patience, a sense of humor, diplomacy and the ability to listen with understanding. She is a good citizen. She is creative and imaginative. She is knowledgeable about Cub Scouting and stays informed. She is able to guide and direct without taking over. She is flexible in the execution of plans and is ready for the unexpected.

A Den Leader Coach needs to believe certain things about boys in general. To sum them up, she should have a basic respect...a feeling that the worth of a boy lies in the fact that he is a unique, complex, growing individual; regardless of his ability, appearance, race, religion, social background or behavior.

Another attitude which is helpful for a Den Leader Coach is a basic trust in the capacity of other people to act responsibly, constructively and creatively. This is particularly important as she works with Den Mothers. If she feels that the Den Mothers have little to contribute in the way of good ideas, or cannot be trusted with responsibility, she will not be very effective in trying to help them solve problems or develop their potentialities. The Den Leader Coach who knows for certain that the Den Mothers have a wealth of resources which have not yet been tapped, is the one who can give them confidence to use their abilities and find constructive solutions to their problems.

Other attitudes are helpful to a Den Leader Coach. Open-mindedness, or the willingness to listen to ideas; a genuine liking for people, especially boys; the ability to put herself in the other person's shoes, and to appreciate another person's point of view.

By now you may be thinking "I don't have time to do all those things". Let me assure you that you do have the time, regardless of how busy you may be. It is the "busy" people who get things done, make their time count, and accomplish what they set out to do. Time is important in the life of each boy, for in just a few years he will be a man. What happens to him during the formative years of ages 8, 9 and 10, will determine to some extent the kind of man he becomes. What a tremendous opportunity for YOU, AS A CUB LEADER.

## THE ABC'S OF BEING AN EFFECTIVE DEN LEADER COACH

- A ATTITUDE - Accent the positive. Attitudes determine effectiveness.
- B BOYS - Remember that the program is for them. "If it's not for the boys, it's for the birds."
- C COMMUNICATION - Help keep the lines open.
- D DIPLOMACY - Be a diplomat, not a dictator.
- E EFFORT - You'll get out as much as you put in.
- F FLEXIBILITY - Be able to bend.
- G GUIDE - Guide, but don't force.
- H HARMONY - You can help maintain this in your pack.
- I INTEREST - Keep interest high by KISMIF.
- J JOY - Spread it...pass it on.
- K KNOWLEDGE - Den Mothers depend on you for this. Stay informed.
- L LISTEN - with understanding.
- M MORALE - Provide moral support for Den Mothers. They need it.
- N NOBODY - is a nobody in Cub Scouting.
- O ORGANIZED - Set goals and reach them.
- P PROBLEMS - There are none...just unresolved opportunities.
- Q QUANDRY - Keep your Den Mothers out of this state.
- R RESOURCEFUL - Know where to get materials and ideas.
- S SCOUT - Our goal is for every Cub to become a Scout.
- T TRAINING - Provide this for your Den Mothers.
- U UNIFORM - Promote the uniform, and set a good example by wearing it.
- V VOLUNTEERS - Remember they are hard to come by. Use them, don't lose them.
- W WISDOM - This includes perseverance, tolerance and tact.
- X XTRA SPECIAL - That's what each boy is.
- Y YEAR - Cub Scouting is year-round. Plan your program that way.
- Z ZEST - Perform your job with zest.

## QUALITIES OF A DEN LEADER COACH

(These qualities were brainstormed by den groups who came up with the following results.)

### RELIABLE

- Knows her job and that of the Den Mothers
- Cares about Scouting
- Dependable
- Responsible
- Available
- Substitute at meetings when needed
- Brings information to and from pack committee
- Finds resources

### CREATIVE

- Great ideas - new and original
- Old ideas rearranged
- Finds new resources and people
- Makes new uses of old items
- Creates enthusiasm

### TACTFUL

- Able to apply the Golden Rule
- Persuades without offending
- Helpful with love and courtesy
- Avoids treading on sore toes
- Able to iron out difficulties without burning

### INITIATIVE

- Gets out and helps Den Mothers
- Coffee hour to learn about Den Mothering
- Extra material - program help
- Knows her material
- Goes to den meetings and helps if needed

### PERSEVERANCE

- Doesn't fall over stumbling blocks
- Tries again and again
- Has a different approach
- Gets to know people and their abilities
- Openminded
- Sticks to pack policies

### FRIENDLY

- Fair
- Responsive
- Interested
- Enthusiastic
- Nice
- Dependable
- Listens
- Youthful in spirit

## WHAT IS LEADERSHIP??

"Leadership is the activity of influencing people to cooperate toward some goal which they come to find desirable."

BEING A DEN LEADER COACH IS.....

### KNOWING

Explore and learn. You are a storehouse of knowledge and skills. Be familiar with program and resources.

### TEACHING

Provide continuous learning experiences for new skills, techniques and values to enrich and stimulate den and pack program.

### COACHING

Inform, encourage, guide and listen to help Den Mothers solve their own problems and develop their own abilities.

### BELONGING

You contribute to pack and den as you listen, suggest and support. Stand by...in good times and bad. Be dependable and available.

### MOTIVATING

Influence other people to cooperate towards Cub Scouting's goals. Set a good example. Inspire.

### COMMUNICATING

Help keep the lines of communication open between the dens, pack committee and Cubmaster. The success of any pack depends to a great extent on clear communications.

### EVALUATING

To determine if Den Mothers have gained knowledge and acquired skills to help the boys, and to determine your effectiveness in your own job.

## RECRUITING DEN MOTHERS

"Don't recruit in haste and repent at leisure....Be selective."

It is the preferred arrangement to have a Den Mother/Assistant Den Mother team for every den. This double leadership provides security for the den and makes a Den Mother's job easier. The assistant serves as a back-up in case of the Den Mother's absence. She receives on-the-job training and gains experience. Usually with this experience behind her, the assistant is ready and willing to move into the Den Mother's position when a vacancy occurs. In this type of situation, your recruiting is limited to assistant Den Mothers, and for some reason, they aren't quite so hard to find.

We realize that the arrangement described above could be referred to as an "ideal" situation, and is not always a reality. We know that many times it is not possible to have double leadership in every den. But it is certainly an arrangement that works, and one that you might work towards.

The first step in recruiting Den Mothers is to kindle a spark of interest. Provide a pack and den program that stimulates enthusiasm and family involvement. Interested parents are usually anxious to help.

The next step is for the Den Leader Coach to keep her eyes and ears open. Get to know the parents in your pack. Learn their interests...their abilities. By knowing the people available, you can be more selective in your choice of Den Mothers. The Den Mother's job is one of the most important in the pack, and she must have certain qualities in order to be effective. Thought and care should be given to the selection of a Den Mother. Things will go much smoother with a woman who knows she was selected because of her qualifications... and not chosen as a last resort or because no one else would do the job.

What qualifications do you look for in a prospective Den Mother? Probably the most important is that she likes and understands boys. If she really likes boys, she'll enjoy her job as a Den Mother, and the boys will sense this.

She should have a genuine liking of people in general, because she'll be working with many of them. Look for the woman who gets along well with other people. Look for the woman who has the ability to work with parents and get them interested in the den and in their son's Cub Scouting. She should be able to offer helpful suggestions and guidance in such a way that parents will welcome her interest. Look for the woman who will put "the boys" first, and will keep them foremost in her mind whenever problems or personality conflicts with other adults arise.

Look for a woman with steady nerves, who can cope with behavior and discipline situations. Boys will be boys...lively and boisterous, and often mischievous. But they will respect an adult leader who is fair minded and understanding.

Don't limit your search to mothers of boys in the den. Many times an ex-Den Mother is willing to help, even though her own son has graduated from Cub Scouting. Grandmothers make good Den Mothers, too. Consider all possibilities.

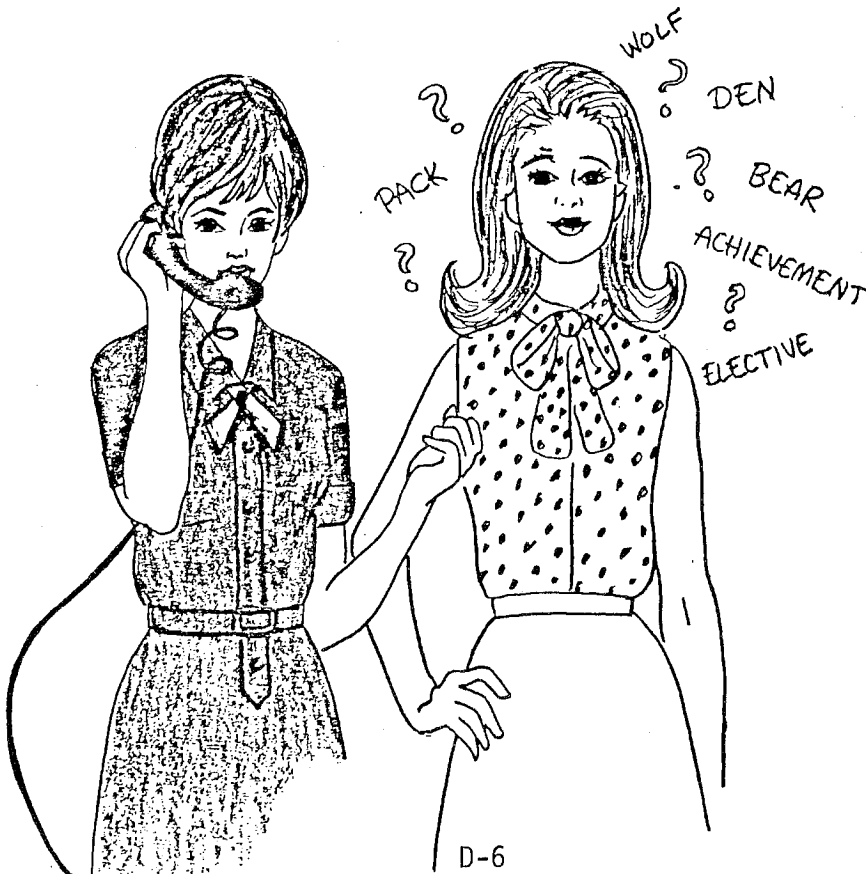
Now that you've found the best Den Mother available, don't let her down. Give her the help she needs to get started, and provide continuing support, encouragement and training. Let her know you care about her and the boys.

WAYS TO GIVE IMMEDIATE HELP TO A NEW DEN MOTHER

or

IGNORANCE IS NOT BLISS

1. Visit her in her home. Make her feel at ease.
2. Use "Show and Tell" method rather than discussion, when possible.
3. Explain purposes of Cub Scouting...what it's all about.
4. Show her where she fits in the over-all program.
5. Let her know what will be expected of her.
6. Assure her that you'll be available when she needs you.
7. Cover 7 steps of the Den Meeting - answer questions.
8. Explain resources, literature, where she gets help.
9. Cover pack meeting and DLC/DM meeting - purposes and results.
10. Explain Roundtable.
11. Guide and direct her as she plans her first meeting. Assist if she wants you.
12. Stress importance of parent involvement...and how to get it.
13. Provide materials for her.
14. Provide behavioral tips.
15. Assure her she can incorporate her own creativity.
16. Arrange for her to visit a den meeting.
17. Encourage her to wear the uniform.
18. Explain dues and forms.
19. Explain advancement plan.
20. Keep in close contact, but don't be a "snoopervisor".
21. Provide continuing encouragement.
22. Build her friendship.
23. Provide her the opportunity for training.
24. Be receptive to her ideas.
25. Listen to her - it will help you get to know her.



## CO-ORDINATING DEN ACTIVITIES

The Den Leader Coach acts as a liason between the Den Mothers and the Pack Committee. She is responsible for clear communications between the two groups. She keeps the Cubmaster and Committee informed of den status, needs and desires. She keeps the Den Mothers informed on Pack Committee policies and decisions.

At the monthly Den Leader/Den Leader Coach meeting, she furnishes ideas and resource information; co-ordinates den participation in pack meeting; guides and encourages Den Mothers in planning den programs and finding solutions for their problems. She helps them develop their own potential. She avoids giving advice, as such, and instead listens thoughtfully with understanding.

If a Den Mother has ideas which she would like to try in her den, the Den Leader Coach should encourage her to do so and not do anything to discourage her creativity, so long as the ideas are in good taste and fit the program. Den Mothers are individuals and each has her own ideas and ways of doing things. She can operate more comfortably and more effectively that way. She needs encouragement and support, not advice.

The foundation of Cub Scout program planning is the monthly theme, determined at the annual Pack Leaders planning meeting. Themes provide:

FUN...because without it the boys' interest sags.

VARIETY...because boys like to sample many things.

ACTION...because boys want to do, not watch.

PURPOSE...because the primary goals of Cub Scouting are not fun, variety and action, but character development, citizenship training and fitness.

All dens working on the same theme during the month insure a closely-knit, interesting pack meeting.

It is helpful for a Den Leader Coach to keep an ideas file and encourage the Den Mothers to do the same. This is a good source for material when it comes time to plan. Cub Roundtables are another good source for theme material.

Each Den Mother should be kept well informed and encouraged to write down her information. You might try using the outline on the following page, and furnish a copy for each Den Mother to fill out during your meeting and take home. This will be a reminder of her responsibilities, and there will be less chance of a mix-up.



PACK MEETING PARTICIPATION CHART

	SEPTEMBER	OCTOBER	NOVEMBER	DECEMBER	JANUARY	FEBRUARY	MARCH	APRIL	MAY	JUNE	JULY	AUGUST
Den 2	1	5	4	3	2	1	5	4	3	2	1	5
Den 3	2	1	5	4	3	2	1	5	4	3	2	1
Den 5	3	2	1	5	4	3	2	1	5	4	3	2
Webelos 1	4	3	2	1	5	4	3	2	1	5	4	3
Webelos 4	5	4	3	2	1	5	4	3	2	1	5	4

1. Flag Ceremony
2. Skit
3. Song
4. Game
5. Clean-up

DEN ACTIVITIES CHART

	SEPTEMBER	OCTOBER	NOVEMBER	DECEMBER	JANUARY	FEBRUARY	MARCH	APRIL	MAY	JUNE	JULY	AUGUST
Den 2												
Billy	1	8	7	6	5	4	3	2	1	8	7	6
Charles	2	1	8	7	6	5	4	3	2	1	8	7
David	3	2	1	8	7	6	5	4	3	2	1	8
Frank	4	3	2	1	8	7	6	5	4	3	2	1
Kenny	5	4	3	2	1	8	7	6	5	4	3	2
Mike	6	5	4	3	2	1	8	7	6	5	4	3
Richard	7	6	5	4	3	2	1	8	7	6	5	4
Steve	8	7	6	5	4	3	2	1	8	7	6	5

- |                     |                 |
|---------------------|-----------------|
| 1. Denner           | 5. Song Leader  |
| 2. Assistant Denner | 6. Cheer Leader |
| 3. U.S. Flag        | 7. Game Leader  |
| 4. Den Flag         | 8. Chow Master  |

## EIGHT GUIDELINES TO BE A GOOD DEN LEADER COACH

It is essential to be informed of all activities connected to the dens and pack in order to be a good Den Leader Coach. Don't try to lead leaders unless you understand their job and responsibilities. You need to do these eight things to be well informed:

1. Be familiar with the Cub Scout Wolf and Bear books.
2. Know the Den Leader's book.
3. Know your own Den Leader Coach's book.
4. Attend Roundtable meetings each month.
5. Attend your pack committee meeting and know your responsibilities to the pack committee.
6. Hold a monthly Den Leader and Den Leader Coach's meeting.
7. Attend a full training session to learn the responsibilities of your job and urge all the den leaders in your pack to do the same.
8. Visit the Scout office at your earliest opportunity and find out about all the helpful material that is available.

## DEN LEADER COACH-DEN LEADER MONTHLY MEETING GUIDE

1. Review the Pack Participation Chart to prepare for the next pack meeting.
2. Discuss the pack committee meeting.
3. Special pack plans. (fund raising, outings, awards, etc.)
4. Share Den Plans for the next month:  
Theme of the Month Ideas  
Craft Ideas  
Field Trips to Make
5. Training offered this month:
  - a. Cub Roundtable: Date \_\_\_\_\_ Time \_\_\_\_\_ Place \_\_\_\_\_
  - b. Workshops, Pow Wow Date \_\_\_\_\_ Time \_\_\_\_\_ Place \_\_\_\_\_
  - c. Those who plan to attend \_\_\_\_\_
6. Next DL/DLC Meeting: Date \_\_\_\_\_ Time \_\_\_\_\_ Place \_\_\_\_\_
7. Closing Thought.....

You may give them your love but not your thoughts,  
For they have their own thoughts.  
You may house their bodies but not their souls,  
For their souls dwell in the house of tomorrow, which you cannot  
visit, not even in your dreams.  
You may strive to be like them, but seek not to make them like you.  
For life goes not backward nor tarries with yesterday.  
You are the bows from which your children as living arrows are  
sent forth.

-Kahlil Gibran

## COMMUNICATIONS BETWEEN PACK LEADERS

Did you ever see the cartoon about Indians and communications? The story goes like this:

A lonely teepee is standing out on the plains. Outside the tepee a squaw is busy grinding corn. A little girl, Running Water, is helping her mother, while a small Indian boy, Little Fox, is off to one side sending up smoke signals with a blanket and open fire. Puffs of smoke are floating up in uneven white clouds. Finally, obviously horrified, Running Water says to her mother: "Mama, he's using swear words again!"

This is a humorous look at communications. Little Fox was communicating. He was getting his message across loud and clear...or was he? Was Running Water really getting the message straight? It just might be that Little Fox wasn't sending up swear words after all.

This happens all the time. Communications between human beings become garbled in the transmission. Getting your ideas over to someone else is a complex process whether you use words, sounds, signs, signals or even little white clouds.

Communications between Cub leaders is vital. It is important for a person to know how to transmit his ideas so that they convey what he intends. Putting yourself in the other person's shoes...looking at the situation from his point of view... is always helpful.

There is a story about General George Patton meeting Field Marshall Rommel in a major tank battle in Africa during World War II.

Patton was watching the battle from a high hill. The American and German tanks moved against each other like miniature chessmen. Rommel moved a tank column this way; Patton countered the other way. Finally it ended. The German tanks, outflanked and outgunned, retreated, leaving the field to Patton. Gleefully, Patton slapped his famous riding crop against his thigh and laughed: "Rommel, you blankety-blank", he shouted. "I read your book, I read your book".

Patton had not only read the German General's book on tank fighting, but he had also been able to imagine he was Rommel, and thus knew his next move. He had put himself into the German General's boots.

Communication is the complex process of transmitting and receiving signals. Words mean different things to different people. Confidence and poise come through slow, deliberate talking. Tensions sometimes come from fast talking. Body language can communicate more than words in some instances.

Communications are most likely to succeed when both the sender and the receiver assume 100% responsibility of getting the message across.

A responsible sender will:

1. Be sure that he has the other person's attention.
2. Use words which are meaningful to the receiver.
3. Use such phrases as "in other words" so that he can express the same idea in more than one way.

## THE ART OF SAYING "THANKS"

The very best way to say "thank you" is to say "thank you" and really mean it! Sounds simple enough, doesn't it? Let's take a look at some things that have probably happened to you.

Were you ever a member of a committee which performed a job. Later a gentleman arose from his place at a long table in the front of a large room filled with people, walked to the podium and said: "I wish to thank all the members of the \_\_\_\_\_ committee, however, time won't allow me to recite all the names, so I'll just say "thank you" for your efforts." Didn't mean much, did it? Why? Because he didn't thank you - he thanked an unknown committee.....and for what? Who knows?

What will you do as Den Leader Coach if the Cubmaster asks you to say thank-you to all the Den Leaders at your next pack meeting? Here are some suggestions:

1. Find out if there is enough time to thank each person individually by name.
2. Have something concrete to say "thank you" for.....and say it loud and clear. It can be embarrassing to be thanked for something you didn't do.
3. The mark of a good "thank you" is when you know your Den Leader has helped the boys, your Den Leader knows she has helped the boys, the boys know she has helped them.....and now you want everyone else in the pack to know. A warm, public "thank you" is in order.
4. If time does not permit naming each individual involved or giving an explanation of what he or she actually did to be thanked.....then probably the best solution would be to thank the chairman of the committee and ask that she personally thank each individual.

You are probably familiar with this situation. You have the cereal, the toast, the jelly, the orange juice and a pitcher of milk on the breakfast table. You call the family to breakfast. They are running behind this morning, so they rush in, one by one, sit down, fill their bowls with cereal and then pass the pitcher of milk around. Your son gets it last, and it is bone dry. With a frown on his face, he says "Thanks a lot!" The point is, the type of "thank you" we're after should be given in the right context, and said with a smile on your face and warmth in your heart. Anything less will be spotted as artificial

Between Cub leaders, a sincere, verbal "thank you" means a lot. But there is another aspect that you might like to consider. You may have something in your Cub Scout file at home, or sitting on your desk that was given to you by someone saying "thank you". I have in mind the material object such as a plaque, a certificate, a statue, etc. Every time you look at it or pick it up, that moment is recreated in your mind. This is another way, a more lasting way, of saying "thanks".

Finally, there is the "thank you" that flows spontaneously between two people. It isn't planned in advance. It just happens. It is said at just the right moment with just the right meaning. It is a matter of simple courtesy. And if you miss your chance to say this "thank you", you'll know it.

## SETTING PACK GOALS

A human being is always working toward goals, either consciously or subconsciously. The skillful use of this built-in capability is one of the characteristics of an effective leader.

The person who has not set a specific goal will frequently tend to move toward whatever is uppermost in his mind, even though it may be a negative goal and not at all the kind of target he would set intentionally. Failure can even become a goal when a person has this foremost in his mind.

As you carry out your responsibilities in your pack, if you have Cub Scouting's purposes uppermost in your thoughts, then things may work out O.K. But if other pack leaders are concentrating on pack money-making or winning popularity contests, the chances are that there will be a conflict of goals and the results may not be all you had hoped for.

People tend to move toward whatever they dwell on, and they become like the things they think about. This is the reason it is a good idea to pinpoint specific constructive goals and program them into your system. It is equally important that your pack goals fit together and support each other, otherwise there will be a conflict of purposes.

There are a few things to keep in mind when setting pack goals. Goals should be:

**CONSISTENT** ... Think of each goal as one piece of a jigsaw puzzle. As the pieces are fitted together, they should form a picture that makes sense. What you're striving for is a picture of Cub Scouting at its best.

**CONSTRUCTIVE** ... Pack goals should represent improvements in your present pack or den operation. They should be aimed at providing better Cub Scouting for the boys. They should be relevant to the program in order to be significant.

**CHALLENGING** ... Your goals should be challenging, but not beyond the realm of possibility. They should be high enough to excite and stimulate your pack, but not so high they are unimaginable. Each goal and the overall picture of your goal structure should be within your reach, but not within your grasp. They should be attainable, but not too easily attainable.

**CLEARLY DEFINED** ... Your goals should be readily understood by everyone. Be sure all pack leaders have a clear image of your goals. Concrete goals are easier to evaluate than intangible ones, but often the intangible goals are important and worthwhile even though it is difficult to measure their success. Write down your goals.

**PRECISE** ... Rather than setting a goal to increase membership, set it to increase membership by 10% or 15%. Your goals should be sufficiently flexible to take into account reasonable degrees of variability.

WHERE CAN YOU GET HELP?

PARENTS

Understanding  
Cooperation

PACK COMMITTEE

Assistance  
Interpretation

DISTRICT

Roundtables  
Training  
Commissioners  
Workshops

COUNCIL

Professional Staff  
Training  
Camping facilities  
"Smoke Signals"  
Pow Wows

COMMUNITY

Pack Sponsors  
Meeting Places  
Resources  
Services  
Tours



MANY PEOPLE

Those close by and those from  
great distances help in many  
ways.

Face-to-face  
Correspondence  
Literature

SELF-HELP

Study  
Reading  
Evaluation

NATIONAL ORGANIZATION

Development of program  
National events  
Training materials  
Publications and films  
"Scouting"  
"Boys' Life"  
Cub Literature  
Uniforms  
Equipment

OTHER LEADERS

Assistance  
Cooperation  
Experience

## EFFECTIVE COUNSELING TO HELP MAKE THE PACK "GO"

Cub Scout leaders often find it necessary to iron out "unresolved opportunities". An effective way to do so is by becoming aware of and using counseling techniques.

Counseling is not an easy thing to do but, as we give leadership in Cub Scouting, we will have opportunities to counsel both adults and boys. We should know the fundamentals. We should know that we do only "first aid" type counseling, and when and if to turn the problem over to an expert.

Why do we counsel? To help solve problems; to encourage or reassure; to develop more effective Scouts and Scouters.

When do we counsel?

- A. When we find a person is:
  - Undecided
  - Confused, or does not have the facts
  - Cannot interpret the facts
  - Does not know what to do
  - Does not know the different things he might do
  
- B. When he has made a snap decision
  - He is worried about his decision
  - He is angry or confused
  - He did not consider all the facts
  - He misinterpreted the facts
  - He did not consider alternatives
  - He did not consider consequences

Counseling is not an easy thing to do. It takes years of training and experience. We cannot hope to become proficient in a short time, but we can give a kind of "first aid" by knowing and using some fundamentals. But before we consider the fundamentals we must first:

1. Find out that there is a problem.
2. Recognize that no two counseling sessions are alike. Each person is different. Each problem is different. There are no "pat" answers.

The counselor must get the person aside and make him feel at ease.

Here are the six fundamentals of counseling which can be used by Cub Leaders:

- A. Listen
  1. This is most difficult for we are not usually good listeners.
  2. Give your undivided attention.
  3. Show that you are willing to take time to hear the problem.
- B. Ask yourself, "Do I understand what he is trying to say?"
- C. Do not give advice!

If you give advice, you might stop him from solving his own problem, and the advice may be wrong for him.

## LEARN TO LISTEN

Most people do not listen as closely or accurately as they "think" they do. They tend to hear only what they want to hear; distort it in the direction of their own biases; or simply fail to hear because they are giving attention to their own thoughts instead of those of the speaker. This is demonstrated by the rumor spreading game: One person is given some information and asked to tell it privately to another; the second person tells it to a third; and so on, until it gets back to the originator. At this point, it is compared with the original information. Usually there are radical modifications, omissions, additions or distortions of fact.

1. The Problem
  - A. We want others to listen to us.
  - B. We fidget; we are bored.
  - C. Our mind wanders.
  - D. We concentrate on what we will say as soon as the speaker is finished.
  - E. We hear only half, even when we try to listen.
  - F. We waste the time of those who are talking because we fail to benefit from what they are saying.
  
11. Why Should We Learn to Listen?
  - A. Most problems are solved by people with different points of view.
  - B. Nothing can surpass skilled, sympathetic listening.
  - C. You cannot know the other's reasons for his viewpoint until he has explained them to you.
  - D. The other person will feel free to share his real reasons if he knows you really want to hear.
  - E. Others listen to us better when we have shown willingness to listen to them; and have permitted them full expression.
  - F. Full listening often modifies the point of view of both parties.
  - G. We learn to know people accurately by accurate listening.

Pack leaders who learn to listen will be more understanding, effective and successful in their jobs. This applies to their contact with other adults as well as with boys.

Try a self-examination by asking yourself if you are guilty of any of the things listed in (I) above. If so, read on. The following pages will give you some suggestions on developing the technique of good listening.

"IF YOU CAN'T STAND SOLITUDE, MAYBE YOU BORE OTHERS TOO."



## A COUNSELOR'S ATTITUDE

If he is to be successful, the counselor (Den Leader Coach, Cubmaster, Committee Chairman) must have within himself a certain degree of personal security and self-acceptance. If his own energies are being dissipated in a continuous struggle to prove himself or seek reaffirmation of his own importance, it will be difficult for him to devote energy toward the development of other pack leaders.

To use counseling in developing pack leaders, the counselor probably needs to believe certain things about people in general. To sum them up, he must have a basic respect - a feeling that the worth of a person lies in the fact that he is a unique, complex, developing individual; regardless of his social class, occupational status, personal traits and abilities, appearance, race or religion.

Another attitude which seems to be an essential requirement for an effective counselor is a basic trust in the capacity of people to act responsibly, constructively and creatively. If a counselor feels that his pack leaders have little to contribute in the way of good ideas, or cannot be trusted with responsibility, he will not be very effective in trying to help them solve problems or develop their potentialities. The counselor who knows for certain that his pack leaders have a wealth of resources which have not yet been tapped, is the one who can give them confidence to use their abilities and find constructive solutions to their problems.

Certain other attitudes are helpful: Open-mindedness, or the willingness to listen to other people's ideas; a genuine liking for people; the ability to put oneself in the other person's shoes; and to appreciate another's point of view.

All of these attitudes toward others, however, are conditioned by the counselor's own inner security and self-confidence. He cannot be an effective counselor if he himself is not relatively secure and happy with himself. It is difficult to be "other-centered" when one's attention is centered upon himself and his own problems.

"IT IS MUCH EASIER TO BE CRITICAL THAN CORRECT."

DO NOT CONDEMN THE JUDGMENT OF ANOTHER BECAUSE IT DIFFERS FROM YOUR OWN. YOU MAY BOTH BE WRONG.

## TEN COMMANDMENTS OF GOOD LISTENING FOR UNIT LEADERS

By Keith Davis, Professor of Management, Arizona State Univ.

1. STOP TALKING! You cannot listen if you are talking. Polonius (Hamlet):  
"Give every man thine ear, but few thy voice."
2. PUT THE TALKER AT EASE. Help him feel that he is free to talk. This is often called a "permissive environment."
3. SHOW HIM THAT YOU WANT TO LISTEN. Look and act interested. Do not ignore him while he talks. Listen to understand rather than to reply.
4. REMOVE DISTRACTIONS. Don't doodle, tap or shuffle papers. Will it be quieter if you shut the door?
5. EMPATHIZE WITH HIM. Try to put yourself in his place so that you can see his point of view.
6. BE PATIENT. Allow plenty of time. Do not interrupt him. Don't start for the door or walk away.
7. HOLD YOUR TEMPER. An angry man gets the wrong meaning from words.  
"He who angers you, conquers you."
8. GO EASY ON ARGUMENT AND CRITICISM. This puts him on the defensive. He may "clam up" or get angry. Do not argue; if you win, you lose.
9. ASK QUESTIONS. This encourages him and shows you are listening. It helps develop points further.
10. STOP TALKING! This is first and last, because all other commandments depend on it. You just can't do a good listening job while you are talking.

NATURE GAVE MAN TWO EARS BUT ONLY ONE TONGUE, WHICH IS A GENTLE HINT THAT HE SHOULD LISTEN MORE THAN HE TALKS.

## SCOUT TALK

- ARROW OF LIGHT - Only award earned by a Webelos Scout that he can take with him into Scouting.
- BEAR - Rank earned by 9-year-old by completing 12 achievements.
- DEN CHIEF - A Boy Scout, appointed by his Scoutmaster to work in a Cub pack, assisting a Den Mother at den and pack meetings, and on special occasions.
- DEN DAD - A committeeman who helps the Den Mother with transportation, gathering materials, providing special help, etc.
- DEN DUES - Dues paid by the Cub Scout to his Den Mother to cover den and pack expenses.
- DEN LEADER - A registered adult leader of a den.
- DEN LEADER COACH - A key leader in the pack whose job is to encourage, assist, and give immediate training to Den Leaders and to co-ordinate den and pack activities.
- DEN LEADER'S TRAINING AWARD - Medal and certificate in recognition of required training, high performance and service for a two year period.
- DENNER - An elected or appointed officer of a den. His duties are assigned by the Den Chief or Den Leader. He may wear the Denner cord only during his term of office.
- DISTRICT - A geographical breakdown of a Boy Scout Council.
- DISTRICT EXECUTIVE - Professional Scouter who is responsible for a district.
- ELECTIVE - Hobby and vocational fields explored by Cub Scouts after earning Wolf or Bear ranks.
- INSTITUTIONAL REPRESENTATIVE - The liason between the chartered (sponsoring) institution and the Scout unit; represents the unit in District and Council.
- PACK - The Scout unit made up of dens which conduct Cub Scouting within the chartered institution.
- PACK MEETING - Monthly meeting of dens for advancement and awards, demonstrations, songs, games, skits, and varied other activities. Entire family attends pack meeting.
- PROGRAM PLANNING CONFERENCE - Annual meeting of all pack leaders and interested parents - held annually, usually in April, to plan the Pack's program for the coming year.
- POW WOW - An annual, fun-filled training experience for pack leaders and prospective leaders.
- ROUNDTABLE - Monthly, district meeting for all pack leaders; with ideas, demonstrations, ceremonies and crafts for planning and running den and pack meetings.
- SCOUTER'S KEY - Medal and certificate in recognition of training requirements, performance and service in Boy Scouting.

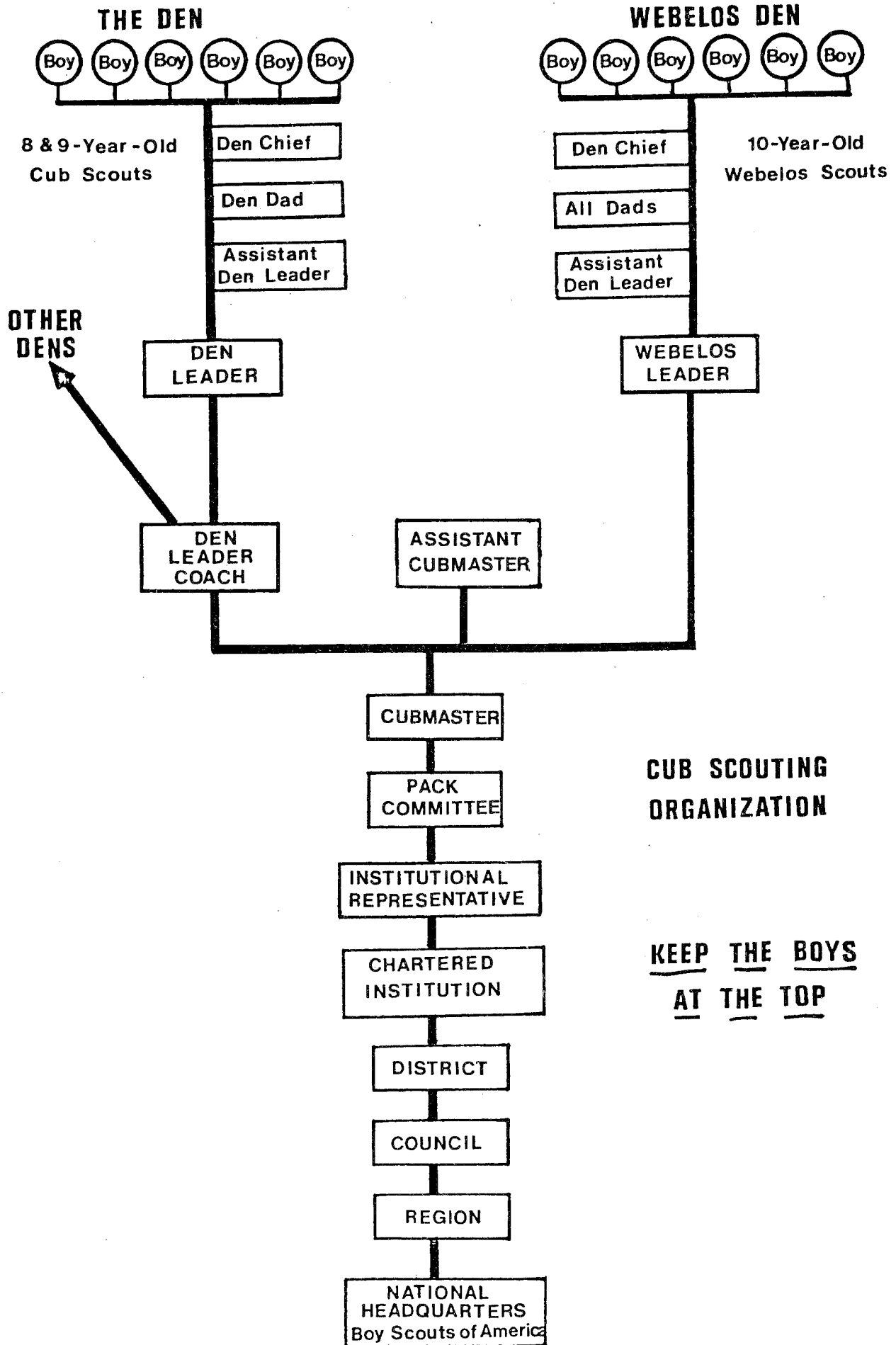
Scout Talk (Cont'd.)

SILVER BEAVER AWARD - Recognition accorded a Scouter for distinguished service to boyhood within a local Council.

UNIT COMMISSIONER - A volunteer Scouter who works with the pack or troop and keeps the pack informed on district activities.

WEBELOS SCOUT - A 10-year-old Cub Scout, in the last step before entering Boy Scouting.

WOLF - Rank for an 8-year-old Cub Scout, earned by completing 12 achievements.







## CEREMONIES

Why do we have ceremonies? For several reasons, such as:

- To establish a regular plan to present awards promptly, as soon as possible after they are earned.
- To provide high points in the advancement plan.
- To focus attention on the accomplishments of Cub Scouts and Webelos Scouts by awarding badges and recognizing parents at the same time.
- To give special recognition to Cub Scouts and parents for recruiting, service projects, and special activities.
- To honor pack leaders by recognizing Den Chiefs, Den Leaders, Cubmasters, Den Leader Coach, Webelos Leaders and Pack Committee.
- To make visitors and guests welcome by including them as a part of the pack program.
- To provide an opportunity to present the purposes of Cub Scouting in a dramatic and lasting manner.
- To promote parent participation by helping explain the parents' role in Cub Scouting and creating parent interest.
- To improve the program by marking a beginning and end to both den and pack meetings. To provide a change in pace.
- To help develop the theme of the month.

In developing ceremonies there are a few time-tested ingredients and hints to keep in mind:

- ...Base your ceremony on Cub Scout ideals..the Promise, Law of 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.
- ...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 yardstick...F U N !
- ...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 your 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.

ALSO SEE "FLAG ETIQUETTE" SECTION IN THIS BOOK.



## CEREMONIES

The purpose of this section is to give Pack Leaders additional help in planning and staging ceremonies for the purposes of induction, advancement, recognition and special events. Ceremonies are an important part of every den and pack meeting.

A ceremony can be meaningful and exciting for Cub Scouts. A flickering candle, a solemn promise, colorful props, mystery, pagentry and tradition are all impressive and important to an 8-to-10-year old boy. Recognition of his accomplishments will encourage a boy to continue progressing. Ceremonies will help teach respect for flag and country and provide citizenship training for Cub Scouts.

One ceremony, repeated frequently, can become boring. A variety of ceremonies will result in anticipation, eagerness and interest on the part of boys and adults alike.

One of the best resources for ceremonies is "Staging Den and Pack Ceremonies". In this book you will find a wide selection of ceremonies to be used on all types of occasions.

Further help can be found in the 1975 Pow Wow book, Ceremonies Section.

## DEN CEREMONIES

Did you ever witness a den ceremony? What is it like? Perhaps there were banners, flags and music, and we hope boys in Cub Scout uniforms, along with the den leader. Maybe you used a flag or even a balloon. I am sure you had fun. When a den ceremony especially pleases the Scouts, they will have fun and sometimes they may even clap their hands. With a well-performed den ceremony; everybody, even the Cub Scouts are excited.

Not only can a den ceremony be the starting of a den meeting; it can also be used to close a den meeting.

To have a den ceremony is as important as good soil, water and lots of sunshine is in growing a strong, healthy tree. To grow something strong and healthy takes a lot of careful attention and recognition. This is what a den ceremony does for the Cub Scout.

Each boy in the den should be made to feel important. This can be accomplished through ceremonies. Giving each boy an opportunity to be recognized as an individual. Ceremonies should be on the boy's level. Taking part in a den ceremony can teach a boy responsibility as well as helping him to become a better citizen. Enthusiasm for Cub Scouting can be brought about through ceremonies. Be sure to base it around the theme of the month.

Having a happy and enthusiastic den offers a better incentive and desire for the Cub Scouts to join in all the den activities. Therefore, this gives all the Scouts a desire to do their best through the rest of the den meeting.

-Ruth Wilson  
-Carol Harton

## CONDUCT CANDLE

Using a Good Conduct Candle is a method often used by den leaders as a discipline help. The following are a few ideas for ceremonies to be used with the conduct candle. The purpose of this type of ceremony, it is hoped, will be to calm the Cub Scouts before the den meeting gets under way.

### DECEMBER 1976 WINTER FESTIVAL

We light our good conduct candle to warm our hearts toward our friends and enemies as we go into our winter festival. A festival is a time to love all persons, so let us keep our flame lighted as goodwill to all. Without the warmth of the candle's flame, our hearts may no longer feel festive...(Ask boys to observe a moment of silence.)

### JANUARY 1977 WORLD OF TOMORROW

(Have denner, den chief, or den leader read the following conduct candle ceremony.)

The world of tomorrow holds many new horizons. Though our new horizons are bright, the steps leading the way may be dimly lit. We light our good conduct candle so that the way leading to tomorrow may be brightened and our minds enlightened. As our light goes out, tomorrow may escape us forever....(Have the Cub Scouts repeat the Law of the Pack.)

### FEBRUARY 1977 BLUE AND GOLD

We light our candle today in honor of Cub Scouting's birthday. It will burn as long as we prepare for our banquet which will come soon. To put out the flame will slow our progress toward the celebration of Cub Scouting's birthday .....(Den leader might tell the boys about the beginning of Cub Scouting. Den Leader's Book, page 184.)

### MARCH 1977 KITES AND SPRING

As the thin string of a kite was the road to discovery for Benjamin Franklin, let the thin flame of our conduct candle lead us along the road to discovery throughout our meeting.....(Have boys repeat the Pledge of Allegiance.)

### APRIL 1977 OUR LATEST STATES

Let the flame of this candle stay lighted throughout our meeting to keep us united. To work as a united group makes our accomplishments greater..... (Den Leader may wish to point out that Hawaii and Alaska join with the United States to make a greater country.)

### MAY 1977 GENIUS NIGHT

We light our conduct candle with a hope that its flame will open our minds and allow the genius in each of us to shine through. The longer the flame burns the brighter our genius will shine. To extinguish the flame is to close the door on a genius at work.

JUNE, JULY, and AUGUST den meetings are generally held outside.

SEPTEMBER 1977 DOORWAYS TO ADVENTURE

We light the good conduct candle to open the "doorways to adventure". A doorway which leads down the Cub Scout trail for Bobcats, Wolves, and Bears; a doorway leading to Webelos and onward to the high adventure of Scouting. As we light this candle, let us open our minds to our adventure, for if the flame is extinguished the door may close and our adventure is lost for this day....(Have boys repeat the Cub Scout Promise.)

OCTOBER 1977 DISCOVER AMERICA

(Have denner light conduct candle while den leader or den chief reads the following ceremony.)

Our good conduct candle will burn brightly as we go forward to discover America. The flame leads down a glorious trail; let us keep it burning brightly.....

NOVEMBER 1977 THE AMERICAN INDIAN

The American Indian cherished fire. It lighted his night and was a great power. The flame of our conduct candle holds a great power, also. The power of fun and learning. When the candle goes out, the fun goes out of our meeting and our learning stops. Rise as I light the candle and join me in the Pledge of Allegience.

-Sharon Adams

DECEMBER 1976      WINTER FESTIVAL

OPENING

- Arrangement: Ten boys come on stage and stand in line. They can be holding Christmas gifts, decorations, etc. Each speaks his line in turn.
- 1st Cub:        Secrets! Secrets! In the air!  
                 Merry greetings everywhere! That's Christmas!
- 2nd Cub:        Cedar boughs in every nook!  
                 Holly! Everywhere you look. That's Christmas!
- 3rd Cub:        Christmas trees with baubles bright,  
                 Flashing in the candle light! That's Christmas!
- 4th Cub:        Hearth fires leaping high to show  
                 Faces in the firelight's glow! That's Christmas!
- 5th Cub:        Spicy smells of things to eat,  
                 Promising a welcome treat! That's Christmas!
- 6th Cub:        Bundles big and bundles small!  
                 And we must not look at all! That's Christmas!
- 7th Cub:        Little whispers all about!  
                 But we can't find one thing out! That's Christmas!
- 8th Cub:        Such a lot of things to do!  
                 Shopping trips and wrapping too! That's Christmas!
- 9th Cub:        Time for fun and song and play!  
                 Just the year's most happy day! That's Christmas!
- 10th Cub:       Joy in all we have and do!  
                 Wishing joy for others too! That's Christmas!
- ALL:            So we gladly join to say  
                 Here's to wish your happiest day - That's CHRISTMAS!

OPENING

Dim the lights and have the boys come in marching very slowly, singing Christmas carols. Have the boys carry a lighted candle. Have the Webelos color guard follow and when the lights come on, a Webelos Scout leads everyone in the Pledge of Allegiance. Then have everybody sing "Silent Night".

DEN OPENING

-Razorback District Pow Wow Book

Each Cub may stand or come forward to read his part.

- F     Faith that the Cub den can always have  
         a festive atmosphere, all winter long.
- E     Each Cub can fill and know the importance  
         of his own job.
- S     Satisfaction of being able to advance in  
         Cubbing.
- T     Together the Cub Scouts find their needs  
         fulfilled.
- I     In doing this, individual Cub Scouts see  
         their own achievements.
- V     Voice of each Cub Scout having fun.
- A     All for one, one for all.
- L     Love for what we do well will produce  
         a strong and healthy Cub Scout.

DECEMBER 1976 WINTER FESTIVAL

CLOSING

Arrangement: Nine Cub Scouts come onstage, one by one; each carrying a large cardboard letter. As he speaks his lines, he holds up his letter, which ultimately spell out the word CHRISTMAS.

C C is for candles, we burn of Christmas night  
To gladden weary travelers with their light so bright.

H H is for happiest; the happiest time of year;  
It's jolly, gay old Christmas time, with all its mirth and cheer.

R R is for ring; we ring the Christmas bell  
All the Christmas gladness, the world to tell.

I I is for the infant who lay in a manger  
Little Lord Jesus, a dear little stranger.

S S is for shepherds who kept their flocks by night;  
And heard the angels singing, and saw a wondrous light.

T T is for tree, all green and gold and red,  
We see it Christmas morning when we jump out of bed.

M M is for the mistletoe we hang at Christmas time;  
In merry wreaths, when candles burn and Christmas bells chime.

A A is for all; to all men we wish cheer,  
Joy and gladness, love and hope, for Christmas time is here.

S S is for the star that shone on Christmas night,  
Star and candle, bell and wreath, all make our Christmas bright.

CLOSING

Dim the lights and close by having the boys march slowly out singing "Drummer Boy".

-Razorback District Pow Wow Book

Advancement

Props: 1 small snowflake for each award with the award attached.  
1 cut out snowflake for each Cub and parent.

Cubmaster: Snowflakes always appear as six-sided crystals. If you use your imagination just a little, you can see that there are six areas in the climb to the top of the Cub Scouting experience.

1. Will all Bobcats please come forward with their parents.  
Awards Chairman presents the award and gives each a snowflake

Do the same as above for all of the following:

2. Wolf
3. Wolf Arrow Points
4. Bear
5. Bear Arrow Points
6. Webelos

Have all boys remain at the front of the room until all awards are presented.

With this group of people gathered here, we have made a snowstorm out of a lot of small snowflakes. Just as the wind blows snow into a storm, parents provide a force to make a Cub Scout form all facets of his life as he grows into a bigger, stronger person both physically and mentally.

Homer Barnes  
Indian Chief's District  
Indian Nations Council

OPENING

We know the World of Tomorrow is really the world of today. We shall see by a reporter of a newspaper how true this is. (For a den ceremony, you could also add the different advancements the Cub Scouts do weekly.) (For Pack Meeting - each boy could wear 'press' hat or pretend to read from newspaper copy sheet.)

Reporter #1 The Bicentennial year is a great year to be a Cub Scout.

Reporter #2 We will not live to see another 200 years come and go in America, so it was exciting to be a part of this one.

Reporter #3 This report comes to you from a Cub Scout. As a part of the world of tomorrow, I expect and look forward to being as good a citizen for my country as I am a Scout today.

Reporter #4 As a Scout, my world today means to me a flag called Old Glory that I love and respect.

Reporter #5 I report the United States of America by a Democratic government will give me a world of tomorrow to look forward to.

Reporter #6 As a Scout learning to be a leader, there is no better way to face the World of Tomorrow.

ADVANCEMENT:

Cubmaster: For thousands of years people have grouped the stars together as figures or constellations. This was probably done by the early shepherds as they lay on the grass and looked up at the sky while tending their sheep. They could visualize stars forming pictures of heroes, kings, queens, men, maidens, and monsters.

The best known constellation is the Big Dipper. Beginning with stars forming the lower side of the Big Dipper, sight upward. The brightest star you find is the North Star, which for centuries was the guiding star of travelers. It remains in the same place all the time. Be like the North Star. Let your light shine to help others to find the WAY. Now, what or who can be your guiding star every day?

- 1st Cub: The Cub Scout Promise.
- 2nd Cub: The Law of the Pack.
- 3rd Cub: The Bible
- 4th Cub: My Minister, Priest, or Rabbi
- 5th Cub: My teacher
- 6th Cub: My mother and dad

Cubmaster: Will the parents of \_\_\_\_\_ please bring him forward. We would like to present you with his \_\_\_\_\_ badge.  
Mr. and Mrs. \_\_\_\_\_, we would like to give you the honor of presenting this badge to your son, since it is you who have guided him on his advancement trail.

Congratulations and Happy Scouting!!

CLOSING

Have Scouts and their families form a large circle. The Cubmaster then reads the following prayer, which was broadcast to earth by U.S. Astronaut, Frank Borman, while on a moon-orbiting mission in December 1968. (Cubmaster should explain what he is reading.)

"Give us, O God, the vision which can see the love in the world, in spite of human failure. Give us the faith to trust Thy goodness in spite of our ignorance and weakness. Give us the knowledge that we may continue to pray with understanding hearts, and show us what each one of us can do to set forward the coming of universal peace."

LEADER RECOGNITION CLOSING

Props: Large gold stars with a hole in center; large enough for each boy to poke his head through. Star is frame around face.

Each boy, in turn, repeats the following speech:

"My star represents our \_\_\_\_\_ . Mr./Mrs. \_\_\_\_\_ and his/her assistants, Mr./Mrs. \_\_\_\_\_."

When all have done this, then all repeat in unison:

"On behalf of all Cub Scouts, we wish to say thank you for the leadership you have given our pack."

CLOSING THOUGHT

The words "Aim for the Stars" has an important meaning to Cub Scouts. Think of Thomas Edison who tried and failed hundreds of times before he perfected the electric light bulb. He never quit trying. A Cub Scout who tries to do his best and keeps trying, is preparing himself for greater responsibilities when he becomes a man. What you do and how well you do it becomes your launching pad to "aim for the stars".



OPENING

Personnel:      Narrator, 4 Cub Scouts in uniform

Arrangement:    Cub Scouts come on stage, one at a time, carrying large replicas of seed packages -- Peas, Lettuce, Squash, Turnips and pretend to plant garden as narrator reads script.

NARRATOR:      We'd like to show you how you can help grow a Cub Scout Garden. This is the kind of garden that all parents want their sons to have.

First, we plant five rows of peas. (First boy comes onstage)  
Preparedness, Promptness, Perseverance, Politeness, Praise.

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

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

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

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

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

DEN ADVANCEMENT

The kite theme of March could be used as an advancement ceremony. You can do this by either making or buying a kite. Each den meeting during the month, the boys will construct the tail.

Attach a long string to the kite for the tail. Each time a boy completes an achievement or an elective requirement, he adds a piece of cloth to the tail. At the end of the month, the tail should be long enough to enable the kite to fly.

-Carol Harton

Advancement

What do we plant when we plant a tree?  
We plant the ship which will cross the sea.  
We plant the mast to carry the sails,  
We plant the planks to withstand the gales;  
The keel, the keelson, the beam, the knee;  
We plant a ship when we plant a tree.

What do we plant when we plant a tree?  
We plant the houses for you and me.  
We plant the rafters, the shingles, the floors,  
We plant the studding, the lath, the doors,  
The beams and siding, all parts that be;  
We plant a house when we plant a tree.

What do we plant when we plant a tree?  
A thousand things that we daily see!  
The paper for books from which we learn,  
Tools to help us do a good turn,  
The wood for a Pinewood Derby car,  
For model planes that we can fly far,  
We plant the staff for the flag of the free,  
Yes, we plant all these when we plant a tree.

But what do we plant when we plant a lad?  
With the help of his mother and his dad,  
We plant a Cub Who'll become a Scout.  
We plant ideas that will round him out.  
The skill, the games, the joy to be had,  
We plant a Scout when we plant a lad.

(From here the Cubmaster goes into a standard awards ceremony. Narration could be done by Committee Chairman and Awards Chairman during the ceremony. When awards have been given out, these last two lines are said by the narrator.)

What do we plant when we plant a lad?  
We plant a Scout when we plant a lad.

Congratulations to all of you.

Props: If you want, you could have awards tied to a tree branch.

Opening

My name is Litter Bug Lou,  
And, oh, what us litterbugs do!  
We clutter the country with papers and trash,  
At making a mess we're really a smash.  
The roadsides and parks are scenes of our folly.  
We really enjoy it and think it quite jolly,  
To leave behind garbage, bottles and paper,  
As little mementos of our daily labor.

I'm Tidy Bug Ted of the Tidy Bug clan,  
We work to keep things spick and span.  
We pick up the litter together we are,  
And always carry litter bags in our car.  
We'll K. O. Lou and all of the band,  
And make America a beautiful land,  
Free of litter, trash, and clutter,  
Won't you help us, dear Fadder and Mutter?

Props: Two boys dressed in paper sack costumes as shown and the other boys used as color bearers for the flag. Or you might dress all of the den as litterbugs half as one and the other half as the other. Then you will need to change the I pronoun to we.

Advancement

- Chairman: Scouters, this is our problem. Every year hundreds of red blooded American boys drop out of Scouting in our Council. We are meeting here tonight to do something about this deplorable situation. Have you any suggestions?
- Dic-tater: Yes, I certainly do have a suggestion! Just don't let them drop out! After all, the young whippersnappers don't know what is best. As long as we are bigger and stronger than they are, we can simply forbid them to drop out. A firm hand will solve this drop out problem.
- Imi-tater: Well, Mr. Chairman, that sounds a little rash. Why don't we look around and see what some other groups are doing about this same sort of problem. Seems to me, we could just adopt their plans. Those other organizations are doing quite well, so it might behove us to copy their tactics.
- Spec-tater: Mr. Chairman, perhaps we are trying to participate too much. Scouting is after all a boy's organization. Let's just leave it up to the boys and let them work out whatever solution they seem to think is best. We can sit back and watch and let them know that we are behind them 100%.
- Agi-tater: NO! By Gussie, we've got to get in there and fight! We've got to be on our toes with our shoulders to the wheel, pushing at all times. We'll get the Chamber of Commerce and the PTA and the local chapter of Sigma-Phi working on this. We'll have a membership rally and a big bonfire and really get things stirred up.
- Hesi-tater: Oh now, I don't know. Maybe we ought to wait till after the summer slump and the fall rush. Sometimes it's wise to use a little caution.
- Demons-tater: Mr. Chairman, the best way to keep boys in Scouting to show them what Scouting is and what Scouting does. As proof of what I say, we have here tonight several boys who have not paid much attention to our other "taters" and their thoughts. (Each boy is called forward and presented with his award.) We can show them what it's really like and the boys will want to go on in Scouting and not drop out. The problems will cease to be.
- All: And how.

MARCH 1977 KITES/SPRING

CLOSING

- Personnel: All of the boys in the Den
- Denner: Observe these precautions and fly your kites safely.
- 1st boy: Never fly a kite near electric wires or transmission towers.
- 2nd boy: Do not fly kites near ditches or ponds.
- 3rd boy: Do not fly kites in a thunderstorm.
- 4th boy: Do not use metal in making a kite - it might attract lightning.
- 5th boy: Do not use wire or wet string for a kite line.
- 6th boy: Do not fly kites in a public street or highway or over a railroad.
- 7th boy: Do not try to remove a kite entangled in wires, tree tops, roofs or high places.
- Denner: Good night boys, have a safe and good time flying your kites.

CLOSING

A Cub Scout Farmer's Garden of Thoughts

- Personnel: 8 Cubs dressed in farmer hats, shirts, levis, scarves etc., with garden tools. Also will need large cut-outs of vegetables, as indicated.
- 1st boy: We're Cub Scout farmers who've come your way to share with you, our garden of thoughts for the day.
- 2nd boy: (holds up carrot) Take care at all times, remembering to do your best each day.
- 3rd boy: (holds up lettuce) Let us always give a smile to others as we travel down life's way.
- 4th boy: (holds up turnip) Be sure to turn up at meetings and participate in the pack activities.
- 5th boy: (holds up bean) Learn not to put things off - for it's not fun being late.
- 6th boy: (holds up beet) In life's game, you can beat if you strive to work with everyone.
- 7th boy: (holds up large pkg. of seed) And now that we've planted some seeds of thoughts, we'll say good night, for our meeting is adjourned.

OPENING

Directions: The American Flag is already displayed on stage.

1st boy: (Holding replica of Alaskan Flag) I represent the Flag of Alaska. My design resulted from a public school contest conducted by the American Legion, I was designed by a 13 year-old boy. I have flown over Alaska since 1927. My design represents the constellation of the Great Bear and the North Star.

2nd boy: (Holding replica of Hawaiian Flag) I represent the Flag of Hawaii. I have flown over Hawaii since 1898. The eight horizontal stripes in my design represent the eight main islands in the Hawaiian Chain while the British Union Jack is included as a reminder of Captain Vancouver, who on his voyage around the world in 1794, gave me to King Kamehameha I.

3rd boy: Let us stand and Pledge our Allegiance to the Flag that binds us as one.

CLOSING

1st boy: Our two latest states, Hawaii and Alaska are different in climate, different in food they produce, and offer different ways of life.

2nd boy: Hawaii is a land of sunshine and lush vegetation; happy voices and laughter join in enjoyment of warm sun and cooling surf.

3rd boy: The beauty of Alaska is captured in silent snow and the glorious Northern Lights.

4th boy: One thing these states have in common is being a part of the fifty United States of America, pledging their allegiance to our flag.

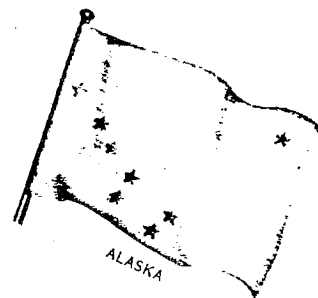
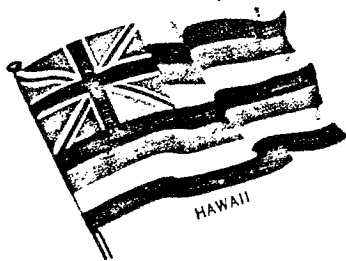
5th boy: There are differences in a Cub Scout den. Each boy has different abilities, different interests and different needs.

6th boy: We are united in Cub Scouting to develop ourselves mentally, physically and morally.

7th boy: We become better citizens as we learn and achieve together.

8th boy: Let us close by singing America The Beautiful.

-Helen Vance



Closing Thought

Even though Alaska and Hawaii are not connected to our mainland, they are as much a part of our United States as we are in Oklahoma. The hands of friendship, culture, and natural resources keep us as one unit. Cub Scouting keeps us together in one unit, regardless of whether we are in Oklahoma, Alaska, or Hawaii.

(Spotlight on a boy dressed in a grass skirt, a uniformed Cub Scout, and a boy dressed as an Eskimo.)

Just as our latest states are part of our United States, our packs and dens are part of the whole Scouting program.

OPENING OR CLOSING

Props: Paper strip about 6" or 8" long, small piece of tape.

Leader asks Cub Scouts and parents to form a chain by linking the paper strips together.

As the chain is being made the Leader explains that once again a chain is only as strong as it's weakest link even a paper chain. The real joy of Cub Scouting comes when complete unity exists between parents and Cub Scouts and Pack leaders. Every parent and boy here tonight can help Scouting keep America strong by learning more about and understanding our great heritage. Remember to DO YOUR BEST.

Homer Barnes  
Indian Nations Council

MAY 1977      GENIUS NIGHT

OPENING

Arrangement: 7 boys, 6 holding cards, one acts as narrator

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

- G      Gutenberg invented moveable types of printing presses so that more people could have books to read.
- E      Edison gave us the light bulb, the phonograph, storage batteries, and many other things that we regard as necessities today.
- N      Newton's studies of gravity and light started many other genius's on their way.
- I      Irving's stories have enchanted young and old for years.
- U      Urey's discoveries in chemistry and nuclear power will be used for generations to come.
- S      Scouting's founder Lord Baden-Powell, developed a plan for using the genius of every boy.

ADVANCEMENT

As each boy receives recognition (in den or pack meeting) for advancement, let him give his own idea of a genius. What...why...how...where...

-Ruth Wilson and Helen Vance

CLOSING

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



OPENING

Cubmaster: We promise that we will take part in our games, in fair competition; respecting the rules that govern them and with the desire to take part in the true spirit of sportsmanship for honor to our dens and for the glory of the sport.

Do you all promise to do your best to obey this promise?

Boys: We do.

Cubmaster: Let us all stand and face our Country's Flag as we repeat the Pledge of Allegiance.

OPENING

Arrangements: 7 boys come on stage, carrying various kinds of muscle-building equipment. They use the equipment and, in turn, speak these lines:

1st boy: To keep your body strong and healthy  
Is more valuable than being wealthy.

2nd boy: When you are fit, you feel so good,  
And try to do the things you should.

3rd boy: It helps you lend a helping hand  
To needy folks around our land.

4th boy: Eating the right foods is always wise,  
And everyone needs some exercise.

5th boy: Stand on tiptoes, one, two, three.  
Touch your toes, don't bend a knee.

6th boy: Run a while, then slow your pace;  
Practice will help you win the race.

7th boy: Scouting builds young boys into men,  
And this is where it all begins.

CLOSING THOUGHT

CUBMASTER: Cub Scouts, I hold in my hand a pocketknife. This is a valuable tool because it can be used for many useful things. It is a dependable tool as long as the blade is kept sharp and free from rust and the working parts are in good condition. But, if it is neglected and becomes dull and rusty, it can be a dangerous tool. The same principle applies to us. We have a body, which when kept in good condition, will serve us well. But if we fail to take care of ourselves, we can become rusty and dull like a neglected pocket knife. Do your best to keep fit!

OPENING

Arrangement: Seven Cub Scouts line up across stage holding cardboard barbells and fastened to center of each one so it will show to audience is a large letter. The letters spell out the word MUSCLES.

- M Muscles can make you big and strong.
- U Unless you try to use them all wrong.
- S So as we try with all our might,
- C Cub Scouting teaching us to use muscles right.
- L Learning to build our muscles so healthier we'll be.
- E Each one doing his best to take care of his body.
- S So these weights we hold up here now, showing that to build muscles we've learned how.

CLOSING

Arrangement: The following closing ceremony leaves the audience with some good closing thoughts. Seven boys line up across stage holding barbells which have letters printed on each end spelling out MUSCLE BUILDERS. Thus the first boys prop has the letters M and U and so on.

Muscles some think are really a must,  
unless you want to be a bust.

So flex your muscles and raise those weights high,  
Cause it will make you a healthy guy.

Lift all of the load you possibly can,  
Else you could be called a shirking man.

Buckle down and lift your share of the load,  
Unless you want to be a shirker on life's road.

If you always do your part,  
Lifters you will be from the start.

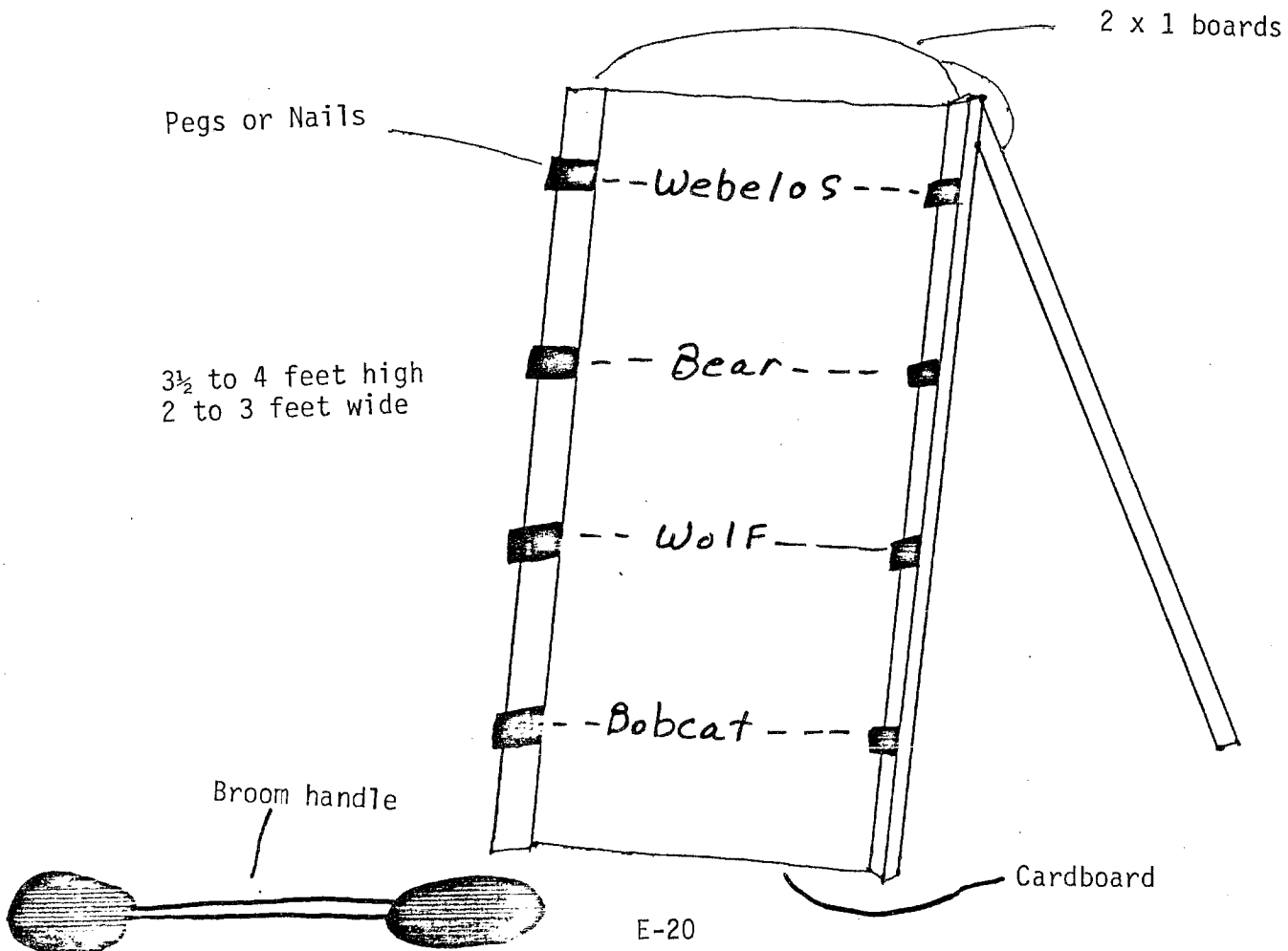
Do your best to lift your share,  
Everyone showing that they care.

Reaching always a little out of reach,  
Since that's the best philosophy to teach.

ADVANCEMENT

This month the theme is "Muscle Builders" and our Cubs will advance according to their strength. As men must train to be an Olympic Champion, our Cubs also must grow in strength and ability to obtain their rank advancement. So, tonight we have \_\_\_\_\_ who has achieved the Bobcat Rank. We will ask him to lift the heavy weight up to the Bobcat level. For a boy to earn the Wolf Rank he must increase in ability by practice and working with his muscles just like a weight lifter must train and get in condition. Tonight we have \_\_\_\_\_ who has trained and has gotten in shape to get his Wolf Rank. We will have him come and lift the weight to the Wolf Rank. Training must continue for a weight lifter to build his muscles further. Tonight we have \_\_\_\_\_ who has continued his training and has increased his ability. Let's have this muscle man come and lift the weight to the Bear level. The olympic champion receives his gold medal to show his strength and ability. To be the champion in Cubbing our champion receives the Webelos Award. Tonight Webelos Scout \_\_\_\_\_ is now asked to come and lift the weight to the Webelos level and in effect, become one of the Olympic gold medalist of Pack \_\_\_\_\_. Tonight during our advancement ceremony we have seen Cub Scouts increase in ability as muscle builder do. Let's have a round of applause for all Cubs who have advanced in rank this night.

-Redrock Roundtable Helps



OPENING

At the signal of the dinner, all Cub Scouts hide nearby. Den Chief then stands in center of room and calls, "Bobcats".

All Bobcats come from hiding, crying "Me-o-ow! Me-o-ow!" or whatever your den has decided is the cry of a Bobcat. These Cub Scouts continue crying while Den Chief calls for "Wolves". They come howling. Then the "Bears" come growling, ferociously. Now the entire den is in full cry.

The Den Chief makes the Cub Scout sign (followed by the Cub Scouts), then calls: "Akela welcomes the jungle animals to his den. Let's see to it that we work and play in peace and become strong and wise Cub Scouts."

Now the Den Chief has everyone stand and repeat the Pledge of Allegiance.

-Razorback District Pow Wow Book

DEN OPENING

This ceremony could be used just before taking the boys on a hike.

Arrangement: Den leader passes out one candle and one numbered slip of paper to each Cub Scout. She then asks each boy to come forward to light his candle and read his phrase.

1st Cub: We are going to see Nature's treasures.

2nd Cub: We will help to maintain Nature's balance.

3rd Cub: We will observe and learn from Nature's animals.

4th Cub: We Will help maintain Nature's resources.

5th Cub: We will protect them from harm.

6th Cub: We will follow the laws of Nature.

- Joyce Reynolds

JULY 1977 TRAILS, TREKS, TRIPS

ADVANCEMENT

Props: Artificial campfire; Akela costume; tom-tom

Setting: Fire is glowing. Akela stands behind fire, and is flanked by Awards Chairman and ACM who beats tom-tom

AKELA: Will all Cub Scouts in good standing with this tribe come forward and be seated around the council fire. It is time for us to take council.

(Cubs come forward and are seated)

Our Medicine Man (Awards Chairman) is here, so it is time for the council to begin.

(Tom-tom beats)

Mighty Medicine Man, you have signalled us that some of the braves in this tribe have traveled along the Trail of the Golden Arrow of Light far enough to earn them names of their hunting stations. Who are these braves?

AWARDS CH: (Reads names of boys to receive awards)

AKELA: Mighty Warrior, how far along this trail did these braves travel?

AWARDS CH: (Name of boy) has passed the twelve achievement tests to wolf Valley and also did a fine job of hunting for he earned a gold arrow. (Name) after crossing Bear Ridge, hunted well to earn a gold arrow and a silver arrow. (Name) and (Name) are working their way up Webelos Peak and have earned activity badges in \_\_\_\_\_ and \_\_\_\_\_.

AKELA: This is indeed a fine job of Scouting. Will these braves come forward and stand before the council fire so we can see these good hunters.

AWARDS CH: (To boys) Can you truthfully say you have followed the Cub Scout Promise and have tried to Do Your Best?

CUBS: Yes

AKELA: Will each of you tell us of one of your accomplishments along the trail? (Each boy tells of one achievement or elective)

AKELA: I am satisfied you have Done Your Best. This is indeed a proud moment for our tribe when we can advance our young braves. It symbolizes sound cooperation in your tepees among your family. Without their help, hunting along the Trail of the Golden Arrow of Light would have been difficult. Mighty Medicine Man, have you brought suitable awards for these fine young hunters?

AWARDS CH: I have. (He presents awards) (Boys return to seats)

(For Council Fire see page E-38)

CLOSING THOUGHT

On the Bobcat trail: You learn to keep a promise, even if it is hard to do.  
You learn to do your best with each new challenge.  
You learn that to practice your religion, you must do so every day.  
You learn that duty to country means to obey our country's laws.  
You learn to do things for other people when you don't have to.  
You learn that when you follow these Cub Scout ideas, you OBEY THE LAW OF THE PACK.

On the Wolf trail: We learn our world is different from our parents' world.  
We learn how to live with nature.  
We learn to live in our modern world.  
We learn conservation of our resources.  
We learn safety rules we should live by.  
We learn proper health habits.

All of these things will help us become better Scouts.

-Joyce Reynolds.

CLOSING

Distribute copies of the Outdoor Code to the audience, so everyone can join in reading it for the closing ceremony.

"As an American, I will do my best to:

Be clean in my outdoor manners. I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's water, fields, woods, roadways.

Be careful with fire. I will prevent wild fires. I will build my fire in a safe place and be sure it is out before I leave.

Be considerate in the outdoors. I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.

Be conservation minded. I will learn how to practice good conservation of soil, water, forests, minerals, grass lands and wild life, and I will urge others to do the same. I will be a good sportsman in all my outdoor activities.

OPENING

As he speaks, each Cub Scout stands and wiggles his octopus puppet.

1st Cub Octopus: In tying knots, I am a champ -  
With the bowline or clove hitch,  
But when my eight arms get in the way -  
I can't tell which is which.

2nd Cub Octopus: Being an octopus, I like to hike  
Over underwater hills,  
But, when I "left" and "right" with two legs -  
Six others give me spills.

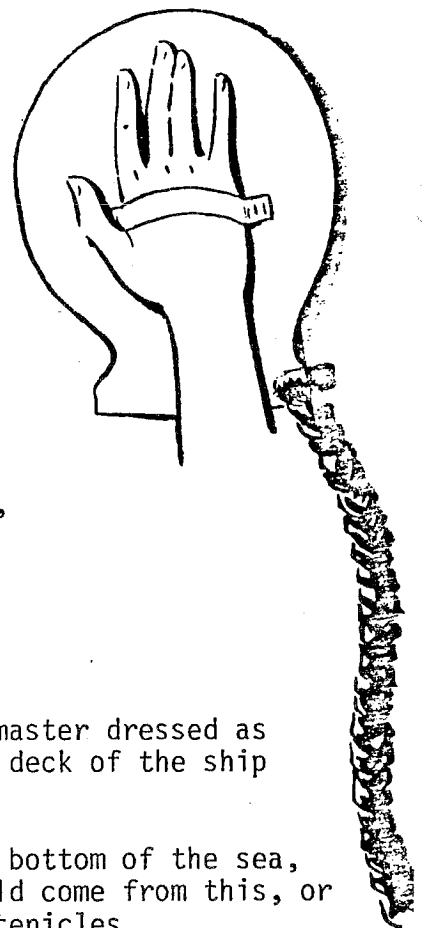
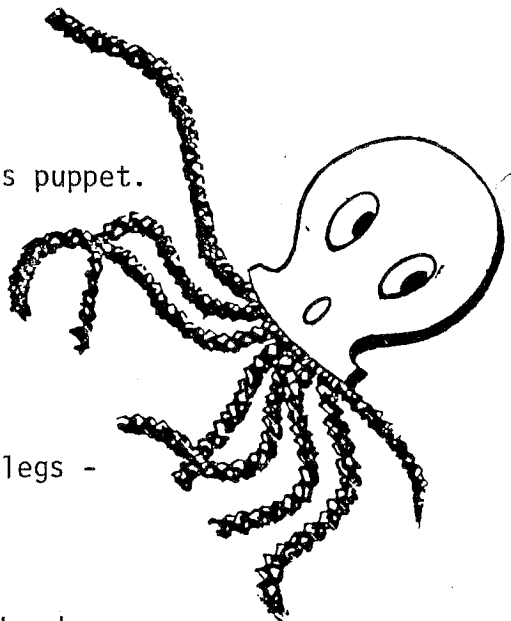
3rd Cub Octopus: I'm patriotic and salute the flag -  
Of America, that I'll fight for.  
But since we must salute with our right hand -  
I can't tell which are my "right" four.

4th Cub Octopus: Now, in rowing a boat, I'm a speedy one -  
With eight arms to move me fast -  
For, no matter how hard the others use their oars -  
They'll row into shore - tired and LAST !

5th Cub Octopus: I have two arms to gather firewood -  
Two arms for to start the fire's flame -  
Have two arms to cook my tasty meal -  
With two arms left to shoot fresh game.

6th Cub Octopus: I can pass all swimming tests -  
The dog-paddle, breast stroke, or crawl -  
'Cause when we octopuses get in the water -  
We really have ourselves a ball!

All Six Cub Octopuses:  
We may be Cub octopuses, now -  
But soon, it will surely be meat -  
'Cause we'll be special TENDERFOOT Boy Scouts,  
As we octopuses have EIGHT TENDER FEET.



ADVANCEMENT

Ceremony - Use standard awards ceremony in this section.

Props - Use a cut-out of large modern or old clipper ship. Cubmaster dressed as Admiral of the Deck. Boys receiving awards are escorted to the deck of the ship by the Asst. Cubmaster, Awards Chairman or Den Chief.

Props - Cubmaster is dressed like King Neptune. Setting is the bottom of the sea, with fish, plants, sunken ship with treasure chest. Awards could come from this, or you might make a giant octopus and have awards attached to the tentacles.

Props - Pirates are always fun for the boys. Every one putting on the ceremony including the boys receiving the awards are dressed as pirates. (At least have hats). Have a treasure map and let the boys, along with the adults participating in the ceremony, go on a treasure hunt. The awards are hidden, of course, in the treasure chest.

OPENING

Props: Each boy has a card with these letters printed on them and the saying on the back of each.

- C is for for comradeship we learn to get along.
- U is for unity; together we are strong.
- B is for boys; wild and wooly--but nice.
- S is for socials; you needn't ask us twice.
- C is for courtesy, of which we all know.
- O is for outings; we're rarin' to go
- U is for universal; Scouts are known in every land.
- T is for teamwork; we'll lend you a hand.

CLOSING

Arrangement: Pack Flag is placed in center of stage. 10 Cubs in uniform, in turn, come onstage, stand near the Flag and recite one of the lines below. Upon finishing, each Cub salutes the Flag and retires to rear of stage, where a horseshoe is formed.

- 1st Cub: May I grow in character and ability as I grow in size.
- 2nd Cub: May I be honest with myself and others in what I do and say.
- 3rd Cub: May I learn and practice my religion.
- 4th Cub: May I always honor my parents, my elders and my leaders.
- 5th Cub: May I develop high moral principles and the courage to live by them.
- 6th Cub: May I strive for health in body, mind and spirit.
- 7th Cub: May I always respect the rights of others.
- 8th Cub: May I set a good example so that others may enjoy and profit from my company.
- 9th Cub: May I give honest effort to my work.
- 10th Cub: May I regard my education as preparation for a future in lifes' Doorway to Adventure.

(As last Cub finishes his lines and completes the horseshoe formation behind the Pack Flag, all 10 boys join hands for the Living Circle, and repeat the Cub Scout Promise. If you do not have 10 boys in your den combine 2 dens or, double up on some of the lines so that you have enough for each of your boys.)



DEN ADVANCEMENT

Cub Scout (name) has opened his doorway to adventure and begun a journey down life's long road of many adventures. We of Den (#) are proud to present this bead of advancement to (name). May he wear it with the pride of Scouting as he continues on to his next adventure.....Present bead and ask the Cub Scout to give the Cub Scout Motto.

DENNER CEREMONY

Select denner in your usual manner (such as, election, alphabetical order, or drawing). When boy is selected, use the following ceremony which should be read by den leader or den chief:

Cub Scout (name) has been chosen to represent Den (#) as we walk together through the doorway to adventure. We ask his help as each adventure begins and ends. It will be his duty to open the doorway of each meeting and to be sure the evidence of our adventure has been cleared away at the meetings close.

Cub Scout (name), do you accept this as your responsibility?

(Cub Scout answer) I do.

Then we present you with this cord as your key to open the doorway for our next four adventures.

DEN OPENING

By lighting this flame, we open the doorway to a new adventure for today.  
May the flame continue to burn throughout our entire meeting...  
(Denner lead Flag ceremony)

CLOSING THOUGHT

I'd rather SEE a sermon than hear one any day.  
I'd rather one would walk with me, than merely tell the way.  
The eye's a better pupil and more willing than the ear;  
The best of all the preachers are the men who live their creeds.  
For to see good put in action is what everybody needs.  
I soon can learn to do it, if YOU'LL let me see it done.  
I can watch YOUR hands in action, but your tongue too fast may run.  
The lectures you deliver may be wise and true,  
But I'd rather get my lessons by observing what YOU do.  
I may not understand the high advice you give,  
But there's no misunderstanding how YOU act and how YOU live.

OPENING

Props: 4 boys with poster cards with the word FREE on each one, or each boy can use a prop such as a megaphone, nightcap, church and a star.

1st boy: You can say anything that you want to say, whoever you may be.  
You can meet with your neighbors across the way.

ALL: THAT'S WHAT IT MEANS TO BE FREE

2nd boy: You can write anything that you want to write and dare to disagree.  
You can sleep without feeling afraid at night.

ALL: THAT'S WHAT IT MEANS TO BE FREE.

3rd boy: You can't be imprisoned or taken away until you've been justly tried.  
You can choose the church where you want to pray with your family by  
your side.

ALL: THAT'S WHAT IT MEANS TO BE FREE.

4th boy: You can dream any dream that you want to dream and make it all come true.  
'Cause you live in a land where the star of liberty is shining over you.

ALL: THAT'S WHAT IT MEANS TO BE FREE.

CLOSING THOUGHT

Our Country 'tis of thee we sing.  
Land of New England meadows and Southern cottonfields;  
of county fairs, and ticker-tape parades;  
barefoot boys with fishing rods,  
and Ladies' Day at the baseball park.

A land of steel,  
and industry,  
and invention,  
with a heart as big as Texas  
and dreams as tall as the great Northwest.

ADVANCEMENT

Awards are taped to the inside of the witches' pot with masking tape. The Den Mother calls out the awards; another witch pulls it from the brew and hands it to the Cubmaster for presentation

ADVANCEMENT

Large cardboard replica of Columbus' ship in background. Cubmaster dressed as Columbus presents awards.

Advancement

Equipment: Council fire, Tally skin, Drum, Indian costumes

Personnel: Akela, Keeper of the Tally (Awards Chairman), Webelos

Arrangement: Everyone is at the front of the room where they can be seen; drum is beaten loudly for attention then softly for back-ground; Webelos escort Cub Scouts and Parents, Awards are on the back of the tally skin.

Akela: Oh, Mighty Medicine Man there are those among us who wish to join our Pack. By what names are they called?

Medicine Man: Reads names. Will the boys whose names have been called please stand with their parents? Webelos escort them to the council fire.

Akela: You have expressed a desire to join our family. You were given requirements for the earning of the Bobcat rank. Have you learned them? (boys answer) Let us now make the Cub Scout sign and repeat the Cub Scout Promise. (repeat the promise)  
Now let us repeat the Law of the Pack. (repeat)  
We wish to welcome you and your family to our Pack.  
(present pins to parents to pin on boys upside down and explain why.)  
Now, as one last test, salute with me in the manner of Cubs all over the world, Congratulations, and may your days in Cub Scouting be happy.

Mighty Medicine Man there are those among us who have advanced in our Pack. By what names are they called?

Medicine Man: Reads names. Will the boys whose names have been read please stand with their parents? Will these braves and their parents advance to the front of the council fire?

Akela: Mighty warrior, how far along the trail did these braves travel?

Medicine Man: These boys have passed the twelve achievements to earn their Wolf and Bear badge. Some of them have passed electives for gold and silver arrow points.

Akela: This is indeed a fine job of Cub Scouting. Can you truthfully say you have followed the Cub Scout Promise and have tried to Do Your Best?

Boys: Yes we have.

Akela: I am satisfied you have done your best. It is indeed a proud moment for our tribe when we can advance our young braves. Mighty Medicine Man have you suitable awards for these young braves. (Award badges to parents to pin on their boys.)

Akela: Congratulations and keep up the good work.

OPENING

Arrangement: Four boys dressed in Indian costume, carrying artificial torches. Artificial campfire which can be lighted by connecting an electrical cord. Light bulb is inside campfire and covered with red cellophane.

Den Chief: (Dressed as Indian Chief) Let the North Wind enter.  
(One of boys enters carrying torch. He stands by campfire and says his lines. Others do likewise as they are called in.)

North Wind: The North Wind that brings the cold, builds endurance.

Den Chief: South Wind, enter.

South Wind: The South Wind brings the warmth of friendship.

Den Chief: East Wind, enter.

East Wind: The East Wind brings the light of day.

Den Chief: West Wind, enter.

West Wind: West Wind from the direction where the sun sinks, brings night and stars.

Den Chief: The Four Winds will light our council fire.

(All four boys touch their artificial torches to fire at the same time. At this moment, electrical cord is connected off stage lighting bulb.) To accommodate eight boys in the opening, two boys could come in at one time and speak together as one for each wind, or the Den Chief's part could be done by Cubs.

OPENING

(For Council Fire see page E-38)

Props: Artificial campfire; tom-toms; rattle for Medicine Man; and small American Flag.

Setting: 3 Indian braves and Medicine Man are seated around fire; Indian Chief is standing; boy in Cub uniform is off stage.

Indian Chief: (Raising arms outstretched toward sky) Oh Great Father in the sky, listen to thy people.

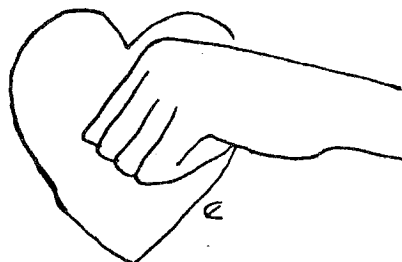
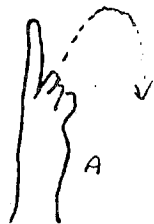
First Brave: (Raises arms toward sky) We thank thee, Great Creator for the light of the sun each new day.

Second Brave: (Raises arms toward sky) We thank Thee for the beauty of the world and the plants and animals we enjoy.

Third Brave: (Raises arms toward sky) We thank Thee for the night and the rest it brings.

Closing

May the Great Spirit (a)  
As in the past (b)  
So in the future (c)  
Bring to us (d)  
Great Happiness (e)



MAY THE GREAT SPIRIT: use Cub Scout sign on the forehead, and as words are spoken fingers make small circles upward like smoke)

BRING SUNSHINE: make sun, index finger and thumb form circle

INTO MY HEART: bring hand over heart

NOW: both hands down along sides with palms forward

AND FOREVER MORE: bring hands up from sides with palms up

IN GREAT MEASURE: bring palms together and then apart as if measuring

Chip Huddleston  
Indian Nations Council

Indian Chief: O Great Father of all Cub Scouts, bless us, and be with us today.

Medicine Man: (Jumps up, shakes rattles, and as tom-tom beats, shouts:) Rise up, all you braves. Rise up, our white brothers! (Indians and audience stand) We honor the great flag of our White Brothers.

Cub Scout: (Enters, carrying American flag, which he presents to the Indian Chief) This is the most beautiful flag in the world. It stands for freedom, liberty and happiness. Take it, honor it, and respect it, and love it always, for it is yours and mine. (He leads audience in Pledge of Allegiance.)

(For Council Fire see page E-38)

#### DEN ADVANCEMENT

Props: Indian head-dress head band and tail made from construction paper, leather, double knit, or other material of your choice. Feathers...real or construction paper cut-outs.

Directions: Decorate head band only with feathers. At first den meeting of the month challenge the Cub Scouts to fill the tail with feathers before the month is over through their advancement. As each boy advances, let him glue, tape, or staple one feather to the tail.

(Display the head-dress at the monthly Pack meeting. You might be able to work the head dress in with the awards ceremony at the Pack meeting...such as, allow each boy that earns an award to wear the head-dress as he goes forward to receive his badge or arrow points.)

Den Leader read the following as boy places feather on the tail:

Cub Scout (Name) has earned this feather by having completed achievement (#) on the Wolf/Bear trail (or requirement (#) for arrow point.)

Akela challenges all Cub Scout Indian Braves to do their best each day and work toward a beautiful head-dress with a story to tell.

-Sharon Adams

ADVANCEMENT

Arrangement: Ceremony board or log with three small candles and one large candle set on table. Tom-tom beats. Akela enters and stands behind artificial campfire. He gives the Cub Scout sign and tom-tom stops.

NARRATOR: Akela was the big Chief of the Webelos tribe: tall, stalwart, straight as an arrow, swift as an antelope, brave as a lion. He was fierce to an enemy, but kind to a brother. Many trophies hung in his tepee. His father was the son of the great yellow sun in the sky. He was called "Arrow of Light." His mother, from whom he learned those wonderful things that mothers know, was called "Kind Eyes". His father helped him make a little bow and arrow and once, when an enemy would have tomahawked his mother, Akela, from his papoose basket shot the enemy in the eye, and saved his mother's life. Later, he began to understand the signs and calls of the Webelos tribe. Then he was taken on little trips into the forest among the great trees and streams. Here, from the Wolf, he learned the language of the ground, the tracks and the ways to food. (Akela lights large candle representing "Spirit of Akela", and using that, lights the small candle representing Wolf.)

AKELA: With this candle, representing the "Spirit of Akela", I light the trail of the Wolf. From the signs along the Wolf trail, I see that the following braves of our tribe are ready for advancement in the Wolf Clan of Akela's tribe. (Calls names of boys receiving Wolf badges and arrow points. They come forward with parents. He presents their awards.)

NARRATOR: Then, from the big kindly Bears, Akela learned the secret names of the trees, the calls of birds and the language of the air.

AKELA: (lighting Bear candle) With the "Spirit of Akela", we light the Bear trail. From the signs along the Bear trail, I see that the following braves are ready for advancement in the Bear Clan of Akela's tribe. (He calls forward boys who are receiving Bear badges and arrow points along with their parents and presents awards.)

NARRATOR: But before he could become a Scouting "brave" on his own, Akela had to prove himself by trying out new skills, performing certain tasks and passing tests of accomplishment.

AKELA: (lighting Webelos candle) With the "Spirit of Akela" we light the trail to the Webelos. From the signs along the Webelos trail, I see that the following braves have shown their skill in...(He calls names of boys receiving activity badges, indicating which badges they have earned, forward with parents. He presents their awards.)

NARRATOR: Then Akela was required to pass the highest test of all. He had to prove himself qualified to wear his father's name "Arrow of Light".

AKELA: From the signs further on down the Webelos trail, I see that the following braves have proven themselves worthy to wear the "Arrow of Light", the highest award in Akela's tribe. (He calls names and parents, and as awards are presented, tom-tom begins to beat again at

a rapid pace...then drum stops.) From the four winds, Akela hears that you braves are doing well along the trails that will lead you to Scouting. Now will all Cub Scouts stand and repeat the Cub Scout Promise.

(For Council Fire see page E-38)

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.

CLOSING

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

(This prayer, composed by Chief Yellow Lark, a Blackfoot Indian could be read by Cubmaster (dressed as Indian Chief) with hands raised before audience)



## PATRIOTIC

### OPENING

"Remember Me"

Arrangement: Have Flag staffed at the front of the audience spotlighted. Cub Scout enters.

THE FLAG SPEAKS: "Hello, remember me? - (the boy stops and looks at the flag.)  
"Some people call me Old Glory, others call me the Stars and Stripes, also I have been referred to as the Star-Spangled Banner. But whatever they call me, I am your Flag. There is something that has been bothering me, so I thought that I might talk to you about it. Because it is about you and me. I remember some years ago, I think it was on a Memorial Day. People were lined up on both sides of the street to watch the parade. The town's high school band was in back of me and naturally I was leading the parade. When your grandfather saw me coming along waving in the breeze, he immediately removed his hat and placed it against his left shoulder so that his hand was directly over his heart.

I was very proud as I came down your street. There were some soldiers home on leave and they were standing at attention giving the military salute. Ladies as well as men were all paying me the reverence that I deserve. I may sound as if I am a little conceited. Well, I am. I have a right to be. Because I represent the finest country in the world, the United States of America. More than one aggressive nation has tried to haul me down but they all felt the fury of this freedom-loving country.

What happened? I am still the same old Flag. Oh, I have a couple more stars added and a lot more blood has been shed since that Memorial Day so long ago. The old town has a new look. Some of the old landmarks are gone and in their place, shining majestically in the sun, were a number of new buildings, and beautiful new homes. Yes, the old town sure has changed.

But now I don't feel as proud as I used to. When I come down your street, people just stand there with their hands in their pockets and give me a small glance and look away. When I think of all the places I have been - Anzio, Guadacanal, Korea, Vietnam ----who knows where I'll be next. Then I see the children running and shouting. They don't seem to know who I am. I saw one man take off his hat and then look around. He didn't see anybody else with their hats off so he quickly put his back on. Is it a sin to be patriotic anymore? Have they forgotten all the battlefields where men fought and died to keep their nation free? When you salute me, you are actually saluting them, you know.

Well, it won't be too long until I'll be coming down your street again. So when you see me, stand straight, place your hand over your heart, and you'll really see me waving back. My salute to you, and I'll know that you as a Cub Scout .... REMEMBERED.

## PATRIOTIC

### OPENING

Props: Have each boy come in with a small American Flag and then recite the ten freedoms guaranteed us in the Bill of Rights.

1st Cub: The right to worship God in one's own way.

2nd Cub: The right to free speech and press.

3rd Cub: The right to peaceable assembly.

4th Cub: The right to petition for a redress of grievances.

5th Cub: The right to privacy in our homes.

6th Cub: The right to habeas corpus--no excessive bail.

7th Cub: The right to trial by jury--innocent until proven guilty.

8th Cub: The right to move about freely at home and abroad.

9th Cub: The right to own property.

10th Cub: The right to a free election and personal secret ballot.

Now sing America

### OPENING

Props: Have one boy come out carrying the American Flag. Then have seven boys come out carrying a card with one of the letters that spell out "OUR FLAG" and then have each of the boys tell what his letter stands for.

O Only Flag for America  
U Understanding for all Americans  
R Rejoicing for our freedoms

F Freedom for all  
L Legions to God and Country  
A American United for all  
G Glory, Grace and Goodness

Have everyone repeat the Pledge of Allegiance.

FOR STANDARD FLAG CEREMONY - REFER TO FLAG ETIQUETTE SECTION

## PATRIOTIC

### OPENING

Arrangement: Colors are advanced in the normal manner. Audience is standing, facing the flag. Flag stands alone, while voice over speaker says:

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

I am a symbol of America. I suppose you might say I am America. I am great corn fields in the Midwest; throbbing industries in great cities; orchards and vineyards in the great valleys of the West. I am mountains, rivers and lakes.

I am the citadel of democracy and the vanguard of freedom in the world where both are being threatened with annihilation.

I am opportunity for any boy to become most anything if he had 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....people like you....free people....you!

Cubmaster: Let us all rededicate ourselves to our duty to keep America great and free. Let's repeat the Pledge of Allegiance.

### OPENING

Arrangement: Before the Flag is brought forward this short narration should be read.

We watch the flag as it passes by -  
A flash of color against the sky.  
Its' fifty stars are as dazzling white  
As those few that shone by the dawn's first light.  
The brave, bright Red that will never fade  
By the blood of mens sacrifice was made.  
The White, for our nations purity  
Can be kept from stain by you and me.  
The Blue; the vastness of Gods' own sky-  
His promise that freedom shall never die.

The mighty cities; the farmlands fair;  
The many churches for praise and prayer;  
The chance to do, and the chance to be  
In a land our forefathers fought to free.  
The hope that the world is looking for-  
In our will for peace but our strength for war.  
All these are the flag of our dear land-  
A symbol we cherish and understand,  
And we bare our heads and our hearts beat high  
As our Flag, "Old Glory", is passing by.

## ADVANCEMENT

### GRADUATION

Arrangement: Darkened room, Red light is on bridge, which is centered between American and Pack Flags. Assembled on stage, to the left of the bridge are the parents and Webelos 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 of room, is escorted to front by another Webelos Scout, who carries the 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 Scout 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 him 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 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 lights on. Participants leave stage)

## ADVANCEMENT

### GRADUATION

CUBMASTER: Tonight we have an important occasion...the recognition of (names of boys graduating) who are continuing along the Scouting trail. Will (Names) and their parents please come forward.

When you joined our pack you stood in front here and with the other members, repeated the Cub Scout Promise and agreed to live up to it. In memory of that occasion, let all of us assembled here repeat that Promise as a group.

(everyone stands and repeats the Promise)

By repeating that Promise you agreed to do your best as a Cub Scout and agreed to follow the Law of the Pack.

A lot has happened to you since that night. You have grown, you have helped the pack go, you have followed Akela, you have given good will. You entered Cub Scouting as a child, so to speak. You have learned a lot, had a lot of fun, and have grown into a fine young boy. You first became a Bobcat, then a Wolf Cub Scout, a Bear and earlier this year you became a Webelos Scout. Now you are nearly 11 and are ready to enter Scouting.

Just as you continued to grow and moved from Cubbing into Webelos, so you are continuing into Scouting. As you continue to grow older and wiser, you may become an Explorer when you are old enough.

Our charge to you is that you continue to grow, to learn more, to enjoy the challenge of Scouting that you will take on the way of young manhood and prepare yourself to enter manhood and become the kind of citizen our country needs. Scouting and your parents and friends will continue to help you along the way.

To show that you accept our charge, will you join the members of your new troop and give the Scout sign that you learned as a Webelos Scout and repeat with them the Scout Oath?

(Scouts step forward, give the Boy Scout signal and repeat Oath)

As your Cubmaster, I pass you on to Scoutmaster (name) so that you will continue to grow and learn, so that you can meet the challenge of those words, "On my honor, I will do my best..."Congratulations and good luck along your way."

## ADVANCEMENT

### General

Props: Two doors with a bridge between, candles, Wolf, Bear, Webelos, and Arrow of Light Posters.

Cubmaster: You see before you, two doors. One representing Cub Scouting and the other one Boy Scouting. Both doors can be opened to adventure. Tonight, our boys will only open one of the doors (unless a boy is graduating) some to begin a journey of fun and adventure, the others who have started on the road and are advancing right along.

Awards Chairman: Will these boys and their parents please come forward when your names are called. (Call names of Bobcats.)

Cubmaster: Boys, you have expressed a desire to join our Pack and be a part of our adventure team. There were some requirements for you to learn when you registered to become a Cub Scout. Have you learned them?

Boys: We have.

Cubmaster: To show that you have learned these requirements, please repeat with me the Cub Scout Promise, the Law of the Pack, and the Motto. (Cubmaster and boys repeat all three at this time.) Parents, your sons have passed their requirements for the Bobcat Rank. It is with pleasure that we present you with their Bobcat pins to place on their uniform. For it is you who will help your boy down the Cub Scout trail to fun and adventure. One last requirement for the Cub Scout to do is a good deed. So that we might know that he has done this, we ask that you place the pin on him upside down. When he has done his good deed, you may turn the pin right side up. Congratulations to you all and welcome to our Pack.

(A good way to place the pin on the boy upside down is to turn the boy upside down and let parents pin the pin on right side up.)

Between the two doors is a bridge. This bridge is one a boy must cross each year until he is eleven and can go through the Boy Scout door to adventure. There are some Cub Scouts here tonight who have passed their 12 achievements for Wolf and Bear. We have some Webelos who have been working on activity badges. Will these boys and their parents please come forward when their names are called.

(As boy's names are called for each rank, light a candle in front of that poster representing their rank.)

Congratulations to you all on the work you have been doing. One day soon, you will all be able to pass through the Boy Scout door to adventure.

(If you have an Arrow of Light and/or Graduation, do it now, but with a special ceremony.)

Homer Barnes  
Indian Nations Council

## PATRIOTIC

### CLOSING

Arrangement: Flag is staffed on stage behind closed curtain. Curtain is opened at proper time in ceremony. Patriotic background music may be played as narrator speaks these lines:

Behind the curtain is a canvas.....a canvas begun long ago but not yet finished.

It is a picture of our past, and there is something of John Paul Jones, Davy Crockett, Washington and Jefferson in it. Lee and Grant are there too, and Abe Lincoln.

There are those who gave their lives at Gettysburg, Flanders, Salerno, Korea and Vietnam, and when you look at the picture you will see these men as clearly as if they marched across the stage.

It is a picture of our land. We see the rich blessings of oil and wheat, timber and granite. It is a picture of great cities and throbbing industries, busy sea-ports and millions of farms.

It is a picture of our people.....200 million of them. They are the part of the picture we are helping to paint. To this picture we would add the portraits of boys, growing into men, who will live useful lives and who will add to that history of noble actions which is our American heritage.

Cub Scouts and parents, the picture of our country!

(Curtain opens revealing U.S. flag)

The flag of the United States of America!

### CLOSING

There's a battlefield at Gettysburg  
where swords and sabers rust.  
And brothers who were flesh and blood  
are scattered in the dust.

But every night at Gettysburg  
when everything is still.  
They say a golden bugle blows  
on Cemetery Hill.

Who was the unknown bugle boy  
at Gettysburg that day.  
And was he wearing Yankee blue  
or wearing Southern gray?

Why did he die? What was his motive?  
That Government of the people,  
by the people, and for the people  
shall not perish from the earth.

GENERAL

CUBMASTER INDUCTION

Equipment: Indian headdress for Old Chief Akela, artificial campfire, Indian blanket.

Arrangements: Committee Chairman and the new Cubmaster stand beside the fire. Former Cubmaster as Old Chief Akela is out of sight.

CHAIRMAN: We are expecting a visit from the Old Chief Akela of the tribe of the Webelos. (A knock is heard and the Old Chief Akela enters)

OLD CHIEF AKELA: I am here to help you install a new chief. Are the elders of the tribe assembled?

CHAIRMAN: They are here, Akela.

OLD CHIEF AKELA: Do they have a new chief?

CHAIRMAN: They have and he is here. (The new Cubmaster is brought before the old chief.)

OLD CHIEF AKELA: You have been chosen to be the new chief of the tribe of the Webelos. Will you be loyal to the trust that has been placed in you by our committee, Cub Scouts, and parents?

NEW CUBMASTER: I will be loyal.

(Old Chief Akela puts his blanket on the shoulders of New Cubmaster and a war bonnet on his head.)

OLD CHIEF AKELA: I declare you to be Chief Akela, of the tribe of the Webelos of Pack \_\_\_\_\_ in the \_\_\_\_\_ Council of the Boy Scouts of America. Do the young braves know the Law of the Pack?

NEW CUBMASTER: They do.

OLD CHIEF AKELA: Let them give the law.

ALL: The Cub Scout follows Akela.  
The Cub Scout Helps the pack go.  
The pack helps the Cub Scout grow.  
The Cub Scout gives good will.

(For Council Fire see page E-38)



## GENERAL

### DEN MOTHER INDUCTION

Arrangement: Committee Chairman and Cubmaster stand behind table in front of the room. On table is a lighted candle and Den Mother's book.

COMMITTEE CHAIRMAN: The Den Mother occupies a unique and essential place in Cub Scouting. She fills a particular need for boys of Cub Scouting age and performs a fundamental service which no one else can give. She, therefore, becomes an indispensable person in our scheme of operation. Mrs. (Name), has been selected by the pack committee to serve as Den Leader for Den     . Mrs. (Name) will you please come forward.

Mrs. (Name) will you promise to:

1. Give motherly interest to the boys in your den.
2. Take advantage of all training opportunities.
3. Be responsible for the organization and operation of your den.
4. Lead the Den Chief, helping him use the denner in activities of your den.
5. Attend monthly pack leaders meeting, monthly pack meetings and monthly district roundtable.
6. Work with the parents of your Cub Scouts, so they will have the opportunity to share in the fun of Cubbing.
7. Observe the policies of our chartered institution, of the Indian Nations Council and the National Council.
8. Keep your den in operation 12 months a year.

If so, please answer "I will".

CUBMASTER:

Wearing the Den Mothers uniform not only identifies you as a very important member of the Boy Scouts of America, the largest boys organization of its kind in the world...but it also sets a good example for Cub Scouts in your den.

We would like to welcome you as a new leader in our pack, and present to you the Den Mothers Book. Congratulations and good Cubbing!

## GENERAL

### WEBELOS DEN INDUCTION

Arrangement: Boys to be inducted into Webelos den are called forward with their parents. Cubmaster stands with them. Webelos leader and member of Webelos den stand to one side. Six Webelos Scouts have speaking parts.

CUBMASTER: It is my pleasure to announce that (Names of boys) have now reached age 10 and have completed their work in Den \_\_\_\_\_. They are now eligible to join the Webelos den. Webelos Scouts wear a special neckerchief, so I will remove your Cub Scout neckerchief. (He does so and hands it to parents)

Our Webelos Scouts are learning to become Scouts and they would like to tell you about it:

1st WEBELOS: The Scout Law is a lengthy one; sometimes it's hard to keep;  
But if you take it step by step, the climb won't seem so steep.

2nd WEBELOS: Trustworthiness comes first of all; that's always good to know;  
And loyalty comes next in line. Be proud, and let it show.

3rd WEBELOS: A friendly, helpful Scout is one who's courteous and kind;  
and then, of course, obedience is always on your mind.

4th WEBELOS: A good Scout is a cheerful one and one you're glad to meet;  
You must be thrifty and be brave and always clean and neat.

5th WEBELOS: A Webelos is a ten-year-old boy; a boy like me or you;  
Who learns to be a Boy Scout. It's not hard to do.

6th WEBELOS: There's one last step that we must learn, to be reverent as we can;  
All these things a Boy Scout does to be a better man.

WEBELOS LDR: While we're learning about Boy Scouts, our Webelos den has lots  
of fun working on activity badges, going on hikes and camping.  
We would like to welcome you to our den. We know you will have  
fun and learn many things.

(Boys to be inducted move to take their place beside Webelos Scouts.  
Webelos leader places the Webelos neckerchief around their necks and  
presents them with Webelos handbook)

-Balboa Pow Wow Book

## GENERAL

### STANDARD AWARDS CEREMONY

Personnel: Cubmaster or Awards Chairman; others as needed.

Equipment: Anything depicting the monthly theme or holiday.

Arrangement: Awards presentation made where audience can see; on stage or in front of room.

CUBMASTER: We would like to recognize those boys in our pack who have made advancements in rank during the past month. The following boys have attained the rank of \_\_\_\_\_ by completing 12 achievements including feats of skill, flag history, whittling, conservation, safety and health; (Names) Will you and your parents come forward?

(Present badges to parents to give to sons)

These boys have completed 10 or more electives which entitle them to arrow points. (Names) will you and your parents come forward?

Our Webelos Scouts have earned the following activity badges this past month: (Name and badge) will you and your parents come forward?

(Webelos Leader presents badges to parents who pin on boy)

These awards show that our boys are really working to help our pack "go". Let's give them a big hand.

### PARENT INDUCTION

Arrangement: Newly inducted Bobcats and their parents are at the front of the room.

CUBMASTER: Parents of these new Cub Scouts, will you please give the Cub Scout Sign and repeat after me:

"As a parent of a Cub Scout,  
I will do my best  
To help my Son  
Live up to the Cub Scout Promise  
And obey the Law of the Pack.  
I will work with my Son  
On his achievements and projects.  
I will attend the pack meetings  
And help as needed  
To make the Pack go."

LORD BADEN-POWELL'S FAREWELL MESSAGE

(This letter was found among Baden-Powell's papers after his death  
January 8, 1941)



Dear Scouts,

If you have ever seen the play "Peter Pan", you will remember how the pirate chief was always making his dying speech because he was afraid that possibly when the time came for him to die, he might not have time to get it off his chest. It is much the same with me and so, although I am not at this moment dying, I shall be doing so one of these days and I want to send you a parting word of good-bye.

Remember, it is the last you will ever hear from me, so think it over.

I have had a most happy life, and I want each one of you to have as happy a life, too.

I believe that God put us in this jolly world to be happy and to enjoy life. Happiness doesn't come from being rich nor merely from being successful in your career, nor by self-indulgence. One step toward happiness is to make yourself healthy and strong while you are a boy, so that you can be useful and can enjoy life when you are a man.

Nature study will show you how full of beautiful and wonderful things God has made the world for you to enjoy. Be contented with what you have got and make the best of it. Look on the bright side of things instead of the gloomy one.

But the real way to get happiness is by giving out happiness to other people. Try and leave this world a little better than when you found it; and, when your turn comes to die, you can die happy in feeling that at any rate you have not wasted your time but have done your best. "Be prepared" in this way to live happy and to die happy - stick to your Scout promise always - even after you have ceased to be a boy - and God help you do it.

Your friend,

Baden-Powell

## ILLUMINATED COUNCIL FIRE

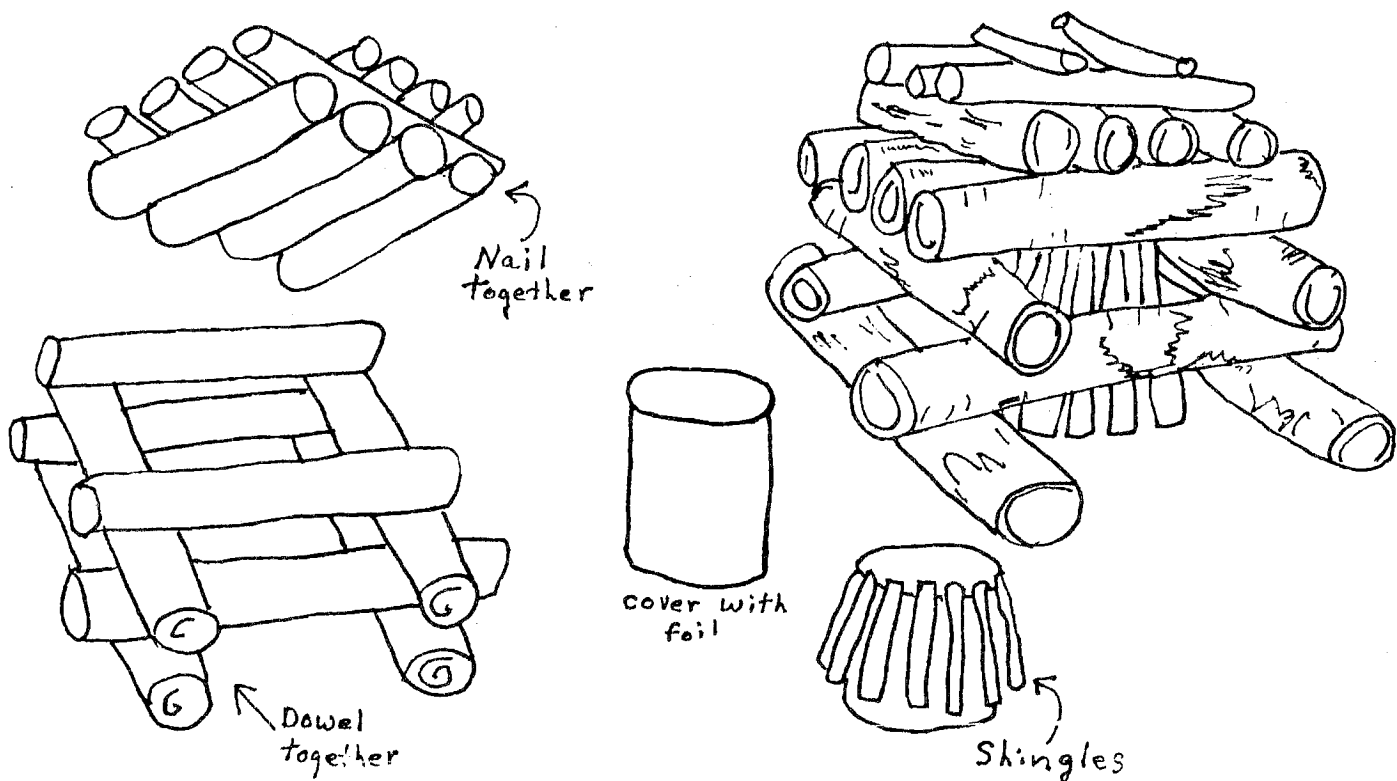
Cub Scout ceremonies are more dramatic when centered around an illuminated council fire in a darkened room. The effect can be very realistic. Your den might want to under-take this job.

Materials needed: Birch logs  
A few wood dowels  
8" diameter cardboard carton (3 gal. ice cream carton)  
3/4"x 7 3/4" diameter wood disk  
A surface outlet  
10" length of lamp cord and plug  
2 1/2" and 3" finishing nails  
2" X 16" shingle pieces  
Aluminum foil

Log lengths and diameters are not critical, but the pile should taper in thickness and length. Build the fire so the logs can be dismantled for storage. The bottom four layers are doweled together. The top three layers are nailed together with finishing nails. The shingles used for the tinder effect are not fastened in place permanently but placed tepee fashion around the container.

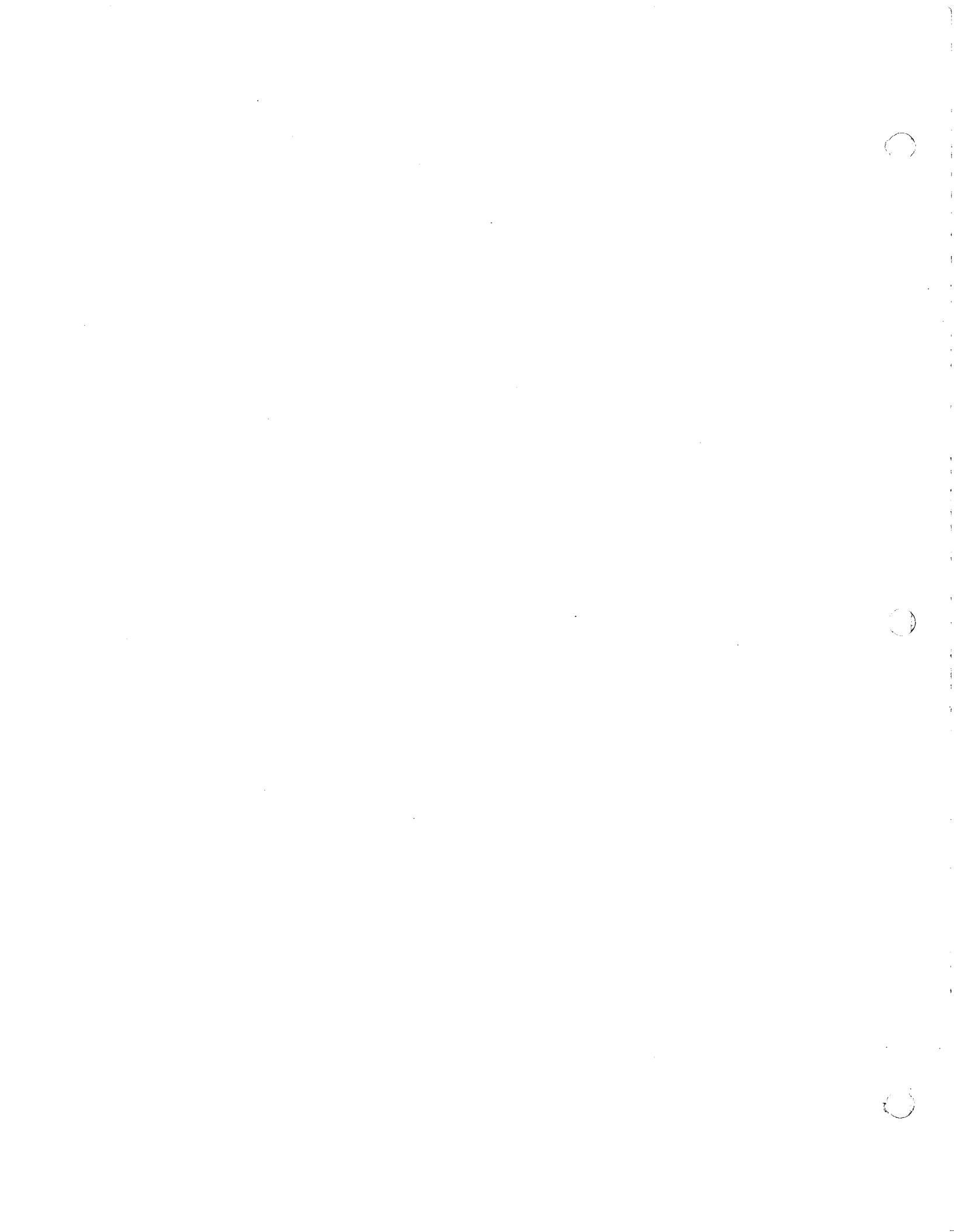
Assemble and wire the lamp base. Insert it in the cardboard container which has been covered with aluminum foil. Build the log pile, doweled the joints. To locate dowel centers, drive a small brad in the lower log, then press the upper log over the brad to mark the center in it, then bore holes.

Use a 60 to 100 watt red or orange bulb for illumination. A white bulb can be painted red or orange. The light will filter through the slots in the shingles. Add a few short lengths of 1/4" wide red and white crinkled ribbon to top of pile to create a flame-leaping effect.





Flag Etiquette



## RULES FOR DISPLAYING THE AMERICAN FLAG

When flags of two or more nations are displayed, they should be the same size and flown from separate staffs. Custom forbids the flag of one nation to fly over another in peacetime.

When carried in a procession with other flags, the American Flag should be on the marching right. If there is a line of other flags, it should be front center of that line. The U.S. Flag should always be staffed when carried on a float.

If the Flag is displayed flat on a speaker's platform, it should be placed behind and above the speaker with the union to his right.

The American Flag should be placed in the center, and higher when displayed with a group of state, local or organizational flags flown from staffs.

When the flag is passing in parade, being hoisted or lowered, all present should face it, stand at attention and salute. Uniformed Scouts give the proper Scout salute; others place their right hands over their hearts. Men should remove their hats, holding them over their hearts with their right hands.

When the American Flag is displayed against a wall with another flag, the U.S. Flag will be on the right, with its staff crossing over the staff of the other flag.

When flown from a staff in a church chancel or on a school stage, the flag should be placed on the speaker's right. If placed elsewhere than on the stage, it should be on the right of the audience as they face the stage.

If the Flag is not flown during the playing of the National Anthem, all present should stand and face the music. Persons in uniform salute at the first note, holding the salute until the last note. Others stand at attention; men removing their hats. If the flag is displayed, all present should face the flag and salute.

When state, local or organizational flags are flown from the same halyard as the American Flag, the U.S. Flag should always be at the top. When flown from separate staffs, the U.S. Flag should always be hoisted first and lowered last. The National Flag should always be higher than the adjacent flags.

- U.S. Navy Recruiting Service

Also see "Marks of Respect" for the American Flag



THE MARKS OF RESPECT  
FOR  
THE AMERICAN FLAG

The American Flag should be flown daily from sunrise to sunset in good weather from public buildings, schools, permanent staffs in the open and near polling places on election days. The Flag may be flown at night on special patriotic occasions.

The Flag should always be flown on national and state holidays and on those occasions proclaimed by the President. On Memorial Day, the Ensign should be half-staffed until noon.

The Flag should be hoisted briskly and lowered ceremoniously. It should never be dipped to any person or thing, nor should it ever be displayed with the union down except as a signal of dire distress.

The Flag should never be allowed to touch anything beneath it, nor should it ever be carried flat or horizontally - always free and aloft. It should never be used as drapery or decoration, for carrying or holding anything, or stored in such a manner that it will be damaged or soiled.

The Flag should never be used for advertising purposes in any manner whatsoever, nor should any picture, drawing, insignia or other decoration be placed upon or attached to the flag, its staff or halyard. The flag should not be embroidered on personal items nor printed on anything designed for temporary use and then discarded.

When the Flag is so worn or soiled that it is not longer suitable for display, it should be destroyed in a dignified manner, preferably by burning.

NO DISRESPECT OF ANY KIND SHOULD BE SHOWN TO THE FLAG OF THE UNITED STATES.

- Based on Public Law 829, 77th Congress

ALSO REFER TO "YOUR FLAG" #3188



## FOR LEADERS

LET'S MAKE IT OUR FLAG AGAIN  
-Gen. Anthony McAuliffe

When I was a boy growing up, we lived in a large three-story brick house. Like every house on the street, it had a flagstaff set in an iron clamp just under the center window on the top floor. On the mornings of certain holidays, before he came down to breakfast, my father would run the flag up. Other fathers on the street did the same, and when we came out to play - a flag flew from almost every house.

Those of us who owned bicycles wove ribbons of colored crepe paper through the spokes so that when we rode along they would turn into red, white and blue cart wheels.

Later in the day, if the weather was good, there was a picnic or at least a walk in the park. And there were speeches. We listened and suspected they were important, even if we didn't fully understand them. But there were also the flags, and we knew what they meant.

Many of the stories we read in school had to do with the flag, and so did the compositions we laboriously wrote. It is hard to say exactly how we felt about it. Usually, we spelled it with a capital F. One thing was clear and simple; the flag belonged to us and we belonged under its ample folds.

Americans have always looked upon change with less fear than any other people who ever lived. Visitors never tire of making this discovery and using it to explain our amazing history. Probably they are right. It is unlikely that a nation afraid of change could have grown so quickly, in so many ways.

But in the process of change and growth, we may have lost that clear and simple sense of belonging. The flag was a personal symbol, as personal as the pride in our heart or our most secret daydreams of glory. Today, we still respect the flag and teach our children to respect it, but with the self-conscious respect accorded to someone else's valued possession.

A flag is created by the living experiences of people. It embodies not sentiment, but history. It can have no character other than that which we bring to it.

But where the flag has always been an official emblem, it seems to me that nowadays it is becoming an emblem of officialdom. It welcomes honored visitors to our country and accompanies our own dignitaries abroad. It flutters over post offices and other public buildings. It does not belong to us; it belongs to the Government.

It has been the lot of our lifetime to wage wars for our freedom and our flag. We have preserved them both, and even added two new stars. Now, by flying the flag, perhaps we can help our children discover what it once meant to us.

We may even, if we're fortunate, recapture that same feeling ourselves.

- from Scouting Magazine

## STANDARD FLAG CEREMONY

Personnel: Flag bearers for American flag and Pack flag; Color guards for American flag and Pack flag; Speaker.  
(If there is an uneven number of color guards, the American flag has precedence and should have the most guards)

Equipment: American flag, Pack flag; flag stands; Recorded music if desired

Arrangement: Flag stands are in place at front of room or on stage. Flag bearers and color guards are in position in rear of room (see diagram). Speaker may be in rear of room or in any convenient place nearby. Cubmaster usually calls the meeting to order and introduces the den who will perform the ceremony. At this point the speaker advances to the front.

SPEAKER: ATTENTION! WILL THE AUDIENCE PLEASE RISE? (They do) COLOR GUARD, PRESENT THE COLORS! (or "Color Guard, advance". Speaker's commands should be given sharply and loudly.)

Color guard advances from rear of room (see diagram) with flag bearers in front, followed by guards. The American flag should always be on the marching right in the procession. As procession begins, speaker gives his next command:

SPEAKER: HAND SALUTE! (He salutes and audience does likewise. Speaker's eyes follow American flag until it is in position in front of room.)

Flag bearers and color guards take position in front of room near flag stands. They stand at attention, facing the audience. The flags are held vertically.

SPEAKER: PLEDGE OF ALLEGIANCE, REPEAT! (He begins Pledge with audience joining in)

At this command, the Pack flag is lowered slightly (take care that it does not touch the floor) and full attention is given to the American flag. Flag bearers and color guards do not salute or repeat Pledge.

When Pledge is finished, the speaker gives the next command, which is the signal for all salutes to be dropped. The Pack flag is raised to vertical position again.

SPEAKER: TWO! . . . . .COLOR GUARD, POST THE COLORS!

The Pack flag is placed in its stand; then Pack flag bearer and color guards salute it and step back into place. The American flag is then posted; its bearer and guards salute it and step back into place.

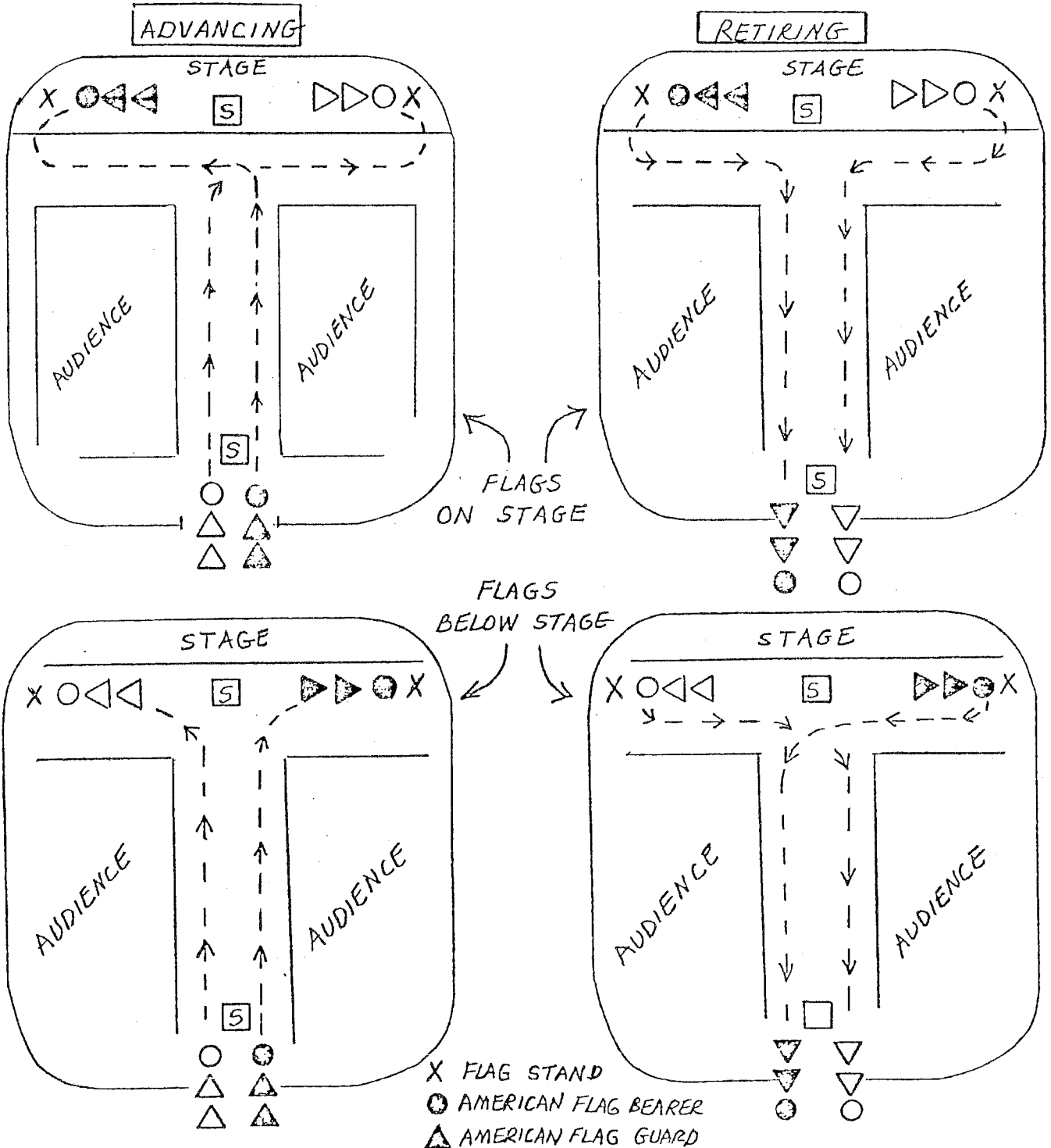
SPEAKER: COLOR GUARD, RETREAT! (or "Retire". Flag bearers lead procession to back of room. . with speaker following last.)

## ARRANGEMENT FOR FLAG CEREMONY

If flags are to be posted in the stage, the American Flag will be posted on the audience's left. Since it should be on the marching right in the procession, it will be necessary for the flags to cross in the front of the room. (See diagram below) The American flag crosses in front of the pack flag.

If flags are posted on audience level, the American Flag will be placed on the audience's right. In this case, the flags do not cross.

When the colors are retired at the end of the meeting, the same positions are used as shown below, except in reverse order. (See diagram)



## HOW WELL DO YOU KNOW "OLD GLORY"?

Can you draw an accurate picture of the flag? Most of us could do a reasonable job, but how much of the following would be omitted from your drawing?

The flag has 13 horizontal stripes of equal width, seven red separated by six white.

The union or canton consists of 50 five-pointed white stars on a blue field, placed in the upper quarter next to the staff and extending to the lower edge of the fourth red stripe from the top.

The union has nine staggered rows of stars, with six stars in five rows and five stars in four alternating rows, each with point upward.

Every accurate replica of the flag has standard proportions based on the width, or "hoist".

Assuming the Hoist (height of flag from top to bottom) equals 1, then the proportion of the Fly (length of flag from staff to free end) should be 1.9; the Hoist of the union (which contains the stars) should be  $\frac{7}{13}$ ; the Fly of union should be 0.76; the width of each stripe  $\frac{1}{13}$ ; and the Diameter of each star 0.0616. (Prescribed by President William Howard Taft, October 28, 1912)

To determine the right size flag for a flagpole, the length of the flag should be approximately equal to one-fourth of the height of the pole: for example, for a 40-foot pole the flag should be 6 by 10 feet.



## FLAG TERMS

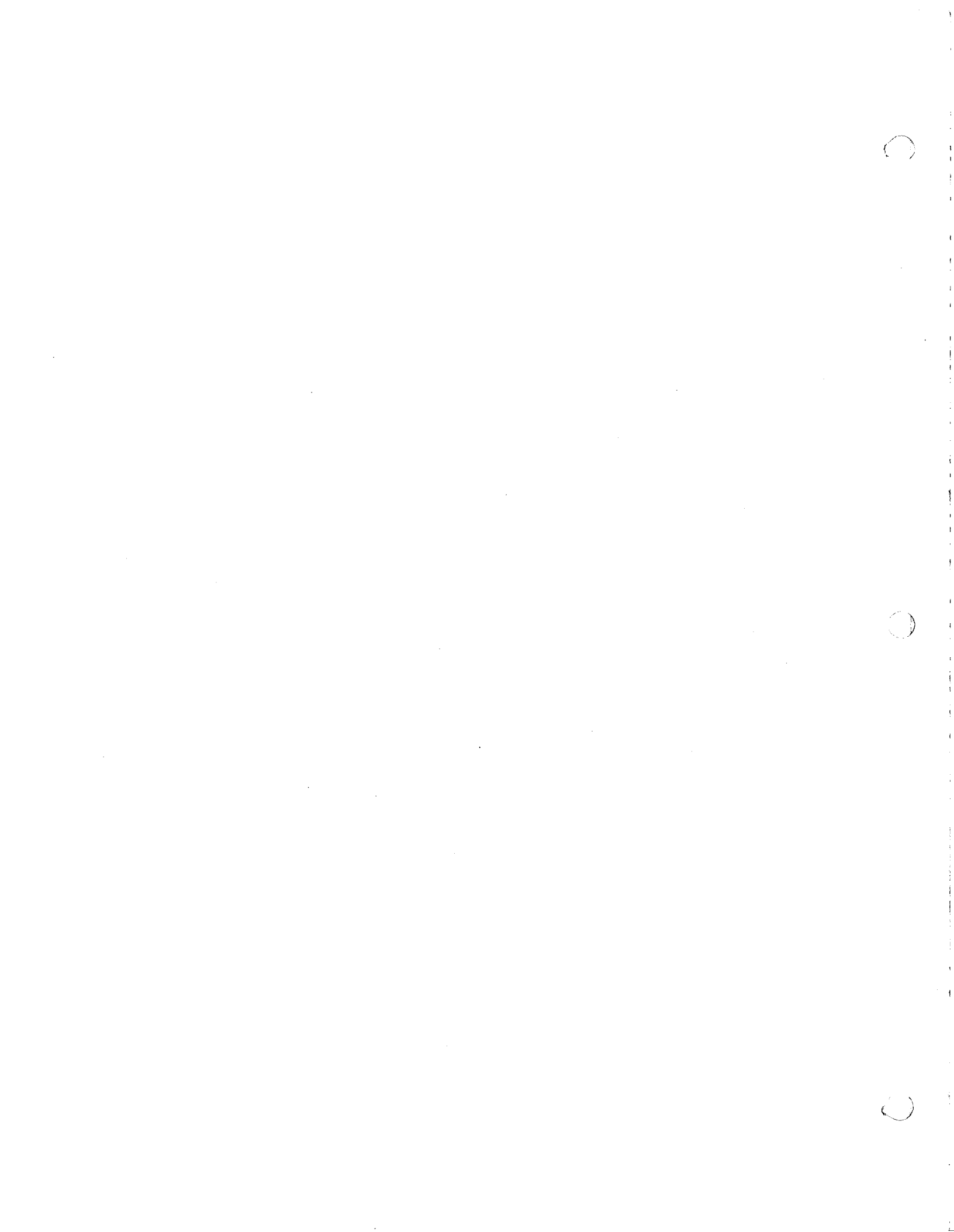
- BURGEE: A small triangular or swallowtail pennant.
- CANTON: Upper corner of flag's own right. The point of honor. Also called the union.
- COLORS: The national, regimental, or organization flag. A banner, standard, ensign.
- COURTESY FLAG: Another nation's flag hoisted on special occasions. Example, a ship entering a foreign port.
- ENSIGN: National flag flown by a naval vessel. Same as a standard in some countries.
- FIMBRIATION: The narrow line separating the colors.
- BADGE: Emblem, device, seal, usually on the field.
- BEND ON: Attach a flag to a halyard.
- BUNTING: Inexpensive cotton or thin wool cloth for flags and patriotic decoration.
- FIELD: The ground of each division of a flag, the U.S. Flag is divided into a red and white striped field, a white-starred blue field.
- FLAG HOIST: One or more signal flags on one halyard.
- FLY: Length of a flag from end to end. Also the end away from the canton, called free end.
- FURL: To wrap or roll tightly. Opposite of unfurl, meaning to allow a flag to fly freely.
- GARRISON FLAG: Large 20 by 38 feet flag.
- GROMMET: Metal eyelet for halyard.
- GROUND: Same as field.
- HALYARD: Rope for hoisting and lowering flag.
- HOIST: Width of flag at canton side. To raise a flag.
- PENNANT: Triangular, swallowtail flag or streamer.
- POST FLAG: Ten by nineteen feet flag.
- REEVE: To pass a rope through a pulley.
- RUN UP A FLAG: Raise it smartly.
- RETREAT: Lower flag at sundown.
- STAFF: The pole a flag hangs from.
- STANDARD: A banner, ensign colors, personal banner of a ruler, flag of mounted or mechanized units.
- STORM FLAGS: 5 by 9 feet, 6 inches flag flown in bad weather.
- STRIKE THE FLAG: To lower flag as sign of surrender.
- SWALLOWTAIL: Tapering flag with free end divided into two or more pointed tails.
- TRUCK: Top of flagpole to which flag is hoisted. Often has ornament attached to cap.
- UNION: Same as canton. Also the whole of a flag as the union jack on U.S. Naval vessels.
- VEXILLARY: A standard-bearer in ancient Roman legion.





Skits





SURPRISE! YOUR DEN HAS BEEN  
CHOSEN TO DO THE SKIT THIS MONTH!

What now? What skit? My Cubs? Where do I start? What do I do?

Now that you've gotten that out of your system, here are some of those badly needed answers.

A skit is a short sketch designed to make a point, solve a basic problem created in the skit, express a feeling, promote a mood, or dramatize a specific theme.

Skits are appealing to boys of Cub Scout age. They help channel a boy's imagination and energy. Dramatics are important in the growth of boys because it gives them an outlet for the 'let's pretend' part of their character. Scouting ideals can be effectively taught with the aid of a skit because learning is much easier if it's fun.

Before you begin to work on your skit, keep in mind that you are working with 8 and 9 year olds. They basically want very much to succeed and they want to 'please'. Don't expect them to be pros but at the same time don't underestimate them either. Ease them into skits by doing a simple one first, maybe one that you narrate and they pantomime. Build their confidence, have fun and you'll have a group of boys that won't frown everytime you mention SKIT.

You know your boys and only you know what you can handle. Choose a skit that best fits your situation. You may not be able to use some of the skits in this section for various reasons. You might have too many boys for a certain skit or too few. In my particular den, I have three live wires; two so shy they rarely speak and one that always wants to be the center of attention or hero. Sound familiar? You might find it much easier to write your own skit. You can always adapt a skit, rewrite it or combine more than one den.

Do you have a stage? Do you have a sound system? Can you set up ahead of time? If you have a 5' by 6' area, you certainly can't stage another "Poseiden Adventure" - or can you? The circumstances of your pack meeting may create a few problems and that may be all the more reason to write your own skit.

DOES IT SOUND DIFFICULT? IT REALLY ISN'T! HERE ARE A FEW SUGGESTIONS

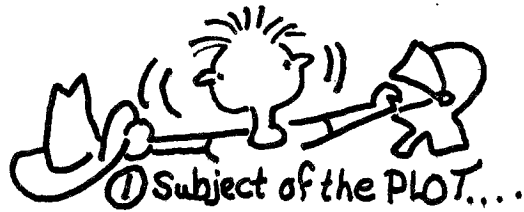
.....BEGIN WITH A FIRM OUTLINE.....

LET YOUR BOYS HELP YOU WRITE IT.....

You can expect an increase in the Cub's powers of observation, a development of more thoughtful criticism, especially of themselves.

You will see a gradual diminishing of self-consciousness.





Suggest a situation that a Cub Scout might find himself in and ask him to act out how he would react to such a situation.

CREATE A PROBLEM

SEEK A SOLUTION

SOLVE THAT PROBLEM



Suggest that Cubs watch other people throughout the week and bring in a characterization for the other Cubs to recognize. Make up a short story by weaving together the characters brought in by the Cubs.

Act out the story first in pantomime, then in words. Avoid adverse criticism that makes no attempt to suggest a better way or does not recognize improvement.

You don't have to have a plot! You can have lots of action and fun without worrying about a plot. Then you use a narrator to carry the action. Come up with a few related sketches (you can include a few speaking parts here) an/or funny lines that relate to the theme.


ADD A SONG! STUNTS! JOKES!

Keep the plot moving. The plot should be simple, the characters clear cut, and the emotions elementary.

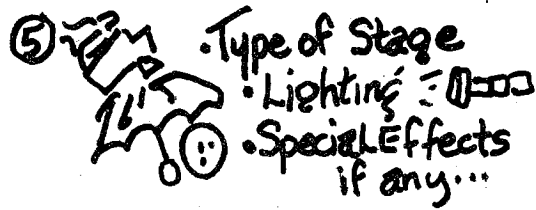
Serious  ② Name or TITLE — OR —  FUNNY

③ Type of CHARACTERS

Live Cubs or puppets? Playing charades in your den by using the characters chosen for your skit is a good way to familiarize your boys with character types. Talk about what costume that character would wear, how he would walk or talk. Let more than one boy act out the character. Ask them what they would like to improve. Avoid allowing a Cub to attempt a characterization that is too difficult for him, thereby causing discouragement.

④ Length of Time.. 

Write a skit timed for twenty minutes. Boil it down to three to five, saving only the best lines.



Is your stage an open floor? A platform? A real stage? Can you create a special mood with lighting, make-up or sound effects? Pantomimes are good if you don't have a sound system.

Use scenery or props to encourage realism in your skit. Use lots of color; grays for spooky, sad or rainy; reds, yellows and blues for exciting, happy or mellow.

Blackouts are good for a skit with lots of scene changes (especially if you don't have a curtain. Mix pantomime with blackouts, add background music or simple sound effects and you're on your way. Let an unusually shy boy start with doing a sound effect behind the curtain. He won't be as skittish next time out and might offer to take a larger part in the skit.

Scenery should be kept to a minimum as well as costumes. Imagination can supply what reality cannot.



**AUDIENCE MUST LIKE YOUR PLAY**

Keep it simple and the audience will understand what your skit is all about.

Keep it fun and your audience will return next month in anticipation of your skit.

Audience participation not only fills a lack of characters in your skit but sparks their interest in your skit. Pull a parent out of the audience to be a tree (with their arms spread like branches).

**ADAPT!!**

Simply use the applicable parts of a pre-written skit. Write in a few funny lines, use a narrator to fill in the holes and you have your skit. Adapt a skit to fit your purposes.

Hints: Use stage directions liberally. Tell who goes where and who does what.

A 'walk-on' in each scene sparks interest. (A 'walk-on' is a character hunting a rabbit or bird, blowing up a balloon, or engaging in some other nonsense.)

Avoid skits that ridicule persons or groups.

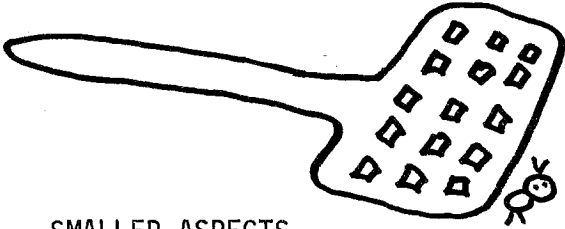
-Glenda Hargrove

CREATIVE DRAMATICS  
(Pantomime)

Fill a large bowl with slips of paper on which is written instruction such as:

ALL OVER BODY

ACTIVITIES-----



SMALLER ASPECTS

OF BODY TALK-----

ANIMAL PANTOMIME-----

THEN TRY THESE-----

MOOD PANTOMIME-----

1. Bat balloons high into the air.
2. Skip rope all around the room.
3. Crawl through a thick jungle full of long-hanging branches and heavy vines.
1. Have one boy pitch a ball and another catch (asking such questions as "Will the ball be pitched high? Low? Hard?")
2. Walk a tightrope in the air.
3. Follow a buzzing fly around the room and finally swat it.
4. Brush teeth, wash hands and face.
1. A cat waking up from a nap.
2. A cat watching a bird.
3. A cat rubbing up against a person's leg.
4. A cat curling up and going to sleep.
1. A dog sitting up and begging.
2. A dog walking along, sniffing the ground.
3. A person being nice.
4. A person looking mean.
1. No school today.
2. The picnic has been called off.
3. I have the measles.
4. We're lost.



This form of charades is fun for the boys as well as a direct learning exercise for warming up to pantomime. Choose your skit and play charades with it first. Your boys will be practicing as well as having fun, then you can get down to business in a much lighter mood.

## PROPS, BACKDROPS AND SCENERY

Simple scenery is fun to make...it is a good den project...it adds to the mood of the skit...and makes your skit more believable.

### KEEP THESE SIMPLE THINGS IN MIND

Use lines to express moods....height....peace....and violence

1. Backgrounds should be of subdued colors and designs. (The character is the most important.)
2. In choosing scenery, simplicity is the key word. Simple scenic designs are easy to make and add much to the skit.
3. If you are limited for storage space and need something quick, use a plain blue or black cardboard drop. Just add cardboard or construction paper trees, furniture, clouds, circus tent etc. These can be thumbtacked and removed easily.
4. Make miniature sketches until you know exactly how you want your set to look. Enlarge your sketch on corrugated cardboard. Draw it in with charcoal, and paint.  
  
(Check with furniture stores, appliance stores, grocery stores or warehouses for large furniture and appliance cartons.)
5. If you have other characters to hide you can add hinged side panels to your main set. (Hinge panels with muslin taped or glued to seams before painting.)
6. Tree, bushes and other odd-shaped rocks etc. can be cut from cardboard, painted and propped with supporting wood blocks. (Wooden lath can be nailed to back of scenery to make it more sturdy or help it stand up.)
7. Large cardboard boxes are very effective if painted to resemble a pond, a well, planter etc.
8. Cardboard is sometimes hard to cut, so it is a good idea for the Den Leader to handle this job.
9. Let the boys do the painting. Guidelines can be drawn with heavy pencil to show what colors go where.
10. Latex or tempera paint is best on cardboard, and it washes off the boys well. paint the most distant objects first. It is better to paint the sky, then a tree; than to paint the tree and try to put the sky around it.

TIP: See Puppet section of book for more ideas as well as Pow Wow Series, "Skits and Puppets" book.

-SEE BLUE AND GOLD SECTION FOR BLUE AND GOLD SKITS-

## SPECIAL EFFECTS

Flash of lightening - a loud crash - a train chugging down the track - all of these and many other special effects can be created by your Cub Scouts for their den skits, with just a few simple preparations.

Remember that imagination plays a large part in special effects. The effect that you are using, coupled with the action in your skit will go a long way in making your sounds believable.

In addition to the fun that your Cubs will have, making the sound effects, acting as Sound Effects man is an ideal part for that shy boy in the den who wants to be part of the action, but finds it difficult to have a speaking part or to appear before an audience.

Here are a few ideas which you can expand and produce even more life-like effects:

BOAT WHISTLE - A wooden or plastic spool, a 3/4" strip of balloon and a rubber band. Fasten the balloon over the hole in one end of the spool. Wrap rubber band around spool over the ends of the balloon and pull balloon tight. Blow into open end of spool. This makes a shrill whistle.

KNOCK AT THE DOOR - Hit to rap sharply a 1/2 gal. bleach bottle on the end with a rubber spatula.

PISTOL SHOT - (A) A rubber band is stretched around the center of a small foil pie pan. Pull out the band from bottom of pan and release. (B) Snap a yardstick or a thin board on a hard surface. (C) Fire a cap pistol.

THUNDER - Grasp a tin or aluminum cookie sheet at one end, placing your thumb on underside of tin. Shake tin so it vibrates. Bang it against knee for occasional loud clap of thunder. (B) A piece of tin 3/4" long and 1" wide is suspended. Shake it to produce rolling thunder. For single crashes, strike the tin in the center with a rubber hammer or rubber heeled shoe.

HAIL or WIND or RAIN - (A) Shake a large sheet of brown wrapping paper like a rug. The size and weight of the paper makes the difference in sound. (B) Grasp a sheet of waxed paper with a hand on each side. With an accordion-playing movement, alternately crush and smooth out paper. (C) Cut a narrow slit in a sheet of paper, hold it 1/2" from lips and blow into microphone. HAIL - pour rice on pane of glass, tin or wood - into microphone. RAIN - (A) Fill a tin biscuit or cookie jar 1/3 full of dry peas or beans. Rotate slowly. (B) Plastic pill bottle or nail container with BBs inside - rotate slowly.

SNOW - Small peices of white paper fanned off a flat box top will give a snow effect. Moth flakes or Christmas snow can be dropped from above.

LIGHTENING - (A) Flash white light off and on. (B) Use photographic flash.

STORM - Combine wind, rain and thunder sounds, then turn stage lights off and on to produce flash of lightning.

FIRE - Sound of fire can be produced by crumpling cellophane into a ball, then releasing it into a microphone.

CRASHES - Fill a wooden box with broken glass and a few stones, then nail on a top. By dropping or tipping the end of the box, various kinds of crashes can be produced.

RUNNING WATER - A wooden box 1' x 2' x 2" is fitted with tin on the bottom and ends. Finishing nails are driven into the bottom and ends in a 1" diamond pattern. Place a small amount of lead into the box, tilt, and the sound of running water is produced.

TRAINS - Place small wire nails or shot inside a flat cigarette box or popcorn inside a tin band-aid box. Move back and forth, and it sounds like a train chugging along. Rhythm of movement is important. CHUG chug chug chug.

HORSES CLOPPING - (A) Two half coconut shells clapped on a wooden board (walking or galloping on a hard road), clapped on wallboard (soft road or turf). (B) Hold a block of wood in each hand. Strike ends together, alternating ends. Vary rhythm for trotting or galloping.

TRAIN WHISTLE - For an ear-splitting sound that can be heard all through the house, place a sheet of paper over top of an 8" foil pan. Place partly-open mouth against paper and utter a shriek without moving lips. If train is far away, make it a small shriek!

GONG & CHIMES - Chinese gong suspended by a rope, or a 4' or 5' length of water pipe, suspended. Tubes or water pipes can be cut in various lengths for chimes. Cut off 1/2" at a time and test for tone. Strike with rubber hammer.

ANIMAL ROAR or CREAKING DOOR - Any closed box will do. Use a coffee can or two foil pans taped together. Tie a string in the center of a pencil. Punch hole in container, place pencil inside and pull string out through hole. Rub string with resin or a green leaf. Drag fingernails along string to produce noise into microphone.

PUPPY DOG - Blow up a balloon. With first 2 fingers of both hands, stretch neck of balloon, slowly releasing air.

SWORD & SHIELD FIGHT - Holding aluminum cookie sheet in one hand, hit with metal spoon.

CAMPFIRE (Lightning Effect) - Wood piled over a light or flashlight with red cellophane or tissue paper covering the light for a red glow.

SPOTLIGHT - Flashlight with different size funnels (which can be made of construction paper). For different color effects, use colored cellophane or tissue paper over the end of the funnel.

- Compiled by Sue Turner

**TIP:** Many sounds can be pre-recorded on cassette recorders and can be used very effectively in skits where it is too difficult to bring sound effects to pack meeting.



DECEMBER 1976 WINTER FESTIVAL

JUST ASK US--HOW TO DECK THE CACTUS

CHARACTERS: Narrator and five boys.

COSTUMES: Boy from Mexico, boy from Holland, boy from South Pacific, boy from the Orient and a boy from America. (See Costume section) (Boy from America can be in Scout uniform.)

PROPS: Pup tent style stand-up display for each boy. Undecorated cactus on one side, decorated cactus on the other. Same with windmill, palm, pagoda and evergreen. Stuffed monkey.

SETTING: Boys come in and line up across the front or stage. They place their display undecorated side facing the audience. Each boy then sits down behind his display until his turn.

NARRATOR: Have you wondered what others around the earth do for a tree at Christmas time? Follow us and we'll show you with a little rhyme.

MEXICAN BOY At first you say, what can that be  
You see what just seems to be a cactus  
But to us it is a fine Christmas tree  
We're from Mexico - Just ask us.

(Mexican boy turns his display around as decorated cactus)

DUTCH BOY In Holland we do the best we can  
With so few trees it's not so simple  
We get out our lights and lend a hand  
Before long we've decorated a windmill with tinsel.

(Dutch boy turns his display around as decorated windmill)

SOUTH PACIFIC In the South Pacific we have a life of ease  
Lie around all day and stay calm  
Each year we have to teach new monkeys  
How to correctly decorate a palm.

(With the aid of his stuffed monkey turns his display around)

ORIENTAL BOY In the Orient our culture is different  
You don't have to look twice to notice  
But if it were the same, I'll give you a hint  
We would be decorating our Pagodas.

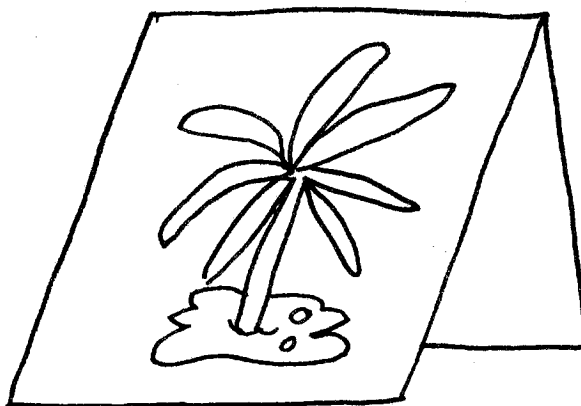
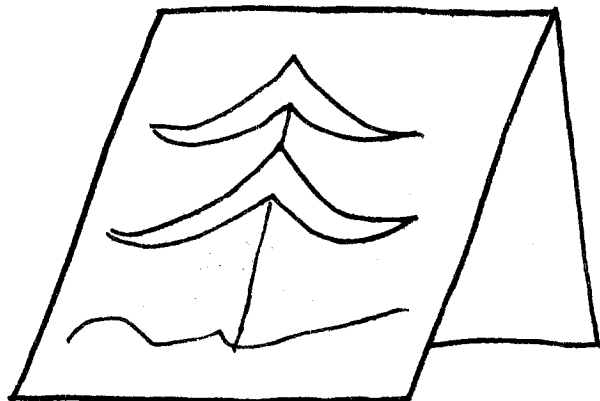
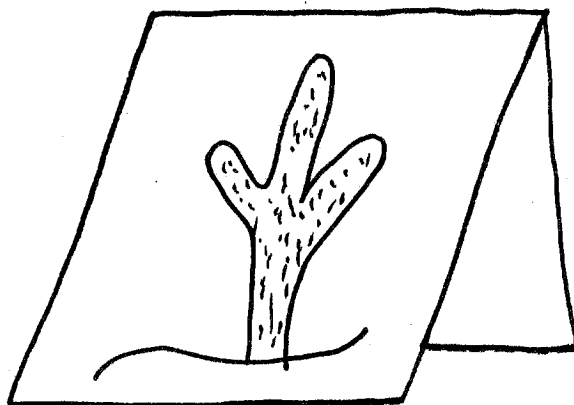
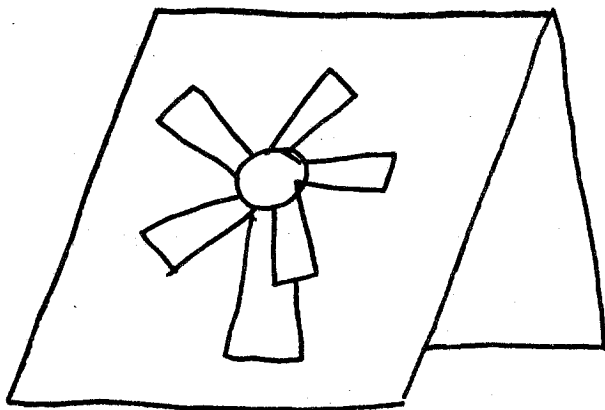
AMERICAN CUB SCOUT To us these others may look strange  
But at this sight - our eyes get a gleam  
We have to get ours out on the range  
For Americans trim the evergreens.

(continued)

JUST ASK US--HOW TO DECK THE CACTUS (continued)

NARRATOR: To you this all may seem nonsense  
A little funny and silly, I'll merit  
But don't get confused and tense  
Its just old-fashioned Christmas Spirit.

-Druecella Drumright



SANTA'S HELP-IN

CHARACTERS: Santa - with long list and empty sack  
Helper 'X' - with green cap  
6 Helpers - with red caps, working tools and toys

SETTING: Santa's workshop, with all 7 helpers busy working on toys and whistling or singing "Jingle Bells". As curtain opens, Santa enters, puzzled, despaired, checking list in his hand.

SANTA: Ho! Ho! Help! This is an unusual list from the Cub Scouts of Pack         . We're running out of time! Good grief! Sakes alive!  
(Santa sits down with sack opened, looking very, very sad.)

HELPER 1: I've worked hard on trains; have they run out of brains?

HELPER 2: It's clear to see - they don't want trucks from me.

HELPER 3: Surely Santa, you know the score. That's no ho! ho! Please tell us more.

HELPER 4: I know, great red and white one..they need a change.  
(He rattles change in his pocket)

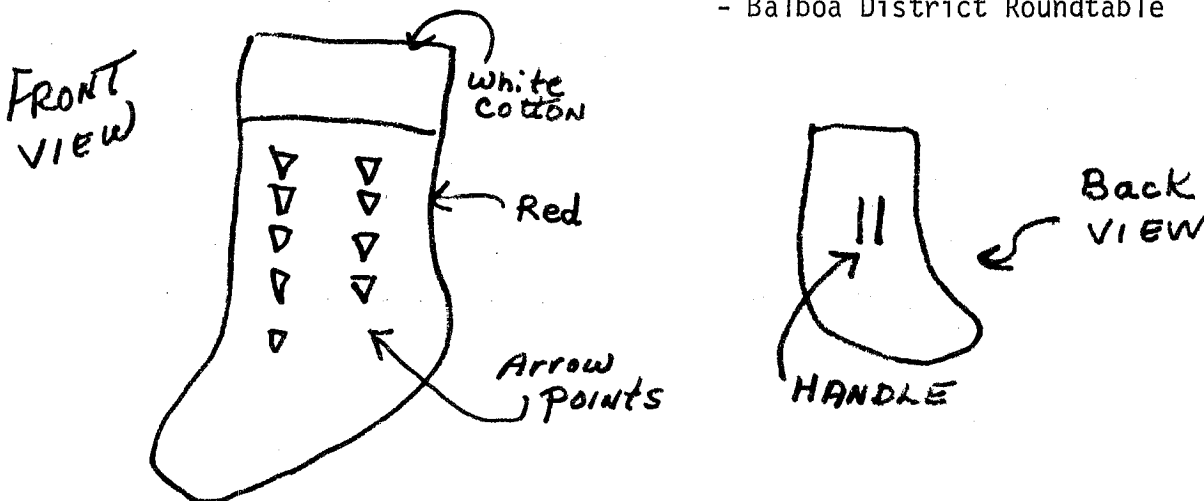
HELPER 5: That's right wise leader. Any new ideas in our "goody range"?

HELPER 6: Shazam! Methinks the Cubs are tired of toys;  
How about more arrow points for those boys?

HELPER 'X': (Running across stage, carrying cardboard shield resembling large sock with arrow points glued on) Sock it to 'em Santa! (He places shield in Santa's sack)

All stand and bow together, and yell "Shazam".

- Balboa District Roundtable



MERRY CHRISTMAS SCRAMBLE

CHARACTERS: 2 Dens can participate. Combine for song and skit.

PROPS: Christmas Tree or snow scenery. Could also use large boxes made into alphabet blocks with "Merry Christmas" letters on sides. Posterboard letters spelling out "Merry Christmas" (3R's, 2-S's, 2-M's and i each E, Y, C, H, I T, A. Letters should be at least 9" x 12".)

Boys enter on stage carrying letters to spell "Merry Christmas". All the letters are scrambled RRCEMHMSTSYRMA. Makes no sense at all. Boys all look puzzled.

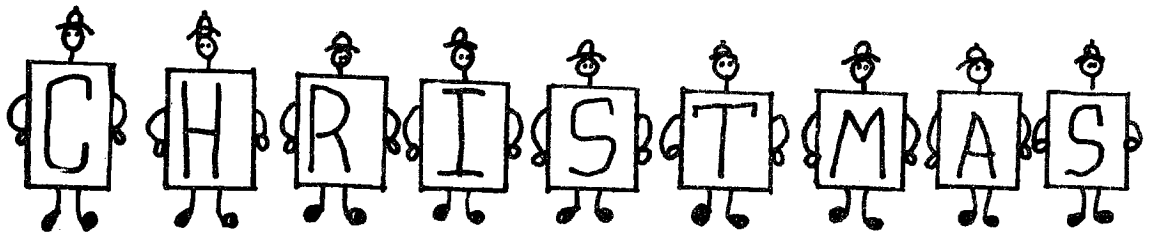
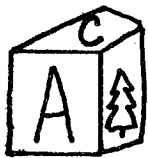
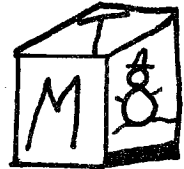
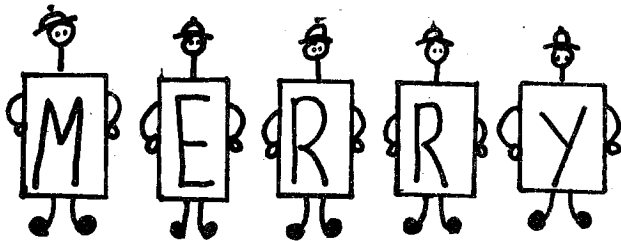
Den Chief enters, looks at boys, scratches his head and really looks the boys over again. He begins to rearrange the letters (moving boys all around). He makes several errors. All the time the boys are looking around trying to figure out the message.

Den Chief finally gives up, just can't figure it out.

Boys make a huddle and discuss the situation.

Finally one boy goes over and taps the Den Chief on the shoulder (whispers something in his ear). The Den Chief then proceeds to properly arrange the letters to spell "Merry Christmas".

When all the letters are in place, the den leads the audience in singing "We Wish You A Merry Christmas".



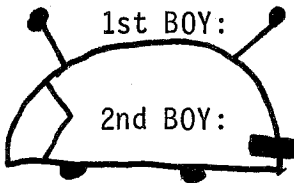
DEN MEETING OF THE FUTURE

CHARACTERS: Den Leader (in long blue cape with blue tie ribbon), 5 boys wearing elbow length blue capes with blue tie).

PROPS: Poster Board with solar system sketch, poster of space scooter, flying saucer pizza, recipe formula, chemical water garden formula, large crepe paper flower in wild colors, plain white poster, plain black poster and a poster half and half. Large rank beads for each boy such as colored croquet balls.



DEN LEADER: I see you boys have brought some special things to today's den meeting. (She points to first boy and asks him to show what he brought.)



1st BOY: We visited the planets Jupiter, Mars and Saturn this weekend. (Boy holds up poster of solar system and points out planets.)

2nd BOY: I've completed my space scooter, here is a picture of it! (Holds up picture of his space scooter and shows it.)



3rd BOY: I have completed my cooking project! I have made a flying saucer pizza for today's refreshments. I have brought the recipe in case you like it. (Hands recipe card to Den Leader then shows his pizza.) (Pizza is large round poster board with 1/2 styrofoam ball in the center.)



4th BOY: I've grown a chemical garden. I've brought some of my flowers to show you! (Holds up poster board with chemical formula for growing and then shows large crepe paper flowers in wild, wild colors.)



5th BOY: I've completed my photography project! I took three pictures of the moon in three different lightings. Want to see? (First holds up blank white poster, then black poster, then poster half black, half white.)

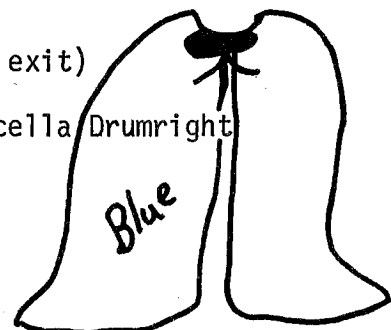
DEN LEADER: It seems you boys have really been working hard this past week. Here are your progress beads! (Hands each large ball.)

ALL BOYS: On Jupiter, Mars and all the rest, we're the best, we're the best! Yeah, Den 20001! Yeah, Den 20001!

(Boys all wave good-bye to their leader and exit)

Paper mache Helmet

-Druecella Drumright



IS THERE LIFE ON OTHER PLANETS?

CHARACTERS: Head Scientist and Five Scientists

PROPS: One conference size table, six chairs, several brief cases. Official looking papers scattered over table. Business suit for Head Scientist, weird masks for other scientists.

SETTING: The Head Scientist and the Five Scientists are seated at a conference table with their backs to the audience.

HEAD SCIENTIST: (Rising, with back to audience) Gentlemen, gentlemen. Please come to order. I have called you here today to make an important announcement. I am sorry to tell you that after exhaustive studies, we have come to the conclusion that there cannot possibly be any life on the planet nearest us.

1st SCIENTIST: But what about the changes in color from white to green that have been observed on the planet's surface? Don't these indicate weather changes and some kind of atmosphere?

HEAD SCIENTIST: All tests show that there is some atmosphere on the planet, but it is not enough to sustain life as we know it.

2nd SCIENTIST: Then how do you account for the ditches or canals which have been seen with our telescopes?

HEAD SCIENTIST: Latest viewings indicate that these are merely natural ground formations, and there is no proof whatever that they are made by any living beings.

3rd SCIENTIST: Then we must conclude that the flying saucer stories are all hoaxes?

HEAD SCIENTIST: No, of course not. Most of these sightings have perfectly logical, scientific explanations, and the rest are the direct result of mass hysteria.

4th SCIENTIST: Then all the strange sounds picked up on radio receivers come from our own transmitters or are produced by atmospheric pressures?

HEAD SCIENTIST: I'm afraid so.

5th SCIENTIST: I, for one, am extremely disappointed. I've always been sure we had neighbors on other planets, or at least on the one nearest to us. Perhaps not life as we know it, but some kind of intelligent life, totally unknown to us.

HEAD SCIENTIST: Gentlemen, I am going to adjourn this meeting. I can see no point in discussing this matter further. The tests have been so conclusive that any intelligent person must accept the fact that there is no life on--

ALL: (Turning to audience to reveal weird masks or make-up) EARTH!

- Marion Lane  
Lewis & Clark Jr. High

SPACE SKIT

CHARACTERS: Three Spacemen, Space Mice (2 or more), Critters (any number) Man-In-The-Moon, Moonster

PROPS: A Rocket Ship and 3 Ray Gun

SETTING: Rocket on stage - three space men emerge from rocket, looking about)

FIRST SPACE MAN: Well, here we are on the moon!

SECOND SPACE MAN: Never thought we'd make it!

THIRD SPACE MAN: Let's see what it's like.

MAN IN THE MOON: (entering) What's going on here!

FIRST SPACE MAN: Who are you?

MAN IN THE MOON: I'm the Man In The Moon, of course (loud bang off-stage)  
Oh dear! There goes another batch of moonshine. It's always blowing up!

(He exits hurriedly.)

SECOND SPACE MAN: No wonder they have so many craters!

(Critters enter)

CRITTERS: (in unison) Somebody call us?

THIRD SPACE MAN: Who are you?

CRITTERS: (in unison) We're the critters that live in the craters! (Critters examine rocket)

(Space Mice enter.)

FIRST SPACE MAN: Holy Cow! Look!

FIRST MOUSE: No cows - mice!

SECOND MOUSE: We're space mice - the Russians shot us up here.

SECOND SPACE MAN: You poor things! We'll take you back with us!

FIRST MOUSE: Not on your life - we're not leaving here!

SECOND MOUSE: We've never had it so good!

FIRST SPACE MAN: What do you mean?

FIRST MOUSE: Didn't you know?

ALL MICE: (in unison) The moon is made of green cheese!

SPACE MEN: (in unison) Oh, no-o-o!

(Moonster enters)

CRITTERS AND MICE: (terrified, in unison) Oh, Oh, here comes the Moonster.  
He'll eat us all!

FIRST SPACE MAN: Don't be afraid. We'll get him with our trusty ray guns!  
(Loud bang offstage as space men aim and shoot.) (Moonster collapses. Critters and Space Mice all dance for joy.)

MAN IN THE MOON: (entering) Well, now we don't have to worry about the moonster any more - Oh, happy night!

SECOND SPACE MAN: Well, we'd better be going; we're due back on earth in three hours. It's been nice seeing you all.

SPACE MEN: (entering rocket, waving) Good-bye!

MOON PEOPLE: (in unison) Good Night! Good Night!

NOTE: REFER TO BLUE AND GOLD SECTION FOR BLUE AND GOLD SKITS

MARCH 1977 KITES/SPRING

THE ADVENTURES OF SCRAPMAN & RUBIN

- CHARACTERS:** Narrator, Scrapman, Rubin the Boy Wonder, Dirty Waters, Polluted Air and Littered Lands
- COSTUMES:** The Narrator and the card carriers need no costumes. Scrapman and Rubin the Boy Wonder wear capes and masks; cover the capes with all sorts of scraps, such as pop bottle caps, pop top rings, and tin can lids. Have the nefarious ones look nefarious - dressed in black and covered with soot and litter
- PROPS:** "Super Scrapmobile", large plastic garbage bag, three large plastic bottles, paper and other litter on the stage for the opening scene, and large posters with the following words printed on them: "POW", "ZAP", "BIFF", "WHAM", "OooF" and other similar dramatic expressions.
- SCENE:** As the scene opens, the Narrator is to one side of the stage. The three nefarious ones are huddled together on the other side, conversing.
- NARRATOR:** Good evening, ladies and gentlemen. Tonight we bring you an adventure of Scrapman and Rubin the Boy Wonder, as they continue their never-ending fight against pollution. As we join the dynamic duo this evening, their arch-enemies - Dirty Waters, Polluted Air and Littered Lands - are holding a secret meeting.
- DIRTY WATERS:** We'll get that Scrapman this time.
- POLLUTED AIR:** (laughing nefariously) Yeah, we sure will.
- NARRATOR:** As they are talking, they do not notice Rubin the Boy Wonder, who enters with a large trash bag to pick up scraps and keep the landscape clean. (Rubin enters, picking up scraps and putting them in the bag. He notices the three men huddled together, recognizes them, and creeps up behind to listen.)
- LITTERED LANDS:** Okay, let's check everything. Now, Dirty Waters, you sent Scrapman a phony letter to meet with the Clean Air Committee, Right?
- DIRTY WATERS:** Yeah, I sent it all right. Hah, hah! When he comes, he'll sure be surprised who's here to greet him. Me!
- POLLUTED AIR:** Yeah. And don't forget to clog his scrapmobile real good.
- DIRTY WATERS:** I won't! Humph! Him and his scrapmobile - he thinks he can clean up everything!
- LITTERED LANDS:** And he can - if we don't stop him. He intends to build more scrapmobiles. And you know what that will mean!

(continued)



THE ADVENTURES OF SCRAPMAN & RUBIN (continued)

POLLUTED AIR: Yeah. It'll mean the end of us! That's why we have to wreck his scrapmobile and him, too. Dirty, after you clog his scrapmobile, get him to chase you. And we'll be waiting to pounce on him. We'll take good care of him - forever!

LITTERED LANDS: Okay, boys, let's get going. It's almost time. (The nefarious ones exit and Rubin comes center stage)

RUBIN: Holy scrapwhiskers! This is terrible! I'd better warn Scrapman - quicker than a scrap-wink! (Rubin runs off stage, carrying his bag.)

NARRATOR: Will he find Scrapman in time? Will the nefarious ones carry out their dastardly scheme? Wait, I think I hear something! (Scrapman comes on stage with his scrapmobile. When he gets center stage, he crawls out from under it.)

SCRAPMAN: I just have a few minutes before the Clean Air Committee comes. I'd better check out my super-fantastic scrapmobile. (Demonstrates as he talks.) First, I'll try the scrapdestroying ray gun. (Aims it at a piece of paper on stage. Have the paper attached to a string going off stage. As the gun is aimed at it, pull on the string to drag the paper off.) Ah, works perfectly. Let's see if the water transformer, that turns dirty water into pure water, is in working order. (Tries it.) Great! Now for the contamination detector - good, not a speck of dust will get by this. Finally, the pollution funnel. Ah, the air smells fresher already. (Scrapman continues looking over the machine. As he gets down on his hands and knees to inspect the exhaust pipe, Dirty Waters comes on with a large box labeled "Super Clogger" and proceeds to sprinkle it all over the scrapmobile. Scrapman stands up and sees him.)

SCRAPMAN: Zounds! It's Dirty Waters! Get out of there! You'll ruin the utterly fantastic, one and only scrapmobile! (Dirty Waters runs off stage, with Scrapman in hot pursuit.)

NARRATOR: So, Scrapman fell into the trap. (Sounds of fighting - yelling and loud noises - are heard offstage.) Who will win this struggle between good and evil? (Card carriers carry signs across stage.) What is happening to Scrapman? And where is Rubin the Boy Wonder? Ah, here comes Rubin - he must have been sandwiched in traffic!

RUBIN: (seeing the scrapmobile, he is horrified) Golly! Gee whillikers, and all that! (Running off stage.) Scrapman, where are you! (From off-stage) Oh, no! (Returns, dragging an unconscious Scrapman on stage.) Those foul fiends have got him out of commission. There's only one way to save him! He must have the support of the people! Where will I get it? (Rubin stands, frozen, with his arms out, looking helpless as the Narrator speaks.)

NARRATOR: Is this to be the end of Scrapman? Shall the world be given over to Dirty Waters, Polluted Air and Littered Lands? Rubin said Scrapman needs the support of the people to revive him. Let's give it to him. Come on. Join me in clapping and cheering, "We want Scrapman! (The Narrator leads the audience in clapping and cheering. After they get going real good, Scrapman begins to stir.)

THE ADVENTURES OF SCRAPMAN & RUBIN (continued)

RUBIN: (unfreezing) Scrapman! Hear that? You have the support of the people!  
(Scrapman rises, flexes his muscles, and speaks.)

SCRAPMAN: Ha, those dastardly dolts thought they finished me. Well, Scrapman is far from finished! Come on Rubin, we have work to do. (Scrapman and Rubin clean off the scrapmobile, climb inside and walk off the stage. Again, there is the sound of fighting. The card carriers cross the stage again.)

NARRATOR: Gadzooks! Who will win this battle between good and evil? Will Scrapman be able to overcome these fiends? Tune in next week.....  
(Scrapman and Rubin come on stage.)

SCRAPMAN: No need, Mr. Narrator. The scrapmobile has done its work. The fiends have been transformed. Show him, Rubin. (Rubin holds up three large bottles, labeled "Dirty Waters", "Polluted Air", and "Littered Lands".) You might say we've got them bottled up. That'll put them on the shelf permanently!

NARRATOR: Scrapman, on behalf of the public, I'd like to thank you.

SCRAPMAN: No, Mr. Narrator. Don't thank me. The credit never belongs to one person alone. In this case, good triumphed over evil because of one thing.

NARRATOR: What's that?

SCRAPMAN: It's what gave me the strength to carry on this fight - what will always make the difference in winning out over Dirty Waters, Polluted Air and Littered Lands. The thing that's needed most of all - the support of the people!

(Scrapman and Rubin strike heroic poses as the curtain falls.)

-Pack-0-Fun

MARCH 1977 KITES/SPRING

THE MAGIC KITE

CHARACTERS: 6 boys

PROPS: Outside scene, ball of string and a kite tail.

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

1st BOY: What's that?

2nd BOY: Don't you know what a kite looks like?

1st BOY: Sure I do, but if that's a kite then it sure won't fly.

2nd BOY: It'll fly, it's magic!

3rd BOY: Kites can't be magic!

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

4th BOY: Then what!

2nd BOY: He shows me how to make one.

5th BOY: That kite still won't be magic!

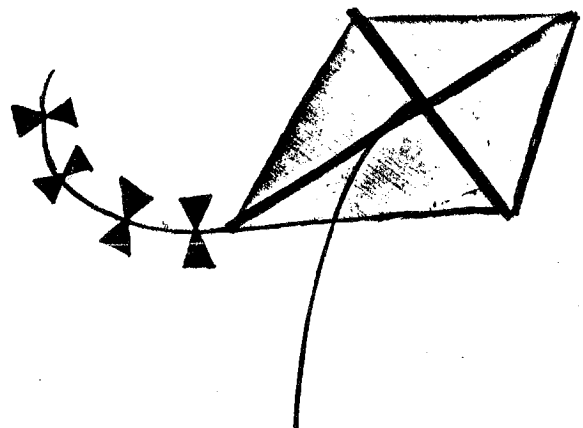
2nd BOY: Un huh! Then he shows me how to fly it.

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

(All boys going off stage saying "Yeah", "Wow", "It Is Magic", "Let's Go".)

- Glenda Hargrove

NOTE: If you have more boys in your den, these boys could be just standing with the others or you could add more speaking parts.



APRIL 1977 OUR LATEST STATES

MEANWHILE, BACK AT THE IGLOO

- CHARACTERS: 4 Eskimos, Charlie, Eskimo Salesman, extra boys could sit in igloo.
- COSTUMES: Coats with fur trimmed hoods make excellent parka jackets. Or use sheets of crepe paper fringed on the sleeve edges and the bottom. Boots (preferably with some fur around the top) Any type of winter hat to cover head if jacket has no hood can be used.
- PROPS: For igloo, milk cartons wrapped in white paper to look like large blocks of ice, cane fishing poles, paper fish to hang from poles, sheet of paper that looks like a map, sheet of paper that looks like floor plans, and paper confetti. A sled with cardboard boxes piled on top of it, two pieces of sandpaper to make crunchy snow sound. (Rub together)
- SCENE: The four Eskimoes come on stage, carrying the ice blocks, the map and the plans, the fishing poles with fish hanging on the strings.
- 1st ESKIMO: (reading the map) Well, we're finally here. Okay, let's hurry up and set up the igloo. We may have more snow at any time, according to the penguins I've intercepted. (One Eskimo drops the section he is carrying and trips and falls as he tries to pick it up.) Charlie, can't you do anything right? (1st Eskimo goes over and picks up section.) Here, you hold the map and try to stay out of the way.
- 2nd ESKIMO: Boy, these pre-fab igloos by Ice Cube Inc. are really great. Why, they've put an igloo within the reach of everyone!
- 3rd ESKIMO: Yeah, I don't know how they can do it so cheap.
- 4th ESKIMO: (holding his section upside down) Huh! I guess it shows. This sure doesn't look right!
- 1st ESKIMO: You dummy! You're holding it upside down!
- 4th ESKIMO: Oh. (Turns it right side up.)
- 3rd ESKIMO: I don't really like these pre-fab igloos. There's no place to put any curtains.
- 2nd ESKIMO: Who needs curtains? An igloo is not supposed to look pretty -- it's supposed to be strong!
- 1st ESKIMO: (taking the plans from his pocket) Here, let's take a look at the plans for assembling it. (Opens out the paper.) Okay, who's got wall A?
- 2nd ESKIMO: I do. Here. (Stands it up.)
- 1st ESKIMO: And here's wall B. (Picks it up and sets it next to wall A.) Now, let's tie them together. (They do.)

(continued)

MEANWHILE, BACK AT THE IGLOO (continued)

CHARLIE: (walking over as he reads the map, he doesn't see the walls set up and knocks them down) Gee, this map is .....

1st ESKIMO: Charlie, for heaven's sake! Will you just go and sit down!

CHARLIE: Gosh, fellas, I'm sorry. Can't I help? (But as all continue to glare at him, he just shrugs his shoulders and goes over and sits down.)

1st ESKIMO: (setting the walls back up) Okay, let's get the rest of the walls up. Bring walls C and D. (The others bring the walls over. They tie them together to form the igloo. After igloo is assembled they stand back and admire it proudly.)

1st ESKIMO: There. Isn't it beautiful! Thank you, Ice Cube Inc.

CHARLIE: (who has joined them) Yeah, but there's one thing wrong!

1st ESKIMO: What's that?

CHARLIE: There's no door!

2nd ESKIMO: He's right. There isn't.

1st ESKIMO: (Looking at the plans) Oh that's simple. (Goes offstage and comes back on with a large pair of scissors. He proceeds to remove the tape and 'cut' door following pre-cut lines which are already on the front wall section.) There. That should do it!

3rd ESKIMO: We'd better all get inside now. It's going to start snowing any minute. It didn't take us long to build at all! (All start to enter igloo and stop.)

2nd ESKIMO: Do you hear or see anything:

1st ESKIMO: I think I see snow! Get ready men. We're about ready to get snowed in for the summer! (Everyone starts yelling and running around trying to get into the igloo. Snow is thrown from offstage) (Boy inside of igloo unties sides so igloo falls down. There is silence.)

CHARLIE: Holy cow! That snow sure made short work of this igloo.

2nd ESKIMO: We never had a chance!

3rd ESKIMO: Wait! I hear something. Maybe it's someone coming to help. (Off-stage someone rubs sand paper together to give sound of crunching snow.

1st ESKIMO: (looking offstage) No, it's just a dog sled. (Sled comes onstage with Eskimo salesman pulling it filled with cartons and cardboard.)

(continued)

MEANWHILE, BACK AT THE IGLOO (continued)

SALESMAN: Hello, there. I see you've had some trouble.

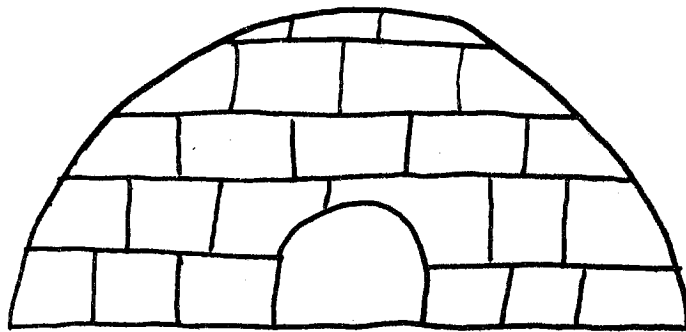
1st ESKIMO: Have we ever! The snow caved our igloo in.

SALESMAN: So I see. Well, it's good I came along. Maybe I can help you.

2nd ESKIMO: Help us! How could you help us?

SALESMAN: I have here a wonderful display of pre-fab igloos. I'm your Ice Cube Inc. representative, with a real cool deal for you!

-Adapted from Pack-0-Fun by  
Lynn Bordwine



CUB SCOUT GENIUS

This is a skit/song for Cub Scouts who do NOT like to sing!

1st CUB: I'll build a rocket in a minute,  
Ten thousand people will fit in it;  
We'll circle the moon on a two hour cruise---  
But first I have to clean my shoes.

Everyone sings the chorus to the tune of "The More We Get Together".

2nd Cub: I will cure the common cold,  
And fix you so you don't grow old;  
Each virus I will kill quite dead---  
But first I have to make my bed.  
(CHORUS)

3rd CUB: I'll dive to the bottom of the sea,  
In a special boat designed by me;  
All the sunken treasures I'll discover---  
But first I have to ask my mother.  
(CHORUS)

4th CUB I'm making a very special glue,  
For all the atoms they split in two;  
I'll glue them together and use them again---  
But I'm late for school, so I can't say when.  
(CHORUS)

5th Cub: I'll build a giant pogo stick,  
To cross the oceans mighty quick;  
Just one jump and there you are---  
But first I have to wash the car.  
(CHORUS)

6th CUB: Im going to build a peace machine,  
That will shut people up when they get mean;  
I'd have it finished but I can't see  
How to fix it so it won't catch me.  
(CHORUS)

7th CUB: I'd draw you designs for unbreakable eggs,  
For biteless dogs, and unscratchable legs,  
For unspillable milk and a fire without smoke---  
But I can't get goint 'cause my pencil broke.  
(CHORUS)

ARTISTIC GENIUS

Scene is an art show at which a number of brightly splotched canvases are on display. The judges arrive, inspect them and finally select one for the prize, more violently colored than the rest. "What imagination" they say; "What genius!" They call for the artist, who appears in beret and flowing tie. When the winning picture is shown him, he says, "Oh, my goodness, that got in by mistake. That's the canvas where I clean my brushes!"

THE ROBOT INVENTORS

CHARACTERS: 6 Scientists in lab jackets (shirts, collars turned inside, put on backwards) 7th Scientist is dressed in the same manner and has a top hat.

SETTING: Table, covered with old sheet reaching to floor at front. Fishbowl or other glass bowl, test tubes, flasks, etc. are on table. The six scientists stand behind and at sides of table. One of the scientists is reading a book, plainly marked "How to Invent a Robot" while another looks over his shoulder. Another scientist is stirring in a large bowl with a large wooden spoon.

SCIENTIST 1: It doesn't seem to be working.

SCIENTIST 2: I can't understand it.

SCIENTIST 3: We'll have to change the formula.

(Scientist 7 enters from stage left, carrying top hat.)

SCIENTIST 7: I've got it! I've got it! A friend of mine told me just how to do it. (He places hat on table) You just say "Abra-cadabra 1-2-3", reach in, and .....

SCIENTIST 4: Wait a minute. What did you say your friend's name was?

SCIENTIST 7: Magisto the Magician. He says he's pulled a robot out of a hat lots of times.

SCIENTIST 5: That's 'rabbit', not 'robot' you idiot!

(They chase Scientist 7 offstage waving book, spoon, etc. Scientist 6 starts to join them, but stops and looks at hat on table)

SCIENTIST 6: (shrugging shoulders) It might work! Abra-cadabra 1-2-3!  
(He takes hold of hat with left hand, tips it toward himself at edge of table, reaches 'in' - really reaches behind table and pulls out 'robot' who has been hidden behind table.)

SCIENTIST 6: Hey, it worked! Now I'll just push this button (pushes robot's button - robot drops to all fours, hops offstage, showing a bunny tail bobbing at back)



THE DUMB-BELL

CHARACTERS: Four Cub Scouts in Cub t-Shirts, Johnny (not a Cub) and Den Chief.

SCENE: Local Park - Cardboard cutouts of trees, rocks or real branches, etc.  
As scene opens, Johnny is sitting on a rock, chin in hand, looking very  
dejected...He says to himself....

JOHNNY: Gee, there's nuthin' to do around here...I'm almost glad school's startin'.  
(Voices off stage are heard....)

STEVE: Ok, Jim, you and Billy can practice your broad-jump, Mike and I are going  
to lift weights. (Enter Mike and Steve with small home-made barbells..  
they proceed to work out with weights as Johnny watches...)

MIKE: Boy, Steve, I can hardly wait for the Physical Fitness Contest. We're  
bound to make a good showing the way we've been practicing. (Each time  
he lifts the weights, he steals a glance at his arm muscles to see if they  
are growing...Steve notices and says, laughing...)

STEVE: Nuthin's going to happen that fast, Mike. It takes lots of time and practice...  
(Meanwhile Johnny is still watching and finally says...)

JOHNNY: (in puzzled voice) What are you guys doin'?

MIKE: Getting ready for the big Physical Fitness Contest...Don't you know about it?

JOHNNY: No...What is it?

STEVE: Gosh, I thought everyone knew about it. Aren't you a Cub Scout?

JOHNNY: Naaw..I just moved here this month...boy there sure isn't much to do  
around here...

MIKE: Sure there is...you just haven't been here long enough. Are you coming to  
Round-up this week? Then you could be a Cub Scout too...

STEVE: (Chimes in) Yea...and be in the contest, too. You'll have lots to do  
then. You want to start practicing now? (Hands him the weights..) Say,  
do you want to work out with a real BIG Dumb-bell? That's what we're  
waiting for....

JOHNNY: Well, yea, I guess. (looks pleased)

MIKE: Ok, say, here comes the rest of our Den. (Jim and Billy walk on talking..  
followed by larger boy, carrying BIG Dumb-bell) An here comes our Den Chief.

JOHNNY: (Taking a couple of steps toward Den Chief) Are YOU the Dumb-bell we're  
going to work out with? (Rest of boys start to laugh..)

BILLY: He's not a Dumb-Bell! He's our Den Chief! (Pointing at Barbell, he says)  
That's the Dumb-bell! (Rest of Den pats Johnny on back - all walk off  
together.)

JUNE 1977      MUSCLE BUILDERS

100 LB. WEAKLING

CHARACTERS: Dillard (the weakling) Henry, Muscleman, Doctor, and Marco

COSTUMES: Dillard wears shorts, long-sleeved t-shirt or sweat suit. Henry wears street clothes. Muscleman wears shorts and long-sleeved t-shirt with stuffing in arms to simulate muscles. Doctor in white jacket with large cardboard stethoscope around his neck. Marco wears black cape, top hat and magic wand.

SETTING: Dillard and Henry are in a gym. Henry is laying on a bench trying to benchpress weights. Henry wants muscles and Dillard brings Muscleman who feels of Henry's muscles and gives up; Doctor who listens to Henry's muscles with stethoscope and says there's no hope. Finally Marco the magician comes in, puts Henry in a trance. While he's in the trance, Marco stuffs rags in pantyhose and puts them under Henry's t-shirt. Marco says magic words over Henry and wakes Henry up. Marco says, go ahead and lift that 100 lb. dumbbell. Henry lifts it with no problem. Henry is surprised and asks Marco how he did it. Marco pulls the stuffing from Henry's shirt. Henry can't believe it. Marco tells Henry it was all in his mind and tells him "Your only as strong as you think you are!"

This Pantomime was created by:

-Steve Radley, Craig Powell, Mike Robinson, Mark Sampson  
Lewis & Clark Jr. High Students

A GIFT FOR DAD

SCENE: A Father-Son campout...Bed rolls or other camping gear may be used to set scene...

CHARACTERS: Webelos Johnny and Tommy - Johnny's Father.

(Tommy is sitting on Bed Roll, practicing knots...Johnny comes running into camp.)

TOMMY: Wait a minute, Johnny, what's your hurry? The camp-fire isn't until later. Say, have you got your gift ready to give you dad?

JOHNNY: (He is out of breath) Can't stop now, Tommy, 'cause I'm going home. Besides, I already gave my dad his present. That is why I'm going home!

TOMMY: How come? We're not supposed to do that until tonight. What's you give him?

JOHNNY: Do you remember that keen rock collection I made? Well, I couldn't wait until tonight, so I handed it to him and the bottom fell out of the box, and I think he's comin' to thank me for it. Got to go.....  
(He runs off) (Johnny's father hobbles on, with bandaged foot and cane, says....

JOHNNY'S FATHER: Have you seen Johnny?

TOMMY: (Stammers) a...a...a...a..I think he said his Mother was calling him sir. And I think my mother's calling me too. (runs off)

JOHNNY'S FATHER: How can their mothers be calling them, clear out here? (Shrugs and hobbles off)

JUNE 1977 MUSCLE BUILDERS

MANY MUSCLES

CHARACTERS: 6 Cubs, one dressed as a beautiful curvy girl. All boys wear shorts over uniform pants to resemble sweat suits except one who is in full uniform.

PROPS: Dumbell, barbells and jumprope.

SETTING: Boys in shorts lined up across front.

CUB: (in full uniform comes in, looks at boys, asks 1st boy) "Why are you doing that?"

1st BOY: (Lifting dumbell) "Because I like many muscles."

CUB: (walks over to next boy) "Why are you doing that?"

2nd BOY: (skipping rope) "Because I like many muscles."

CUB: (walks to next boy) "Why are you doing that?"

3rd Boy: (lifting barbell) "Because I like many muscles"

CUB: (walks to next boy) "Why are you doing that?"

4th BOY: (doing pushups) "Because I like many muscles."

CUB: (walks to last boy) "And why are you doing that!"

5th BOY: (doing jumping jacks) "Because I like many muscles."

GIRL: (boy in wig and dress walks on in front of boys)

CUB: "Who are you?"

GIRL: (smiles - winks) "Why, I'm Minnie Muscles!"

ALL BOYS: Whistle at her, take her by arms and escort her off the stage.

- Jimmy Corbell  
Pack 75

CITY SLICKERS

CHARACTERS: 6 Cubs as follows: Two city slickers, Ma, Pa, boy, sis. All dressed as hillbillies except city slickers.

PROPS: Large cardboard car with handles on back. Log cabin prop.

SETTING: Two city slickers drive up in front of cabin and honk their horn.

MA: (hillbilly woman comes out) "Howdy! What ya'll want?"

DRIVER: "How do we get to Tulsa?"

MA: "I don't rightly know, but I'll ask my son." "Sonny, how do ya'll get to Tulsey?" (Yells into cabin)

BOY: (Boy comes out of cabin) "Well Ma, I don't rightly know. I'll ask Sis." "Sis! How do ya'll get to Tulsey?"

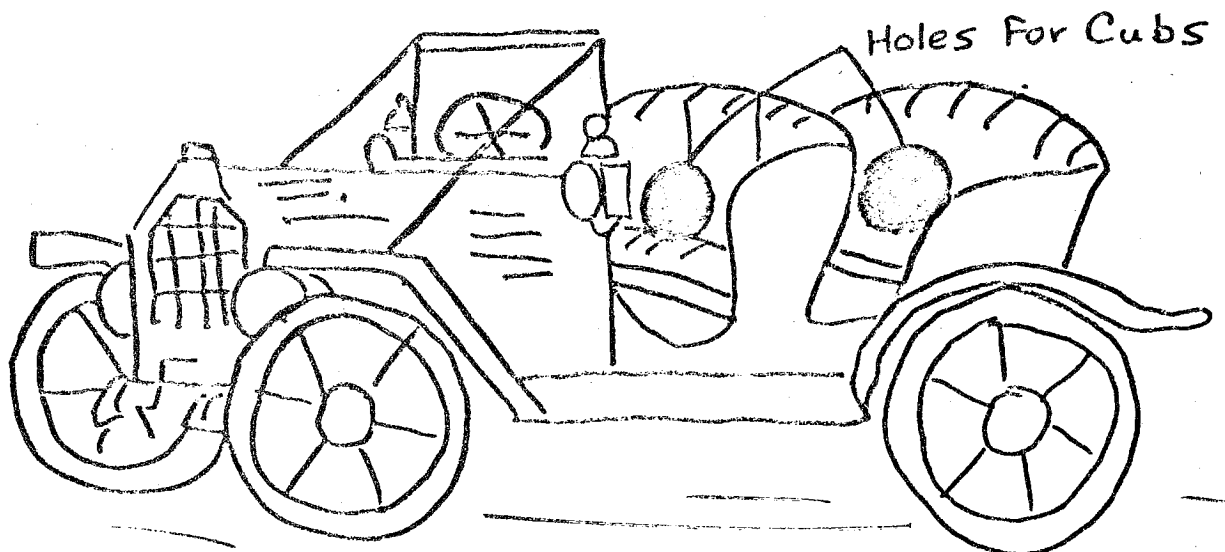
SIS: (Comes out of cabin) "I don't rightly know, I'll ask Pa." "Pa! How do ya'll get to Tulsey?"

PA: (Comes out of cabin) "Let me see now." "I don't rightly know how to get to Tulsey."

RIDER: "Boy you people are sure dumb." "You don't know anything, do you?"

PA: "Well you see, it's this-a-way." "We might not be very smart, but we ain't lost."

-Jimmy Corbell



JULY 1977 TRAILS, TRECKS, TRIPS

THE COLLAPSABLE DRIVER

CHARACTERS: Bus driver, Farmer carrying cardboard hoe, rake, pitchfork, Lady carrying lots of packages, Man carrying a birdcage and another Lady carrying sacks of groceries.

SETTING: Chairs set up on stage to simulate seats in bus. Chair at front for the driver.

(Each character enters bus, driver pulls up to each stop, characters do following)

FARMER: Flags down bus driver, enters bus staggering, fumbling tools and drops them all over drivers head trying to get change out of his pockets.

LADY: Carrying packages piled up to her nose gets on, drops packages all over driver while trying to get fare. Driver smiles, still keeping his cool. Helps her pick up packages.

MAN: Carrying birdcage gets on, cage is swinging around, bird flies out, everyone trying to catch it.

LADY: Carrying sacks of groceries gets on, spills sacks all over driver while trying to get fare. Driver still smiles, helps pick up groceries, straightens his hat, continues driving.

DRIVER: Stops lets everyone off the bus. Everone thanks him.

DRIVER COLLAPSES!

SKIPPER, THE CANINE CUB

CHARACTERS: Mrs. Johnson, Den Mother - Mike, a Cub Scout, - Voice of another Cub Scout from off stage.

SCENE: The Park where Den 1 is having a weiner roast.

MIKE: Gee, Mrs. Johnson, this sure is a swell place for a weiner roast.

MRS. JOHNSON: It sure is Mike, but I really don't think you should have let your dog Skipper come along.

MIKE: He just sort of followed me here, Mrs. Johnson. Besides, he's a good dog....why he's just like one of the Den.

MRS. JOHNSON: One of the Den! What do you mean, Mike?

MIKE: Well, he stands at attention when we salute the flag, and he holds up his paw, when we give the Cub Scout Promise.

MRS. JOHNSON: Well, that does almost make him a member of the Den, but I still think....(she is interrupted by off stage voice of Cub...)

SKIPPER, THE CANINE CUB (continued)

VOICE: Hey Mike, you know how you said that Skipper was just like another Cub in our Den? Well, he just did his best and ate your part of the hot dogs!

Mrs. Johnson puts her hand to her mouth and laughs...and Mike's mouth falls open and he looks very unhappy...Both walk off as Mrs. Johnson pats him on the shoulder.

MAPS

CHARACTERS: Street clothes.

PROPS: Different kinds of maps.

SETTING: Travel agency, desk and travel posters

1st Boy: "High adventure and bright dreams-  
Maps are mightier than they seem" (Holds large map)

2nd Boy: "Ships that follow leading stars-  
Red and gold of strange bazaars" (Holds large map)

3rd BOY: "Ice flows hidden beyond all knowing-  
Planes that ride where winds are blowing!" (Holds large map)

4th BOY: "Train maps, maps of wind and weather-  
Road maps, taken altogether" (Holds large map)

5th BOY: "Maps are really magic wands-  
For home-staying Vagabonds!" (Holds large map)

-Jimmy Corbell

AUGUST 1977 WATER FUN

CHARLIE TUNA TRIES AGAIN!

CHARACTERS: Narrator, Charlie Tuna, Angela Angel Fish, Larry Lobster, Sam the Clam, and the "Voice from B.S.A."

COSTUMES: Full-length paper sack masks with each character drawn on sack. This could be a great puppet skit.

NARRATOR: As our show opens, we again find Charlie in his continuing pursuit to be accepted by the B.S.A.

CHARLIE: (Charlie enters) "I, Charlie Tuna, promise to do my best, to do my duty to King Neptune and my ocean, to help other sea creatures, and to obey the Law of the School."

ANGELA: (Enters) "Oh Charlie! Are you still trying to join the B.S.A.? Wise up my aquatic friend. Don't you know that the "B" stands for Boy, not Fish Scouts of America." (She exits)

CHARLIE: "What does she know. She's just a girl. A Fish Scout follows Neptune. A Fish Scout helps the School go. The School helps the Fish grow. A Fish Scout gives goodwill."

LARRY LOBSTER: (Enters) "Oh Charlie, that's Akela, not Neptune. Boy Charlie, you blew it with Starkist, now the B.S.A. What next? (He exits)

CHARLIE: "Do Your Best, Do Your Best!" "Oh darn, darn."

SAM THE CLAM: "What are you yelling about?"

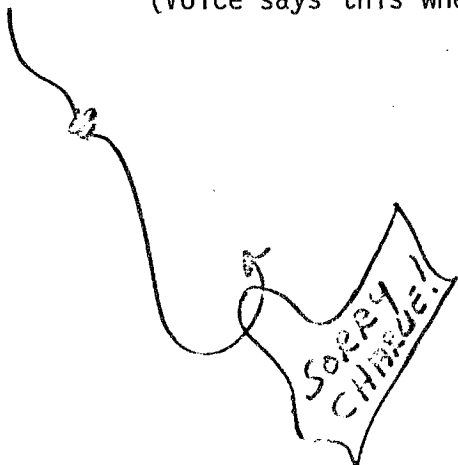
CHARLIE: "Well, I've got the motto down pat, but I can't figure out the two fingered salute."

SAM: "Poor Charlie, here comes the B.S.A. now." (Sam exits)

(Drop hook that says: SORRY CHARLIE!)

VOICE OF B.S.A.: "Sorry Charlie. B.S.A. wants boys who fish, not boyish fishes!"  
(Voice says this when hook is dropped from offstage)

-Santa Clara Council



THE STORY OF SCOUTING

A pantomime skit with three scenes. Narration follows each scene.

SCENE 1: Makeshift campsite ... artificial campfire ... boys in camp clothes ... one man wearing uniform and campaign hat. Boys move around, getting settled in campsite, with man pantomiming directions. (Curtain closes)

NARRATOR: The date: July 29, 1907. The place: Brownsea Island, off England's southern coast. 21 boys and two men set up a makeshift camp which will be their home for the next two history-making weeks. One man was Lord Baden-Powell. The boys were from every part of England. They were the first Boy Scouts, but they didn't know it. Baden-Powell was testing his idea for a new organization for youth.

SCENE 2: Street scene in London ... lamp posts ... foggy night. Man is walking down street, glancing at a paper in his hand ... looking for the right address. He shakes his head, discouraged. A boy appears out of the fog ... pantomimes questioning man ... he leads man down the street, points out house. Man offers him money. Boy shakes head ... explains Man inquires about Scouting ... (Curtain closes)

NARRATOR: The date: Two years later. The place: a London street. The man: William D. Boyce, an American publisher in London on business. He is lost in the fog. A boy appeared out of nowhere and offered his help. After directing the man to his destination, the boy refused the offer of a tip, saying "Scouts do not accept tips for doing a good turn." Boyce inquired more about Scouting and his interest was aroused.

SCENE 3: Steamship in background ... man is boarding ... he carries suitcase ... sign nearby points to America. (Curtain closes)

NARRATOR: When Boyce boarded the transatlantic steamer for home, he was afire with enthusiasm to establish Scouting in America. He had interviewed Baden-Powell and had a suitcase full of ideas. On February 8, 1910, Boyce incorporated the Boy Scouts of America in Washington D.C.

This was the beginning of a movement which has grown and grown over 67 years to a world force of more than 12 million members. And YOU WERE THERE!

-Dottie Elliott





DRAGON STEW

CHARACTERS: Narrator, King Chub, Knight, Cook, Shaggy man, Dragon, two boys with time signs, 2 tennis players with rackets.

SETTING: Castle with kitchen and dining hall. (Could easily be marked with signs to identify)

NARRATOR: There once was a small kingdom ruled by a king who loved to eat. He was so fat, they called him King Chub. (King enters stage - wanders around dining hall smacking his lips and patting his tummy.)

KING: "Whats to eat! I'm starving! I havn't eaten for 2 hours!

COOK: (Enters) "I just can't satisfy you, I quit!" (Stomps off stage throwing down large cardboard spoon.)

KING: "Knight! Knight! Where is my Knight!" (Lights go out) "No! Stupid not that night!" (Lights come back on.) (Knight enters)

KING: "I'm hungry!" "Go and search this country far and wide and bring me back a cook who can mix me up some unusual recipes."

KNIGHT: "Yes Sire" (Knight leaves the room.)

TWO BOYS: (Cross stage holding "Time" signs) Time passes.

KNIGHT: "King! King! I have found your cook! (Kinght comes in practically dragging an old shaggy man.)

KING: "What's so unusual about you?"

S. MAN: "Have you ever had Dragon Stew?"

KING: "Hey, that sounds scrupdilicious!" "Knight, Knight!" "Go search this country far and wide and bring us a dragon!"

(Knight comes back in.)

KNIGHT: "Yes Sire" (Shaggy man leaves the stage)

KING: "I think I'll get some exercise while I'm waiting!" (He sits down - two tennis players come on stage and pretend playing tennis with imaginary ball) (Players finish, exit)

TWO BOYS: (Carrying "Hour" sign cross stage) Time Passes.

S. MAN  
COOK: "Sire! Sire!" (Cook dragging dragon by rope around neck enters - dragon looks sad.)

KING: (Acts elated) "Fine, now can I have that stew, I'm starved?" (Cook leaves with dragon.)

(continued)

DRAGON STEW (continued)

TWO BOYS: (Cross stage again with "Hour" signs) Hours pass.

KING: (Sits at table, rubbing his tummy, acting hungry)  
(S. MAN COOK enters with a large bowl and sets it on table in front of King) "Here's your Dragon Stew Sire!"

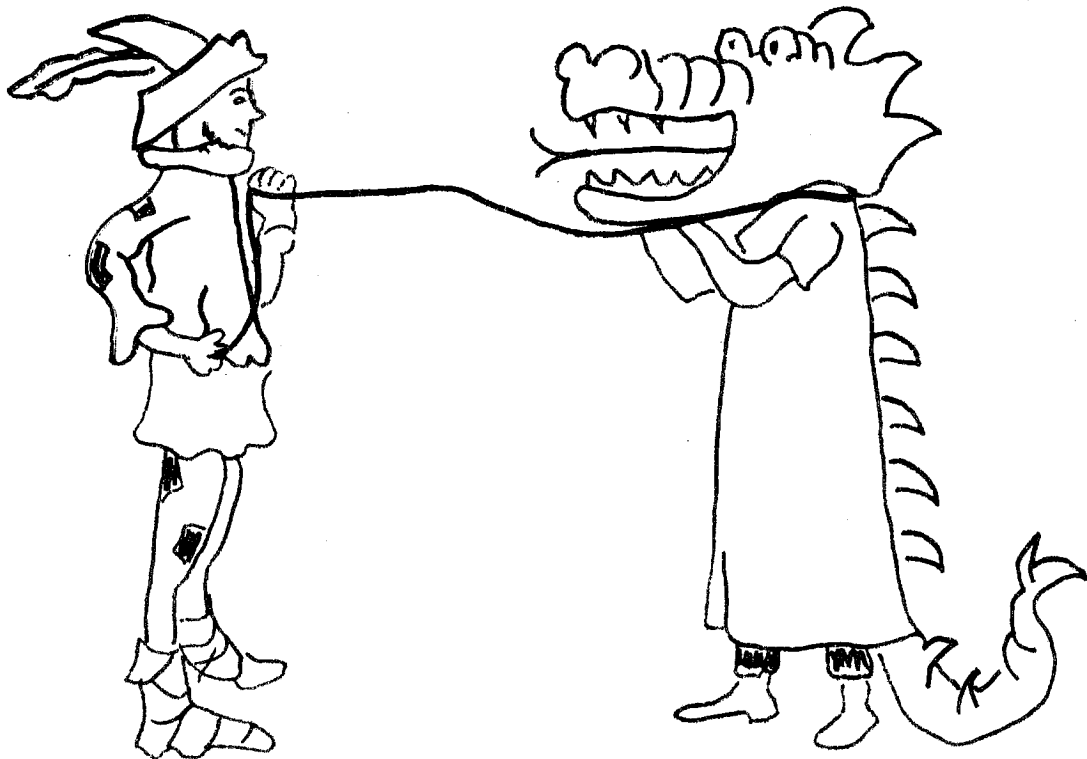
KING: (Takes several tastes of the stew) "Why, this is just out of this world." "It's too bad we can't have it again." "That's probably the last dragon in the world."

S. MAN COOK: "No! Sire!" We can have it anytime you like. You see, the thing about Dragon Stew that is so unusual is that it can only be prepared by a dragon!"

(S. MAN COOK motions for dragon to enter)

S. MAN COOK: "Meet my new assistant!" (King looks stunned.) Curtain falls.

-Dave Voda



CUB SCOUT FIRE DETECTIVES

SCENE: As curtain opens, a house (center stage) is on fire. Flames and smoke are coming from the first floor windows. A child (doll) is seen in the second floor window crying: "Help, Help!" There is a hydrant front stage left.

OFFSTAGE: The sound of fire bells or a siren is heard.

ACTION: Cub Scout Firemen dressed in red fireman's hats, black raincoats and boots rush on stage, led by Fire Chief in White Hat. Some carry hose (vacuum cleaner hose). Others carry net (hula hoop). Chief directs action. Hosemen connect hose (vacuum is plugged in backstage) and begin to spray "water" on house while netmen hold net under window. After several seconds of coaxing, child jumps into net. Firemen put out fire.

Curtain

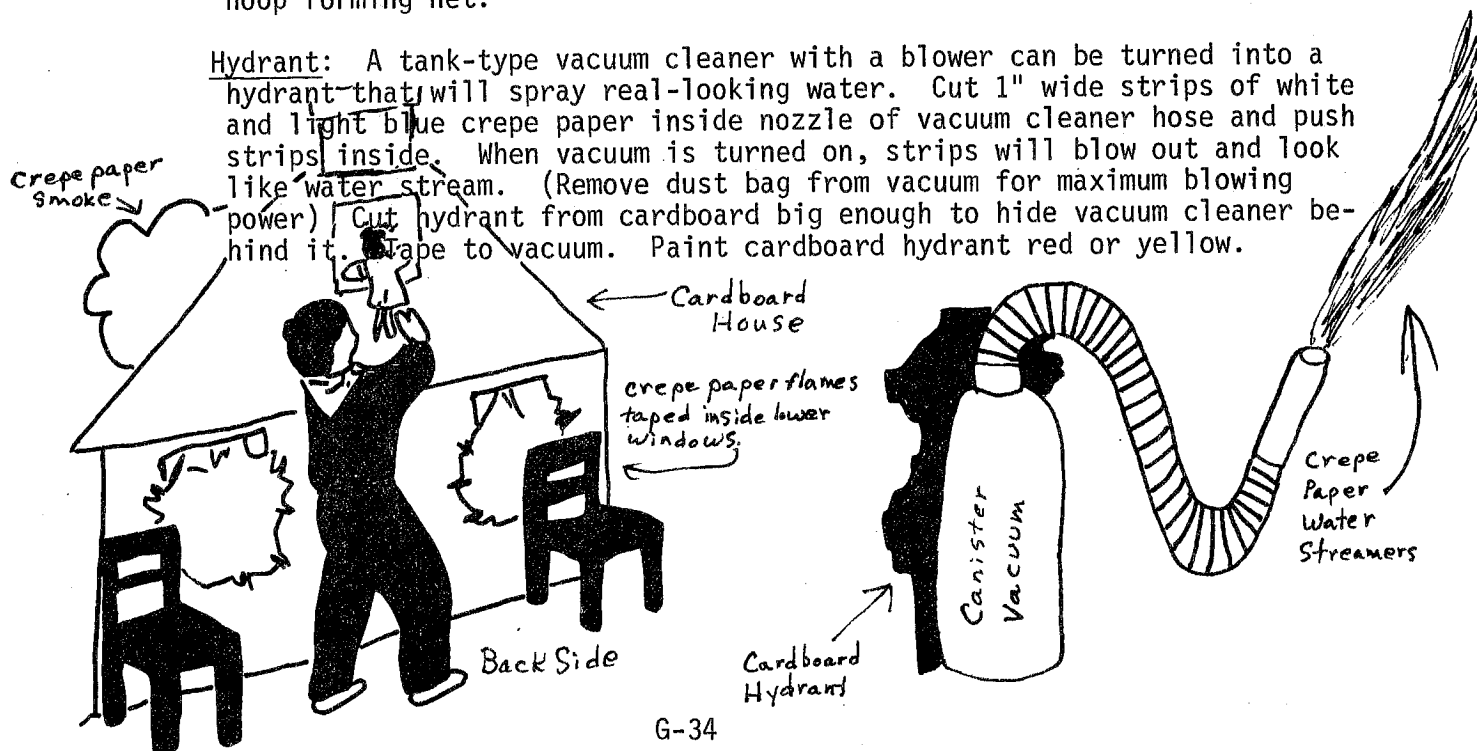
ACTION BACKSTAGE: Cub Scout in back of house (out of sight of audience) holds doll in front of window (jiggling it a bit for animation); is also voice of doll. At right moment he tosses doll out of window into net. He also folds flames back out of sight as firemen "put out the fire".

PROPS: House: Nail pieces of corrugated cardboard together to wooden frame to make a piece about 5' wide and 6' high. Trim off upper corners to form roof. Cut out windows. Paint house with white paint and chimney red.

Flames: Cut flames from red and yellow crepe paper and smoke from gray crepe paper. Tape inside lower windows.

Net: Use large size hula hoop. Attach net fabric or crepe paper around hoop forming net.

Hydrant: A tank-type vacuum cleaner with a blower can be turned into a hydrant that will spray real-looking water. Cut 1" wide strips of white and light blue crepe paper inside nozzle of vacuum cleaner hose and push strips inside. When vacuum is turned on, strips will blow out and look like water stream. (Remove dust bag from vacuum for maximum blowing power) Cut hydrant from cardboard big enough to hide vacuum cleaner behind it. Tape to vacuum. Paint cardboard hydrant red or yellow.



OCTOBER 1977      DISCOVER AMERICA

OPERATION HALLEY'S COMET

CHARACTERS: Five boys for Colonel, Executive Officer, Company Commander, Lieutenant, Sergeant. A squad of men. (Could use another den.

COLONEL ISSUED THE FOLLOWING DIRECTIVE TO HIS EXECUTIVE OFFICERS:

"Tomorrow evening at approximately 2000 hours Halley's Comet will be visible in this area. An event which occurs only once every 75 years. Have the men fall out in the Battalion area in fatigues and I will explain this rare phenom to them. In case of rain, we will not be able to see anything, so assemble men in the theater and I will show them films of it."

EXECUTIVE OFFICER TO COMPANY COMMANDER:

"By order of the Colonel, tomorrow at 2000 hours, Halley's Comet will appear above the Battalion area. If it rains, fall the men out in fatigues, then march to the theater where this rare phenomenon will take place, something which occurs only once every 75 years."

COMPANY COMMANDER TO LIEUTENANT:

"By order of the Colonel in fatigues at 2000 hours tomorrow evening, the phenomenon Halley's Comet will appear in the theater. In case of rain, in the Battalion area the colonel will give another order, something which occurs only every 75 years."

LIEUTENANT TO SERGEANT:

"Tomorrow at 2000 hours, the colonel will appear in the theater with Halley's Comet, something which occurs once every 75 years. If it rains, the colonel will order the comet into the Battalion area."

SERGEANT TO SQUAD:

"When it rains tomorrow at 2000 hours, the phenomenal 75 year old General Halley accompanied by the Colonel, will drive his comet through the Battalion area theater in fatigues."

-Sipokni District

ERIC THE GREEN

CHARACTERS: T.V. Announcer, Cabin Boy, Crew Member, Ships Cook, Leif Ericson, Eric the Red.

SCENE: Scene takes place at ships landing in Greeland, where T.V. Announcer is waiting arrival of the Vikings to interview them on the voyage.

TV ANNOUNCER: Ladies and gentlemen, through the magic of television and the 20th century, we are able to take you back in time to the landing of the Vikings, here in Greeland....the time is the 10th century... it is a cold and windy day, as our brave Norsemen come ashore... ah, here is a likely looking fellow now... (cabin boy in Viking dress walks on..T.V. Announcer thrusts mike in front of him and says "Welcome to Greenland, son and how was your voyage?"

CABIN BOY: Terrible trip, worst I've ever seen...if you don't believe it ask Eric the Green!...(he walks off stage)...

TV ANNOUNCER: Oh, that's too bad, but wait, I thought your Captains name was Eric the Red. This certainly is a mixed up crew. Well, here comes another member of the group. Sir, how was your trip to Greenland?

CREW MEMBER: (Gives TV Announcer suspicious look) Terrible trip, worst I've seen...if you don't believe it, ask Eric the Green! (walks off stage)

TV ANNOUNCER: There must be some mistake...all history books refer to the leader of the Norsemen as Eric the Red. This certainly is a mixed up crew. Well, here comes the ships cook...ah, sir, would you mind telling us your opinion of the voyage? (Ships cook walks on stage, gives him surly look...)

SHIPS COOK: Terrible trip, worst I've seen...if you don't believe it, ask Eric the Green! (he walks off stage)

TV ANNOUNCER: Ladies and gentlemen, this is most puzzling...could it be that we are about to discover something new in history? Here comes the captains son, Leif Ericson...perhaps he can tell us something about this voyage? (he walks on...)

LEIF ERICSON: Terrible trip, worst I've seen...if you don't believe it, ask Eric the Green! (he walks off stage)

TV ANNOUNCER:: Ladies and gentlemen, there's only one man who can solve this mystery...and here he is now...(Eric the Red walks on stage... his face has green makeup on it and he clutches bottle marked SEA SICK PILLS.... one hand holds his stomach) Captain, Captain, the world of television is awaiting your description of your exciting voyage to Greenland.....

ERIC THE RED: I used to be known as Eric the Red...before this dreadful journey I led...it was a terrible trip, the worst I've seen. Just call me sea sick....ERIC THE GREEN!....(TV Announcer throws up his hands and they both exit.

BOB CATS BIG CATCH

CHARACTERS: Grey Squirrel, Running Deer, Small Bear, Little Wolf, Bob Cat, and Chief Akela.

COSTUMES: Assorted Indian costumes - headbands, vests, breech cloths, etc.

PROPS: Drum for Grey Squirrel. Small bow and arrow for Bob Cat to carry.

SETTING: A clearing in the forest. As scene opens, all but Bob Cat and Chief Akela are seated in a semicircle facing audience. Grey Squirrel is slowly beating drum.

RUNNING DEER: (chants) This big day in Bob Cat's life;  
Make-um Brave, if good with knife.

SMALL BEAR: In our tribe he will belong-  
If nothing in forest go-um wrong.

LITTLE WOLF: Hope he catch-um heap big prey-  
Make Chief Akela happy today.

GREY SQUIRREL: (stops drum - cups hand to ear)  
Hark, my brothers, sound I hear-  
Think brother Bob Cat must be near!

(Off stage, continuous loud sneezing is heard. This goes on and off for rest of skit)

(Enter Bob Cat and Chief Akela. Chief holds Bob Cat by back of vest. Bob Cat continues to sneeze - in his hand he carries small bow and arrow.)

RUNNING DEER: Brother Bob Cat, what you fetch?  
We wait-um here to see big catch.

CHIEF AKELA: Bob Cat head for father's tepee  
Hunt has made him tired and sleepy.  
Have to hunt where buffalo play  
Another time - another day.

SMALL BEAR: But Chief Akela - where is catch?  
That brother Bob Cat went to fetch?

CHIEF AKELA: Brother Bob Cat plenty bold-  
Him wad-um creek and catch-um cold!

(Chief gently pushes Bob Cat offstage. All seated braves laugh, then quickly clap hands to mouths and refold arms. Grey Squirrel starts to beat drum as curtain closes)

INDIAN COUNCIL FIRE

CHARACTERS: Any number of Indians including one Big Chief.

SETTING: Indians grouped around a campfire. All are very sad that the white man and Indian do not understand each other better. Passing peace pipe.

1st INDIAN: "I fear big trouble in making." (All grunt)

2nd INDIAN: "Must do big magic to stop many wars."

3rd INDIAN: "How!"

4th INDIAN: "Big worry makes head ache with thinking." (All grunt)

BIG CHIEF: "Big Spirit give me wisdom to treat problem, I must go to white man." (rises from campfire and goes to center stage.) (He addresses the audience)

"We all wish for peaceful moons and plentiful corn."  
Maybe we need know word from each other. Please help me and repeat after me the words I say."

BIG CHIEF: "Oh Wa"

AUDIENCE: "Oh Wa"

BIG CHIEF: "Ta Goo"

AUDIENCE: "Ta Goo"

BIG CHIEF: "Si am"

AUDIENCE: "Si am"

BIG CHIEF: "Very good, I think we are learning! Please one more time to go faster into land of knowledge."

(REPEAT COMPLETE CHANT AS BEFORE ONLY FAST ENOUGH SO THAT THEY CAN COMBINE SYLLABLES AND COME UP WITH THE MEANING)

"OH WHAT A GOOSE I AM!"

-resurrected by Sue Bisby



## WEBELOS DEN SKIT

CHARACTERS: 1 Narrator and 6 Webelos

DIRECTIONS: To do this skit you have one boy sitting behind the other boy - in chairs - facing the audience. A large shirt is draped around the front boy - should look like he's wearing it - with arms of back boy through sleeves - acting as hands of front boy. A table covered with a sheet is in front of them. Hands of front boy in pair of shoes. He rests his arms on table making it appear that his short legs and feet are resting on table. To hide back boy, make a puppet type stage with curtains pinned shut behind head and torso of front boy. Not as effective but can drape sheet over back boy.

As Narrator reads skit, boys follow instructions. As they are introduced the 'hands' wave to the audience. As they are told to salute the 'hands' "do their best" to salute the head of the front boy. Right after this 'hands' try to feed chocolate pudding to 'face'. As the Narrator mentions trying to break the habit - 'face' turns away from 'hands' and tries to stop eating. (have a wet rag handy to wipe face) During first part of next narration front boy moves his 'feet' around - crossing legs, tapping foot, even scratching ear. As they speak about shaving - have ready a cup with Cool Whip - an old fashioned shaving brush and a razor WITHOUT blade. 'Hands' then applies shaving cream to 'face' and shaves 'face'. (again, have wet rag handy) During last paragraph 'hands' and 'feet' both ham up the scene.

NARRATOR I would like to introduce you to the shortest and newest Webelos Den in Bixby, Den 1/2.

Here we have Pee Wee \_\_\_\_\_.  
Next to him Shorty \_\_\_\_\_.  
And last but not least - Half-pint \_\_\_\_\_.

Boys let's look sharp and give the folks a Cub Scout Salute. Very good.

I guess you people wonder why these boys are so short - well it's because their leader spent too much time serving refreshments before he went to Cub Leader Training and it stunted their growth. It seems they are still trying to break the habit.

Even though they have remained short in their twenty years of service as Webelos and have earned the Arrow of Light, they still grow older and older and each morning they have to shave.

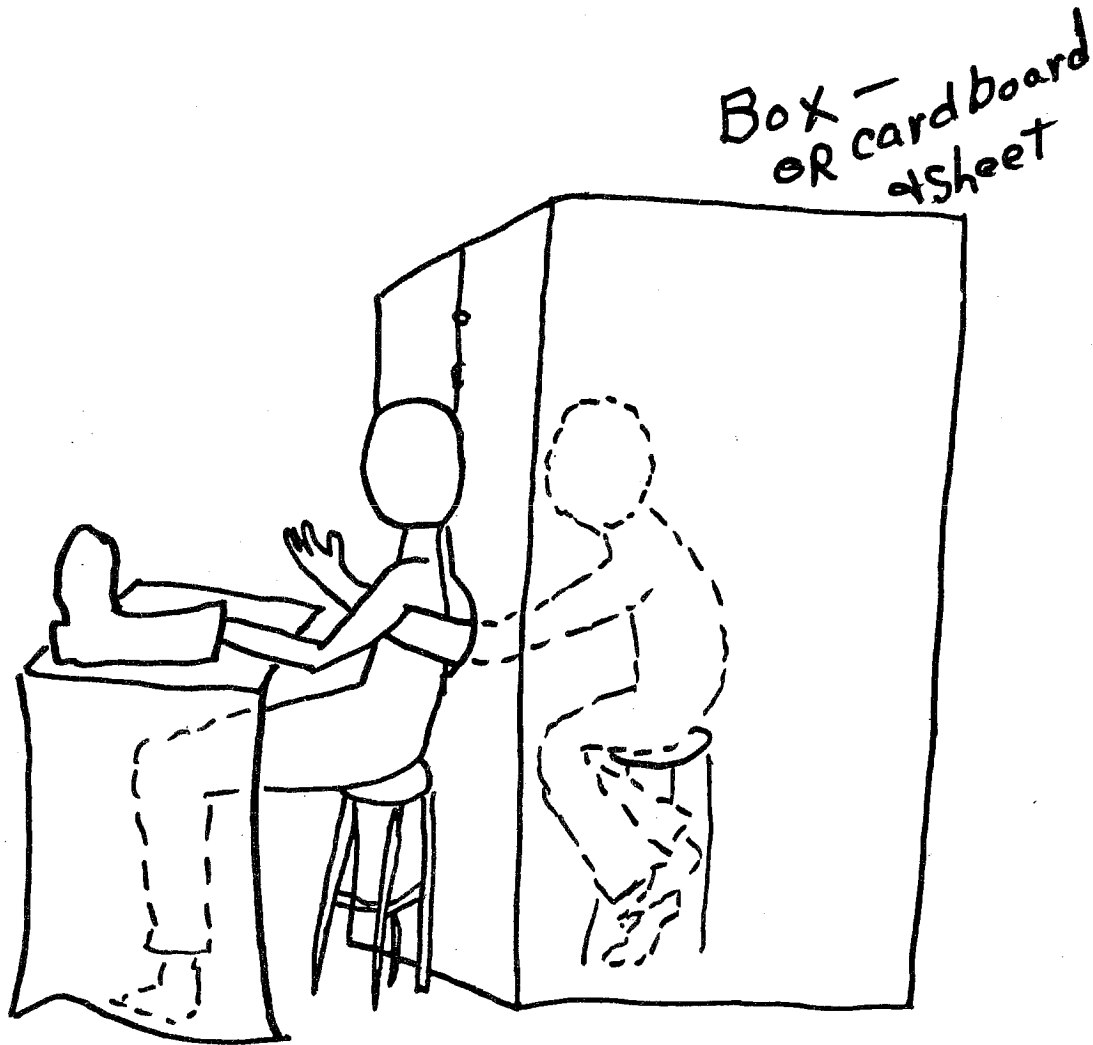
(continued)



WEBELOS DEN SKIT (continued)

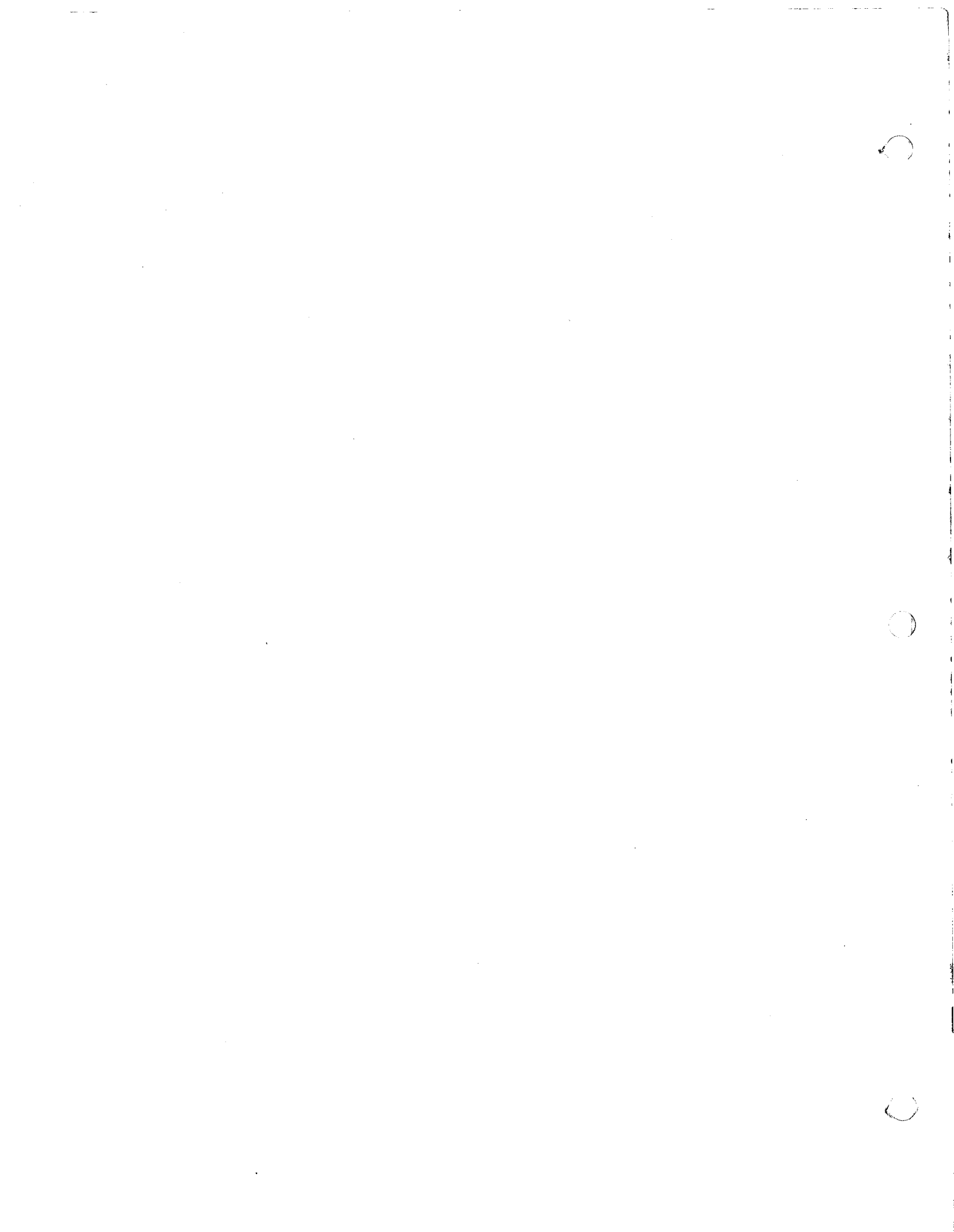
Webelos Den 1/2 do a lot of fun things and we are now looking for recruits. So, if you are under 2 feet tall and 10 years old, please contact our Webelos Leader.

-Pack 41



↑  
table covered  
with sheet





## COSTUMES! COSTUMES! COSTUMES!

One of the most important questions to ask when you put on a skit is - "Should we have costumes? If so, what kind?"

Your first step will be to pick the right costumes and this is not as difficult as it may seem. There are all types of things around the house that can be used. Old clothes, scarves, scraps of material, even those old pillows can add that extra bit of padding that is needed. Any and all types of rick-rack, braid, trim of all kinds can be sewn, glued, or stapled to any costume.

Brown paper sacks and paper are good to use for many things. A brown paper sack (large) makes an excellent mask. Use a latex paint to decorate. This not only lets the Cub Scout use his imagination in designing his own mask, but helps to strengthen the paper. By crushing and recrushing brown paper till soft and wrinkled, and then spreading out and ironing with a lukewarm iron, you get a leather look. Use crayons, magic markers, paint, etc., to decorate. This method is good for Indian and cowboy costumes.

Cardboard boxes make superb animals, clowns, robots, etc. Cubs have loads of fun decorating these; their imaginations go wild.

Crepe paper, gift wrap, construction paper and tissue paper can be used for many, many things. Fringe a crepe paper vest for an Indian, ruffle tissue paper for a beautiful flower and tip with tempera paint, cut a cape from crepe paper or gift wrap - add a string to neck area and a paper mask and you can have Batman, Superman, Zorro, or any number of characters. Tin foil is a good covering for robots, buckles, badges, even that gun made out of cardboard.

Save all of those old throw away clothes and toys. Those old long johns of dads would make a nifty pair of tights; an old felt hat with a feather added could be Robin Hood's hat; and an old pair of socks can be just what that pair of knee pants needs. The old toys can be used for numerous props in your skit or to finish off your costume.

Your costume will probably be used only once so be sure to keep them simple. Don't try to make all the costumes yourself. Let the Cubs use their imaginations and make their own. Get your parents involved. Let them help if sewing is to be done. Some of your best ideas will come from them. Keep the costumes on the Cub level. Make the boys feel the skit and costumes are theirs.

Take a look around the house, use your imagination, and you'll be surprised at what a fashion designer you are.

-Lynn Bordwine

## MAKE-UP

### (QUICK & EASY)

The best all around base for this make-up is ordinary inexpensive facial foundation. Color tint can be added and mixed with this. A good additive for color is chalk dust, food coloring or tempera (powdered). You can use liquid cold cream mixed with tempera tint and confectioner's sugar to thicken. Be sure to remove any lumps. This make-up is non-toxic and wipes off easily.

With the exception of clown white, most outlining colors and shading can be achieved with cheap eye-liner, stick or cake shadow or thin grease sticks.

All finished make-up should be generously fluffy-puff powdered. Baby powder is very good. Excess powder should be gently brushed with a soft baby brush or rabbit's foot (for luck).

Of course, black crayon can be used for black teeth for achieving certain animal looks such as a rabbit, witch, bum or old man.

Facial contours can be readily changed with putty before applying base. Also, with a little spirit gum you can quickly add a mustache or beard, elongate sideburns etc. Just remember to begin this with lower or bottom layers first and work up.

Ordinary lipstick makes both lip color and rouge.

Eyebrow pencil can be used to darken or change shape of eyebrows, to line the eyes, to make freckles, moustaches and sideburns.

Eye shadow of different colors can be used not only on eye lids, but under the eyes to give a 'hollow' look, or on either side of bridge of nose to change shape of nose, or to make eyes appear sunken.

To age a character, have him frown and wrinkle forehead; use grey eye brow pencil to mark in creases. Corn starch or powder is good to lighten hair and age a character. Remember, hair begins to gray at temples first and in streaks.

A quick way to make a shiny face for a robot or tin man is by using baby oil.

### Tips:

Make-up is the last thing your actor should put on.

Protect clothes from spills.

Have plenty of tissue or old towels - cream for removal.

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

MAKE UP? OF COURSE! BOYS LOVE IT! CHARACTERS SEEM MORE REAL!

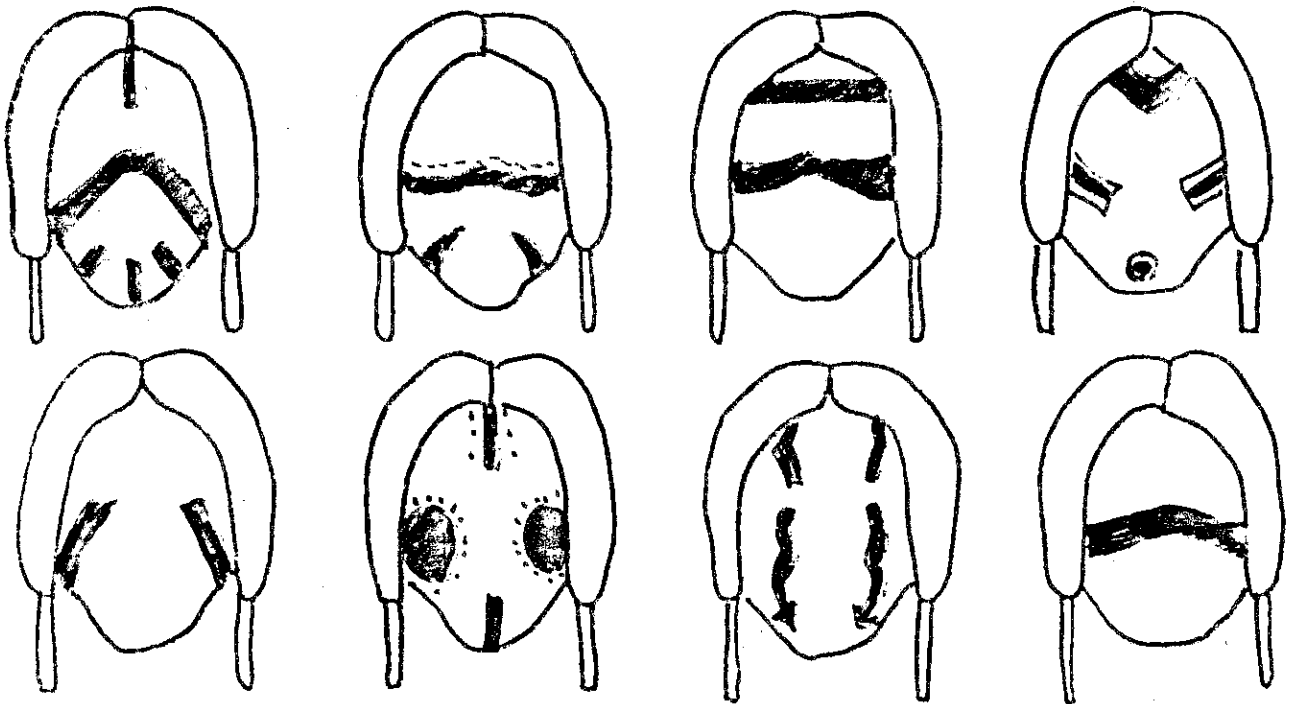
-Sue Bisby

## INDIAN MAKE-UP

The best Indian make-up to use is a dark liquid make-up. This is also easy to remove. Be sure the entire face and neck is covered.

Make-up colors did not represent the same things to every tribe, but generally black was used to represent death, red for human life, blue for sadness or trouble, white for peace or purity, and yellow for joy. These colors can be mixed as suggested on previous page. The colors are applied over the base make-up. See suggestions below.

1. Using base make-up, cover area around eyes, including eye lids.
2. Cover ears completely.
3. Work make-up into hairline. Cover forehead and lower parts of face.
4. Cover neck and part of chest and shoulders that may show. Also cover hands and arms.
5. Put a dab of rouge on cheek bones and chin and blend it in.
6. Using colors, add decorations as suggested below.



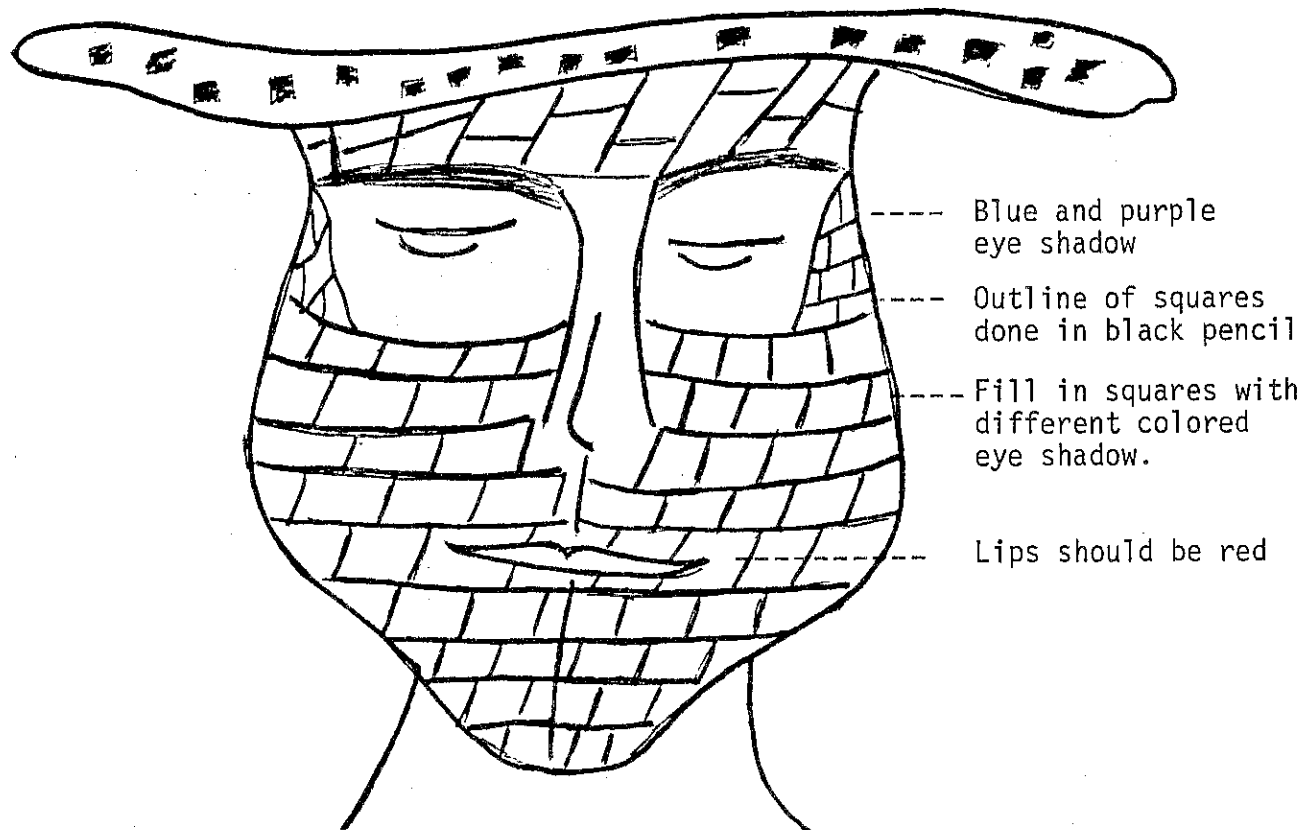
## STAINED GLASS WINDOW MAKE-UP

This is a new type of make-up. It is an excellent make-up for pantomimes. A totally black backdrop is used. You begin the costume by dressing in black. A sheet can be used and dyed black or old clothes dyed black. These should be full sleeved for a flowing affect. Small pieces of cloth are then glued onto the black outfit. These pieces are most effective if they are from satin or a shiny material. They should be glued very close together. Hands may even be glued to achieve a full glass look.

The facial part of the make-up can be quickly done with mostly eyebrow pencil and a little eye shadow. Go around all lid area and below eyes with a blue or purple shadow. (Shadow stick is very easy to work with) Then, with eyebrow pencil begin drawing contour like designs in irregular patterns across the face emphasizing the eyebrows darkly. Lips are colored red to show up well. A hooded black sweat shirt should be used to cover head, neck and body for a uniform look.

Against the black backdrop, a Christmas tree reflecting light turned upon the characters gives a full dramatic effect as light reflects on the shimmering light catching satin.

This type of make-up would be very effective for Christmas or Easter pantomimes. Cubs would enjoy gluing the fabric pieces onto their costume.



A small piece of material can be draped over the hood of the sweatshirt and also colored pieces of material glued on. This gives a very reverent look. Different shapes of black hats could also be used for different effects.

## QUICK WIGS

Bald Headed Man: Piece of light colored nylon stocking with yarn or cotton tinted brown glued around the edges. A bathing cap tinted flesh color can also be used.

Indian: A piece of brown or black crepe paper with a piece of construction paper width-wise glued on. Black yarn or fringed crepe paper can then be glued or sewn on the strip of construction paper for hair.

Princess: A base strip of poster board stapled into a circle to fit the head. Then cut strands of yellow crepe paper full length of head. Each strand can then be stapled onto the band. Add a paper hat, with small attached veil.

Braids: Stretch about three strips of crepe paper, 3/4" wide. Twist each strip around and around. Now braid the three strips together.

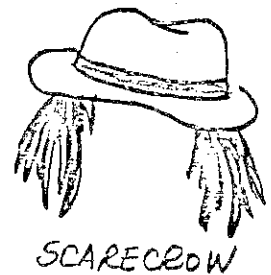
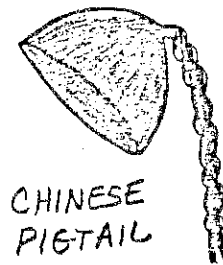
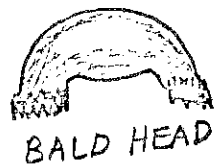
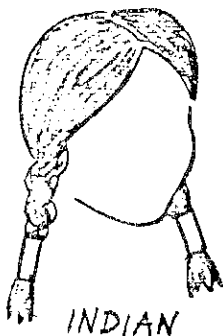
Robot: A base strip of metallic colored poster board stapled into a circle. The top portion of a clorox bottle could then be stapled to the circle and painted to look metallic.

Witch: Large cone type hat with stringy dark hair made from crepe paper stapled to inside edges. A piece of construction paper can also be stapled to the front of hat and folded down over nose to give a long pointed nose effect.

Colonial: Wrap and sew cotton batting around skullcap to form a puffed hairdo. Batting rolls for curls added to sides make wig for Colonial lady. Long batting curl, tied in back with black ribbon makes wig for Colonial man.

Scarecrow: Sew uneven lengths of heavy cotton rug yarn or raffia to a cap base, or to a band which can be sewn inside old hat.

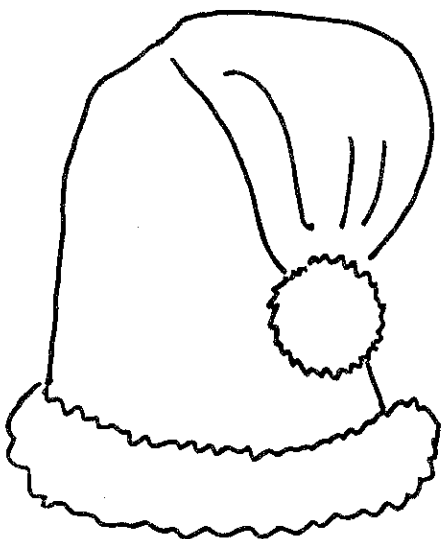
Chinese Pigtail: Use long black stocking. Fit top on head and tie off to form skullcap. Slash rest into narrow strips. Braid to form queue.



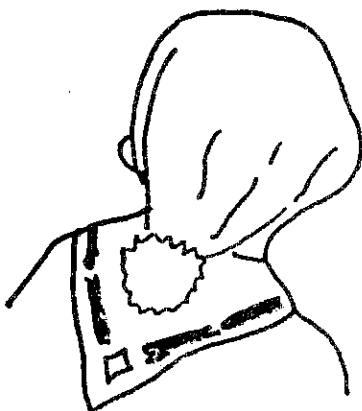


SANTA HATS

Use a 23" strip of crepe paper.  
Fold in half. Staple edges together  
along side seam. Gather top and  
fasten with wire.



Add white cotton  
Pom pom. Glue  
on cotton band.



COAT

Large overcoat with  
white cotton glued  
on. Black belt.

BEARD

White beard of cotton  
attached to hat at sides.

PANTS

Red pants or Dad's red  
pajama bottoms.

Black boots

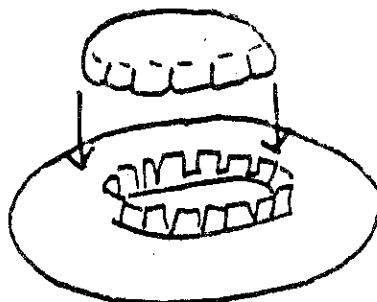


SANTA



MARACAS

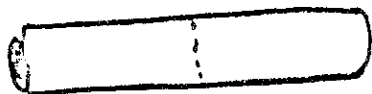
Paper mache' over small baloon. Dowel or stick handle. Paint bright colors. Paper clips inside for noise. Ribbon trim.



HAT

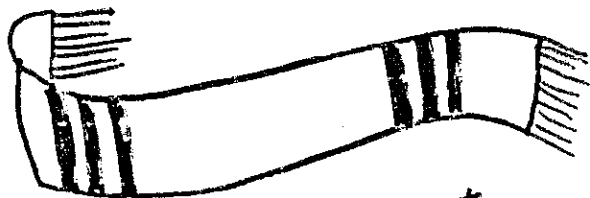
Black cardboard 12 1/2" circle brim - cut out 5" circle in center. Make deep slits.

Crown is a 7" circle. Cut 1" slits. Bend down. Glue to brim slits. Glue on crepe paper band to cover slits.



SERAPE

Cut roll of crepe paper in half, use one of the halves. Stretch fully. Fringe ends. Glue on colored construction paper stripes.



FOLD ← cut out



PONCHO

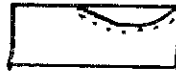
Use 1 yard colored, bright fabric (striped). Hem edges, fold in half. Cut out neck opening. Wear with full sleeve colorful shirt.

VEST

See instructions for Indian vest. A colorful vest is another suitable garment.

DUTCH COSTUME:

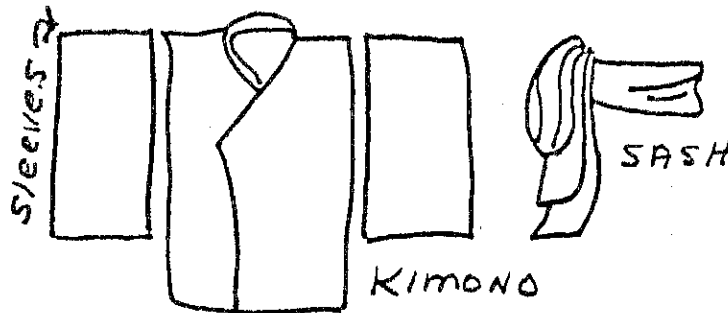
Boy wears a pillbox hat with a visor. Vest is made from crepe paper and stapled together. A pair of Dads old pajamas bottoms can be used for pants. Gather at the bottoms. Wooden shoes can be cut from shoe boxes. Staple a strap to inside to hold on.



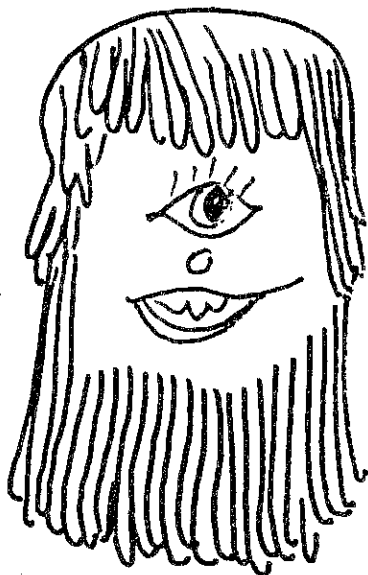
JAPANESE COSTUME:



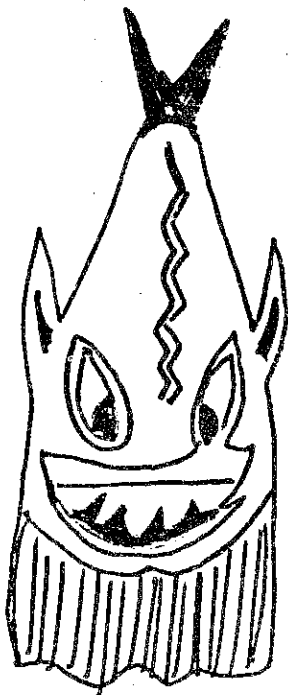
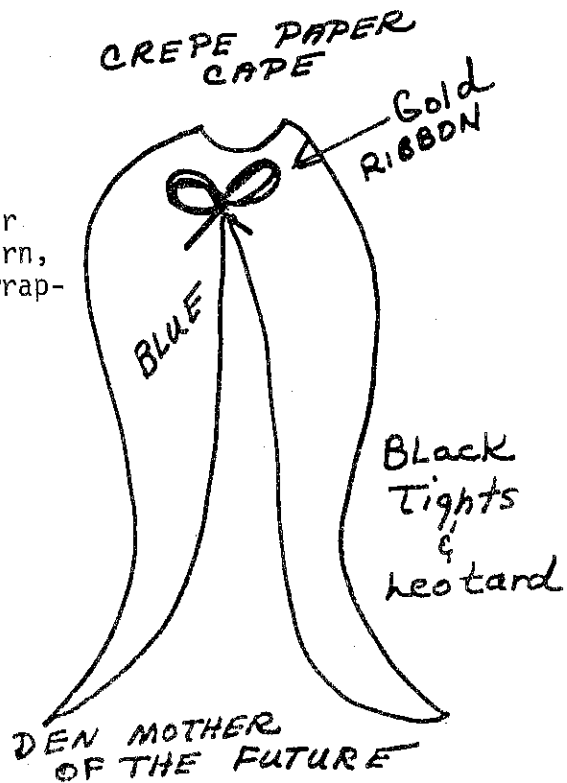
Kimono is cut from blue or purple crepe paper and stapled together. Dads bathrobe would work well. Add a white sash made from crepe paper. He wears sandals or clogs and white stockings.



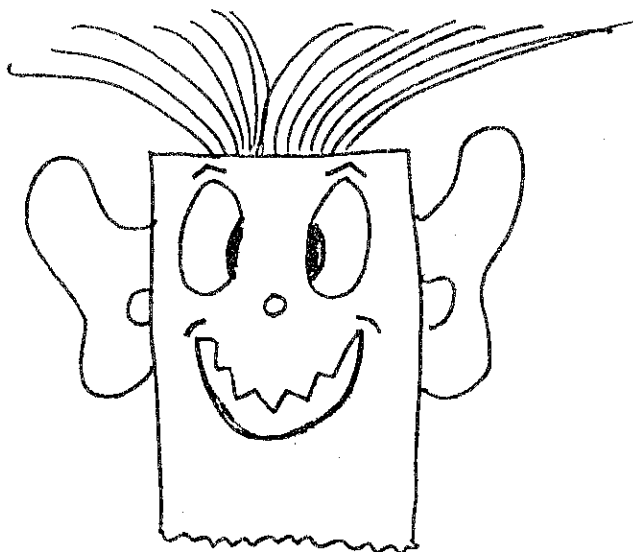
SLANT eyes with eyebrow pencil



Paper sack. Hair can be rug or yarn, crepe paper or wrapping ribbon.

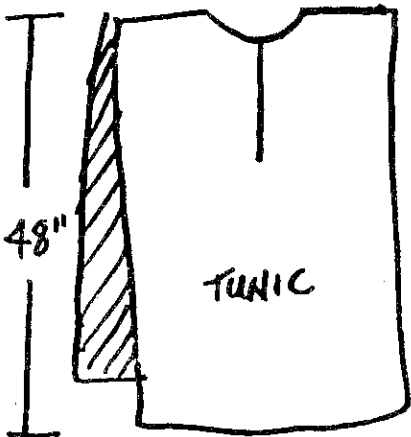


Attach a construction paper cone to paper sack. Paint, add construction paper ears and shaggy hair with yarn.



LET YOUR IMAGINATIONS GO WILD!

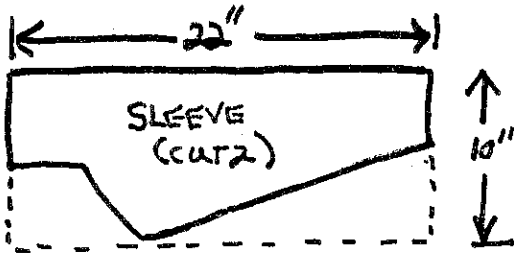
ASTRONAUT'S COSTUME



Cut tunic and sleeves from silver metallic crepe paper (following illustrations). If silver is not available, gray would work.

Fold sleeve into a tube, as shown and paste top of sleeve inside tunic.

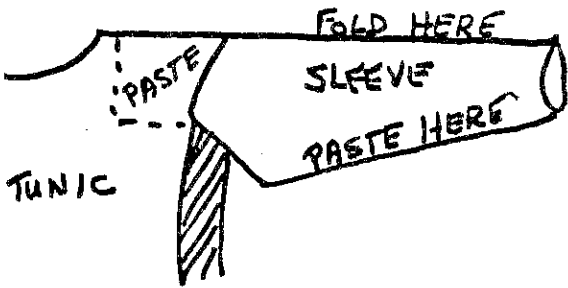
Cut a 2" strip of silver mat paper for belt. (Or use lightweight cardboard covered with aluminum foil.) Close belt with a brass paper fastener.



HELMET

Cut a 12" X 26" strip of silver mat paper. Cut out 6" square in front for face opening. (see illustration) Staple ends together to form a cylinder.

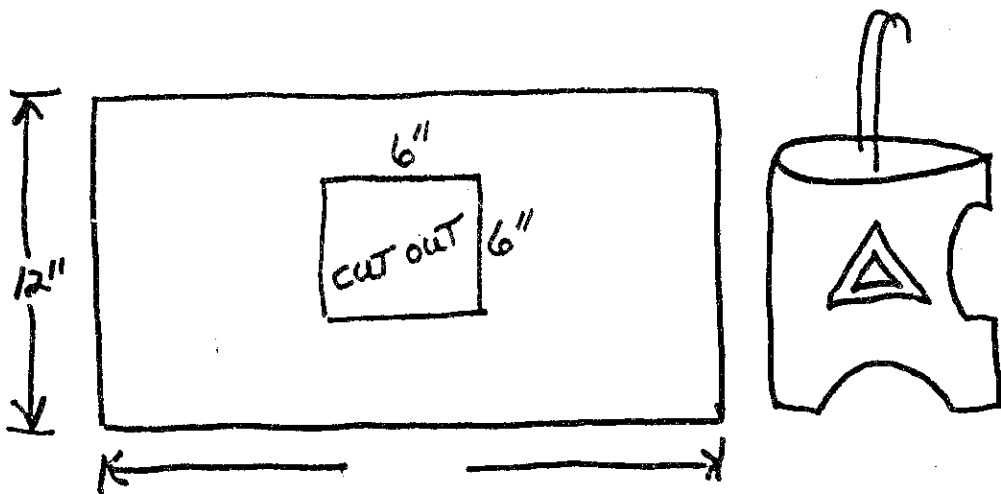
Cover two 13" pieces of #7 wire with silver metallic crepe paper. Bend the tips and paste to inside top of helmet, one on each side. Bend outward slightly.



Cut 1" wide strips of silver mat paper and fold to form triangles. Paste one to each side of helmet. Cut out rounded section on each lower side of helmet so that it will fit over shoulders.

BOOTS

Wear dark stockings over shoes for space boots.



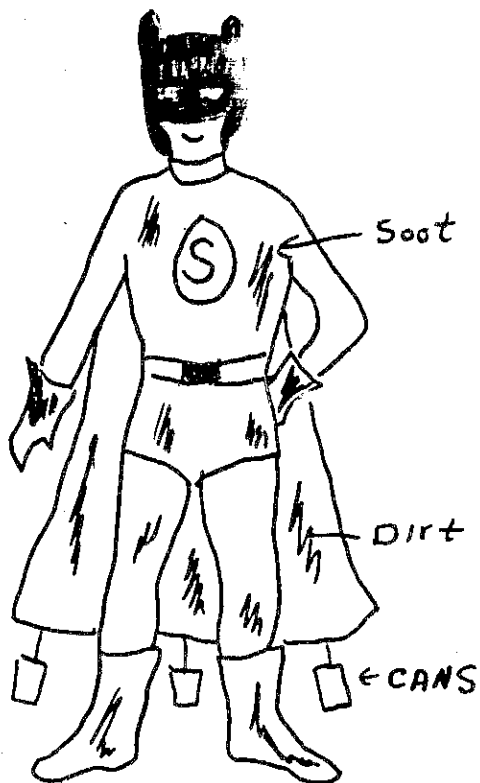
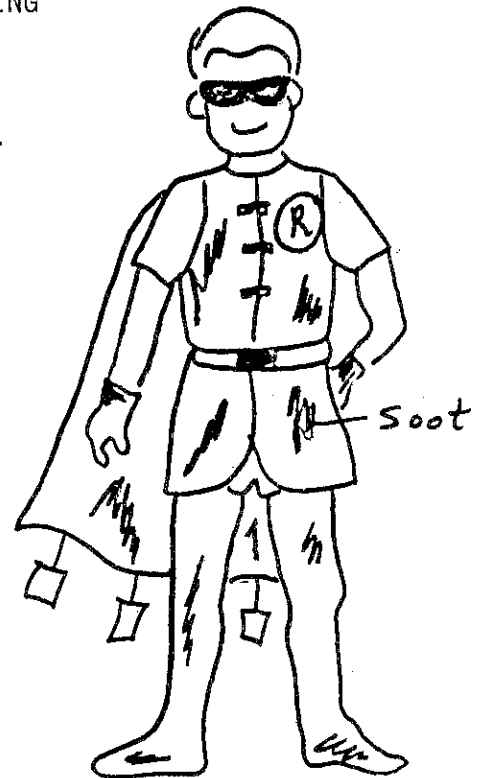
RUBIN THE BOY WONDER: Wears black shorts and black T-shirt, covered by brown vest. (To make vest, follow Indian vest shown in this section. Cover with soot and dirt, cans and trash, pop bottle caps, pop top rings and tin can lids.

He wears work gloves which have been spray-painted black.

He wears a black cape cut from crepe paper. Glue litter, lids, etc. on it.

He wears a regular black eye mask.

Any type brown or black high boots.



SCRAPMAN

Wears a sweat suit or ski-type pajamas which have been dyed dark blue or black.

He wears work gloves which have been spray painted dark blue.

He wears dark blue or black swimming briefs over sweat suit. Also dark colored galoshes or rubber boots.

Cape is cut from crepe paper only longer than Ruben's. Soot and dirt are all over cape with cans, lids, etc. as Ruben.

His mask is a dark blue stocking cap, pulled down over his head. Nose and mouth section is cut out. Cardboard ears are attached under stocking cap.

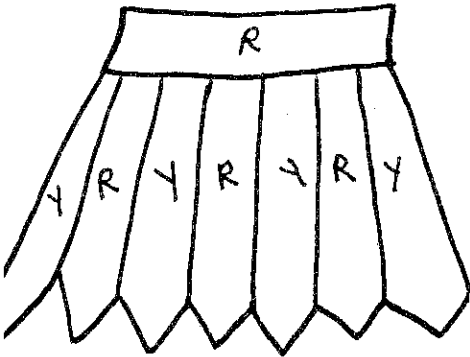


"SCRAP AND LITTER MAKE THESE NEFARIOUS TWO"

Hawaiian man's sarong can be brightly colored material or crepe paper. It should have a pattern or crepe paper can be glued on. Ties to fasten inside and outside waist closing can be glued, stapled or sewn.



SARONG



Mans skirt

Make a crepe paper band by folding crepe paper down to 3" wide and length to go around waist. Attach doubled crepe paper feathers to hang just above knees

Make band and feathers with construction paper. Put feathers all the way around.



HEADDRESS

Color Code

- R - Red
- Y - Yellow
- G - Green

Anklet should be made of crepe paper the same way as skirt.



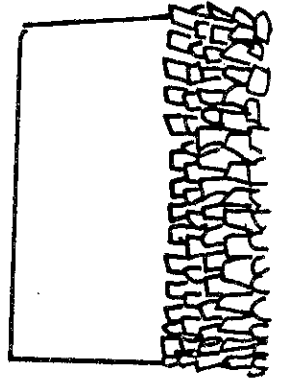
LONG SCARF

ANKLET



A long scarf made of crepe paper - decorated either with magic marker or other brightly colored pieces of crepe paper glued on can be draped over one shoulder.

This can also be made knee length of brightly colored solid material or crepe paper. Be sure to make either one large enough to over lap several inches at waist for maneuverability.

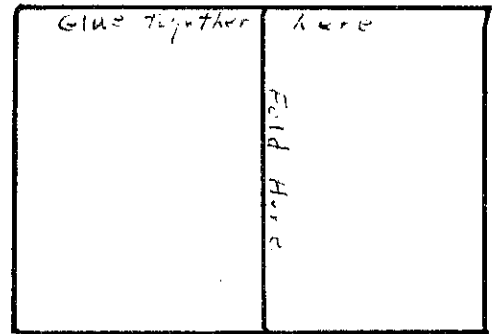


Parka

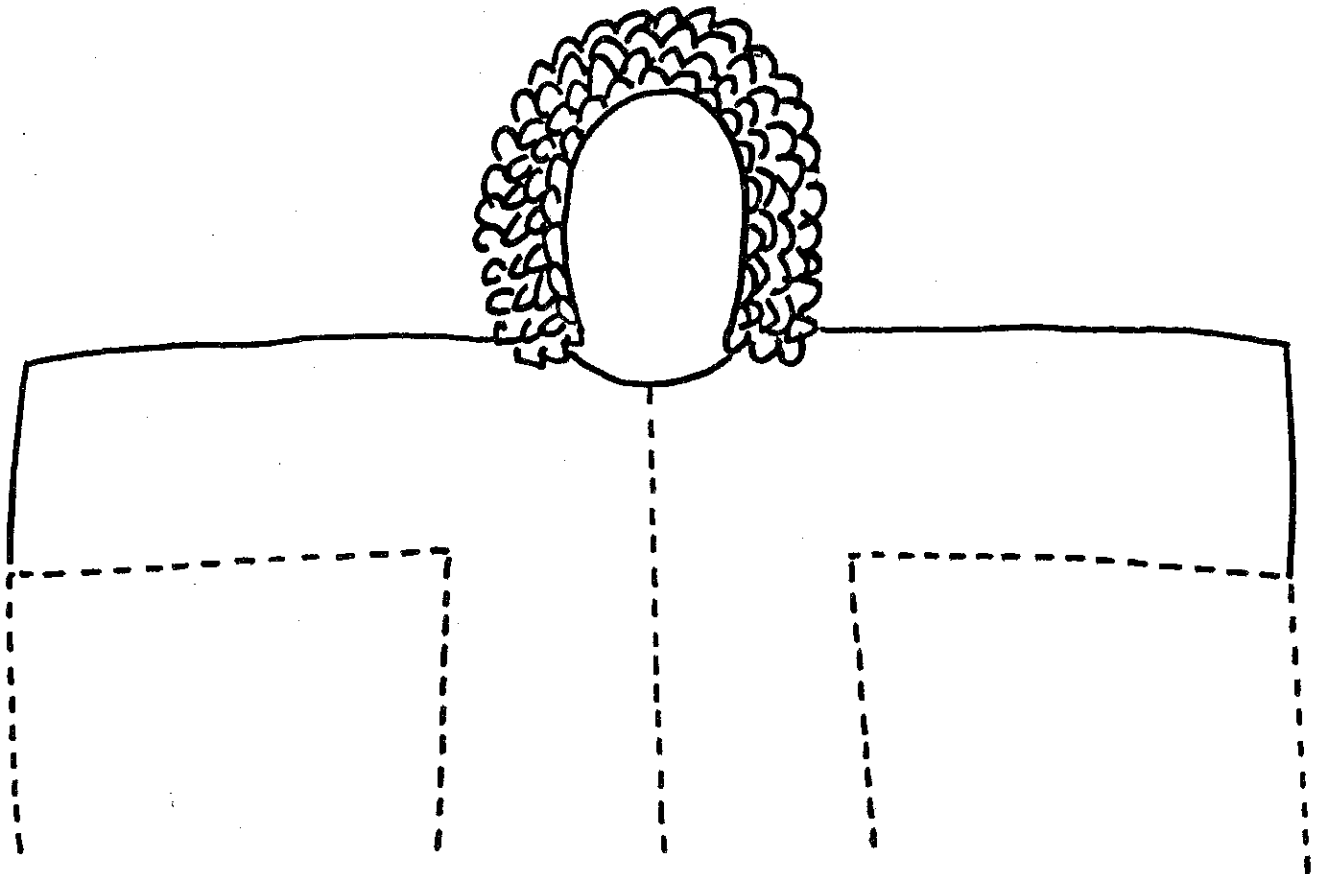
For hood cut rectangle out of crepe paper so that when folded it will be large enough to cover head up to and overlapping onto face about 1 inch and hang down onto shoulders. Glue across top. Make 4 lengths of doubled fringed crepe paper about 1½ inches wide. Glue around face area of hood overlapping each row. Start with back row.

Make parka of buff yellow like leather, brown or grey. Make fringe for fur from brown or toher fur color.

Hood can be attached to parka at neck.



Cut 2 pieces crepe paper the length from one wrist across to the other. Glue together across one long edge leaving space for neck in middle. Cut on dotted lines and glue sides. Also glue sleeves.





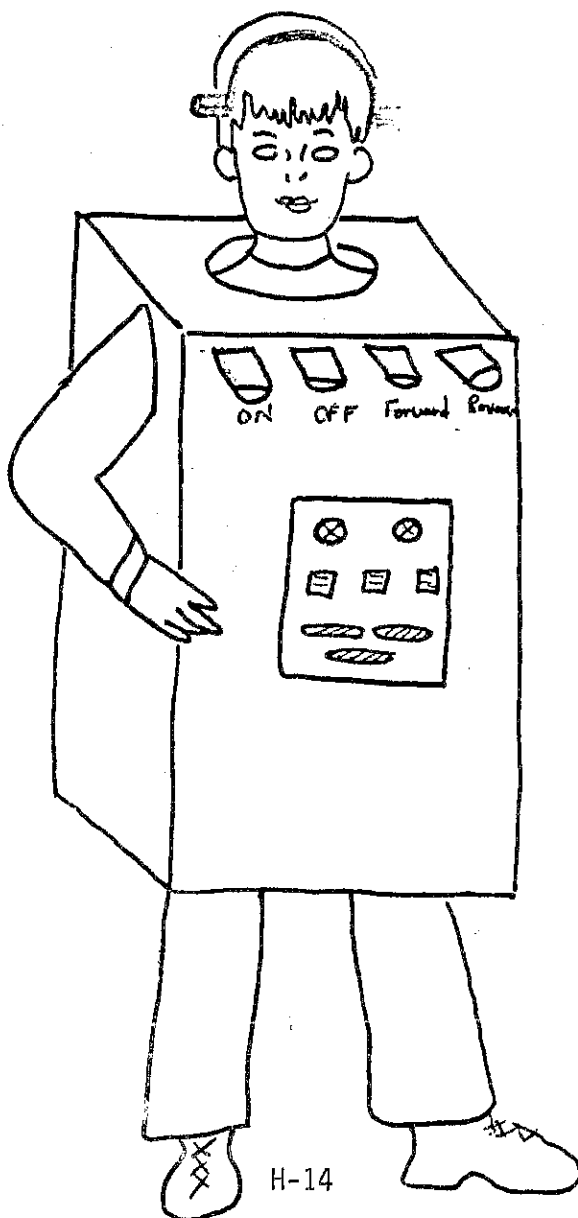
ROBOT COSTUME

Body: Use large cardboard cartons for body of robot. Paint with silver paint or box can be covered with tin foil. Cut hole in top of box large enough to put head through. Cut a hole in each side for arms to go through.

Cover small cereal box with tin foil and glue to front of large carton. Cut out various shapes of construction paper and glue to cereal box. This makes your control panel for robot.

Attach 3 or 4 thread spools just above control panel and mark them, "On", "Off", "Forward", "Reverse".

Head Piece: Using a medium gauge wire, cut a piece long enough to curve over the top of the boys head, down to just above the ears; leaving enough at ends of wire to push through two thread spools. Attach one spool on each side of head. Fasten off. Cover with tin foil or paint with silver paint. Glitter, added to pieces of construction paper or control panel box, gives the effect of lights and makes costume a bit more sparkly.

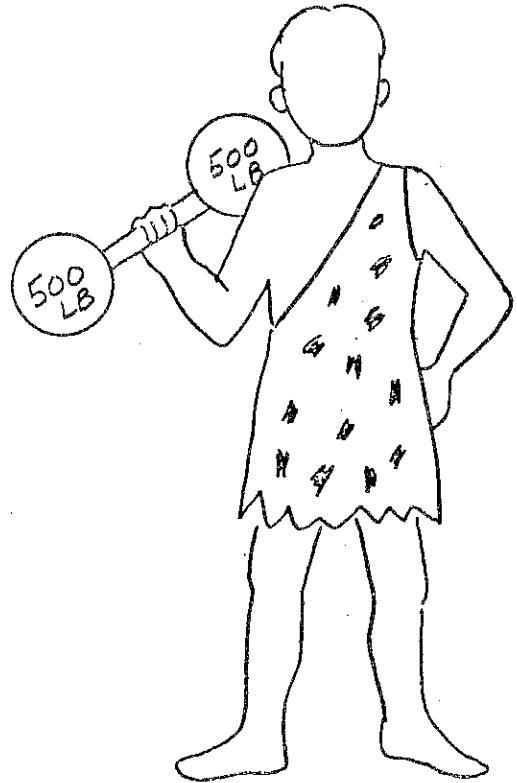


STRONG MAN'S TUNIC

Cut from crepe paper. Use felt tip marker to add spots to resemble animal skin.

Front and back are cut identical. Glue side seams and shoulder seams (or cut shoulder seams on fold).

Shorts can be worn underneath ... or tights can be worn.



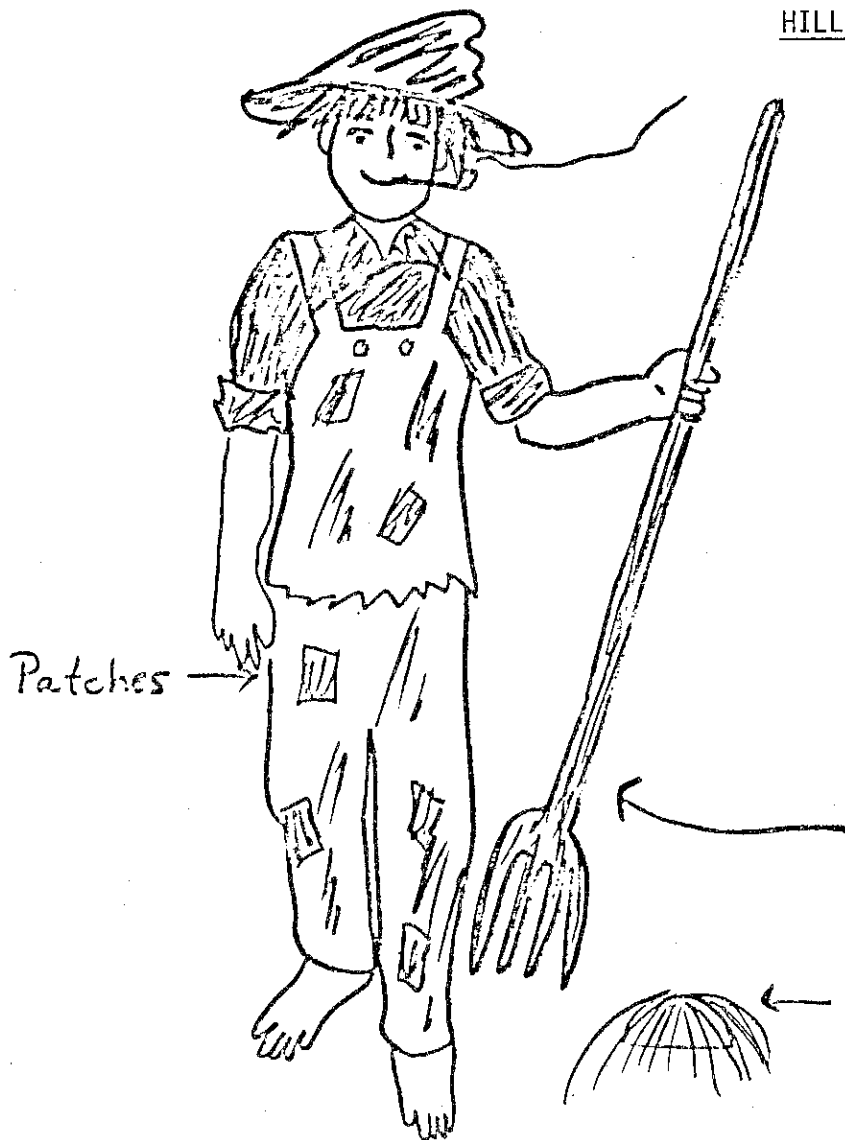
MUSCLE MAN

Muscle man wears shorts over Cub pants to resemble sweat pants, long-sleeved T-shirt or sweat suit.

Muscles are made by taking sections of pantyhose and stuffing with rags etc. and pushing them up the T-shirt sleeve. If you want the bare chest look, cut entire leg from pantyhose, stuff and slip hose over arms. Legs can be made to look larger by having boy wear pantyhose stuffed and worn under long pants.



HILLBILLY



Wears old overalls, torn shirt, with different colored patches sewn on.

Lots of dirt and holes makes for a good hillbilly.

Corncob pipe can be made with a 6" piece of dowel stuck into a chunk of hollowed out corn cob or clay made from salt-flour recipe and painted brownish-yellow.

Missing teeth can be made by blackening teeth with wax crayon.

Pitchfork is made from cardboard and painted brown.

Hair can be your own all messed up or an easy wig from yarn attached to old bathing cap can be worn under hat.

Hat is made from an old cowboy hat by pulling down the brim. Cut holes in it and splatter it with brown paint to resemble dirt and hard times.

Finish your costume by adding dirt or brown chalk to arms, face, legs and feet for dirt.

Hillbillies go barefooted or wear old worn out boots that are much too large for wearer.

Let your boys get carried away creating this costume.

Glasses cut from cardboard, Attached by gluing or tying to back.



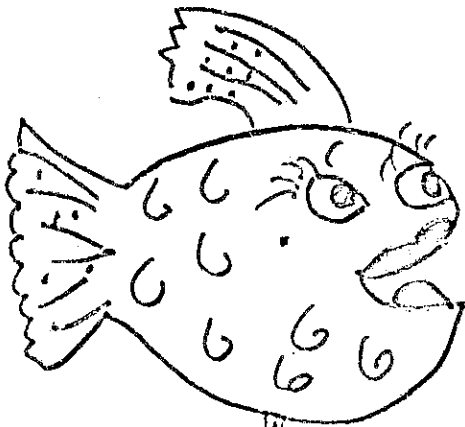
CHARLIE TUNA

PAINT ON a large paper sack or King size Pillow case.



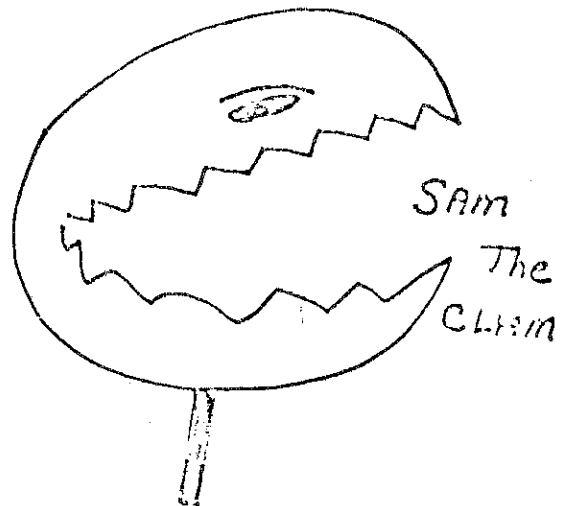
← HANDLE

Boys carry large signs in front of them with holes cut in signs for vision.



ANGELA ANGEL FISH

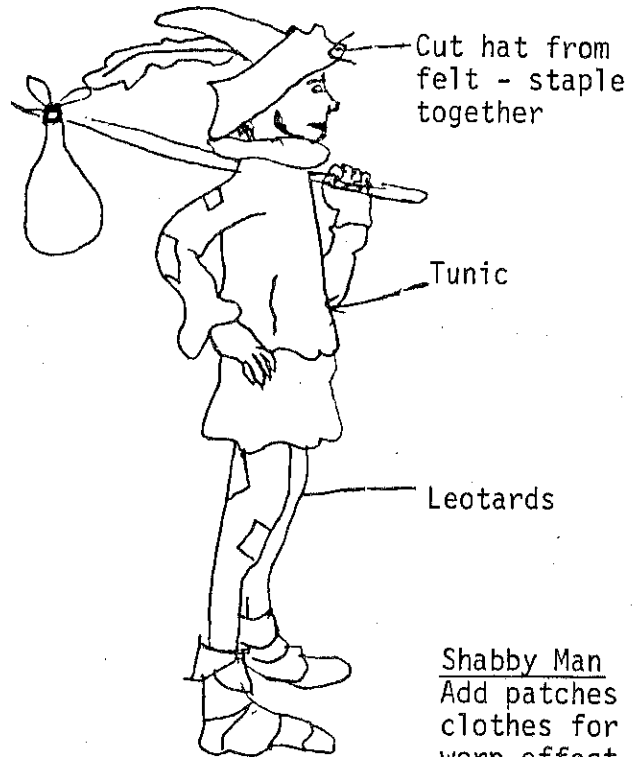
← HANDLE



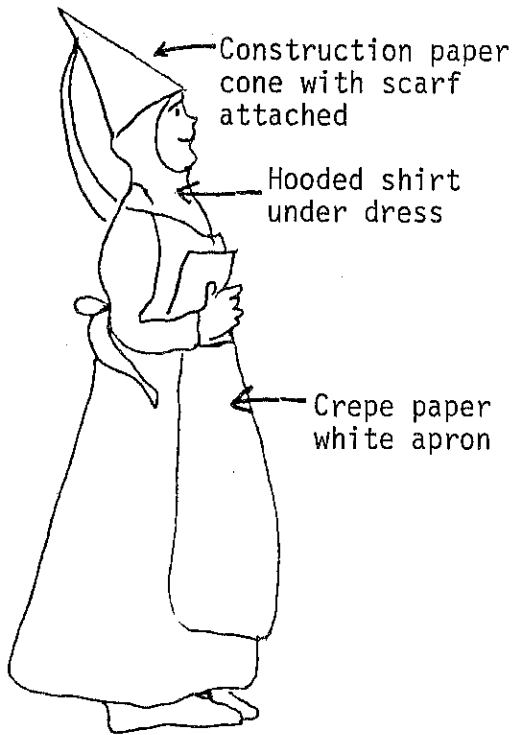
SAM  
The  
CLAM



King

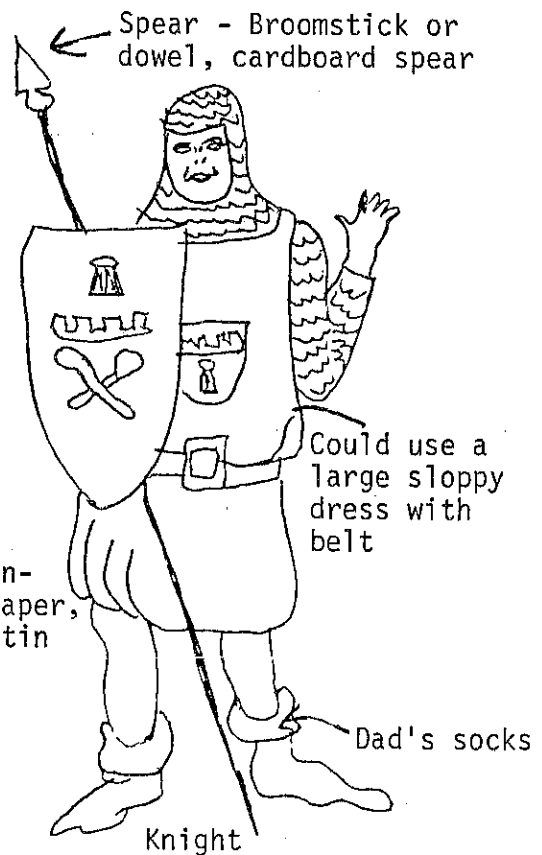


Shabby Man  
Add patches to clothes for worn effect



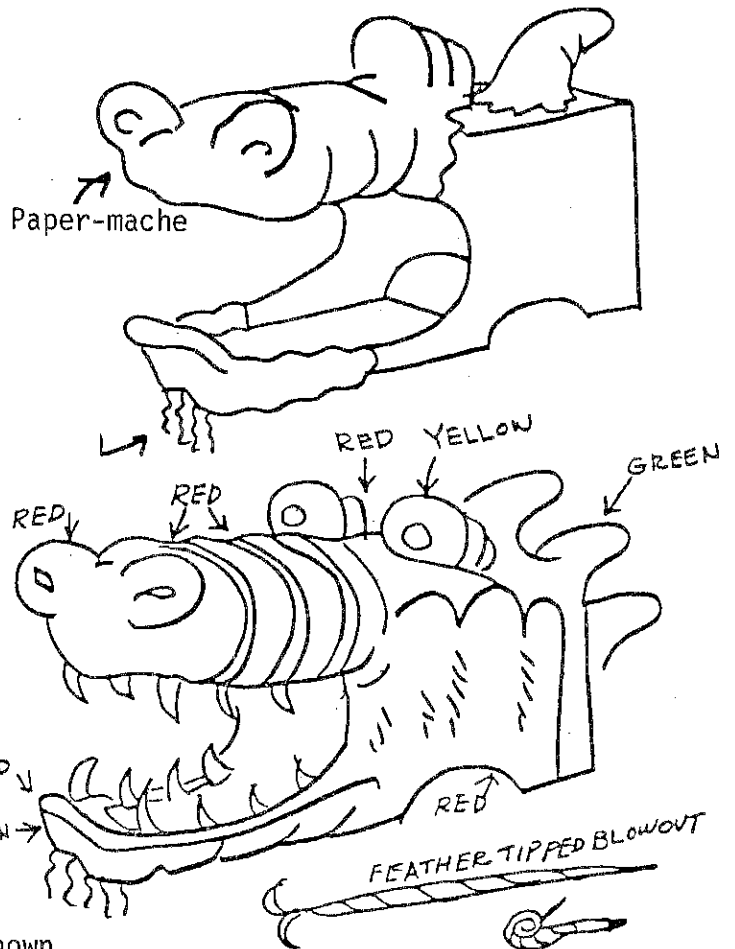
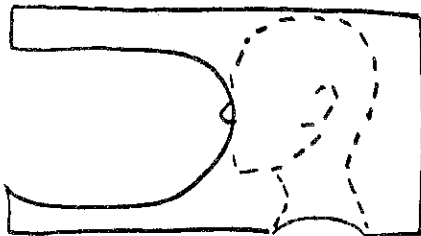
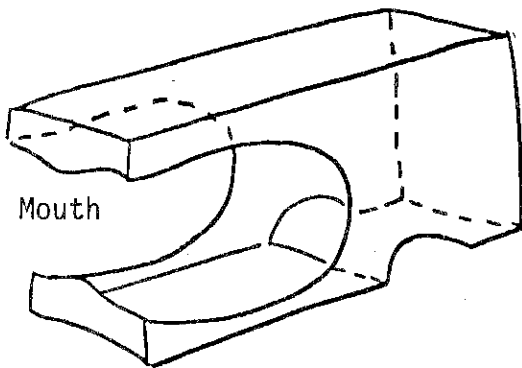
Cook

Dressed as man or woman



Knight

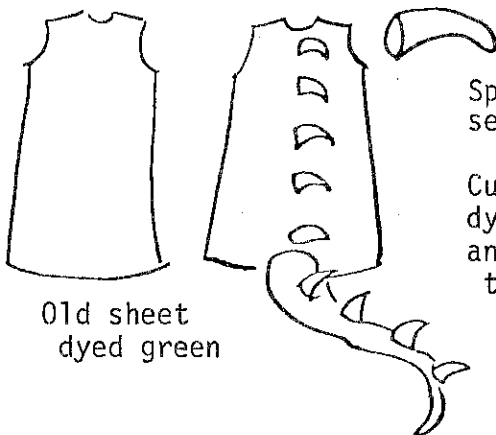
Start with a cardboard carton -



The Cubs will love to make this dragon's head while the DM or another Mom sews the rest of the costume.

Head had cardboard box base, and is covered with pulpy paper mache. Use mache like clay to model features as shown. Top jaw will be heavy with wet mache, so prop it up by putting a wood block in mouth to prevent sagging. It will take a week to 10 days to dry thoroughly. Paint as shown. Stick a black marble in each eye.

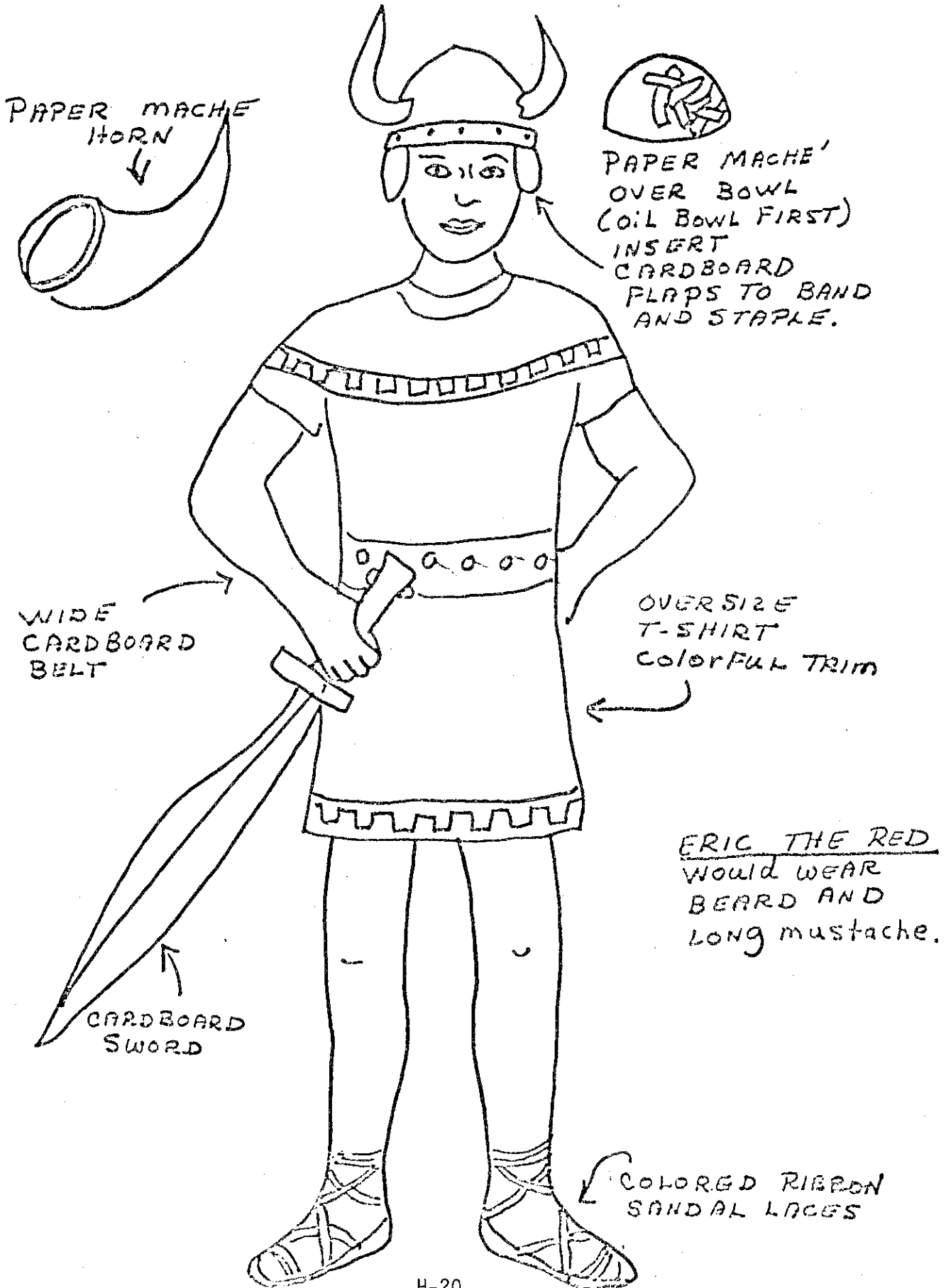
Cut out arm & neck holes



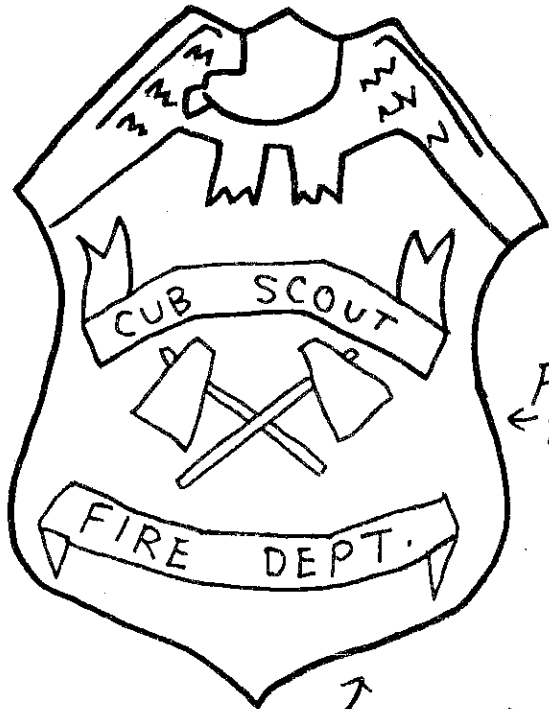
Spines - 2 pieces of cloth sewn together and stuffed.

Cut body from old sheet dyed green. Sew front and back together. Stuff tail and spines to round them out.





In addition to hat & badge boys may wear black raincoats and boots.

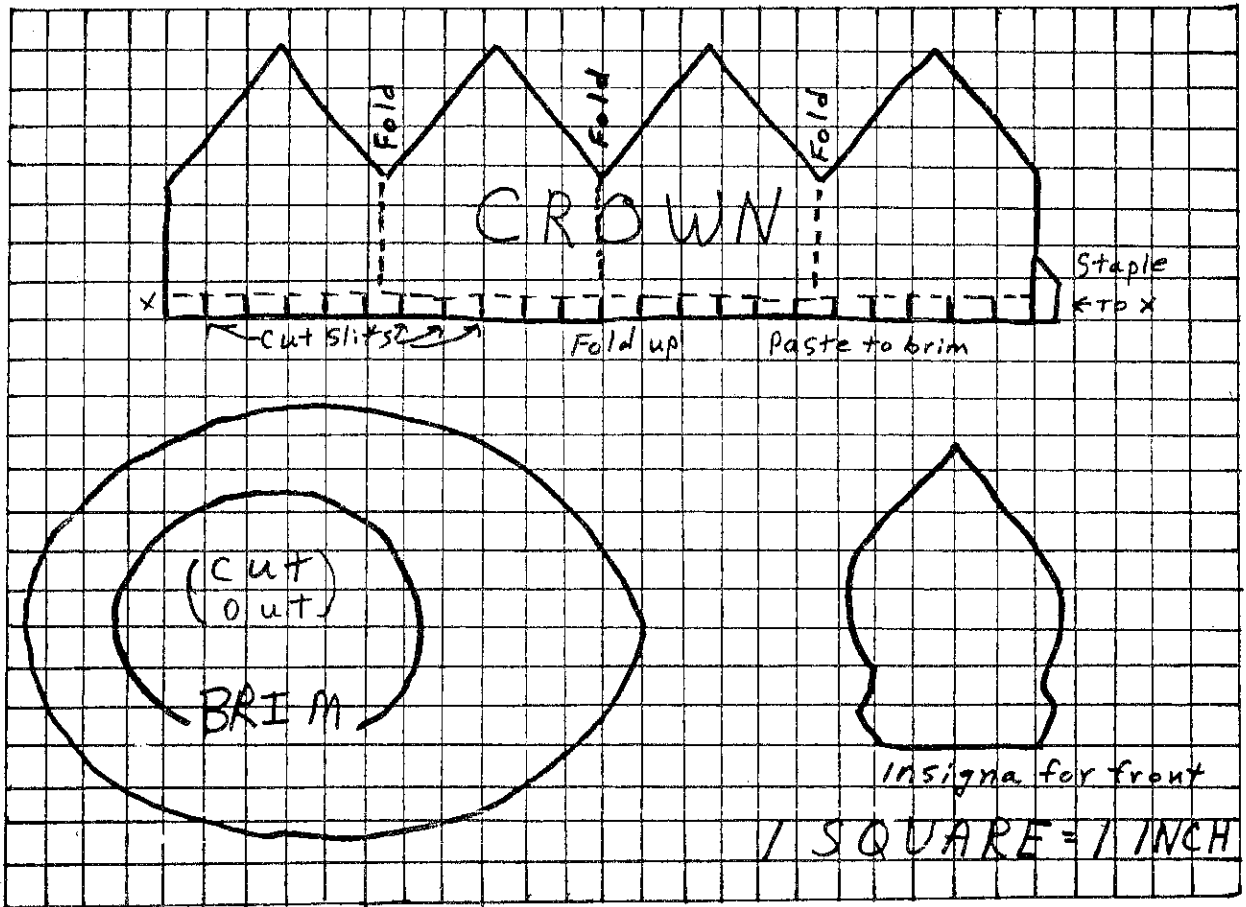


Fireman's  
← Badge

↗  
(Actual Size)



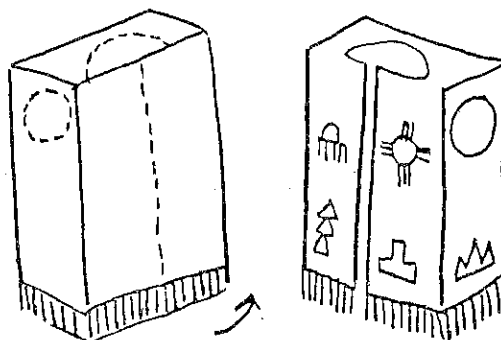
Firemans Hat  
(Patterns Below)





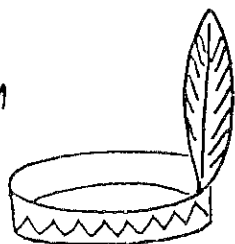
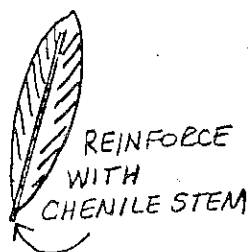
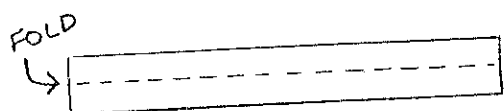
These costumes are made from brown paper bags and brown wrapping paper. To give them a leather-like appearance, crush and re-crush the paper with your hands until it is softened and wrinkled. Then spread out the paper and press with a luke-warm iron. These costumes may be decorated with crayons, felt markers or tempera.

**VEST:** Use a large grocery bag. Using the bottom of the bag for the shoulders, slit the bag up the front. Cut openings for neck and arms. Crush and iron the bag for leather look. If desired, cut fringe around the bottom of the vest. Add colorful designs with magic marker or crayons.



Western PLAINS  
Type Vest

**BREECHCLOTH:** Cut two panels the size needed for front and back from crushed, ironed brown paper. Glue length of tape or ribbon across the top of each panel, allowing extra for ties at side. Add trim and designs and tie at sides.

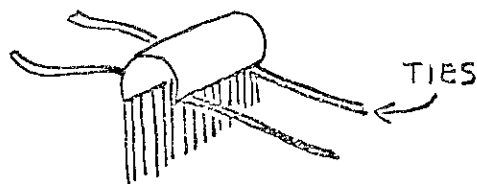
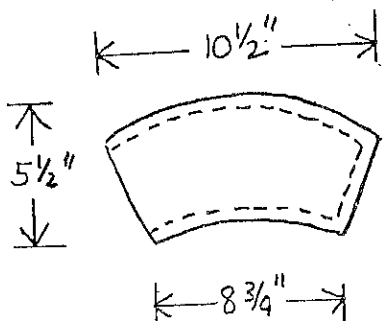


HEADBAND

Cut a strip of leather-like brown paper about 2" wide and long enough to reach around the head. Fold strip in half lengthwise. Overlap and glue ends so headband fits around head. Cut feathers from colored paper 3" X 7". Fold in half lengthwise. Fringe diagonally along sides. Trim one end to a point to look like a feather. Insert and glue feathers between open edges of headband.

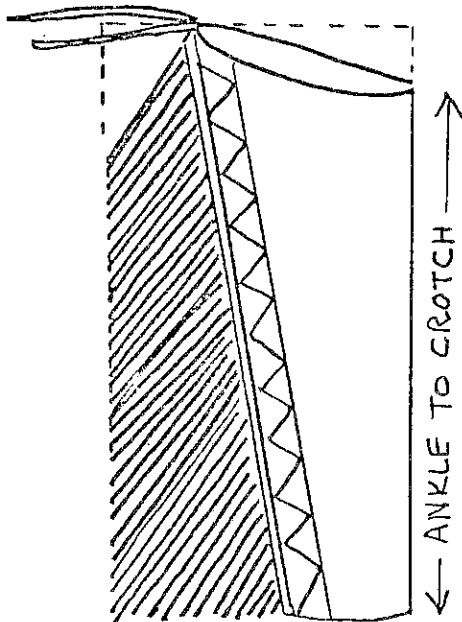
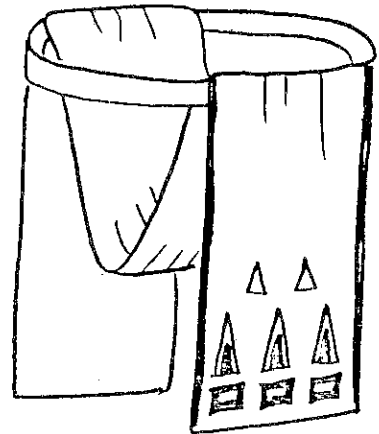
FRINGED WRISTLETS

Cut from crushed, ironed brown paper as shown in illustration. Turn under and glue 1/4" hem on top, bottom and one end of each cuff. On other end, glue fringe about 5" wide. Add ties to hold cuffs in place. Decorate with Indian designs.



BREECHCLOTHS

Indian clothing was made from the hides of various animals. Like most indian clothing, breechcloths were different in various parts of the country. Beige is the authentic color. This breechcloth can be made from any type fabric. Decorations were usually on the front only - these can be painted on with tempera or magic markers. This breechcloth is worn over a belt at the front and back (as illustrated). Cut approximately 1' X 5'. These were usually not fringed.

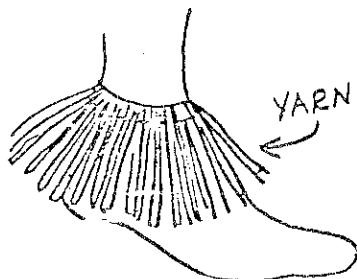
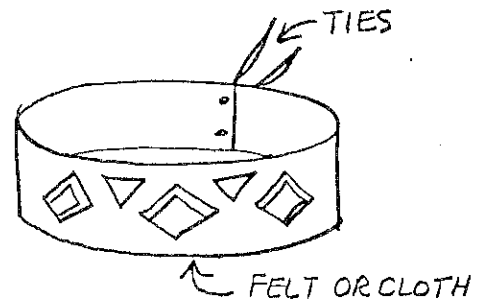


LEGGINGS

A popular type of leggings was made from buckskin or other leather, then fringed and beaded. Most all leggings were worn with breechcloths. They were convenient, saved time and looked well. These can be cut from heavy cotton cloth, canvas or other similar fabric. They can be beige to look like buckskin or black or dark blue. A finishing touch to the leggings is an ornamental strip down the side of each. These strips, which can be painted on, range from 1" to 2 1/2" wide.

ANKLETS

Anklets can be made from strips of imitation leather or brightly colored cloth - 2" to 3" wide and long enough to tie around the ankle. They may be decorated with paint and yarn. Fringed anklets can be made from colored yarn cut in 8" lengths and fastened to an anklet.



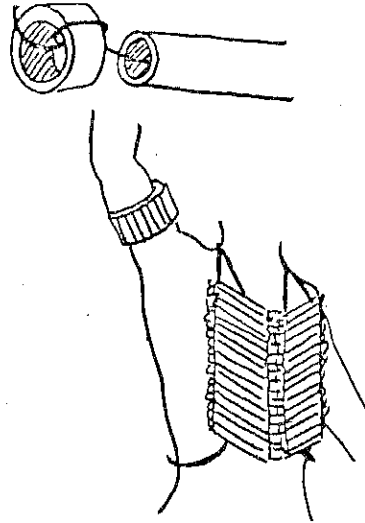
-Jimmie Ritz

The Indians made many colorful articles for personal use and adornment, such as headdresses, jewelry and various articles of clothing. You can make very authentic-looking accessories with corrugated cardboard and macaroni.

To prepare corrugated cardboard after cutting the piece you want, rub it with crayon to accent the ridges. Then glue macaroni between the ridges.

### BREASTPLATE

Cut and prepare two pieces of cardboard to fit chest (as shown) with the ridges running diagonally. Join the two pieces with string and 1/4" pieces of macaroni. Tie end of string to a 1/4" piece of macaroni, then slip through top piece of macaroni on one side of breastplate. Add 3 or 4 small pieces and reverse process on other side. Repeat stringing from top to bottom. Add cords for tying at neck and waist.

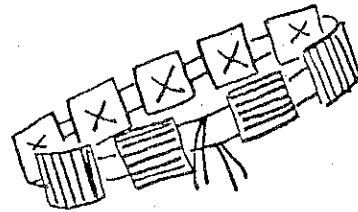


### BRACELETS, ARMBANDS KNEEBANDS AND ANKLETS

Cut and prepare corrugated strips 1" to 2" wide. Fit and glue ends. Tie on beads and feathers.

### BELT

Cut and prepare rectangles about 1 1/2" X 2". Punch four holes in each piece and string, as shown, using plastic or leather lacings. Alternate rectangles so that macaroni pieces run horizontally and vertically.



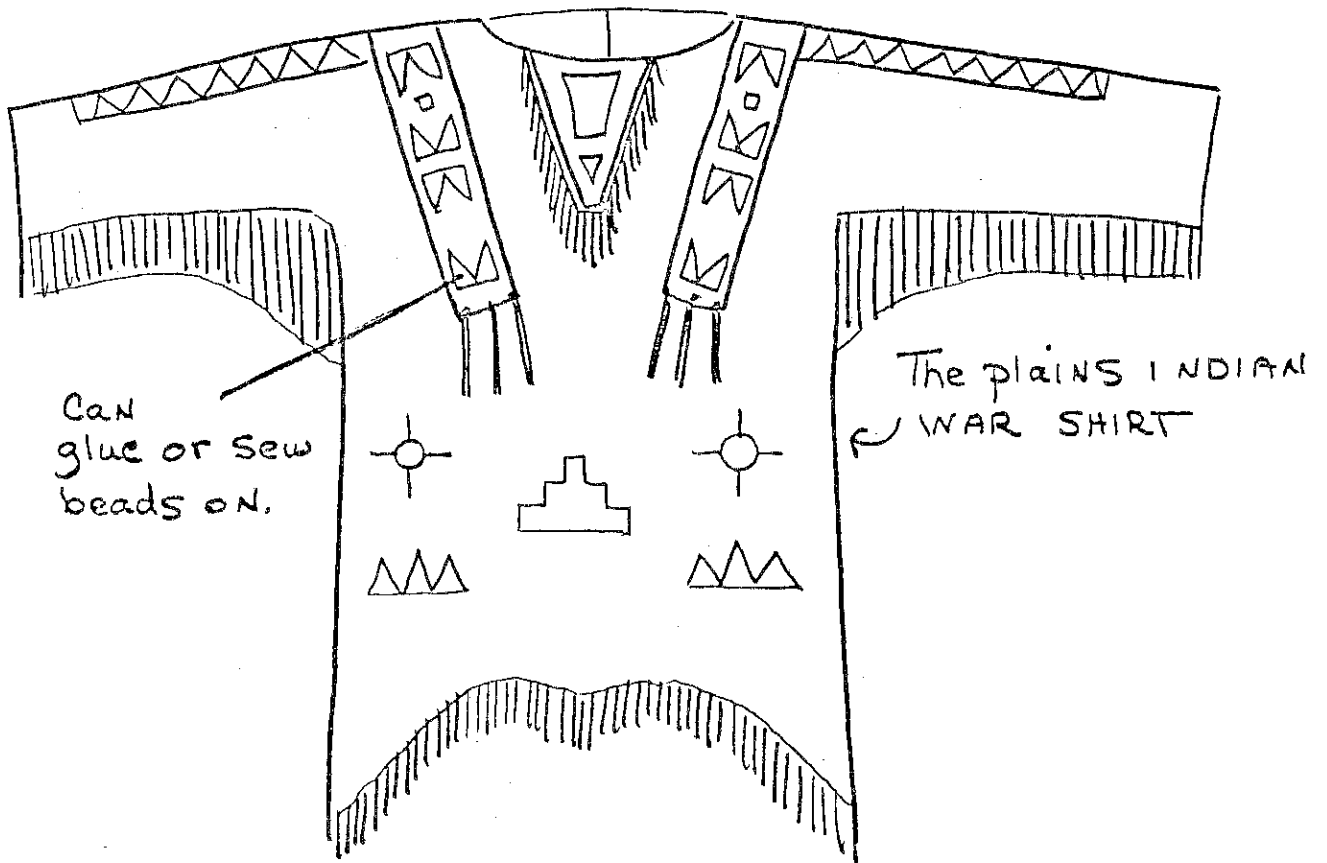
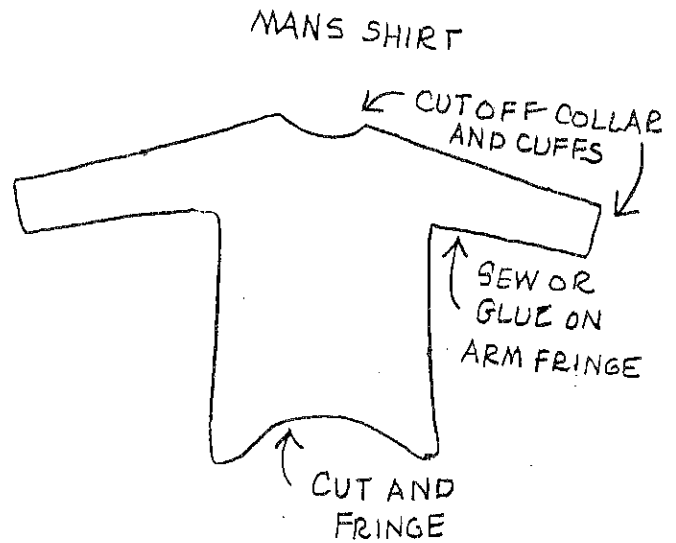
### WAMPUM

Indian money, wampum, can be made by stringing straight, short pieces of macaroni for necklaces or belts. Purple wampum which was worth twice as much as white, can be made by dyeing or painting the macaroni.

WAR SHIRTS

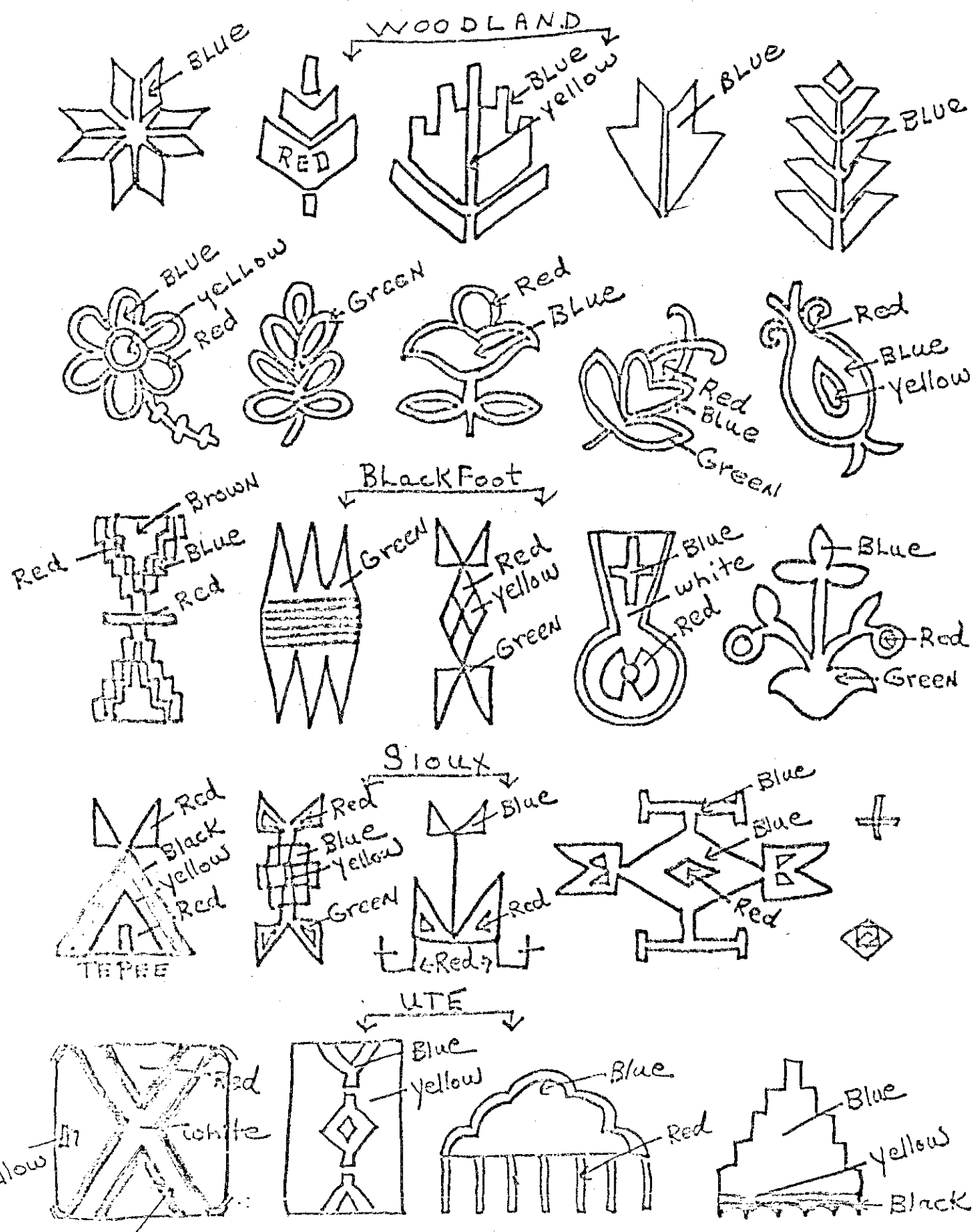
Most Indians wore some sort of shirt made from soft buckskin. You can use an old, man's shirt as the base for your Indian shirt, and add fringe and designs. Some of the Indians decorated with horsehair; others with beads or strips of animal skin. Wear the shirt backwards, so front can be decorated.

The shirt is worn with leggings and breechcloth.



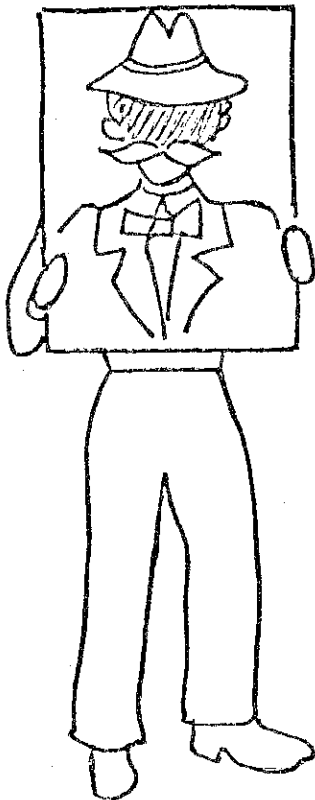
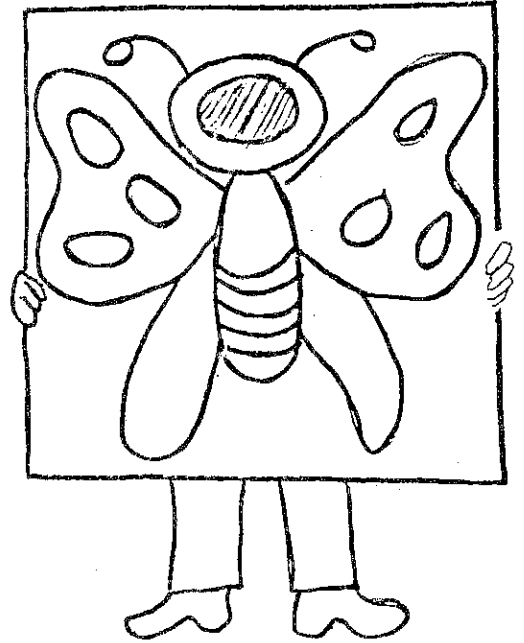
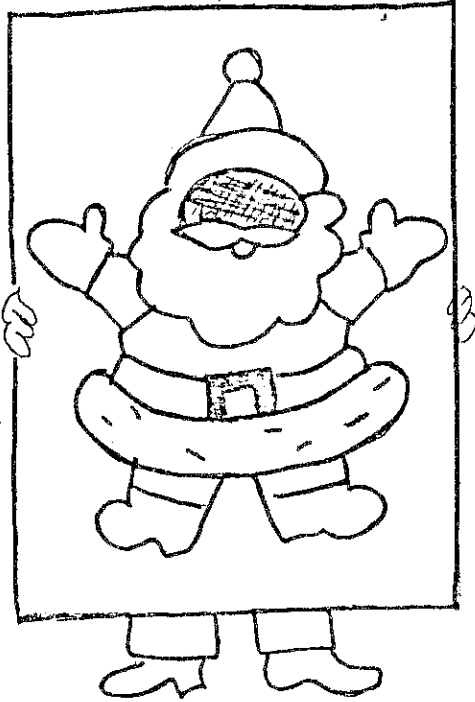
NOTE: Heavy outing flannel makes a good imitation buckskin - so if you can locate a man's old flannel shirt, you're in business.

Fringe can be cut from scrap flannel and glued on. Designs can be drawn on with magic marker or crayon.



Black These American INDIANS used berries, roots, bark & fruit for color. The colors were delicate. Keep that in mind when you use water colors.

QUICK - EASY - FUN - INEXPENSIVE



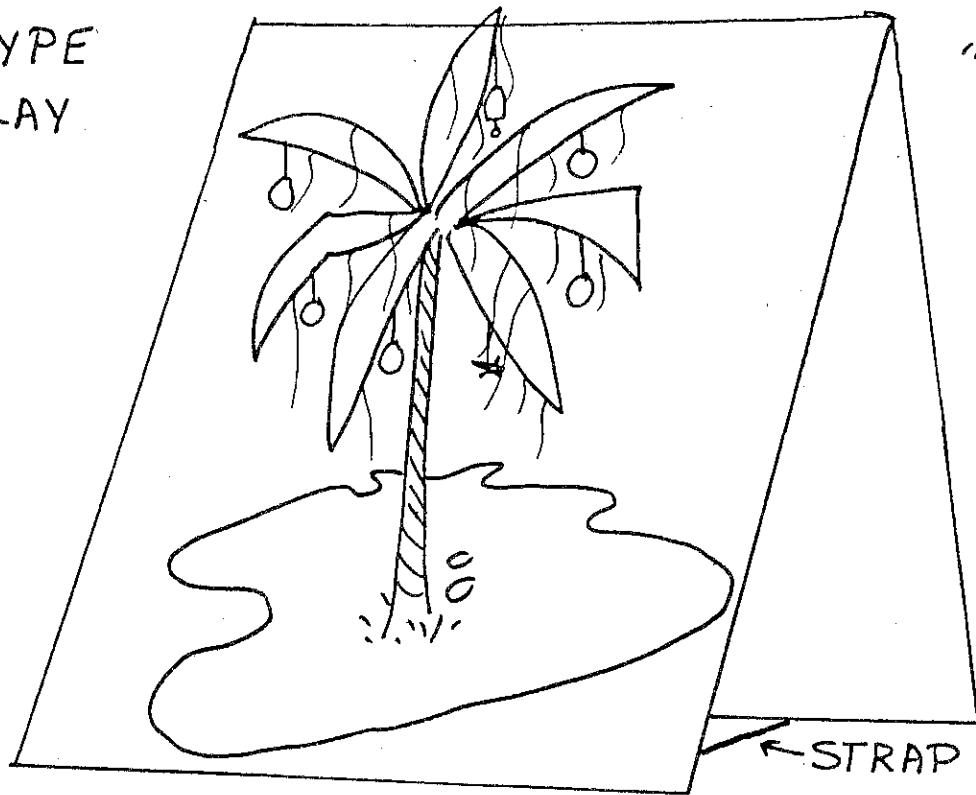
PEEK-A-BOO MASKS.

The characters in some skits can be presented by poster board masks, which have the face or face and figure painted on, and a face cut out.

The boy holds this cardboard in front of him and puts his face in the face hole. (These could be used effectively when quick changes are necessary such as in black out skits)

TENT-TYPE  
DISPLAY

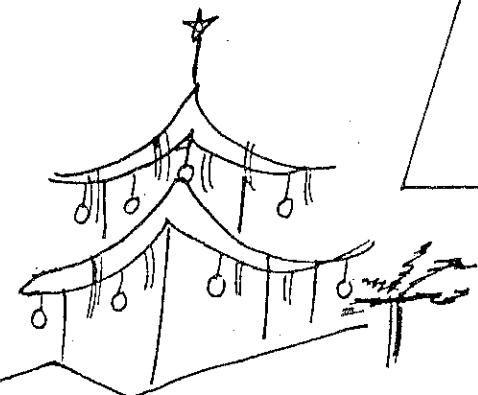
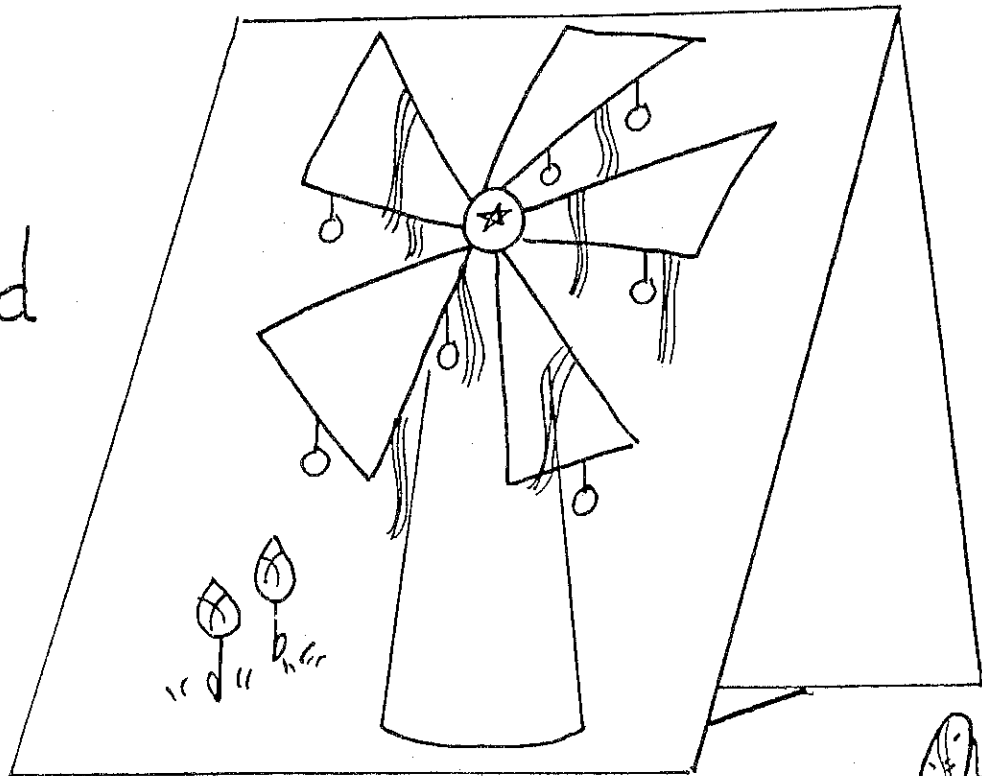
South  
Pacific  
(CHRISTMAS  
TREE)



"DECK  
The  
Cactus"

TWO SIDES OF A LARGE BOX.

HOLLAND  
(CHRISTMAS  
TREE)



ORIENT



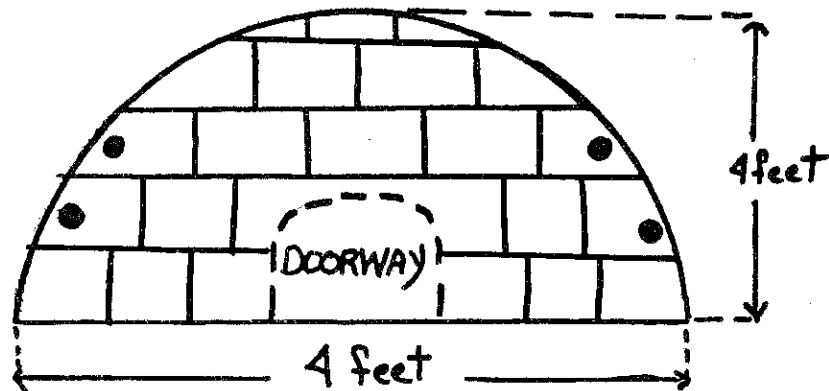
MEXICO

## FOLDAWAY IGLOO

Use large furniture or appliance cartons and cut four sections all the same size (approximately 4' X 4'). This will enable it to be large enough for a boy to sit inside comfortably. Be sure to dome each section at the top.

To join wall sections together punch two or three holes down each side of each section so walls can be tied together. Space the holes of each section to match so that walls may be interchanged. Tie all sections together.

Paint all sections white and mark off with black paint or magic marker so that it looks like large cubes of ice and snow. Mark off doorway with small dots or dashes. Cut out doorway but do not throw door section away as this will need to be taped back in place for skit.



### Suggestions:

Icicles can be made out of twisted tin foil and hung around to give icy look. Place ice blocks, made out of milk cartons - covered in white paper, around the area where igloo is to be set up. Small stool with fishing pole lying on it will look like someone has been ice fishing. If anyone has any stuffed animals like polar bears, penquins, etc., these would look cute sitting around also.



## SUPER SCRAPMOBILE

The scrapmobile may not really save our American resources, but the kids will sure get a kick out of using it either for play or with the skit. In fact, they'll probably think of more gadgets to add to it. To make it move, the child simply walks in it. After all, we are conserving gas!

To make a scrapmobile, what else would you need but a bunch of scraps - such as a large appliance or furniture carton, cardboard rolls from kitchen and gift wrap, paper plates, foil pans, ordinary kitchen foil, cardboard juice cans, light weight cardboard, tin cans, a plastic detergent bottle with a squirt top, oatmeal boxes - you name it, the scrapmobile can use it!

In addition have paper fasteners, glue and tape handy to keep it all together.

Lay the carton on its side. Cut out the bottom side completely. Tape any flaps shut. Cut an opening in the top for two children to stand in. You can paint the carton and add zigzag strips of aluminum foil, or cover the entire carton with foil.

When gluing the various parts of the scrapmobile in place, hold them with tape until the glue dries.

Headlights: For headlights, glue on tuna or pineapple cans, open ends out. Paint the inside bottoms of cans yellow.

1. Ray Gun: Here's a ray gun that will disintegrate scrap on contact! Use a cardboard paint bucket or large oatmeal box on its side. Glue a section of cardboard roll to the bottom (back) for a handle. Stack three paper plates and make a hole through the center. Make a hole in the center side of the bucket. Attach the bucket to the plates with a paper fastener through the holes.

Tape a flashlight inside the bucket. Cover the open end with a tissue, gluing only the top half of the tissue to the bucket. This way, you can reach in to turn the flashlight off when the scrapmobile's not in use. Glue the paper plates to the top of the scrapmobile. The handle at the back will enable you to turn the ray gun.

2. Contamination

Detector: With this device, contamination in the area will be detected and rooted out. Use a long cardboard roll (such as from gift wrap) for the pole. For the base, use an inverted salt box with the spout removed. Cut an opening in the top of the base to fit the pole; insert the pole.

For the detector, use a foil pie pan. Cut a flapped section in one side of the pie pan to fit inside the top of the pole. Cut slits in opposite sides of the top of the pole. Slip the flap of the pan into the pole, fitting the rim of the pan into the slits. Glue the salt box base to the scrapmobile. Turn the pole so the detector can scan in all directions.

## SUPER SCRAPMOBILE (continued)

### 3. Pollution

**Funnel:** This magic funnel will suck in polluted air. Using a hammer and a large nail, punch a hole in the bottom of a 12-ounce cardboard frozen juice can. For the funnel, roll a large piece of light weight cardboard into a cone; staple and glue to hold.

Cut the wide end of the cone at an angle. Cut the narrow end into 1" tabs, long enough to fit over the can. Glue the tabs around the can, as shown.\*\*\*

For the base, cut an oatmeal box down to 4" high. Make a hole in the center bottom. Set the funnel can in the box, joining them with a paper fastener through the holes. Glue the box to the scrapmobile. Turn the funnel to catch all that dirty air!

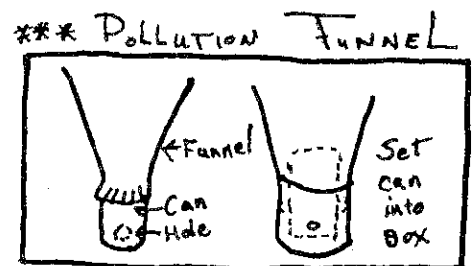
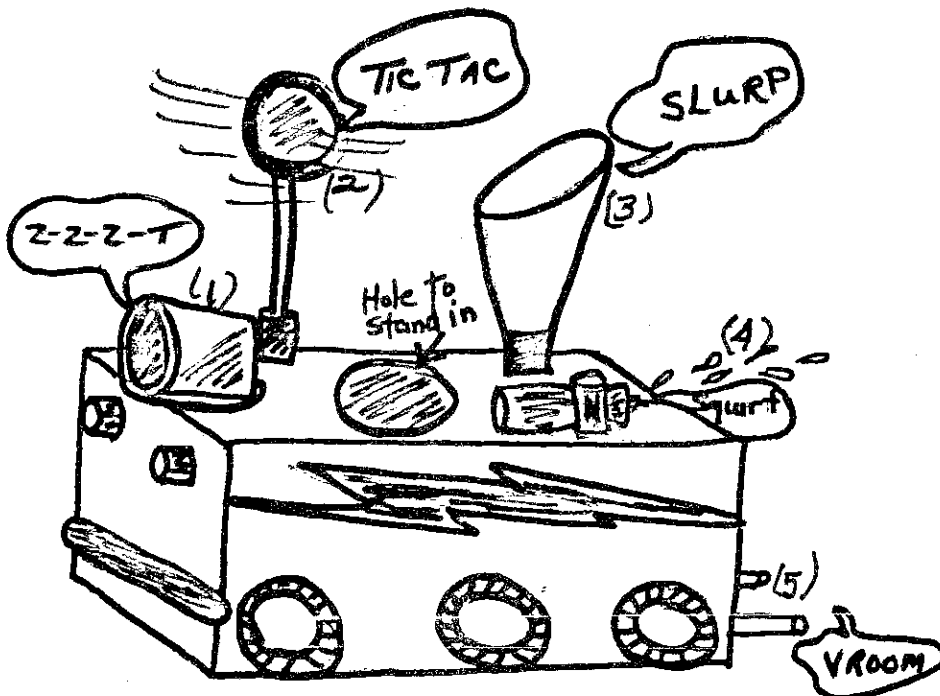
### 4. Water

**Transformer:** This fantastic attachment will turn dirty water into clean water with just one squirt. (The kids will especially love this gadget.) You'll have to convince them it's not meant to be a weapon.

For the water transformer, use the detergent bottle. To hold the bottle, use a 12-ounce cardboard frozen juice can. Cut down opposite sides of the can so the bottle fits in snugly on its side. Glue the holder to the scrapmobile; partially fill the bottle with water and place it in the holder. One squeeze of the bottle and the miracle water will spurt forth to purify dirty puddles and streams.

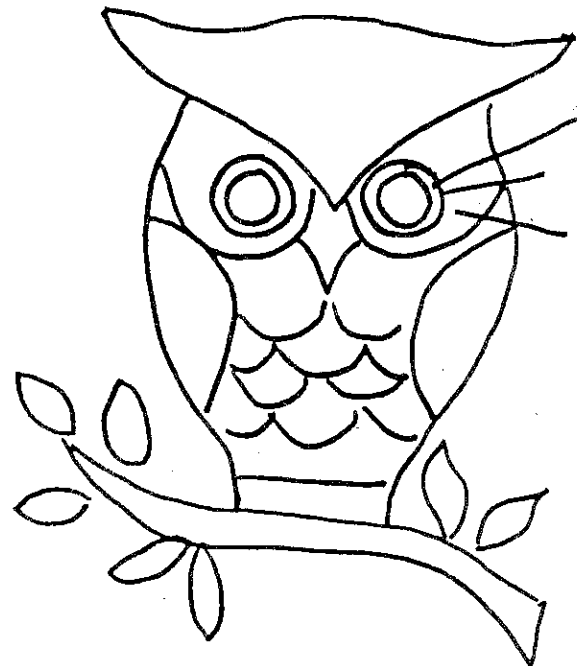
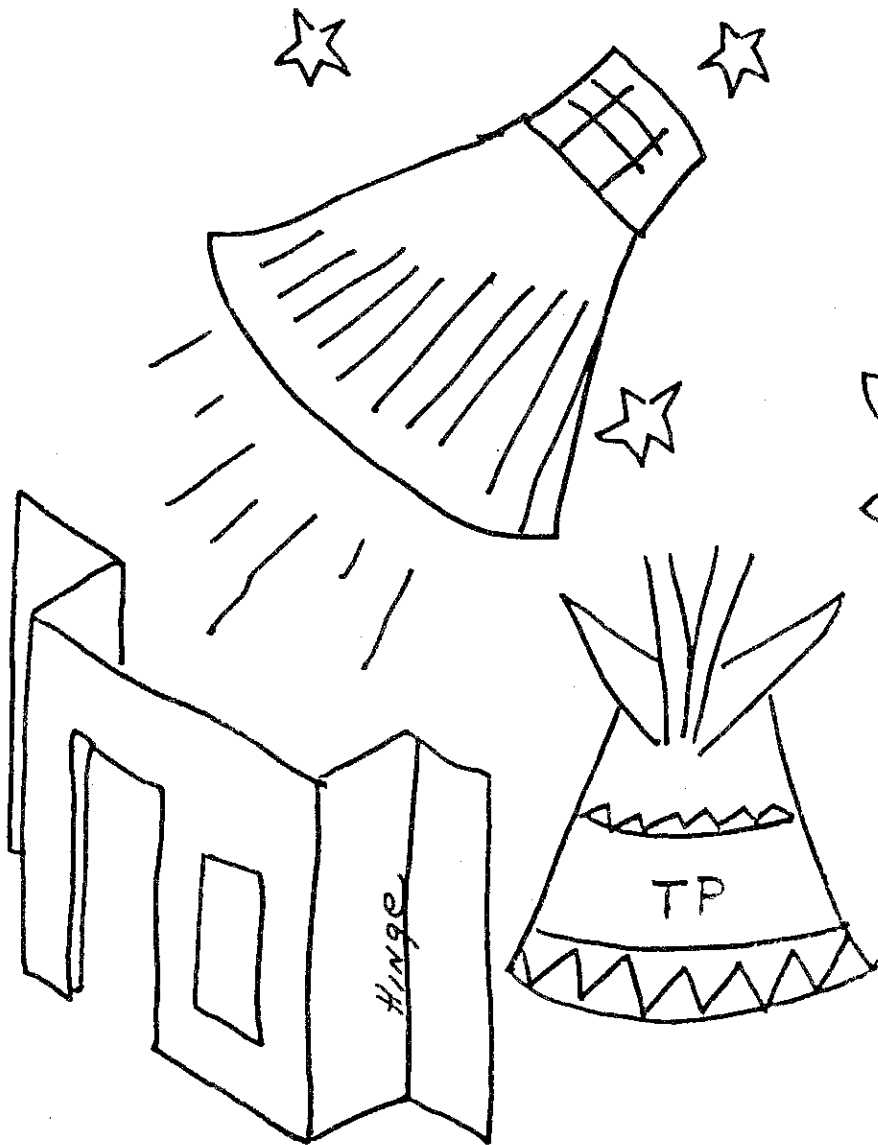
5. Finishing: Glue on cardboard rolls for exhaust pipes to the back of the scrapmobile. Glue on paper plates or foil pans for wheels (be sure they do not extend beyond the bottom of the scrapmobile).

Paint all parts.

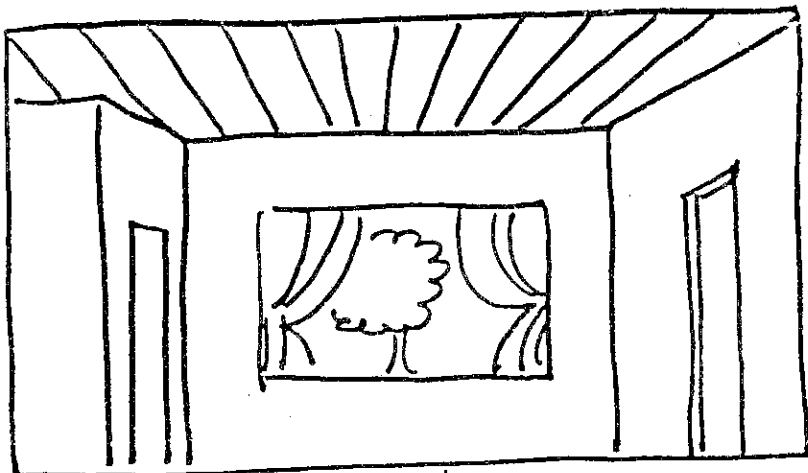


OTHER  
PROPS

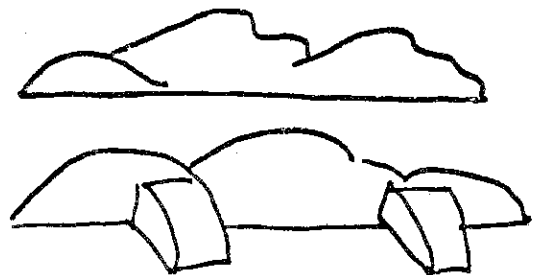




Use lines  
to express -  
height, peace  
or violence



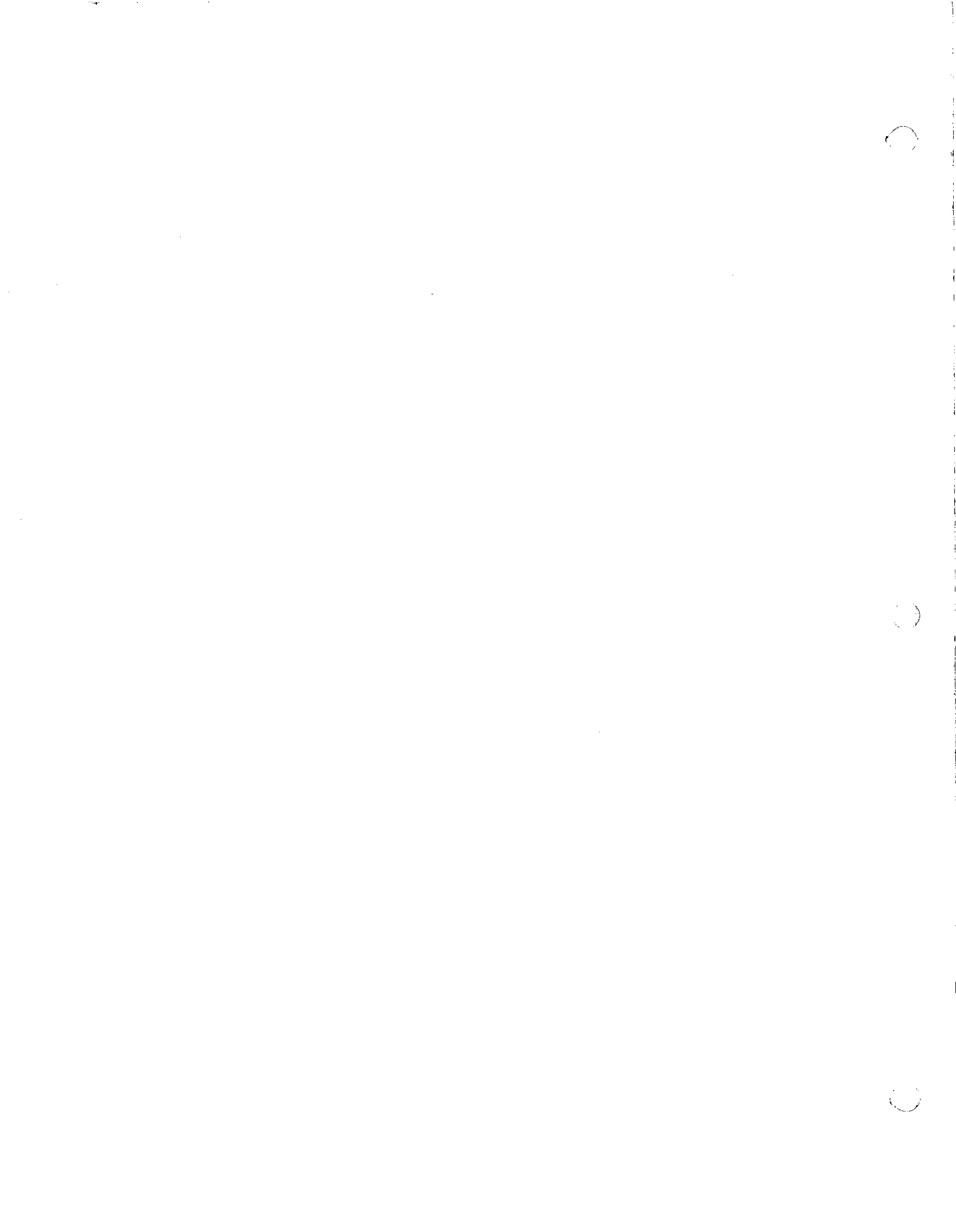
Perspective

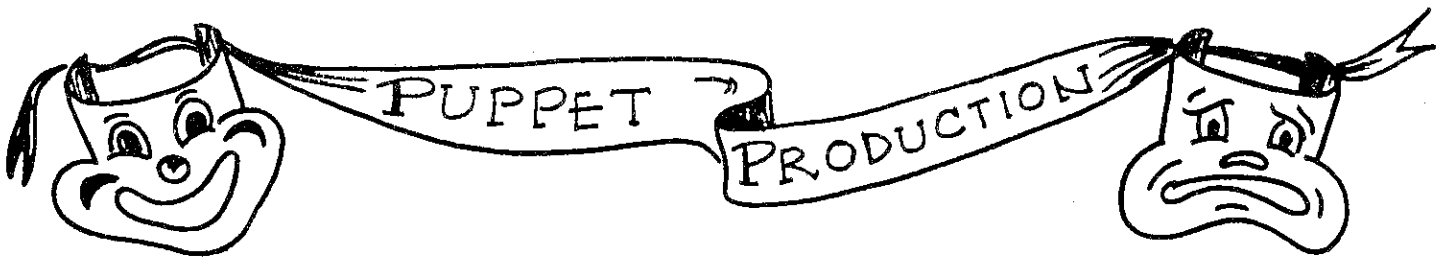


Rocks, Ground









puppet (n.) - a small-scaled figure of a human or other living being often with jointed limbs and moved by hand or by strings or wires.

puppeteer (n.) - one who manipulates puppets or marionettes.

puppetry (n.) - the production or creation of puppets or puppet shows.

Puppetry is an art, but the business of puppetry is to entertain. Throughout the world the puppet show is a popular entertainment.

The great versatility of the puppet makes it an excellent communicative tool. A puppet may entertain, promote, announce, teach and train almost in the same breath.

A puppet will span the generation gap. They can span both the social and racial barriers.

Everyone can make these fascinating little creatures - you don't need a workshop or lots of tools. Any table, floor, kitchen or garage will do for a workshop - get ready.....get busy!

Because of the wide variety of patterns and other material, beginning puppeteers should not be discouraged by advanced material. Instead, select that material which is appropriate for beginners. More involved and advanced techniques may or may not be used at a later date.

So..... let the fun begin!!

Don't let your own fear of puppeteering deprive your boys of the joy and experience of "show biz". They are natural-born showmen - just give them the chance to put this talent to work - both in creating the "actors" and giving them life.

The library (both school and the public library) is a great resource for material on the subject - both in the making of puppets and the other "how-to's" that go into making a complete puppet theatre.

Refer to the Scout publications of Skits and Puppets and the Boys' Life Magazine reprints, Stunts and Skits. And how about all the other Pow Wow idea books that have been gathered together. . . . .

So. . . . . take the plunge! Let's make puppets!!



## WRITING THE PUPPET SCRIPT

The best method of assembling a script is to begin with a scenario. A "scenario" is an outline for a play or some other form of dramatic action. In the process of assembling a script consider several steps.

- First: determine the intent of the script.
- Second: select a situation - real or imaginary.
- Third: select characters.
- Fourth: determine how characters act and react.
- Fifth: give the characters specific dialogue.

Be sure to keep in mind some basic things about puppets. They are quick, fantastical characters. They speak in short, jumpy phrases. They may jump to illogical conclusions as quickly as they do logical ones. Also, they have a tendency to leap to extremes in character and situation. Their pace is always quick, light and bouncy. These feelings should be suggested in script materials, not only in physical representations.

Scripts need not be original with the puppeteer - select a familiar story to dramatize, a song to "sing", a current event, a holiday idea. Perhaps at first it would be better to just let the puppets get the feel of movement and freedom - just let the conversation come as it may. Let the puppet find itself - let the boy lose himself!!

Anything that takes your fancy can be used as a puppet. An object may be sufficient in itself, or you may like to fit it with glasses, eyes, mouth, clothes, hat and so on.

TIME TO ORGANIZE

A little organization never hurt anyone. Rehearsals are necessary of course. So is knowing the who, what, where, when and why.

SAMPLE PAGE FOR YOUR NOTEBOOK:

	Den No.
Audience Group:	
Occasion:	
Date:	
Name of Skit or Song:	
Puppets Required:	
Props Required:	
Scenery Required:	
Lighting:	
Sound Effects:	

## POINTERS TO HELP THE SHOW GO

Think of actions a puppet can do best and include them.

Be sure there is plenty of room behind the scenes for all puppeteers. Crowding will inhibit spontaneity.

Puppeteers should use their own words as much as possible - even in formal productions.

If children are to perform publicly, they should practice ahead of time to get used to the movements.

Tops of heads should not be seen. Have the taller children wear skull caps made from dark stocking.

For primary grades, a 15 or 20 minute show is long enough.

Monologues should not last more than one minute.

Look for ways to heighten suspense in the play.

Utilize opportunities to have the puppets exchange repartee with the audience.

Use music during the production if possible.

Plan frequent exits and entrances to hold interest and to avoid having too many puppets on stage at one time.

Actions should always be downstage.

Hold the puppets vertically.

Let the puppets walk off the stage, not sink out of sight.

Teach children to wait for laughs so the audience does not lose lines.

Have good prompters.

Enjoy what you are doing - have fun!!

## TIMELY TIPS

Puppets will be more appealing if given a definite personality, this means that your puppet should have his own special character which is unlike any other puppet on stage.

The main idea is to make him an outstanding individual with his own mannerisms, with his special way of dressing, and with his particular way of walking and talking.

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

The features of a puppet should be exaggerated. Give him an extra big nose or a very crooked mouth, so that the audience can recognize him easily.

Let your puppet speak and act according to the kind of person that he represents.

When putting on a puppet show, keep actions clear and simple.

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 the other.

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 aloud to himself as he goes about his act. For example, he might say while looking - "I'll look under this tree for a rock."

## ACTION!

### HOW TO MAKE YOUR PUPPET ACT

1. The three-finger setups
  - a. Thumb and little finger
  - b. Thumb and second finger
  - c. Three fingers in head
2. Puppet actions
  - a. Head - nod or thrust forward and back
  - b. Hands - clap, hold to head, scratch head, fling to sides, cross in front, point
  - c. Waist - (your wrist) - bow, twist, sway, sit down
  - d. Legs - (your forearm) - walk, leap, limp, dance
3. Puppet personality and characterization
  - a. Excited - clasp hands, jump up and down
  - b. Sad - hand to face, show movements
  - c. Angry - beat head, bang hands
  - d. Afraid - tremble
  - e. Tired - slow, languid movements
  - f. Old - shaky

### EVERY ACTION SHOULD HAVE A PURPOSE AND A MEANING

Some things puppets can easily do:

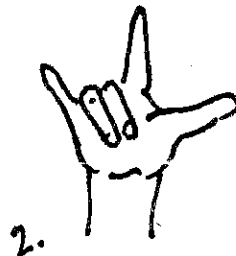
- a. March to music
- b. Dance
- c. Lead an orchestra
- d. Sweep or scrub the floor
- e. Fight
- f. Play musical instruments
- g. Wash and iron clothes
- h. Stack blocks
- i. Play with a balloon
- j. Wash dishes
- k. Dust

### HAND POSITIONS

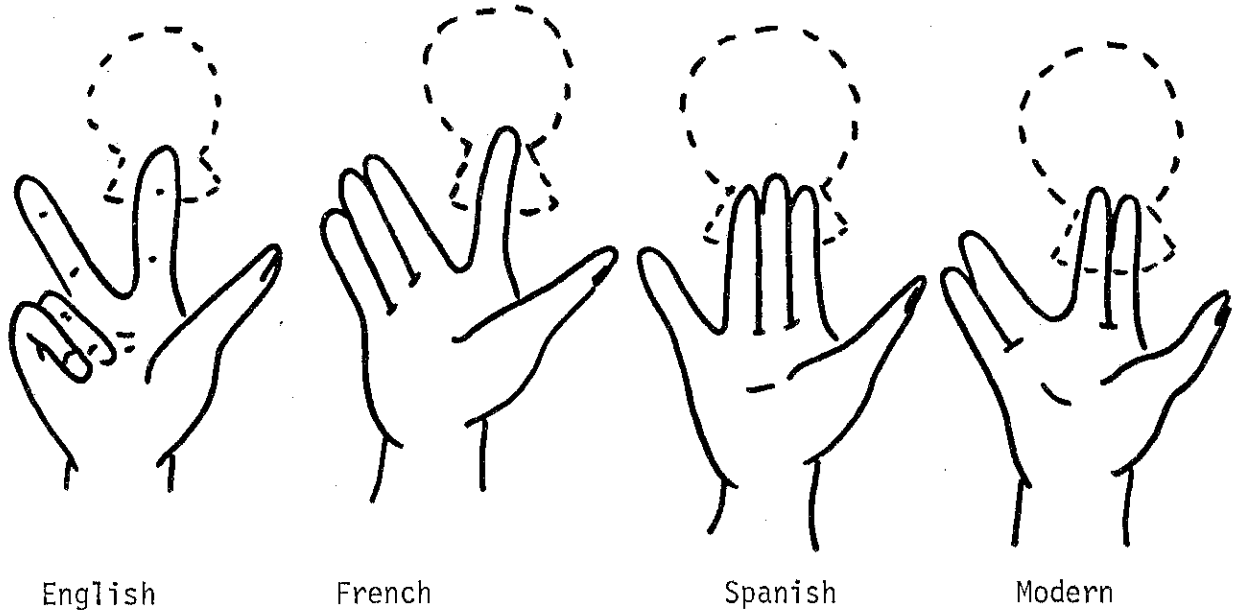
Here are two ways of holding your hand inside a puppet. The first one gives the puppet arms and a longer reach and the better grip on the props, but it tends to tilt the puppet to one side.

The second position makes for more balance but the little finger makes a shorter arm. It is harder to get it and the thumb together to hold on to props.

First position is best for small hands.



## HANDSHAPES USED WITH GLOVE OR HAND PUPPETS



You will need to learn about the handshapes used in manipulating the glove or hand puppet. Since the aim is the greatest possible flexibility, you would do well to experiment with the various hand shapes until you find the one which will allow the best control with a minimum of hand strain and a maximum control for the head movements and handling of props. Since hands vary in span and length the thickness of fingers, no one position can be said to be the best.

It's a good idea to practice various motions just to get an idea of what can be done. Some of the movements you might need include:

clapping	bowling
twisting	falling
rub stomach	rub eye
rub head	put down articles
put hand to mouth	hide face in hands and cry
pick up articles	kiss
dance together	nod and shake head

Practice these and any others you might think of until you find they come easily and smoothly.

## BRINGING THE PUPPET TO "LIFE"

Working the puppet is called "manipulation" and it is not as easy as it looks. Puppets come alive as the puppeteer slides his arm into the glove or sleeve... There are things to remember as you work with puppets.....

A puppet can answer questions by nodding just a little. The puppet can answer questions by nodding or shaking its head, or it can whisper things in the actor's ear. It is important to move the puppet every time it speaks, or reacts to what the actor says, and to keep it still the rest of the time. Movements must be appropriate to what is being said. If you flop the puppet around too much the movement ceases to be effective. Small movements and pauses in between work very well because then you've got more in reserve when you want to express excitement. It is even alright for them to stand still now and then. Of course the real answer is practice - face a mirror and go through the various movements that will put life into your puppet.

Following are some hints and how-to's about manipulating your hand puppets.

Walking - Move the wrist back and forth. The puppet should not pop out or thin air, but enter at the side of the stage or enter as coming up stairs into view of the audience.

Talking - If the mouth is moveable, it is simple to indicate talking. If it is immovable, move the head up and down rhythmically on phrases or groups of words.

Listening - Puppets should have good listening manners. A puppet should not move while another is speaking, and he should face the one who is speaking.

Sitting - Lower the puppet gently and insert the index finger of the opposite hand under the garment to make a knee. Gradually remove the finger as the puppet sits.

Climbing - Lower the paper mache tree or beanstalk or fence or ladder, etc. slowly while the puppet remains at stage level. Its only movement is grasping the branches or stalk at intervals.

Piano Playing - Use a toy piano that has been muffled so that no sound is heard when the keys are struck. Puppet performs as a recording or tape of a short piano selection is played.

Dancing - Two puppets may dance together or indicate kicking movements by using the pointer finger of the opposite hand to make kicks underneath a full skirt.

## THE PUPPET THEATRE

Your theatre may be simple or elaborate - a one-time thing or for permanent use - a cardboard box, a drape, a table or wood - your theatre will be determined by your needs.

The primary purpose of a puppet stage is to mask the puppeteer. However, the stage should enhance the qualities of the production.

There are three categories of stages: makeshift, temporary, and permanent. Makeshift stages are suitable for simple productions but if the puppets are to be used to any extent a more sturdy stage should be used. Portable or permanent stages do not need to be extravagant. In fact, if the stage is too colorful, it may distract from the puppets. However, some color is needed and useful.

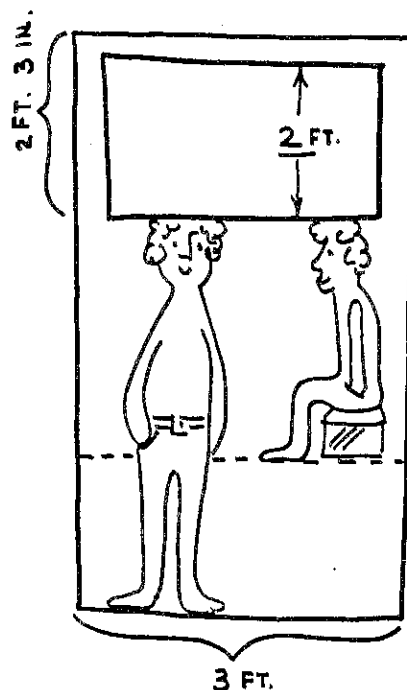
A good background is crucial to the success of a production. The background determines how well the puppets are visually defined for the audience. A very bright background may be difficult to look at for any length of time. Also, it may make it difficult to concentrate on puppets of a similar color. Bright, warm colors are generally used with the puppets. Therefore, the best backgrounds are darker, solid colors. Deep blues, browns, even black are generally the best for a background. Care must be taken that a puppet is not the same color as the background.

The stage should be sturdy although it is not necessary to use heavy materials. One of the most functional and least expensive stage is the PVC pipe stage. There is no need for a puppet stage to support a lot of weight. The only weight directly on the stage should be the curtains. Lights, sound equipment, and other materials should not be supported by this type of stage.

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

HEIGHT The theatre's height is determined by the height of the actors and whether they perform sitting down or standing up. The stage should ideally be just above the top of the actor's hair, so that he needn't be stooping or cramped, with his head bowed and so on, this can be a great strain on the muscles.

Measure from the floor to the top of the tallest actor's hair (sitting or standing) and then add about 2 feet, 3 inches. That gives you the height of the theatre.

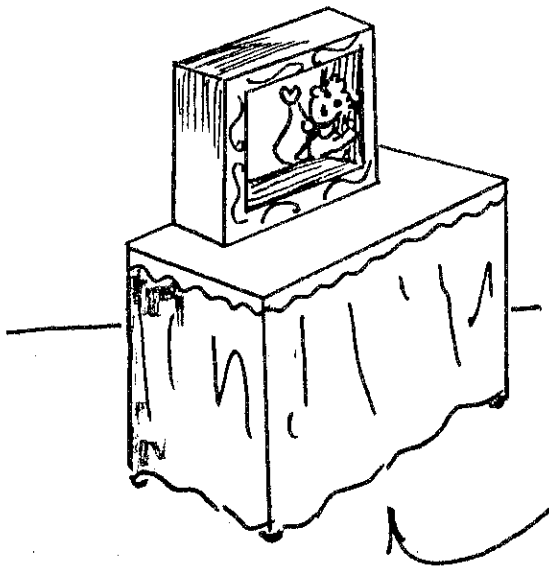
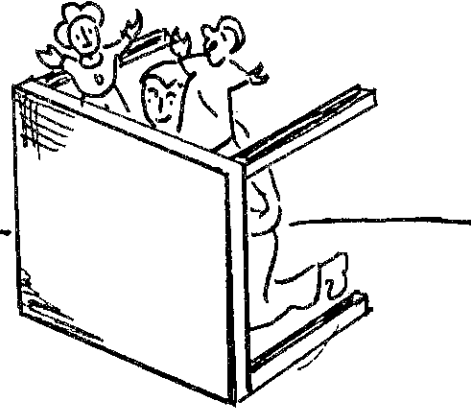




## CREATE A STAGE

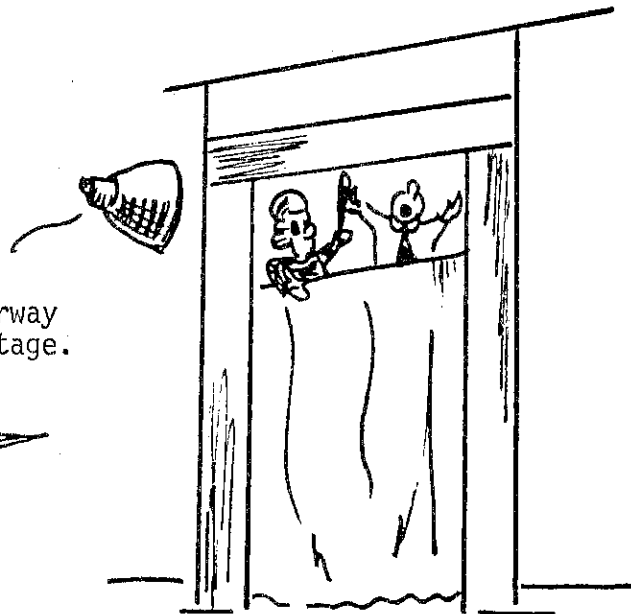
Once the puppets have been completed, you are ready to give a performance. For this you will need a stage.

Almost anything can be used as a temporary stage. The simplest is merely a table, which has been turned on its side.



A cardboard box makes a good stage. Cut off the top of the box, leaving the bottom and four sides - the sides should be about 12" high. Cut out the center of the bottom leaving a frame about 4" wide. Place the box on a table - if you like, paint the box inside and out. Perhaps you would like to add a curtain.

Drape a cloth across a doorway to create another simple stage.

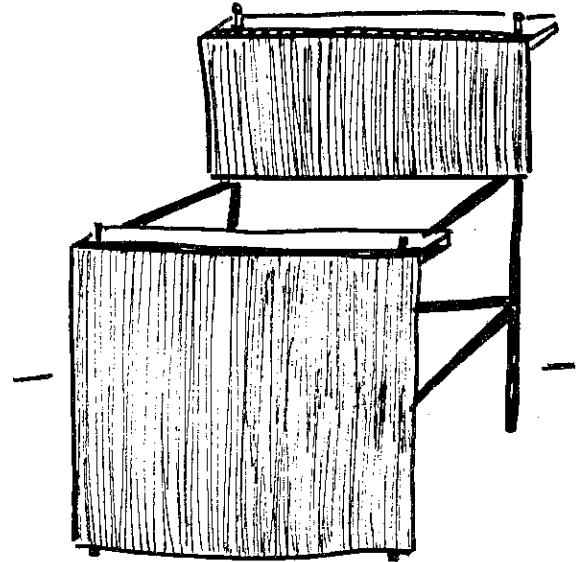


## OPEN THEATRE

The actor sits in this theatre just like in a box. A chair or a box is used of the right height for the actors, so that the head is not seen from the outside. If you like you can use a chair on wheels, or screw wheels that will turn on a board. This gives great mobility. Small children can, if preferred, stand up in the theatre.

The puppets move around freely. However they have to come up out of the depths. You can make the back curtain of two pieces of material, which needn't be of the same width and have the puppets come on through the curtains.

Open theatres may be made from framing or be just as effective using a large packing box from the furniture store or a refrigerator box. If you want to close the theatre from the audience hang side curtains to the frame work.



## CLOSED THEATRE

"Closed Theatre" is what we usually think of when thinking about puppets and puppet stages. A stage opening in the front of a panel of wood, cardboard, a large box, etc. The actor gets into position as for the open theatre.

The puppets have less room to move than in the open theatre and the audience must sit straight in front of the stage, which isn't necessary with the open theatre. On the other hand, the traditional closed theatre makes it possible to hang up flats in various ways and to create an attractive scene.

## PROPS AND COSTUMES

The appearance of a puppet can be altered considerably by the use of props and costumes. Hair, beards, moustaches, glasses, clothing, jewelry, and many other things may be added to the basic puppet for character. Other possibilities are: hair bows, guitars or other instruments and hand props, handkerchiefs, vests, shirts, ties, bandanas, purses, and many more items.

One of the best sources of props is a party supply store. Another good source is the toy counter at the local variety store.

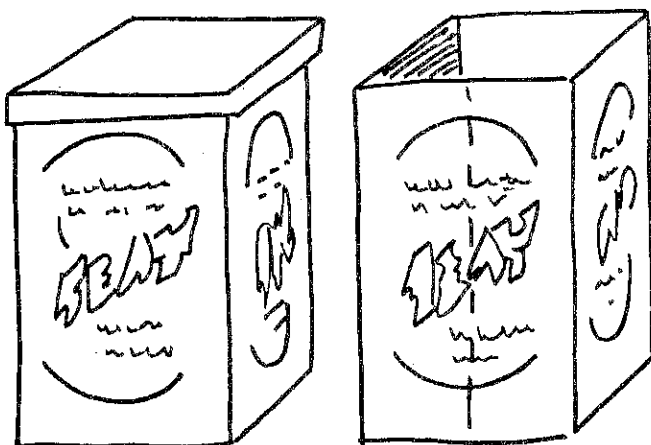
Some clothing and props will need to be made from scratch. Others, particularly for larger puppets, are easily found in stores. Larger puppets may wear size two or three in children's clothing. These can be easily fitted and adapted to the puppet.

The imagination and creativity of the puppeteer can convert many other items to natural attire for puppets.

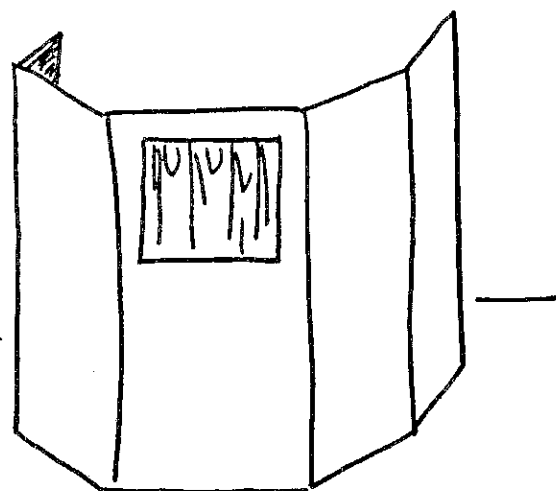


## REFRIGERATOR BOX STAGE

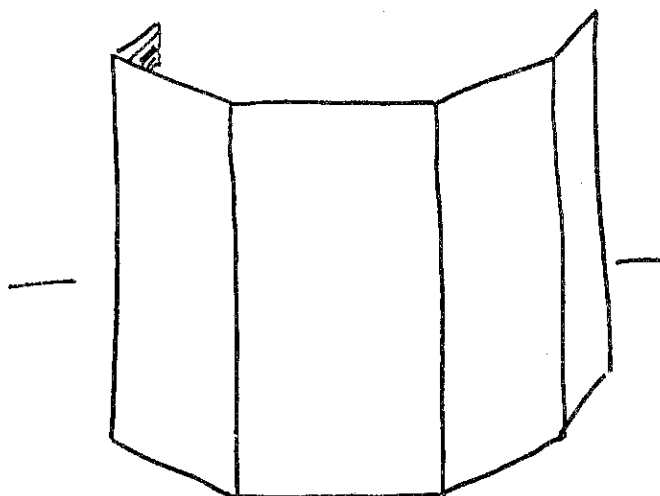
To build a refrigerator box stage, ask the merchant to remove the bottom and top of the carton and lift it up off the appliance uncut. Then cut it down the center of one side, not the corner. This makes a large screen, with a narrow panel on each end and 3 wider panels between. Turn the inside out to conceal the printing. In the center wide panel, elbow high, cut a window, 2 inches from the top and 2 inches from the fold at the side. On the inside (printed side) hang a curtain made from one yard of black fabric strung on a fine wire and fastened above the window with removable copper brads. The puppet acts in front of the black curtain. This simple stage may be folded to carry or store. When it wears out, remove the curtain to a new carton.



CUT DOWN CENTER OF ONE  
SIDE. TURN PRINTING IN.



CUT WINDOW. HANG  
1 YD. MATERIAL INSIDE.



REFRIGERATOR  
BOX STAGE

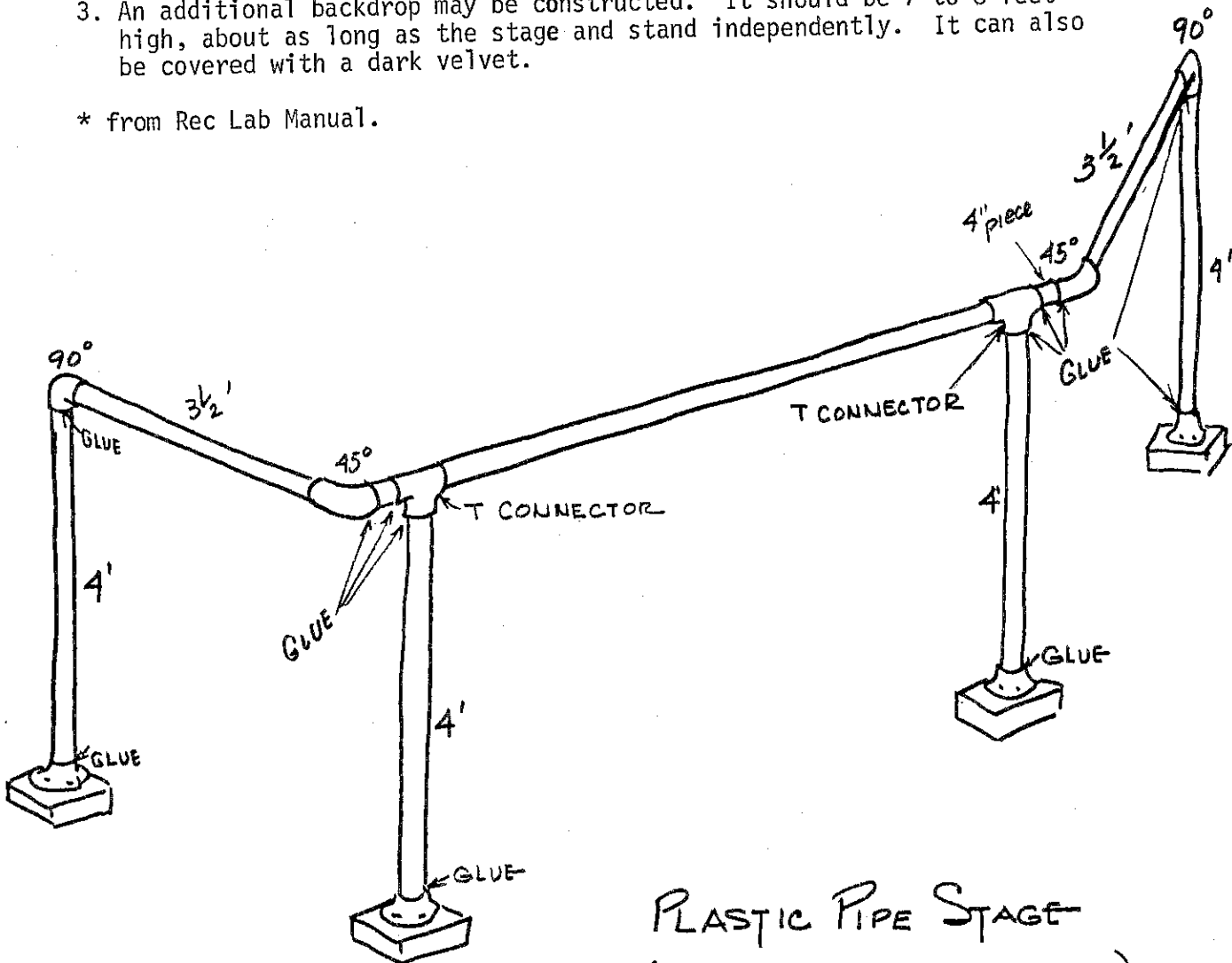
## PLASTIC PIPE STAGE\*

### Materials Needed:

- |                                     |                             |
|-------------------------------------|-----------------------------|
| 4 - 4" square woodblocks (stands)   | 2 - 4" pieces of PVC pipe   |
| 4 - flanges (cast iron)             | 1 - 10' PVC pipe            |
| 4 - plastic connectors (for stands) | 2 - 3½' PVC pipe            |
| 1 - 1½" PVC pipe                    | 4 - 4' PVC pipe             |
| 2 - 90° PVC connectors              | 2 - "T" PVC pipe connectors |
| 2 - 45° PVC connectors              |                             |

1. Construct according to illustration.
2. Cover pipe stage with curtains (recommend dark velvet)
3. An additional backdrop may be constructed. It should be 7 to 8 feet high, about as long as the stage and stand independently. It can also be covered with a dark velvet.

\* from Rec Lab Manual.

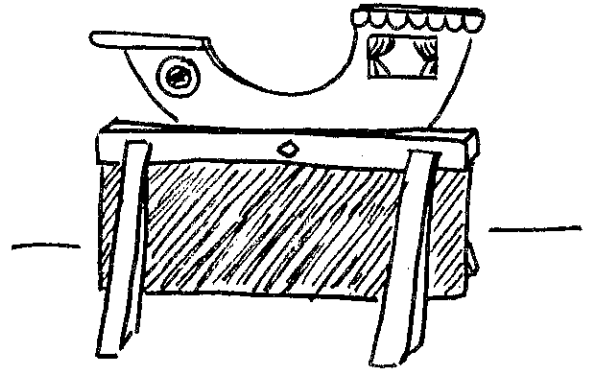
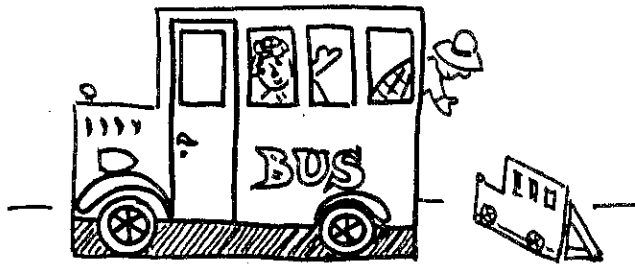


PLASTIC PIPE STAGE  
 ( USE PVC GLUE IF PERMANENT )  
 SET-UP

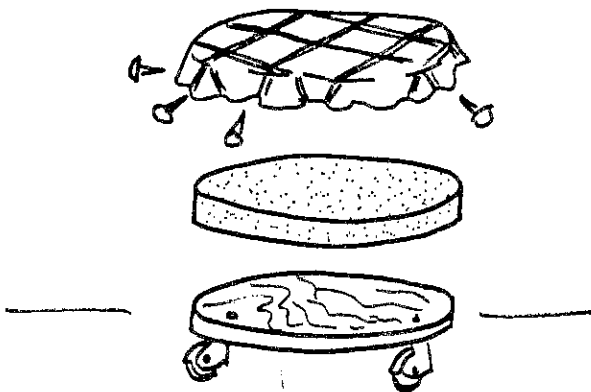
## SCENERY THEATRE

You can build a theatre and put scenery into it, but you can also make a scene into a whole theatre. A theatre like this makes it possible to perform plays in a new and surprising way. The whole room is brought into the play and the audience is actually within the scenes. On the other hand, you must build a whole new scenery theatre for each play or scene of action

How about a car or bus? A boat? A space ship?



### HANDY TO HAVE



A little vehicle for the puppet player can be made from a round board fitted with rotating piano-casters. A foam-rubber cushion is laid on it and covered with strong material, nailed down with carpet tacks.

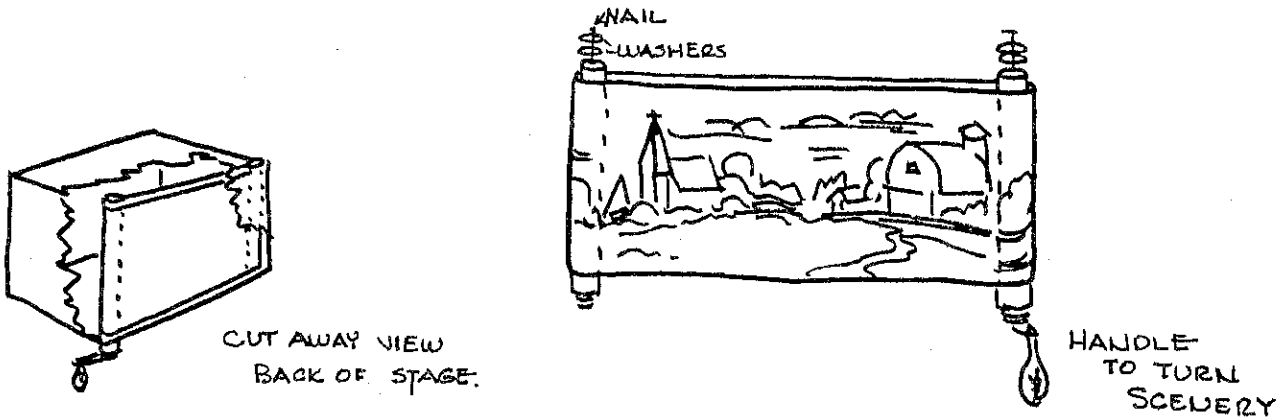
## SCENERY

Scenery enhances a puppet production by increasing the believability of the situation in the script. Therefore, scenery must express some element of the puppet production. Care must be taken that scenery does not distract or interfere with communication between puppets and the audience. Scenery should assist and support.

As a general rule, the shorter the script, the less scenery is necessary. In longer productions, scenery creates added visual interest and can be instrumental in maintaining the attention span of the audience.

Cleverly drawn or painted signs work well in short, episodic puppet shows. These can indicate the location, time, or give other information that will help the audience understand the story. Comic effects can be achieved by using multiple signs, signs with arrows, signs with cartoon figures, and signs with cartoon sketches of places. The effect is enhanced if a puppet actually holds the signs. Occasionally, a sign can become a puppet and participate in the action.

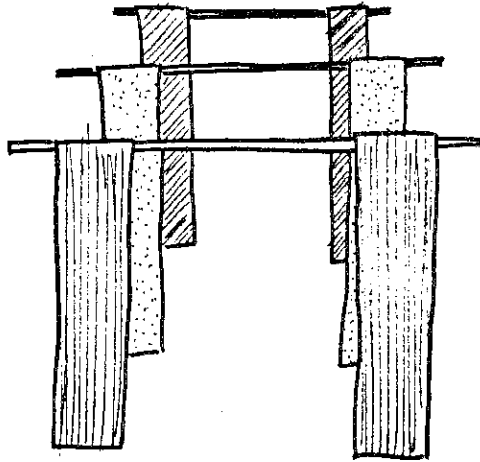
Painted cloths or other types of backdrops can be hung over the back of the puppet stage. A way to achieve the idea of puppets traveling is to use butcher paper, and roll it like a scroll. Scenic elements are painted or sketched on the butcher paper, and the scroll is then rolled from one spool to the other. The paper moving behind the puppets can suggest that the puppets are walking.



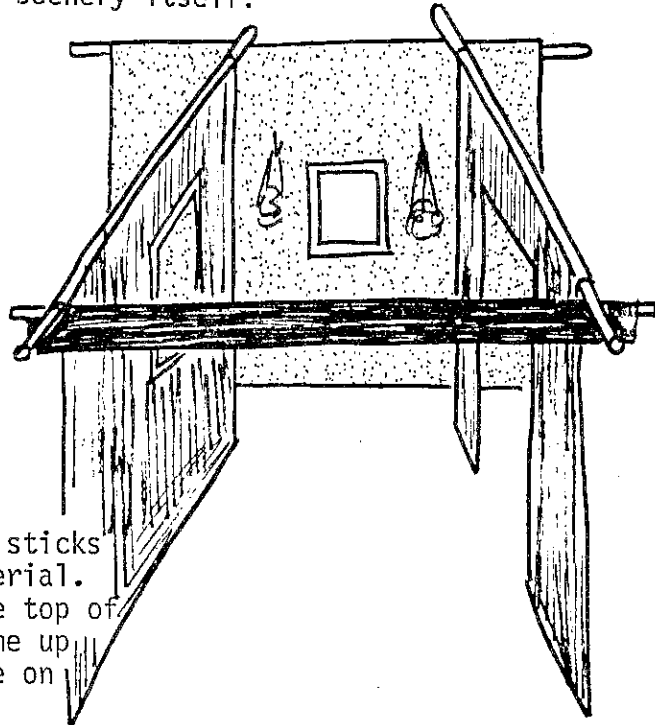
The best scenic ideas are those that evolve from the imagination and creativity of the puppeteer. Costly, hard-to-construct pieces may or may not be the best scenic items in the long run.

## SCENERY

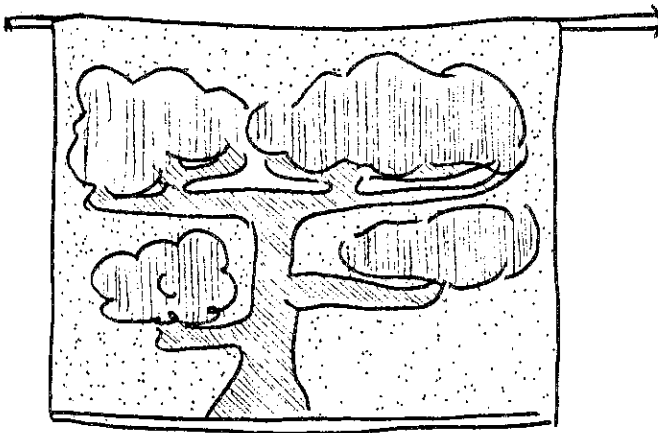
You can make many different kinds of scenery by laying round sticks with flats sewn on them cross-wise over the top of the theatre. The first drawing shows this system in its simplest form; the next shows a room where the puppets can come in through a door in the scenery itself.



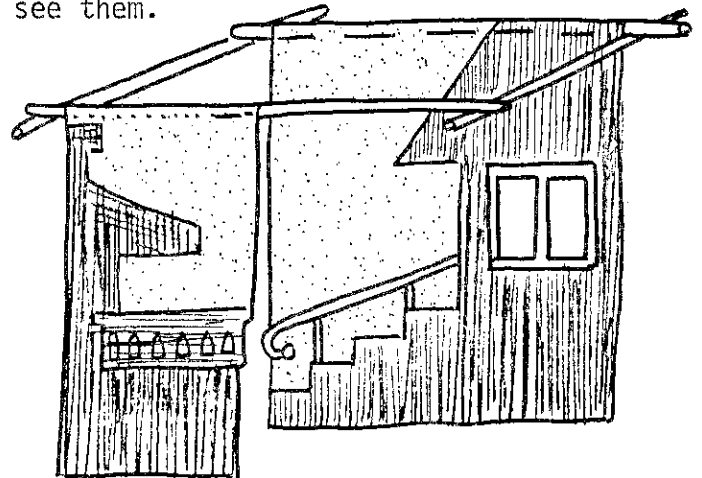
Various side-wings with round sticks inserted into hems in the material. The sticks are laid across the top of the theatre. The puppets come up behind the wings and then come on to the stage from the side.



When the first flats are hung up others can be hung across them. Those at the sides must be set at an angle. If they are hung straight the audience won't see them.



Cut-outs on black net. By inserting a round stick into a hem the scene is hung over the top of the theatre.



The windows are holes out of which the puppets can put their heads. The flats hang on round sticks laid over the top rods of the theatre (shown in black). This is how the flats are put into position.



## SOUND

It is possible to do a play without sound, even if it is hard to be silent, but as a rule sound is a component part of a play and is just as important as what is seen.

Sound and music can often replace speech in a play and most puppets suggest possibilities of sound that are well worth working out.

With the aid of a tape recorder you can record and play back anything from simple sound effects to orchestral music. You can even record a whole puppet play on tape and play it back so that the puppets simply have to follow the text and music. You can also have puppets and people act together, so that the puppets speak from a tape and the people use their own voices.

### SOUND EFFECTS FOR SKITS AND SHOWS

- ANIMAL ROAR - Any closed box will do. Cocoa can, coffee can or 2 foil pans taped together. Tie the string in center of pencil. Punch hole in container, place pencil inside of box and pull string out thru hole. Rub string with rosin or a green leaf. Drag fingernails along string to produce noise.
- SAWING WOOD - Rub piece of sandpaper across 6" area on rim of large foil pan.
- TRAIN STARTING UP - Rub small juice can across 6" area on rim of large foil pan. Rub slowly at first, gradually rubbing faster as train speeds up.
- TRAIN WHISTLE - Place sheet of paper over top of 8" pie pan. Place partly-open mouth against paper and utter a shriek without moving lips. If train is far away, make small shriek.
- FIRE - Crumple cellophane into ball. When released, it will crackle like flame.
- WIND - Cut narrow slit in sheet of paper; holding it about  $\frac{1}{2}$ " from lips and blow to make sound of rushing wind.
- HOOF BEATS - Saw coconut in half. Beat halves on pillow or rug scrap.
- AIRPLANE - Heavy paper striking blades of electric fan.
- RAIN - Slowly drop sand on tightly drawn plastic or cellophane.
- AUTO BRAKES - Slide drinking glass across pane of glass.
- HAIL - Pour rice on pane of glass, tin or wood.
- WATER - Several persons blowing through straws into glasses of water.
- BREEZE - Wave narrow strips or streamers of newspaper.

## MOOD MUSIC TO CREATE AN ATMOSPHERE

Symphony #6 in F Major, Pastoral (Beethoven) - birds, running streams peace

Classical Marches by the Boston Pops Orchestra

"Clair de Lune" (Debussy) - sad, poignant dreaminess

"Mars" music from The Planets (Holst) - sets an eerie or sinister mood

"In a Persian Market" (Ketelbey) - quick-moving, vivacious

Overture from The Magic Flute (Mozart) - especially fine as introductory music for a puppet performance.

"Song of India" (Rimsky-Korsakoff) - descriptive of a warm, peaceful day, water

William Tell Overture (Rossini) - vivacious introduction music

"Circus Polka" (Stravinsky) - check other compositions by same composer

"Skaters' Waltz" (Waldteufel) - for the rhythm of ice skating, a ballet, etc.

## LIGHTING

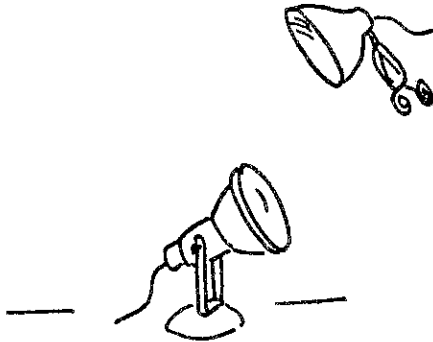
The basic purpose of all lighting is to illuminate the performance.

The best way to learn how to use lighting properly is by trial and error. If you are continually moving the puppets about under different lighting conditions you can't help noticing which effect looks best in a given situation.

Photo lights with a spring clip that fixes to table or chair is a good light source.

Spot lights that are used with christmas trees are effective.

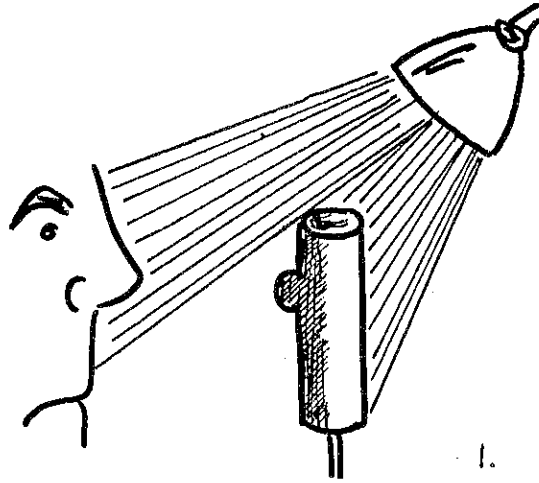
Use colored filters to create mood and effects.



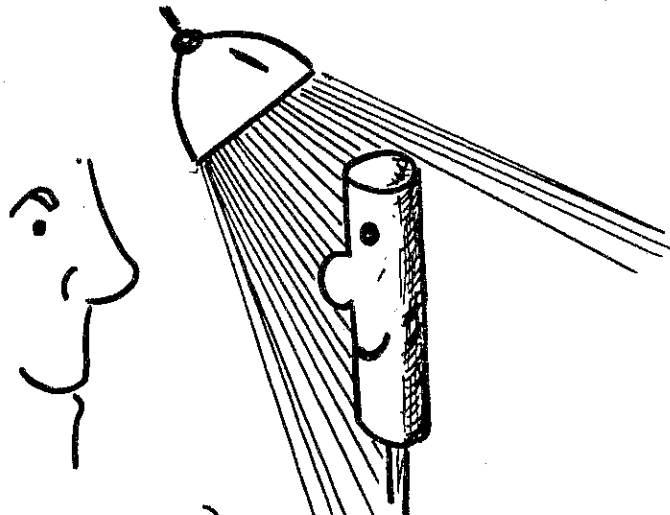
## LIGHTING THE SHOW

The basic purpose of all lighting is to illuminate the performance.

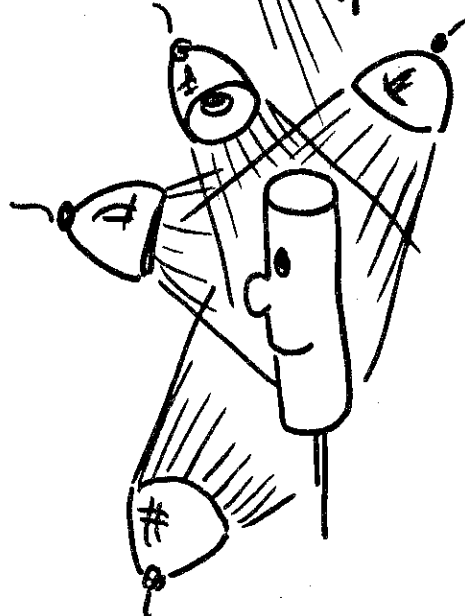
1. If the puppet is lit from behind the light gets in the audience's eyes.



2. The puppet properly lit, so that it comes to life.



3. More lights may wipe out the puppet's features, so that it also loses its shape and look flat.



## SIMPLE PUPPETS TO MAKE

### SPOON PUPPET

Materials Needed: Wooden or plastic spoons, scraps of material, construction paper, yarn, lightweight cardboard, pipe cleaners, and clay.

1. Draw a puppet face on the bowl portion of spoon. Make arms from a pipe cleaner if desired. Cut a robe or dress from scrap material.
2. Make headdress from a small square of material folded in a triangle. Glue headdress to spoon.
3. Or, draw a body for the puppet on lightweight cardboard. Color the body and cut it out. Then make a headdress or use yarn for hair. Paste the body of the puppet to the spoon just below the bowl of the spoon.
4. Manipulate the puppet by holding the handle of the spoon.

### PAPER SACK PUPPET

Materials Needed: Paper sack, newspaper, scraps of material, string, wire, tape, and tube roll.

1. Stuff a small sack (about number 4 size) with a ball of newspaper to form a head.
2. Place a tube roll in the sack to make the neck. Tie securely with a string or tape with masking tape.
3. Draw a face on the sack.
4. Gather a piece of cloth long enough to cover the hand and wrist well and tie cloth to the neck of the puppet.
5. Make hair or headdress as desired.
6. Arms may be made by rolling a piece of newspaper into a roll about  $\frac{1}{2}$  inch in diameter and 12 inches long. Insert a piece of medium weight wire in the roll. Secure to the back of the roll by taping in a crisscross fashion.
7. Dress the puppet as desired.

### PAPER PLATE PUPPET

Material Needed: Paper plate, construction paper, small wads of cotton, construction paper, and cloth for costume.

1. By folding a paper plate in half, the basic element of another interesting puppet is formed. The outer rim of the plate forms a wide mouth, and the fold forms a hinge which allows the mouth to open and close. The eyes are fashioned from construction paper and small wads of cotton. The teeth are made of construction paper glued inside the upper rim of the plate. The costume is made by attaching two pieces of cloth to the plate (one on the top and one on the bottom), leaving sufficient room for the hand to grasp the fold of the plate to manipulate the puppet.

## NEWSPAPER PUPPET

Material Needed: Newspaper, wire, tape, construction paper, yarn, nylon stocking, material for clothing.

1. Crumple a double sheet of newspaper to form a ball.
2. Place the ball in the center of an unfolded sheet of newspaper. Gather the paper around the ball to form the neck and body. Holding the paper securely around the head, tape beneath the head to form the neck. Leave the remainder of the paper hanging down to form the body.
3. Roll a sheet of newspaper lengthwise for the legs. Roll another sheet crosswise to form the arms. Tape arms and legs as needed to hold in shape. Insert a medium weight piece of wire in the arms and legs before attaching to the body.
4. Lay the legs across the body about 3 inches from the bottom of the body. Bring the paper back over the legs and tape securely. Fold the legs down.
5. Secure the arms in place by taping in a crisscross fashion around the body.
6. Cover the head with a piece of white cloth. Stretch a flesh-colored nylon stocking over the cloth and secure at the neck. To finish the head, add eyes, mouth, and nose cut from construction paper. Use yarn for the hair. Paint the arms and legs with tempera if desired.
7. Dress the puppet as desired.

## SOAP BOX PUPPET

Materials Needed: Soap box, scrap cloth, cardboard tube from a coat hanger, tape, glue, tempera paint or crayolas.

1. Create facial features with tempera paint or crayolas.
2. Construct costume from scrap cloth and glue to box.
3. Tape cardboard tube to box as means of manipulating the puppet.

## COAT HANGER PUPPET

Materials Needed: Coat hanger, nylon hose, tape, construction paper, yarn for hair, scraps of material, and paste.

1. Shape the coat hanger to form an oval or a profile for the face.
2. Cut the foot and top off a nylon hose. Tie a knot at one end and pull over the coat hanger with knot at the top and open end at the handle. Tape securely.
3. Cut features for the face from construction paper or felt, and paste on. Hair may be made from yarn or cut from construction paper.
4. Gather a piece of material over the handle to hide puppeteer's hand.
5. Manipulate as a puppet or hold over the face as a mask to help portray a character in a story.

### STICK PUPPET

Materials Needed: Heavy paper or thin cardboard, stick or dowel, paste, and crayons.

1. Stick puppets are cut out figures that are fastened to a stick or dowel. Draw a figure on heavy paper or thin cardboard. Color the puppet and cut it out.
2. Mount on a stick or dowel about 8 to 10 inches long. The figure can be cut double and the stick or dowel mounted between to give the figure a more finished appearance.
3. Cloth can be glued on finished puppet for clothes.

### FLYSWATTER PUPPET

Materials Needed: flyswatter, construction paper, bits of white paper, glue and crayons.

1. Cut facial features from construction paper and glue to the flyswatter.
2. Construct a beard from one solid piece of blue construction paper with tiny bits white paper glued to it.
3. Add hair, and costume as desired.

### POTATO PUPPET

Materials Needed: potato, scrap felt, yarn, glue, foot-long 3/16 inch dowel, and material for costume.

1. Select scrap pieces of felt for facial features and glue to the potato.
2. Stick the sharpened end of the dowel into the base of the potato 2 or 3 inches.
3. Glue cloth to the dowel or potato for costume.
4. Fasten yarn on top of potato for hair.

### BALLOON-TISSUE PUPPET

Materials Needed: Balloon, tissue spray starch, tempera paint, yarn and material for clothing.

1. Blow a small balloon to the size of a small orange. Tear some tissue into one-inch strips.
2. Spray balloon with spray starch.
3. Add one layer of the torn tissue. Spray with starch. Continue to add a layer of tissue and spray generously with spray starch after each layer. Add about 8 to 10 layers. When sufficiently thick, pinch in a nose, depress eyes, form mouth and ears. Let dry.
4. Paint with tempera paint, and glue on hair.
5. Roll a cylinder of paper to fit in neck after balloon has been deflated.
6. Gather material for dress and secure around the neck.
7. Manipulate by inserting finger into the neck cylinder.

## SAWDUST PUPPET

Materials Needed: Sawdust, wheat paste, tube roll, drink bottle, tempera paint, yarn, material for clothing, and bowl for mixing.

1. Mix two parts of fine sawdust with one part of wheat paste. Add water to make the consistency of cookie dough. Roll into a ball.
2. Insert a tube roll into the base of the ball and place roll over the neck of a soft drink bottle.
3. Press in on the ball of sawdust to make the eyes and mouth. Pull out a little for the nose and ears. Work until the shape is satisfactory.
4. Let it dry thoroughly. Drying may take two or three days and longer if in a damp climate.
5. Paint features with tempera paint. Glue yarn for hair. Gather cloth around the tube roll to form dress.
6. Manipulate the puppet by holding the tube roll.

## CHILD-SIZE PUPPET

Materials Needed: Brown wrapping paper, stapler, newspaper, paints or crayons.

1. Child will lie down on a large sheet of brown paper. Another child or leader will sketch around the child with a pencil.
2. Cut two pieces exactly alike as the sketch outlined is cut. Staple the edges together, leaving room to stuff with newspaper.
3. Paint or draw features on the figure. Stuff with crumpled newspaper.
4. To manipulate, the child will hold the figure in front of himself as he moves about.

## FINGERTIP PUPPET

Materials Needed: Construction paper, glue, shoe box.

1. Draw a small figure approximately 3-inches tall, or cut a small picture from old literature.
2. For each puppet cut a strip of paper about 1-inch wide and 2½-inches long. Glue the ends of the paper strip together to make a tube. Glue side of the tube to back of the puppet. Put forefinger into the tube and move finger to move puppet.
3. These could be used with a shoe box stage. To make the shoebox stage, remove the lid from the box. Cut a stage opening in the side of the box. Cover or paint the box.

## STUFFED SOCK PUPPET

Materials Needed: cardboard tube, masking tape, cotton sock, cotton, thread, material for facial features, glue, and material for hair.

Begin by making a cardboard tube into which the index finger will be inserted to manipulate the puppet; wrap a 5-inch long piece of cardboard or construction paper around the index finger; adjust it until it fits snugly; fasten the

tube together with masking tape. Place the tube in the toe of a man's large, cotton sock. Stuff cotton around it until the head of the puppet is formed. Let part of the tube extend down from the stuffed area to make the puppet's neck. Tie thread tightly around the tube where you want the head to end. Cut slits where the puppet's arms should be. The puppeteer's fingers can be stuck through to form the arms, or simple arms can be sewn on. Sew the costume to the sock, or let the part of the sock not used for the head, be the costume. Features can be stitched, painted, or glued on. Hair can be made from yarn, crepe hair, or crepe paper.

## SOCK AND GLOVE PUPPETS

by Sarah Walton Miller

**Materials Needed:** Sock, glove, red cloth, needle, thread, button eyes, old shirt sleeve, and material for hair (crepe hair, yarn, old wig, or fur).

Perhaps the most expressive puppets are made from socks. By moving his fingers, the puppeteer is able to give the puppet many expressions.

Glove puppets come close to sock puppets in expressiveness. Remember that the thumb is the lower lip in the glove puppet. Sew a dollar-sized circle of red cloth in the palm for the interior of the mouth. Tack the tips of the four fingers together (lest they separate in performance). Sew button eyes about the second joint of the finger. Use buttons with shanks for both socks and gloves for ease of sewing. All parts of both sock and glove puppet should be sewed. Glue does not hold up on stretch fabric. For hair on these puppets, use yarn or pieces of old wigs, or strips of cloth.

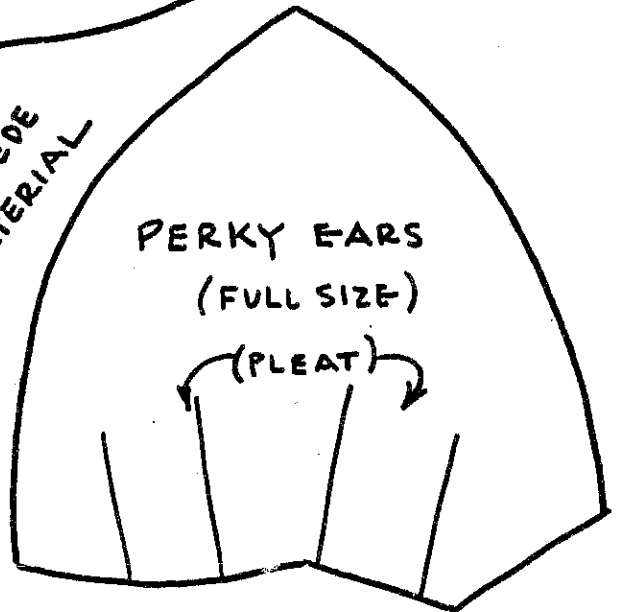
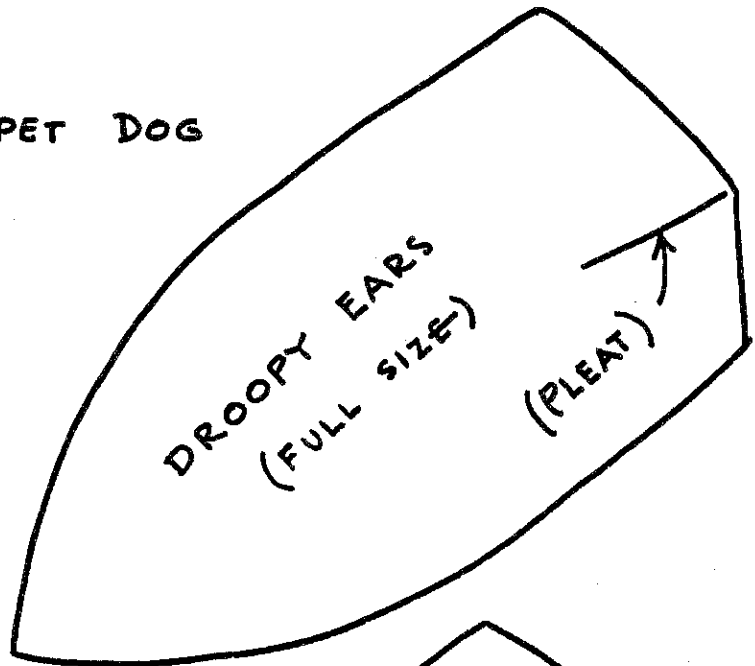
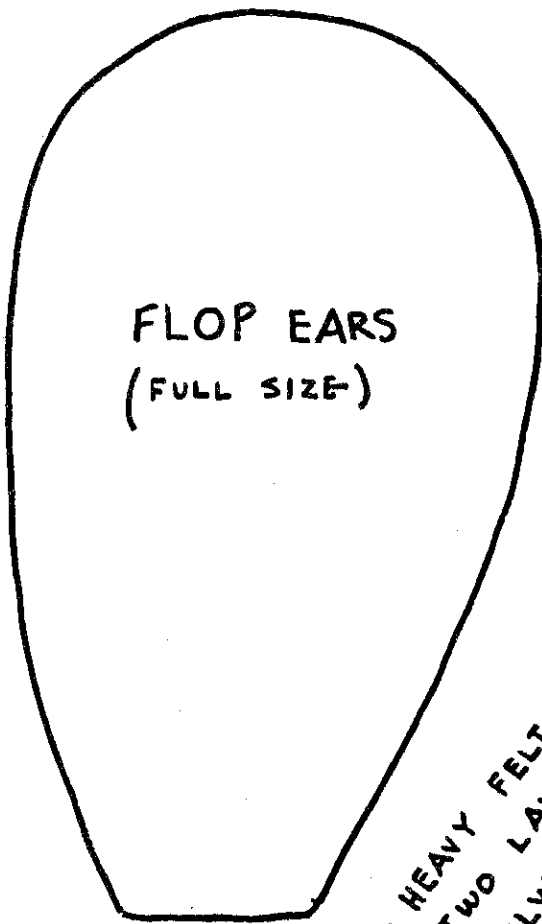
Sock puppets, too, use the fully extended thumb for the lower lip. A thumb curled down will not give good expression. Use socks that fit your hand. For women this is usually boy's size 6 to 7½; for men usually 8 to 9 or larger. The ribbed crew socks cling to the arm best. For people puppets the sole of the sock will be the inside of the mouth, the fingers fitting in the toe and the thumb in the heel. For this inside the mouth, cut a long oval from red cloth, 5 by 2½ inches, or as needed for the size of the sock. Flatten the sock out on a table, with the sole up. Pin the red oval in place on the sole from toe to heel, turning under the raw edge. Be careful to pin only through the sole and not the entire sock. Slip your hand into the sock and hand stitch the red oval into place. Small stitches make the puppet more durable.

To place the eyes, look on the toe for the seam. Sew the shank buttons in place just above that seam, placing them evenly from side to side. With a felt pen you may mark the eyebrows and eyelashes. Tack the hair to the top of the head. Hats, jewelry, sunglasses, and so forth, may be added as needed by the character. Costumes for sock and glove puppets are like shirt sleeves. In fact, old shirt sleeves are ideal. The costumes may be tacked onto the puppet at your wrist. With a little imagination and a few odds and ends of materials, socks can be made to suggest many animals and characters.



For a sock puppet dog, the sock will be reversed. That is, the sock will be on the hand upside down. The sole will be on the top of the hand with the heel over the back of the wrist to represent the dog's neck. Fingers and thumb will all be down in the toe of the sock, which becomes the dog's mouth. Over the entire tip of the toe of the sock, pin in place, as you did the mouth of the person sock, a circle of red cloth  $2\frac{1}{2}$  to 3 inches in diameter. Ease in the fulness of the circle, turning under the raw edges and stitches. Then push the circle in, so the fingers become the upper lip and the thumb the lower lip. If you tack at each side of the dog's mouth it will hold in place better. Just above the upper lip, sew a ball-like button or one of the balls from ball fringe. Place the button eyes on the sole of the sock at whatever distance you need for a long or short nosed dog. A cluster of yarn the same color as the sock can suggest a poodle's head. The ears will be two layers of felt sewed on each side of the head. In patterns are two types of ears: long flop, and perky. From this basic dog puppet you make a lamb, lion, cow and other animals by positioning eyes, changing ears, adding horns or mane and the like.

### EARS FOR SOCK PUPPET DOG



CUT FROM: HEAVY FELT (OR STITCH  
ALSO: TWO LAYERS TOGETHER)  
ALSO: VELVETEEN COTTON SUEDE  
OR OTHER STIFF MATERIAL

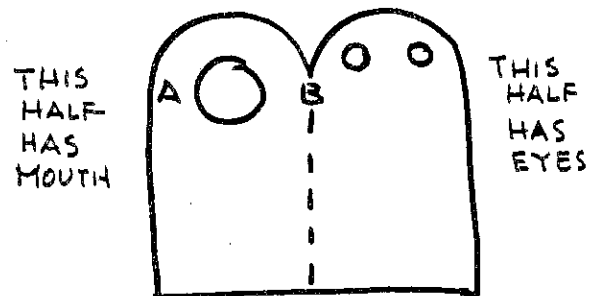
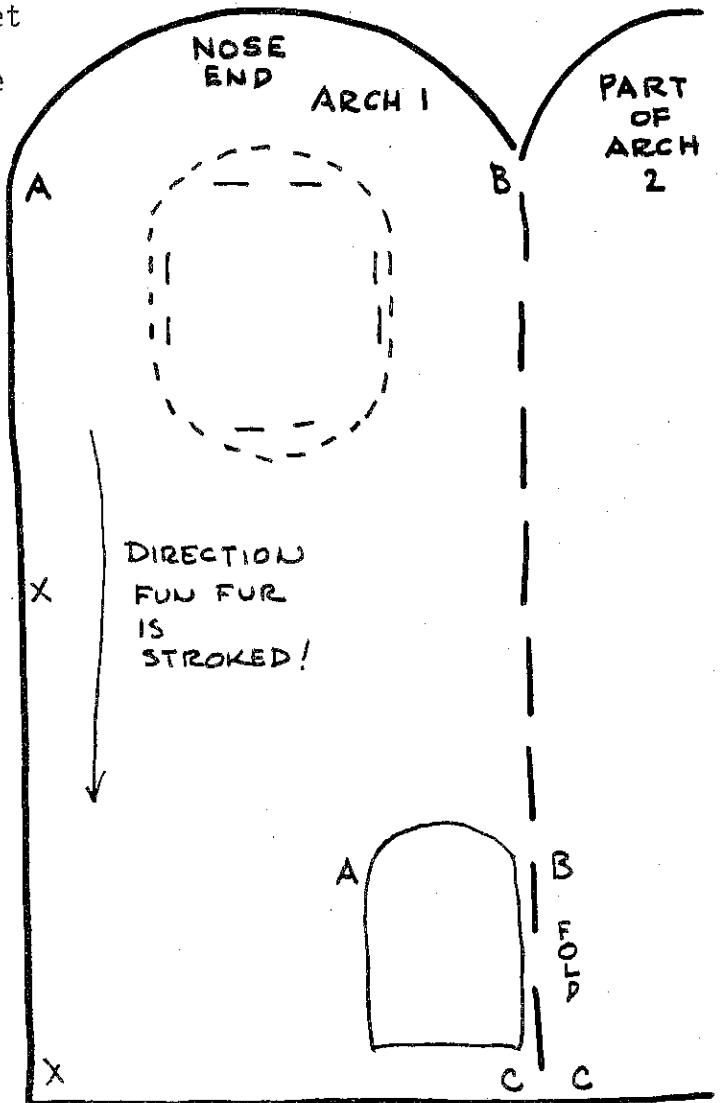
## FURRY FELLOW PUPPET

Materials Needed: Fun Fur - 12" or 13" wide, and 14" long.  
 Felt - 4½" or 3½" of a color contrasting to fur color.  
 Lightweight cardboard or stiff fabric - 4½" x 3½".  
 Frog eyes - any desired size.  
 Razor blade, or pointed scissors, pencil, chalk, ruler,  
 thread matching felt in color, needle, white glue.

Solid line shows left half of puppet pattern (A to B to C). Pattern is laid on back side of fur, with side AXX laid along side edge of fur. The top of the fur can be determined by stroking it. It should stroke from the nose end to the bottom, similar to a kitten's fur. With pencil or chalk, draw top arch of pattern A to B at top of fur. Remember, back side of fur faces up. Since pattern shows half of puppet, turn pattern over toward right to make a second arch and continue line down the side so cut fur outline looks like arch one.

Cut from the back side of Fun Fur with razor blade through backing and pull fur apart. Do not cut between the arches. When the mouth pattern has been cut in the fur as directed, make a felt mouth that is 1/8" larger than cardboard. Fur stretches and felt doesn't. After gluing cardboard to felt with tiny edge of felt, extending around cardboard, anchor mouth with pins as illustrated, and sew into opening. Attach frog eyes as illustrated (2" apart and about 1" from top). Fold the puppet, right sides inside. Start sewing at B, tucking stray ends of fur inside, and continue down to bottom. Turn inside out by peeling back bottom.

Mouth pattern: The mouth is represented on the illustration by the broken line in the oval shape. Make 1 mouth pattern of cardboard or stiff cloth. Use this pattern on back side of fur. Top of mouth is 1½" from top of puppet, and centered between sides of left half of puppet. On back side of fur, cut with razor, slightly inside of line, making the mouth a bit smaller than the pattern.



ATTACH EYES WHERE SHOWN  
 (2" APART AND ABOUT 1" FROM TOP)

## STYROFOAM BALL PUPPETS (by S.W.M.)

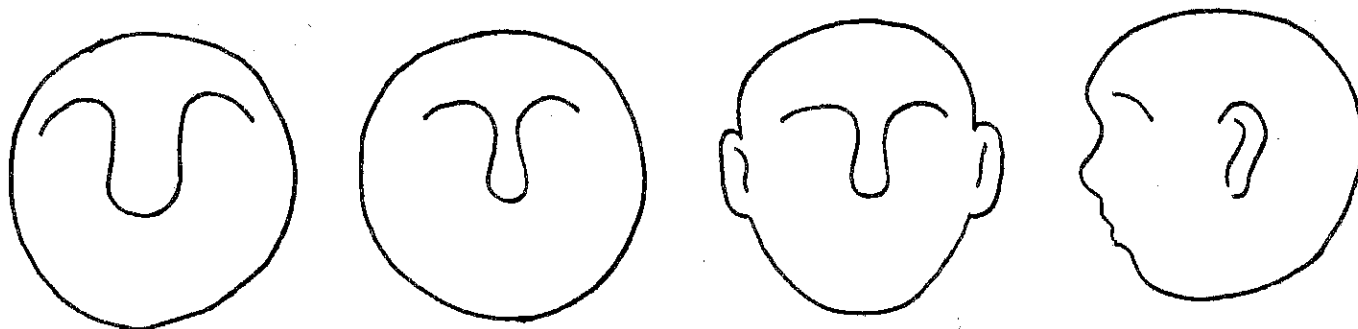
Materials Needed: styrofoam ball, pencil, latex paint, women's liquid makeup, glue, water, paper, lacquer, poster paint, and yarn, wig, crepe hair or fur for hair.

Styrofoam balls suitable for hand puppets come in 3", 4", and 5" sizes. The 3" size is large enough to be seen in a fairly large assembly room. There are two types of these balls on the market: porous and slick. Buy porous. Shape the head, not by cutting away, but by pushing and squeezing in little by little. To start the features, mark off with a pencil the general area of the eye sockets and nose, marking the nose wider than will be needed (to allow for shaping later). Push in the eye sockets and along the sides of the wide nose until the right depth is reached. Squeeze the nose into shape, narrowing it and shaping as needed for the character. If you wish ears to show, mark off ears larger than needed. Push in the head and cheeks around the ears. Then shape the ears as desired. For a narrower face, push in the cheeks. Lightly indent for the mouth and chin. If you make a mistake, don't despair. Turn the ball over and begin again.

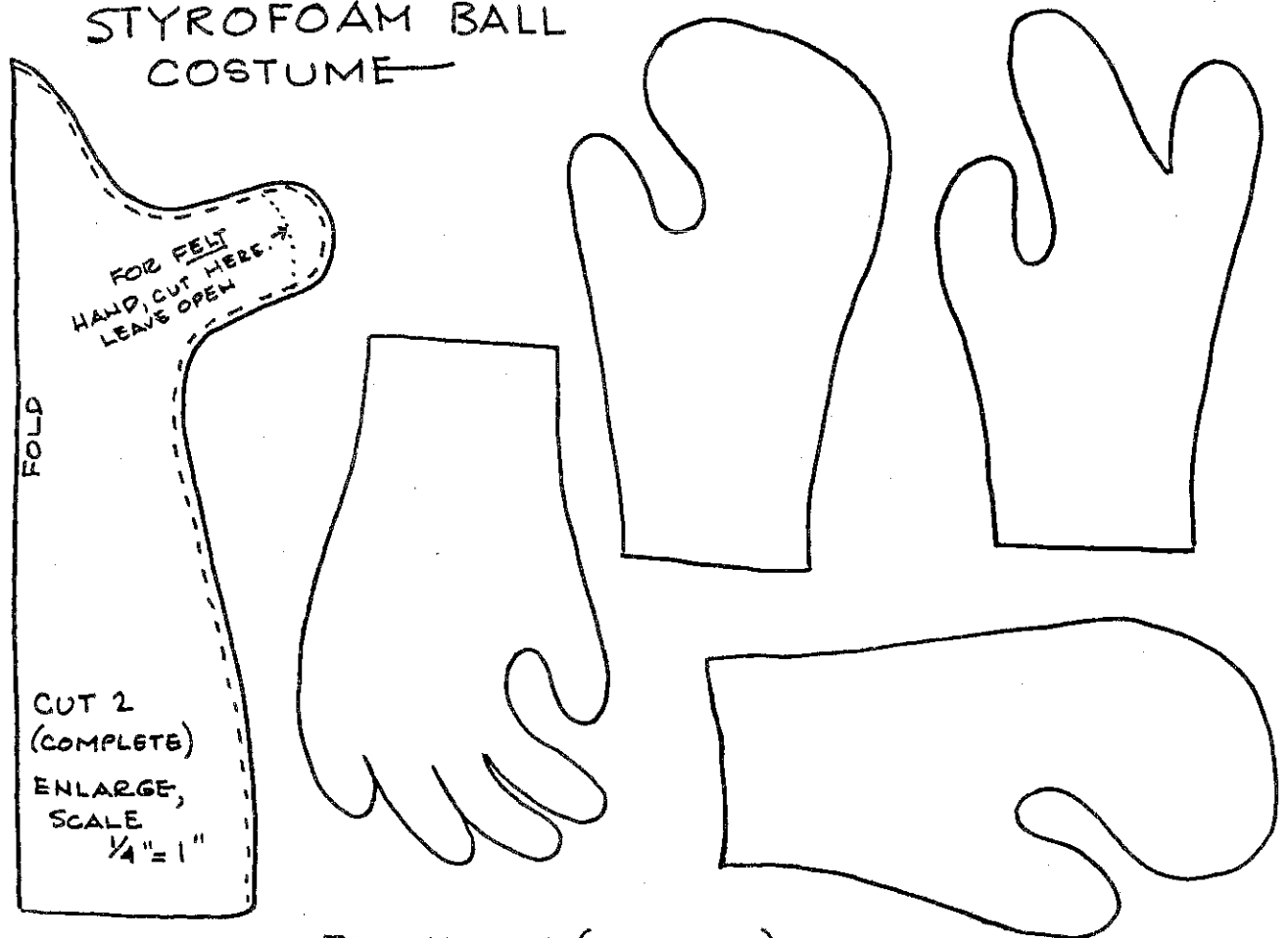
The next step is to make a hole in the bottom of the head where the neck should be. With a pencil, poke a hole to start and enlarge it until it will contain the index finger plus the neck of the costume (see patterns for costume help). This hole should be deep enough to reach almost the second joint of the index finger to give the puppeteer control.

At this point the head is ready for painting. Use any good latex wall paint. The dealer will mix a good skin color for you. Or, use women's liquid makeup and mix it with water and glue. For durability, use three layers, letting each dry completely before adding the next. The surface of the ball will still look rough, but is not noticeable a few feet away.

Next, paint on the eyes, lips, and other features. Use poster paint. Instead of painting on eyes, you may draw them on paper and paste to the head. At this point you may spray the head lightly and quickly with lacquer. It gives a bit of durability, but also adds a shine. This step is optional. The head is ready for hair, eyebrows, beard, mustache or anything else you want. Hair may be made from yarn, old wigs, theatrical crepe hair or fur. In attaching anything to these balls, an all-purpose glue is best. The final step is to glue the costume neck into the hole in the head. With costume on hand, pour glue into the hole. Push costume up into the hole as far as it will go. Gently remove the hand. Carefully lay the puppet aside until the glue in the hole has dried, even a day or two.



## STYROFOAM BALL COSTUME



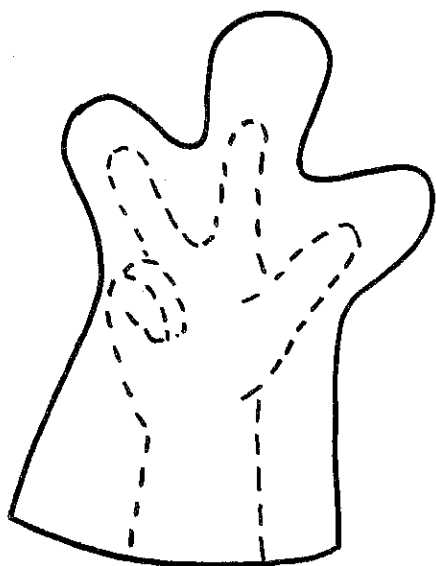
FELT HANDS (FULL SIZE)  
CHOOSE ONE, CUT 4. STITCH 2 TOGETHER FOR THICKNESS.

### ANOTHER STYROFOAM PUPPET

Materials Needed: 6" styrofoam ball, 1-foot  $\frac{3}{16}$  inch dowel, Duco cement, straight pins, crepe paper, cloth, pipecleaners, tinsel and crepe paper or yarn for hair.

Use a 6" styrofoam ball for the puppet's head. Sharpen one end of a one foot  $\frac{3}{16}$  inch dowel. Stick the sharpened end (coated with Duco Cement) into the styrofoam ball. The stick will serve as the handle to control the puppet's movements. With straight pins or Duco Cement, fasten facial features onto the styrofoam ball. Fashion the hair from crepe paper or yarn. Make the halo from pipe cleaners and tinsel. The costume can be made from crepe paper or cloth. Of course, other characters can be created with the basic styrofoam ball.

## DRESSING ONE-PIECE PUPPETS

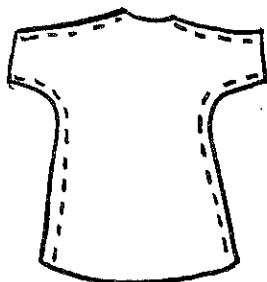


A simple, raglan-style dress will allow easy movement if the armholes are cut wide and low so that the finger and thumb can slip comfortably inside. If the sleeves are too tight or too long manipulation becomes impossible.

Clothes should be made of soft material which will not fray (such as felt).

Facial features can be drawn on with marking pen or painted on. Hair is made from yarn or cotton.

Hats, neckties, collars, etc. all add to the puppet's appeal. These can be made from felt.



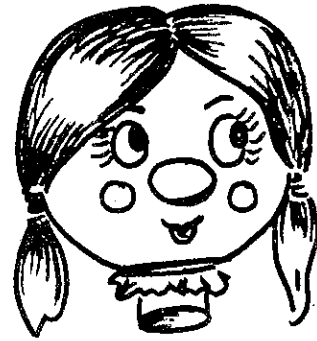
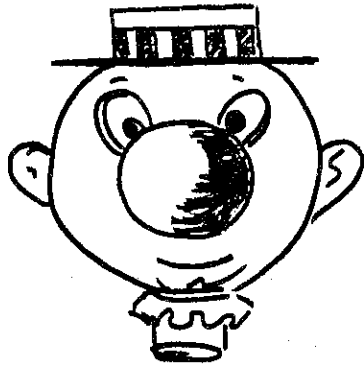
Cut 2. Sew together on shoulders, under arms and down both sides as show. Be sure your pattern is large enough.

## PAPER-MACHE' HEADS

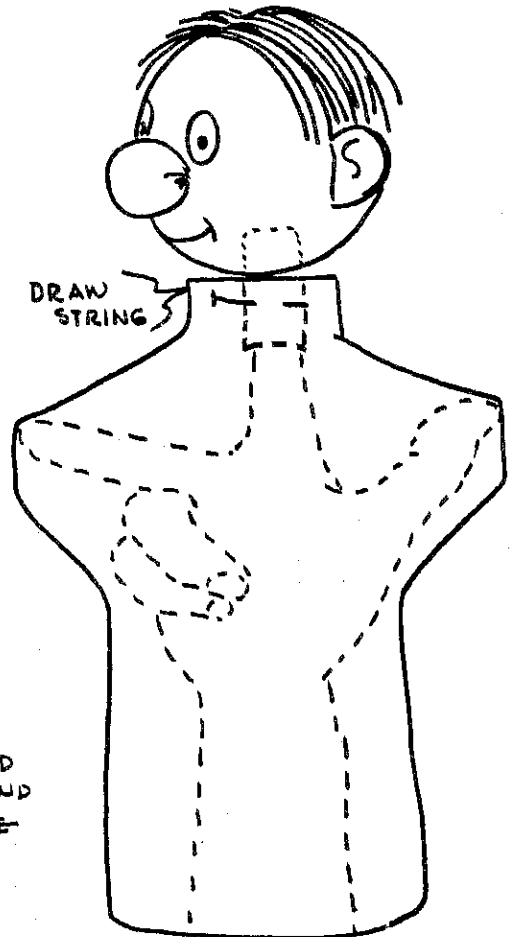
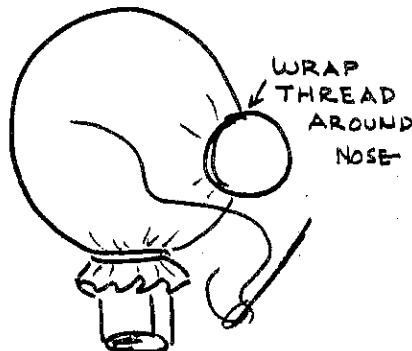
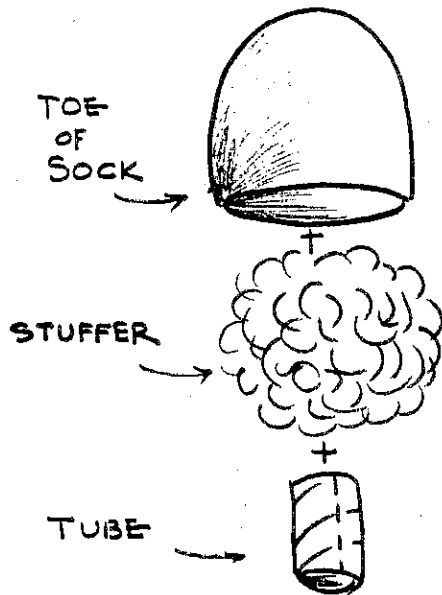
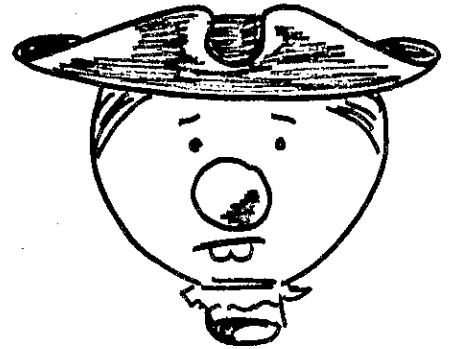
Materials Needed: wallpaper paste, paper toweling, two tablespoons of dry powder, pint of water, nylon net, and heavy foil or stiff nylon net for the base.

Although paper-mache' is difficult to dry in humid climates, it is true that heads made from this material are somewhat stronger than those made from styro-foam balls. This holds true if the paper-mache' is thick enough.

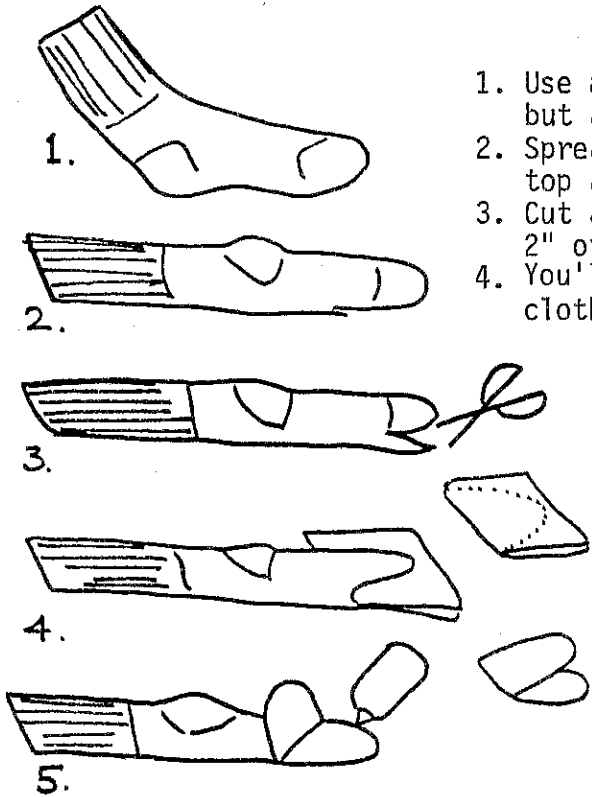
Wallpaper paste and paper toweling make good, clean paper-mache'. Two table-  
spoons of the dry powder in a pint or so of water is enough to make several heads. Crinkle up heavy foil or stiff nylon net as the base. Leave a hole in the back for the finger. Allow the head to dry thoroughly. This may take days. Then paint as suggested for the Styrofoam ball heads. Stuff the head with stiff nylon net before gluing in the costume.



# HAND PUPPETS



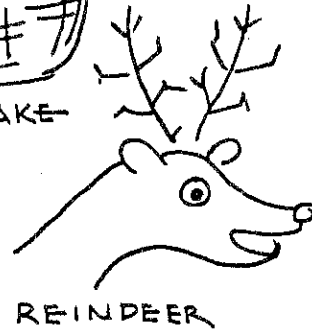
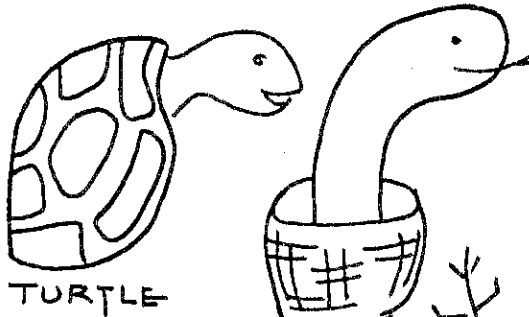
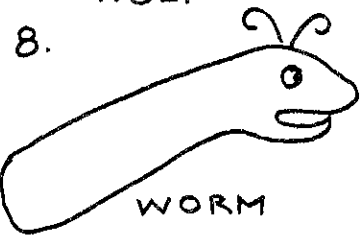
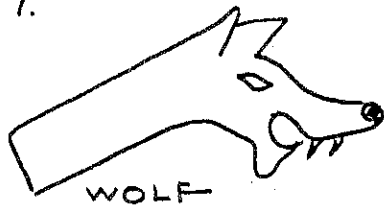
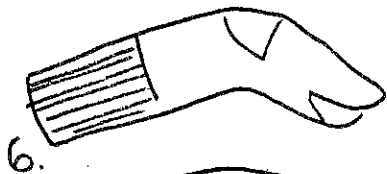
## SOCK PUPPETS



1. Use an old sock. Wool or fleecy socks work best, but any will do.
2. Spread the sock out flat so that the heel is on top as shown in illustration 2.
3. Cut around the edge of the toe and back about 2" or 3" as shown.
4. You'll need a small piece of red, pink or orange cloth folded in half as shown. Put the folded cloth inside the open part of the mouth so that the folded edge fits all the way back against the edge of the cut. Draw around the mouth with pencil. Remove the cloth and cut out the mouthpiece.
5. Sew or glue it into the sock as shown in illustration 5.
6. Turn the sock right side out when the glue is dry or the seam has been pressed.
7. The thumb should work the bottom lip while all fingers work the upper lip.
8. Glue or sew on features for faces. Stuff a little cotton into the heel to give the head shape.

You can be so creative with this easy-to-make puppet that you will think of many more animals to make.

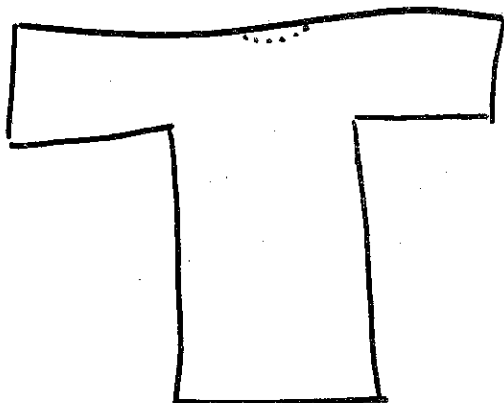
-Balboa '71



## SIMPLE ROD PUPPETS

Once you have a head on a stick, you have the basic form of a rod puppet, which can be used in many ways.

Rod puppets with spring arms will shake and look very lifelike when moved. Sew hands and fit them to the 'arms'.



Make a simple t-shaped shirt. The rod with its head is put through the neck hole. When it is at the right position the rod and coat must be fastened together at only one point in back, otherwise the head can't turn freely.

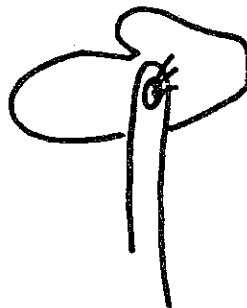
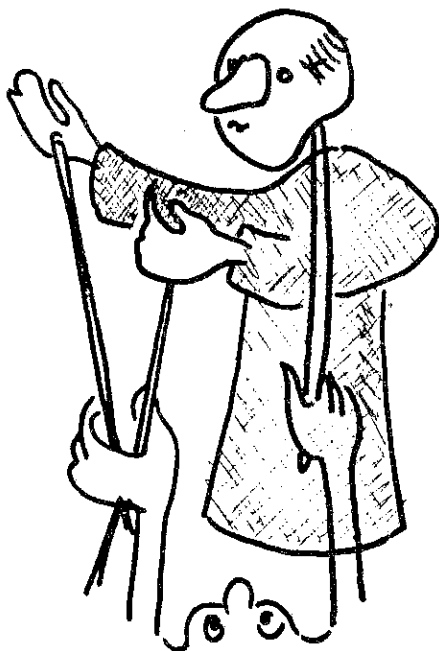
Over the rod puppet's coat you can put more clothing and ornaments; the coat is a basis on which to build.

### ACTION RODS

The arms and hands can be controlled with two rods. These might be made of aluminum, but other metal or wood may be used. Aluminum is suggested because it is easy to work and doesn't weigh much. However it gets bent easily, but is easy to straighten out again.

The action rods must be the same length as the rod that forms the puppet's back-bone.

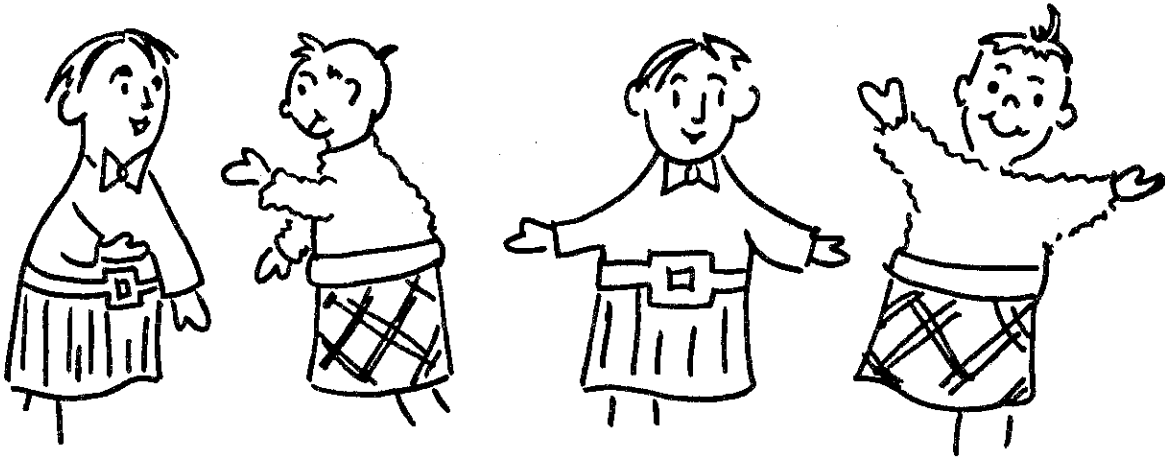
Using a hammer beat the aluminum rods flat at one end. Put a hole in the flattened end and stitch rod to hand, being careful not to fix too firmly so movement will not be restricted.





## "QUICKIES"

Often, telling familiar jokes or stories will help to get the feel of the action.



1. SON: Father, will you give me a quarter if I show you how I saved you a dollar?"

FATHER: Sure, son.

SON: Well, you promised me a dollar if I'd get a perfect report card.

FATHER: That I did, son.

SON: Well, I didn't, so I'm saving you a dollar! Ha, ha, ha!!  
Give me a quarter!

2. FATHER: For what was George Washington famous?

SON: For his memory.

FATHER: Why do you say that?

SON: They built monuments to his memory all over the country.

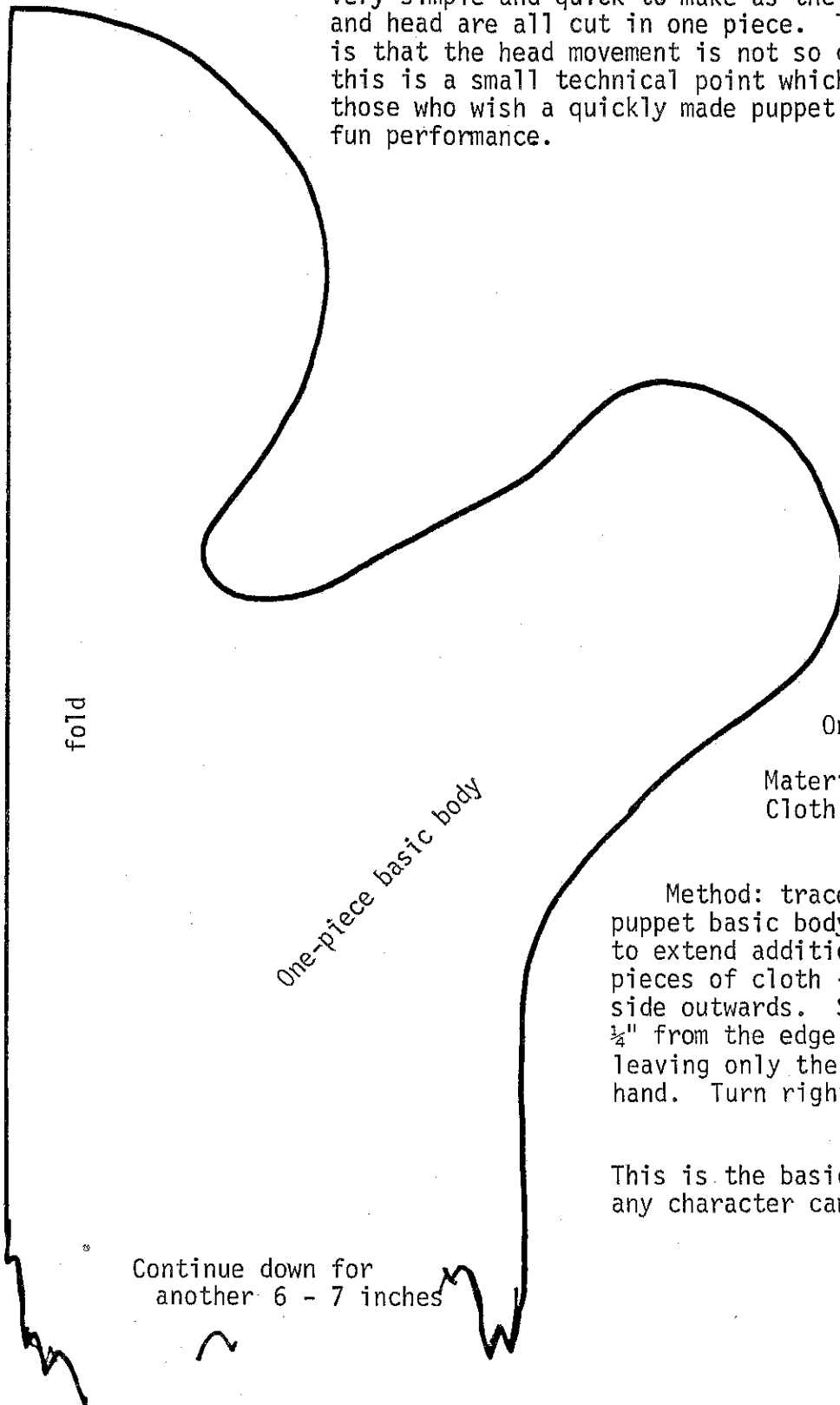
3. SON: Pop, I got a hundred in school today.

FATHER: Wonderful, son! In what subject?

SON: In two - forty in spelling and sixty in arithmetic.

## ONE-PIECE PUPPETS

One piece puppets are made of cloth and are more durable. Their advantages are that they are very simple and quick to make as the glove, arms and head are all cut in one piece. The disadvantage is that the head movement is not so controlled - but this is a small technical point which need not deter those who wish a quickly made puppet for a just-for-fun performance.



### Basic Method for Making One-Piece Puppets

Materials Needed:  
Cloth - 2 pieces,  $14\frac{1}{2}$ "x10"  
thread

Method: trace the one-piece puppet basic body diagram - be sure to extend additional inches. Cut 2 pieces of cloth - lay together, wrong side outwards. Stitch together about  $\frac{1}{4}$ " from the edge. Sew right around leaving only the bottom open for hand. Turn right side out.

This is the basic method from which any character can be evolved.

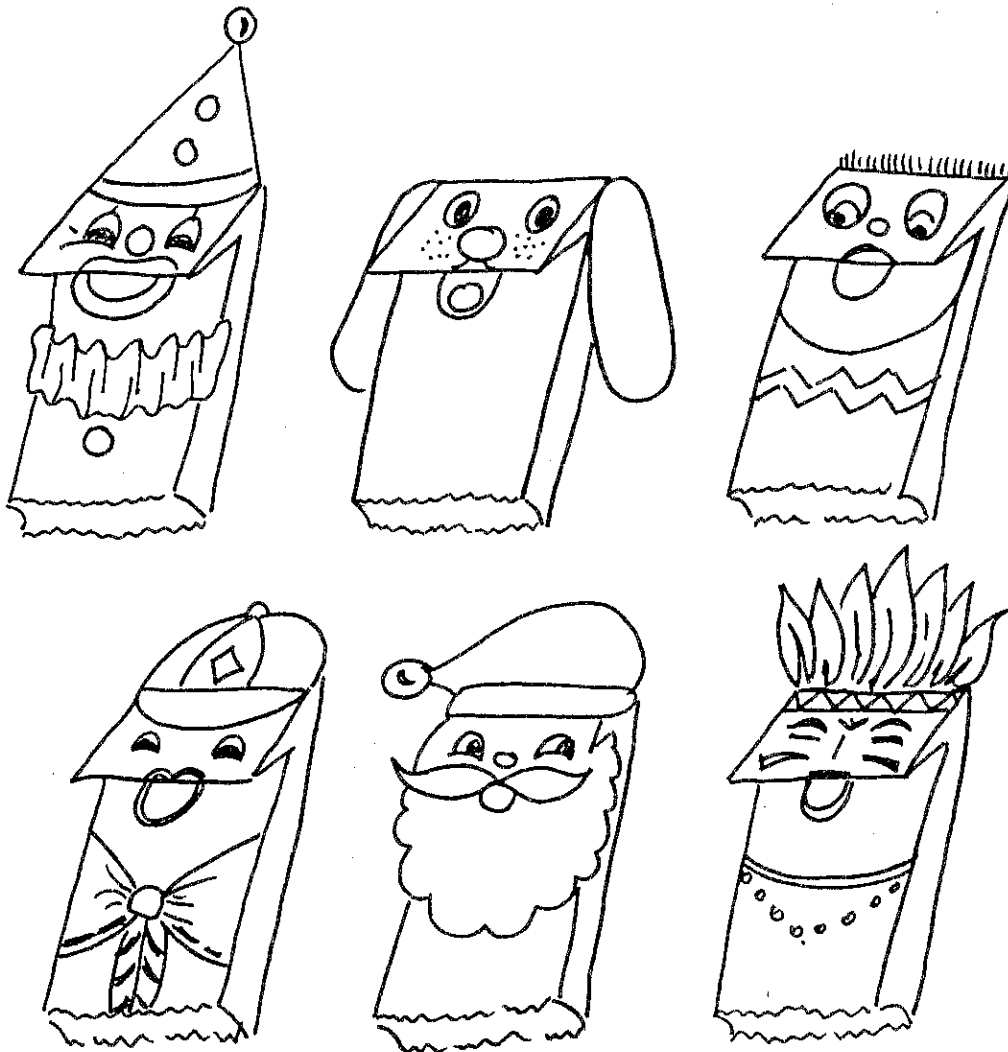
## PAPER BAG PUPPETS

One of the most popular and perhaps the easiest puppets for boys to make are those made from small (#4) paperbags from the grocery store. The bags are inexpensive and lend themselves well to the imagination.

The features are drawn, painted, or cut and glued to the bottom of the bag, with the mouth extending from bag bottom up side of bag a short distance. Draw mouth with bag bottom folded, then unfold and draw mouth inside fold. This fold is grasped with the fingers and opened and closed to make the puppet talk.

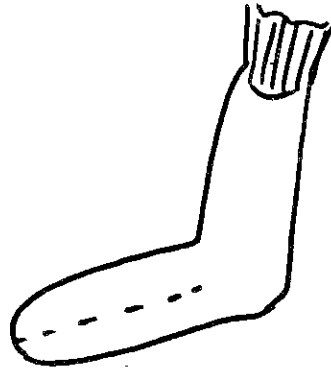
Hair, hats clothing, etc. - all of these are left to the imagination. Make these from colored construction paper, felt, cotton or similar material and glue them to the bag. Or the hair and clothing could be painted on the bag.

Keep a good supply of these handy bags on hand in your supplies - the boys may want to have an impromptu puppet show at the drop of a hat.

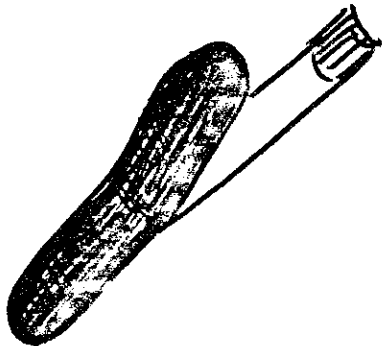


## CROCODILE PUPPET

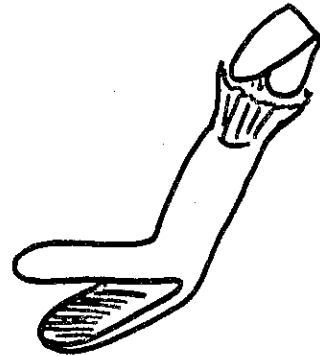
The best description of this fellow is "lovable". He's so much fun!! Children will need more help in making it than with most things; but they will have many happy hours of fun playing with it later.



1. Cut the foot of an old sock as shown by the dotted line.



2. Turn the sock inside out, and cut a piece of red material the shape of the opening (for mouth). Sew the red material to the sock with an overhand stitch (or the sewing machine).



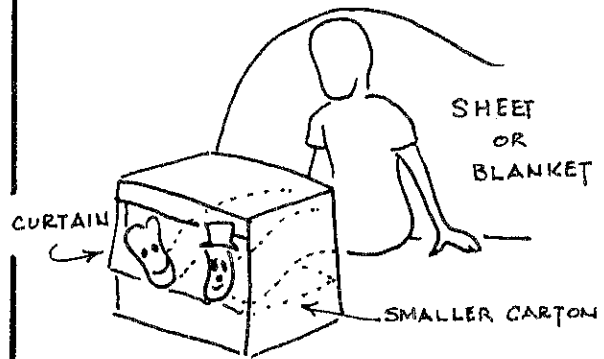
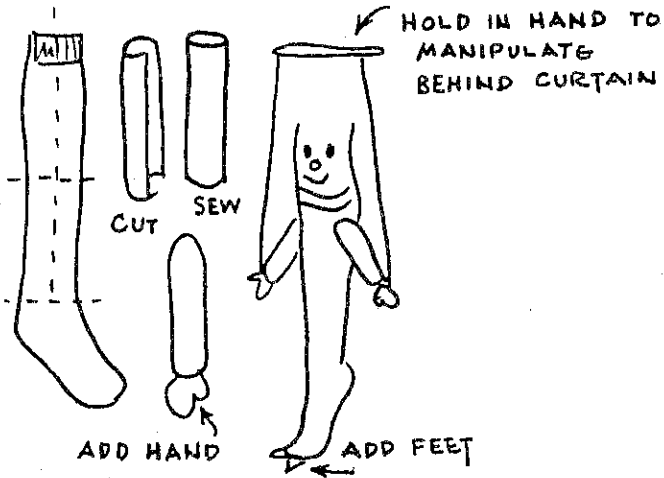
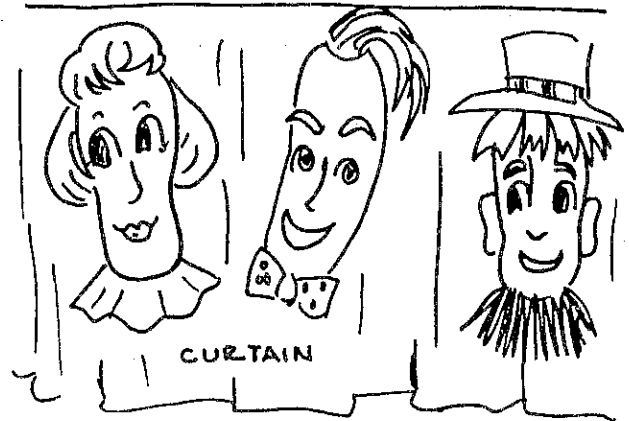
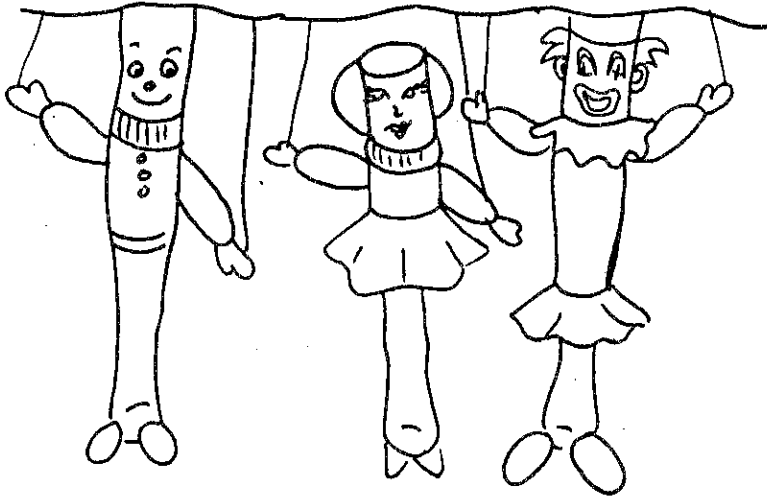
3. Turn sock right side out. Cut a piece of cardboard the same size as the red mouth. Fold in half, and insert into the sock.



4. Sew buttons for eyes and nose. Use yarn braids and curls for hair.

## FOOTSIES AND KNEESIES

CURTAIN



### KNEE PUPPETS

For each puppet you will need one sock to slip onto your leg for the body of the puppet, and part of another for the arms. Cut off the foot of the second sock; then cut sock leg in half lengthwise.

For arms, cut one of these pieces in half. (Save other half for another puppet). Sew across end and down side turn, stuff and sew to body. Sew felt feet onto toe of body. Sew felt hands to arms.

String the arms of each puppet to a stick, so that the puppeteer can wear a puppet on each leg and operate the two easily.

Use eyebrow pencil and lipstick to draw puppet's face on bare knees.

(contributed by Sue Turner)

### FOOTSIES

The faces on these funny footsies are on the sole of the sock. You can cut out felt features and sew or glue in place. Sew on yarn hair.

To portray different characters add collars, bow ties, hats or whiskers.

For Footsie Theatre, cut a cardboard carton as shown. Place a smaller carton inside as a resting place for legs. Drape a sheet over the puppeteer. Glue a curtain of crepe paper across front of theatre. Cut curtain into strips so foot puppets can 'enter' through curtain while legs of puppeteer are concealed.

## SHADOW PUPPETS

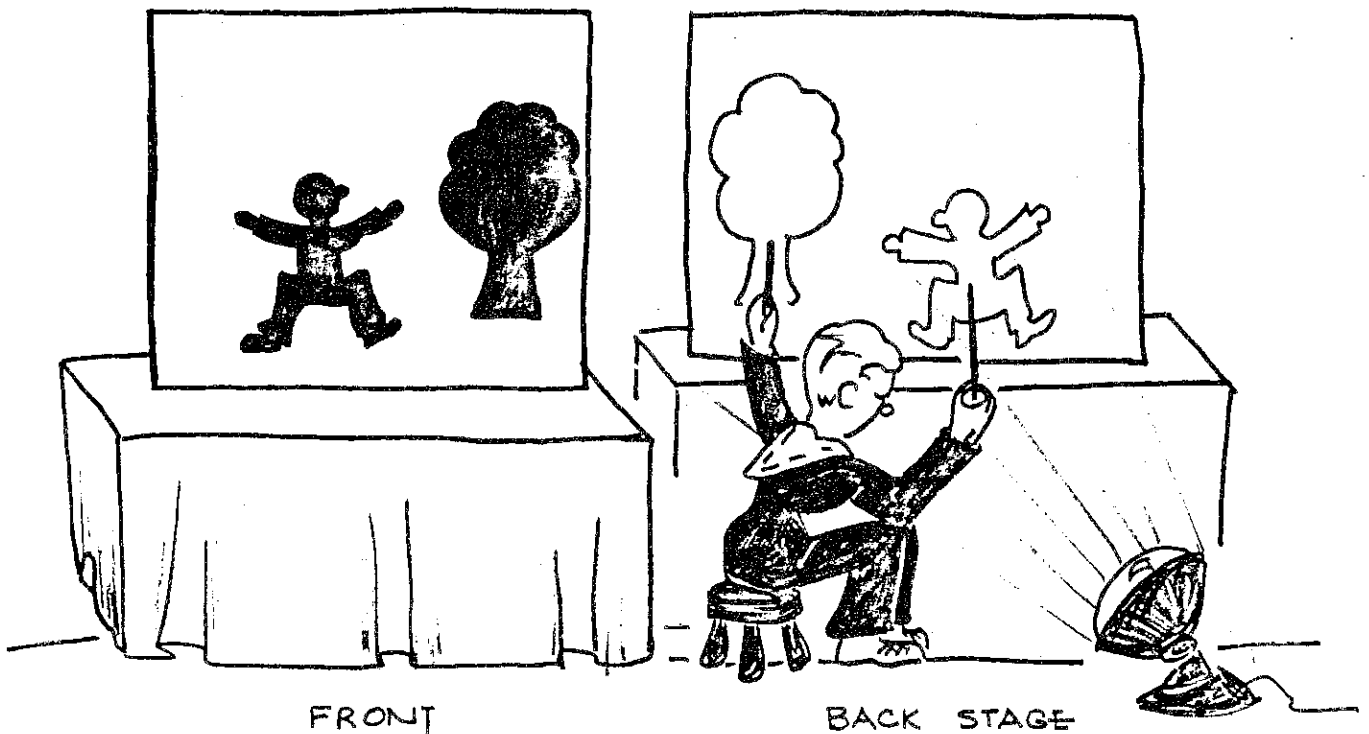
Shadow puppets are cutout figures placed behind a screen and lighted from the rear. The screen is constructed of varying types of materials, normally dictated by the size of the screen. If the screen is small, say 8" x 11", it may be made of white paper. However, the best screen material is some type of cloth. Muslin or a similar inexpensive material will work.

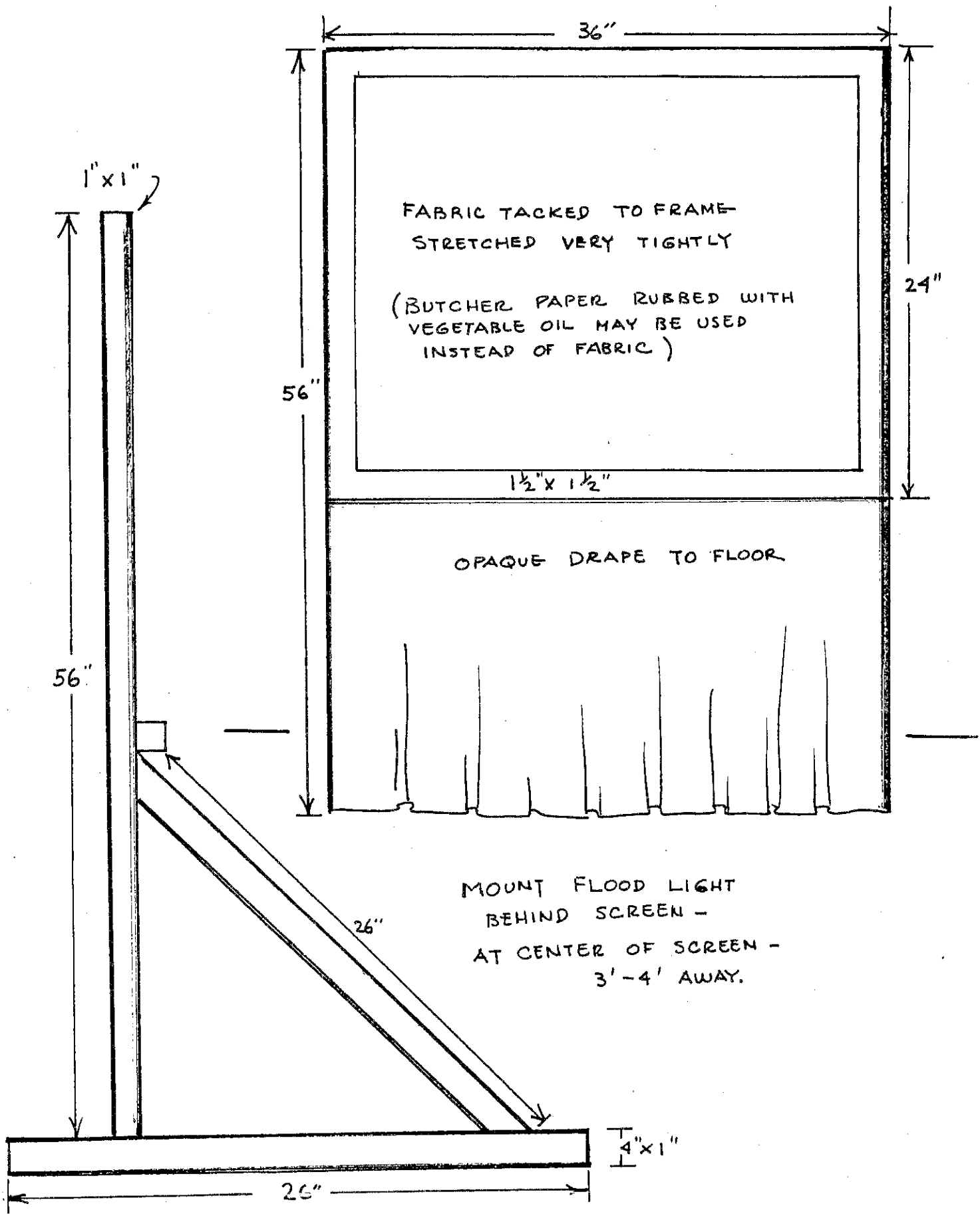
To make the screen, the fabric is stretched tight until there are no wrinkles or sags. The fabric is attached to a sturdy frame, normally wood or pipe. A facade can be imaginatively designed and painted to attract interest to the stage.

The puppets and scenery are cutouts. They are attached to one or more rods and held up behind and against the screen. These can be pure silhouettes. Or, by cutting out certain features, like eyes, they can take on two dimensional characteristics. Painting shadows and certain features will further enhance the puppet.

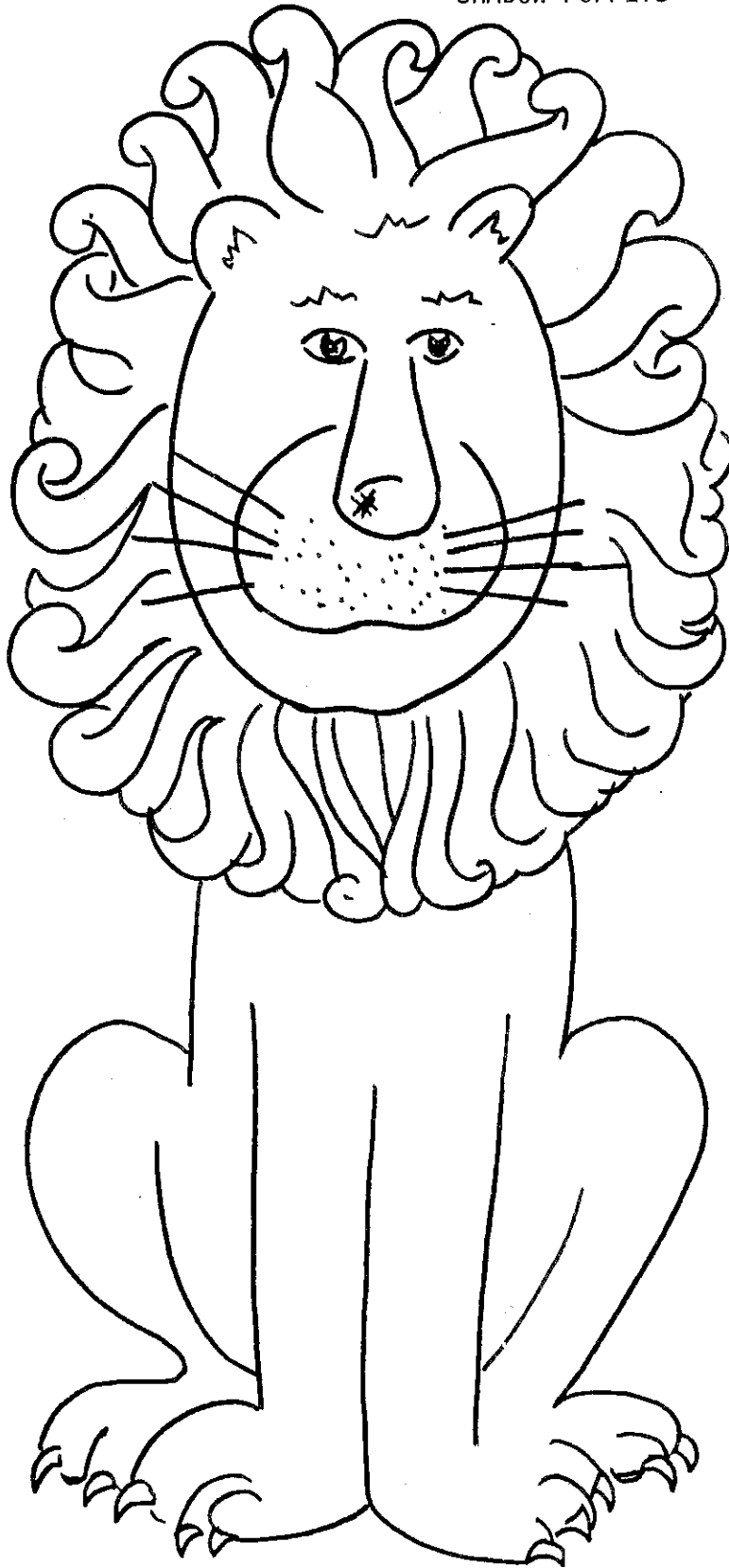
Body limbs can be jointed by varying types of hinges to enable the limbs to move independently. A rod must be attached to each limb in order to provide controlled maneuverability.

A light source is placed directly behind and slightly above the puppet screen. The light source may be a 150 watt house bulb, a 300 or 400 watt reflector spotlight, or special stage lights. These lights may be placed on a dimmer and the illumination varied for special effects. (The size lamps and type of light will depend on the amount of illumination of light necessary to project the images through the screen.)





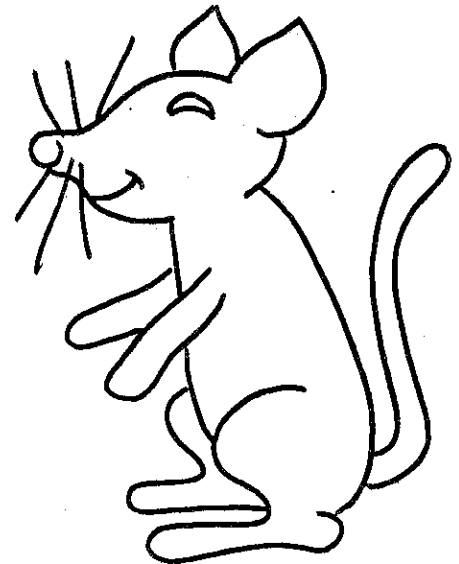
SHADOW PUPPETS



THE LION AND THE MOUSE  
(AESOP'S FABLE)

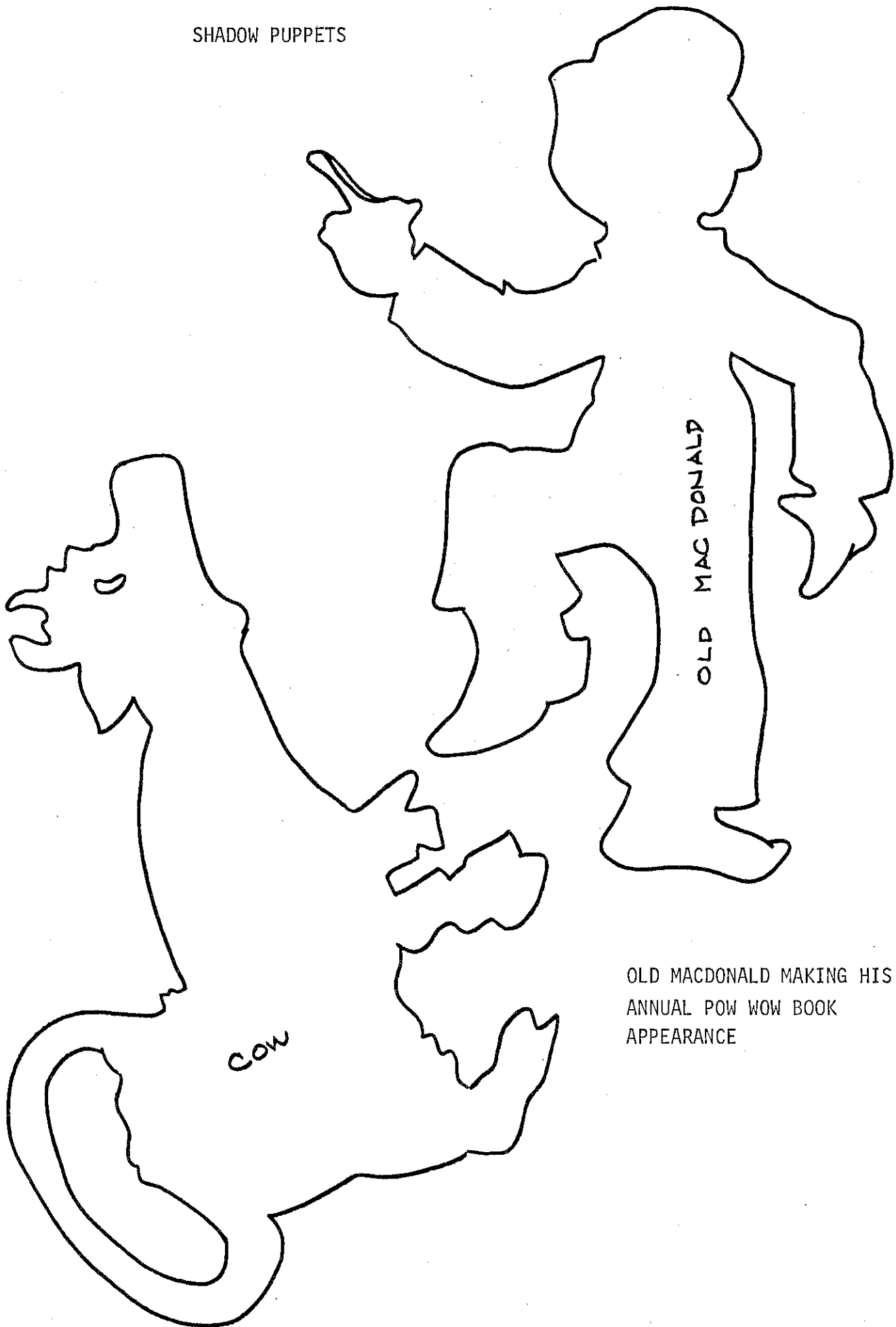
Cut from cardboard  
(outline only, no details)

Also make  
a simple  
tree shape.

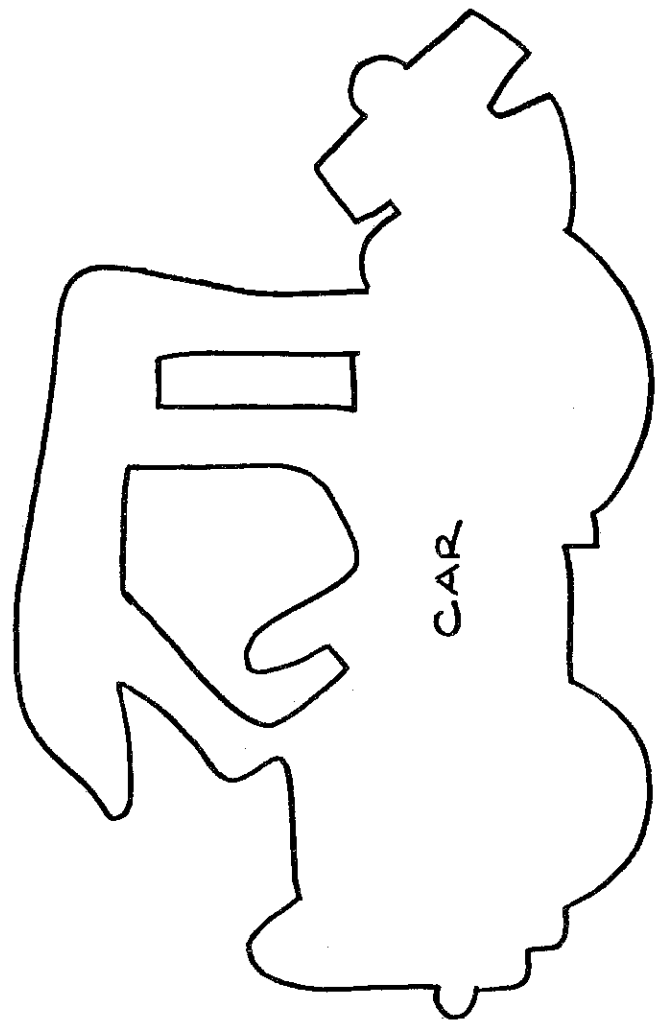
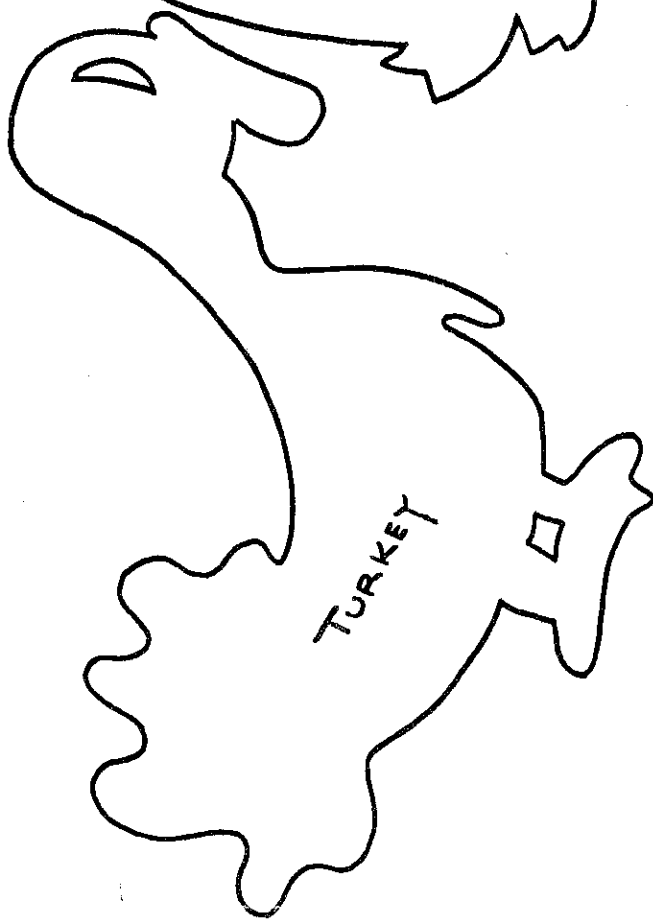
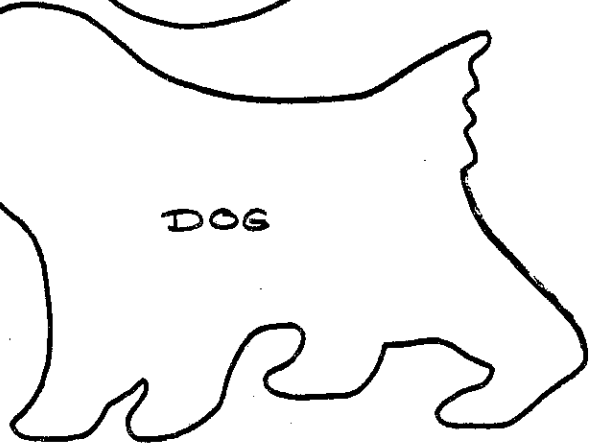
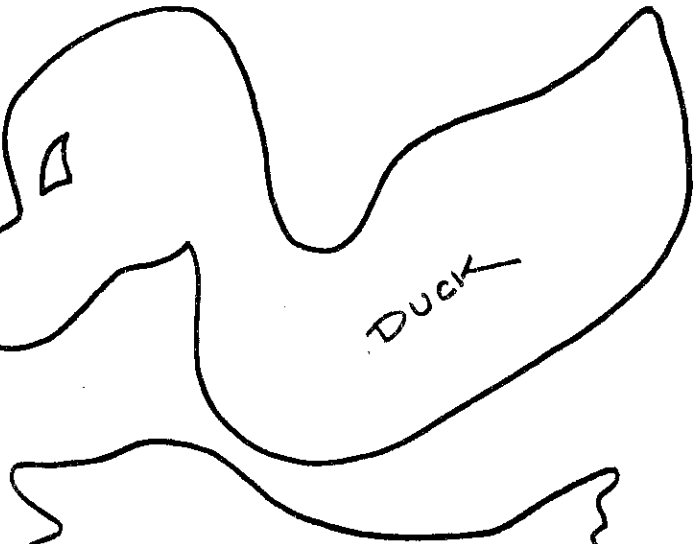
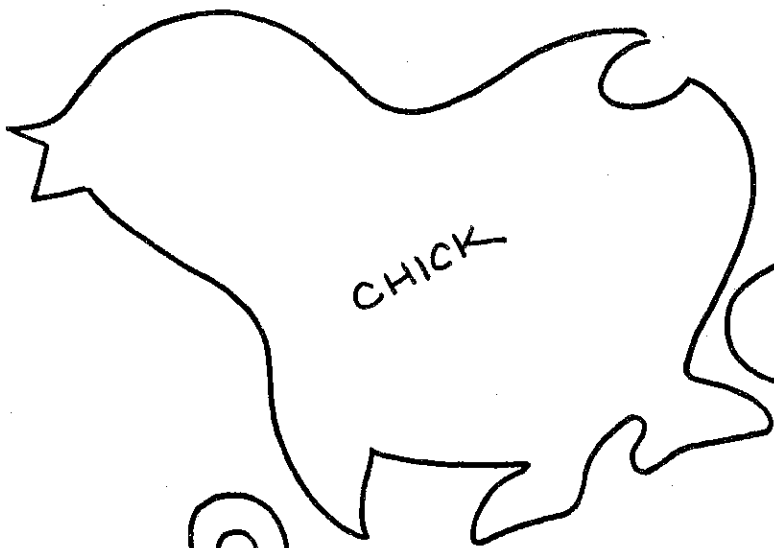




SHADOW PUPPETS

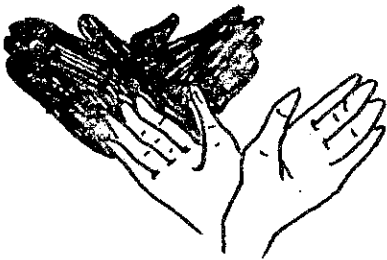
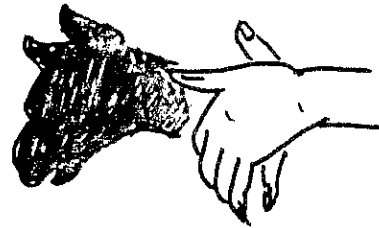
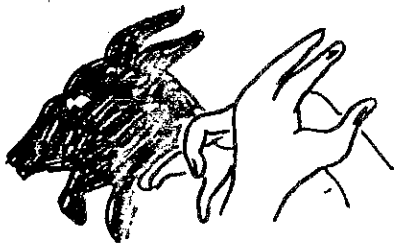
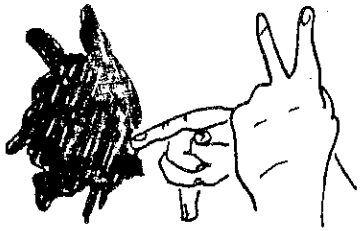


OLD MACDONALD MAKING HIS  
ANNUAL POW WOW BOOK  
APPEARANCE



## SHADOW FUN

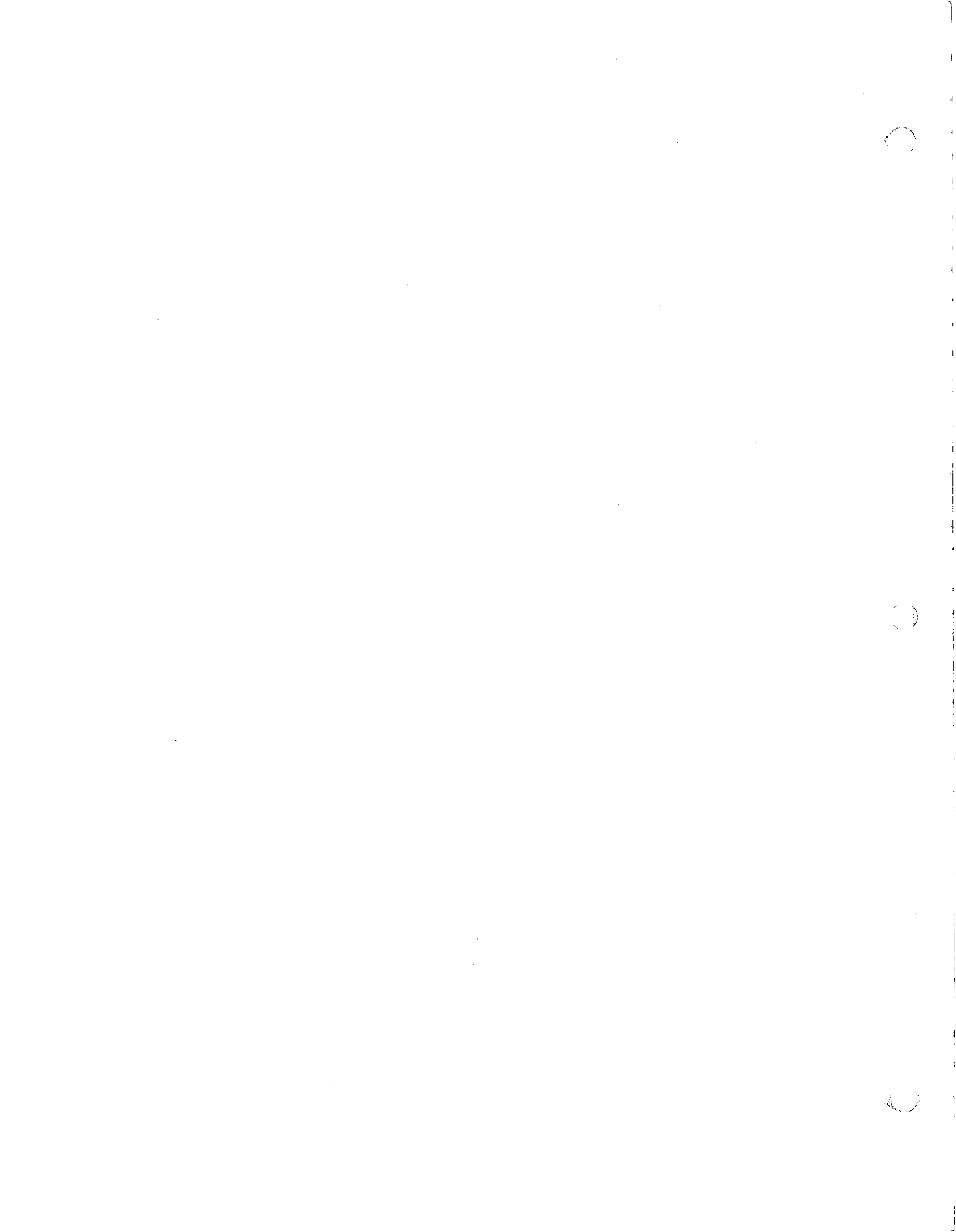
Shadows can be amusing! With a little practice you can make shadow pictures on the wall. Make sure the room is very dark. Have one bright light shining on you. Stand between the light and the wall, so that your shadow on the wall is clear and black and not too big. Then try holding your hands the way they are in the pictures below. The shadows of your hands on the wall will take on many different shapes.



FOR SUCCESSFUL SHADOW WORK USE STRONG LIGHTS .

WORK CLOSE TO THE SCREEN





The Helpful Christmas Mouse

MOUSE: Squeek, squeek  
NIGHT: Ho-Hum  
SANTA: Ho, Ho, Ho

Twas the night \_\_\_\_\_ before Christmas, and fast asleep in the house,  
Was wonder of wonders, a little fat mouse \_\_\_\_\_.  
A mouse \_\_\_\_\_ sleeping at night \_\_\_\_\_; Oh, what a riot!  
But the reason it happened - he was on a diet!  
How the mouse's \_\_\_\_\_ stomach began to hurt and growl,  
But since he was dieting, at night \_\_\_\_\_ he shouldn't prowl.  
Mom was so thoughtful before she retired that night \_\_\_\_\_,  
And for dear old Santa \_\_\_\_\_, she had left a bite.  
That night \_\_\_\_\_ in his dreams, the mouse's \_\_\_\_\_ nose did twitch,  
As the smell of the food made him dream of a sandwich.  
The more the mouse \_\_\_\_\_ lay there and quietly slept,  
The more the smell of food into his nostrils crept!  
Soon the poor little mouse \_\_\_\_\_ began to claw at his nose,  
And he began to quiver from his head to his toes.  
Though he was trying to sleep with all his might,  
His sleep had been ruined for the rest of the night \_\_\_\_\_.  
So up the mouse \_\_\_\_\_ got, and with a great big yawn,  
He peeked out the window and there on the lawn,  
He saw something there .. indeed a strange sight;  
For there sat old Santa \_\_\_\_\_ in the cold, dark night \_\_\_\_\_.  
He was holding his bag, as if ready to leave,  
But great salty tears were bouncing off his sleeve!  
The mouse \_\_\_\_\_ just stood there, as if in fright,  
Trying to imagine what was wrong that night \_\_\_\_\_.  
Then he crept to the door, and threw it open wide,  
And motioned for Santa \_\_\_\_\_ to come and join him inside.  
So Santa \_\_\_\_\_ came in and sat down with the mouse \_\_\_\_\_,  
And confessed that night \_\_\_\_\_ he felt like a louse.  
He had eaten so much during the holiday season  
That he couldn't go down the chimney - that was the reason.  
So Santa \_\_\_\_\_ and the mouse \_\_\_\_\_ made a contract that night \_\_\_\_\_.  
That he would help Santa \_\_\_\_\_ make Christmas come out right.  
Off they went together, old Santa \_\_\_\_\_ and that mouse \_\_\_\_\_,  
To pay the yearly visit to each and every house.  
The fat little mouse \_\_\_\_\_, so filled with delight,  
Ate for old Santa \_\_\_\_\_ all the snacks left that night \_\_\_\_\_.  
He had helped Santa \_\_\_\_\_ a Merry Christmas to give,  
He'd just sacrifice .. a fat mouse \_\_\_\_\_ would live.

-Joyce Newell

A Space "Odd-Essy"

THALASH: "Glob, gleep"

FLYING SAUCER: "I see it"

AFTER THE NAME OF ANY HEAVENLY BODY: "NASA, Yassuh"

Thalash\_\_\_\_, a one-eyed one horned, three-legged flying furry foreigner from far off Rigel\_\_\_\_ 4, one Rigellian day jumped (at least, it was a close approximation of jumping) into his flying saucer\_\_\_\_, a deluxe specially souped up Centurian Super Six, and zapped his way across the Milky Way\_\_\_\_ at what some would say was a frightful speed.

As his flying saucer\_\_\_\_ sped past Betelgeuse\_\_\_\_, the other major star in the constellation Orion\_\_\_\_, Thalash\_\_\_\_ bid a fond farewell to his home and set a course for an area adjacent to Ursa Major (the Big Dipper)\_\_\_\_, and Ursa Minor (The Little Dipper)\_\_\_\_ to visit a small solar system\_\_\_\_ he'd been studying in his search for other intelligent beings, and from which emanated electrical disturbances on many wave-lengths.

Using the relatively small, yellow star\_\_\_\_ as a beacon, he eventually found his way to the system he sought..nine planets\_\_\_\_ and a narrow asteroid belt\_\_\_\_. Manuvering his saucer\_\_\_\_ deftly about, he first decided the biggest planet\_\_\_\_ with the most moons\_\_\_\_ must be the dominate one. But, no, there were no inhabitants, no vast electrical disturbances, just surface raging with methane storms. So Thalash\_\_\_\_ fired up his souped up Centurian Super 6 Saucer\_\_\_\_ once again and headed for the 3rd planet\_\_\_\_, where he had noticed evidence of activity.

Drawing close, he first encountered two strange little white objects in orbit... the first had been launched many years ago, with nothing more than a piece of wood, by a sports figure named "Babe", the second more recently by a figure from the same sport named "Hank". He also ran across some artificial satellites and debris.

He monitored the high and low frequency waves emitted from various spots, and learned that this planet\_\_\_\_ was called "Earth"\_\_\_\_ by its inhabitants. He learned that in the area known as North America, another one of those strange bursts of electrical energy would take place in less than two revolutions of the planet\_\_\_\_ and learned its cause. Two days later Thalash\_\_\_\_ was nearly blasted out of orbit as something called the "Super Bowl" flashed on his viewing screen. Viewing it as a primitive form of combat, Thalash\_\_\_\_ judged the inhabitants to be at a low rung on the evolutionary ladder and headed his Super Six saucer\_\_\_\_ once again for home, disappointed in not finding really intelligent life in this sector of the galaxy\_\_\_\_. "Oh well," thought Thalash\_\_\_\_ maybe he'd have better luck the next time.

-Torrey Pines Pow Wow Book

Kites In The Spring

SPRING: Stand up and say Boing-ing while jumping into the air.  
KITES: Stand holding two hands in front of you as if holding kite string, look up and pull on string two times while saying: Flying High.

Now that Spring\_\_\_\_ is sprung  
The kites\_\_\_\_ are strung,  
All ready for lots of fun.  
Children gather round  
On the grassy ground  
To enjoy the bright Spring\_\_\_\_ sun.  
If you look so high,  
Up in the sky,  
Kites\_\_\_\_ you'll see everywhere.  
Children at play,  
Enjoy the day,  
Romping in the bright Spring\_\_\_\_ air.  
Kites\_\_\_\_ are fun  
For everyone,  
When Spring\_\_\_\_ time fun you want.  
So remember someday  
When someone chances to say,  
Go fly a kite\_\_\_\_, then say why not!

A Green Thumb

GREEN THUMB: That's Me!  
PLANT See It Grow

Oh what a terrible bummer  
When you're not a Green Thumber\_\_\_\_,  
And no matter how you rant and rave  
Not a single plant\_\_\_\_ can you save!  
You dig and hoe and shovel and rake  
Hoping a fine garden you can make.  
If only a Green Thumb\_\_\_\_ you could possess  
You would be full of happiness.  
Just to be able to make a plant\_\_\_\_ grow  
Would certainly be rewarding you know,  
But some can do it and some just can't  
Does it really take a Green Thumb\_\_\_\_ just to grow a plant\_\_\_\_?  
Well try it this Spring and I'm sure you'll agree,  
That stories are created by fools like me  
But it takes a Green Thumb\_\_\_\_ to grow a tree!

-Joyce Newell



How To Build A Thingamajig

DOODADS: Clickety clack, clickety clack  
DINGFORD: Whiz, bang, boom  
FREEDISTANT: Whoosh, whoosh  
HYGORICKY: Snap, crackle, pop  
SCATUHREEKUS: ALL sounds together

Very few families these days can get along without a thingamajig. While you can purchase them already assembled, in a wide range of sizes, shapes, and colors, they are relatively easy to put together yourself using one of the many kits available. Just follow these directions and you'll have yours built in no time at all.

The Doodads\_\_\_\_\_ of the thingamajig kit are enclosed in a plastic gizmo and stapled with the yellow assembly Dingford\_\_\_\_\_ to a Freedistant\_\_\_\_\_. The assembly Dingford\_\_\_\_\_ may be placed upon any corrugated doomaflatchy or Freedistant\_\_\_\_\_ to assemble your Doodads\_\_\_\_\_. Carefully remove the plastic gizmo of the Doodads\_\_\_\_\_ from the Freedistant\_\_\_\_\_ and lay out the Doodads\_\_\_\_\_ on a clean acka-muhrackus. Learn the name of each Doodad\_\_\_\_\_ by comparing with the assembly Dingford\_\_\_\_\_ and assemble the Doodads\_\_\_\_\_ in the order listed. You will need a dealy with a 3/16" gizflunky for the Hygorickys\_\_\_\_\_, and a pair of shirilloracks.

Using a witchafiggle, carefully punch 1/8" whatnots through the assembly Dingford\_\_\_\_\_ and Freedistant\_\_\_\_\_ where each Hygoricky\_\_\_\_\_ goes. These whatnots are openings for the hoosis Hygorickys\_\_\_\_\_ used to frammiss the Doodads\_\_\_\_\_ together. Now frammiss the chingus to the Freedistant\_\_\_\_\_, being careful to place the whatchamacallits catiwompas to the hootnanny and under the Hygorickys\_\_\_\_\_, as shown on the Dingford\_\_\_\_\_. If the chingus is reversed, chingadera for schmenahaws, the thingamajig will not function properly.

Tighten two fistareous valves underneath the Freedistant\_\_\_\_\_ using your delay. The fistareous valves are used to widget the thingamajig hickeys from one Doodad\_\_\_\_\_ to another. Now glommis a jigger to the demesanti and the door-funkey by the whatchamacallits. Put a dingus on each Hygoricky\_\_\_\_\_ and tighten to the Dingford\_\_\_\_\_. Be sure the chingus is loose enough so that the thingamabob can rotate easily, but don't have it sloppy loose, or it might become discombooberated and fly off and hit somebody in the doohinkey.

Now you're done and should have a smoothly operating thingamajig when you turn the Scatuhreekus\_\_\_\_\_.

-Torrey Pines Pow Wow Book

It's All In your Mind

JUMPING JACK - Stand up and jump once and then say "Boing-g-g". then sit down.

RUNNING RALPH - Stand up and run in place, bringing feet down three times, then say "Zip-p-p" and sit down.

COMPUTER CHARLIE - Stand up and in robot fashion, swing arms back and forth saying: "Does compute, does compute"

This is the story about a boy called Jumping Jack\_\_\_\_ and another one named Running Ralph\_\_\_\_, and still another boy called Computer Charlie\_\_\_\_. These three boys were all friends and they stuck pretty close together around the neighborhood.

Jumping Jack\_\_\_\_ got his nickname because everywhere he went he was always jumping over things for no apparent reason except that he liked to jump. You would see the boys walking along the street with Jumping Jack\_\_\_\_ jumping over benches, curbs, bushes, fences and almost everything that wasn't too high.

As you have probably guessed, Running Ralph\_\_\_\_ got his name because he was always running. Maybe it was because his legs were shorter than those of his two friends, which meant that he had to run to keep up with them.

Computer Charlie\_\_\_\_ got his name because he was a very intelligent boy, and excelled in mental skills. Everyone teased Computer Charlie\_\_\_\_ because he wasn't good in sports and wasn't as strong as his friends Jumping Jack\_\_\_\_ and Running Ralph\_\_\_\_. However this didn't matter to them because the three boys were great friends and went everywhere together.

One day something happened to prove to all the other children that Computer Charlie\_\_\_\_ was just as valuable to this world as anyone else, and that having strong muscles is no more important than being good in mental skills.

The three boys, Jumping Jack\_\_\_\_, Running Ralph\_\_\_\_ and Computer Charlie\_\_\_\_ were on their way to the store one day when suddenly they saw the local bank being robbed and the robber making his getaway. Jumping Jack\_\_\_\_ jumped over hedges and fences to hurry to a neighbor's house to call the police. Running Ralph\_\_\_\_ was right beside him. But Computer Charlie\_\_\_\_ just stood there, watching the whole thing. The swiftness of the two boys brought the police running to the scene of the robbery. The policemen began asking questions. But Jumping Jack\_\_\_\_ and Running Ralph\_\_\_\_ could tell them nothing about the robbery because they had been too busy running to telephone the police. But Computer Charlie\_\_\_\_ began rattling off a long list of facts about the model and color of the car, the license number, the direction the robber went, and a full detailed description of the robber. His mental ability was a great help to the police.

After reading about it in the local newspaper, all the children were so proud of Computer Charlie\_\_\_\_ that they never once teased him again about his mental skills. They came to realize that the Computer Charlies\_\_\_\_ are just as important in this world as the Jumping Jacks\_\_\_\_ and the Running Ralphs\_\_\_\_ because when they all pool their talents they can accomplish great things!

Sit-Down Hike

The leader explains that he is taking the group on a hike and they are to be doing as he does and say what he says. In the following, the lines are repeated twice at first to get you started. The audience should repeat all lines and do all the actions.

LEADER: Do you want to go on a hike in the mountains?  
GROUP: Do you want to go on a hike in the mountains?  
LEADER: Alright, let's go.  
GROUP: Alright, let's go.  
LEADER: Let's start walking (make walking sounds with feet on floor)  
GROUP: Repeats above lines and actions. And so on for rest of story.  
LEADER: We'll have to cross a bridge. (hit palms on thighs to sound like feet on a bridge)

Here we are across the bridge, and the horses are waiting to take us up the steepest part of the mountain. (hold reins with hands, bounce up and down on chair, while making clucking sounds with tongue against roof of mouth to sound like hoofbeats)

This is the end of the horse trail. We'll hike from here to the glacier. (walking sounds with feet on floor)

Oh dear, we've run into a swarm of mosquitos. (walking sounds speeded up; start slapping face, neck, scratching here and there)

Let's walk faster and get away from these mosquitos. (walking sounds speeded up)

See off there. There's our glacier. (shade eye with one hand and point with the other)

Let's run. (running rhythm, slapping palms on thighs)

And now for the fun. We'll slide down the glacier. (give a 'whooshing' sound, ending with 'wheeeee')

We came down a lot faster than we went up. Keep tramping.  
We will soon be back home. (walking sounds gradually become softer and softer, and finally stop)

-Pack-o-Fun Magazine

Getting In The Swim

JOEY: A Cub Scout  
MRS. ROGERS: Den 1, Lots of Fun  
CUB CAMP: Oh Boy, Oh Boy  
SWIM (SWIMMING): Splash, splash

"Oh boy, Oh boy!", exclaimed Joey\_\_\_\_, "I get to go to Cub Camp\_\_\_\_ this year!"  
"How nice", said Mrs. Rogers\_\_\_\_, Joey's\_\_\_\_ Den Leader, "I know you'll have a lot of fun". "You bet, Mrs. Rogers\_\_\_\_," "I get to make all kinds of crafts and work with wood, but best of all, I get to swim\_\_\_\_ every day in the big pool" said Joey\_\_\_\_. "But Joey\_\_\_\_, you have a swimming\_\_\_\_ pool at home don't you?" asked Mrs. Rogers\_\_\_\_. "Sure I do" replied Joey\_\_\_\_. "Then why are you so excited about going to Cub Camp\_\_\_\_ to swim\_\_\_\_?" Mrs. Rogers\_\_\_\_ asked. "Well," said Joey\_\_\_\_, "At Cub Camp\_\_\_\_ I'll get to swim\_\_\_\_ with a whole bunch of guys and we can play games and have fun in the pool." "Can't you do those things in your swimming\_\_\_\_ pool?" inquired Mrs. Rogers\_\_\_\_. "Oh no!" Joey\_\_\_\_ replied. "When you swim\_\_\_\_ or play games in the pool, someone should be there to see that no one gets hurt. My Mom says that she just doesn't have the time to watch us". "At Cub Camp\_\_\_\_ they have life guards to watch us swim\_\_\_\_ and play games". "Yes," said Mrs. Rogers\_\_\_\_, "and also to see that the games don't get too rough. You know, Joey\_\_\_\_, that unless care is taken, boys can be badly hurt playing in a pool..." "Oh sure, Mrs. Rogers\_\_\_\_, but at Cub Camp\_\_\_\_ they use the Buddy System and each boy has a buddy that he watches out for." said Joey\_\_\_\_. "Now that's a real good system," replied Mrs. Rogers\_\_\_\_, "Maybe it would be a good idea to use it in your swimming\_\_\_\_ pool at home." "And Joey\_\_\_\_, I will speak to your Mother and maybe she will let the whole Den come over and swim\_\_\_\_ this summer. If so, I will go along and be the life guard for you."

Peg Leg Pete's Predicament

PIRATES: Yo-ho-ho  
PEG LEG PETE: Clomp, clomp  
TREASURE: Gold! Gold!  
MAP: It's That-a-Way

Back in the swashbuckling days of pirates \_\_\_\_\_ bold, there lived a certain one named Peg Leg Pete \_\_\_\_\_. His only goal in life was to find a hidden treasure \_\_\_\_\_ which could be found by following a map \_\_\_\_\_. Only one copy of the map \_\_\_\_\_ existed among all the pirates \_\_\_\_\_, and it happened that Peg Leg Pete \_\_\_\_\_ had possession of the map \_\_\_\_\_.

One fine day he and his pirates \_\_\_\_\_ set sail to find the treasure \_\_\_\_\_. After carefully studying the map \_\_\_\_\_ they began their journey. Each one was dreaming of all the riches he would find when they finally located the treasure \_\_\_\_\_. Peg Leg Pete \_\_\_\_\_ followed the map \_\_\_\_\_ day by day, using his spyglass as they came closer and closer to the spot where the treasure \_\_\_\_\_ was buried. Finally they spotted land and eagerly went ashore. As they approached the spot where the map \_\_\_\_\_ showed the treasure \_\_\_\_\_ buried, Peg Leg Pete \_\_\_\_\_ suddenly threw the map \_\_\_\_\_ down in a mad rage while the other pirates \_\_\_\_\_ rushed to pick it up and see what had enraged their leader. In his haste to get to the treasure \_\_\_\_\_, Peg Leg Pete \_\_\_\_\_ had been reading the map \_\_\_\_\_ upside down. The treasure \_\_\_\_\_ was really buried right in the spot they began their journey.

In a rage, the pirates \_\_\_\_\_ took out their swords and killed Peg Leg Pete \_\_\_\_\_, tore the map \_\_\_\_\_ into shreds fighting over it, and then fought until they all were killed. So the treasure \_\_\_\_\_ is still buried right where it has always been... at the end of the rainbow!

What A Cub Scout Wears On His Uniform

Teach the audience the following actions to be given in response to words:

HOUSE: Hands extended over head in an inverted V.

BEDROOM: Hands in front of chest in inverted V.

CLOSET: Show dimensions - length and width - with hands.

UNIFORM: Put both hands on head and move them quickly down body to touch toes.

CUB SCOUT: All Cubs stand and give Cub salute.

BADGES: Make circle with thumb and finger of left hand.

SERVICE STAR: Using forefinger of both hands, cross fingers making an "X".

ARROW POINTS: Form V with index and middle fingers of right hand, topped with horizontal index finger of left hand. Arrow pointing down.

ARROW OF LIGHT: Make V in same manner, but have arrow pointing to right.

CUBMASTER: Tonight we're going to show what we know about the Cub Scout uniform and the different badges. Now that you've learned the actions, just follow along with me.

This is the house \_\_\_\_\_ where a Cub Scout \_\_\_\_\_ lives. This is the bedroom \_\_\_\_\_ that's in the house \_\_\_\_\_ where a Cub Scout \_\_\_\_\_ lives. This is the closet \_\_\_\_\_ that's in the bedroom \_\_\_\_\_ that's in the house \_\_\_\_\_ where a Cub Scout \_\_\_\_\_ lives. This is the uniform \_\_\_\_\_ that hangs in the closet \_\_\_\_\_ that's in the bedroom \_\_\_\_\_ that's in the house \_\_\_\_\_ where the Cub Scout \_\_\_\_\_ lives.

This is the Cub Scout \_\_\_\_\_ who wears the uniform \_\_\_\_\_ that hangs in the closet \_\_\_\_\_ that's in the bedroom \_\_\_\_\_ that's in the house \_\_\_\_\_ where the Cub Scout \_\_\_\_\_ lives. This is the Bobcat Badge \_\_\_\_\_, that when a boy joins, is worn on the left pocket of the uniform \_\_\_\_\_ that hangs in the closet \_\_\_\_\_ that's in the bedroom \_\_\_\_\_ that's in the house \_\_\_\_\_ where the Cub Scout \_\_\_\_\_ lives.

This is the Wolf Badge \_\_\_\_\_ which a Cub Scout \_\_\_\_\_ earns to wear on his left pocket of his uniform \_\_\_\_\_ that hangs in the closet \_\_\_\_\_ that's in the bedroom \_\_\_\_\_ that's in the house \_\_\_\_\_ where the Cub Scout \_\_\_\_\_ lives.

This is the Bear Badge \_\_\_\_\_ which a Cub Scout \_\_\_\_\_ earns to wear on his left pocket of his uniform \_\_\_\_\_ that hangs in the closet \_\_\_\_\_ that's in the bedroom \_\_\_\_\_ that's in the house \_\_\_\_\_ where the Cub Scout \_\_\_\_\_ lives.

This is the Service Star \_\_\_\_\_ that he earns every year and wears above the pocket where he wears his Bobcat, Wolf and Bear Badges \_\_\_\_\_ on his uniform \_\_\_\_\_ that hangs in the closet \_\_\_\_\_ that's in the bedroom \_\_\_\_\_ that's in the house \_\_\_\_\_ where the Cub Scout \_\_\_\_\_ lives.

This is the Arrow Of Light \_\_\_\_\_ which is the highest award a Cub Scout \_\_\_\_\_ can earn, and is worn centered on the pocket flap of the same pocket where he wears his other Badges \_\_\_\_\_ on his uniform \_\_\_\_\_ that hangs in the closet \_\_\_\_\_ that's in the bedroom \_\_\_\_\_ that's in the house \_\_\_\_\_ where the Cub Scout \_\_\_\_\_ lives.

Now look. You're all wearing your uniform \_\_\_\_\_. It's not hanging in the closet \_\_\_\_\_ that's in the bedroom \_\_\_\_\_ that in the house \_\_\_\_\_ where the Cub Scout \_\_\_\_\_ lives.

The Seasick Witch

WITCH: "Boo-ooo-oo"

HAT: (Pretend to put hat on head)

BROOM: (Sweeping motions)

MOON: (Big smile on face with arms curved over head)

CAT: "Scree-eech"

Once there was a young witch\_\_\_\_\_ who lived on the moon\_\_\_\_\_. The witch\_\_\_\_\_ had, or thought she had everything that a good witch\_\_\_\_\_ ought to have. She had a hat\_\_\_\_\_. She had a cape, and she had a broom\_\_\_\_\_. But one thing was wrong. Whenever the witch\_\_\_\_\_ put on her hat\_\_\_\_\_ and her cape and got on her broom\_\_\_\_\_ and flew away from the moon\_\_\_\_\_, she got seasick. The poor witch\_\_\_\_\_ had tried three times, but she never had any fun witching around at all.

So, in desperation, the witch\_\_\_\_\_ decided to go see the oldest witch\_\_\_\_\_ on the moon\_\_\_\_\_, and ask her what to do. The old witch\_\_\_\_\_ said: "What's the trouble, dearie?" The young witch\_\_\_\_\_ said: "Every time I put on my hat\_\_\_\_\_ and my cape and get on my broom\_\_\_\_\_ and fly away from the moon\_\_\_\_\_, I get seasick. I never have any fun witching around at all!" She began to cry.

The old witch\_\_\_\_\_ patted her on the shoulder, and then she said: "Where is your cat\_\_\_\_\_?" "My cat\_\_\_\_\_?" "Why yes, dearie. You need a cat\_\_\_\_\_ on the back of your broom\_\_\_\_\_ to hold it steady. Then you will fly smoothly when you leave the moon\_\_\_\_\_." So the young witch\_\_\_\_\_ put on her hat\_\_\_\_\_ and her cape, and got a cat\_\_\_\_\_ and put it on the back of her broom\_\_\_\_\_ and flew smoothly away from the moon\_\_\_\_\_. From then on, she had lots of fun witching around on Halloween.

So remember, whenever you see a witch\_\_\_\_\_ flying through the air on her broom\_\_\_\_\_ you can be sure that she'll have a cat\_\_\_\_\_ riding along behind her.

How The Indians Started It All

INDIAN: How  
CHIEF: Akela

Many moons ago the Indians\_\_\_\_\_ had many problems to solve, just as we do today. This is the story about a young Indian\_\_\_\_\_ Brave and how he solved his problem. The Chief\_\_\_\_\_, one evening, noticed that one of the young braves of his tribe was not present at the council fire and ceremonial dances. When the Chief\_\_\_\_\_ inquired of the other Indians\_\_\_\_\_ of the tribe as to the whereabouts of the brave, nobody seemed to know where he was. So after much inquiry the Chief\_\_\_\_\_ finally discovered the young brave busily building something over on the far side of the Indian\_\_\_\_\_ village.

Just as the Chief\_\_\_\_\_ approached the young Indian\_\_\_\_\_ Brave, he turned around and wiping the sweat off his brow, said, "Heap big job done". The Chief\_\_\_\_\_ stood there looking at the structure which stood before his eyes and stroking the feathers in his headdress, said, "What have you been up to my young brave?" In reply, the young Indian\_\_\_\_\_ replied with a big grin on his face, "You see, Chief\_\_\_\_\_, I had heap big problem, but I solved it now. The nights get too chilly for me sleeping out in the open so I built this shelter to keep my wig warm." The Chief\_\_\_\_\_ then grinned a grin that could be seen for miles and placing his hand on the young brave's shoulder he said, "Big Chief\_\_\_\_\_ heap proud of you. Tomorrow we will build these, what'ya call 'ums - wigwams for the whole tribe. Thus the Indian's\_\_\_\_\_ wigwam got it's name.

But that's not the end of this tale; for you see, a neighboring tribe of Indians\_\_\_\_\_ who lived just south of the border soon heard about the wigwam and their Chief\_\_\_\_\_ made the journey to that village to see how they were made for he thought it was such a great idea since his hair was thinning with age and he certainly felt the evening's chill on his wig as he tried to keep it warm.

As the visiting Chief\_\_\_\_\_ came into the village, he was amazed at the sight of all the wigwams and stood in awe for a moment. It, indeed was a beautiful sight. He was spotted right away by the young brave who had originated the wigwam idea and the brave hurried over to greet this visiting Indian\_\_\_\_\_ Chief\_\_\_\_\_. The Brave greeted him and asked if he had come to see the wigwam. Of course, being from south of the border this Chief\_\_\_\_\_ spoke with a spanish accent and his reply went like this, as he motioned toward the wigwam which was swaying slightly in the breeze, "Se, eet ees a leetle tepee!"

With that the young brave laughed and said, "You're right I think I like that name better, we'll call it a tepee." Thus the name tepee was created for an Indian\_\_\_\_\_ abode. So whether you've heard an Indian's\_\_\_\_\_ dwelling called a wigwam or a tepee, you'll know how it all got started.

However, in case you're wondering how authentic this tale is, just remember that any resemblance between this tale and the truth is purely coincidental!

-Joyce Newell



WINTER FESTIVAL

WORD SEARCH PUZZLES

Words can be found horizontally, vertically, or diagonally.

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

Christmas words:



- |           |          |
|-----------|----------|
| BELL      | REINDEER |
| CANDLE    | RIBBON   |
| CANDY     | SANTA    |
| CAROLERS  | SLEIGH   |
| GOOD WILL | STAR     |
| HOLLY     | STOCKING |
| LIGHTS    | WREATH   |
| MISTLETOE | TINSEL   |
| NATIVITY  | TREE     |
| PRESENT   | YULE LOG |

WORLD OF TOMORROW

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

Words can be found horizontally, vertically, or diagonally.

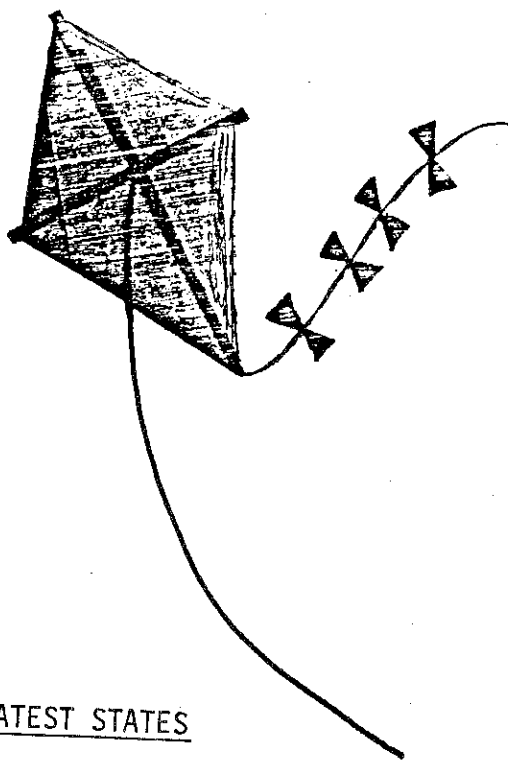
- |               |          |
|---------------|----------|
| ALIEN         | JUPITER  |
| ASTEROIDS     | MARS     |
| BEASTS        | MARTIANS |
| COSMIC        | MONSTER  |
| CREATURES     | MOON     |
| DISINTEGRATOR | PLANETS  |
| FANTASY       | RAY GUNS |
| GALAXY        | ROBOT    |
| GIANTS        | SPACE    |
| GREEN MEN     | STARS    |
| HELMETS       |          |



KITES/SPRING

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

Words can be found horizontally,  
 vertically, or diagonally.



ALOFT  
 BOWSTRING  
 BOX KITE  
 BRIDLE  
 BUGS  
 DIGGING  
 DIRT  
 FLOWERS  
 FLY  
 FRAME  
 GROUND  
 HIGH FLYING  
 HOE

LEAF  
 MULCH  
 NOSE-DIVE  
 PAPER  
 PLANT  
 RAKE  
 SEED  
 STICK  
 STRING  
 TAIL  
 WATER  
 WIND

OUR LATEST STATES



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

BEACH  
 DOG SLED  
 ESKIMO  
 FLOWER  
 HULA  
 ICE  
 IGLOO  
 KAYAK  
 LEI  
 PADDLES

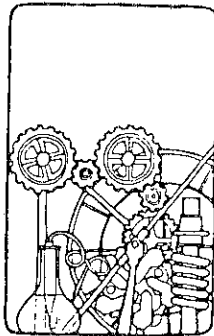
PARKA  
 PINEAPPLE  
 POLAR BEAR  
 SAND  
 SEA  
 SNOW  
 SNOWSHOES  
 SUGAR CANE  
 SURF

Words can be found horizontally,  
 vertically, or diagonally.

GENIUS NIGHT

4 3 1 5 5 6 6 8 0 8 7 9 3 1  
 8 0 3 2 6 2 1 2 4 5 2 3 0 6  
 7 6 0 2 9 8 2 0 7 9 5 8 0 5  
 0 9 1 4 2 8 3 3 7 6 4 8 5 9  
 3 1 1 3 2 5 1 7 8 0 7 6 4 2  
 1 8 6 0 2 5 2 1 5 4 6 3 2 3  
 9 5 4 4 6 9 0 3 7 8 2 1 9 5  
 5 6 0 1 8 1 3 3 6 8 7 3 0 8  
 8 0 3 6 9 4 1 8 5 6 8 4 1 9  
 8 5 1 8 8 7 7 2 6 9 4 2 7 1  
 2 7 3 3 0 5 7 8 1 9 0 2 6 4  
 3 5 8 6 0 8 1 3 3 2 8 6 5 2  
 9 0 2 4 4 2 4 1 2 2 0 3 9 1  
 5 8 7 8 9 4 2 0 3 6 9 3 1 7

Words can be found horizontally,  
 vertically, or diagonally.



0042	5591
0130	6931
1492	7714
1556	7894
1788	8652
2124	8703
3120	8913
3747	9235
4008	9388
4847	9580

MUSCLE BUILDERS

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

Words can be found horizontally,  
 vertically, or diagonally.

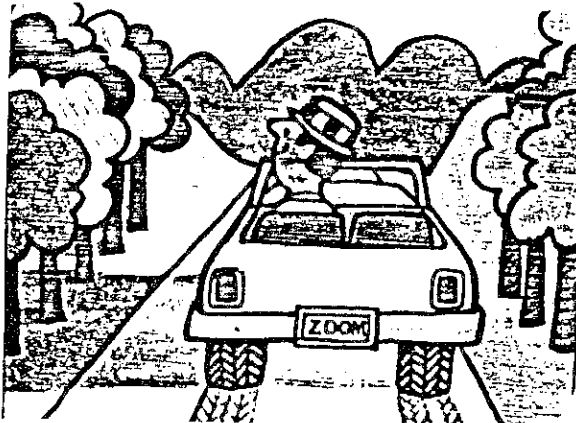


AEROBICS	REST
BARBELLS	RUNNING
BICYCLING	SIT UPS
DIET	SPINACH
EXERCISE	SPORTS
ISOMETRICS	VITAMINES
JUDO	WALKING
KARATE	WEIGHTS
PROTIEN	WHEATIES
PUSH UPS	

TRAILS, TREKS, TRIPS

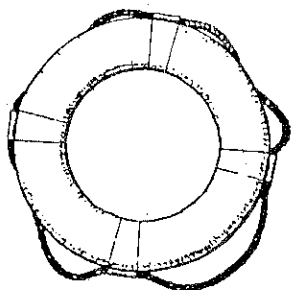
G F L Y M O T G P A R K E D  
 B E A R S A N O U N A T O I  
 T O A D W I R U O L A K E S  
 C R O M M A L I Y G U F O N  
 A U A M E O T A N J O I H E  
 M S I V K A E E H E N S I Y  
 A W T O E A D K R O L H K L  
 S T A R O L Z O E F B A I A  
 N H C Z O O I N W I A C N N  
 R E L G O D Z C A S R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

Words can be found horizontally,  
 vertically, or diagonally.



ASTRODOME	RECREATION
BEARS	RIDING
BIRDS	SIX FLAGS
DISNEYLAND	SKIING
FISH	STAR
FLY	SWIMMING
FROG	TENNIS
GOLDEN GATE	TOAD
HIKING	TRAILS
LAKES	TRAVEL
MARINE LAND	TREES
MEADOW	WATERFALLS
PARK	ZOO

WATERFUN



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

Words can be found horizontally,  
 vertically, or diagonally.

BACKSTROKE	SAILBOAT
BEACH BALL	SHELLS
BOAT	SHIP
CANOE	SHORE
CRAWL	SPLASHING
DIVE	SURFING
FISHING	SWIMMING
FUN	TAN
LAKE	WATER
OCEAN	WAVES
RAFT	

DOORWAYS TO ADVENTURE

CUB SCOUTS IN ACTION

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

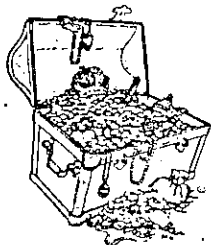
Words can be found horizontally,  
 vertically, or diagonally.



ACHIEVEMENTS  
 AKELA  
 AWARD  
 BADEN\_POWELL  
 BEAR  
 BOBCAT  
 CAMP  
 CUB  
 CUBMASTER  
 DEN

DENNER  
 ELECTIVES  
 MOTTO  
 PROMISE  
 SALUTE  
 SCOUTS  
 SIGN  
 TRIPS  
 WEBELOS  
 WOLF

Words can be found horizontally,  
 vertically, or diagonally.



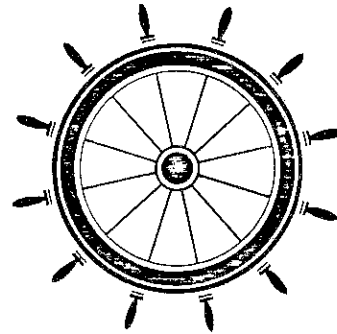
U T R E A S U R E W H A R C  
 R B S P O I L S U A T E O A  
 N L U P L A N K W T H S B P  
 E A R C O S C U N O E R B T  
 A C K O C E A N S E R G E A  
 R K V L R A I D S E L D R I  
 R B O O T Y N C V S S H S N  
 I E U T A L S E L E H I V K  
 N A O J L O I E E H I G C I  
 G R N U M H W I L R P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

BLACKBEARD	OCEANS
BOOTY	OUTLAW
BUCCANEERS	PLANK
CAPTAIN KIDD	RAIDS
CARGO	RANSOM
DAGGERS	SHIPS
EARRINGS	SKULL
GANGS	SPOILS
GOLD	SWORDS
HIGH SEAS	THIEVERY
JEWELS	TREASURE
LOOT	

DISCOVER AMERICA

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

Words can be found horizontally,  
 vertically, or diagonally.



AMERICA  
 BEADS  
 COLUMBUS  
 CREW  
 DISCOVERY  
 EUROPE  
 FLEET  
 INDIA  
 INDIANS  
 ISABELLA  
 ITALY  
 LAND

MAPS  
 NINA  
 PINTA  
 QUEEN  
 ROPE  
 SAIL  
 SAILOR  
 SANTA MARIA  
 SEARCH  
 SHIPS  
 SPAIN  
 WORLD

THE AMERICAN INDIAN

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



APACHE  
 ARAPAHO  
 BLACKFOOT  
 CAYUGA  
 CHEROKEE  
 CHOCTAW  
 CREEK  
 HOPI  
 IROQUOIS  
 KIOWA  
 MOHAWK  
 MOHICAN

NATCHEZ  
 NAVAHO  
 OSAGE  
 OTTAWA  
 SAC 'N FOX  
 SEMINOLE  
 SEQUOYAH  
 SHOSHONE  
 SIOUX  
 ZACATEC  
 ZUNI

Words can be found horizontally,  
 vertically, or diagonally.

## APPLAUSE STUNTS

Applause stunts are a good way to involve your audience. They are a good way to recognize a person or den for an accomplishment. They also give people a chance to move around and work off steam.

Watermelon applause: Make motions of taking several quick bites, turn head, and give 'raspberry' sound of spitting out seeds.

Cantalope applause: This is a very fast watermelon (because it's smaller). Hold piece in one hand. Take fast bite, turn head and spit.

Flea Clap: Have everyone raise his hands above his head. Applaud by clicking the nails of the thumb and forefinger on each hand.

Rudolph's applause: Put your thumbs to your head, fingers spread upward forming antlers; wrinkle your nose while saying "Blink, blink, blink".

Satellite applause: Move right hand in circle over head, opening and closing fist while saying in high voice, "Gleep-gleep, gleep-gleep".

Handkerchief applause: Throw a handkerchief into the air with instructions for applause to last until you catch it or it falls to floor. Vary length of applause from long throw to short throw to no throw at all.

Motorcycle applause: Start with foot, rev up and take off with hands out like on handlebars, yelling "Varooooom".

Robot applause: Walk in place, stiff legged and stiff armed and say "Does not compute. Does not compute".

Turkey applause: Say "Gobble, gobble, gobble", then rub stomach, saying "Yum, yum".

Ketchup applause: Pretend to pound on the bottom of the bottle six times, saying "Pop, Pop, pop, pop, pop, pop". On the sixth pop, go "Squish, uh oh, too much".

A Big Hand: When leader says "Let's give them a big hand", everyone in audience holds up one of their hands with palm open.

Clam Clap: Ask everyone to roll up his sleeves in preparation for this strenuous applause. Double up your fists with your left arm in front of your face and right arm overhead. Then silently open and close your right fist.

Bee applause: Put arms straight out and pretend to fly, while saying "Buzz, Buzz".

Indian applause: Stomp feet three times. Beat chest three times. Five indian yells with hand over mouth.

Flintsone applause: Shake hands over head and yell "Yabba-dabba-doo".

Frozen Cub applause: Wrap your arms around yourself and say "Brrrrrrrrr".

## RIDDLES

What kind of shoes are made out of banana skins?  
Slippers.

What keeps the moon in place?  
Its beams.

What American has had the largest family?  
George Washington, who was the "father of his country."

What happens to a cat when it crosses a desert on Christmas Day?  
It gets sandy claws (Santa Claus).

Why should watermelon be a good name for a newspaper?  
Because we're sure it is red on the inside.

Why is it that when you are looking for something you always find it in the last place you look?  
Because you always stop looking when you find it.

Why does the Statue of Liberty stand in New York Harbor?  
Because it can't sit down.

I am something that is lighter than a feather, and yet harder to hold. What am I?  
Your breath.

I am something that can run but can't walk. What am I?  
Water.

I am something that has teeth, but can't eat. What am I?  
A comb.

What did Tennesseee?  
The same thing that Arkansas.

If your uncle's sister is not your aunt, just what relation is she to you?  
She is your mother.

What animal are you when you have a cold?  
Horse

What has a tail but is not an animal?  
A kite.

What did one salad say to the other salad?  
I'm all mixed up.

What has four legs, eats oats, has a tail, and sees equally well from both ends?  
A blind horse.

What goes up that never comes down?  
Your age.

Why are Boy Scouts so chubby?  
Because Scouting rounds a guy out.



## Guessing Ages

Ask each person to write down the number of the month in which he was born; multiply it by 2; add 5; multiply that by 50; add his age; subtract 365; add 115. Ask for the answer. The first digit in the answer will tell the month of birth and the last two digits will be his age. If the answer has 4 digits, the first two will be the month.

Example:

Month of Birth (February).....	2
Multiply by 2 .....	4
Add 5 .....	9
Multiply by 50 .....	450
Add Age (9) .....	459
Subtract 365 .....	94
Add 115 .....	209

Answer 209. He was born in February, and is 9 years old.

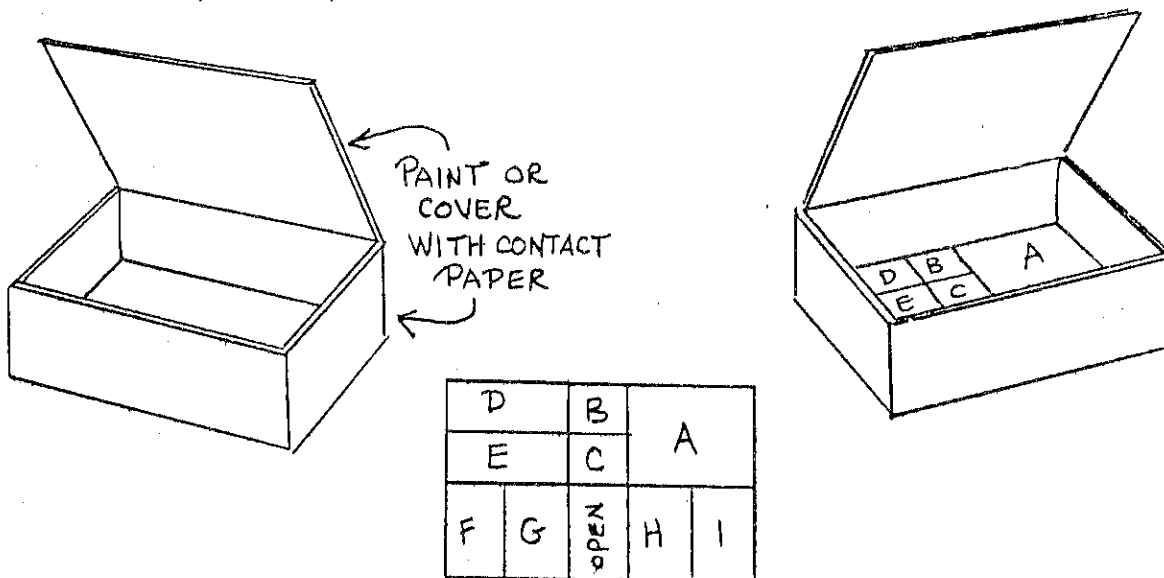
## Cigar Box Puzzle .. an intriguing challenge to puzzle lovers of all ages!

Paint a cigar box or cover the outside with contact paper. Cut a piece of paper the exact size of the inside bottom of the box. Divide it in half lengthwise; then divide lower section into 5 equal parts. Divide upper section as shown in illustration.

Cut nine blocks from plywood, making each one about 1/8" smaller than the paper patterns, so they can slide easily. Mark each block with the proper letter. Glue the paper over the bottom of the box and place blocks on corresponding sections.

Now the fun begins! Slide the blocks around until you get block A in the upper left hand corner. It isn't easy, but you'll feel a real glow of triumph when you make it.

If you prefer, you can make a pocket size puzzle using small cardboard blocks fitted into a plastic pin box.



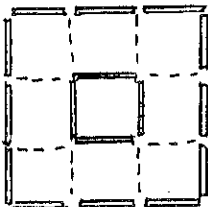


PUZZLES

1. A triangle with four coins on each side.

3.  $11=111-11$

4. If the eight matches shown by dotted lines are removed, only two squares are left.

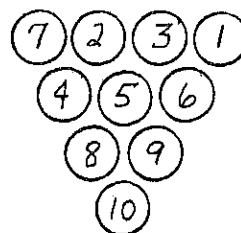


6. To trace this figure, start at one of the corners of the center square that is also an end of the diagonal. These points have an odd number of lines coming from them, and, since there are only two such, you can traverse the entire network

2.

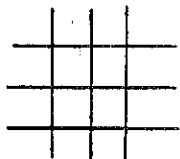
8	1	6
3	5	7
4	9	2

5. Move the 7, 1 and 10 like this:



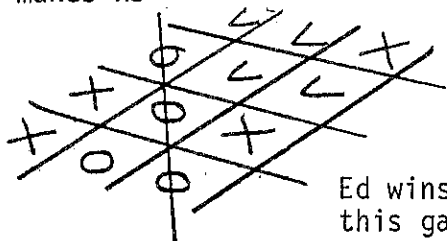
7. Move one of the outside coins.

Three-Man Tick-Tack-Toe



Draw three horizontal and three diagonal lines

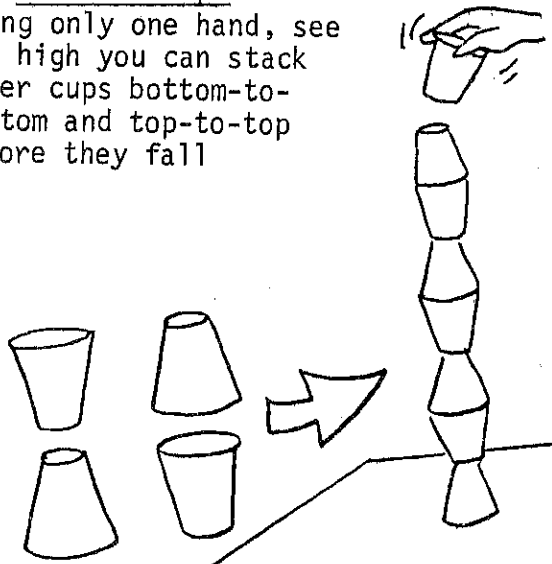
Ed makes circles  
Jim makes checks  
Bill makes Xs



Ed wins this game

Tower of Cups

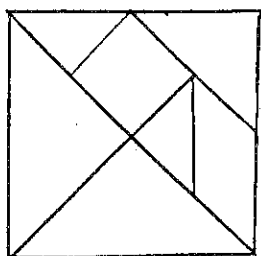
Using only one hand, see how high you can stack paper cups bottom-to-bottom and top-to-top before they fall



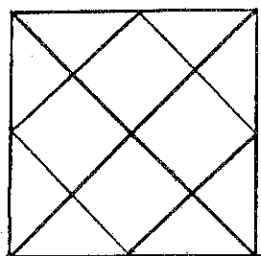
PUZZLES

A Cut-Up Square

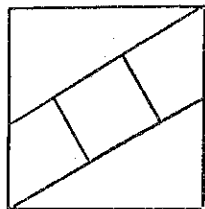
Draw a square on a piece of stiff paper or thin cardboard and divide it as shown below. Cut along the lines. The puzzle is to fit the pieces together again to form a square. (Keep these pieces in an envelope and use again)



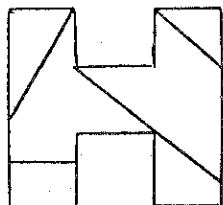
Another Cut-Up Square



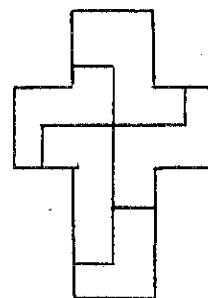
Five-Piece Square



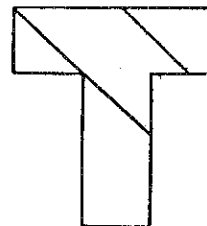
The H Puzzle



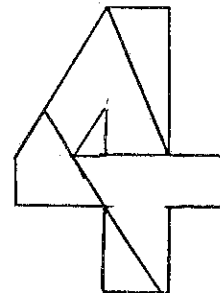
Roman Cross



Cut-up T



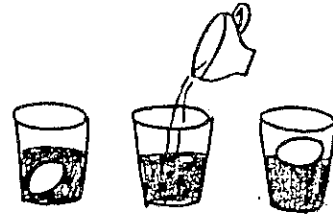
Cut-Up 4



## TRICKS

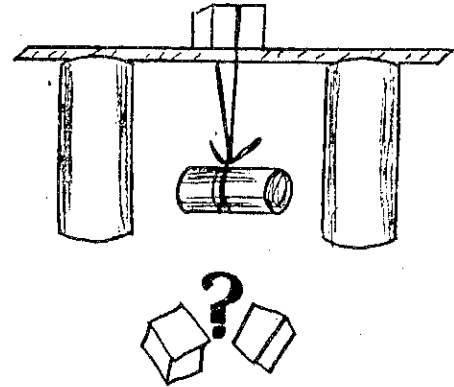
### Floating Eggs

Measure 1/4 cup salt into a dish and set it aside. Tell the audience that it's 'inner-tube powder' which will make an egg float. Half fill a glass with water. Place an egg in it. It sinks. Take out the egg and stir the 'inner-tube powder' into the glass. Place the egg in it again and it will float.



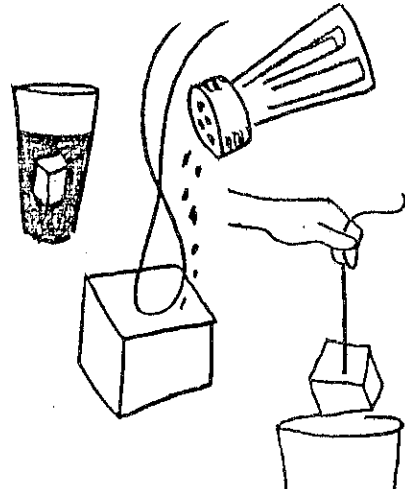
### Mysterious Ice Cube

You can't see a woman in half, but you can do a similar trick with an ice cube. Balance a ruler between two tall cans. Put an ice cube on it. Twist an end of a long piece of wire around an unopened soup can or other heavy object. Run the wire over the ice and fasten the other end to the can so that it's suspended. Soon the wire will pass through the ice cube, but the cube won't be in two pieces. Has it been split in half? Is it still in one piece?



### Slippery Trickery

The audience may think it's impossible to lift an ice cube from a glass of water with thread. They can try it, but of course it won't work. You have magic powder that will do the trick. Rest a loop of thread on the ice, sprinkle salt on it, and lift the thread, cube and all, as soon as the ice you melted with the salt freezes again, freezing the thread to the cube.



### Bouncing Buttons

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

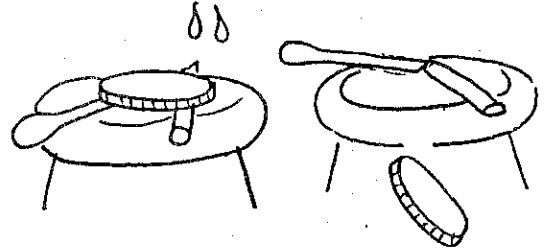


## MAGIC

### Magic Dime

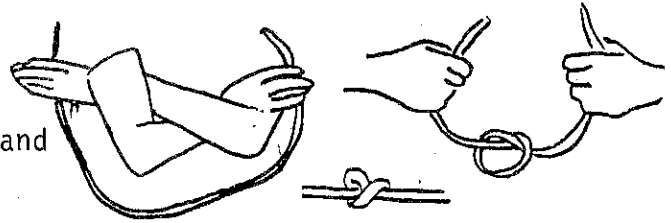
Partially break a wooden match. Lay the broken match over the mouth of a milk bottle. Place a dime on the match. Ask someone to make the dime fall into the bottle without touching coin.

(Solution: Place drops of water on broken part of match)



### Magic Knot

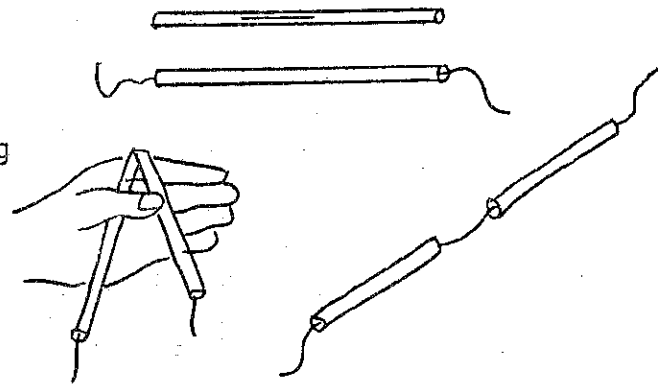
Cross arms as illustrated. Pick up ends of rope. Hold rope tightly and complete overhand knot by uncrossing arms.



### Magic Straw

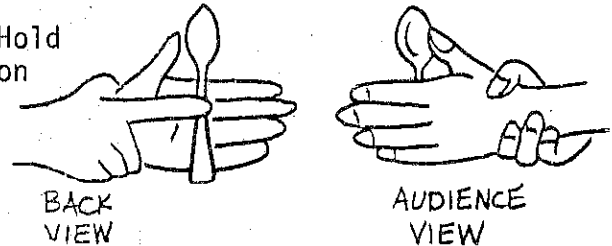
Cut slit in the middle of a straw. Thread a string through the straw. Tell the audience you can cut the straw in half without cutting the string.

(Solution: Bend straw. Pull string out slit. Cut straw)



### Magnetic Spoon

Rub spoon pretending to magnetize it. Hold spoon as shown, so to audience, the spoon seems to stick to your hand.



### Buttonhole String Trick

Tie the ends of a 2-foot-long string together and, without twisting, run the string through your coat or shirt buttonhole. Place the right loop over the right thumb and the left loop over the left thumb, with the thumbs pointing upward and fingers extended. Without releasing it, remove the string from the buttonhole with the string still on each hand.

(Solution: Move the string through the hole so half will be on each side. Lower your hands, keeping them close together. With the little finger of the right hand, by bending the first joint, hook the under part of the string that passes around the left thumb; similarly, with the left little finger, hook the under part of the string around your right thumb. Without losing the string, draw your hands apart and near to your chest. Suddenly drop the left thumb out of the loop, releasing the string from the thumb and remove the right little finger from its loop. Instantly pull the hands as far apart as they will go.)

## SONGS

### In The Good Old Wintertime

(Tune: "In The Good Old Summertime")

In the good old wintertime,  
In the good old wintertime;  
I love the snow, the rain, the sleet,  
This season you can't beat.

I'm frozen in, I'm frozen out,  
It is without a doubt,  
The coldest time of all the clime,  
In the good old wintertime.

### Christmastime

(Tune: Jingle Bells)

School is out, we won't pout  
Cubs shout "Hip-hurray",  
Something special's coming soon,  
And it's Christmas Day.

Wrap the gifts, trim the tree,  
Mind your Mom and Dad.  
You'll get presents if you do,  
Boy, won't we be glad?

### THE DARING SPACEMAN

(Tune: When Johnny Comes Marching Home)

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

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

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

### My Blue Kite

(Tune: My Bonnie Lies Over the Ocean")

I flew my blue kite in the blue sky,  
"Twas a beautiful, warm, sunny day,  
My blue kite soared high in the blue sky  
Until my blue kite flew away.

Chorus: Come back, come back, O come back my blue kite to me, to me,  
Come back, come back, O come back my blue kite to me.

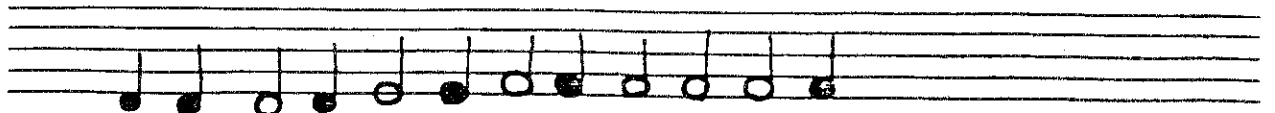
I never knew quite how it happened,  
I never knew what I did wrong,  
The string broke and away flew my blue kite,  
And that's why I sing this sad song.

Chorus:

I last saw it soar o'er the mountain,  
Through fluffy white clouds it soared high,  
And as my blue kite disappeared  
A sad tear came to my blue eye.

SONGS

The Walrus Hunt Song



Aui-ie auk-ie dom-bah, auk-ie auk-ie com-bah



Hey diddle, hi diddle ho diddle hey.



Hey ta-coma mish-a-wau-kee, Hey ta-coma mish-a-wau-kee,



Hey ta-coma mish-a-wau-kee

Leader: The Eskimo gets into his kayak and paddles  
(with arms folded move arms back and forth in paddling motion)

Aukie, aukie, combah, aukie, aukie combah  
Hey diddle, hi diddle, ho diddle hey.

Repeat

Leader: Eskimo stops and sights for walrus. He does this in a special way -  
with right hand turned so that he is sighting with the back of his  
hand shading his eyes while singing:

Hey tacoma, mishawaukee  
Hey tacoma, mishawaukee  
Hey tacoma, mishawaukee

Leader: He sights the walrus and paddles toward it. (little faster)

Aukie, aukie, combah, aukie aukie combah  
Hey diddle, hi diddle, ho diddle hey.

Repeat

Leader: He gets within range and takes his walrus gun, aims and sings:

Hey tacoma, mishawaukee - boom  
Hey tacoma, mishawaukee - boom  
Hey tacoma, mishawaukee - boom

Repeat paddling to walrus singing aukie, etc.



## SONGS

### Hawaiian War Chant

There's a sunny little funny little melody  
That was started by a native down in Wai-ki-ki  
He would gather a crowd down beside the sea  
And they'd play his gay Hawaiian chant  
Soon the other little natives started sing-in' it  
And the hula hula maidens started swing-in' it  
Like a tropical storm -- that's the way it hit  
Funny little gay Hawaiian Chant Ow Way tah  
Tualan Me big bad fight-in' man  
Tho it started on an island down Hawaii way  
It's as popular in Tennessee or Ioway  
If you wander into any cabaret  
You will hear this gay Hawaiian Chant Ow  
Way tah Tualan  
Me Big bad fight-in' man.

### Whoops, You're A Genius

(Tune: All Around the Mulberry Bush)

A block of wood, a piece of wire,  
Or junk that seems the seediest  
Just put it all together now,  
Whoops, You're A Genius!

You never know the size or shape  
From Biggest to the teeniest  
But put it all together now,  
Whoops, You're A Genius!

### Be A Genius

(Tune: Are You Sleeping)

Be a genius  
Be a genius  
Do your best  
Do your best  
Give science your attention  
Or make a Cub invention  
Genius does the rest!

### A Stretching We Will Go

(Tune: A Hunting We Will Go)

A stretching we will go,  
Moving to and fro,  
And when we're done,  
We've had some fun,  
And relaxed our muscles too.

Come on folks let's stand,  
And raise up high each hand,  
Then spread them wide,  
Now to your side,  
As your muscles you relax.

Now let us stomp our feet,  
But please don't take your seat,  
Before you're down,  
Please turn around,  
And then you'll take your seat.

### Toughen Up

(Tune: Clementine)

Do a push up, do a pull up,  
Do a 30 yard run;  
We build muscles as we hustle,  
All the time we're having fun.

Running broad jump, do a high jump,  
Throw the ball way out of sight;  
Vault a fence and do a chin up,  
Lift bar bells with all your might.

Watch 'em flexing, watch 'em bulging,  
Watch our muscles growing strong.  
Building muscles in our backyard,  
That will last a whole life long.

## SONGS

### Hiking

(Tune: Caisson Song)

Over hill, over dale,  
We will hit the greenwood trail,  
As the Cub Scouts go hiking along.

In and out, all around,  
You will never see us frown,  
As the Cub Scouts go hiking along.

And it's hi, hi, hee,  
The Cub Scouts are for me,  
Shout out our name and shout it strong,  
Where 'er we go, we will always know  
That the Cub Scouts go hiking along.

### Skin Diver's Song

(Tune: Sailing, Sailing)

Diving, diving, into the deep blue sea,  
And many a fish we've scared away  
On that you will agree.

Diving, diving, into the ocean blue,  
With flippers, and mask, and oxygen gas  
We'll have adventure true!

### Pumpkin Wonderland

(Tune: Winter Wonderland)

Screech owls hoot  
Are you list'nin?  
Beneath the moon,  
All is glist'nin.  
A real scary sight,  
We're happy tonight,  
Waitin' in a pumpkin wonderland.

In the patch, we're watching for  
Great Pumpkin;  
We've been waiting for this night  
all year;  
For we've tried to be nice to every-  
body;  
And to grow a pumpkin patch that  
is sincere.

### The Long Long Nail

(Tune: Long Long Trail)

There's a long, long nail a-grinding  
Up through the sole of my shoe,  
For it's ground its way into my foot  
For a whole mile or two  
There's a long, long hill before me  
And what I'm dreaming about  
Is the time when I can sit me down  
And pull that long nail out.

### Doorway To Adventure

(Tune: My Bonnie Lies Over the Ocean)

Let's follow the trail to adventure,  
The trail every good Cub Scout tries,  
With all of God's beauty around us,  
The trees, and the streams and the skies,

Let's open the door to adventure,  
With achievements, electives and fun,  
Cub Scouting is such an adventure,  
It's exciting for everyone.

And after we've had fun in Cubbing,  
Another door lies straight ahead,  
We're prepared for the Scouting adventure,  
And so we have nothing to dread.

Chorus: Cub Scouts, Cub Scouts,  
Adventure is part of Cub Scouting fun  
Cub Scouts, Cub Scouts,  
Oh won't you come have fun with us?

### Halloween Song

(Tune: Yankee Doodle)

I'll carve a fearful pumpkin face,  
As well as I am able,  
And when it's done I'll light it up,  
And set it on the table.

I'll fix it so that passers-by  
Will see and get the quiv-vers,  
For Halloween's the time to play  
You have the shakes and shiv-vers.

## SONGS

### The Columbus Round (Tune: Mary Had a Little Lamb)

Columbus proved the world was round,  
World was round, World was round,  
Columbus proved the world was round,  
And a brand new land he found.

Columbus sailed in a little ship,  
Little ship, little ship,  
Columbus sailed in a little ship,  
And off the edge he didn't slip.

Columbus sailed for the Queen and King,  
Queen and King, Queen and King,  
Columbus sailed for the Queen and King,  
So he got to do 'His Thing!'

### Our Pilgrim Forefathers (Tune: Battle Hymn of the Republic)

They came as strangers to a wild land, brave and unafraid,  
In spite of many hardships they still bowed their heads and prayed,  
"We're thankful for the growing crops, the beauty of our land,  
And freedom to live as we planned".

Chorus: Our Pilgrim fathers make us proud,  
They accomplished what they vowed,  
We will sing their praises loud,  
And freedom marches on.

Squanto was an Indian and he helped the Pilgrims out,  
He taught them how to plant their corn and how to fish for trout,  
They hunted in the woods for deer and caught wild turkeys too,  
He was a friend so true.

Bradford was the Governor, he was just and fair,  
He thought it was important that each man received his share,  
He planned the first Thanksgiving holiday to celebrate  
A harvest good and great.

### Akela's Council (Tune: Clementine)

When Akela holds his council,  
And the campfire's all a-glow.  
We will form a friendship circle,  
As we sing so sweet and low.  
Oh Akela, brave Akela,  
True and square, Cub Scouts we'll be.  
To our Promise and the pack Law,  
We will pledge our loyalty

### Indian Taps (Tune: Taps)

Great spirit come,  
With beat of drum,  
Journey now,  
With each one,  
Great spirit please,  
Till each one,  
Of our tribe,  
Reach their tepees.

## SONGS

### Kum-Ba-Yah

Kum-ba-yah, My Lord, Kum-ba-yah  
Kum-ba-yah, My Lord, Kum-ba-yah  
Kum-ba-yah, My Lord, Kum-ba-yah  
Oh Lord, Kum-ba-yah.

Someone's crying Lord, Kum-ba-yah  
Someone's crying Lord, Kum-ba-yah  
Someone's crying Lord, Kum-ba-yah  
Oh Lord, Kum-ba-yah.

Someone's singing Lord, Kum-ba-yah.....

Someone's praying Lord, Kum-ba-yah.....

Repeat first verse.....

### Zulu Warrior

See him there the Zulu Warrior  
See him there the Zulu Chief  
Chief, Chief Chief Chief  
Chief Chief Chief Chief  
Chief Chief Chief Chief  
Chief Chief Chief Chief

I come a Zimba Zimba Ziah  
I come a Zimba Zimba Zee  
I come a Zimba Zimba Ziah  
I come a Zimba Zimba Zee.

### There was a Bee

(Tune: How Dry I Am)

There was a bee-i-e-i-e  
Sat on a wall-i-al-i-al  
And it did buzz-i-uz-i-uz  
And that's not all-i-al-i-al

There came a boy-i-oy-i-oy  
With a big stick-i-ick-i-ick  
He gave that bee-i-e-i-e  
An awful lick-i-ick-i-ick.

And then that bee-i-e-i-e  
That boy did sting-i-ing-i-ing  
And it did hurt-i-urt-i-urt  
Like everything-i-ing-i-ing.

And then that boy-i-oy-i-oy  
Let out a yel-i-ell-i-ell  
He lit for home-i-ome-i-ome  
He's running still-i-ill-i-ill

### Eats Song

(Tune: Hail, Hail, the Gang's All Here)

Soup, soup, we all want soup,  
Tip your bowl and drain it,  
Let your whiskers strain it.  
Hark, hark, that funny noise,  
Listen to the gurgling boys.

Meat, meat, bring on the meat,  
Fresh and juicy cow meat,  
Ham and pickled pigs' feet,  
Lamb chops and pork chops too,  
Any kind of meat will do.

Fish, fish, we must have fish,  
We don't want it bony,  
Nor a little phony,  
Fresh fish, we won't eat stale,  
Any kind of fish but whale.

## SONGS

### Cheese Song

It's cheese, it's cheese, it's cheese that makes the world go round,  
It's cheese, it's cheese, it's cheese that makes the world go round,  
It's cheese, it's cheese, it's cheese that makes the world go round.  
It's cheese that makes the world go round.

Chorus:

Oh! Rolling over the billows, rolling over the sea;  
Rolling over the billows of the deep blue sea,  
Oh! Rolling over the billows, rolling over the sea;  
Rolling over the billows of the deep blue sea.

It's mice, it's mice, it's mice that make the cheese go round, etc. etc.  
It's cats, it's cats, it's cats that make the mice go round, etc. etc.  
It's dogs, it's dogs, it's dogs that make the cats go round, etc. etc.  
It's boys, it's boys, it's boys that make the dogs go round, etc. etc.  
It's Cubs, it's Cubs, it's Cubs that make the boys go round, etc. etc.  
It's spirit, it's spirit, it's spirit that make the Cubs go round, etc. etc.

### Ravioli

(Tune: Allouette)

All: Ravioli, I like ravioli,  
Ravioli, it's the best for me.  
Ldr: Have I got it on my chin?  
All: Yes, you got it on your chin.  
Ldr: On my chin?  
All: On your chin, Oh-h-h-h  
Ravioli, I like ravioli,  
Ravioli, it's the best for me.

(Continue with tie, shirt, pants,  
shoes, floor, walls.)

Last line:

Ldr: Is this song all over now?  
All: Yes, the song's all over now.  
Oh-h-h-h Ravioli, I like  
Ravioli, Ravioli, it's the  
best for me.

### Mules

(Tune: Auld Lang Syne)

On mules we find two legs behind,  
And two we find before;  
We stand behind before we find,  
What the two behind be for.  
When we're behind the two behind,  
We find what these be for;  
So stand before the two behind,  
And behind the two before.

### Pink Pajamas

(Tune: Battle Hymn of the Republic)

I wear my pink pajamas in the  
summer when it's hot.  
I wear my flannel nighties in  
the winter when it's not.  
And sometimes in the springtime  
and sometimes in the fall,  
I jump right in between the sheets  
with nothing on at all.

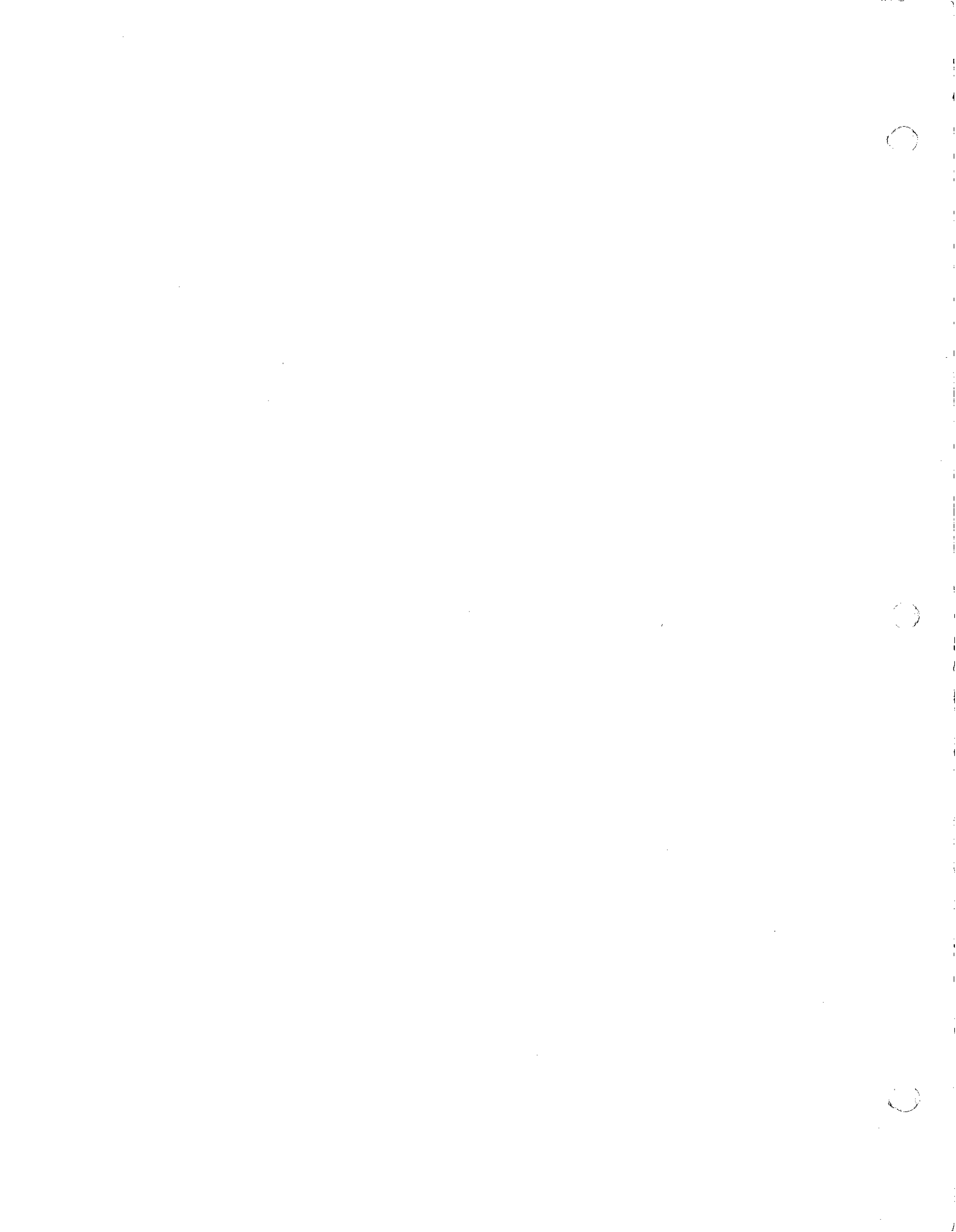
Glory, glory, hallelujah;  
glory, glory, what's it to you,  
Balmy breezes blowing thru you  
with nothing on at all.

### Bananas, Coconuts, Grapes

(Tune: Battle Hymn of the Republic)

I like bananas, coconuts and grapes,  
I like bananas, coconuts and grapes,  
I like bananas, coconuts and grapes,  
That's why they call me  
(Yell) Tarzan of the Apes!





## GAMES CUB SCOUTS PLAY

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 fair play

Is taught respect for the rights of others

Remember.....the success of your game period depends in great part on your leadership. When someone says: "Games?" "They're for the birds!" "Kid stuff!" "I don't wanna play!" ----- what he's really saying is "I don't know how".... or "I'm scared to try, because I might not be any good.." Your skill as leaders can challenge and persuade the shy Cub Scout and channel the energy of the 'show-off' making Den and Pack games fun for all.....

### Suggestions for Conducting Games

1. Know the game well, before trying to teach it.
2. Have the full attention of your group before trying to explain the rules of the game.
3. To introduce a game, name it, demonstrate it, ask for questions, then start it.
4. Always insist on fair play.
5. If a game is going badly, stop it, explain again, then try the game again.
6. Play but don't overplay a game. A successful game will be more in demand if it is stopped while still being enjoyed.



## A WORD ON.....

### Den Games

Den games are designed with a small group of boys in mind. Quiet games are helpful when weather prohibits outdoor activity. Den games can be relays or can be played with each boy playing as an individual.

An active Den game is a helpful start at Den Meeting to help "Get the Kinks Out". Remember, most Den meetings are held immediately after school, when boys have been cooped up for several hours. A Den game can thusly provide an outlet for "Letting off steam" and may make a group easier to handle for the quieter activities you may have in store.

Choosing up sides among the boys is not always the best way to ensure that each boy will be chosen in a group. If there is a problem boy who is not as well liked by all members, drawing straws, or going in alphabetical order may be a more fair way to select team members.

Remember.....Games may be intended to teach fair play, promote sportsmanship and build character but most of all, they should be FUN!

### Pack Games

Pack games are played with large groups of boys and adults at monthly Pack Meetings. As a general rule of thumb, relay games seem to work best for groups of this size, but there are other games that will also work well....Hunter, Gun, Rabbit, .... Cooperative Spelling ... etc.

Pack games should include as many boys as possible. If all cannot participate, select representatives from each Den. If prizes are given, a simple Den prize (suckers, bubble gum) is a nice gesture that can be given for the whole Den.

Involve parents and leaders in Pack games, when possible. Cub Scouts love to see their own parents participating in the activity. Prepare more supplies than needed when gathering props for a large group game. (better to be safe than sorry).....

Then...lean back, watch or participate, but have fun!

## THE GAME CHEST

Sometimes known as the Den Leaders Helper, is an item called the Game Chest. A Game Chest can come in assorted sizes, shapes, colors and result in various expense....a Game Chest may cost you nothing but time and determination or you may have several dollars invested.

It may be a cardboard box, old footlocker, a cast off toy chest or any other container that you have handy that can be spared for Cub Game and/or Craft supplies.

Once you have selected your Game Chest involve your boys in it's preparation. A little paint, a few decals, lots of imagination and perhaps their own signatures will personalize its exterior so that all the world will know where Den 3 keeps its game supplies.

It's what is inside that counts, however. Here again, a leader can fill a Game Chest with his or her own household supplies or have each Cub bring several items for Game supplies, that will individualize its contents as "Boy Made".

### Game Chest Supplies

Here is a list of possible items found in your home of at the local '5 & 10' to stock your Game Chest.

Clothes Pins	Pie Pans	Small Paper Sacks
Clothes Line	Feathers	Rubber Rings
Playing Cards	String	Plastic Spoons
Washers	Pencil & Paper	Old Work Gloves
Tin Cans	Bottle Caps	
Marbles	Large Handkerchief	
Ping Pong Balls	(For Blindfold)	
Balloons	Masking Tape	
Straws	Whistle	

These items may be used in a variety of ways. Clothes Pins and Washers may be tossed into pie pans and cans, as well as playing cards. Feathers can be blown across room in relays, Ping Pong balls can be rolled, tossed or blown with a straw into containers, Old Work Gloves are most helpful in playing Fumble Fingers, Handkerchiefs make good team flags or blindfolds, Rubber rings may be tossed over bottle necks and the list goes on and on...Your Game Chest will be your silent helper when planned activities are over too quickly. It can help your Denner when it's his turn to help at meeting.

It's also a great place for storing Den supplies, unfinished craft projects and Den records. If you've never had a Game Chest, give it a try. It's not only a Game Chest, it's a Treasure Chest!

## DECEMBER 1976 WINTER FESTIVAL

### Ring The Bell

A Holly wreath is hung from the ceiling or doorway and a small bell is suspended in center of wreath. The players line up 6 to 8 feet away and try to hit the bell with cranberries or beans. Each player gets three turns and the one with the most hits is the winner.

### Santa's Helpers

Two large identical outlines of Santa Claus are cut from pieces of cardboard. One outline is attached to the wall, while the other is cut up so that each player gets a piece of it ... a nose, beard, belt buckle, etc. Each player is blindfolded, and spun around several times. He then tries to pin his appropriate part of Santa cutout on wall. The player who comes closest, is the winner.

### Snowball Relay

Players divide into two teams, and line up behind a starting line, at one end of the room. Each team is given a simulated snowball - either of cotton or Styrofoam - and a piece of cardboard. On signal, the first player on each team tries to move the ball across the floor and back, by fanning it with cardboard. (Player may not touch snowball with his hands or cardboard) Player then gives cardboard to next team member, who repeats action. Game continues until all team members have fanned the 'Snowball' to finish line and back. The first team to finish is the winner.

### Threading Popcorn

This game could be used at Den or Pack Meeting to trim the tree. A large supply of popped corn is placed in a bowl in preparation for game, and put in center of large table. Players are grouped around table, each with needle and thread. On signal, each player tries to thread as many pieces of popcorn as he can. At a time limit, (3 to 4 minutes) player with longest string of popcorn is the winner. When game is over, all of popcorn strings are tied together and used to decorate the Christmas Tree.

### What's Wrong With Christmas?

This is a variation of Kim's Game and is a good quiet game for use at Den Meetings. On a table or tray place a number of Christmas type objects, such as candy canes, bell, sprig of holly, Christmas ornament, etc. Scatter through these, a number of objects which are not a part of Christmas, such as Halloween mask, green shamrock, red heart, hard boiled egg...Cover all objects until time to play the game, then remove the cover and give Cub Scouts two minutes to look at all objects. Re-cover objects and give all a pencil and paper. Ask them to write down all non-Christmas objects. Cub Scout who remembers the most is the winner.

### Star Race

This game may be played by a Den as individuals. Each player needs a construction paper star and a half a straw. Set up start and finish lines. Line up players on start line. Place star on floor in front of each player. Players must inhale on straws to lift stars and walk across room to deposit star at finish line. Player may touch straw with hands but may not touch star at all. If star drops, player must retrieve it by straw only and continue with game.

### Snowball Toss

Each player needs three ping pong balls. A small box is placed in center of room. Players form a circle around box. Going around circle, each player tosses one ball into box as his turn comes. If the ball misses, it is returned to player. Tossing is continued until one player has no more snowballs left. He is the winner.

### Musical Packages

A small package is wrapped in masses of paper and string. Players are seated in circle and package is passed as music plays. When music stops, boy holding the package tries to unwrap it. No tearing or ripping is allowed. If music starts again, boy holding package must pass package on around circle. Game continues until one player is able to completely unwrap package. Small prize is in the package for winner.

### Christmas Card Puzzle

This game makes a good gathering activity. Cut an old Christmas card into irregular pieces to form a puzzle for each player and place in an envelope. As each boy arrives, give him a puzzle. First player to put his puzzle together is the winner.

### Gift Carrying Relay

Two teams are formed. First player of each team is given a gift wrapped package which he places on his head. He must walk across room, tag opposite wall and return to pass gift to next team member, who repeats procedure. No hands may be used except to hand package to next player. If package falls, player must stop and replace it. First team to finish is winner. Each package may contain team prize, such as small candy canes or Christmas candy for players.

### Christmas Candle Float

Each player is given a walnut shell boat with small candle in it. All boats are placed in large pan of water. Candles are lit. Player whose candle burns longest is winner. Different colored candles may mark different players boats.

The Space theme lends itself well to many games. Here are some to try on your future astronauts -

### Flying Nose Cone

This game is played with envelopes. It may be used as a gathering activity or later in the Den meeting. All envelopes should be the same size. A 3" X 7" works best. Each envelope makes two nose cones. The flap is cut off and the envelope is cut into two squares. Each square is folded into a triangle shape which, when opened forms a pyramid.

Game Action: Each player receives one triangle shaped 'nose cone'. Game leader holds 30 duplicate cups and tosses them in the air, one by one. Players take turns trying to catch the cups in their own 'nose cones' and each players turn ends only when he fails to make a catch. A player may not touch a flying cup with his hands, but must use his cup as a scoop in which to catch the others. After each Cub Scout has a turn, the boy with the most cups wins.

### Walk On The Moon

'Astronauts' line up behind starting line about 15 feet away from a turning line. Each Cub Scout has two pieces of shirt cardboard, poster board, etc. On signal each Cub Scout places his cardboard pieces on the floor, one in front of the other, and places one foot on each. To move toward the 'moon', he picks up the rear cardboard, moves it in front of the other and then steps forward. In this way, players continue to move until one, the winner, has reached the 'moon' and returned to 'earth', the starting line. This race can be performed by teams or individuals. Astronauts can wear helmets, etc.

### Ring-Round-The-Moon

Two rings, washers or thread spools and two lengths of string are needed. Before the game begins, two rings are threaded on two long lengths of string, one ring to each length. The ends of each string are then knotted, resulting in two large loops. The players are now divided into two teams with each team forming a circle. The players are permitted to stand or sit. A loop of string, which the players hold in their hands, is given to each group. One player on each team holds the ring. On signal, the rings are sent around the circle of string, passing from one player to another. The greater the speed in forwarding the ring, the better, as the first team that manages to pass the ring around the circle three times is the winner.

### Astronaut Training

This is a good physical fitness relay. Two beanbags, two jump ropes and two rubber balls are needed. Divide players into two teams and stand behind starting line. At a turning line, 15 feet away, are 3 items, jump rope, bean bag and ball. On signal, first player runs to turning line, takes jump rope, jumps 10 times, tosses bean bags in air 10 times and bounces ball on floor 10 times. He runs back to his team, touches next player, who repeats the action. First team to finish is winner.

### Moon Rocks

This can be used as a Den game. Each Cub Scout is given 10 dried beans or small pebbles and is told to ask other players questions about space or astronauts. Any player who answers with a 'yes' or 'no' must pay the questioner with a bean or pebble. Sounds or gestures equivalent to 'yes' or 'no' like 'un-huh' or 'nope' or shaking the head cause the loss of a bean or rock. The game continues for 5 minutes with lots of conversation. As Cub Scouts try to win 'moon rocks' from each other. At the end of the game, the Cub Scout with the most 'moon rocks' is the winner.

### Launching Pad

A number of pieces of newspaper are scattered around the room, (as many as there are Cub Scouts to play). A record player or radio is used for music. When the music starts, Cub Scouts march around the room single file to the right. When the music stops, each Cub Scout must find a 'Launching Pad' to stand on. (During the music, the Leader removes one sheet of newspaper, so one player will be without a 'Launching Pad'.) The Cub Scout who cannot find a 'Launching Pad' when the music stops is eliminated. Action is repeated until one Cub Scout remains, who is the winner.

### Blast Off

Cub Scouts sit in chairs scattered around the room. Each is given the name of a planet - Venus - Saturn - Mars - Jupiter - Earth - etc. One boy is picked to be Mission Control. He stands and says "Countdown" ... walking around the room, he calls out the names of various planets. When a Cub Scout hears the name of his planet, he gets up and walks behind Mission Control. When most of the Cub Scouts are out of their seats, Mission Control shouts "Blast Off". At this all Cub Scouts, those sitting and those following Mission Control must find new seats. Last Cub Scout to find a seat is the new Mission Control.

### Astronaut Duel

Two boys with newspaper hats on their heads stand in center of the room. They are blindfolded and each is given a balloon. On signal, each player tries to knock the paper hat of his opponent off of his head by swinging his balloon. To help them locate each other, one player must keep calling out "here" and the other "There". The first player to knock off the other 'astronaut's' Helmet is the winner.

### Moon Treasure

Hide unshelled peanuts around the meeting room and tell the boys that there is Moon Treasure hidden. Give them a time limit and a signal. On "Go" each begins to hunt 'Moon Treasure'. A three or five minute time limit is usually sufficient for the hunt.

Here are some games that are easily played outdoors when weather permits.

### Circle Peanut Hunt

This is a good den game that may be played by individuals. Materials needed are blindfolds for each player, along with bean bags or peanuts for the hunt and a paper bag for each player. A large circle, about 20 feet in diameter is marked out on the ground. The peanuts or bean bags are scattered inside the circle. Each Cub Scout is blindfolded and given a paper bag. On signal, the Cub Scouts get down on their hands and knees and grope for the peanuts or bean bags. After three minutes, they remove their blindfolds and a count is made to see who has collected the most. This game can be played with any small object in place of peanuts or bean bags such as bottle caps, wrapped candy, etc....

### Bird, Beast, Fish

Players sit in a circle, with one Cub Scout in the center. Boy in center points to any other boy and says "Beast- Bird" or "Fish-Fish" or "Bird-Beast" or "Fish-Birds" - any combination may be said but the boy pointed to must listen to and respond to the last word said. By the count of 10 (by the Den Leader or Den Chief) the boy must then name whatever he was called. No one may use the name of any bird, beast, or fish that another has already named until "it" changes. If successful, he sits in the center of the circle. If not, the same boy remains in the center calling on a different boy to name a specific bird beast or fish. Game becomes more difficult as many different creatures are named by the contestants.

### Bird And Bug

This is a fast moving game that can be lots of fun. Game equipment can be put together quite easily. The object of the game is for the bird who is "it" to catch a bug. The bird has a can for catching the bug, which is a spool tied on a string. Make a bug for each player. To do so, merely slip a spool on the middle of a piece of string, about two yards long, and tie ends together. To play the game, draw a circle with chalk, 3 to 4 feet across for the bird to stand. Then, draw another circle, about two feet outside this, for the bugs guideline. Players one at a time, or all together, roll their bugs into the birds circle. The bird tries to plop his can down on one of the bugs before the bug escapes by a pull on his string. When the bird catches a bug, that player becomes "it" and changes places with the bird.

### Kites

Make small homemade kites in Den meeting from tissue paper and straws, as either a gathering activity or craft project. Several variations of games can be played with them outdoors...first up in the air is winner, last down is winner, highest in the air is winner...etc. (See Craft section for kite making ideas)

Here's a Spring game that the whole family or den can play.

### Balloon Badminton

To make the racquets, tape a flat wooden stick, or an old ruler, between two paper plates, gluing for extra support. Use a partially inflated balloon for a 'bird' and bat the 'bird' back and forth over a clothesline. You can play as singles or in teams. When one side misses the 'bird' and it touches the ground, the other side makes a point. The first side to make 15 points wins the game.

### Squirrels In Trees

The game Squirrels In Trees is played by groups of four or may be adapted to your Den number. Three players join hands and form a small circle. This is the tree. The fourth player stands in the center as the squirrel. Two extra players are a squirrel and a hound. The hound chases the squirrel, who for safety darts into the tree. The squirrel already in the tree must get out, and he may dart into any other tree. If the hound catches any squirrel, outside a tree, that squirrel must become the hound, and the hound becomes a squirrel.

### Twin Relay

This relay is run with partners. Teams are chosen and paired off for the race. At a signal, the first pair of runners turn their backs to each other, lock both arms and run in this position to the goal. As soon as they touch it they must unlink arms, join hands and run back to the starting point. The first team to complete the race is declared the winner.

### Wheelbarrow Race

An old fashioned wheelbarrow race is always a good Spring Den or Pack game. It can be played indoors or out. Cubs choose partners and take positions facing a goal line about fifteen feet beyond. One of the partners becomes the 'wheelbarrow' propelling himself by the hands while the other partner holds his feet. When the signal is given, the players wheel their partners to the finish line. As soon as they reach it they reverse positions and return to the starting point. First set of players to make the complete trip wins the race.

### Tail Of The Kite

This game is played on the order of a Virginia Reel. The boys form lines, three or more to a line. Each one grasps the waist of the boy in front of him. The last player in every line is the 'tail'. The boys ahead of him are the 'kite'. The object of the game of course is for the 'kite' to shake the 'tail' loose by swerving this way and that. Whenever a 'kite' succeeds, one of the players forming the 'kite' changes places with the 'tail' so that everyone has a chance at being the 'tail'. To add fun to the game, time the different 'tails' and award small kite to 'tail' in each team who managed to stick the longest!



Our latest States, Hawaii and Alaska, offer many exciting avenues for creative games....here are just a few!

### Maika Bowling

The people of Polynesia have enjoyed this variation of bowling for centuries. Two sticks are driven into the ground several inches apart, and each contestant in turn stands at a bowling line about 15 yards from the sticks. Players each have a Maika stone (a flat disc carved from lava). North American players may substitute shuffleboard discs. Players take turns. Each tries to roll his disc between the sticks. A point is given for each good roll, and the high scorer in 10 rolls wins.

### LouLou

In this Polynesian contest, players pair off with each member of a pair facing the other. They hook their right forefingers together. On signal, each player pulls with his own forefinger against that of his opponent. The object is to force the opponent to straighten out his forefinger or let go altogether. The contest can be played as an elimination, with the winners of each round meeting in the next. The two best players meet in the finals. The winner becomes the LouLou champion.

Going to or coming from Hawaii, every Cub Scout should have a Lifeboat Drill. This game is a contest between teams. Each team lines up and first player is given an inflated rubber tube. When the signal is given, the first player steps into the tube, pulls it up over his head, and hands it back to the second player. The second player then puts the tube over his head, down over his body, and steps out of it. The third player steps into it and proceeds as the first player did. When the last player has come through the tube, the drill is over and the first team to finish is declared winner.

### Alligator Wrestle

All Cub Scouts will enjoy this variation of arm wrestling. Two contestants face each other and are given a stick which each of them grasps with both hands. At a signal each tries to get full possession of the stick by twisting or pulling it away from his opponent. The one who succeeds is the winner and takes on the next contestant, continuing until he loses the stick to another.

### Fishing In The Tropics

Here's a chance for your Cub Scouts to do a little 'Tropical Fishing'! Place a dishpan with many colored rubber bands in the bottom, on the floor in the middle of the room provide a fishpole consisting of a stick about two feet long, on one end of which is fastened a string with a hook. Give each Cub Scout three minutes to snag as many 'fish' as he can, and award a small prize to the boy who catches the most.

Alaska brings to mind thoughts of snow and ice, dog sleds and snow shoes, and other frosty things...here are some games to bring the snow inside without puddles....

### Snow Shoe Relay

A snow shoe relay is a lively beginning for a Den or Pack meeting and a good way to symbolize our frozen State of Alaska. Divide the players into two teams. Have each team line up one behind the other. Set up a goal across the room from each team (a chair makes a good one). Give each team a pair of shoe boxes. At a signal, the first player on each team puts on his snow shoes (the boxes) and races for his goal. He circles it, returns to his starting point, gives his snow shoes to the next player, and goes to the end of the line. The second player dons the snow shoes and races for the goal, and so on. The team whose players finish the race first are the winners. (Better have extra shoe boxes for snow shoes that wear out early in the race.)

### Snowball Battle

Use white paper bags for this game if possible ... the five pound size, if available. Players are divided into two teams, and each player is given a bag which he blows up as far as he can without breaking it, then twists the neck of the sack and ties it with string to keep the air inside the bag. Each player's bag is then tied to his left wrist. When all bags are in place, teams line up, each player on the team facing a player on the opposite team. At a signal, the teams approach each other and try to break the bags of the opposing team without getting their own bags broken. As soon as a player loses his bag, he is out of the game. Team that first succeeds in breaking all the bags on opposing team wins the contest. (Have plenty of bags on hand for a second game!)

### Up In Alaska

Players sit on floor in two lines which face each other. One of two dishes containing an equal number of tiny marshmallows is placed in front and to the right of the player at the head of each line, and an empty dish is placed beside the player at the foot of each line. Each player is given a spoon. On signal, first player takes one marshmallow in his spoon and transfers it to his neighbor's spoon and so on down the line. As soon as the player at the foot receives the marshmallow in his spoon, he places it in the empty dish and yells "Up In Alaska"! When he hears this, first player starts second marshmallow down the line. He may not start any marshmallow down the line until he hears that the previous one is "Up In Alaska". Any marshmallow that is dropped must be replaced on his own spoon by person who dropped it before it can be passed along. Team succeeding in getting all of its marshmallows into dish at foot of line first wins.

Play Icy Snowball! This is a version of Hot Potato. The Icy Snowball consists of a ball of cotton wrapped in white tissue paper and tied with white thread. Form a circle, choose someone to be "it," and give one of the players an Icy Snowball. When "it" calls "Pass the Icy Snowball", the player starts passing it around the circle. After a short period, "it" calls "Snowball Melting!" Whoever has it at that moment becomes "it".

### The Genius Scramble Relay

Write the letters GENIUS on separate pieces of cardboard or paper making two sets of them. Divide the den into two teams. At a given signal, the first member of each team races to point where the letter cards are all scrambled in a pile. He picks up any letter desired from pile and picks up pencil beside it and writes any word beginning with the letter he picked up writing it on the paper with the large letter and then he races back to tap the next boy in line. They all take turns doing this until all the letters have at least one word written on it. If a boy cannot think of a word beginning with one of the letters not yet used, he may write a different word than has been used on some previously used letter. However, he cannot come back and tap next in line until he has written a word and the team cannot complete the relay until every letter has at least one word written on them. The first team to do so and lay the word GENIUS out in a line thus showing that each letter has at least one word on it is declared the 'Genius' team of the day.

The Cub Scouts can have a lot of fun doing this one and won't realize they are learning the art of quick thinking and perhaps learn some new words and develop team work. To make it harder you can require two or perhaps three words on each letter. If the boys want to play it through a second time that might be a good time to make the rules a little tougher as a bigger challenge.

### The Progressive Genius Kit

This could be a combination of craft project and a game and could be varied in many ways to suit the needs of your den. It can combine the fun of a game with the fun of doing a craft project and can teach the boys a lot about teamwork and the art of thinking fast and using the imagination. Give each person 2 or 3 scrap items or let him pick his own without telling them what they will be doing with them. The bigger variety you have from which to choose, the better so that they can all pick different things. Divide group into two teams. Each team sits around a table or around in a circle on ground or floor. Have available to each group, items such as stapler, scissors, glue, tape, hammer and nails etc. On a given signal the person designated as starting player combines his items in some fashion to make a project. After using all his items he then passes it to next in line who adds all his in some way using glue, nails, tape, staples etc. as needed. This continues around the team until everybody's items have been added and a completed project is in front of them, at the end of a given length of time. When a whistle or horn is blown the project is done. Then the group is to take a few minutes to make a description of their project by giving it a name and tell what it does. Here's where a boy's imagination can create some unbelievable contraptions. The explanations will be shared with the whole group which is bound to bring a lot of laughs. This could also be done in a den by pairing the boys off to do this if you have an even number of boys thus having more groups competing with each other. At the end of this everybody should get a genius award of some kind for their participation.

Little Words From Big Words

This word game is ideal for budding Cub Scout geniuses. It is a good indoor game for a rainy day. The game is to see how many smaller words you can make out of the big ones. Complete answers are not given, but the approximate number of small words that you can find are given in each case.

- |                   |                     |
|-------------------|---------------------|
| 1. Consolidate    | (At least 59 words) |
| 2. Adhesive       | (At least 30 words) |
| 3. Belligerent    | (At least 21 words) |
| 4. Intolerable    | (At least 37 words) |
| 5. Emphatic       | (At least 48 words) |
| 6. Hieroglyphics  | (At least 20 words) |
| 7. Intelligent    | (At least 27 words) |
| 8. Captivate      | (At least 36 words) |
| 9. Ingredient     | (At least 17 words) |
| 10. Tabulate      | (At least 22 words) |
| 11. Miscellaneous | (At least 53 words) |
| 12. Sentimental   | (At least 39 words) |

Words And Letters

Here is a list of twelve words, each of which can be represented by a single letter of the alphabet. See if you know the letters.

- |                             |                         |
|-----------------------------|-------------------------|
| 1. An insect                | 7. A printer's measure  |
| 2. A beverage               | 8. An organ in the head |
| 3. An exclamation           | 9. A vegetable          |
| 4. A river in Scotland      | 10. A puzzle solver     |
| 5. A question               | 11. Deep and wide       |
| 6. A line of waiting people | 12. Forever             |

Answers:

- |              |             |
|--------------|-------------|
| 1. B - bee   | 7. M - em   |
| 2. T - tea   | 8. I - eye  |
| 3. O - Oh    | 9. P - pea  |
| 4. D - Dee   | 10. U - you |
| 5. Y - Why?  | 11. C - sea |
| 6. Q - queue | 12. A - aye |

Riddle: What can you hold without touching it? Answer: Your breath.

Why is your heart like a policeman? Answer: It follows a regular beat.

How do you write to a fish? Just drop him a line.

Muscle building can be fun....here are some game ideas to build muscles and to promote summer fun!

Underhand Tug Of War

Two boys stand back to back with a line marked on the floor between them. They bend over, grasp each other's right hand between their legs, and try to pull each other across the line.

Balance Tag

Have two players start, one is "it" and the other is the runner. Give each a book which he must balance on his head during the chase. This game results in some funny postures.

Cross The Creek

The 'creek' is formed by stretching two lengths of string in parallel lines about two feet apart. Cub Scouts line up along one of the lines and take turns jumping or leaping across to the opposite line. After all Cub Scouts have crossed the 'creek' it is widened by three or four inches. Again they take turns crossing it. When a Cub Scout fails to make it across, he sits down. The 'creek' is continually widened until only one boy is able to cross it.

Tug Of War

A good Tug of War tests both strength and team spirit. Two teams are needed. A line is drawn down the center of play area. A strong rope, long enough to be gripped by all players is placed across the center line. With the center line between them, both teams line up and grip the rope. On signal, each team pulls on its end of rope and tries to force the other teams lead player across the center line. First team to do this is winner.

Simple muscle building exercises can be done competitively in Den Meeting....

Pull-ups...tests arm and shoulder strength

Sit-ups...tests stomach muscles

Push-ups...tests arm and shoulder strength

30 Yard Run...tests endurance

Each Cub Scout could keep score card to record his testings.

Here are some games that can be played enroute to Field Trips, Pack Activities or family outings.....

Name The Car

This game may be played in two ways. Players may take turns trying to identify the make of an oncoming car winning one point for correct identification. Instead of taking turns, the game may be played with the first person to call out a guess winning one point if he is right...or losing one point if he is wrong. One person does not take part in the game, but acts as judge to settle disputes.

Highway Alphabet

The purpose of the game is to go through the alphabet by finding the letters on signs and billboards along the road. There are two teams - one takes the left side and the other takes the right side of the road. They must spell out the alphabet in order, taking only one letter from each sign. The first team to go through the alphabet is the winner.

How Far Away

In this game, the driver points out some distinctive landmark, such as the highest building in a distant town, an outcropping of land, the bend in a river or a mountain peak. Each player makes a guess as to how many miles it is to this spot. The guesses are written down and the distance is then clocked on the speedometer. The player whose guess is the closest to the actual distance is the winner. This game is most successful when the air is clear, so the distant landmarks can be seen clearly.

Roadside Scavenger Hunt

Materials needed are paper and pencil. Make up a list of all the different kinds of objects and people that are likely to be seen along a country road. Typical items might include - horse - cow - barn - bicycle - river - haystack - tractor - pond - house trailer - train - cemetery - etc. Each player gets a copy of this list, he calls out its name and checks it off. First player to see an object and call it out gets credit. Winner is player who crosses off most items in half an hour.

Stop Me If I'm Wrong

Read the following story slowly. Whenever a boy hears something wrong, he stops and tells what it is. For every correct stop, score a point for the boy. For every clear miss, score a point for yourself.

"Cub Scout Tommy wasn't in a hurry, so he came down the stairs only three at a time. He was headed for his weekly pack meeting held each Tuesday morning at the den chief's home. Tommy was a Bearcat Cub Scout, 12 years old. He was eating all he could these days, because his Cub Scout Promise said something about being round. Tommy wanted to be a Boy Scout someday so that he could be a Webleos. He kept saying over and over, "The Cub Scout leads Akela. The Cub Scout helps the pack eat. The pack helps the Cub Scout play. The Cub Scout gets goodwill."

### Memory Hike

Paper and pencil will be needed for this game. Memory hike is played after a hike in the woods or a trip to the zoo, aquarium, etc. During the outing, players are told to observe everything very carefully so that they can make a list of all they have seen. Just after the outing ends, at the campsite or car, leader hands out paper and pencils and player with the greatest number of correct observations wins. Large groups may be divided into teams, the members of each team conferring on their lists.

### Roadside Observation

As hike begins, each player picks up ten small stones or pebbles which he carries in one hand. During the hike, game leader points out some natural object - a kind of leaf, fern, or flower - without identifying it. He calls on one of the players to name the item. If the identification is correct, the hiker can drop one of his pebbles. If not, the next hiker gets a chance to name the object. The game continues in this manner until one of hikers has dropped all his pebbles.

### Nature Scavenger Hunts

One member of group makes up a list of things to be found in the surrounding area and brought in. These might include several kinds of rocks, leaves, seeds, fruits, twigs. (Care should be taken not to list rare items or any object that would have to be taken from living trees or plants.) Each player is given a list and a plastic bag. On signal, all begin collecting as many of the items as possible. First player to bring in all objects - or player bringing in the most in 20 minutes is the winner. This game can be played on a team basis.

### Nature Trailing

Game leader clearly marks off an area no more than 200 yards in any direction from outing area. Anything beyond this area is off limits. One player sets off alone. As he walks, he scuffs up fallen leaves, bends twigs and impresses his footprints in wet or sandy spots, in order to leave a trail that others may follow. After 3 to 5 minutes, all others set out to find the trailblazer. They try to follow his trail whether individually or in groups. Meanwhile, trailblazer hides or returns to outing area and hides. First player to spot him is the winner.

### How Many Ways?

Each player is given the same state or regional map. They are then given the names of two cities which are located fairly far apart on the map. Using crayons, players try to trace as many different routes as possible that connect the two cities - without duplicating a road in any of the routes.

If your Pack or Den has access to a swimming pool, here are some fun games....

Ball Tag

Remember...ALWAYS USE THE BUDDY SYSTEM  
WHEN IN THE POOL!

Play in waist deep water. Using soft rubber ball, "it" tries to tag another player by hitting him with the ball. A player who is hit becomes "it". If "it" misses, the player he threw at tosses ball back to him. Establish boundaries so that distance will not be too great. Make it a rule that a player going out of bounds is "it".

Greased Pig Contest

Have all boys gather around edge of pool. Place a small watermelon in the center of the pool. The first boy to get the watermelon up on the bank gets to keep it.

Tom Sawyer Raft Race

This is a relay race. You will need two life jackets per team and one small homemade paddle, made from a thin piece of board. Lying on his back in the life jacket, the boy paddles across the pool using only the paddle, not his legs. Then the next boy jumps in with the life jacket and paddles across. This continues until all boys have their turn.

If a pool is unavailable to your Pack or Den, try some water games that can be played in the park or backyard.

Bucket Brigade

This game is played with teams. Each team forms a line to a large empty bucket placed on a chair. Have a pail of water at the other end of the line. The object is to transfer water from the pail to the bucket with small paper cups.

The first player fills the cup with water from the pail and passes it down the line to be poured in the bucket. Use only 4 cups, passing them back and forth. Set a time limit. The team having the most water in the bucket at end of this time wins.

Water Drinking Relay

Give each team member a cup of water. On signal, the first in each line feeds the second his cup of water with a spoon. Then the second player feeds the next Cub Scout and so on. The first team to consume its water, wins.

Water Polo

Fill small balloon with water, tie it shut with string...leaving about 2 feet of string hanging out. Tie other end of string to short piece of wood for a handle. Make one for each player. All players gather in open area - each player tries to break the other persons balloon without getting his own broken. The last player left with his balloon filled with water is winner.



Adventure - just what does it bring to mind? Perhaps Pirates, or Gypsies - Trailblazers - People of other lands...all of these and many more provide scores of background for games!

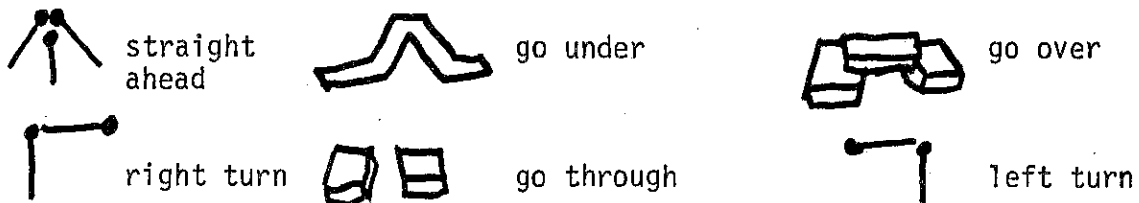
If your Cub Scout Adventurers are Pirate inclined, a Cutlass Duel may be right up their alley. As a gathering activity, each could make his own cardboard Cutlass, (have poster board, crayons and patterns available) and for your Den game, give each a balloon to be blown up and attached with string to the wrist of each player. Two "Pirates" are selected first to duel, while the rest of the Den watches. Using their cardboard Cutlass, each tries to break the balloon of the other Pirate, while keeping his own intact. The Pirate who succeeds, goes on to duel with the next opponent. If both balloons are broken, two new Pirates take up the duel until each has had a turn. The "Pirate" who out duels the greatest number of his opponents could win some "Pirate Treasure", (foil wrapped candies).

### Pirate Justice

While your young "Pirates" are still in the mood, why not have them 'walk the plank'. In a different room, away from the Den meeting, or outdoors, if weather permits, appoint two Pirates (or your Den Chief and assistant Den Mother) as custodians of 'the plank' which consists of a one foot strip of white crepe paper or white cheesecloth. (Cloth may be better as it can be handled more quietly.) One by one, the 'victims' are led into the room and blindfolded while the 'keepers of the plank' talk extravagantly about why he must walk the plank, how he must watch his step, etc. Then while one 'Pirate' turns the victim around three times, the other noiselessly rolls up the plank. The 'victim' proceeds to gingerly walk the plank which has disappeared. The blindfold is removed so he can see the joke, but he is rewarded by being allowed to watch the other 'victim' perform.

### The Gypsy Trail

The Gypsy Trail beckons to the Doorway of Adventure. A Gypsy Trail can be set up indoors or out and makes a good gathering activity. Give each boy a written guide as he arrives. The Trail should be winding with as many obstacles as possible, which can be done indoors also, with sturdy boxes, changing furniture in parallel positions to form a lane, tacking obstacles so that the 'Gypsies' must crawl around, etc. Match sticks, matchboxes, folded pieces of cardboard, etc, may be used to mark the trail, as follows:



Trails end should be marked by a circle of stones, with sign in center reading "End Of The Trail".

Gypsy Odd or Even?

Give each 'Gypsy' six beans, corn kernels or small stones. Ask each Cub Scout to add to his collection as many as he can obtain from other 'gypsies' in the following manner: One Cub Scout 'A' extends to Cub Scout 'B' a hand which holds several of the beans, etc. asking "Have I Odd or Even?" If 'B' replies, "odd" and 'A' holds an even number, 'A' collects the beans which 'A' held in the hand extended to him. Allow 5 to 10 minutes for this game, declaring the 'gypsy' who has collected the most beans the winner.

Snake Eating Contest

Perhaps your Cub Scouts might like a safari to deepest Africa for a Snake Eating Contest! Have boys choose or draw for partners, line them up in pairs, so that they are facing each other. Give each pair a long black stick of licorice candy. Each one of the pair puts one end of the stick in his mouth and stands with his hands behind his back. When the signal is given, each contestant begins to eat his way toward his partner. Pair who first reach each other are champion 'Snake-Eaters'.

Wild Animal Hunt

Cut out paper animal shapes such as lions, tigers, elephants, giraffes, rhinoceros, zebras, etc. These are hidden indoors or out. Each should have a certain number of points printed on it. Each boy is given paper and pencil. (Map of area showing where wild animals are hiding is optional.) When a Cub Scout spots a 'wild animal' he notes it on card, giving animals name and points, but he tries to keep the location secret from other Cub Scouts. 5 to 10 minute time limit is set. Hunter with most points wins.

Feed The Elephant

You will need a sheet of construction paper, folded into a cylinder, fastened with paper fasteners which is the 'Elephants' trunk. Seat Cub Scouts in a circle, with 'Trunk' horizontally placed in center of ring. One open end of 'Trunk' should be faced toward Cub playing. Each Cub gets three peanuts in shell. Object of game is to 'Feed The Elephant', by tossing peanuts, one at a time, into cylinder. Three rounds of play are used. Cub Scout with most peanuts in 'Trunk' at close of game is winner.

While on Safari, take the Cub Scouts Through The Underbrush. This game is also called Under the Broom. You will need a mop or broom handle, and two stacks of books, about 4' high, each. Build up two stacks of books about 3 feet apart. Lay broom across top of books. Line up Cubs behind broom and books. First player goes under the broom handle, circles it and walks to end of line. Next player does same, etc. Touching broom is out. When first player reaches head of line, again, remove a few books from each stack. Continue playing, removing a few books each time around, until only one player can wiggle 'Through The Underbrush', without touching broom handle!

### Navigation

This game can be used as a gathering activity or Den Meeting game. Take a printed map of the world or draw your own showing the Atlantic Ocean. Cover the map with clear acetate. As the boys start to gather, give each a different colored crayon. As each boy takes his turn, he should be blindfolded, as he attempts to place his crayon on a ship and drawing his crayon across the map, tries to land where Columbus did. The route that comes closest to starting and landing in the right place is the winner. A damp cloth can be used to wipe the map clean so the game can be used again.

### Map Making

Divide the boys in teams of twos and threes. Each team can then make a map guiding the other boys to some part of the neighborhood. The edges of the map can be burned with a soldering iron or wood burning iron to yellow them. Have the boys set up their own symbols for their maps. After maps are made, teams trade maps so that each team has a map made by another team. Teams then try to navigate to map site and back in shortest time.

### Sailors Hard Tack

Players divide into two teams and line up behind a starting line. About 15 feet away, in front of each team is a chair. Den Leader stands between chairs. On signal, lead players run to chairs, sit down and are given two salted soda crackers (Sailors Hard Tack) each. They race to eat the crackers, whistle audibly. Having whistled, they run back to their lines and tag next player. First team finished is winner.

### Drawing Columbus' Ship

This is a good quiet game for Den Meeting. All that is needed is one pencil or marking pen and one piece of paper. The first player draws a line. He passes the pen to the next player, but keeps the pen on the paper at all times. Everyone has a turn, each trying to add the lines to drawing Columbus' ship. Having a picture available of Columbus' ship might also help.

### Sink The Ship

Use three plastic detergent bottles and fill with sand. The boys may decorate each bottle to resemble the Nina, the Pinta and the Santa Maria. Number each ship, 5 points for the Nina, 10 points for the Pinta, etc. Give each Cub Scout three rubber rings. Highest score wins.

### Fire

This game can be played at Den Meeting or Pack Meeting during Fire Prevention Month. By Dens or individually, have Cub Scouts remove caps, neckerchiefs and shoes: stack them neatly and have boys lie down...On call of "Fire", all get up and dress. First Cub or Den dressed best is winner.

### Roll In a Blanket

Play this safety game in Den meetings or as a Pack relay. Stand in a big circle with one person in the middle. Have him point at random to anyone in circle and say "Your clothes are on fire". The person named must fold his arms across his chest, drop to the floor and roll over slowly. For realism, play the game using a blanket to roll in. Have each Cub take a turn.

### Fire Puzzles

At Den meeting have a puzzle for boys to solve. For example, What would you do if fire blocked the only door from your meeting room?... If you came to a fallen wire in the street? If you saw a neighbors house on fire? Etc.

### Halloween Tenpins

Ten apples, each speared on a tripod of 3 toothpicks are set up in a triangular formation. The players form a line about ten feet from the apples, and each player gets three tries at knocking all of the apples over by rolling a small round pumpkin. Player with best score wins.

### Pumpkinhead Race

Players line up in teams of two behind a starting line. Each team receives a small pumpkin which they place between their foreheads. On signal, all teams try to cross the room and return without dropping the pumpkin. They may not use their hands, except to replace pumpkin between their foreheads. First team to complete round trip wins.

### Making A Halloween Costume

Make up two teams. Give each team a 5 foot piece of brown wrapping paper. One member of team lies flat in paper and his team members trace the outline of his body on the paper. Each team is given glue, crepe paper, scissors, yarn, etc. to decorate the costume. All team members work together to 'make a Halloween costume'.....Team prizes of candy or gum could be given to both teams for "most unusual", "scariest", etc.

### Apaches And The Creeks

Divide boys into two tribes. One tribe goes to sleep, except one brave who is the sentry. Other tribe creeps up on sleeping Indians from behind bushes and tries to tag them. When the Brave on guard spots the other Tribe, he cries LOOK OUT and sleeping tribe jumps up and tries to tag the other tribe. Each tagged Indian becomes a member of that Tribe. Game ends when opposing Tribe all become members of the first Tribe.

### Indian Toss Ball

Make ball by fastening strong 10 inch cord to an old tennis ball. Each player lies flat on his back with his shoulders resting on the starting line. Holding the cord in his hand and arm at his side, he swings the arm up and over his head and throws ball behind him as far as he can. Boys mark their point where balls land.

### Pony Race

This race is run in threesomes. Have two players form a horse by having one stand erect while another leans forward placing one of his shoulders against small of standing players back. Third player jumps astride leaning player and leans forward with his arms on the shoulders of the standing player so that both members of the horse are bearing his weight. The heavier players should be horses. If this trio becomes detached, players must reform before continuing relay.

### Hunter, Rabbit, Gun

Two lines of players stand on opposite sides of the room facing each other. Head player of each line decides whether the line will represent hunters, rabbits or guns. Then each runs down his line whispering to players what they are to be. They remain at the foot of the line so that each may have a new head for the next game. When the leader counts 1, 2, 3, each line walks forward three steps, falls into position and makes sign or noise of object it is representing, such as rabbit has pointed ears so players make ears with fingers sticking up on each side of their head, gun is pantomimed by players pointing imaginary gun and shouts BOOM, etc. Points are scored on following basis: Rabbits defeat Hunters, Hunters defeat guns, Guns defeat rabbits. For example, if one team are Rabbits, and the other team are Guns, Rabbits lose point. If both teams represent the same thing there is no score. Ten points is a game.

### Indian Hide-Out

One Indian hides while rest count to 100. When counting is finished, they set out to hunt. Whenever anyone finds hider, he watches for a chance to join him, hiding from the rest. As each new finder finds group, he crowds into the hiding place. When last hunter discovers the spot, game starts over and first finder becomes the hider.

### Indian Pebble Game

Indian boys liked to play this game and make their own equipment. Cub Scouts may use small juice cans. After cleaning them well, paint the outside and decorate with Indian designs. Each Cub Scout should have a can. He then collects 10 flat pebbles which he puts into the can, after marking one side of each pebble with a design. Then in turn, each boy empties his can on the ground and counts those which fall with painted side up. This is a good out-of-doors game and can be played and scored after each player has three turns.

### Indian Gift of Corn

One of the boys is chosen as Pilgrim and leaves the room. Another boy is chosen to be the Indian and is given a small plastic bag of candy corn. Each boy playing places his hands together in his lap as though he is holding a bag of corn. The Pilgrim comes back in and tries to guess who is the Indian holding the corn. If he is right, he gets the corn. If he is wrong, he leaves the room and another Indian is chosen. This continues until the Pilgrim guesses correctly. Have sufficient bags of candy corn so everyone has a chance to win.

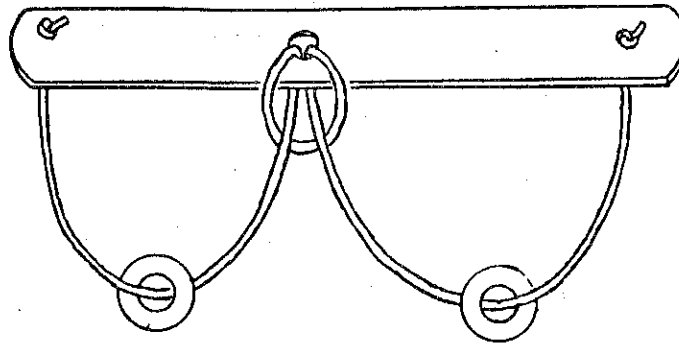
### Bringing In The Harvest

Before Cub Scouts arrive for Den Meeting, hide unshelled nuts, candy, candy corn and pumpkins around the room. Give each boy a paper sack as he arrives and let him look for them. His reward is eating all that he collects. This can also be used as an outdoor game, using wrapped candy. Be sure to count so you will know when all items are found.

### Bowl Game

This game was a favorite of the Crow Indians. You will need a small unbreakable salad bowl, six peach or plum pits (or almonds) and a small bottle of India ink. Any even number of people can play this game. It is more exciting if there are four or more players on each team. Wash pits thoroughly and dry. Then, with pen and ink, draw broad lines across one side of each stone. Drop six pits into bowl. Hold bowl in one hand and with slight toss, flip pits up into the air, and catch them again in the bowl. Score by counting number of pits that land with marked side up. Each one counts a point. After one boy scores his turn, he passes bowl to next team member. Each player keeps his own score with toothpicks. Winner is the one having the most toothpicks in front of him after 20 tosses.

## PUZZLES

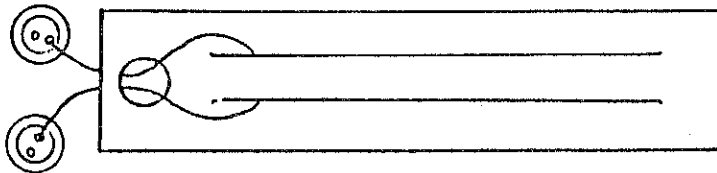


### YOKE PUZZLE

Make this puzzle from a 1 by 6 inch piece of thin board or cardboard (a tongue depressor is excellent), string, and two washers. Bore holes in board and fasten string and washers.

Challenge boys to get the washers together without untying any of the knots.

Show them how to do it. Have them pull the loop at center hole straight out about 2 inches. Slide washer through the loop. Then pull rest of center loop back through center hole. Slide washer through center loop onto opposite loop. Pull center loop back through hole. The washer is now hanging on the opposite loop. Reverse procedure to get it back.

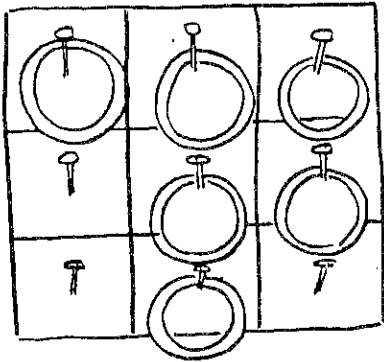


### STRAP AND BUTTON PUZZLE

Have Cub Scouts make two parallel cuts in the center of a strip of firm, pliable leather. Just below this, cut a hole the same width. Then pass a heavy string under the slit and through the hole, as illustrated. Fasten buttons to loose ends of twine.

The object is to remove the string without taking off the buttons. They can do this easily by bending the leather and drawing the narrow strip through the hole. The string and buttons can be removed easily.

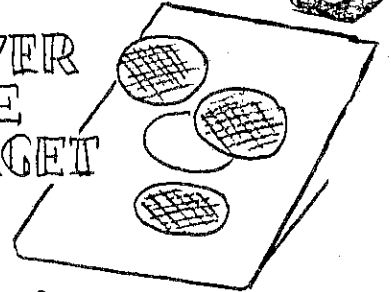
# HOMEMADE GAMES



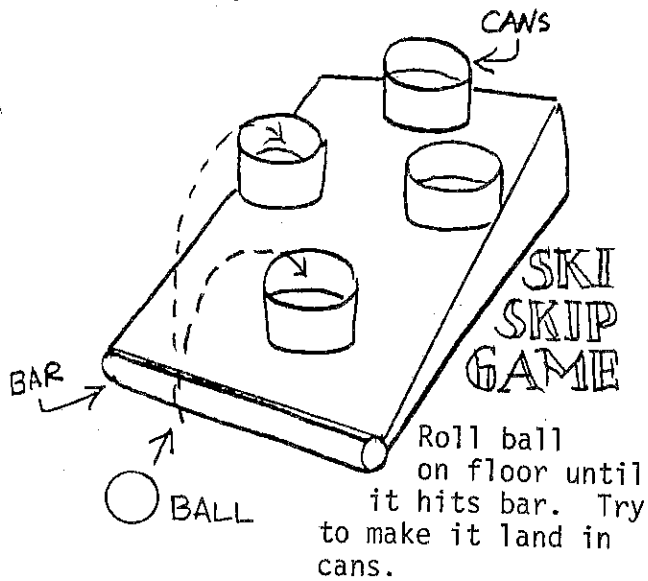
## TIC-TAC-TOE

Collect 20 jar rings. Paint 10 white. First person to hang 3 in a row, up and down, across or diagonal is winner.

## COVER THE TARGET



Each player takes turns trying to cover up white circle with 5 cardboard or linoleum discs.

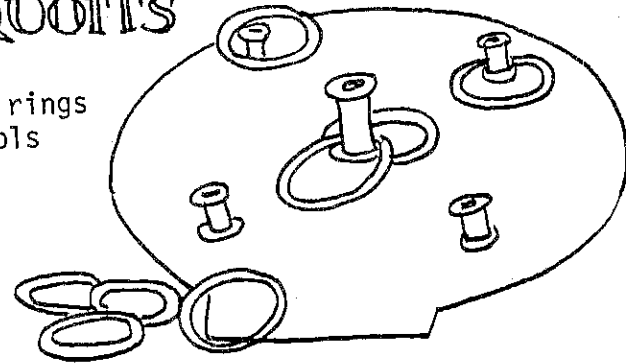


## SKI SKIP GAME

Roll ball on floor until it hits bar. Try to make it land in cans.

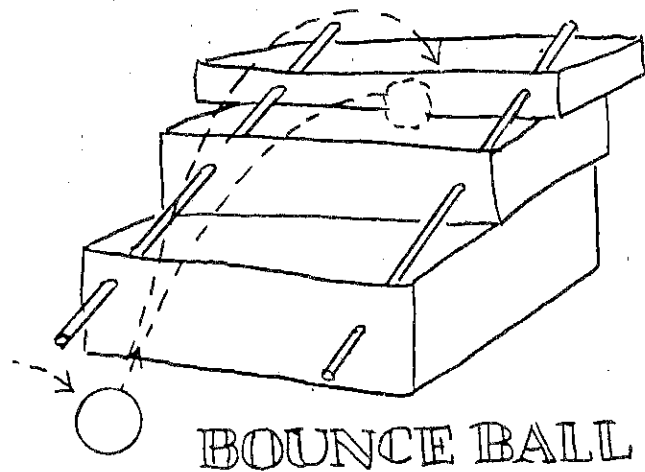
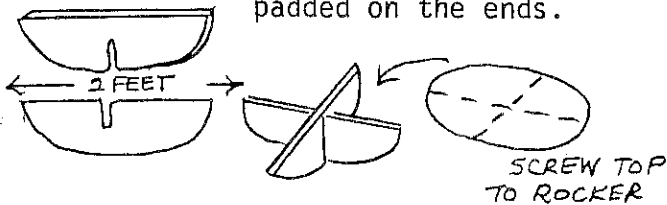
## QUOITS

with jar rings over spools



## JOUSTING

Cut sections out of 1-inch board as shown. Fit them together. Fasten round top to rockers. Boys stand on wooden rockers and joust with poles, padded on the ends.

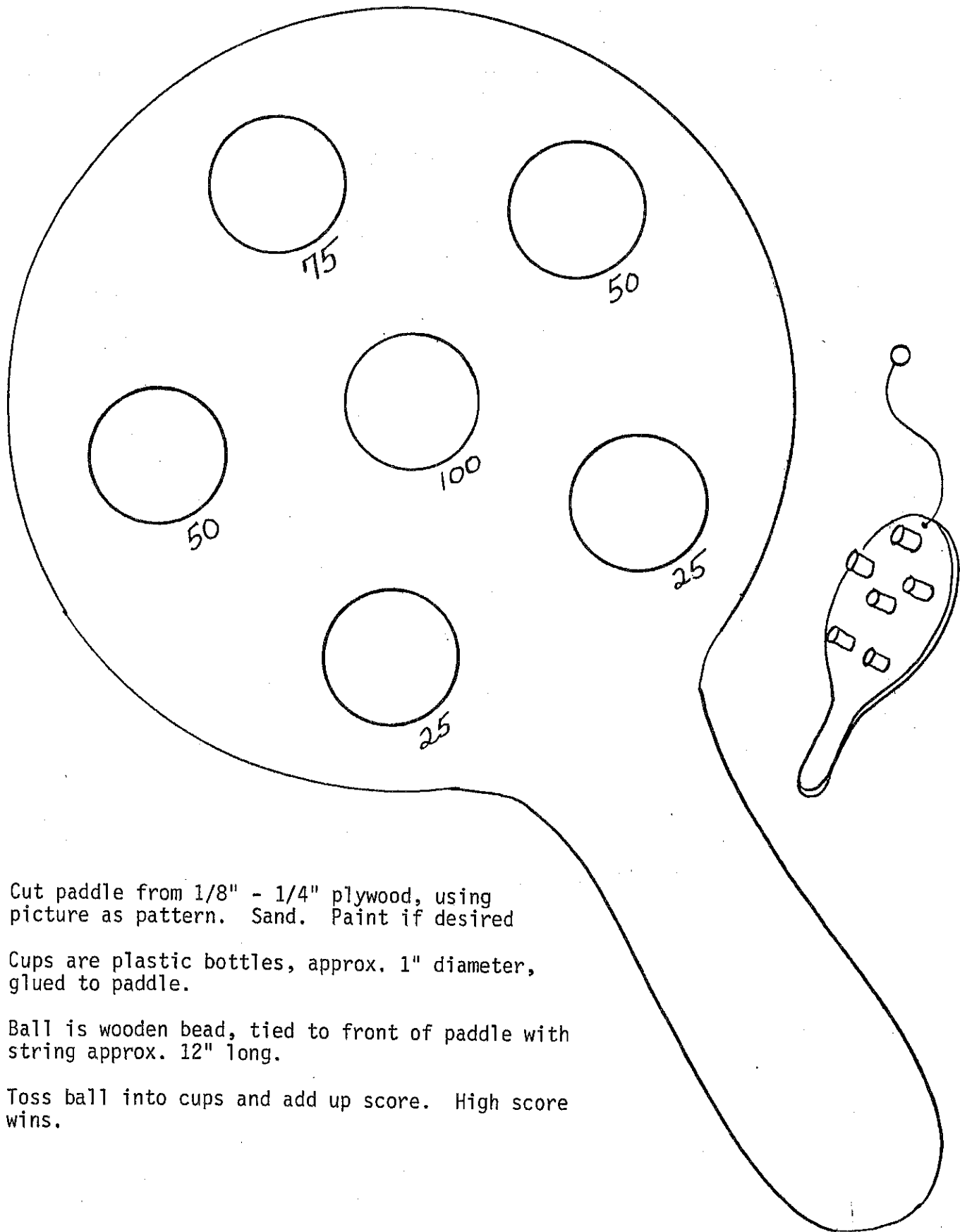


## BOUNCE BALL

Bounce ball into cardboard boxes.



# PILL BOTTLE TOSS GAME



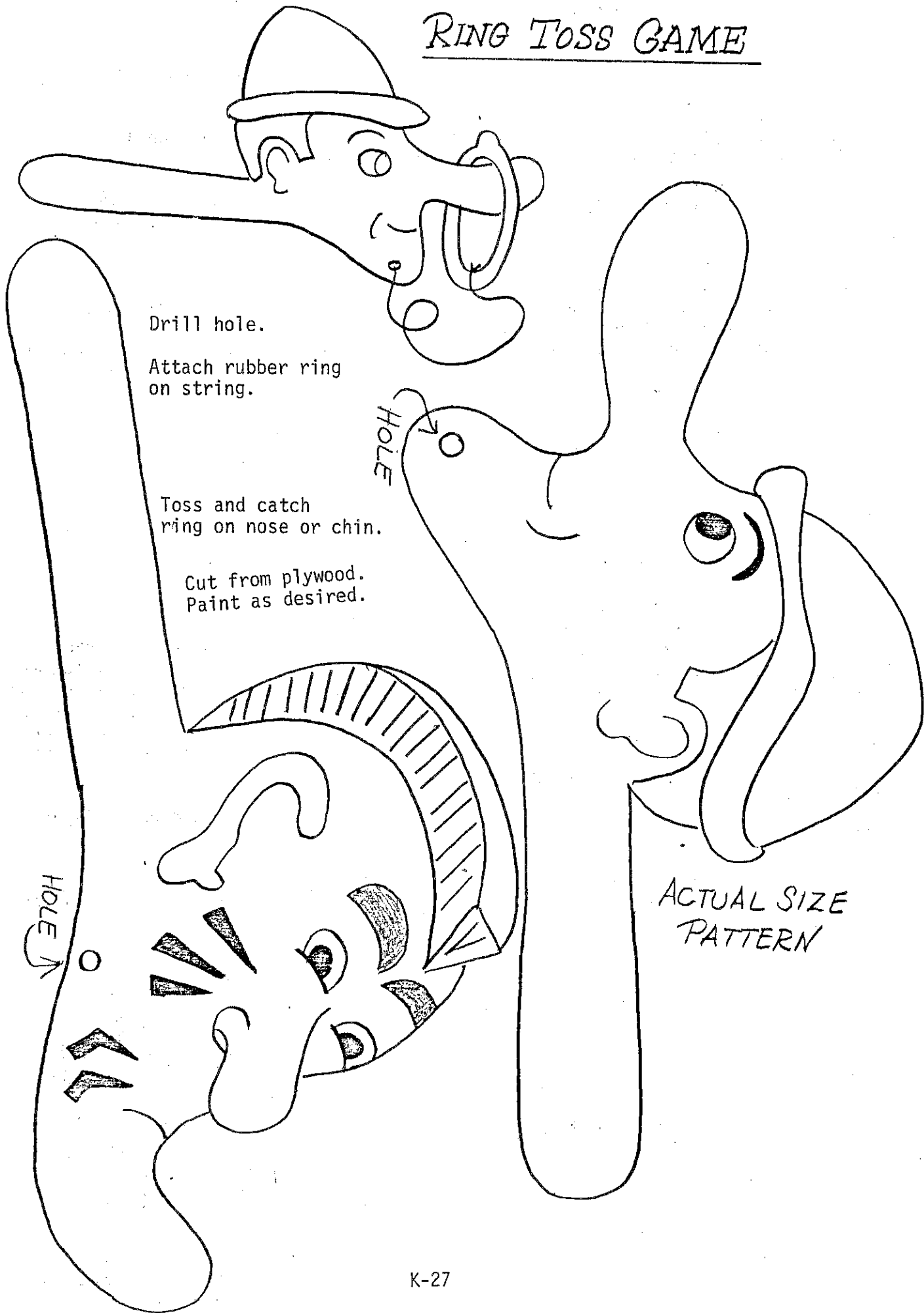
Cut paddle from 1/8" - 1/4" plywood, using picture as pattern. Sand. Paint if desired

Cups are plastic bottles, approx. 1" diameter, glued to paddle.

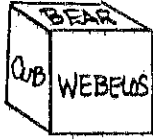
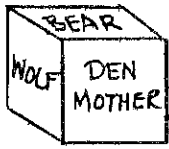
Ball is wooden bead, tied to front of paddle with string approx. 12" long.

Toss ball into cups and add up score. High score wins.

# RING TOSS GAME



## CUB PACK 'O DICE



Make dice from large cubes of foam rubber or blocks of wood.

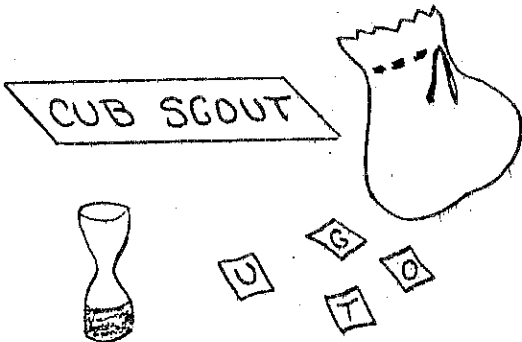
Paint words pertaining to Cub Scouting on all 6 sides of each dice.

Boys take turns tossing out one dice at a time, then trying to match the word on top by tossing the second dice.

Scoring: If player matches word, he receives five points.  
 If rank is lower than first word turned up, he receives one point.  
 If rank is higher than first, he receives two points.  
 Special scoring can be set for words such as Cub, Leader, Akela, etc.

First player to reach 10 points is the winner.

## CUB SCOUT SPELL DOWN



Any number of boys can play this game at the same time. The object is to reach into the bag of letters and pull out one letter at a time and place it on the game board. Player continues to take letters out of the bag, trying to spell CUB SCOUT, while the timer is running. As soon as the timer runs out, he must stop.

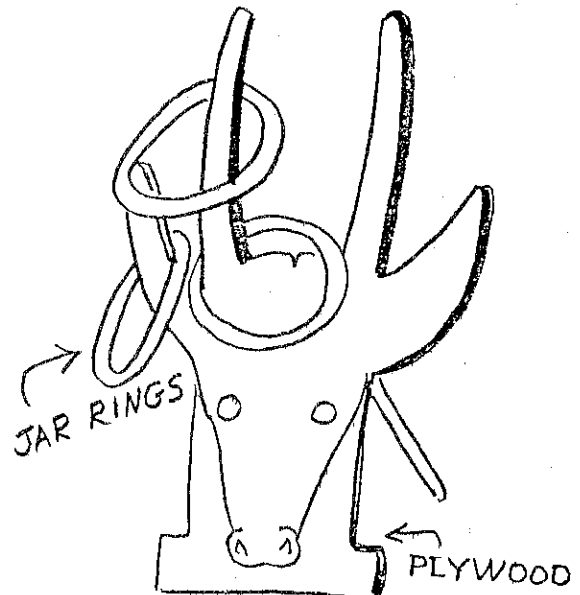
Letters are returned to the bag before next player takes his turn.

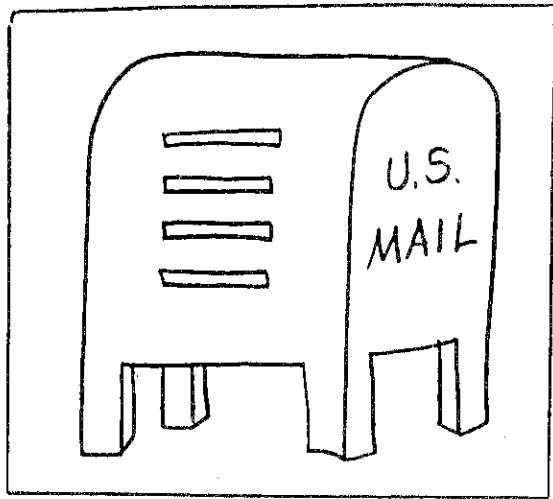
Game board is drawn on a piece of cardboard. Letters are drawn on cardboard squares. The only other materials needed are a small bag to hold the letters and a minute timer.

6 each C, U, O

4 each B, S, T

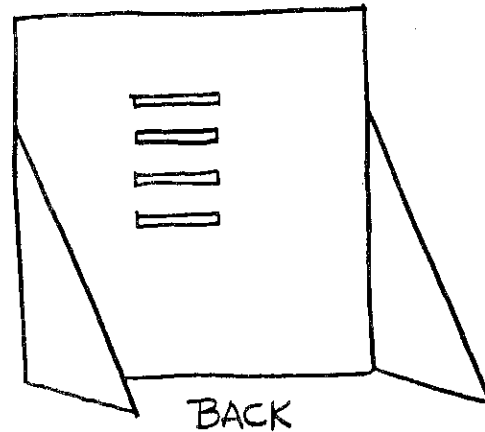
RING = BUCK



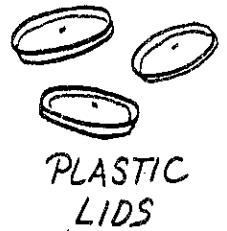


FRONT

## POST OFFICE TOSS



BACK



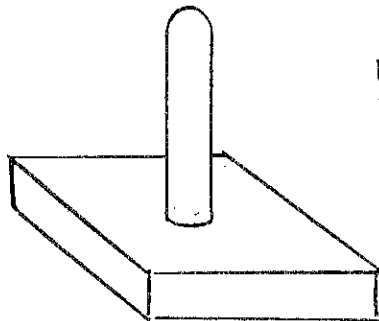
This game can be easily made from cardboard ... or can be constructed more sturdily for a pack midway from plywood.

Cut cardboard carton (large) as shown in illustration ... or use a piece of 3/4" plywood 36" X 48" with another piece 24" X 36" cut diagonally for legs.

Paint red, white and blue mailbox on front. Cut four slots in front of mailbox with a keyhole saw. Slits should be large enough for plastic lids to go through easily.

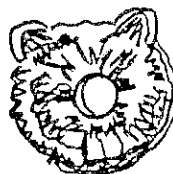
The object of the game is to toss the discs (letters) through the slots in the mailbox. Each letter mailed is worth one point.

## CUB SCOUT RING TOSS



Use an 8" X 8" piece of wood. Drill 3/4" hole in center. Glue in 3/4" diameter dowel which is 8" long. Paint as desired.

Using colorful Cub Scout Emblem Stickers, glue to pieces of 1" foam. Cut out insignia. Cut hole in center of each (approx. 1-1 1/2").



A point is scored for each time the tossed insignia rings the dowel.







To my Dad, the Webelos leader:

Dad, before you start on your year as Webelos leader, there are a few things you may want to know about us Webelos Scouts. The year I spend in your Webelos den will do much to determine my future in the Scouting program. This is a year of changes - change from a female-directed program to a male-directed program; change from working on a short range project to a longer range one; change from a home-oriented handicraft program to one which points me towards the outdoors. The Webelos program is not just more Cub Scouting. It is a bridge to Scouting, and Dad, you are the bridge builder.

We Webelos Scouts are older, bigger in stature, and more advanced in knowledge and experience than the other boys in the pack. I don't want to do things which the 8 and 9-year-old boys are doing.

Some people say we are real testers. We size up our leaders, teachers, and even our parents to see what we can get away with. We want a line drawn telling us how far we can go; but we may try hard to bend or move that line once it's set. You will have to stand firm once the line is drawn. Your discipline will have to be consistent, impartial and fair. We may even need reminders on responsibility for personal property - mine and others.

We Webelos Scouts thrive on praise and sulk at criticism. We are eager to please those we like. One problem is our attention span..it's rather short, so don't stick to any one thing too long in den meetings. An ideal program is quite flexible with short periods of seriousness, games, instruction and contests. If any part of our meeting lasts over 10 minutes, we might start a little horseplay.

Remember Dad, FUN is the most important part of any meeting.

Any by the way, Dad.....thank you.

Your son



## WEBELOS PROGRAM RESOURCES

Application for Local Tour or Camp Permit - No. 4426  
Application to Become a Den Chief - No. 4211  
Big Prints (set of instruction charts for 6 activity badges) BL-61  
Boys' Life Magazine (each month has a full page of activity badge help)  
Cub Scout Program Helps  
Cub Scout Songbook - No. 3221  
Boy Scout Songbook - No. 3224  
Den Advancement Report - No. 3847  
Den Chief's Denbook - No. 3211  
Games for Cub Scouts - No. 4392  
Group Meeting Sparklers - No. 3122  
How to Be a Den Chief - No. 6453  
Individual Cub Scout Record Sheet - No. 3827  
Staging Den & Pack Ceremonies - No. 3818  
Webelos Den Activities - No. 3853  
Webelos Den Leader's Book - No. 3217  
Webelos Den Meeting Program (planning sheet) - No. 3852  
Webelos Scout Advancement Chart - No. 4187  
Webelos Scout book - No. 3209  
Cub Scout Water Fun - No. 3220  
Safe Swim Defense (poster) - No. 7368  
Boys' Life Reprint Booklets:

26-037 Swimming & Waterfront Activities  
26-085 Bike Fun  
26-023 Webelos Scout Helps  
26-025 Fun With Tools  
26-026 Stunts and Skits  
26-041 Cooking Skills & Menus  
26-042 Hiking & Camp Equipment  
26-043 Handicraft  
26-044 Pioneering  
26-046 Toughen Up  
26-097 Our Heritage of Freedom  
26-047 Showman Activity Badge  
26-048 Outdoorsman Activity Badge  
26-049 Sports Tips  
26-053 Forester Activity Badge  
26-054 Naturalist Activity Badge  
26-057 Craftsman Activity Badge  
26-079 Engineer & Traveler Activity Badges  
26-084 Indian Lore  
26-094 Nature Hobbies  
26-095 Bill of Rights  
26-099 Law and Justice  
26-082 Geologist & Scientist Activity Badge Helps

REMEMBER TO ATTEND  
YOUR MONTHLY CUB  
LEADER ROUNDTABLE.

Experienced leaders strongly recommend keeping a den program resource file on each of the 15 activity badges. Files could contain Boys' Life Reprint booklets, clippings from magazines, handouts from roundtables, Pow Wows, etc.

## THE WEBELOS LEGEND

Hear now the Webelos legend; the tale of the Webelos tribe; the tale of Akela, its Chieftain.

"Hoo", called the owl in the darkness; and Mowgli, the Indian boy lay in his tepee and listened to the rustle of the trees in the night.

"Boom" went the deep muffled beat of the great ceremonial drum. The braves of the tribe were convening. He wished he could answer that call.

Quick, like the flight of an arrow; quiet, in the hush of the night; before a great fire ring they gathered, awaiting Akela, their Chief.

Here in the great Council Ring Fire, on top of the cliff there they met. Here often they come for decisions. Here, too, the Great Spirit is sought.

Here they sought help from the Spirit on hunt or on warpath; in peace. Here they met their Chief Akela; awaited his final decree.

Now with the "boom" of the big drum all was quiet; the night was quite still. The great ceremonial fire, when lighted, illumined the hill.

The tom-toms began, set the rhythm. Akela stepped into the Ring. First low and slow, then...like thunder, they beat as he danced near the fire.

Dancing with grace, full of gesture, in costume, he told of his life. He told of the strength of his father, the powerful "Arrow of Light".

"Kind Eyes", his mother, taught those things that only a mother can know. He once saved her life with his arrow; his father helped fashion his bow.

The tom-toms beat on and his dance told of trips to the forest, where Wolf taught him the ways of the wild life, of the ground, of the tracks, ways to food.

Through dancing and gesture, he told how he next faced the Bear and learned the meaning of courage; and then he became a young Scout of the trail.

Akela, the Wise, closed his dance. By sign and by gesture he told how the tribe can be strong only when the boys of the Tribe are strong.

He said this: "The future is hid, but if we are strong and brave; if we can teach our boys to be fair, our tribe will continue to be strong."

"Let us name our tribe for the Bobcat, the Wolf and the Bear and the Scout. The Webelos Tribe we'll be called and the strongest of all we will be."

Akela thus ended his dance. The beat of the tom-tom was stilled. In silence the warriors stood; then gave the great guttural "How".

The fire burned low; all was still. No sound broke the hush on the hill, save the crackle of embers and all the mysterious half-noises of night.

The braves raised their right hands toward heaven. "Living Circle" was formed with their left. The Webelos pledge was given; "To live and help live" was their pledge.

This, then, is the Webelos legend. This, then, is the reason they're strong. They honor the pledge which they make; "To live and help live" is their goal.

-arranged from the prose by  
Milton Klint, Salina, Kansas

## 10 NEEDS OF A BOY

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



## WEBELOS CEREMONIES

This is an easy reference for you to use in finding ceremonies for den and pack meetings. Except where indicated otherwise, ceremonies are found in Staging Den and Pack Ceremonies Book. Please check Ceremonies Section in this book for other Ceremonies.

### OPENING CEREMONIES (Den Meeting)

- Den Chief's Denbook, p. 138-139
- Webelos Den Leader Book, p. 51-52
- Staging Den & Pack Ceremonies, p. 32-37

### CLOSING CEREMONIES (Den Meeting)

- Den Chief's Denbook, p. 142-143
- Webelos Den Leader Book, p. 56-57
- Staging Den & Pack Ceremonies, p. 48-51

### INDUCTION CEREMONIES (Pack Meeting)

- Induction Into Webelos Den p. 116-118
- Webelos Uniform Ceremony p. 118-119

### ACTIVITY BADGE CEREMONIES (Pack Meeting)

- Artist Badge p. 122-123
- Engineer Badge p. 121-122
- Several Badges p. 123-124
- Candle Ceremony p. 28 (Den Leaders Book)
- Spotlight Ceremony p. 28 (Den Leaders Book)

### ARROW OF LIGHT CEREMONIES (Pack Meeting)

- Arrow of Light Candle Lighting p. 133-134
- Arrow of Light Cutout p. 136-137
- In Akela's Footsteps p. 131-133
- Keep America Beautiful p. 134
- The Spirit of Scouting p. 139-141
- The Twin Archers p. 126-128
- Using All Ranks p. 128-131
- Webelos, Indian Style p. 137-138

### WEBELOS (CUB) GRADUATION CEREMONIES (Pack Meeting)

- Archway to Scouting p. 161-164
- Bridge to Scouting p. 160-161
- Crossing the Bridge p. 154-156
- Cub Scout-Family Graduation p. 150-152
- Four Winds p. 148-149
- Friendship Fire (outdoor) p. 158-159
- From Akela to Scoutmaster p. 145-148
- Indian p. 156-157
- Seven Virtues of Life p. 152-154
- The Mile Post p. 164-165

## AQUANAUT ACTIVITY BADGE



To most ten year old boys in our area, the Aquanaut Activity Badge will be one of the easiest to earn. It will be fun for both the boys and the Webelos leader.

One of the main points of this badge is to teach safety rules. These rules will be found at every Scout waterfront. The rules may not particularly impress a Webelos Scout this year at the neighborhood pool where he swims daily, but next year at summer camp, their value will become apparent to him.

Webelos Scouts in Indian Nations Council are surrounded by lakes and pools, and are therefore more fortunate than some boys in other parts of the country. Because of this, swimming skills are extremely important.

### DEN ACTIVITIES

1. Assign buddies and explain the importance of the buddy swimming system.
2. Have a demonstration of mask, fins and snorkel by an expert. People who have completed the scuba class at the YMCA would be good.
3. Take the den swimming. Classify boys according to swimming ability. Assign boys to areas according to ability. Let them try to pass the 100 foot requirements and the surface dive optional requirement and the snorkel optional requirement.
4. If a rowboat is available, have boat safety methods and rowing techniques demonstrated by an expert. Give boys a chance to practice these methods.
5. Have the boys learn the four basic rescue methods. Let them practice reach and throw methods.
6. Take boys to a swim meet or diving exhibition.
7. Make buddy boards.
8. Invite an expert to explain to the boys how to handle emergencies in the water. Contact a swimming instructor, the YMCA, or Coast Guard.  
Three rules to remember: Don't panic ... think ... save your strength.
9. Learn about water pollutants in the lakes and rivers in the area. How do they affect water used for consumption and recreation?
10. Study the Safe Swim Defense Plan (See 1972 Pow Wow Book, p. K-6, or Cub Scout Activities book)

### PACK ACTIVITIES

Exhibit: Mask, fins, snorkel, boat equipment, practice breathing dummy  
Demonstrate: Swimming strokes, rescue assists, artificial resuscitation.



## AQUANAUT ACTIVITY BADGE

### DROWNPROOFING

Archimedes' Principle: "When an object is immersed in a liquid the apparent loss in weight of the object is equal to the weight of liquid displaced."

Capable and experienced swimmers are obviously skilled in the water, yet the possibility of a cramp or tiredness is always present. This possibility requires learning to stay afloat while using a minimum of effort.

Knowing how to float is important. In an emergency it could mean the difference between surviving until help arrives and drowning.

Drownproofing is based on the principle that a person who is relaxed in the water will float at, or just below, the surface of the water. No effort is required when floating. But, regular renewals of air are a must and drownproofing includes simple movements so that a regular breathing pattern can be maintained.

Many swimming courses include instruction on "drownproofing".

Remember, don't let the boy try to be a superman! This isn't a test to see how long he can hold his breath underwater. Holding your breath longer than 10 seconds will tire you. The purpose of this float is rest, not exercise.

1. Relax completely. Be lazy. With lungs full, float face down, back of neck on the surface. Rest for three seconds.
2. Get ready to raise face above water surface. Extend your arms forward slowly. Get ready to thrust downward with your arms and legs.
3. Exhale through your nose as you rise to the surface. With mouth above water, inhale. Your shoulders stay under water.
4. Keep your head straight and push downward with your hands. This keeps your head above water, while inhaling slowly. Don't gulp. There's no rush. In rough water, keep the waves at your back, so they don't break in your face.
5. With lungs full, drop head forward and thrust downward and backward with arms and legs.
6. Hold your breath. Relax. Let arms and legs dangle while you float forward and upward. Practice the "drownproof" float until it's second nature.. 'til you can do it without thining.

SAFE SWIM SPOTS. The best place to swim is one that has qualified lifeguards. If there is not this supervision, always make sure you go with a buddy - never alone.

Weeds: It's pretty creepy to swim through weeds. They can get tangled in your legs and cause trouble. If you do get trapped in weeds, don't struggle. Take it easy with slow movements to free yourself.

After Dark: Don't do it. Supervision is impossible. If you go under you couldn't be spotted.

Current: Sometimes you run into these in rivers. It's best to stay away from them. But if you're caught in a current, don't try to swim against it. Swim with the flow and diagonally until you reach shore.

## ARTIST ACTIVITY BADGE



The Artist Activity badge isn't intended to make an artist of every Webelos Scout, but instead, help him better understand how the artist works and what he is trying to express. If you are not familiar with color charts, design, sculpture, mobiles and constructions, you should enlist the help of an experienced Dad or an art teacher. Beginner's books on art will also be helpful to you.

### DEN ACTIVITIES:

1. Attend an art exhibit or visit a museum.
2. Hold an "Art Can Be Fun" night.
3. Have each boy prepare a color scheme for his own room.
4. Make drawings from nature ... birds, animals, flowers, trees.
5. Start simple sculptures to be finished at home.
6. Study a color wheel and practice combining paints.

### PACK ACTIVITIES:

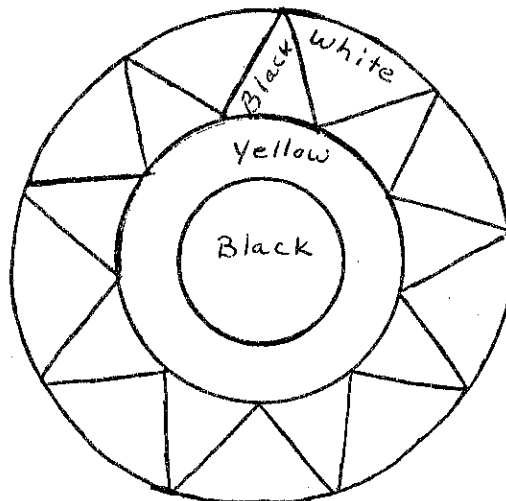
Exhibit: Drawings, painting, designs, mobiles.

Demonstrate: Mixing paints; beginning a sculpture; making a mobile.

### SAND PAINTING:

On a piece of cardboard, draw a design. Since the American Indians are the foremost exponents of sand painting, an Indian scene or design could be used. Indicate on the design the colors which are to be used. Color clean sand with food coloring. Cover the area to be "painted" with white glue and then pour on the proper color of sand. Shake off excess. Work with only one color at a time, and if the area is large, do it in several pourings. The painting can be framed if you like.

Or, you might like to try a free-hand sand painting. Cover entire cardboard with white glue. Then add colored sand here and there, forming an abstract design. The cardboard should be small, so the glue won't dry before you're through. This is an interesting technique and can turn out some unusual designs.

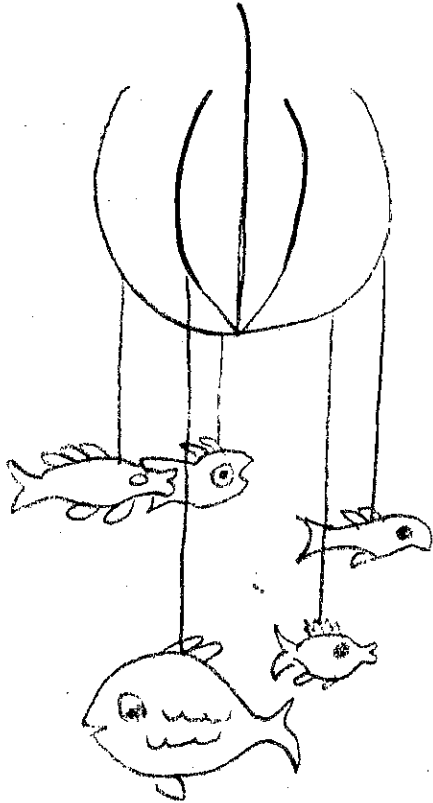


ARTIST



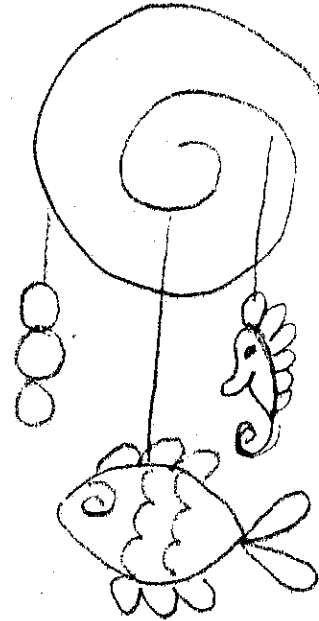
MOBILE

Instructions and suggestions for making mobiles can be found in the Webelos Scout Handbook. Here are some more ideas which you might like to try.



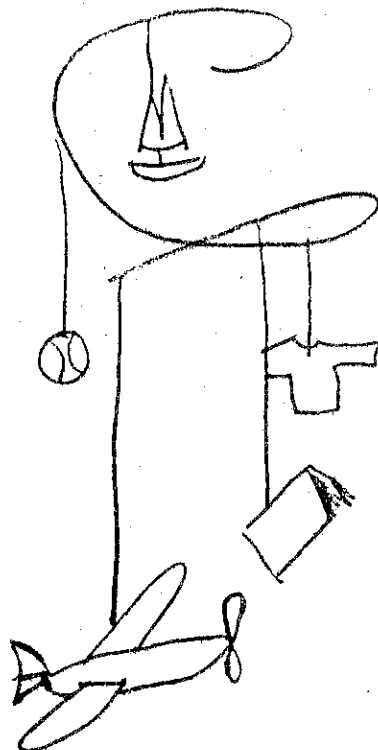
#### FLYING FISH

Fish are cut from construction paper and decorated as desired. They are hung from coat hanger frame with sewing thread. Try airplanes or rockets.



#### UNDERSEA SYMPHONY

Wire loop is made from coat hanger wire. Objects are formed from colored pipe cleaners, and hung with sewing thread.



#### FAMILY PORTRAIT

Cut out objects from construction paper which represent hobbies or favorite things of each member of your family. Suspend them from coat hanger frame with thread.



# ARTIST



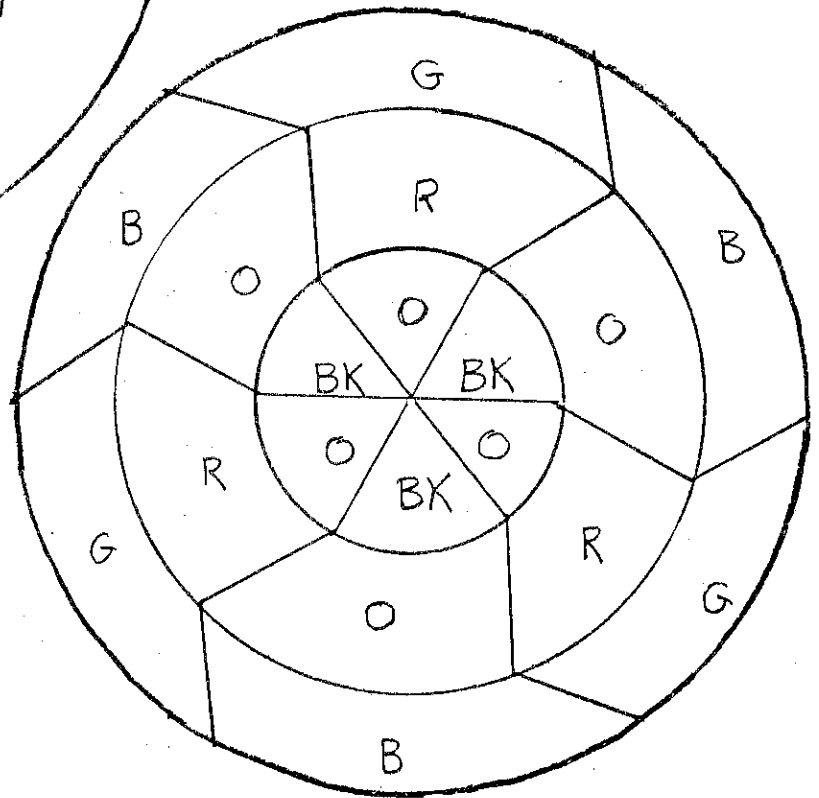
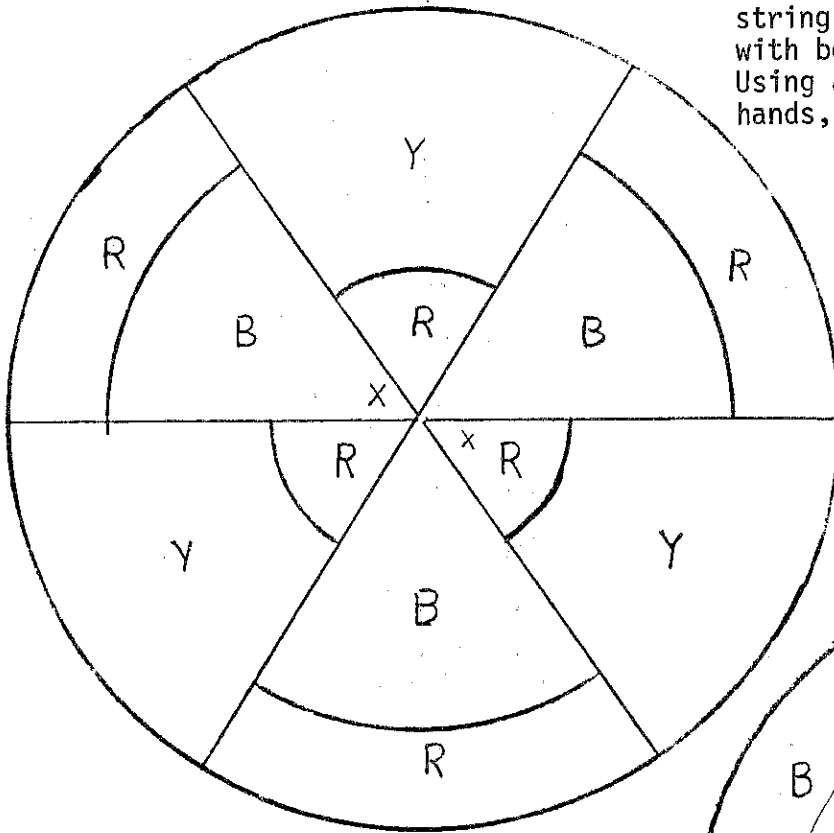
## SPINNING COLOR WHEEL

Using the patterns below, cut a circle from heavy cardboard. Draw designs on each side of cardboard circle. At the points marked "X", poke a hole through cardboard. Thread a string through one hole and back through the other one. Tie string so there is a loop on each side of the cardboard wheel. This loop should be about two feet long.

To operate the wheel, hold a loop in each hand and twist the string by whirling cardboard wheel around in a circle. When string is twisted tightly, pull outward with both hands until string is taut. Using an in-and-out motion with your hands, the color wheel will spin.

### MATERIALS

- String about 50" long
- Large needle to punch holes
- Piece of cardboard
- Crayons
- Scissors



Using crayons, color cardboard wheel as indicated by patterns and color key.

### COLOR KEY

- R-RED
- O-ORANGE
- Y-YELLOW
- G-GREEN
- B-BLUE
- BK-BLACK

## ATHLETE ACTIVITY BADGE



An athlete is one who keeps his body physically fit, strong, graceful and agile - a desire of practically every boy. Tell your Webelos Scouts about the athlete and what it takes to become one. Impress them with the fact that the body is a priceless gift and only a few minutes of exercise each day are required to keep it physically fit.

By adequate exercise, getting the proper food each day and taking care of himself, a boy can become an athlete. The activities for this badge can help the Webelos Scout measure up to the standards of strength, agility, endurance, and coordination necessary for good active Scouting activities in later life.

Many Webelos Leaders use this badge to introduce a new Webelos Scout to the program. This begins their Webelos year with an appealing badge to inspire them onward. By laying out a permanent accurately measured 50 yard dash and 600 yard run near your meeting place, you can easily test your new Webelos Scouts in less than half an hour. Use a stop watch when timing these sprint and distance runs.

Make up a permanent Fitness Progress Chart and retest the boys at different times throughout the year and chart their progress. They will be interested in bettering their records. Use the following chart as a guide.

Rating	Sit-Ups (number)	Pull-Ups (number)	Broad Jump Ft. In.	50-Yard Dash (seconds)	600 Yd. Run (minutes)
Excellent	60	6	5 6	7.6	2:15
Good	47	3	5 0	8.1	2:30
Satisfactory	30	2	4 8	8.6	2:45
Poor	22	1	4 4	9.0	2:58

The boys can make their own physical fitness equipment. A barbell can be made using a 3 foot dowel or broomstick with 3/4" pipe caps on the ends. The latter are then embedded in 46 oz. cans filled with cement. Allow cement to set overnight. Dumbbells can be made similarly by using foot long dowels and No. 2 size cans filled with cement and placed on the ends of the dowels. Plastic quart containers filled with sand may be used instead of the cans. A broomstick suspended at both ends in a garage, basement, or backyard makes an excellent chinning bar. A deflated bicycle inner tube makes a good exerciser.

### DEN ACTIVITIES

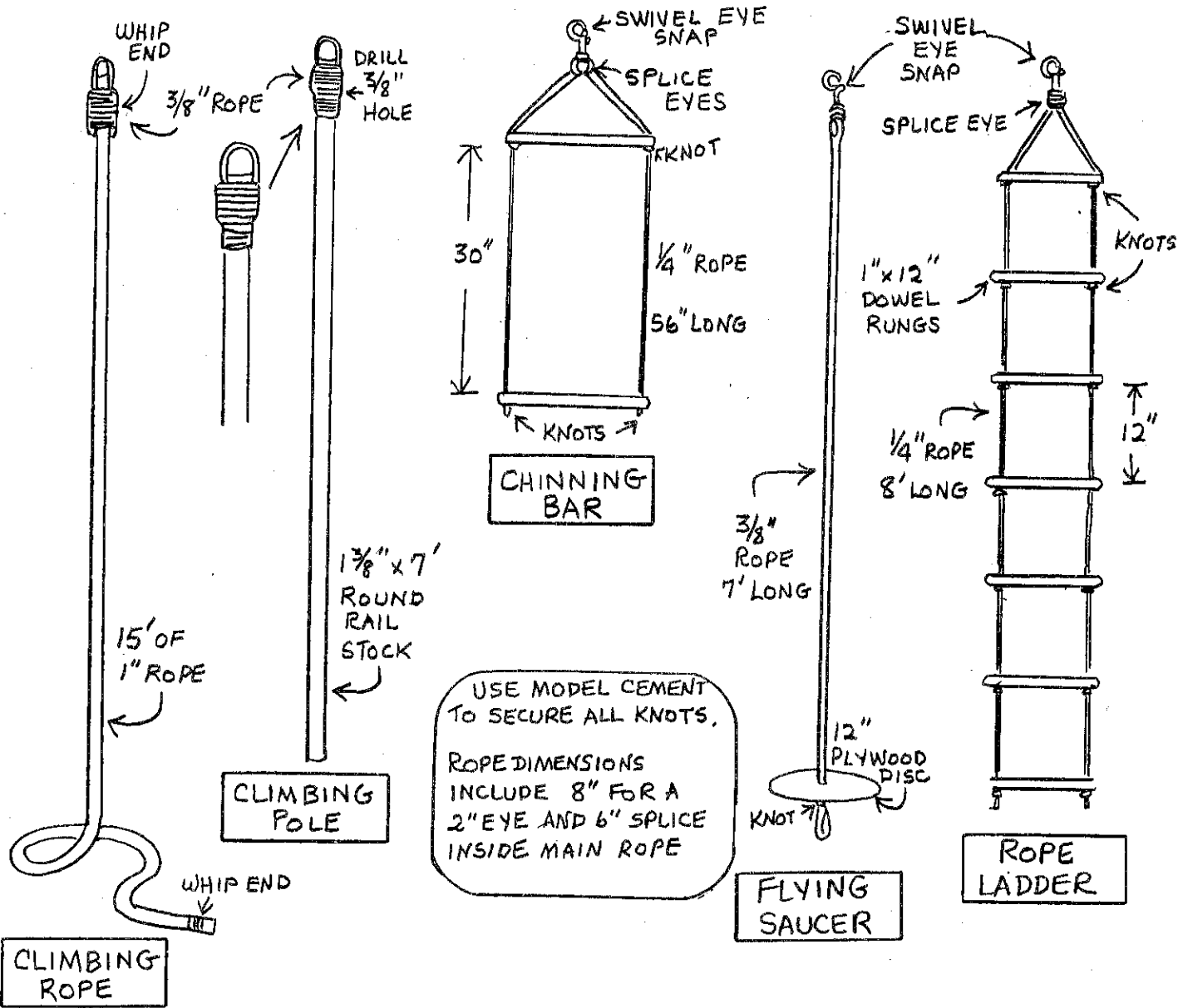
- Make your own physical fitness equipment. (see above)
- Watch a high school track meet.
- Have a Physical Education instructor talk to your den concerning fitness.
- Invite a professional weight lifter to talk to your den and demonstrate.
- Attend a gymnastics exhibition or meet.
- Plan a physical fitness demonstration for pack meeting.



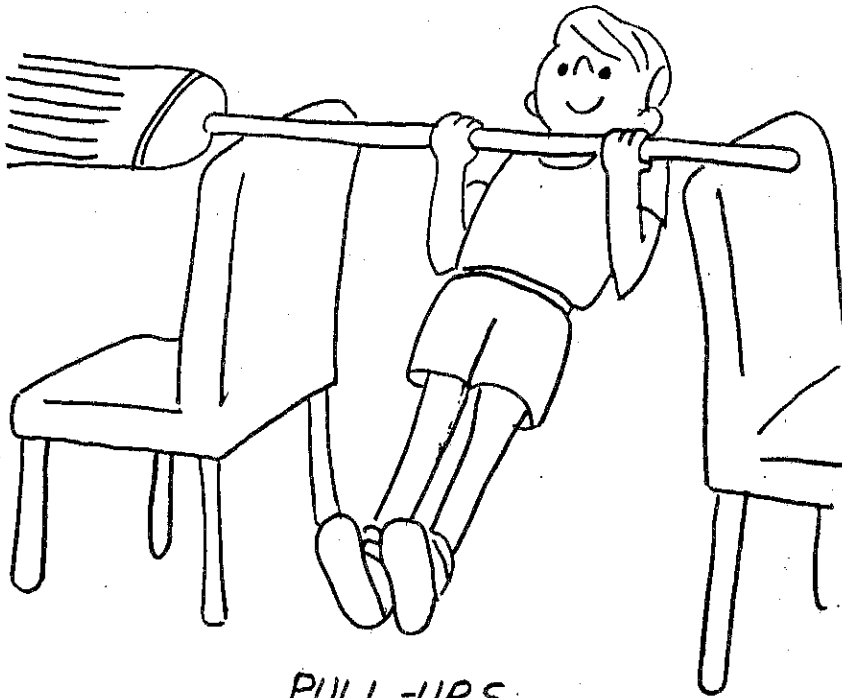
# ATHLETE ACTIVITY BADGE

## SKY HOOK GYM

With this sky hook gym you can set up your own physical-fitness program. The apparatus can be interchanged just as fast as you can unsnap one piece of equipment and snap-fasten another of your choice in its place. The gym is designed for use indoors or outdoors. For outdoor use, all you need is a suitable tree limb from which you can hang a large pulley and suspend the sky-hook line. For indoor use you can use a garage doorway which has an eight-foot clearance. All equipment is designed to be hung from a heavy-duty overhead hook or screw eye eight feet above the ground. Remember to use a mattress or pad underneath the line if there is concrete or hard paving underneath. Braided polypropylene rope is used because it is 40 percent stronger than Manila and it is so easy to splice. Two sizes of rope are used - 3/8" and 1/4". The swivel eye snap hook is used.

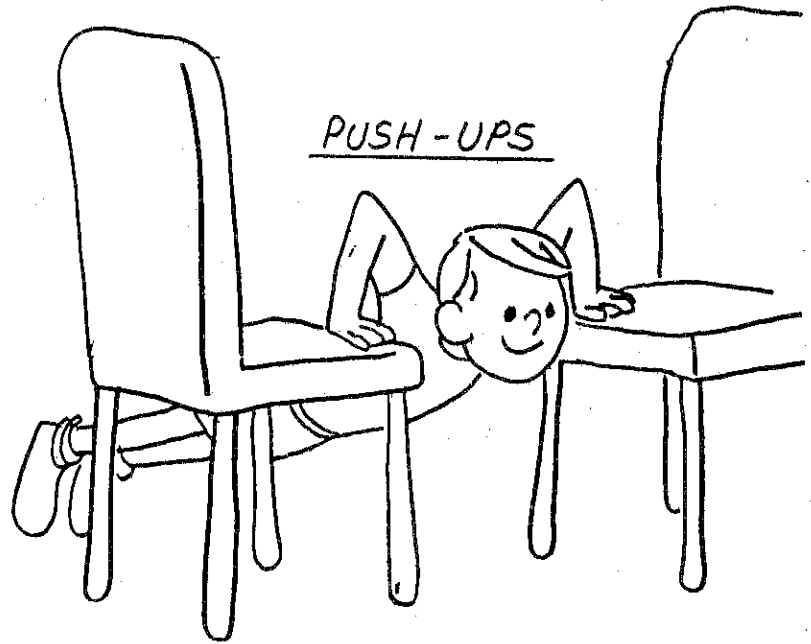
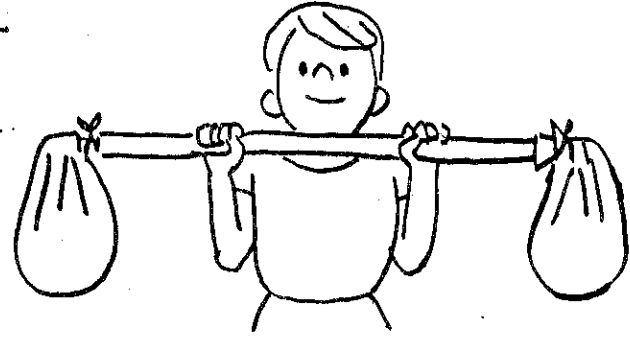


-Boys Life Magazine

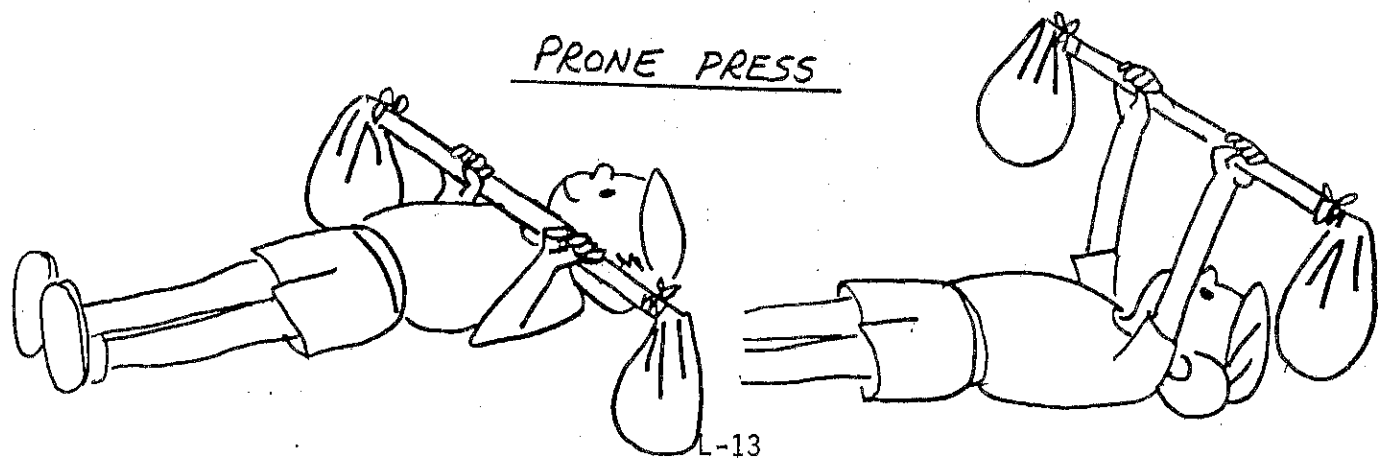
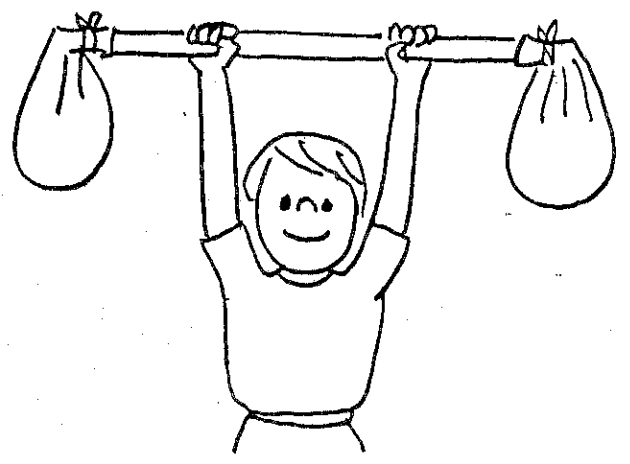


PULL-UPS

STANDING PRESS



PUSH-UPS



PRONE PRESS



## CITIZEN ACTIVITY BADGE

The Citizen Activity Badge related directly to developing responsible citizens, one of the prime purposes of Cub Scouting and the Boy Scouts of America. This badge is one of the requirements for the Arrow of Light Award.

The Webelos Leader must plan carefully so that the boys get a feeling for the real meaning of citizenship without spending a lot of time in study. One of the best ways to stress the meaning of citizenship is by practicing the good turn.

The appeal of this badge to the boys will be determined in large part by the method used by the Webelos Leader in presenting it. It can be exciting, fun and informative; or it can be just some more reports to write. Because of its importance, the leader is encouraged to make a special effort in planning it.

Just how much importance does the Scout program attach to Citizenship?

- One of the nine purposes of Cub Scouting is "developing habits and attitudes of good citizenship".
- One of the three aims of Scouting is "Citizenship - used broadly this means the boys' relationship to others".
- The one required Activity Badge for the Arrow of Light award is the Citizen Badge.
- To become a Tenderfoot Scout, the boy must earn two skill awards and one merit badge. All of these are optional except for the Citizenship Skill Award.
- To become a First Class Scout, the boy must earn a total of 8 skill awards and 5 merit badges. Citizenship in the Community is one of the two required merit badges - the others are optional.
- To become an Eagle Scout, the boy must earn a total of 24 merit badges. Citizenship in the Community, Citizenship in the Nation and Citizenship in the World are three of the 10 required merit badges.

So for a boy on the road to Eagle Scout, the Citizen Activity Badge is the most important step in his Webelos year.

Citizenship Pledge: "As future citizens, we will do our best to be prepared in body and will, in spirit and skill. We accept our obligation to God and will show by our actions we are willing to serve others and be good members of the Scouting team".

## CITIZEN ACTIVITY BADGE



### DEN ACTIVITIES

Discuss requirements of badge with boys. Decide on a good turn for the school, church or community and plan how to carry it out. Perhaps the den will want to involve the whole pack in their good turn, so that all the boys will be included in the excitement and rewarding feeling of doing something for others.

Make logbooks for boys to record their work on the badge.

Plan a special good turn for the next pack meeting, such as setting up chairs, ushering, cleanup, etc.

Visit a local government agency. Find out how it works, what services it provides, how it affects you and your family.

A campaign against litter is a "must" for good citizenship. Discuss how your den can carry on such a campaign - and do it. This could include making posters for display, litter clean-up, making litter bags, a fight against pollution, collecting items for recycling.

Discuss the various organizations in the community which help people. How are they financed and run? Do they use volunteer help?

Attend a naturalization ceremony.

Observe the voting process.

Visit a city council meeting or school board meeting.

Remind people to fly the flag.

Invite a new citizen to speak to your den on what becoming an American citizen means to him.

Visit a court. Ask the judge to speak to the boys about citizenship. Acquaint boys with the court procedure.

Visit police and/or fire department.

Learn more about your community.

Discuss difference between the rights and duties of a citizen.



## CITIZEN ACTIVITY BADGE

### STORY OF THE STAR-SPANGLED BANNER

Francis Scott Key was a lawyer in Washington D.C. In 1814, during the War of 1812, Key was asked to go on a mission with Colonel J. S. Skinner. They were to sail under a flag of truce to ask for the release of an American prisoner being held by the British Navy. The British agreed to free the prisoner, but would not let the Americans return immediately because the British were planning to attack Baltimore.

During the night of September 13-14, Key, Skinner and Dr. Beanes (the prisoner) stood on the deck of their flag-of-truce ship which was anchored eight miles downriver, watching the attack. They were well out of the fight, but near enough to see most of the action. During the night the bombs and rockets proved that the city had not surrendered, but now there was an eerie silence, broken only by an occasional distant gun. Key found himself torn with anxiety. He did not know the fate of the city or of Fort McHenry. He hated the war, yet here he was in the middle of it. But he was first and last an American, and in these hours of suspense he fervently - desperately - prayed that the American flag was still flying over the Fort.

The rest of the night the three Americans paced the deck, scarcely daring to think what daylight might bring. Again and again they pulled out their watches, trying to judge when the dawn would come. At five o'clock the first light of day tinged the sky. But there was no sun ... rain clouds hung low ... and patches of mist swirled across the water. It was growing brighter all the time. Finally Key raised his spy-glass, and he saw it! Standing out against the dull gray of the clouds and hills was the American flag, still proudly floating above the Fort. Turbulent, fervent thoughts raced through his mind. These thoughts began to take poetic shape. Using the back of a letter which happened to be in his pocket, Francis Scott Key began to jot down lines and phrases .....

Finally on the evening of September 16, the Americans returned to Baltimore. There would be no sleep for Francis Scott Key that night. Vivid thoughts of the scenes he had witnessed raced through his poetic mind. He had tried to express his feelings - the thrill of seeing the flag at dawn - in a few lines scribbled down right after the attack. Later he added more lines. He called this poem "The Defense of Fort McHenry". Almost from the start he thought of it as being sung to the tune of "To Anacreon in Heaven", a popular song of that period. It would be weeks before it would become known as "The Star Spangled Banner".

The song caught Baltimore's fancy right away. It was published in the newspaper and people were singing it. The Fort McHenry garrison adopted it - every man received a copy - and the tavern crowds took it up. The song quickly spread to other cities, as the whole nation rejoiced in the news from Baltimore. Everywhere Key's stirring lyrics struck the right chord - the rare sense of exultation people felt about this totally unexpected victory.

"The Star Spangled Banner" was made the official United States national anthem by an act of Congress in 1931.

## THE RIGHTS AND DUTIES OF A CITIZEN



### Your Rights as a Citizen

Every American citizen enjoys certain rights set forth in the Constitution and protected by law. These individual liberties distinguish our free society from the totalitarian systems.

Your rights under law include:

- The right to equal protection of laws and equal justice in the courts.
- The right to be free from arbitrary search or arrest.
- The right to equal education and economic opportunity.
- The right to choose public officers in free elections.
- The right to own property.
- The right of free speech, press and assembly.
- The right to attend the church of your choice.
- The right to have legal counsel of your choice and a prompt trial if accused of crime.

### Your Duties as a Citizen

With your rights as a citizen go individual responsibilities. Every American shares them.

Your duties as a citizen include:

- The duty to obey the laws.
- The duty to respect the rights of others.
- The duty to inform yourself on issues of government and community welfare.
- The duty to serve on juries if called.
- The duty to vote in elections.
- The duty to serve and defend your country.
- The duty to assist agencies of law enforcement.
- The duty to practice and teach the principles of good citizenship in your own home.

Adult Americans have long seen "law" as a synonym for "justice". Youth sees "justice" as being fair play. Too often young people seem to think that "law" is not always on the side of fair play. At least that's the way many of them see the 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.





## CRAFTSMAN ACTIVITY BADGE

Webelos Scouts who have spent a year or two in a Cub Scout den before coming into the Webelos den will have had some experience in craft work. Chances are they will have already worked with simple woodworking tools. But most of them probably have not done much in leather or tin craft. This is an excellent opportunity for a boy to gain some knowledge in these skills.

To earn the badge, the boy must complete 10 craft projects. There is no way these can all be completed at den meetings, so here is a chance to involve the parents. Have the boys secure help from their fathers at home. You can also enlist the help of the fathers in furnishing tools to be used during den meeting.

### DEN ACTIVITIES

1. List tools needed to complete badge.
2. Visit furniture factory, lumber mill or lumber yard.
3. Make a tool chest or bench hook for sawing.
4. Select projects to work on (see Boys Life Reprints "Craftsman Activity Badge #26-057 and "Fun With Tools" #BL-25; Crafts for Cub Scouts; Webelos Scout handbook)
5. Have a birdhouse building contest.
6. Invite someone to give a demonstration on the safe use of tools.

### PACK ACTIVITIES

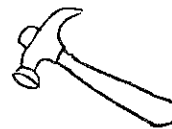
Exhibit: Tool display; Wood, leather and tin craft work by boys  
Demonstration: Proper use of wood tools, leather tooling, aluminum tooling

### Words of Wisdom

- Be ready to assist when needed, but don't be so liberal with your help that it becomes your project rather than the boys.
- Encourage every boy to put forth his very best effort and reserve your praise for projects worthy of compliments.
- Watch for signs of discouragement. Help boys when they seem to be having trouble.
- Make sure that all projects are carefully planned before they begin, so the boys know what they're making, and how it will be done.
- Help each boy understand safety practices and take safety precautions where needed, and know sharp tools are a necessity and are used with care and safety.
- Be extra cautious in metalwork projects.
- Clean up working areas when finished. This leads to good relationships.

...IT ISN'T AS IMPORTANT WHAT THE BOY DOES TO THE WOOD, AS WHAT THE WOOD DOES FOR THE BOY...

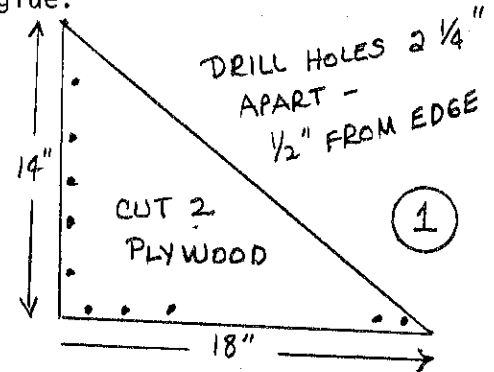
CRAFTSMAN ACTIVITY BADGE



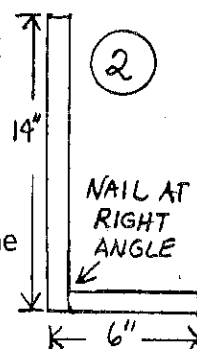
Your Personal Bike Rack: If you have a workshop, you may have all the materials for this bike rack on hand. Scrap lumber can be obtained at your local lumberyard at little or no cost. You will need:

- a piece of 1/2" plywood 14" X 18" (for medium-weight bicycle with 24" wheels)
  - a two-foot length of 1" X 2" wood
  - an 18" length of 2" X 8" wood
  - No. 6 flathead screws 1 1/4" long
  - six-penny nails. White glue or powdered resin glue.
- Varnish or paint  
Hammer, Screwdriver, Saw, Drill

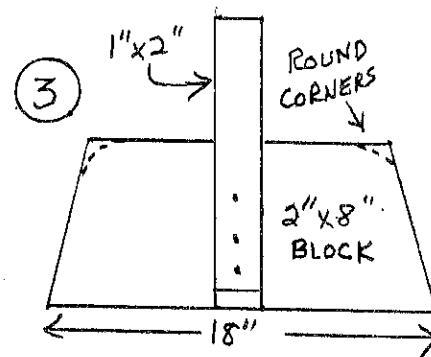
1. Cut plywood triangles. Drill holes as shown with a 5/32" drill. Paint or varnish the inside of the plywood now. It will be difficult to do it after the rack is assembled.



2. Cut the 1" X 2" pieces. Nail the two longest pieces at right angles.

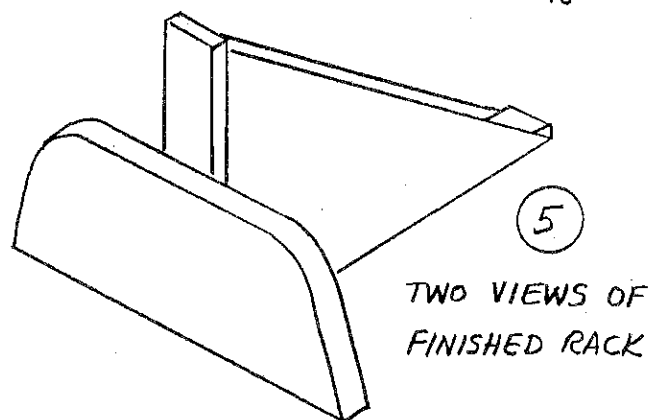
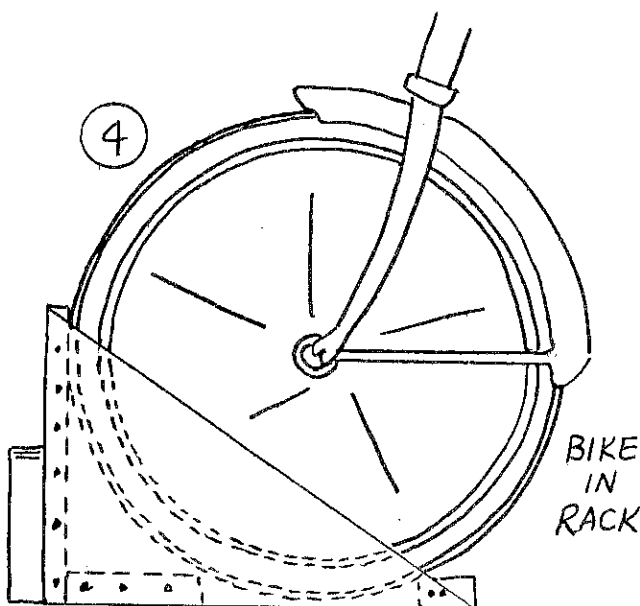


3. Cut the 2" X 8" piece. Attach the nailed 1" X 2" with screws. Paint or varnish the 1" X 2" now. (Note the right angle is fastened to the 2 X 8 with screws from the inside)



4. Fasten the plywood triangles in place with screws through the pre-drilled holes. Don't forget the small piece of 1" X 2" that joins the tips of the triangle.

5. Sand and complete paint or varnish job.





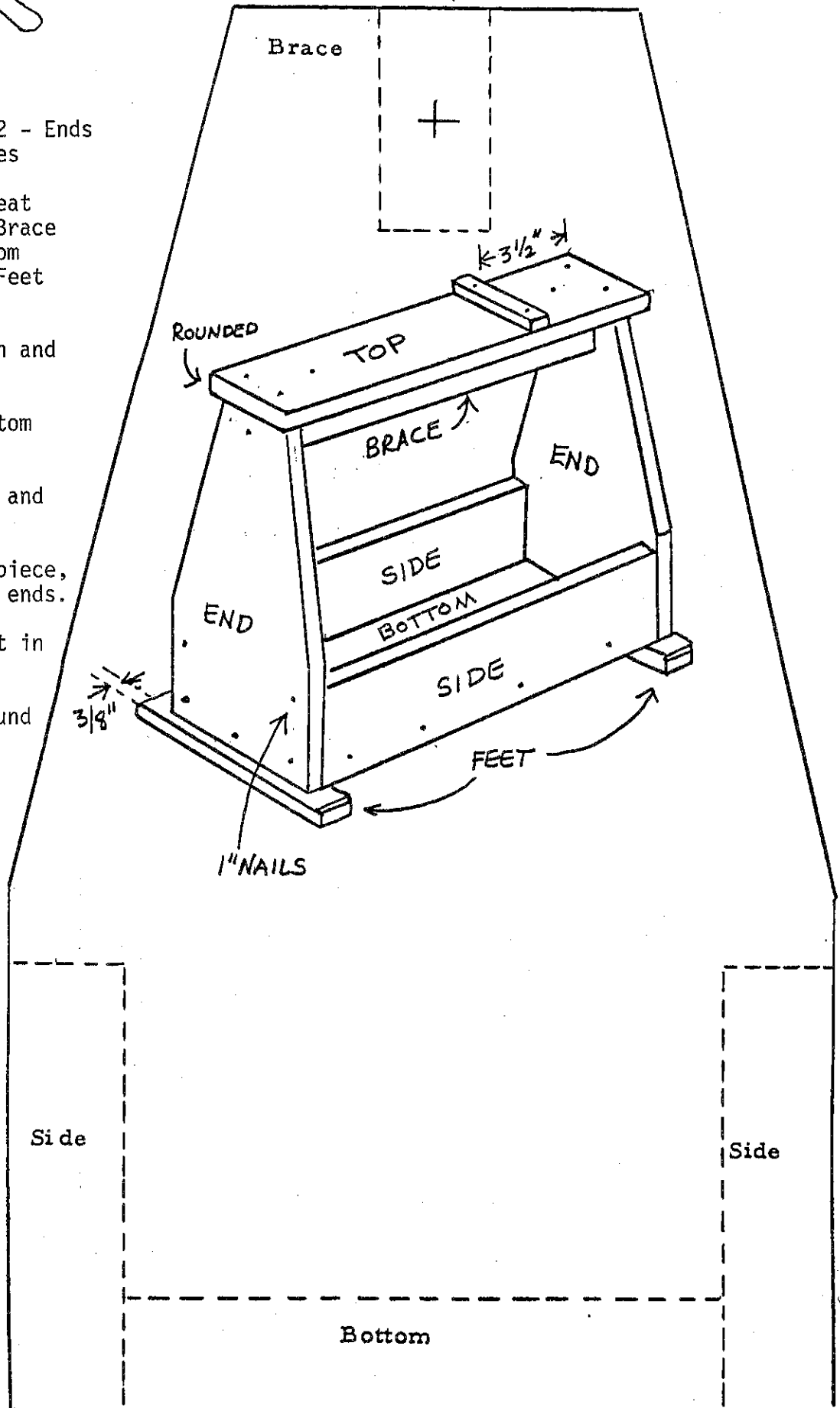
CRAFTSMAN ACTIVITY BADGE

SHOESHINE BOX

Materials:

- 2 - 3/4 X 5 1/2 X 9 1/2 - Ends
  - 2 - 3/4 X 3 X 10 - Sides
  - 1 - 3/4 X 3 X 2 - Top
  - 1 - 3/8 X 3/4 X 3 - Cleat
  - 1 - 3/4 X 1 1/2 X 10 - Brace
  - 1 - 3/4 X 4 X 10 - Bottom
  - 2 - 3/4 X 1 1/2 X 7 - Feet
- (use 2" nails)

1. Trace pattern shown and cut out two ends.
2. Nail sides and bottom together.
3. Nail ends to sides and bottom.
4. Nail brace to top piece, then nail between ends.
5. Nail feet and cleat in place.
6. Sand smooth and round edges.
7. Stain and shellac.



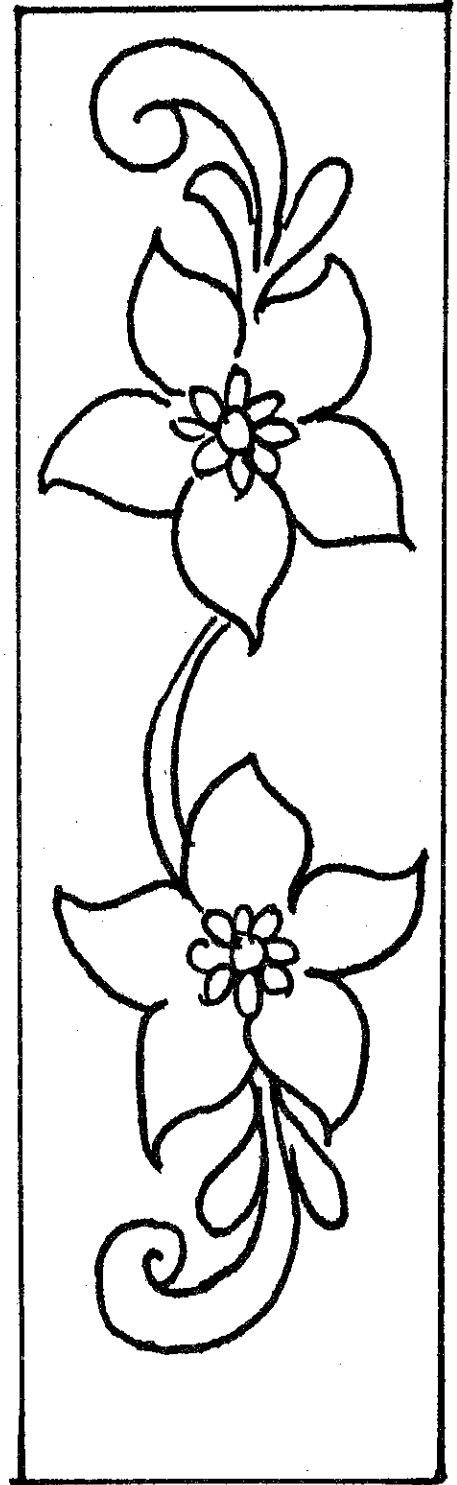
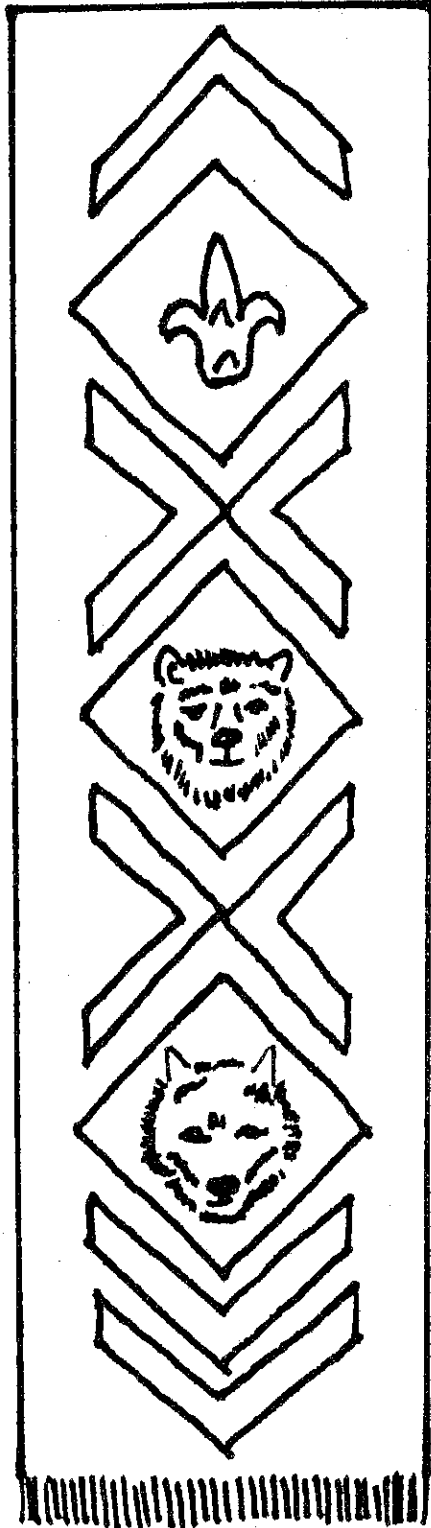
Pattern of Ends

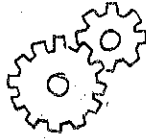
Dotted lines show location of parts.



Leather Tooling

Patterns for Bookmarks.





## ENGINEER ACTIVITY BADGE

One of the great things about being a Webelos Leader is the opportunity to learn many things along with the boys. Unless you are an engineer, there may be some knowledge to pick up with this activity badge to pass on to your boys. Recruit the help of a father who is an engineer.

One of the purposes of Cub Scouting is "fostering a sense of personal achievement by developing new interests and skills" in boys. This activity badge probably does this more than any of the other badges. Engineering is one of the most exacting of the professions and the badge includes projects which will give a boy an insight into some types of engineering.

Keep in mind that an engineer's job is to apply the laws of physics and chemistry to the solutions of problems of construction, industry and other areas.

### DEN ACTIVITIES

Arrange for boys to visit an engineer or surveyor in a municipal county office. Plan for the boys to look through the surveyor's manual and read a rod.

Visit a construction site and see the plans which are being followed.

Visit the municipal water works, TV or radio station.

Have someone explain how to read topographic maps.

Visit a college engineering department.

Have someone show and explain a floor plan of a house.

Make a block and tackle. Be sure to explain its purpose.

Make catapults and demonstrate them at pack meeting, shooting hard candy or marshmallows into the audience for distance.

Discuss property lines. Have an expert show how property lines are determined and measured.

Discuss different types of engineers. If one can visit your den, let him describe briefly what his duties consist of.

Have boys collect pictures of bridges and note the differences in construction.

Take a field trip to an operating draw bridge, grain elevator, ship loading operation or other large industrial operation involving large cranes or other lifting equipment.

Tour a house under construction with a knowledgeable guide.

SEE #BL-26-079 "ENGINEER & TRAVELER BADGE" FOR MORE IDEAS.

BRIDGE BUILDING

Ever since man found roads that would let him travel from one place to another easier and faster, he has been faced with the problem of crossing streams, rivers, gullies and canyons. So he invented bridges - structures to leap from these obstructions and make the way smoother. At first, he used two basic geometric forms to build these structures - the arch and the triangle - and built his bridges of stone and wood. Today, highway and railroad bridges are made from steel plates, wire cable, angles, I-beams, H-beams and concrete to build the bridges we see crossing interstate highways, rivers and canyons.

The design of a bridge and the type of construction depend upon the kind and width of the obstruction, the load it is expected to carry, the kind of ground or rock found at the site and the cost.

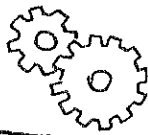
To learn about bridges and their construction, here are four different types you can make from cardboard. They can be used to display matchbox size or HO cars.

Wood Truss Bridge - This bridge is 2" wide, 4" long with sides 1" high. Lay out the sides and bridge floor as one piece, then cut halfway through the cardboard where the parts join and fold up the sides. Each side on a full-sized bridge would be built up with four timbers and iron rods, so draw the joints of the timbers with a pencil. Glue up six layers of cardboard 1/2" X 2 3/4" for abutments at each end of the bridge. This type of bridge was used in colonial days for single-lane roads. Some still exist today.

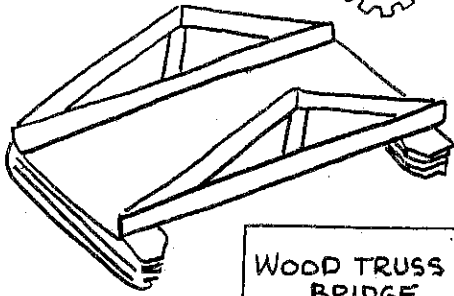
Stone Arch Bridge. - This bridge is made from three pieces of cardboard. Sides are 1" high and 4" long. The arch is 1/2" X 1 3/4". The floor and ends are made as one piece, then scored and bent. The floor is 3 7/8" long. Each end is 1/2" long and 1 1/2" wide. Draw the outlines of stones with a pencil.

Through Plate-Girder Bridge - This is typical of the reinforced steel-plate bridges we see used for both roads and railroads today. It is 3" wide and 9" long. The bridge floor and sides are laid out as one piece - the floor is 3" wide and 9" long - the sides are 1" high. Vertical lines are spaced on one-inch centers. The steel angles used to reinforce the steel plates are simulated by pencil lines. Abutments are made from six layers of cardboard 5/8" X 4" glued together. Pencil dots for rivets and pencil shading along the sides give the bridge a 3-dimensional effect.

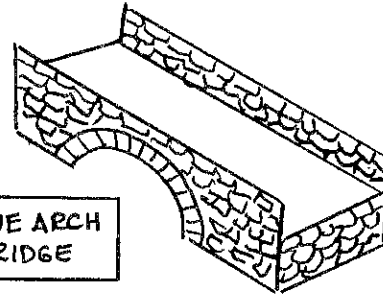
Modern Steel Arch Bridge - Made from three pieces of cardboard. The deck is 3" wide and 20" long. Sides (or railings) are 1/2" high. Make the sides and deck as one piece, then score and bend. Lay out one side and one end for the bottom unit as one piece on a 20" X 4" piece of cardboard. Sides are 4" X 18", ends are 2" X 4". Arch opening is 11" long by 3" high. Lay out vertical steel beams on 1" centers and mark them with a black felt tip pen. Steel arch bridges are used by railways and highways to span deep canyons. If the canyon is rock, no concrete abutments are needed.



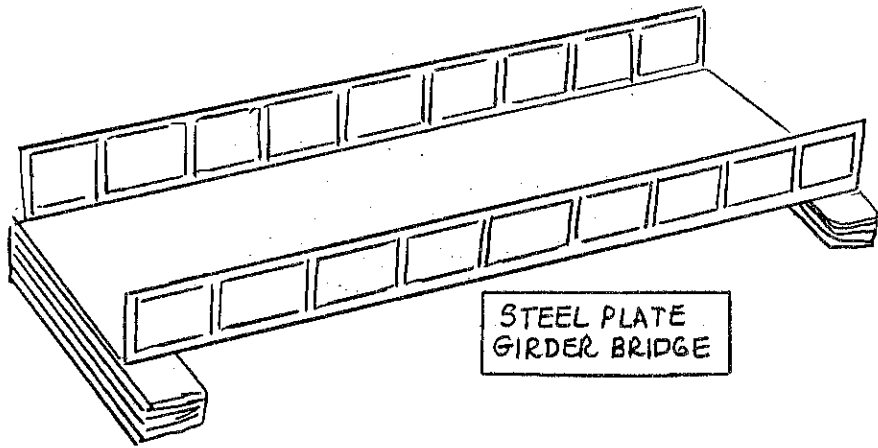
ENGINEER ACTIVITY BADGE



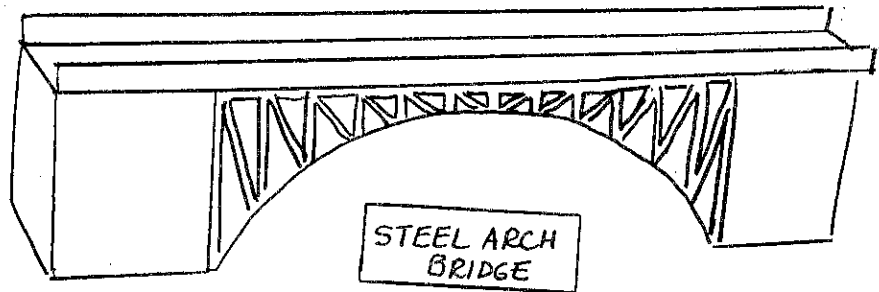
WOOD TRUSS BRIDGE



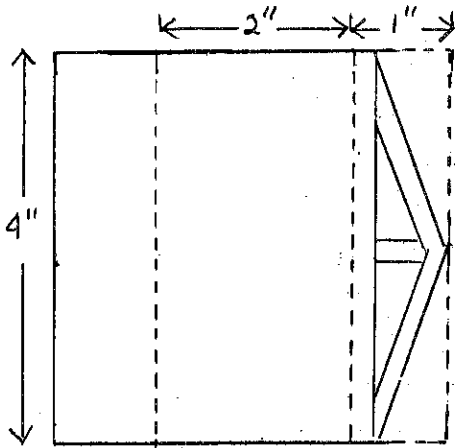
STONE ARCH BRIDGE



STEEL PLATE GIRDER BRIDGE



STEEL ARCH BRIDGE

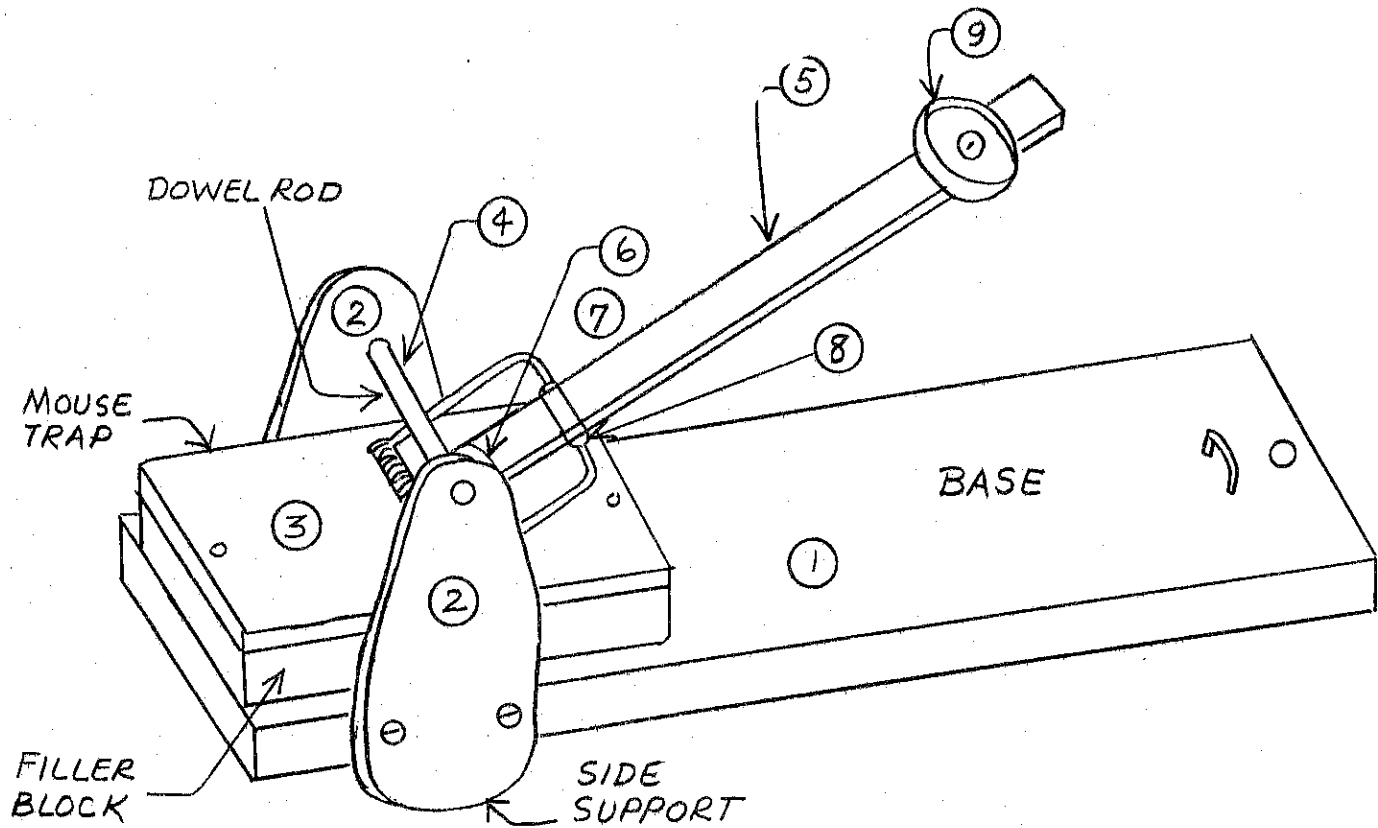


PATTERN WOOD TRUSS BRIDGE

SCORE + FOLD UP

- Cut from Cardboard.
- See measurements on previous page.
- Decorate as indicated.
- Use to display model cars.

- Boys' Life Magazine



CATAPULT  
PARTS LIST

1. Base	3/4" X 2 1/2" X 15"	Wood
2. Side Support	1/4" X 2 3/8" X 5 3/4"	Plywood
3. Mouse Trap		
4. Dowel Rod	1/4" diameter	Wood
5. Swing Arm	1/4" X 1/4" X 10 1/4"	Wood
6. Swing Arm Retainer	1/4" X 2 1/2"	Tin Strip
7. Nut & Bolt	(use with tin strip to secure swing arm to mouse trap spring)	
8. String	(use to secure swing arm to mouse trap wire)	
9. Nut Cup		
6 Screws		





## FORESTER ACTIVITY BADGE

### FOREST FIRES

Life is short. Forest animals don't need us to make it shorter. Their lives are in our hands. When the trees and grass grow dry as tinder, don't be the one to leave burning embers at the campground.

Even "contained" fires can get out of hand and grow like fury. A few smoldering twigs can become a rampaging blaze. A single careless toss can turn the forest world into wholesale horror. Fire destroys burrows, nests, seeds, roots, hunting territories, mating grounds and Life.

It takes no more than one fool to start a fire. It often takes an army of cool heads to put one out. Man is responsible for 58% of all forest fires, and about one-third of that number are set on purpose. People who use the woods for recreation are responsible for one-third of all forest fires each year. So learn how to use fires safely - or stay at home!

Lightning causes many forest fires too, but when it strikes - whamo! - it often happens on top of a hill, where the temperature is cooler, the fuel supply is sparse, and the flames are more easily spotted.

Animals caught in a forest fire can't outrun the flames. Think about them on your next trip, and rake the ashes of your camp fire extra carefully. You'll be glad. So will they.

Three kinds of fires can destroy the forest:

A surface fire burns along the floor of the forest. It is usually slow-moving and close to the ground, but it can spread fast. It kills small trees and either kills or permanently damages larger trees. Most fires are of this type.

A ground fire burns on or below the forest floor. These fires are often started by lightning. They move slowly, and often go undetected for weeks. They are hard to put out. The heat they create beneath the ground destroys the tree's roots and any chance for life.

A crown fire moves faster than most people can run. These often start as surface fires, and are blown by winds into the tree crowns. Fir forests are especially vulnerable. The needles and cones catch fire easily and quickly. A grove of trees "topping out" in this way is doomed.

A fire has to be fed, or it dies. If you want to kill one fast, cut off its supplies; 1. HEAT 2. FUEL 3. AIR The main elements which influence the spread of fire are fuel (such as dry grass, dead leaves, brush, small trees, logs, top soil) weather (wind, moisture and temperature) and slope.

Webelos Scouts should learn basic fire prevention rules. "Lady bug, lady bug, fly away home - your house is on fire and your children....." Only caring - the simple human variety of caring - can prevent such broken homes and burnt-out hope.

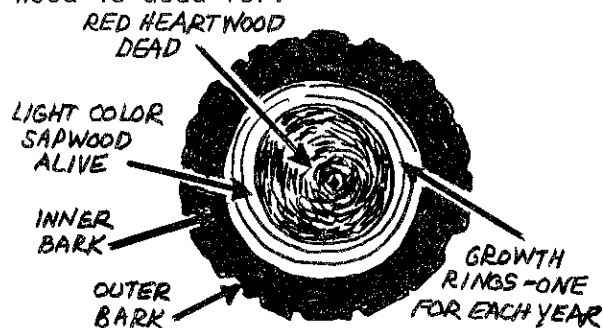
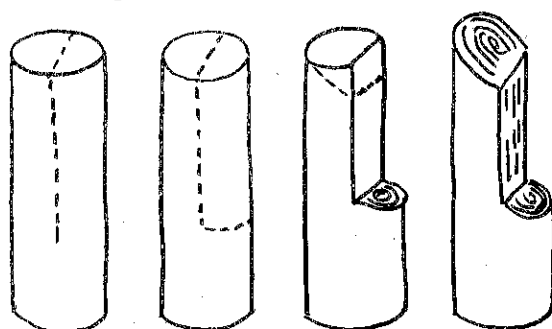
## FORESTER ACTIVITY BADGE



### TREES - FROM THE INSIDE-OUT

With a little work, small round fireplace logs or tree branches will show what a tree looks like from the inside out. A cut-away view will show the pith, heartwood, spring growth, cambium layer, and bark. Annual rings can be seen on a cross section; knots show where branches start; rough sawed wood can be compared with a finished and varnished section. Here's how:

1. Obtain small sections of various local trees. These may be obtained from trees being cut for lumber or for other purposes. If green, allow to dry in a warm place for several weeks. Note age of samples and if taken from branch or trunk. (Note: Get permission from the owner before cutting any tree branches, either alive or dead! Be sure you know how to make the cuts so the tree will not be damaged)
2. Sections should be about 3 to 5 inches in diameter and about 12 inches long. Saw the ends squarely.
3. Retain the bark. Saw sections lengthwise half way down the center. Remove one piece by sawing crosswise to the end of the lengthwise cut. Finally, saw a small diagonal piece off the top of the remaining half.
4. Sandpaper the top half of the cut-away sections and apply a thin coat of varnish or shellac. Leave the bottom half as rough sawed wood.
5. Insert small screw eye at end of each block. Hang on a board of native lumber. Add brief descriptive matter about each part of the log sections - name of tree, its range, fruit, leaves, and what its wood is used for.



MORE THAN 180 MILLION AMERICANS DEPEND ON 489 MILLION ACRES OF FOREST LAND FOR THEIR WOOD SUPPLY. BY THE YEAR 2000, THERE MAY BE MORE THAN 300 MILLION AMERICANS. THEY WILL LOOK TO THIS SAME (OR PERHAPS LESS) AMOUNT OF LAND FOR THE FOREST PRODUCTS THEY WILL NEED.

NATURAL RESOURCES ARE PRECIOUS! THEY SHOULD BE CAREFULLY PROTECTED.

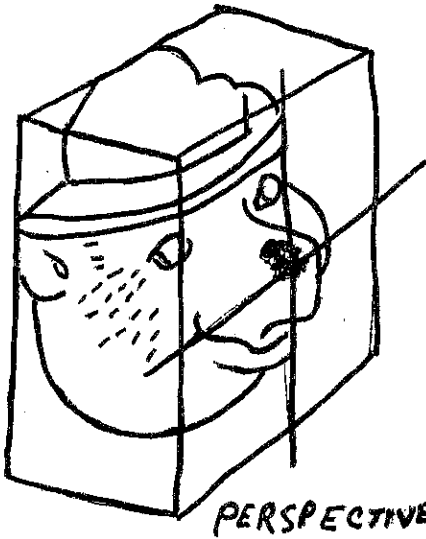
SEE #BL 26-053 FOR  
MORE IDEAS ON THIS  
BADGE.



FORESTER ACTIVITY BADGE

COLOR KEY

Hat - yellow  
nose, lower lip,  
and area around  
eyes - cream  
fur - brown  
tongue - red  
teeth - white  
eyes - white w/blk pupils



PERSPECTIVE



TOP



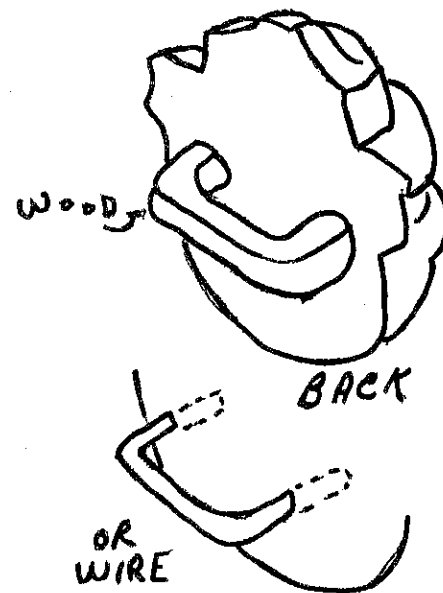
SIDE



FRONT

SMOKEY BEAR SLIDE

Trace the outline of Smokey on the end of a 6" piece of clear-grained wood, 1" thick and 2" wide. Using the extra length of wood for holding in your hand, cut out roughly the shaded part with carving tools or pocket knife. After details of eyes, nose and hair have been added, cut off carving 2 1/4" from end. A loop to hold the neckerchief corners may be carved from another piece of wood and glued to back or make for heavy wire. After figure has been carved and sanded, enamel paints may be used to add color.



## GEOLOGIST ACTIVITY BADGE



To most ten year old boys, the study of Geology will not sound too exciting. Rocks, for most boys of this age, are for throwing. But the fact is, Geology can be fun. Here's another opportunity for the Webelos leader to present the subject in such a way that the boys will find it not only fun, but they'll learn a good deal also. Most boys have had a rock collection. This natural curiosity about rocks can make this a natural starting point for the Geologist Activity badge.

In working on this badge, the boys will learn how the earth is formed, how rocks and minerals are used and how a Geologist works. A Webelos leader in this area of the country shouldn't have any trouble securing the help of an expert. We have many Geologists working for oil companies and there is an active rockhound club in Tulsa.

### DEN ACTIVITIES

1. Take a treasure hunt for rocks and minerals. At another den meeting, identify them and check specimens on mineral hardness scale.
2. Use cigar boxes or small cardboard boxes with dividers to display rocks and minerals.
3. Start a collection of geologic materials used in home construction. Make a display for pack meeting.
4. Visit a geology exhibit or department at a museum or collection.
5. Tour quarry, mine or gravel pit. Look for fossils.
6. Visit an industry that uses geological materials.
7. Make a mineral hardness kit.
8. Study cause and effects of earthquakes. Make posters or charts.
9. Have a demonstration of a rock tumbler.

### PACK ACTIVITIES

Exhibit: Rock and mineral displays; drawings of volcanoes; posters on cause and effect of earthquakes.

Demonstrate: Hardness test for minerals; rock tumbling.

See Boys' Life Reprint # 26-082 on Geologist & Scientist Activity Badge Helps



## GEOLOGIST ACTIVITY BADGE

### Make a Rock Tumbler

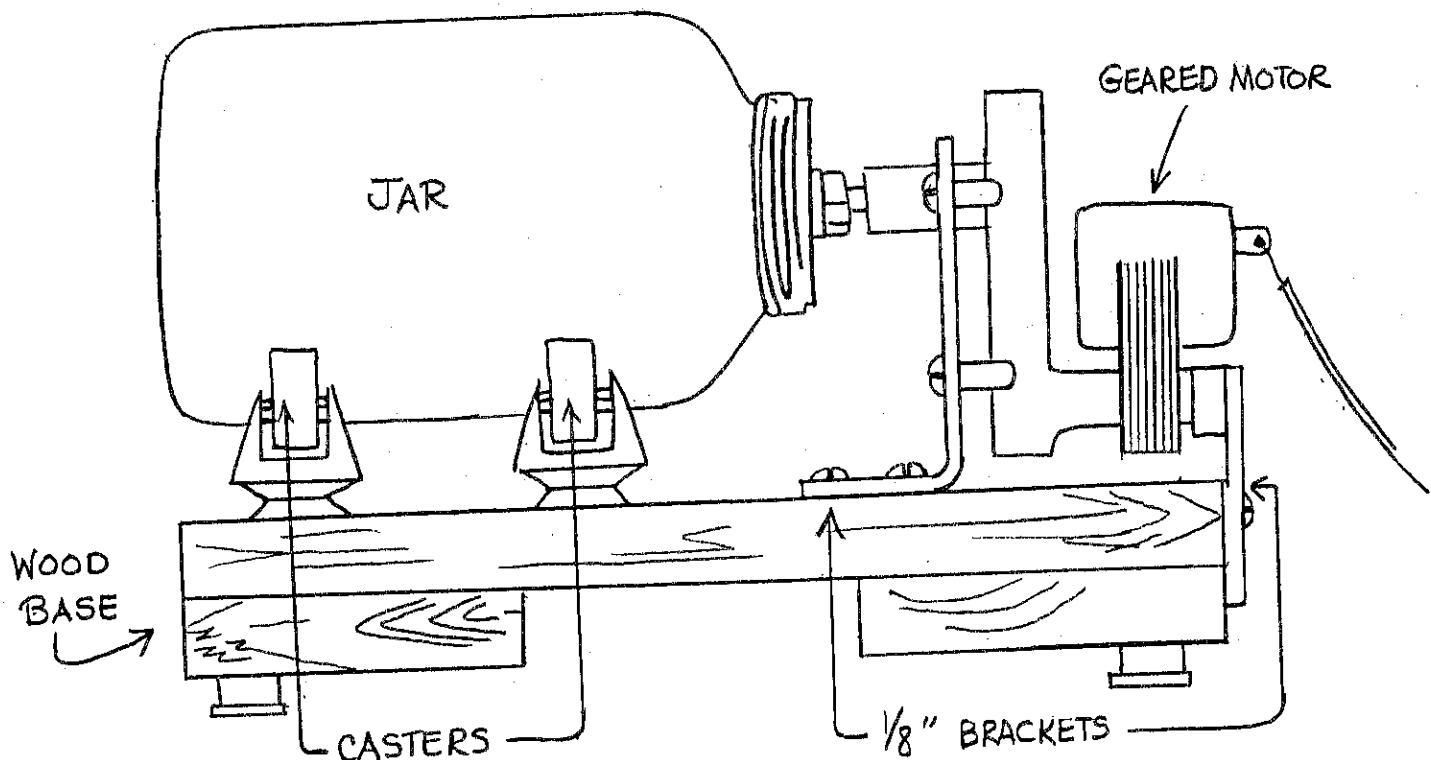
This is a simple tumbler that you can build yourself. It will grind and polish the agates or other semi-precious stones that you collected on a field trip. The cost is less than \$5.00.

The tumbler barrel is simply a quart glass jar. It rolls on four ordinary nylon furniture casters. The key to its simplicity is the small geared-down electric motor (a rock tumbler must turn at a very low speed). The motor used here was a geardrive 22.8 r.p.m. 110-volt A.C. motor obtained from the Burstein Applebee Company, at a cost of \$3.29 plus postage.

The construction is shown below. Mount the motor with metal brackets on any sufficiently large piece of scrap lumber. Attach the jar lidshaft and, last, the casters placing them where the jar rests and turns easily on them. The electrical connections of the little motor are exposed; so cover or tape them well to prevent shocks.

In this and all other rock tumblers, the grinding gets done as the rocks cascade over one another in the slowly turning jar. You will want to contact your local rock shop to purchase the proper polishing powders. You tumble a load of rocks for a long time (two to three weeks) until the rocks inside are highly polished. The motor used here cost about 4 cents a day to run.

-Mission District Pow Wow book



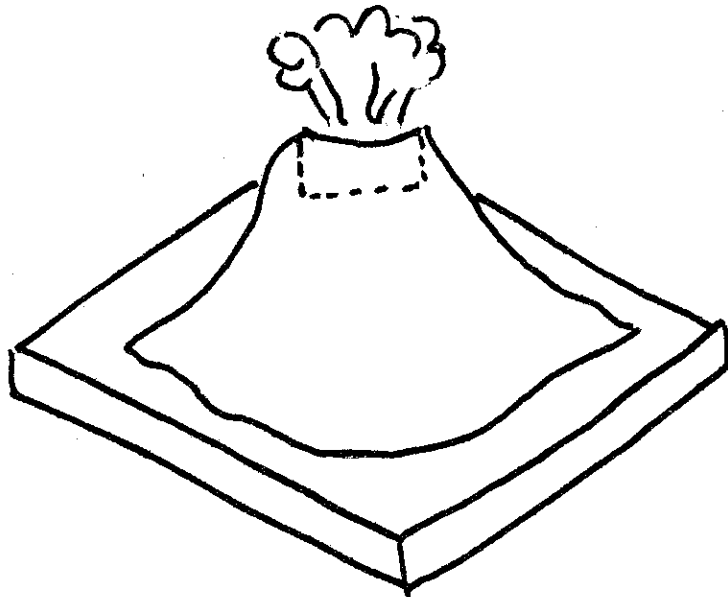


Making a Volcano

Materials: 12" square board, aluminum foil, coat hanger, (cut in half) newspaper, ammonium dichromate (from chemical house or druggist) 1-piece jar lid, paper towel, wallpaper paste.

Directions: Stick ends of wire in holes in board diagonally. Fill under wires with aluminum foil wadded to give a base for paper-mache. Cover with several layers of newspaper strips and glue fastening jar lid on peak. Put on final layer using paper towel strips. Allow to dry. Paint with tempera or enamel.

To make the volcano erupt, place about 1 teaspoon ammonium dichromate in the jar lid. Light with a match and watch the action. (This is safe to use indoors and is very impressive when the room is darkened.) If you use chicken wire for the base of this volcano, and leave the jar lid out or lower it into the crater, you can use it with a red electric light bulb and drop a small piece of dry ice into the crater. This way you will see only the smoke.





## NATURALIST ACTIVITY BADGE

Most Webelos-age boys are fascinated by wild creatures. Working on the Naturalist Activity badge gives a boy a chance to develop his natural curiosity and may begin a lifelong habit of observing things all around him. We miss a great deal when we do not have some appreciation or knowledge of the wonderful world of nature all around us.

This introduction to the world of nature will prepare them for further adventures in Scouting where they may choose to work on related merit badges dealing with plants and animals and when they earn the Environment and Conservation skill awards.

If you are not an experienced outdoorsman, bird watcher or amateur naturalist, you may welcome some expert help. Check with a high school science teacher, state conservation department or an amateur naturalist among your den's fathers.

In this part of the country, it is probably best to work on the Naturalist badge during the spring, summer or fall. Most animal life is hard to find in winter and plantlife is dormant. It is possible for a boy to earn this badge without ever going into the field, but that would be unfortunate. Schedule trips to areas where wildlife can be found...a park, the woods and fields, a country road, or even someone's farm.

### DEN ACTIVITIES:

1. Make insect zoos or terrariums (See Boys Life Reprint "Naturalist Activity Badge Helps" #26-054, "Cub Scout Water Fun")
2. Learn to identify poisonous plants and reptiles.
3. Make bird migration maps, using large USA maps. Then go bird watching and see how many of the species you can identify. (#26-054)
4. Take a nature hike and look for animal tracks. Make plaster casts of tracks.
5. Study wildlife homes (See Boys Life Reprint BL-94, Nature Hobbies)
6. Make bird feeders (See BL-94, #26-054) then observe birds who use them.
7. Boys keep a nature notebook, jotting down discoveries on field trips.
8. Make a list of all plants in a given area.
9. Visit zoo or nature exhibits. See mounted wildlife.
10. Make a leaf and nut collection.

### PACK ACTIVITIES:

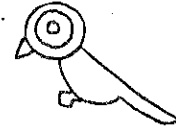
Exhibit: Insect zoos, terrariums, nature books, casts of animal tracks, boys individual nature notebooks, bird migration maps, leaf and nut collections.

Demonstrate: Mounting insects for collections, making plaster casts, oral reports on poisonous plants and reptiles.

A Tip for Webelos Den Leaders: Plan your den meetings with lots of OUTDOOR activity but first observe these suggestions:

1. Be sure the boys can identify poisonous plants, insects and reptiles.
2. Cover outdoor activities section of Webelos Scout handbook, p. 98 - 101.
3. Know and practice the Outdoor Code on all field trips.

## NATURALIST ACTIVITY BADGE



### Poisonous Snakes and Reptiles

A naturalist in this country doesn't have to travel far to study strange and dangerous reptiles. In the United States, we have some of the rarest poisonous reptiles in the world (and several of them are found in Oklahoma).

Of the more than 13,000 kinds of snakes on earth, fewer than 40 types grow the special scales that turn into rattles at the ends of their tails.

Out of 2,500 species of lizards, only the Gila monster of the Southwest and its close relative, the Mexican beaded lizard have poison glands. Compared to these rare creatures, the vipers and cobras in the rest of the world are as common as toads.

The wide-ranging copperhead and the water-loving cottonmouth have no rattles. They are pit vipers, with small openings on either side of the face between eye and nostril, which help the snakes find their game. They have long, movable fangs which swing into position when they strike.

The brightly colored coral snakes are relatives of the world's cobras. Their fangs are smaller than the vipers and do not move. They are as shy as they are deadly, but because they look much like other snakes, a wise naturalist learns how to recognize them quickly.

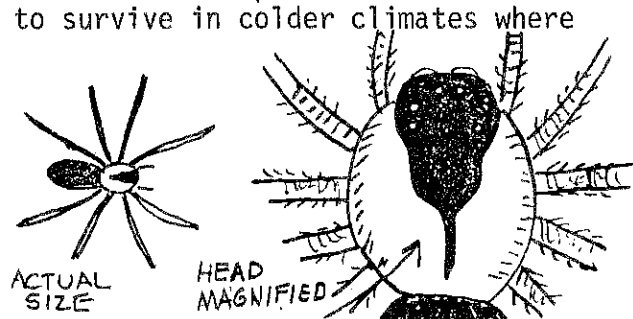
The poisonous snakes found in Oklahoma are the Western Diamondback Rattler, the Prairie Rattler, the Timber Rattler, the Massasauga Rattler, Copperhead, Cottonmouth. (See Webelos Scout handbook for pictures)

-adapted from Boys' Life

### The Brown Recluse Spider

This spider, also called the violin spider or *loxosceles reclusa* is more poisonous than the infamous Black Widow. The brown recluse has only recently been given much attention in the U.S. because its range has increased as it was brought along with tens of thousands of people relocating to new areas. The prevalence of central heating in homes has allowed the spider to survive in colder climates where it was never found before.

As the name "recluse" implies, this spider prefers to live quietly by itself. It builds its loose, irregular web in, behind and under furniture, in clothing and blankets, in closets, etc. It stays there until night when it comes out to forage for food.



There is little chance of being bitten by a brown recluse, but the bite is dangerous because there is no quick antidote for its venom. The effects of the bite may be felt immediately or from two to eight hours later. If you think you have been bitten, check the suspected skin area. If possible, kill and keep the spider so it can be identified and proper medical treatment given. For first aid, apply ice packs and get the victim to a doctor immediately.

-Boys' Life





## NATURALIST ACTIVITY BADGE

### INSECTS

Insects are found everywhere and more than 600,000 kinds have been classified. You can find a thousand species in your vicinity if you look for small insects as well as the large ones usually seen.

Only a small percent of insects are harmful, but these can destroy crops. Other insects such as mosquitos, blackflies and ticks can annoy and even infect people and animals. Other insects are known to carry disease such as malaria and sleeping sickness.

Insects play an important part in the balance of nature. Many of our song birds eat nothing but insects. Fresh water game fish feed on many kinds of insects. Insects help make our rich plant life and wildlife possible. Although at times insects are a nuisance and we hear much of new chemicals designed to destroy them, this world would be a pretty sad place without insects. We would have no apples, grapes or clover, much less cotton and fewer oranges and garden vegetables, for these and many other common plants depend on insects to pollinate their flowers. Some insects help control others, and all help maintain a balance in nature.

Insects are interesting to study because they take so many forms. Although all insects start out as eggs, they become adults in different ways. Most go through four stages. Egg, caterpillar or larva, cocoon and adult. It's fun to make a pet of an insect. Granted, it's not like a dog or a cat, but it can be very interesting to watch insects in action.

Several kinds of insects can be captured alive, taken home in small cages or collection jars and kept quite easily. You can have a lot of fun and learn more from watching live insects.

An ant house is easy to make and an ant colony is easy to collect. Watching these highly developed insects can give you hours of fun.

A tin can set in the ground and baited with meat or fish makes an effective trap. Beetles fall in and cannot climb out.

Hold an umbrella under a shrub, while you beat the branches with a stick. Insects will fall into the umbrella where they are easily captured.

### Collecting Equipment

Net - Buy or make one from a broom handle, wire and old nylon stocking.

Killing Bottle - A wide-mouthed jar with cotton in the bottom dampened with nail polish remover or ethyl acetate.

Tweezers - For handling insects.

Assorted jars and bottles - for storing and carrying.

Notebook, magnifying glass, pins, dip net, reference books.

-Scout Book, Canada

## OUTDOORSMAN ACTIVITY BADGE



Many people say that Webelos is the bridge between Cub Scouting and Scouting. If this is true, then the Scouting end of the bridge must be supported by the Outdoorsman Activity badge. In this badge, the Webelos Scout will receive a preview of the fun he will have in Scouting.

The best way to work on this badge is on a Father-Son overnight campout. Policies of the Boy Scouts of America encourage one or two Father-Son overnights during the year when a boy is a Webelos Scout. This is not full-fledged Scout camping...only a taste of what is to come when the boy joins a troop. After a boy becomes a Scout he will become proficient in handling himself in the woods. As a Webelos Scout, he should not be expected to master any of these skills...only to have a little fun in the woods. And speaking of fun...it's sometimes hard to tell who has the most fun...the boys or the fathers.

### DEN ACTIVITIES:

1. Make a tent. (See Webelos Scout handbook or Boys Life Reprint #26-048)
2. Make a den first aid kit. (See 1972 Pow Wow book)
3. Have a den cook-out.
4. Learn aluminum foil cooking techniques.
5. Have a campout planning session with the boys. Make a list of items they will need for backyard camping and for father-son overnight.
6. Practice camping in the backyard.
7. Show boys how to make an improvised sleeping bag or bed.
8. Make sure they are familiar with fire safety principles which include no flame lights in tents or liquid fire starters.
9. Go on a father-son campout.

### PACK ACTIVITIES:

Exhibit: Homemade tent; first aid kit; improvising sleeping bag; posters or charts on safety.

Demonstrate: Oral report from father and son on overnight campout; show how to make tent or sleeping bag; explain contents of first aid kit.

Your activities on the Outdoorsman badge should all point towards the father-son campout. If you are working on this badge in spring or summer, you might dispense with regular den meetings and concentrate on outdoor activities such as cooking practice, fire building and safety and hiking. As a preliminary to working on this badge, read chapter 7 "The Outdoor Program" in your Webelos Den Leaders book. This covers the essentials of outdoor program with emphasis on the father-son overnight.



## OUTDOORSMAN ACTIVITY BADGE

### RECIPES

**Bundle Supper:** Use 1/4 lb. ground beef; 1/2 thinly sliced carrot; 1/2 thinly sliced potato; slice of onion, salt, pepper, 1 tablespoon water. Add salt and pepper to beef and shape into pattie. Place on 10" square of heavy foil. Place vegetables on top. Add water and more salt. Seal packet. Cook about 20 minutes.

**Baked Apples with Raisins:** Use apples, cinnamon, raisins, sugar. Wash and core each apple. Fill hole with 2 tablespoons sugar, a dash of cinnamon (or a few redhot candies) and raisins. Wrap in buttered foil. Fold foil and twist ends. Bake 30 mins.

**Campfire Cocoa:** (This recipe makes 40-50 cups) 1 lb. Quick; 1 lb. powdered sugar; 1 lb. dry non-dairy creamer (such as Pream); 1 8-quart box powdered milk. Mix all ingredients together and store in large container. Fill cup 1/2 full of mixture, then add hot water to top. Stir and serve.

**Hamburger With Gravy:** (For 2) 1/2 lb. hamburger, 1 can mushroom soup, instant rice. Crumble beef and brown in skillet. Pour off excess grease. Add 1 can mushroom soup and 1/2 can water. Simmer for a few minutes and serve on cooked rice.

**Corn on the Cob:** Select a good ear of corn and cut off the top end to where it can be inspected. Leave the husk and silk on. Wrap securely and place on grill or coals. Turn corn frequently. Cook about 30 minutes. Husk and serve with salt, pepper and butter.

**Fruit Cobbler:** (Serves 8-10) Use three #303 cans sliced peaches or 5 regular cans sour cherries (sweetened cherries with 2 cups sugar); 1/2 box white or yellow cake mix; 1 stick margarine. Place peaches or sweetened cherries in dutch oven. Add cake mix, sprinkling it over top of fruit. Do not stir. Slice margarine in thin slices and dot the top of the cake mix. Place lid on dutch oven and put in hot coals. Shovel some coals onto the lid. Bake about 30 minutes.

**Jerky:** (Make up your own at home. It's delicious to nibble on) 1 flank steak (about 1 1/2 pounds); 1 teasp. seasoned salt, liquid smoke or barbeque salt; 1/3 teasp. garlic powder; 1/3 teasp. black pepper; 1 teasp. Accent; 1 teasp. onion powder; 1/4 cup Worcestershire sauce; 1/4 cup soy sauce. Trim fat off steak. Semi-freeze it so you can slice it with the grain into 1/8" slices. Marinade overnight in glass dish in sauce, covered. Lay strips of meat on oven rack with foil underneath to catch drips. With oven door open slightly, roast at low temperature (125° to 140°) for 8 to 12 hours. Makes 1/2 lb. jerky.

**Favorite Recipe:** Use 1 Elephant (medium size), 2 Rabbits (optional), salt, pepper. Cut the elephant into bite size pieces. This will take about 2 months, so plan ahead. Brown. Add enough brown gravy stock to cover meat. Cook uncovered at 465° for about 4 weeks, adding more liquid if necessary. This recipe serves 38,000 people. If more people are expected, add the two rabbits, but only if necessary, because most people don't like to find a hare in their stew.

## CAMPOUT PREPARATION FOR WEBELOS LEADERS



The key to any successful program is planning. In preparing for a Webelos father-son campout, a certain amount of planning is necessary to obtain good results...that is, happy boys and fathers and a relaxed leader. The information below is intended as a guide for you to use along with the Webelos Den Leaders book, the Webelos Scout handbook and other literature available.

### I. PREPARE YOURSELF

- A. Select the date and camping area. This should be done well in advance... several weeks if possible. The Indian Nations Council campsites are listed below. Maps can be obtained from Scout Service Center for directions to all camps. All camps listed have water.
  1. Privately-owned facilities.
    - a. Check with families in your pack...someone may own a cabin or land in a suitable location.
  2. Camp Garland (NE of Tulsa, near Locust Grove)
    - a. Available weekends year-round except during summer camp session.
    - b. No charge.
    - c. Check with Mel Smith (743-6125) about availability of tents, cooking equipment, ahead of time.
    - d. Swimming pool available into September.
  3. Turkey Creek Camp (at John Zink Scout Ranch, NW, near Skiatook)
    - a. Available year-round.
    - b. No charge.
    - c. Check with Mel Smith (743-6125) about availability of tents, cooking equipment, ahead of time.
  4. Tall Chief Camp (at John Zink Scout Ranch, NW, near Skiatook)
    - a. Available weekends year-round except during summer camp.
    - b. No charge.
    - c. Check with Mel Smith (743-6125) about availability of equipment and use of swimming pool.
  5. Explorer Base (NE of Wagoner, 3 1/2 miles S of Snug Harbor on Fort Gibson)
    - a. Available year round.
    - b. No charge.
    - c. Check with Mel Smith (743-6125) about availability of equipment.
  6. Camp Tom Hale (7 miles SE of Talihina)
    - a. Available year-round except during summer camp.
    - b. No charge.
    - c. Check with Mel Smith (743-6125) about availability of equipment.
  7. Brookside Lions Boy Scout Camp (on Keystone Lake, west of Mannford)
    - a. Available year-round.
    - b. No equipment available.
    - c. No charge.
    - d. Get key to gate at Scout Service Center.
    - e. Water has been added since last year.

(NOTE: Webelos dens may make reservations at the Scout Service Center for a day-time experience at any of the Scout Camps during summer camp sessions. It is an opportunity for the boys to see the camps in operation under ideal conditions. They may participate in some of the camp programs. Meals are available at small fee.)

## Campout Preparation for Webelos Leaders (Continued)

(NOTE: It is suggested that the Webelos father-son campout be planned in conjunction with a Scout troop campout. The Webelos leader should make arrangements with the Scoutmaster. Webelos den can operate like a patrol, and work with the Scout troop. The troop can be a great resource for the Webelos leader.)

### B. Make Reservations

1. If you decide to use a privately-owned campsite, arrangements should be made with the owner.
2. If you plan to use Scouting facilities, make reservations through the Scout Service Center (743-6125).
3. In either case, a Local Camping Permit is required. Turn this in to the Scout Service Center at least two weeks prior to campout.

## II. PREPARE 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. Some of the opportunities are:

- A. Discuss and plan the campout with the boys. This is one of the requirements of the Outdoorsman Activity badge... "With the family or den, plan and participate in an evening outdoor activity which includes a campfire".
- B. Discuss fire safety and its need. This is another requirement of the badge. "Know and practice the rules of outdoor fire safety". An excellent set of fire safety rules is contained in the Outdoor Code (Refer to P. 62 Scout Handbook). A review of the Outdoor Code will not only help prepare your Webelos Scouts to be good campers, but will help them complete one of the Arrow of Light requirements.
- C. Teach the boys the taut-line hitch. They will need to know this knot in setting up their tents.
- D. Include your Den Chief in the campout planning. His experience in Scout camping will be helpful. He could help teach the taut-line hitch and the basic rules of fire safety. Be sure that he goes along on the campout.
- E. About one week before the campout, send home an individual checklist for each boy, along with a letter giving final details as to when and where to meet, when you will return, etc.

## III. PREPARE THE DADS

Preparing the dads is equally important as preparing the boys. The end result of this operation is a smoothly-run campout with everyone knowing what is expected. Properly informed dads will reduce the load of responsibility on the Webelos leader to a minimum and will make the campout more enjoyable for everyone.

(continued on next page)

## Campout Preparation for Webelos Leaders (Continued)

### A. Meeting With Dads

1. Held about two or three weeks prior to campout. This should give a fairly good estimate of how many dads will be going and is close enough to the actual date that last minute changes can be avoided. Probably 100% of the dads will not attend, so be sure that those who don't are contacted soon after the meeting and informed of its content.
2. This is a planning meeting for adults. More will be accomplished if the boys do not attend.
3. Cover these items at your meeting:
  - a. Date of Campout.
  - b. Location - cover in detail how to get there. Give the dads a map. Transportation will probably be on a father-son basis.
  - c. Time and place of rendezvous and estimated time of arrival back home. (This keeps Mom happy)
  - d. Schedule of events of campout. Plan activities you feel the boys would like to participate in. For example: nature walk, hikes, swimming, fishing, campfire program.
  - e. Menu for Webelos Scouts and dads. (See Webelos Leaders book, p. 65-66)
    - (1) Keep the menu simple, remembering that each dad and his son cook, eat and clean up together. (This satisfies the requirement "with an adult or your parents, help cook your own lunch or supper out-of-doors and clean up afterwards")
    - (2) Suggest that similar (not necessarily identical) meals be planned for all involved.
    - (3) At least two meals involving some cooking should be anticipated. (Saturday evening and Sunday morning) Or if you arrive earlier, you may be cooking Saturday lunch as well.
    - (4) A sack lunch would be sufficient for Saturday noon and a light snack for Sunday noon.
  - f. Equipment. Each dad should have a personal equipment checklist similar to his boy's. In addition to these items, a hand axe for preparation of firewood is necessary. (2 or 3 of these for the den are sufficient) Don't forget the First Aid Kit, even though you may not use it.
  - g. If firewood is in short supply at your campsite, make sure everyone knows to bring their own.
  - h. Remember...pressure gas stoves and lanterns (the Coleman type) cannot be used at Scout camps. This is a national regulation. Propane cylinder type stoves and lanterns are permissible.
4. This meeting with the dads can be an excellent time to get to know each other better. Don't overlook the leadership potential within this group. Give the dads an opportunity to participate in leading the activities.

IN SUMMARY: Aside from the fun your 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 and Naturalist could also be satisfied.

## SAMPLE SCHEDULE



### Saturday

- 8:30 a.m. Arrive at campsite.  
8:30-9:15 Erect tents, prepare bedding, check cooking area and fuel supply.  
9:15 Raise U.S. flag while all salute. Pledge of Allegiance.  
9:20-10:20 Nature hike with a purpose (such as instruction on Forester, Geologist or Naturalist Activity badges)  
10:20-11:30 Fishing  
11:30-12:15 Father-son buddy teams prepare own lunch.  
12:15-12:45 Lunch  
12:45-1:15 Cleanup and dishwashing.  
1:15-3:00 Fathers and sons work together on requirements for activity badges or tour Scout camp facilities.  
3:00-4:00 Swimming and boating. (If the waterfront is unguarded, use Safe Swim Defense plan - see Webelos Den Leader's book. Even if it is guarded, use buddy system)  
4:00-5:30 Free time  
5:30-6:00 Father-son buddy teams prepare own dinner.  
6:00-6:30 Dinner  
6:30-7:00 Cleanup and dishwashing.  
7:00-8:00 Games (see Webelos Den Leader's book or Games section of this book for ideas)  
8:00 Lower U.S. flag while all salute.  
8:00-9:30 Campfire program. (See following page...also see Boys Life Reprint #26-048 for ideas)  
10:00 Lights out and camp quiet.

### Sunday

- 7:00 "Reveille"  
7:00-7:15 Air bedding and clean up  
7:15 Raise U.S. flag while all salute.  
7:20-7:45 Father-son buddy teams prepare breakfast.  
7:45-8:15 Breakfast  
8:15-8:45 Cleanup and dishwashing.  
8:45-9:30 Strike camp. Leave campsite in better condition than you found it. NOTE: 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.

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. The plan above may look rigid, but it should be used as a guide. 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.



## OUTDOORSMAN ACTIVITY BADGE

### Your Campfire

Your campfire should be the highlight of your overnight campout. Few, if any of your Webelos Scouts have enjoyed the fellowship of a campfire. Plan it to be something more than just a casual gathering around a sputtering fire. This doesn't mean that it's necessary to have a formal program with an M.C. and a split-second schedule of snappy acts. Here is a suggested program which has variety and doesn't require hours of preparation.

- Assign a father-son team or two to lay the fire an hour beforehand. A council fire lay is suggested. (See Boys Life Reprint #26-048)
- Gather the boys and their fathers around before the fire is lit. Ask the denner to light it while the den leader formally declares the campfire open. Be dignified and ceremonious, but keep it simple. There are more elaborate fire-lighting ceremonies which the boys will see when they become Scouts.
- Sing a song familiar to most....something like "Comin 'Round the Mountain".
- Play a campfire game, such as Ringleader or Jack's Alive.
- Ask anyone with a guitar, harmonica or other instrument for a solo. Or the musician could accompany a song.
- Tell a story or read an audience-participation tale (see that section of this book).
- Ask a boy to lead some action songs from the Cub Scout Songbook. Dads enjoy singing too.
- Have a knot-tying contest between fathers and sons. Give each a short length of rope and score points for correctly tying some knots. (Or, if the boys are not familiar with knots...since this is no longer a requirement to become a Scout...select some other activity which will involve father-son teams.
- Sing a closing song such as "Scouting We Go" or "Scout's Good Night Song". (See Cub Scout Songbook)
- End with the Scout benediction with boys and fathers standing around the fire: "And now may the great Master of all Scouts be with us till we meet again".

You might choose to include some skits in your campfire, or other forms of humor. Refer to Boys Life Reprint #26-048 "Outdoorsman Activity Badge Helps".

(See "Webelos Den Activities" for more ideas on this badge)



MAKE A SCOUT  
OUT OF DAD?



## SCHOLAR ACTIVITY BADGE



Let's face it, a majority of Webelos-age boys may not like school. There may be one or a dozen reasons. Probably the main reason is that a 10-year-old boy is... or would like to be...a free spirit, doing whatever he feels like when he feels like it. School is often seen as a place of confinement rather than learning.

A Webelos-age boy has a very high quotient of curiosity and a thirst for knowledge. There is at least one boy in your den who can ask seven straight questions about a subject that interests him. The problem is that for many boys, mathematics, English, history and geography are not very high on their current list of interests.

Through the Scholar Activity badge, we hope to encourage boys to do well in their school work, to understand why schools are necessary and what they offer, and to learn how schools are run in this country. If a boy is at least a fair student, he should have no trouble earning this badge. The requirements are quite easy.

### DEN ACTIVITIES

Discuss the history of education - how schools developed in America.

Invite a member of the school board or a professional educator to talk to the boys on the value of an education and what school has to offer a boy.

Plant flowers or shrubs on school grounds.

Help the custodian set up the meeting room for PTA meeting.

Raise flag at school over a period of several weeks.

Take a tour of the Education Service Center.

Invite someone to come and discuss careers which are available in the field of education.

Prepare a large chart of the school system, showing where the children fit in both as students and helpers. Display this at pack meeting. You may want to contact the Education Service Center for information about the educational chain-of-command in your area.

Encourage the boys to talk about what is going on at school - the people who work at the school - how each boy is progressing in school. Get them to talk about the jobs they are doing at school (such as safety patrol) and why they are important.

Obtain some old school books for the boys to browse through. It will be interesting for them to see how fast education is moving forward.

Encourage the boys to find out all they can about the schools in your community - the good things, the problems. Discuss these points at a den meeting.

Albert Einstein said "The most important method of Education always has consisted of that in which the pupil was urged to actual performance". Make it happen in your Webelos den so that the boys are doing something which will help them get more out of life and become better citizens.



## SCHOLAR ACTIVITY BADGE

"List and explain some of the full-time positions open to men in the field of education."

Never has there been such a demand for school librarians on all levels, from elementary through university. The shortage of trained personnel for school libraries becomes more acute each year. If you really enjoy books and reading, if you like to be around people and serve them, if you want a variety of activities in pleasant surroundings, you should consider becoming a school librarian. You would be classified as a regular member of the staff with the same salary, schedule, tenure, retirement benefits and sick leave as the teachers. This career is open to men and women of all ethnic groups. In college, you will no doubt be advised to take a liberal arts course that includes social sciences, sociology, psychology, and literature. If possible, you should work in a library as a student assistant.

You will find that there is always need for special librarians with background and training enabling them to serve in schools of medicine, law, engineering, mineral science and business, to name a few. You might prefer to work in the main college library and eventually be in charge of a room or several rooms or the whole library. The head librarian of a university will earn from \$12,000 to \$20,000 a year.

Another non-teaching school staff member is the social worker. This person may be known by other titles such as "child welfare officer" or "visiting teacher". Under whatever name the social worker serves, his or her contribution to the welfare of young people in school and to the total community is most important. The social worker endeavors to improve the relations between parents and school personnel by helping them understand each other. The social worker investigates the pupils' environment and reports on the factors that affect their behavior. A professional social worker must have six years of college preparation. The undergraduate years are usually devoted to a general course that includes economics, sociology, social anthropology, political science, psychology and statistics. The two following years are spent in an accredited graduate school offering specialized training and supervised field work, leading to a master's degree in social work.

The school health services offer many career opportunities to those who have received proper training. A large school district might have doctors, nurses, audiometrists, vision technicians, dentists, dental hygienists and therapists on its staff. A dietitian, who works on the school lunch program, would be available as a consultant in nutrition.

A school guidance counselor works with the students to help them understand themselves and adjust to their particular life situation, to assist them in formulating appropriate goals, and to give them information so the pupils can make independent decisions about training for careers and vocations. The counselor works with parents and school personnel in regard to student problems and plans. Counselors play an important part in keeping students in school. They make every effort to keep pupils from becoming dropouts.

-National Capital Area Council  
Marlborough District Roundtable

A BRIEF HISTORY OF EDUCATION

When prehistoric man learned to communicate with words he was able to pass his limited knowledge on to his children. Each generation has added new ideas gained from its experience. As contact between individuals, tribes and nations increased, so did the exchange of knowledge. But this word-of-mouth education was slow and limited.

It wasn't until writing was invented - about 5,000 years ago that formal education began. In Asia and Egypt, temple priests taught selected boys the mysteries of their religions. These young men studied to become priests, government officials, scribes, or astronomers. About this same time the system of apprenticeship was established. Boys from poorer families were bound by agreements to work for a master without pay. In return he taught them a trade or an industrial craft. The master also had to feed, clothe and house his apprentices. This system of apprenticeship was still in effect in colonial America.

When Greece became the cultural center of the western world (around 400 B.C.) education took a new turn. No longer was education a religious rite or a mystery. All citizens could attend school, if they wanted to. Only slaves were excluded. The schools prepared boys for citizenship and educated them in literature, medicine, philosophy and similar fields. The teachings of ancient Greek wise men like Plato, Socrates and Aristotle still influence modern academic studies.

During the Middle Ages (500-1500 A.D.) education was controlled by the church. Although people spoke in various languages, books were written only in Latin. At that time students came only from wealthy families.

The Renaissance (1300) brought a great rebirth of culture to Europe. The Greek ideals of liberal education were revived. After the Reformation (1500s), church-financed public schools were started, using the common national languages in reading and writing. Education was made available to all but the very poorest.

The education system in early America was of four types:

- (1) Apprenticeship training. Poor children and orphans were bound out as apprentices to learn a trade.
- (2) Elementary schools. Many were supported by churches and similar groups. Town schools were at first private - later were supported by town taxes.
- (3) Secondary and higher institutions - where the emphasis was on Latin to prepare boys for college.
- (4) Prevocation schools which taught technical subjects. These were called academies.

By 1751, nine universities had been established in America. Harvard was the first. All except the University of Pennsylvania were founded by religious groups.

In 1939 the first of many Normal schools for teacher training was started. Massachusetts passed the first compulsory public school attendance law. Boston opened the first public high school.

America today has a greater percentage of young people to age 18 attending school than any other country in the world.

-Boys' Life Magazine



## SCIENTIST ACTIVITY BADGE

We are living in exciting times. Each day brings new explorations and discoveries in science. The scientist tries to learn the laws of nature that govern the how, why and wherefore of the world about him so that these laws can be used by people to improve our living environment.

Webelos Scouts will learn, as the scientist does, how and why some of the laws of nature work. They will learn about some of the laws of physical science such as how airplanes fly, how the diving bell works, the effect of gravity on balance, and why the bicycle rider keeps going forward when he stops his bike suddenly. For the curious "young hopefuls" nothing is as good as an experiment. Experimentation is the method of science today. The Webelos Scout will learn from the interesting experiments he performs.

Many years ago, Jules Verne wrote "Twenty Thousand Leagues Under the Sea" describing the travels of an undersea craft called the Nautilus. Today the U.S.S. Nautilus, run by nuclear power, can travel around the world underwater without coming to the surface for air. Scientific experimentation made this possible. We no longer think of electric lights, cameras, radio, television, telephone, phonographs, airplanes and automobiles as wonders. We take them for granted, but the inventors of these modern necessities were once boys like your Webelos Scouts. Who knows which of your boys might become a future Edison, Einstein, Carver or Bell...and under your leadership discover his scientific aptitude.

### DEN ACTIVITIES

- Talk about the various branches of science and how they differ.
- Do the atmospheric pressure tests or balance tests in the Webelos book.
- Make fog.
- Make crystals.
- Do the inertia experiments in the Webelos book.
- Visit an eye specialist and learn how the eyes work.
- Make some optical illusions and show how the eyes converge.
- Visit an airport and ask an expert to explain flight principles.
- Have a slow-motion bicycle riding contest to illustrate balancing skills.
- Invite a weather expert to talk to the boys.
- Plan a scientific experiment to be demonstrated at pack meeting.

See Boys' Life Reprint #26-082 on Geologist & Scientist Activity Badge Helps

SCIENTIST ACTIVITY BADGE



BERNOULLI'S PRINCIPLE

The following experiments are listed in the order that requirements appear in the Webelos Scout book.

1. **Materials:** A ping-pong ball, some adhesive tape, 1 ft. thread or string and a faucet.  
**What to Do:** Fix the string to the ping-pong ball with tape. Turn on the water to form a steady stream. While holding onto the string, flip the ball into the water from a few inches away. Not only will the ball stay with the string at an angle, but you can draw the ball up the stream almost to the faucet.  
**What happens:** The water, streaming around one side of the ball, exerts less pressure than the air which surrounds the other side. Even though you can feel the resistance of the water as you draw the ball upward, the air pressure is still stronger, as the experiment proves.
2. **Materials:** Two ping-pong balls, two feet of thread, some mending tape and a drinking straw.  
**What to Do:** Tape each ball to an end of the thread and hold the center of the string so that the balls dangle about 1 ft. below your fingers and about one or two inches apart. Have the boys blow through a straw exactly between the balls, from a distance of a few inches. Instead of being repelled, they will be attracted.  
**What happens:** The air current directed between the ping-pong balls reduces the intervening air pressure. Stronger pressure from the far sides pushes the balls together. The strength of the air from the straw will determine how close the balls will come.
3. **Materials:** A candle and candlestick; two bottles - one with rounded corners, one with square corners; (metal or cardboard containers can be used instead of bottles)  
**What to Do:** Light the candle and place the round bottle in front of it. Blow hard against the bottle and the candle will go out. Place the other bottle (square) in front of the relit candle and blow hard. The candle will remain lighted.  
**What happens:** With the round bottle, the air current flows around the bottle and puts out the flame. With the square bottle, the air currents are dispersed.  
**Next step:** Using different shaped bottles, and two ping-pong balls on strings, place a ball on opposite sides of the bottle so that they are close, but not touching. Blowing against the bottle at right angles to the balls, one ball will come closer to the bottle and

(continued)



## SCIENTIST ACTIVITY BADGE

the other will move away. The shape of the bottle will determine the way the balls move due to the ease with which the air currents move around the bottle. This is the principle that supports airplanes.

### PASCAL'S LAW

1. Materials: Coke bottle, balloon, vinegar, baking soda.

What to Do: Place about 1/4 cup baking soda in the coke bottle. Pour about 1/4 cup vinegar into the balloon. Fit the top of the balloon over the top of the bottle, and flip the balloon so that the vinegar goes into the bottle. The gas formed from the mixture will blow the balloon up so that it will stand upright on the bottle and begin to expand.

What happens: The baking soda and vinegar produce  $\text{CO}_2$ , which pushes equally in all directions. The balloon, which can expand with pressure, will do so.

2. Materials: A medicine dropper; a tall jar, well filled with water; a sheet of rubber which can be cut from a balloon; a rubber band.

What to Do: Dip the medicine dropper on the water and press the rubber bulb so the dropper is partly filled. Test the dropper in a jar - if it starts to sink, eject a few drops from it until finally it floats with the top of the bulb almost submerged. Now, cap the jar with the sheet of rubber and fix the rubber band around the edges so that the jar is airtight. Push the rubber downward with your finger and the upright dropper will sink. Relax your finger and the dropper will rise.

What happens: You have prepared a scientific device known as a "Cartesian Diver". The downward pressure on the rubber forces the water up into the bottom of the diver, compressing the air above it, producing the effects of sinking, suspension and floating, according to the degree of the pressure.

3. Materials: Large tin can, tape, water

What to Do: Punch three holes in the can, one near the top, one in the middle and one near the bottom. Tape the holes closed. Fill the can with water to the top. Pull the strips of tape off and measure the length of the streams. The bottom stream will go the farthest due to the added pressure of the air and the water in the can.

What happens: The total pressure in a container of water is the sum of the air pressure and the water pressure at that point.

## SCIENTIST ACTIVITY BADGE



4. **Materials:** A rubber balloon, several pins with large heads, a roll of plastic tape.
- What to Do:** Inflate the balloon and affix little squares of plastic tape to it. Stick each pin through the center of the tape and to your amazement, the balloon will not burst. When you remove the pins, the balloon still will not burst.
- What happens:** The adhesive substance on the tape acts like a self-sealing automobile tire, adhering to the pin as it is pressed inward. When the pin is removed, the adhesive is forced outward by the air pressure from within the balloon, automatically sealing the tiny pinholes.

### BALANCE

1. **Materials** Three baseball bats of similar size.
- What to Do:** Point the handles of the bats together so they form a "Y". Slide the handle of the lower bat over the handle of the bat to the left. Slide the handle of the bat to the right under the of the bat on the left and over the handle of the lower bat. The bats should form a low solid stool.
- What happens:** Due to the interlocking arrangement, each bat supports another, making a simple experiment not only in balance, but also in structural engineering.
- (This experiment can also be done with three knives with the blades being the handles; or three pieces of wood of the same general shape)
2. **Materials** Two table forks, a drinking glass, a coin chosen for its size
- What to Do:** Point the prongs of the forks in an inward direction and thrust them together so that the forks are interlocked. Press a coin between the upper prongs from the inner side. Rest the coin on the far side of the glass rim so the handles of the forks extend in your direction. By properly adjusting the forks, you can make the coin balance on its side, keeping the forks balanced with it.
- What happens:** The handles of the forks serve as a counter balance for the coin and prongs. Precarious though it looks, it is like adjusting weights on ordinary scales - the only difference being the weight of materials used.





## SCIENTIST ACTIVITY BADGE

### OPTICAL ILLUSION

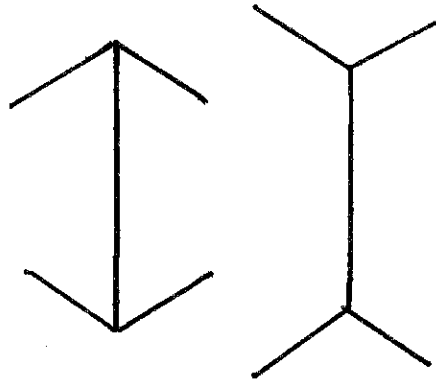
- 1. Materials:** Two curved pieces of cardboard; one red and one blue.

**What to Do:** Set the red cut-out above the blue, and the blue will look larger than the red. Transpose them, and the red will appear larger and the blue.

**What happens:** Due to the curve of the cut-outs, they produce an optical illusion when one is placed above the other. Always, the lower cut-out will look larger. So, by switching their positions, first the blue and then the red will seem larger.
- 2. Materials:** A sheet of paper about 11 inches long.

**What to Do:** Roll the paper into a tube one inch in diameter. Hold the tube to your right eye and place the side of your left hand against the middle of the tube, with your left palm directly toward your left eye. Keep both eyes open as you look through the tube and you will "see through" your left hand.

**What happens:** Since one eye is looking through the tube and the other is looking at the hand, the two views blend to form an optical illusion of a hole in the center of your left palm. A slight shifting of the tube may improve the illusion.



### INERTIA

"Inertia is the tendency of a thing at rest to remain at rest and a thing in motion to continue in the same straight line."

1. Get a small stick about 10 inches in length and the diameter of a pencil. Fold a newspaper and place it near the edge of a table. Place the stick under the newspaper on the table and let about half the stick extend over the edge of the table. Strike the stick sharply with another stick. Inertia should cause the stick on the table to break into two parts.
2. Get a fresh egg and a hard-boiled egg. Give each of them a spinning motion in a soup dish. Observe that the hard-boiled egg spins longer. The inertia of the fluid contents of the fresh egg brings it to rest sooner.

## SHOWMAN ACTIVITY BADGE



The Showman Activity Badge presents only one problem - that is in choosing which one of the three areas your boys will want to work. The rest is sheer fun. For some natural actors there is drama, for the shy boys there is puppetry and for almost every boy there is music.

In most Boy Scout units the boy will get to demonstrate two of these skills around the campfire. The ham will have a chance to surface as his Patrol is called upon to give a skit and his singing talent, or lack of it will take a back seat to his volume as the campfire fun continues.

Boys in this age bracket will be taking music in school, thus, they have a head start in this area. In my den, I asked the school music teacher to help us form a singing group. My boys were not a threat to the Partridge Family, but they sounded pretty good at Pack Meeting.

The purpose of this badge is not to make skilled entertainers out of the boys but only to expose them to acting or music and perhaps build some self confidence in them. Last but not least it has to be fun. If for example, you are doing music and things start to droop then throw in two verses of "I Love Bananas, Coconuts and Grapes."

### DEN ACTIVITIES

Attend a high school play.

Invite a high school drama teacher to help.

Invite grade school music teacher to help.

Use a tape recorder so boys can hear how they sound.

Plan a family entertainment night - let boys show off their talent to their parents.

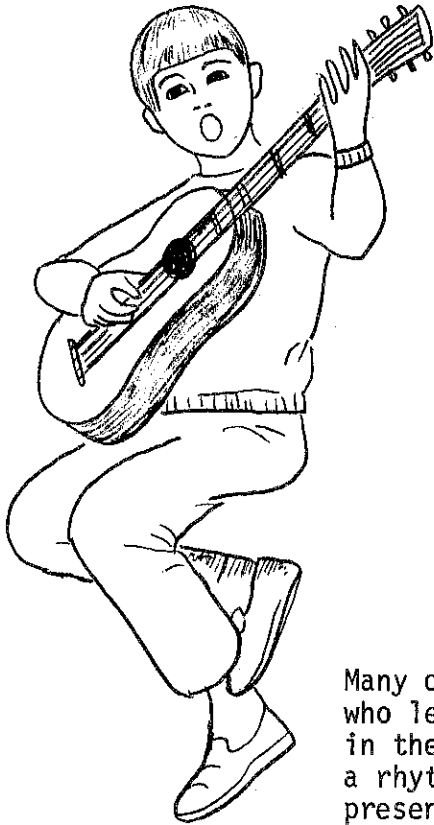
Take your show to a retirement home as a good turn.

See Pow Wow Book for more ideas.

### PACK ACTIVITIES

Exhibit props used or built, such as puppets, costumes, etc.

Demonstrate talent - musical, puppet show or skit.



## SHOWMAN ACTIVITY BADGE



Folk music is as old as man himself. Adam may have sung folk songs to Eve (or was it the other way around?). Primitive man probably sang folk songs, keeping time by clapping his hands. As long as there have been people, there have been folk songs.

Even though you may not be able to carry a tune, we all enjoy singing folk songs. If "Turkey in the Straw" sounds like "Home on the Range", the way you sing it, never mind. They're both still folk songs.. from vastly different backgrounds. "Turkey" is an old minstrel tune first popular about 150 years ago. Its melody is from a common Irish piper's reel. "Home on the Range" is a cowboy song written about 100 years ago in Kansas, and was sung all over the Midwest before becoming popular nationally in the 1930's.

Many of our folk songs were brought here long ago by people who left Europe to escape persecution or to seek a fortune in the new world. Black slaves from West Africa supplied a rhythm, a beat and a relaxed and happy sound which are present today in folk music as well as rock 'n roll and jazz. Negro music also gave us the "blues", an important part of both folk and Jazz music.

Traditional folk songs are those passed on by word of mouth. Often the words and sometimes the music change over the years. Some scholars think that songs which are written down or recorded are not "folk" tunes. But young, modern singers such as Bob Dylan, Simon and Garfunkel and John Denver, and the songs they write certainly belong in the folk field.

Just as the folk singer comes from many backgrounds, the American folk tune is a mixture of different cultures and music styles. You can hear the sea chantey "Blow The Man Down", a French Canadian tune "Alouette", a railroading song "I've Been Working on the Railroad", southern mountain love songs "Black Is the Color"; Negro spirituals "When the Saints Go Marchin' In", Negro blues "The Ole Bollweevil Song". They can be old...such as "Greensleeves", an English ballad 400 years old - or as new as John Denver's tunes today.

The unamplified guitar is to the folk singer what a bus is to a bus driver. But folk singers also play other instruments such as the banjo, lute or mandolin.

We all sing folk songs, but if you want to be a folk singer, perhaps entertaining your friends or someday even being paid to do it, listen to Burl Ives, Woody Guthrie, Pete Seeger, Bob Dylan or John Denver. Copy their styles, learn their songs. Before long, your own style will appear, and maybe you'll write your own songs. You may have some trouble getting your rock 'n roll loving friends to listen to you. But work hard and you may have them singing, and strumming along with you.



## SPORTSMAN ACTIVITY BADGE

Sports are high on the list of favorites of Webelos Scout-age boys. You can be certain of instant interest by most members of your den. Chances are that they spend much of their leisure time in organized sports and loosely organized neighborhood games. Some of them probably know enough already about rules, scoring, techniques for several sports so that they could pass those requirements immediately.

But that's not really enough! One of the prime purposes of Cub Scouting is "encouraging good sportsmanship and pride in growing strong in mind and body! If your boys learn all the skills and rules involved in every sport this month, but don't get an inkling of what good sportsmanship means, then the den, and you, have wasted your time.

Agree on the importance of learning sportsmanship. What does that mean in practice? It means that the least skilled gets just as much instruction and encouragement as the best athlete. It means that the better athletes learn not just to tolerate the awkward boy, but to help him. It means that all boys can win and lose with grace and good sportsmanship.

Your own example will help to achieve these goals. Put stress on the fun of the game, not on winning. When you have intra-den competition, make up the teams so that the strength is about even. If you let boys choose teammates, there is a good chance that most of the best players will wind up on one team. Encourage the less skillful players. Discourage others from belittling them. Sports in a Webelos den should be fun for all.

### DEN ACTIVITIES

Explain and discuss football signals, using Big Print posters #26-061.

Invite a referee or umpire to talk with the den about signals.

Dads and sons attend a high school or college sports event.

Hike around a golf course.

Visit a bowling alley and bowl a few lines - or challenge another Webelos den.

Invite a team member to talk with the boys about sportsmanship and fair play.

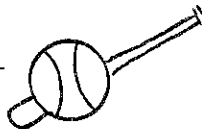
Have each boy list the sports in which he participated during the past year.

Make shuffleboard discs and cues as shown in Webelos book.

Decide on a demonstration for pack meeting.

Practice archery, using a bale of hay behind paper targets.

## SPORTSMAN ACTIVITY BADGE



### TIPS ON VOLLEY BALL

- A service is made by batting the ball over the net with one or both hands.
- A point is won when either team fails to return the ball to the opponents' court.
- The ball must be batted. Scooping, lifting, shoving or following the ball are not permitted.
- A ball may be batted in any direction and a player may use any part of his body above the hips in playing the ball.
- The ball may be touched only three times by one team before being returned over the net.
- Players cannot catch or hold the ball or reach over the net to play the ball.
- The team first scoring 15 points is winner.
- When score is tied at 14-14, one team must make 2 points on service to win.
- A team counts a point on service only.

(See Webelos Scout handbook for further details on play)

### TIPS ON SHUFFLEBOARD

- The red disc is shot first. Alternate red and black until all discs are shot.
- Discs must be played from the clear within the respective half of the 10-off area. If not, a penalty of 10-off, offender's disc removed and opponent credited with any discs removed.
- After all discs are played, players walk to opposite ends of court and start play, with the color lead changing to black.
- 50 points make a game.
- A disc remaining on the court after having struck any object other than a live disc shall be removed. It is called a dead disc.
- A disc which stops in area between farthest deadline and starting area is dead, and shall be removed before further play.
- A player shooting before an opponent's disc comes to rest is penalized 10 points. His disc is removed and his opponent credited with the score of any of his displaced discs.
- After both players have shot their 4 discs, score all discs (those within and not touching lines separation triangle in 10-off area not considered)
- Play continues until all discs have been shot, even if game point has been reached.
- If a tie results at game point or over, two complete rounds shall be played and score totaled. Highest score at game point or over shall be declared winner. In singles, one round of play decides tie. A round consists of complete play at head and foot of court.

(See Webelos Scout handbook for layout of court and more details on play)

- Recreational Programs for All Ages

## TRAVELER ACTIVITY BADGE



Almost everybody loves to travel...Webelos Scouts are no exception. But not everyone has the opportunity for extensive travel. Obviously you can't give your boys that opportunity while working on the Traveler badge. But you can introduce them to some of the joys of travel and perhaps to a means of travel new to them. Through the badge requirements, the boys will learn to read maps and timetables of railroads, buses, or airlines serving this area. They will use this information in planning trips. They will learn the comparative costs of rail, bus or air transportation. They may take some trips with their parents. They will learn to pack suitcases and check to see if family cars have adequate first aid kits.

Earning the Traveler badge will not only help the boys prepare for travel experiences, but it will also enable them to get the most out of any trip they take and to learn more about our country.

Remember that to earn this badge, the boys must be involved in trip planning. The fun is really in the traveling, but with advance planning, you can make the planning periods fun too.

### DEN ACTIVITIES:

Visit county, state or national park.

Visit historic site nearby.

Take a bus or train trip.

Visit a travel agency or automobile club office, and find out what they do.

Calculate cost and speed of a plane trip.

Make car first aid kits.

Visit a train depot, bus terminal or airport, to see inside operations.

Discuss timetables and how to read them.

Have a speed contest of locating specific destination and how to get there, using maps and timetables.

Teach proper packing of suitcase. Afterwards, have speed contest, stressing neatness as well as speed.

Locate points of interest on city and state highway maps.

Prepare a list of travel agencies and transportation media available in your area.

### PACK ACTIVITIES:

Exhibit: Family car first aid kits, enlarged map of area showing points of interest, timetables, snapshots from trips, travel log books.

Demonstrate: How to pack a suitcase for a trip; how to determine comparative travel costs. Show slides or movies taken on your den trip, with commentary furnished by denner; oral report on trip.



## TRAVELER ACTIVITY BADGE

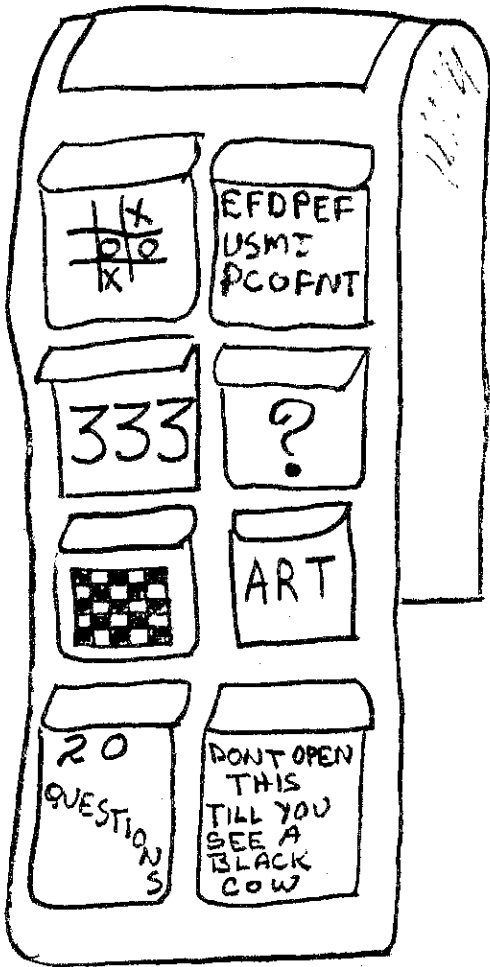
### SHOE BAG GAME KIT

Webelos can help prepare a shoe bag game kit to keep smaller children entertained in the back seat of a car. The bag is made from a piece of cloth long enough to hang over the front seat and provide six or more pockets containing surprises such as paper and crayons, magnetic checkerboard, tick-tack-toe game, blunt scissors, etc.

#### SUGGESTIONS:

Code messages to be decoded.  
Pictures for coloring  
Paper for drawing & tick-tack-toe  
20 questions game  
333 may not be opened until someone has spotted three 3s on road signs.

One important rule to follow; Players must put away the contents of one pocket before opening the next.



### CAR FIRST AID KIT

Prepare an adequate first aid kit for family cars. It takes only one emergency to make its worth appreciated. Here is a recommended list for a kit:

Small plastic, wooden or metal box containing:

roll of 2" gauze bandage  
sterile gauze dressings  
cravat bandage  
sunburn ointment  
insect repellent

soap  
baking soda  
tweezers  
small scissors  
jackknife

Dear Mr. Johnson:

You are a lucky man! Your Cub Scout son will be 10 years old soon. He's quite a boy! Like most boys, he's probably been thinking about becoming a Scout when he's 11.....only one more year. Boylike, he may get impatient at that long wait and lose interest in the den and pack.

Here's where you can be of real help, Dad. Our Webelos den bridges this gap between Cub Scouting and Scouting with activities designed to help 10 year old boys get off to a great start in Scouting. Just as your boy needs the Webelos den experience, our Webelos den needs you.

You see, as a Scout, your son will have men leaders and will attend evening troop meetings. So our Webelos den meets in early evening.....with men leaders. The program gives older boys new activities to excite and hold their interest in something quite different than they knew in the first two years of Cub Scouting. They even wear a slightly different uniform to identify them as Webelos Scouts.

Webelos Scouts have a chance to work on Activity Badge areas such as Geologist, Sportsman, Athlete, Engineer, Scientist, Outdoorsman and others.....15 in all, which teach them new skills, sportsmanship, and give them a sense of personal achievement. This is where you come in. We need your skills and knowledge. The outdoor program is a big part of the Webelos activities, and we know you will want to share this experience with your son.

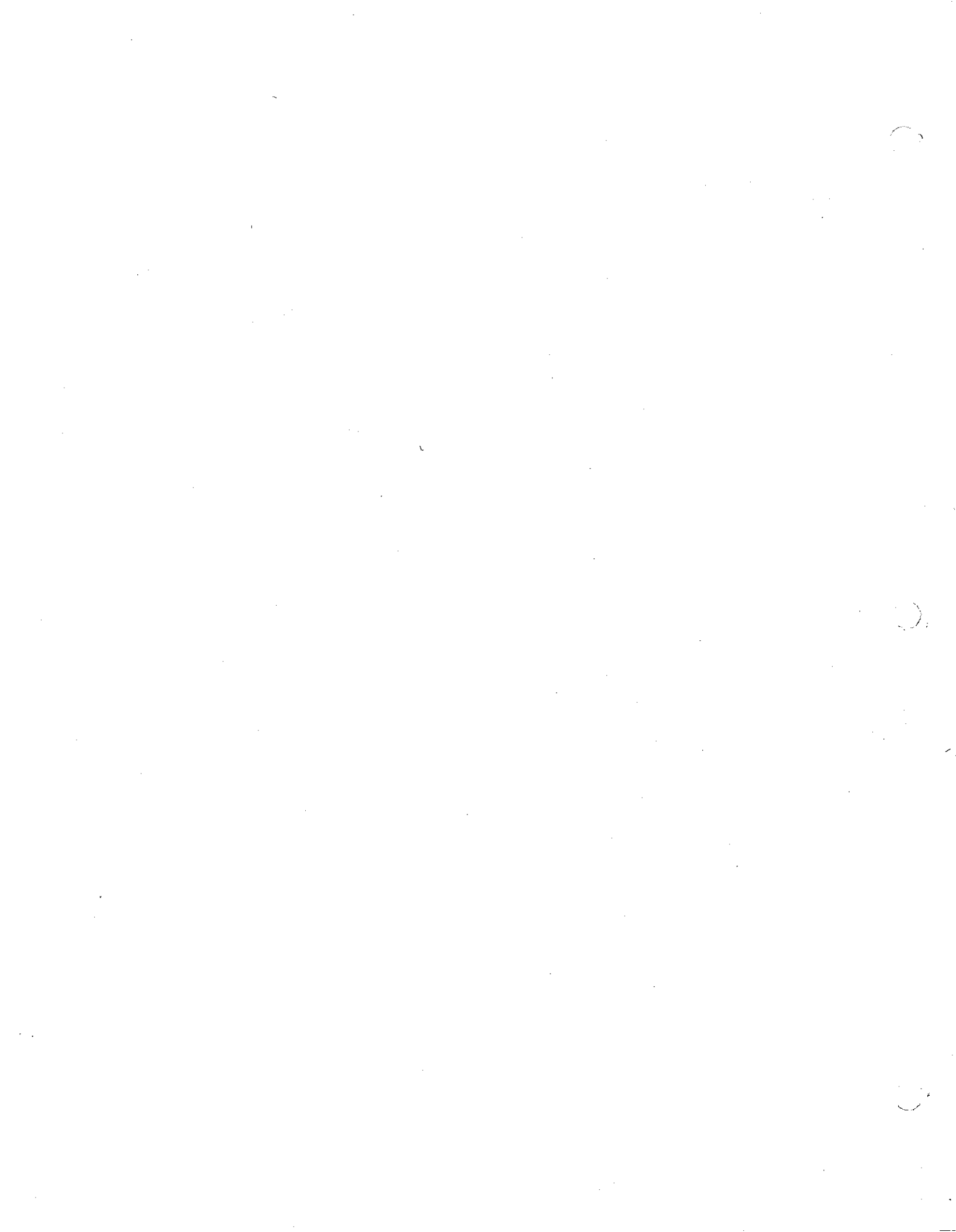
So Dad, we need your help. We want this help in those things you are best equipped to do, and in areas which are of interest to you. Please fill out the enclosed form, and return it to me, so we can make plans for an interesting and exciting year ahead.

Yes sir, you are a lucky man! You've got a 10 year old son and the opportunity to share a really fine experience in that boy's life.....an opportunity that will never present itself again. No one else can take your place. We're counting on your help.

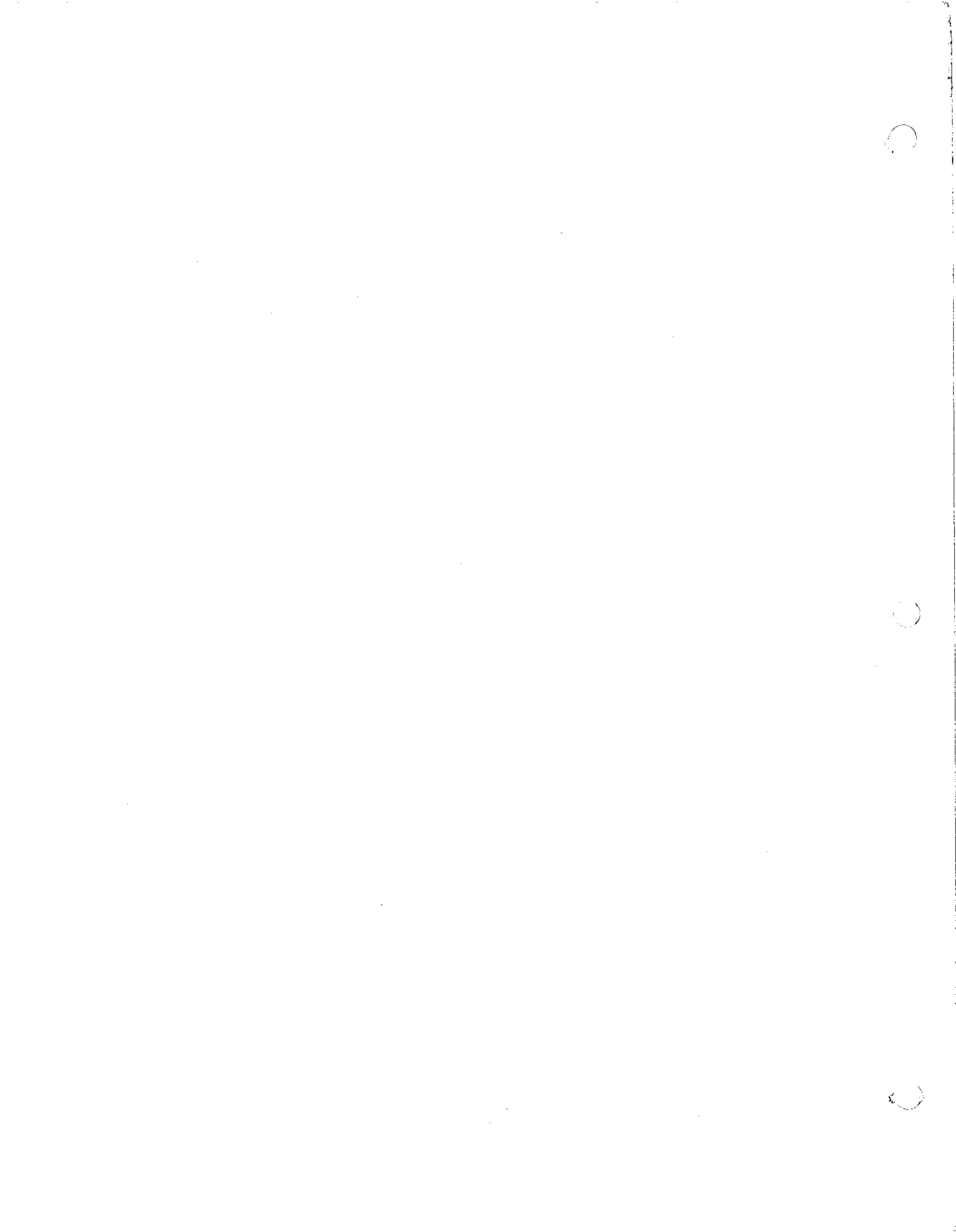
Sincerely,

Webelos Den Leader









## THOUGHTS ON THEME HANDICRAFT

As Cub Scouts work on den craft projects, they not only learn to make useful and amusing items, but also get valuable experience in using their imaginations and developing skills with their hands.

Remember that Cub Scout crafts must not be judged only by the outward appearance. It is the Cub Scout's effort that counts. No matter how poorly a project is done, it will have some good points, if he has done his best. As a leader, be careful to notice these good points and congratulate the boys on their efforts. Don't discourage them for what they have done; encourage them to do better on their next projects. Make them feel confident that they can do better.

In Cub Scouting, handicraft helps leaders develop and present the theme of the month in den and pack meetings. As your pack follows the theme in the Cub Scout Program Helps - costumes, props, scrapbooks, exhibits, games and puzzles related to the theme become your craft projects for the month.

Den handicraft items, made in the den and at home for exhibit at the monthly pack meeting should be easy and inexpensive. In most cases, they can be made from scrap materials found in and around the home. Expensive kits and craft materials are not necessary for den projects.

Guide the boys in your den in choosing projects which are interesting and useful. Keep them simple and on the boy level. When possible, make a sample to show them. Select handicraft ideas which will appeal to Cub Scouts. Watch out for crafts that simply keep boys busy but do not teach them any skills. These will become boring and cause a boy to lose interest in Cub Scouting.

As you help the members of your den with their craft projects, let them use their imagination. Teach them to clean up and put away tools. Let them understand that sloppy work is not acceptable. As Cub Scouts, they are expected to live up to the Cub Scout motto "Do Your Best".

Handicrafts are not used in Cub Scouting merely to provide 'busy work' for the boys to keep them out of the Den Leader's hair. There are several excellent reasons for craftwork.. the most important being that most Cub Scouts enjoy making things..its's fun. And fun is a very important part of Cub Scouting.

Be sure to:

Include instructions or patterns and how to use them.

Show the boys how to cut materials, put it together, and finish it with sandpaper, polish, paint, wax, etc.

Encourage help from parents.

Refer often to the Wolf and Bear handbooks for excellent craft ideas, because these will give your boys credit toward advancement.

## TIPS FOR DEN LEADERS

Scrap Plastic and Leatherette - can be obtained from auto upholstery companies as scrap material. Use for Indian costumes, book marks, stool covers, etc.

Cracked Marbles - Heat marbles in 375 degree oven. Remove and pour into bowl of ice water and watch them crack. These have numerous uses in crafts projects.

Puppet Stuffing - Lint from automatic dryers makes good, clean stuffing for puppets. Or stuff them with plastic laundry bags or worn-out nylon stockings.

Glue - Buy white glue in quart size for economy sake. Pour into small containers for use by boys.

To Clean Egg Shells - Put empty egg shells in jar and cover with bleach. Leave for 48 hours. This dissolves all the membrane.

Cutting Styrofoam - Some types of styrofoam can be cut with a knife - the kind with a serrated edge which can be used as a saw works best. Heavier types of styrofoam can be cut best with a coping saw or jig saw.

Punching Holes in Plastic - To make a hole in plastic, use a hot ice pick or nail. If you use the nail, be sure to hold it with pliers or something similar so you don't burn your fingers. Coping saws or jig saws will cut the thick portion of plastic bottles easier than scissors or knives.

Painting Plastic Bottles - Mix tempera paint with a little powdered detergent. This makes it adhere to the bottles better. Acrylic paint works well, too.

Using Rubber Molds - Dip rubber molds in liquid detergent before removing the plaster casts from inside. The molds will slip off easily without breaking plaster.

Indian Necklaces - Save canteloupe seeds and pumpkin seeds. String them together with colored beads inbetween to make Indian necklaces.

Using Felt Tip Markers on Plastic - Felt tip markers will work better on plastic bottles if you first sandpaper the plastic lightly. Then spray with hair spray to protect the decoration.

Bonding Plastic - To bond clear plastic to cardboard, first sandpaper lightly. Then press plastic on with a moderately warm iron, using constant circular motions.

Dyeing Rice, Beans, Macaroni - First rinse in cold water. Then soak in diluted food coloring until proper shade. Dry on paper towels or newspaper.

Working with Tin - When working on tin projects, rub the edges with steel wool and you will be less likely to cut yourself on sharp edges.

Paint Brush Substitutions - When painting large objects such as scenery for a skit, use a sponge dipped in tempera. Some small objects can be painted with a Q-tip instead of a brush.

## THE HECTOGRAPH-A HOMEMADE DUPLICATOR

Many a Cub pack has pondered the problem of printing announcements, forms, news. The hectograph duplicating method is a satisfactory, inexpensive and easy-to-prepare method. The idea is so old, it is new to many people.

### Materials Needed

2 boxes Knox clear gelatin (2 oz)      (1 lb. pkg. of hectograph filler com-  
1 pint Glycerine      pound is available commercially - directions  
1 1/2 cups cold water      on pkg.)  
A shallow, oblong metal baking pan (approx. 9 1/2" x 13 1/2")  
Hectograph carbon paper

Preparation - Heat glycerine in a double boiler. Dissolve gelatin in cold water. Pour hot glycerine on gelatin and stir well to dissolve all particles. Pour into the shallow pan and skim off the foam by drawing a piece of cardboard across the pan from end to end. Place in a cool, level place till gelatin sets.

Preparing the Master - Hectograph or duplicator carbon paper is available at most office supply stores. It is best to place the hecto carbon between two sheets of paper so you can read your typing or writing on the top sheet. The carbon copy must be readable. Corrections can be made on the carbon by carefully scraping off and re-typing.

Transfer Master to Gelatin - Wipe the gelatin surface gently with a moist cloth or sponge, until it feels smooth and slick. Don't get it too wet. Use cool water. Place the carbon copy face down on the moistened surface and lightly smooth it on the gelatin with your fingertips. After a couple of minutes, remove the carbon and destroy it. The gelatin plate is ready for printing. The lettering on the gelatin will be reversed.

Printing - For best results, use glazed duplicator paper. Simply place a sheet of paper on the gelatin plate, smooth it with the tips of your fingers lightly, so that an impression is made. Be careful not to rub too hard. Remove the paper. Thirty or more legible copies are obtained from one master.

Storage - To store the gelatin plate, moisten the surface slightly and cover the pan with foil. The ink will soak down into the gelatin. By the next day, although the gelatin is discolored, the top surface will be clean and ready to apply a new master. To store for a longer period of time, keep it covered in a cool location. The plate will last indefinitely and can be re-used many times. If gelatin should crack or get rough, it can be reheated right in the pan in a warm oven. It will melt and the smooth surface will return when it cools and sets up again.

Tips - The printing surface can be erased by lightly rubbing the gelatin with a moist, clean rag. Be careful you don't rub too hard.

- Hectograph pencils and inks are also available for those who do not wish to use the carbon paper. These are good for drawings and patterns.

- It is best for adults to make the gelatin plate. Cubs can do the printing with guidance.

## SCRAPS AVAILABLE AT LITTLE OR NO COST

Aluminum Pieces (flexible) - Local lithographing companies. Good for aluminum tooling.

Asbestos Siding - Ask siding contractors for broken pieces. Good for hot pads.

Blueprint Paper - Blueprint companies. Good for making leaf prints.

Bowling Pins - Some bowling alleys give discards away. Use for making figures.

Buttons & Beads - Good Will, Salvation Army. Make jewelry, pictures, animals.

Cans (gallon size) - Restaurants and school cafeterias. Make tom-toms. Use for storage.

Cardboard Cartons (large) - Appliance and furniture stores. Make scenery, props.

Cardboard Cartons (small) - Grocery stores. Make shields, costumes.

Cardboard Cartons (round) - Ice-cream stores have 3-gal. size for making knight's and astronaut's helmets. Kentucky Fried Chicken chain stores have similar buckets. Paint stores have cardboard paint buckets.

Carpet Scraps - Carpet shops give away scraps, discontinued samples and soft foam underpadding. Good for covering den stools, making foot scrapers.

Ceramic Tile - Tile stores give away broken pieces which can be used to make mosaic gifts.

Cigar Boxes - Tobacco stores, department stores, drug stores. Make den storage boxes or gift storage boxes.

Concrete Blocks - Ask manufacturers for flat, broken pieces. Use for book ends, door stops, paper weights, etc.

Cork - Ask gasket manufacturers for scraps of sheet cork. Make coasters, placemats, pictures.

Drapery Samples - Drapery shops. Use for costumes, lining gift boxes, covering wastebaskets, etc.

Foil Paper - Florists sometimes have scraps from pot wrappings. Use for paper mosaic pictures or costume trim.

Jars - Good Will, second hand stores, garage sales. Make decorative jars covered with decoupage, tissue paper collages, or paint for flower vases.

Leather - Leather companies and upholsterers. Use for costumes and leather craft.

Lumber - Ask lumber companies or cabinet makers for scraps for woodcraft projects.

Plastics - Some boat manufacturers give away windshield scraps. Use for plastic craft.

Pill Bottles - Ask local druggists to save them. Use for storing beads. Make toys and gift items.

Popsicle Sticks - Check with local dairies. Use for craft stick projects.

Rope (1/4")- Check with venetian blind repair shops. Use for rope crafts.

Sawdust - Lumber yards, cabinet makers. Good for making sawdust clay.

Spools - Dressmakers, tailor shops and alterations departments of stores.  
Use for making mini totem poles, animals, other spool craft items.

Tires - Gas stations and garages. Use for obstacle courses. Use bike tubes for fitness gadgets.

Upholstery Samples - Upholstery shops. Use for costumes. Use vinyl upholstery scraps for plastic and leather projects.

Wallpaper Sample Books - Wallpaper dealers or paint stores. Good for covering wastebaskets, scrapbooks, etc.

Wire (colored)- Telephone company. Many wire craft projects.

Wire - Electrical contractors, appliance repair shops have used wire.

This is just a starter list of resources available to den leaders in most communities. Most of these items are available for the asking; some for minimum cost. Also, various craft stores will give free craft classes. Keep your eyes and ears open to the endless list of 'beautiful junk' available to you.

In the meantime, ask mothers to begin saving:

Aluminum foil	Felt	Rope
Boxes	Jugs	Sandpaper
Burlap	Leather Scraps	Spools
Canvas	Nails	Cardboard tubes
Clay	Paper Bags	Fabric Scraps
Copper Wire	Picture Frames	Cans
Cord	Plastic	Bottles
Egg Cartons	Coat Hangers	Margarine Tubs
Foil Pans	Plastic Lids	Pine Cones
Toothbrushes	Clothespins	Mirrors



## MACRAME!

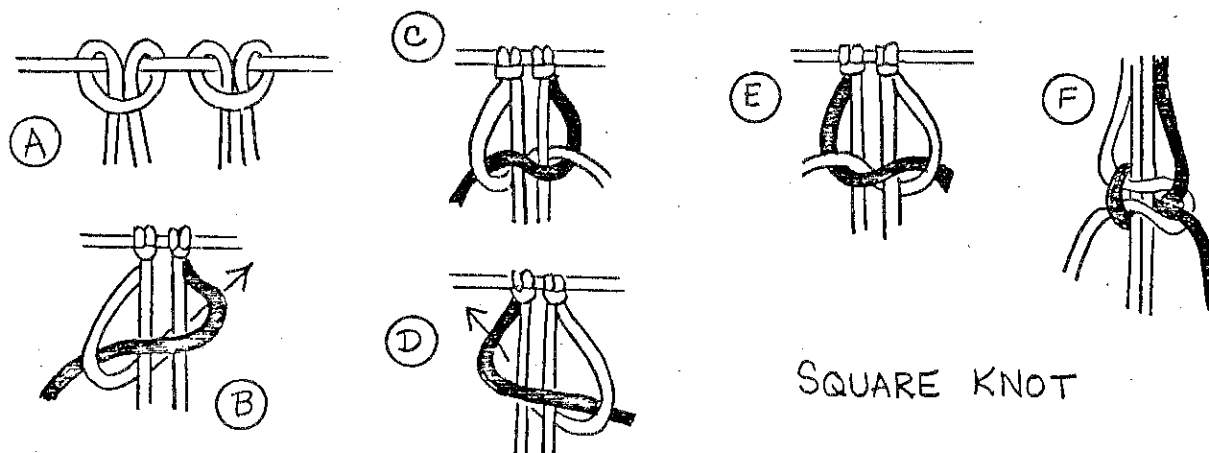
Macrame is the art of knotting. It is a very old art, invented by sailors who had nothing to do on long sea voyages. So they used rope, the thing that was handiest, to amuse themselves by making beautiful belts and bracelets. Macrame is so easy that after you have learned to tie the basic knots, you can make hundreds of beautiful designs. All you need is a pencil, some thin rope or cord, 4 rubber bands, a pair of scissors and a ruler.

Start by making a simple belt, using the square knot shown below. Cut two lengths of cord, each 18 feet long. Fold them in half and attach them to your pencil as shown in (A). Put the pencil on the edge of a table so that the four ends of the cord hang over, and weight the pencil with a heavy book. Starting at the end of one of the cords, wrap it around your hand to within about 12 inches from the pencil. Secure this wrapped cord with a rubber band. Do the other three ends of the cord the same way. This will make it easier for you to handle.

Now you are ready to start knotting. Let the two center cords hang free. These are called the anchor cords. The two outside cords are called the knotting cords. Following illustration (B), bring the shaded cord over the anchor cords. Then (C) bring the other outside cord over the shaded cord, pass it behind the two anchor cords and bring it forward through the loop made by the shaded cord. This is the first half of the knot.

The second half of the knot is done just opposite. Bring the shaded cord (D) over the two anchor cords. Then put the other outside cord over the shaded cord (E), pass it behind the two anchor cords. Then put the other outside cord over the shaded cord. Now your first square knot is complete (F). Be sure to pull the knot tight.

Now continue making square knots, following the two steps described above, until the belt is long enough to fit around your waist. As you use up the cord, pull out part of the wrapped cord from the rubber bands. When you have finished knotting, take the cords and tie them in an overhand knot. On the other end, carefully remove the pencil and run a piece of cord through the four loops, tying it securely. Tassels can be made to hang from both ends of the belt, to be used for tying it around your waist.



## WOOD IS GOOD

The instructions for the wood projects in this section are intended for den leaders who have had little experience with wood, few tools and a little help from the den dad. Keep in mind that scrap lumber can be obtained from the lumberyard, which will help cut down on your expense.

Make rules and enforce them. Here are some suggestions:

1. No one opens paint or stain until he can name the solvent in which he will clean the brush, and has available a supply of the solvent.
2. All solvents are poured outdoors under den leader's supervision. Never use flammable solvents in the garage!
3. All sawdust and sand dust are swept up before the boys leave.
4. All tools are clean and put away before the boys leave.
5. Use only the tools provided for you. If you need something you don't have, ask the den leader. Some tools are off limits for boys.
6. All projects are to be marked on the underside with the owner's name or initials. Do this before beginning work on the project.

Tips for Den Mothers

1. Don't let the boys see any material or tools you don't want them to use.
2. Have the scrap wood handy. The scraps should be free of knots - these can sometimes be dangerous.
3. Have a sample of the craft already made and in view. Have the measurements written down - also step-by-step instructions if you need them.
4. Ask the den dad what type of sandpaper would be most suitable for a particular project, or what type nails, or length brads.

Safety Rules for Tools

Use each tool for the job it was intended and the way it was intended to be used.

Most accidents occur to the hands, face or feet. Protect your eyes; keep fingers and hands away from cutting edges of tools; secure or clamp down the wood on which you are working.

Be patient and never use force. Don't work with tools when you are tired - you need to be alert.

Don't wear loose clothing or jewelry which can get caught in moving parts.

Never use electrical tools in damp or wet locations.

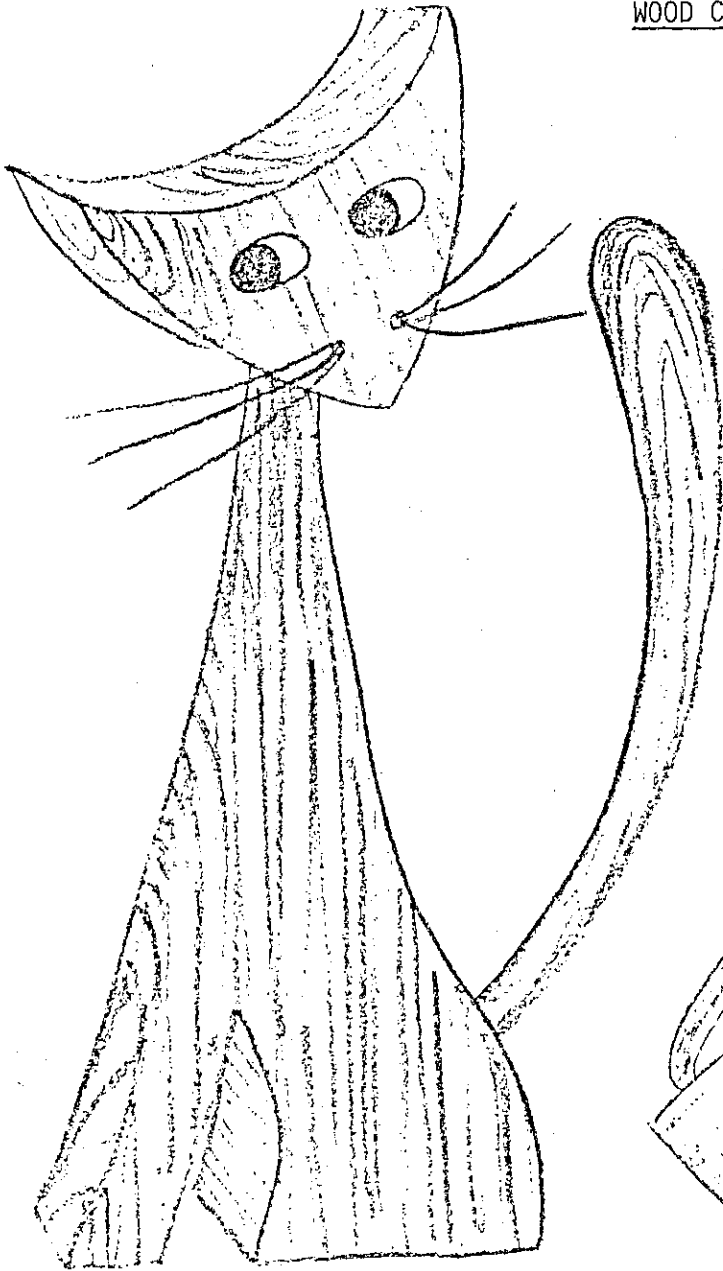
If extension cords are used, be sure they are heavy-duty. Don't use the type extension cords which are used for small appliances.

Unplug all electrical tools when you are finished and put them out of reach of children. Don't leave any tools unattended.

Keep tools sharp, clean and oiled.

See Wolf Achievement #5 for description and use of tools. See Bear Achievement #2 for more information on woodworking. See Crafts for Cub Scouts book for information on tools and woodworking.

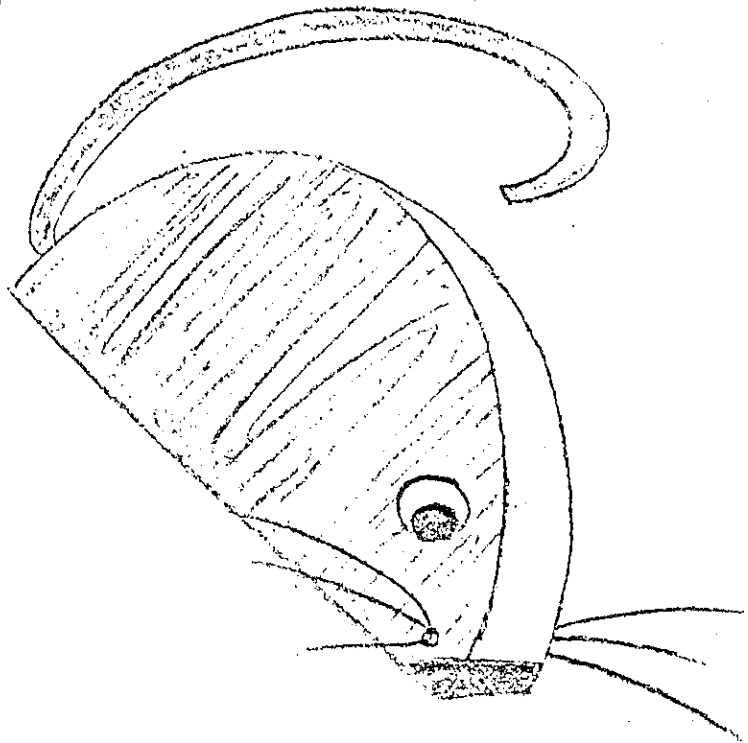
## WOOD CRAFT



From 1/2 inch soft pine, these interesting creatures are cut. Make them in all sizes and designs.

A coping saw is used to cut out the stylized form. A knife is used to whittle the contours. Sandpaper the edges. A natural finish may be applied by using clear lacquer or shellac. Shoe polish may also be used as a stain prior to applying the final finish.

Whiskers can be made from wire or pipe cleaners.



## WOOD CRAFT

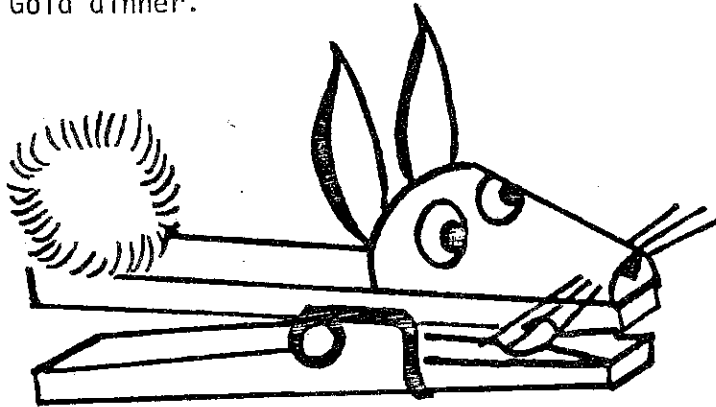
### Recipe Holder

Boys can make this usable kitchen gift from scrap items. They should cut a 3" X 3" square of wood for the base and a 3" X 2½" piece for the upright. Saw off top of upright at an angle. Glue and nail this piece to the base. Fasten clothespin in place and give two coats of paint, varnish or enamel.

### Rabbit Clip

Cut a small cork in half and glue to clip end of clothespin. Make rabbit ears from cardboard or felt and glue to cork. Use map pins for eyes and nose. broom straws for whiskers, and cotton for tail.

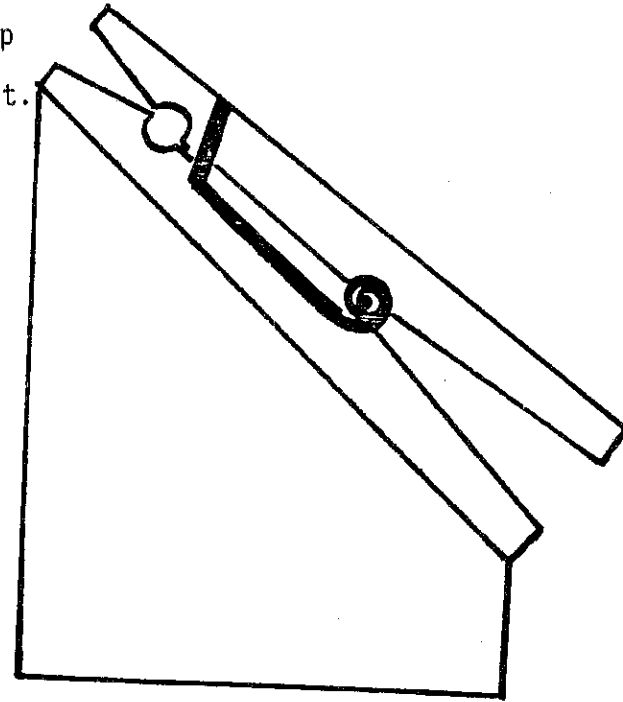
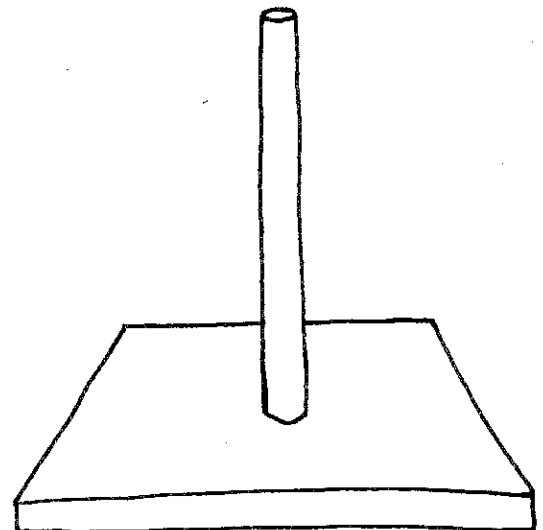
This basic idea can be used for almost any animal. The finished product makes a good mail clip or a placecard holder for a Blue and Gold dinner.



### Tie Slide Totem

A 5" X 5" block of wood with a hole drilled to hold a 3/8" dowel 12" long makes a great spot for storing tie slides. The dowel is glued in and the totem can be painted or decorated to suit the owner. It is very attractive and resembles a totem pole when filled with tie slides.

-Glenda Deatherage



## CRAFT RECIPES

SALT-CORNSTARCH CLAY - Mix 2 cups table salt and 2/3 cup water in pan. Simmer over medium heat, stirring constantly until mixture is well heated. Remove from heat. Add mixture of 1 cup cornstarch and 1/2 cup cold water. Mix hard. This will make a thick dough. Add food coloring if desired (or it can be left white and painted later). Store in plastic bag in refrigerator.

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

CORNSTARCH-BAKING SODA CLAY - Mix 1 cup cornstarch, 2 cups baking soda. Add 1 1/4 cups water and mix. Bring to boil over medium heat, stirring constantly. This will thicken to the consistency of mashed potatoes. Store in refrigerator.

FLOUR CLAY - Mix 1 cup flour, 1/2 cup salt, 3 teaspoons powdered alum, food coloring and a few drops of water. Add a little water at a time until mixture is stiff and holds its shape.

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

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

All of the recipes above can be used for modeling objects just like clay. They will dry to a hard finish from setting in the air. The length of time for drying depends on the thickness of the object. Punch pin holes in object to speed up drying. All recipes can be stored indefinitely in plastic bag in refrigerator. All can either be colored with food coloring or tempera, or painted after model is completely dry.

HOMEMADE FINGER PAINT - Add 1/2 cup liquid starch to 1 quart boiling water. Stir over heat until thick. Add 1/2 cup liquid detergent. Stir well. Divide into small jars. Color with tempera or food coloring. Keeps in refrigerator.

PRINTING INK - To make your own ink for block prints, spatter prints, etc., mix 1 pint boiled linseed oil, 1 pint varnish and 2 pints powdered tempera to the consistency of thick paste.

POSTER PAINTS - Combine 1/2 cup cornstarch with 3/4 cup cold water. Soak 1 envelope unflavored gelatine in 1/4 cup cold water. Stir 2 cups hot water into cornstarch mixture. Cook over medium heat until mixture boils clear. Remove from heat and stir in gelatine mixture and 1/2 cup soap flakes or detergent. Cool. Put in jars for different colors. Add color by using either food coloring, all purpose dye, or tempera paint.

## PLASTER CASTING

Few Den Leaders complete their term of office without having had some experience in plaster pouring. For many, this technique is used frequently. Plaster is especially suitable for neckerchief slides..but can be used for numerous craft and gift items.

Type of Plaster - Plaster of Paris may be used, but casting plaster from a hobby shop or molding plaster from a lumber yard is less expensive and stronger. Dental and orthopedic plaster is the best quality available, but the cost may be prohibitive.

Molds for Plaster - Commercial molds are made from either rubber or plastic.

Preparing Mold - It is helpful to prepare the mold by wiping it lightly with a coat of vegetable oil or spraying it with a mold release compound. Another method is to rinse the mold in a weak solution of liquid detergent. This helps the plaster cast slip out easily. An excess of any of these may cause defects in plaster cast.

Mixing Plaster - Fill the mold with water, then pour that water into a disposable container such as a paper cup or small aluminum pan. Add enough plaster to water until it stops dissolving and a small peak of dry plaster shows at the top. Stir gently to avoid air bubbles. The mixture should resemble heavy cream or sour cream. Don't make it too thick to pour. Do not mix more plaster than you intend to use, for it will harden quickly and cannot be thinned.

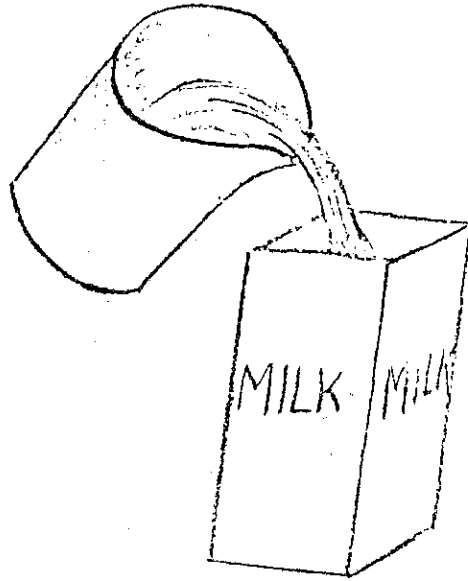
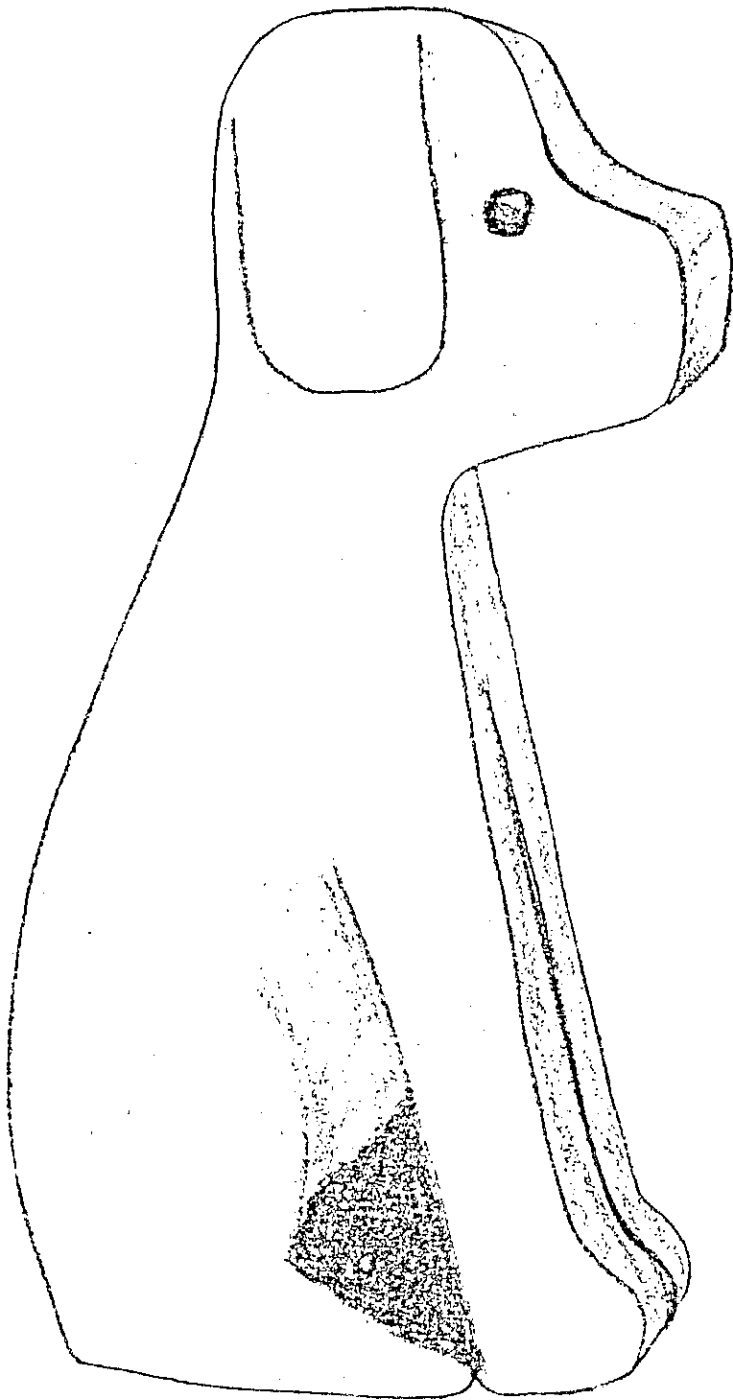
Hardening Process - To speed up drying of plaster castings, add a few grains of table salt to dry plaster before mixing. (There is also a commercial product available to speed up drying). To slow down normal hardening process, add powdered borax (in a 1 to 8 proportion to plaster) which will cause it to take twice as long to set up.

Pouring Plaster - Pour plaster into mold. Tap or bounce mold against table so that air bubbles will rise to the surface. Allow the mixture to stand until it is hard. If water forms on the surface, this is an indication that too much water was used in the mixture. As casting begins to harden, pour off this excess water. Next time, mix it a little thicker. When the casting feels hard to the touch, it may be removed carefully from the mold. Allow it to dry completely (several hours for small objects several days for the larger ones) before painting it. Any rough edges may be sanded after plaster is hard.

Painting Plaster - Many kinds of paint will soak into plaster because it is porous. It is a good idea to seal the plaster with a spray sealer, spray plastic, gesso or plain latex wall paint. After the sealer is dry, any type of paint can be applied, such as tempera, acrylic, oil or enamel. Enamel and lacquer will leave a glossy finish, whereas water base paints will usually leave a dull finish. The latter can be given a final coat of clear shellac or spray varnish for a shine. Avoid mixing enamels and lacquers - the paint will bubble and peel.

For an antique finish, paint the object with blue-green tempera. Allow to dry. Then coat object with dark brown shoe polish and wipe it with a soft cloth. If too much of the polish soaks in...try spraying over tempera with clear plastic before applying polish. The shoe polish will give a copper finish. It is also possible to purchase commercial antiquing finishes in either spray or paint from.

PLASTER OF PARIS CARVINGS



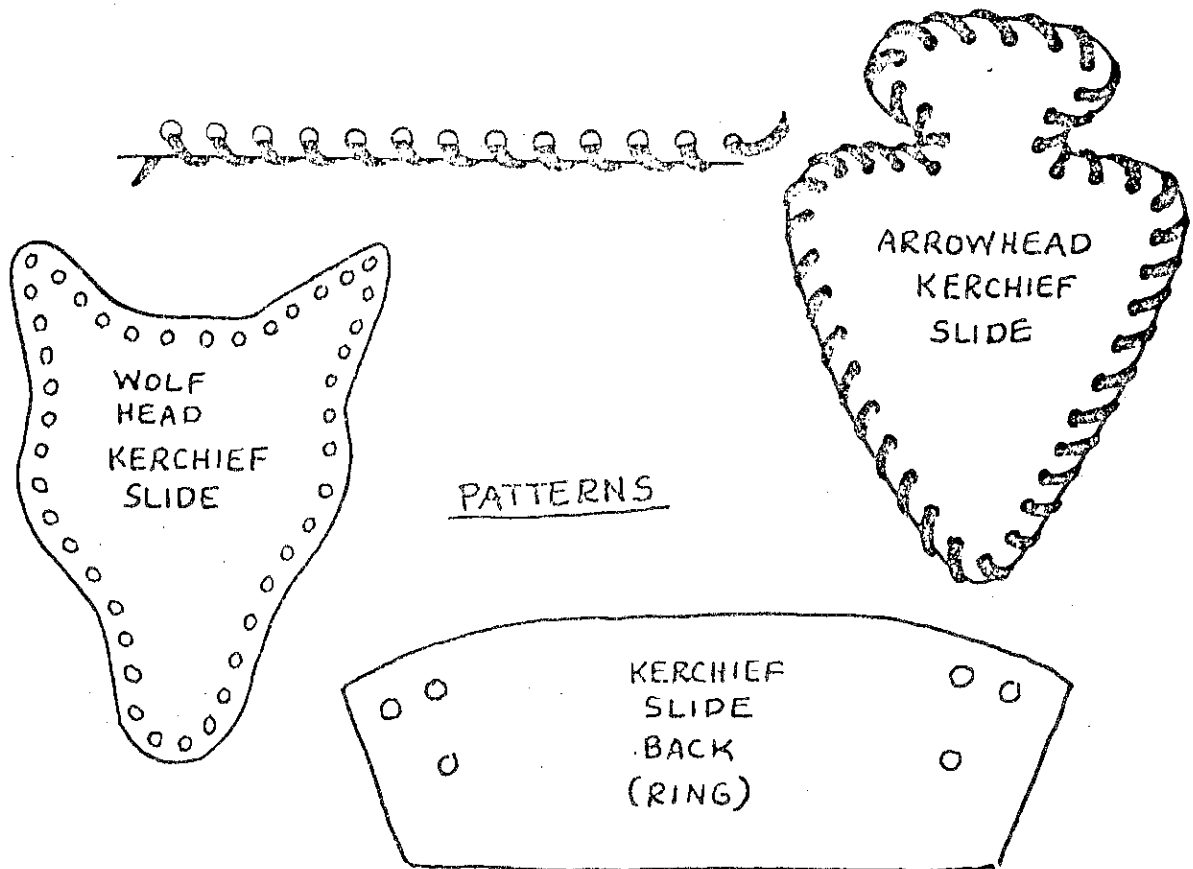
Mix 1/2 vermiculite with 1/2 plaster of Paris. Slowly add this mixture to water. (See directions on mixing plaster of Paris.) Fill milk carton with mixture. Permit to set. Tear off milk carton. Carve with knife or large wood screw and smooth with sandpaper. Paint with tempera paints. Spray with clear lacquer. Attach felt to bottom of carved object.



## VINYL OR LEATHER CRAFT

On the following pages you will find patterns for items which can be made from vinyl. When these are completed, they look very much like real leather articles. Although each article has specific instructions on construction, we have listed some general information which will be helpful to you.

1. Vinyl scrap can usually be obtained at your neighborhood upholstery shop. Ask them to save the scraps for you. Also ask the Cubs' mothers to begin saving them if possible.
2. The plastic lacing used on these articles can be purchased in all different colors at a hobby or craft store. It is usually cheaper if you purchase an entire roll.
3. Holes are punched with eyelet maker from the sewing department of dime stores or department stores. A leather punch is also satisfactory.
4. Gripper snaps purchased at dime stores can be used for fasteners if desired.





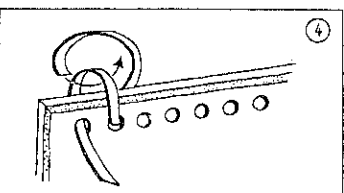
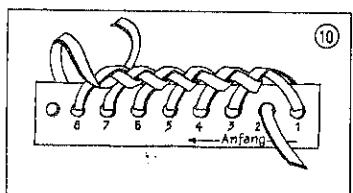
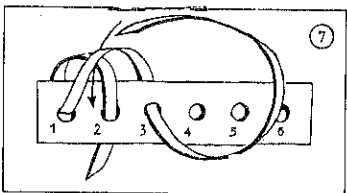
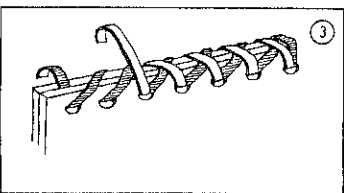
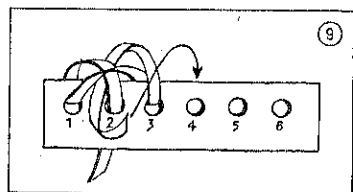
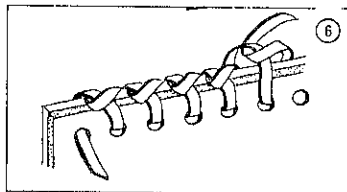
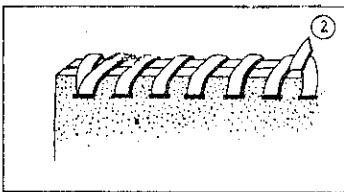
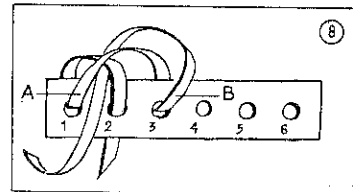
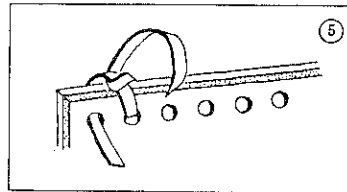
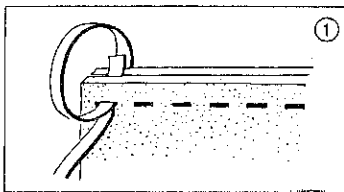
## LACING FOR VINYL OR LEATHERWORK

Spiral or Whipstitch (1-2) - This is the simplest lacing stitch. It consists of running a single lace, spiral fashion through successive holes. Always make the first and last lace a double one, to conceal the ends.

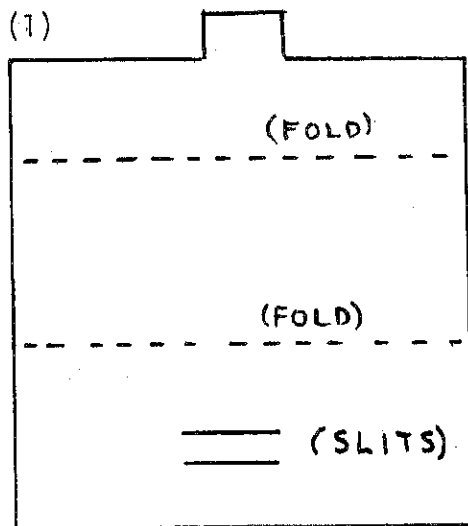
Cross Stitch (3) - This stitch is attractive and easy to do. Simply lace the entire piece with spiral stitch and then bring another lace in the same manner through the same holes, but in the opposite direction. You might experiment with two different colors.

Buttonhole Stitch (4-6) - The illustrations clearly show this technique.

Braid Stitch (7-10) - Place leather face down. Beginning at back, draw a lace through second hole towards front, then back to front through the first, and finally back to front, through the third (7). This results in a pair of criss-crossed loops, through which you now draw the lace, again back to front (8). With left hand, draw lace taut at (A) and with right hand at (B). Allow last loop to remain loose. Now bring lace through fourth hole, back to front (9) making a new pair of loops. Proceed as before, drawing lace taut in places mentioned after each stitch. (10) shows actual view of work from front. To make beginning and end of the braid stitch lacing flow smoothly into one another, loosen the first three or four stitches gently and draw the loose end through the resulting loops. To lace around a corner, make one complete, 3-part stitch through same hole.



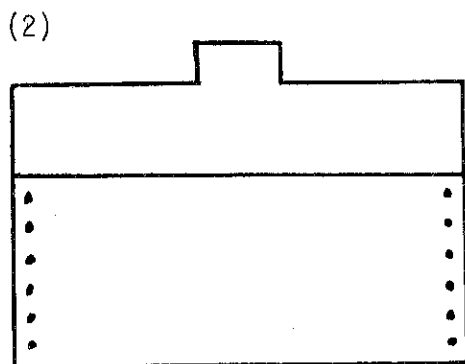
## VINYL MAP HOLDER



(1)

Cut vinyl 13 x 12 inches with 2-inch square flap at top. (Need 15 inches)

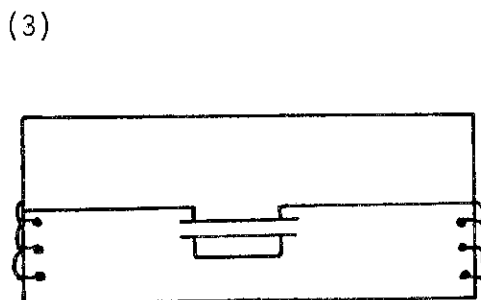
Use paper-hole punch to make 12 holes on each side. For accurate punches, make six bottom holes on right side. Then fold material and mark other holes. Cut two slits  $2\frac{1}{4}$  inches long on lower section.



(2)

Fold vinyl over and match holes so six holes are visible on each edge.

Cut two 12-inch pieces of rug yarn to bind sides.



(3)

For Binding: Tie square knot at top right. Bring yarn over top edge to next hole and pull through to back. Bring yarn around edge of vinyl and loop under yarn on top. Continue lacing to bottom. Tie off with several half knots at bottom. Repeat on left side. Clip off excess yarn for neatness.

Variety of maps available at the Oklahoma Information Center at the entrance to Will Rogers Turnpike.

### SMOKEY THE BEAR NECKERCHIEF SLIDE

This slide is made from scraps of leather, leatherette, vinyl upholstery material, etc., and some plastic lacing.

Using the patterns below, cut out two heads and punch the holes around bottom as shown. In the back one, before lacing the two together, cut two slits the proper size for a leatherette ring to be slipped through. Lace the two heads together. Then cut the face part out of lighter color material and glue it in place. Draw features with felt marker or paint.

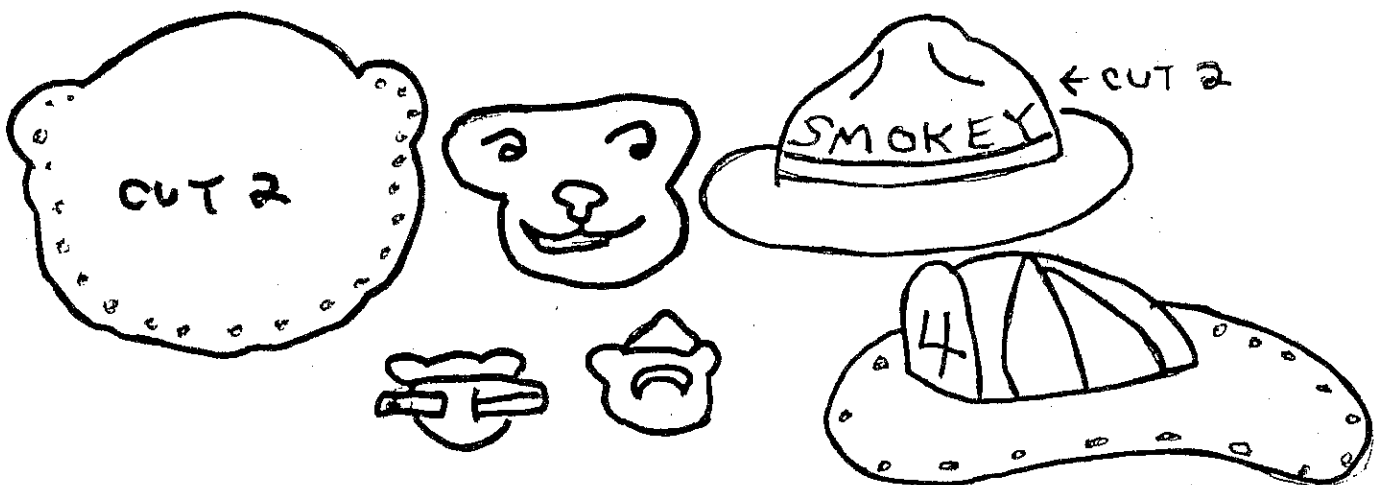
Cut two hats and draw features on front one. Then stick top part of head between two hat pieces and glue in place. Insert the leatherette strip for ring through two slits in back of head and staple in place, or if desired, put a snap on the ends. If snap is used the slide can fit snugly onto neckerchief because it will not have to be made big enough to slip up and down easily on neckerchief, but can just be snapped and put in place and then unsnapped to remove it.

### FIREMAN'S HAT NECKERCHIEF SLIDE

This one is made in the same way as the Smokey slide except that it is all one piece. Make ring as for Smokey and lace two pieces together. It can be laced all the way around or just around the bottom and the crown can be glued together.

This would be a good one to make if you have some small scraps of red leather or vinyl material.

ACTUAL SIZE PATTERNS for fireman's hat and Smokey the Bear Slide are shown below.

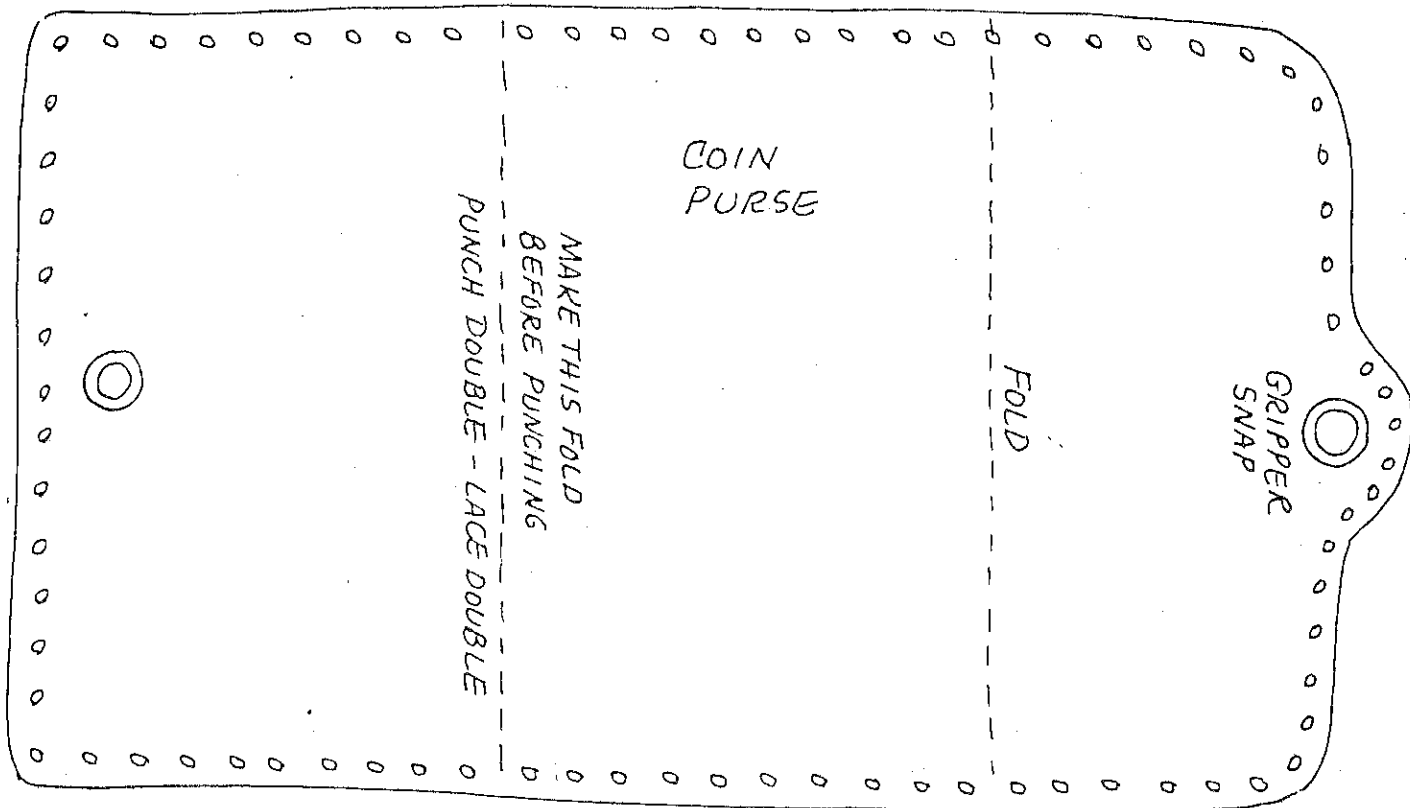
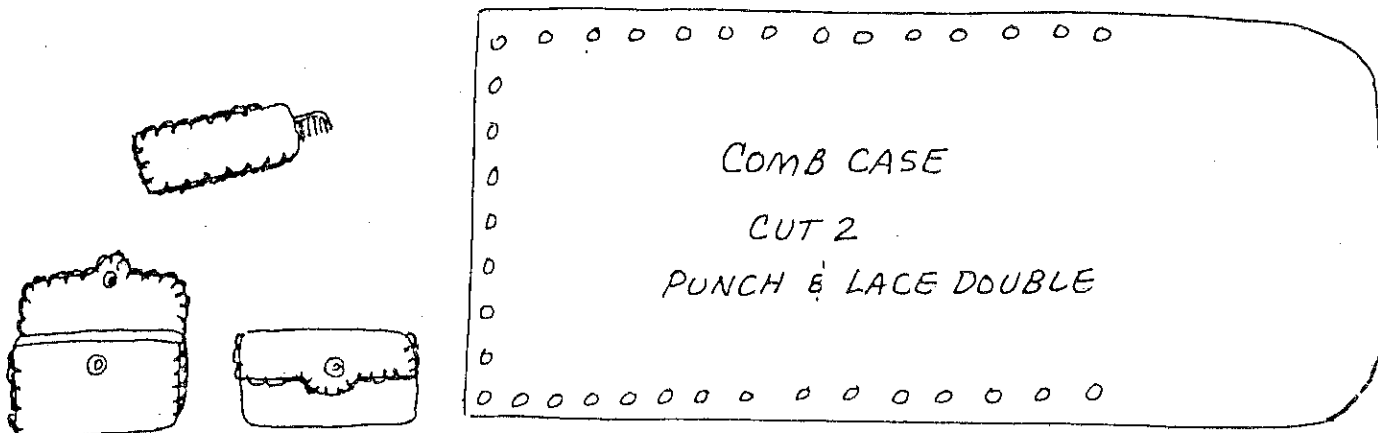


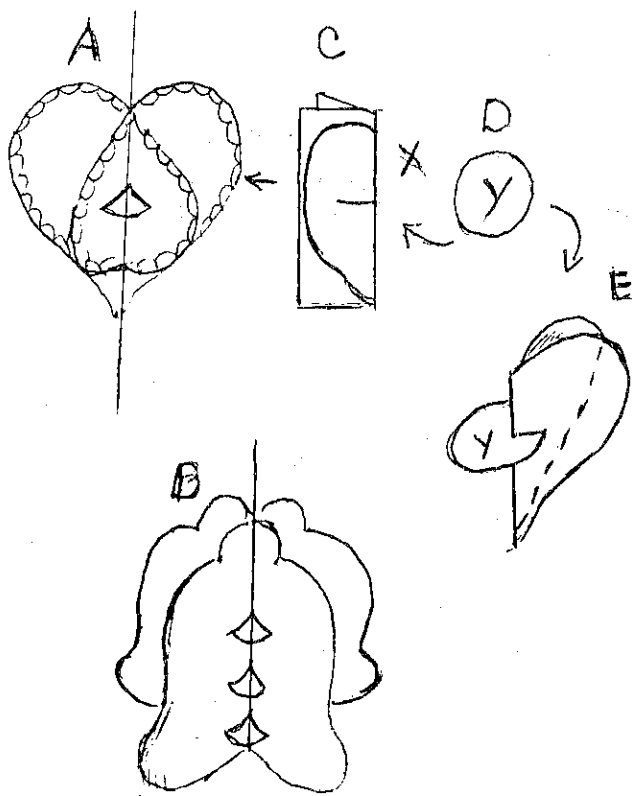
Designed by Joyce Newell

VINYL OR LEATHER

Materials: Scraps of leather, leatherette, plastic or vinyl  
Craftstrip lacing  
Gripper snaps  
Leather punch (for holes)  
Scissors

Instructions: Using the patterns on these pages, cut from the material you have selected. You will need lacing three times the length of the distance to be laced. Punch holes as indicated. Gripper snaps are attached with the appropriate tool.

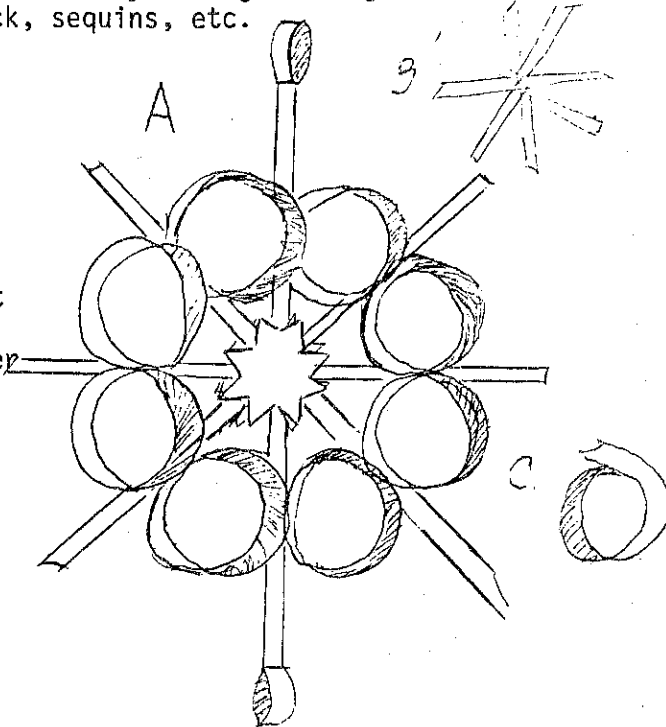




3-D Ornaments

Many attractive 3-D ornaments and decorations, both large and small, can be made by using the circle method, Ex. A, B.

Cut circle Y, Ex. D (this forms the center axis on which the ornament is placed, Ex. E); cut from 4 to 6 identical size and shape ornaments, Ex. C; design them, Ex. A or leave them plain, Ex. B; cut slit 'X', Ex. C in each ornament section; insert circle Y into the slit 'X' of ornament, Ex. A, B; place from 4 to 6 sections on each circle, fasten string at top and hang about the room, in windows, doors, on bulletin boards, etc. For added beauty, design with glitter, rick-rack, sequins, etc.



Christmas Window Designs

Example a will start the den on an excellent Christmas design project. For a real 'eye catcher' make the circles from metallic paper (gold, silver or figured) and use Christmas gift wrapping ribbon for the cross pieces, Ex. B.

Construction paper or shelf paper (colored on one side and white on the other) also makes attractive designs.

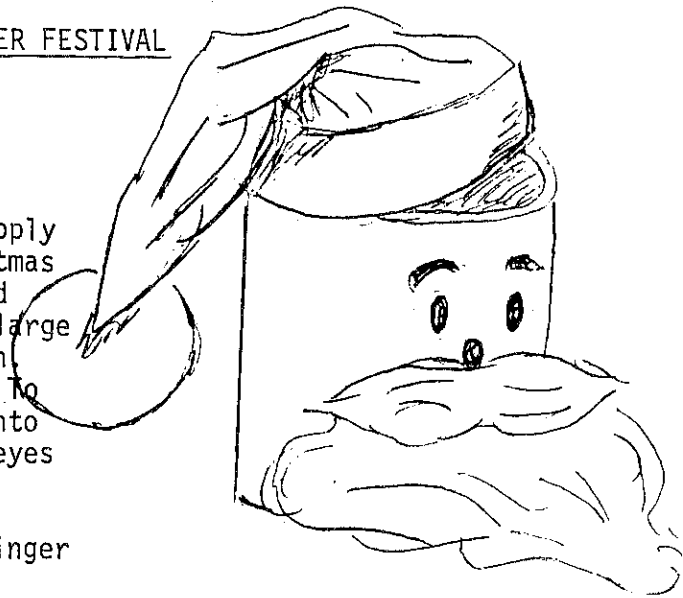
To make Ex. A cut 8 strips of paper or ribbon (your choice of color) glue them together in center or staple (perpendicular to edge of strip) Ex. B.

Cut 8 strips 1" x 9" for circles. Arrange circles as shown, Ex. A; glue or staple them in place. Cut a 6 or 8 pointed star from gold or silver paper (or make one using glitter) and glue to center, Ex. A. Fasten loop on end of one strip and use as suggested.

For added beauty dip the circles and strips into glue and sprinkle with glitter (use different colors of glitter on each. Using strips and circles, you can create many designs).

Santa Claus Candy Box

This Santa Claus candy box not only holds a supply of gum drops, but it also makes a bright Christmas decoration. You can make it from a small round carton that has a lid. For the beard, glue a large piece of cotton to the lower part of the carton. Use a little roll of cotton for the mustache. To the lid, glue a red crepe paper cap, twisted into a peak. Add a cotton tassel, and draw in the eyes and nose with colored crayons.

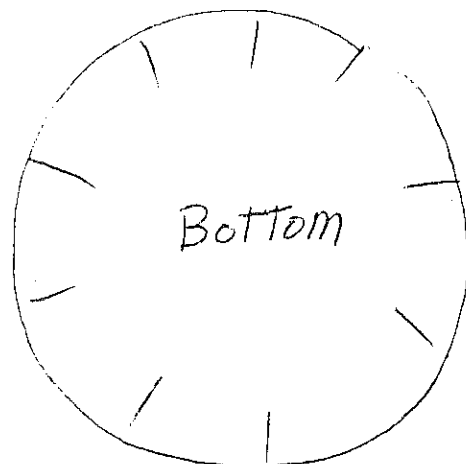
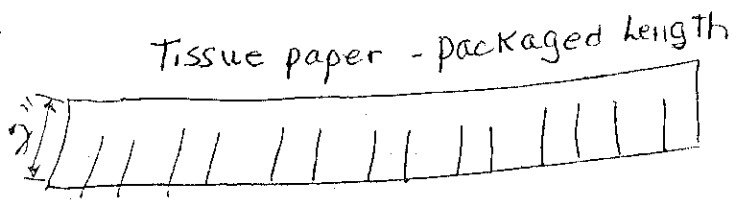
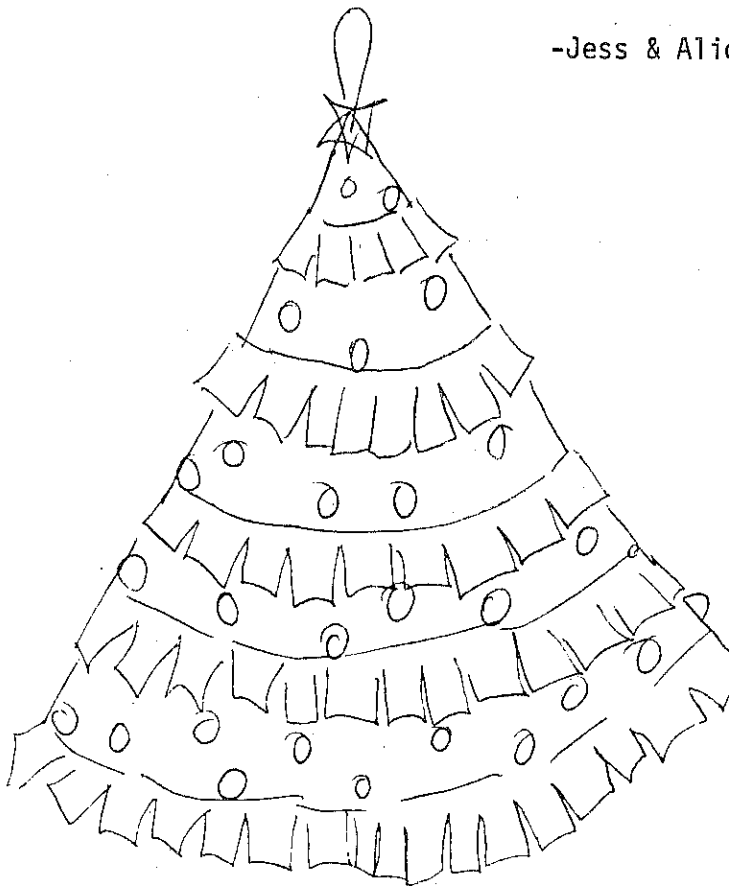


-Jess & Alice Winger

Christmas Tree Pinata

Make a cone of newspaper, tape and stuff with crumpled newspapers. With flour paste or wallpaper paste, paper mache' cone until it is atleast  $\frac{1}{4}$ " thick. Let dry and remove stuffing. Add a bottom of several thicknesses of newspaper and tape securely, after filling with treats. Glue on 2" wide strips of tissue paper that have been fringed, wrapping at random to create a fluffy branched effect. Silver circles can be cut from aluminum foil to add sparkle. Fishing line tied into a hole punched in the top and hidden with a foil star will hold the pinata. The blue and green varigated tissue makes a very realistic tree.

-Glenda Deatherage

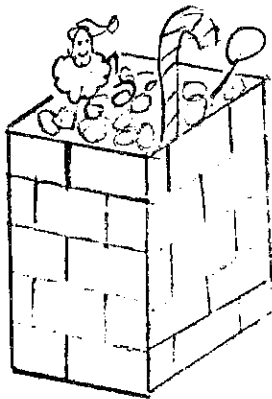
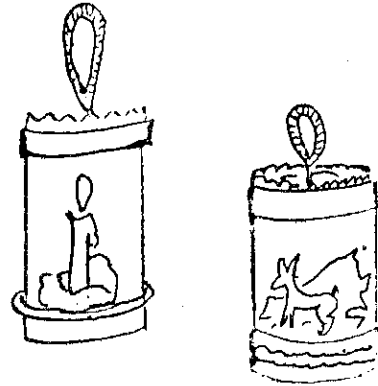


### Ornaments Under Glass

Have you been saving pill bottles and hoping you could make Christmas ornaments? Well, you can..and they are so light, airy and frilly that you'll want dozens!

First, place a small birthday candle, tiny figurine, or Christmas card picture inside each bottle. Then, add cotton or glitter for snow, as well as any other trim, inside the bottle.

Punch a hole in the lid to attach a loop hanger. Decorate outside of bottle, as well as lid, with bits of velvet ribbon and glitter. Then, glue on lid.



### Christmas Chimney Favor

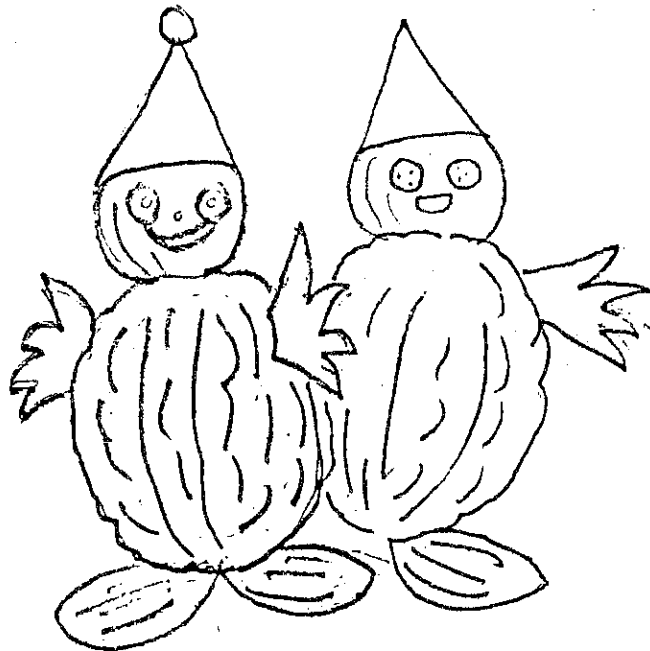
Half-pint milk cartons are perfect for these miniature chimney favors.

Begin by cutting off the tops. Then, glue on brick-patterned Christmas wrap. Staple on a Santa gift tie.

Fill the chimney with Christmas candy and top with a tiny candy cane.

### Nutty Elves

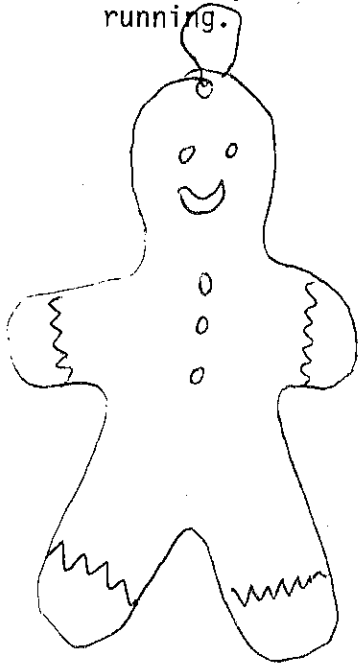
These elves' round bodies are unshelled walnuts topped by filbert heads and propped on shelled almond feet. Use small beads for eyes, paper for mouth, hands and hats. Everything is held together with white glue for these nutty shelf or table decorations.



Christmas Ornaments

Play Clay

Make home-made modeling dough such as given in this section. Roll out between two pieces of waxed paper. Cut out shapes with cookie cutters. Use toothpick or nail to make hole for string or hanger. Let dry, paint with tempera paints. Over-coat with shellac for shiny finish and to prevent paint from running.



Plaster Ornaments

Mold plaster in a small smooth flexible plastic bowl. (Do not fill more than ½" deep.) Let dry. Coat a christmas card with "Decal-It" 6 times, allowing it to dry between each coat. Brush in a different direction each time. At the next den meeting, soak the cards in warm water and rub the paper from the back, leaving a clear print which resembles a decal. (One bottle of Decal-It will easily do a den of 8) Coat the plaster and the back side of the print with "Decal-It". Place the print, right side up, on the plaster and rub all the bubbles out smoothing it over the edges. Coat again with "Decal-It" and sprinkle on diamond dust. Put felt on the back sandwiching a ribbon or gold cord hanger in between felt and plaster.

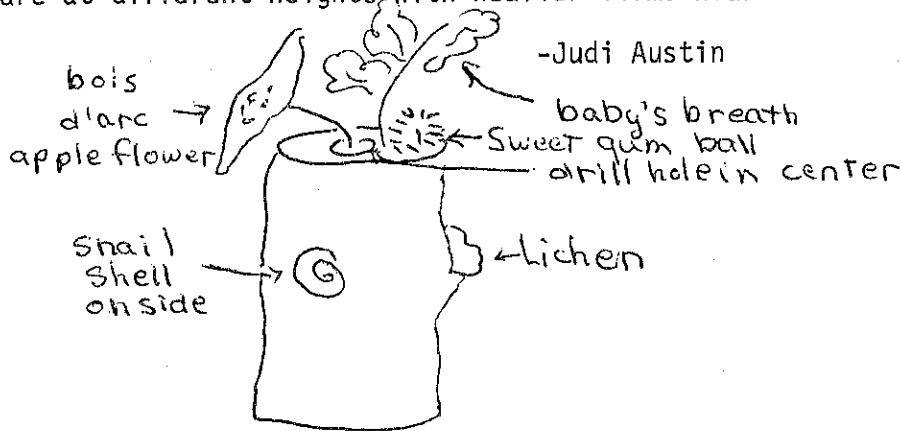
-Glenda Deatherage



DECEMBER WINTER FESTIVAL

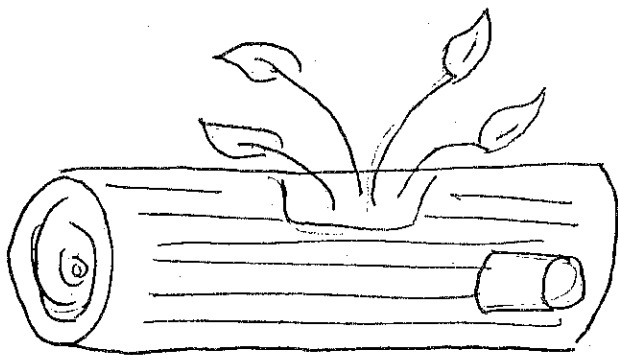
Tree Trunk Treasures

Recycle your Christmas tree by cutting the trunk into 3 or 4 inch high chunks. Cut straight, these baby trunks stand alone as a completely natural "vase" for found weeds and other dry materials. Drill a 1/2" deep hole in center of trunk and fill with floral or modeling clay. Insert apple flowers, baby's breath, straw flowers, etc. Sweet gum balls, snail shells add interest and texture. Be sure the flowers are at different heights with heavier items nearer the "trunk" top.

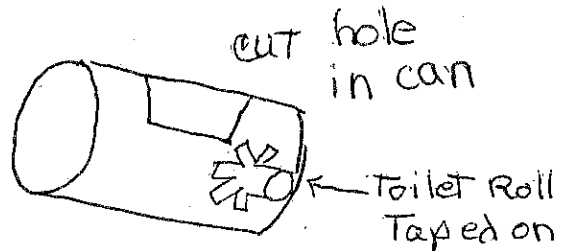


Log Planter

Cut a square out of can of desired size (medium 12 oz. makes a nice small one). A stump may be added by taping a piece of tube to side. If this is used be sure to stuff with paper and tape over the open end. Cover with plaster of paris that has become just workable. Using a fork make lines lengthwise to resemble bark. Let dry and stain any shade of brown and seal with shellac. An animal may be added before plaster dries. This looks very authentic and will hold water and soil if can is in good condition.

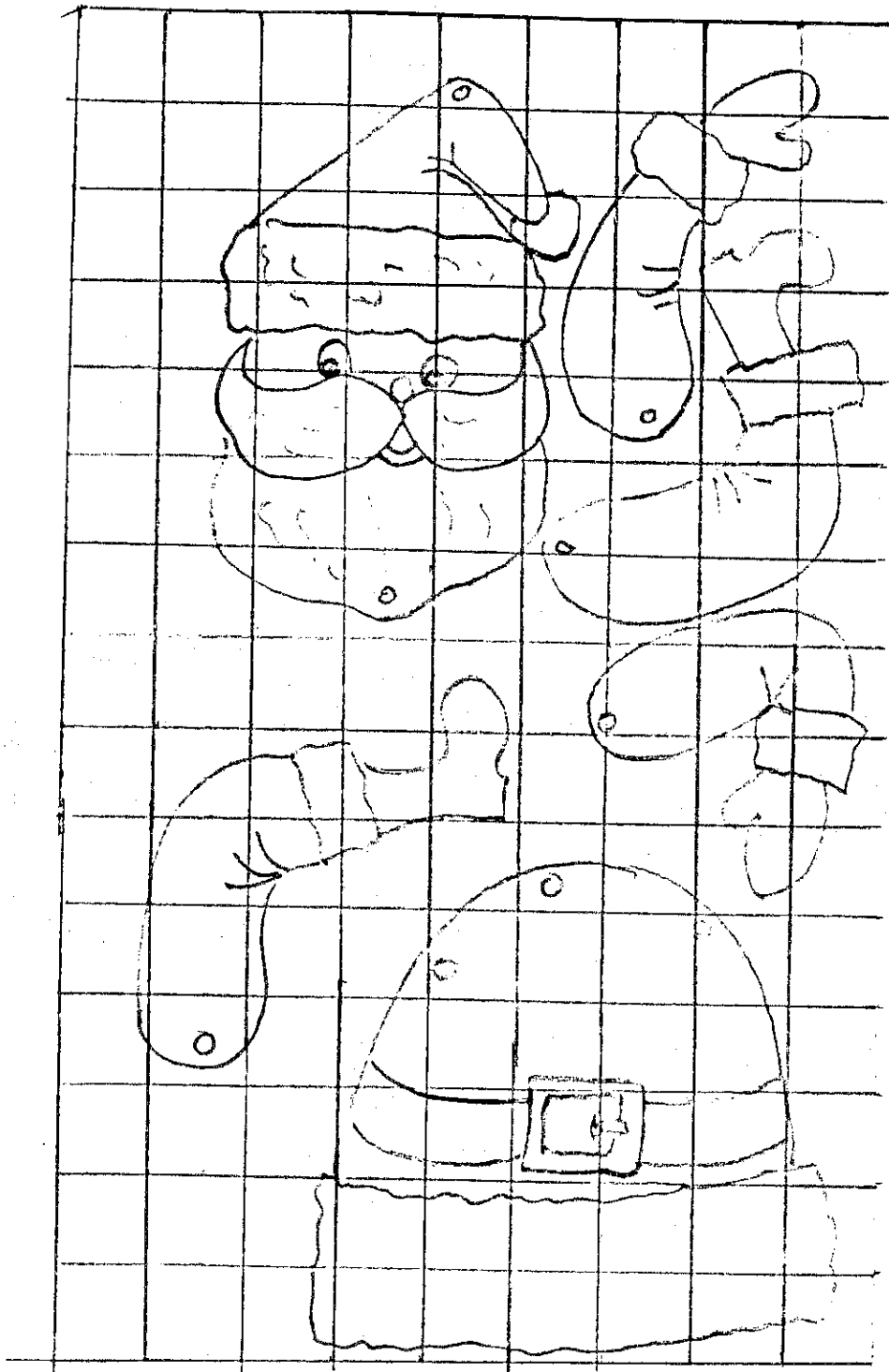


-Glenda Deatherage



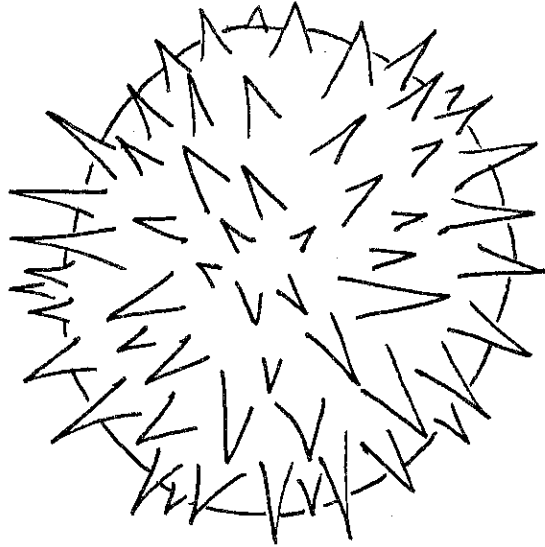
A Dancing Santa Decoration

After enlarging pattern below, mount on cardboard. Color and decorate the various parts. Cut out and punch holes where indicated. Assemble Santa using five small paper fasteners. Tie a cord to the top of his hat. Now you have a gay dancing Santa for your Christmas Tree.



Enlarge each  
square to 1"

-Jess & Alice  
Winger



Sweet Gum Ball Decoration

Materials: Sweet gum balls, white glue, toothpicks, paint, plastic snow.

Start with dry sweet gum balls. Dip toothpicks in white glue and force one toothpick in each hole in the sweetgum ball. Sweet gum decorations are ready to be painted after toothpicks have been stuck in each hole. Put paint in a shallow bowl and spoon paint over the decorations, turning the decorations so that all sides are covered with paint.

Transfer the decorations from the paint dish directly to a newspaper containing plastic snow. Sprinkle the plastic snow over the decoration while the paint is wet so that the plastic snow will cover both toothpicks and the gum ball in the center.

Transfer the plastic snow-covered decoration to a newspaper to dry. Decorations can be placed on Christmas tree limbs or hung from limbs by thread. Or they can be used to make a small Christmas tree by themselves.

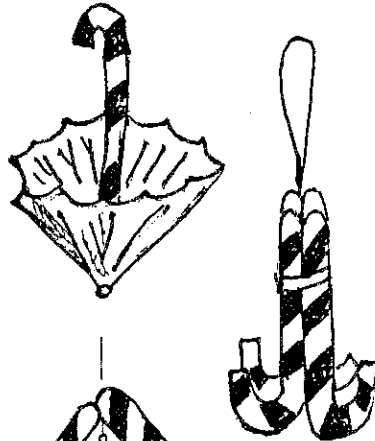
- Dick and Norma Banks

Candy Cane Ornaments

For all these delectable ornaments, use small 3½" candy canes, or twist red and white pipe cleaners together. Use frosting "glue" for the candy canes, and white glue for pipe cleaners. For paper, use construction paper, pretty gift wrap or cut portions of Christmas cards.

Umbrella

Fold a 4" circle in half four times. Open out and refold so that folds alternate in and out. Punch hole in center and insert candy cane, attached with frosting. Tie string hanger to handle

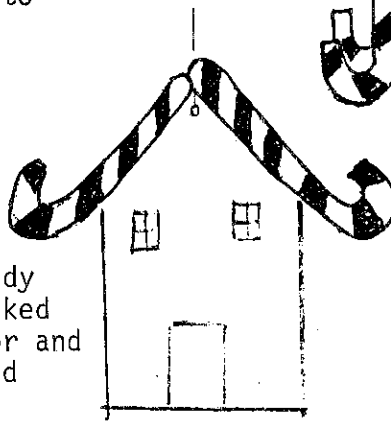


Cluster

For a graceful ornament, tie four canes together with handles curving out in different directions. Add string hanger at top.

Cottage

Cut a little house from paper and attach two candy canes to outline the peaked roof. Glue on paper door and windows; punch a hole and attach a loop of string for hanging.



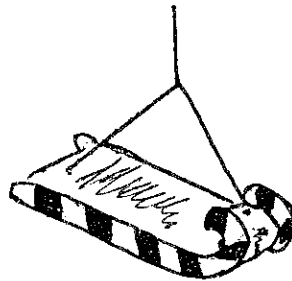
Cone

Roll half a 4" circle into a cone; staple or glue. Place frosting inside tip and insert candy cane. Tie hanger to handle.



Toboggan

Cut paper 2" x 3½". Curl one end around a pencil; attach candy cane runners. Tie string hanger across top, as shown



Oval Frame

Cut a paper oval to fit between two candy canes. Paint "Noel" down the center. Attach the two candy canes and a string hanger at the top.



Heart

Cut a paper heart to fit the curve of the candy cane handles. Attach candy canes and hanger.

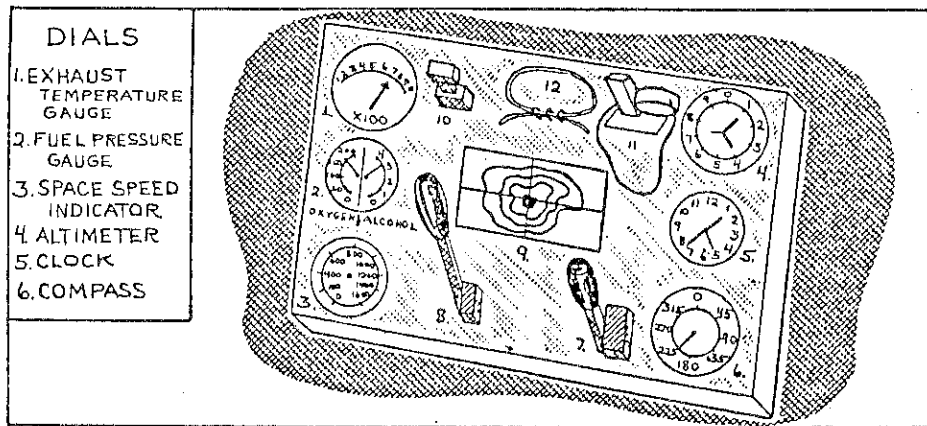


Space Control Panel

You can have hours of fun with this play control panel. Paint a large board and nail instruments to it so it can be moved around.

- 1-6. Copy dials as shown.
- 7-8. For engine throttle (7) and control stick (8), nail a small stick 12" long to a block of wood. Add bicycle grips for handles.
9. Radarscope consists of piece of paper marked, as shown, with red tape for cross lines.
10. For rocket release, make a T-shaped stick and nail to panel.
11. The intercom phone is a small tin can with hook screwed into one side. Attach bell wire. Hang hook over nail at top of stand.
12. For the loop antenna, bend a wire coat hanger into a circle.

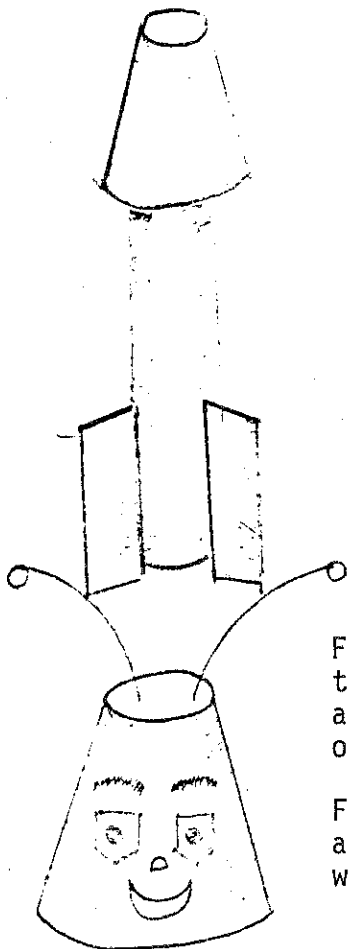
With a little imagination, you can add many other instruments, dials and controls to your panel.



Rocket Pencil Box

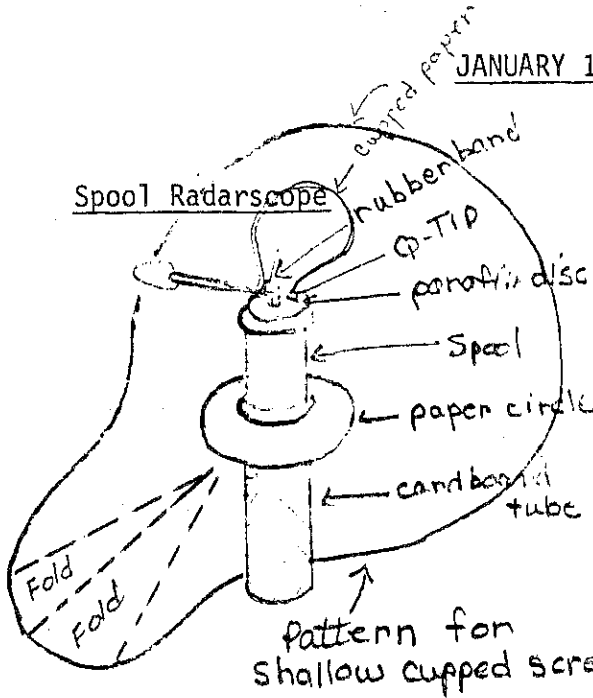
For the body, use a cardboard roll, 11" long. Seal the bottom with a circle of cardboard. Make three cardboard fins, allowing a tab for gluing. Fold tabs and glue fins to bottom of rocket, with fins as a stand for rocket.

For the nose of the rocket, glue a paper drinking cone over an inverted nut cup. Place pencils in rocket and cap rocket with nut cup.



Moon Man Bank

Glue a cardboard circle to the top of a foam cup. Invert cup and draw on features; add paper antennae. Cut coin slot in back.

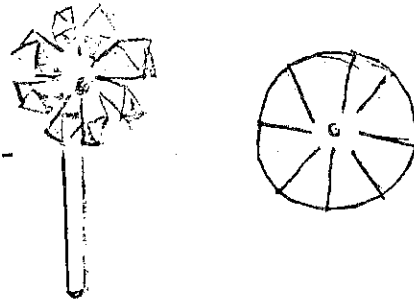


Make a hole in a paraffin disc and mount a curved paper screen on the edge. Push a rubber band through the hole, securing with the Q-tip (one end of the cotton should be removed.) Insert the band through the spool and fasten with a tack. Glue circle of paper to the top of a cardboard roll and paint to resemble steel tower. Make a hole in the cardboard to fit the head of the tack so when the spool is glued to the cardboard disc, it will fit together without a gap. Glue spool in place and let dry. To operate, wind Q-tip and release. The tip and the screen will rotate slowly.

Foil makes a neat screen.

Rabbit Chaser (or pinwheel)

This is made of a large can lid. With heavy scissors, cut 8 slots in from the edges toward the center. With pliers, bend in the left corner with a twisting motion. Fasten loosely to a stick. The wind will make it twirl.

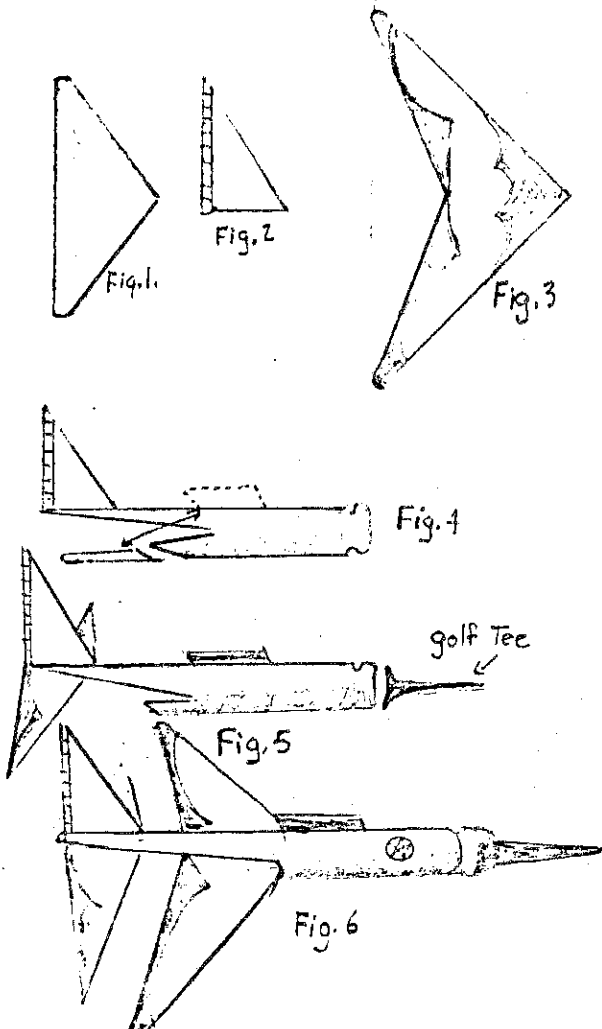


Jet Plane

Materials and tools: A solid, two prong clothespin, golf tee, crayons, cardboard, glue, pencil, scissors.

Procedure:

1. Cut the required tail section from cardboard (Figs. 1 and 2)
2. Cut off one of the blades of the clothespin and glue it to the top side blade as shown in Fig. 4.
3. Cut a slit 1/2 in. long in the end of the blade of the clothespin and slide the top section (Fig. 2) into the slit as in Fig. 4.
4. Glue the bottom section (Fig. 1) to the underside of the blade of the clothespin (Fig. 5).
5. Glue the golf tee to the head of the clothespin (Fig. 5).
6. Cut the wings from cardboard as shown in Fig. 3. Glue the wings to the undersection of tail blade as in Fig. 6. Use crayons to decorate jet (Fig. 6).



An Egg Carton Martian

For this man from Mars you will need three pipe cleaners and half of the bottom part of a pressed-cardboard egg carton.

Cut two cups off the end (figure 2). Then cut through the piece that joins the two cups, fold them over, and glue one on top of the other (figure 3). Hold them in place with a clamp clothespin until the glue dries. This section forms the head. Outline the holes for eyes, and paint on a mouth.

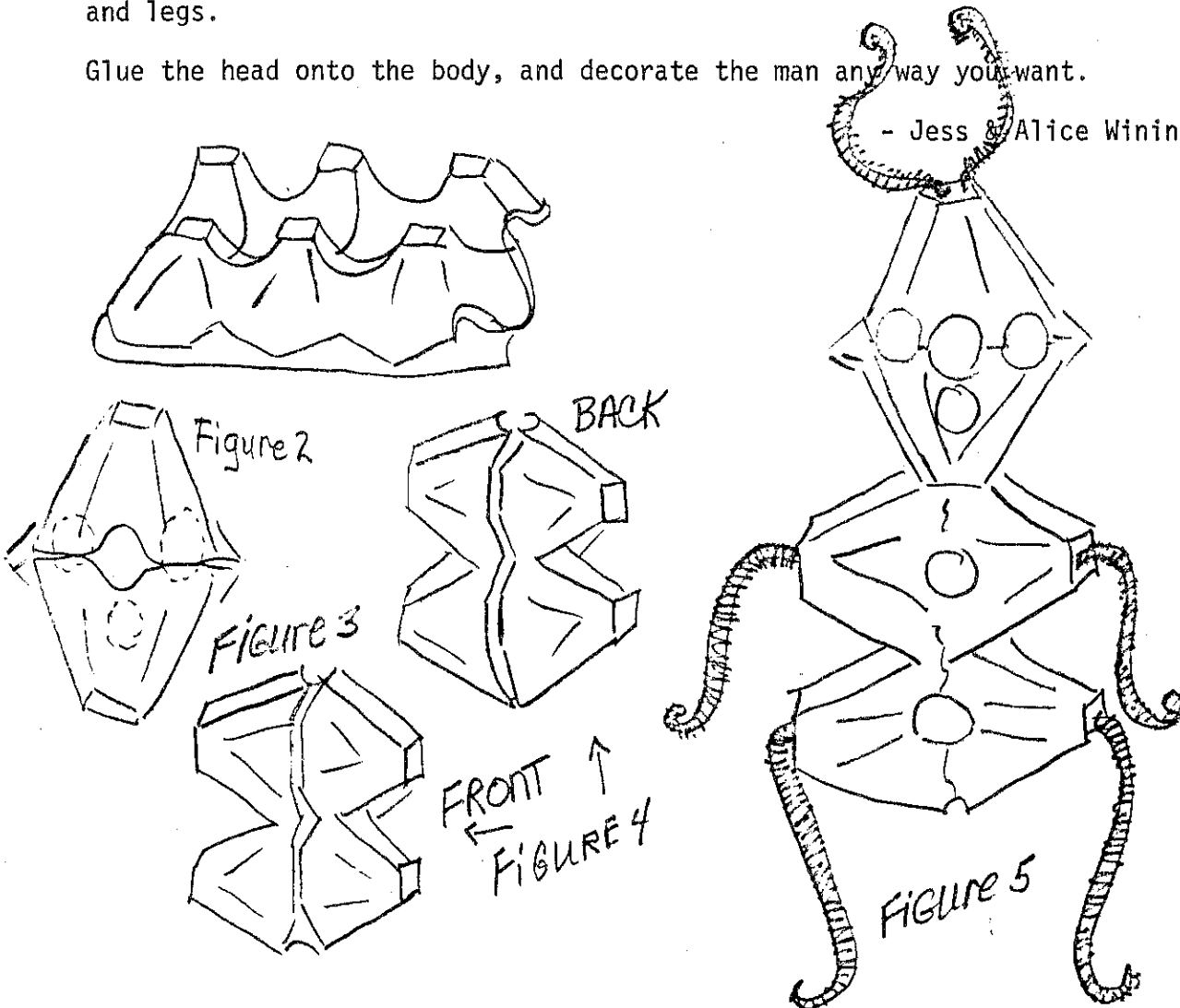
Then insert a pipe cleaner at the top, curling it at each end for antennae (figure 5).

Use the other four cups for the body. Trim off the outside edges and the center sections, and place them, open side down, on the table. Cut through the sections that join the cups. Fold them over and glue them together (figure 4). Hold them securely with rubber bands until they dry.

Next, punch holes in the ends of the cups, and insert pipe cleaners to make arms and legs.

Glue the head onto the body, and decorate the man any way you want.

- Jess & Alice Winger



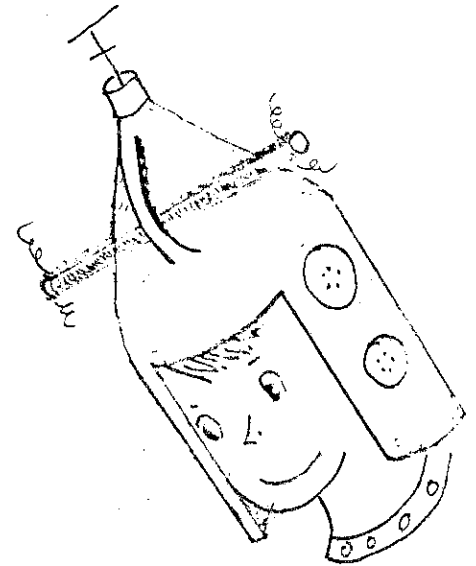
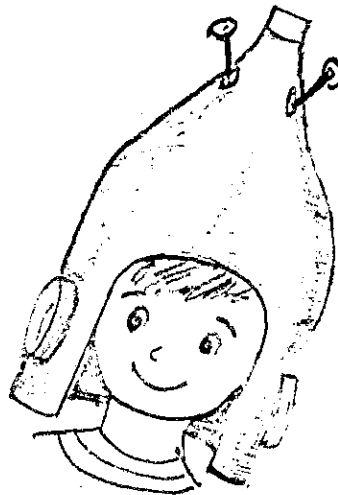
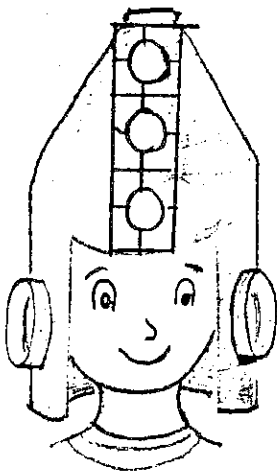
Helmets

Gallon plastic bleach bottles with the bottoms removed and a section of the side cut out for a face opening, make marvelous space helmets.

There is no end to the paraphernalia and trim which can be attached to give the helmets an authentic appearance. Tie them to the helmets with string through holes punched in the plastic with heated needle or nail. To punch holes in any metal trim, use a hammer and nail.

For suitable trim, try cleanser can tops, jar lids, film spools, sections of plastic baskets, cardboard rolls, wire, cardboard rings (sliced from salt boxes), or sections from pulp egg cartons.

Paint your helmets, as desired, and add tape binding around face opening for smooth finish.

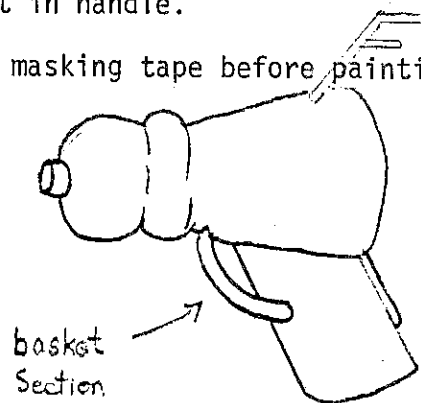
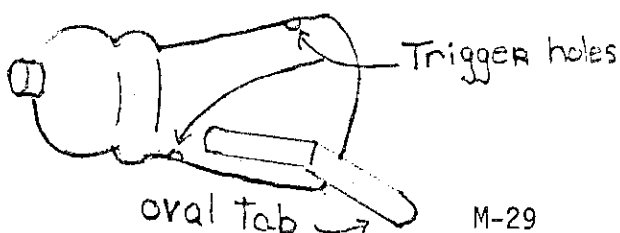


Ray Gun

You will need two oval-shaped plastic detergent bottles, one for the barrel and one for the handle. On the narrow side of "barrel" bottle, cut a narrow oval tab near bottom, as shown. Insert neck of "handle" bottle into the opening and glue the tab to side of the handle.

For the trigger, cut a flexible strip from the top edge of a plastic tomato basket. Cut holes in the top and bottom of the barrel, as shown. Insert the trigger back and inserting it in the slit cut in handle.

For an unusual striped effect, add strips of masking tape before painting.





Space Ship and Launch Pad

Materials:

Cardboard cylinder from tissue  
Piece of cardboard approximately 8" X 12"  
Quart milk carton  
Construction paper  
Glue

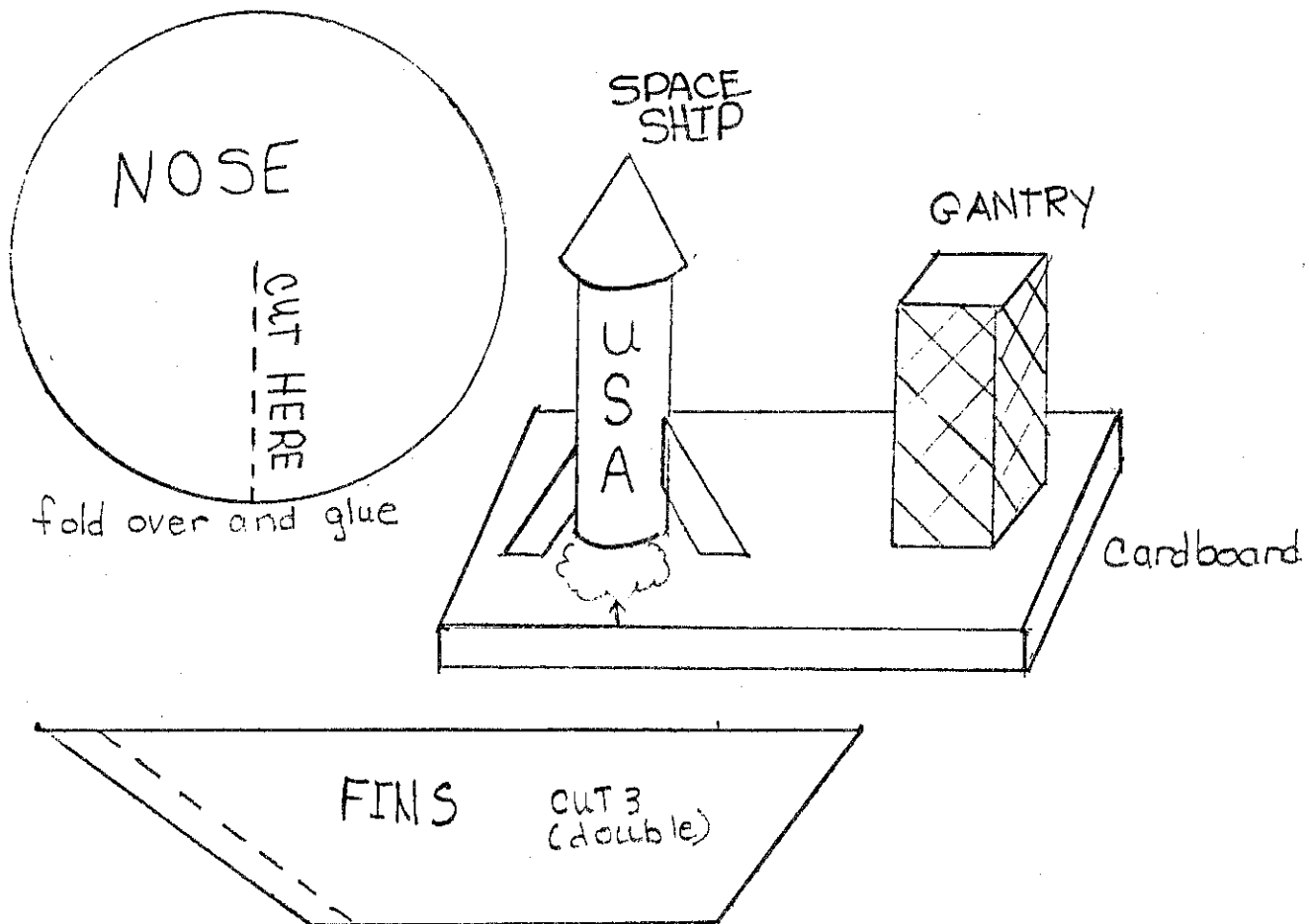
Space Ship:

Paint cylinder white or cover with white paper. Cut 3 fins from construction paper (double). Fold in half (on fold line) and glue. Crease on dotted line and glue to cylinder. Cut out nose and glue to top.

Gantry:

Cover milk carton with brown construction paper. With magic marker, make criss crossed stripes of black to resemble steel structure.

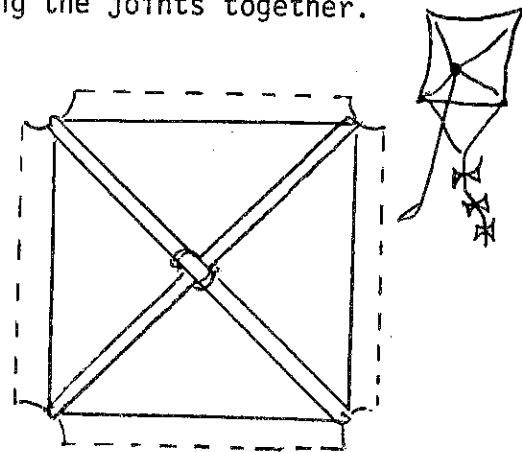
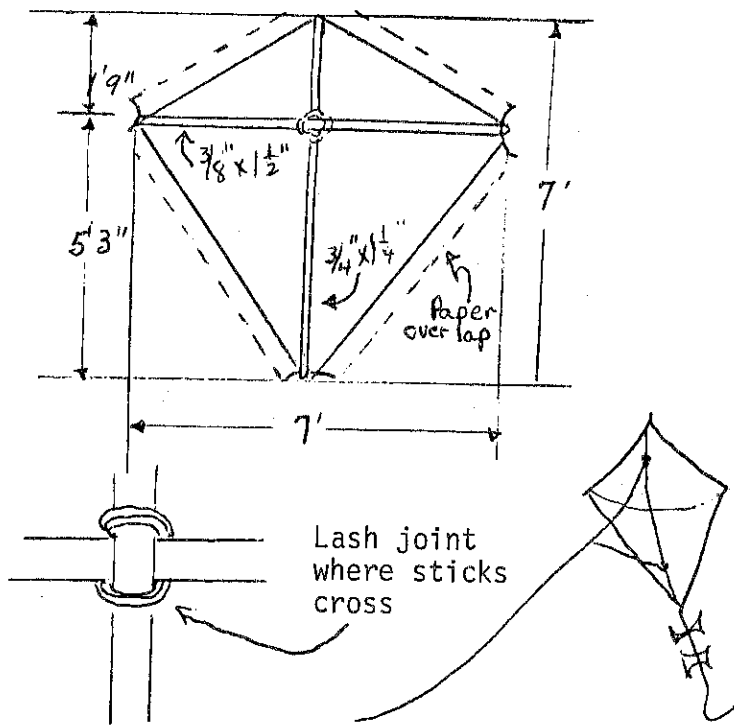
-Torrey Pines Pow Wow Book



FOR FEBRUARY CRAFT IDEAS SEE THE BLUE AND GOLD SECTION

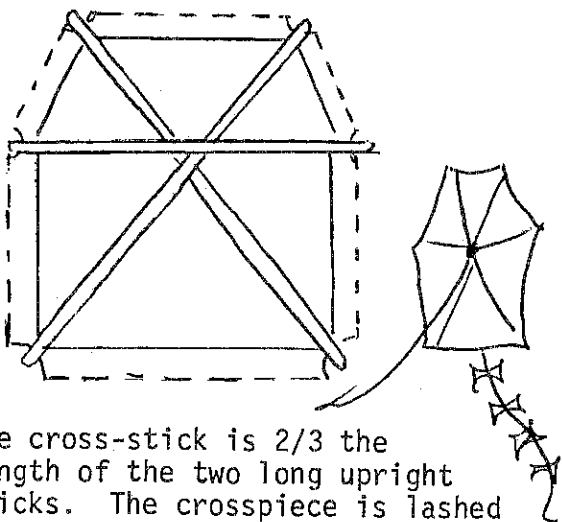
Various woods may be used for kite sticks. For the frame, use string or heavy linen thread. For the bridle, use heavy string. The paper cover of the kite may be of newspaper, wrapping paper, tracing paper or heavy tissue. A cloth cover may also be used. The sticks for a 36" kite should be at least  $\frac{1}{4}$ " square; for 48" kite use  $\frac{3}{8}$ " and for 60" kite, use  $\frac{1}{2}$ " square. All joints should be lashed together instead of nailed. Good glue will also help in holding the joints together.

### TWO STICK-BOW KITE



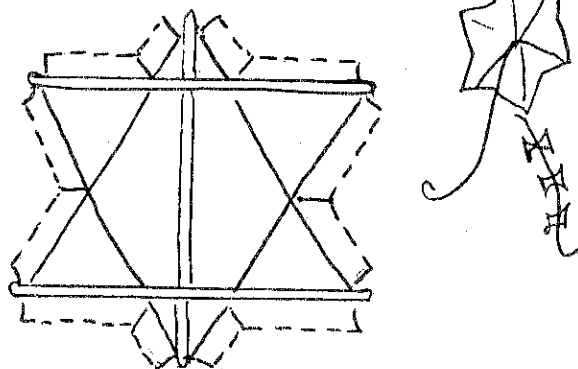
Attach 2 strings to opposite corners. Bring together and tie the kite string about one third down from the top. The tail string is attached to the bottom corners of the kite.

### THREE STICK KITE



The cross-stick is  $\frac{2}{3}$  the length of the two long upright sticks. The crosspiece is lashed  $\frac{1}{3}$  from the top of the uprights.

### SIX-POINTED STAR KITE

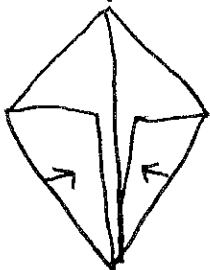
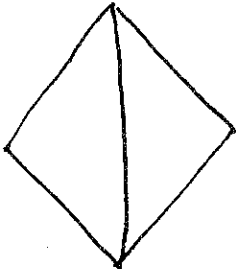
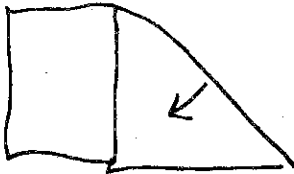


Three sticks of same length. Cross sticks at  $\frac{1}{4}$  from the bottom and  $\frac{1}{4}$  from the top.

Make bridle string of three strings. Tie them together near upper cross stick.

Materials:

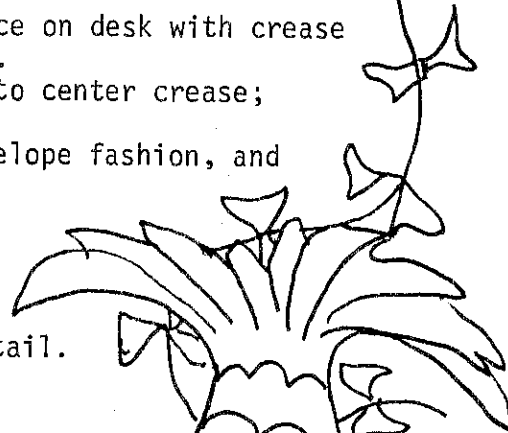
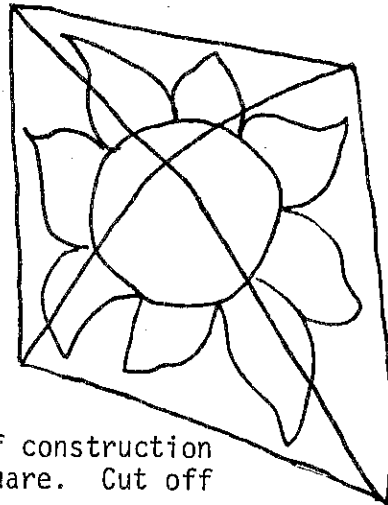
1. Construction paper or poster paper.
2. Scissors, paste.
3. Cardboard or wire.
4. String.
5. Crayons and scraps.



Organization:

Folded Kite

1. Fold down corner of construction paper to make a square. Cut off excess.
2. Open paper and place on desk with crease down, pointed away.
3. Bring right point to center crease; repeat with left.
4. Fold down top, envelope fashion, and reopen.
5. Decorate.
6. Overlap right and left sides and staple or paste. Attach string and tail.



Fish Kite

1. Draw a large fish shape on thin paper; make a large mouth.
2. Place another sheet of paper underneath and cut through both pieces.
3. Glue edges of both fish together, leaving mouth and body open.
4. Decorate fish with crayons.
5. Make a loop of cardboard or wire. Glue inside mouth edge to open mouth.
6. Attach a string to each side of loop and join to a single string.
7. Go fly your kite!



Kite Mobile

General Instructions:

For the covering for each kite, cut three pieces of paper, 4" X 9": two of tissue paper, and one of white paper.

Mix equal parts of white glue and water, and brush the glue mixture on the white paper. Place a sheet of the tissue paper over the glue-covered surface, and smooth it out with your fingers. Now, turn the glued piece over, lay it on waxed paper, and repeat with the other sheet of tissue on the other side. Let it dry thoroughly.

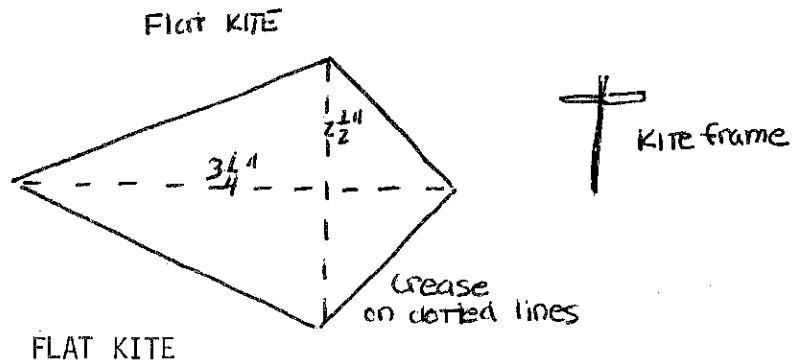
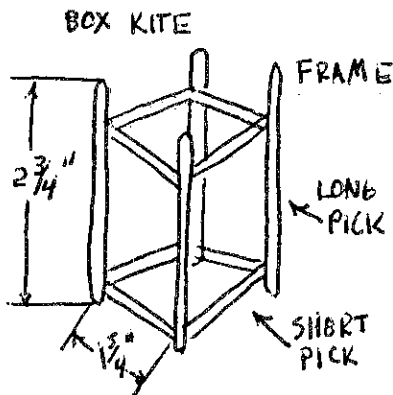
For the kite frames, you will need wooden sandwich picks, 1/8" x 3 1/2", available where toothpicks are sold. Or, you may substitute thin strips of balsa wood the same size. The picks can be cut with kitchen shears.

BOX KITE

To make the box kite, cut four picks to 2 3/4", and eight picks to 1 3/4". Glue the picks together to form a box frame, as shown, using a thick craft glue. Let the box frame dry overnight.

From the prepared tissue paper, cut strips 3/4" X 8", and glue them around the top and bottom of the box frame, so that the top strip extends 1/8" above the top edge of the frame, and the bottom strip extends 1/8" below the bottom edge. When the glue is dry, decorate the tissue paper with felt markers or tempera.

To hang the kite on the mobile, thread a needle with a 10" piece of nylon thread. Carefully poke a hole in the tissue paper, just above a corner of the frame, knotting the thread on the inside. Make three box kites.



To make the flat kite, use one full pick and cut one to 2 1/2". Glue them together to form a cross, as shown.

Cut the kite shape from the prepared tissue paper, following the pattern, and crease on the dotted lines, as shown. Glue the four points of the paper kite to the points of the kite frame.

Tie one end of a 10" piece of nylon thread to the center back of the frame, where the picks are crossed, and leave the other end free for attaching the kite to the mobile. Make two flat kites.

### TAILS FOR KITES

To make a tail for each kite, cut small strips of matching color tissue paper, 3/8" X 1", and twist each one at the center. Glue one end of the tail thread to the bottom of the kite, so that the other end hangs free.

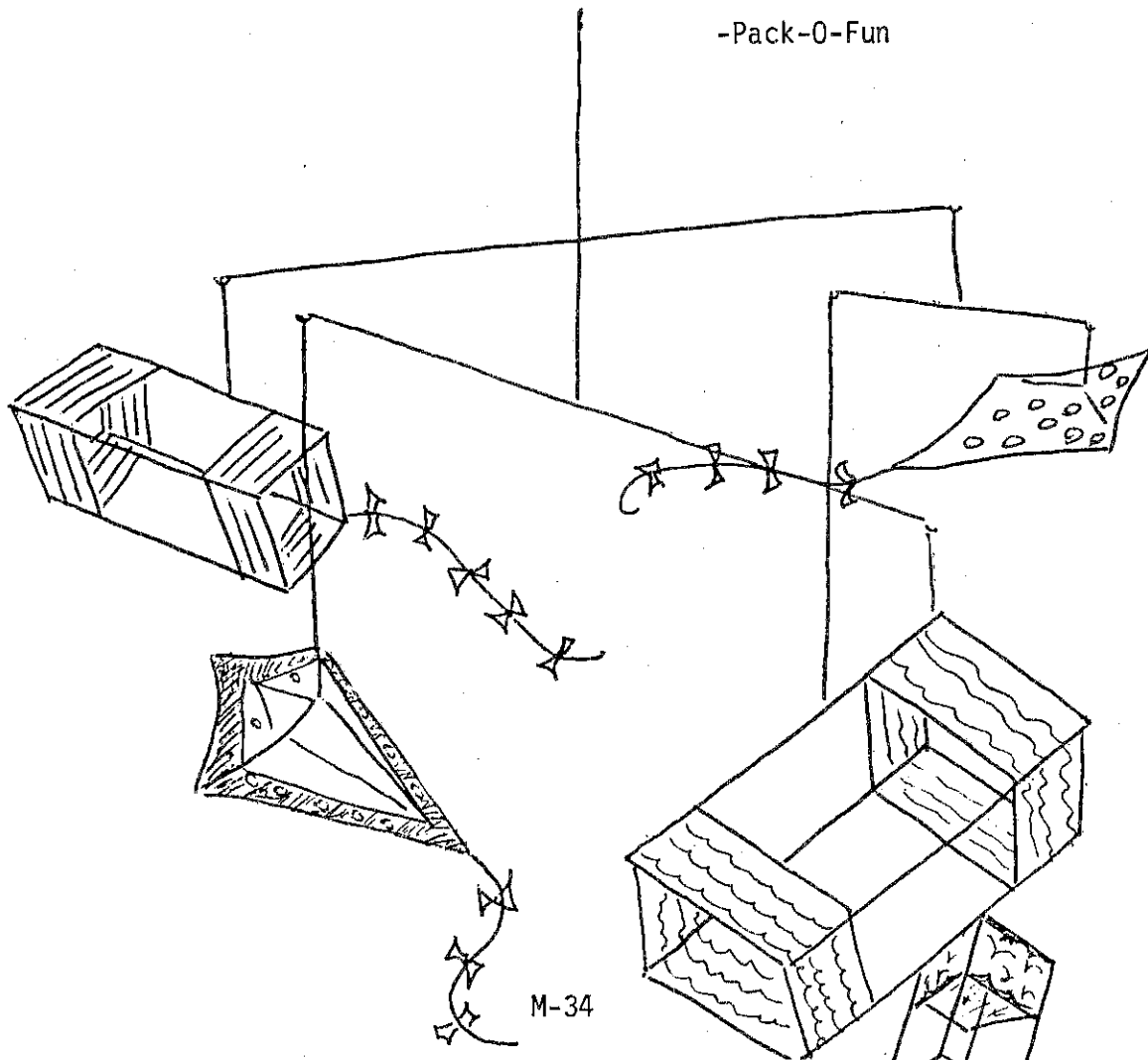
### ASSEMBLY

The mobile shown was drawn to show the kites to best advantage. To assemble the actual mobile, you will need two pieces of 22 gauge wire, 12" long.

Tie the centers of the wires together in a cross-like fashion with an 18" length of nylon thread, wrapping the thread around the crossed wires several times in each direction, and knotting tightly. Leave long ends of the thread dangling: one to extend upward for attaching the mobile to the ceiling, and the other to extend downward to attach the fifth kite.

Tie a kite to each end of the wires, and a kite to the center thread extending downward. When you have positioned the kites so they balance properly, apply a dab of glue to each knot to hold the threads on the kites firmly in place on the wires.

Hang the mobile by the center thread in a doorway or from the ceiling, and enjoy the colorful kites as they "fly" in the slightest breeze.



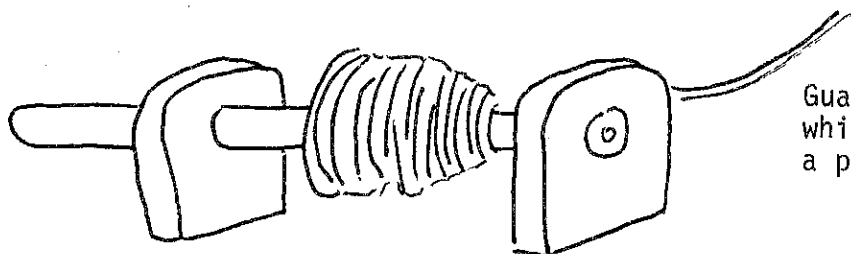
## REELS

When you fly your kite you will need a reel to wind up and let out cord without getting it into tangles.

Contest kite flyers often have a kind of reel that spins mechanically, but some of them use only a short stick with hand-hold space at each end.

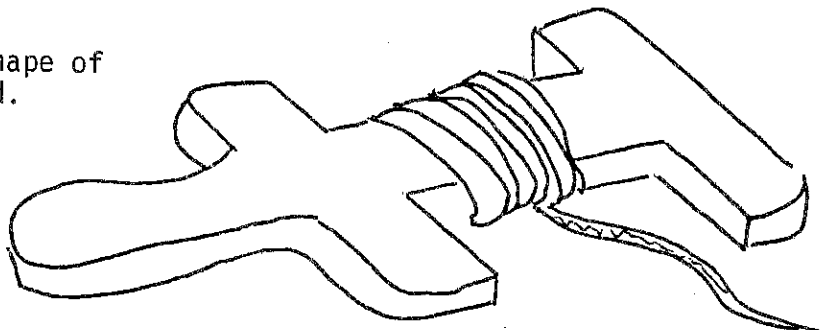
Most reels have guards to keep the cord between them and can be made by any home carpenter. Painted or stained, they are good-looking tools.

A day when you have to wait for fair weather and a kite breeze is a good time to make a reel.

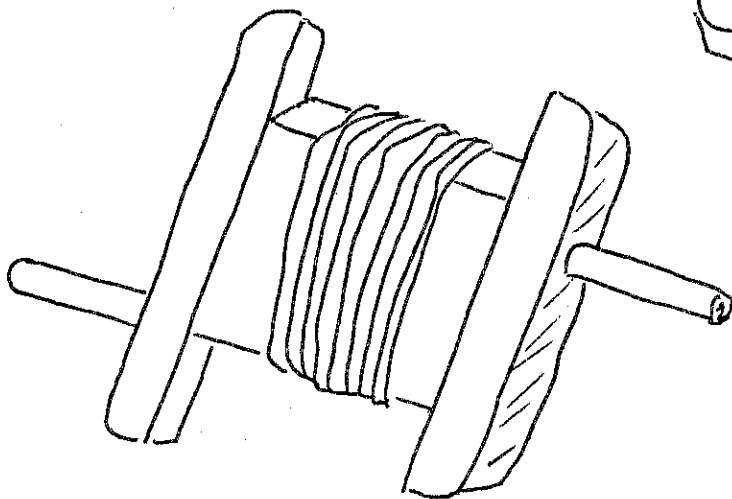


Guards made out of board-sawed, whittled and sanded-are set onto a piece of broom-stick.

A very simple reel is cut in the shape of a flat paddle out of a 5-inch board.



To make this reel use a board 3/4" thick. Saw it so there is a winding space with projecting guards. Bore holes in the sides and insert pieces of pole or dowel sticks for hand-holds.

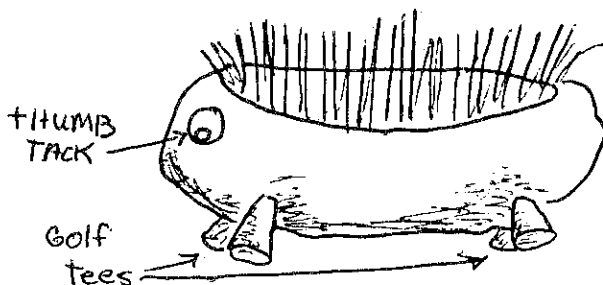


FOR MORE KITE INFORMATION REFER TO CUB SCOUT FUN BOOK

### Porcupine Planter

#### Materials Needed:

- 1 Potato
- 4 Golf Tees
- 2 Thumbtacks
- Dirt
- Grass Seed



#### Directions:

Scoop out center of potato, leaving a solid shell. Fill with dirt. Scatter grass seed (rye grass grows fast) over top of dirt. Water.



### Mr. Crew-Cut Egghead

#### Materials Needed:

- 1 empty eggshell (with one end cut off)
- Dirt
- Grass Seed
- Jar Lid
- Plaster
- Paper for ears
- Magic marker for features

#### Directions:

To cut off end of egg shell evenly, use fingernail scissors. The shell must be handled carefully so it will not break.

Fill egg shell with dirt (this will help protect shell in further handling). Mix plaster and fill jar lid half-way. As plaster begins to set, put eggshell in jar lid.

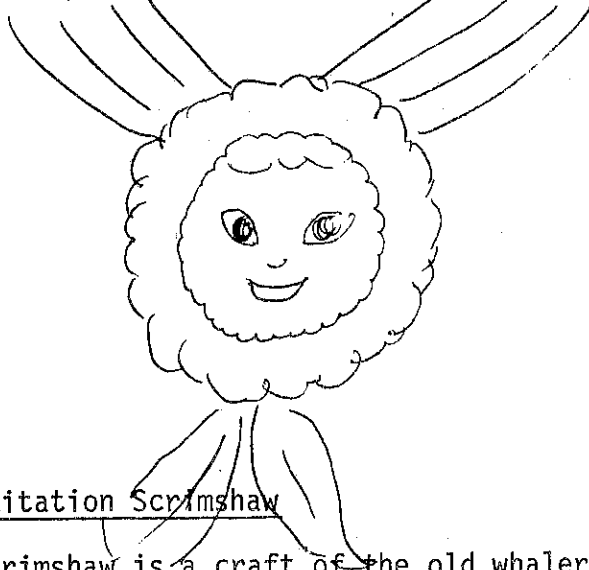
Sprinkle grass seed over dirt and water it. Make paper ears to glue on each side of head. Other features are drawn with magic marker. Place in sunny window and keep watered.

Although the fad these days is long hair, and most boys hate to get a hair-cut, they will really enjoy giving a haircut to Mr. Crew-cut Egghead. Grass (or hair) will begin to grow in about ten days. Mr. Egghead will need a haircut frequently. Snip off his long hair with scissors.

REFER TO CONSERVATION PROJECTS - PAGE B-30.

FOR OTHER ACTIVITIES REFER TO BOYS' LIFE REPRINT #26-094 NATURE HOBBIES AND ACTIVITIES.

Alaska and Hawaii recently joined the forty-eight other states. This created several changes. The Flag had to be changed by adding two new stars. Texas moved to second place for size, Alaska being the largest state now and the geographical center moved westward.



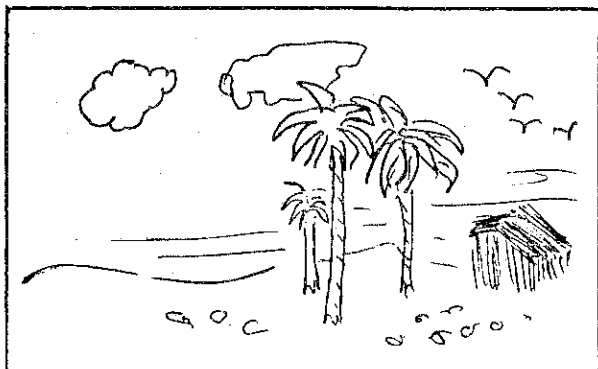
Imitation Scrimshaw

Scrimshaw is a craft of the old whalers of the north sea and of the Eskimo people. They used whale teeth and animal horns. The imitation ones are made of casting plaster. Here's how:

Pour a blob of fresh plaster on wax paper. Flatten out slightly or leave in a smooth rounded lump. The plaster must be thick enough to hold its shape but not runny. With a pencil or dowel make a hole for the leather thong. Let dry, but don't let it get "brittle" dry. With a nail, scratch design on it. Darken lines with a felt marker, a brown is good, then varnish for a shiny, bone-like look.

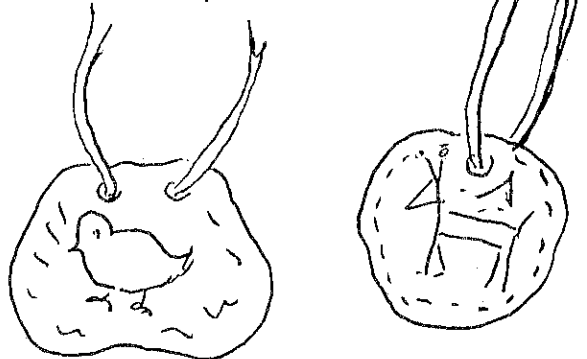
Hawaiian Collage Picture

Use board or heavy cardboard backing. Layout picture with pencil. Use sand for beach (use white glue to hold), small sea shells, driftwood or tree trunk bark. Use stick for palm tree trunk and make leaves either with construction paper or use real willow leaves (coat with white glue to preserve). Finish with blue sky and clouds of cotton.



Eskimo Tie Slide

Use a bottle cap as the base. Pour plaster in the back and insert a pop-top ring. Let dry. Paint the face and after it is dry, add the features. Apply glue around the outer edge and down the sides, press on cotton or fake fur for a parka.

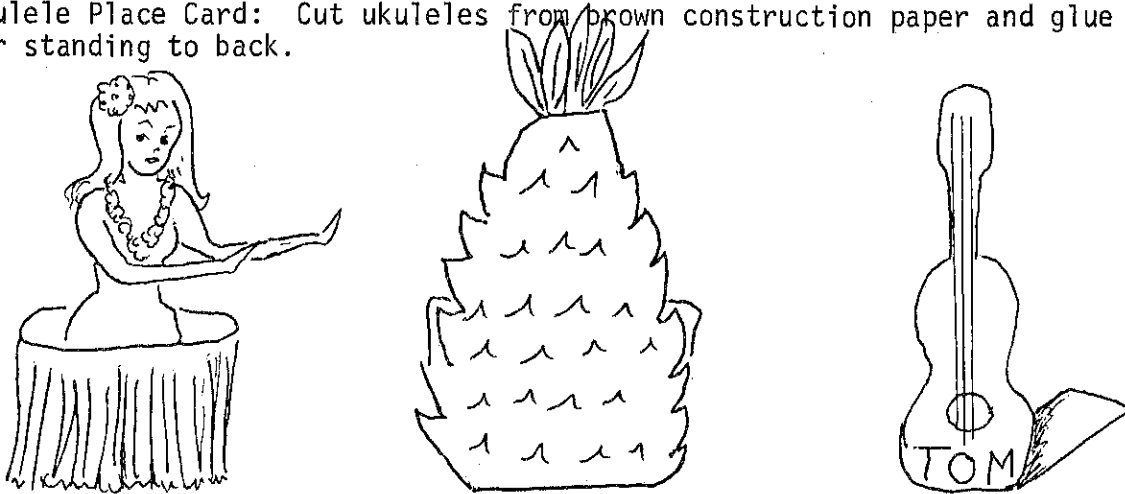




**Hula Girl:** On construction paper, draw the picture of an Hawaiian girl down to hip line. Cut out and glue to rim of a nut cup. Cut a strip of yellow or brown crepe paper and fringe. Glue around nut cup for a grass skirt. Glue bit of crepe paper in her hair for flower and draw lei around her neck.

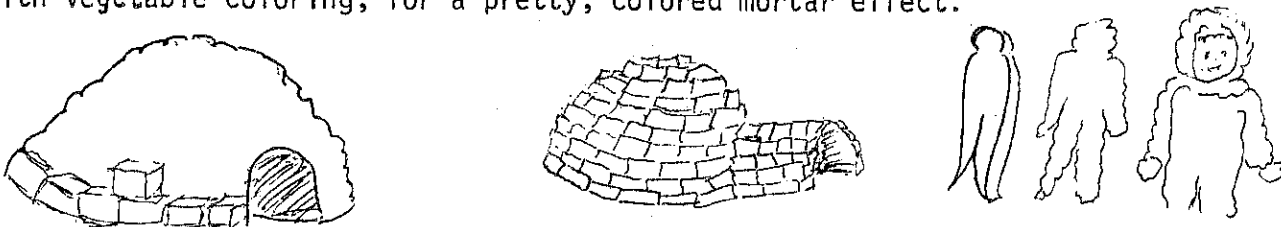
**Pineapple Nut Cup:** Cut pineapple shape from yellow paper and make pointed markings with brown crayon. For leaves, cut a short length of green crepe paper into long points and glue to top of pineapple. Spread rim of nut cup with glue; press pineapple against it.

**Ukulele Place Card:** Cut ukuleles from brown construction paper and glue tab for standing to back.



Laundry Starch Building Blocks and Clothespin Eskimo

Laundry starch or sugar cubes make fine building blocks for making centerpieces or card table projects. Use rubber cement, airplane glue or a similar product, to glue the blocks together, since a water-base glue tends to break down the starch or sugar. Sugar cubes can be cemented together with simple frosting tinted with vegetable coloring, for a pretty, colored mortar effect.



To make an igloo, roll a small wad of newspaper into a firm ball, tie and set onto a firm surface. Begin by placing a row of cubes around the bottom. Stagger next round to give a brick effect. For the doorway, use a covered piece of cardboard, building the cubes up to the top. Cut with a dull knife to shape where needed. Finish with a sprinkling of artificial snow. Other buildings may be painted with tempera paint, if desired. To make a clothespin Eskimo, cover a clothespin with paper mache and shape. Paint as desired. Glue a piece of pipe cleaner around the face, cuffs, bottom of jacket and at ankles for fur.

Hawaiian Heaven

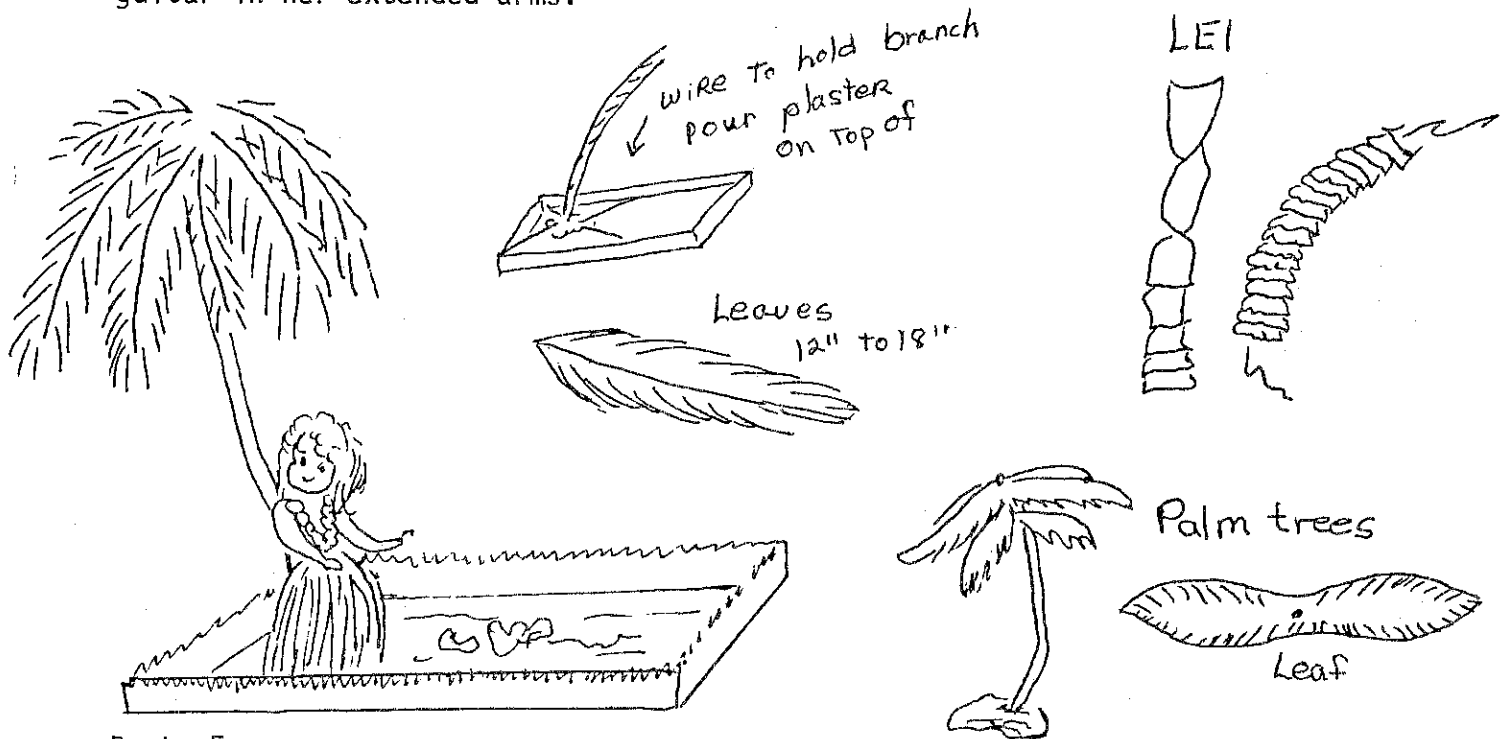
Palm Tree Centerpiece

The base is the lid of a sturdy cardboard box about 15" X 24". Select a curved branch about three feet long and 1½" thick, for the trunk of the tree. Wind with a strip of brown crepe paper and anchor in the box lid by pouring plaster around the base of the trunk. If necessary, wire may be wrapped around base of tree and secured through holes punched in sides of the box.

Cut palm leaves from green construction paper and glue to pieces of coat hanger wire wrapped with green crepe paper. Glue or nail several leaves to top of tree.

Glue fringed green crepe paper around the outside of the box for a grassy effect. Fill box about 3/4 full of sand and place shells here and there.

Dress a doll in a hula skirt of fringed paper; or cut portions of leis, glue to a ribbon and tie at back of waist. Place lei around her neck and a small flower in her hair. Let her lean against the palm tree and place a construction paper guitar in her extended arms.



Party Favors

Paper Leis: Leis are a part of every Hawaiian festivity. You can make them very simply by cutting 2" strips of crepe paper and gathering down the center. Twist the gathers for fluffy effect.

Palm Trees: From green construction paper, cut three pairs of leaves, as shown, and fringe edges. For tree trunk, push end of a brown pipe cleaner through center of leaves. Set tree in a base of plaster or clay.

Hardware Robots

You don't have to be a genius to make a robot - all you need are cans, spray can caps, nuts, bolts, or any other hardware that's handy. In no time at all, you can make a set of robots with personalities added with the hardware trim.

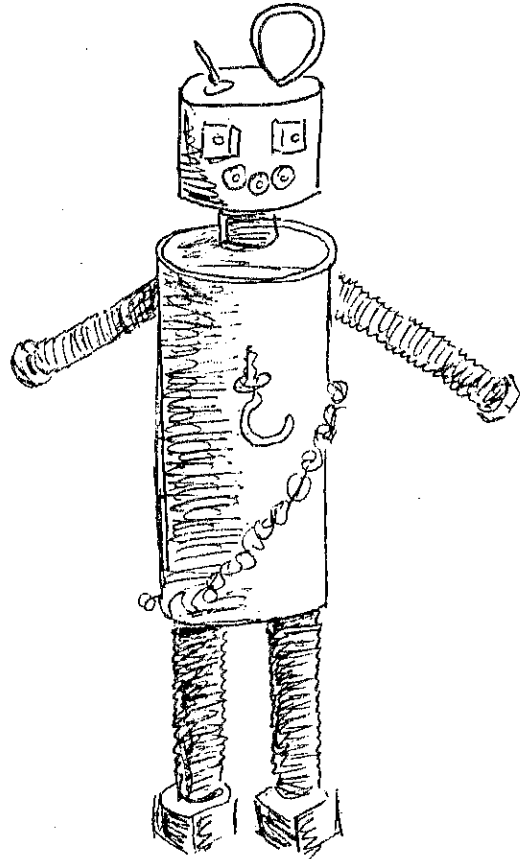
Only three robots, with instructions, are shown, but this is just to get you started. Make a robot to reflect your own individual creativity. Who knows - he just might work!

Tall Standing Robot

For his head, use an inverted spray can cap, about 2" across. Glue on a cardboard circle to cover the top of his head. For his neck, use a plastic bottle cap. For his body, use a 6-ounce cardboard frozen juice can, covering the top with a cardboard circle. Glue all three parts together and spray paint.

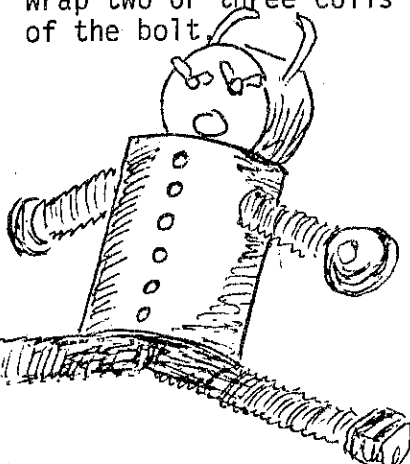
For legs, use bolts about 2½" long. Using liquid solder, attach his legs to his body, being sure he is balanced properly before assembling. For arms, use bolts about 2" long. Use a knife to make holes in the sides of the body to insert and glue the arms.

Now, for his trim. Glue on nuts for eyes and small washers for his mouth. Insert a brass ring and a right angle hook in the top of his head. On his body, insert a nut, large washer, cup hook and the ends of a length of plumber's chain.



Seated Robot

For the robot's body, use a 12-ounce cardboard frozen juice can, cut down to 3 3/4 inches high. Cover the top with a cardboard circle. For his legs, use bolts about ½" wide and 3" long. To attach his legs, use sturdy, flexible wire (about 20 guage). For each leg, coil the wire making about 8 coils around a bottle cap, ½" wide. Insert one end of the coiled wire into a small hole made in the bottom of the body with hammer and nail; wind until two or three coils are inserted. Wrap two or three coils at the other end around the bolt leg, just below the head of the bolt.



For his head, place a spray can cap on its side, with the top facing toward the front. Glue the head to the body and spray paint the robot.

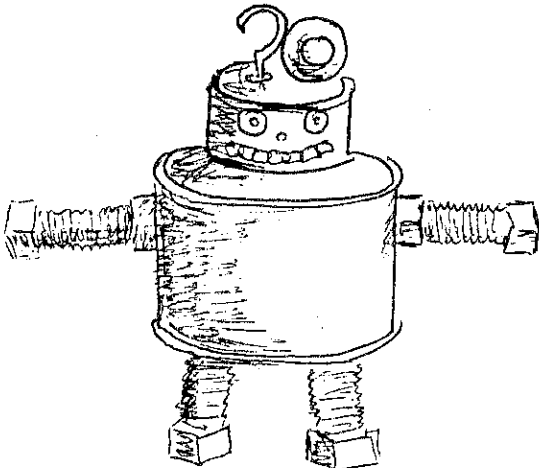
For the robot's details, glue on wing nuts for eyes and a washer for his mouth. Insert right angle hooks in his head for antennae. Glue small washers down the front of his body for buttons; insert a cup hook in his body and, if you want, hang a key on it.

## Stubby Robot

A tuna or other similar round can makes the perfect body for a shorter robot. Cover the top of the body with a painted cardboard circle. Glue an inverted, painted spray can cap to his body for a head; cover the top of his head with painted cardboard circle.

For his arms and legs, use bolts about 2" long. Use a hammer and nail to make holes (making several holes to make one large hole) in the sides of his body to insert his arms. Attach his legs to the bottom of his body with liquid solder, making sure he balances properly.

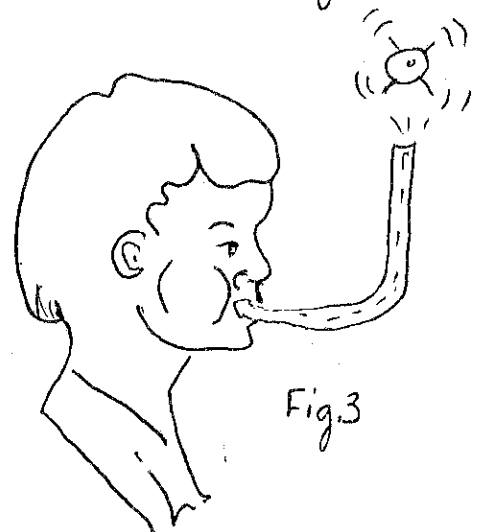
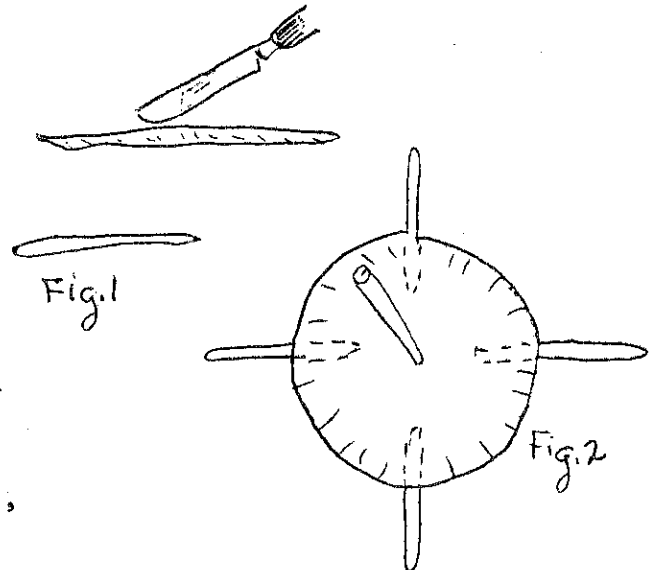
For features, use large washers for eyes, a small nut for a nose, and plumber's chain for the mouth. On the top of his head, insert a cup hook and cut a slot to insert a washer.



Earth Weather Satellite

Use a small block of foam plastic, a ball of cotton, fast-drying glue, six wooden matches or round toothpicks, about 6" of plastic or rubber tubing approximately 3/8" in diameter, a razor blade or a pocket knife, sandpaper.

1. Carve a ball out of the foam plastic about the size of a ping-pong ball. Smooth it with sandpaper.
2. Using the matches or toothpicks, make six sticks 3/4" long and 1/8" thick.
3. Push the sticks at even intervals into the foam plastic ball.
4. To operate the satellite, place it on the tube with one of the sticks inserted in the hole of the tube. Place the other end of the tube in your mouth and blow a steady stream of air through it. (Do not blow too hard.) As the satellite slowly rises, increase the air pressure. After the ball is in the air, adjust the air stream to keep the ball afloat.



Genius Kit:

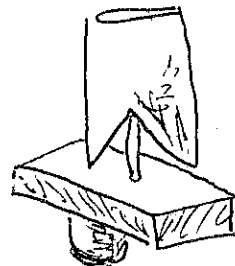
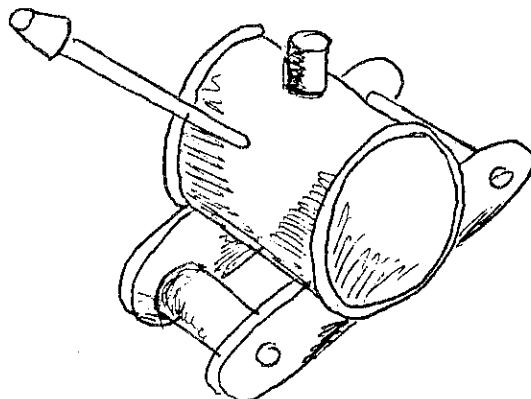
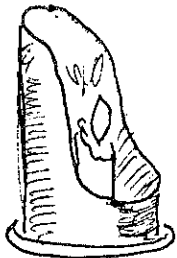
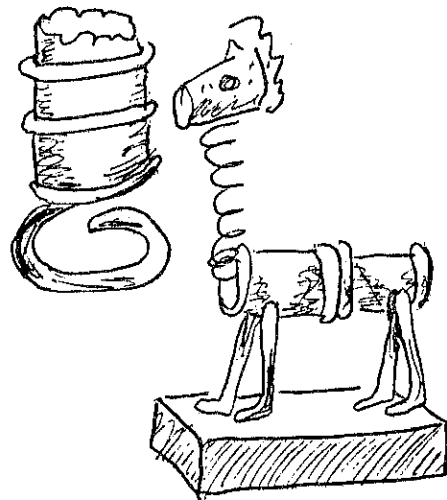
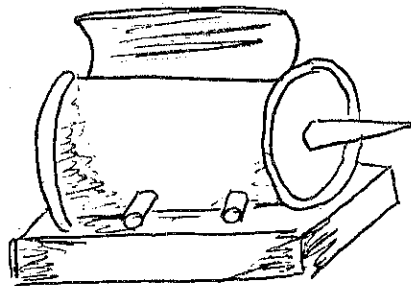
Contents of all kits must be identical. See BACKYARD U.S.A. for more ideas on the use of this kit.

Suggested items:

- |                                     |                    |
|-------------------------------------|--------------------|
| 1 piece of cloth 12" x 18"          | 1 no. 2 tin can    |
| 12 inch piece $\frac{1}{2}$ " dowel | 1 wire coat hanger |
| 1 board 1X6X10 Inches               | 6 pipe cleaners    |
| 8 nails 1" long                     | 2 spools           |
| 1 small tube of glue                | 4 corks            |
| 4 ft. of string                     | 12 tacks           |
| 1 golf tee                          | 4 ice cream sticks |

Rules for Genius kit project:

1. Bring your Genius kit to the pack meeting.
2. Use only materials found in bag. You don't have to use everything, but you can't add anything.
3. You may cut dowel, board, cloth, wire or spools as needed and into as many pieces as you like.
4. You may use saw, hammer, jackknife, sandpaper, drill or any other tool.
5. Use your imagination and have fun.



### Muscle Building Suggestions

#### Exercise Bar

Any handyman can put up this useful piece of exercising equipment. You need a length of pole, about 3' 6" long and 1½" in diameter. You can tell the exact length of the bar needed by carefully measuring the width of the doorway where the bar will be set up for your exercises. If a wooden pole is used, cut a length that just fits between the sides of the doorway. Sandpaper the bar so that it is perfectly smooth.

A pair of strong metal brackets can be bought in most hardware stores. You can easily screw them into place, one on each side of the door. Just drop the bar into these sockets when you are going to exercise. The bar will lift out easily after the workout. The bar may be set up high enough to make a chinning bar or it may be set at a height convenient to sit on and do various other exercises.

#### Rubber Tube Gym

Use discarded bicycle tube and a length of broomstick. If the tube is too tough for your Cub Scouts, slit it down the middle to make two exercisers.

#### Exercise shoes

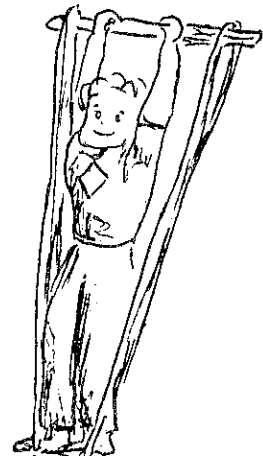
Take an old pair of house shoes and sew weights all around. Washers make very good weights.

#### Tire Trampoline

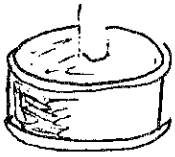
Just stack two tires to make this simple trampoline. Bounce up and down with feet on opposite edges of the stacked tires.

#### Chest Pull

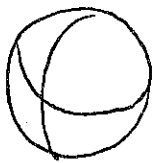
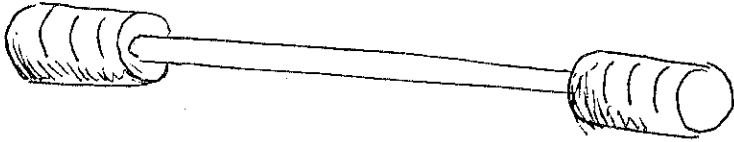
For this exercise you will need four plastic bottles, with handles, about quart size. Put stone weights in two of the bottles. Have the caps on all the bottles. Take a piece of string about 5 feet long; tie one end of the string to the handle of one of the weighted bottles. Pass the string through the handles of the two unweighted bottles; tie the other end of the string to the handle of the last bottle. To operate the chest pull hold the handle of an unweighted bottle in each hand, weighted bottles dangling, spread the hands to raise the weighted bottles; bring the hands back together to let the bottles dangle again.



HOLD YOUR PACK CUB SCOUT PHYSICAL FITNESS COMPETITION. (see page B-35)



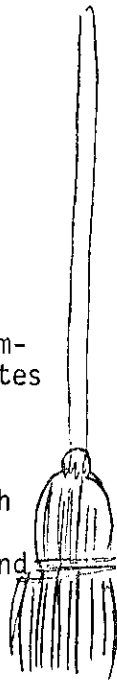
Barbells can be made of cement or plaster set in cans with a short length of pipe in between, for a hand weight and a long pipe for a full-fledged barbell.



Ball players and golfers know they can strengthen their grip by repeatedly squeezing a small rubber ball in their hands.

A rope with one end tied to a pail of sand and the other to a dowel or broomstick, gives exercise as the boy rotates the dowel to raise the weight.

High Jump Test. Tack a yardstick on the wall just the height you can reach with your feet flat on the floor. Jump with a piece of chalk in your hand to mark the wall at the highest part of the jump.

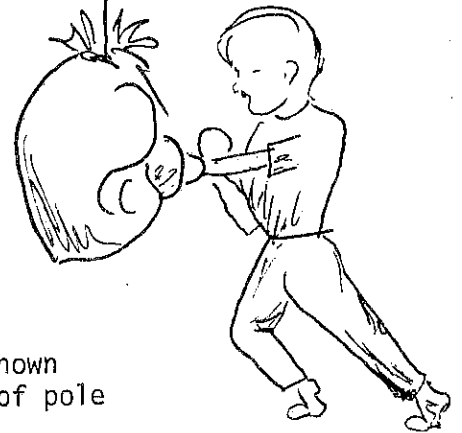


A regular house broom walked upright with the fingers of one hand strengthens wrist, finger and forearm muscles. Do this first with one hand and the the other.

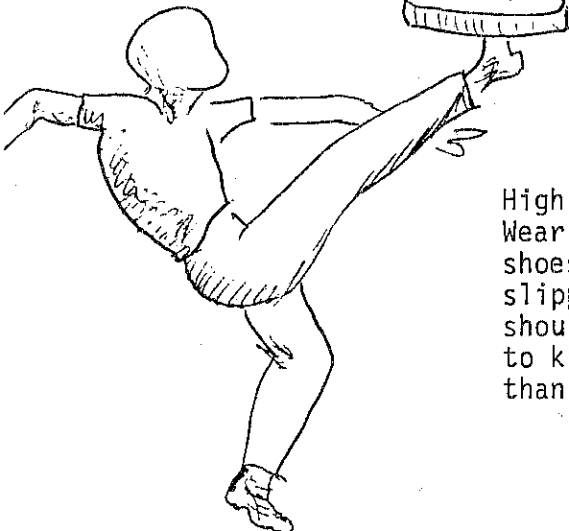
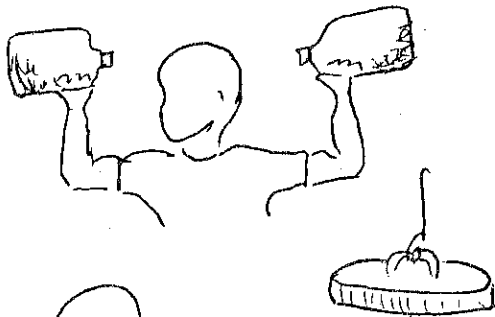


Stuff an old pillow case for an indoor punching bag.

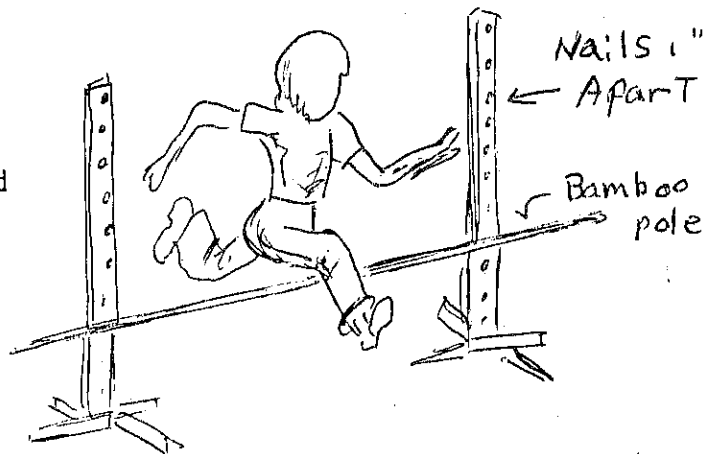
Hang from doorway or in attic or garage.



Make simple jumping standards like those shown below. Adjust height of pole to ability of jumper.



High Kick Test. Wear rubber-soled shoes to prevent slipping. You should be able to kick higher than your head.



Do-It-Yourself Flashlight

Here is a flashlight that your amateur scientist will have fun creating. It can be assembled easily and provide a fun project as well. The junior set will find it useful - and what's more, it really works!

To make it, you will need a flashlight battery, a bulb, a plastic pill bottle with a flexible lid and some insulated wire. The pill bottle should be large enough for the battery and bulb base to fit inside it. Choose wire that can be bent easily, and have a supply of adhesive tape on hand.

Scrape the insulation from one end of your wire and form into a flat coil. Attach the coil to the bottom of the battery with adhesive tape.

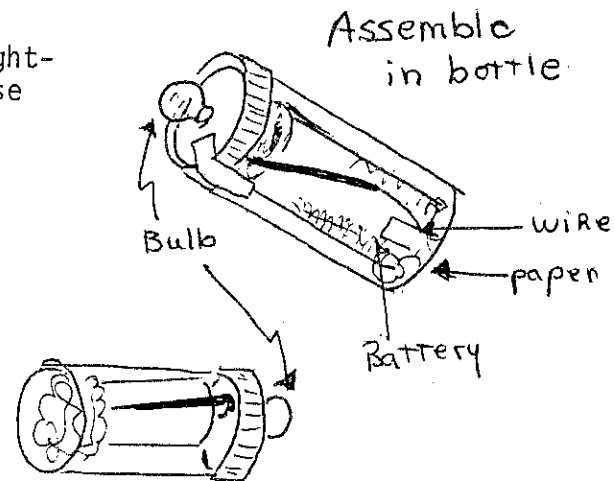
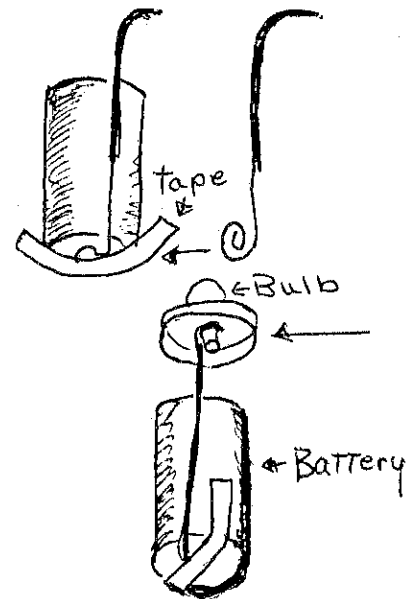
Next, cut an opening in the center of the plastic bottle lid, large enough for the base of your bulb to fit through. Push base of bulb through hole at top of lid.

Now scrape the other end of the wire and wind it around base of bulb. Secure it in place around sides of base with a small piece of tape.

Crumple small pieces of paper. Place enough of this into bottom of bottle so that when battery is inserted and lid is tightly in place, the bottom of the bulb will just make contact with the raised center top of the battery.

Hinge one side of your lid to the bottle with tape. When bottle lid is closed, your bulb will light. To shut off your flashlight, flip up the lid with your fingers. When not in use, make sure that you flip the lid up completely so that there is no battery contact. Otherwise, your battery will run down.

This light creates a dim glow. If you want a brighter light and can find a container large enough, use two batteries. If you wish, cover the outside of flashlight with decorative paper or plastic.





Collections

A motor-trip offers a wonderful opportunity to start a collection or further one already begun. Perhaps the most rewarding is the collection of items that really reflect the locality where they are obtained. In addition to making fascinating souvenirs for display, many collected items such as shells, maps and stones can be turned into gifts or useful items when the traveler returns home.

Collections may be of nature specimens - leaves, wild flowers, seeds, stones, soil, shells; printed matter - postcards, maps, matchbooks, stickers and souvenir books; or the fruit of active hobbies - snapshots, autographs and recipes. If you plan to make a collection, make certain that you have taken along suitable containers and any other equipment that will be necessary. For any type of collection, do keep a careful record of where each specimen was obtained.

Display Your Vacation Souvenirs

Don't just set aside or tuck away in a closet the souvenirs you have collected during your summer vacation this year.

Did you bring back something from the seashore? For large items such as a conch shell, you can use the pedestal mount. To make it, take a 4"X4" piece of wood and cut it into 3½" long blocks. Using a wood rasp, you can bevel the top edges for a more finished appearance; however, a square block also is attractive. Sand the wood smooth.

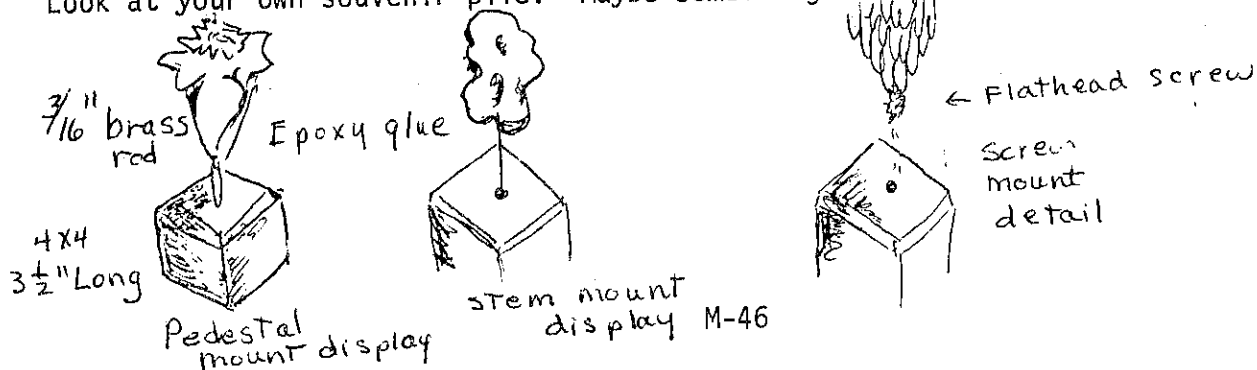
Mount the shell on a 3/16" diameter solid brass rod, inserted one inch into the block, and attached to the shell with epoxy cement. Finish the base in any of a variety of ways to suit your taste. You can stain or paint it, or leave it in its natural finish.

For rocks, fossils, and petrified wood, cement a brass screw directly to the object. Drill a hole - slightly smaller than the screw - into the block and screw the object directly to the block.

Stemmed items such as branches can be mounted by drilling a hole in the block slightly larger than the stem, dipping the stem in glue, and inserting it in the block. Support the branch until the glue dries. Any of these may be used as a paperweight.

To make wall displays, arrange a composition of small objects on a piece of hardboard, glue them in place, and then frame it. This method works well with dried leaves, flowers and butterflies.

Other objects you might display include bones, spiders, and dried wild flowers. Look at your own souvenir pile. Maybe something there is worth displaying.



Travel Tricks

A trip by automobile, whether of several weeks' duration or merely a week-end junket, may include long, dull stretches in which children are apt to get restless. Various diversions planned beforehand, or suggested on the spur-of-the-moment, can turn traveling from bedlam into a safe, joyful undertaking for the whole family, particularly the driver.

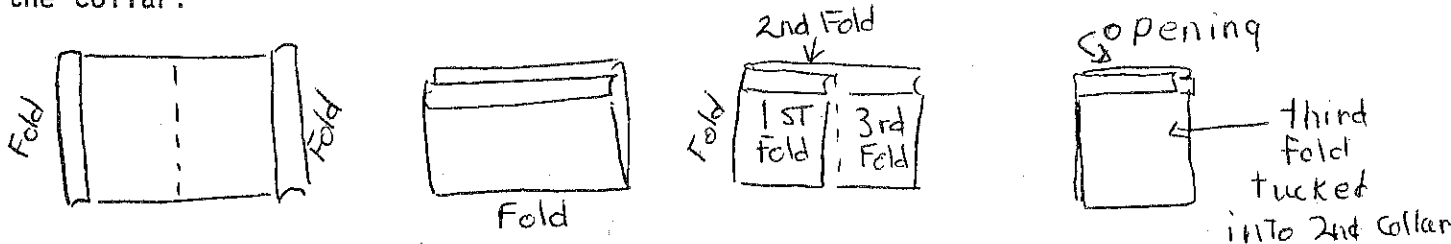
Log Book

Your log book may be merely a summary sheet of the statistics of your trip or a journal kept in diary form. The journal is particularly nice for youngsters who may want to make use of their summer travels in connection with school projects and themes the following year.

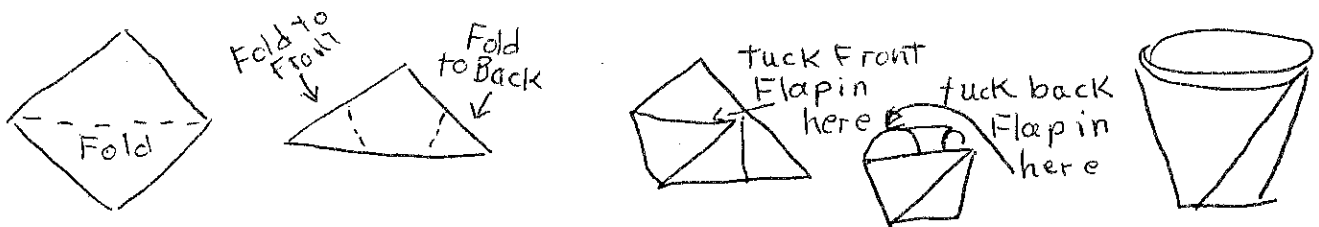
For the summary sheet, make a form with 7 columns across, one for each day of the week. Down the page, include such items as the following (one on each line): place of departure, time, route followed, stopovers, mileage, gas used, final destination, total mileage, weather, and so on.

Tips for travelers

Newspaper Bag - You can make a quick waste bag from a double thickness of newspaper. Fold the sheets in half. Turn back a collar on either side of the long open edge. Then fold in thirds, as shown tucking in the final third underneath the collar.



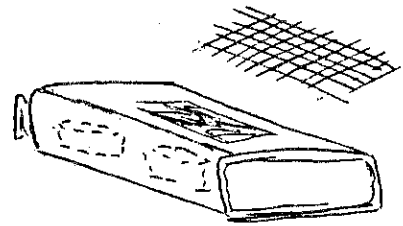
Drinking Cup - An emergency drinking cup can be made from any kind of clean, firm paper. Fold a square in half, diagonally. Fold one side as shown and tuck the point of the triangle inside the top of the fold. Then turn the cup over and do the same on the other side. You can make a game from your cup by tying a string to the top, at one side, and attaching a small ball of paper or a button to the other end of the string. Swing the ball and try to catch it in the cup.



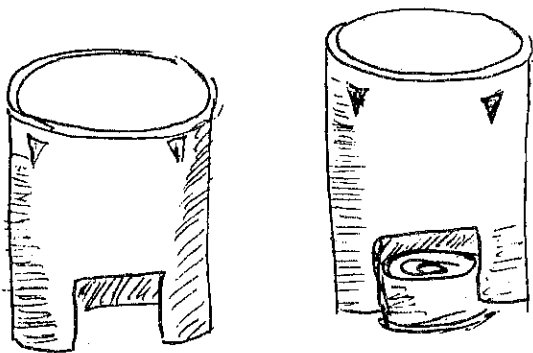
Auto Housekeeping - A shoe bag fastened to the back of the front seat is a wonderful way to keep odd paraphernalia within reach. Inside the pockets you can tuck games, a song book, a flashlight, facial tissue and a dampened washrag in a plastic bag.

Outdoor Cookery

**Open Stove:** Place a well cleaned turpentine can on wide flat side and cut an opening in the other side, as shown. Bolt two tuna cans to bottom of stove, and add waxed wicks as for burner unit of buddy burner. Cut a piece of hardware cloth or other heavy metal screening for the grill and turn under sharp edges. For a charcoal burner, bolt aluminum foil pans to bottom of stove and fill with charcoal.

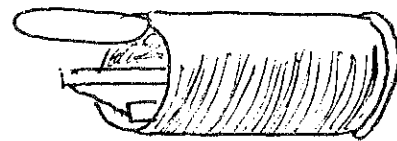


**Buddy Burner:** Use a large commercial size can (usually available from bakeries or restaurants). Invert can and with triangular type can opener, make 4 holes in sides near rim, spaced evenly around can. At the bottom of can, cut a 4" square opening to ventilate the burner.

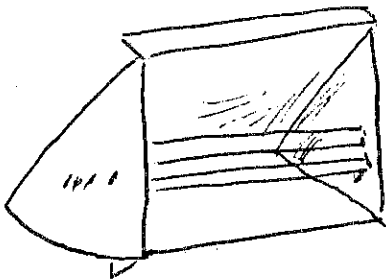


For the burner unit, use a low can, such as tuna or pineapple can. Coil a strip of corrugated cardboard the same height as the can and insert in can. Next fill can with melted wax from discarded candles or paraffin. Light cardboard "wick" and place unit under large can.

**Closed Oven:** Leave the lid of a large can partially attached to form hinged door. From a second can of same size, cut a section of tin, the full length and slightly wider than the can. Bend up sides, as shown, and insert rack in oven for holding baking. Close door and set can directly on coals to use.



**Reflector Oven:** You will need two potato chip cans and coat hanger wire for this oven. Cut the bottom from one can, open it along the seam and flatten out. Bend back one edge about 3" to make a stand and bend the rest of the sheet into a large "V" shape, using the shiny surface for the inside of the oven.

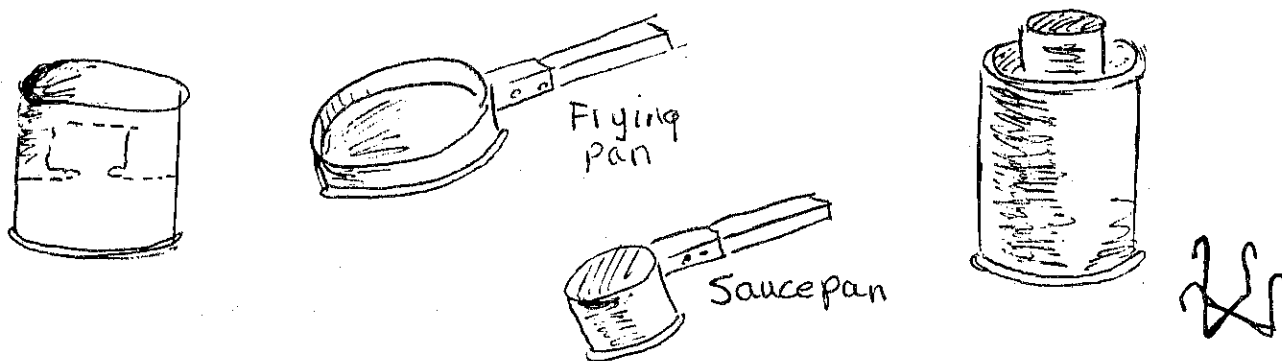


From the second can, cut two triangles for the sides of the reflectors about 1" larger than the "V" just formed. Drill three small holes along the center line of these side pieces for the baking rack. Fit the side pieces to the reflector and fasten securely with small nuts and bolts. Finally, slip pieces of coat hanger wire through the holes drilled in sides for the baking rack.

Double Boiler: Use a large can for bottom of double boiler. For the rack bend two pieces of coat hanger wire into U-shape with hooks at ends as shown. Hook ends over sides of can and set a smaller can on rack above boiling water.

Frying Pan: For frying pan, use the bottom 2" of a large tin can and make a tab about 4" X 6", as shown by dotted lines. Make a cut on each side at base of tab, so metal can be wrapped around a wooden stick for handle. Attach metal to stick with screws to hold securely in place.

Saucepan: For a deeper pan, use the above method, but cut the sides of the pan higher.



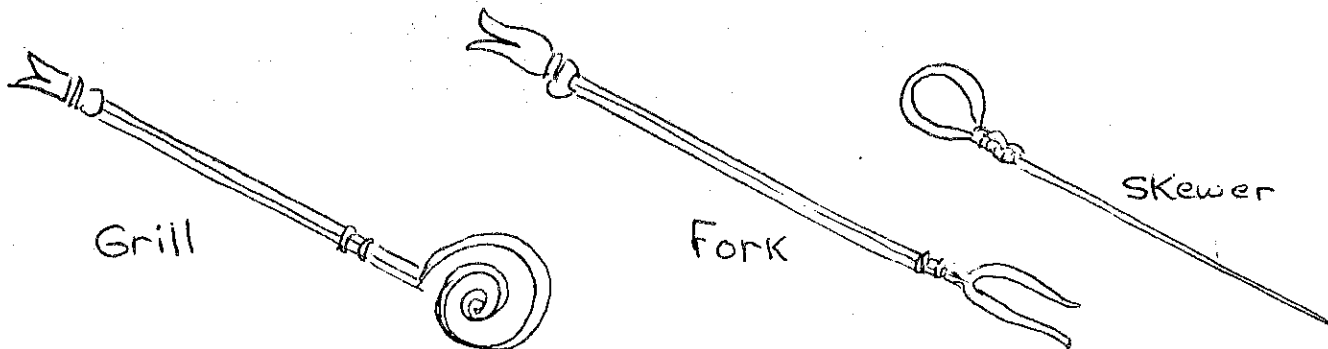
### Barbecue Tools

To make these useful implements, use coat hanger wire straightened with pliers. Sand off all paint.

Grills are handy for toasting buns and cooking meats. At one end of your wire, bend up 1" as a prong for holding the meat, then coil the wire around the prong to form a circular rack about 3" across. From another hanger, make a long narrow loop for a handle and twist end of grill around handle. To finish, slip a clothespin over the loop and wrap with plastic coated tape.

For Forks twist two wires together, bending the ends to make two tines. Place clothespin between wires for handle and wrap with tape.

To make skewers for kabobs or toasting marshmallows, all you need is a long straight wire with a loop handle at one end.



Snacks for those Den or Pack hikes

Honey Bars

½ lb. seeded raisins  
½ lb. figs  
½ lb. dried apricots

½ lb. roasted peanuts or almonds, chopped  
1 teaspoon lemon juice  
Honey to give proper consistency

Put fruits through a grinder, mix in chopped nuts and lemon juice. Add honey to make a stiff dough. Form into bars. Wrap in aluminum foil.

Hiker's Nosebag

½ lb. seeded raisins  
½ lb. cheese  
½ lb. chocolate  
1 apple  
Put in plastic bags.

Nuts and Bolts

½ lb. seeded raisins  
½ lb. peanuts  
½ lb chocolate bits  
broken-up graham crackers  
Mix and place in small plastic bags.

Bird Seed

You will need for one den:

2 or 3 medium-sized plastic bags  
1 6 oz. package coated chocolate  
candy  
6 1½ oz. boxes raisins

3 1 oz. packages sugar coated cereal  
8 oz. unsalted blanched roasted peanuts  
(small Spanish peanuts are best)

Mix all items and put in plastic bags.

Now for the cook-out

Snow on the Mountain

6 milk chocolate bars (1½ oz. size)  
1 cup coconut (shredded or flaked)  
Melt chocolate bars in a greased pan.  
Dip a spoonful onto each soda cracker  
and sprinkle with coconut.

Hobo Lunch

Cut up potato in small pieces  
Cut carrot into sticks  
Make a pat of ¼ lb. hamburger, ¾" thick  
Place the ingredients side by side on a  
piece of aluminum foil. Season. Wrap in  
foil and put packet in the embers. Cook  
about 20 minutes.

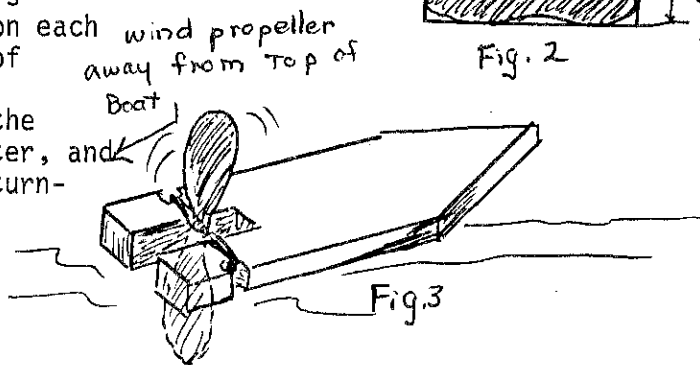
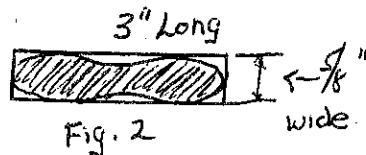
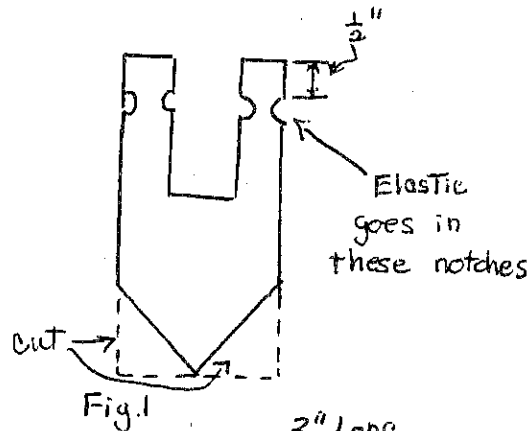
Propelled Boat

Materials and tools

A light piece of wood 3 by 6 by  $\frac{1}{4}$ ", a saw, two elastic bands, a wooden tongue depressor, knife.

Procedure

1. Cut the boat pattern out of the piece of wood.
2. Cut the propeller out of the tongue depressor with a knife.
3. Cut notches in the end of the boat where the elastic bands will be placed. Stretch the elastic bands and place them around the notched areas, then place the propeller between them. Sometimes it is necessary to tie the elastic bands on each side of the propeller with a piece of string so it will not slip out.
4. To operate the boat simply wind up the propeller, place the boat in the water, and release it. Wind the propeller by turning it away from the boat.

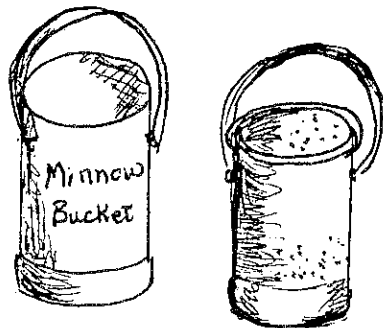


Minnow Bucket

For this handy bait bucket, use two plastic bleach bottles (gallon and half-gallon), plus a plastic lid from a coffee can. Cut off and discard tops of the bottles.

With a heated nail (held with pliers), punch several rows of fairly large holes about 1" from bottom of the smaller bottle.

Place plastic lid over this bottle. It will fit loosely. With needle and heavy thread, sew the rim of the lid to top of bottle for about 3". This "hinge" snaps the lid back in place when released. Punch several holes in lid as you did in the sides.



From another plastic bottle, cut a 1" wide strip for a handle. Tie handle to bottle through punched holes.

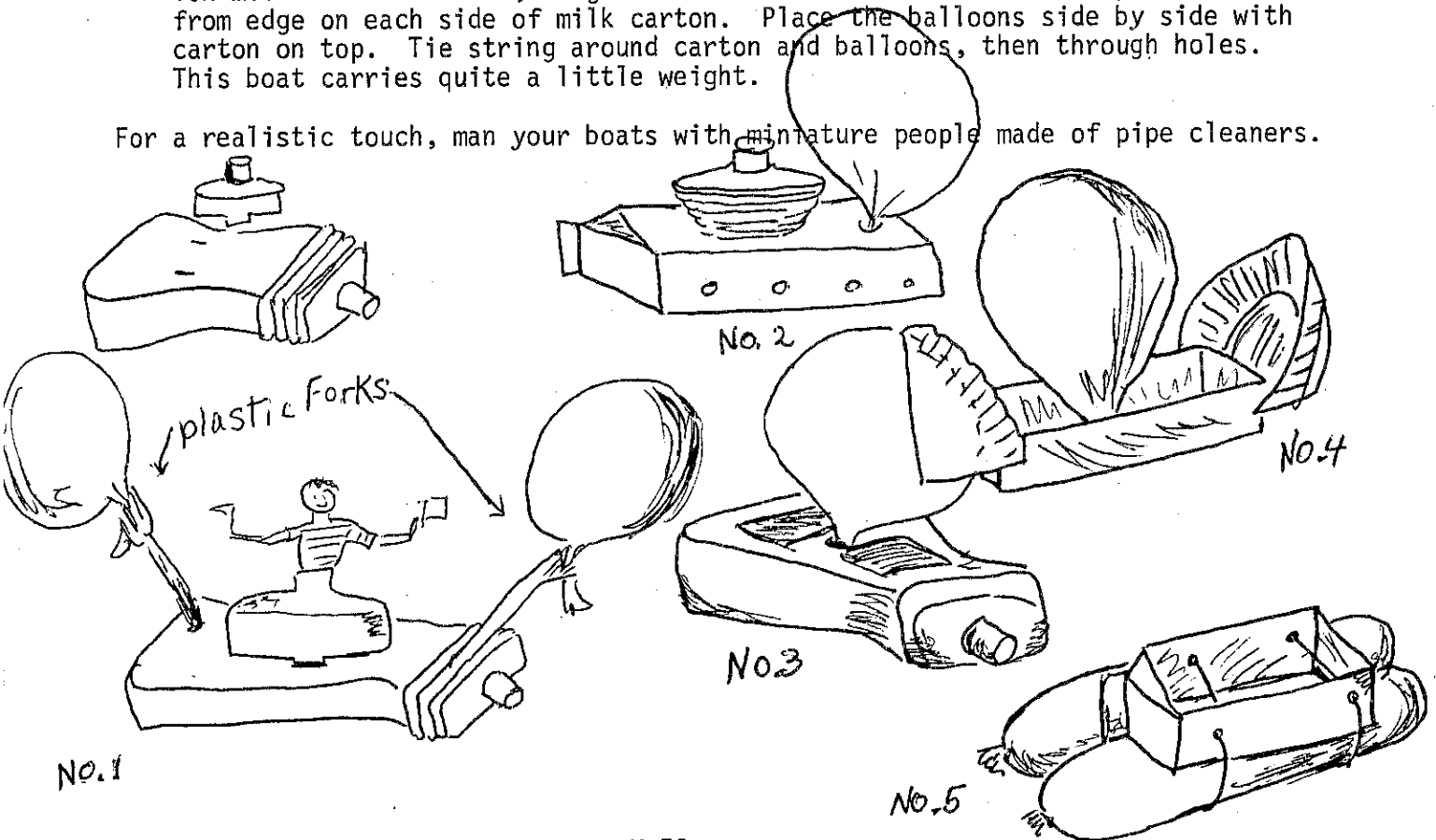
Attach a handle in the same way to the larger bottle. Place the smaller bucket inside this larger bucket when you want to carry your bait from one place to another.

Balloon Boats

These boats will really sail and are great for summertime fun. All the balloons are inflated only partially, then knotted and inserted in slits cut in the boat. Decorations, such as glued-on paper cutouts, or painted details, can be added to the balloons. Use enamel to paint the boats.

1. Use a flat-type plastic detergent bottle for the hull. Keep cap in place. Cut off the top 3½" section from a second plastic bottle, plus a tab on each side. Insert tabs in slits cut in hull. Insert the knotted ends of two partially inflated balloons between the prongs of two plastic forks. Insert the fork handles in slits cut at each end of the boat.
2. Cut a peaked-top, half gallon milk carton in half, lengthwise. Use one of the halves for the boat. Top it with the other half from which the peaked portion has been cut. Again attach the top 3½" portion of a plastic bottle atop your boat as with # 1. Cut a slit in hull and insert balloon.
3. Use a capped flat-type plastic detergent bottle for the boat. Cut out two rectangular openings in one side of bottle (top of boat), leaving a strip 1½" wide at center. Insert inflated, knotted balloon in a slit cut at center of this strip.
4. Use an oblong aluminum foil pan with sides about 2" high for the hull. Cut a round aluminum foil pie pan in half; bend each half through center and staple at bow and stern. Cut a small slit in center bottom of hull and insert balloon.
5. You will need two long sausage-type balloons for this boat. Cut a half-gallon milk carton in half, lengthwise. Punch two holes about 3" apart and ½" from edge on each side of milk carton. Place the balloons side by side with carton on top. Tie string around carton and balloons, then through holes. This boat carries quite a little weight.

For a realistic touch, man your boats with miniature people made of pipe cleaners.



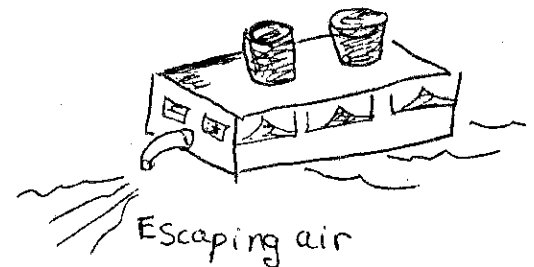
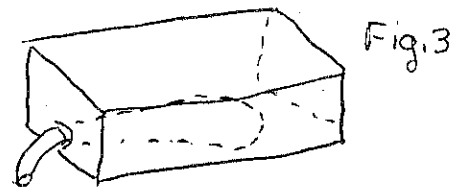
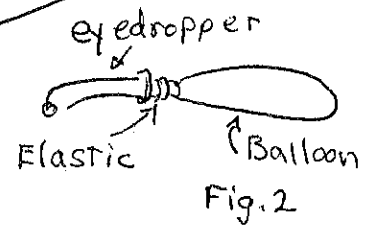
Powered Houseboat

Materials and tools

A one-quart milk carton, one long rubber balloon, one glass section from an eyedropper, glue, elastic band.

Procedure

1. Be sure the milk carton is clean, then cut a small hole close to one side on the bottom of the carton.
2. Insert the large end of the eye dropper into the balloon and wrap tightly with elastic band so that it is airtight.
3. Holding the balloon on the opposite end from the eyedropper, dangle the dropper down through the top of the carton and into the hole at the bottom. Close the top of the carton and fasten with tape or staples.
4. Pull the dropper tube about 1" through the hole. Point it downward at a 30° angle. Turn the carton on its side and scrape the top side free of wax; then glue paper chimneys to it for smoke stacks.
5. Blow up the balloon through the eye dropper, place your finger over the hole in the dropper until the carton is placed in water. When your finger is removed from the hole, the escaping air will propel the boat through the water.

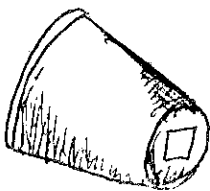


Make a Seascope

Since you probably don't own a glass-bottomed boat, here is a clever gadget for looking into the water.

Use a paper paint bucket (sold in paint stores). Waterproof bucket with a coat of shellac or enamel.

For the window of your seascope, use a section from a clear plastic lid from a cottage cheese carton or a greeting card box. Cut a square or rectangle to fit inside the bucket.



Cut an opening slightly smaller than the plastic in bottom of bucket. Tape window both inside and out with waterproof adhesive tape.

To use seascope, place upright with window down on the water. A gallon plastic bleach bottle with top removed could be substituted, but tape cut edges carefully.

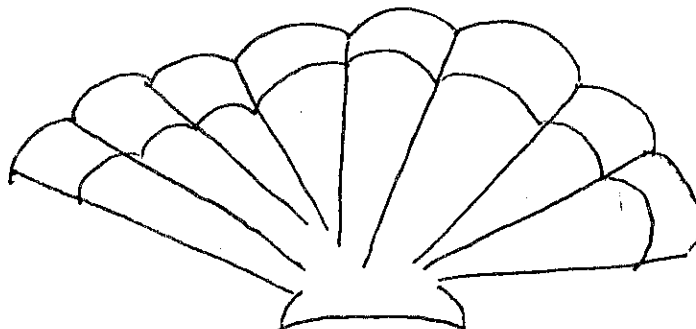
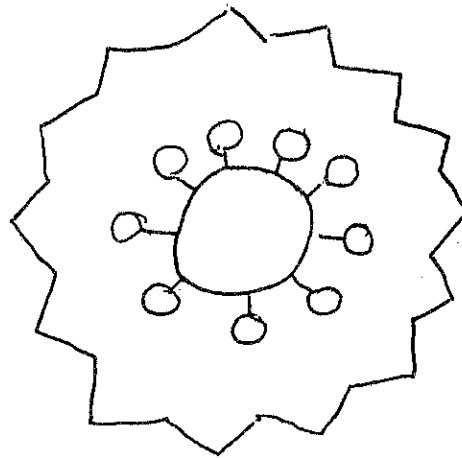
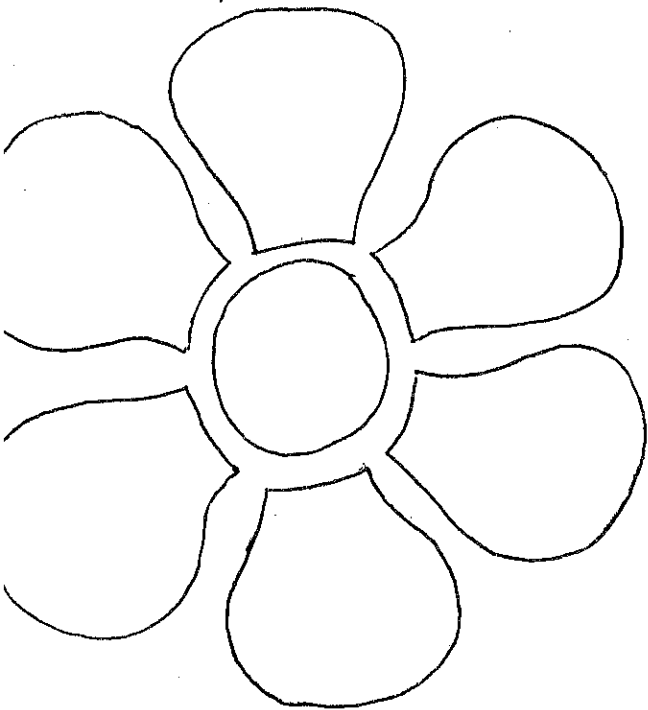


Painted Tubes

Pick up some new or used tire tubes at a nearby garage or tire center. Patched ones are fine. Have them filled with air while you are there. You will need several tubes of acrylic paint - try to include white, blue, yellow and red. From these basic colors you can mix almost any other color you wish. You will need a couple of brushes for each child about 1/2" wide and a small artist's brush for detail work. Paper plates make good palettes, and can be disposed of when painting is finished.

To clean inner tubes before painting, use detergent and wash them outdoors under the hose, using a scrub brush to remove all grease and grime. Let the tubes dry thoroughly before starting to paint. Using the paints freely is half the fun, so wear old clothes.

Give each child a paper plate and let him choose one or two colors. Squeeze paint onto the plate and you can show them how to mix the colors. As a suggestion, use plenty of white in the color mix to help them show up best on the black inner tube - paint all over and have fun in the water.



Trophy Skin

Here is an easy-to-make, authentic looking trophy skin which any Cub Scout will be proud to have hanging in his room. During his Cub experience, duplicates of his badges and pins can be hung on the skin and when he joins Scouting, he can continue to display duplicates of his honors.

- Materials needed:
- 13 X 16" piece of leatherette, suede or other similar material
  - Two 18" dowels or sticks
  - Two 15" dowels or sticks
  - Four 12" pieces hemp twine or rawhide lacing
  - One 90" piece hemp twine or rawhide lacing
  - Four 12" pieces bell wire

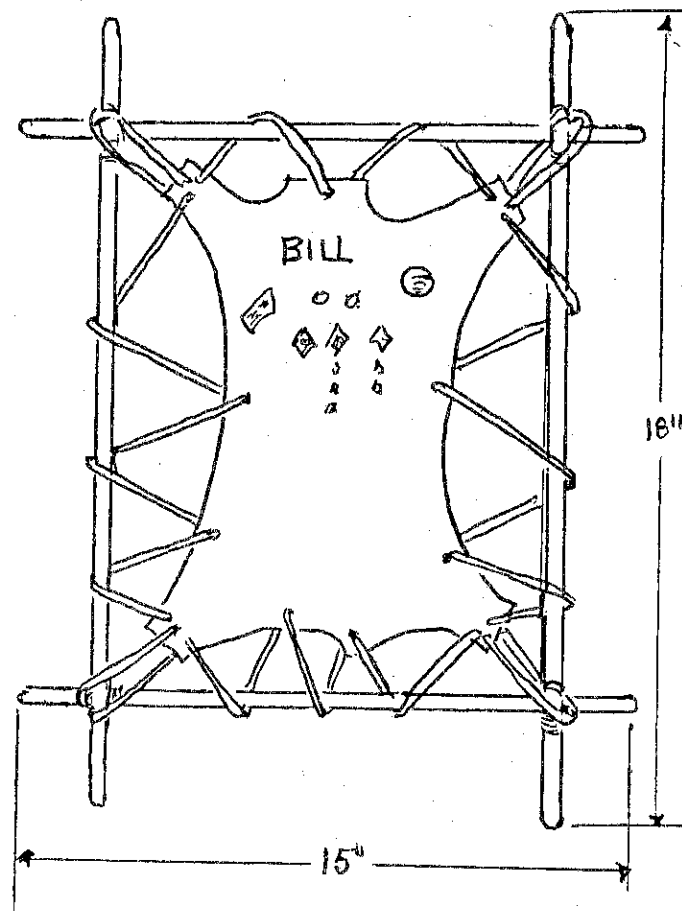
Instructions:

Notch the four pieces of wood 1" from both ends. Be sure the notches are on the same side of each piece of wood.

Bind the four pieces of wood together with the wire (as shown in illustration) making the joints as tight as possible. Cover with twine or lacing.

Cut leatherette in shape of skin. Punch holes around edges. Tie it onto sticks temporarily with cord to hold it in place while you lace through the holes with lacing. When it is laced securely, cut holding cords.

Boy's name can be painted at the top or letters can be cut from felt and glued on. He might like to put his pack and den numerals on the skin as well as his badges and pins.



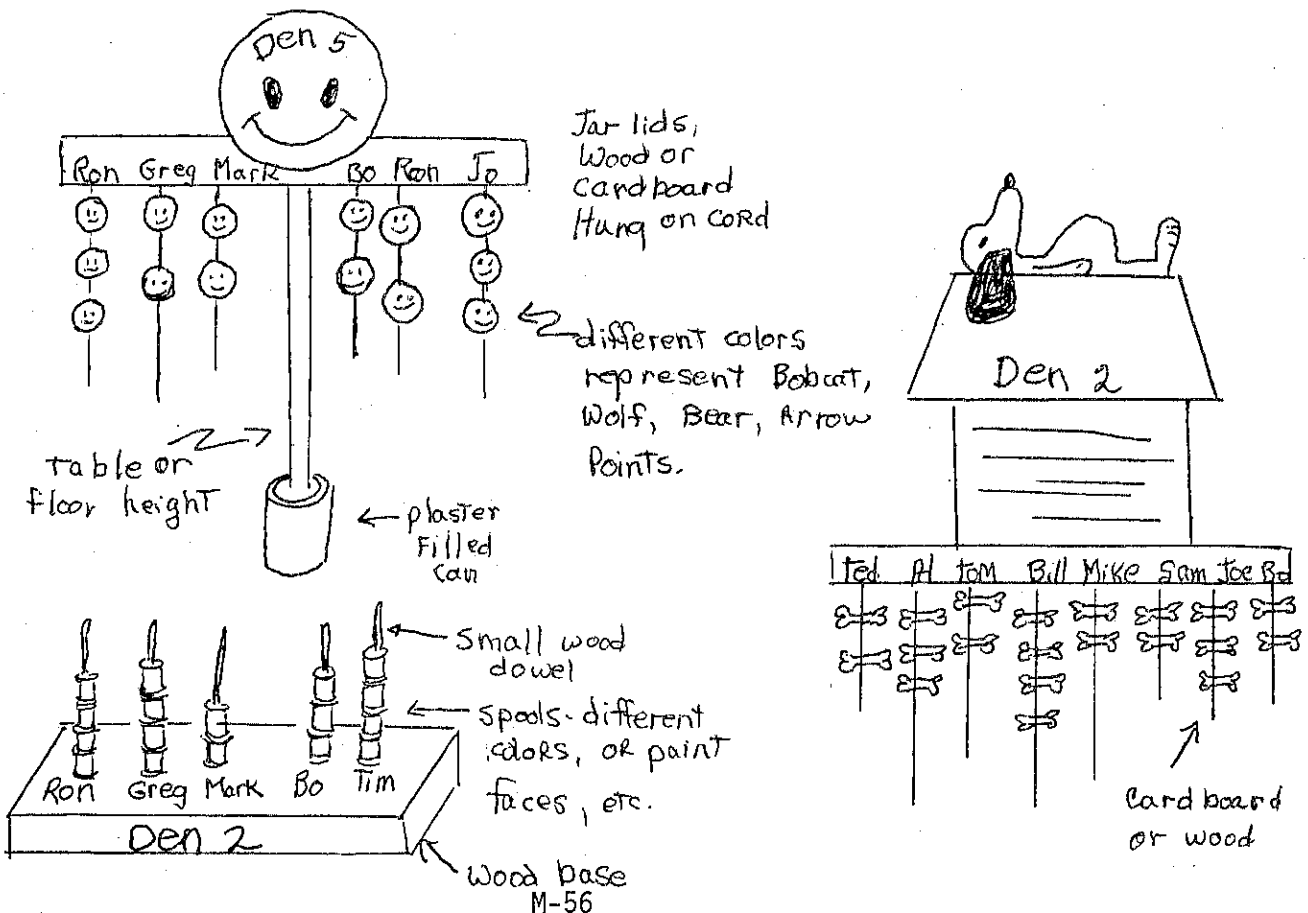
Den Doodles

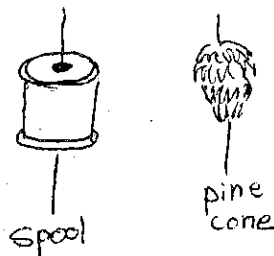
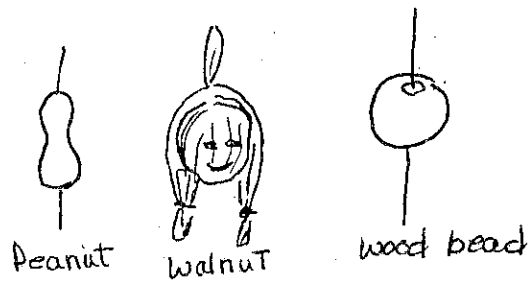
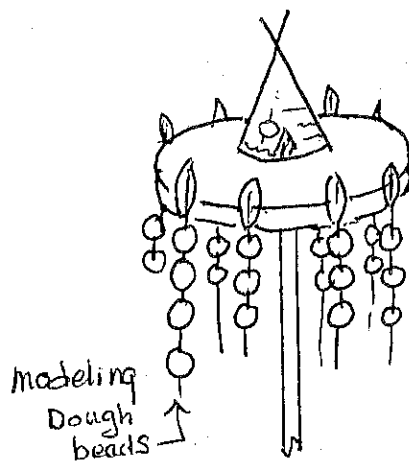
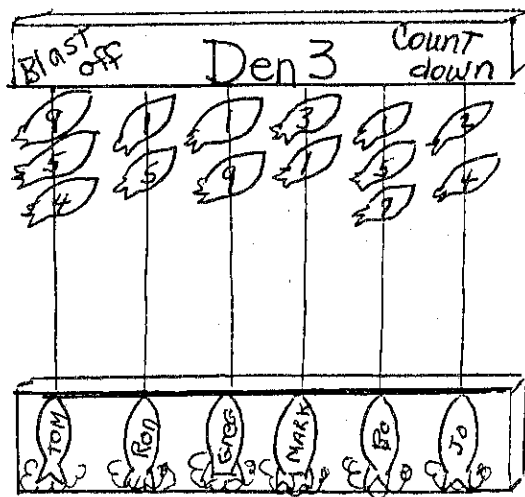
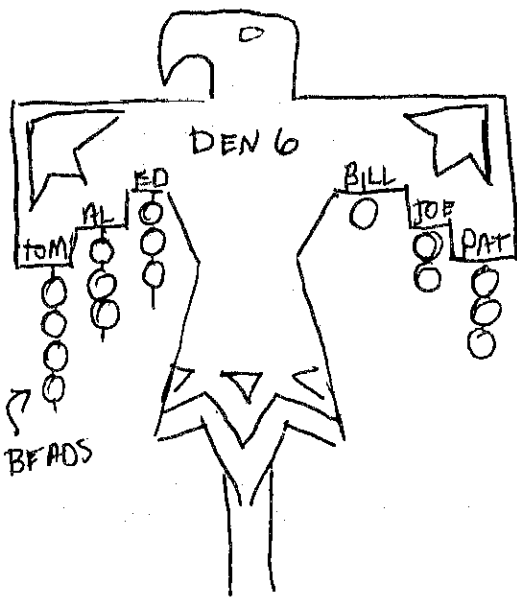
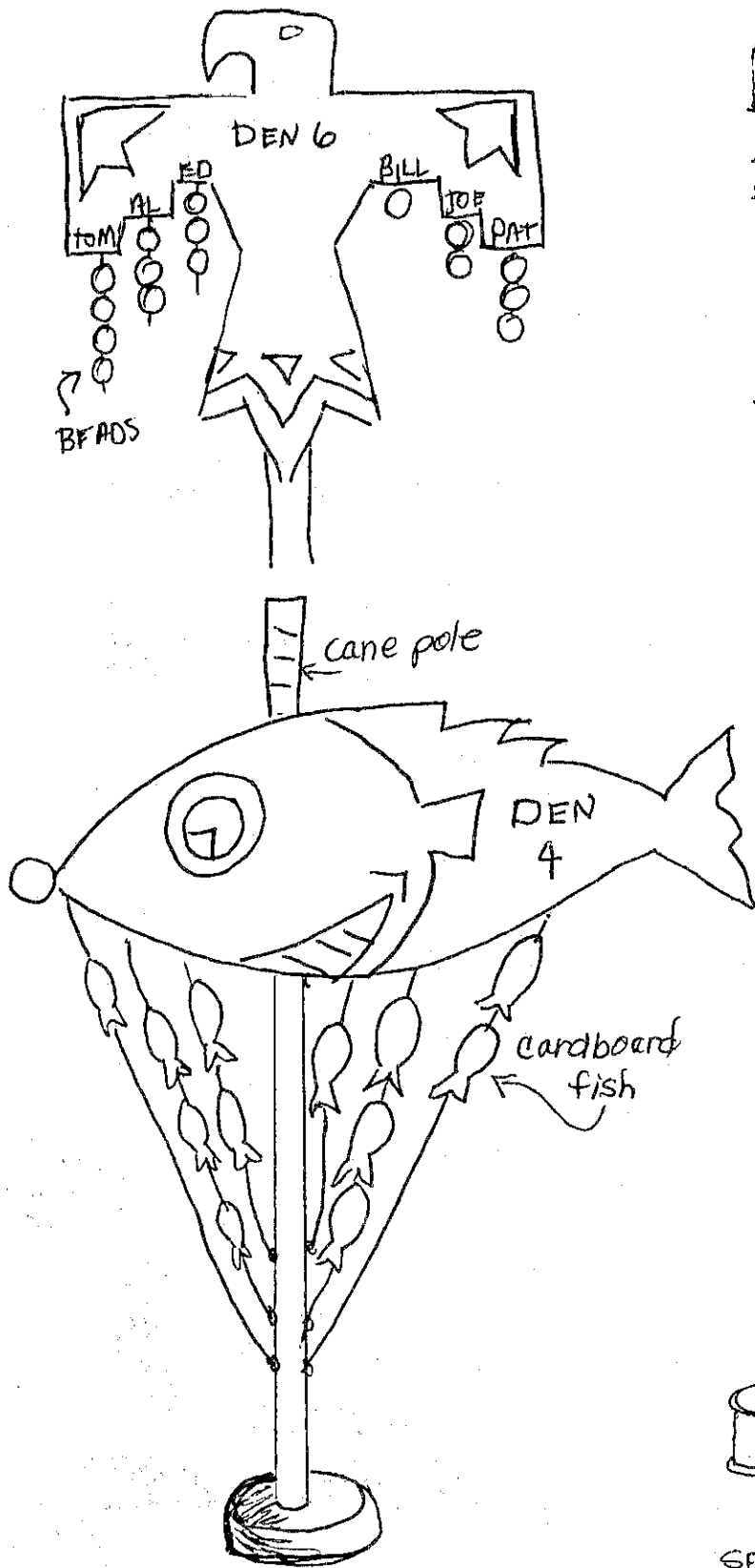
Den doodles are an excellent way to stimulate advancement. They also make the den meeting and pack meeting places more eye-appealing. There are some ideas for den doodles shown, but there are many other ways to make them. You and your boys will have some good ideas of your own. The main thing to remember is to use some object to recognize each boy's advancement.

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 his own additions to the doodle. Be sure to take your doodle to pack meeting for display. This will give the parents an idea of where their boy stands advancement-wise in the den and pack.

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. The base can be a 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. This makes for easier handling and transporting from place to place. The plaster-filled can serves as a weight so the doodle won't topple over.

Any number of things can be used to recognize advancement on the doodle.... examples: colored beads, spools, wood cutouts, cardboard cutouts, peanuts, modeling dough beads or objects, pine cones, heads made from cardboard rolls or modeling dough or walnut shells, etc. etc.





See Cub Scout  
fun Book and  
craft book for  
modeling doughs

Pirate Treasure Box

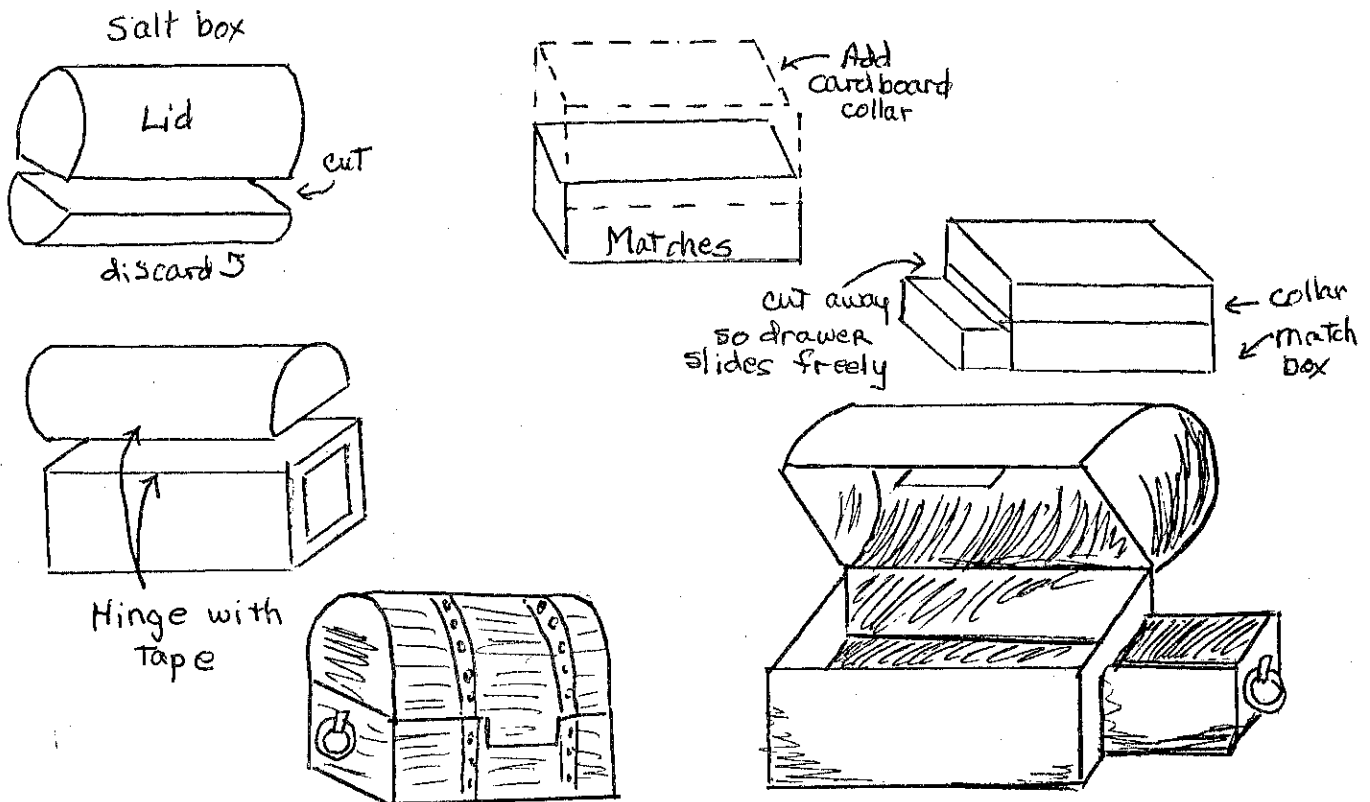
Here is a safe place for boys to keep all of their small treasures. It's also a good place to keep neckerchief slides.

- Materials needed:
- A salt box
  - A large size match box with drawer
  - Lightweight cardboard
  - Cloth tape
  - Woodgrain contact paper
  - Scissors and glue

Cut salt box lengthwise, removing 1/3. The larger portion will serve as the curved lid to your treasure chest. If necessary, shorten the length of the salt box so that it fits loosely over the match box.

Glue a light weight cardboard collar around the match box so that 1/2" extends above the box. On one end, cut away lower part of collar so drawer slides freely. Fit the salt box lid down over this collar and attach lid and box together along one side using cloth tape as a hinge. On the other side of the lid, glue a cardboard extension.

Use wood grain paper to cover the drawer, the sides of the match box, and the lid. Use black cloth tape and paper brads for trim on lid. Brass curtain rings can be attached to ends for handles.



Witch Pinata

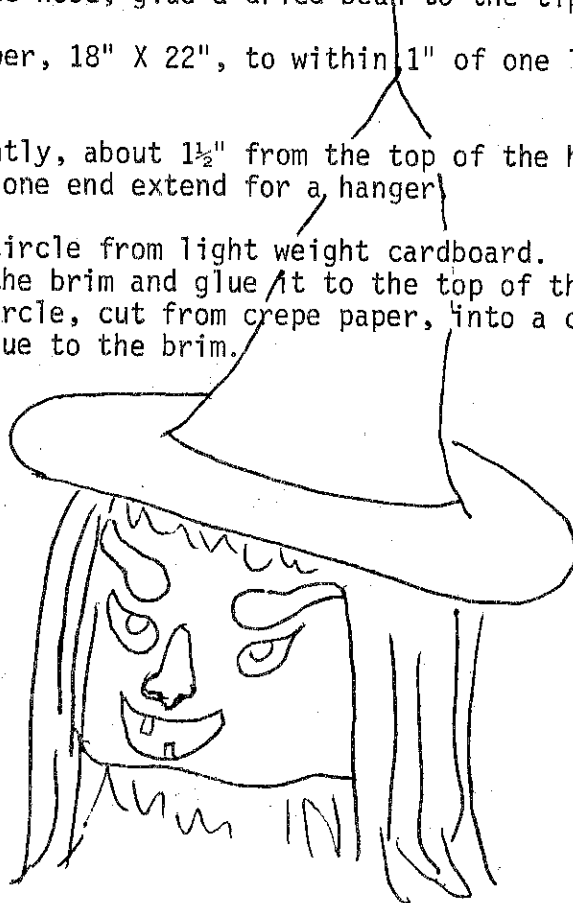
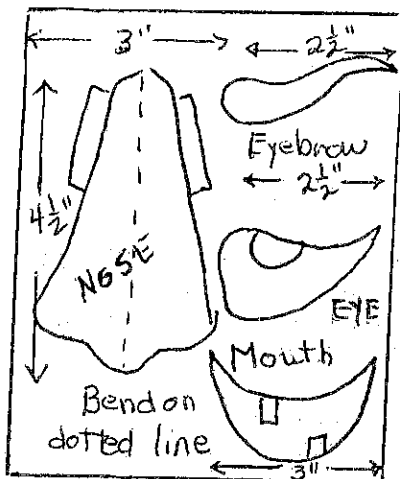
Suspend the pinata from the ceiling at a height just above the children's heads. Then, let them take turns, blindfolded, trying to break it with a broomstick. Have the rest of the children stand back while each contestant takes his turn.

For the head, use a brown paper bag, about 16" high. Using the drawing as a guide, cut the features from paper. Paint the features and glue them to the front of the bag. For the wart on the nose, glue a dried bean to the tip.

For hair, fringe a piece of crepe paper, 18" X 22", to within 1" of one long edge. Glue the hair to the head.

Fill the head with candy and tie tightly, about 1½" from the top of the head, with a long piece of string, letting one end extend for a hanger.

For the brim of the hat, cut an 18" circle from light weight cardboard. Remove a 5" circle from the center. Paint the brim and glue it to the top of the head. For the crown, roll half of an 18" circle, cut from crepe paper, into a cone. Slip the crown over the string and glue to the brim.

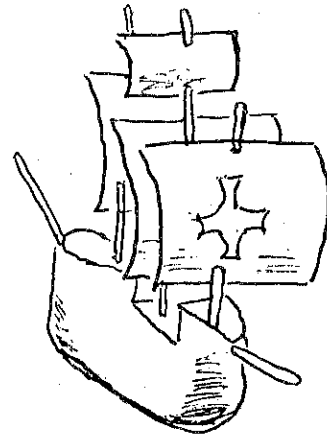
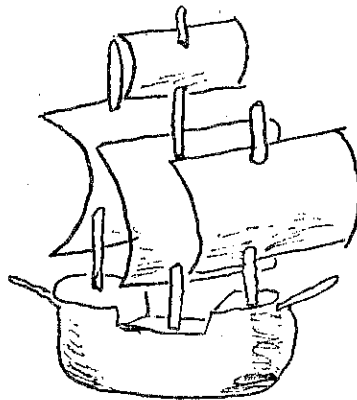
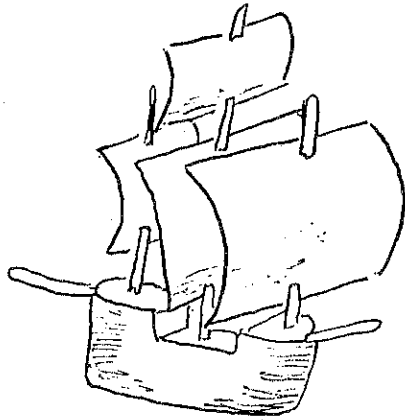


Halloween Spook Light

A baby food jar can be painted on the outside with orange paint leaving the Jack-o-Lantern facial features to be filled in with black paint. A warmer candle is an inexpensive candle to burn inside. These cast a spooky shadow and are very colorful when lit.

-Glenda Deatherage

Columbus' Ships

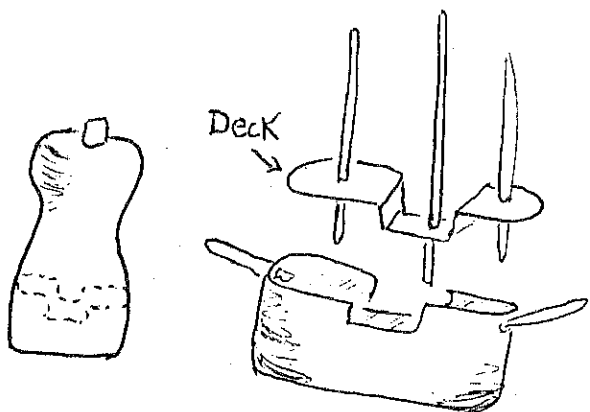


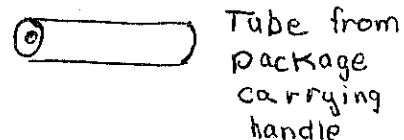
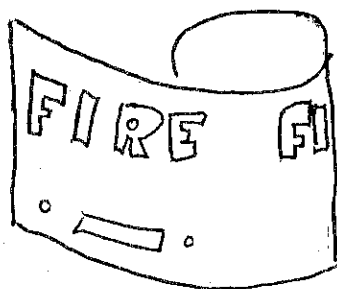
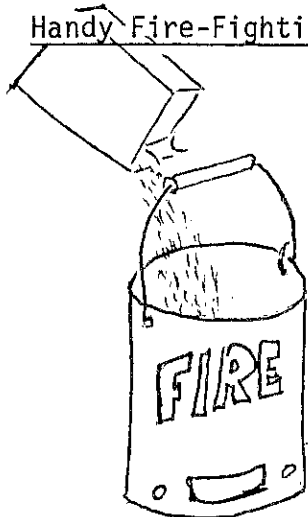
Materials:

- 3 oval plastic bottles of graduated size
- paper for pattern
- lightweight cardboard
- soda straws
- pipe cleaners
- medium weight paper for sails

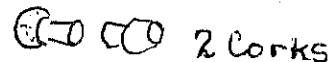
Directions:

1. Cut each bottle as shown.
2. Make paper pattern for deck; fold as shown and trim to size. Using paper guide, cut deck from lightweight cardboard; score and fold the deck.
3. For spars, use soda straws. Insert pipe cleaner into straws, leaving  $\frac{1}{2}$ " extending for attaching to hull. Insert in notches in hull and secure with tape or glue.
4. For each ship, make 3 masts of different heights. Insert pipe cleaners into soda straws as before and insert through holes in decks. secure to underside of deck.
5. Glue deck to hull.
6. Paint ships with acrylics or latex. Let dry.
7. Cut sails from medium weight paper. Sail in stern is a triangle, point down. Other sails are rectangles - wider than tall.

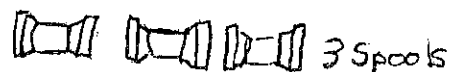


Handy Fire-Fighting Pail

Tube from  
package  
carrying  
handle



2 Corks



3 Spools

Here is a handy fire-fighting pail - complete with bright red "FIRE" label - that any child can make for mom's kitchen.

The pail itself is an empty one-pound coffee can with plastic lid. To attach a handle, punch two holes, on opposite sides and about  $\frac{1}{2}$ " down from top of can, with an ice pick or similar tool.

Next, glue the "FIRE" label around the can. To make label, cut a piece of red paper to go around the pail. With white paint or cut-out letters, put the word "FIRE" on two sides of the label.

For the handle, use a 12" piece of coat hanger wire. Slip a tube from a package-carrying handle, or two corks, or three empty spools onto the center of the wire. Then, bend the wire into a handle. Run the ends of the wire from the outside through the label and pre-punched holes in the can. Bend up ends of wire inside to anchor handle in place. Paint handle.

Now fill the pail with baking soda and snap on the plastic lid to keep the soda dry. Hang the pail in a strategic place in your kitchen or cookout area.

If the grease in your skillet, broiler or grill happens to catch fire, smother the fire at the base of the flames with baking soda. No more fire. What's more, your favorite hamburgers will still be good to eat. Just rinse off the soda, pat dry, and go right on cooking the hamburgers.

Bat

Cut two heads from paper, about 4" X 5", cut four wings from paper, about 10" long. Sew and stuff the head and each wing separately; staple or sew the wings to the head. Paint the bat.

Glue on bottle cap eyes, open sides out, with a bead glued inside each eye for a pupil. Glue on a crescent-shaped mouth, cut from the bottom and side of a paper cup.



Shrunken Heads

Materials needed

Large potato  
Two black beads  
Noodles

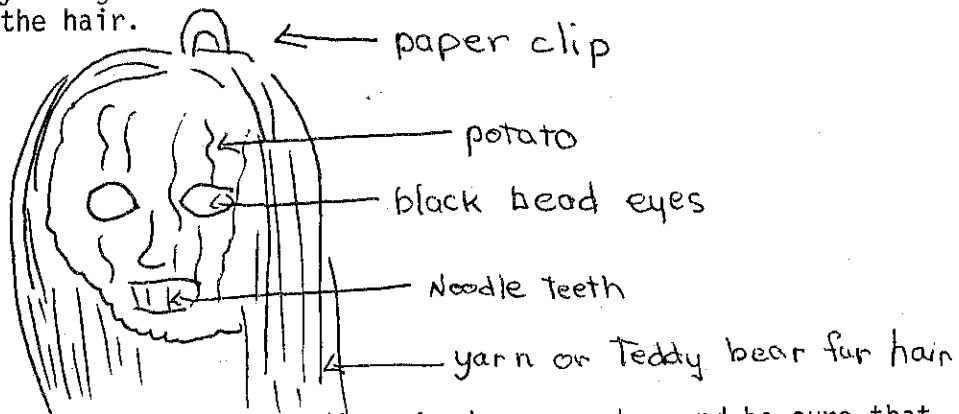
Black yarn or teddy bear fur  
Pocketknife or paring knife,  
String and paper clip

Directions

Here is a project that really appeals to boys. This might be especially appropriate during the Halloween season.

Once the potato is peeled and dried it will be as hard as a rock, and will have a shriveled gray look that will give you the chills.

First peel the potato and carve the face. The eye sockets and the mouth should be cut rather deep, about one third of the way through. Push the black beads into the top of the head. Now hang the potato by the string in a warm dry place such as a closet, so that all the moisture evaporates from it. It will not rot as long as it is kept dry. The potato will shrink as it dries, the noodles will crack so they look like cavities. When completely dry it will be half its original size, and very hard. Let it hang 2 to 3 weeks, and do not try to hasten the drying process by using the oven. Also do not hang outside. When it is completely dry, add the hair.



Trick or Treat Bags

To make trick or treat bags, select a medium sized grocery bag and be sure that it's not too big or the handle might break. Draw a pumpkin face, cat, or another halloween personality on the lower front half of the bag. Extend the stem, head, or strip to the top. Cut away the top part of the bag except for the stem, head or strip. Overlap the ends of the strips at the top and staple in place for a sturdy handle.



Fire Bucket Neckerchief Slide

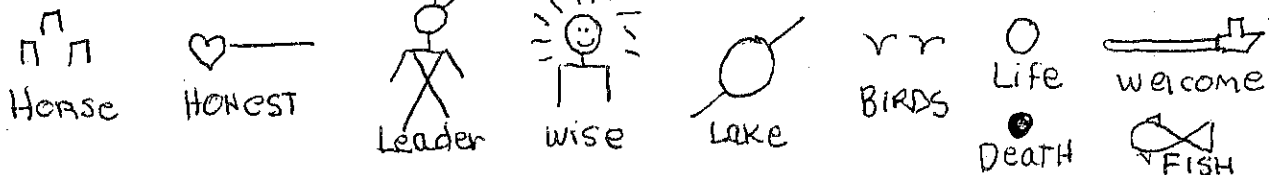
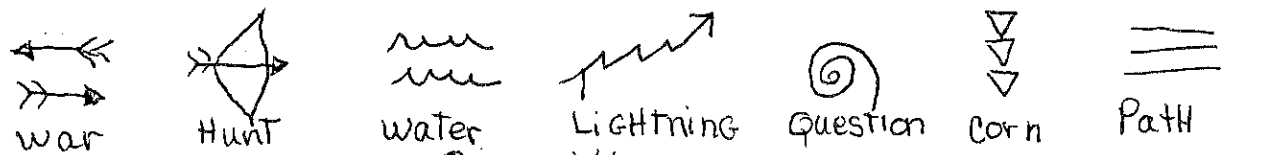
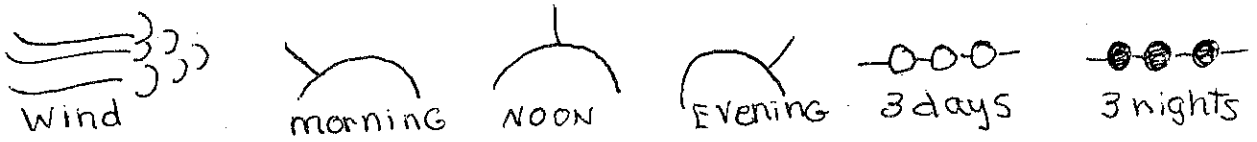
Materials: film can (35mm) painted red  
piece of pipe cleaner or chenille stem  
3 cotton balls  
small amount of plaster  
water  
ice pick  
strip of adhesive tape or paper marked "In Case Of Fire"  
small amount of sand

1. Tape paper sign to front of can.
2. Punch two holes in back of can, near top, between two ridges. Holes should be about 1 inch apart.
3. Insert pipe cleaner ring, bending ends flat against inside of can.
4. Stuff can with 3 cotton balls.
5. Mix plaster with water to consistency of sour cream. Work quickly or it will harden too fast. Pour thin layer of plaster over cotton balls to just cover the holes and ends of pipe cleaners. (The plaster will secure the pipe cleaner and weight the slide slightly)
6. While plaster is still wet, sprinkle top with sand. Shake off excess.
7. Handle slide carefully until plaster hardens.

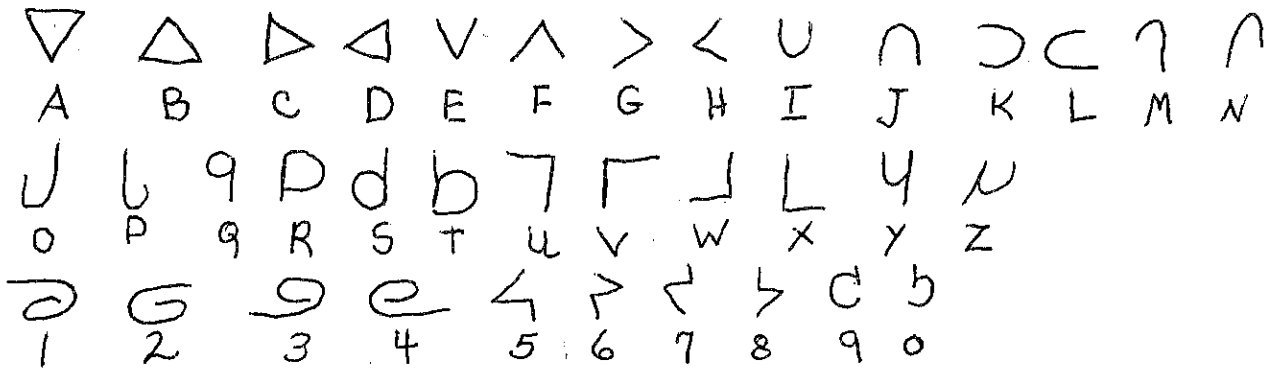


Indian Picture Writing

Cub Scouts will have fun writing messages or stories in Indian picture writing or using the Cree Indian alphabet shown below.



The Cree Alphabet

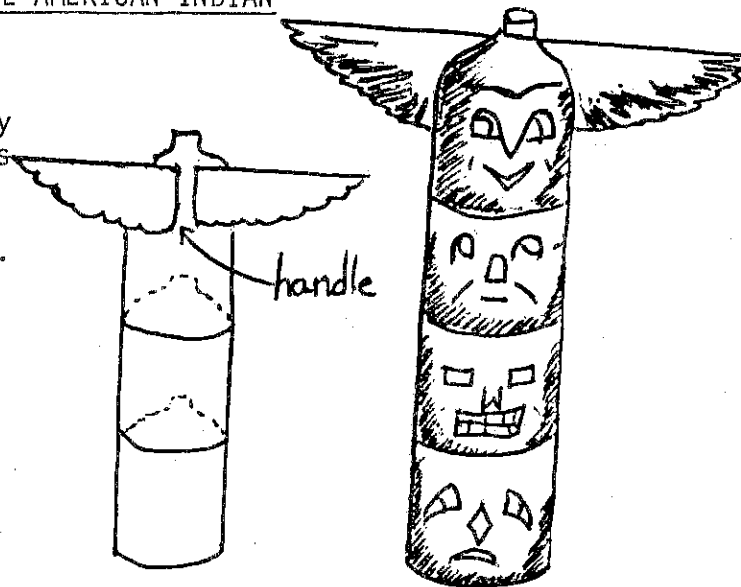


Plastic Bottle Totem Pole

Build this totem pole any height you want by varying the number of gallon plastic bottles you use.

For the base, leave a plastic bottle intact. Cut the bottoms off the other bottles.

Stack the bottles, one on top of the other, neatly taping bottles together. Decorate the handle of the top bottle by inserting construction paper wings through it. Paint and decorate each bottle.



Indian Head Planter

Here is a gift any "brave" could make for his mom.

Cut off and discard the bottom of a gallon plastic bottle. To make a base for your planter, unscrew the cap on the bottle and nail it to a block of wood. Invert the bottle and screw it into the cap on the base.

Indian Poput

Make poput from stuffed sock and feathers, as shown. Play over clothesline as in hand badminton, or use line of ground instead of clothesline.

Poke 3 holes in cardboard circle.



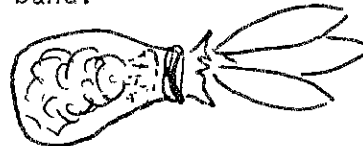
Insert feathers and bend quills over. Tape down.



Put stuffing in toe of old sock.



Insert feathers. Pack sock firmly. Tie or fasten tightly with rubber band.



Indian Shields

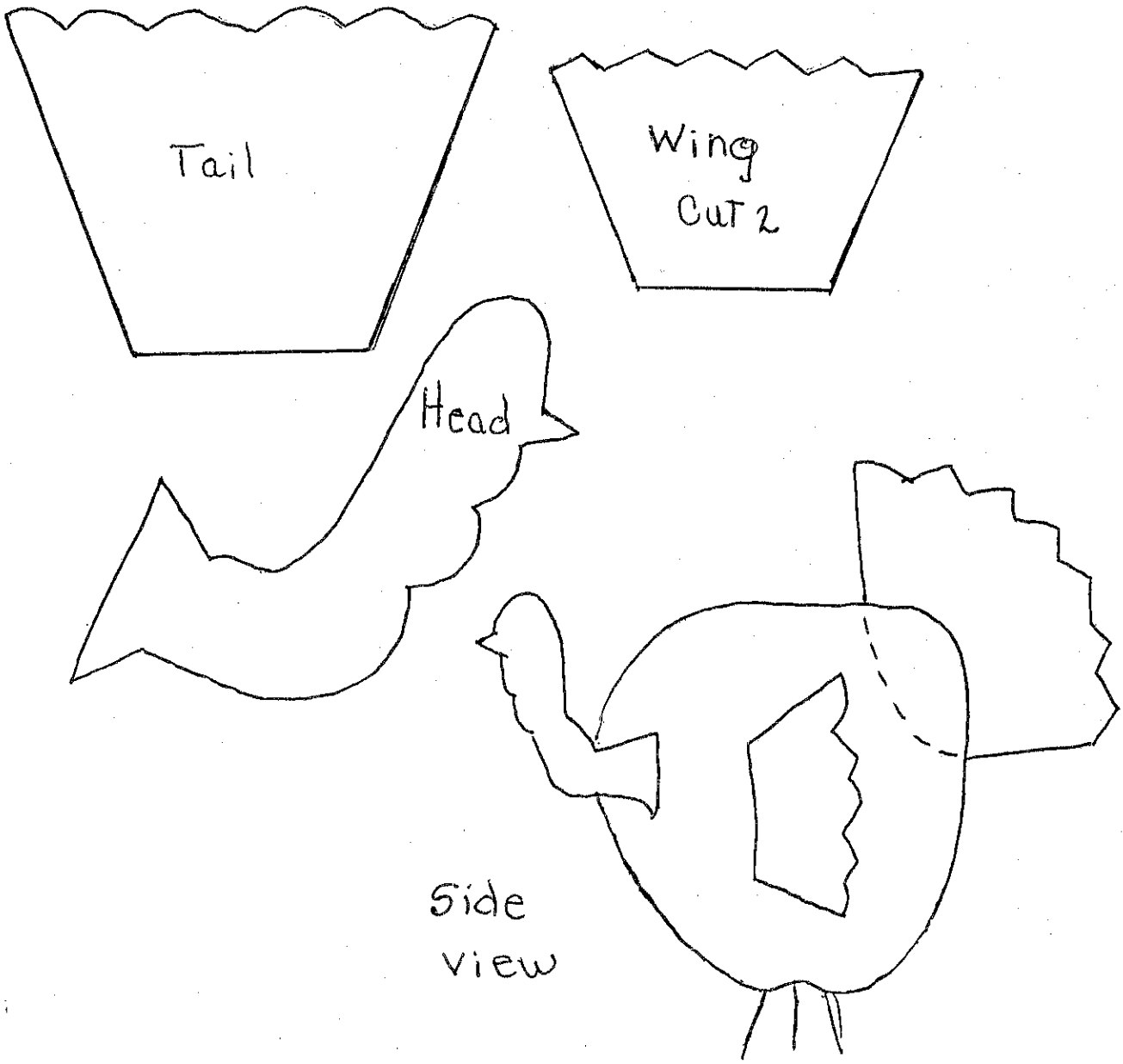
Cut circle from heavy cardboard, wood, or use the lid from a 5 gallon metal container. For wood or metal shields, nail a wood handle on the back. For cardboard shields, tape a cardboard handle on back. Paint the front and decorate with Indian designs. Lace around edge with colored yarn and add feathers if desired.

Apple Turkey

Materials: Cardboard  
Apples  
Crayons

Instructions

Cut tail, wings and head from lightweight cardboard, using the patterns below. Color accordingly. Polish a large apple. With apple standing upright, make slits lengthwise for wings and head and across for tail. Insert these cardboard parts in apple. Use toothpicks for legs.

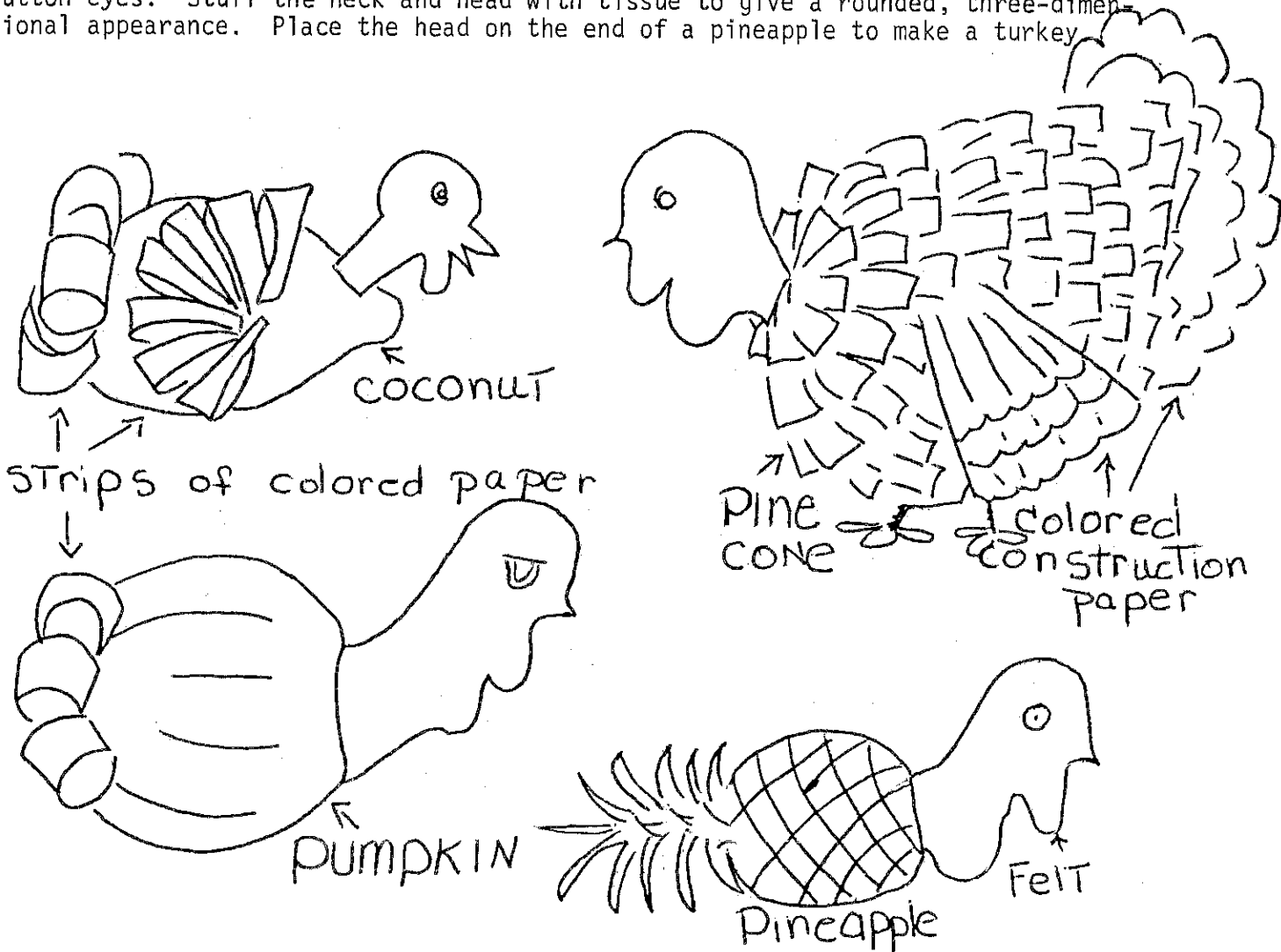


Thanksgiving Centerpiece

You may use a coconut, pumpkin, grapefruit or butternut squash to make a Thanksgiving turkey centerpiece. Cut strips of colored construction paper 1" X 9" for the wings and 2" X 12" for the tail. Arrange the strips in a fan shape and use a staple gun to attach them to the coconut or item you desire to use. Fold a piece of paper and cut a head and neck with the folded edge at the top. Cut a beak and wattle and paste them between the head sections. Paste the two head sections together halfway down the neck. Paste an eye on each side of the head. Bend the neck ends to fit on the coconut and staple them. (Note: The strips of paper can be stapled together in a fan shape and put on with transparent tape or straight pins.)

A small centerpiece can be made from a pine cone. Make a head, wings and tail from colored construction paper and glue to the pine cone. Small pine cones may be decorated in this manner and used as favors.

A pineapple may serve as a base for a turkey centerpiece. Make a head from two pieces of red felt sewn together with the bottom edge left open. Glue on felt or button eyes. Stuff the neck and head with tissue to give a rounded, three-dimensional appearance. Place the head on the end of a pineapple to make a turkey.



Indian Necklace

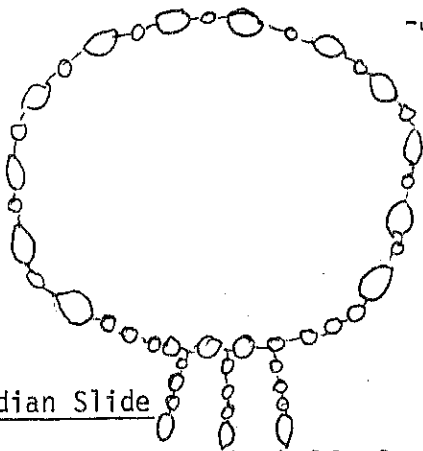
Materials needed: thread  
needle  
seeds

Use canteloupe, pumpkin or mimosa seeds. String them together to make Indian necklace.

Seeds may be painted with water color or dyed with food coloring and vinegar as for Easter eggs. Let dry thoroughly before stringing.

Encourage using seeds that will not be eaten - such as mimosa, apple, squash (dyed) etc. The tiny mimosa seeds may be glued inside cardamon husks for a different effect.

-Judi Austin and Jo Beth Johnson



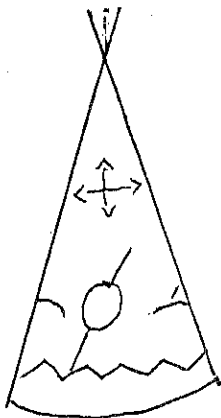
Walnut Indian Slide

Make this novelty from the half of an English walnut shell or a pecan. It may also be mounted for a pin. Make the feathers out of paper or use small and real feathers from birds. Mount the walnut, cloth or paper headband at the top of a form as shown. Braid heavy black braids and glue these to the shell. Use ink and lipstick for facial features. Use this novelty for a favor or a place card from heavy paper. Use the curtain ring for the slide you make.

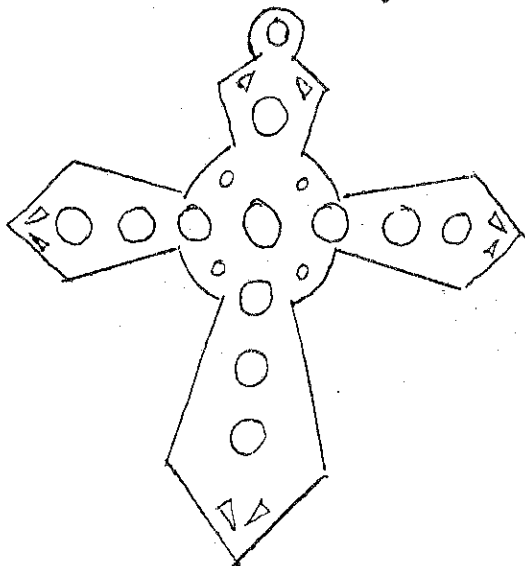
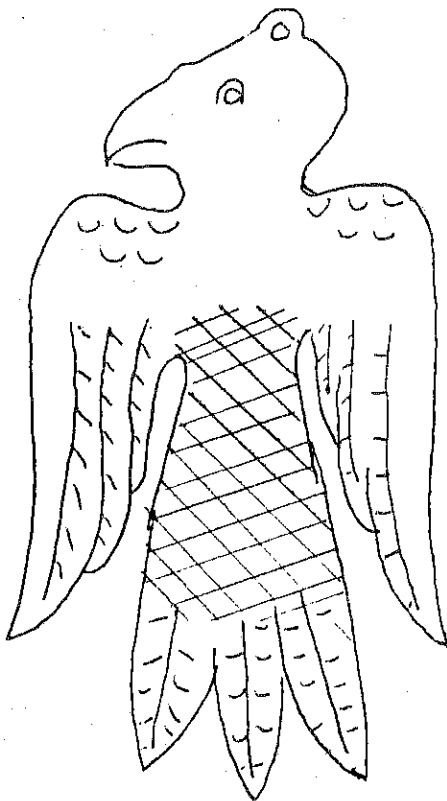
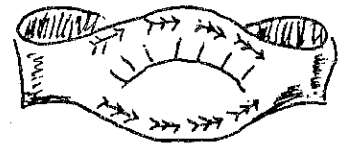
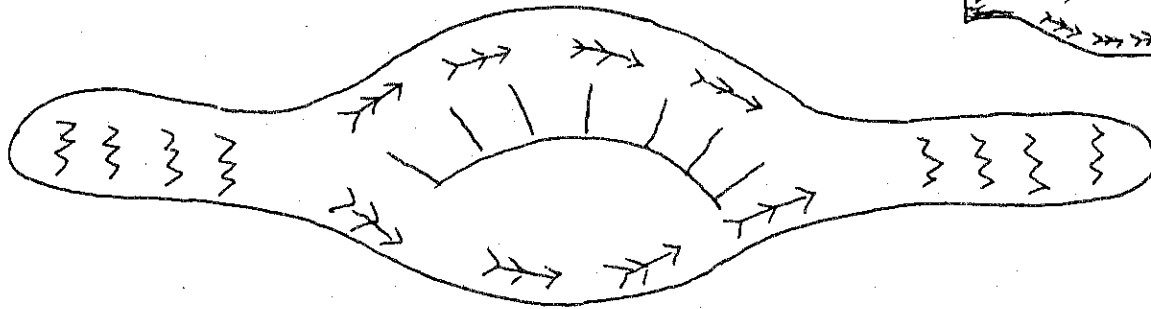


Tepee Tie Slide

From the leatherette, roll half a circle into a cone. Overlap and sew edges together. Insert toothpicks inside at top. Glue in place. Decorate with Indian designs. Make two horizontal slits on back to pull the tie through.



Imitation Navajo Indian Jewelry



From such "make-believe" silver salvaged from mothers' kitchens as foil pie tins and pans from boxed cake mixes, children can make this handsome Navajo Indian jewelry.

Copy our designs on tracing paper; then place the paper on the heavy foil. Best to use are the smooth parts of the pie tins and pans - or those with the least design. Then, using the blunt point of a pencil or knitting needle, retrace the design on the paper, bearing down so that it will be transferred to the foil. Cut around the design with sharp scissors. On the back side, smooth rough edges with fine sandpaper.

Punch a small hole at the top for the pendants, and draw through a silver cord or chain. Make our Thunderbird or the Navajo Cross below, or have the boys cut their own variations - such as a half moon, sun and so on.

To curve the bracelets, take a rounded pencil. After sanding the back smooth, roll the pencil from the center toward each end till the curve fits the child's wrist.



## NATURE CRAFTS

### Ozark Annie

Materials needed: Corn cobs, material, mimosa seeds, smallest plastic eyes, glue, magnets, red magic marker.

Cut corn cobs in 1/4 inch thickness - use either coping saw or electric knife. Glue plastic eyes on corn cob, use brown mimosa seeds for nose. Draw mouth with red magic marker.

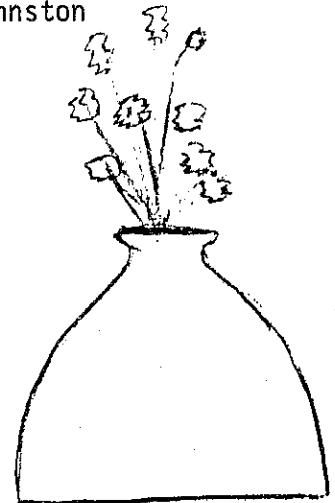
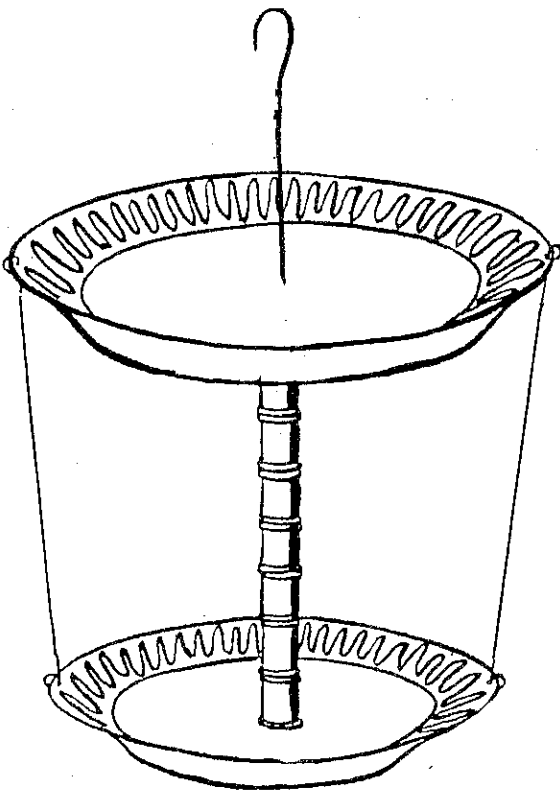
With 4-inch circle of material, wrong side up, lift about 1 inch from edge. Glue edge toward center. Continue to glue and pleat material until circle is finished. Glue corn cob in center. Make 6 X 1 inch strip of material. Glue lengthwise in half, wrong sides together. Glue strip around corn cob to form sides and ties of bonnet. Glue magnet on back. Buy magnetic tape in long coiled strip and cut in 1/2 inch pieces.



- Judi Austin and Jo Beth Johnston

### Native Clay

If you can find the red native clay around Tulsa it can be used to make flower vases, as well as other items. The clay is messy to use but boys have a great time playing with it. After it dries you can put a dried arrangement in it, or use any pretty colorful flower.



### Pie Plate Bird Feeder

Materials: 1 dulled pie plate, 5"-6", 1 pie plate, 9", 7 empty wooden spools, small size, 1 length of heavy wire 16" long to go through spool holes, 1 piece thin copper wire.

Punch a hole large enough for the wire in the exact center of both pie plates. With pliers, bend a small circle at one end of heavy wire and string on this the small pie plate, then the 7 spools and last, the large pie plate. For firm plates, punch a hole at right and left of both pie plates in line with center holes, at extreme outer edges. Put copper wire through these holes and fasten at bottom.

## NATURE CRAFTS

### Indoor Gardens

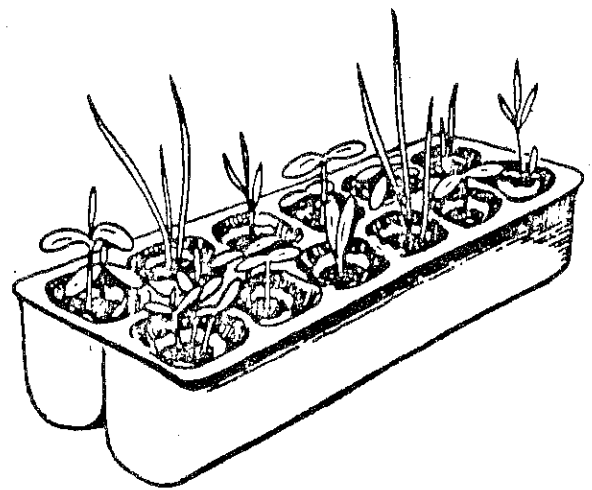
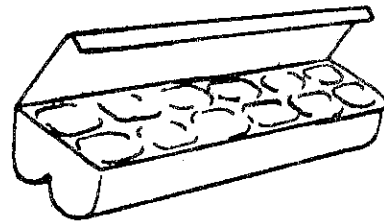
#### Materials:

Empty egg cartons  
Tempera paint or foil  
Egg Shells  
Soil (fine, or mixed with sand)  
Flower seeds

Indoor flower gardens may be started in early April. Later they can be transferred easily to outdoor gardens.

Remove and discard the cover of a cardboard egg carton. Decorate the outside of the egg carton with tempera paint or cover with aluminum foil. Place empty egg shell halves three-quarters full with fine soil. Plant two or three flower seeds in each shell, at a depth indicated on the seed package. Water according to directions. Marigold, petunia, and rye seeds sprout quickly.

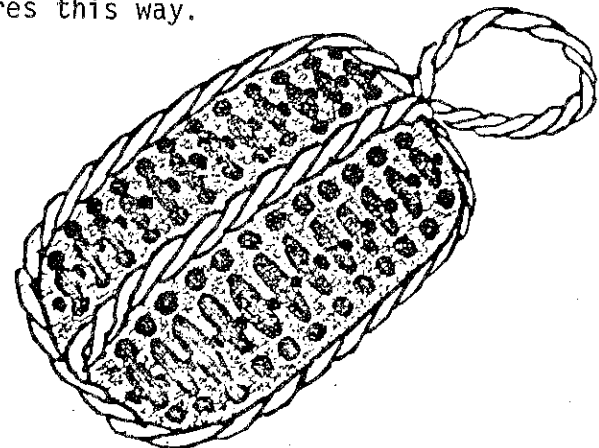
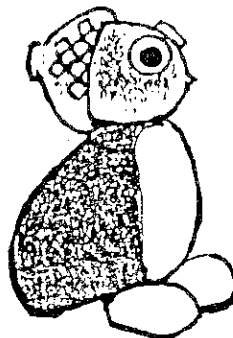
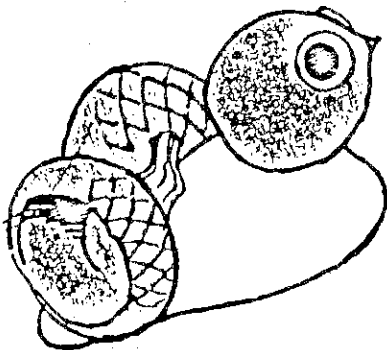
When sprouts appear and begin to grow, set cartons near windows, or on window ledges where plants may have sunlight. As weather becomes warm, take plantings out of cartons and set egg shell and all into outdoor gardens.



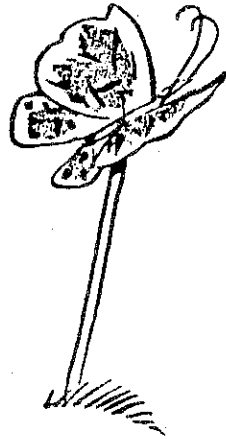
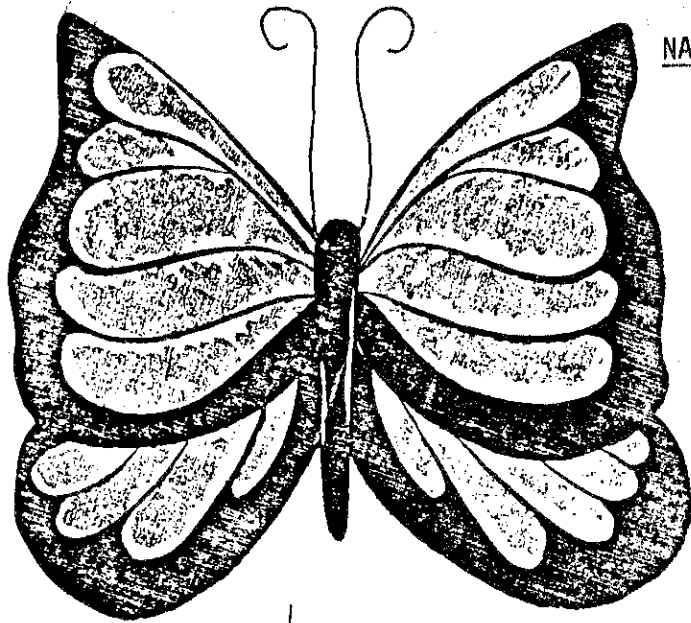
### Rock Ornaments And Pebble Creatures

Glue yarn around the rock. Paint on a design. Cover with varnish or clear nail polish to make permanent. If small rocks are used, two can be glued together using a small piece of yarn to connect them. Glue on a yarn loop.

Glue acorns and pebbles together in a creature shape. Glue on moveable plastic eyes. Squeeze on the glue and let it become "tacky" before putting the parts together. You can make a number of different creatures this way.



## NATURE CRAFTS

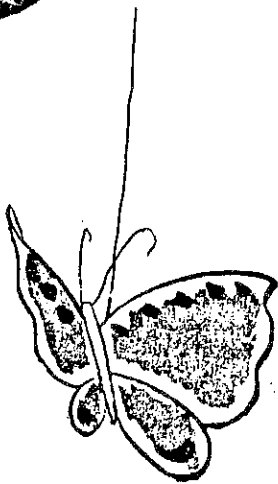


### Metal Butterflies

Save those foil metal tins that pies and frozen foods come in. Make a metal butterfly. You can hang them up, place them on a stick or thumbtack them to your tack board.

Butterflies are all sizes and shapes. Make any size you wish.

Cut and fold wings up for body (you can make four wings and wire together for a more elaborate butterfly). Paint with nail polish or enamel paint. Twist wire for antennae. Use one piece and press through at eye and bring to front. The body is a strip of pipe cleaner glued to metal.

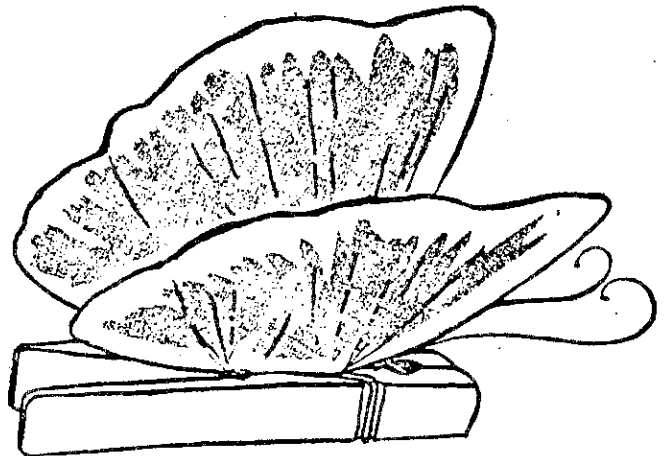


### Clothespin Butterfly

Materials: Spring type clothespin, wire, construction or crepe paper, glue.

Fold a 12" piece of wire in half. (More than 12" will be needed for large butterfly specimens.)

Insert the folded end into the hole in the center of the clothespin. Shape the two pieces of wire into butterfly wings and attach the ends in the clothespin. Spread the wings apart. Cut four pieces of paper the shape of the wire and paste two together on each wing. The children may shape, design, and color specific butterfly wings. Cover two pieces of short wire and clip in the front of the clothespin and shape into two antennae. Colored plastic clothespins make attractive butterflies.

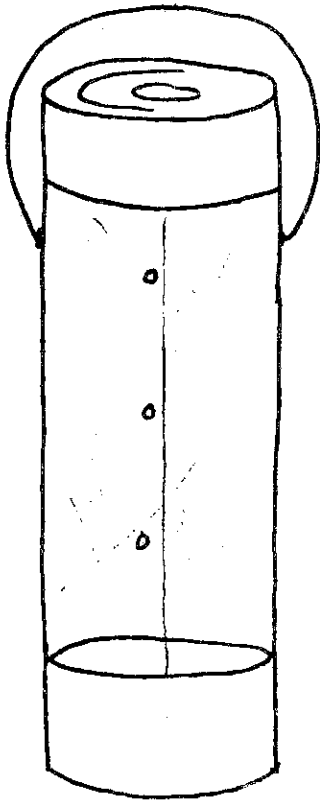
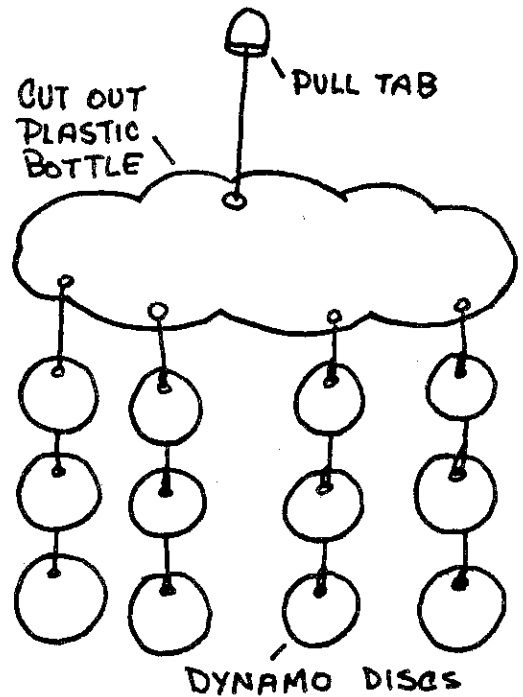


## NATURE CRAFTS

### Wind Chime

A design of the Cub Scouts choice can be cut from a plastic detergent or other colorful bottle, and punched with a hole punch. Discs are cut from the bottles and also have a hole punched in the top of each disc. These are then gathered and knotted individually on clear fishing cord and hung from the large design. The entire mobile should then be hung with fishing cord tied to a pull tab. When finished they resemble Capiz shells.

- Glenda Deatherage



### Bug House

Materials: 2 tuna or cat food cans  
Screen 10" X 12"  
3 Metal paper fasteners  
Bottle Cap  
Straight twig  
Wire for handle

Paint cans with enamel paint. Paint sides and bottoms. Let dry. If desired, paint on bug (or use decal) and paint the words 'Bug House' on the can which will be used on top of bug house.

Form screen into cylinder 12" high, with ends overlapping slightly. Punch three holes and secure cylinder with 3 paper fasteners.

Mix plaster and fill bottom can half way full. Insert bottle cap (to hold water) in plaster. Insert screen cylinder into plaster. Let plaster harden.

Attach wire handle to sides of screen.

Lid sets on top of cylinder and is not attached.

If desired, insert twig in plaster before it hardens, to make tree for bugs to climb on.

